

A DIFFERENT KIND OF MEGA DRIVE MAG

MEGA

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PAGES

DECEMBER 93
ISSUE 7 £1.75

ACTION

SONIC SPINBALL

Going full tilt?

Battle tested

STREET
FIGHTER II

Your free laces

No laces? Ask your
newsagent.

Plus Sonic CD, Zombies,
Gauntlet IV, Robocop 3,
Gods, Virtual Pinball
and more!

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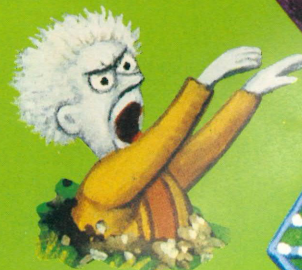
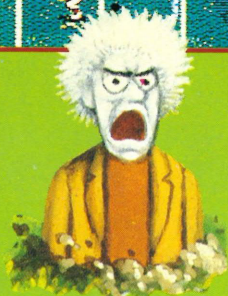
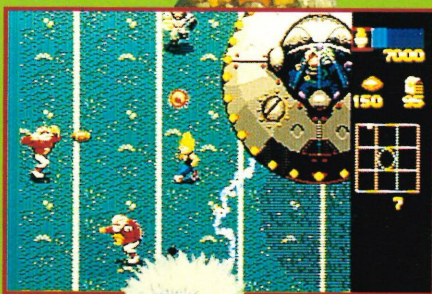
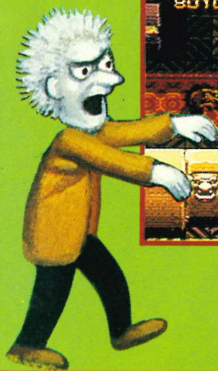


55

monster levels

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

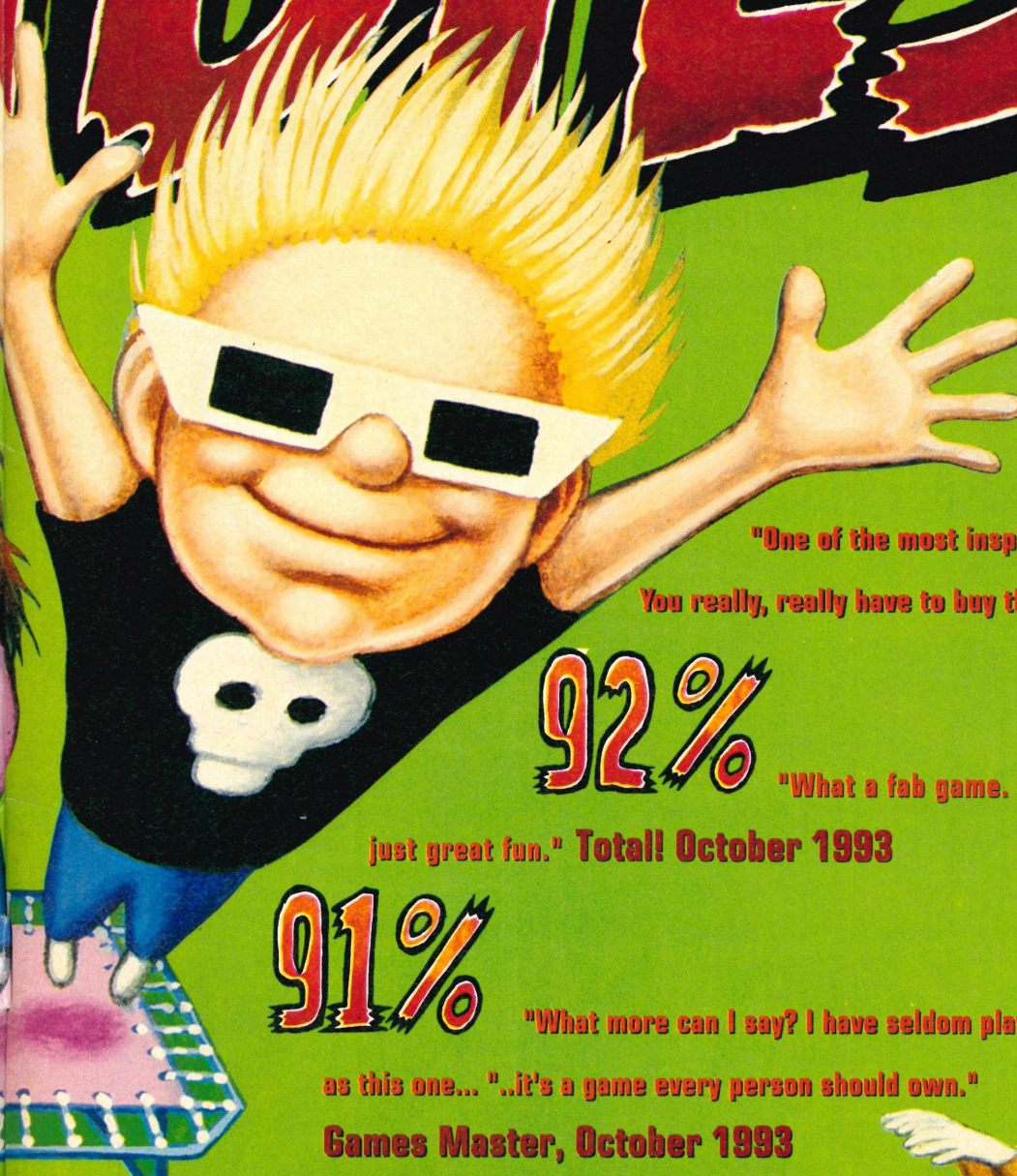
ZOM



KO

SUPER NINTENDO
ENTERTAINMENT SYSTEM

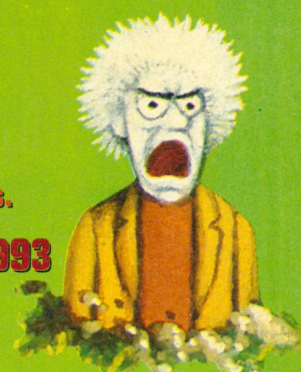
PRLES



94%

"One of the most inspiring new releases in years.

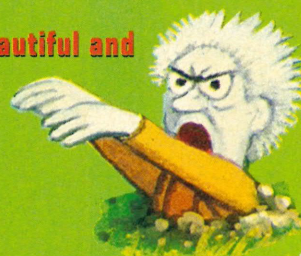
You really, really have to buy this." **NMS, October 1993**



92%

"What a fab game. Big, beautiful and

just great fun." **Total! October 1993**



91%

"What more can I say? I have seldom played a game as good

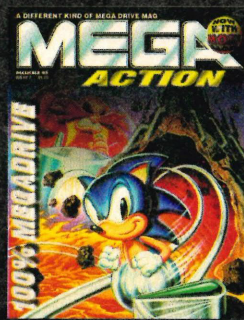
as this one... "...it's a game every person should own."

Games Master, October 1993



KONAMI

MEGA



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SONIC SPINBALL

Your head will be SPINning at all the games that we have for you this month. And you will have a BALL with the latest Sonic offerings. But this is only the beginning. Also featured are Streetfighter II Plus, Robocop 3, Sensible Soccer, Gauntlet IV and Gods. And you will find the Mega Laces come in useful this time of year for the conker fights. Add to that yet another eight pages and you have Britains fastest growing Mega Drive magazine!

WORLD NEWS

6 The first ever female contestant reached the finals of the Sega European Championships. Our boys put on a brave show, but were finally pipped to the post. We visit the new HMV games department, the biggest in the world, and take a peak at the Bruce Lee *Dragon* game, based on the MCA block-buster movie.

REVIEWS

10 As the winter nights draw in, it's comforting to know that Mega Action will always be there with the very latest games for you. This month we've *Sonic Spinball*, *Streetfighter II Plus* and *Robocop 3*.



38 **CALL ME ANDRE**
 Andre Agassi's one of the most stylish tennis players on the circuit. Right here in this very magazine, Sony, makers of the Agassi tennis game, an Agassi jacket, five games and posters galore. Stop it's too much!

GODS OF GAMING

44 The Bitmap Brothers are famous for games on all formats topping the respective charts whenever released. With *Gods* out now on the Mega Drive and *Chaos Engine* in the pipeline, we take a look at what makes this team mightier than most.



FUTURE SOUND OF CD

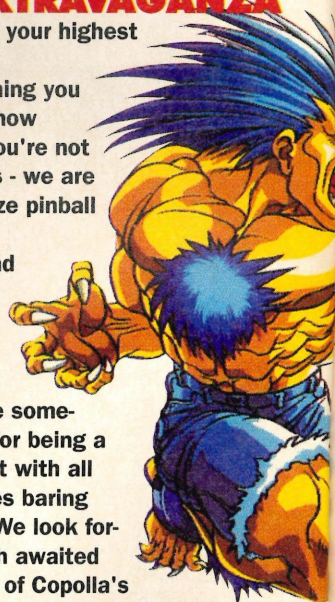
46 CD Sound City! Established musicians are now writing original music for the Mega CD, with the likes of Rick Wakeman and Michael Kamen only too keen to contribute. Could this be the turning point? Read the first part of the story of Psygnosis music exclusively in Mega Action.

PINBALL EXTRAVAGANZA

48 What's your highest score? Everything you always wanted to know about pinball - and you're not going to believe this - we are giving away a full size pinball table, courtesy of Electronic Arts. Read about their pinball game on page 62.

DRACULA

5 There must be something to said for being a vampire - what with all those beautiful babes baring their necks at you. We look forward to Sony's much awaited release of the game of Coppola's film with a look at the blood letting Count's film successes to date.



CONTENTS



PREVIEWS

58

We've a mountain of games on preview, with software companies decidedly prolific in the run up to Christmas. We take a first look at *NBA Jam*, *Quarterback Club*, *Crash Dummies*, *F 117*, *Winter Olympics* and many more!

DR BARRY DIABLO

72 We've employed the galactic hero for all your gaming problems. Don't hesitate to write in and consult him over anything that might be preventing that last level from being reached or that high score obtained.

TIPS AND CHEATS

74 Once again that mysterious figure from outer space will take you through the biggest and best selling games around. This month it's *Mortal Kombat* and *Batman*!

MEGA WORKSHOP

80 This month: who's the cutest, cuddliest, most capable character to climb aboard a platform? We size them up and strip them down. It's unique and it's only in Mega Action of course!



LETTERS

70

You are concerned, very concerned about the kind of issues which affect the every day Mega Drive user. This month in the letters page we cover most topics and shock! horror! we even have even given a game away in our **STAR LETTER**.

NEXT MONTH

82 WATCH out there's an awful visual joke about. And this month it's TIME for Timex to get the treatment from our clever-clever art boys. Don't let Christmas take you by surprise, simply turn to this page to find out what smashing previews and reviews we have in store for you next month.



THANKS THIS MONTH: The Fabulous Furry Freak Brothers, our new drum scanner, Mark (slim) Forbes, Sarah (nice pear) McLachlan, respect to the booty lady, respect to Nic (Rank Harshness) Moran, not.

TYPOGRAPHY AND DESIGN THIS MONTH: Adobe® Dimensions, Photoshop, Illustrator, Quark Express. **Futura (sorry)**, Franklin Gothic, Palatino, Helvetica and you know it Zapf Dingbats ▲

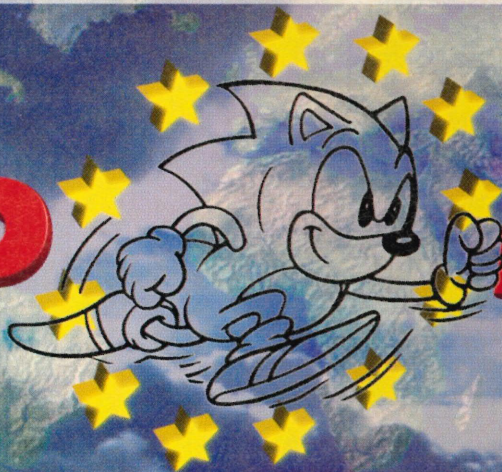
IN THIS ISSUE...

Chuck Rock	18
Crash Dummies	67
Dracula	50
Dune CD	65
F-117 Night Storm	58
Gods	42
Gauntlet IV	22
International Rugby	40
Lost Vikings	66
Lotus II	68
NBA Basket Jam	60



NFL Quarter Club	64
Robocop 3	26
Sensible Soccer	32
Sonic Hedgehog CD	52
Sonic Spinball	10
Spiderman CD	56
Streetfighter II Plus	14
Tournament Fighters	36
Virtual Pinball	62
Winter Olympics	61
Zombies	24

WORLD NEWS



Welcome...

... to a magnificent seventh issue of MEGA ACTION and a new Editor! We are still the cheapest Mega Drive magazine on the market and we have grown from the humble 68 pages to a staggering 84 AND we're giving you some cover mounted goodies! ! Check out the laces and be the first to show them off, be it laced through the latest Reebok or threaded through your best conker! In this our

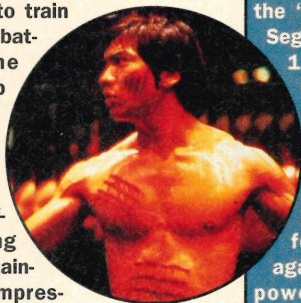
biggest issue ever we take a long hard look at Streetfighter 2 Plus, Sonic CD, Sonic Spinball and we also give you the chance to win jackets, books and even a FULL SIZE pinball table! The Mega Workshop, our exclusive creation, seems to be very popular with you - we've had dozens of letters with ideas for inclusion. So keep them coming and enjoy! Steve Atherton- Editor

ENTER THE DRAGON

Think of Bruce Lee and you would be forgiven for seeing lips moving out of sync with what is said. Although hardly the master of the English language, he was champion of the motion picture world and supreme in the martial arts. Bruce Lee died at the age of 32 and now his legend lives on in the block-buster motion picture from MCA and the new game from Virgin, Dragon. Playing the part of Bruce Lee, you can take on 12 different opponents, including the notorious Sun Brothers, the vicious Oriental Fan Fighter and the Phantom, a character that haunted Bruce Lee all his life. Up to three, yes three fighters can appear on screen at once with an option for two players to join and act as a team against the computer. You will

also be able to train up Bruce for battle using the wisdom of Yip Man who will provide invaluable information on the 36 different fighting moves. It certainly looks as impressive as film with action guaranteed for all. Look out for a full MEGA ACTION assessment in the months to come.....

▼ Tough scenes show just what it's like to become the master of all things martial and oriental.



▲ It's the sounds from within that do it.

NINTENDO SHOCK HORROR?

Nintendo have shocked the gaming world by announcing not a 32 bit but 64 bit home console gaming machine. This jump from 16 to 64 bits marks the development speed that the console industry is currently

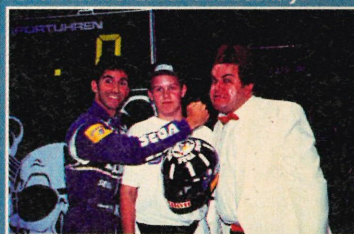
running at. The machine is to be introduced into the arcades sometime at the end of next year and will endure several months of testing before it finally sees the retail market. At least so we are told. There's plenty of scepticism surrounding the announcement, as doubts have arisen as to whether the unit actually exists. Nintendo are not beyond throwing the odd surprise at us in an effort to panic the market. After all the Nintendo CD unit was announced

SEGA EUROPEAN CHALLENGE FINAL '93

The best video players in Europe clashed earlier this month for the much sought after title of Sega European Champion 1993. Held in The Technical Museum in Vienna, one of Austria's finest nightspots, the event is now in its fourth year, attracting competitors from 11 different countries. Hosting the games was the mysterious character from the 'Potsdam Pirate Satellite' - alias Sega's Pirate TV presenter.

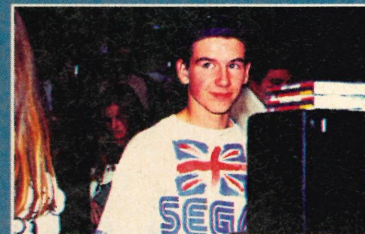
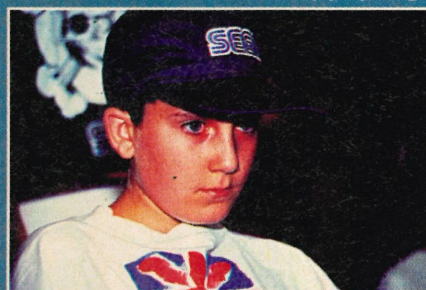
12 year-old Alan Son from Chelmsford and 15 year-old Karl Roberts of Port Talbot represented the good old UK, after winning the British games played earlier in the year. They fought well for Queen and country against the massed gaming power of Norway, Spain, Portugal, Germany, Sweden, Switzerland, France, Finland, and Austria. Both junior and senior representatives fought

Alan Son putting on a brave show for his Queen and country!



▲ Damon Hill dropped in to show his support for the Sega competition.

side by side and skill and judgement were pushed to the extreme. The games played were Cool Spot, Final Fight, Jungle Strike and, on the Mega CD, Jaguar XJ220. The latter was chosen by Damon Hill who put in a surprise appearance fresh from victory at Monza in Hungary. The final winners were Sweden and Finland, with Belgium's Nathalie Couller being awarded Damon's racing gloves for her outstanding achievement on getting to these finals as the first female contestant ever. Next year looks to be an even closer contest with the countries already preparing.



▲ 15 year old Karl Roberts showed people the way high score style!

at roughly the same time as the Mega CD and was priced at nearly half the cost. The unit eventually never saw the light of day, but served its purpose in making Sega rush their first CD units to production. The announcement of this unit comes at a time when all attention is turned towards the 3DO sensation and what it has in store for the gaming world. So you cannot help but wonder whether the Nintendo unit is a prize red herring.

Sixty-four bit? No problem. I'm sure Tandy could rustle up a lead or something to harness all this raw power.



REMOTE CONNECTIONS

At last! No more of those thin, twisted, black wires winding there way to your Mega Drive. No more grabbing for the correct joystick because the wires have moulded into one and it's impossible to tell who is player one or player two. All this is history now because Acclaim announce their remote control Dual Turbo wireless joypads. In the past the range on these type of controllers has been limited to a few feet and the accuracy has been seriously debated. But the Acclaim offerings have an estimated range of over 20 feet and are guaranteed dead accurate within that range. The set



▲ No more tangled wires, just now simply a few batteries to buy!
comes with two controllers and one receiver. Release date should be before Christmas and the price is to be announced. For more information don't hesitate to phone Acclaim on 071 344 5000.

NO USA FOR ENGLAND!

With England's dissatisfaction at being excluded from the fun in America next year, it's nice at least to see some interest from the software houses. Codemasters have announced their game to rival the likes of EA Soccer, Sensible Soccer and Sega's Ultimate Soccer. Tastefully named World League Soccer, the game has been under development for over a year and heralds the first in a series of "Master Sports" titles, a fictional TV show complete with presenters and commentators. World League Soccer is a multi player game that allows you, or any of your mates, to control the outcome of real teams from around the world. Learn the skills

and attributes of individual players, master the special moves and lift the World League Cup! Expected release date is spring next year, so we'll be looking at it very soon.

▼ At least you can admire England's style and grace. Next time around.



CHRISTMAS SHOPPING FUN

It's nearly Christmas! Yipee! Time to make the odd suggestion to Mum, Dad and Santa of what you would like to see bulging in your next stocking. Things could be made a lot easier by simply dragging them along to the next Christmas International Computer Show which will be held in Hall 1 at Wembley Exhibition Centre on 19 to 21 November 1993. This is the eighth event and will focus on business, education, music and of course the wonderful world of consoles. Visitors to the event will also be able to escape into the computerised world of Virtual Reality with Zona's Cyber Space System - a 360 degree 30 colour graphic extravaganza. Tickets are priced at £7 on the door or £6 in advance and are available on the ticket hotline, so just call 0726 68020. Children under 10 have a reduced rate of £5 on the door. (£4 in advance.)

BIGGEST GAME STORE IN THE WHOLE WORLD!

Well so they told us. HMV announced the opening of the world's largest games department at 150 Oxford Street, London W1. It was large believe us – we were there for the official opening! It boasts 6,000 square feet of shop floor and sells just about every Mega Drive game

▼ *Trust a dog to steal the show even surrounded by those important people.*



and peripheral. The new concept in video game purchasing was opened by Chris Evans and Gaby Roslin from the Big Breakfast and even the HMV mascot Nipper the Dog put in an appearance. But Level One is more than

just a shop. A unique "challenge" area has been introduced which provides the opportunity of potential gamers to compete at chosen games for the unique HMV T-Shirts. Only 200 or so of these will be produced so winners can wander round with a certain pride. To start the competitions off, a game and the HMV dog Nipper produced on the Amiga. The challenge lasts four

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

88%

SONY LINE UP FOR CHRISTMAS

Available on grey import only to date, the entire range of Sony Imagesoft Mega CD titles is now to be released officially before Christmas. They will include Hook, Sewer Shark, Chuck Rock and the Make My Video series which proved so popular in the States. Expect to see them all on the shelves by the middle of November. Also mentioned in a hushed voice to us was the much awaited release of Flashback CD. This game, which broke new barriers

JAMES POND

A big apology to you and Electronic Arts concerning last month's review of the fishy tales of James Pond. It would appear little invisible men climbed into our computers and merrily hacked away at the comment box leaving us with the wrong scores and even the wrong reviewer! So, to put the record straight, here is how it should have looked.....



in the cartridge department will feature revamped soundtracks and completely new scenes and challenges. Actual date to hit the streets is unclear but is expected to be about March next year.

▼ Just the thing for a CD drive eh?



▲ Try walking out of here with money left in your pocket! We dare you!
minutes and the highest accumulative score takes the prize! Get down there soon and try your luck!

THANK YOU

Thanks must go the following
for supplying software:

Game Tech

Tel: 061 831 7857

Bits 'n' Pieces

Tel: 0625 501810

ON THE OTHER HAND...

When you have a hole in your shoe and it just won't stop raining, it's not easy thinking of reasons to be cheerful. In the last month, Manchester has lost its Olympic bid, England's World Cup hopes have diminished and my hole has only got bigger. But we are living in a computer games age and for the Mega Drive the future has never looked brighter.

Forget 'Boom boom shake the room', Mortal Kombat is set to be the biggest entertainment product this year behind Jurassic Park, out-selling the next game by 8:1. With a host of fine games for Christmas, it's time something was said about the value of games playing.

No one would slam chess masters

or monopoly devotees, so why do computer games players come in for such a hard time? People don't realise that games have moved on from simply shooting down ranks of aliens. The great thing about the computerisation of games is that it creates new scenarios which could not be realised in wood or cardboard or even in our own spacetime.

At a time when the book is a distinctly unattractive entertainment medium, when broadcasting is shunting onto familiar, well-worn tracks and pop music as we know it is dead, we should turn to the console for consolation.

Games can stimulate the imagination, present an intellectual challenge and get the creative juices flowing. In the terminology of games

theory, a branch of applied maths, a 'computer-moderated game' is a game of imperfect information, where the player is unsure of the objective or the rules. And this requires a level of initiative unheard of in manual games.

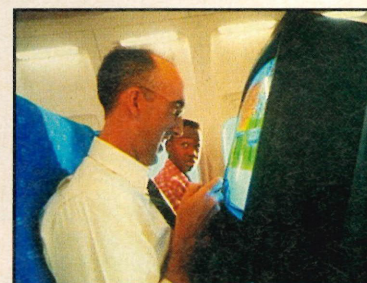
Psychologists love to play games – they reckon it lies at the heart of the way our psyche is working. And businessmen go on adventure holidays to encourage teamwork and a competitive attitude in the office. They should just pick up a Mega Drive.

The very latest in games technology, being employed by the Bitmap Brothers, makes the computer match the standard of your play. For the present this means games will have a longer play life, but the implications for the future of interactive games are

enormous. Games which monitor and match your performance could play an important part in education, even in schools.

So next time someone has a go at you for staring at that screen for too long, you just cite the educational psychologists and tell them about the 'overt competition in ongoing goal-directed decision processes' and see what they say to that.

▼ Businessmen play games too. So don't feel bad about it.



Telephone numbers

Sega:	071-373-3000
Virgin:	081-960-2255
Acclaim:	0962-877788
Accolade:	081-877-0880
Electronic Arts:	0753-549-442
Sony:	071-734-5151
US Gold:	021-625-3388

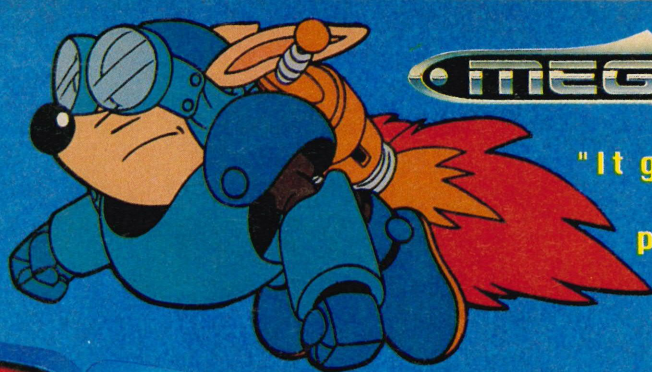
Our choice

Our personal favourites, ones we played all day when we should have been writing the magazine.

Sensible Soccer	Sony
Sonic Hedgehog CD	Sega
Sonic spinball	Sega
Streetsfighter II Turbo	Capcom
Mortal Kombat	Acclaim
Micro Machines	Codemasters
Rocket Knight Adventures	konami

This month's position	Last month's position		Publishing company	Price (£)
1	-	Mortal Kombat	Arena Entertainment	49-99
2	1	Jungle Strike	Electronic Arts	44-99
3	-	Jurassic Park	Sega	49-99
4	2	Micro Machines	Code Masters	34-99
5	6	PGA Tour golf	Electronic Arts	39-99
6	3	Bubsy the Bobcat	Accolade	39-99
7	5	Flashback	US Gold	44-99
8	7	Ecco	Sega	39-99
9	-	Sonic the Hedgehog 2	Sega	39-99
10	4	Cool Spot	Virgin	44-99
11	9	Super Kick Off	US Gold	44-99
12	-	Gunstar Heroes	Sega	44-99
13	-	Lotus Turbo Challenge	Electronic Arts	39-99
14	-	Road Rash 2	Electronic Arts	39-99
15	-	Rocket Knight Adventures	Konami	44-99
16	10	Tiny Toons: Buster's treasure	Konami	39-99
17	-	MIG-29 Fighter Pilot	Domark	44-99
18	-	X Men	Sega	39-99
19	-	General Chaos	Electronic Arts	44-99
20	-	European Club Soccer	Virgin	39-99

This month's position	Last month's position			
1	-	Batman Returns	Sega	£49-99
2	2	Night Trap	Sega	£49-99
3	1	Final Flight	Sega	£44-99
4	4	Road Avenger	Sega	£39-99
5	3	Jaguar XJ220	Sega	£44-99



"It gets a top mark because it is a top class product with attention to detail second to none....**Amazing.**"

Mega Action, September 1993

94%

ROCKET KNIGHT ADVENTURES



91%

"This is one of the best games I have ever played ... (It) is and shall remain a classic for quite some time!"

Mean Machines, September 1993

92%

"...AKA is "possibly the best game on the Mega Drive ever,"...a fabulous game..."

"It's a stormer."

Games Master, September 1993

92%

"...Rocket Knight is a dead cert winner, it's a long time since we've seen a game of this quality on the Megadrive...Buy it."

Mega Tech, September 1993



KONAMI®

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NEW RELEASE



OFFICIAL

PUBLISHER

Sega

RELEASE DATE

November

PRICE

£44.99

■ Our spiny little hero bounces back, right onto his own pinball machine. And, you guessed it, the evil Doctor is causing trouble again.

Sonic has been busting to expand on his pacey platform persona in a bid to quash the rumour that he is about to burn himself out. As platform game sprint champ, the hedgehog was in serious danger of becoming type-cast and so a need to diversify presented itself.

To justify Sonic's new role as non-chromatic spikey-haired pinball, one need only visit an amusement arcade and get the low-down on the latest trend in arcade pursuits. Forget Virtual Reality and bone-rattling coin-op machines, for the humble pinball table is back as the biggest arcade draw. Sega saw an irresistible juxtaposition of the mercurial qualities of their principal boy Sonic and the timeless arcade nudge tilt classic. The resulting Sonic Spinball is undoubtedly heading for a lofty chart position during the Yuletide proceedings.

Archetypal arch-enemy Robotnik unveils his latest despicable creation, the so-called Volcano Veg-



O-Fortress, his most efficient robot factory. Robotnik's fortress is protected

by the power of the planet Mobius itself and from this volcano operation base, Robotnik has hatched a plan to use its power to convert the entire population into robots, mindless vegetables at his mercy. Robotnik has harnessed the lava from the volcano to supply to power his factory, the Veg-O Converter and an elaborate pinball defence system. Thousands of Mobiusites are already incarcerated and awaiting their fate

at the hands of the Veg-O-Converter and Sonic's task is to save Mobius from turning into a Romero-style zombiedom.

The game takes the elements of pinball in an otherwise unadulterated arcade game and makes it oh-so Sonic-typical. It's a high-speed marathon, an incessant level-by-level assault on the digits, grey matter and optics in a feast of frenzied button pressing and speed



▲ Skillfully guide sonic up here three times to open the gate.

SONIC BALL



blur graphics. These are not cosmetic effects, but a result of the sheer pace of the game.



Sonic is unceremoniously catapulted into a ferociously paced assault, beginning in the ominously dubbed Toxic Caves, in essence a glorified land-fill sight for the waste products from the Veg-O-Converter. The chemical and radiation levels are so high that a mutative primaeval soup is able to generate hideous beasts, undoubtedly inspired by the horrific nasties in the waste pit scene in Star Wars. What's worse is that this toxic cocktail has rendered the volcano unstable and Robotnik is exercising some sort of control through the power of Chaos Emeralds, green twinklers which are strewn throughout the place. Sonic must collect all of the gems to destroy the fortress.

In the explosive, volcanic stage, Sonic is faced with mechanical birds called Clucks, which bear a strong resemblance to Robotnik's pet in the

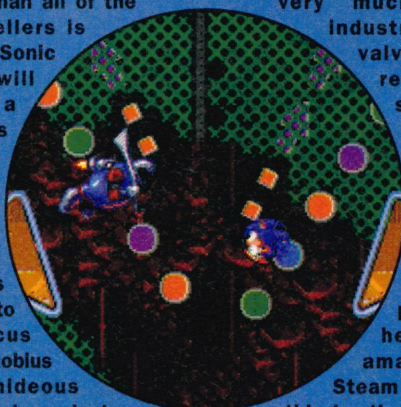
forthcoming Sonic cartoon, although nowhere near as deadly. These Cluck wannabe's flap incessantly around the dodging, spinning Sonic.

Meanwhile, in the bowels of the fortress, in a pit of toxic waste slime, hideous worms called Magmas lurk in burrows within the stone walls and can slither

in and out of the catacomb-like pumice walls of the fortress to attack Sonic, and Robotnik's veg-heads and minions too. Sonic's only

defence is a few direct biffs on the schnoz to drive these snake-like foes back into the burrows.

More powerful than all of the toxic cave dwellers is Rexxon Valdez. Sonic veterans will remember a relative of this villain from Sonic 2. Rexxon waits in the toxic pits, mutated and ready to eat anyone who drops into the pit. Add to this Mucus Deadicus (aka Mobius Hog Traps), hideous mutated Venus flytrap plants, which catch the slime oozing out of the rock face to satiate their thirst.



These plants are repulsed by the taste of live flesh, so Sonic can land on them and, when they spit him out in revulsion, be propelled to a new platform. But careful control is needed, because they are only too willing to lick the toxic slime from Sonic's spikes.

In true sonic fashion, Scorpius is an awesome end-of-level treat. This reptilian skeletal beast, wracks and whips its tail and Sonic must get to its more vulnerable thorax behind the lethal tail sting.

Into the lava-filled powerhouses within the factory. Suffocated by the heat of the lava which churns out steam to drive the Veg-o-making machinery, it's very much an

industrial scene, with valves constantly releasing jets of scalding steam which Sonic can use to boost his jump. For extra lift, positioning Sonic in steam packets or pressure pockets propels the hedgehog to amazing heights.

Steam is the theme on this hectic level, with Sonic able to jettison from one area of the level to another by using the steam



▲ The second level - Sonic is catapulted into the game by two monkeys.



▲ You'll find these irritating mechanical birds all over the game.



▲ Intro sequence - excellent animation as you fly to Robotnik's gaff.



▲ This Crab-like crustacean is the first boss. Jump on his back, bounce around for a while and maybe even pick up a special bonus



▲ Roller-coaster craziness. Sonic is sent to get the first of three Emeralds.



▼ Sonic, have you nothing better to do? Or are you just tired?



▲ You have the first Emerald, now find two more!



▼ You now have all three Emeralds - go fight Robotnik!



▼ Robotnik is killed and explodes in true Sonic fashion.



are fellow freedom fighters Hip 'n' Hop Aussie Kangas who have escaped the conversion chamber and now take a lot of pressure off for a limited period of time, until the momentous battle with Robotnik's hair-brained experiment RoBoiler and his Robohead aids that is. Still being formed in the vat, Sonic only has one chance of defeating this enemy.

Robotnik, in the face of defeat, attempts to escape. He has lost the Vego-O-Converter and all his prisoners. In desperation he launches his spacecraft hoping that the blast will destroy the volcano and consume Sonic. His departure has the desired affect and the volcano erupts. But Sonic pursues Robotnik, dodging volcanic debris, buzz bombers and krondors. Meanwhile Robotnik bombs the

a bloomin' miracle that a Hedgehog has become nothing short of an icon of the 20th century, and a cultural touchstone of the youth. But it has and Sonic is now faster and more fun then ever.



▲ Check out the pinball table! Hit seven pins at the back to free your chums, one of which is a certain fox called Tails!



actually slow down the Vego-Converter considerably by limiting the supply of energy and materials. In panic, Robotnik accelerates



conduits... a steamy scene indeed! Beware, as Sonic is just above a flow of white hot lava.

But Sonic remembers his friends are not far away, being turned en masse into veg-brained morons. If successful on this level he can

an experiment that awaits Sonic in the Roboller. All manner of foes set about Sonic in this factory level. Over zealous repair men tamper with the factory equipment and emerge from machinery as Sonic infiltrates deeper. His only solace in this level

fortress but Sonic al- hops off falling bombs and flying magma, chasing Robotniks ship. Will Sonic reach Robotnik before he escapes? Normal hedgehogs have a reputation for flee- infestation and rolling up in a ball to snooze for long periods at the slightest sign of danger. But not Sonic. Through poor eyesight and general lack of road-sense, many hedgehogs end up like a deep-pan Marguerita pizza on the highways or the world. But not Sonic. In fact, it's

▼ When fighting the first boss, hit the four targets for a bonus.



▲ Robotnik tries to invite Sonic to jump inside - Waste the sucker!



Rapid and frenetic as ever, this is a worthy successor to the all time best seller, Sonic2. The pinball theme is inspired with great touches. Animation is superb as usual and the arcade quality sonics make this a crucial buy for Christmas. I can't imagine anyone not having played a Sonic game but if you're one of the unfortunate few, you couldn't hope for a better introduction to real supersonic gameplay that makes others seem decidedly mundane. ■ JASON

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

91%



When it comes to speed Wiz 'n' Liz take on all-comers — and leave them standing.

They're the greatest magicians on the Planet Pum, their spells are truly amazing, their huge collection of pet wabbits, legendary.

But now everything's gone

wrong. In a rash moment of mis-spelling they set their beloved wabbits free and now it's a race against time to capture them.

With exploding wabbits, a crazy cauldron, hundreds of spells and the fastest gameplay ever, Wiz 'n' Liz's

frantic Wabbit Wescue will kick your video gaming into warp speed.

Catch them now on Amiga and Mega Drive — if you can.

Need help? Call the Wiz 'n' Liz spell line.

"The two player game is everything that the jerky,

fuzzy head-to-head option on Sonic 2 should have been."

MEGA

"Fantastically fast and furiously funny."

MEGA DRIVE ADVANCED GAMING

"It's one of the fastest things since pre-puberty."

DOMINIK DIAMOND, SMASH HITS

CATCH THEM IF YOU CAN

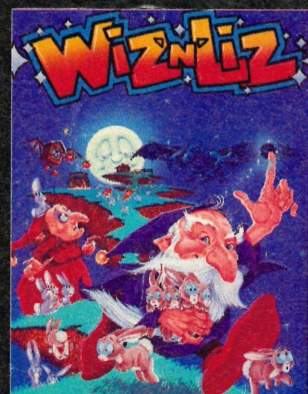
SYDNEY 2000

WIN

a Mega Drive and a copy of Wiz 'n' Liz. Plus five runners-up prizes of games. Just answer this question: What kind of animal do Wiz 'n' Liz have to catch in the game?
a) Gorilla b) Wabbit c) Lemming.
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Wiz 'n' Liz leave the rest standing. Psynosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.



AVAILABLE ON AMIGA AND MEGA DRIVE.



HELPLINE 0891 101 277

All calls cost 36p per min. cheap rate, 48p at all other times. Please ask the bill payers permission before using the phone. For a full set of rules send SAE to Psynosis, South Harrington Building, Sefton Street, Liverpool L3 4BQ. Entries must be received before 31st December 1993.



JAPANESE

PUBLISHER

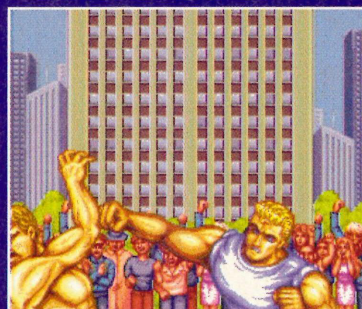
Capcom

RELEASE DATE

Out Now

PRICE

£64.99



STREET FIGHTER FIGHTER



■ It's been a long time for Mega Drive owners to wait to see one of the most highly acclaimed beat'em-ups. Now that it's here, has it been worth the wait?

Everybody must know a little about this game. It's been the most talked about game in

the last two years. But there's bound to be a few people who have yet to experience this extravaganza.

Making its early debut

in the arcades

several years ago, SFII has been one of the most popular machines

TIP

Practice the now famous special moves, with good timing you can put on a good show in every bout.

ever. Millions of pounds worldwide have been invested by adults and children alike, to play what has been described as

the ultimate gaming

experience. The graphics and sound were the most noticeable attributes – they've set a trend for imaginative cartoon-styled sprites with a realistic approach. The gameplay was complicated at first with the introduction

of six buttons as well as the normal joystick controller, a problem soon overcome by many arcade veterans.

But the most outstanding feature was the secret moves that could be accessed by various button/joystick combinations. Each button



▲ Here we go with faster graphics and more characters to fight with!

performed different actions thus resulting in different special moves.

Being a sequel, there's been many improvements over the original. Instead of just having the one character to choose from, SF II now has 12, each offering unique fighting styles from seven parts of the globe.



Blanka

Step forward the Brazilian beast with his individual method of destroying opponents. His foremost offensive move is the rolling cannonball attack. Curling himself into a ball he'll roll across the screen in mid-air and attempt to smash his opponent off their feet. By his picture you can see that this green skinned giant is more beast than man, so no evidence of training or domestication is apparent, only pure aggressive strength. Amongst the biting and clawing routines, Blanka can use his inner powers to deliver an electric shock to all who touch him. This is a superb defence mechanism making him more than a worthy opponent for anyone.

Chun Li

he only female contestant, she's beautiful (for a computer sprite) and the fastest on the circuit. Because of her blinding speed she's able to finish fights in record time with her hundred-foot kick. By repeatedly delivering a series of high and low kicks she's able to move her foot in a vicious blur. Anyone caught within this barrage of kicks will soon find themselves with more than a headache. Like Ryu, Chun can use a fireball, although it isn't quite as effective. Defying the laws of gravity, Chun can use her helicopter kick at will. And by standing on her hands she can launch herself into a spinning scissor kick upside down! It has to be seen I can tell you!

Dhalsim

Indian representative skilled in the art of, wait for it, yoga! A... appearance due to his slender frame, many of his opponents have met their maker through their arrogance. Because Dhalsim has trained for so long in yoga, he's able to change his form considerably and with speed. Nicknamed rubberman because his limbs can stretch out for some distance with accuracy and power. On top of these strange abilities he can summon the destructive force of fire in either fireball or flame forms. Underrated by too many people.

Honda

Honda is the only other Japanese entry in the tournament, and instead of studying Sheng-Long, he's opted for the art of sumo wrestling. Big in stature, Honda is incredibly strong and surprisingly quick. The only drawback is that Honda is easily stunned by a few hard combinations from other characters. Honda's favourite move is to get in close and use his hundred-hand slap routine. Practising against a wooden pillar, Honda was able to increase the speed and strength of his slaps. Now this deadly manoeuvre can end a fight within seconds. Another of Honda's specialities is the sumo headbutt, propelling himself through the air like a human torpedo. Honda can knock any opponent down to the ground with a few bruised ribs.

Streetfighter swept the board winning "Arcade Game of the Year" two years in a row.



▲ Check out the moves! One swift blow from the Brazilian and watch the energy drain away from any opponent.



▲ Character vs. character leaves an even match in special moves so it's down to skill!



▲ Nothing like the streets of America to deal with any personal grievances.



The storyline is a direct continuation from the prequel and it goes a bit like this: A young warrior called Ryu wished to be the world's greatest fighter. He was able to achieve this goal but only



Ken

Born in the good ol' USA, Ken was taught from the same school as Ryu, and he can perform all of Ryu's special moves. His strength and stamina are also nearly exactly the same, so you could say that Ken is Ryu's alter ego, but with a fatal flaw - he's too brash and confident in any heated fight. Still, it's an easy problem to overcome.

momentarily before a large, mean kick boxer from Thailand defeated him in a challenge for the title. Sagat, the kick boxer was also soon defeated by a certain M. Bison, of origin unknown.

But his fighting skills, his perception and

combat prowess have kept him at the number one spot for some time. Soon other fighters from all around the world were ready and willing to pit their wits against the living legend in order to be crowned the world's best.

This is where you step in. Taking charge of the character of your choice, you must master all of his or her secret moves and fighting styles. You must battle your way through

each other contestant in turn before engaging Bison himself. Not all of the fighters are descendants from martial art schools - some are bar dancers, boxers and even army personnel.

To win a match against another character you must beat him or her twice, but not in a row.

The outcome of the fight is



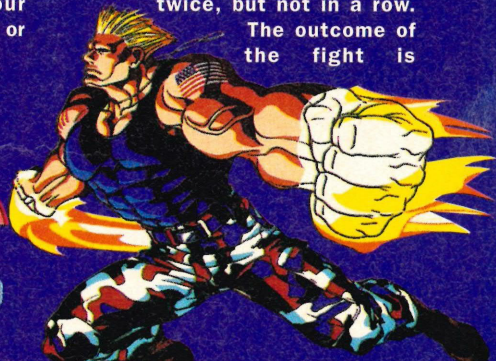
Vega

The Spanish ballerina introduces his handsome face to his fellow competitors for the very first time instead of hiding behind the metal mask he fights behind. Believing that he is the world's greatest fighter and best looking man he's despised by everyone. Through his dancing activities he's built a superb reputation in defeating fighters with his dance-like fighting skills.



Bison

Nothing is really known about this strange man. His birthplace and his fighting skills are a complete mystery to all. His offensive manoeuvres are many and deadly, his flaming torpedo for instance. Spinning horizontally across the screen covered in magical flames he'll engulf his victims in a raging inferno often killing them. Bison can also leap high into the air and stamp on their heads before somersaulting backwards with a hard flying punch. He's your worst nightmare!



Guile

An American soldier by training, a real killing machine who never shows mercy towards anyone or anything. After the recent war in Vietnam, he's become more adept at disposing of enemies, no matter what form they are. By whipping his hands into an arc, Guile can produce a sonic wave of energy stunning anything that makes contact with it. To add to his arsenal of kicks and punches Guile can somersault from a crouching position and extend his leg into a perfect loop. The flashkick, as it is now named, is extremely effective against aerial attacks.

BALROG

Often mistaken for Mike Tyson, Balrog is one hell of an American boxer. Huge biceps and bags of stamina make him one tough opponent to overcome. Due to his fighting method he's particularly weak at the lower legs, strong sweeps from other characters catch him off guard. There's not too much we can say about this particular character, except he boxes and that's about it! We might also mention that he's got a terrific charging punch that often sends the receiver out of the country! And his uppercuts will knock someone's head off, eventually.

▼ Get it right a few times and your character will be mighty chuffed.

Sagat

Ryu's bane, large, muscular, quick and ever so strong. Until Bison arrived from nowhere, Sagat was the undefeated champion. His skills are similar to Ryu's but predictable rather than flexible, using the tiger uppercut to pummel his victims to near death and the tiger fire to scorch his enemies into oblivion. Sagat should be taken very seriously in combat.

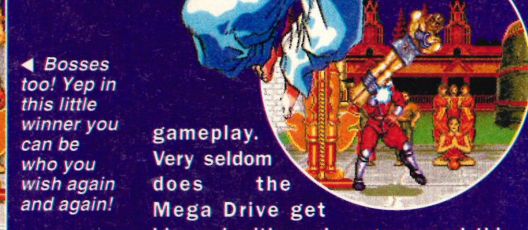
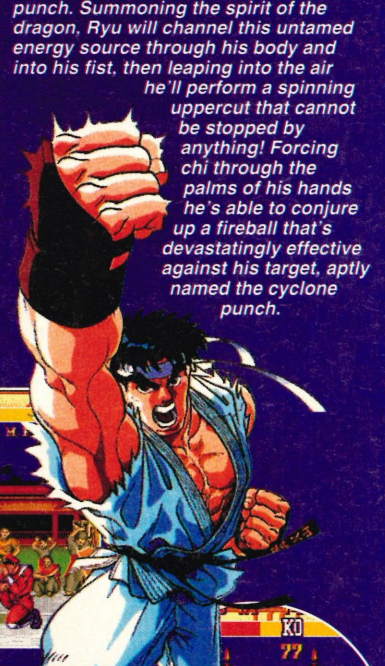
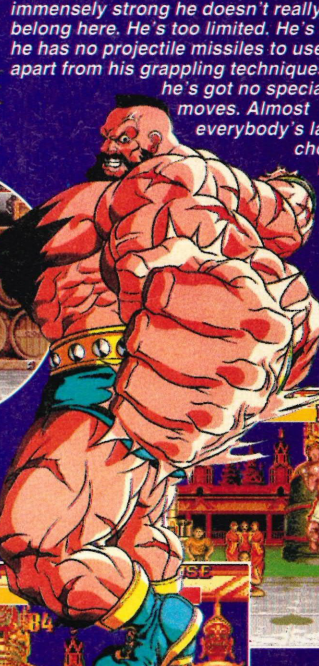
Zangief

A Russian wrestler who has turned to baiting bears in the search for something that can match his awesome size and strength. Leaving his hobby for a while he departs for the tournament. Even though he's immensely strong he doesn't really belong here. He's too limited. He's slow, he has no projectile missiles to use and apart from his grappling techniques he's got no special moves. Almost everybody's last choice in

Ryu

Born in Japan, he's trained his whole life to be perfect in the art of combat. Outstanding in all departments, Ryu is quick, strong and has an incredible amount of stamina. His most famous manoeuvre is the legendary dragon punch. Summoning the spirit of the dragon, Ryu will channel this untamed energy source through his body and into his fist, then leaping into the air

he'll perform a spinning uppercut that cannot be stopped by anything! Forcing chi through the palms of his hands he's able to conjure up a fireball that's devastatingly effective against his target, aptly named the cyclone punch.



◀ Bosses too! Yep in this little winner you can be who you wish again and again!

gameplay. Very seldom does the Mega Drive get blessed with such a game and this one will surely go down in the history books. Who would have thought such mindless violence could be so exciting and so addictive? Yataah!

determined by the energy bar displayed across the top of the screen, once all of the yellow has turned to red the fight is then over for that person.

It's not just constant fighting though and to help break up the monotony of constant fighting there's a few bonus rounds to help accumulate points where you destroy brick walls with your bare hands, demolish cars with your head and even break falling beer barrels with your feet!

You'll pick it

▲ A fight is a long hard test of skill.

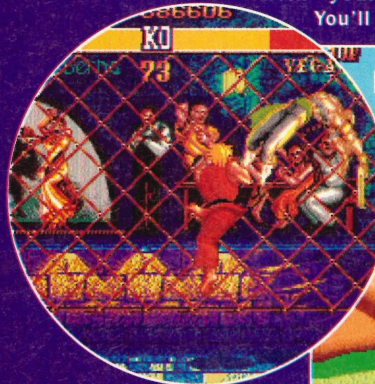
up, believe me. And eventually you'll become reasonably skilled with all 12 characters, allowing the two player games to be even more exciting. There's even an exclusive for the Mega Drive owner, an elimination match that can be played by two players. Each player takes a choice of character until all 12 have been chosen, then they fight it out until one player emerges the overall victor. The only drawback that could be mentioned about this game is that you'll need a six button joystick to enjoy it properly - it does

run with a normal pad but it's not the same. After all, you get what you pay for in life!

After all the hype, it's just another beat'em-up, but it's one with brilliant graphics and addictive



I've not seen anything remotely as good as this on the Mega Drive before. Ultra smooth graphics with intricate detail. The sound admittedly is a bit tinny in places with the poor speech samples but the overall musical score is a real heavy treat. To enjoy the game to its full you'll need to invest in a couple of six button joypads, which does pump the cost up I know, but even if this is the only game you're gonna buy all year you'll not look back. ■ BARRY



▲ Bouts like this have you climbing the wall, in this case quite literally.



MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

94%



Puggsy's no work of art, but when it comes to brains he's way ahead of his time.

But this time he needs help. Stranded on an alien planet after his spaceship has been stolen, Puggsy has to travel through seventeen different levels, each packed with cunning puzzles, frantic games and hoards of unfriendly aliens.

Using a unique system of Total Object Interaction (TOI) you have to guide him on his quest to find his ship, and get home.

With stunning graphics, amazing music and a complete Junior section for younger players — Puggsy is one orange blob who desperately needs your help.

P.S. Due to the fact that he just isn't smart enough, Michelangelo will not be appearing in the game.

If Puggsy's just too smart for you, call the helpline.

92% Sega Magazine

90% Mega Drive Adv. Gaming

90% Mega Tech

91% Sega Mean Machines

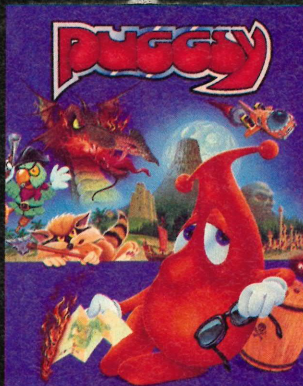
**YOU DON'T HAVE
TO BE A GENIUS
BUT IT HELPS.**

WIN

a Mega Drive and a copy of Puggsy. Plus 5 runner's up prizes of games. Just answer this question: Who is Michelangelo?
a) Centre forward for Lazio b) A painter c) MacDonald's Chip-fryer
Send your answer on a postcard, stating your name, address, age, type of computer and the name of this magazine. To: Puggsy is the smartest swinger in town, Psynosis Competitions, Dept. 1770, Winterhill, Milton Keynes MK6 1HQ, UK.



AVAILABLE ON AMIGA, MEGA DRIVE AND MEGA CD.



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OFFICIAL

PUBLISHER
Core Design
RELEASE DATE
Out Now
PRICE
£44.99



▲ Armed only with just the standard baby accessories the battle is on!



▲ Baby bounce lets you jump higher than ever!



▲ Cute baby Chuck takes after Daddy with his boyish good looks.

When celebrity guest stars featured in the Flintstones cartoon they were treated to a less than side-splitting stoneage-related name change – TV presenter Ed Sullivan, who became Ed Sullistone was one particularly desperate offering which I'm sure had cartoon meisters messrs Hanna and Barbera rolling about in stitches. Core Design's like-minded prehistoric romp, Chuck Rock, bids to spoof Flintstone tradition offering such non-rib-ticklers as Gary Gritter and Brick

Jagger – although unlike the Flintstones celebs, they don't bear the slightest physical resemblance to aforementioned glam rock leader and recent sarny entrepreneur, nor ample-lipped pentagenarian Stones frontman. Instead, the characters are perhaps the most original and stylised graphics ever seen and this, along with some hilarious gameplay propelled the original to the top of the charts.

Success inspires 'son of' sequels and a Son-of-Chuck was inevitable. With his newfound mechanical skill acquired in the first episode, successful road machine entrepreneur Chuck Rock has a factory

■ "Cranium-lumping neanderthal, more prehysterical than prehistoric!"

CHUCK SON OF

which produced the first ever automobile, the Rock-et. His company, Chuck Motors was doing booming business and Chuck was on the crest of a wave. Ol' C.R. became a dad and Chuck Jr made his pop the happiest neanderthal alive.

Then one day, rival motor factory Datstone, owned by nasty Brick Jagger hired some heavies and kidnapped Chuck. So Chuck jr, still nappy-clad, vows to take on the might of Jagger and his cronies.

Like father like son, Chuck jr looks the spitting image of his rakishly handsome pa with obligatory comedy baby lock sprouting from broad neanderthal bonce. And like Chuck senior, junior sports a cranium-crushing club as his primary weapon which he handles with remarkable aplomb for one so young – the club-wielding animation alone is worth a mention, it's hilarious! Six levels of biblical proportion are scattered with sub-games, simple fare ranging from a timed hopping-apples-off-trees to decathlon-style button tapping

TIP
Pretty obvious this but still rings true, don't rush through levels but take time to collect all the bonuses available.



frenzy in a coracle race. The mission underway, Chuck lumps various comedy dino creatures with more great concussive stupor animation. What's more, the game features an interactive backdrop and foreground props to set up barriers.

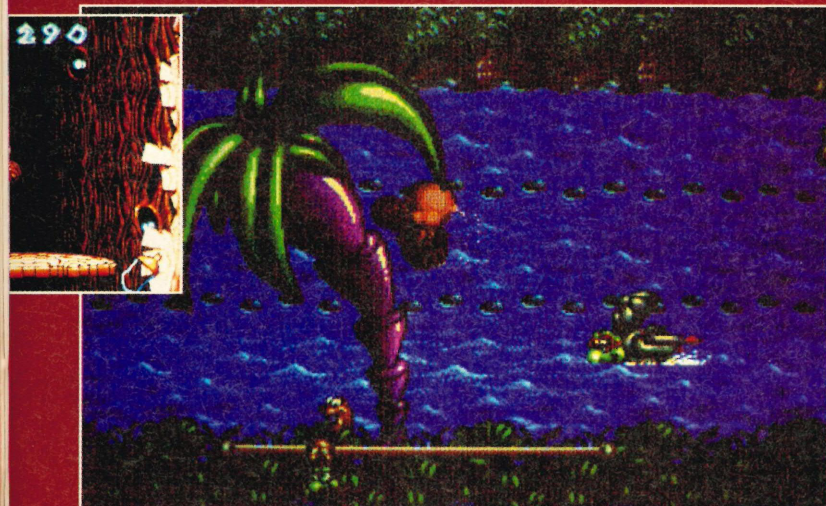
Junior's foes are more mirth-

▼ A look of bewilderment reflects the odd creatures that surround you.



◀ All areas have their own theme and unique weather conditions.





◀ Tropical island in the son? Sorry, there had to be at least one caption like this.

If at first ► diplomatic suggestions fail to have the desired effect, you can always try clubbing.



CHUCK ROCK 2



▲ Ice helps speed things up a bit, especially when the path drops away!

making than intimidating, with dino freaks of every shape and size lurching and snarling at the club-wielding infant. Obviously, the bigger the beasts the more biffs are needed to bludgeon 'em into submission. Check out the screen-sized boxing crustacean mutant and gnashing sharks with giant comedy teeth. An extra comical touch comes when Chuck lumps a sleeping ostrich which rises angrily to its feet. Junior jumps the bird, not in the biblical sense, but for a short-lived sprint

But it's the smaller enemies that pose the greatest threat to Chuck jr. Pacey, tenacious little bleeders in the air and on the ground, with Chuck jr flaying around with as much success as swatting a fly with an anvil... not that I've tried it, nor recommend it!

Some of the gameplay is very inventive with sections dedicated to solving puzzles and overcoming physical obstacles. This really makes Chuck Rock a cut above the majority of more repetitious platform games. Spec-wise, Chuck jr holds its own with the big boys, boasting animation at 50 frames a second, three layers of Parallax scrolling, and often more than 60 hardware-driven sprites on screen at once... level one end-of-level boss alone is made up of 30 individual sprites.

There's a booty of original features in this game, another being Chuck's chums, as comical as his foe, with Maud the monkey and Hobbes the tiger who's always willing to carry the weary tot over tough terrain. Then of course there's Anthony the Ant, a tough insect who's also transport for Chuck and Thomas the

turtle, able to traverse treacherous lava pools.

The gameplay is platform-orientated in that various foes attack and the player must avoid them and retaliate in his comedy clubbing capacity - which happens to be most satisfying - culminating in the ubiquitous end-of-level biggy. Chuck jr is played for laughs, and mirth aplenty is guaranteed. The humour, interactive backdrops and crazy characterisations set it apart from the majority of platform jaunts.

A good time guaranteed.



With characterisations as distinctive as the Simpsons, Chuck Rock is tailor-made for a cult cartoon. The repetitive nature of the game is arrested by hilarious characters and animation. Not the most stable foundation on which to base a game but it works. Only mildly competitive and not in the least bit innovative, the comedy set pieces and occurrences, comical expression and characterisations are ground-breaking - it's like a new bunch of Viz characters come alive in a video-game... great fun, oh-so-chortlesome. ■ JASON

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL 85%



◀ Time your clubbing carefully for the desired effect.

MEGA

Paperback Righter

We must be mad. Not only can you read our glorious reviews of Sonic Spinball and Sonic CD but now thanks to the best value magazine around you can win loads of Sonic related books! Virgin Publishing have taken it upon themselves to launch Sonic into the literary world by printing a series of Sonic novels. Not content with that, we are also giving away the OFFICIAL Mega Drive power tips book. Surely all this can't be free, but it is! Well almost. All you have to do is answer a few mind-numbing questions based on the first thing that entered the editor's mind. So, if we can find a question based on a white room with white windows, white floor and some not too interesting white curtains then we'll be away.

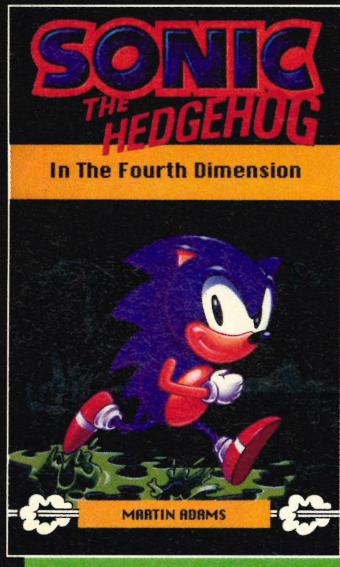


Questions...

Just answer these three questions, fill in the coupon and make sure that it is legible to anyone who can read. Simply answer A, B or C on the appropriate line.

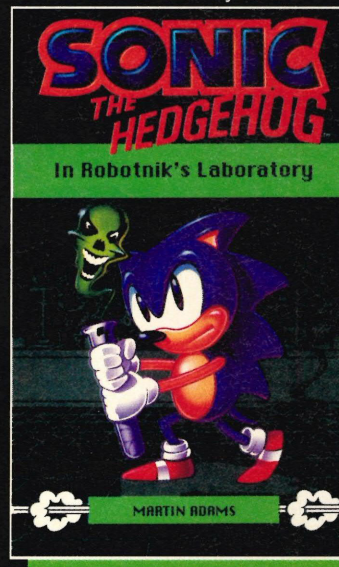
- 1) Sonic's Girlfriend is called:
a) Nic
b) Amy
c) Sam Fox
- 2) In Sonic CD, the new Hedgehog motto is:
a) A watched kettle never boils
b) Red sky at night shepherds delight
c) Ask not what others can do for you but what you can do for others
- 3) Sonic Spinball is based upon:
a) Pinball
b) Shove Ha'penney
c) Crown Green Bowling

▼ A not too distant plot from the CD game this one. Sonic, guardian of Mobius, the hedgehog hero must stop the evil Robotnik from carrying out his sabotage of the past and future. Climbing aboard one of Robotnik's creations, Sonic zooms through time to the rescue of his chums etc.etc...



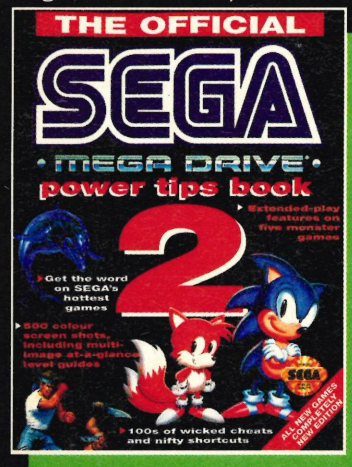
We've five to give away!

▼ Can Sonic and Tails discover the whereabouts of their friends from the forest? Err yes. But that would mean it was all over in a page. There must be more to it than that. Err yes. In fact Sonic and Tails then have to free their friends from the laboratory and bring peace and harmony back to Mobius. And that's your lot.



We've five to give away!

▼ Essential reading this. Containing over 112 pages and some gratuitous Virgin ads this book holds the guide to dozens of games including some handy cheats and over 500 screen shots. So if you're the sort who doesn't like to be beaten, this is without doubt the most essential item (outside of a monthly copy of Mega Action of course).



We've ten to give away!

Rules and Regs

The winners will be the first 20 correct answers to be pulled out of our old grabbing machine. The first 10 will win a copy each of the Tips book, the rest will win a Sonic novel. The Editor's decision is final and no amount of hard cash, travellers cheques or Italian dance records will swing his favour. Employees of Virgin, Barrington Harvey and even Europress themselves are forbidden to start, or finish reading this compo let alone actually enter it. All answers must be received by December 1. Manchester deserved the Olympics you know. Sidney indeed, it's too hot and too far away.



Send your entries to:
**Sonic Virgin Book Compo,
Mega Action, Europa
House, Adlington Park,
Macclesfield, SK10 4NP.**

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

0891 515434

Calls are charged at 36p per minute off-peak and 48p at all other times. The call will last under two minutes – and remember to ask first if you don't pay the bill!



Sonic Virgin Book compo

Quick! I know the answers! It's dead easy and I need a good read! My answers are clearly written below:

1

2

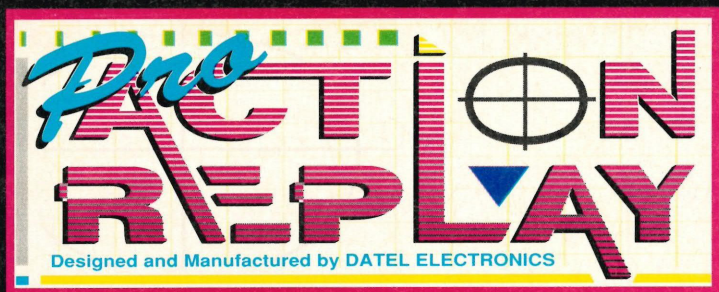
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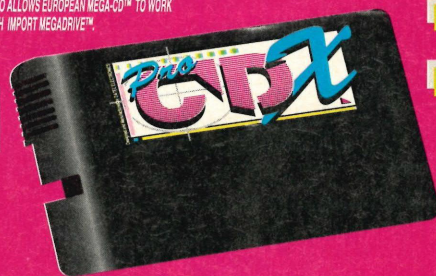


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OFFICIAL

PUBLISHER

Tengen

RELEASE DATE

Out Now

PRICE

£39.99

■ Once again, we can reveal, four-play in public has never been so much fun.

Looks like this little nest of baddies has got you cornered!

There was once a time when it was downright acceptable to openly converse about Dungeons and Dragons. There was a cartoon series and even a range of magazines to complement this odd passtime. Now it all seems to have faded from the public eye and any mention brings on images of strange people locked away for weeks on end, fighting as one with dice and magic, to rid the land of evil warlocks and necromancers.

It was amidst the popularity boom that Gauntlet the arcade machine appeared in pubs, clubs and the odd filling station down the M6. It caused quite a stir. Not only because it allowed up to four people to team up and conquer endless levels, but because it put all the

complications into the palm of your hand and forefinger.

The format is simple enough.

Characters are selected with different abilities and varying strengths. These warriors are then let loose onto the dungeon floor.

battling through level upon level taking all they

find. Articles for collection range from magic potions and mystical items to food and treasure. Guarding

all these desirables are extraordinary monsters, demons, ghosts and even Death, giving all

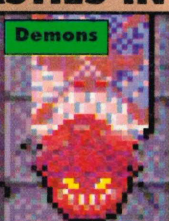
TIP

Head for and destroy all generators. With these out of the way, systematically destroy the escaped inhabitants.

THOSE HORRIBLE NASTIES IN FULL

No 9mm here, all you have is a weapon handed down through the ages and charged with tradition. The characters you will meet are both ugly and unfortunately for your survival, clever. They gang up on you. They surprise you. They kill you. Fast. Here are a few examples of the many pixel pests involved.

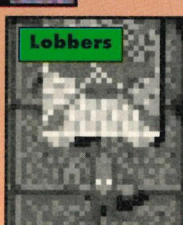
◀ Housed in generators these Red devils spit flames at you from quite a range. Get in close and aim for eyes.



▲ General workhorses of the cause these chaps know nothing other than how to hinder your advance. Strong and resilient.



▲ Yeah yeah white sheets and all that. Doing the usual arms outstretched routine these chaps are single minded, fast and dangerous.



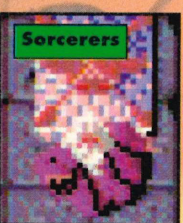
▲ True pests at the best of times. Dwarf like creatures that hurl rocks from a safe distance. Cowards.



▲ Quick and agile the thief sneaks up on the richest player and robs him blind. Only hand to hand will eliminate the pest.



▲ The worst and don't you just know it. Fast, almost indestructible and real energy sappers. Magic is the best bet here.



▲ Dressed in flowing purple these chaps have the ability to become invisible. Watch out behind!



GAU



their worth to obstruct you.

View is from the then standard 100 feet-above-the-action perspective and allows a great deal of the game site to be seen. Not only does this look great but also some significant attack plans can be hatched in true military style. With up to four players on the screen at once some good old conservative structure of attack does wonders for staying alive.

▼ All quiet but just wait till you get past the wall. Things really hot up!



▼ Stand around long enough and things certainly move on.



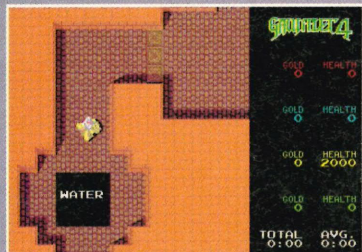
On the arcade machine there were endless levels which seemed to go on for ever and ever. In fact they did – the ROMs merely held the elements of a level then the processor quickly constructed the end result before the challenge was undertaken. That way the whole game was held in minimal memory. It worked. I once saw a guy attempting level 154 with 1020 life points. Sad that little story but – as it was that last go or something to eat – worth mentioning. Gauntlet 4 is certainly addictive and achieves a certain level of satisfaction in being outnumbered, dying terribly then coming right back to kill the whole damn lot. Lovely.

The phrase 'running the gauntlet' originates from the 30 years war, where army offenders had to run between lines of soldiers with whips.

NITLET IV

THREE IN ONE

Tengen have been more than generous in their treatment of the conversion with not one but three different games to try!



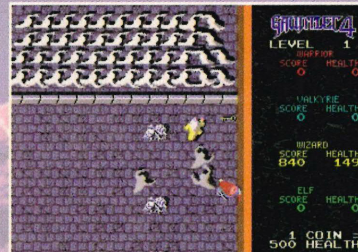
The Quest

▲ Based on later computer versions this sees your chosen team taking on the might and contents of four castles, again full of demons and dark beings. However there is a catch. Where before you merely found the unguarded exit here you might find just relief only after defeating huge, nasty dragons. Eek.



Battle Mode

▲ Hey Hey! It had to come I suppose. A bit of light relief from all that hack 'n' slay daytime work. In battle mode you take on each other, blasting spells and generally throwing axes at everyone. Seems to be all the rage at the moment and really quite a shrewd move from Tengen to bring the game bang up to date.



Arcade Mode

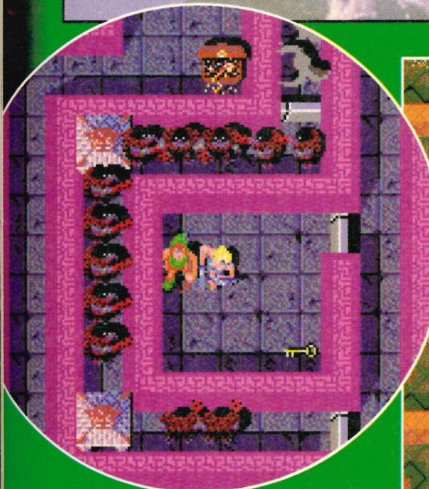
▲ This is the traditional Arcade approach with what appears to be endless dungeons full of all manner of evil beings. Fight through levels then complete the bonus treasure rooms against the clock. This is quite a challenge and especially frustrating when four players refuse to tow the line with some good old-fashioned team work.



▲ The food restores much needed health after battle.



▲ Level 20 and things are starting to get a bit hairy with piranha-type demons ganging up on Valkyrie.



◀ Get out of this! Perhaps a potion might help once again.

character like the Wizard produces the maximum effect. At best the whole screen will be rid of menace, at worst just a small local area.

Keep a constant vigil on the health as this naturally drops at a steady rate due to moving around and of course taking hits. Restoration of well being is easily achieved with food and drink scattered around the quest sites. Poisoned food is also sneakily available, so keep an eye out for anything different in the presentation. Proceed with caution at all times!



At last a game from my murky past that lives up to the conversion. Tengen have been kind enough to retain the original arcade version and add further options in the Battle and Quest modes. These considerably enhance the gameplay, if you don't take an instant liking to the Arcade approach. A highly addictive game which takes full advantage of both the official Sega four player adapter and the soon to be released EA version. So gather round a few mates and prepare for a big night in. ■ STEVE

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

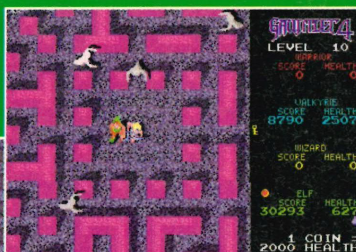
OVERALL

88%

Teleporting to the level and onto the screen, you are presented with doors and walls which appear unpassable. A further look around reveals small golden keys which, once collected, allow the doors

to be dropped by simply touching. Careful and economical use of these keys mean that you should always have some spare for later near-exit emergencies. Potions can also be obtained and allocating them to a suitable

◀ Oops. They're coming at us from all sides. Time for some action.



▲ All alone and no-one to kill. On well time for some timely axe practice.



▲ Keys open doors but be careful not to let too many enemies out.



OFFICIAL

PUBLISHER

Konami

RELEASE DATE

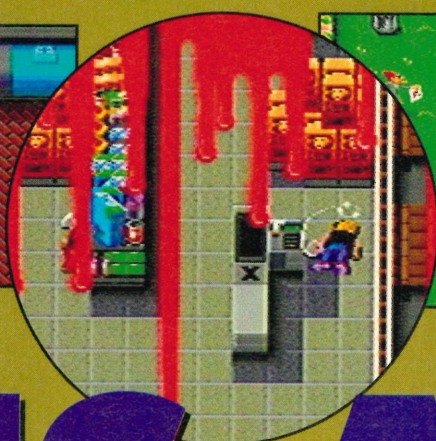
Nov

PRICE

£44.99



▲ To avoid zombies, run the wrong way up the escalator. It's great fun.

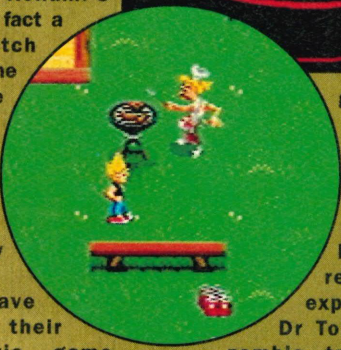
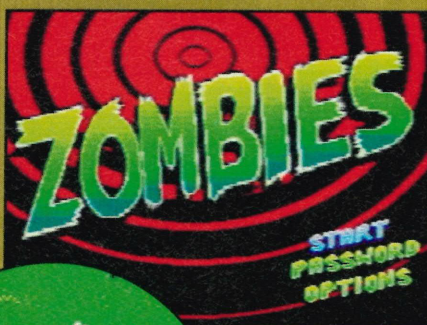


ZOMBIES AT NEIGHBOURHOOD WATCH

■ Here's a game you can really get your teeth into.

Fans of George A. Romero's classic blood-letting fest, *Dawn of the Dead*, will be salivating at the very thought of this LucasArts horror. But although the thought of nousey, nit-picking neighbours being consumed by ravenous, flesh-eating zombies might appeal, Konami's promising title is in fact a neighbourhood watch scheme of sorts. The mission is to save the neighbours from the living dead... to tell you the truth, I think I'd have trouble telling the zombies and my neighbours apart!

LucasArts have diversified from their spectacular movie game presentation, and bring their ingenuity and excellence to a zombie



game which by its very title suggests it's played more for laughs than horrors. The neighbourhood is plagued by the living dead, the result of an experiment by the evil Dr Tongue, and in true zombie tradition they are lurching around devouring innocent citizens which in turn become

zombies. The player controls either a teenage punk-type character or his girlfriend in a lone crusade to protect the town.

Known for their meaty graphic adventures as opposed to 2D arcade-orientated games, LucasArts have shied away from the prolific and rather tedious horizontally scrolling platform environment, preferring instead an overhead view with hatching showing the inside of buildings.

Moving around the terrain, zombies emerge from the ground and lurch purposefully towards the hero. A simple pistol with an impossibly large amount of ammo keeps the beasts at bay. But more effective weaponry can be found and activated during the course of the game. These undoubtedly special but somewhat bizarre aids include inflatable punchbag clowns that attract

monsters and draw the attention away from the hero and Pandora's box which, when opened, releases seek-and-destroy energy blasts.

Potions also play a part with ghost potions temporarily transforming the kid into a spectre which the beasts ignore and a random potion not revealing its nature until consumed. But the best fun must be the monster potion. A few glugs of this elixir and you take on the shape of a huge purple monster, treating the zombies to a bit of underpants-soiling terror. More

▼ Crikey if it's not the living dead, roaming around your back garden.



▼ The girl takes a swig of that Jekyll-Hyde magic.



Voodoo priests are said to have raised corpses from the dead to perform agricultural labour in the fields.



▲ The girl meets her mummy.

TE MY



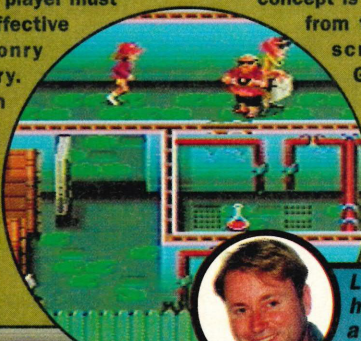
conventional collectables are first-aid kits to patch up wounds, box-standard icon for pedestrian speed, a pair of trainers giving the kid short-term sprinting speed and keys to open locked doors. Even everyday objects such as tomatoes, plates, ice pops and bubble gum can be used as weapons. But these everyday objects are only effective on certain types of beast and this is what turns *Zombies* from a good game into a great game. Not

happy with just zombies, LucasArts plunder some of movie history's best and worst horror films for the main characters in the game. Investigating a maze of hedges and trees, *Leatherface* from 70's blood bucket *The Texas Chainsaw Massacre* pursues with chainsaw buzzing. The ants from 'Them' make an appearance, and here the bubble gum can be used to root these evil insects to the deck. Predictably, *Dracula* and *Frankenstein's* monster are there, fashioned in the traditional Lugosi and Karloff creations while Egyptian mummies and creatures from the *Black Lagoon* spook cave and water areas respectively.

The neighbourhood watch mission takes the player into different areas of the town, from house to supermarket. In each venue citizens are in peril and the player must select the most effective decoy and weaponry from the inventory. There are ten different types of victim, in one case tourists taking photos of what they think

▼ The kid turns incredible hulk. You wouldn't like me when I'm angry.

TIP
Use the potions and weapons you pick up along the way and if you are getting hassled by all those monsters, go for a swim. They won't follow.



▲ Use your imagination. It's Harrods or something. Horror.

are people on their way to a Halloween fancy dress party. In the supermarket, a baby is being stalked by an axe-wielding toddler. Meanwhile, a group of cheerleaders are about to be devoured. Thoughtfully, LucasArts has included a map of the town which displays the player's position and the location of each victim. Once all the victims have been saved, a fateful confrontation awaits with nutty quack Dr Tongue.

Graphic presentation is practical rather than opulent, small but thoroughly-detailed and will undoubtedly be criticised by fans of video-games featuring thumping great sprites. Sonics are impressive B-Movie atmospherics, not overwhelming but effective. The concept is a breath of fresh air from the usual horizontal scrollers combining Gauntlet-style, but much advanced, role-playing, puzzle-solving and combat with plenty of surprises.

LucasArts provide here a much needed alternative to the dearth of combat and platform games of late. Thoroughly enjoyable gameplay and a quirky, original idea. The spoof on the horror character is a lovely touch and the atmospherics of the game make it compelling. Loads of surprises emerge from the ground and out of bushes and I laughed whilst being chased by *Texas Chainsaw's* *Leatherface*. Highly original, great fun, I heartily recommend this. ■ JASON

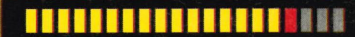
▲ You wander down to Tesco's for the groceries and look who's there.

▼ The poor kid is chased by numerous horror movie characters. Nightmare!



MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

86%

SILVER





OFFICIAL

PUBLISHER

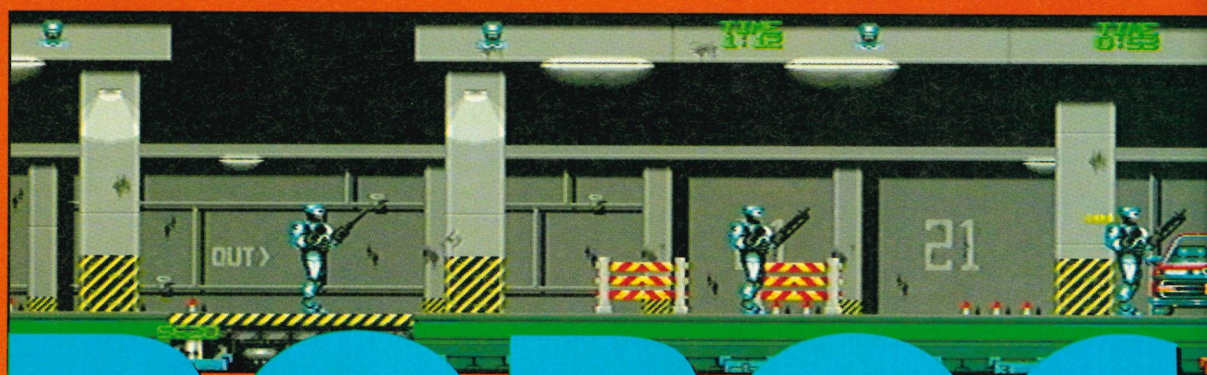
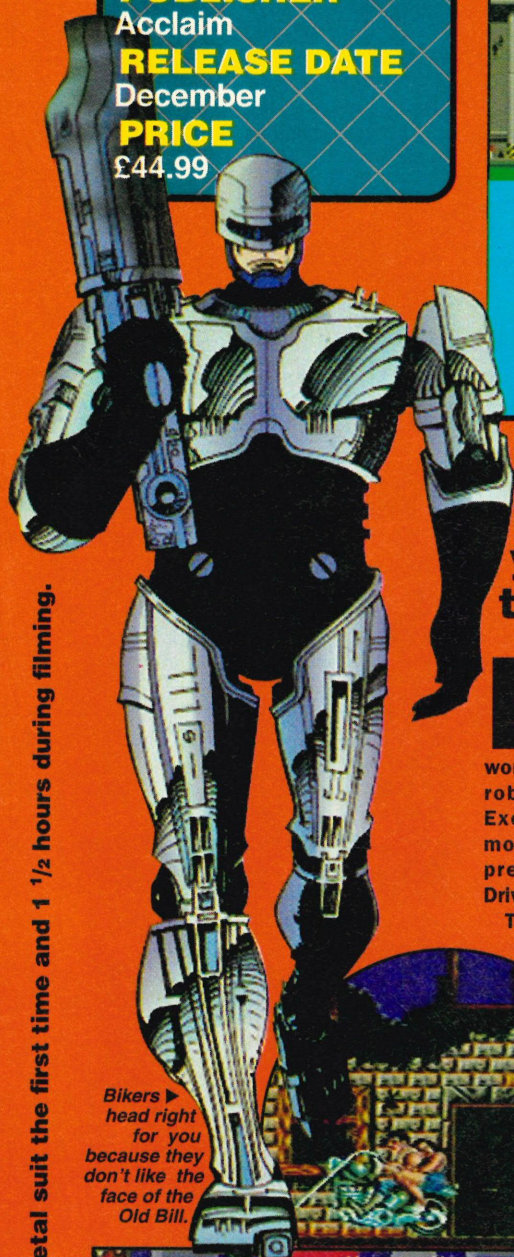
Acclaim

RELEASE DATE

December

PRICE

£44.99



ROBOCOP

■ He's a mean metal machine, and fortunately he's under your command, evening up the odds on the streets.

A vision of the future. UFOs firing at you and green machines not letting you be.

TIP

Don't just blast everything you see, but jump and duck your way round the minefield of mayhem.

It's like a merry-go-round this business. Sequel follows sequel, game follows film and here we are again in the harsh, cruel world of his mighty metalness, the robotic cop with a conscience. Except this time game precedes movie, so you can have a sneak preview on your very own Mega Drive.

The action takes place in Old Detroit, which has lapsed into a state of anarchy since the Japanese moved in and took over Omni Consumer Products, Robo's inventors. There's guns, drugs (apparently) and disused warehouses and flats. Obviously the programmers are from Moss Side, as the eviction notices and demolition equipment are taken straight out of that particular nightmare.

Robo's job is to roam the streets and clean up the mess, like

one of those dinky road sweepers, but with considerably more firepower. He begins with a poxy little Smith and Wesson but happens upon bigger triggers along the way. It's so easy. You just pick up the 'P's for different weapons and blast away with the laser gun or the huge repeating fire stick.

The baddies, in the form of thugs called Splatterpunks, are not to be messed with. Not so much mean as obstinate, they take your poxy bullets standing up and then come back for more. And it gets worse. Just when you're strutting around showing off your unbelievably huge weapon, the punks start appearing with rocket launchers to match and make commando-style raids, leaping out of trucks and attacking in great number.

Sometimes you wonder what one man can do against such a show of force, especially when you're stuck on a lift with nowhere to run, nowhere to hide and your life force fading fast. The secret is not to keep blasting away indiscriminately, but to swap weapons, jump around and use the space available.

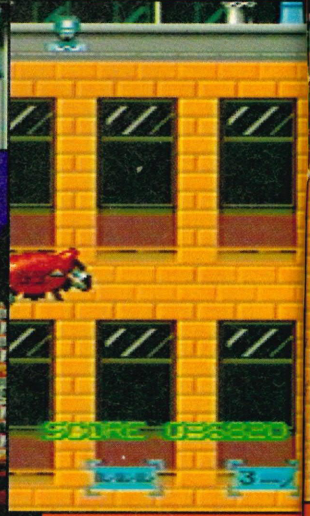
The set is straight out of one of those warehouse shoot outs, where the good guy hides behind crates and starts up conveyor belts to distract the bad guy, then creeps up behind

Bikers head right for you because they don't like the face of the Old Bill.



▲ Robo takes to the air. Lovely views of the city from up here, but sadly you're not in it for the sightseeing.

Topless snipers appear at windows, but pick up the three way gun, and they don't stand a chance.





OP 3



and clobbers him. A car park scene could be straight out of a movie but for the unexplained appearance of the UFOs, but then who knows where UFOs come from?

Lifts and levels aplenty are not just slung on the screen, like in some games, but cleverly designed and put together. Look at the detail on the window cleaner's lift with delicately balanced bucket and squeegee.

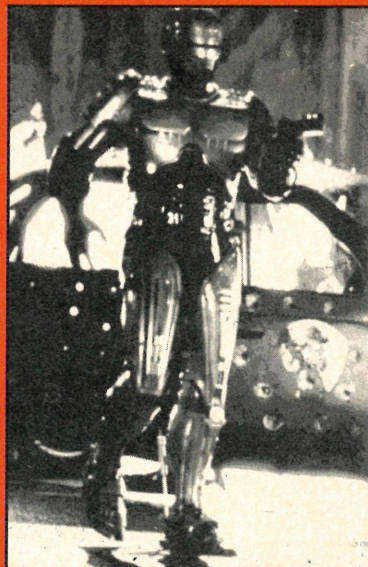
Attention to detail is a bonus when it comes to the sound track as well. Where most games would just repeat the same short phrase, R3 is carefully planned to match music to action, getting busier as more baddies appear. The

▼ The future of law enforcement. It's hell out there.

few moments of peace in the game feature a pounding bass, setting a tense, expectant mood for Robo's next challenge waiting around the corner.

Hang on to your seat because round that corner is a vertically scrolling shoot 'em-up where Robo soars above the city with the aid of his jet-powered back pack. These aerial combat sections provide much needed relief from the frustrating mayhem of the ground level.

But frustrating is hardly the word. More like maddening, sickening, pull-your-hair-out, call the Samaritans.



CONGRATULATIONS ON CLEARING THE LEVEL
YOU WILL NOW RECEIVE A BONUS

SCORE 025100



▲ Niftily trick this. You wait by the machine and a little boy comes out and oils its joints...

The standard is so high that the easy setting might take two hours of constant play to get past one level.

The fact is that Robo, for all his fancy armour and big guns, can only survive each level if he plays everything safe and doesn't catch any stray bullets. Fail to knock out

▼ ...then when this army of commandos decide to take you out, your new friend helps out.



one of the snipers at the windows or one of those UFO thingummies and he'll suffer for it later. And this takes a little of the fun out of things, n'est-ce pas?

It's only a minor gripe that. It's a harsh business where only the best survive. Make sure you pick up all the Es for energy (hmmm) and little rounds of ammunition along your travels. And once you work out how to beat a level, then you're sorted. Ultimately you get to meet the Otomo, your nemesis in the shape of a machine.

Robo facts

–Robocops 1 and 2 are two of the most violent films ever made. In the big shootout scene in Robo 1, one man is mutilated by toxic waste, another spiked in the neck.

–Drug dealer Cain, who becomes Robocop 2 is wanted for six counts of murder and 47 counts of disturbing the peace.

–Robo's descriptive tongue has come up with classics like 'Come quietly or there will be (pause) trouble', 'thank you for your cooperation' and 'patience Lewis – we're only human'.

–Orion Pictures, the film company which made Robocop 1 and 2 have gone bankrupt, so Robocop 3 has temporarily disappeared.



With gameplay reminiscent of a superior arcade game, big figures and bold movements, this is probably the best adventure-style shoot 'em-up yet and certainly the hardest. You feel they could have left a little more room for error, say a few more bullets or a little more energy, but nonetheless it stands apart as the definitive law-enforcing shoot 'em-up. The plot's a bit suspect, but presumably it's from the new movie, wherever that's got to. ■ DAVID

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

91%



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NAMI

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA-CD

SEGA
MEGA DRIVE

PUBLISHER
Virgin
RELEASE DATE
Early next year
PRICE
TBA

JUNGLE BOOK

■ Ooh bee do! It's time for more Disney-related console fun for all the family!

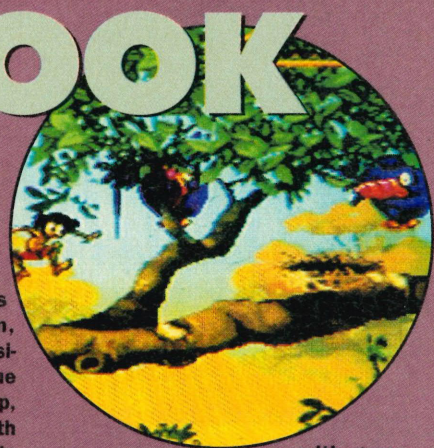
Many of you will have noticed the Virgin logo on Aladdin, that little gem we reviewed last month. No doubt some of you will already be half way to the shops, cash in hand. Well stop for a minute. There is yet another game due from the same creators and once again it is based on a famous Disney adventure.

▼ Jump from tree to tree without breaking every bone in your body.

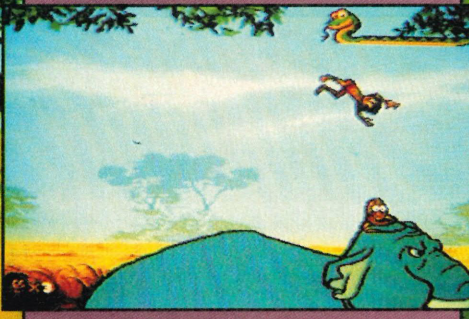
In this, the Jungle Book, you play Mowgli who wants to return to the Man Village on the outskirts of the jungle. There are twelve levels and all the famous characters from the film are there to enhance the experience. You can swing from the trees, climb vines and use bananas and anything handy to remove your enemies. Of course no game would be complete without the famous river scene. You get the chance to discov-

er just what a bear's stomach feels like on the journey downstream, singing about all those bear necessities. The game also uses a unique system called the Dual Contour Map, allowing players to interact with both foreground and background, which in theory doubles the play area. From what we saw the graphics are on a par with those of Aladdin, chunky and well defined,

▼ Mowgli deftly avoids the tongue of the ant-eating beast.



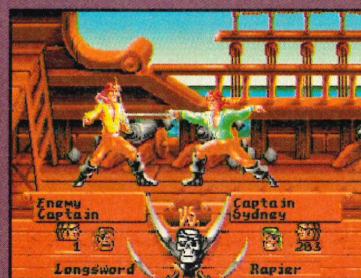
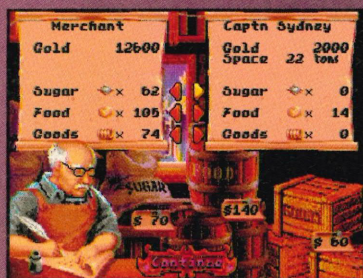
with game speed fast as ever. Watch these pages for the full Mega Action Preview/Review treatment in the months to come!



PUBLISHER
MicroProse
RELEASE DATE
Early next year
PRICE
TBA

PIRATES GOLD

■ Learn the code of the seas and have your own parrot.



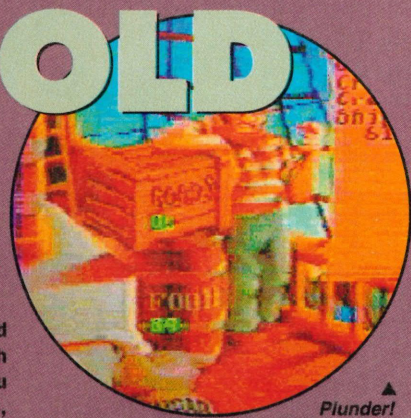
◀ Indulge in a touch of swashbuckling in this Treasure Island type fantasy. Ho ho ho and a bottle of rum.

You can visit far distant cities and experience plenty of adventures with just a few words in the right ear. You control ships at sea in battle scenes, load the guns and board the shattered remains. Anything gained from your illicit activities can be sold back at port.

The game bears a not too distant similarity to Monkey Island, a sure fire smash on all formats and the point and explore technique seems to be favoured by the more refined gaming enthusiasts.

It has hours of playability with dozens of end scenarios according to your different achievements. There is even an opportunity to get married to the daughter of a rich Governor, retire

Every port, town or city could reveal a new adventure to embark on.



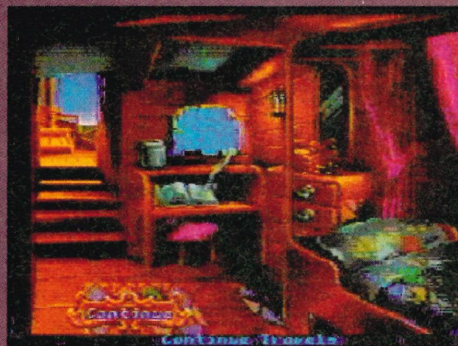
▲ Plunder! Take your fill then sail back to port. If all goes well then you will be a very rich little pirate!

from this hectic life at sea and put your feet up! You don't wanna do that do that, you miserable land lubbers.

The last offering we had from MicroProse was the impressive F-15 Eagle II which got some pretty impressive scores from our budding fighter pilots here. To follow up this success things seem to have gone off at a tangent with a conversion of the popular PC game Pirates Gold.

Set in the lawless times of the swashbuckling 17th century you are transported to the untouched paradise

Looks like a cabin to me and mine judging by the state it's in. I should make the effort.



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FOR FOUR AT
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OFFICIAL

PUBLISHER

Sony

RELEASE DATE

November

PRICE

£44.99



Through the first option screen and onto another. I wonder what happens if you set up a league...



▲ ...this does apparently. The office league is ready to kick off. Latest estimate reckons we'll finish around easter.



▲ Things are looking up, well from seventeenth they could hardly be doing much else now, could they.

SENSIBLE SOCCER

■ **Virtual Soccer was pretty good but the release of Sensible Soccer renders it virtually obsolete.**

In my soulless pre-console playing days I used to be addicted to Sensi. Speed was the problem, the game was just so quick that a previously unknown primitive desire to conquer began to dominate my life. Pretty soon my skin suffered, friends began to talk of gamers anonymous and denial set in. There was no problem, I just did a few leagues now and then, so what, didn't everyone? As you may have guessed, this is a pretty good game. At least it was a year or so ago. The Mega Drive version is all a conversion should be – new options have been added, old faults corrected and the whole thing is

▼ The not overly impressive result of my first match. I'm not Glasgow, and that's what counts at the end of the day.

easily the best game going at the moment. The problem for Sony is EA's soccer looks absolutely amazing and could provide too hot competition for the old champ. Still, Sensi is superb in itself.

Sensible Soccer can be played by 64 players. Sixty-four! I mean this is getting ridiculous, how on earth are you supposed to get 64

TIP

Try passing the ball down the wings and then into the middle. That way you can catch the otherwise alert keeper off his line.

people in your living-room, knock out the walls or something? This is typical of the array of options available. Weather, pitch, three skill

levels, tactics can be altered to provide that perfect backdrop for a spot of footy frenzy. A choice of four tournaments to play in, with either European club teams, national teams or an impressive remnant of



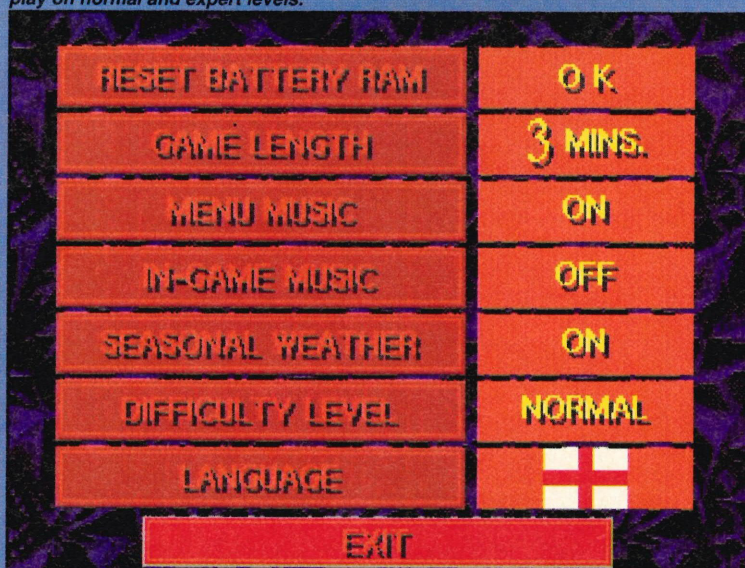
someone's warped imagination — a collection of daft, nay extremely daft, made-up teams gives plenty of variety.

Multiple options are all very well but what sets Sensi apart is playability. This game sweats playability, which is probably just as well as the graphics aren't going to win any awards. Zooming in from an imaginary Goodyear blimp, the

▼ Your first set of decisions to make. Remember, star players only come into play on normal and expert levels.

camera settles over the pitch to give that rather familiar overhead perspective. The sprites aren't mighty but Gazza does have ginger hair and unlike the Arsenal North Bank mural, players sport the appropriate skin colour.

As for the sound, all the right crowd noises and whistles are here together with a heavy metal soundtrack. A heavy metal soundtrack for a footy game? Weird. There's nowt stranger than hearing



■ The highest league score of 26-0 was achieved by Preston Northend v. Hyde in an FA Cup tie in 1887.



gives a controlled jab in the direction of your nearest team mate

use to tackle, head and, in general play, the length of time the button is depressed varies the strength of kick.

delivers a Ronald Koeman type thunder bolt thwack

applies aftershot swerve.



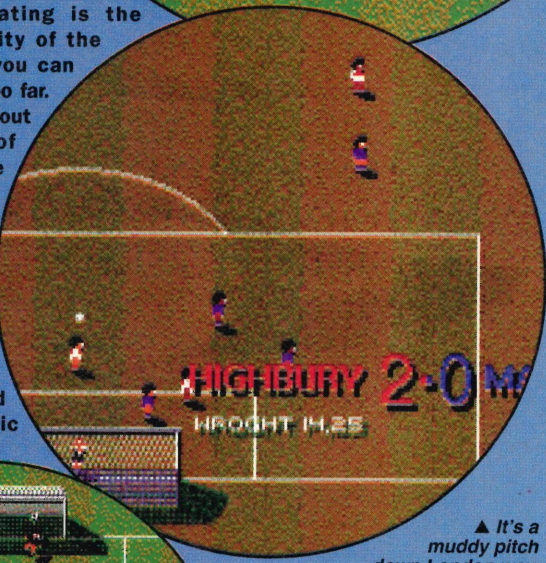
▲ Here, you can alter tactics and see who's been a naughty boy.



Foul! ▶ 'Centona' is brought crashing down just outside the Marseille box.

Dion Dublin, the poor chap is called Doon Dwybin, yuk.

Also irritating is the unpredictability of the refs. I mean you can take realism too far. One will whip out



▲ It's a muddy pitch down London way, and the lads are struggling.

FCER



the referee blow for a foul to the strains of Metallica, or something.

This game is quick, though, real quick. Five minutes each way left me feeling that I'd just been discussing leg surgery with Vinny Jones. You soon get the hang of it though. A few quick passes upfield, a dummy and there you go, 1-0. All you've got to do is find a way to equalize.

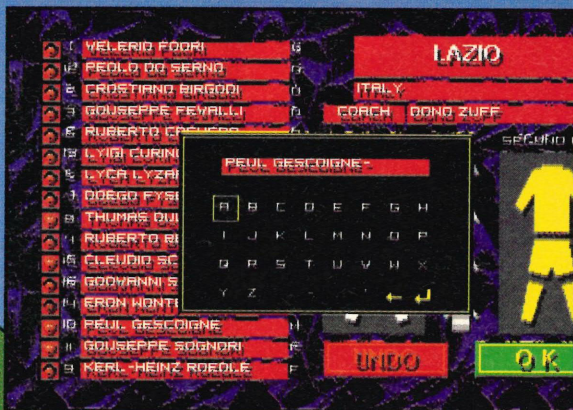
Helping you on your path to glory is the new improved control system. The ball sticks to your feet, as long as you don't play on



▲ Huge giants invade the pitch. The crowd goes crazy and there's a mad rush to leave the stadium. expert and you can kick the ball in whatever manner suits your mood. Check out the box to see what does exactly what.

Now for some reason, probably decided in some scuzbag lawyers office, Sony have taken out the real names. Celtic are now Glaswegian(!), and Arsenal are known here as Highbury to name but two. The players haven't escaped either. Most of my goals were scored by Iric Centona, I mean Iric Centona? Who could he possibly be? As for

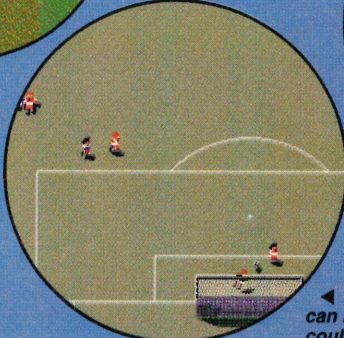
his red harbinger of misery at the slightest provocation whereas others are so gutless you wonder where their dinner goes. Oh, when the opposition score it's not your fault, the goalies are computer-contolled and *****erratic they are too.



▲ Editing the players names can be fun, I won't tell you what "Peul" became, this is a family magazine.



▲ Manchesters number nine battles back to help out the defence, good of him don't you think?



▲ Shame on you oh evil one, be gone from my sight!

◀ Playing Norway in february can be a chilly proposition, a goal could warm you up nicely.



▲ A superb effort! The keeper is left stranded by the thunderbolt from the Frenchman.



Sensi is a great game cast under the shadow of other games still in development. But this represents the pinnacle of the old generation of footy games, and as such should be bought if you can't wait another few months for Electronic Arts' Soccer to be released. The graphics are merely functional, the sound not to everyone's taste but it simply plays like a dream. Unlike most footy sims you can pass the ball around quite easily without having to resort to Wimbledon tactics. Definitely the best footy game out. At the moment. ■ IAN

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

89%

100% A L E

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know
Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty skip and leave it outside your house for a week
Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful
Go and see Ryan Giggs

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity
Make a statement

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Make a cake

Go for a day without speaking

Write to Mother Teresa
Turn your radio up full blast

Say a prayer every night

Have a day without TV

Stare at the clouds for a full ten minutes

Hug someone of the same sex

Buy Marvin Gaye's 'What's going on'
Tell someone a secret

Visit Great Ormond Street Hospital

Begin something you've always wanted to begin
Go to the market and spend 10p

Help someone today

Think purple

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Run up a downward escalator



TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

- Give up your seat on the tube every day
- Take a bath in milk
- Climb a tree
- Watch 'It's a wonderful life'
- Get on a bus you never got on before
- Drink a glass of water
- Clean your ears
- Dream for the day
- Visit New York
- Listen to Jazzie B's next show
- Get up an hour earlier tomorrow
- Do 100 press-ups
- Eat something you've never tried before
- Ride a Merry-go-round
- Say hello to a policeman
- Spend an hour in a place of worship
- Send someone a telegram
- Put your sofa in the kitchen
- Go to a museum
- Go home a different way every night for a week
- Learn to listen more
- Sing a song at the top of your voice
- Help a stranger with their shopping
- Write a fairy-tale
- Make a wish
- Write to your MP
- Put on a dress
- Stop saying no for a whole week
- Take your granny to the movies
- Paint your toe-nails
- Carry a flower all day
- Feed someone else's meter
- Write a poem
- Visit an art gallery
- Feed the birds
- Shave your head
- Dance in the front garden
- Get on a bus you've never been on before
- Croon to your partner under a full moon
- Do a jigsaw puzzle
- Get your hair cut
- Dance in the rain
- Fast for a day
- Buy a hat
- Use a fountain pen
- Walk home today
- Feed the dog
- Invite your neighbour to tea
- Give your favourite possession away
- Memorise a Woody Allen joke
- Tell the truth for a day
- Scream
- Put the kettle on
- Take up knitting
- Listen to Rodigan's next show, in the park
- Only boil as much water as you need
- Learn a new word every day
- Do one thing to make the world a better place to live
- Forgive someone
- Spend an afternoon speculating on how to make a million
- Photocopy this ad and get someone else to do it
- Tune into Caesar tomorrow morning at 4am
- Buy a friend your favourite book
- Tell someone you appreciate what they do
- Buy your boss a present
- Buy the next record you hear on Kiss
- Wink at someone ugly
- Talk about God with a friend
- Make a million pounds
- Walk on the grass
- Tell someone your dreams
- Do a cartwheel
- Learn to fly
- Stop someone getting AIDS
- Put your name on a star
- Say yes for a day





OFFICIAL

PUBLISHER

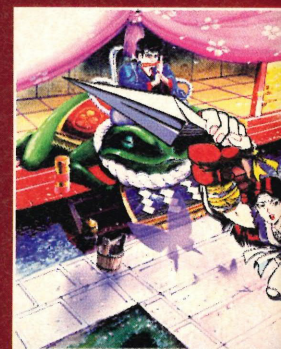
Konami

RELEASE DATE

November

PRICE

£44.99



■ Cowabunga? Look what we found hanging about the sewers of Manhattan...

TURTLE FIGHTER

Whatever happened to the Teenage Mutant Ninja Turtles, those martial arts experts from New York, who took the entertainment business by storm what seems like a billion years ago? Cartoons, a hit single, a film and countless pieces of gimmicky merchandise later and they seemed to have run out of steam.

Well they're back and they're cashing in on the recent craze for martial arts games. To be fair though, I suppose they were leaping about on the streets of New York long before Ryu, Bison and the rest arrived on the scene.

Well, this game is like a box of Milk Tray – and just as dangerous – in the delicious range of choices offered. You can pick any of the characters and set them against clones of themselves or residents of the various planets of 'dimension x'. You find yourself worrying: 'should I pick the orange cream or turkish delight?'

Rounds can take place in isolation or as part of a tournament, the winner of a set number of bouts going on to face Krang and his guard Trickeran. And there's a practice option, which includes freeze frame replays of the action. Or there's a two player option for competition with friends. You can even select the

TIP

Perfect your special moves on your own in practice mode before trying to go into the full blown tournament combat mode.



▲ Casey lays his dynamite and gets the hell out of there. Mammoth looks on.

strength and speed of your combatants. The key to victory lies in the special moves, of which there

are plenty. Some of the key combinations demand a level of dexterity beyond my simple command, but once mastered, the moves are impressive

The turtles are definitely the better fighters, but Casey Jones the weapons expert and Ray Fillet the mutant fish have some pretty nifty moves. Ray's horizontal drill offensive is sure to do some damage, and Casey's dynamite often comes in useful. Sisyphus the beetle's funny little chuckle earns him his place in the team. But that leaves poor April, sadly not a

▼ A purple Michaelangelo on surreal world. Hey man, it's beautiful.



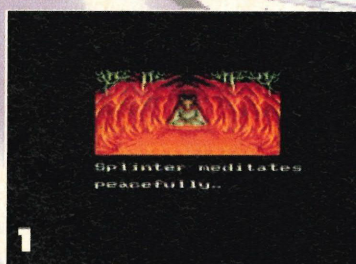
▼ April strikes a blow for women's lib, by taking out a fish!?



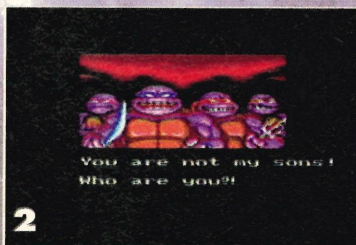
THE STORY SO FAR

1)The wolf character Splinter, mentor to the Turtles, who has left New York on one of his mysterious journeys of meditation is sitting quietly in a cave, meditating. As you do. 2)Imagine his surprise when confronted by an army of Turtle clones. He is naturally overwhelmed. 3)Auuurgh! 4)The real Turtles, back in the sewers of New York, are making the most of their boss's absence by lazing around watching the telly. 5)Suddenly the ugly

countenance of the Emperor Krang, dictator of the Universe, appears on the screen, informing them he has kidnapped Splinter and they will have to travel to Dimension X to rescue him. 6)The turtles enlist the help of some friends(7) and immediately jet off to 'dimension x' to face the clones of themselves in mortal combat. Just another day in the lives of these turtles.



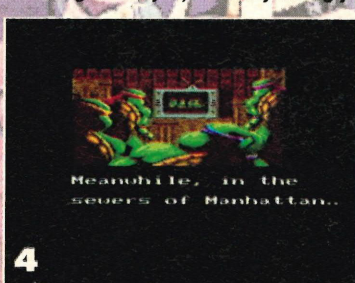
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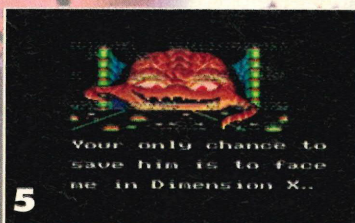
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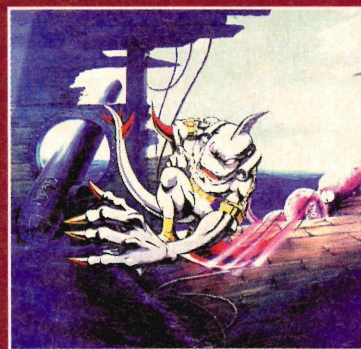
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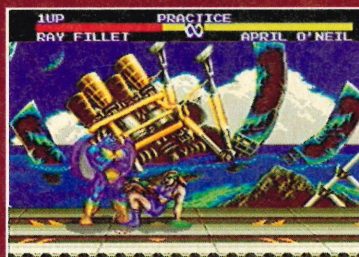
TOURNAMENT

RS

character to pick except as your opponent. Well, how would you like to be in Anna Ford's skirt when

facing a rogue Donatello with murder in his heart?

The enemy are altogether a nasty bunch. They fling insults at you, ripping off the Turtle's rallying call of 'cowabunga' and are incredibly rude to April before killing her. 'Come on baby' a clone will drawl, or 'you stink dirtbag' to the fishy Ray Fillet. They even have the audacity to proclaim 'that's a laugh' when

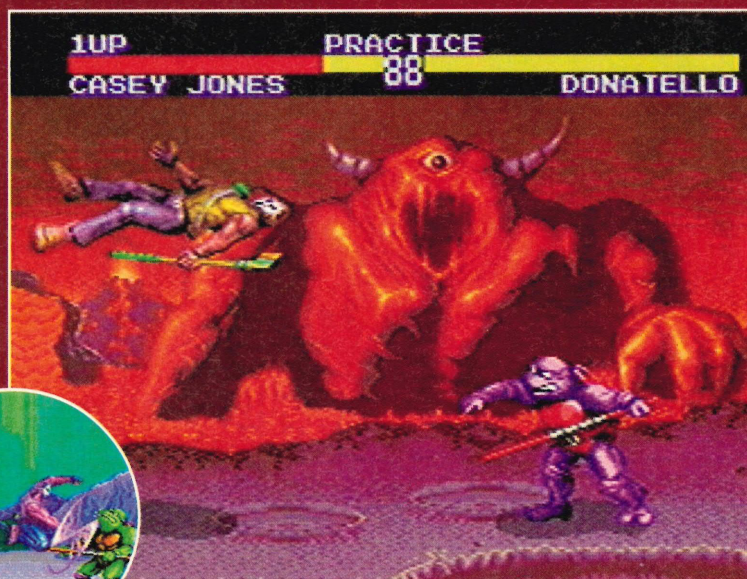


▲ Ray thinks that because April's a girl he has nothing to worry about. Silly.

challenged by the peerless Michaelangelo.

The gameplay makes it difficult to wipe the sneer off their faces too, especially on the last level of difficulty when the enemy is a whirl of special moves.

There is a lack of basic moves with only jumping, kicking and punching allowed. The game isn't all



▲ Take that you nasty, hockey stick wielding hippy - Donatello the pacifist.

gimmick, allowing for the simplistic, unexplained backdrops, but it's nowhere near the standard of its richer cousins, SF2 and Mortal Kombat.



Leonardo is the leader of the turtles, a musketeer-type figure who fights with two swords. When he strikes these on the ground, a wave of electricity passes along the surface and, schilling, clobbers the opponent! His graceful moves include a spinning top attack.

Michaelangelo is the most cheerful, optimistic turtle. His weapons, resembling wooden blocks, are called nunchakus. He can whirl these at hurricane speed towards a helpless opponent.

Donatello claims to be a pacifist turtle. But you wouldn't think so if you saw him swinging that staff at dazzling speed. His favourite move is to create a vacuum with his staff, which throws a destructive airwave towards an unsuspecting opponent. **Raphael**, the short tempered one, brandishes two weapons resembling tuning forks. Again, don't be deceived. These can do a lot of damage when whirling around like helicopter blades.

April O'Neil is a popular newscaster, but she hasn't come along for the ride. She's a mean dirty fighter, and will claw an opponents eyes out given half a chance. Not very ladylike.

Casey Jones, the weapons dealer, is a useful addition to your team. Though he only brandishes a hockey stick, he can deflect enemy fire back to them and lay dynamite traps. But watch out, as Casey can be wounded by these explosions too. **Ray Fillet** used to be a marine biologist until a freak accident... you know the story. Anyway now he's a mutant fish capable of throwing sonic waves at his enemies.

Sisyphus the beetle warrior is the product of another of those strange mutations that are always happening in games land. This nasty eight limbed wonder can spit mucus, and use his sharp horns and claws in a sort of bear hug on his unfortunate victim. He also has a very annoying laugh.



▲ The power drill move. Raphael blows his fuse.



If you've played other combat games to death, you might like to try this one for fun. It's vaguely amusing to see the Turtles fighting against themselves - remember that scene in Superman 3 with the rogue Super? But it's really a catalogue of scenes and characters without much substance. Turtle devotees might be attracted, and the overall presentation is harmless enough with suitable score and nice graphics, but really the gameplay is inferior and the range of moves rather poor. Worth a look for novelty value. ■ DAVID

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

83%

MEGA

Andre Agassi!

Tennis sensation and champion of women Andre Agassi has achieved a status not yet found by his fellow competitors. He has been immortalised on a tennis game from Sony! Not only that but he also managed to find his way into our reviews section in Issue 3, Mega Action August! Lucky chap.



We have an **EXCLUSIVE** designer Andre Agassi denim jacket to give away to a lucky winner. Designed with only good taste and serious street credibility in mind this superior tennis peripheral will be the envy of all your friends. Think of it, you could soon be parading down the street with a trail of lovesick housewives following shortly behind. Oh, it keeps you warm too.

That's not all! We also have five Mega Drive Andre Agassi Tennis games to give away! It features every type of court surface possible and just about every aspect of the weather to match. Play singles or doubles in competition or friendly modes. Practice option lets you perfect the drop shots, lobs and smashes essential to a top pro player.



▲ Here he is chaps the bloke women would gladly do anything for. Study his posture and mark his charisma. What an earth do they see in him? It's not fair. Somethings you just cannot work out. It is, as they say that old animal magnetism. Or something. Anyway win a great poster of the maestro in action. We've loads of 'em to give away!



Questions

Just answer these three questions with an A, B or even C.

- 1). Andre Agassi has won Wimbledon
 - a) Once
 - b) Twice
 - c) Three times a lady
- 2) Wimbledon used to be a famous venue for:
 - a) Sonic Spinball
 - b) Croquet
 - c) Indoor grass track lawn mower racing
- 3) The tennis courts at Wimbledon are:
 - a) Clay
 - b) Crazy paved
 - c) Grass

Rules and Regs

The winners shall be the first 40 correct answers to be pulled out of our old defunct AppleMac computer. The first pulled entry will win the Andre Agassi Jacket, the next five will each receive a game and the rest God bless them will get a poster each. The Editors decision is final and no amount of hard cash, travellers cheques or New York Underground dance records will swing his favour. Employees of Sony and even Europress themselves are forbidden to start or even finish reading this compo let alone actually enter it. All answers must be received by December 1st. It should have been Manchester 2000. My dad agrees now.

Send your entries to:
Andre Agassi coat
Compo,

Mega Action, Europa
House, Adlington Park,
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You can also phone in with your answers if
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Quick! I know the answers! It's dead easy
and I need a new Andre Agassi Coat! My
answers are clearly written below:

1

2

3

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Address:

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ENTER BY
PHONE

QJ Controllers

Leaders of the Pack....

Looks to Kill....

The new QJ SG ProPad 2 is designed to match the best of the new generation of video games for the SEGA Megadrive. It has a programmable feature which allows any combination of fire button moves to be assigned to a single left or right fire button.

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NEW
PROGRAMMABLE



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- LCD control panel to display action sequences
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SNES VERSION

SV 337

£39.99 inc. VAT.

SEGA VERSION

SV 437

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PROGRAMMABLE



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- Variable slow motion
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OFFICIAL

PUBLISHER

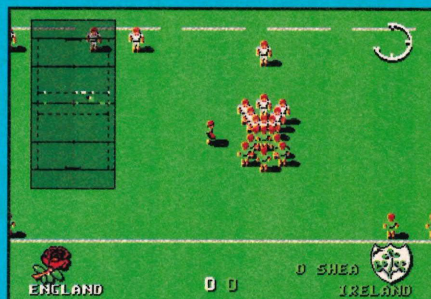
Domark

RELEASE DATE

Out Now

PRICE

£39.99



▲ Sixteen sweaty men pushing and shoving for the ball, a public school boy's dream.



▲ Loads and loads of options to pick and choose from.



▲ Ha! The first of many impressive tries humiliating for mother England.

Ever since the first home computer games console, we've had a multitude of sport simulators. There's been golf, squash, basketball, football, equestrian events and even the Olympics. So why has it taken software houses so long to produce a rugby simulator, when we've suffered the perverse rules of American football for so long, along with the haunting speech samples of American commentators. Perhaps the reason is the apparent lack of popularity of the sport, or so we had thought.

Rugby as a sport has become increasingly popular with our nation of sport lovers, as it's the only sport where proper aggression is allowed. But when the match is over, there are no hard feelings and the players leave the field with grace, displaying real sportsmanship – a quality that is

▼ As usual, the computer takes a naff team and makes them unbeatable.



▼ A successful throw-in often results in an advance up the pitch.



also shared with the noble art of boxing.

Bearing in mind these special attributes, Domark have set about capturing this unique atmosphere and transferring it onto a games cartridge. But have they succeeded I hear you cry?

Well as soon as you boot up the game you're greeted with a picture of a burly man carrying, wait for it, a rugby ball. Accompanying this artistic picture is a poppy tune, nothing special just an average plinkety-plop musical score. On pressing the start button you'll enter the main game controls menu, which isn't very technical or devastatingly vast. If you click on the clipboard in the top left hand corner you'll get the full list of your squad and reserves, and you can chop and change your team to suit requirements. Like most sport simulators, changing your team is quite vital to the success of your next match, as each player offers different skills, thus performing differently in various positions on the pitch. But although you've altered your team and sorted out their statistics, they always perform

TIP

Don't play on the computer, play with a friend instead, or go and buy something a little better than this.

appallingly badly out on the field no matter what team you have chosen. This in itself has already swayed my mind to say this is one ridiculously bad product.

Amongst the other options are friendly matches, weather control and the league tables. The weather control is nothing more than wind conditions, either light, moderate, strong or calm, each showing no apparent effect on play. The friendly matches allow you to invite any team of your choice to a nice friendly rugger match in a vain attempt to

■ Britain's toughest sport scrums its way onto our consoles – but will it score a hit, or even a try?



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▲ Make use of the penalty and take the place kick.

learn their playing tactics, whilst the league tables depict every match you've managed to lose quite accurately.

Once you've finished fiddling with the way the game is set up and you think you've learned everything about your opposition, you can lead your team bravely but not confidently onto the field. But be forewarned; the opposing team has a frustratingly strong tendency to play

▲ The crowd go wild as Jenkins from the all blacks takes the third kick-off.

▲ Green, in the early stage of the match, storm away with the ball.

Rugby School, where rugby was first played, was the setting for Thomas Hughes' Tom Brown's School Days.

GROUPS 1+2 GROUPS 3+4 FINALS EXIT

▼ **Stop lying on the grass and tackle him you big girls blouse!**

you've got to do during the match is pass left or right and kick the ball forward, which is rugby granted, but this I would have thought demonstrates why no one else has attempted such a hopeless and futile project. The league and friendly matches as having a hernia operation when the shaving nicks.

The only thing that could possibly save this game from being the ultimate disaster, on a par with Pandora's immortal words "I wonder what's in this box!", is the two player game. Maybe it's possible that two human players can have a little bit of fun without fear of the computer butting in. It's fun to play and you could possibly spend hours with a friend, but it's still no substitute for the likes of the Madden series. What a shame that Domark have once again demonstrated that they are practically incapable of producing any form of quality software. Come on guys pull your socks up eh? Oh well, back to Grandstand's rugger match and the pork pie lunch that awaits. Hmmm!

Press START To Continue

◀ Ooer!
They'll be in a
scrum down
soon I think.

as if they're world champions no matter what nationality they represent. They can kick the ball for miles up the field, they never miss a conversion kick and they're always tackling your players from ten miles away.

After the first half of the match you're promptly reminded of how badly you played, with a percentage sheet displaying who had what, where and how. This really winds you up for no real reason.

As the second half is played you're beginning to yawn very loudly and you start to wonder why you're even bothering with this game. Later in

▲ This reflects just how badly you're playing today.

the showers, you're beating your head against the wall for losing your 40th consecutive game this season

The gameplay is limited throughout and each match becomes increasingly tedious leaving you bawling in tears from boredom. There's no real depth in gameplay, all

All Blacks

Failed to qualify for the World Cup semi-finals.

▲ *What a surprise! The computer manages to defeat the best team ever!*

Group 2	Pld	Won	Draw	Los	Pts
Scotland	3	1	0	2	2
All Blacks	3	0	0	3	0
Canada	2	2	0	0	4
West Samoa	2	2	0	0	4

SOUND


GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

45%



The presentation is nice and the game itself runs fluently enough to pass as an adequate sports sim, but lacks originality and depth. The sounds are pleasing to the ear with a few crowd cheers and a few boot-meeting-leather ball effects, but even with these features to boast, rugby would be better left out on sports. Perhaps if more time was originality it would have stood a poorer product to hit the Mega Drive.

DECEMBER 93 **MEGA ACTION** 41



OFFICIAL

PUBLISHER

Accolade

RELEASE DATE

November

PRICE

£44.99



GODS

■ At last! The fate of the Gods in your mighty but mortal hands.

The Greeks had a god for everything. That meant Olympus (where they all lived), was a pretty packed place. Not that that was a bad thing as it was quite some task to be ruler of all below. It was a case of hanging around all day, head in the clouds drinking ambrosia and nectar with the odd grape being dropped into your mouth. Tough.

Every now and then just to amuse yourself and the fellow gods, you could visit earth, get off with all the chicks you could find then leave a temple to commemorate the achievement. If you got really bored then there was always the option of setting a mortal the task of recovering a sheep skin or saving a maiden from certain death. Great fun I'm sure though little ever stood in your way and it



TIP

Keep moving! Don't let the computer dictated difficulty settings get the better of you. Save gems for better weapons later on.

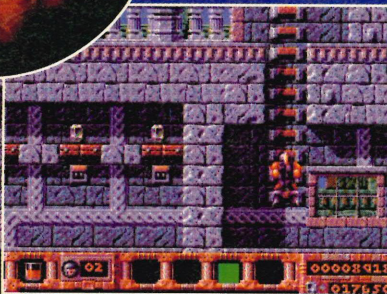
was all a bit like playing Monopoly by yourself with all the takings from the bank at your disposal.

Accolade have now turned the tables and set you as a mere mortal the quest of defeating the very Gods that you thought you could admire. This seems mainly to involve climbing ladders, avoiding spikes and jumping over the odd bottomless pit. Easy at first glance, but the area which

you have set out to conquer appears to be inhabited by some pretty gruesome monsters naturally not too chuffed about your presence. At your disposal are various weapons which can be upgraded by simply picking up dropped or revealed icons. Switches are mounted on walls everywhere and trial and error show you how to use them to maximum advantage with certain combinations of OFF or ON helping progress. For instance one combination might allow the deadly spikes to disappear while another might open up a hidden doorway further on in the level.

Take your pick and assess the advantages.

But there is an important aspect of this game which makes it stand out from all others. Now that may sound like the typical statement but in fact a closer look at the way the game evolves will give the whole mystery away. This is intelligent.



▲ Take the ladders to certain conflict and a possible victory.



▲ This is the shop where you can stock up on the odd weapon.

■ The Greek gods were supposed to live at the top of Mount Olympus, because its peaks were always covered in cloud.

Not just bright but downright talented. It learns. It learns by both your mistakes and achievements, adjusting gameplay accordingly. In a nutshell, should you be doing great, waltzing through levels and baddies like they were born yesterday then the computer will float the odd extra obstruction into your path or even not allow certain doors to open. On the flip side, if things are proving a bit tough, power-ups might suddenly appear or secret rooms might spring open. Good eh? I'll say so. Makes the whole thing a real challenge, no matter how good you might be or how long you have been playing it.

Gods is also about doors. Some doors can be opened, some doors remain firmly locked, like a more true-to-life situation. To open these stout wooden nose bruisers simply find the appropriate key and implement in lock. Simple? Well not quite. There is a certain number of items you can carry and also don't forget those troublesome switches we talked about earlier. Make the right moves and take the correct items to keep on moving.

It must be said that this game has been around on other formats for quite a while and seemed to do very well indeed. The Mega Drive version has improved back-drops and scenery tweaks with the odd extra level

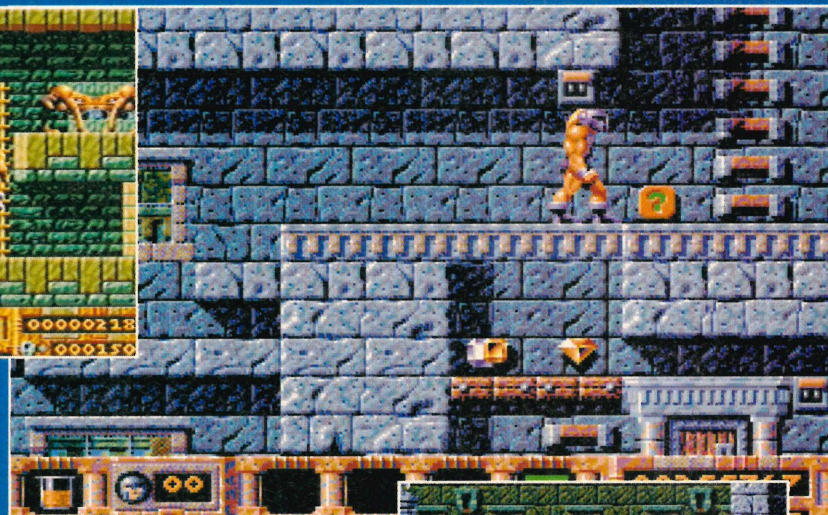
▼ Looks complicated and is, here is you must work your way up the screen.



▲ Horrible little monsters guard every nook and cranny that you discover.

thrown in for good measure. The creators of this game, the Bitmap Brothers, have a long and very impressive list of games to their name. In the console department *Speedball* and *Xenon 2* are their best known to date with rumours afoot of other conversions. Amiga users will of course be able to list a whole string of successes, though that's about as interesting as the conversation will get, as the word disc seems to announce the appearance of a large yawn from our crew.

After the completion of each level, you are allowed to exchange the gems collected in the battles for some serious hardware. You can buy axes, daggers, swords and of course the odd bit of protection in the form of some heavy duty armour. Making the correct decisions and spending wisely can mean the difference between



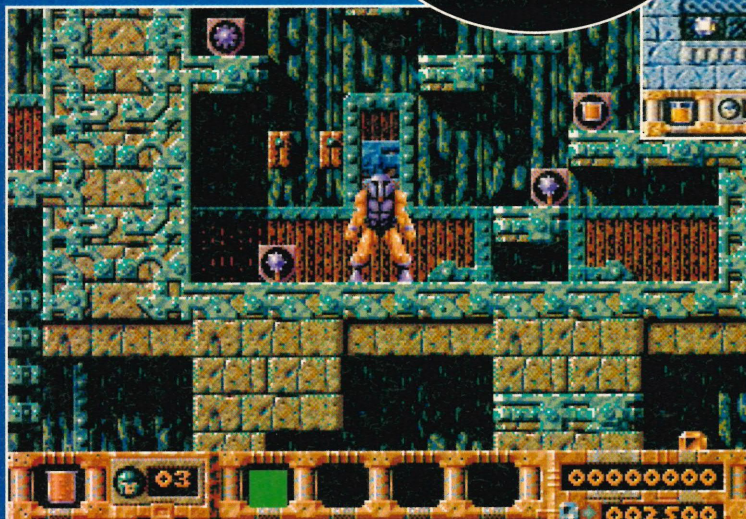
▲ It's a long way down. Falling off the ladders depletes valuable energy.



▼ Nice backdrop! Still, no time for looking around when the fate of the human race is in your hands!

success and failure. For instance it is highly advisable to invest in a "familiar" which is a sort of bird affair that helps you blast merrily at any enemies that threaten. The familiar only lasts for the duration of one life, so tread very carefully in new and unknown areas. After all the Gods can be just a tad unpredictable.

▼ The switches just could be the answer to any hidden rooms ahead.



Nice graphics and suitable soundtrack, but Gods is a platform game and there is no getting away from that fact. The saving grace is the intelligent level adjustment. This clever feature means that as you get better the challenge becomes greater. It really works too. Gods is a good game but just a bit samey and once a technique has been worked out there really is no stopping you. Good honest mortal fun for budding myth makers. ■ STEVE

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



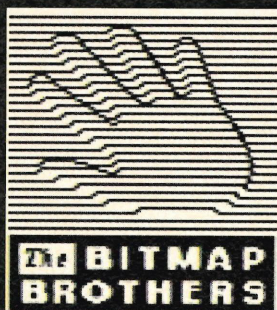
PLAYABILITY



OVERALL

88%

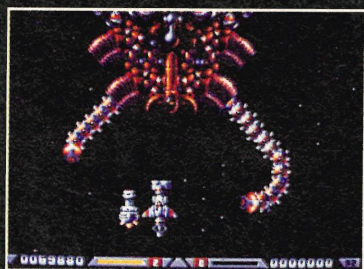




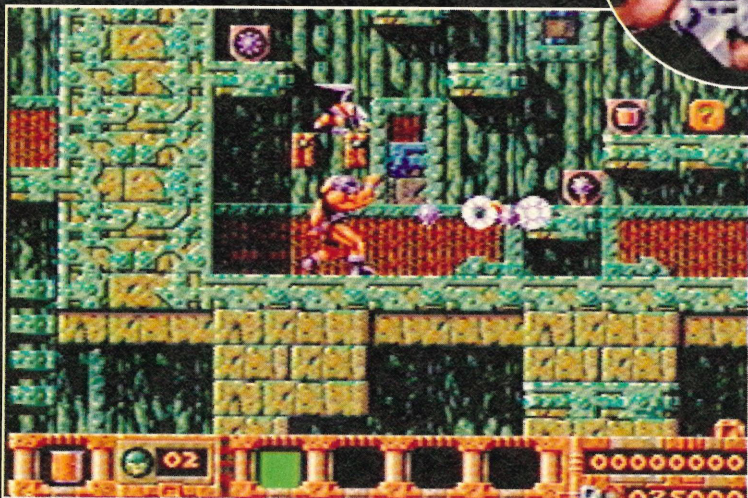
THE GODS OF GA

The Bitmap Brothers was the first and perhaps the only game design house to attain pop stardom. Like Kylie, they appeared in record shops signing copies of their early games. But this dubious accolade was thrust on them by the over enthusiastic PR machine of the then MirrorSoft, part of the ill fated Mirror Group. The mantle did not fit well. But not long before Cap'n Bob Maxwell tripped over his wallet and went for an impromptu dip in the Med, the Bitmaps strove for complete control over the design and production of their projects and left the fold to go it alone.

▼ *Xenon 2 featured incredible bosses which created a considerable challenge.*



▼ *Gods brings the intelligent game right home onto our consoles.*



Success put the Bitmaps into a position of power in the industry and they took the brave step of launching their publishing label, the unconventional Renegade. Though the team already had an impressive pedigree including *Mega Blast*, *Xenon 2* and hard hitting future sports game *Speedball 2*, it was still a gamble. But considering that every game the team had produced had reached number one in the charts, it was one worth taking.

Speedball 2 was the first Bitmap Mega Drive release and was a huge success, dominating the charts. Based on a cross between handball and a American Football the game brought a new degree of roughness to the computer world. Nowadays it is the norm to have a clone of this game on every software house's list of titles. There was then and still is now a demand for the gritty edge of competition.

The soon to be released *Gods* is the label's next game for the Mega Drive and founding Bitmap brother Eric Matthews reckons that it marks a new



development in games design. 'The *Gods* project, although a platform-based game, presented the opportunity to experiment with not only enemy intelligence but game intelligence,' he said.

At the time, *Xenon* and *Xenon 2* featured probably the most complex and well drawn end of level bosses to date. It took several attempts at each to find the best method for screen removal

'*Xenon 2* was very popular,' said Eric, 'and we were proud that the game was heralded as a benchmark in the shoot 'em-up arena, but *Blast* began to feature computer intelligent enemy that made *Xenon 2* seem a bit old fashioned.'

Much of the project time was consumed by painstaking

▼ *Set in the mythical past Gods sees you up against the greatest of them all.*



▲ *What a trendy bunch they are. It must be the shades that inspires them to create such dark and foreboding images of the past and future. What will the next release be on the Mega Drive we wonder?*

research in getting the game engine to respond immediately to the player. Eric explained: 'The aim was for the game to monitor how the player was doing. After further experimentation, we improved on this so that the game could tell whether a player was new, unsure of what to do and where to go and as a result, progressing slowly and doing poorly.'

'In accordance, the engine would decrease the regularity of enemy and the ferocity of attack. But as a player persevered



▲ *Set in Victorian times Chaos Engine lets you battle for riches and fame.*

■ With the release of *Gods* and news of *Chaos Engine* being released on

the Mega Drive, top game design house the

Bitmap Brothers looks set to take the

Sega market by storm.

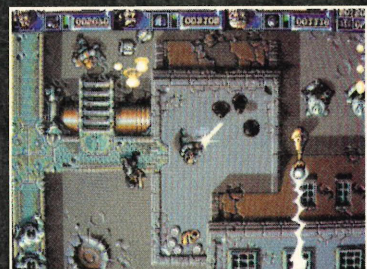
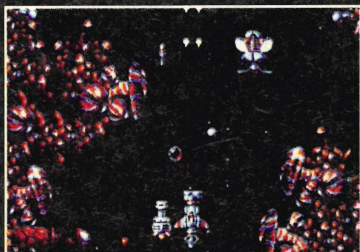
MING

finding elements and of course there's plenty of blood letting.

The *Chaos Engine* is the Bitmap's latest game which is currently being converted onto the Mega Drive. The game features the difficulty adjusting engine originally designed for *Gods*. Again the title has been heralded as another ground-breaking achievement. Set in Victorian times, *Chaos* features a team of six very different characters – mercenary adventurer, thief, thug and sinister priest.

Hearing that the deserted Fortesque Manor is rich in pickings, this ill fitting bunch enter the grounds. But Fortesque is a sinister experiment capable of generating creatures and it has been thrown out of balance. This has caused it to develop mutant beasts, each more hideous and outlandish than the last. Two of the team attempt to infiltrate the grounds. The one player option features the most intelligent computer controlled character ever, capable of giving backup fire as if controlled by a human player. Furthermore, this intelligence grows as you progress. The action is non-stop with some

▼ More *Xenon 2* mayhem. Here the ship has obtained some serious shot power.



▲ Packed screens and mad mad creatures are all here in *Chaos Engine*.

▲ Command up to six players and keep your blasting finger held down!



▲ Figure this out! Will the shell open up to reveal yet another creature?

stunning visual production. Again painstaking attention to detail, in particular the sonics feature the sound of steam jets or bubbling water, which grows louder and quieter as the character moves towards and away. A spectacular adventure, *Chaos Enging* is currently in mid-production and a release date has yet to be set.

The Bitmap level of perfection has few equals. Always value for money, the team endeavours to produce original games while others churn out the standard platform beat'em-ups.



A Bitmap game will often take 18 months to two years to complete, while average titles are churned out in a fraction of the time. A combination of cast-iron production and flair has produced some classic titles. A Bitmap source has not ruled out other Bitmap games being released on Mega Drive.

▼ *Speedball* allowed even the most well-mannered and quiet player to evolve into a drooling sucker-punching ball player. Great graphics and original plot sees the game still copied even today.

■ The Mega CD unit has two phono jacks at the rear. Connection via

these to any domestic hi-fi can produce some quite

devastating results. Psygnosis have

now taken this audio assault one stage further.....

THE FUTURE SOUND OF CD

In the old days, before CD Drives were available, we had to be content with the bleeps and squeaks to make up for a boring game.

Later, samples started floating in along with the odd voice, and maybe even a guitar could be heard for some brief moments. Cartridge size increased and with it the quality of music, but it still wasn't quite the perfection some of these games deserved.

Over in Liverpool things are changing and the Psygnosis development of CD Rom games has led to the need for high quality audio tracks produced to a very high specification.

This means we can look forward to original specially composed tracks that not only complement the game but can also be listened to as stand alone music pieces. The ability of the



▲ Just the final tweaks to be made and then it's off to the big CD factory!

CD player to reproduce high quality music has led to such developments as Q-Sound and the implementation of Dolby and Dolby Surround.

Game music seems to be moving well and truly into the nineties and beyond. With a four strong in-house music department responsible for Amiga, Mega CD, FM Towns (a Japanese favourite) and Super NES the team is more than capable of handling the in-game music and FX required at present, but the growing need for high quality CD tracks for new projects means that established studio musicians are now being attracted into the industry.

Steve Hilliker has already made quite a reputation for himself, composing music for TV films including the highly weird 'Small Metal Jacket'. This BBC2 film set in Vietnam received great acclaim for



▲ Puggsy CD features original scores and devastating sound effects.

its musical direction. With this sort of track record it is not difficult to see why Philip Morris, music manager for Psygnosis

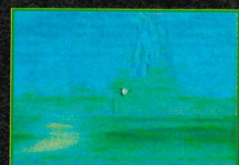
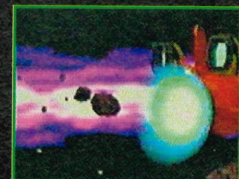
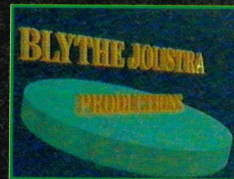
signed him up for the atmospheric Dracula project. Next month we focus in on Steve and other artists and remixers

and take an in-depth look at the actual mechanics of putting the sound into the finished game.

▼ The heart of the process. Here the ST Home Computer is used to sequence and manipulate the various instruments. Very serious these chaps you know, no time for rest and all that.



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Not having accurate recording facilities on site, the services of Pearl Studios in Liverpool, Smallwood Studios in Cheshire and the Tape Gallery in London are regularly employed. All have been utilised for the music production and voice-over work. We visited the studios in Smallwood, home of the Blythe Joustra team and saw first hand the amount of work and effort that goes into making these soundtracks. The team of Philip Morris, Andy Blythe and Marten Joustra have created brand new CD tracks for Lemmings2 and Puggsy. Thirty minutes of audio will playback in the CD Rom versions of these games. On Puggsy they even

composed a three and a half minute opening sequence of music and sound effects synchronised to the animation using Cubase on the Atari ST. This without doubt has to be the best and smoothest piece of animation we have seen on the Mega CD. The colours are true cartoon quality. The Tape Gallery in Soho is currently working on high quality voice-overs by professional actors for games like the Dracula CD, Last Action Hero and Shadow of the Beast 2. Last Action Hero features brilliant heavy metal tracks composed exclusively. Original Michael Kamen music will also be included in the final version.



▲ Complicated? I'll say so. Try running your humble Hi-Fi through this!



GB ACTION

PURE GAME BOY EXCITEMENT

Starring

TOM AND JERRY

ROBOCOP

ARNOLD SCHWARZENEGGER

BMX BANDITS

DENNIS

SYLVESTER STALLONE

BART SIMPSON

UNCLE PETER

LAWNMOWER MAN

Coming soon to a newsagent near you!

■ With Sonic Spinball and Virtual Pinball out this month, pinball seems

to be the latest fashion to hit the Mega Drive. We delve into

the history of the pinball table and find more than

a passing similarity to our games consoles.

PINBALL EXTRAVAGANZA

Ever since I was a young boy I've played the silver ball,'

We've all felt the pull of the pinball table. Elvis Presley, Sammy Davis Junior and Steven Spielberg were addicted to its exciting gameplay and Winston Churchill had a table installed at Chequers during the Second World War.

And in pubs and amusement arcades the world over, millions of punters have been putting money in slots for over 60 years. But what is the attraction of bouncing a steel ball off bumpers and blimpers for millions of meaningless points?

The first pinball machines of the '30s perhaps hold some clues. These were simple counter top affairs based on the bagatelle, with a plunger, pins and holes. The skill lay in tilting and nudging the table to guide the ball into the holes. They were popular with shopkeepers for their high return and with punters because they were cheap and simple. If you had a dime to spend while you were having your coffee, then

▼ In the '50s, before alcohol and drugs, the kids used to play pinball.



this was the place to put it, like the one-armed bandits in pubs.

'From London down to Brighton I must have played them all.'

The electric machine used the same gameplay, but it looked and sounded more enticing. Since the Second World War, over 1,000 different designs have been manufactured, some selling as many as 75,000 tables. Their huge backboards displayed colourful artwork, movie-age characters like the Bionic Man, The Incredible Hulk and Charlie's Angels and famous personalities such as Dolly Parton, the Stones and the Beatles. One Italian table features an exact copy of the Terminator poster, but without a licence.

Like computer games, a big licence increased sales of the table and many of their themes have made their way onto the console such as Robocop, Spiderman and World Cup '90. The manufacturers have moved with the times, from early tables feature nursery rhyme characters like Cinderella and Alice in Wonderland to the modern sci-fi tables.

A specially commissioned pinball glass used ► on Sky's charts program.

'Ain't got no distractions, can't hear no buzzers and bells.'

Gottlieb's 1947 Humpty Dumpty table may not sound very enticing, but was in fact the first game to have flippers. Originally numbering six, they soon became a pair at the base of the table. Electric boards had been invented by Williams in 1932 and Bally, the third major manufacturer had developed the spring bumper in 1937.

'Always gets a replay, never seen him fall.'

Pinball was considered a form of gambling and was illegal in New York until 1976. So giving a free game away for a high score was not allowed in certain regions. Gottlieb's Flipper was introduced to solve this problem, the first add-a-ball game.

By the '60s, flipper games had become recognisably modern, with electrical step-up score reels and the number match feature giving an extra game. But no modern table would be complete without voices



screaming something like: 'Heed Gorgar! Heed! Gorgar speaks!'

'I thought I was the Bally table king, but I just handed my pinball crown to him.'

Pinball has been on computers since the '70s, but didn't reproduce the thrill of the flip and the tilt. But the range of options and variety led the very latest machines to feature incredibly complicated multi-level playfields, joined by ramps, chutes and lifts.

Pinball wizardry

- The Who album Tommy sold 10 million copies in 1975 and was followed by Pinball game Wizard, which sold 10,000 and Captain Fantastic, featuring the wizard himself, Elton John
- Pinball is the name of a typeface in Letraset
- In Sexy Girl, a 1980 pinball machine conversion kit, hitting THE GIRLS targets lit up the screen with a pin-up model, the more points the naughtier the picture.
- The Japanese version of pinball, called pachinko, hangs on the wall and pays out money.
- In 1989, Williams released

Earthshaker, unfortunately coinciding with a huge earthquake in San Francisco that year, which killed 67 and left 10,000 homeless.

-Harry Williams, 'the Edison of pinball', invented the first tilt indicator, called a stool pigeon, which is still in use today. Theoretically, if you tilt the machine too much, an alarm sounds and the machine switches off.

-Bally's Jack and Jill was the world's first two player game, with two playfields next to each other.

-So-called Zipper Flippers could close to stop the ball leaving the playfield. Not surprisingly, this didn't last.

MEGA

Win a FULL-SIZE Pinball table

Part 1

Mega Action and Electronic Arts have joined together to give you the opportunity of winning a full size state-of-the-art pinball table to celebrate the release of their block-buster game Virtual Pinball!

Be the talk of the town! Be the centre of attention and most of all have some serious fun clocking up those high scores and replays!

The questions

The Rock Opera Tommy, which features the most famous pinball player of all time has just been adapted for stage and is now playing to audiences from all over the world in London's West End.

The competition will have six questions, three this month, three next month. So don't send anything now, but cut out and save your coupon to make the final entries next month then either send the result in or phone through your answers!

We will of course be repeating the questions next month so everyone has an opportunity to enter.

A). Name the pop star famous for his crazy glasses who sang 'Pinball Wizard' in the movie version of Tommy.

B). Name the rock group who wrote and produced the rock opera Tommy

C). Name the raunchy female singer who played the 'Acid Queen' in Tommy. (Clue: Chris Eubank's boxing signature tune was sung by her.)

Rules:

The winner will be the first person pulled from a large sack with both sets of questions answered correctly. The winner will receive the pinball table. The Editor's decision is final and no amount of hard cash, foreign currency or Belgian New Beat records will swing his favour. Employees of Electronic Arts and even Europress are forbidden to enter the competition and that is that.

Virtual Pinball from Electronic Arts uses a unique approach to the problem of tackling pinball on the Mega Drive. With five standard tables featuring multi-balls and the opportunity to customise your own table, you can have hours of fun on a table created to your own specifications. This game is about as close as you can get to the real thing... until now, because now you have the opportunity to win the real thing. Watch this space.



▲ Pinball backboard design is both sexy and exciting. Don't know where that leaves James Bond and a bevvy of beauties.



◀ The ideal piece of furniture. One of these beauties could be yours (or one very similar).

Send your entries to:

Pinball Compo,
Mega Action, Europa
House, Adlington Park,
Macclesfield, SK10 4NP.

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

0891 515434

Calls are charged at 36p per minute off-peak and 48p at all other times. The call will last under two minutes – and remember to ask first if you don't pay the bill!

Pinball table compo

My answers are :

- 1
- 2
- 3
- 4
- 5
- 6

Name:

Address:

Age:

Tel:

☐ I do not wish to receive promotional material from other companies
No correspondence will be entered into by the Editor.

DRACUL



■ **Sony Imagesoft goes for the jugular with Coppola's movie licence Dracula, but is an arcade platform based on Stoker's horror classic tapping the wrong vein?**

Francis Ford Coppola's spectacularly stylish Dracula movie was a box office smash. The Stoker estate was only too pleased to put author Bram's name to the movie and Coppola was able to adhere as loosely as he wanted to the original. But

that was not always the case. For the first Dracula movie, Stoker's widow put a court injunction on the film which stipulated that all references and names must not come from the novel. Director Friedrich Wilhelm Murnau (real name Plumpe) renamed the film Nosferatu and

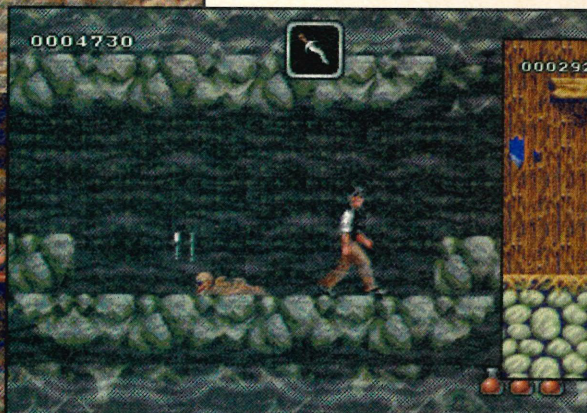
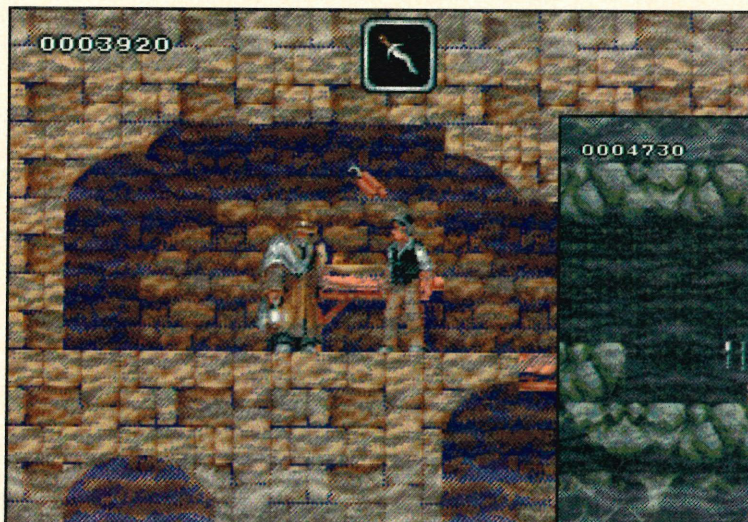
Count Dracula became Graf Orlok, Harker was changed to Hutter, wife Nina, Ellen ill-fated Lucy Wesenra became Annie Harding and Renfield became Knock. They changed London to Bremen and Whitby to Spa Sea. All this and the widow still sued and won her case and all copies of the film were destroyed except for one which Murnau hid in his garden. Today Nosferatu is heralded as a classic and is still a chilling visual experience.

Over the next 70 years, The Prince of Darkness took on many guises in the movie including Graf Orlok's hideous apparition. The 1930's saw an altogether more stylish Dracula as Bela Lugosi dressed in a count's attire, swish suit and cloak. After his death, it was revealed that Hungarian born Lugosi was a direct descendent of Hungarian medieval sadist Vlad The Impaler on whom Stoker based his novel. Vlad had a penchant for inserting a large stake through his victim's lower orifice and out of the mouth and staked them

▲ Looks like you are not alone in the dark this time, my good vampire slayer!

out at the front of his castle. And if he popped out to the local shops for some milk or something, and a peasant neglected to remove his hat Vlad would have the hat hammered onto the nave's head with a large iron nail. In all the Dracula movies, Lugosi wore a ring which had been passed through generations of his family, and which was said to have belonged to Vlad the Impaler. And Lugosi bequeathed this ring to the next Prince of Darkness, Christopher Lee. Lee has been quoted as saying he felt a surge of evil whenever he wore it.

Hammer House of Horror produced twelve Dracula movies with Lee in the title role but the ridiculous Satanic Rights of Dracula

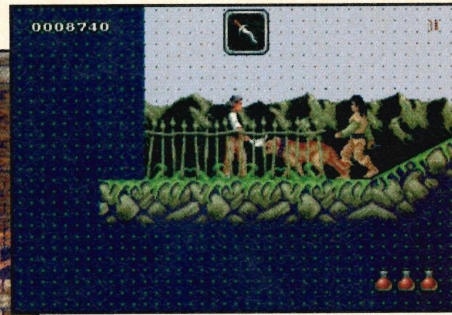


▲ Creatures galore!
The life of the undead is indeed strange.

A



▼ Tread carefully in the rooms to come, who knows what could be there!



▲ Watch out! It's the haunted tree!



scenes from the movie they tried to evoke the stylish look and feel of the movie. The team were insistent that the game should include key elements of the story.

One of the most difficult stages

which cast the Prince of Darkness as machiavellian business man, put the stake in the heart

of Dracula for five years until the big budget movie adapted from Broadway, starring Frank Langella as an almost nice Dracula. Laurence Olivier played Van Helsing and Trevor Eve as Harker.

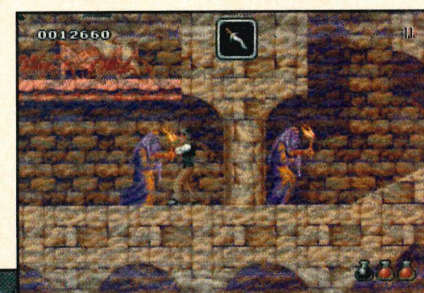
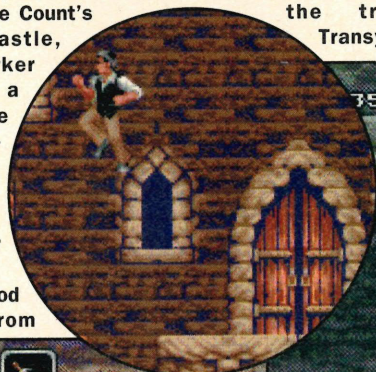
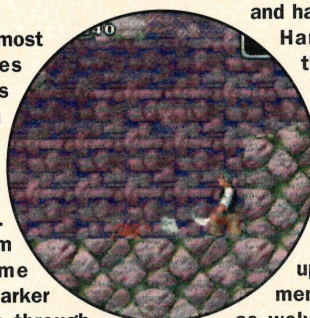
Sony have a lot at 'stake' with the movie game of Coppola's modern horror classic. It was an expensive licence and the portrayal of such a twisting often psychological story on a video-game posed a number of problems for the design team.

The designers decided that a faithful portrayal of the visually spectacular movie was to adopt techniques more familiar to film making than to video games. By reconstructing the sets from exact blueprint used in the making of the film and digitising actual

The battle of good and evil moves from

the barren Transylvanian mountains to foggy, dimly lit 19th Century London. Each level begins in daylight which enables Harker to collect the weapons necessary to fight Dracula when night falls. These icons are familiar to anyone who knows the story - crucifix, holy water, stake and hammer. As the sun sets, Harker is confronted by the Count in a number of guises. Wolf, bat, young man and old man, each apparition fights differently. As the battle rages between Harker and the Count, hell opens up its doors to a bizarre menagerie of devil beasts as wolves, ravens, owls, rats and bats take up chase. Spectacular characterisation of evil especially the truly disgusting Transylvanian bog crea-

ture. As the whole fabric of life decays and falls apart under the influence of evil, so does the set with hazardous, crumbling, collapsing platforms, pit traps, falling portcullises and chandeliers. I would have pursued a more role-playing, action adventure, exploiting the stylish and atmospheric visuals from the movie. But as the game is being designed for console and handheld, this will no doubt appeal to fans of both this style of game and the movie. Timely too, as it nears release on video.



▲ The flasks indicate how your life energy is bearing up to it all.



MEGA VIEW

I seem to remember some time time ago another magazine pre-viewing this and giving rather a low score. Looking deeper into this it appeared they had got their hands on some development chips and were perhaps just a little too keen to put pen to paper. Well it seems the final version was worth the wait with some atmospheric touches to what could have been a fairly ordinary game. Of course the release of this game has nothing to with the video release later this month! ■ JASON

RELEASE: DECEMBER PRICE: £TBA



JAPAN

PUBLISHER

Sega

RELEASE DATE

Out now

PRICE

£60.00



▲ Dr Robotnik is back and he's mad. Mad as a hatter actually.



SONIC THE HEDGEHOG

■ Sonic 3 CD. Yippee!

It's not that I was bored or anything. I mean it's not as though the games that have been coming in have been below standard. It did seem quite impossible for anything to exceed the given standard or format of what was in the office. Ahem. But then Sonic CD was tossed in my general

direction, the sort of game you read about months and months in advance, normally in one of those Japanese magazines. I sat up, took notice and entered the world of his spikiness.

TIP
Find and remember areas to accelerate in. That way time travel can be achieved more quickly and effectively.

From his early days of jumping on Dr. Robotnik's head and rescuing the odd bunny rabbit, the spiky hedgehog has evolved into a multi-million platform sensation and broken all the established programming rules.

Every time he appears, Sonic has some social message to carry and Sonic CD is no exception. In this case it's the old "ask not what others can do for you but what you can do for others". Hey, I've got an open

mind so here we go. The first thing that strikes you is the fact that there are no little playpals to discover the game in its entirety with. Tails, it would appear has popped off, probably to his own talk show or world beating game. So with the cute fox missing, what exactly motivates a growing hedgehog when evil gets him down? A girlfriend that's what. Sonic has a tart. Sonic has Amy. Not only is she more than willing to adorn her hero with love and kisses but she also seems more

A magnificent seven

There are seven areas to the game, ignoring the past, present and future areas, with three zones to each, the third housing the

boss. Special stages are available on all, assuming you collect the required 50 rings and hang on to them past the goal.



▲ Palmtree Panic ▼

Easy stuff this, more a training section than a real, full blown level. An opportunity to reach the special stage and grab a few time stones to keep Robotnik at bay.



▲ Collision Chaos ▼

Seems the spring is well and truly in fashion, with the odd trip out of the game area a regular sight. Loads to do, including a spot of pinball in the third zone.



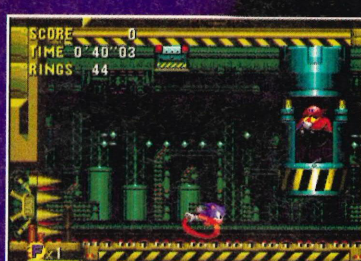
▲ Tidal Tempest ▼

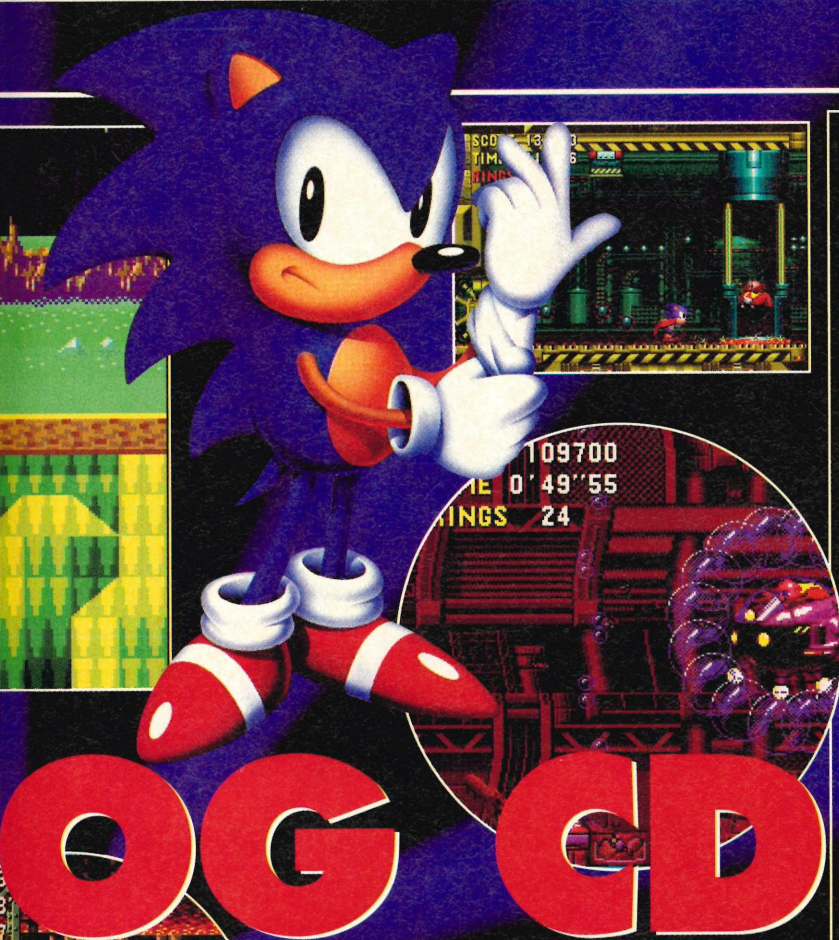
More deja vu with the pesky water scenes making a comeback. Time your air to perfection if you want to get past and through the maze ahead. A real pain in the butt.



▲ Quartz Quadrant ▼

Check out that ceiling. Even better, jump up and down and watch it scroll. The backgrounds hold sparkling gems which make this level by far the prettiest.

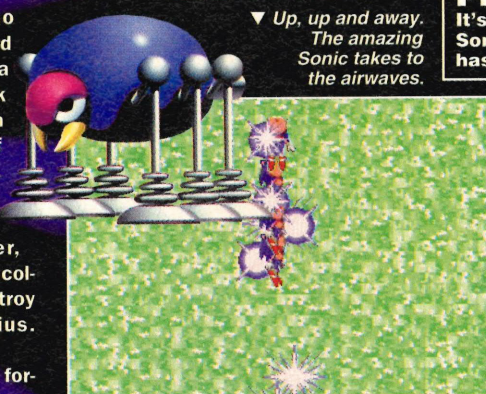




than keen to be kidnapped by a Robotnik creation in the shape of Metal Sonic. With motto in mind Sonic must rescue her, defeat Metal Sonic, collect time stones and destroy the evil satellite planet Mobius. Sounds fun.

The platform format doesn't come as a big surprise nor does the fact that Doctor

▼ Up, up and away. The amazing Sonic takes to the airwaves.



Robotnik is the enemy again, but the plot is really quite different. Brace

PRIME FRAMING

It's time to get funky. Not only has Sonic got a new game but he also has a new quest in life which

yourself. General bad chappie Doctor Robotnik has invented a time machine and has been speeding through time mucking things up. You take control of the hedgehog and by flitting in and out of time zones you must convert the

Robotnik clones back into their respective life forms. It would appear

includes trying to tear your ears apart with a mish mash of the world's greatest pop, rap, techno and, unfortunately for us house merchants, hard-core stabs. Still, at least it fires you up for the job in hand. The whole intro is portrayed as a cartoon showing the old faithful hedgehog speeding towards certain adventure. I have little doubt that this is a taste of what is to come, with a TV series definitely on the cards. It's fair enough - Mario had a blockbuster, so a bit of prime-time hedgehog animation sure won't go amiss.

in this case that they are all flow-ers as elimi-nation provides a cute sun-flower type affair, all colourful and innocent looking, proudly sprouting at the foot of the game. Don't let this detract from the game though, as there's plenty to do beside saving potential plants.

Sonic must rush through the seven different levels triggering off traps, finding hidden rooms, being used as a pinball and saving plant life aka the

▲Wacky Workshop▼

Tricky. Bouncy floors and a freezing beam that turns Sonic to a block of ice. Careful timing and knowledge of what is ahead will help you score a great time bonus.



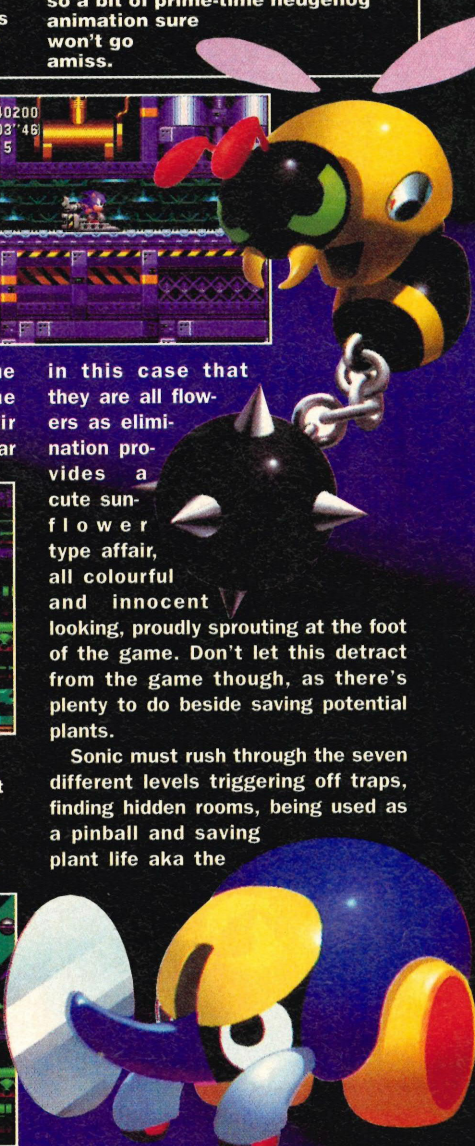
▲Stardust Speedway▼

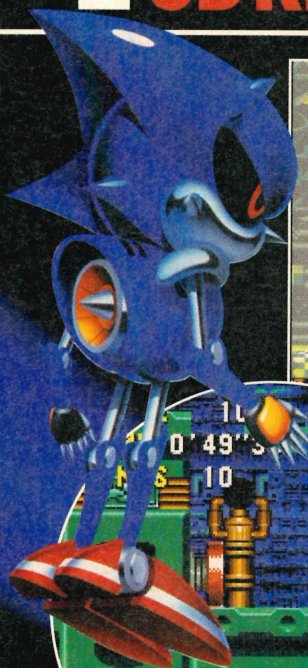
Looks like an orchestra's storeroom and contains more springs and catapult devices. The boss will have you scratching your head for a solution.



▲Metallic Madness▼

Best part is the shrinking ray that turns Sonic into the cute pocket doll we all love. Being the last level, you expect just about everything to be impossible. It is.





SCORE 144200
TIME 1'18"83
RINGS 0



▲ Keep on running, keep on jumping.
Things will soon go right.

But from here on, things start to break down and describing exactly what happens next might be a tad confusing. Here goes anyway. If you go back in time and complete a PAST level, then you will have made the FUTURE good and free from evil.

And since the first two levels have been tampered with by Robotnik, you must clear them both up so that the third level, which holds the boss will allow the whole level to be free. Got it? Good. Anyway, it doesn't quite finish there as obviously an evil chap like Robotnik is not going to give up his time machine so easily and will keep travelling in time, screwing up all your hard work.

Mode seven?

The special stages involve some quite stunning effects. SNES owners will be amazed at what the Mega Drive is now doing with its graphic routines. You must run around quite a tight area knocking out UFOs and collecting rings and power-ups. To knock out a UFO just jump as high as you can in its general direction. Special tiles and stones slow you down or throw

you into the air as you run around. This all happens against the clock, so avoid touching the water on the play area as this makes the countdown speed up. The whole section is very special and uses some pretty fancy routines. So you don't have to feel inferior about your Mega Drive anymore - just let a Nintendo player near the monitor and watch his facial expressions (ie jaw hitting floor).



You might be wondering how Sonic is going to stop all this Dr Who-type tomfoolery. By collecting over 50 rings you can enter the special stages. Complete a special stage and you are awarded with a Time Stone. Collect all the

stones and it's goodbye to pesky time travellers. Simple really.

nasty beasts. But not only the present has been tampered with. Dr Robotnik has taken the liberty of popping both forward and back into time to do his evil deeds. So you must do likewise. To travel in time you pass a time post, trigger it and hear a metallic-sounding voice. Then you speed along until you reach the speed of light, and a nice little animation will announce your success.

SCORE 132600
TIME 1'27"56
RINGS 0



SCORE 158700
TIME 0'21"48
RINGS 60



It's good I will grant you that. It looks and sounds extremely busy and nothing could be simpler to pick up and play. BUT, and there is a BUT, it is just too simple to complete. A game of this magnitude and with this much backing should provide it all, especially if the future of the Mega CD is resting in its hands. Still, the game does prompt you to play again, discover new hidden areas and take on the Time Trial option to show off to your friends. And the special stages will make sure it sells - mould breaking stuff.

MEGA

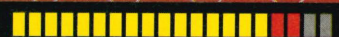
SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

92%

■ STEVE



IMPORT

PUBLISHER

Sega

RELEASE DATE

Out Now

PRICE

TBA

■ He can spin a web at the flick of his wrist, scale vertical walls without breaking into a sweat and he gets to wear a tight, red and blue, all-in-one jump suit. He is Spider-Man!

It all began with a freak accident in a laboratory when scientist Peter Parker mysteriously gained the behaviour of a spider. With his extraordinary new found skills, he became Spider-Man and vowed to fight for justice in New York City.

In our episode, Parker suddenly hears the news that Spider-Man is being held responsible for planting a rather large bomb within New York which, if



▲ New York, home to huge skyscrapers, countless criminals and Spidey.



▲ Your mission: seek out and destroy Robert Maxwell, evil criminal genius.

detonated, will level everything! So, without further ado, Peter has a quick costume change and exits through the window. It's soon revealed that The Kingpin is behind this evil plot to frame Spider-Man, so it's your job to clear Spidey's name.

You take on the role of Spider-Man, in an effort to rid the streets of Kingpin and his posse of villains.

The first stage, involving saving an old lady from a mugger, is completed quite quickly, then followed by a short cartoon-style sequence where the old woman thanks our hero, making you feel quite proud to be a part of it all.

From then on, things get a bit tougher. You have to search the

SPIDER-MAN VS. THE KINGPIN

entire city for Kingpin and his posse and to assist, you have a map of New York which highlights any trouble spots. Green

are to be found lurking in the areas coloured red. They are all freaks in their own way and present a tougher challenge to our hero.

Spidey's movements allow you to jump around the screen quite easily, using your web line to swing about or simply scaling the walls. The Spider-Man sprite moves very quickly and responds well to the joypad once you've mastered the

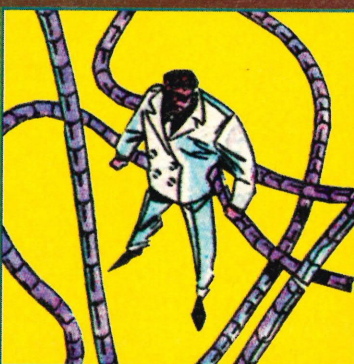
areas contain riff-raff who just need a good talking to (and maybe the odd squirt of spider's web to keep them under control). But the really bad guys

TIP
When your web bar indicator is low, make sure you hit your target when firing and make one swing at a time.



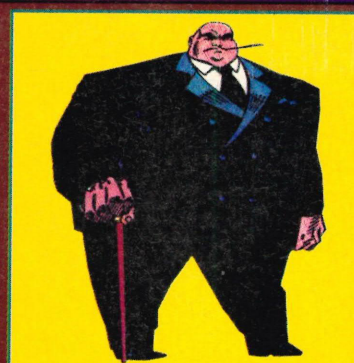
▲ You're not going to believe this, but Venom began life as a costume, which wanted to be worn by Spidey. Watch out, as it dampens your Spider sense.

▼ During a tragic atomic accident, metal tentacles were welded to this once great scientist. Renamed Dr. Octopus, he's really got it in for Spidey.



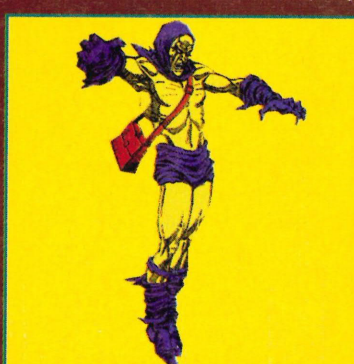
▲ It gets worse. Sandman was a drop-out dosing down on a beach when a nearby nuclear power station exploded. He can slip through your webs.

▼ Having been struck by lightning, Electro can discharge volt upon volt of electricity through his body and doesn't mind sharing some with you.



▲ The man himself doesn't possess any super strengths to speak of, but he's really the criminal genius behind the plan.

▼ No one knows the true identity of Hobgoblin. But he's dead flash, flying a mechanized bat and throwing pumpkin bombs. And he ain't afraid of no Spidey.





SPIDER-MAN SWINGPIN

controls. It's amazing how you stick to the walls.

In your fight against crime you carry a certain number of archnoid weapons. Gunge, better known as web fluid, fires from your wrist and temporarily immobilises your enemy. Hmmm, that sounds really nice! And if the going gets too tough then you can protect yourself with the Web Shield for a short period, as long as you have enough web fluid left. The Web Bolo is a large webbed net

that stops just about everything, giving you enough time to run over to your foe and give him a good kicking. And while in the air, Spidey can kick out, so if your timing is right then you'll give someone some real dental problems.

Spider-Man has perfected a pretty neat back flip incorporating a kick which leaves your opponent pretty dizzy.

The power-ups are easy enough to work out — red discs up your life bar and blue discs restore your web bar.

But I'm not too keen on games that produce really small icons. They leave you



▲ Makes you feel all warm inside when this old lady thanks you. Eeurghh!

wondering what you have collected.

Trying to work out the locations of the bad guys won't help you the next time you play, since their positions change each game. Too clever by half, you might think,

but it makes the game stand out from ordinary platforms, this novel gameplay idea.

The most outstanding feature comes in the cartoon-style sequences that pop up after com-



▼ Position the web on a particularly rough area and clean up.

pletion of a section. This is where you really notice you are playing a CD game because the animation is wicked, and the speech is really clear. Although you require stereo speakers to

appreciate the Qsound Virtual Audio incorporated into the package, the fx's and theme tracks are still crisp and effective.

The only gripe I have with the game is that when you have completed one section and are waiting for the next, and once your cute little sequence has run, a spider's web appears and remains on screen for

some time. This seemed to break the game up, causing me to loose interest slightly, a problem that Sega might have overcome with the introduction of CD games. It just slows the whole thing down.

◀ Take that buster. Spidey won't stand for any apeing around.



▼ Spidey meets the evil Professor Sub Aqua and asks: Come here often?



▲ Most people sit inside the train, but Spidey and crony have to be different.



▲ Spidey can scale walls and swing from webs, a skateboarder he is not.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL 85%



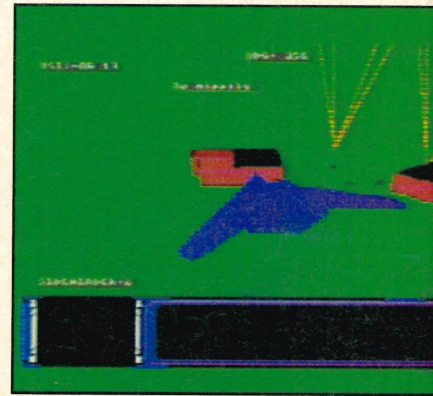
The graphics and sound were good, especially on the cartoon sequences, but perhaps we should be expecting that from our CD machines. The gameplay differs from previous platformers, if only in the fact that spiders have this ability to defy gravity. I must admit that Spider-Man was one of my fave heroes as a kid and this is really an extension of the comic or cartoon, featuring many of his old adversaries. A nice little package from Sega. ■ GLEN



Now you see it...

The Stealth, as every schoolboy knows, is the most technically advanced aircraft in the world, but just what makes this outlandish looking bird so special? Its subsonic speed, although nifty for a bomber is nevertheless unremarkable. The answer lies in its very name. It's stuffed to the gunnels with devices to keep its presence a secret up until the moment it opens up its bowels and dumps an unpalatable cocktail onto its target, which of course by then is too late. Carumba isn't that a stea...

Designed to jam enemy radar to such an extent that the aircraft remains unseen, it renders all things radio in a state of complete confusion. In addition its fabrication along with close quarter electronic jamming equipment evades the unwanted attention of lock on targets and even incoming homing missiles. Shrouded by electronic wizardry, the Stealth manages to remain even physically invisible, when all electronics fail, to the eye and ear, thanks to its capacity to fly at astounding altitude with engines that practically whisper.



▲ With the bomb doors up the F 117 is more or less radar invisible.

F117 NICK

■ **Stealth and surprise are on your side, so climb in the cockpit and it's bombs away.**

There are aircraft simulations clogged and cluttered with protocol and detail, tentatively inching out of the hangars onto runways with would-be armchair jocks desperately trying to stifle yawns while Swan Vestas strain under increased eye-lid resistance. Others hurl the unready straight into a 360-degree roll, spiralling toward a squadron of crack migs...

But it's not yawns that require stifling in this instance. Simulation of known aircraft has always been one or the other. But a flight sim featuring the F117 Stealth Bomber presents an entirely different challenge. As very little is known about this dark, mysterious aircraft, much is left to the designers' imagination, which makes the claim of 'simulation' contestable. In accordance, not one to be caught with its corporate trouser round its ankle, especially in the Kings Cross area, EA have clearly avoided the term. Nevertheless, considering that F117 was designed for the console platform and that much is left to guesswork, the result seems remarkably genuine... said he who wouldn't know an aileron from

an altermeter if it fell on its head from 38,000 feet. But an education of disguise via the cosy and safe environments of a dozen or so air sim titles more than qualifies this armchair pilot to pass judgement.

This is the first mega drive game to feature the Stealth, and not surprisingly bearing in mind that Mega Drive fans demand nothing short of frenetic action. The nature of the plane in question is such that it can carry out a mission without interception or even causing mild concern to its enemy, until it's too late that is. Which makes the thought of trundling along in a Wellington or a Lancaster seem far more earthy.

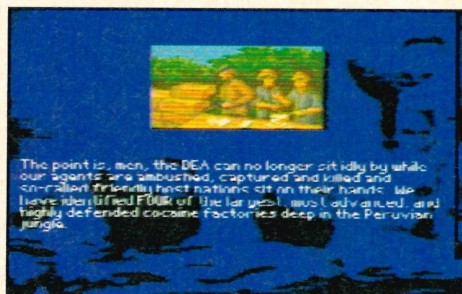
To support this somewhat ethereal, almost remulent quality - if the cloak of invisibility is to be believed - what is there for the humble pursuer of realistic simulation, let alone gung-ho jocks. For those of an

▲ The inside looks nice enough. Pity there's nowhere to hang the furry Sonic.

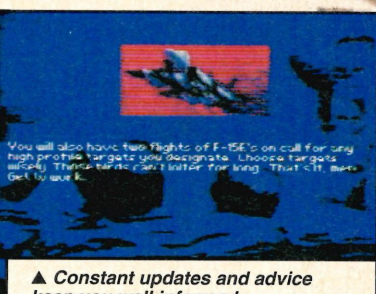
arcade bent a feast of non-stop action. This mode allows the player to choose how many ground targets to take out as well as the strength of air-borne opposition.

In contrast, a greater commitment is demanded in mission scenarios. There are nine massive international war theatres, in which the Stealth could be involved. From these some 30 scenarios are based on historical fact as well as statistical 'what ifs?'

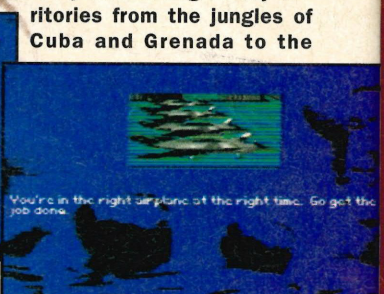
Training begins in the Nevada desert where rookies are confronted with increasingly complex air-to-air and air-to-ground opposition. Here the player has the option of what aspect of a mission to concentrate on as well as air and ground targets. Campaigns can be carried out over a variety of potentially threatening enemy territories from the jungles of Cuba and Grenada to the



The point is, men, the DEA can no longer sit idly by while our sports are snatched, captured and killed and our silent friends host nations on their home. We have identified FOUR of the largest, most advanced, and highly defended cocaine factories deep in the Peruvian jungle.



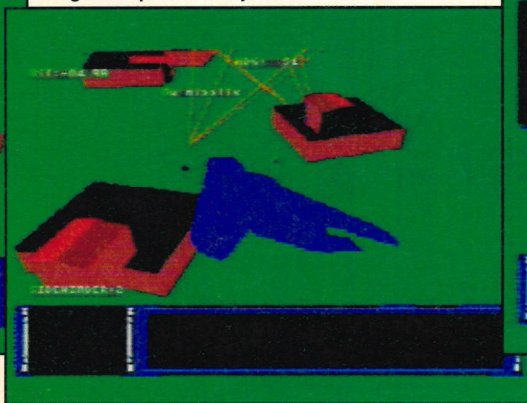
You will also have two flights of F-15E's on call for any high profile targets you designate. Choose targets wisely. These birds can't wait for long. That's all, men. Get to work.



You're in the right airplane at the right time. Go get the job done.

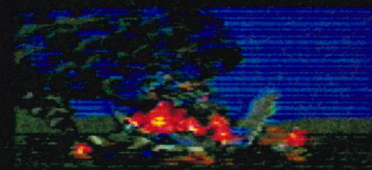
▲ Constant updates and advice keep you well informed.

▼ Line up on the target and select the right weapon for the job.



▲ Targets are big enough but unfortunately just a tad well dug in.

▼ After all that you would think a billion dollar aircraft would be able to land itself. Oh well.



YOU'VE MADE A CRATER!

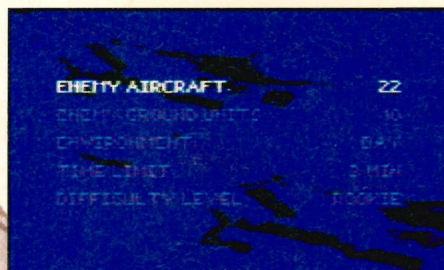
You have managed to completely destroy \$111.7 million dollar's worth of premier United States Air Force technology. This is a most unfortunate occurrence. Try not to let it happen again.

NIGHT STORM

deserts of Sudan and Libya, which naturally presents a vast variety of mission scenarios. Time spent in training presents the pilot with the opportunity to test fly experimental versions of the F117 which features even more advanced equipment and munitions.

The arcade-to-realism ratio has been carefully set with emphasis on getting the player up and flying in a confrontational scenario with the minimum of fuss. This was essential considering the console platform. But this bent for arcade impetuosity is not at the sacrifice of gutsy content. On the contrary. Perhaps a victim of visual trickery, but there appears to be enough going on both in and out of the cockpit during a mission to keep an enthusiast occupied whilst not boring the pants off arcade fans.

Designed by the team responsible for LHX Attack Chopper graphically, F117 employs a combination of vector graphics which produce a reasonable level of speed and smoothness of scroll. Sprites meanwhile fill in terrain detail as well as airborne enemy aircraft and missiles. In-cockpit design

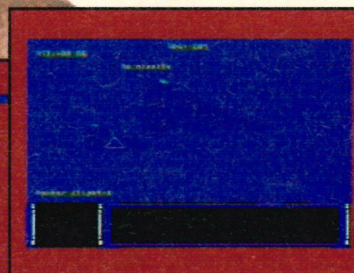


features hi-tech digitals besides more conventional equipment. Equipment features infra red displays and a laser guidance system which works in conjunction with weapon control cameras inspired by the spectacular scenes from the Gulf War. Here the enhanced bitmap graphics work overtime to produce a quite stunning show. The 16 meg cartridge has the capacity for this and more, most notably, 11 vector views of the Stealth, four from differ-



A slightly smaller version of the M-Sidewinder, this is the definitive close-in air-to-air weapon. Take two they're small.

ent weaponry perspectives - a feature normally associated with top end PC simulations.



▲ Looks like the current trend toward aircraft simulations is catching on.

MEGAVIEW

This is no time waster. F117 promises a meaty air simulation with enough to keep players in both camps occupied. On paper the Stealth is not the most exciting aircraft to simulate on the Mega Drive, bearing in mind the aircraft cannot be picked up by radar and rarely confronted by enemy aircraft. But the designers have suspended belief by setting a level of competitiveness to keep the hungriest would-be jock happy. Backed up by an intriguing look into what might be. ■ JASON

RELEASE: DECEMBER PRICE: £44.99

▲ Strange looking profiles are all part of the modern pilots day.



NBA BASKETBALL JAM



■ I want to be a NBA star. I'm tall enough and I sure could handle the estimated 40 million that Jordan earned last year.

It would be nice to see my name on almost every cereal packet in the good old US of A. It would also be nice to be the second most popular person in Japan after the Emperor. But things are never that simple. First you have to be over eight feet tall and secondly it is advisable to be in possession of some reasonable ball handling skills.

NBA Jam dismisses all these attributes in favour of some serious joystick abilities. You can be any NBA star you want and there is nothing but timing and hand co-ordination required to pull off the spectacular crowd pleasing moves that have made this game so famous (in the States that is.) NBA Jam first made

an appearance last year in the arcades, attracting the basketball gamers due to its digitised graphics and near perfect gameplay. No complicated multi-player passing was needed, just the simple control of two players on each team. Special options allowed every type of 'hoop' to be sunk, be it the slam dunk, the back yard or even spinning 360 reversals.

All this has been translated into the 16 meg Sega cart from Acclaim. You can play against a player or join with him to defeat the computer. Every NBA star is there including the now retired Michael Jordan, no doubt the one we'll all be playing as. Not that in the game any player is especially talented. That's all down to both practice and timing. The special

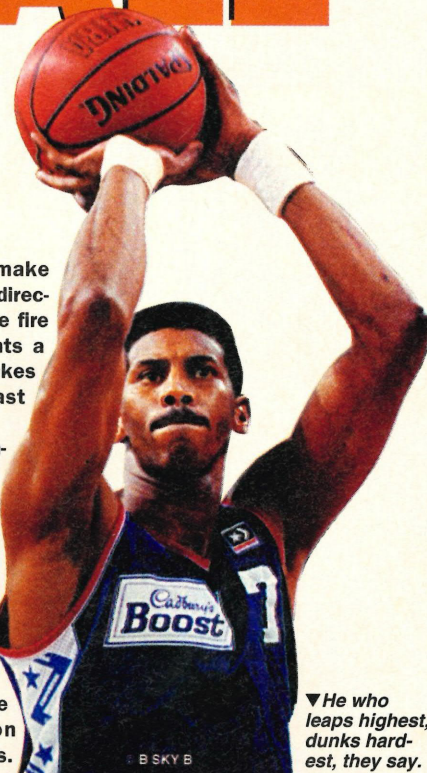
◀ The crowd are struck dumb – no sound on it yet.

moves that each player can make are obtained by various D-Pad directions and the combination of the fire buttons. Each situation presents a number of options, so this makes foxing the opponent at the last minute into quite an art.

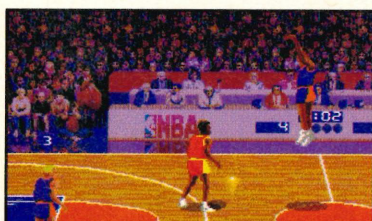
It appears that there is a competition in the states for just this type of format and NBA Jam follows the rules of that game. The action is non-stop with the ball incapable of going out of play. Fouls are restricted to goal tending and the odd bit of elbows. All in all this adds up to quite a deal of excitement and no doubt some rather involved competition amongst even the best of friends.

All those hours of practice in my backyard are finally about to pay off.

▼ The backhand is the technical term for this move.



▼ He who leaps highest, dunks hardest, they say.



▲ The ball never goes out of play, so things move quickly.

MEGAVIEW

The arcade machine was a smash and this looks like a highly detailed follow up. It seems now that the arcades are setting the trend, just like the good old days. This conversion keeps the character, the speed and certainly the gameplay of the original in check. All the NBA heroes are there to pick and mix with the flying dunks and acrobatic hoops the icing on the cake. Great fun for the basketball freaks amongst you, even greater fun for those who don't understand the game at all. ■ STEVE

RELEASE: DECEMBER PRICE: £44.99

WINTER OLYMPICS

It took me by surprise the Winter Olympics being sprung on us next year. I always look forward to that special bit of snow on the TV, but I'm not sure that things will be the same, since it all used to be the big build up for the Summer Games. Still at least Norway have a chance to push beyond their reputation for Eurovision Song excellence with the 12th of February marking their XVII Olympia.

Lillehammer is the valley chosen for the 60 nations and over 18000 athletes, an estimated audience of two billion is being projected. Oh, and in the true spirit of amateur status IBM, Kodak, Coca Cola and Bauuch and Lomb will be sponsoring the whole thing.

The game crams all this atmosphere and action into 16 megs of pure simulation. Even the trees,

▼ It's about time Britain did well in the luge. Now's your chance, get pushing!

■ Snow capped frolics in the land of erm, Norway?

snow and the odd bird are accurately rendered. Opening and closing ceremonies are said to be an exact rendition of what will happen, though I will be surprised if the long jumper holding the torch for the Olympic flame comes off - I'm sure it would go out.

Up to four players can play at once. Some events require you to take turns while others allow head to head action, such as short track speed skating and freestyle skiing. Taking it in turns you can compete in all the downhill disciplines, luge, bob sleighing and even the multi-task biathlon.

Training is strongly recommended. After all if the athletes spend half their lives preparing, then a few hours from you shouldn't go amiss.

All times are deadly accurate and research has gone into both the course layouts and the conditions for that event. So let's say you break a record in the bob sleigh, you can then compare the time with the medal winner on the day and, hey presto, something

▼ The course is an accurate rendition of the Olympic challenge. No going back now!



▲ Yeah! Grab some air at the expense of your opponent.

◀ Get the line right and you can exit faster than you entered.

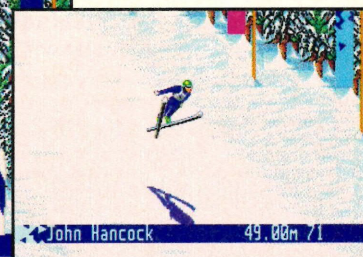
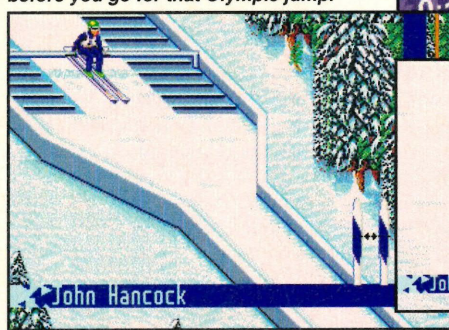
to boast about to your friends.

Mascots and emblems are all accurate renditions so maybe you are being warned - the cute little figures pulling the sleigh might just be getting on your nerves in the not too distant future.

Games of this type, especially the Summer Olympic offerings tend to rely on a lot of button bashing. Well fear not as this outdated control method has been firmly refined to produce more of a rhythmic system. Speed and control are now within your grasp.

There can be nothing greater than ► the feel of ice rushing past your behind.

▼ Check the fern for the wind speed before you go for that Olympic jump.



MEGAVIEW

This is looking to be the best Olympic offering to date, with a proper license at long last. The level of detail is most impressive. In some events real athletes are used and we have it on high authority that Wilf O' Riley is being 'helped' by US Gold themselves. The challenges can only be met with considerable practice and to be honest people shouldn't shy away from this. I predict a very popular game especially if you have four mates who all possess a strong urge to compete! ■ **STEVE**

RELEASE: DECEMBER PRICE: TBA

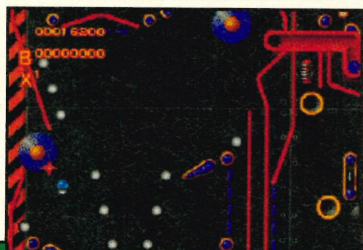
VIRTUAL PINBALL

■ ...taking table design out of the factories and onto your screen.

In this day and age of high technology in the field of arcade entertainment, all-encompassing virtual reality is the thing. It Jiggles the brain into a foaming frenzy, while various hydraulically-powered arcade cockpits do their damndest to part you from your lunch. So the humble old pinball table looked about as likely to survive its seventies kitsch aura as Elton John. But like that diminutive, follically-challenged one-time pinball wizard (from Soho down to Brighton area at least), the ball table's popularity has failed to wain. Call it nostalgia, call it the perfect arcade ball/gravity, gravity/ball, bumper/flipper, flipper/bumper formula. But whatever the reason may be, Pinball's back yet again in the arcades, and this time it's sporting the hottest movie licenses, T2, Lethal Weapon and a terrific Addam's Family theme to name but three.

And pinball's back on the homefront as well with a veritable tilt load'a titles being released.

▼ Modify what you are given or create from scratch. You can save it all too.



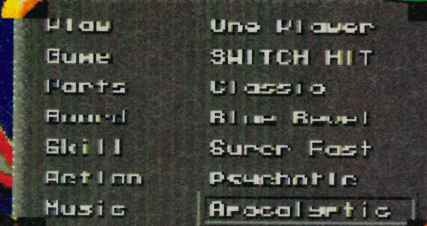
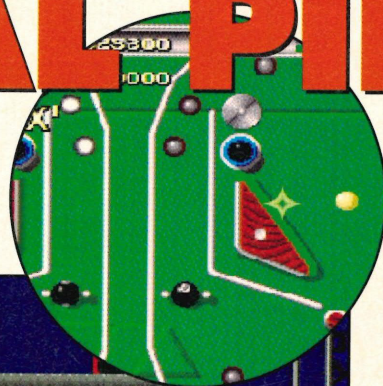
Electronic Arts is one such publisher cashing in on the craze, with its own inimitable style of simulation and construction bent.

Virtual Pinball features five standard tables, each with multi-ball facilities and drop targets. Each table can be fashioned with its own theme and background and in-game music style. These standard tables can be modified in the construction mode and made more interesting and challenging with a variety of pinball facets and features like extra targets, bumpers and kick-walls.

This foyer to the realms of pinball table design leads on to the truly wild pinball workshop with pinball icons and props aplenty. For each table design has approximately eight different types of objects including tracks and flippers, then add a background which ranges from thematic to darn-right psychedelic, then choose a piece of music which best fits the style of the table.

The tables have a rather clever layered device to give a virtual 3D effect and a nifty little engine smooth-scrolls around the table keeping pace with the position of the ball, producing an ultra smooth effect, not necessarily realistic to a real pinball machine but in keeping with the state-of-the-art video game pin-

◀ The ball moves just like the real thing. No need for a twenty pence now!



◀ Take your pick of the styles of play, be it traditional or designer.

ball, which has recently become a genre in itself.

More in keeping with the arcade/pub attraction of the table, the designers have included a four players feature where one plays after the next and the table keeps all four scores independently. All the excitement, competition and ambience of the pub without leaving the comfort of the armchair... do we really need legs anymore I ask myself?



▲ Wow your friends with that customised table you created.



MEGAVIEW

Pinball is the most enduring and ever-popular arcade pursuit and this attraction has survived the dramatic transition from table to screen remarkably faithfully. With its construction kit and the facility to save up to eight tables to challenge your chums, Virtual Pinball is shaping up as state-of-the-art stuff for the Mega-drive. Easy to use construction kit and superb graphical presentation backs up a thoroughly enjoyable table simulation - this will be a winner! ■ JASON

RELEASE: NOVEMBER PRICE: £44.99

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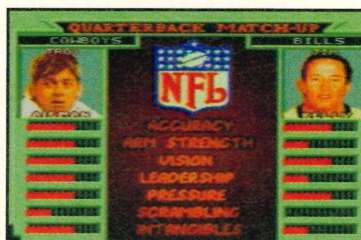
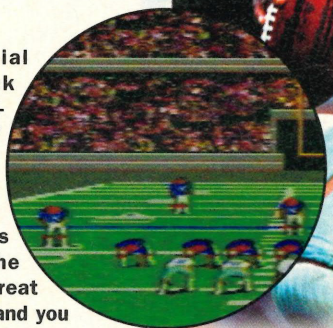
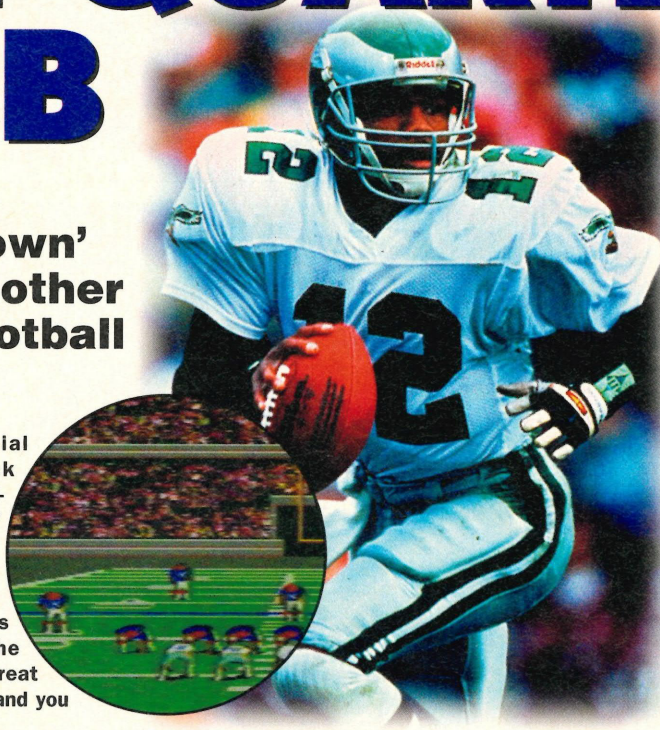
■ 'Blue 75... hut... first down' oh no not another American football game?

So what's so special about Quarterback Club, Acclaim's addition to the likes of Madden and Bill Walsh?

Well, it's all a matter of perspective. In John Madden, designed by the same team as this, it's as if you sit in the commentary box with the great man, he talks you through it and you watch the game together.

But here, the game is seen from the perspective of the quarterbacks. Jim Kelly, Warren Moon, John Elway – they are all there in the 'club', displaying their vital statistics, their accuracy, arm strength, vision, leadership qualities and so on. There are 12 of them to choose from and you can even match your main men to your fave team.

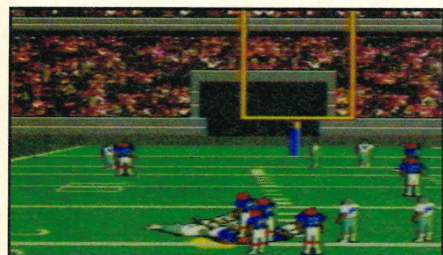
The unique 'state of the art quarterback view perspective' means you stand right behind your quarterback



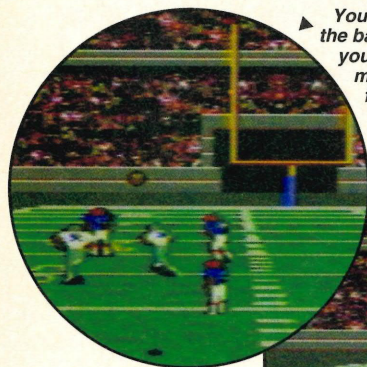
▲ Troy Aikman and Jim Kelly might suddenly decide to change places.

as he charges downfield – not so much fly on the wall as fly on the jersey. The view switches awkwardly to camera 2 when you throw, cutting to highlighted team mate. And when the other side attack, it's as if you sneak into the enemy camp to watch from their viewpoint.

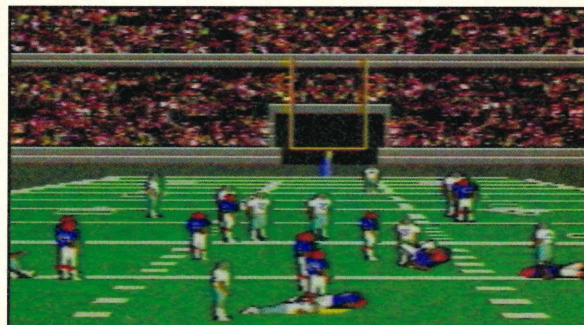
The emphasis is heavily on the quarterbacks, and they are spotlighted and can be moved around before play, while the other guys stand around like a wall of dummies. They can shout audibles and the wall as a whole can be manipulated before play in a wide variety of formations and tactics, but once on the field, you can't even move the man you are throwing to.



▶ You throw the ball to your team-mate, then find he's totally useless.



Quarterback-eye perspective. ▶ Not really that revolutionary after all.



▲ There's men down all over the field – a realistic interpretation of this game.

Plan tactics ▶ meticulously. That's what this game's about.

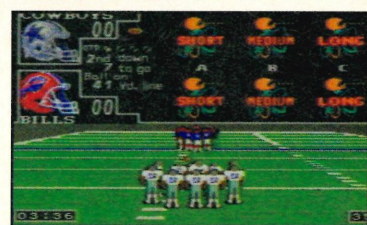
As we are always being told, it's preparation that counts on the day, and so the

quarterback challenge mode contains a number of training sequences where you can improve your man's skills ready for the big match. He can throw at moving boards for target practice, improving length and 'read and recognition' skills – sounds like primary school – and run round cardboard figures for speed and mobility.

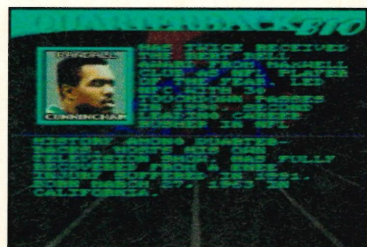
Profiles and histories of the quarterbacks are available, in an attempt to bring their characters to life. And for further reality, they perform ritual dances after touchdown and shout 'hut' and 'first down' at you. Funny people these Americans.

The referee

All those big ▶ names to choose from and big arms to throw with.



stands in a little box blowing his whistle, hassling you to hurry up and shouting. And game analysis screens, available during time-outs provide all the stats you might need.



MEGA VIEW

In a desperate attempt to be different, the angle of view has been lowered to quarterback-eye and a host of big names, including the NFL of course, have lent their characters to the game. But the name doesn't make the man, as they say, and the actual gameplay is rather poor, mainly because of this awkward angle. The challenge section is interesting, though, and I can see this is a game for playing in the long term, training your quarterback and following his progress. ■ DAVID

RELEASE: JANUARY PRICE: TBA

DUNE CD

Take that much needed holiday and relax in the sun, sand and spice. It's all here on a little, round, shiny disc...

Look at the world today. It's a mess. My old man says it's full of football hooligans with no respect for authority. I suggest he tries playing Dune.

It literally puts you in a different world, this game, the magical world of Arrakis, where honour and courage still count for something, a desert world where men wear funny suits to conserve their body moisture and huge worms produce a precious, mind-

▼ Your mother, the lovely Jessica has cooked up something special for your homecoming.

blowing drug.

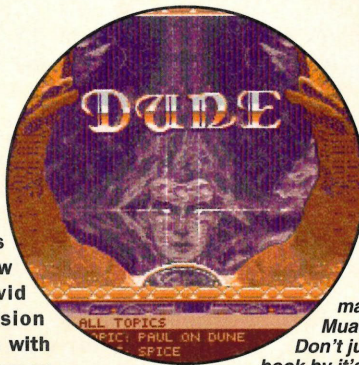
We all know Frank Herbert's exciting story and maybe saw Sting in the magnificent David Lynch film. But a little revision before playing the game helps with odd-sounding names like Gurney Halleck and gives an appreciation of the superstitious nature of the inhabitants of this place — they think you are a demi-god for some reason.

But once you pick up the folklore, it seems pretty straight forward. You have to go round collecting spice and assembling an army to save the planet for its people. Yes, it's caring and green, a game for our times.

But watch out for the evil Harkonnens who'll kill you as soon as look. You are the character Paul, son of Duke Leto Atreides and the beautiful

► Futuristic front room complete with plenty of pillars for baddies to hide behind.

▼ Suppose this is your bedroom. Lovely decor darling.



◀ The manual of Muad'dib. Don't judge a book by it's cover.



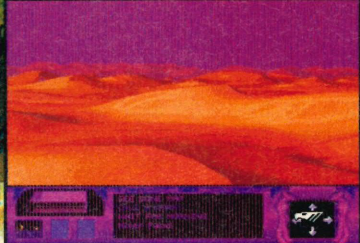
▲ The future of air travel according to Frank Herbert. Looks dubious to me.

to you as the Bible is to me. It's like a help button dressed up in a fancy cover. More information will be gleaned from Gurney Halleck, who has "funny feelings about things" which you can't afford to ignore.

This is the sort of game you could become really involved in, play till your bum's sore and still not get anywhere on your mission. But when you emerge from your room in the small hours, a new man, gasping for a glass of water but suddenly honourable and courageous, the world will still be a mess and you'll long to return to that exotic place called Dune. And you will my son, you will again and again.



► May look like the moon, but it's actually worth dying for.



MEGAVIEW

Sega Mega-CD goes one better than the Amiga and PC versions with speech from live actors and animated 3D flying sequences. The depths of the game have yet to be examined, but if the cart versions are anything to go by, this should be a meaty adventure into another world. It's a long term challenge you are faced with, gaining control of an entire planet, and will demand a certain amount of staying power. But if you're into sci-fi, this could just be your ticket outa' here. ■ DAVID

RELEASE: DEC/JAN PRICE: TBA

LOST VIKINGS

■ On a spaceship, somewhere in deep space, three vikings are running around frantically, trying to escape...

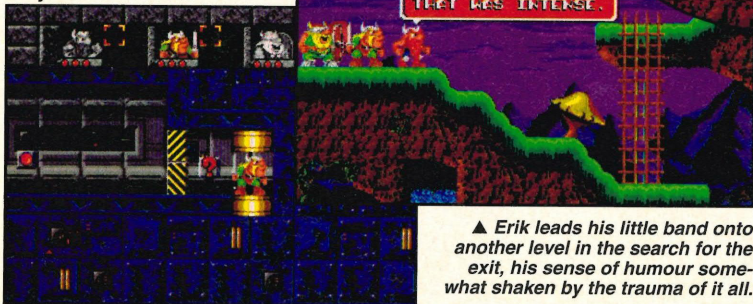
It's a funny idea for a game, three vikings lost in space. It's like The Hitchhiker's Guide to the Galaxy meets The Vikings. But after a critically acclaimed tour of the Amiga, our Norse heroes have landed in Sega land and they are still lost and still stupid.

But not entirely useless. Baelog the Fierce is the man with the weapons, Olaf the Stout has his shield and Erik the Swift can jump over things. And they have to work together to fight green blobs, unlock doors, and find their way to the exit on level after level of this bizarre spaceship.

Teamwork is the name of the game here, since each of these rough'n'ready characters lacks the qualities the other best exemplify. It might be rock steady Olaf holding back the enemy while his comrades nip up a ladder, or little Erik grabbing a key with a death-defying leap. Or maybe Baelog the psycho killer will have to clear the way of blobs. But therein lies your puzzle, and it gets increasingly difficult to solve the problem and to guide your lads to the exit.

Help is provided in the form of question marks no

▼ The transporter room, with convenient question mark to tell you how to use it.



▲ Erik leads his little band onto another level in the search for the exit, his sense of humour somewhat shaken by the trauma of it all.



less, which give tips on what buttons to use, or how to get out of tight corners, of which there are many. And a strange creature called an Aftiek, a sort of red flapping thing, sounds forth when you stand near he/she/it.

It all smacks of Harry Enfield's irritating "You don't wanna do that, you wanna do this." Talk is cheap but this is useful advice, so you mark their words.

You're on the lookout for round things along the way — bombs and apples apparently — as you need them later to blow up the ship's computer.

Dinosaurs, primordial snails, ► what is this, Jurassic Park? Actually it's the prehistoric level.

There's some busy house music beaver away in the background, blending nicely with the sounds of lazer guns and earthquakes, making the whole experience into a sort of frenetic, Crystal Maze-style romp.

Much more than a standard puzzle game, there are all sorts of quirky touches, lifts, force fields, teleporters and the like. And the characters themselves are brought to life by witty speech bubbles and humorous expressions. They fall from the sky into each level with a boom and a 'That was intense' and the wisecracks fall thick and fast, just like the characters. Boom boom...

This scorpion has a sting ► in its tail but is still no match for Olaf's sturdy shield.

Heart-rending ► scenes, but vikings wouldn't be vikings without going on raids to far distant lands.



MEGAVIEW

Here are three characters to add to your pantheon of games heroes. Whatever you might hear about Baelog, Olaf and Erik, take it from me they are just ordinary blokes cast into extraordinary adventures on seven outrageous worlds. That makes 37 levels of quirky, puzzle book-style challenges. And with imaginative graphics and above average sound-track, this is a game to play and enjoy. The hall of Valhalla will be full of many more heroic souls this winter, that I can guarantee. ■ DAVID

RELEASE: DEC/JAN

PRICE: TBA

CRASH DUMMIES

■ **PG.** General viewing, but some scenes may be unsuitable for young children. Be warned.

This game is sick. Utterly depraved and mindless. The violence is gratuitous and the blood and gore totally unnecessary to the plot, using the pitiable victims of road accidents to get a few cheap laughs. Great fun though...

The crash dummies were originally featured in road safety adverts in the States but soon became cult figures and were made into Action Man-type figures. Crazy Americans, I hear you murmur.

Well, the game is equally crazy. Doctor Zub, creator of the dummies, has been kidnapped by the evil Junkman, who wants to find the secret to Zub's Torso 9000 armour design. As Spin the dummy, you have

▲ Zub briefs the boys, but then is kidnapped (below).

to rescue Zub by traversing car parks, scrap yards and robot factories. And Junkman has littered your trail with his mutant robotic creations.

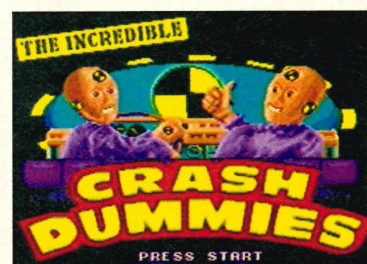
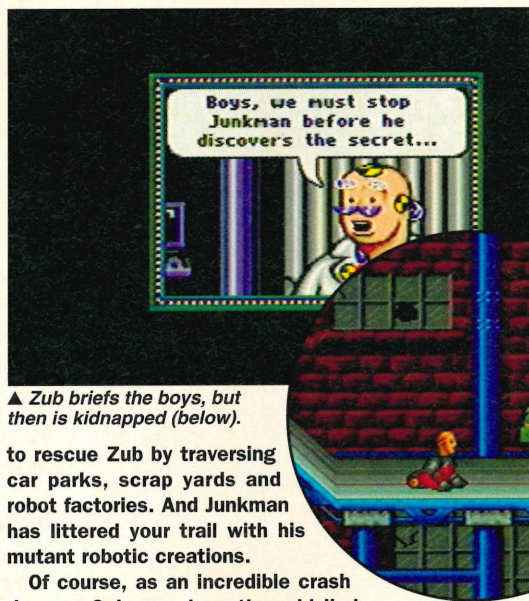
Of course, as an incredible crash dummy, Spin can lose the odd limb along the way without too much trouble. Rather like that knight in Monty Python's Holy Grail, hopping and crawling's OK, but when you're just a torso there isn't much else you can lose.

So Spin takes to the road, but road accidents account for so many deaths these days, it's frightening. Cars suspended from huge magnets crash on top of Spin, while their burnt out shells litter his path. Wheels fly everywhere, spikes pop up in the road and even the parking meters are against him as he risks life and limb (get it?) trying to reach the next zone on each level.

Spin collects spanners to throw in the works of all these robots, and screw drivers to piece himself back together.

Once in the crash factory, the game changes to platform format, with spring pads and lifts and all that jazz. This is a suitably weird factory, with com-

◀ No lawn bowling? I rest my case, it's quirky in the extreme.



▲ Clunk click every trip... these games heroes used to be road safety icons.



▲ Spin's hopes of finding Zub suddenly take off, and so does he.



MEGAVIEW

Super quirky in the extreme is what this is. The intro sequence will have you in stitches, and animation of the no-legged Spin is superb (notice I avoided the legless joke). It's not good, clean fun, and actually quite difficult to take the game seriously, which you need to do if you are going to get anywhere. But if the gimmick is enough to trap unsuspecting, slightly sadistic enthusiasts, then the game will be enough to keep their attention, and the laughs are definitely on us. ■ **DAVID**

RELEASE: DECEMBER PRICE: £44.99

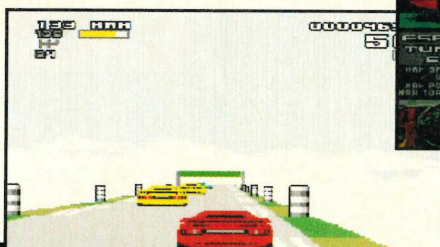


LOTUS III

■ For those who like to live life in the fast lane...

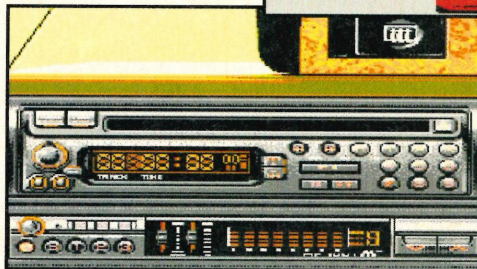
The Lotus Marque is synonymous with pacey race challenges on conventional 16-bit machines courtesy of originators Gremlin Graphics who have enjoyed success with a series of three. Prominence of this stature in such a prolific genre prompted an Amiga conversion of the last and best of the batch, Lotus 3, humbly sub-headed "The Ultimate Challenge". But to add to the confusion this Mega Drive version is dubbed Lotus 2 to be published by Electronic Arts during the run up to Christmas.

A threequel was prompted by fans of the game bombarding Gremlin with improvements and suggestions, surely the best way to produce what the punters want. On paper these were rip-the-guts-out suggestions. Front-end options, an expanded range of track features, weather conditions, they were all there, as well as different types of race, from rally to a bizarre futuristic world with magnets and lasers. The result is that the player can alter many of the features to suit and there are five themed levels each



▲ Live out your fantasy, with everything but the girl.

◀ Turn the stereo up, put your shades on and let's cruise.



with its own graphic style depicting environment and terrain which present a variety of driving challenges affecting the attitude and handling of the car dramatically.

But most people suggested the introduction of some new cars to the race and although Gremlin was insistent on maintaining the strong Lotus identity, the design team visited

Lotus and test drove the new Lotus Esprit S4 and spectacular concept

car the M200... it must have been a tough job but somebody had to do it! In addition, the team has opened up the throttle, sonically speaking, digitizing some raunchy raucous engine sounds with great new music tracks as an alternative to the sweet music of howling carbs.

But it is the open faced technicals where the real ground breaking has been done with the so-called RECS system that comprises a track construction set capable of generating a practically



infinite number of track variations. The game features one driver option paced against a number

of remarkably intelligent computer-controlled cars or a feisty two-player option with its horizontally-split screen offering enjoyable and competitive two-player gameplay. An Arcade or Championship mode gives the choice of a race against the clock or the finishing position at the chequered flag.

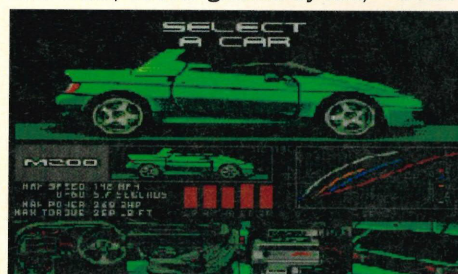
Judging by the number and variety of features, the team used it as a free-for-all, incorporating marsh and mud roads, streets greased by rain,

oil and dusty desert terrain. Experience the somewhat skittish nature of a light, highly powerful rear-wheel drive super-car in inclement weather. Every type of adverse weather condition you can think of, they've already thought of and slung it in. Freezing fog and rain... not recommended! Snow and ice... are they kidding?

The race actual, and one is immediately struck by this remarkably accurate conversion which has lost little of its screen pace, courtesy of Gremlin's cast iron scroll engine. This rarely falters, even when sizeable roadside sprites appear on the horizon, thanks to the Mega Drive's 16-bit cart capacity. It copes with chugging through impossibly thick and fast hunks of roadside foliage and various other track-side detail both natural and man-made with equal ease.

A realistic interpretation of driving a real Marque sportster? Hardly! But the feel and pace effects a very convincing coin-op simulation, emulating such thrills and ambience not seen outside the arcade... essence of old chestnut *Out Run* and race and chase favourite *Chase HQ* spring to mind.

◀ Spectacular concept car M200, a pretty smooth ride.



MEGAVIEW

The Lotus series chart-busting boastfulness proved that people like car race games and like good car race games even better. This is the ultimate racing game, and includes just about everything you could ask for. A rip-roaring success for a rip-roaring title and the conversion looks set to take the blazing trail of success to the hotly-contested console market. And an emphatic, heart-felt hallelujah to the conversion team for including the two-player mode. Enjoy the ride. ■ JASON

RELEASE: DECEMBER PRICE: £44.99

WANT A BACK ISSUE?

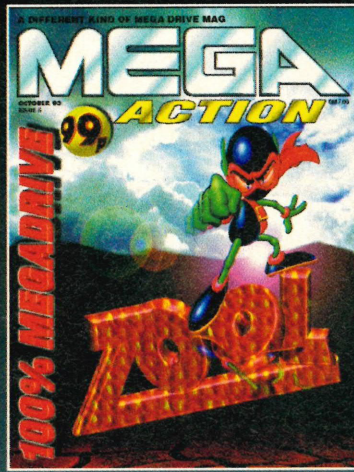
Well, now's your chance to get one!



Issue 3 – Jurassic Park, F1, Batman Returns, Silpheed, Pt 2 of Flashback & Jungle Strike guides.
Code: 8603



Issue 4 – Mortal Kombat, Micro Machines, Chuck Rock 2, Rocket Knight, Thunderhawk, Zombies
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Issue 5 – Zool, Silpheed, Bubsy, Jurassic Park, Mortal Kombat, Populous II, RoboCop Vs. Terminator
Code: 8605

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A message to your newsagent...



Dear Mr Newsagent...

I think MEGA ACTION is the greatest thing to hit the publishing world since the invention of paper. Therefore, I would be most grateful if you'd reserve/deliver* me a copy each month!

My name:

My address:

* Delete as appropriate

MEGA JIVE



■ We've had a sackful of letters this month about all kinds of jive. Keep writing and you might win that star prize.

Dear Mega Action,
Thought I'd put pen to paper and let you know how totally wonderful, supreme, great, brill, smashing, super your issue 6 mag was. It was the best yet and well worth the extra 76p!!!!

Keep up the hard work.
Stuart Edwards, Wallingford.

Thanks Stuart. It's great news that the magazine has reached a wide audience and that the response to it has been so fantastic. The magazine is now 84 pages and we are also giving things away for free! What more could you ask for.

Dear Mega Action,
My friend Mark who buys your mag every month, bought the issue that reviewed *Mortal Kombat* and cut out the characters and stuck them on his school diary because he loves *Mortal Kombat* so much and intends to buy it for his Mega Drive.
One day in art class we were allowed to draw anything, so we drew all the *Mortal Kombat* characters.
Your biggest *Mortal Kombat* fans,
Jasminder Sangha & Mark Severin, Glasgow

It does seem that *Mortal Kombat* is a real winner amongst you, our readers, and no doubt you will appreciate the guide that our newest member of the team Barry Diabolo has laid out for you.

Dear Mega Action,
My mate Alistair Bailey kept going on about how good Mega Action is. So I went round his house to look at issues 3 and 4 and to my amazement it was actually a brilliant mag. I thought it was going to be a real skeggy magazine, like the others but I was WRONG! It had reviews, pre-views, cheats and news. Good work Mega Action. (Keep it up!)
Matthew Chalkley, Stamford.

Once again, thanks!

Dear Mega Action,
I know there has been a lot of complaints about the price of games and I would just like to make a couple of things a bit clearer.
A). The makers of games say that

the carts are so expensive because they have got to cover all the costs of the programmers etc....yet a film costs more to make and when people go to see them at the cinema, it only costs them £2 to £4 to watch. Also when the film comes out on video it is only £10 to £15 to buy:

For example you can buy *Batman Returns*, the video, for £12 so why does it cost £40+ for the cart or C.D.?

B). Just recently my local Virgin Megastore had a sale of all it's games. The top games were reduced to £19.99 and within a day the shelves were empty.

This proves to me that if games were only £20 to £25 they would sell better than they do now.

Mr. S.G.A.C. Reading.

You are quite right Mr. S.G.A.C. The price of the games certainly seems a point of concern for you readers. We too have noticed that cheaper games sell out but research does tend to show that the newer owners of the Mega Drive are buying them up. Older existing users want the more recent games and are not too bothered what they pay. Some grey imports can fetch up to a staggering £150!

Does this mean the producers of games have us where they want us? Well don't forget that any market is ruled by demand and you are responsible for that demand, so some power lies firmly in your hands. But video prices are ruled by the quantity the manufacturers expect to shift. Needless to say most videos sell in greater quantity than their video game cousins.

Dear Mega Action,
A price increase of 76p! You'd better make sure that you earn it, and not by giving away posters!

Aaahhh, technology....every month there seems to be something new. Take this Mega CD thing for example. Now some of the more impatient peeps that have bought one seem a mite disgruntled that the existing software is, well, crap. Let's jog their memories a bit. When the Mega Drive was a wee babe in arms, SEGA promoted it with *Altered Beast*, a complete dungfest of a game if ever

there was one! Look at old "Classics" such as *Out Run* and compare it with something like *Rocket Knight Adventures*. No contest, but EXACTLY the same machine. It must be appreciated that it takes a while for programmers to explore the limitations of a machine, so in 12 months or so the Mega CD should have loads of superb games, just give it a chance. Right now, class action is heading our way in the shape of such offerings as *Dune* and *Rebel Assault*, so sit tight on your cheque books and wait for the real games.

Incidentally, am I the only person who actually thinks that *Jurassic Park* is a good, enjoyable game? Apparently so. Am I also the only person who is totally sick of *Streetfighter 2* being fawned over for 10 pages every month in every sad console mag (except yours)? Hopefully not!

Carry on the good work.

Alan Holloway, Bristol.

You have hit the nail on the head there. Development of the hardware can take years and people like Sega and Nintendo are highly secretive over the information they disclose about new hardware. Therefore software houses get minimal time to finally get a game out on launch. It is unfair for everyone to slag off the Mega CD when in software terms it is really a new baby. As many will have now noticed the tide is turning and some quality offerings are now on the market. It won't be long before the likes of *Thunderhawk* are commonplace. I suppose then Sega will go and launch a new machine and we'll start the debate all over again.

Dear Mega Action,
I wish to complain in the strongest possible terms about all these Press people. The ones that have been giving the wonderful world of video games a hard time. All these so called "news" stories about little Johnny going psycho with his dad's 9 iron after playing *PGA Golf Tour*.

I'll bet they've never even played a game since they collapsed after the simple graphics and sounds of space invaders.

They should either play up or belt up.

Andy White, Dorset.

No hum. I'd like to say something here about how many nods this letter got here on the Mega Action team

bench. So I will. It got a lot of nods. Though just for the flip side there really should be some monitoring of the degree of violence, if anything to stop the bad press! The old vicious circle there.

STAR LETTER

Dear Editor,
Your magazine is really great, I especially love the guides that you guys do, so easy to follow. The price of games these days means I can't buy too many at once like many of my friends and I must rely on your opinions. So far I must say you haven't let me down and every choice I have made has been a good one. At the moment I am contemplating buying *Mortal Kombat* and have read your review over and over again. I just can't wait till christmas when I can spend my gift money. Keep up the good work team!

Clifford Radshaw, Chester.

This is probably the nicest letter we have had for some time and just to show our appreciation, here is a FREE copy of *MORTAL KOMBAT* as a pre-Christmas present! Don't forget to turn to our guide section for details on how to get the most from this cart.

Dear Mega Action,
I hope every issue of Mega Action will be to the same standard as the first six.

In the press every month or so there is a piece about the government are going to crack down on the prices of carts but we see no sign of anything happening. Sega have always said that the reasons for carts being so dear is because of licence fees to bring carts into this country. But if they had a factory in Britain prices would be reduced by a considerable sum of money.

Michael Green, Bristol.

Well Michael, it's a nice idea, but I think you would have trouble getting Sega to agree to losing that big chunk of income from the licence. Thank you for your kind comments and keep those letters coming in. We want to hear from you.

Send your letters, jolly thoughts and fond memories to: Mega Jive, MEGA ACTION, Europa House, Adlington Park, Macclesfield, SK10 4NP.

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...or we'll come and kill your pets.

TIPS

MIXED AND CRACKED

MEGA

■ Welcome to the new tips page, the bit where we hand over to the redoubtable Dr. Barry Diablo, professor of games scientology and dropout from everyday existence. After a freak accident with a water heater, his digitised brain has acquired a direct line to the mega operating system. So we plug him in and put him to work...

STREETS OF RAGE II

There's nothing more aggravating than having to play a beat'em-up with two different characters, so to alter this problem we enter a nifty little code. Using two pairs of hands, push Right and hold down B. On the second control pad push Left and A followed by C. This will then enter the character selection screen but allowing both players to be the same character.

INDIANA JONES AND THE LAST CRUSADE

Help Indy defeat the german armies and recover the fabled holy grail by using a level select cheat. When the Lucasfilm logo flashes up on your screen enter A, B, C, B, C, A, C, A and B to use the secret level select options.

MUHAMMED ALI BOXING

Don't waste your precious time fighting against the other pretenders in this exciting boxing simulator, instead take on the one and only king of the ring, Muhammed himself. H07KKKCZ on the password screen will take you there in the simulation mode whilst 007KKKCZ will allow to fight in the arcade mode. Move like a bee, sting like a butterfly, no, erm, like sting a butterfly bee like a move?

THUNDERFORCE IV

There's nothing like a full power up cheat for extra hard shoot'em-ups is there? Play and then pause the game, push Up, Right, A, Down, Right,

WE NEED YOUR TIPS AND CHEATS!

MEGA ACTION is on the lookout for decent tips and cheats! We're going to be adding to this section shortly, so if you need help with a game or have advice for your fellow readers get those letters to us!

Who knows, there may even be a freebie of some sort in it for you if the tip is good enough! Send your cheats, hints and tips to:

Mega Action Tips and Cheats,
Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.

A, C, Left, Up and B. Unpause the game and push Up for full weapons or Right for an extra life.

GLOBAL GLADIATORS

We've shown you the level skip cheat but behold, there's an infinite lives cheat as well! Simply enter A, B, C, B, A, C, A, B, C, B, A and C to be blessed with an endless supply of Mick and Macks.

ACTION REPLAY/ GAME GENIE CODES



COOL SPOT

Use the following Replay codes to cheat your way to victory:
FFF5120000: Spot, will now leap much higher than before.
FFF5E00007: Spot is now rendered

invincible.

FF07140038: The sands of time will no longer flow.

CYBORG JUSTICE

Break down the evil robots into a fine pile of micro chips by using these Pro Replay codes;
FFACE7000X: Replace the X with 0-5 for a level select.
FFAF5A0002: Infinite lives to play with.

BATMAN RETURNS

The Dark Knight needs your assistance to clean the dirty streets of Gotham. Do so with your Replay cart;
FFFE31002C: Impervious to pain, Batman will no longer falter.
FFFCC80002: Glide now with confidence for time is eternal.

GAME GENIE CODES

ALIEN 3

Ripley requires immediate back up to exterminate the alien populace within the complex. Use these exclusive game genie codes to get the job done;
AACTCA6J: Allows you to take all the time you want.
A2EAAA8R: Ripley will never stay dead again.
AMDACA4J: No damage will be sustained from long falls.
ADEACAGJ: The turbine fans will not harm our heroine.
CTBTAAEY: Takes you straight to the last level.

JOHN MADDEN '93

Become the fastest, meanest team in the NFL by using the following Genie codes;

RH9T860T: This code must be entered before any others.
FDLTAADR: You only need to travel five yards before making a touchdown.
GDKTBA1A: Each touchdown is now set at a value of eight.
BDKABE40: Extra points are now worth eight.
BDKABE5G: Even the field goals are eight points.
GDLABAXW: Safety is worth an incredible eight points as well!

ROAD RASH II

Terrorize the local community by tearing down the country roads with thousands of dollars and big bikes;

RH6A86YJ: This code must be typed in first.
ZASTAC58: Your bank balance now stands at \$250, 000.
BESTAAEG: The Diablo 1000 is now in your proud possession.



DR. BARRY DIABLO

■ Welcome to the new letters section and allow me to introduce myself, I am none other than the famous Dr. Barry Diablo,

the ultra brilliant games scientist. I will be assisting all who enter my laboratory with a large array of game pokery.

Dear Barry,
I write to you to employ your services (Ooer!- ed). I'm stuck on Hook on the Mega CD, and I would like to know if there is any way I can improve my chances of success in the later stages. I can only reach level six at the moment so any help would be greatly appreciated.

Yours,
John Fredericks, West Sussex

BARRY: Well John, looks like you're having a spot of bother with Captain Hook and his seamen. I will aid you by simply revealing a huge stock pile of lives that are on level five. As soon as you find the first pit on level five, fall down and you'll discover a secret cave full of nasties. Battle your way through these to retrieve a 3-up leaf, then kill yourself and repeat until you have 99 lives!



▲ Increase your chances of flying to far away places by following Barry's uplifting advice.

Dear Barry,
HELP! I'm hopelessly useless at EA's 'Rolo To The Rescue' - I just keep getting killed in the desert level. If you have any divine inspiration to pass on, please pass it this way, I really need it!

Yours,
Joe Longthorne, Sweetnam.

BARRY: Ah, someone else falls victim to the pitiless cactuses in the burning sands of the desert. The answer is yes, I can aid your sugar infested soul with this invincibility cheat; Wait until the title screen appears and then push Up and Left, with A and C. Then finally press button C to become invincible.

Dear Barry,
How can I put this. I'm stuck with a capital 'S'. I need help and very quickly.

Yours,
A. Brainless-Wonder.

BARRY:???????

Dear Barry,
I've recently been having a spot of bother with Taz-Mania, I've also heard of a level select cheat. Is this possibly true? And if so, could you please tell me what it is? I would really appreciate it.

Yours,
Derek Chamberlain, W. Yorkshire

BARRY: Stuck with Taz, eh? Let me see, level select you say? Ah, there may be something in my bag of tricks, hmmm. Ah-ha! Here it is, enter the following joypad combination on the intro screen. Press and hold A, B and C on both control pads, then press both start buttons to hear a pleasant chime. To utilise the cheat, play the game and then pause it before pressing B and C. A level select screen will then appear before your very eyes.

Dear Barry,
I've just purchased a copy of Mortal Kombat, and I would just like to say how excellent it is. But I'm also getting quite frustrated due to the fact I can't get to the end of game bosses or find the elusive reptile. Please could you assist my sad and miserable soul?

Yours,
R. Lloyd, Oxford

BARRY: The answer is no Richard, this is the second time you've bothered me with your incompetence and incoherence. But you may be saved with the Mortal Kombat guide in this issue!

Dear Barry,
I need prompt assistance with Terminator 2, as I just keep getting blasted into millions of tiny pieces by enemy fire. I'm at the end of my tether and I'll go crazy if don't complete it soon!

Yours,
P. Keele, Macclesfield.

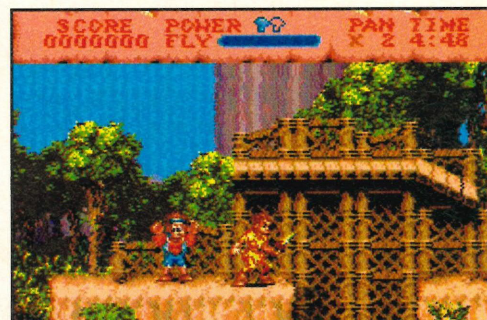
BARRY: Have no fear, I am here, with this incredible level select cheat. On the main title screen with the the words 'Press Start', push Up, Down, Left and Right three times. If done correctly you'll get a strange message. Then during the game press B and C together to warp past the current level.

Dear Barry,
How are you? We haven't heard from your for a few days now, we're missing your hunky company terribly. Marlene's become quite distraught without your stirring presence, please return soon and we'll have a good ol' barby and a few beers.

Yours,
The babes from Baywatch, Australia.

BARRY: Yeah, all right I'll be over soon. And keep your bikinis on this time okay!

Dear Barry,
I don't need any of your fantastic advice on the latest games or historical software, instead I wish to know a little bit about you. You don't seem to be from this planet, perhaps you're an



intergalactic alien that has immeasurable intellectual powers. Or are you just a cartoon character? Please could you, for the people's and my benefit, reveal your true nature?

Yours,
A. C. Clarke, famous author of unexplained mysteries.

BARRY: An intergalactic creature? What are you implying sir? I can assure you that I'm strictly kosher and 100% human. Perhaps you're confusing me with the fictional Mekon? Besides my true identity must be kept secret or the army will find my spaceship, DOH!

Dear Barry,
I'm really getting down with Krusty's Super Fun House. If it's not the snakes killing me it's the other traps and obstacles that lie in my way. Also I'm finding the complexity of some of the levels just too damned hard. I don't expect you to write every single solution to every level, but perhaps there's a secret level warp code or similar.

Yours,
S. Lowe, Portsmouth

BARRY: If you enter WILLIAMS backwards (SMAIL-LIW) on the password screen you'll be granted the ability to enter any level you choose, but unfortunately there's not much you can do for the energy crisis without a Replay cartridge or Game Genie.

▼ Consult the incredible Mortal Kombat Guide for some special lessons in self defence!




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COMPLETE SOLUTION

The art of fighting is far from dead and to prove it, Mortal Kombat challenges all mortals to participate in the deadliest tournament ever. Master every fighting technique with this complete guide to overcome all who dare oppose you.

JOHNNY CAGE

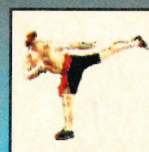


Name: **Johnny Cage**
Rating: **★★★★**
Death Move: **T, T, T and P.**

Hollywood's finest actor has proved himself to be the ultimate on-screen fighter. Bored with choreographing all his martial arts, he travels to Shang's island to compete in the tournament. Armed with his legendary shadow kick and his amazing fireball that's summoned at will, he's a formidable fighter. But due to his amazing ego, he's easily caught off guard which makes him ultra vulnerable to skilled experts like Scorpion. But if combat is taken to the air he'll whip anybody's ass with his flying punches.



The green fireball: **A, T and P.**



The shadow kick: **A, T and B.**

KANO



Name: **Kano**
Rating: **★★**
Death Move: **Hold BL, A, A and P.**

Kano is most definitely the wrong man for the job. Okay so he may be a merciless thug and tough and resourceful, but he'll never be a match for any trained combatant. Kano enjoys hurling knives at his distant foe and once close enough he likes to thrust his metal plate into their face. Kano's only special move is the rolling attack. Ignoring the laws of gravity for a few moments, Kano will curl into a ball and propel himself towards his enemy with high velocity, knocking them straight down to the floor. Only use this character if you're feeling mighty brave.




Knife throws: **Holding down BL, A then T.**



Rolling attack: **Hold down BL and rotate D-pad 360 degrees.**

RAYDEN



Name: **Rayden**
Rating: **★★★★**
Death Move: **T, A, A, A and P.**

With a loud clap of thunder, Rayden will electrocute his way through the entire tournament. Originating from the heavens, he assumes human form for the tournament. And he's borrowed a few powers from his greater form such as the control of lightning and molecular construction. Teleporting around the arena, he will unleash huge multitudes of lightning bolts. And if this isn't enough he stretches his body into a torpedo shape and then thrusts forwards. A powerful character, almost ideal, but in teleportation easily caught by other projectiles.



Torpedo: **A, A and T.**



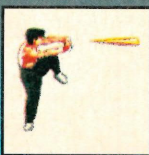
Lightning bolts: **D, DT, T and P.**

LIU KANG



Name: **Liu Kang**
Rating: **★★★**
Death Move: **Hold BL and rotate D-pad 360 degrees**


The proudest and by far the purest contestant to enter Shang's realm. After studying martial arts all his life, Liu is a very positive fighter. His determination and concentration surpass all others. Focusing his mind into a kind of kinetic energy resource, Liu will summon a large ball of orange flame and direct it against his chosen target. He also uses his inner force for the concorde kick, a flying kick at three times the usual speed. He has surprised most fighters due to his amazing speed. Quick on his feet, supple and agile enough to win most bouts.



Fireball: **T, T and P.**



Concorde kick: **T, T and C.**



Sub-Zero


Name: **Sub-Zero**

Rating: ★★★★★


Death Move: **T, D, T and P.**


Much to the disgust of Japanese ninja, the Chinese have introduced their version of the ancient assassin. The end result is a superb fighting machine who is able to control the elements with ease. Ignoring the laws of physics, Sub-Zero will produce a small chunk of liquid nitrogen that freezes any poor soul into an icy statue leaving them totally defenceless. He can also slide across the length of the arena with an extended leg that will sweep an opponent off their feet instantly. Once you've mastered the controls, Sub-Zero should be considered a champion.

Ice missile: D, DT, T and P.



Slide kick: A and P, B, C at the same time.





SCORPION


Name: **Scorpion**

Rating: ★★★★★


Death Move: **Hold BL, U and U.**

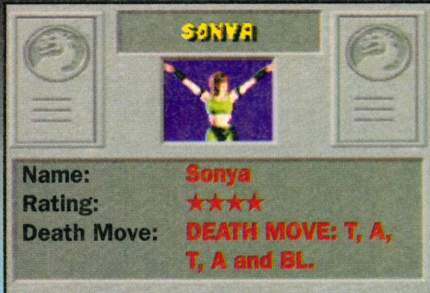
Sub-Zero's alter ego appears as a would be deceased ninja, assassinated by the notorious Sub-Zero. Scorpion has been resurrected by his demonic gods to seek revenge against the accursed Sub-Zero and Shang Tsung. He will throw a spear and chain into his opponents chest and drag them closer for a good, strong uppercut sending them back across the arena. He has recently acquired the skill of teleporting, by literally jumping off into one direction, he'll suddenly appear from behind with a hefty flying punch. Amazing skills.

Spear and chain: A, A and P.



Teleport punch: D, DA, A and P.





SONYA


Name: **Sonya**

Rating: ★★★★★


Death Move: **DEATH MOVE: T, A, T, A and BL.**

The only female entrant this year, and this is because she was chasing Kano for crimes he committed. Trained in a special forces unit, Sonya is used to dealing with hardened criminals like Kano day in day out. But now she's probably out of her depth. Her only missile weapon is the energy wave, a series of circles that vibrate and disorientate her enemy into a strange paralysis. Her second offensive manoeuvre is the leg toss. By standing on her hands and flipping her legs towards her opponent, she'll grasp the enemy firmly between her legs and flip them over.

Leg toss: D and P, B, C at the same time.




Energy wave: A, A and P.



KEY: A=Away, T=Towards, D=Down, U=Up, DT=Down and towards, DA=Down and away, P=Punch, B=Low kick, C=High kick and BL=Block.

It's the pits man...


To fight with the elusive Reptile you'll need to perform the following: Start the game with any character that doesn't require a blocking action when using the fatality manoeuvre. Then fight your through the game until you're above the pit on the stone bridge. Fight and defeat the computer without using block and achieve a double flawless victory as well. Then use your death wish manoeuvre to fight Reptile in the bottom of the pit. Easy eh?



▲ Johnny now wishes he was back in Hollywood instead of fighting this green clad psychopath amongst large steel spikes.

▼ The main thing about Reptile is that he's dead 'ard and he can use both Sub-Zero's and Scorpion's special moves.

▼ A bit of perseverance in the game and you'll be as good as the immortal Diablo!



BATMAN

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COMPLETE SOLUTION



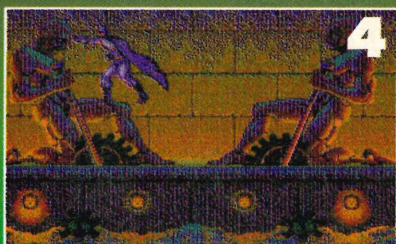
1 Your detective skills lead you to the rooftops of the city. Even up in these remote places lurks evil in its many guises, perhaps none more so than the feline queen Catwoman, agile as any moggy and with a temperament to match. A delicate selection of jumps and punches will be required for this encounter. Start by waltzing your way towards her and then punch her squarely on the nose.



2 Without revelling in glory for too long, get ready to leap down to the next plinth to avoid the stinging wrath of her whip. A repeat of these tactics will win this battle with ease.



3 Leaving the scene, Catwoman slinks off into the darkness of the night, but you know in your heart that this is not the last you've seen of her. Pausing for a fleeting moment you consider that she may be the cause of the recent trouble in Gotham, but clues lead elsewhere. Inside the slanty shanty you'll need to find the secret passage that leads to the abandoned belfry. Already you're running into difficulty with homicidal clowns on unicycles and these huge airducts powered by big industrial fans. If only there was a way to block them.



4 Staying behind the mass of the rock, use your hardened boots to break large chunks off. These will be sucked into the fan beyond. Once firmly lodged in the flume your passage will be safe to descend onto the next level. The belfry is now in sight as you leave the

wobbling shack, but just before you're allowed entrance, two large mechanical statues attack. They must be dealt with cunning and daring. Begin by assuming this position on the statue's lap.



5 Then deliver either a swift punch or a snap kick to the head before crossing over to the other side to repeat. During this encounter you'll be bombarded with all sorts of projectile missiles, such as whirling cogs and searing fireballs. You do hold the advantage of knowing that each attack is timed, so learn the attack pattern quickly and take the necessary evasive action.

With the mechanical menaces destroyed, you may enter the ruined belfry. Decay and many years of neglect has rendered this structure a death trap that should have been condemned a long time ago. To add to your troubles of navigating the insecure floorboards you'll be attacked by armies of gargoyles and circus freaks. The gargoyles themselves are being produced at the top of this tower by this magical stone statue. Progress to this location as soon as you can and smash these abominations.

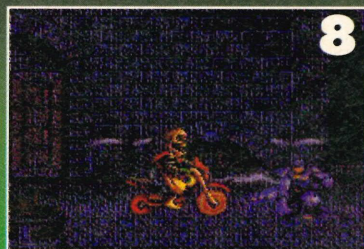
The eerie sound of the night was broken by the flap of many bat wings. Somebody or something was trying to frame the caped crusader. Don the black kevlar suit, and assume the role of Gotham's greatest hero.



6 Eventually you'll reach the summit in the bell tower. Here you'll find the real trouble. It seems that the Penguin is seeking vengeance against you for foiling all of his devious plans from the past. Using your cape, keep low and use the safety of the darkness to disguise your presence.



7 Then as the Penguin investigates and draws closer, stand up and throw a series of three punches into the overweight arctic bird. This is the only effective way of dealing with this airborne super villain.



8 Realising that you have the advantage here, Penguin departs the conflict by means of a helicopter umbrella. You valiantly give chase but manage to lose him. Studying your new surroundings you find yourself in a

dark alleyway full of rats and garbage. Suddenly, you are alarmed to see multiple gangs of bikers heading towards you at high speeds. Extending your leg in a wide arc in the path of the front wheel of the motorcycle, you unsaddle the rider.



9 Witnessing several accidents later, the rest of the bikers depart. But things have turned from bad to worse as a large piece of debris whisks past your head. Gazing above you can see a large man, possibly a circus strong man, hurling large pieces of steel and concrete into

the street below. Luring him to the edge, you wait until another portion of building has been thrown, then moving with blinding speed you ascend your grappling hook to join the troubled man. A fight inevitably takes place but it's impossible for you to stay one on one, so retreat to a safer distance and throw a few batarangs to slow down the giant.



10

Recovering from the street brawl, you stumble into another derelict building that's infested with street scum. The air is also pungent with the smell of cats(?). Fighting through the many awaiting traps and assailants, you once again meet the Catwoman. Due to the large open space, Catwoman has

the distinct advantage in hand-to-hand combat. But you have many tricks and toys in your utility belt, and it wouldn't hurt to use a few here would it?



11

Once again the Catwoman knows when she is nearing absolute defeat and decides to retreat for a while. Pressing on further into the complex you hear several noises from behind and spinning around your eyes are greeted with the sight of a large steel ball hurtling towards you. Outrun this sphere of doom by sliding down the escalators to the right.

After escaping this atrocity you must engage the cackling Penguin once more. The Penguin has become a bit wiser to your fighting style and now tends to stay further off the ground. Using multiple saw blades as throwing weapons. You must leap and dodge these and strike at the Penguin above. This is best achieved by leaping over the saw blade as it nears you and lashing out at the Penguin as it harmlessly passes beneath.



12

Admitting another defeat, Penguin leaves to reconsider his strategies. Pursuing in the name of justice, you follow the crazed criminal straight into

a travelling circus. But this is no ordinary circus, it's a human abattoir full of knife wielding clowns and flame breathing acrobats. Moving carefully through the hall of mirrors you'll notice several clusters of clowns waiting behind the glass wall. As the knight of justice appears in view, they leap through the looking glass and attack. Luckily you could see them coming!



13

Removing the broken shards of glass from your costume you fail to notice a bunch of clowns on unicycles around two tents. Using the ropes that support the corners of the frame tent you swing about and knock each clown off their

unbalanced vehicle. More and more seem to pour out of the two tents but it all soon subsides.



14

Take a short rest now before you decide to continue your perilous journey. Pretty soon you find yourself travelling at a high velocity on top of a train that's being driven

by your good friend, the Penguin. But you've not come to do battle with him this time. Instead there's a very crazy clown that persists in throwing large balls of flame at you. Deal with him in any way you can but remember that there's some extra energy to the right if you require some.



15

The continuing fight is now taken down into the dank sewers, where even more of the Penguin's henchmen reside. However, their numbers are becoming less, so the fight isn't so hard, yet. One of the Penguin's right hand men is awaiting you at this section of pipes. A clown by profession, but one that is proficient in dealing with fire, especially sticks of fire. Keep moving and hurling those batarangs to defeat this troublesome character.



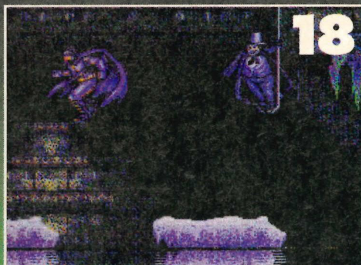
16

Down in the darkest depths of the sewer where rats are plentiful and the stone platforms are covered with algae and slime that affect your footing. One slip up here and it could end for you. Glinting in the darkness can be seen a canon of some kind. Cautiously approaching, you see the Penguin who flicks the switch on. Immediately the cavern is filled with a large jet of water, one direct hit from this and you'll end up in the murkiness below. Destroy the canon before engaging the Penguin.



17

The Penguin can no longer retreat from you! You've managed to corner him within his own lair, but it's not going to be easy to finish him off. Full of traps and surprises as you bound from iceberg to iceberg. As the cavern widens you see the Penguin on top of a large duck. When he sees you he launches an endless array of missiles to destroy you, return the fire with all of your super batarangs. If you have nine or more you'll destroy his duck/warship.



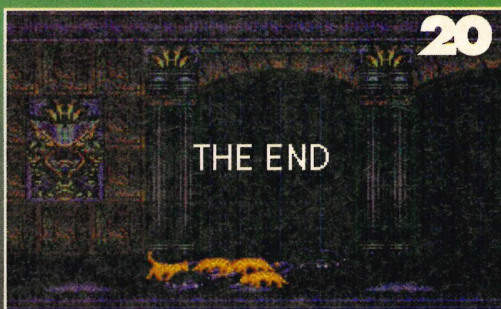
18

Using his helicopter brolly to lift himself from the burning wreck, he cowers into a dark cave above. Jump off the iceberg and onto the stone island to the left, then reach into your utility belt and take out the grappling hook. Secure it on one of the platforms above and climb up it. The next few plinths will require split second timing to navigate.



19

In desperation, Penguin attacks you in a melee, but this is not to be taken too lightly. Every time you strike at him it seems to inflict no damage at all, the reason has to be that generator in the top-right hand corner. It must be creating a protective barrier around him. Break the generator to render him defenceless and your battle will become infinitely better, kill the Penguin and victory will be yours forever.



20

The journey home is not uneventful, Catwoman seeks audience with you once more on top of Gotham's tallest skyscraper. Deal with her as you did in your first encounter. This time she is unable to retreat from you and you send her to her death. Shortly every alley cat has gathered around the deceased to mourn her death. How touching!

THE END

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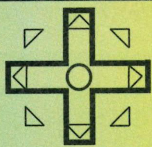
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Mega Workshop

■ The Mega Workshop has scored a big hit with our readers – many of you have written in congratulating us on this unique approach. We must agree with you that it seems pointless for magazines to churn out lists and lists of games and scores that are rarely updated. Such a waste of the pages they brag about having. This month we look at platform games, cute platform games to be precise. Ever wondered who these wierd and wonderful characters are that are out to save the known, or unknown world? Well read on as Steve takes you through the definitive guide....

Rocket Knight

Konami £44.99

94 %

Sparkster is a new type of hero. Not only is he unique in being a Possum but he also has a curious rocket pack strapped to his back. He can hang and swing from trees and also save the tranquil land of Elhorn from the clutches of the wicked warlock.

Bizarre yet beautifully drawn graphics make this one of the best platform/ shoot 'em-up games yet. End of level guardians are really worth the sweat and tears!



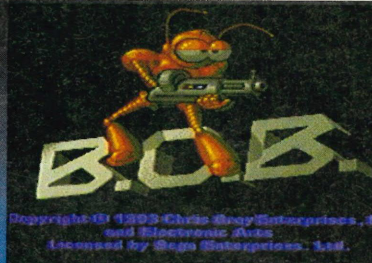
BOB

EA 44.99

87%

Strange storyline surrounding the disappearance of your father's car, a girl you desperately want to meet and a crash landing. 45 levels with different weapons and loads of ways to die make this great fun. Baddies are bizarre but strangely calm.

He's cute, but he also has the odd machine gun tucked under his metal jacket. A great game for the platform enthusiast. Oh, watch out for the death sequences!



Gunstar Heroes

Sega £44.99

90 %

Four mystical and very magical crystals have disappeared. Your job, should you choose to accept it, is to don the guise of a GUNSTAR HERO. Special powers include multiple weapon selection and a unique two player option. Very classy indeed.

SNES-like renditions put this game in a new class. The animation sequences for the bosses and their machines has to be the best yet displayed.



Cool Spot

Virgin £44.99

86%

Get hip with the latest swinging cat from the way back planet. Erm, failing that, take control of a funny looking character who has to free all his friends who have been locked up in cages. Level upon level of theme lands to discover and liberate.

Plenty of chilled fun to be had here though having the main character and every other friend to be freed called Spot does cloud the issue somewhat.



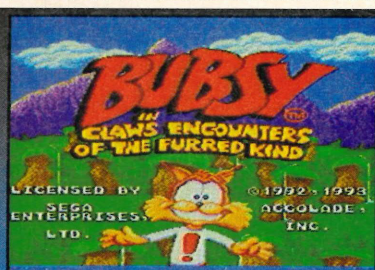
Bubsy

Accolade £44.99

87%

Bubsy, as you may have seen on television, is no ordinary bobcat. He lives in a land of polyester pirates, runaway trains and the odd inhabited fairground. Collect yarn and T-shirts for added bonuses, use the old technique of jumping on enemies






Loads of levels and a big chunky character to play with. Fast game speed but unfortunately it gets difficult to predict what is ahead of you.



MINI LEAGUE MINI LEAGUE MINI LEAGUE

	TITLE	PUBLISHER	RRP
1	Rocket Knight Adventures	Konami	£ 44.99
2	Gunstar Heroes	Sega	£ 39.99
3	Global Gladiators	Virgin	£ 39.99
4	BOB	E.A.	£ 39.99
5	Bubsy the Bobcat	Accolade	£ 44.99
6	Fantastic Dizzy	Codemasters	£ 34.99
7	Cool Spot	Virgin	£ 44.99
8	Chester Cheetah	Kaneko	£ 54.99

Mega shootout

Versus:	BOB	Bubsy	Gun	Rocket	Cool
Cool	Cool Spot goes all out for the graphics with the most impressive backgrounds of the two. Bob's levels are very samey and the challenge tends to become more of a chore than a discovery. On saying that there is more attention to the main character.	Music in Cool Spot beats Bubsy hands down but the Bobcat is far more cute and better drawn. There is plenty to discover in each, but I suspect there are more levels in Cool Spot. For the first time platform adventurer, Bubsy is easier to pick up.	I don't know what to say. The bosses in Gunstar outshine anything that Cool Spot could possibly throw at you. What lets Gunstar down is the very samey gameplay you have to endure before you find the Boss. Cool Spot has the scenery for sure.	Big League here. Rocket Knight is a Konami title so you automatically expect high quality. At the expense of Cool Spot you get it with the best bosses and by far the most ingenious baddies. Cool Spot does look great though and the music is superb.	
Rocket	Well Bob does have a more interesting quest but sadly the very similar backdrops let it down. Rocket Knight has a greater variety of nasties and of course the boss creations are sheer poetry in motion. Bob has some interesting gadget up his sleeve.	Bubsy is big bad and cute. But the large sprite does mean predicting the next obstacle can be hit or miss. Rocket has plenty of play area with both vertical and horizontal movement easily made. Picking up yarn is easier than killing pigs though.	Ooh, the big challenge. Well true to our reviews it should be an outright win for Rocket but things are a little closer than that. The bosses in Gunstar far exceed what Rocket can throw at you but the samey blasting through levels let it down.		Rocket Wins
Gun	Watching Bob die in several different ways sure is fun. Gunstar provides the break from the monotonous scenery of Bob, but unfortunately not the change of enemy. Both are addictive in the sense of wanting to blast more cannon fodder.	Having loads and loads of weapons and weapon combinations to choose from makes the blasting power of a Gunstar Hero awesome. However if jumping on springy trees and uncovering new and hidden areas is your thing.... Bubsy.		Rocket Wins	Gun Wins
Bubsy	Well they both have short names. They also both feature a large, well drawn main character that can die in several humorous ways. Bob is set in space, Bubsy is set on a funnily named planet. I think in real terms we should call this a draw.		Gun Wins	Rocket Wins	Bubsy Wins
BOB		A DRAW	Gun Wins	Rocket Wins	BOB Wins

Under the table

	BOB	Bubsy	Gun	Rocket	Cool
Control	Easy. Left, right, up and down with the ability to jump. He can climb ladders and walls, but more importantly he can hang on by his little mechanical fingers and shuffle along pipes and the odd bit of rope.	Left, right, up and down with the ability to look around when standing still. The Bobcat can also jump up and when in the air do a funny glider impersonation extending the range over water or spikey bits.	Not much to rave about here. Jump up, run left, right and up and down. There are option screens for gun allocation with the ability to choose a static direction or a controllable spray of bullets.	Plenty to do here. Aside from the standard up, down, left and right, the little possum can jump up and even ignite his rocket pack strapped to his back. It's easily achieved and you can shoot from platform to platform.	This cute little red button-type chappie has the ability to jump up and do a somersault, move forward and back and even stop to look around. Having a throwing weapon helps with the long range elimination of baddies.
Weapons	Take your pick. By collection in the levels and some default gifts, Bob can choose from a variety of mean items. He can shoot three way missiles, seeking rockets and even a smart bomb can be used.	Only the power of actually jumping on someone's head will save you now. Multiple jumps mean added bonuses so time it all very carefully. Other creatures throw just about everything at you so things are a bit one-sided.	Blimey, where do you start? The hero can choose from seeking, laser, rapid machine or a combination of any two. Doubling up the selection means a serious single weapon with great range and devastation.	Not much to protect yourself with here, just a boomerang-type beam of power. The rocket helps as does the ability to hang upside down on trees. Sparkster can glide too, without the rocket pack for short periods.	Throw Cool Spot's Spot Shots in any direction by manipulation of the D-Pad while firing. Shots can be deflected off anything solid like a crab's shell for instance, sending it up into the sky and at the nearest airborne creature.
Scenery	Very samey, though then again I'm sure the inside of a remote planet would look like this. Very moody and atmospheric renderings which remind me of an Alien set more than anything else I can think of.	Each area has it's own type of baddy and also backdrop to house them in. Levels can be as diverse as plummeting down a water slide or sweating it out in the desert. Don't forget the train ride either.	Very much the same throughout, though it isn't as though you have that much time to stop and look around you. I guarantee that you will stop to stare in wonder at the boss creatures that head your way.	Very nice and detailed stuff, the rooms are chock full of detail. It's nice to play games like this as you are constantly entertained throughout the task. The baddies loose their shorts and some even run away from you!	Very complex and highly detailed. Obviously the odd bottle of 7up appears here and there to remind you of the sponsorship. Scenery can be moved around by Cool, so keep all your options open.
Power	Plenty of opportunities for picking things up with the ability to stockpile weapons collected. You can recharge the shield by stepping into a rejuvenate point or find an immune bubble and walk straight through areas.	T-Shirts provide the answer with extra lives dotted around all over the place. You can become invisible which means the other creatures can't see you to throw things in your direction. Speed up is achieved on the straights.	Power-ups are limited to weapons only and the odd immune icon. It comes as a bit of an art deciding which weapon to pick up and collect. It can get infuriating when you accidentally run over the wrong choice.	Good things happen when you pick things up. Gems can earn you bonus points toward the extra life and there are also a selection of fruit such as apples and bananas which restore the life energy.	Stop watches can be collected to help increase the time made available for each level. Picking up a cool glass puts some energy back into your stride and gives you a fighting chance of completion.
Object	Take out all the baddies you see including the big grim nasty affairs to finish the level and warp free. Losing a life restarts the level. You must find and repair your car before your girlfriend dumps you!	Clear the planet of the all evil beings that seem intent on filling your world with polyester. Collect as many balls of coloured yarn as you can to complete the section. More yarn, more points!	Recover the lost Earth Crystals that have made your home so pretty and sweet. Each crystal can be won only after defeating the amazingly graphic boss guardian and believe me when I say it is a major problem!	Free Elhorn from the wicked magical ways of the evil wizards. The machinery is possessed too, so careful taking them on. Defeat Axle Gear, your arch enemy to solve the problem and complete the game.	Free all Cool Spot's chums by locating the keys to their cages and letting them out. Level upon level of themed backgrounds, coupled to the bonus levels, make the challenge really quite interesting.

WATCH OUT IT'S ALMOST CHRISTMAS TIME!



Next Month in MEGA ACTION...

With a limited number of shopping days left to Christmas, next month's copy of Mega Action is going to be essential reading for all games enthusiasts or anyone close to them. Santa take note.

UNDER REVIEW WILL BE NBA JAM, CRASH DUMMIES, VIRTUAL PINBALL, LOST VIKINGS AND MANY MANY MORE!

IN THE WORKSHOP WILL BE A SPECIAL LOOK AT THE WONDERFUL WORLD OF MEGA DRIVE DISNEY GAMES!

ANYWAY, THAT'S YOUR LOT FOR THIS MONTH, BUT DON'T FORGET TO BE IN THAT NEWSAGENT'S QUEUE ON 2 DECEMBER FOR ISSUE EIGHT OF MEGA ACTION!

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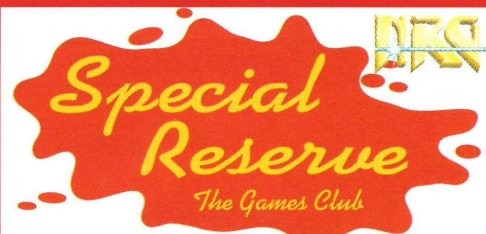
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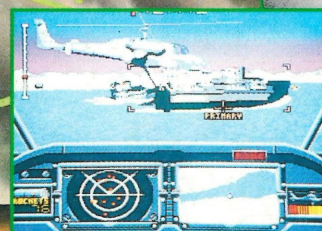
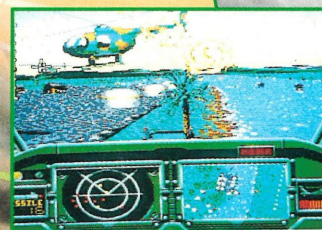
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