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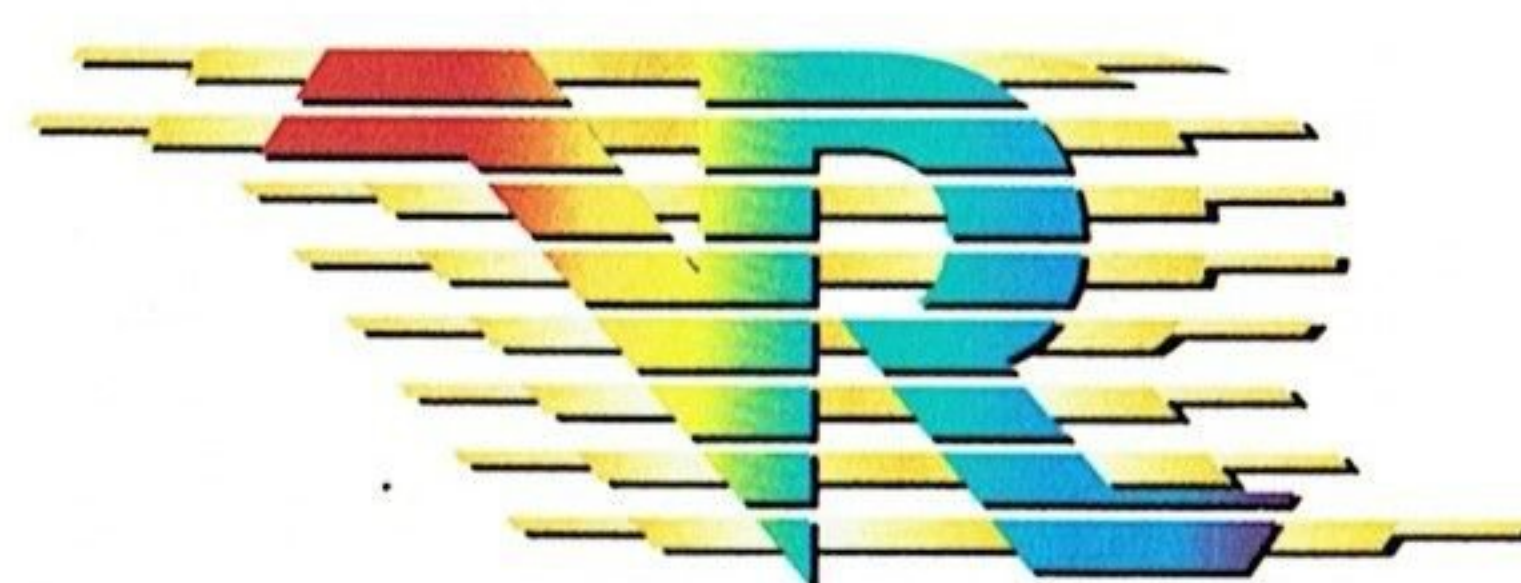
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*Recommended and
maximum retail price only.

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Sega's theme parks are set to take Australia by storm with some of the most high-tech rides the world has ever seen. We take a peek.

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It's like an animated lump of Blu-Tack, if you can imagine such a thing.

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The Punisher must have created this game to wreak revenge on those who wiped out his family.

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Not again!? Yes, the webbed wonder is back in another average platformer.

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Big blokes in leotards and fancy outfits pretend to fight.

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Sim based on the only game that can take five days to play and *still* end in a draw.

32 BLOODSHOT

Doom with robots on the Mega Drive. It's the closest you'll get with just 16-bits.

34 JUSTICE LEAGUE TASK FORCE

Batman, Superman, Wonder Woman and pals meet up and kick each other's teeth in.

36 DUNGEON MASTER II

Mega-CD RPG.

And another thing!

The big story this issue is that Sega is planning to open a theme park at Sydney's Darling Harbour. It's not going to be any old theme park, either. It will be one of the most high-tech entertainment complexes in the world – and it's happening in Australia! Woo-hoo! You may have heard about complaints in the media that it's going to occupy the space currently used for basketball courts. We say to this bunch of whingers 'get real!' – this is a first for Australia, will create a thousand jobs, and besides, Megazone will get to go for free!

*When compared with Antarctica.





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Newszone

Latest Saturn Shock

From our political correspondent

The Australian launch of the Saturn is just around the corner. The official (and rather sexy-looking) matt black Australian version should be in the stores sometime during July. (No firm launch date has been confirmed by Sega yet, keep your fingers crossed that its release doesn't slip – again). Price, too, is yet to be finalised, but it looks like having a \$900 price tag and will be bundled with *Virtua Fighters*. Expensive, yes – see the separate story on how the yen is affecting Sega.

FUN FOR ALL THE FAMILY

Largely because of the price, which the company acknowledges many regular games-players simply won't be able to afford, Sega is pitching the soon-to-be-released console at families rather than directly at die-hard gamers. The company plans to market the machine as the centrepiece of a home entertainment system and not just as a games console.

Of course, the unit is capable of playing regular compact discs (it has a sophisticated control panel, allowing much more control over the sound than a regular CD player allows) and in the future an add-on MPEG cart



◀ As revealed a while ago in Megazone, the Aussie model will have this sleek, black look. And the official launch is just a month (or so) away, beating the US and Europe.

will be available to allow it to play video-CDs. And as well as games, we'll probably see other types of entertainment software – such as educational titles – released for the machine.

SATURN ADD-ONS

In addition, Sega has a host of peripherals in the pipeline:

- A mouse will make 'pointer'-style games more friendly, and will also be a boon for the development of other types of software.

- A six-player adaptor allows, erm, six players to play on one Saturn simultaneously.

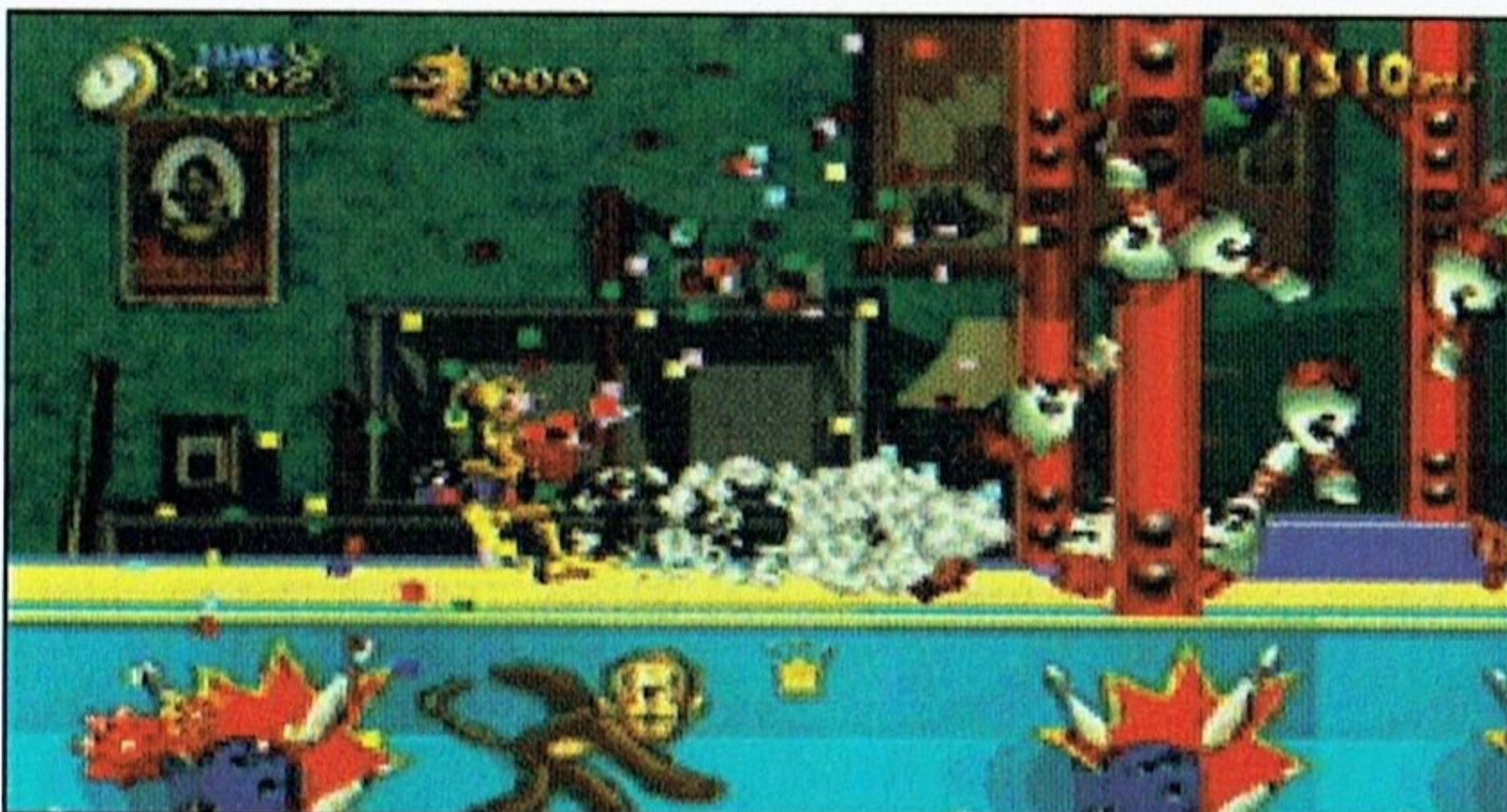
- A back-up memory cart adds extra RAM to the Saturn for saving game positions and the like. (Mega-CD owners will be all too familiar with running out of memory between games.)

- A steering wheel is probably the most exciting peripheral – especially to *Daytona* fans. Though joystick controls have been fine-tuned to work with racing games, they can never replicate the feeling of the arcade games – until now.

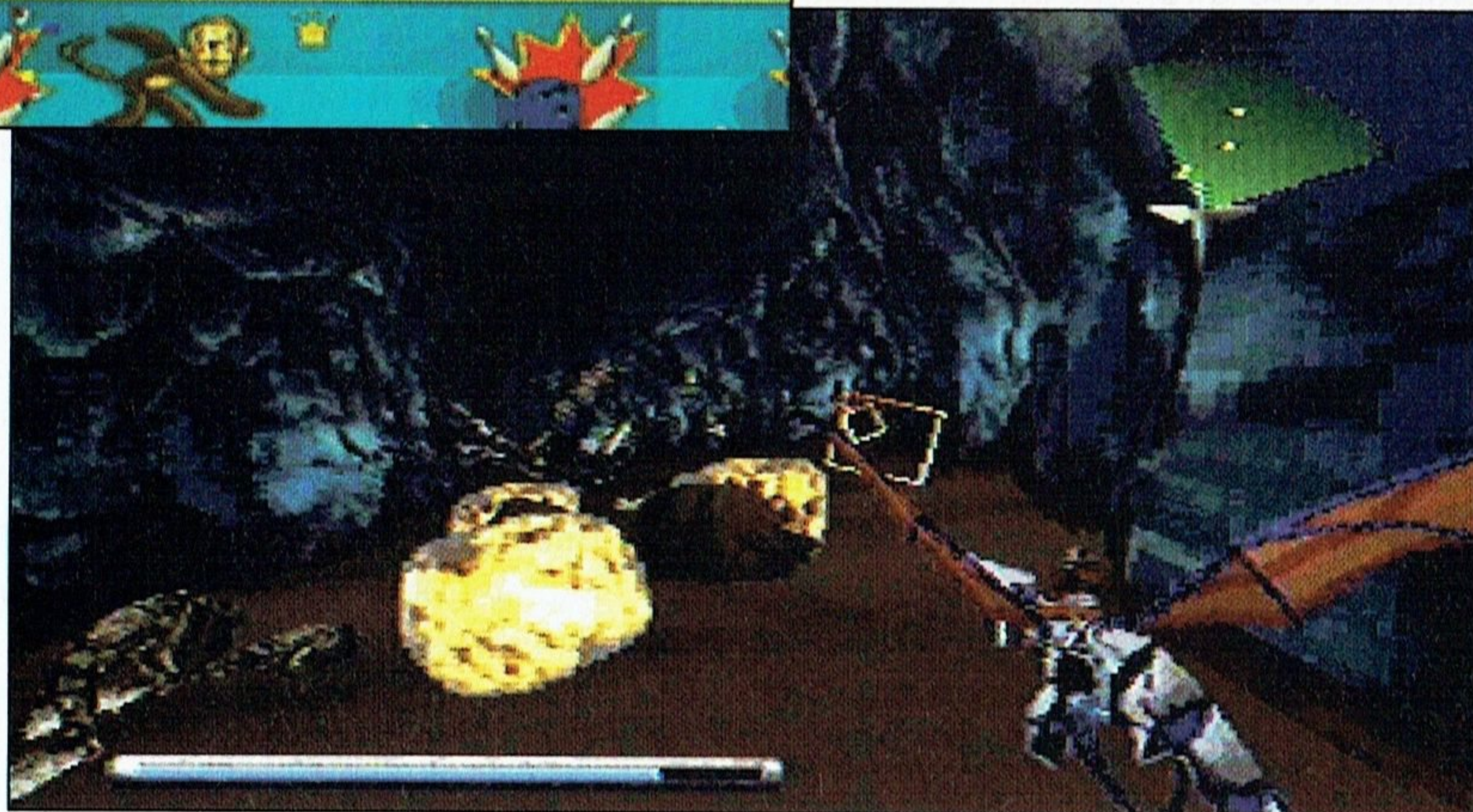
GAMES GALORE

With some previous launches, lack of decent software has been seriously detrimental to the success of the hardware. Sega is taking no chances with the launch of the Saturn, and a strong line-up of titles will be available at launch time. The machine is likely to be bundled with the arcade smash *Virtua Fighters* – this alone should be enough guarantee to plenty of sales. Other games available at launch should be: *Daytona USA*, *Deadlus*, *Pebble Beach Golf*, *Greatest Nine Golf* and *Victory Goal Soccer*.

Also from Sega during 1995 will be *Clockwork Knight*, *Panzer Dragoon*, *Blue Seed*, *Dream*, *Rampo*, *Chinese Detective*, *Ninja Ex*, *Gail Racer*, *Sim City 2000* and *Pinball*. Note that some of these names are provisional, and some may well make it for launch time. Also, these are just games from Sega – at least 24 third party publishers are working on games for the machine.



◀◀ *Clockwork Knight* and *Panzer Dragoon* will be two of the earliest releases for the Saturn. They may well even make it in time for the machine's launch.



Newszone

Rising yen affects Sega

By our financial correspondent

The steady rise of the Japanese yen in recent months is squeezing profits on Sega consoles and may ultimately cause price increases.

Sega consoles sold in Australia are bought from Sega Enterprises of Japan, and so as the Yen goes up, it becomes more and more expensive to buy the machines into the country.

At the time of writing, the Australian dollar bought just 60 yen, which translates to an increase of around \$15 in the base price of the Mega Drive. The company has absorbed the price increases so far, but may be forced to raise prices. It is also likely to dash hopes of the Saturn being available for anything under \$900.

Of course, it's not just Sega who is affected – it's more costly to buy all goods from Japan. Other Japanese-owned companies – including Nintendo and Sony – will also be feeling the pinch.

Night Trap is back!

From our beauty editor

Nearly two years after being 'banned' in Australia, the interactive full-motion video game *Night Trap* game is due to make a reappearance.

The game is set for release on 32XCD format, and so will feature more detailed graphics and sounds than the Mega-CD game.

The game has you attempting to save scantily clad vampires from bimbos. Or something. Anyway, this caused great uproar and the game was largely responsible for bringing games classification into video games. The game hasn't been classified at the time of writing – we eagerly await the results...



▲ Just imagine: Pictures like this in 32,000 glorious colours. It ought to be banned.

Megazone on the up

From our propaganda correspondent

As the more tight-fisted of you might have noticed, Megazone has risen in price. This is due to countless letters like this one from B Liar: "Thanks for a great mag, guys. Just one gripe – it's too cheap. Put it up in price and the magazine will be perfect."

We've bowed to public pressure and the price has gone up by a measly dollar. A more scientific explanation for the hike is that paper prices have risen by 40% due to demand

exceeding supply as we reach the end of the recession. Or something.

Those of you who subscribed must be feeling pretty smug – as you're getting a full year's worth of Megazones at the old price. And as 'they' say, if you can't beat 'em, join 'em. You can still subscribe at the old price – saving \$12 a year – and get a free joypad into the bargain. This won't last long, so hurry – turn to page 62 and fill out that form now!

Zone Axed

Video games TV show *The Zone* has closed. No longer will we be party to the hilarious antics of those zany Zonies. Ah well.



▲ The Zone bites the bullet. We just can't understand why...

Competition Winners

Where did the remote get to? Sony were generous to give away not only a remote control colour TV, but five copies of *Lemmings 2* and 20 *Lemmings* T-shirts too.

The telly (plus game and T-shirt) goes to: Kevin Garcia, Box Hill North, Victoria.

Games and T-shirts go to: Daniel Pollitt, Marsden, QLD; Michael Catalano, Rosebud, VIC; Nathan Clark, Clontarf, QLD; Kellie Spiteri, Elanora, QLD.

T-Shirts to: Rory Wagenknecht, Birdwood, SA; Melissa Stanton, Kingsley, WA; Lachlan Ross, Alice Springs, NT; Jamie Peterson, Balmoral Village, NSW; Jed Fenwick, Alice Springs, NT; B Kelly, Vermont, VIC; Lindsay Stevens, Elizabeth Park, SA; Stuart Davidson, Devon Hills, TAS; Dylan Chresby, Mt St Thomas, NSW; James

Austin, Tuggerawong, NSW; Amy Wrona, Orchard Hills, NSW; Henry O'Brien, Picton, NSW; Nghi Lu, Footscray, VIC; Dean Smith, Queanbeyan, WA; Victoria Rodda, Darwin, NT.

Lucky 13 Easter may have been and gone, but these porkers will still be stuffing their faces, thanks to a Red Tulip goodie bag: Nicholas Wimble, Roseville, NSW; Aaron Mackrill, Riverside, TAS; Daniel Garcia, Banora Point, NSW; Tony Maher, Samford, QLD; Rodney Adam, Maroochydore, QLD; Adam Anderson, Underwood, QLD; Scot Jones, Norlane, VIC; Michael Dowling, Heatley, QLD; Susan Baker, Mt Lawley, WA; Karen McCardie, Bondi, NSW; Caroline Glandian, Davidson, NSW; Thomas Byrne, Tamarama, NSW; Leandra Dunne, West Perth, WA.

No sign of Neptune

From our astronomy department

Sega has announced it will not be marketing the 32-bit Neptune in Australia – at least for the time being.

The Neptune is actually a hybrid Mega Drive and 32X all-in-one unit. The reasons cited are that the machine could 'harm sales of the 32X'.

This is not the first time that Aussies have

missed out on Sega machines released in other countries; other casualties include the Jupiter – a '16-bit Game Gear' and the Multi-Mega – a Mega-Drive and Mega-CD in a 'Discman'-style unit.

A launch later is not out of the question, but we certainly won't be seeing it this year. It's no fair!



▲ **The Neptune** is one of a long line of Sega machines that haven't made it to Australia. And we say it's got to stop.

STREET FIGHTER CARTOON

From our arts correspondent

Street Fighter fans (not to mention Manga heads) will be overjoyed to learn of the impending release of a *Street Fighter* full-length cartoon. The film features all the *Street Fighter* favourites including Guile, Ryu, M Bison and Chun Li, and there's plenty of bone-crunching fight scenes to enjoy too. *Street Fighter* purists can spot all of the characters' special moves from the game and

there's even a steamy Chun Li shower scene, so don't watch it when your mum is in the room. Woo-hoo. At the moment, there's no English version of the film and there isn't one scheduled either, so unless you're fluent in Japanese, the plot is open to interpretation. A rip-roaring, roller-coaster ride of ultraviolence nonetheless. Five thumbs up.



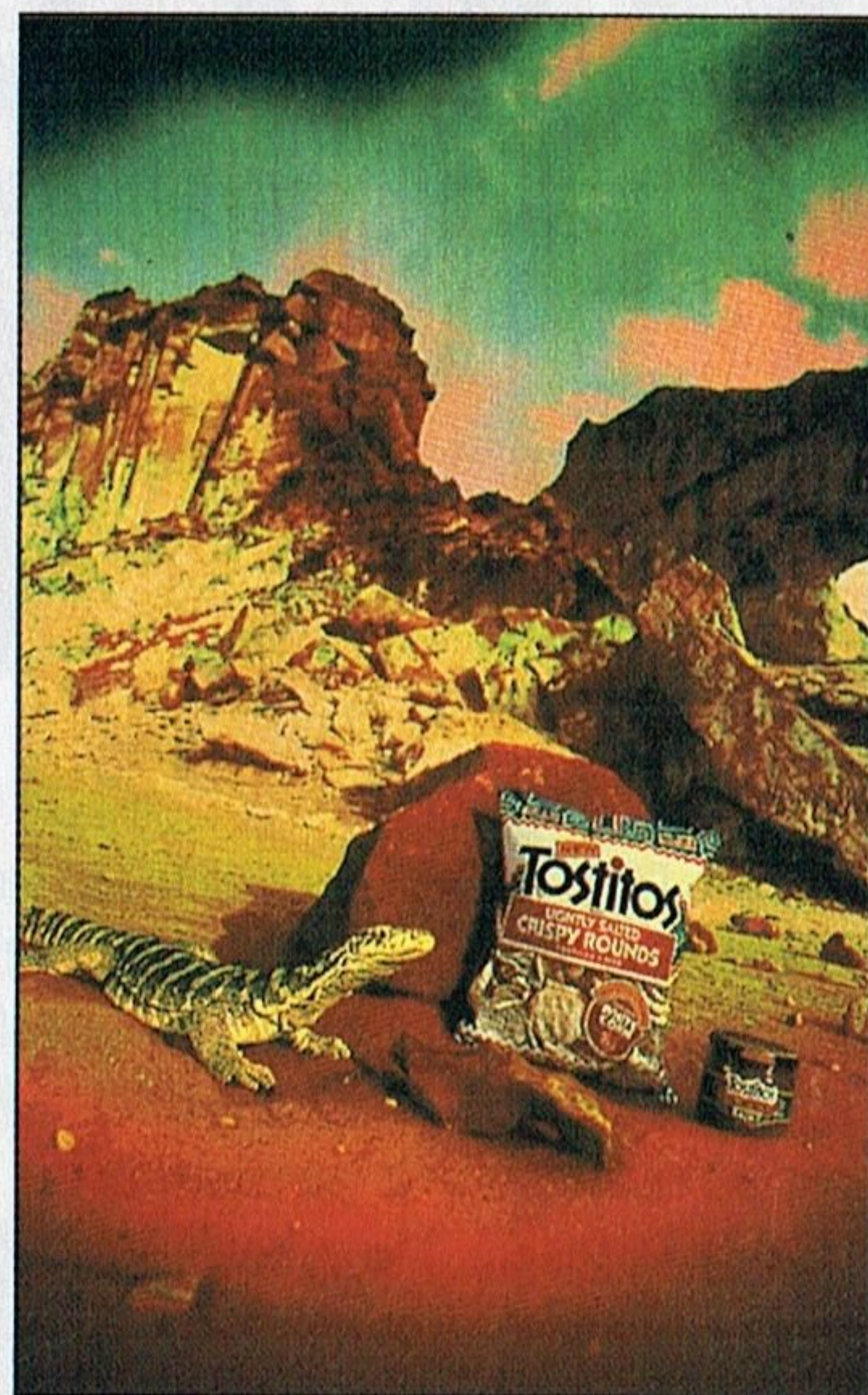
◀ **Scenes from *Street Fighter* – the cartoon. Do not confuse with *My Little Pony*.**



Quiz

This month we give 20 readers a chance to gorge themselves stupid on Tostitos and Thins – unreal chippie things that we wholeheartedly recommend. We're giving away heaps of family bags – plus dippy salsa stuff – to each winner. Why? Because we got given some free ones and they were ace. Answers are liberally distributed through the mag.

1. Where is the first Sega World going to be constructed?
2. Who's left to 'do' Megazone?
3. Where does the postman deliver letters to Mal Meninga?
4. What language do they speak in *Street Fighter* cartoons?
5. How many frames does Pete Sampras have?
6. In cricket, what's the difference between Australian and English score-keeping?
7. Who's smart enough to bring a candle?
8. How does Oni crack nuts?
9. How can you get a free joypad and save money?
10. What's Frank Castle's new job?
11. Where does Wonder Woman hang out?
12. What happens when you miss with the ricochet?
13. Who has 'awesome baby college hoops'?



▲ **Some Tostitos. In the desert.** With a lizard. How bizarre.

Answer the questions on the back of an envelope or postcard and send them, along with your name and address, to:

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

Them rules: Get your entry to us by July 14, 1995 and don't cheat by sending loads of entries. We'll know.

the megazone lucky 13

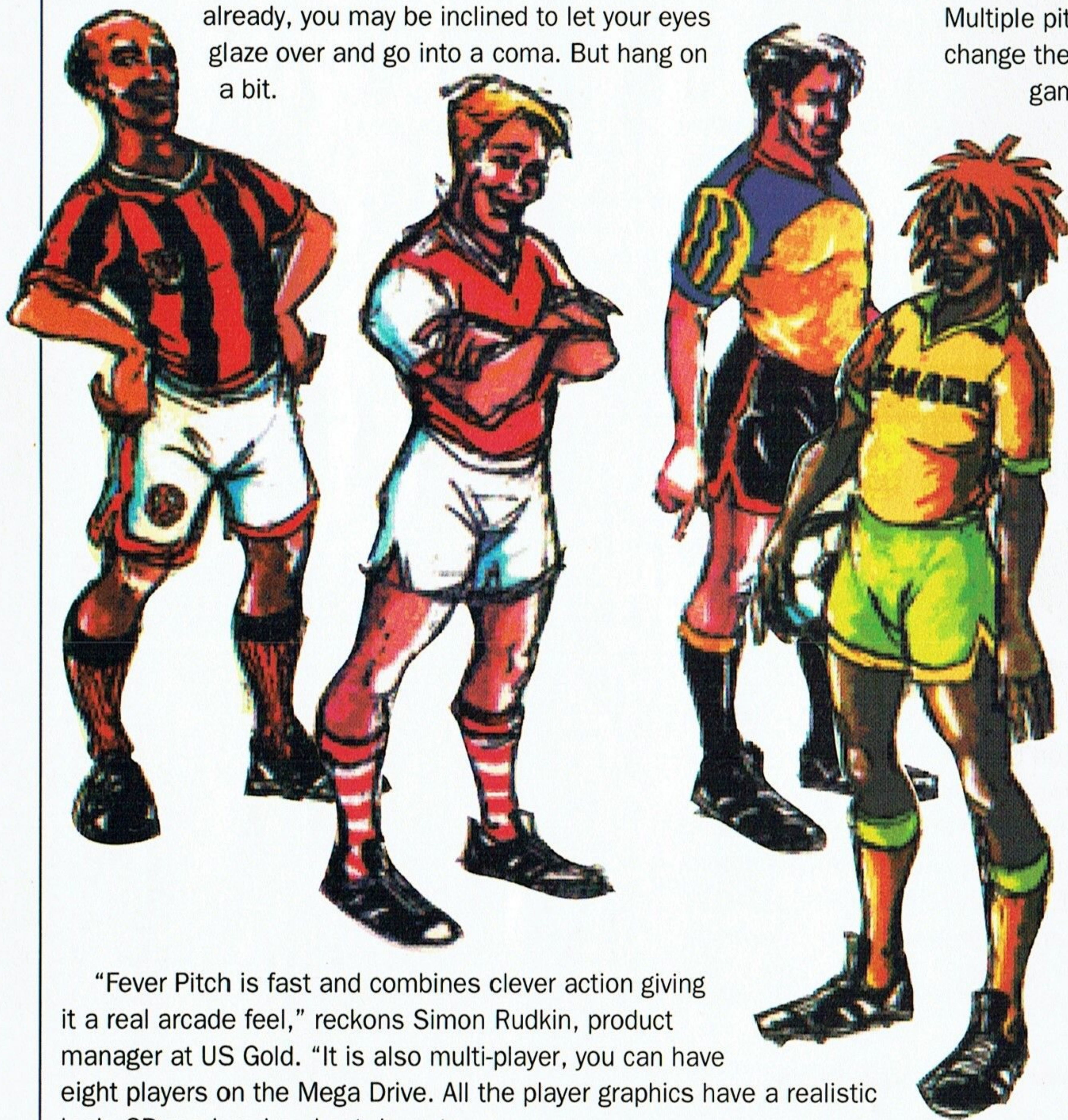
gameSPY

Previews

FEVER PITCH

With Silicon Dreams, US Gold's own UK-based in-house team, due to reach 50 personnel by the end of the year, dramatic things could be in the offing from the software house. Like everyone else, US Gold is working towards the 32- and even 64-bit machines but at present they are using 32-bit technology and reducing it to place onto the 16-bit machines. And if *Fever Pitch*, their new developmental soccer sim, is anything to go by then US Gold really means serious business.

With such a wealth of soccer games around already, you may be inclined to let your eyes glaze over and go into a coma. But hang on a bit.



"Fever Pitch is fast and combines clever action giving it a real arcade feel," reckons Simon Rudkin, product manager at US Gold. "It is also multi-player, you can have eight players on the Mega Drive. All the player graphics have a realistic look, 3D rendered and cut down to run on the console. Movement, animations and the look of the game convey a true look and feel."

One of the other features that makes this game stand out from the multitude of other soccer games is the characters. While you have an Eric Cantona in real soccer, *Fever Pitch* has its own personalities, with special moves, a bit like *Mortal Kombat*. One big, fat guy elbows opposing players, one dives on the floor as soon as an opposing player comes near,



▲ *Fever Pitch* in full-on MudVision™.

and one has a red hot kick.

Fever Pitch has many features that are mirrored in other games. There's a clever array of passing moves and lots of spot animations to add variety to both the visual side of the game and its overall feel. Multiple pitches, variable weather conditions and even the option to change the tactics of the sides as formations are standard in most games.

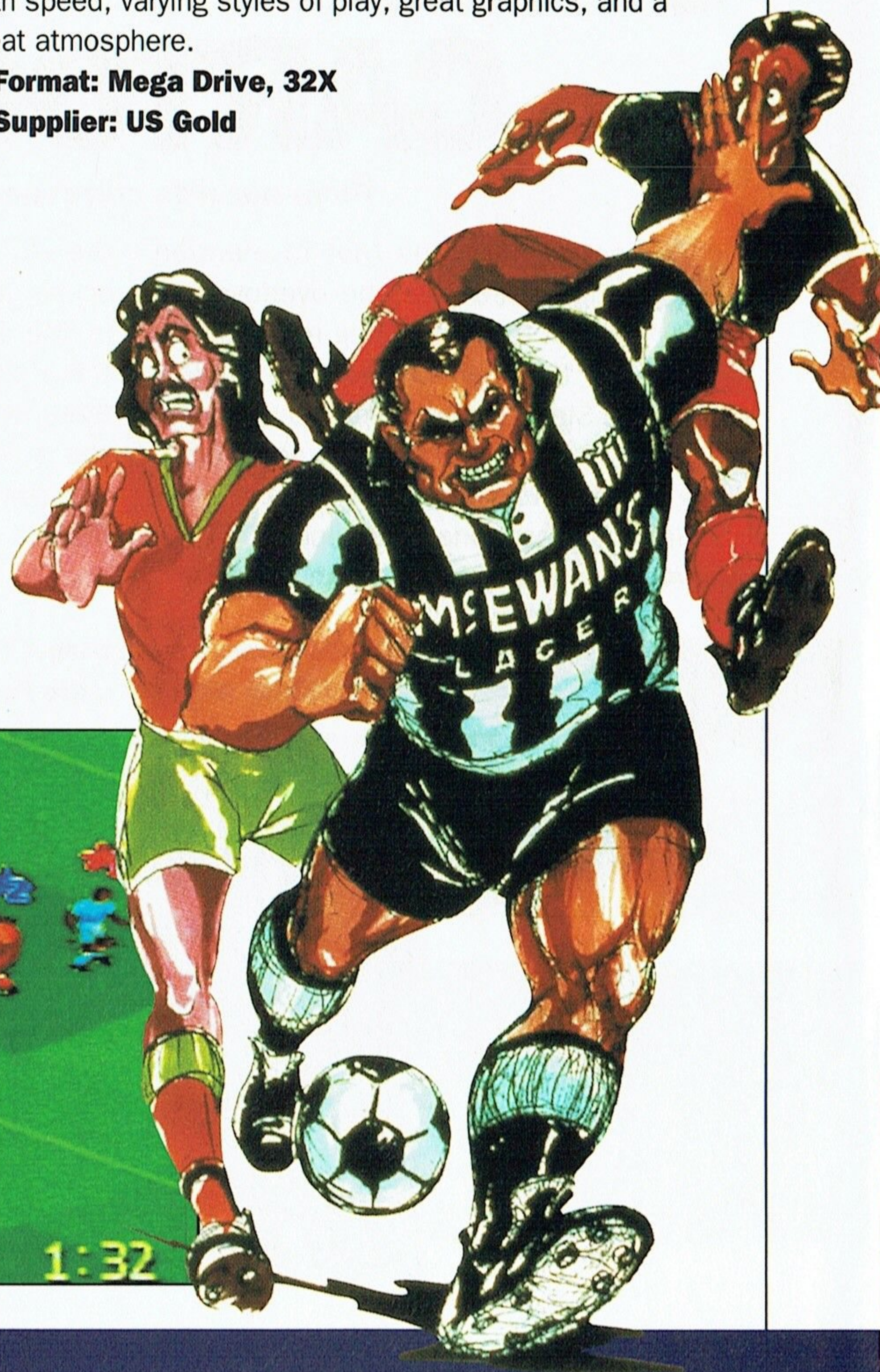
The program allows for Exhibition or Tournament mode. Enter the Tournament and you come up against some of the best teams in the world, all of which are seeded, and play in the accepted way of their country. The Brazilians are slick with their passing and the Brits are more thuggish than most. Europe, the Americas, Africa and Australasia are represented and difficulty increases as you progress. The 'Aggro' option is a beauty – you can kick, hit, bash or even butt other players off the ball.

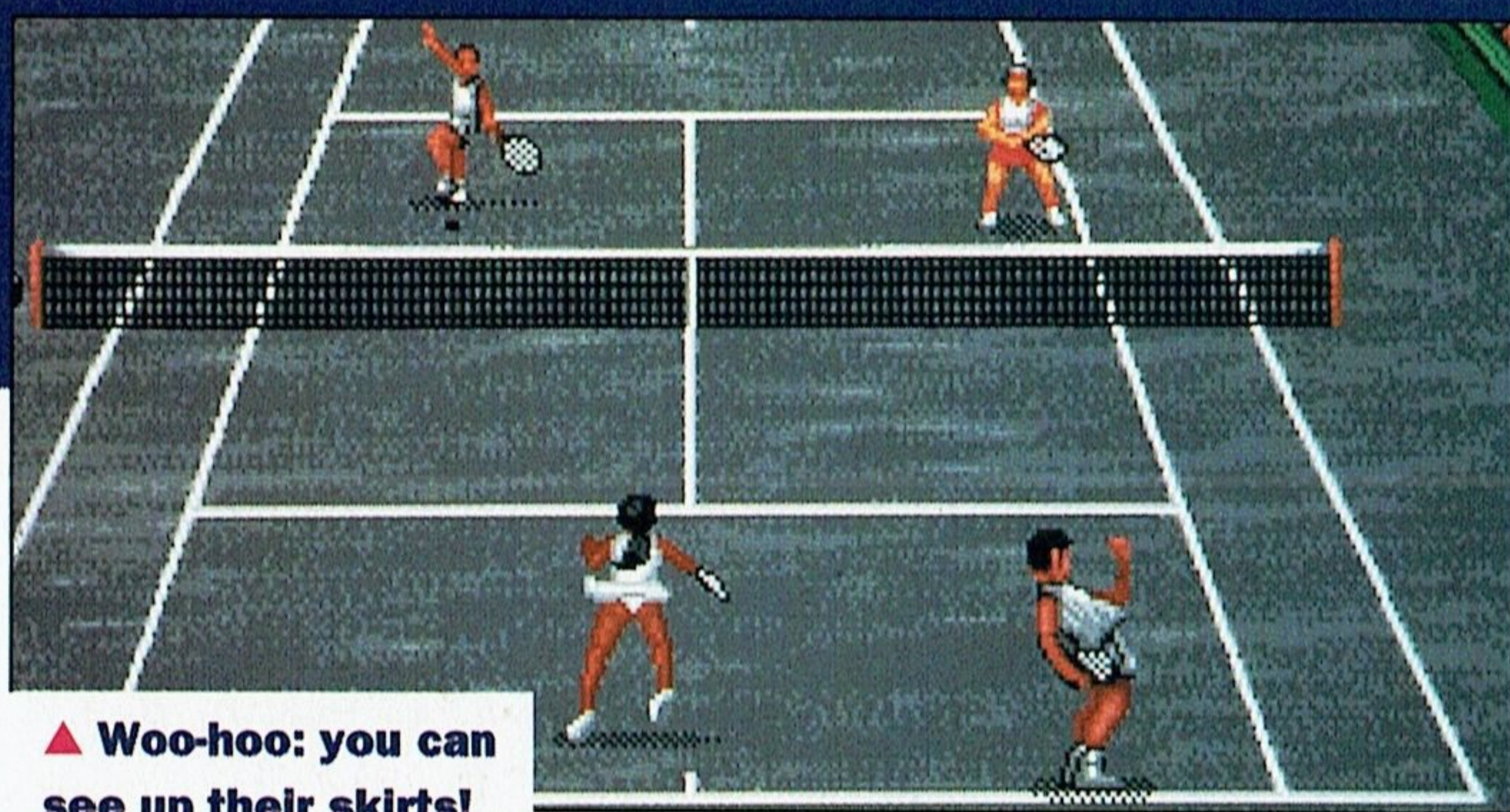
US Gold might have come up with the soccer hit of '95, with speed, varying styles of play, great graphics, and a great atmosphere.

Format: Mega Drive, 32X
Supplier: US Gold



▲ Most soccer pitches are green and this is no exception.





▲ Woo-hoo: you can see up their skirts!

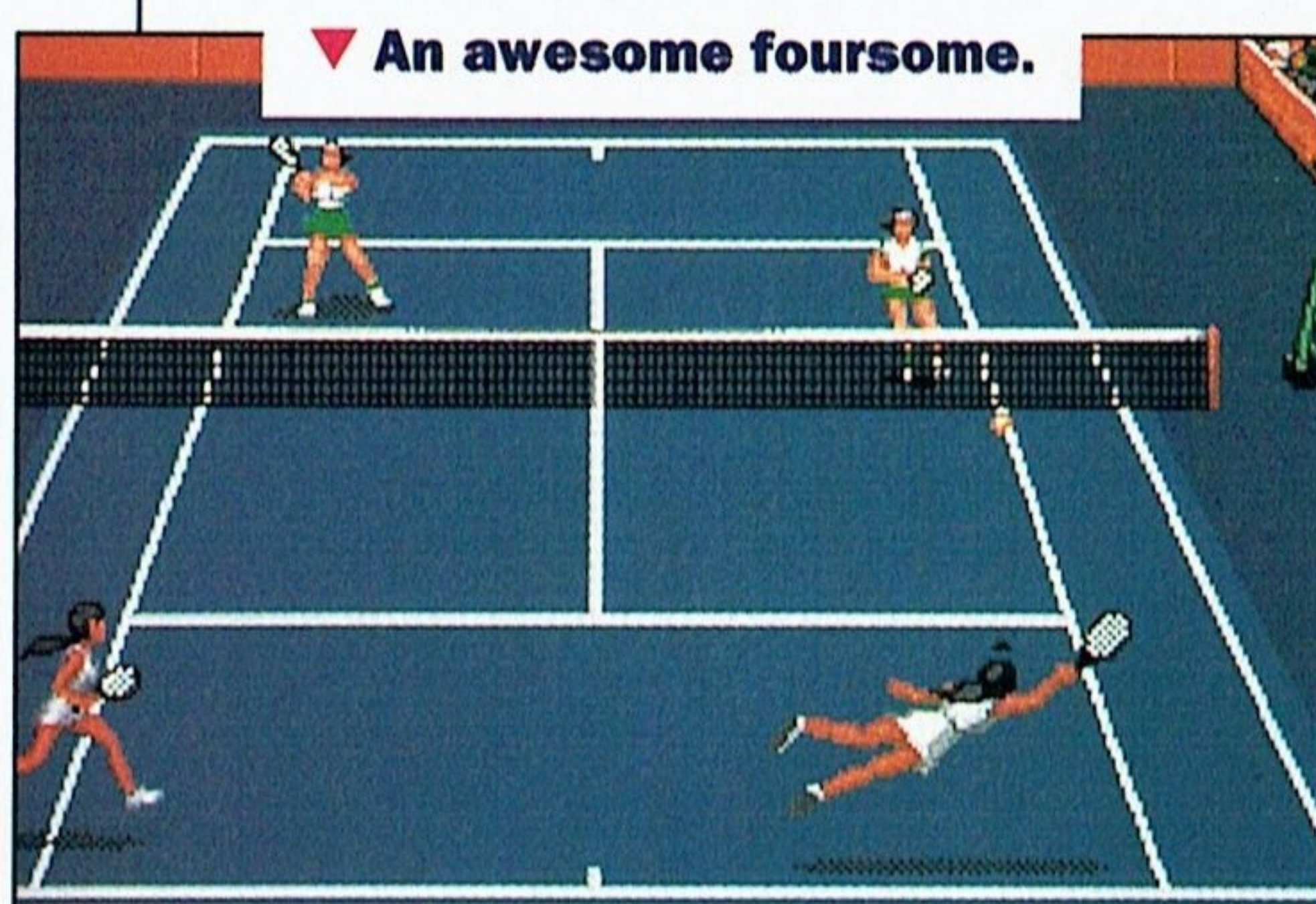
PETE SAMPRAS '96

Codemasters has always been renowned for producing top-quality games, but perhaps the most underestimated hit of 1995 was *Pete Sampras Tennis*. This stayed at the top of the game charts for ages, and utilised Codemasters' now-famous J-Cart (allows four people to play one game without the use of an adaptor). Anyway, as you'd imagine, it's a full-on tennis sim, and the Codies have decided to update the game for

the '96 tennis season. We had a quick chat with the creators, to see just what they're up to.

Megazone: Did you expect *Pete Sampras Tennis* to be a huge hit?

Codemasters: Yeah, kinda. Pete Sampras is the number one tennis star and gave the game cred. The J-Cart also



▼ An awesome foursome.

► Pete 'personality' Sampras and a big cup.



helped, so it was good to be able to play a real doubles match. Having spot-on playability helped too, giving it an arcade feel. But there's going to be a lot more crammed into *Sampras '96*.

MZ: What different features does it have?

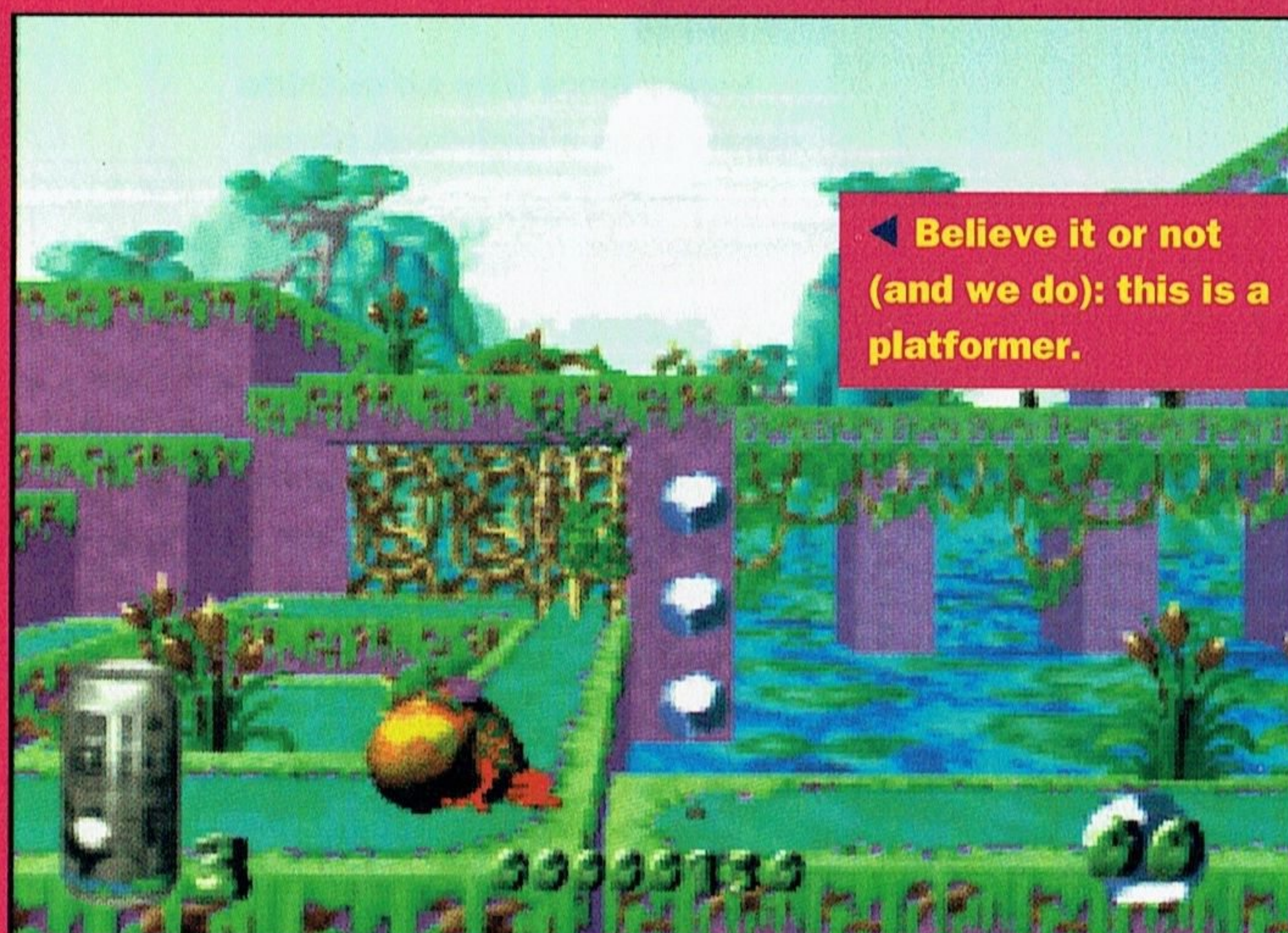
CM: We've redrawn all the graphics. They're more realistic now. We've created over 5000 animation frames, so movement will be extremely fluid. It features parallax scrolling, more moves, improved sound, new courts, and a new front end. Each player has individual strengths and weaknesses. They also have lots of personality.

MZ: Got any secrets about it?

CM: We've added a spin feature to serving and there's a secret character and a hidden court. But that's all we're saying!

MZ: What do you guys play when you're not having a go on *Sampras*?

CM: *Super Street Fighter II X* on the 3DO, *Ridge Racer* on PlayStation and *FIFA* on the Mega Drive.



◀ Believe it or not (and we do): this is a platformer.

BUG

Hmmm. A platformer on the Saturn, no less. But don't worry, it's not *Sonic Part 54*. Nope, *Bug* is a 3D platformer, that tries to be very different from anything that's gone before. You can scroll in and out of the screen and although the actual gameplay is strictly based around traditional platform formula, it certainly looks very different from anything we've seen before. Could be a good one.

Format: Saturn
Supplier: Sega



▼ You'd need eyes like that if you were that green, too.

PINBALL ARENA

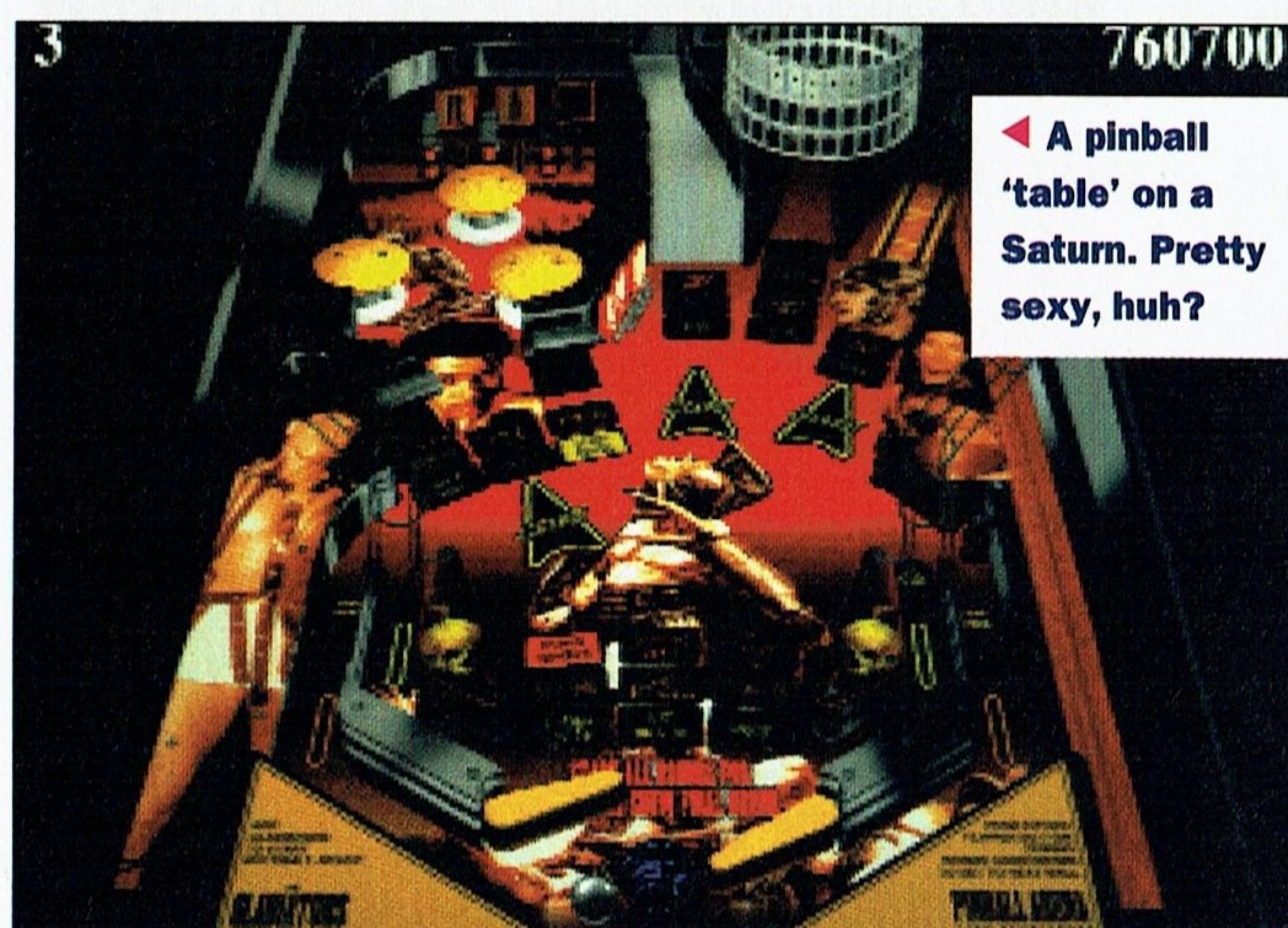
Well, what can we say? It's pinball, and it's on the Saturn. Oh, and it looks pretty realistic, as you can see from the screenshots.

There'll probably be loads of tables to play too, but we don't know too much about it yet. Sorry 'bout that.

Format: Saturn
Supplier: Sega



► A couple of flippers. And we're not talking dolphins.



◀ A pinball 'table' on a Saturn. Pretty sexy, huh?

SHELLSHOCK

A welcome addition to the tiny repertoire of 32X titles will be this tank sim from Core. Little information is around about this game, as it's only just been announced, but it appears to be about a street gang who have their very own M-13 Predator battle tank to cruise around in. Which would be a cool thing to have tucked away in the bike racks. The game promises to deliver ample amounts of collateral damage to the background of a hardcore soundtrack (Core's speciality, as fans of their games will already know) over no fewer than 48 missions. Little has been given away yet about the look of the game but the screen shots indicate the possibility of it being a visual treat.

Format: 32X
Supplier: Core



▲ **This is your tank. Use it to smash stuff. Dead.**



◀ **Chugga-chugga-chugga-chugga-chugga. Those helicopter sounds in full.**

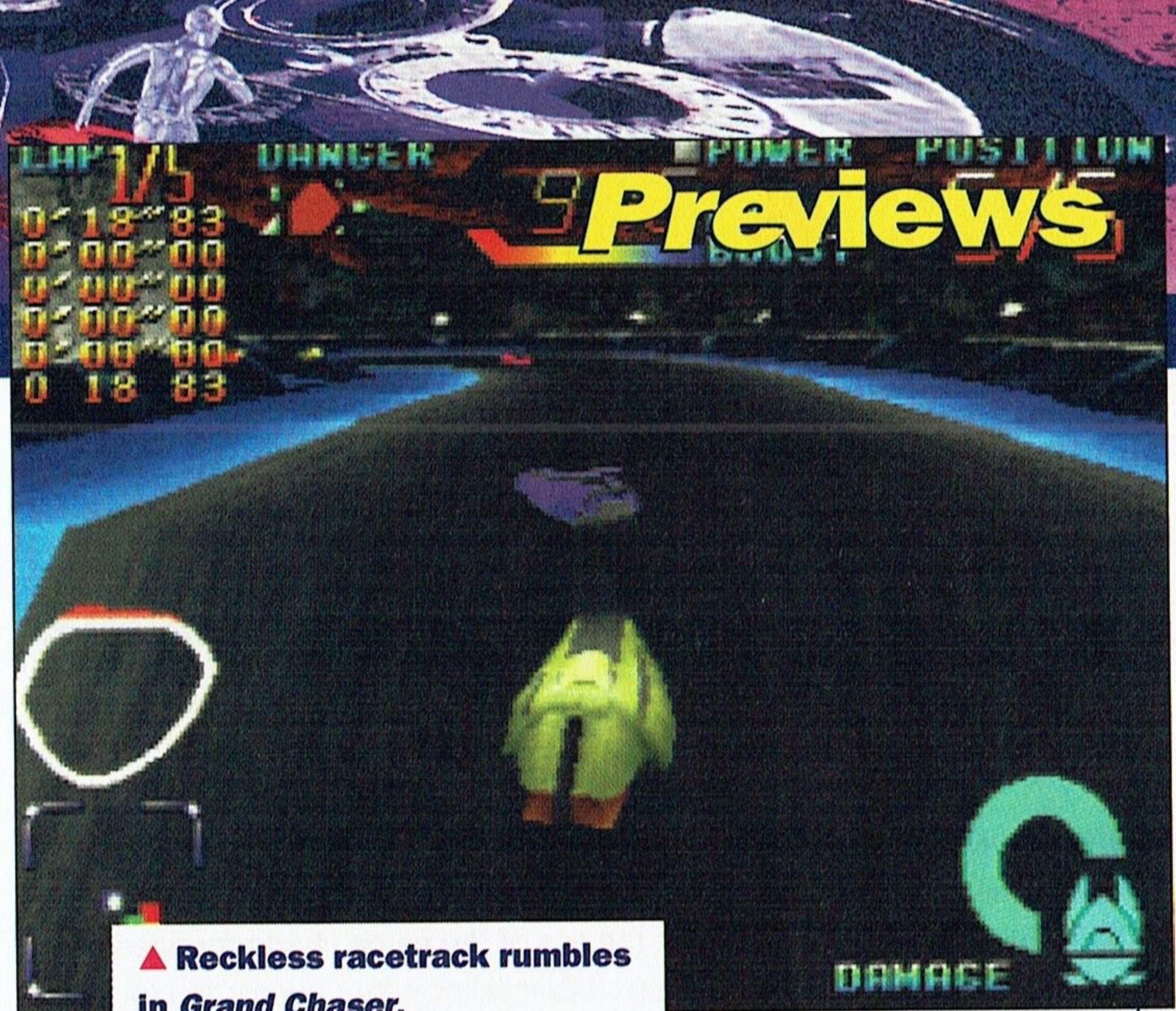


▲ **A radar screen, yesterday.**

▶ **"If this map is right, the next McDonald's should be on the left."**



▲ **Shoot, kill, crush, destroy, murder, pillage, smash, nuke.**



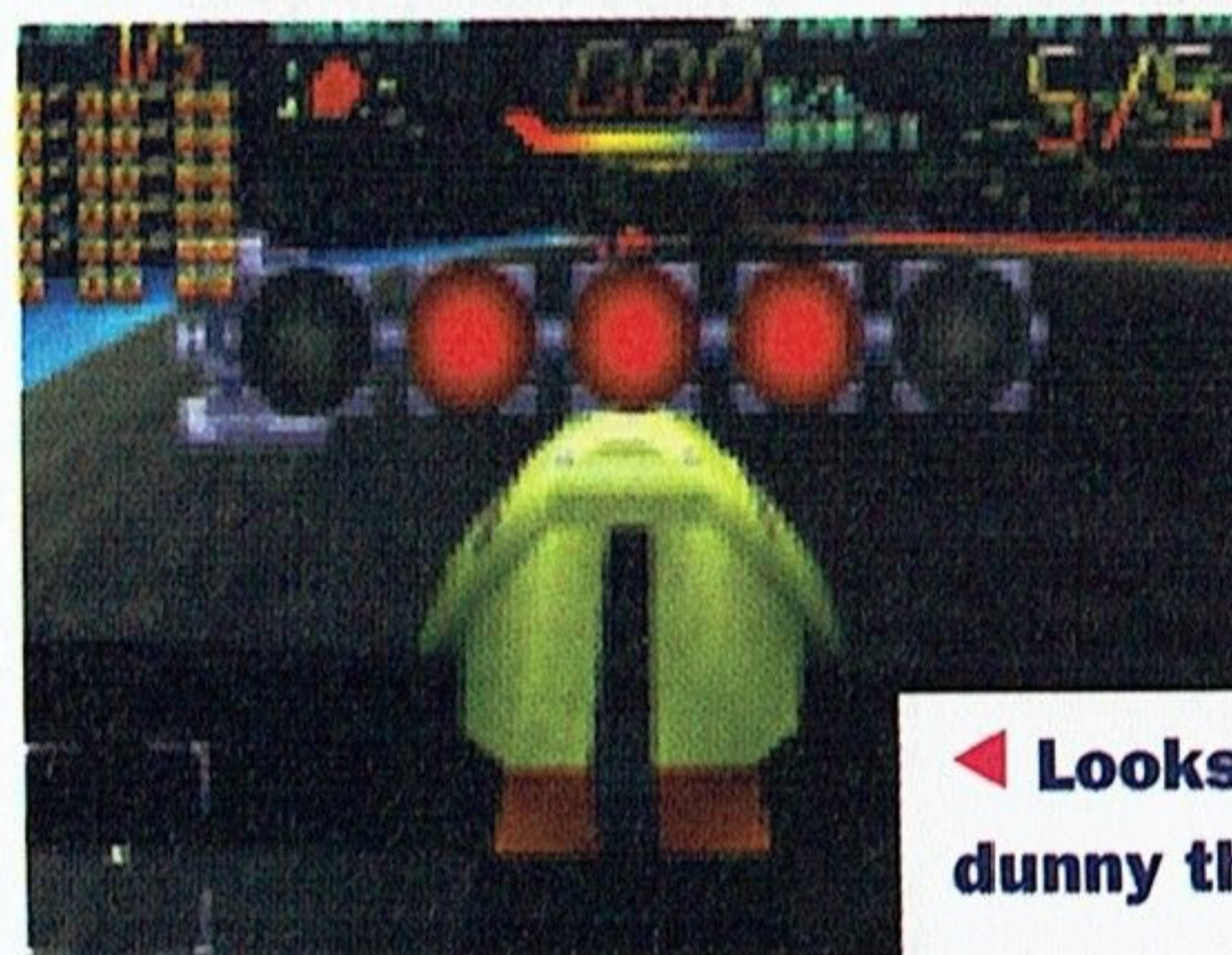
▲ **Reckless racetrack rumbles in Grand Chaser.**

GRAND CHASER

If you're a fan of PC games, you'll no doubt have heard of *Cyberace*, a polygon-based racer that, at the time of its release, was pretty hot stuff. Well, *Grand Chaser* (or 'Gran Chaser' as the Japanese call it) is a conversion of that very title. Set in the 21st century and armed with a load of super-explosive weaponry, it's your job to blast everyone off the road and earn yourself the title of racing supremo. There's not much to

see of this one just yet, but we've had a quick go on it and it already plays really fast. The graphics are pretty cool too.

Format: Saturn
Supplier: Sega



◀ **Looks more like an outside dunny than a high-tech racer.**

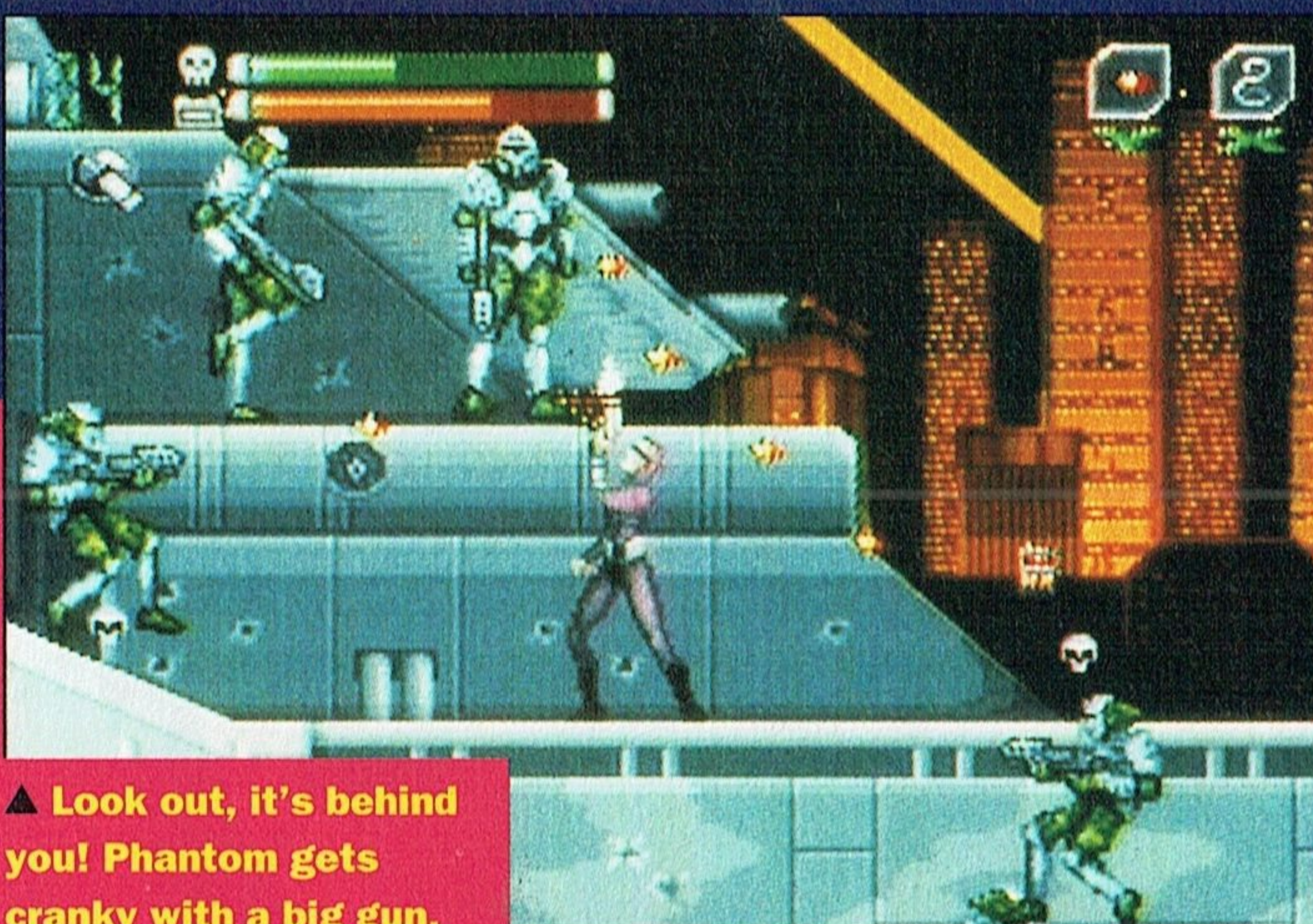


▲ **Woo-hoo! Hold on as you take on a bunch of slick-looking tough tracks.**

THUNDERHAWK 2

The hugely popular helicopter shoot 'em up *Thunderhawk* is back! This time in a 32-bit incarnation with a fast-moving, arcade look and feel. All the elements of the original Mega-CD hit have been retained for your delectation and delight, but the sequel has improved with much faster gameplay, as you speed, low level style, above undulating 3D fractal-mapped terrains. The polygon-generated graphics, better depth queuing and addition of colours from 64 to 256, mean that this game is a sight to behold. At the moment, there are only a couple of pics available for this September release. We'll bring you more soon.

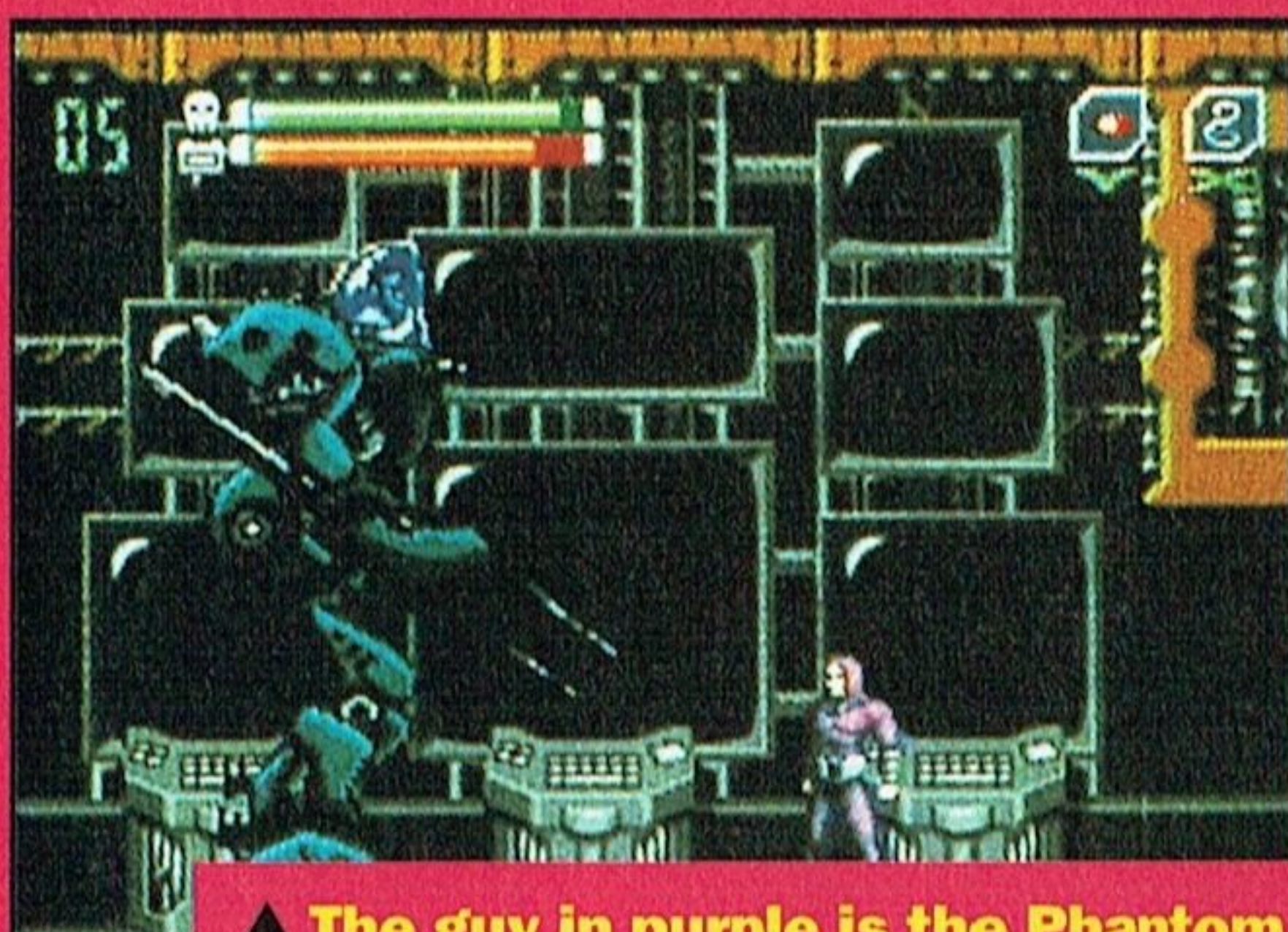
Format: 32X
Supplier: Core



▲ Look out, it's behind you! Phantom gets cranky with a big gun.

PHANTOM 2040

The Phantom, a long-standing superhero with a pedigree from your grandad's time, has been resurrected in a new cartoon series. To



▲ The guy in purple is the Phantom.

coincide with this there's also a Mega Drive and Game Gear game conversion on the way, too. Unfortunately, the format of the game is expected to be of the platform variety. Not very original, eh? However, the programmers have promised a choice of three different styles of gameplay: sideways scrolling, overhead flying and secret cyberspace. Like, totally '90s, man. True to the

mysterious nature of the character, there is still much speculation about this game. More news as we find it.

Format: Mega Drive, Game Gear
Supplier: Viacom



▼ Skulls are a big feature of the Phantom's lore. Which is hot 'cos skulls are cool.



▲ The Phantom stands oblivious to impending doom.

The 'Coming soon' bit

Alien Soldier

MDSega

Guys with guns in spaceships.

ATP Tennis

MDSega

Tennis jinks on the big courts.

Addams Family Values

MDOcean

The things that matter.

Batman and Robin

MDSega

The dynamic duo in a game we know precious little about.

Batman Forever

MDAcclaim

Well, there's this movie...

Cut Throat Island

MDAcclaim

Islands with their throats cut?

Uh, no.

Demolition Man

MD.....Virgin

Smash stuff, man.

Eye of the Beholder

CD.....Sega

RPG crazed stuff.

Flux

MDAcclaim

Well, we have no idea.

Flintstones

MDSega

Movie/cartoon licence.

Judge Dredd

MDAcclaim

He's back. And a bit cranky.

Links

CD.....Sega

What's with all the golf titles?

Midnight Raiders

32XCD, CD.....Sega

Don't forget your balaclava and grappling hook.

NBA Jam Tournament

32X.....Sega

Uh, basketball.

Night Trap

32XCDSega

Chicks and zombies get torched. Probably banned in Queensland.

Pinocchio

MD.....Virgin

Would we tell a lie?

Powerdrive

MDUS Gold

Summink to do with drivin'?

Power Rangers

32XCDSega

Those Morphin guys.

Revolutionix

32XAcclaim

An FMV shoot 'em up.

Sensible Golf

MDSensible

Isn't golf always sensible, what with Rupert the Bear trousers and Argyle jumpers?

Skeleton Krew

32XCore

But they're all dead.

Slam Masters

MDCapcom

Fighting.

Soccerama

MD.....Domark

Another pommie soccer sim, we fear.

Soulstar X

32XCore

Hopefully, it'll be good...

Speedy Gonzales

MD.....Sega

¡Arriba! ¡Arriba! Mexican mouse mayhem.

Super Off Road

MDSony

Well, there's this road. And you are off it. And you drive a bit.

Super Strike Trilogy

CD.....EA

Desert Strike, Jungle Strike and Urban Strike. On one CD!

Swagman

SaturnCore

All we know is it's coming.

Syndicate

CDDomark

One of those RPG things a bit like Sim City. We think.

The Scottish Open

32X/Saturn.....Core

Golf sim with haggis-chomping skirt-wearers.

Thunderhawk

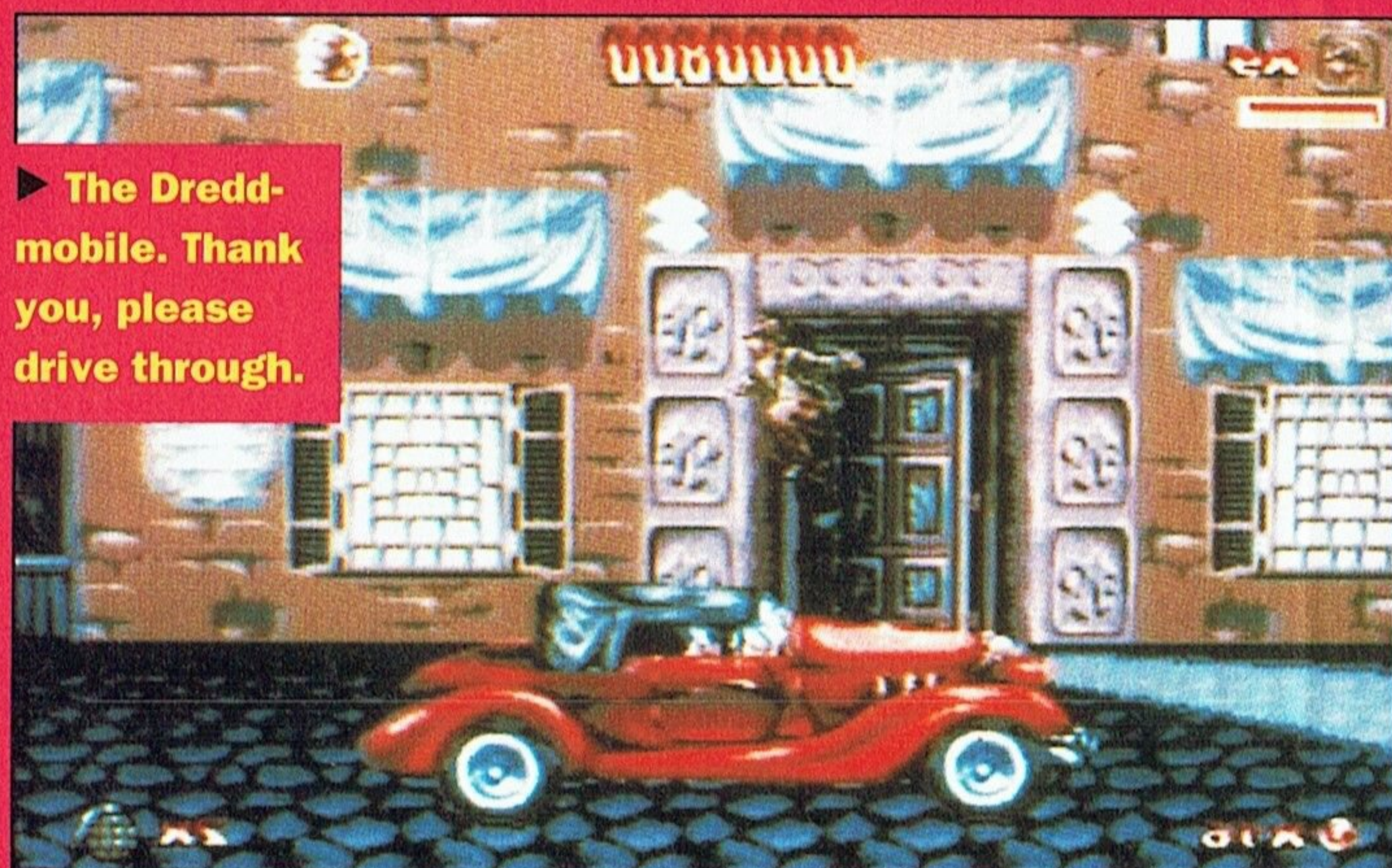
32X/Saturn.....Core

Updated copter antics.

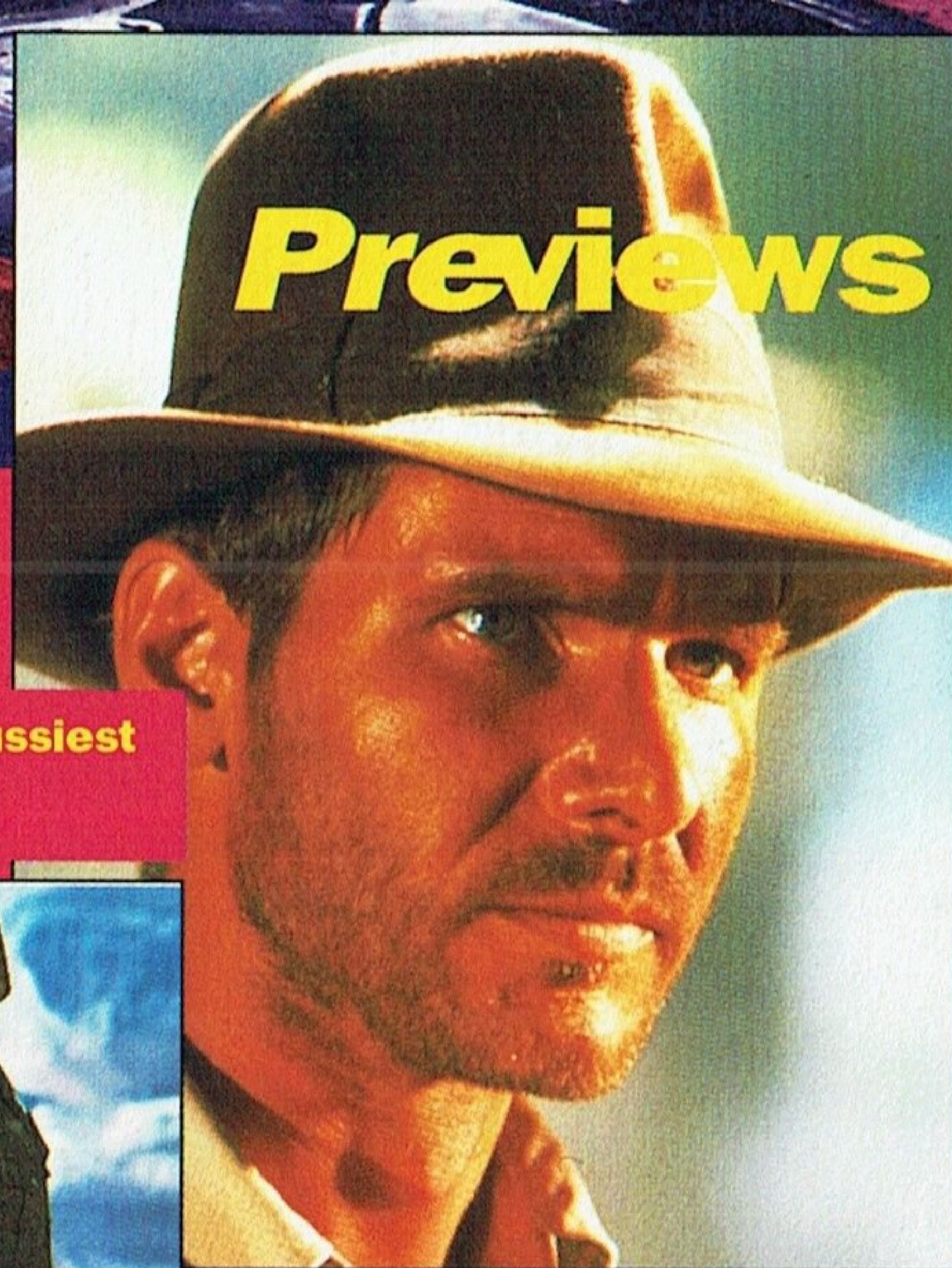


INDIANA JONES' GREATEST ADVENTURES

To get you in the Indiana mood as you await the release of the fourth Indiana Jones movie (set after World War II and co-starring Babe Central resident Sandra Bullock of *Speed* fame), US Gold is releasing a game featuring all of his most hair-raising adventures. Included is racing the giant rolling boulder from *Lost Ark*, the bi-plane and Messerschmitt dogfight from *Last Crusade* and, of course, no 'best of Indy' game would be complete without the minecart chase from *Temple of Doom*. All the signs point to this game breaking out of the mould of tacky, lacklustre



► The Dredd-mobile. Thank you, please drive through.



Previews

► The man with the wussiest name in showbiz.



▲ "Do you always go to sleep in a 1940s German Gestapo uniform?" "No, I just like getting tied up in one!"

► A man, a whip, and a military uniform.

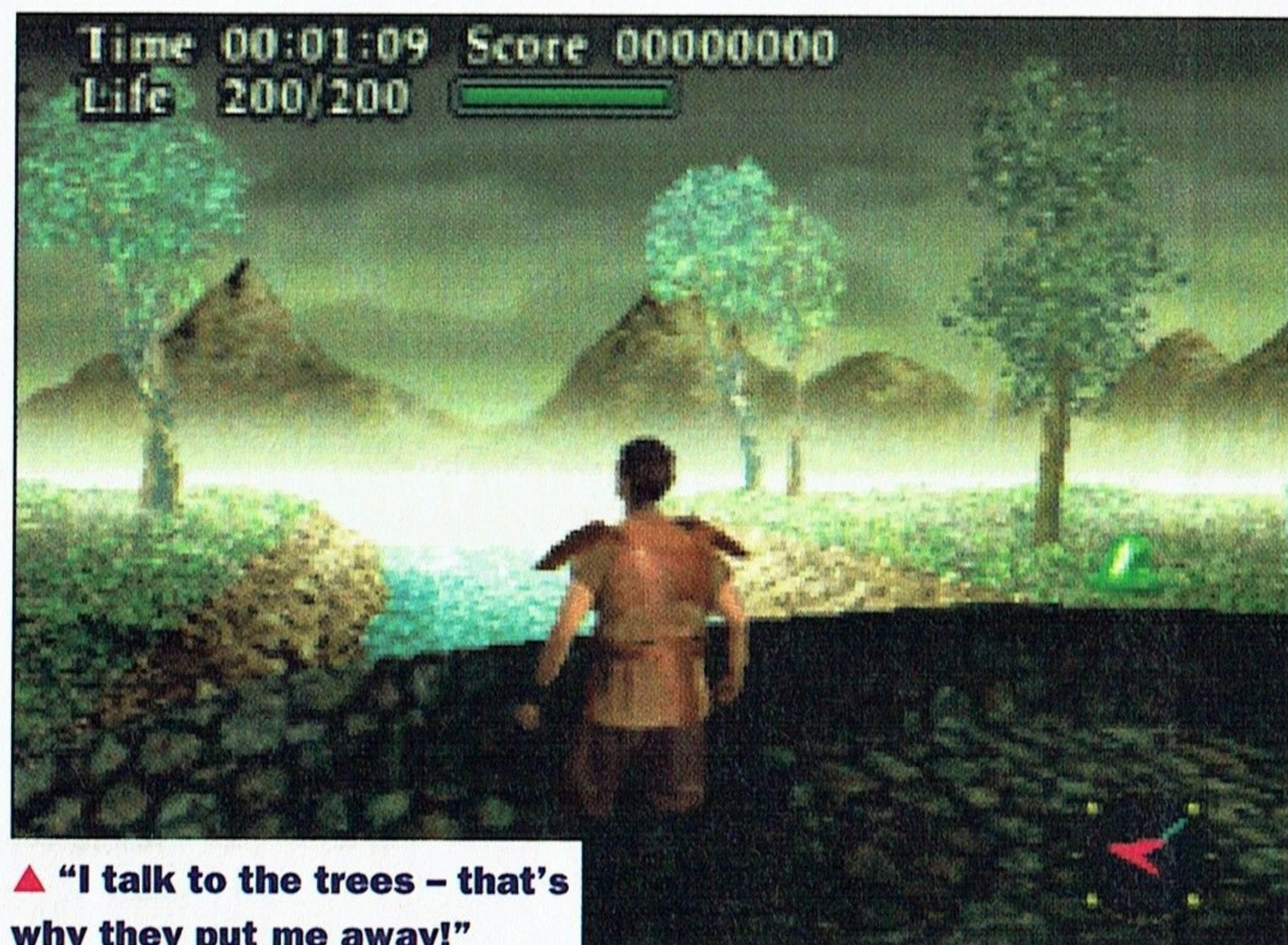
movie licences. Which is a mighty fine relief.

Format: Mega Drive
Supplier: US Gold

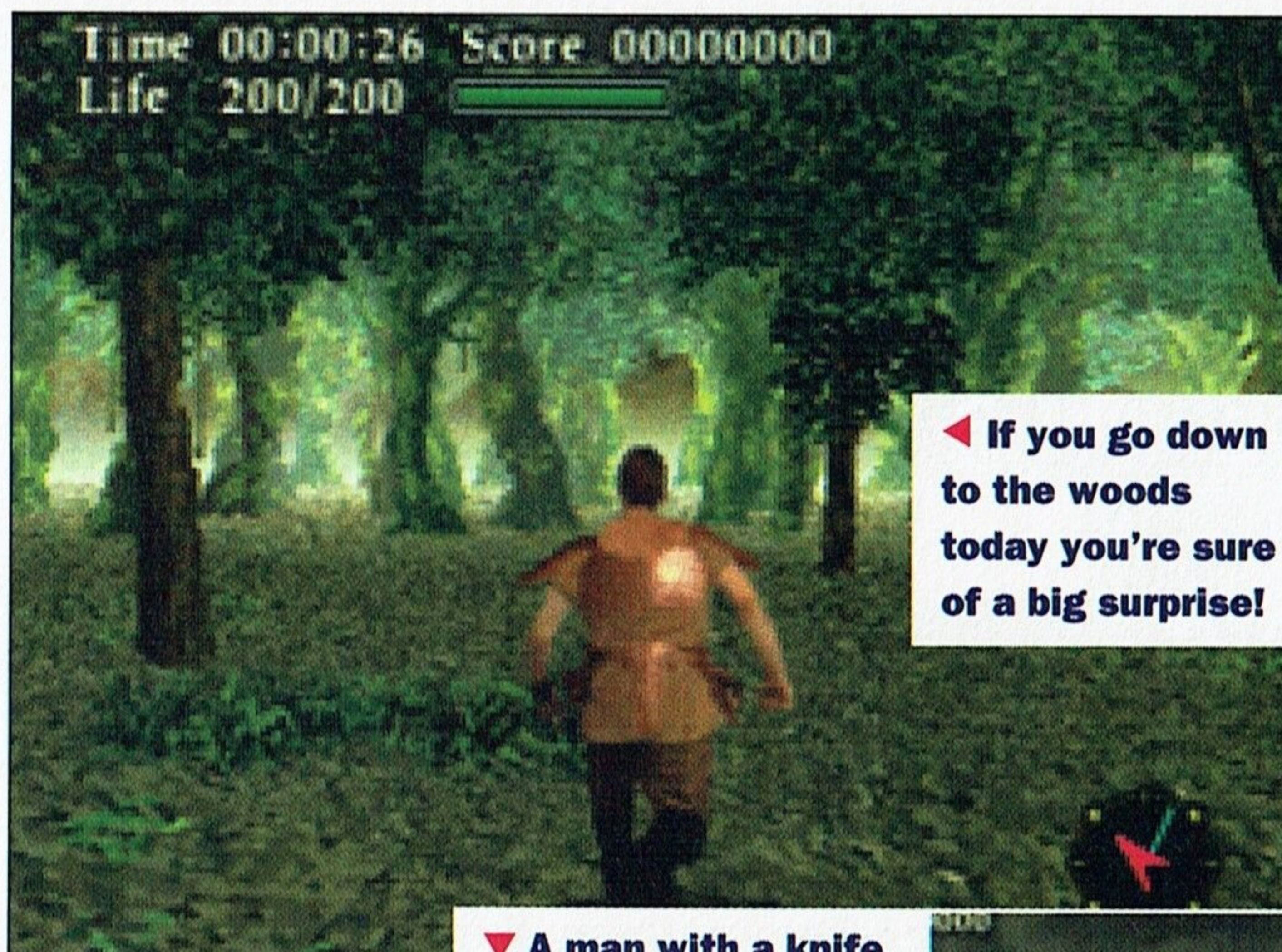


VIRTUAL HYDLIDE

Role-playing games – they're either loved or hated. Games like *Zelda* and *Shining Force* are good examples of the extreme playability and value-for-money of the genre. However, even the best suffer from sub-standard graphics compared to other types of game. This new Saturn RPG will hopefully put all that right. Using the awesome power of the Saturn and the now-familiar texture mapping technology, this game is probably the nearest thing you will get to an interactive movie. Sega has created a super-realistic world to explore and you can bet there is going to be some heart-stopping monsters to be tackled within it. The storage power of the system means that the quest will be vast. And when you've finished it, I bet you'll be thinking it's all over, right? Wrong. Go back to the beginning and the whole adventure has changed with a totally unique



▲ "I talk to the trees – that's why they put me away!"



◀ If you go down to the woods today you're sure of a big surprise!

▼ A man with a knife, yesterday.



game world being created every time you start the game afresh.

Because of the vastness of the game world, some of the smoothness of the gameplay you find in *Daytona* or *Panzer Dragoon* has been sacrificed, but this will do little to detract from your enjoyment of the game. With this game, a new generation of RPGs has been born.

Format: Saturn
Supplier: Sega



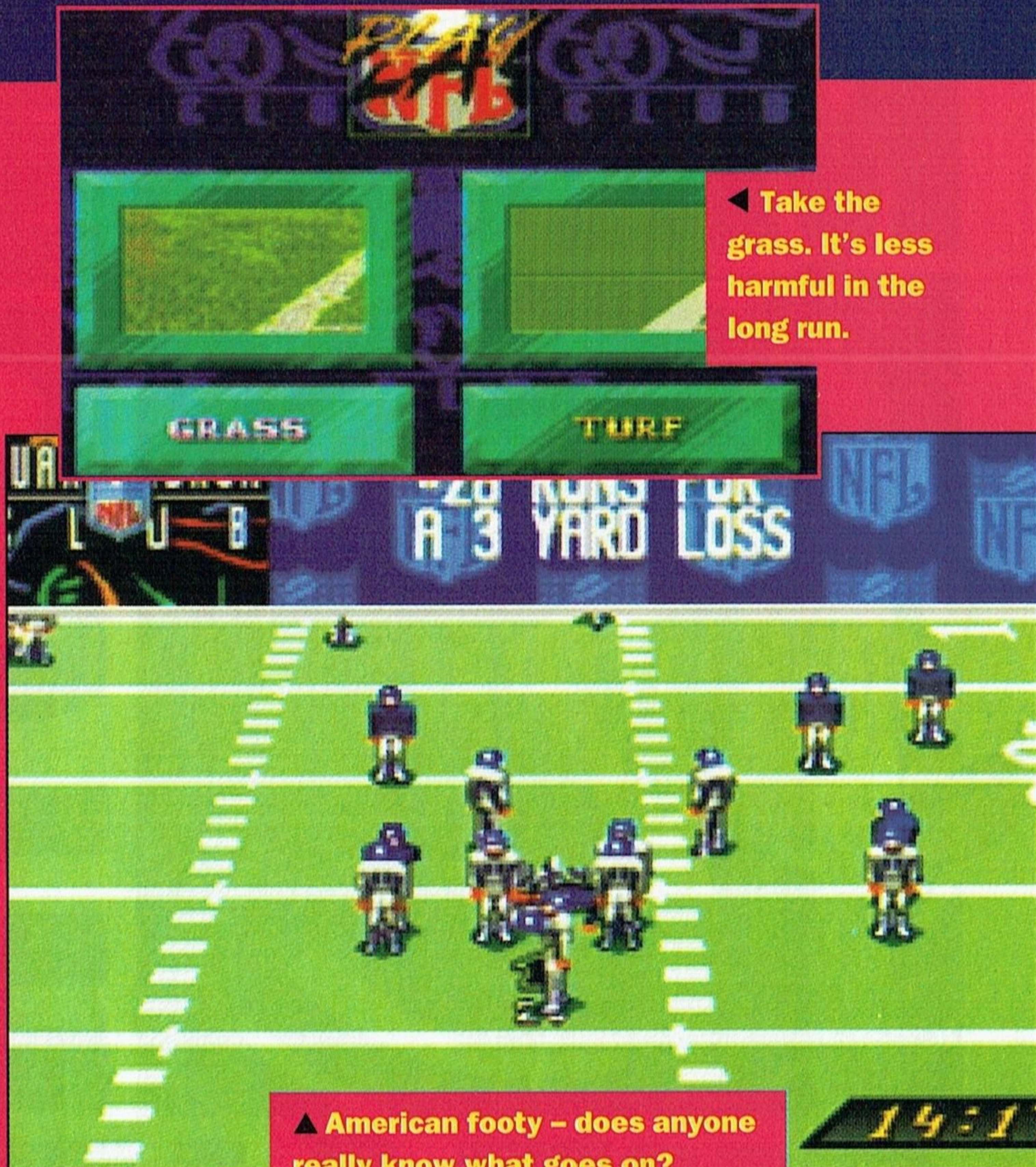
▲ **NFL Quarterback** in all its glorious colour.

NFL QUARTERBACK CLUB 32X

The release of the Mega Drive version of this game in March met with much approval from all and sundry due to its outstanding playability. For the 32X version, Acclaim has gone back to the drawing board to take advantage of that extra processing power. The new version has retained the playability of the original and included the former's wide range of play options, but the sprites have been enlarged, plus there's much better resolution and colour too. The sound has also benefited from a little 32X magic. Watch out also for the different viewing angles à la *Virtua Racer*, et al.

Format: 32X

Supplier: Acclaim



NBA JAM TOURNAMENT EDITION

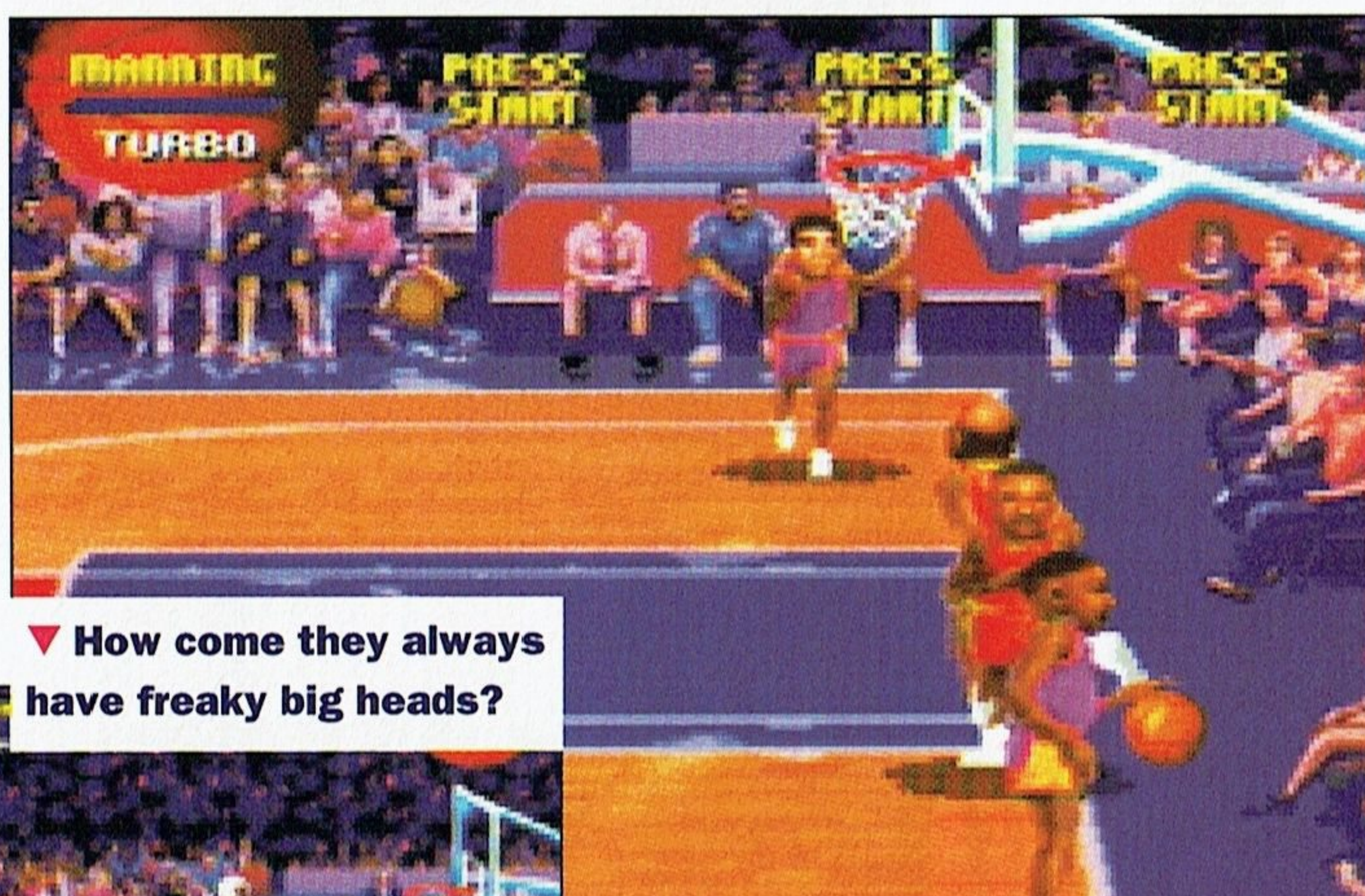
Just like *NFL Quarterback Club*, this basketball sim has been converted to 32X from the Mega Drive. Many of the changes will be purely cosmetic, with improvements in the sound and graphics.

Bigger sprites look highly probable too. However, on top of all this Acclaim are promising the addition of some more super-duper moves for all of the players.

Format: 32X

Supplier: Acclaim

► Yeah, yeah, yeah.



WAYNE GRETZKY HOCKEY

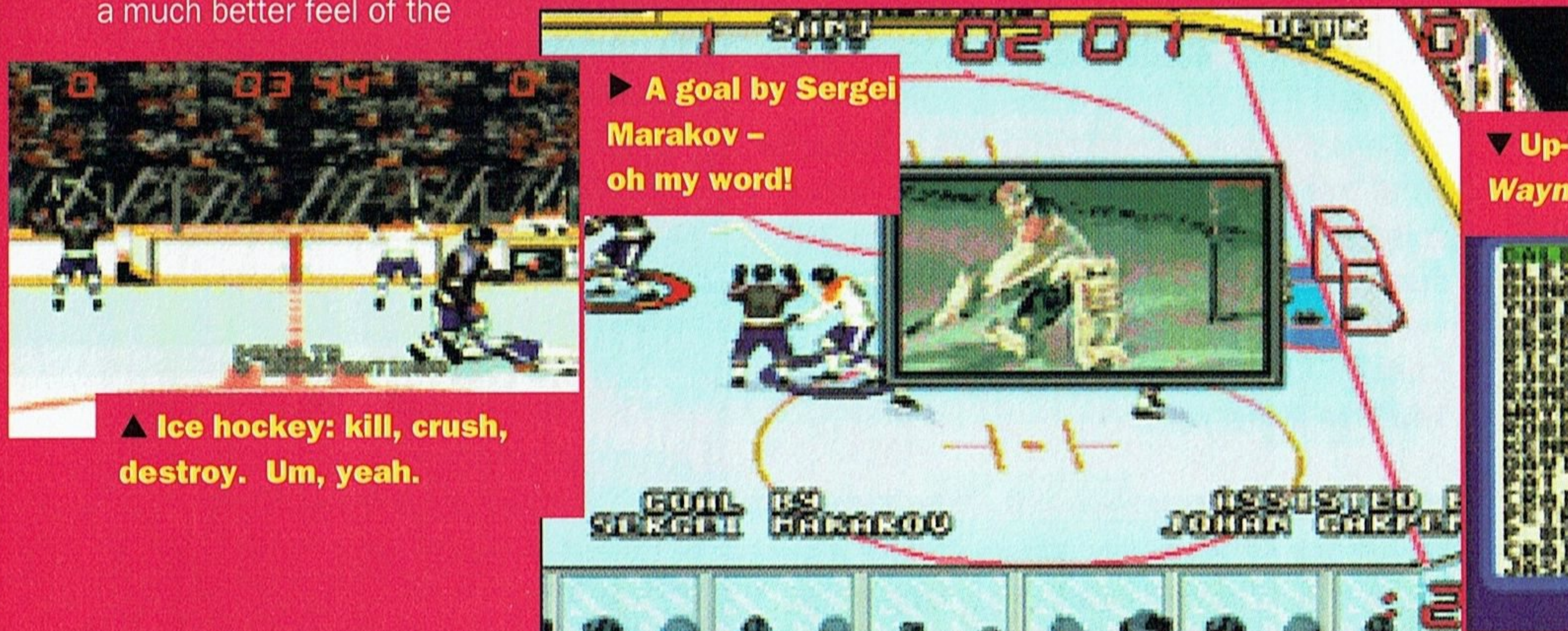
Ice hockey game fans the world over have been waiting ages for something that could beat the excellence of EA's *NHLPA Hockey*, *Wayne Gretzky Hockey* could just be the game to do it. The player sprites are at least 20% bigger than in any of the EA games, which will make for a much better feel of the

game. Also, a few international teams have been included in the team list, as well as 26 North American teams, all with the correct players and team stats. Two methods of play have been incorporated in the game; tournament or arcade, and an option to include up to four players. Best of all, there's always the chance of a brawl breaking out on the rink.

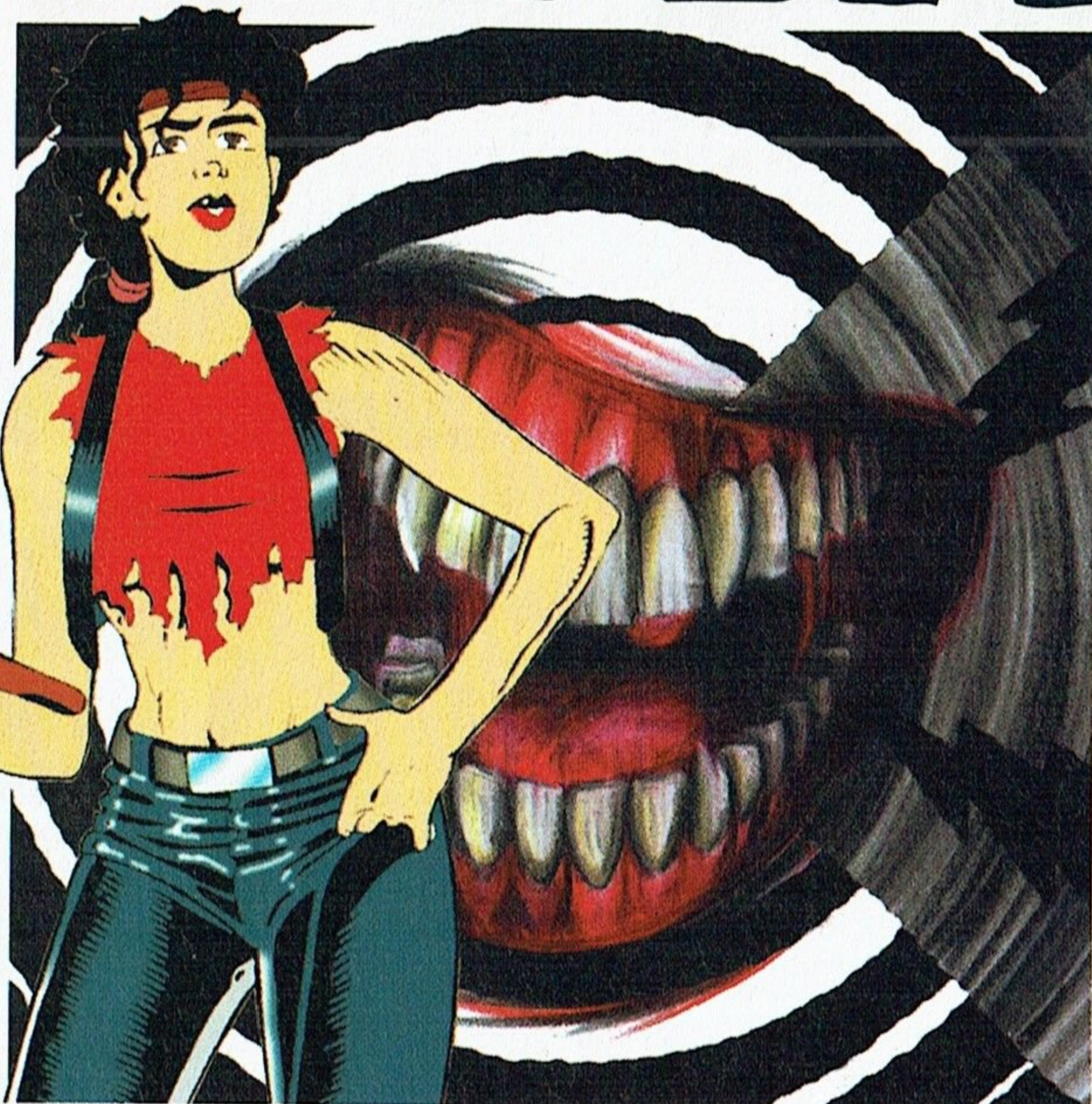
Format: Mega Drive

Supplier: Time Warner

▼ Up-to-date player stats and info makes *Wayne Gretzky Hockey* rock the ice kingdom.



MEGAZONE OP SHOP



LETTERS

I just can't decide

Dear Mega Mouth,

With the arrival of the awesome new Sega Saturn, do you think it's worth buying a 32X or should I save my hard-earned cookies?

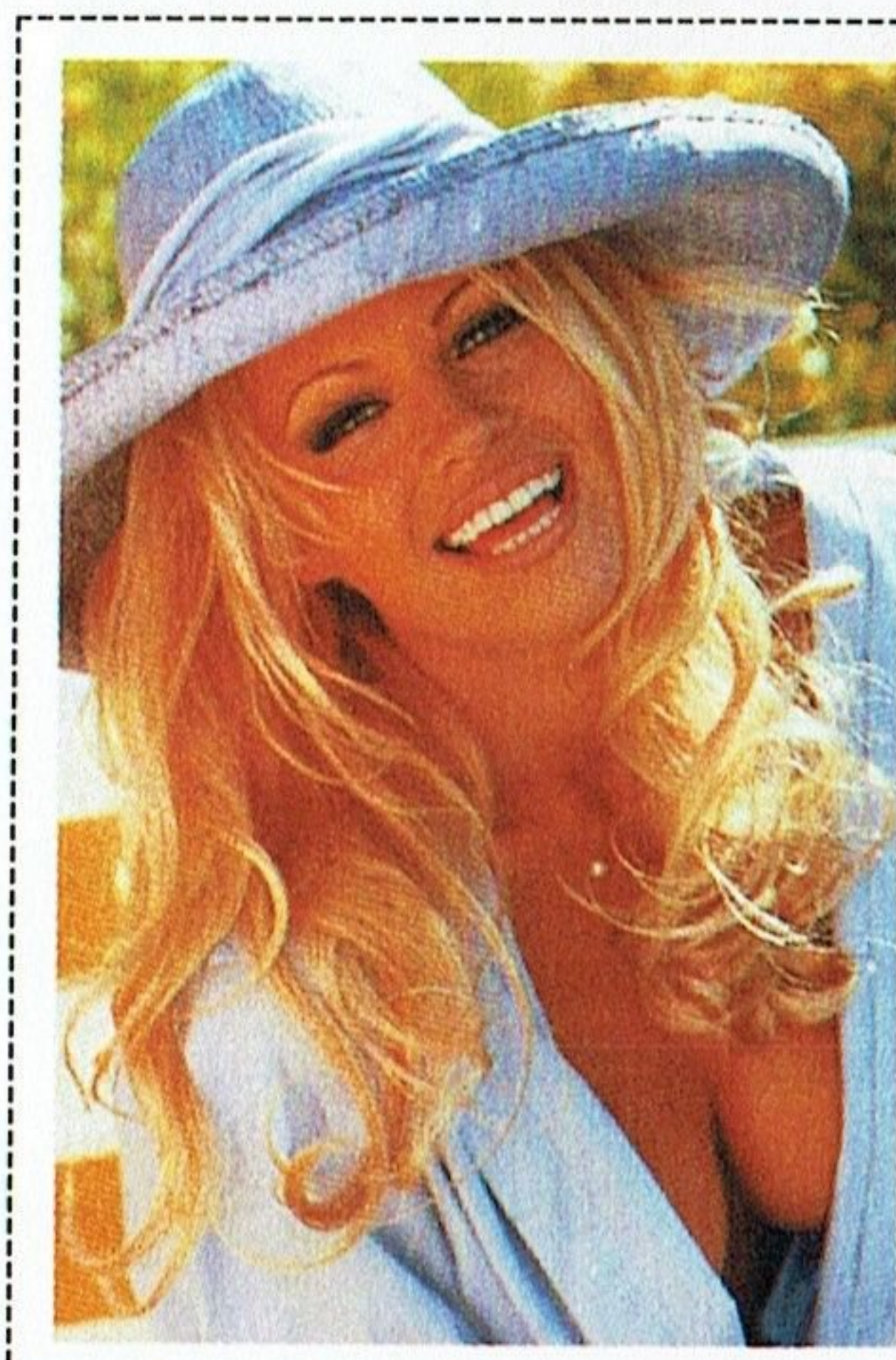
Is Sega still going to make high-quality games for the Mega Drive now that the Saturn is nearly here or will they abandon it like the Master System?

Thanks for your time, you excellent bunch of guys at Sega Megazone.

Andrew

Kingsbury, VIC

PS How about a Pamela Anderson poster?



(cut out and keep)

▲ Pam (not actual size).

It's like this. The Saturn is more powerful than the 32X. It has more colours, it's faster and has more in-built graphics processors. It's closer in design to Sega's arcade machines and so conversions will be more faithful to the originals. In short, the Saturn is better than the 32X.

However, it will also be more expensive than the 32X. And the 32X has some pretty hot games of its own. So, you have to weigh up what you can afford against how desperately you want spot-on arcade conversions. And that's all we're going to say on the matter.

And there are plenty of Mega Drive games in development. To be fair, the Master System is now 10 years old and is ancient technology. Sure, eventually 32 bits will be the standard and the Mega Drive will decline in popularity, but it will take some time. There's a good few years of life in the old dog left, or something like that.

We would do a Pamela Anderson poster, but she'd never fit. Here's a cut-out-and-keep wallet-sized picture, though.

Doom and gloom

Dear Megazone,

When will the Saturn *really* be coming out? You say June, but if it's anything like the 32X, it won't be in the shops for ages. I only know of a few shops in Adelaide that have 32Xs in stock. And what'll be the price of the Saturn?

To Chris Barraud, whose letter was in issue 50: What are you? An idiot? Of course *Doom* is going to be faster on a PC than on the 32X – seeing that a decent PC costs at least six times more, it bloody well should be.

Chris

Tea Tree Gully, SA

The latest info we have is that the Saturn will be released in early July. We don't have a price yet, but don't expect much change from \$900.

'MY MEGA-CD WON'T PLAY KYLIE MINOGUE DISCS.'

'MY MUM KICKED ME OUT OF HOME!'

'PLAYING GAMES IS FOR NERDS!'

'I NEED TO GET A LIFE.'

'THIS IS MY LAST CHANCE BEFORE MY LIFE TAKES AN EVER DOWNWARD SPIRAL FROM WHICH I MAY NEVER PULL OUT OF!'

If any of the above statements apply to you perhaps you need to place an advertisement in the Megazone Op Shop. It's a bargain bin chock full of Sega assortments. Mmm. Here's how you do it.

LIST your goods and prices clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted To Buy'. If you're trying to get rid of heaps of games don't list them all. Just write out the best ones 'cos it's really tiring typing millions of game titles into the Megazone computer.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your phone number but need all the details for our stringent verification procedure. Plus, we sell your names to companies that want to sell you useless crap at inflated prices, for a tidy sum, and then we get rich quick. No, we don't do any of that, really. But ads that don't include these details will get nuked. No questions asked.

INCLUDE a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. This is for us to spend on drink and pizza every now and then. So, it's really important though pretty simple, don't you agree?

MAIL all this to:

MEGAZONE OP SHOP, PO BOX 746, DARLINGHURST, NSW 2010.

The small print. We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

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MEGA DRIVE with two three-button and three six-button joypads, Arcade Power Stick 2, 14 games including Lethal Enforcers, Mortal Kombat I & II, Super and SCE Street Fighter II, Earthworm Jim, NBA Jam. All with boxes, cases and manuals. In good condition, \$800.

TEL: (02) 416 7304

MASTER SYSTEM II with Alex Kidd, one control pad and Chuck Rock, Ghost House and Spiderman vs the King Pin, \$90 ono.

TEL: (046) 571 359

TO THE POINT

Sometimes, it seems to us guys here at Megazone that our mailbags come from some far-flung planet at the edge of the solar system. It's not just the glowing orange tags that read 'Planet Zeebelbrogsprog' but the content found within some of the tomes. You see, a lot of it is total crap and makes no sense. We wade through word after wordy word, page after packed page, to discover one teensy question tacked on the end. This part of the magazine is, if you've sent us a letter from Zeebelbrogsprog, where you'll find it. Except slashed from 10,000 words to four. But that's showbusiness.

Play the game

My brother (*eediot*) always plays my Mega Drive but never buys games or rents out games for it. So what shall I do to him?

Mark

Toowoomba, QLD

Give him a nipple cripple.

Almost perfect

When *Daytona* comes out on the Saturn, will it be arcade-perfect?

Cary

Innisfail, QLD

Sadly not. The resolution has been cut down from the arcade, but it still should be pretty hot (and the only way you'll be able to play Daytona at home).

Don't be a dickhead

I would just like to say to all the people who thing your mag sux: I think they're all dick-heads and your mag rules.

Shane

WA

Whatever you say, Shane.

Not all there

To the dudes at Megazone, I was wondering whether you have an unfinished copy of *Mortal Kombat II*. If so, would you sell it? I'll pay anything!

Heath

Beaufort, VIC

PS Please. I can't afford a completed copy so I need a copy completed or not completed.

*Sure, just buy a copy of *Mortal Kombat*. It's kinda like an unfinished version of MKII, and it's cheaper.*

A pervert writes

Dear Megazone,

In your 50th issue, Aaron wanted to see Penelope Pump nude. A way he can do this is to get some waxed paper and trace her without her top and jeans on.

Graham

WA

People like you make us sick. Mmm... sick.

MEGAZONE LETTERS SHOP

It's grim up north

Dear Sega Megazone,

Where the hell do you get such sarcastic reviewers? Now, to the questions:

1. In Darwin, every game reviewed in your mag arrives three months later! How can Sega do this to us Darwinians!?
2. I can't decide whether to get *Sonic Chaos*, *Chaotix*, *Ecco 2*, *Mickey Mania*, *Virtua Racing Deluxe* or *Earthworm Jim*. Which should I get (and don't say, "It's your choice"!)?
3. This is gonna sound stupid, but: 'Hey, Sonic Freak! You're a slow-mo and a Sonic Speedster rolled into one!' My pen pal, you understand?

Victoria

Darwin, NT

PS Happy 50th issue birthday, guys! Let's hope you last for another 100 issues!

PPS Agatha, when's your birthday?

1. It shouldn't take that much longer for a truck to reach Darwin than anywhere else (unless the road's flooded, or there's a cyclone, or crocodiles take over town, or something). If you're having problems, try using mail order.

2. Erm, it's your choice. No, really it is. Read the reviews, work out what type of games you like, make your decision.

3. Fripp, fripp, spoon, small town with all the lights out. There - that should be about your level.

Agatha's birthday is next week. She doesn't want a big present, just an expensive one.

Toilet humour

Dear Megazone,

I used to think you were crappy, but then I read you! Woo-hoo, baby! So far you have given me so much information and I thank you!

To show my appreciation, here's a comic of Super Captain Toily™. Who? Yep, you heard it right, the lovable toilet that you just have to see!

You are all such bloody legends! Sorry, I just felt like saying that.

Leon

Ocean Reef, WA

It's, erm, unique.



DOOM II for IBM in mint condition, only five days old, boxed with instructions and cheats. Still under warranty. Bought for \$90, will sell for \$70. Reasonable offers included.

TEL: (02) 681 2983

MEGA DRIVE: Robocop 3, \$50, Streets of Rage, \$15, Streets of Rage 2, \$50, Jurassic Park, \$10, Swaps considered.

TEL: (089) 324 289

MEGA DRIVE: NBA Jam, \$70, Global Gladiators, \$30, X-Men, \$30. All in boxes with instructions. All for \$110.

TEL: (02) 858 4512

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TEL: (066) 834 188

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SUPER NES with two games, two control pads and Sega Mega Drive II and Mega-CD with three games and TV. Worth \$3000, Sell the lot for \$2000.

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WANTED TO BUY

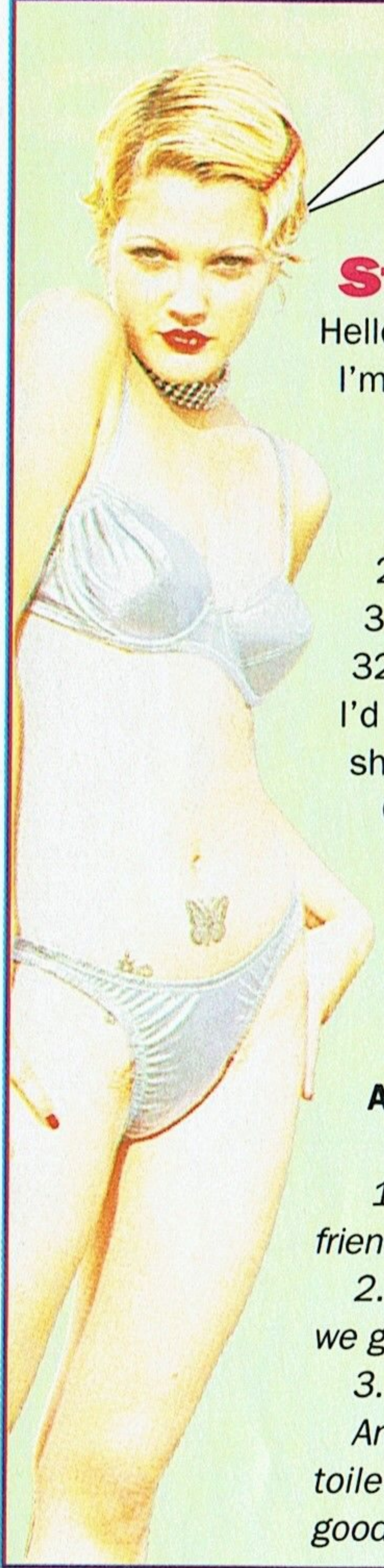
Mega Drive: Lethal Enforcers.

TEL: (02) 699 2784

ATARI 2600: My Hero, River Raid, Roman, Space Invaders, Frogger, Pitfall. All must be in good condition with instruction booklets.

TEL: (03) 899 7227

If you had Atleast Tenthousand People shit on you, you'd be like me to!



"Hi! Drew Barrymore here.
To be honest, the only reason that this letter appears in Stupid Question Corner is that Joshua from Adelaide in SA asked for it not to go here. That, and it's a bit stupid too."

Stupid Question Corner

Hello Mega Detures (Eh? – Drew)

I'm very concerned because my friend has fallen in love with Penelope Pump! I tried to tell him she was just a cartoon, but he wouldn't listen.

1. What should I do with my psycho friend?
2. When is *Earthworm Jim 2* coming out?
3. Tell Chris from Gosnells in WA that if he thinks the 32X is crap, then he is too!

I'd like to congratulate you on your 50th birthday issue shock last month. And this better not end up in Stupid Question Corner or I'll boff ya one and throw all my Megazones into the trash. And could you supply me with a cool *Earthworm Jim* picture and his address and phone number? Oh-oh, here comes my brain-damaged friend. Got to go!

Joshua
Adelaide, SA

1. From the sounds of it, a double date with you, your friend, Penny Pump and *Earthworm Jim* sounds about right!
2. *Earthworm Jim 2* is still in development, as soon as we get a release date, we'll let you know...
3. Chris from Gosnells in WA, you're crap, you are. And why throw Megazone away? It makes perfectly good toilet paper. Recycle. Be good to the planet, and it'll be good to you – Drew.

Saturn slating

Dear Megazone,

I would like to ask Sega why they don't rectify the mismatched chip set in the Saturn and add to the polygon count in its hardware. If they only had one chip which was twice as powerful as a single SH-2 instead of the two SH-2 chips (an SH-4?) it would make the programmers a lot happier. Two chips are very hard to program with a decent amount of speed. If Sega could do this, and make the Japanese and PAL chipboards compatible, then they wouldn't have to re-code a whole game to bring it over here and so the European, American and Australian games would be a whole lot better.

Sega has four months to correct this problem and increase the polygon count – and they're bloody idiots if they think they're going to win the market with the Saturn at \$800 just because of their brand name and some good arcade games. I like Sega more than Nintendo, but if they don't do something about their off-the-wall chip set, Nintendo will kill them.

OK, now that I have that off my chest, I think it's great that AM2 is getting behind the Saturn because they will give it a big lift and their arcade games are great.

Bodhi
VIC

Nice ideas, Bodhi, but the Saturn's design has been finalised. But, we've yet to see what it – and indeed any other console – is capable of. Nintendo's machine is still a mystery – no-one's even seen a line drawing yet. It could well be that, like with the Super NES, they get so far behind other console manufacturers that they're all but out of the race.

Encoding games to work on Japanese or Australian machines makes no difference to the way the game looks or plays; it's merely a system to prevent grey imports.

Is there life in Glencoe?

Dear Megazone,

I just thought that I would write in and tell you the only annoying thing about your mag – it's the stupid people who write in and ask retarded questions like: "My friend in the Philippines has a Sega and has *Street Fighter 5*. When will this be released in Australia?" and "Where can you buy converters so you can play Super Nintendo games on your Sega Mega Drive?" How mental!

Anyway, I live in a small town called Glencoe. In Glencoe, there are only two small video shops and neither of them has Sega games! It's not really that bad, because I go to school 25km away in Mount Gambier and on Thursday nights, I stay behind after school, buy the new edition of Sega Megazone from the newsagency, and check to see if there are any new releases on the shelves. Anyway, it's still half-way through March and there's nowhere in Mount Gambier that I can purchase a 32X!

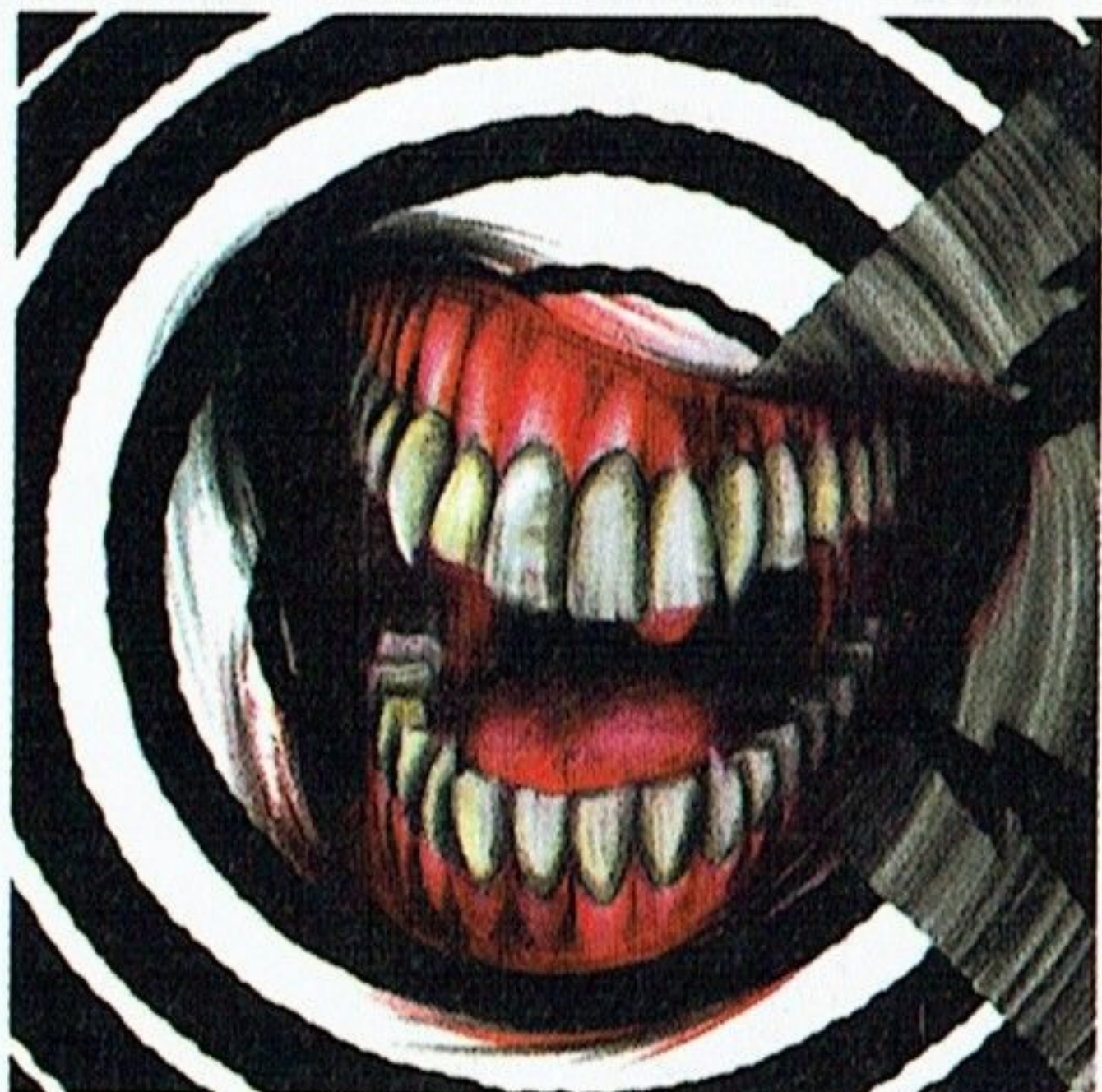
I have a few questions to ask:

1. Should I get a 32X since the Saturn is coming out in June?
2. Will there be any funky platformers on the 32X (besides *Chaotix*)?
3. Will *Virtua Fighters* be released on the 32X and if so how much will it cost?
4. Since the 32X also boosts the Mega-CD, does this mean the Mega-CD will become popular – or aren't Sega going to make any special 32X games?

Luke
Glencoe, SA

There's only one thing for it, Luke. Move. To somewhere with shops.

1. *The Saturn's better, but more expensive. 32X is cheap (relatively) and has some promising titles in development. You be the judge.*
2. *There's lots of games on the way for the 32X – not just 3D ones.*
3. *Yes, it will, and don't you think it's a little pointless asking how much a game that's not even finished yet is going to cost?*
4. *Yes. There are heaps of 32XCD games in the pipeline.*



MEGA
MOUTH

And so the world turns...

And another day dawns. And **someone**, somewhere, is doing something. And that someone could just be you. Clutching a pen in your paw and **emptying** your mind onto a piece of paper. So write to **Megazone**. We might just make a fool of you.

Mail your mind to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst, NSW 2010

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A BRAVE NEW!

Sick of roller coasters that don't rock, horror houses that have given up the ghost and dodgems with no balls? Sega's new Worlds could make fun parks, um, fun again.

Sega has announced plans to open a theme park in Sydney's Darling Harbour – a high-profile location, right in the city centre and already a huge tourist spot. The high-tech park has been budgeted at \$60 million and will be the first of its kind in the world.

Sega reckons that 1.3 million people per year will come to Sega World, and more than 1,000 jobs will be created to run the complex.

Sega World will cover 10,000 square metres – bigger than two football fields – and is earmarked for a site currently occupied by Darling Harbour's basketball courts. Sega World will be the upper storey of a two-level complex; the lower area will consist of shops, restaurants, cafés and a 'performing arts' centre. This is expected to cost a further \$20 million.

But the interesting bit is upstairs, at Sega World itself. Visitors enter the park through a huge area based on the Green Hill Zone from the *Sonic the Hedgehog* games.

There will more than 200 individual attractions, including themed areas with machines like multi-linked *Daytona USA* arcade machines. But the main rides and attractions are much more exciting. Take a look at what will be on offer:

VR1 – a 32-person virtual reality ride on a giant platform. Everyone has their own 3D head-mounted display and set of controls with which they shoot down aliens as they travel through a space journey to save the planet Earth.

Mad Bazooka – dodgem cars with a difference. Up to 28 players take part. They have to drive their cars over balls which are 'picked up' as they run over them. Each will be armed with a gun turret and players shoot at one another and crash into each other to score points. At the end of the game, each player receives a printout indicating who shot who.

Rail Chase – an indoor roller coaster. Just as hot as a regular ride, this also features 'animatronics' and large-format video for extra-sensory effect.

Ghost Hunters – forget ghost trains, in this ultra-futuristic attraction players ride two-to-a-car through a haunted house-cum-shoot 'em up. Players knock down 3D computer-generated ghosts with a laser gun, and the scenes change with the ability of the player.

Dive – a 3D underwater sim. Players don their headsets and projected images appear to be floating around in space. Fish swim by and rock faces appear so close you could touch them. Well, probably. When the submarines and scuba divers appear, the action begins...

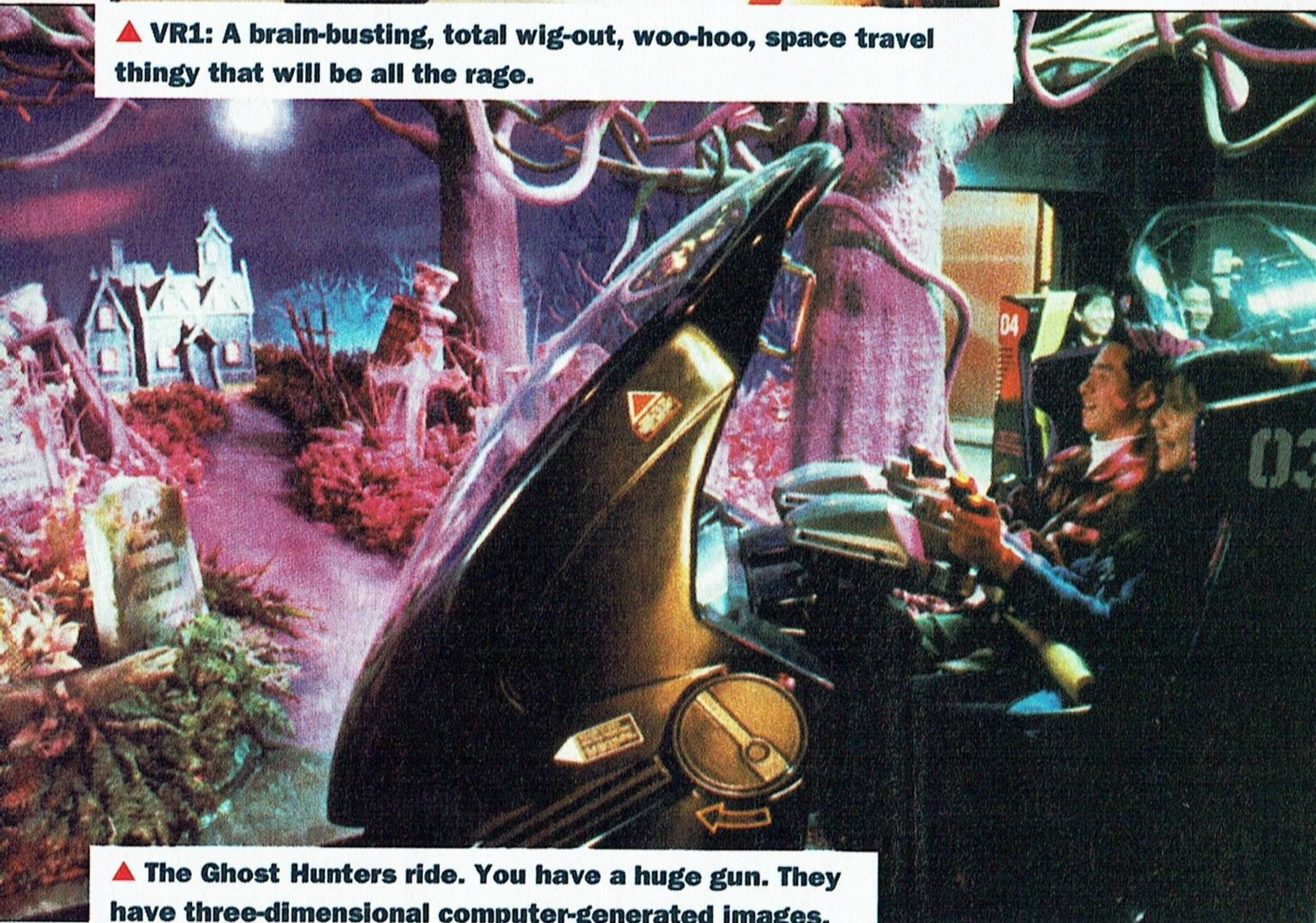
'Feature Attraction' – this will frequently change and be themed to stay up to date. So it's a bit of a mystery at this point. Taking its cue from current films and other future high-profile events, it's destined to become one of the most popular attractions...

Magic Motion – a 16-person moving platform simulator that takes you travelling where no-one can physically go. Imagine being a blood cell travelling through a human body or going through a black hole. It's kinda educational but hey, who said learning couldn't be fun? Erm, not us. Often.

Multi-Media Theatre – designed to enable a continuous rotation of educational and sporting-based attractions. Using the latest interactive technologies, visitors will get 'hands-on' experience of computers – and kids will be able to get to grips with the educational Pico system. All displays and activities will be created in Australia. Remember, the buck stops here. **M**



▲ **VR1: A brain-busting, total wig-out, woo-hoo, space travel thingy that will be all the rage.**



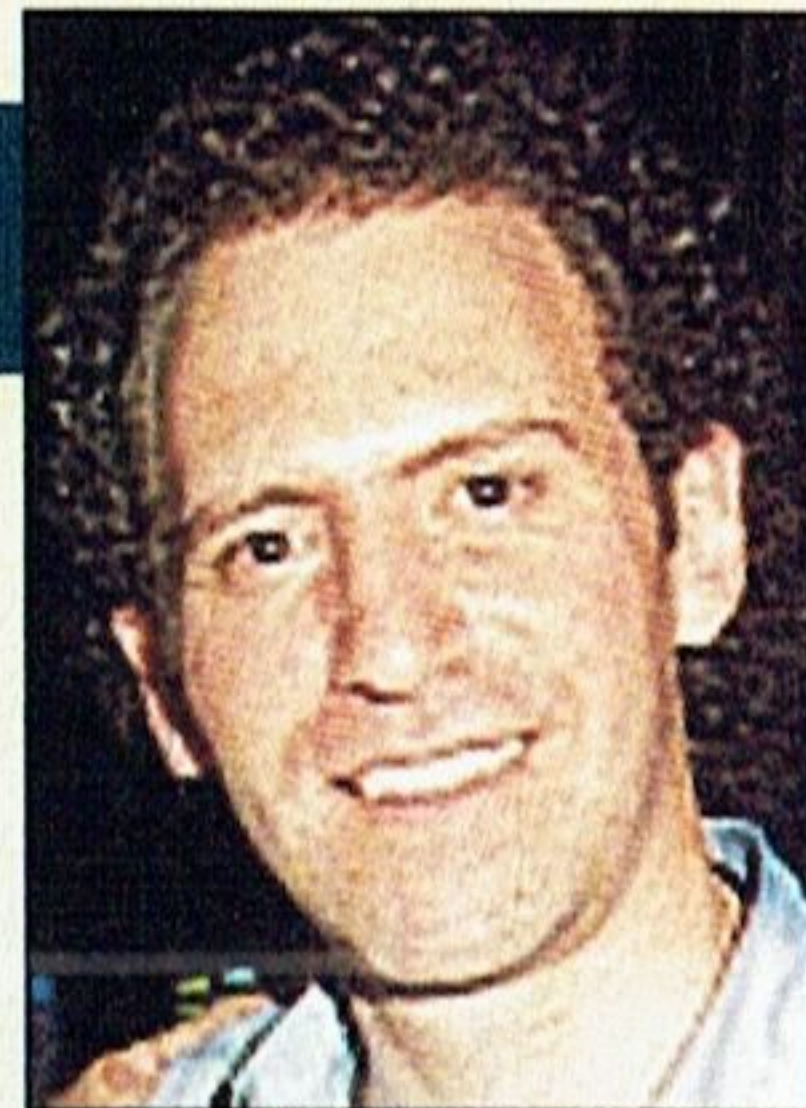
▲ **The Ghost Hunters ride. You have a huge gun. They have three-dimensional computer-generated images.**

► **This is what Sega's big-wigs imagine the Darling Harbour site will end up like. We don't know what the squiggly thing is, either.**



WORLD?

TAKING US FOR A RIDE



To get the inside story, Megazone had a word with Kevin Bermeister, Sega's 'main man' and the brains behind Australia's Sega Worlds.

Megazone: What's the difference between Sega's theme parks and theme parks like Wonderland or arcades like Timezone?

Kevin Bermeister: Sega World theme parks fit into a new dimension of theme parks. These are parks that Sega will open up around the world in major cities and will display not only the latest attractions and the latest in Sega technology but will allow Sega to bring its characters to a human scale like Sonic, Akira from *Virtua Fighters* and up-and-coming characters. I guess you could describe them as the Disneyland of high-tech theme parks. They'll certainly have a lot more of a Disney's style rather than, say, an Intercity style, which is sort of bland and Timezone-like.

Darling Harbour in Sydney will be the first of its type worldwide and will be the blueprint for Sega to follow for the development of theme parks elsewhere.

MZ: Tell us about some of the rides and why you reckon they're going to be the most exciting things ever.

KB: Sega's rides are interactive. Each of the rides has a pre-conditioning element. As you enter the ride there's a substantial amount of time and effort spent on pre-conditioning, using movie-style sets, and actors, as well as videos, to set the mood prior to going into the ride.

VR1 is the first virtual reality ride of its type, in that you don't just sit down and look at the screen in front of you, like the *Batman* ride at Movie World. What you actually do is strap yourself into the seat, put a headset on, grab onto joysticks either side of you, you're then shot up onto a podium of a spaceship. The podium drops by about five or six levels – of course the platform physically drops down half a metre or so – but the imagery in your mind, in the headset, in the 360-degree world, is that you're falling five or six storeys and you really get that intense feeling of the physical drop.

From there you're shot out into space, the visual headset turns itself into a head-up display. You then start shooting at spaceships coming at you from anywhere in a 360 degree direction around you.

That theme carries through all of Sega's rides they're all interactive – every one of Sega's major attractions is that it has an element of interactivity in it – all of which require a degree of skill – so there's fun and skill combined. Even in the roller coaster.

MZ: Are any of the rides being exclusively built for the theme park?

KB: Most of these rides have been exclusively built for the theme park. Some of them are currently available and being used in the theme parks in Japan. There will be three new rides which will open up at Darling Harbour which won't have been seen anywhere else in the world.

MZ: How much will a day of fun and frivolity at Sega World cost?

KB: To get across all of the rides you're looking at around about \$5 a ride, there'll be six attractions. You could get away with \$30 but really if you wanted to get across all rides and some other attractions I'd say you'd need \$50.

MZ: There has been some concern about the proposed site which is currently the location of the basketball courts. What's Sega's view?

KB: We obviously don't like to see facilities disappear at all – we've been sponsoring basketball for quite a long time and what we'll probably find happening is we'll see the government make an announcement that they'll relocate the courts to another site in Darling Harbour.

The point is that the land is actually zoned for an entertainment theme park, has been zoned for 10 years, and was always going to be developed as a theme park. The basketball courts were always a temporary facility.

MZ: When is the park scheduled for completion?

KB: If our approval comes through as we expect it to in May, then we'll be open for Christmas '96.

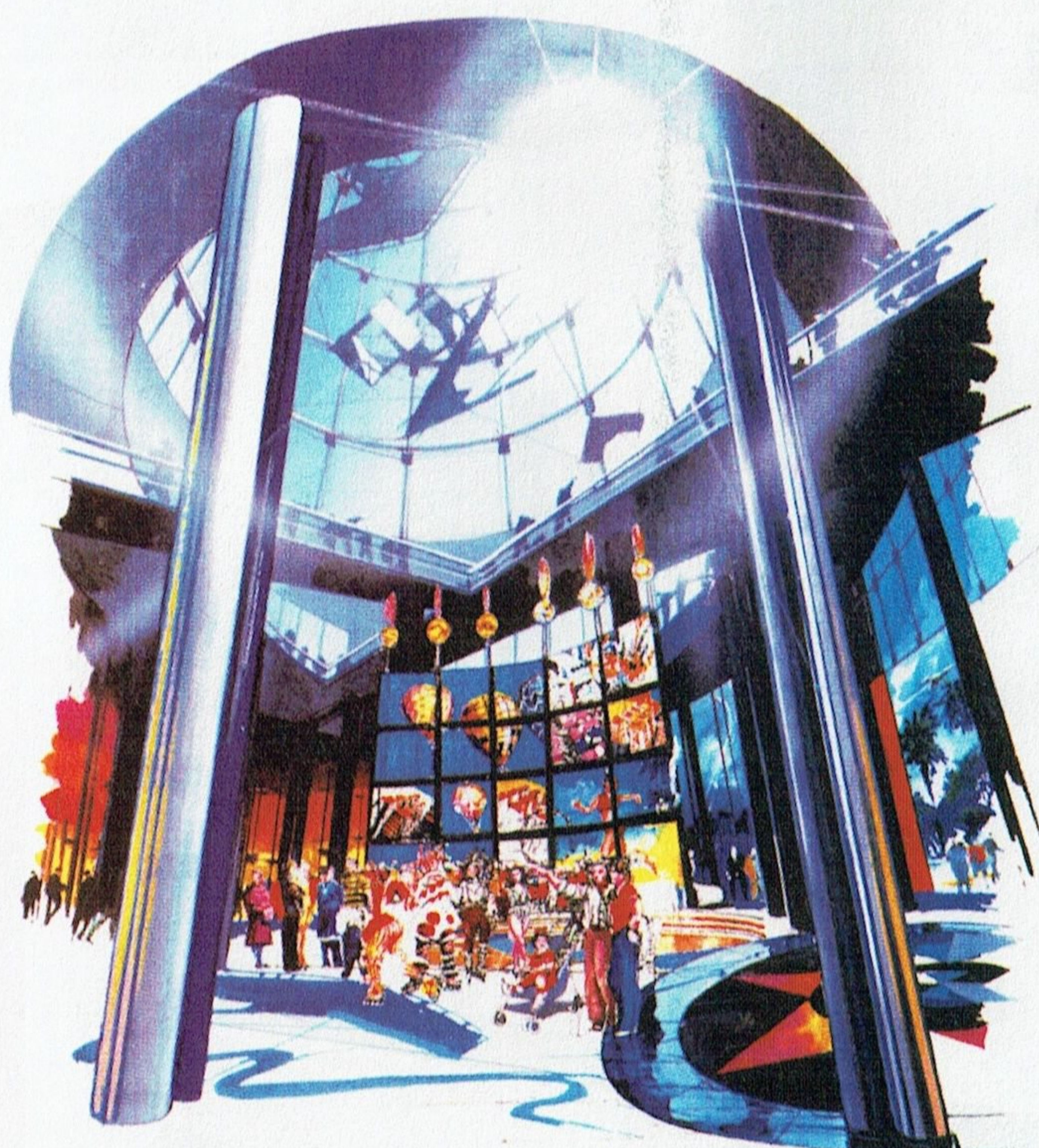
MZ: Tell us about some of the other parks scheduled for Australia.

KB: We're looking at Brisbane-Gold Coast and Melbourne as two particular areas of interest and we're also considering some of the other capital cities with smaller locations.

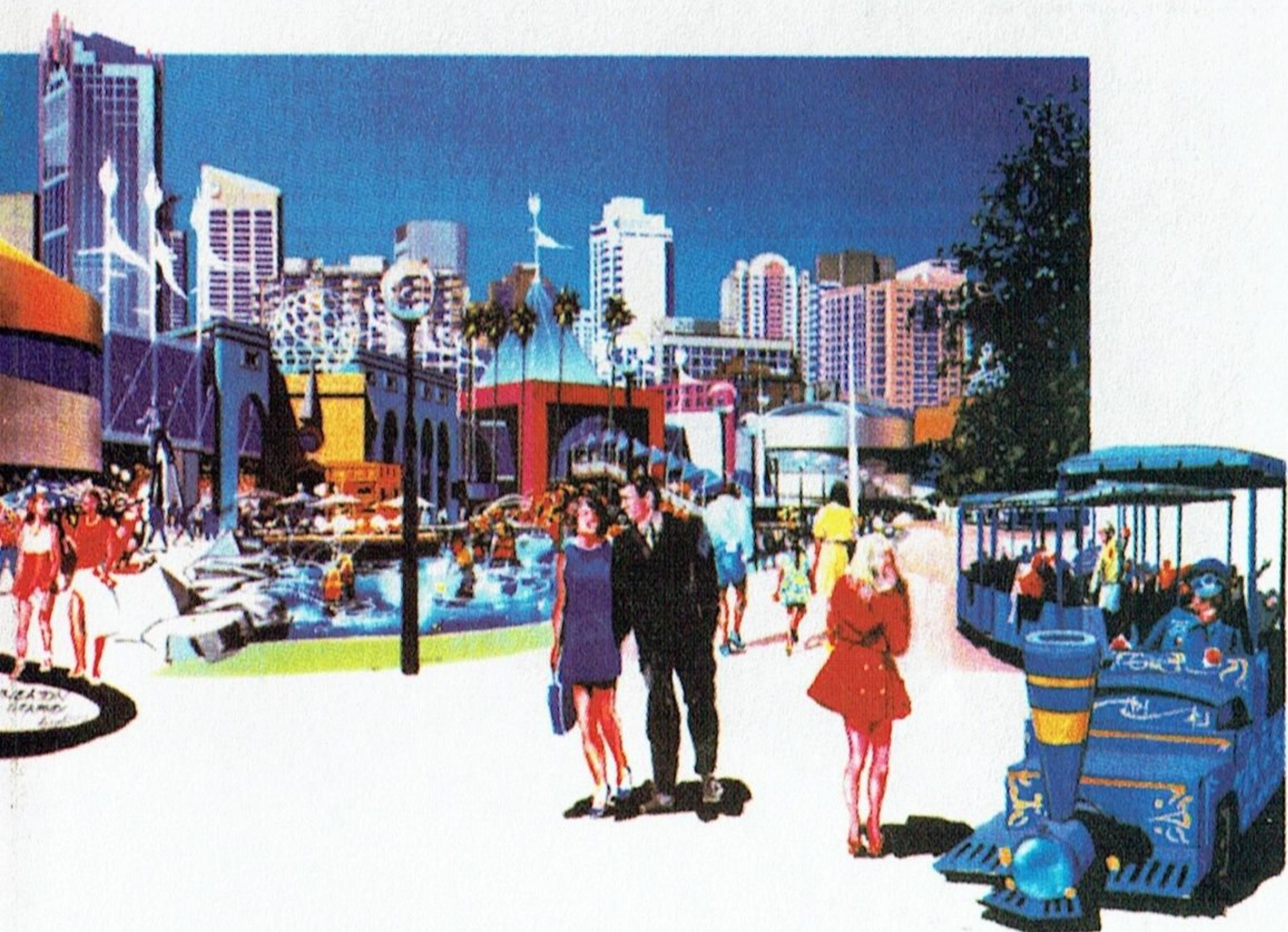
We've been talking to Luna Park (in Sydney) and there's a possibility that we'll be opening up a smaller facility there.



▲ A matchstick (not really) model of the Sega site in Sydney. Mmm... pink and green.



▲ In a deep voice: "The Video Wall!" An 'artist's impression' (whatever that is) of one of Darling Harbour's attractions.



Win heaps of Saturn stuff

The Saturn is almost upon us. Sega has loads of promotional stuff. We're giving it away. Free. Yes, when Sega was busy oiling the wheels of its promotional machine, we made off with some stuff otherwise reserved for giving to important 'trade' people. And yes, dear reader, we're giving it straight to you.

The winner gets a stylish Saturn jacket, a cool T-shirt, a hot cup, and bi-pinned badge.

Five runner-ups get the above, but you don't get the jacket.

But you're going to have to be clever to win, though. Or wussy. 'Cos we want you to write a poem.

To win all this stuff about the Saturn
You'd better put your thinking hat on
Write a limerick
And send it off quick
The best one wins the, erm, jacket

But of course, yours has to rhyme and be funny to have any chance of winning. The only rule is that the word 'Saturn' must appear somewhere in the text. Entries to:

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WIN THIS STUFF! YES, IT'S FREE!



Entries by July 14, 1995, for that is when the judging takes place.

WOT-A-BOY!

IF IT'S RAINING... NO
PROBLEM...

HE CAN
DODGE

TROUBLE,
GIVE IT THE

HAMME

OR

MOVE LIKE A

ROCK

ET! IT'S NOT

ALL HOT AIR,

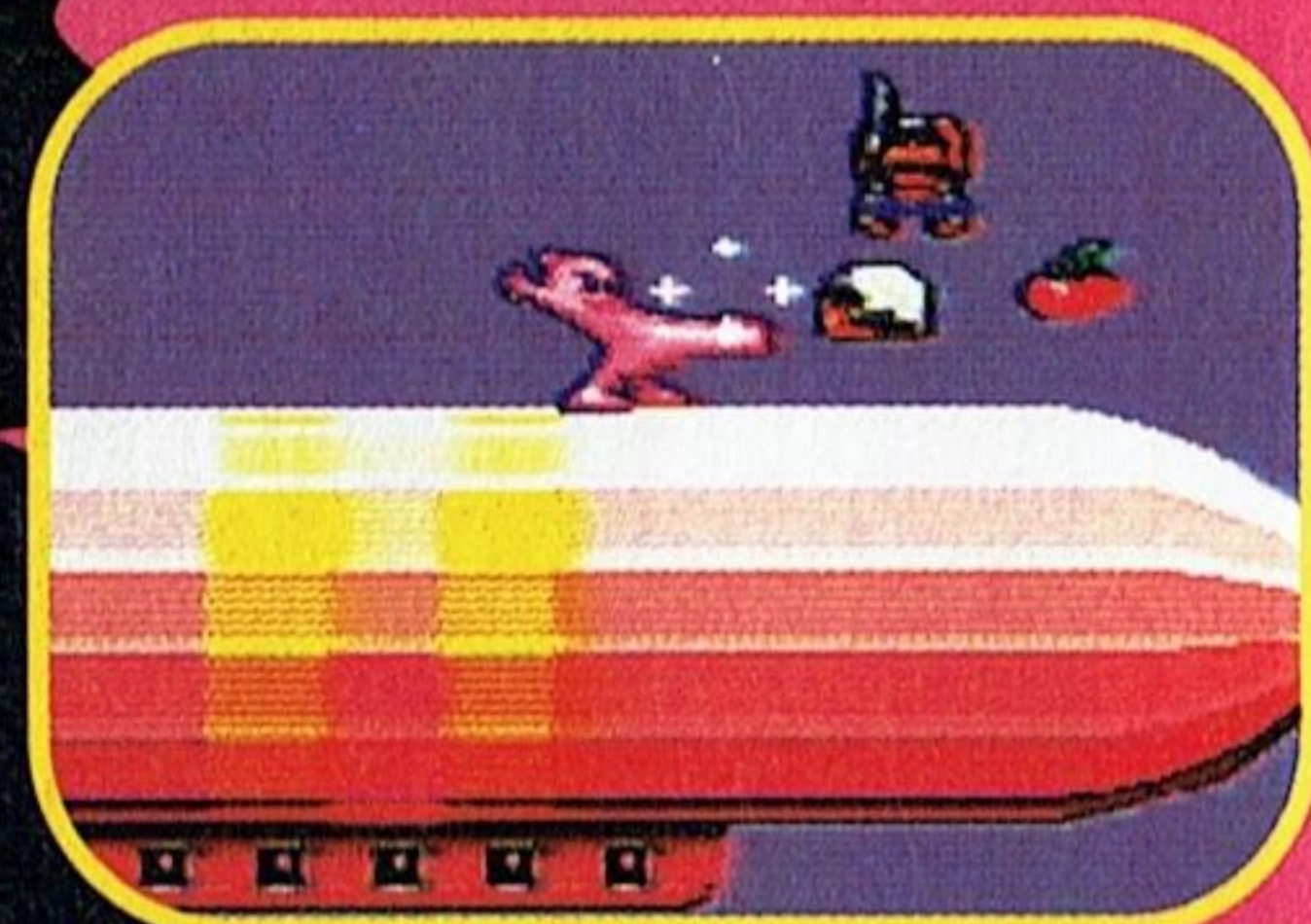
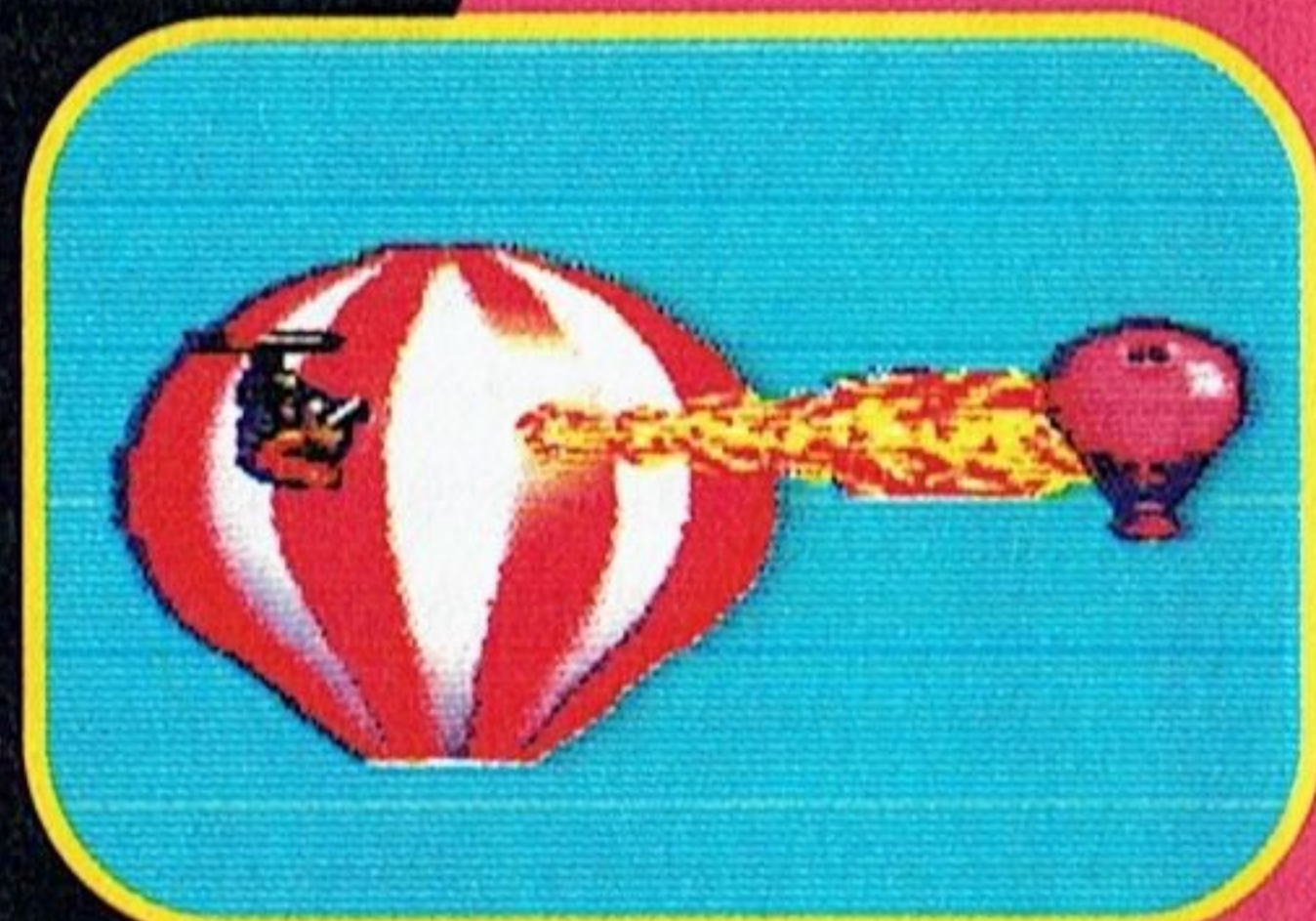
JUST LOOK AGAIN.

IS IT A BIRD?

IS IT A BRICK?

NO IT'S...

JELLY BOY



SEGA

OCEAN

MEGA DRIVE

The Smurfs

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Infogrames
PRICE: tba
SIZE: 16 megabits
PLAYERS: One

What's blue and grey and sits at the bottom of the lake? A Smurf wearing concrete shoes, chuckles Peter Burney.

The unmistakable Smurfs finally splash onto the Mega Drive years after the horrible blue trolls first invaded our lives and were given away at service stations (you had the petrol, you had the Smurf, all you needed was the match...). Your job is to save four of your kidnapped pals. You see, the only enemy of the Smurfs (apart from all mankind), the evil sorcerer Gargamel, is up to his old tricks again and you must Smurf through 16 levels and battle four diabolical bosses in order to return peace and harmony to the wee Smurf village.

On first glance this looks very much like a kiddie cart. Cute Smurfs leaping and bounding and frolicking all over the place, colourful and cartoony backgrounds, and no VIOLENCE (let's face it, who's ever heard of Serial Killer Smurf or Crazy Axe Murderer Smurf!). It's all very cute and lovable and, actually, all very well done. Large sprites with multi-scrolling

scenery, fluent motion, and colourful, varied levels keep the boys in blue out of the cartoon-cum-platformer quagmire!

At first, the gameplay looks like your standard walking-and-jumping-left-to-right affair. But as the journey progresses, you'll find yourself having to search for detonators (which can get quite tricky at times), throw bombs, use the skills of different Smurfs and even ride a mine cart. The only drawback that we found was the annoying restart-at-the-beginning-of-the-level syndrome each time you Smurfed it.

It's also tough. With no long-range attack for most of the game, your only option is to avoid the multitude of baddies and obstacles. Sure, you've got a bounce attack, but using it often costs lives. Grasping for the many pickups may seem worthwhile (especially with a couple of bonus levels and extra Smurfs used as incentives), but be warned: being greedy could mean being dead.

Played in the same vein as the *Mickey Mouse* series, *The Smurfs* is a fun and challenging adventure and will keep you Smurfing for many a magical afternoon. **M**

SOME PASSWORDS

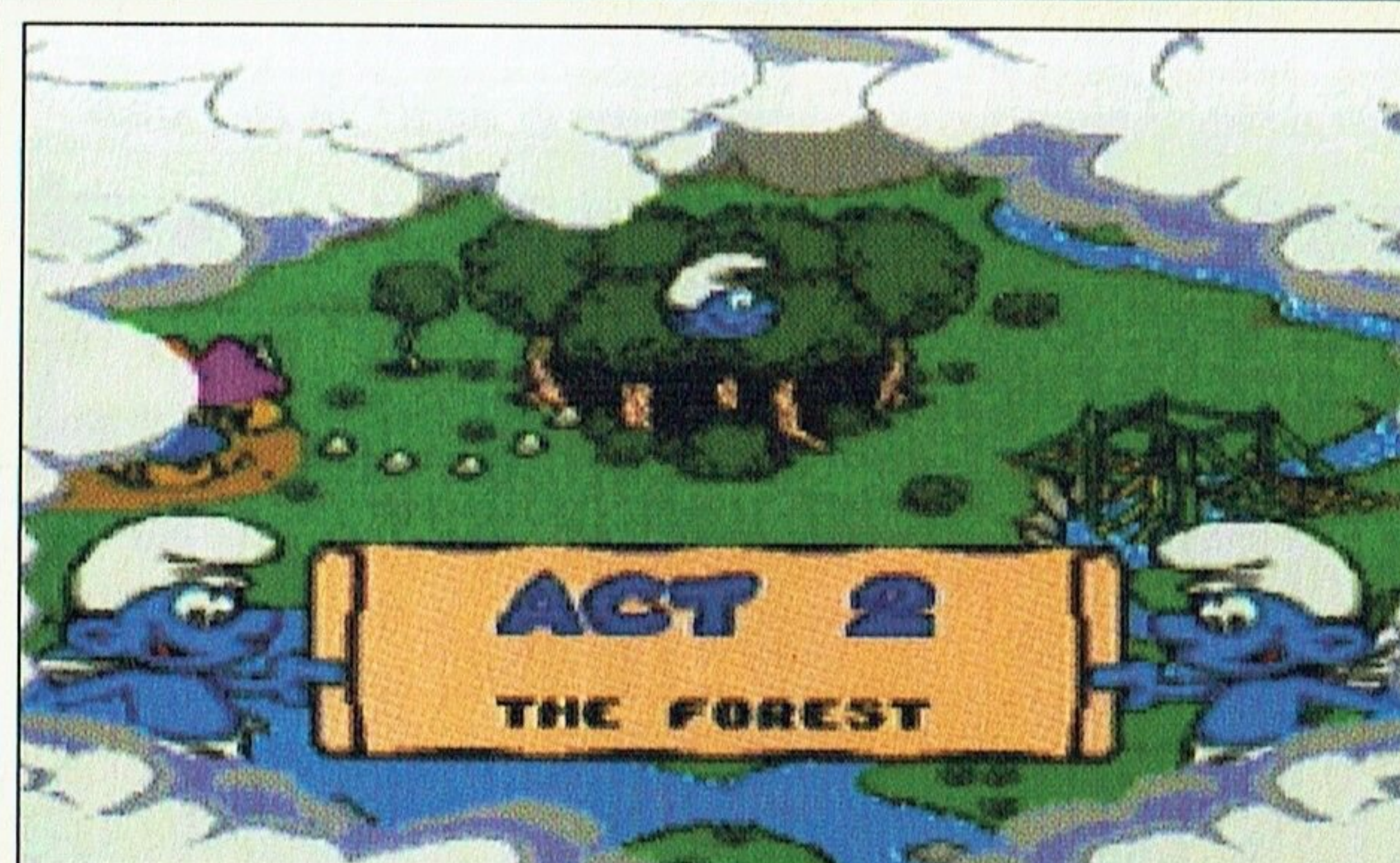
THE DESCENT



THE LAKES



THE CAVES



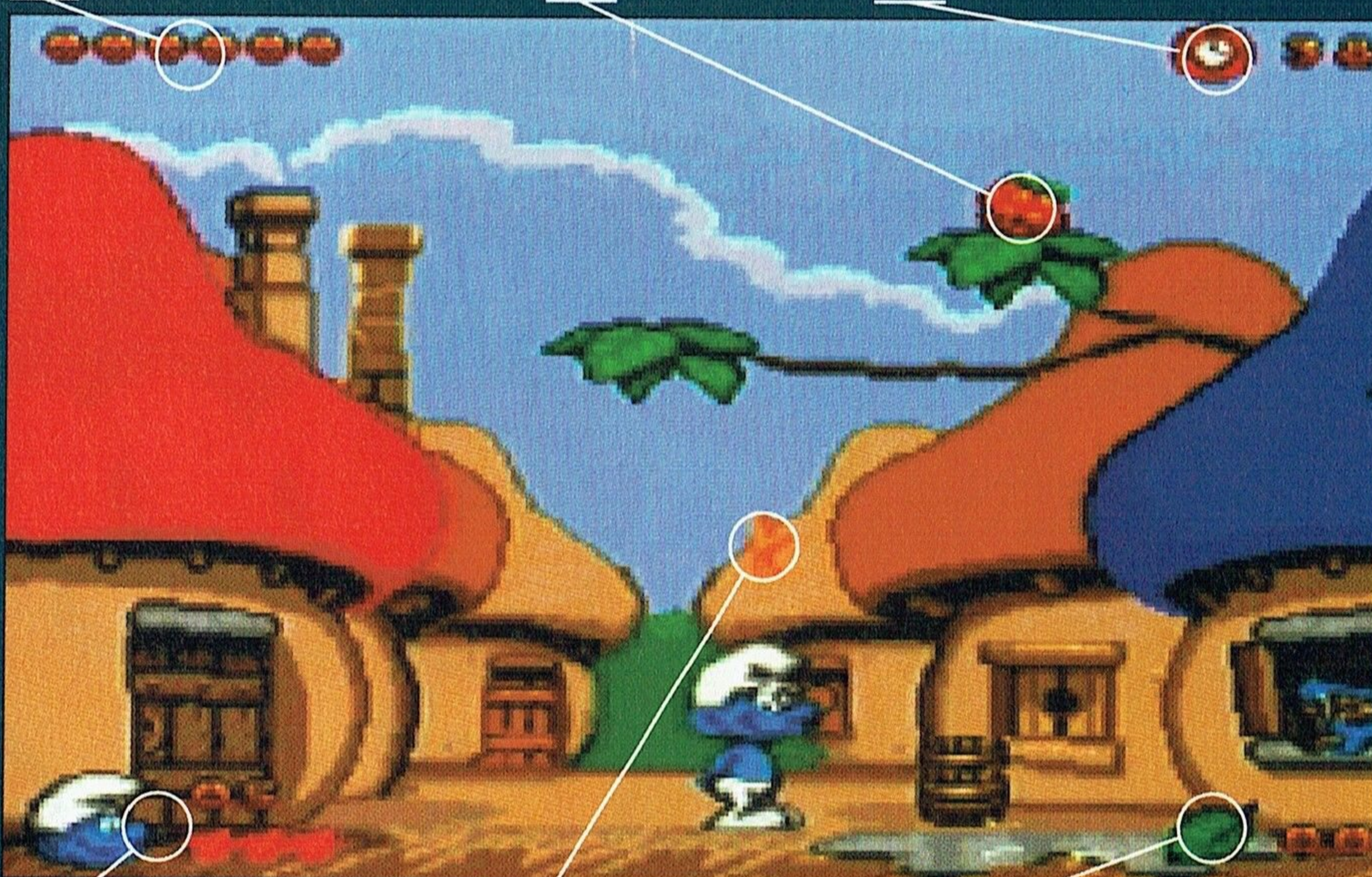
◀ **The map screen shows the path that you, the lone Smurf, have to follow in the search of your four friends and, ultimately, the dastardly Gargamel. It's not of any particular use, but it looks nice...**

WHAT'S WHAT IN SMURF LAND

Score: Like most modern-day platformers the score doesn't mean a Smurf of a lot.

Raspberries: Collect these to increase energy.

Timer: You have a limited amount of time – and it doesn't restart should you lose a life!



Lives and energy: You begin each level with three hearts. Each time you are hit you lose a heart. Lose all four and you lose a life.

Stars: These are scattered around the playing area (although a lot are hidden). Collect 25 to access one of the two bonus rounds.

Sarsaparilla leaf: These are found all over the place. Collect 25 to receive an extra life. Fact: Sarsaparilla is used to make revolting soft drinks!

second opinion

The Smurfs. You can't help but hate the little blue gits. As far as I'm concerned, Father Abraham can go and get Smurfed. The Smurfhead. And no matter how good the game they appear in, I refuse to like it, on principle. But anyway, I just found the whole thing far too nauseating. But I can't see any non-Smurf fanatics going for it anyway.

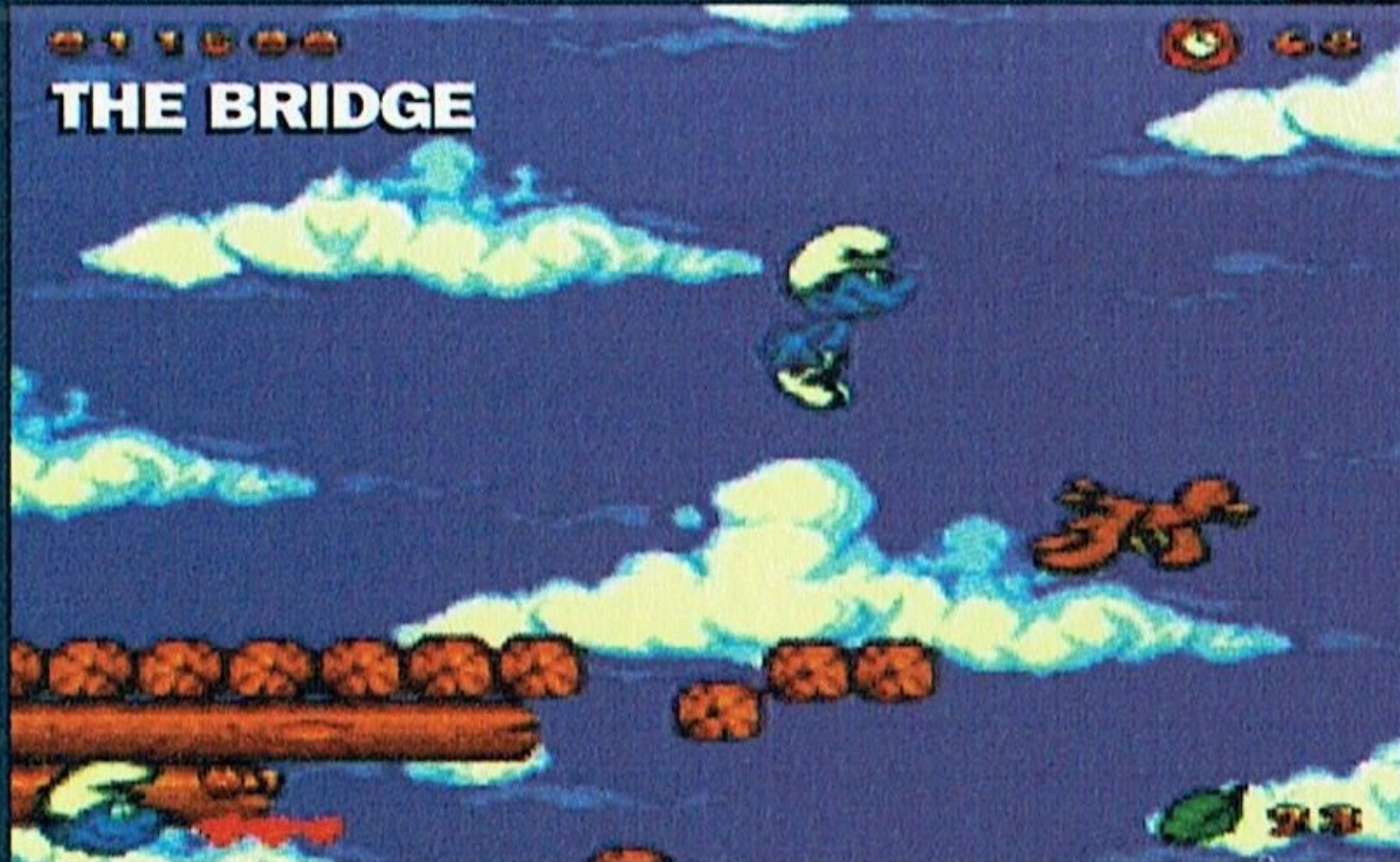
62%

ADAM

TRICKY OR WHAT!

Not all is as it appears as some of the levels are more challenging than they look. Here are a few tips to get through ones we had trouble with.

THE BRIDGE



▲ Unfortunately, the bridge has been sabotaged and what seems like the only solution is to ride the logs across the water. Wrong! You'll never make it. Instead, stay up high and ride on the birds' backs.

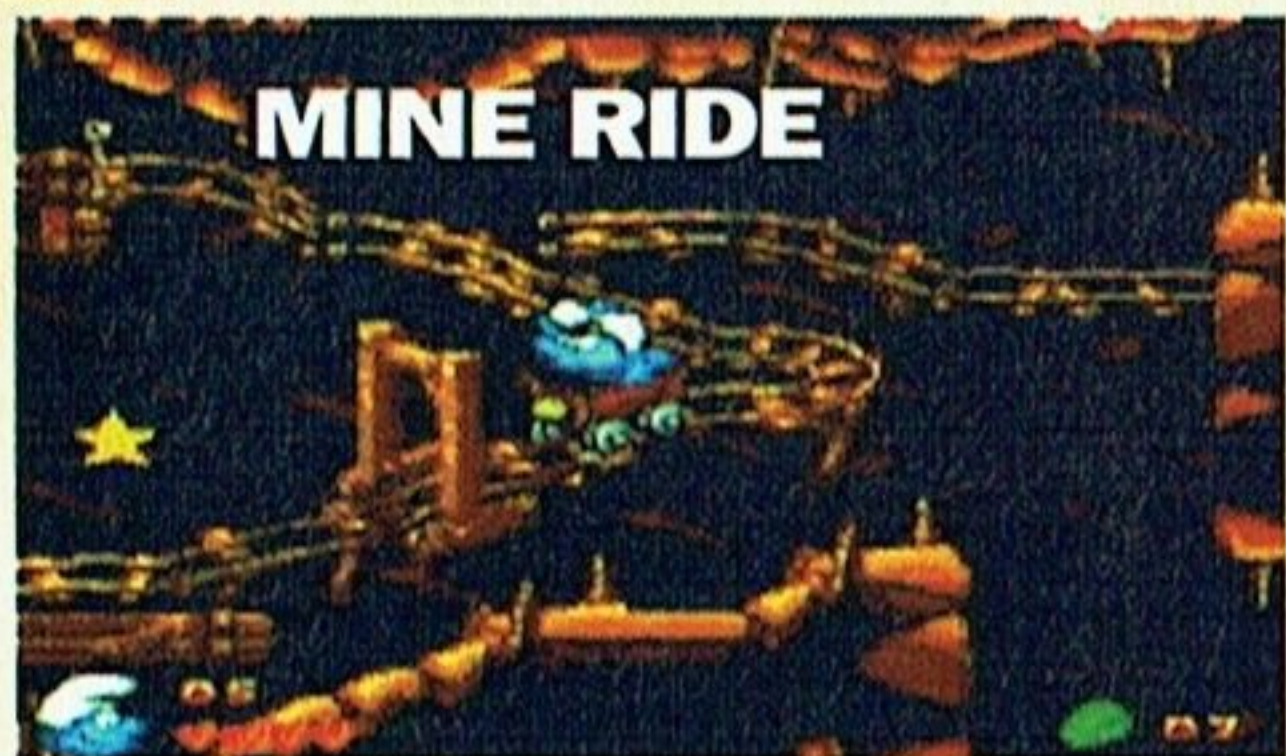
THE SWAMP



▲ Ghosts are the major concern here as they swoop down on you and you can't duck or kill them. Move slowly until you see one, then edge forward until it swoops. Quickly go back slightly so that it flies over your head... then run for it!

COOL AND FAST!

These two special sequences are part of what keeps you travelling the lonely road. They steer away from the normal platformy thing and slam you into a fast-and-furious



MINE RIDE

▲ Speed along twisting tracks hitting switch points to avoid the dead-ends and ducking under support beams.

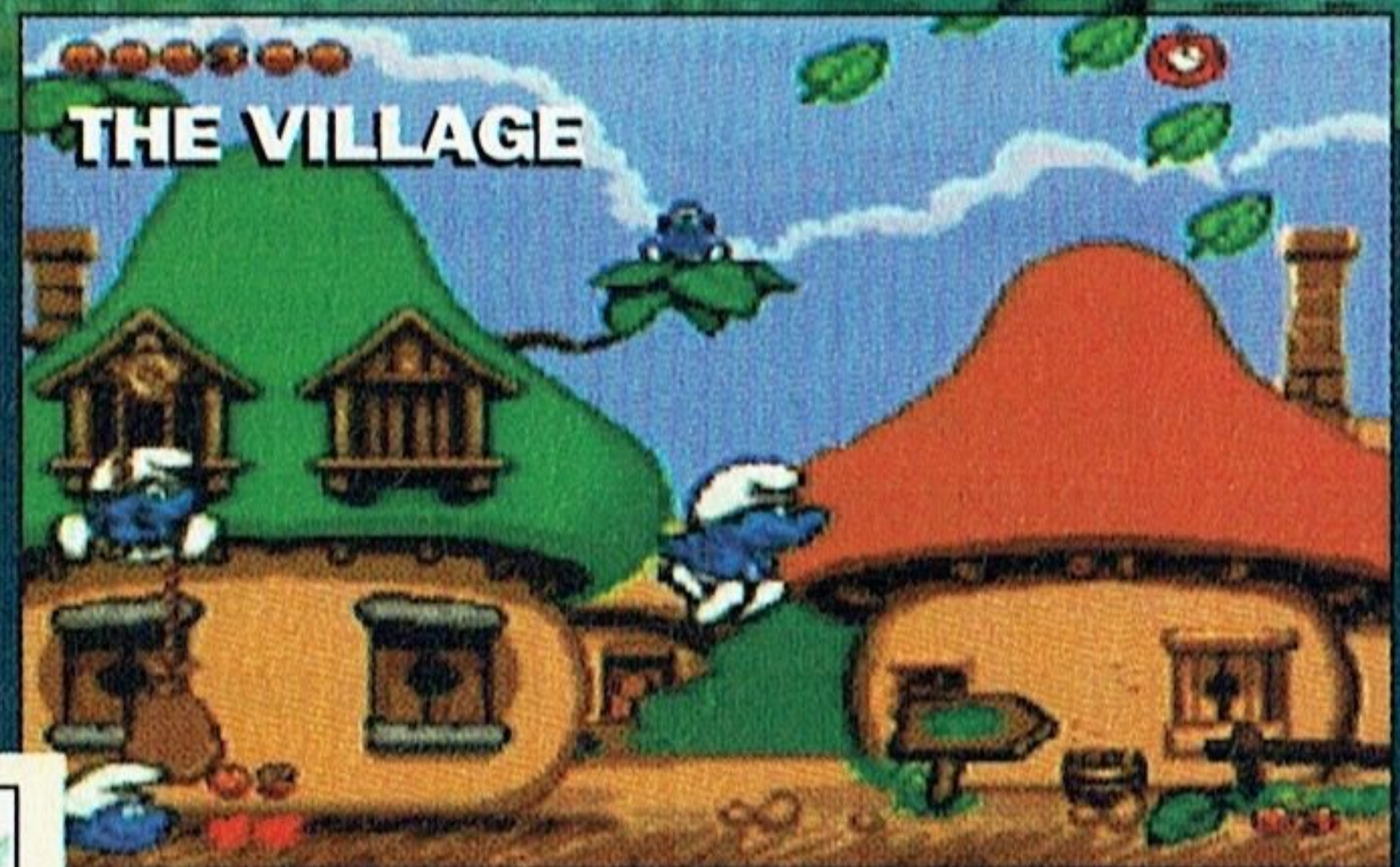
coordination and reflex challenge as you race to the bottom without getting Smurfed.

SLED SLIDE



▲ Dodge and jump obstacles as you rocket down the snow-capped mountain. Watch for snow-boarding yetis and follow the snowmen's directions to hit ramps over the water.

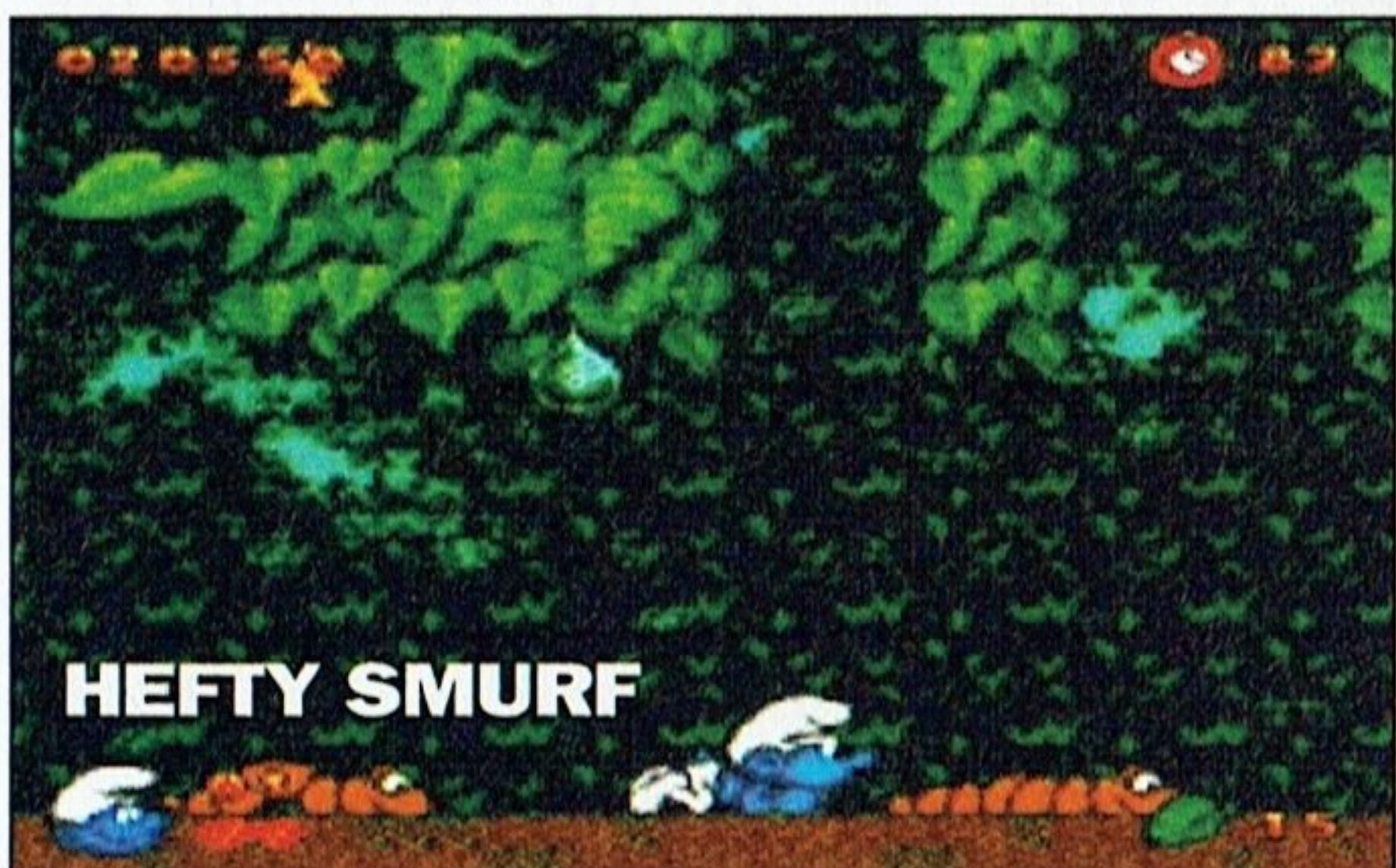
THE VILLAGE



▲ Can't get that extra life sitting on the leaf, eh? Simply walk through the door of the house and you'll be thrown out the chimney. Presto! It's yours. You can do this at many of the houses to get lots of goodies.

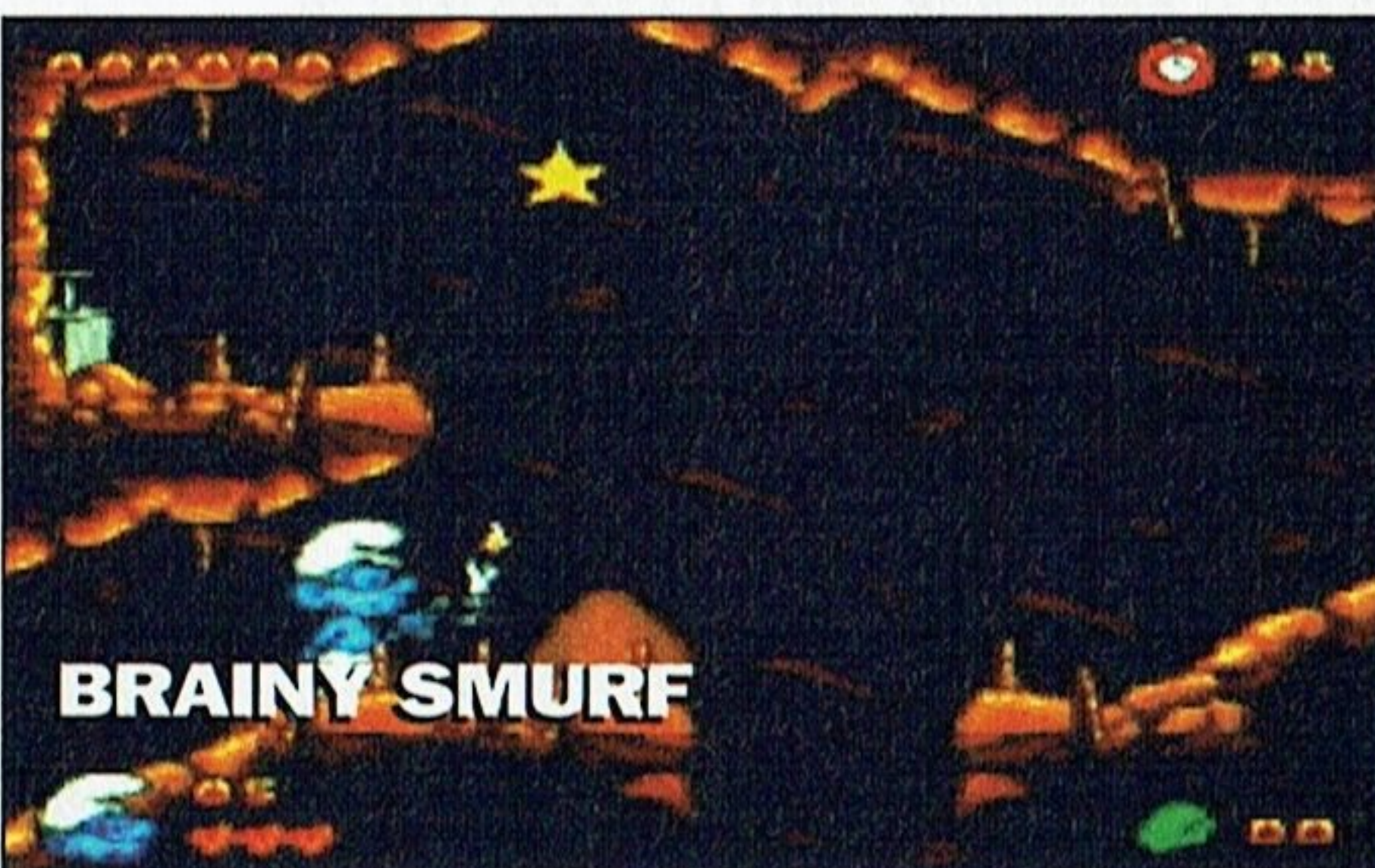
SMURFS TO THE RESCUE!

As you rescue the Smurfs from captivity they join the party to help you stop Gargamel. Each has special talents and they appear in certain levels when they are needed.



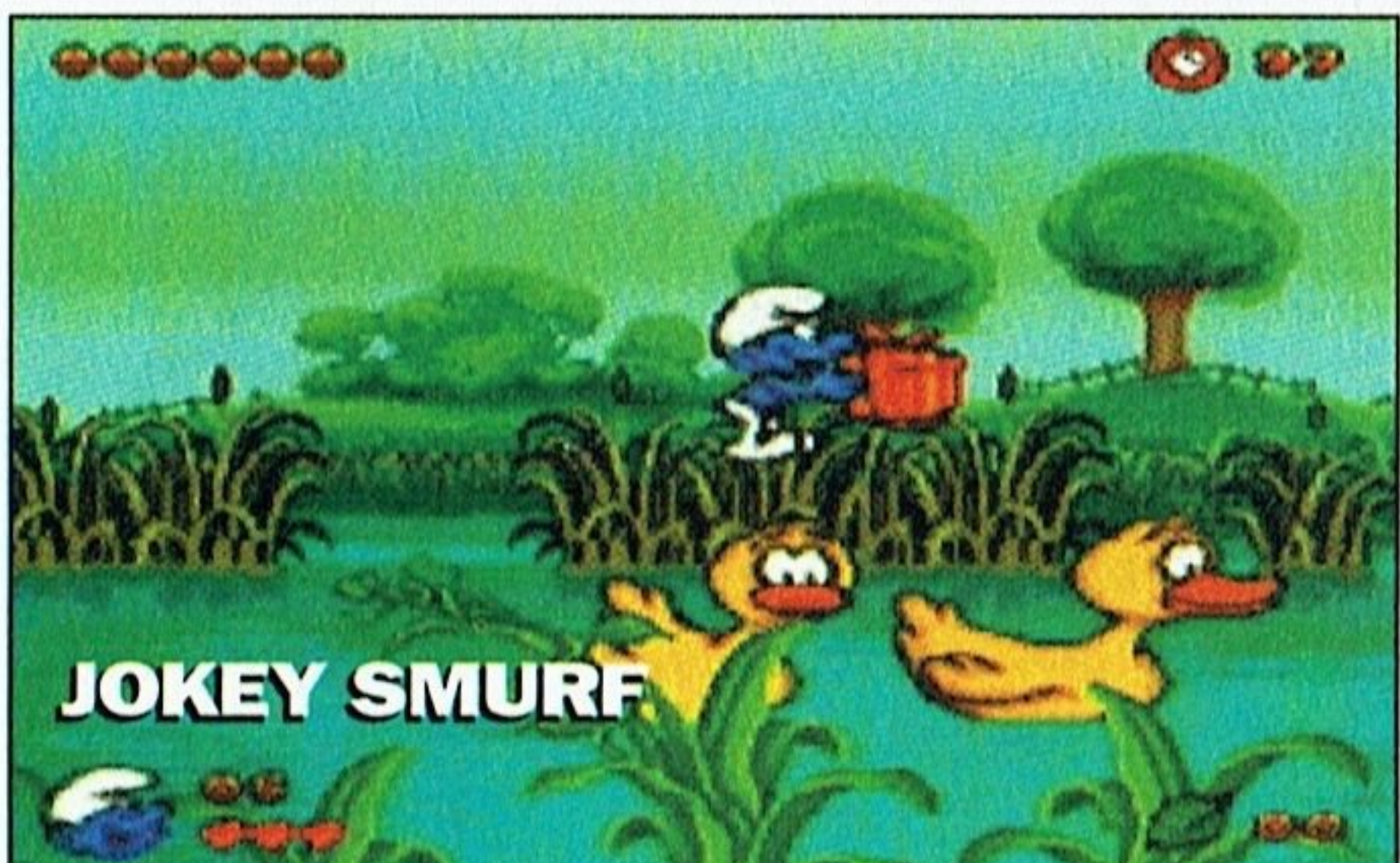
HEFTY SMURF

▲ The hero and the guy who travels through most of the game. He can carry objects, climb vines, and crawl through tunnels.



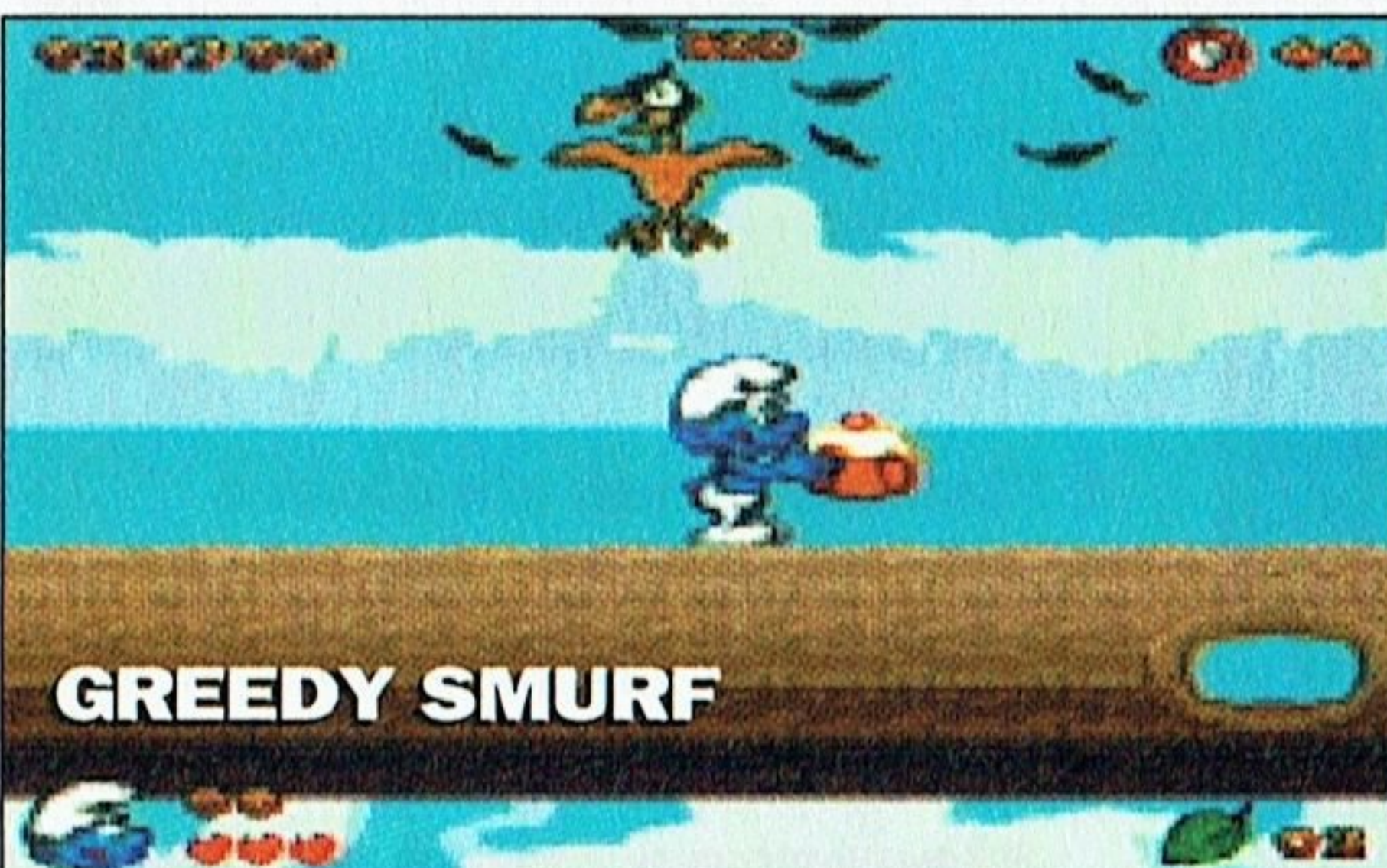
BRAINY SMURF

▲ Smart enough to bring a candle with him, Brainy leads you through the murky darkness of the caves.



JOKEY SMURF

▲ Being such a trickster he carries exploding presents which can be used to blow up baddies and break down walls.



GREEDY SMURF

▲ The last of the rescued Smurfs throws cakes at the enemy to splat them into oblivion. More like Wasteful Smurf!

Word

GRAPHICS

True Smurf animation and beautifully drawn scenery, although the cuteness might make you a bit queasy.



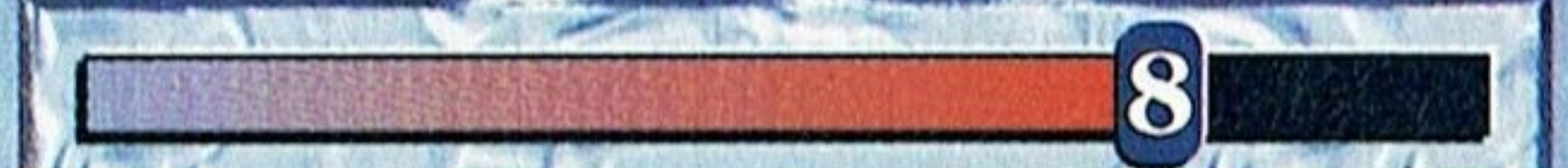
SONICS

Nice effects, explosions, tweets and twangs, but the Smurf jingle will haunt you for days.



PLAYABILITY

A gradual learning curve, lots to do and simple, responsive controls, but restarting at the beginning is frustrating.



STAYING POWER

Tough in places, fun to play, and a heap of levels. Smurf on!



OVERALL

A good game even if it doesn't have finishing moves, senseless violence or Pamela Anderson. It *does* have Smurfette... hubba, hubba, hubba! (You're a sick man - Ed.)

83
PER CENT

Putty Squad

What happens to Blu-Tack when exposed to long periods of radiation? Stick around and Peter Burney will tell you.

Remember the good old days, when you moulded that rubbery stuff into any shape, called Silly Putty?! (No – Ed.) Well, that was yonks ago. Silly Putty now becomes a computer-generated sprite with putty pals to rescue, hamburgers to eat and soldiers to blow up! Sound weird? It is!

Putty Squad is a platformer/puzzler (similar to *Alien 3*) that follows the exploits of a blue ball of putty as it squelches around in excess of 25 levels searching for red putty balls to save. Why? We don't really know. Unfortunately, it's all very samey with baddies remaining constant throughout and identical gameplay from level to level. It does get really tough, but sticking to it could require some

really strong super glue!

Graphically, the action is pretty amazing with cool, well-rounded, sprites, detailed backgrounds and devilish contraptions that will blow you away (and Putty itself is such a character!).

Even with a multitude of items to manipulate, and the puzzle, element the sameness could get the better of you. But if you're into these frustratingly tough experiences... stick it to 'em. **M**

second opinion

This game is kinda different from your run-of-the-mill platformer; the blob's morphing abilities make for interesting gameplay... or should. After a promising start, it begins to all look the same. A good idea which doesn't seem to have staying power. **Pity. □ ADAM**

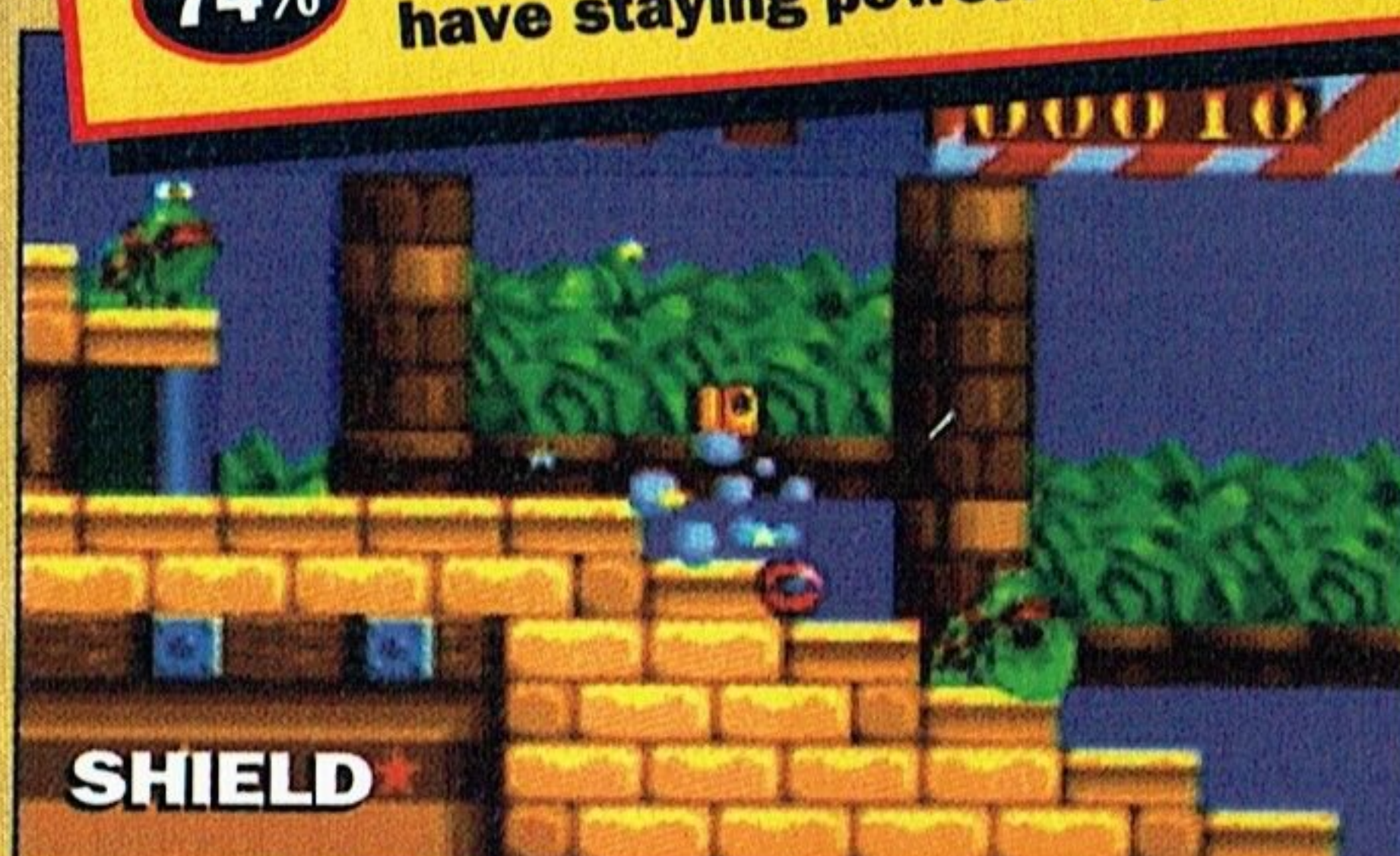
74%

PLAYING PUTTY PRANKS

As you putter around the place you'll find all sorts of weird and wonderful items to collect. These can be picked up by flattening yourself and used when they are required.



▲ You control this by pushing the direction pad the way you wish to travel.



▲ Makes you invincible to all enemies for a short period of time.

Megazone Tip: Collect the bombs as well and drop hundreds onto baddies below.



▲ The putty dude can't operate on air alone (being hit by soldiers, forks and gun-wielding carrots costs valuable energy). So you must punch coloured crates found around the playing

area. Inside, you'll find food and other special items to help you such as bombs, airships, and shields.

◀ Pieces of green cheese are teleport buttons to secret areas in the game that contain bonuses like stars and food.

Megazone Tip: Check every cheese triangle as they sometimes lead you to your putty friends.



VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/puzzler
SUPPLIER: Ocean
PRICE: \$79.95
SIZE: 16 megabits
PLAYERS: One



▲ The whole object of the game is to search for these red putty pieces who are missing in action. Once found, you must flatten yourself and suck them in! Then search out another and another and...

Megazone Tip: Passwords:

Level 2 YTREWQ

Level 3 USTIJNIN

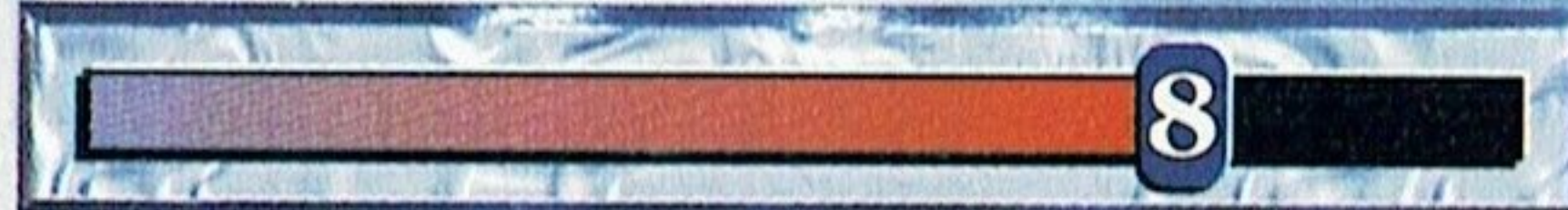
Level 4 ELBARM

Level 5 MEHYAM

Word

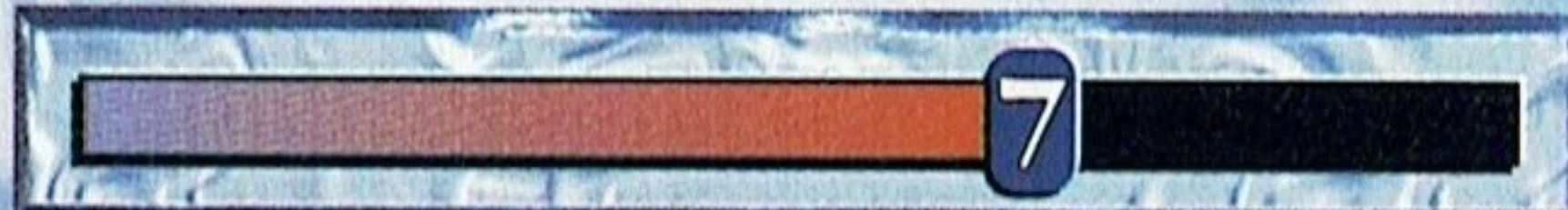
GRAPHICS

Cool 3D-looking sprites, neat backgrounds, and the putty's special abilities will glue you to the screen.



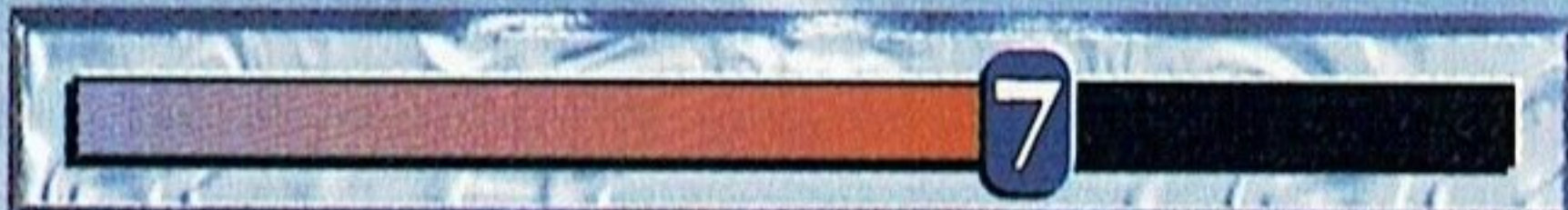
SONICS

The music's reasonably enthusing but otherwise, nothing special.



PLAYABILITY

Getting used to the fiddly controls takes time and is annoying. The items collected are fun, but restarting from the beginning gets frustrating.



STAYING POWER

Gets too tough too quickly and the repetitious gameplay won't keep you stuck in front of the telly for too long.



OVERALL

Putty comes and putty goes. It seems this stuff just hasn't got long-term appeal. Same thing here.

70
PER CENT

The Punisher

Give him a ruler, a piece of chalk, and a roomful of children and Peter Burney becomes THE PUNISHER!

One lovely sunny spring afternoon in New York's Central Park a young family witnessed a Mafia mob killing. Not wanting any witnesses, the guns were turned on innocent bystanders too... Frank Castle's life ended that day and the Punisher's began; well, that's what it says here, anyway.

This six-stage, side-scrolling beat 'em up (it's also Marvel Comics' answer to cult classic *The Phantom*) thrashes its way through New York's concrete jungle in a similar fashion to *Streets of Rage* and *Double Dragon*. Thumping baddies into screaming lumps of doggy-doo with a barrage of kicks, punches and the occasional special move, is at the core of these games... and *The Punisher* slams head first into the stereotype.

Iron bars, knives, swords and a couple of other standard weapon pick-ups can be stripped from mob henchmen or found in

garbage cans to help you with your vendetta, and the greasy chicken or fatty pot roast top up your ever-depleting energy.

Graphically, the scenery is well detailed and the sprites accurate comic renditions, but it's badly let down by jerky movements and shaky scrolling.

The Punisher is a fun-to-play struggle between good and evil but, when you get down to it, you can battle bigger and better baddies elsewhere. **M**

second opinion

It has to be said that there's little between this and a multitude of other, similar games. However, this has *The Punisher* name, which might attract a few of the comic's fans. A bit on the easy side but it's a reasonable, if unremarkable, fighter. **ADAM**

78%



▲ Like practically all games in this arena, two players can slash it out against the evil mob. Player two straps on the boots of the Punisher's best buddy, Nick Fury. Both guys have their own special moves and options allow you to decide whether you can beat each other up or not!



▲ At the end of Stage Three is this bonus round-type thingy. The object is to shoot the barrels as they fall from the roof. Blast all 20 of them, and you'll get an extra life.

PUNISH 'EM!

End-of-level baddies pop after each stage. They vary from a big version of the basic henchman, to huge, robotic monsters. However, each of them can be smashed in much the same way. Simply get close to the enemy (and stay close to avoid being hit by their long-range attack) and throw everything you've got at them.



Megazone Tip: Forget about using the grenades on the final bosses as they are fiddly and difficult to land in the right spot. Better to use them when you're surrounded by regular baddies.



VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/Beat 'em up
SUPPLIER: Capcom
PRICE: \$89.95
SIZE: 16 megabits
PLAYERS: Two



▲ One novel idea thrust into this cart is the ability to *shoot* baddies. This only happens in certain areas and you can usually hit them from almost anywhere on the screen. You can also pick up machine guns (with limited bullets, of course) from recently deceased Mob members.

Megazone Tip: Keep to the far side of the screen when using the gun – otherwise you'll end up fighting hand-to-hand combat.

Word

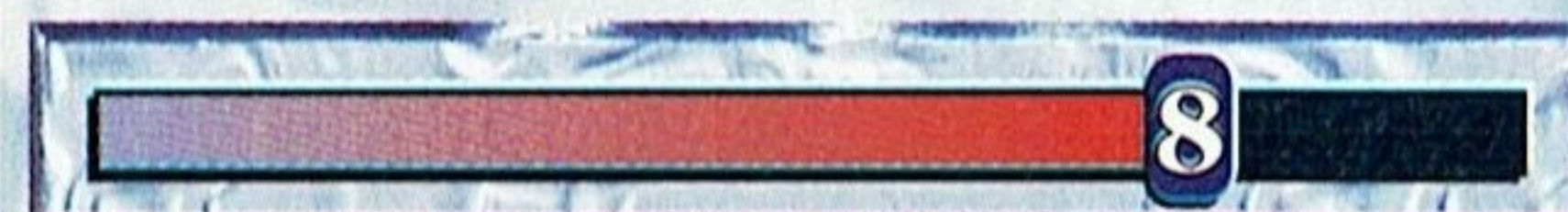
GRAPHICS

Well-detailed, interactive scenery slammed by dodgy sprite movement and less-than-smooth scrolling.



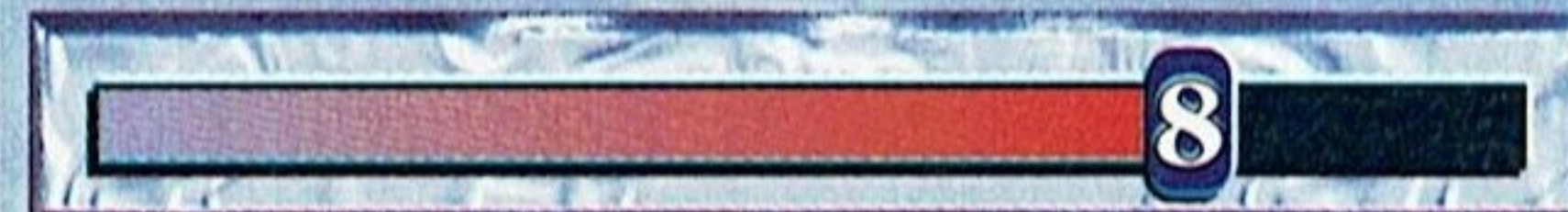
SONICS

Lots of tunes, hits and kicks, shots and explosions and a few screams thrown in for good measure.



PLAYABILITY

How come beating the crap out of henchmen who can't fight their way out of a paper bag is so much fun!?



STAYING POWER

Kicking butt soon becomes just a pain in the ass; there's not enough challenge or enough levels to keep you interested.



OVERALL

Been there, done that (and done it a whole lot better too!).

71
PER CENT

Spider-Man TV

This cart is enough to give anyone arachnophobia, reckons Mark Sariban.

Arch-villains Smythe, Doc Ock, and the Green Goblin have escaped from Ravencroft prison. Which only means one thing, we guess. Yep, Spider-Man is back.

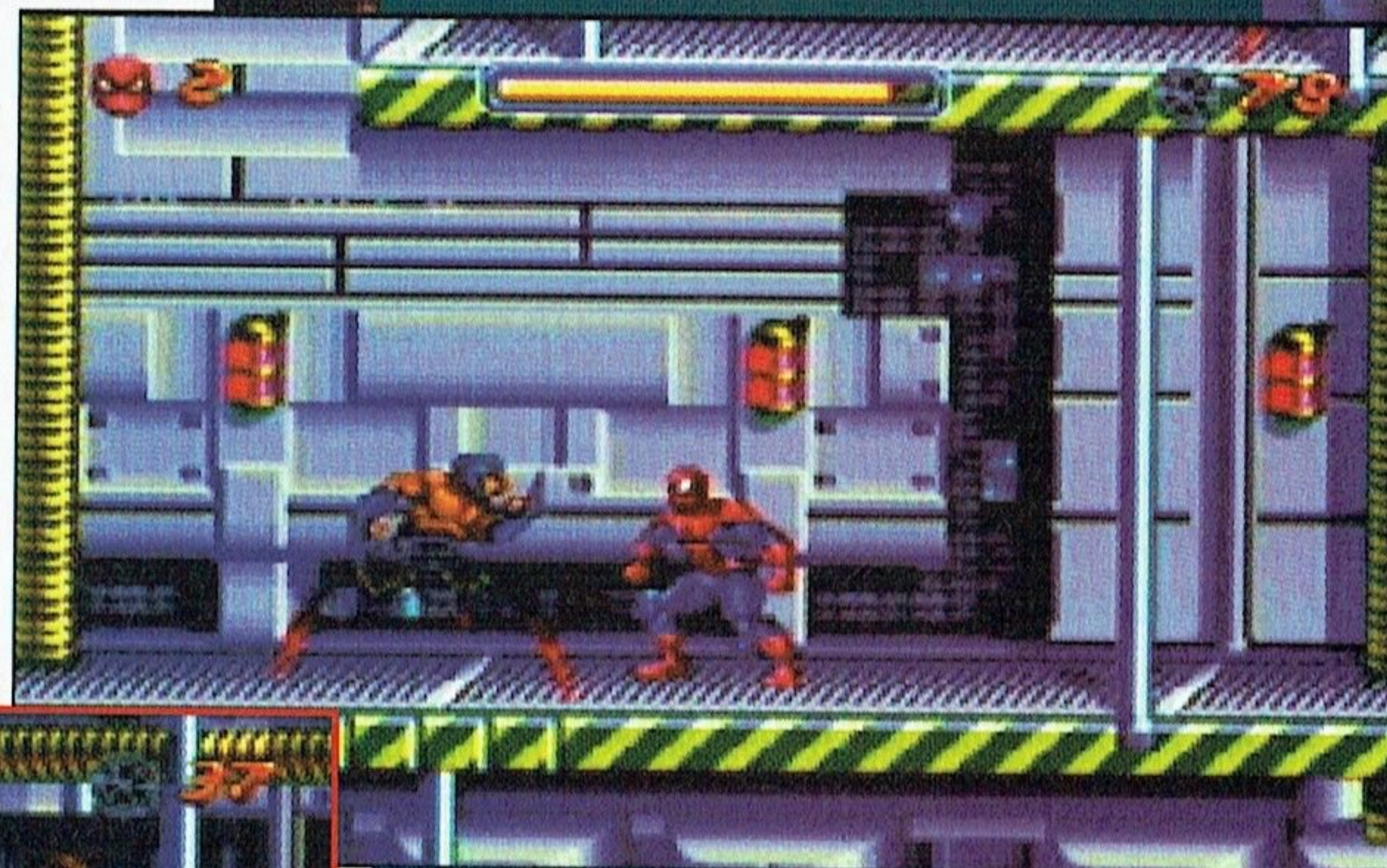
Hmmm. Of all the superhero carts, *Spider-Man* games seem to get the short end of the game-quality stick. This cart just confirms the trend – besides some half-decent graphics, there's very little going for it.

For one thing, the vertical scrolling is too jerky. It's so bad that ten minutes of jumping up and down platforms will give you eyestrain – if you haven't swallowed your tongue in a nervous fit first.

To make matters worse, the soundtrack is terrible – we forced ourselves to listen to the theme song a few times, but could barely make

out a word. The chorus sounded like "Five a.m., five a.m., spider block, five a.m." The background music is painfully dull, and Spider-Man's punching effect sounds like a popgun.

Playing this cart soon becomes tedious – there are just too many things out of whack. The controls are fiddly and Spider-Man's moves just don't gel. In short, a dull, uninspired platformer with a licensed character tacked on. **M**



▲ Gameplay consists mostly of walking up to and killing any villains in your path. Backtracking after clearing a platform just triggers more of the same enemy characters – making initial exploration very tedious.

second opinion

Yet another Spider-Man cart, and, once again, it's nothing to write home about. There are some good bits, such as walking on the roof and walls, but it's not enough to drag it from the depths of the mediocre. Average at best. **ADAM**

53%

▲ By pressing Jump a second time in mid-air, Spider-Man can stick to the ceiling and sides of walls. This is actually very well done – too bad the programmers didn't carry through on a good start.

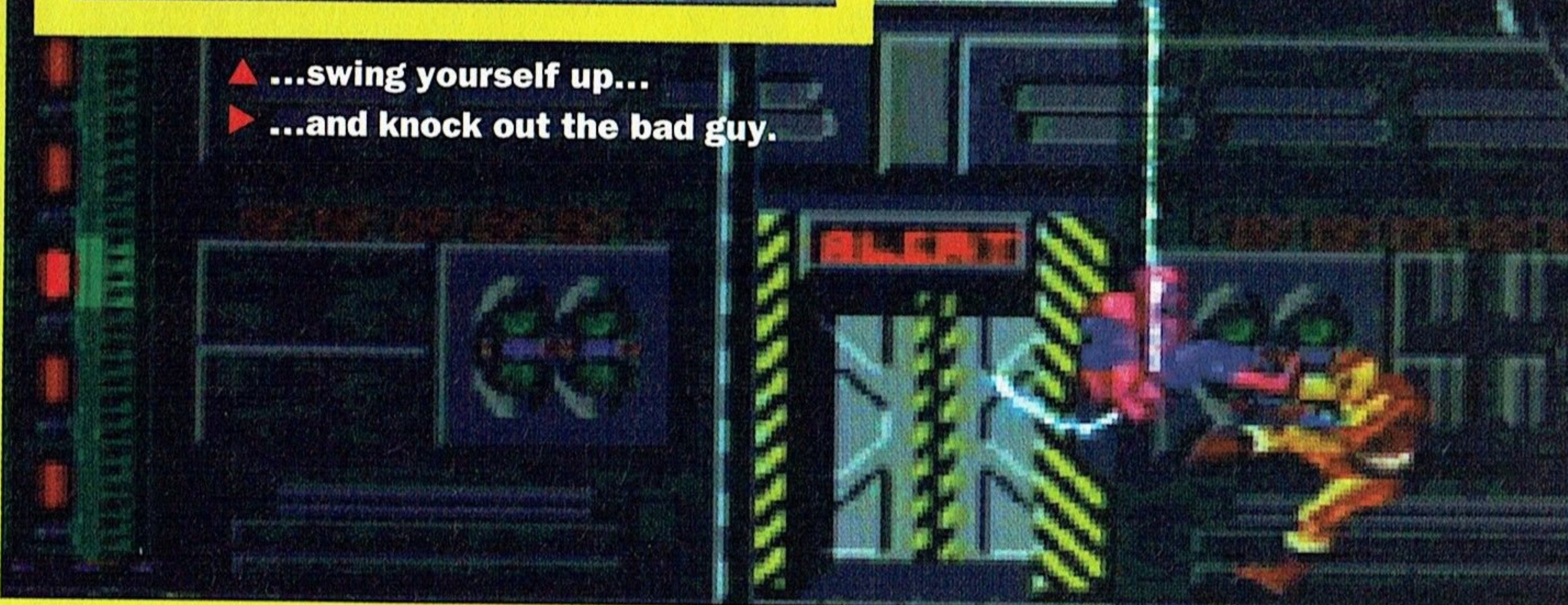
SPIN A WEB, ANY SIZE

Spidey says, "Kick some villain butt." And here's the webbed one's way to do just that.

► At least they got the web trick right. Zap the ceiling with a gob of web-stuff...



▲ ...swing yourself up...
► ...and knock out the bad guy.



VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Platformer

SUPPLIER: Acclaim

PRICE: tba

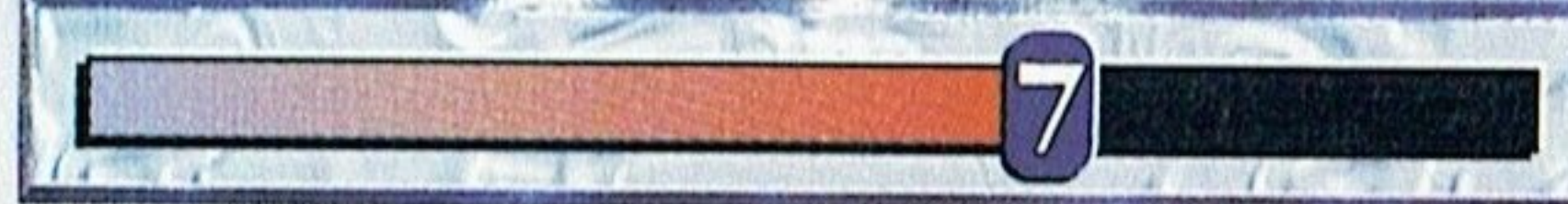
SIZE: 8 megabits

PLAYERS: One

Word

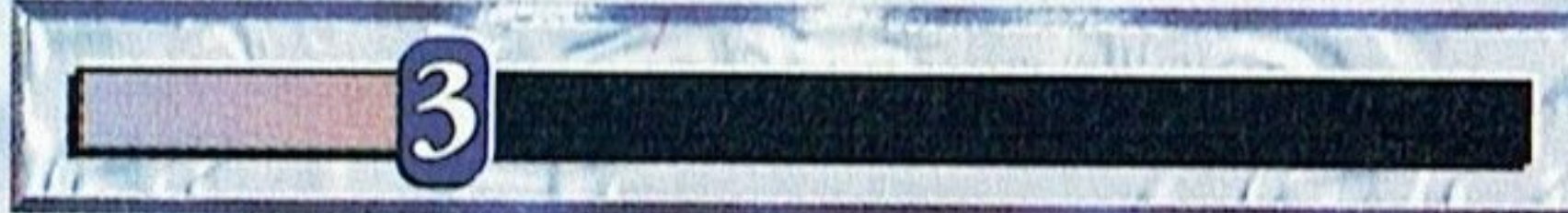
GRAPHICS

The best feature of this cart, but still Spider-Man looks very uncoordinated.



SONICS

Theme song sucks, background music sucks, sound fx sucks etc.



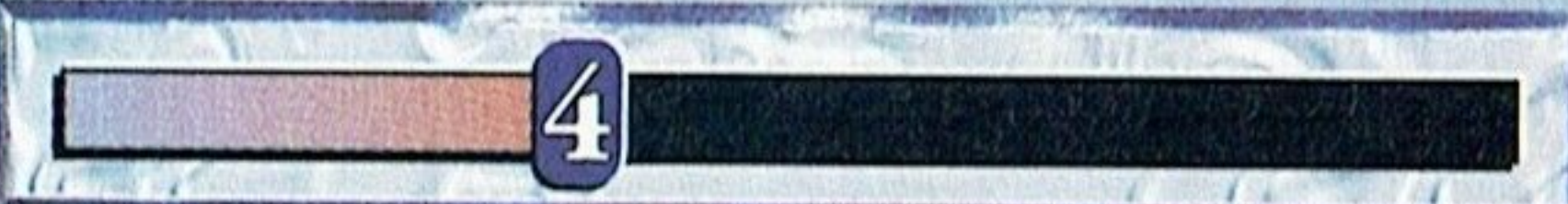
PLAYABILITY

Jerky, fiddly and not much fun.



STAYING POWER

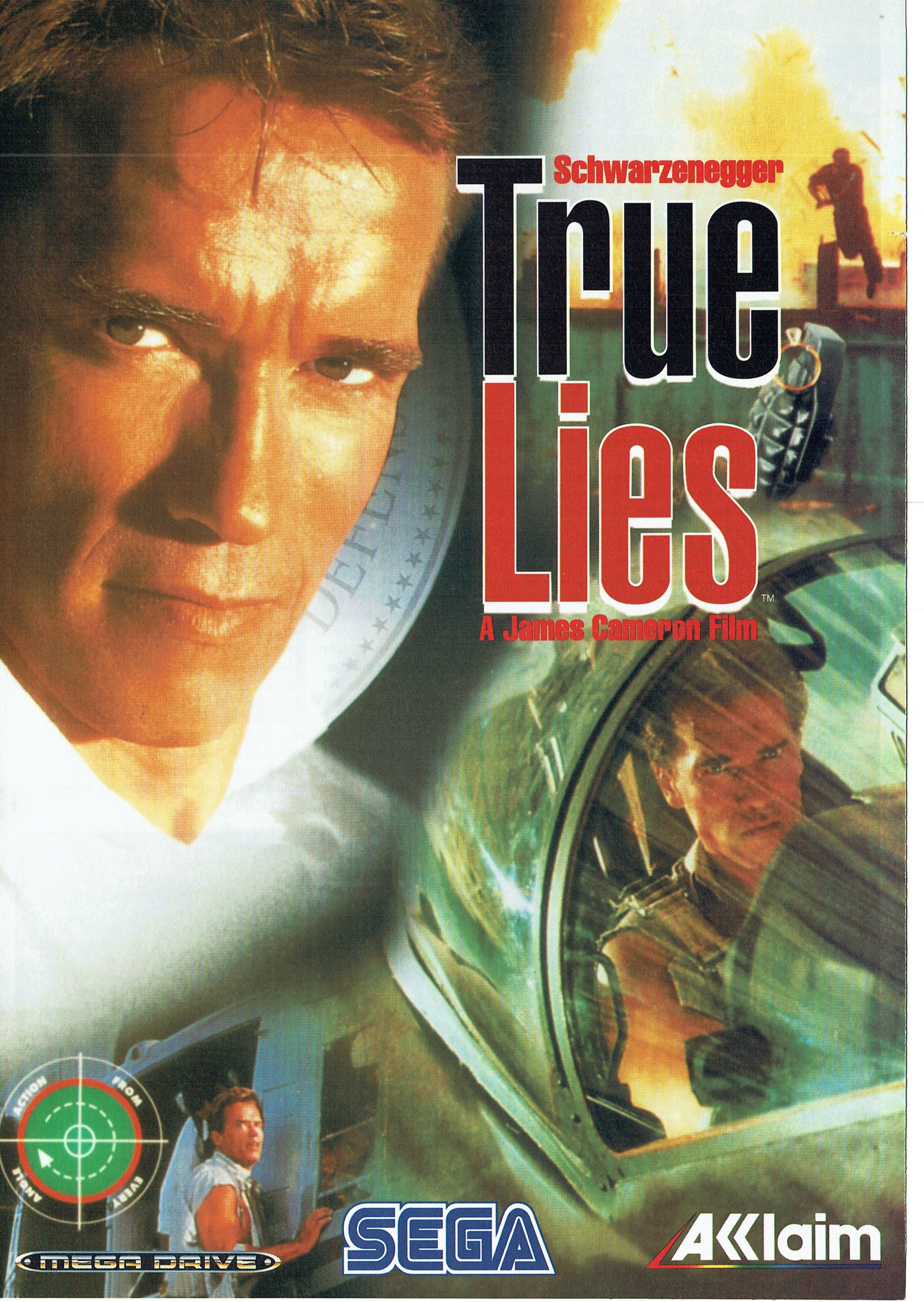
Playing this cart once is bad enough, any more would be torture.



OVERALL

Give Spider-Man the flick.

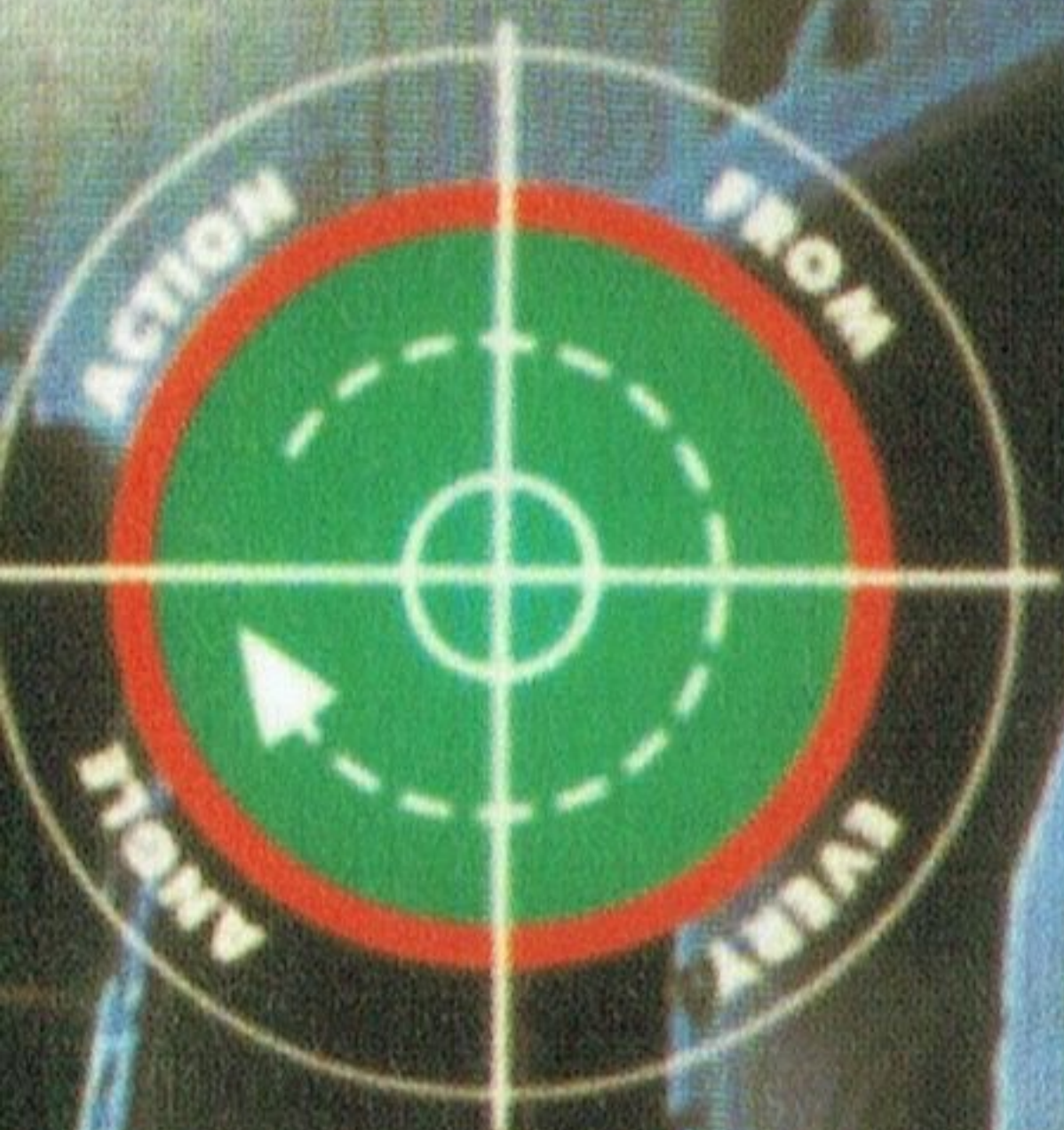
45
PER CENT



Schwarzenegger

True Lies

A James Cameron Film



MEGA DRIVE

SEGA

Akaim

Saturday Night Slam Masters

Half nelsons, body slammers and skull crushers don't scare Peter Burney. 'Cos he can do Chinese burns and nipple cripples.

Ever wanted to rip out someone's eyeball, crack a fella's backbone or stomp on some guy's guts in front of thousands of adoring fans? Let's face it – what real bloke hasn't?

Well, here's your chance, as Capcom leaps into the ring with a give-'em-what-for, wham-bam-thank-you-ma'am, total no-holds-barred, wrestling extravaganza.

Played in much the same thumping way as other beat 'em ups, *Saturday Night Slam Masters* flies you around nine different countries, fighting ten opponents and performing ridiculous – nay, impossible – moves. And you'll love every head-smacking second of it.

The three-minute bouts end with one player giving up (if you've shown no mercy and continuously whipped his butt), pinning the guy when his energy has depleted, or, for real wusses, the time expires. Unlike other fighting carts you get only one chance at victory.

Each of the ten wrestling dudes varies in size, speed, technique, and, of course, appearance (basically the same as other fighting games). The controls are kept simple with only two buttons being used to bash each other to bloodied pulps. But, before you scream, "If it ain't got six-button moves it's gotta be crap!", these guys have heaps of techniques and cool special moves. And, wrestling being what it is, you can jump, stomp or belly-flop onto injured opponents, drag them from the ground by the hair and perform one of the many body slams. Good stuff, if you like hurting computer sprites, and perfect for all the masochists out there. And what real bloke isn't?

Large, meaty characters really hit the spot with unreal fluent movements and a substantial variety of moves. The crowd jumps and cheers in the background and the ring ropes spring just like the real thing. One drawback is the variety in scenery; basically, there is none. The same ring and the same crowd seem to haunt you no matter what country you're in – bit disappointing that.

All things considered, this is one chunky fighting game with lots of grunt. It may not be in the

VITAL STATISTICS

FORMAT: Mega Drive

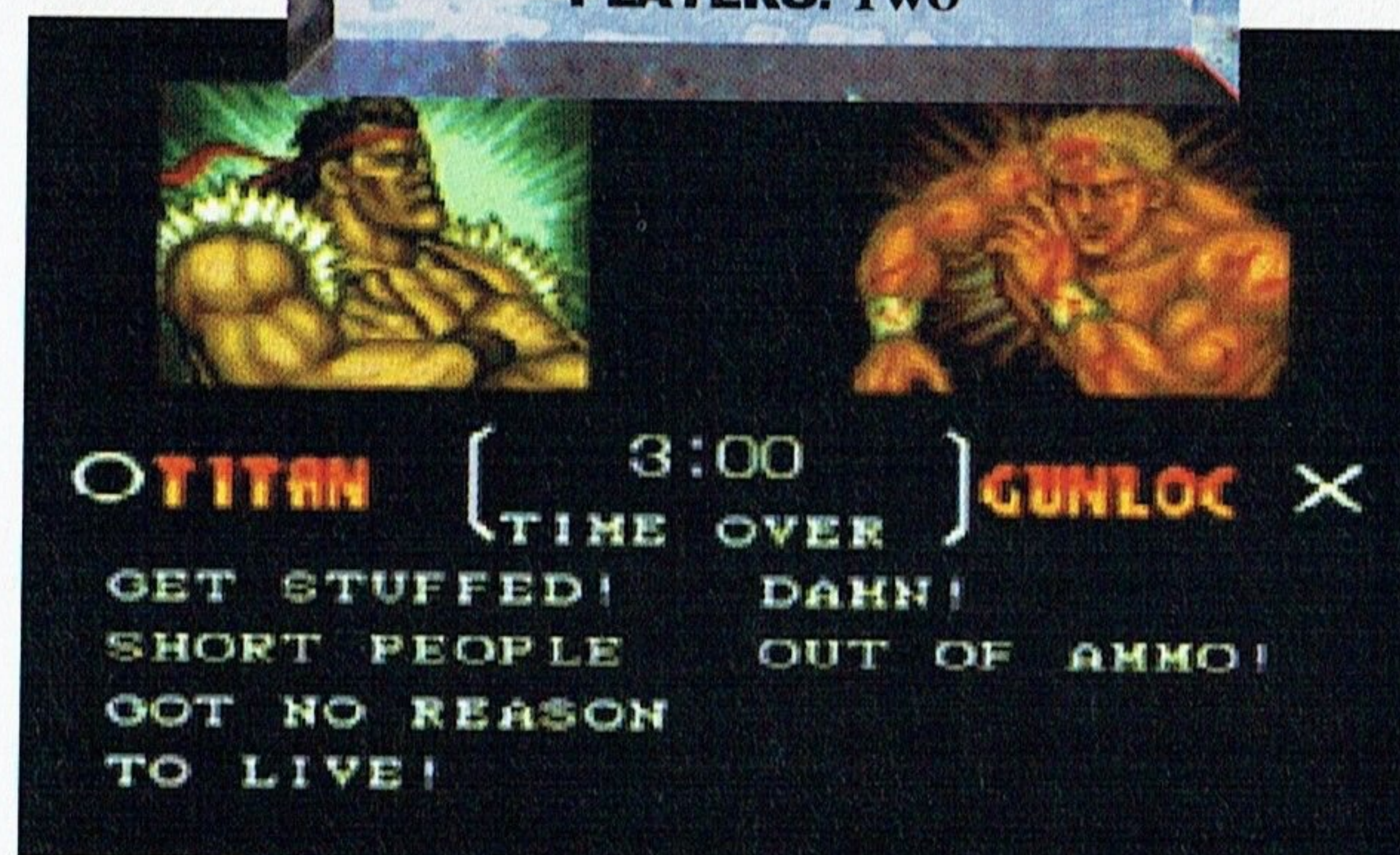
TYPE: Beat 'em up

SUPPLIER: Capcom

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two



RUB IT IN!

▲ Like *Fatal Fury*, the two fighters appear both before and after each match with short blurbs of written speech. Of course, both are very cocky before the fight. And after... one isn't so optimistic (and looking a little worse for wear).

same league as *Street Fighter II* but it gives it a good thump for its money. Just the thing to slam into your Mega Drive, if you like to roll around with big ugly men. And what real bloke doesn't? **M**

second opinion

Wrestling is a stupid 'sport'. More like pantomime than serious scrapping, it nevertheless translates well to the Mega Drive. The large, well-drawn characters have superb animation, and there are heaps of special – if rather exotic – moves.

82%

ADAM

IN OR OUT?

▲ Like the real thing, you can leap out of the ring to take a breather or, if your opponent follows, take the battle to the concrete. Unfortunately, you only get 20 seconds outside the ropes before you lose the match, so getting slammed right before time up could be costly. Outside the ring you'll find many useable items just lying around. Smashing your opponent over the head with buckets, chairs, and even tables is fun and effective.



▲ Take control of one of 10 fighters as you battle the computer in a World Domination tour, or challenge a friend in the two-player option. Once you become the supreme wrestler you can choose between five difficulty settings.

Megazone Tip: Grater has a rapid punch technique to hit opponents at close range. Simply tap Button A rapidly.

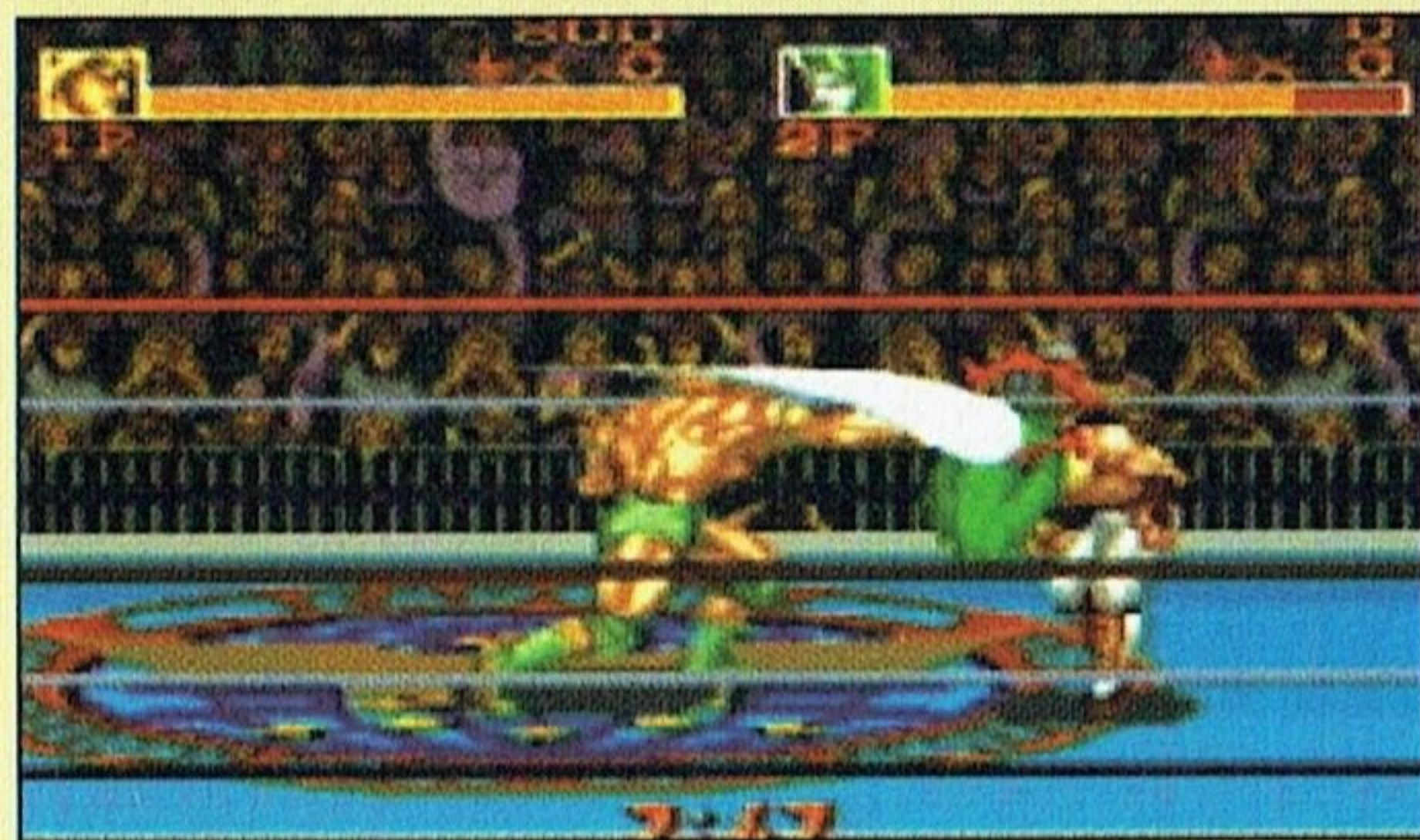
TAKE A LEAF OUT OF OUR BOOK

Co-ordination, thumping, hitting, twisting and turning is the key to winning (and that's just on the joypad). Learning the multitude of moves and special techniques takes time and, unless you have a few tricks up your sleeve, you won't be eating solids for months.

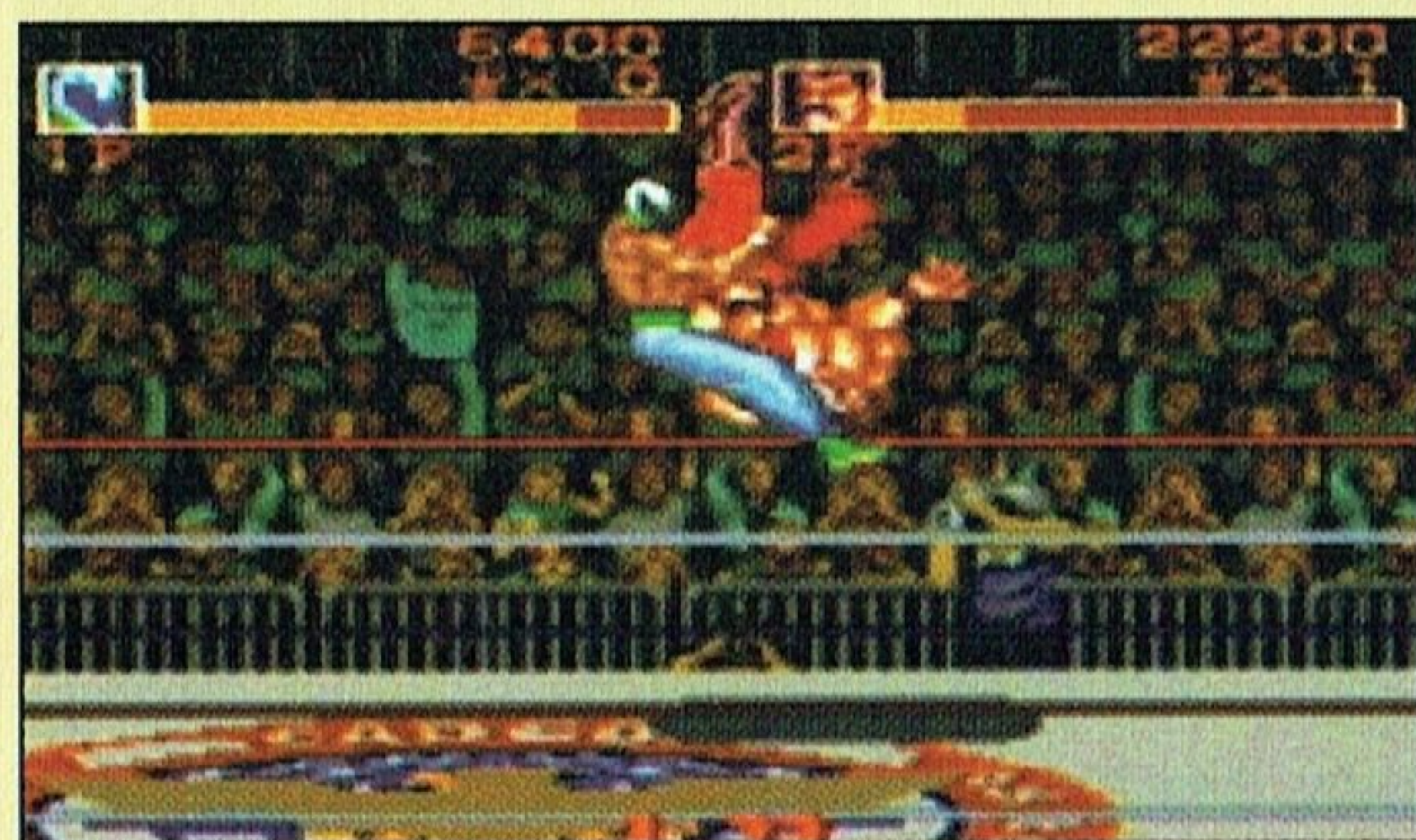
Like real wrestling (well, the play acting stuff we see on TV) a lot of techniques are performed while at close range by grabbing the opponent. Mastering the grab is very important to ensure victory and if you experiment with button and pad combinations while holding the enemy, you'll find yourself slamming just like the pros. You can also run (by pushing forward twice), leap into the air, and rebound the other guy off the ropes. Everything that makes wrestling such compulsive viewing is here (plus some more moves which mere mortals couldn't possibly perform). So here are a few moves we found, to get you started.



▲ **GRATER:** Back Breaker. A to grab, Up + A.



▲ **BIFF:** Super Punch. A rapidly.



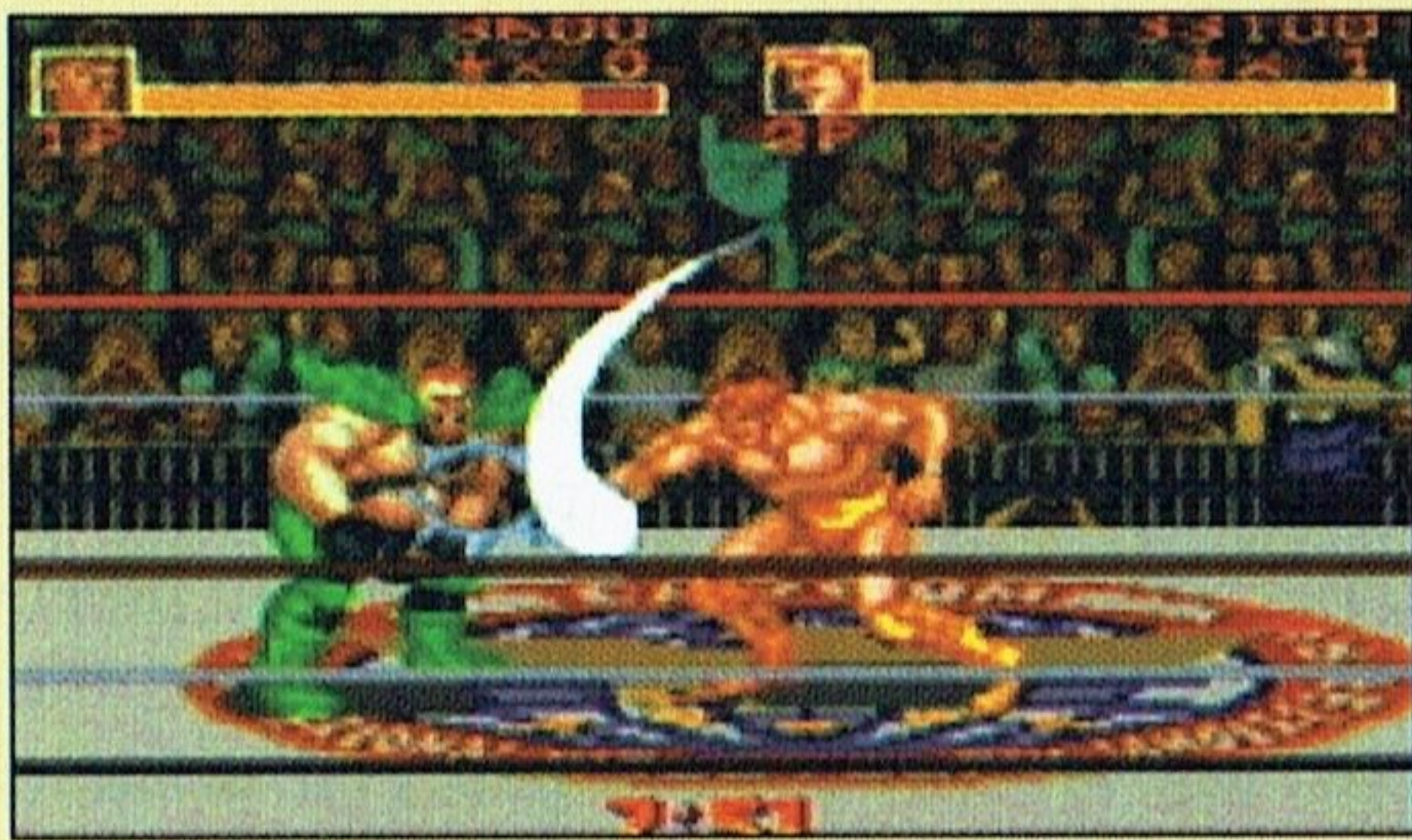
▲ **SCORP:** Pile Driver. A to grab, A + B + Down.



▲ **JUMBO:** Bear Hug. A to grab, A + Up



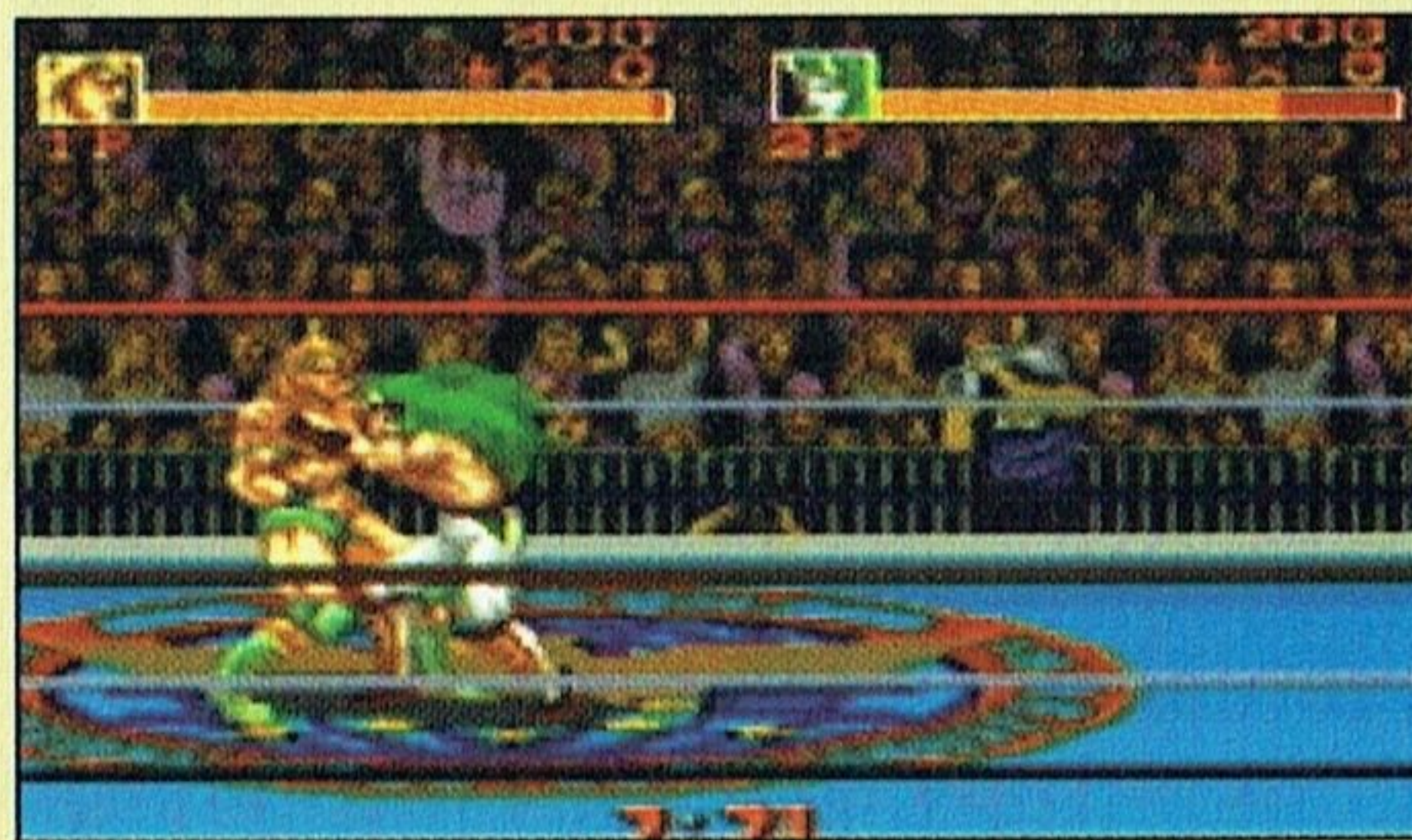
▲ **RASTA:** Arm Flap. A rapidly.



▲ **GUNLOCK:** Super Punch. A rapidly.



▲ **STINGER:** Corkscrew Jump. B + A.



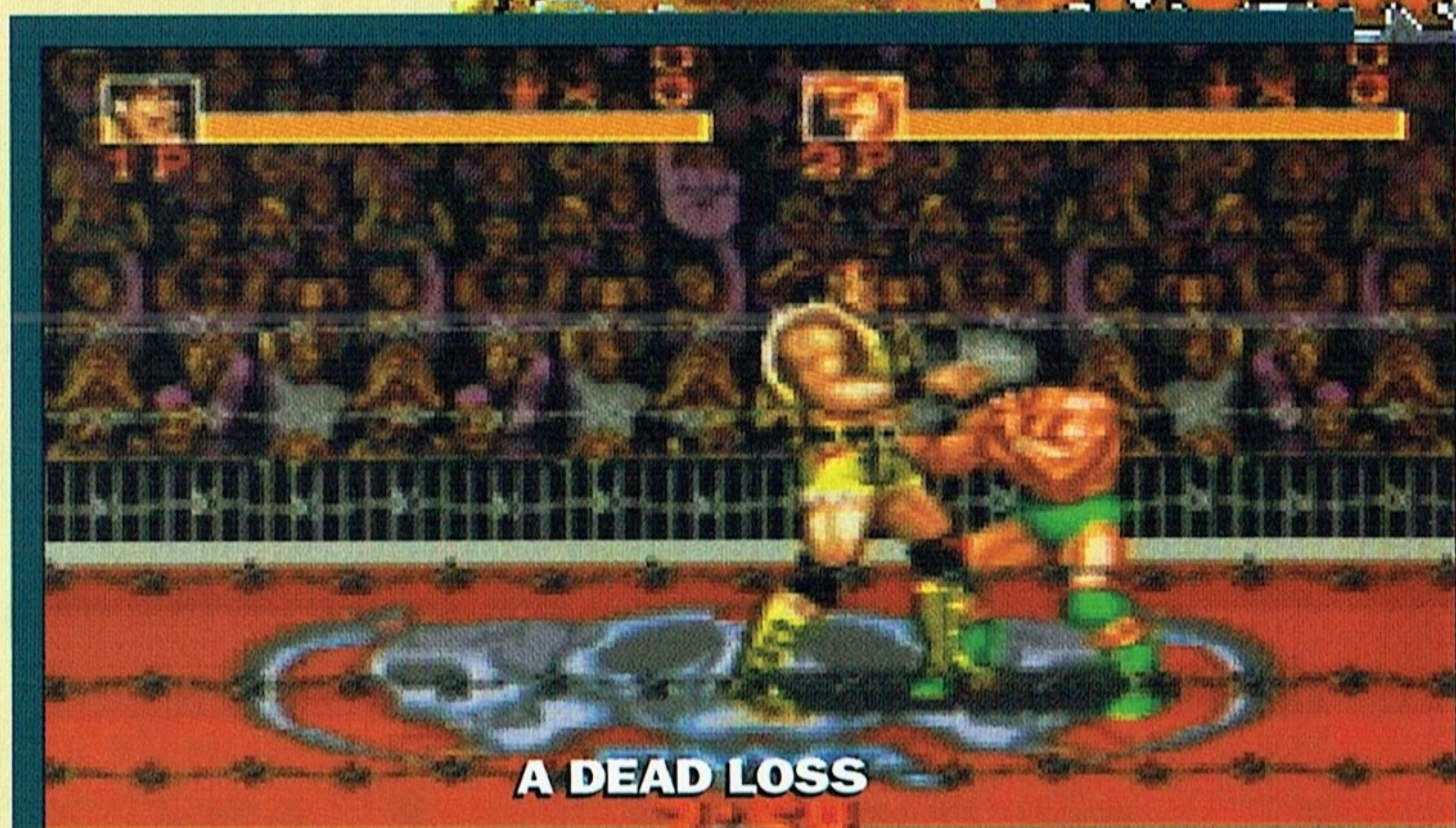
▲ **ONI:** Nut Cracker. A to grab, A + Down.



▲ **HAGGER:** Spin Punch. A + B.



▲ **TITAN:** Sleeper Slam. A to grab, A + Up.



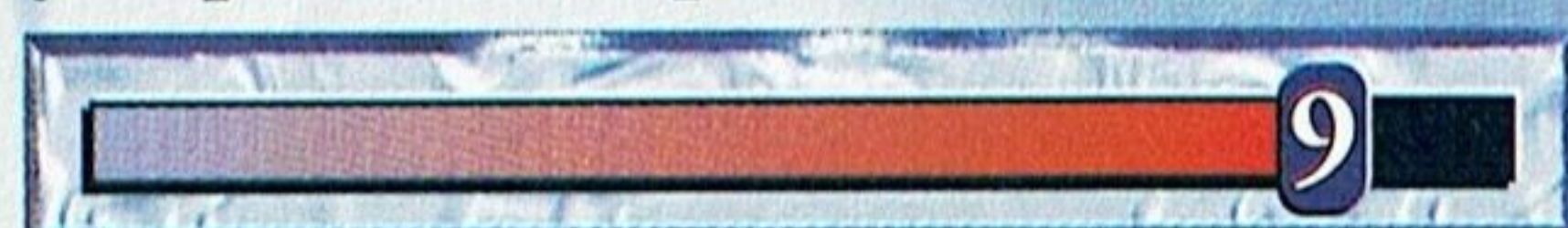
A DEAD LOSS

▲ The Death Battle is a two-player option fought in much the same fashion as the normal match with a few exceptions. First, the leather ropes have been replaced with electrified barbed wire; throwing your opponent onto this is a real shocking experience! Chairs, buckets, and safes thrown into the ring by the crowd can be used as a deadly weapons by pounding your opponent over the head with them. Cool fun if you've got a death wish!

Word

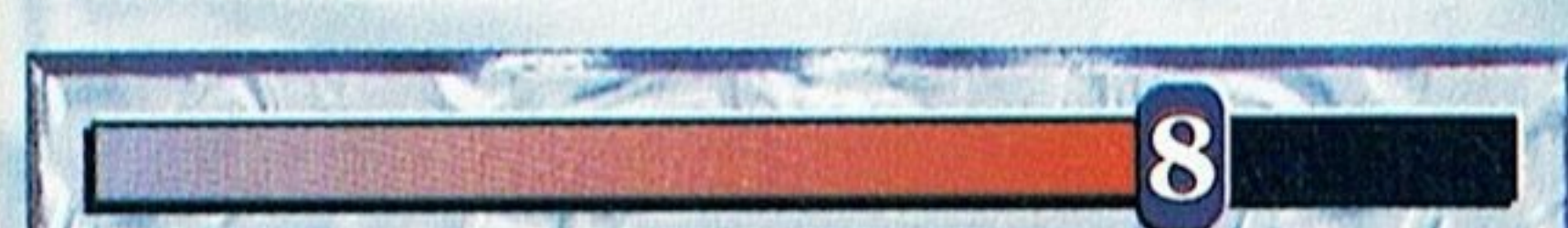
GRAPHICS

Street Fighter II meets Hulk Hogan, cheering fans and cameras flash when you perform a special move!



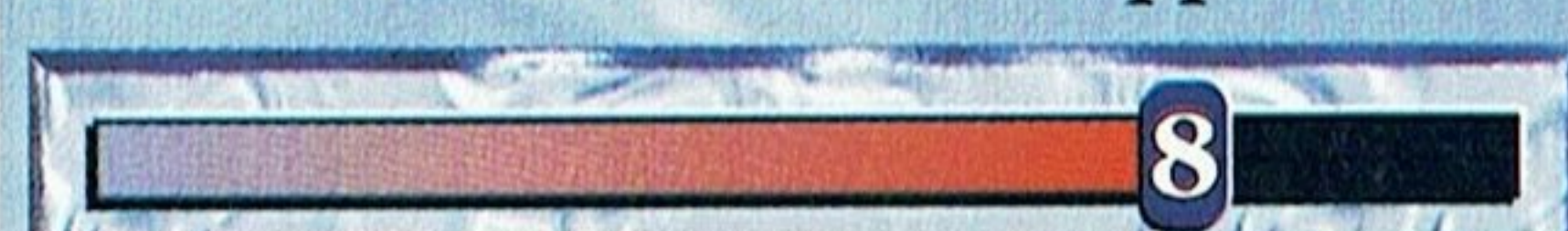
SONICS

Rowdy crowd effects, slaps, thuds and computerised voices stir up the old adrenalin.



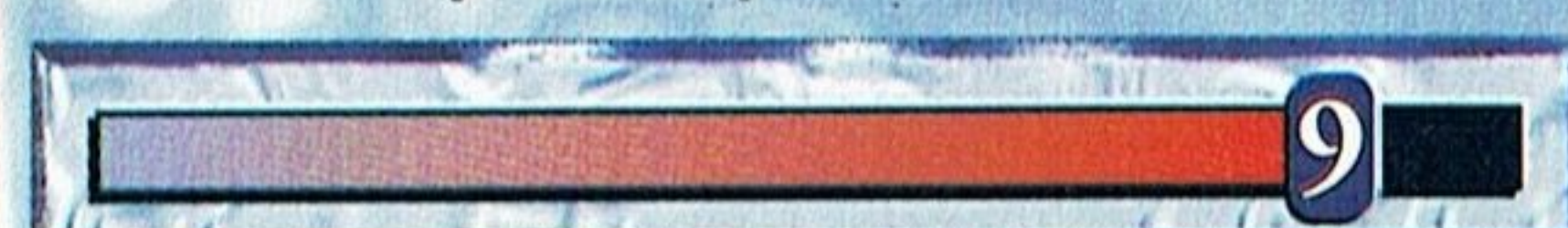
PLAYABILITY

You begin as a button-tapping madman. And when you do a cool move, you don't know how in hell it happened...



STAYING POWER

With time you'll become a sadistic, button-pushing genius as you mercilessly slam yet another victim.



OVERALL

Wrestling has never been this good and if you're a fan, this is the fighting game for YOU!

85
PER CENT

Brian Lara Cricket

Mega Drive Review

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Sports sim

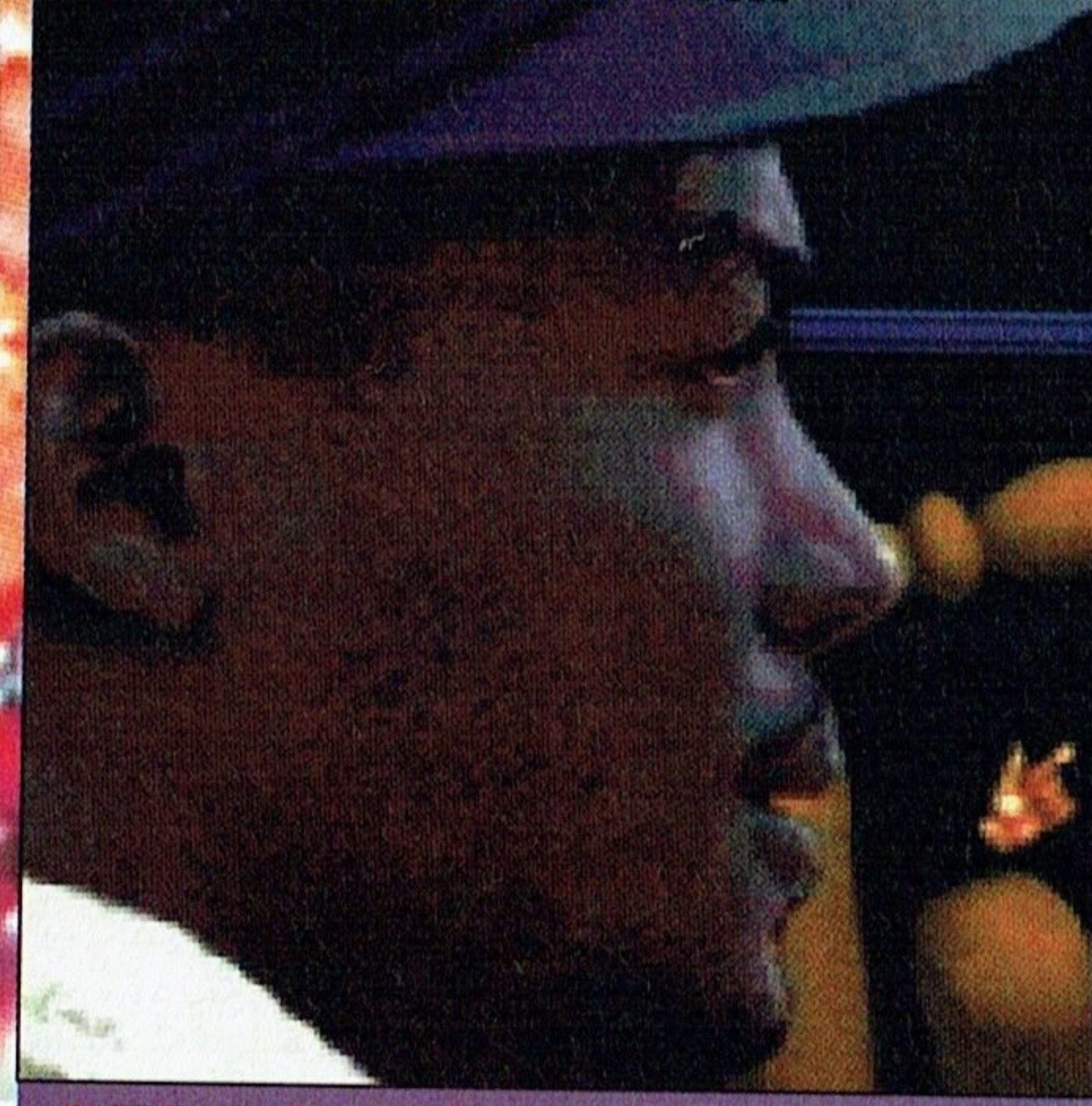
SUPPLIER: Codemasters

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Four

THE LEGEND THAT IS...



▲ This is Brian Lara. A top bloke, he's meant to make you buy the game.

THE LEGENDS THAT ARE... AUSTRALIA SQUAD

M.A. DEVOOR
M.J. SLATER
M.L. HAYDEN
D.C. BOON
M.E. WAUGH
M.G. BEVAN
S.R. WAUGH
D.R. MARTYN
G.S. BLEMETT
I.A. HEALY
P.R. REIFFEL

Fielding Stats
Style DEF
Head LEFT
Arm 47
Fielding Stats
Style OFF
Head LEFT
Arm 99
PLAYERS PICKED 0

▲ The Aussie squad is, surprisingly, up to date. Be careful with auto selection, though. You could end up with a team of reject New South Welshmen. Ugh.

Brian Lara – one of the most exciting cricketers to strap on pads.
Mark Sariban – um, reviewed this game.

Brian Lara Cricket is the first cricket sim to grace the Mega Drive. It's a good cart in its own right, but some bright marketing whiz at Codemasters decided that getting batting legend Brian Lara to lend his name to the game would help sell even more copies. The teams are actually made up of real players, and are very up to date. Damien Martyn and Jo Angel turn out regularly for Australia. AB is long gone.

There are a decent number of options, both for the format of the match; one day to five days, number of overs per innings (10 to unlimited) – and for the actual mechanics of the game; LBW on/off, automatic fielding.

Matches can be saved, which is fortunate considering a full five-day Test match takes almost as long as the real thing. On the down side, you can only save just one match that involves those same two

teams. For example, if you've saved a West Indies-Australia match, you can only save another game between the two sides by overwriting the old one.

Batting is simple enough, once you've got the timing right, with shots ranging from a safe block shot to giving it a bloody good whack and hoping for the best. Bowling is more complicated, with control the biggest headache (although compared with some other sports sims, *BLC* is a breeze to play). While the CPU can be a worthy opponent, the best way to enjoy this cart is to grab a friend or three and play against each other.

BLC is a very impressive debut for Mega Drive cricket, accurately recreating the feel of the game. Anyone for the Ashes? **M**

► To make things easier on the batting side, the camera angle can be placed either directly behind the umpire, or on either side of the wicket to around mid-on.



1ST INNINGS
IND. 9 FOR 0
1.1 OVERS

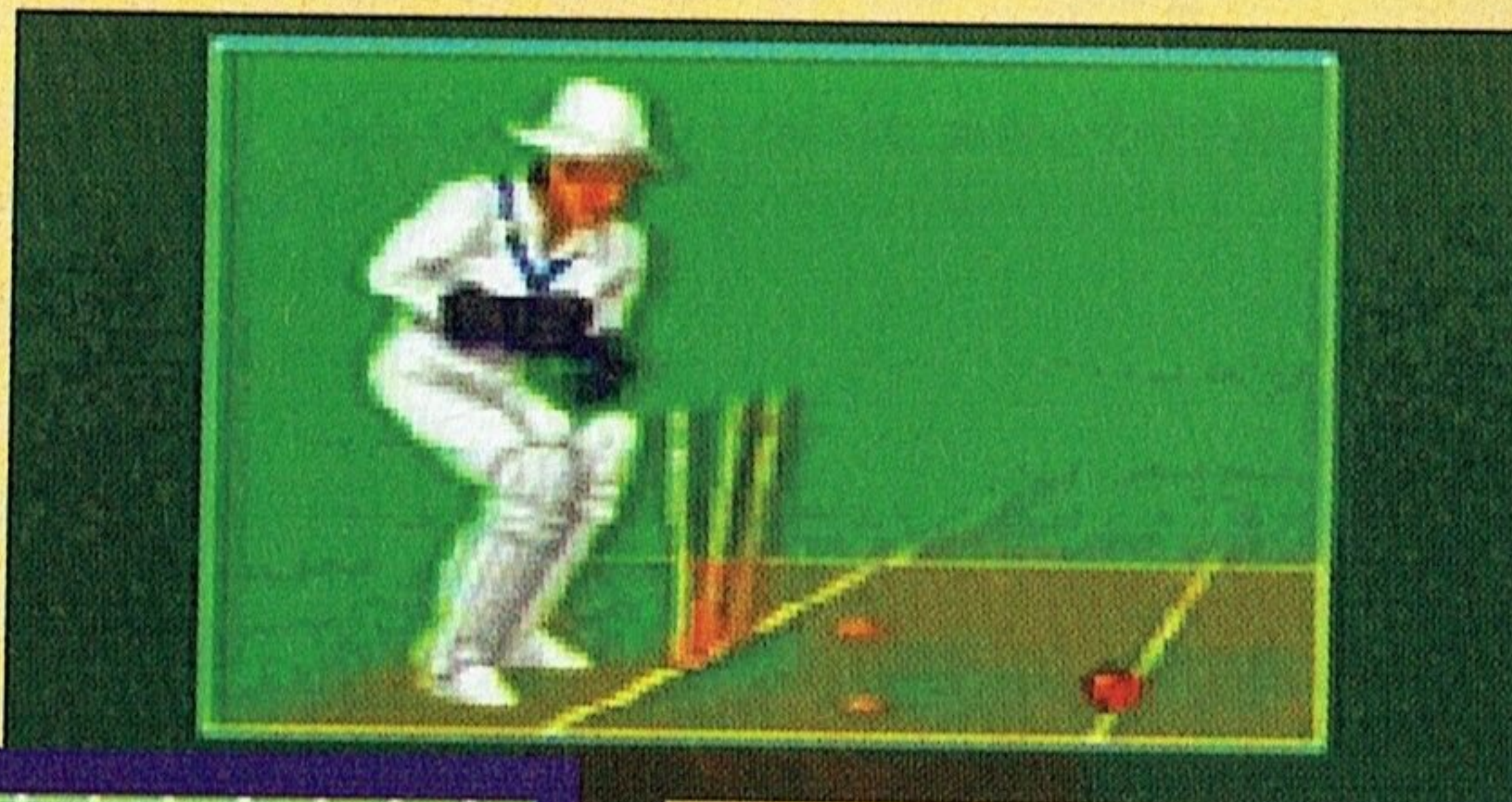
DRESSED BY KEN DONE

▲ They don't call one-dayers pyjama games for nothing.
► White flannels are so much easier on pixelled-out eyes.



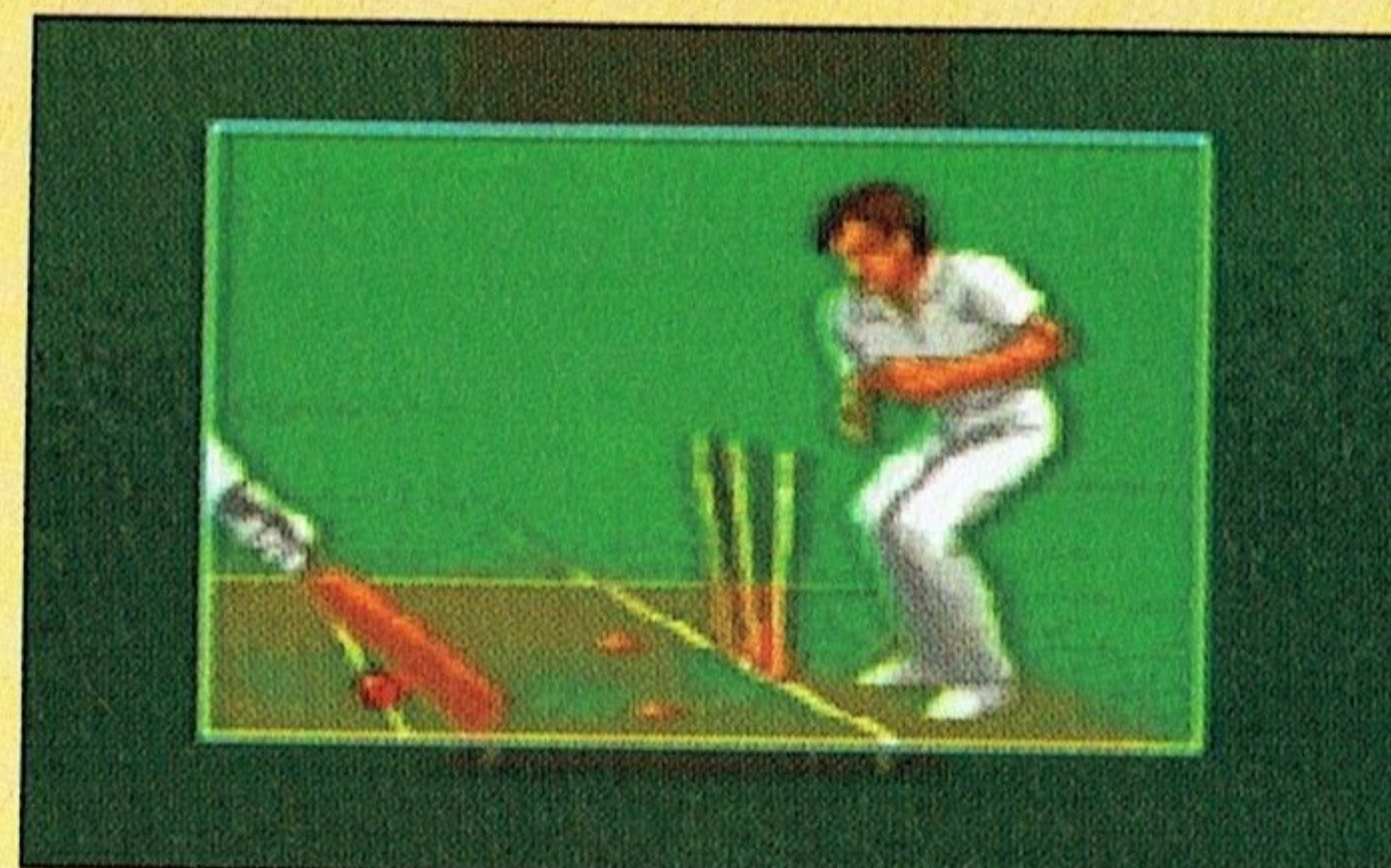
NO THIRD UMPIRE IN THIS HERE GAME

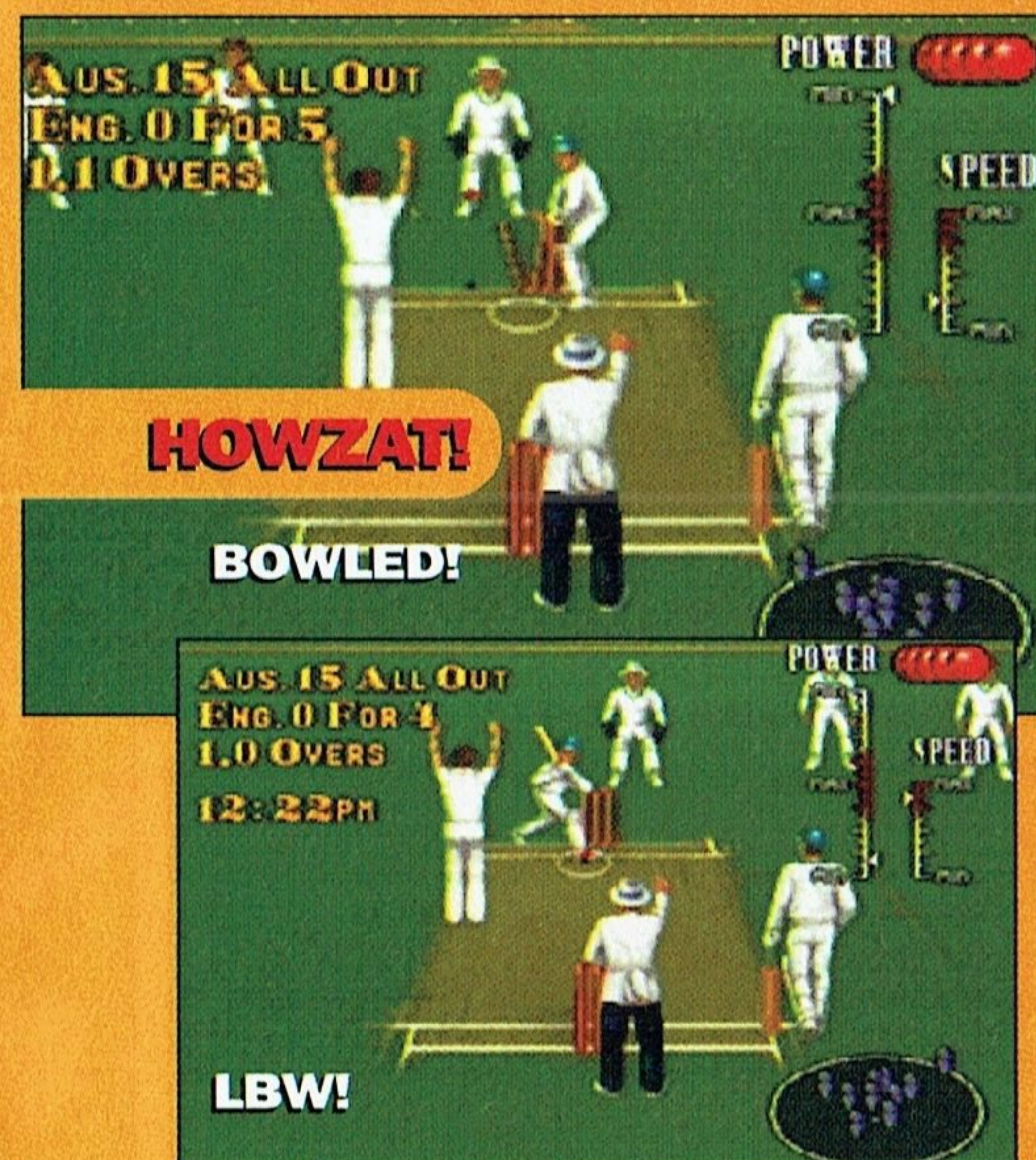
Even in one-player mode, the Mega Drive makes the decisions concerning run-outs.



◀ If the batsman is out, you'll see an animation of the stumps being taken off.

▼ If the batsman is safe, you'll just see this still.





HOWZAT!

BOWLED!

AUS. 15 ALL OUT
ENG. 0 FOR 5
1.1 OVERS
12:22PM

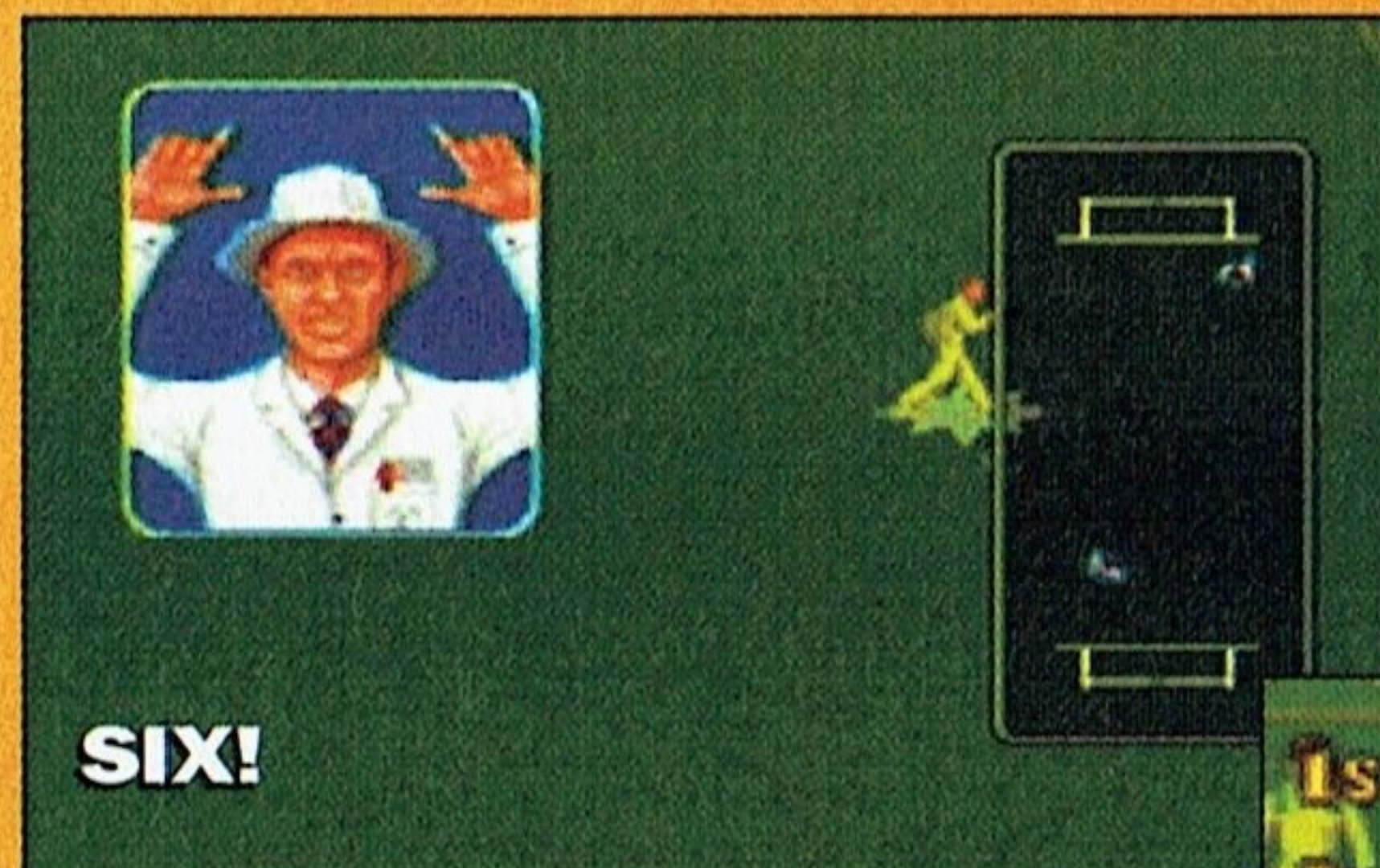
LBW!



CAUGHT!



RUN OUT!



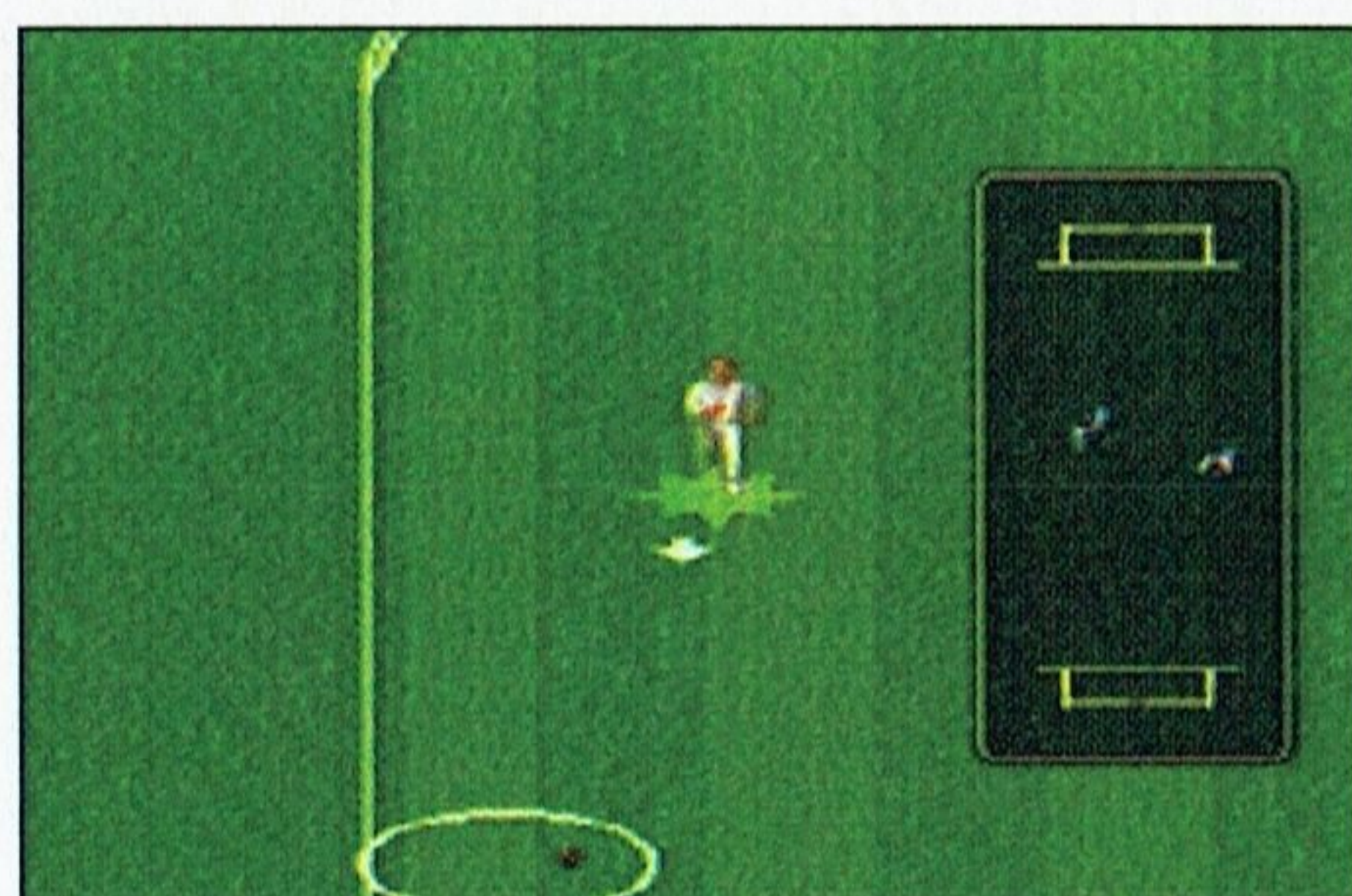
SIX!

BOWLED OVER

Bowling controls are slightly different, depending on the type of bowler. Choice comprises of fast, spinner and swing – there's no sign of the flipper. For all types of shot, a rapidly moving 'power' bar has to be stopped as close to maximum as possible.



▲ Swing bowlers can vary how much seam to use, which direction the ball will swing, and, of course, speed.



▲ The outfield is lightning fast, so a well-placed shot should end up on the boundary fence. In fact, it's much easier to score singles or fours than it is to run two or three.

second opinion

Two things: If you're not an avid cricketer, you won't like this – like the real thing, it's not a fast-moving game. And if you are a cricket fan, this is the best (only, actually) game on the market. Me, I'd rather be strapped to the kitchen table and force-fed kangaroo droppings, but that's another story. **70%** ☐ ADAM



▲ With a fast bowler, you control the power and speed of the delivery.



▲ For a spinner, choose the direction of the break, amount of spin, and speed.

AUSTRALIA V ENGLAND

Player	Score	Wicket
M. A. TAYLOR	8	GOUGH
M. J. SLATER	8	GOUGH
D. C. BOON	8	DEFRETTAS
M. E. WAUGH	8	ATHERTON
M. G. BEVAN	8	GOUGH
D. R. MARTYN	8	GOUGH
S. R. WAUGH	8	GOUGH
P. A. EMERY	8	GOUGH
C. MCDERMOTT	8	GOUGH
S. K. HARNE	8	GOUGH
P. MCINTYRE	8	GOUGH
EXTRAS	8	2
TOTAL	37	

◀ You can check the scoreboard each over. Australia, six for 37 against the Poms. Not freakin' likely. The game has an English angle, so you get '37 for six' instead of the real way around.

ALL TIME XI SQUAD

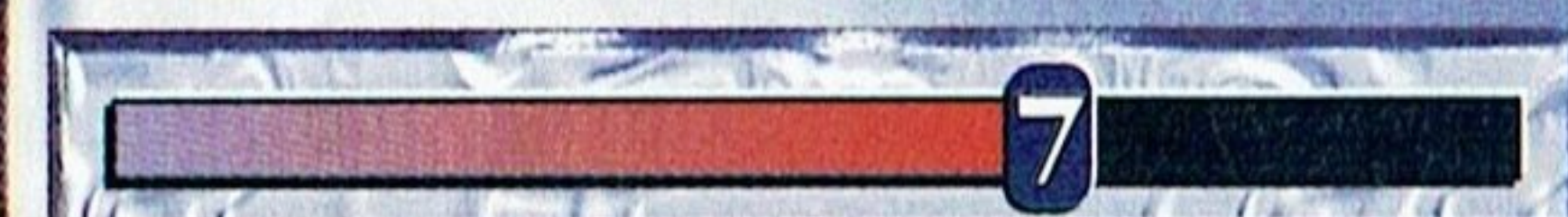
H. MOHAMMED
R. G. POLLOCK
I. V. RICHARDS
D. I. GOWER
A. R. BORDER
I. T. BOTHAM
G. S. SOBERS
A. P. E. KNOTT
R. W. MARSH
R. J. HADDEE
M. D. MARSHALL

Setting Date
Style MOD
Head RIGHT
Av. 26
Fielding Date
Style FAST
Head RIGHT
Av. 26
PLAYERS PICKED 0

▲ Along with all the countries fielding test teams, there's also an All-Time XI. It's full of great legends from the dawn of time. But where are Richie Benaud, Stacky, and Hookesey?

GRAPHICS

A little on the clunky side, but well done all the same.



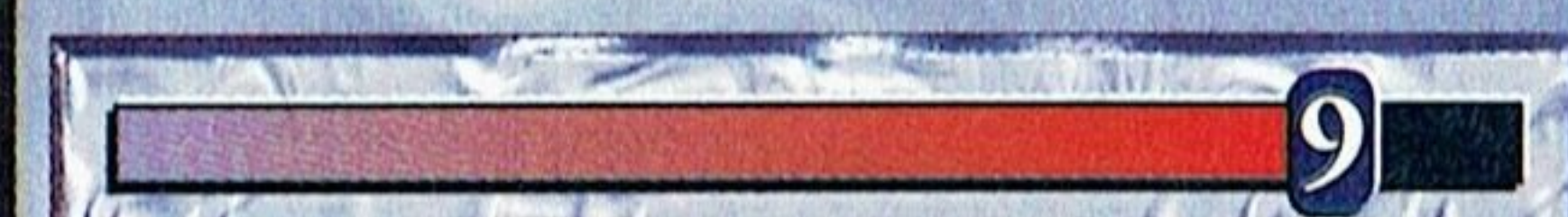
SONICS

Calypso music for team selection, deathly silence during the game.



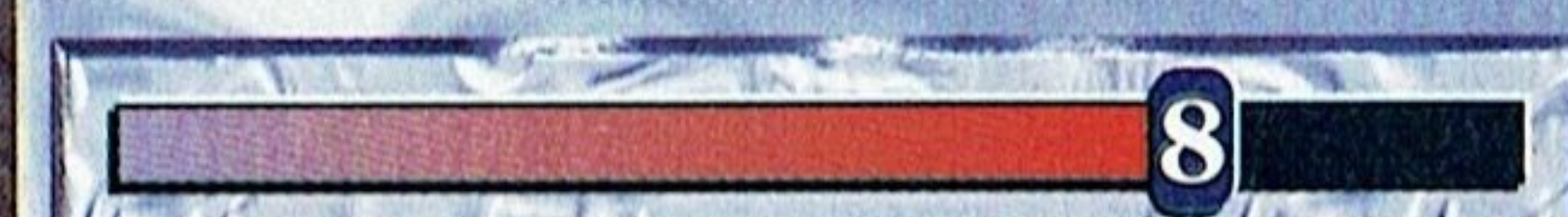
PLAYABILITY

Very simple, intuitive fielding and batting controls.



STAYING POWER

With the save option, tours can go on forever.



OVERALL

Slow as a wet week, but that's cricket for you.

85
PER CENT

Bloodshot

**A spaceship of aliens are cranky.
Mark Sariban volunteers to mediate.**

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Shoot 'em up

SUPPLIER: Domark

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two

It's December, 2049, and there's a dust-up going on between Earth and some aliens. The aliens, who obviously haven't heard of multiculturalism, have sent spaceships to destroy Earth. The alien flotilla's main starship is powered by 12 plasma nodes and is populated by killer robots. As a member of the human starfleet's elite marines, your mission is to enter the starship and destroy the plasma nodes. Your superiors have thoughtfully inserted into your brain a battle frenzy chip called 'Bloodshot' to help you get in the mood for the fight.

Sound familiar? Of course it does. *Bloodshot* is, naturally, set out in the first-person perspective, with very *Doom*-ish sets of corridors and automatic doors opening up to reveal not very nice thingies who want to kill you. Being a clone doesn't necessarily mean doom and gloom, though. After all, not everybody has access to a PC or a 32X add-on, and *Bloodshot* is a reasonable MD adaptation of a pioneering killer cart.

To fit the game onto a MD cart, there were obviously some sacrifices made. The biggest loss is not being able to see your outstretched arm and weapon. This makes aiming a little trickier and detracts from the sense of being immersed in your character.

There's no difficulty setting, and you can't choose which level to start on. You just have to slug your way through from the beginning – luckily, the first levels are short and relatively

BLOODSHOT STUFF

KEYS

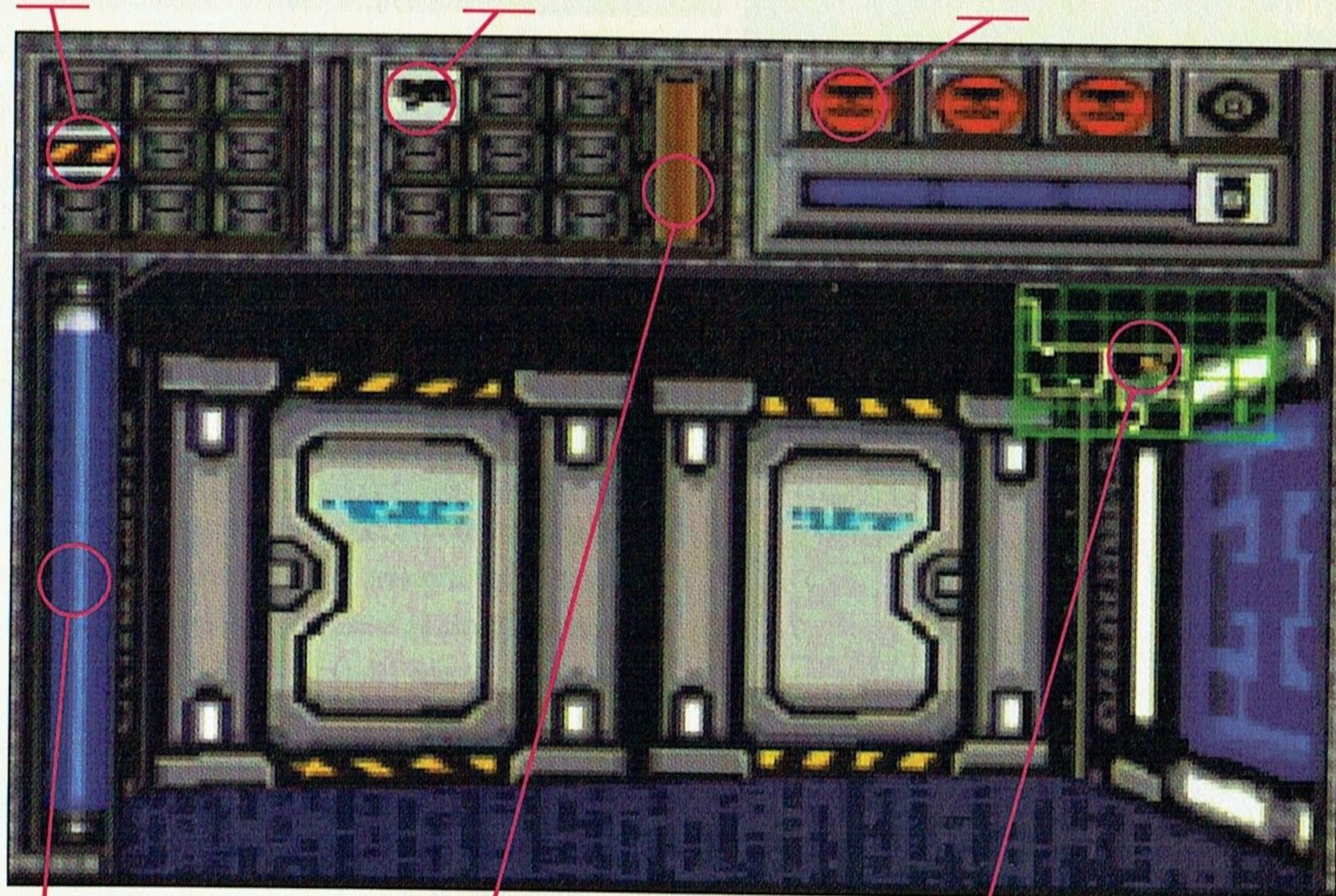
Displays the keys you got but haven't used yet.

WEAPONS

Shows which weapons you have at your disposal.

LIVES LEFT

The red skulls are actually lives left.



HEALTH METER

Blue is OK. Red means you're in trouble.

AMMO METER

How many bullets your special weapons have got.

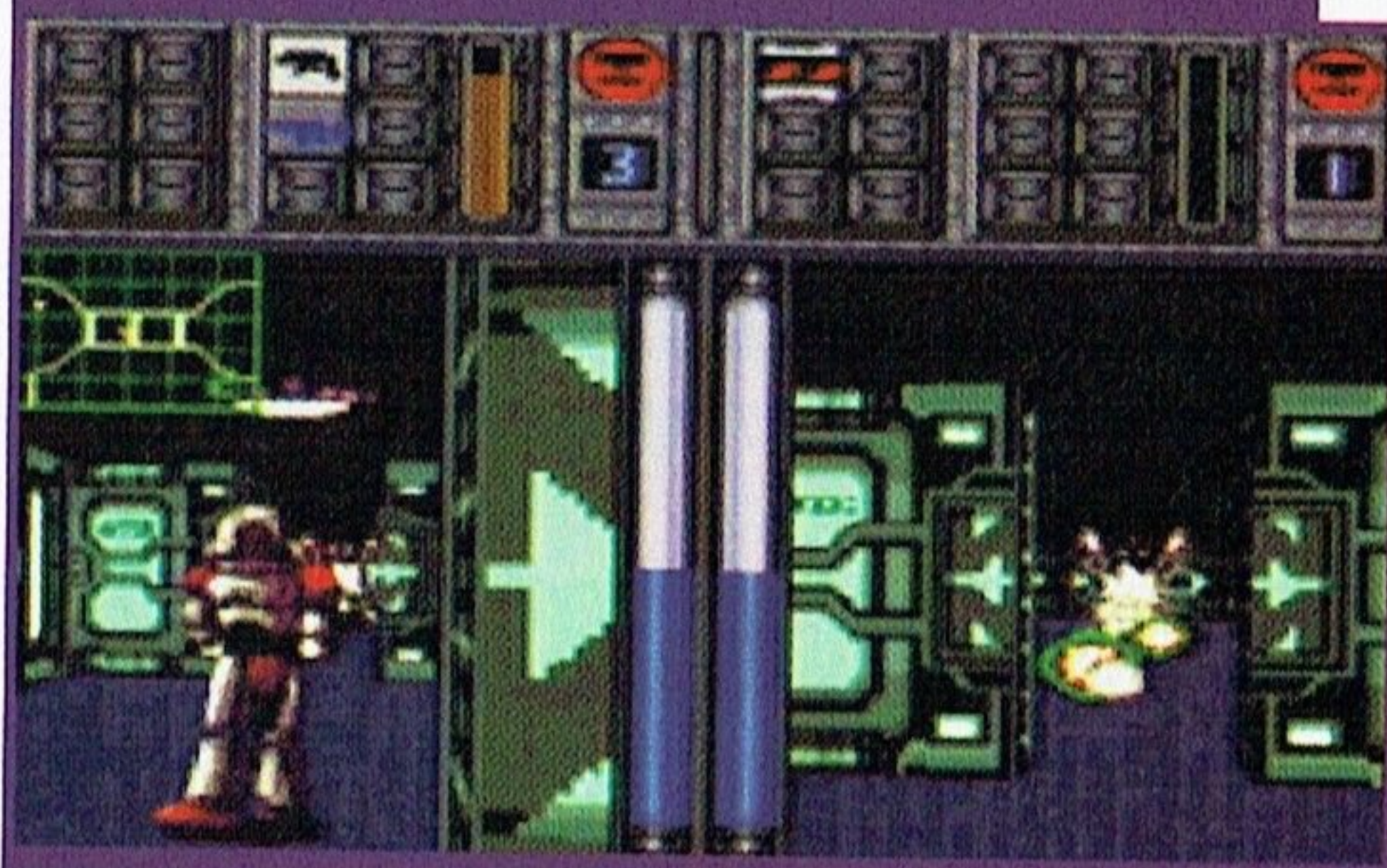
MAP

The map shows your position and surroundings.

easy to complete.

Bloodshot has the distinction (so far) of being the only Mega Drive-compatible *Doom*-ish game to offer two-player head-to-head fighting. This is where this cart comes into its own. Loads of fun, even after you've knocked over the CPU, there's always the two-player option. This cart will definitely induce bloodshot eyes in many a gamer. **M**

TWO-PLAYER OPTION



▲▼ There are actually two options here. You can join up and play through the game, or try to blow each other away. Starting from different points on a level, you use the maps to find and kill your mate.

second opinion

It's just like having *Doom* on the Mega Drive. OK, so it's not as atmospheric, there's no blood, and the 3D isn't nearly as fast, but if you don't have a 32X, then this is the closest you'll get in 16-bits.

83%

And the two-player option is heaps of fun!

ADAM



▲ Here's one of the nastier surprises waiting for you to turn up on Level Three.

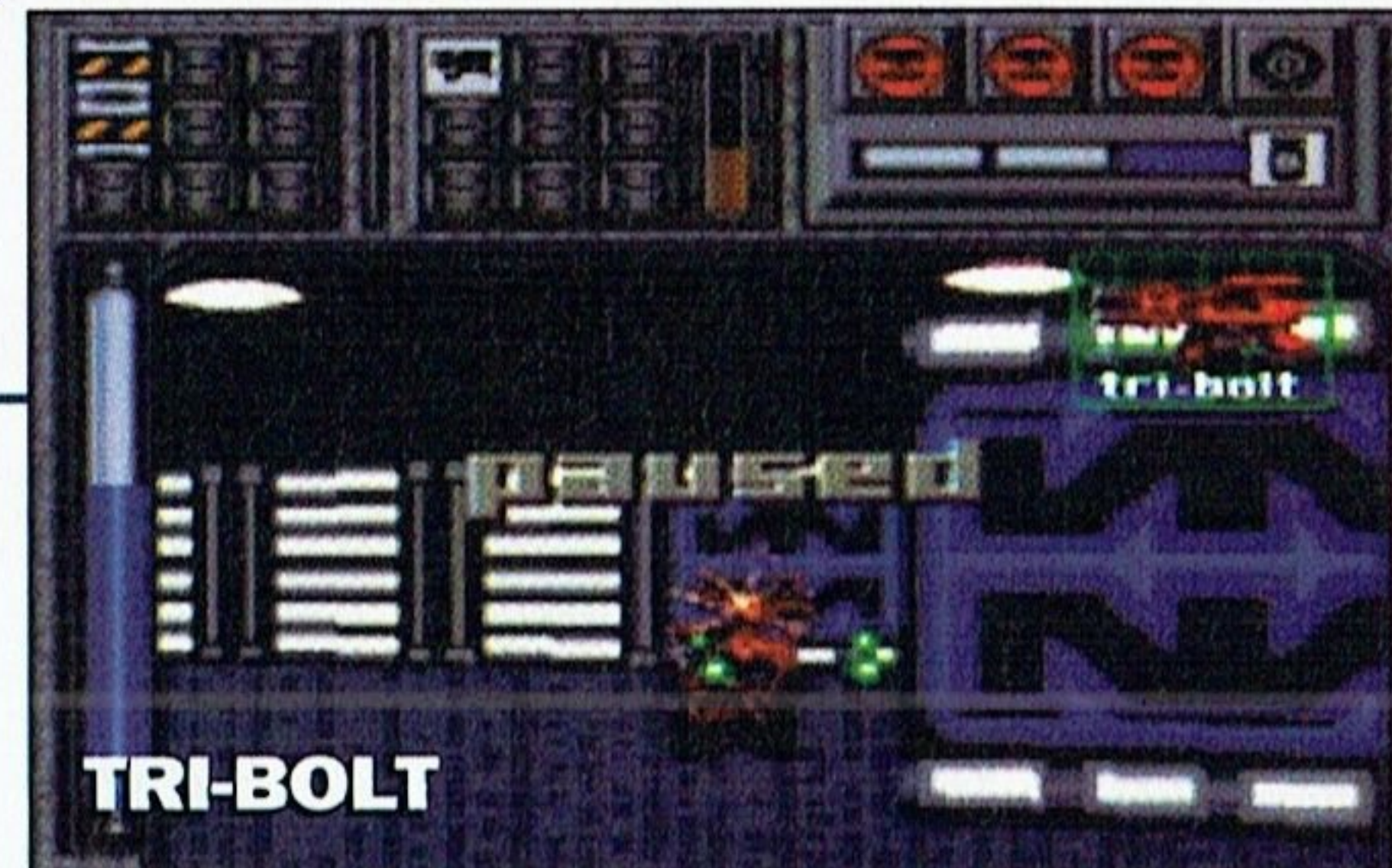


WEAPONS

Minimum weaponry is a rifle, with unlimited ammo. Weapon pick-ups have a limited amount of ammunition, once used up, the weapon is useless.



▲ Standard semi-automatic.



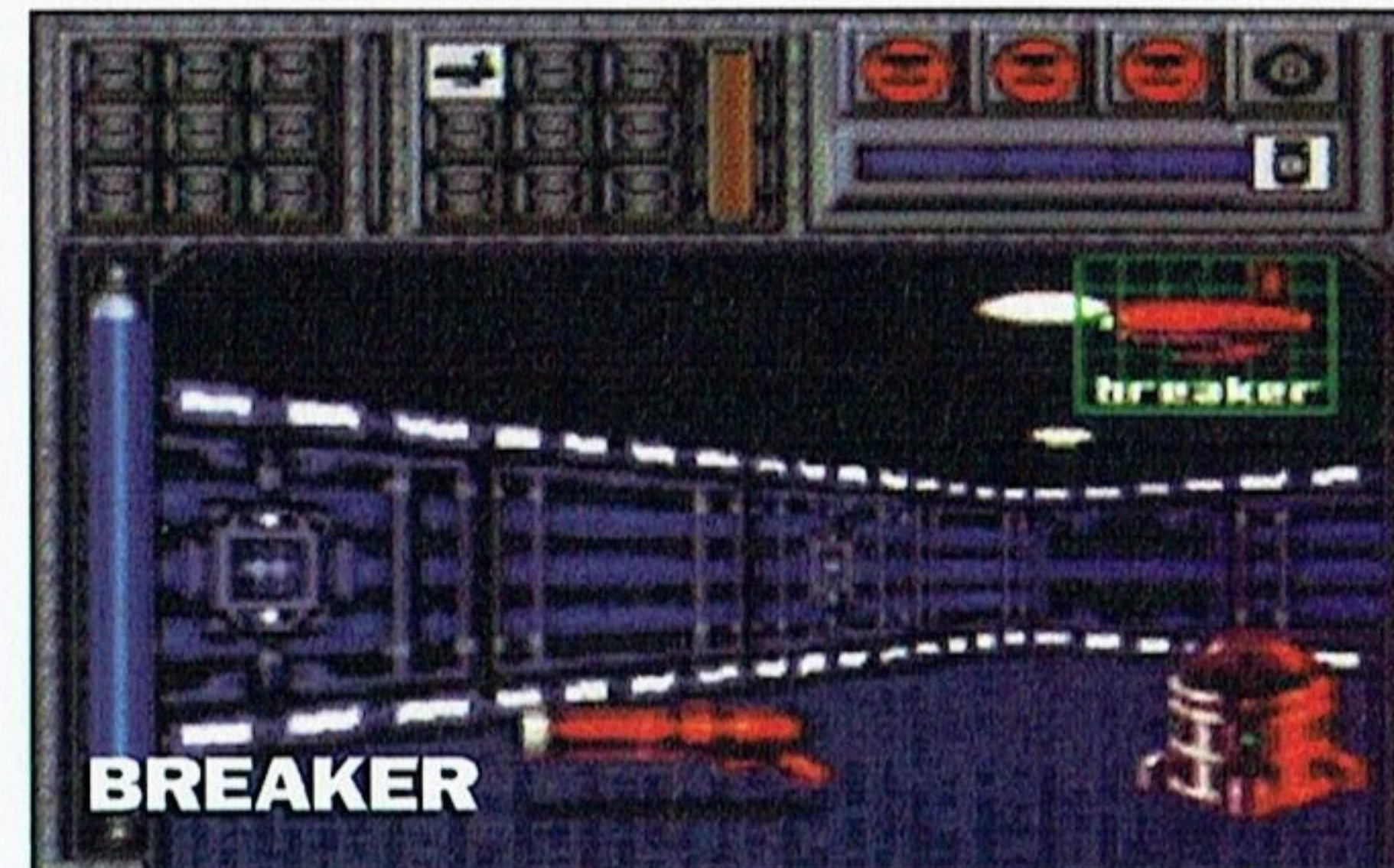
▲ Shoots three bullets simultaneously in a wide spread.



▲ As in armour piercing.



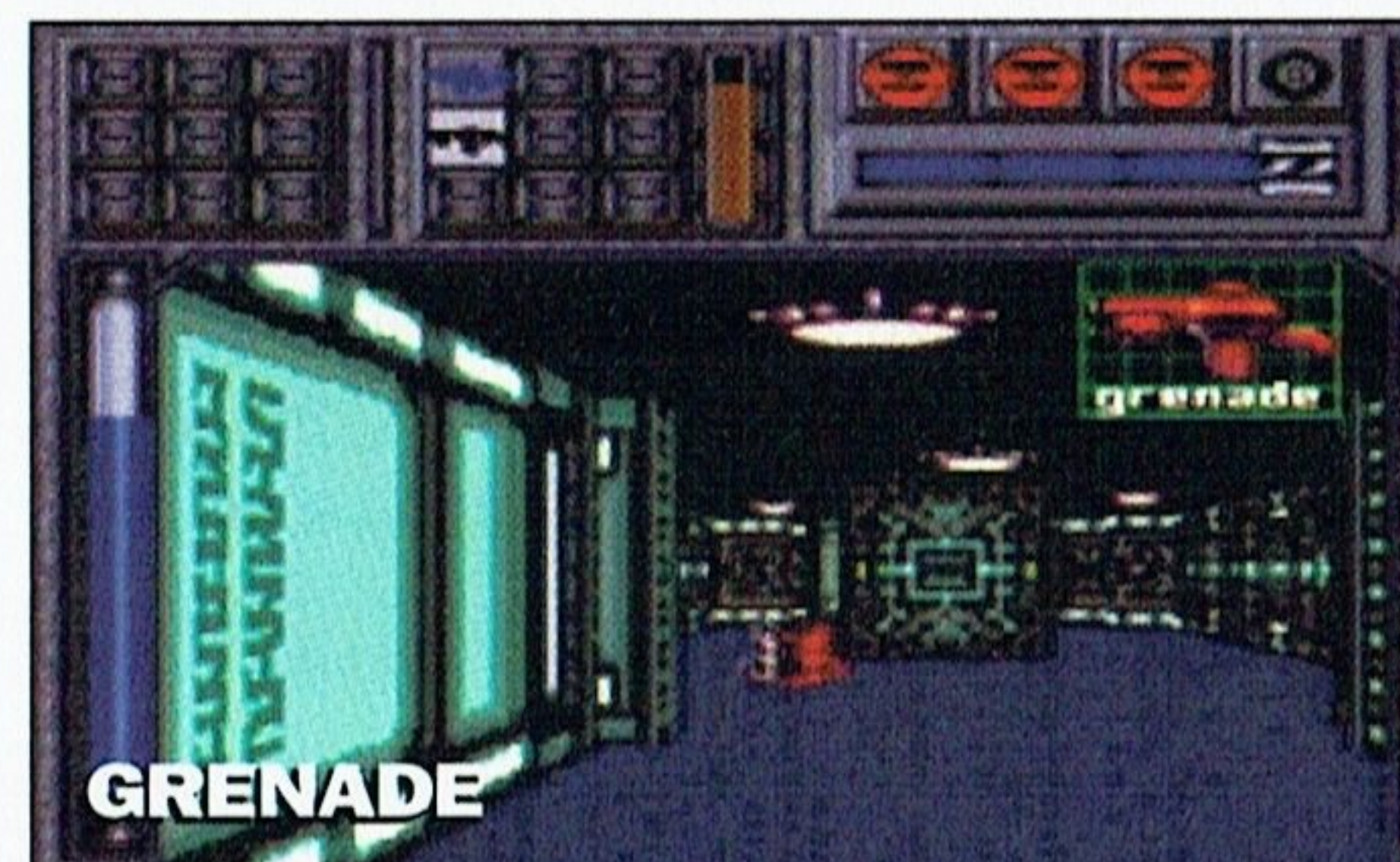
▲ Yes! This mother blows 'em away in style.



▲ Another good heavy-duty weapon.



▲ As the name suggests, Spray delivers a rapid burst.



▲ Launches grenades with a very limited range.



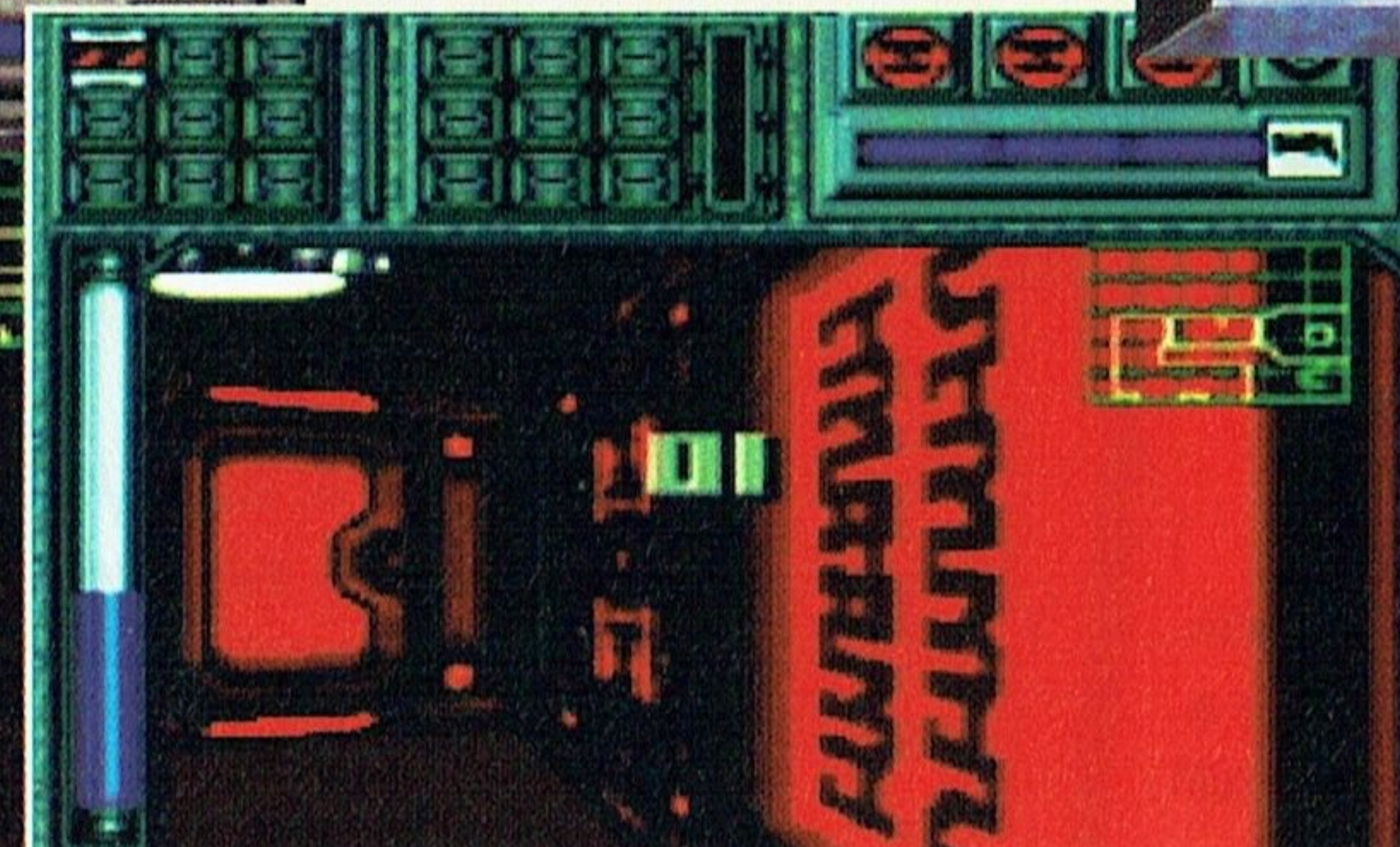
▲ Great in tight spaces, the bullets will bounce off walls if you miss your target.



▲ Locks on and blows away, all in one motion.

BLOW UP AND BUG OUT

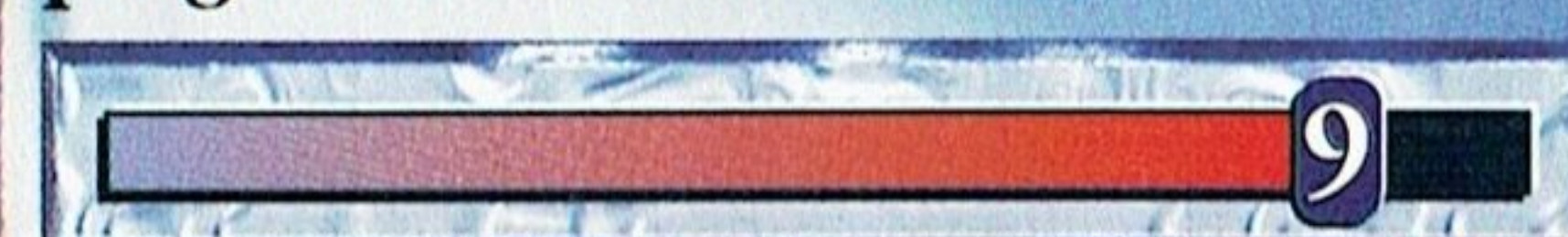
To complete a level you must find the plasma node and destroy it. You then have a very short time to make it back to the entrance of the stage - with slowly flashing red lights the only illumination. If you don't get out in time, the explosion will kill you and it's back to square one.



Word

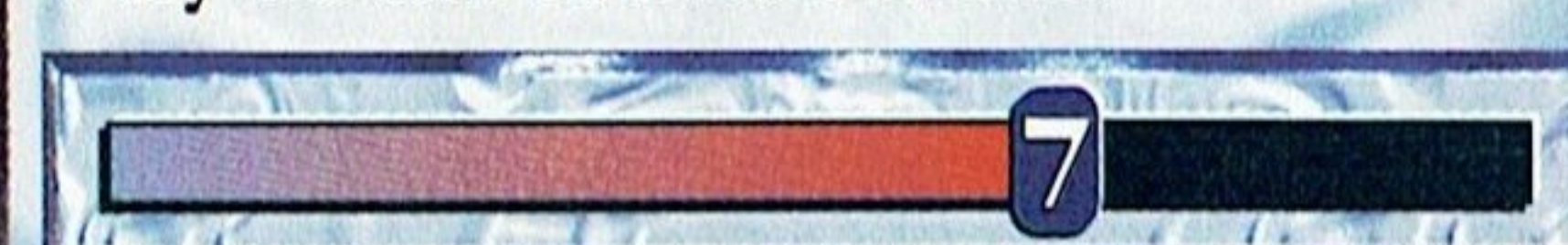
GRAPHICS

Impressive detail, considering the programmer's limitations.



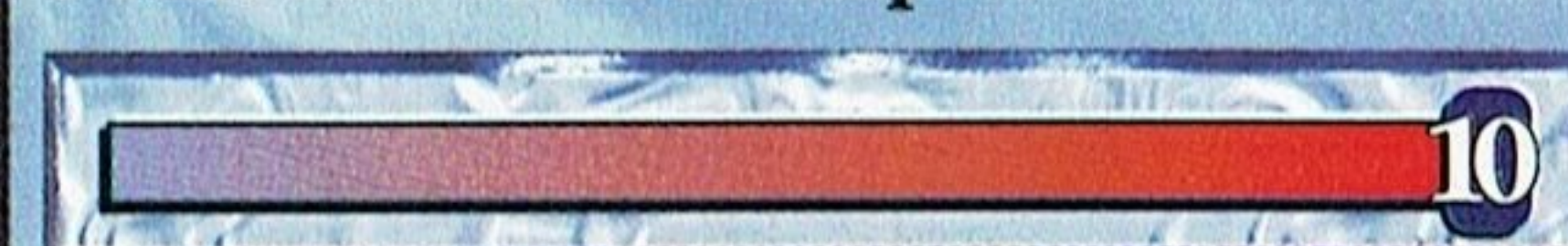
SONICS

Why do the robots scream?



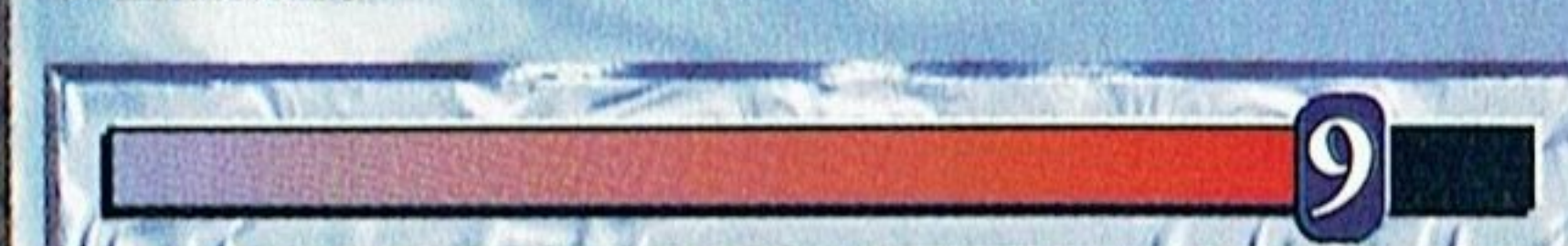
PLAYABILITY

Point and shoot. Simple.



STAYING POWER

The head-to-head feature makes this a winner.



OVERALL

A surprisingly well-done, gripping cart.

92
PER CENT

Megazone Tip: There's hardly enough time to refer the floor plan displayed on the screen to find your way back to the entrance. To avoid becoming disorientated, try backtracking at least once for practice before destroying the plasma node.

Justice League Task Force



STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

SUPPLIER: Sunsoft

PRICE: tba

SIZE: 32 megabits

PLAYERS: Two

"Justice League? Isn't that the police soccer tournament?" asks Mark Sariban. Um, no.

Darkseid is back, from wherever in the galaxy he hangs out, to turn Earthlings into slaves. As he declares in the opening sequence, he has the technology and the power to control your mind. Which means it's time for the Justice League – Superman, Batman, Wonder Woman, The Flash, Aquaman and the Green Arrow – to do their stuff.

There are three play modes – Hero Mode, Player vs CPU and Player vs Player. The Hero Mode starts with Darkseid declaring war on Earth, and attacking a US military base. A UN multinational force is mobilised, and the call goes out for the Justice League's help. The Justice League member you choose goes to

find the others to co-ordinate a response. But the first other member you find mysteriously attacks you... And so begins a tournament, with your Justice League hero having to fight every other hero, and then on to Darkseid's lackeys and a mystery fighter before tackling Darkseid himself. If you get this far, you'll find out why the other heroes have been attacking you...

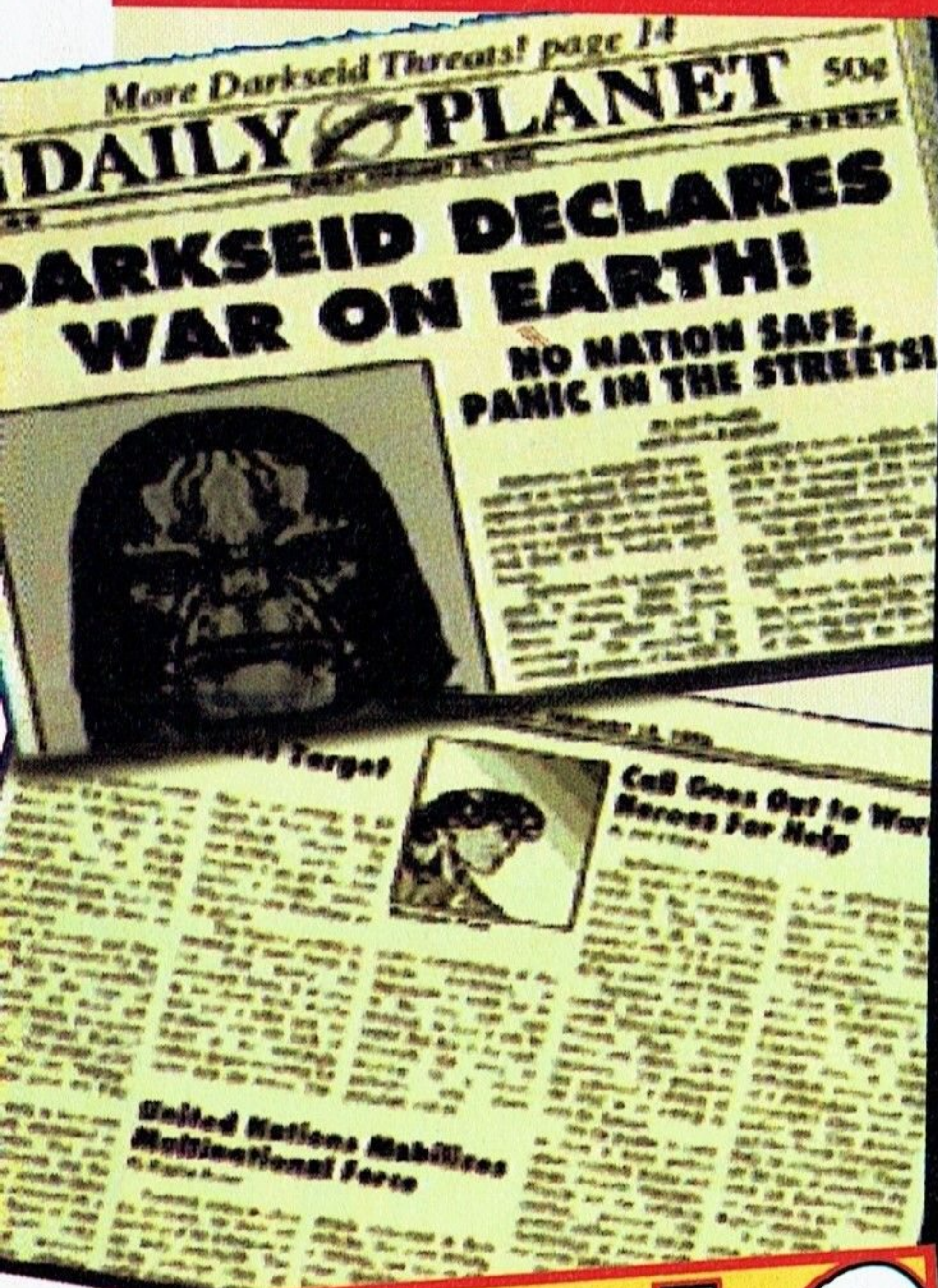
Fans of the *Street Fighter* and *Mortal Kombat* series won't be disappointed with the gameplay, as there's lots of combinations for each fighter. Obviously, a lot of thought went in to the hero's moves – Superman flies in, fists thrust out to strike, Batman's cape flutters

realistically as he jumps, The Flash has amazing hand speed, and Wonder Woman is very agile, jumping way off screen to land on your head.

The graphics are absolutely superb, with bright, detailed backgrounds. The fighters are a decent size and are nicely filled out, with clean and mostly natural movements. The soundtrack isn't exactly mind-blowing, but it does the job in the background.

Justice League is the rarest of carts, having both factors of well-known licensed characters and decent gameplay. This game should appeal to fans of the heroes and fans of fighting games alike. **M**

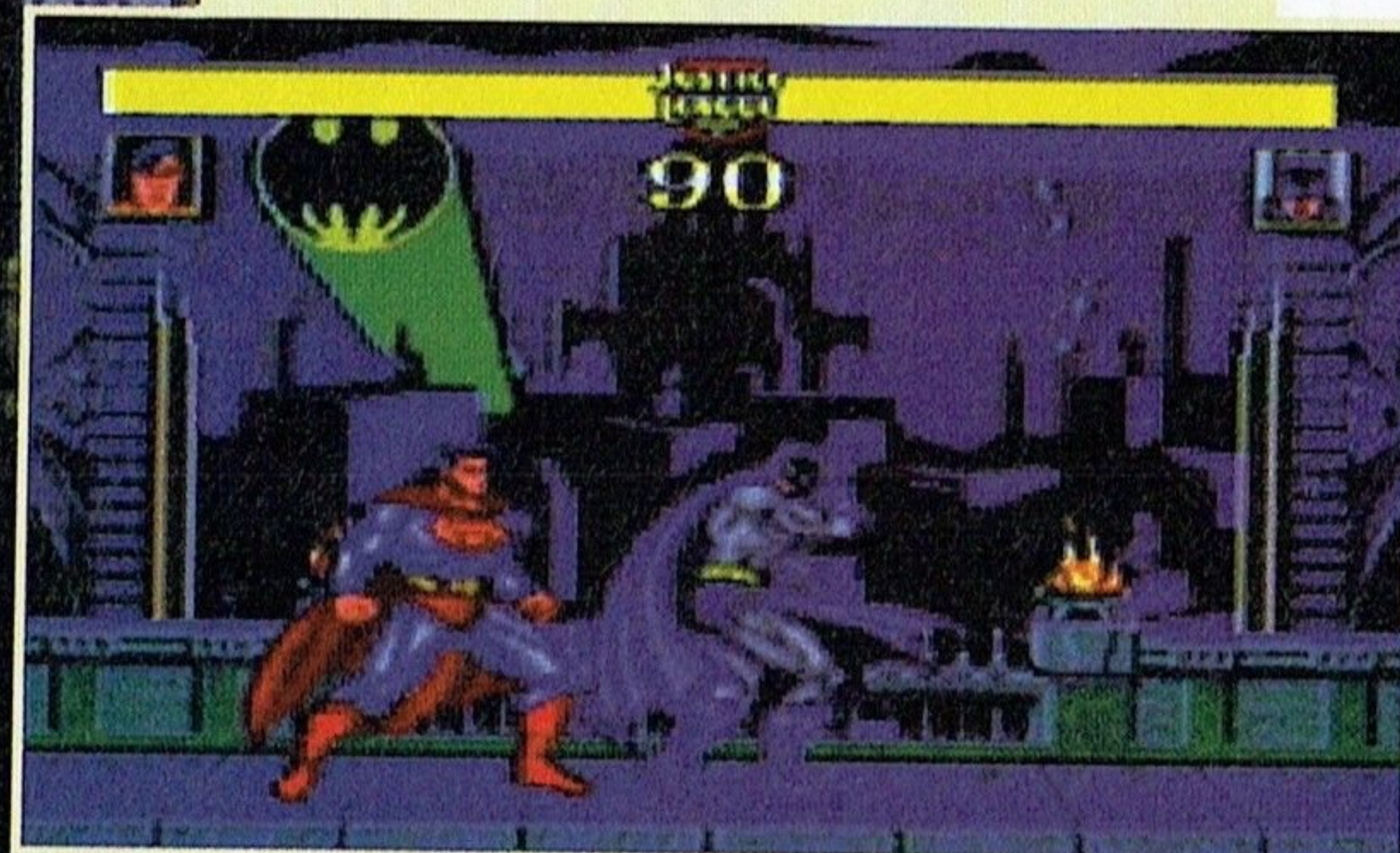
HERO MODE



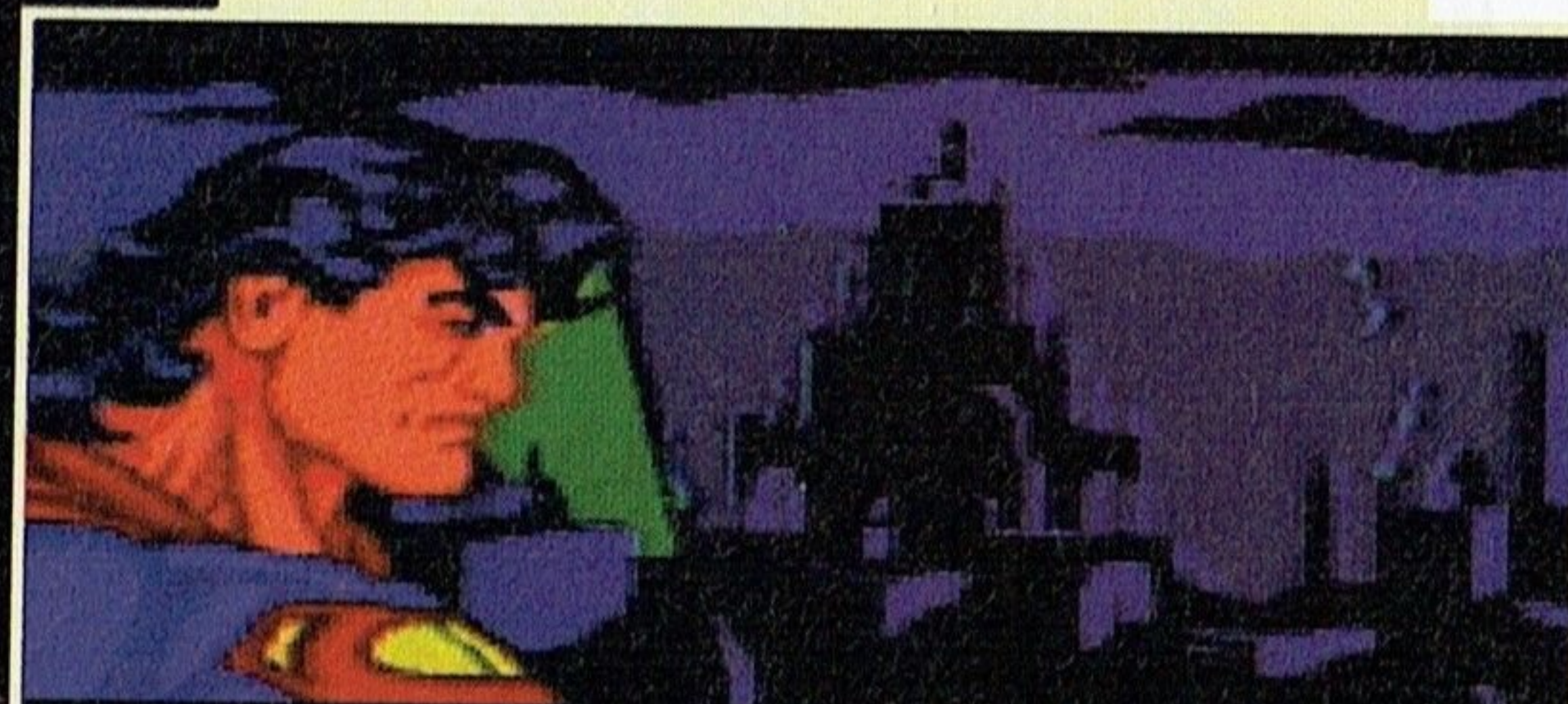
DARKSEID'S OPENING ATTACK ON EARTH TOOK THE WHOLE WORLD BY SURPRISE, BUT THAT ALIEN FIEND'S PLANS WON'T GO UNOPPOSED! AND IF EARTH IS TO BE SPARED BEING TURNED INTO A PLANET OF SLAVES, I'M GOING TO HAVE TO ACT FAST... AND I'M GOING TO NEED THE HELP OF THE ENTIRE JUSTICE LEAGUE!

▲ In the one-player Hero Mode, your Justice League hero's goal is to find and defeat Darkseid. The first step is to talk to another hero...

► We won't tell the secret, mainly because it's a pretty lame one and you should be able to work it out without even playing the game.



▲ This leads directly to the first fight. Krunch! Bam! Kapow! etc.



THIS IS INSANITY! WHY WOULD A JUSTICE LEAGUE MEMBER ATTACK ME FOR NO REASON? I BETTER GO TALK WITH ANOTHER MEMBER OF THE JUSTICE LEAGUE AND FIND OUT IF THEY KNOW WHAT'S GOING ON.

second opinion

Licensed superhero games always go horribly wrong... well, almost always. The graphics are excellent; larger than life, instantly recognisable, fluid-moving sprites against equally impressive backgrounds. Gameplay doesn't let it down, either. Admittedly, it's a *Street Fighter II*/*Mortal Kombat* clone, but if you're lacking a decent fighter, then this is a real contender. **85%** **ADAM**

THE JUSTICE LEAGUE



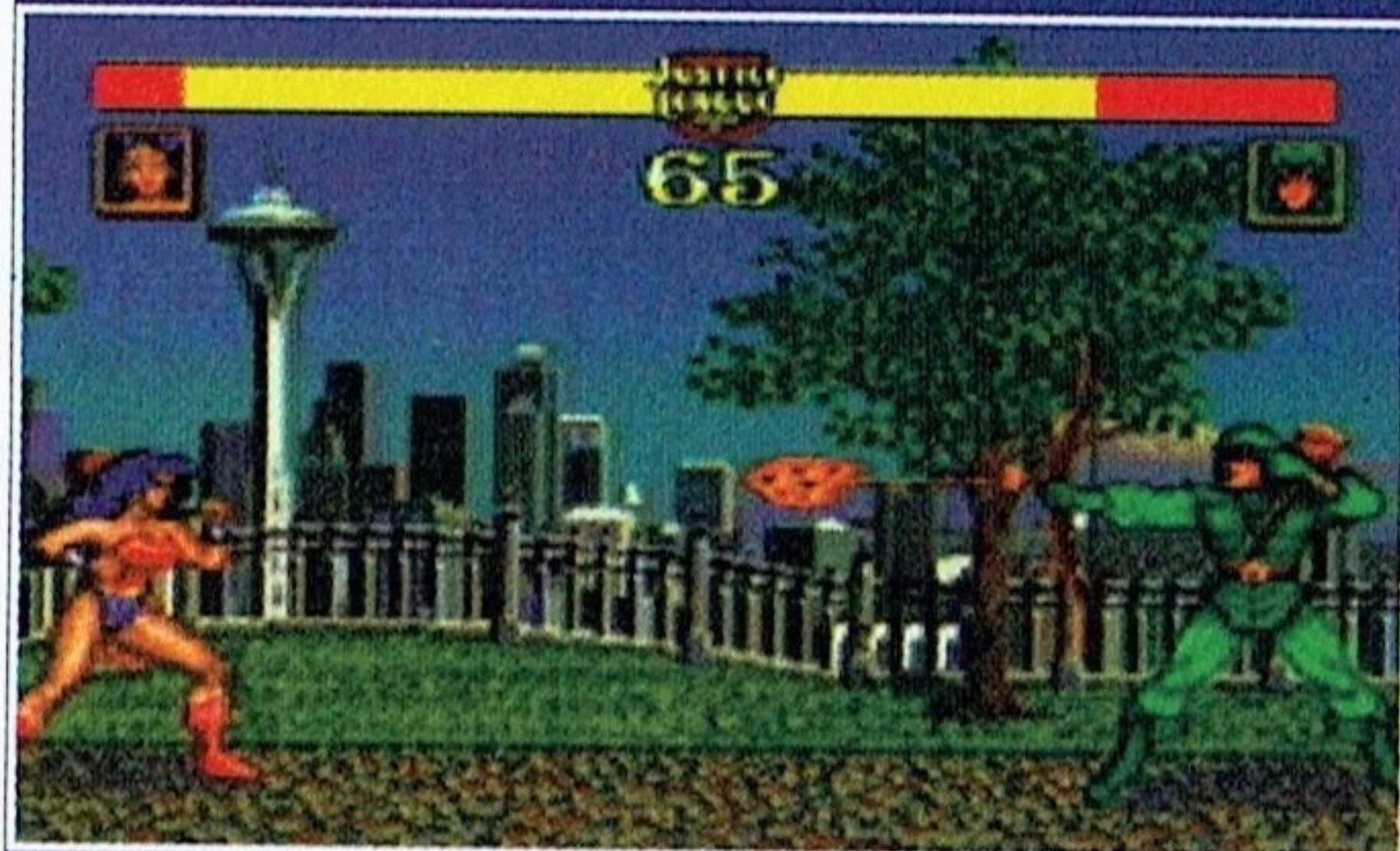
▲ Superman's home turf is, naturally, on top of the *Daily Planet* building. Superman's attack is the old laser eye. And check out Wonder Woman's thighs, eh?



▲ Wonder Woman operates from her island home of Athena. Special weapon: golden lariats.



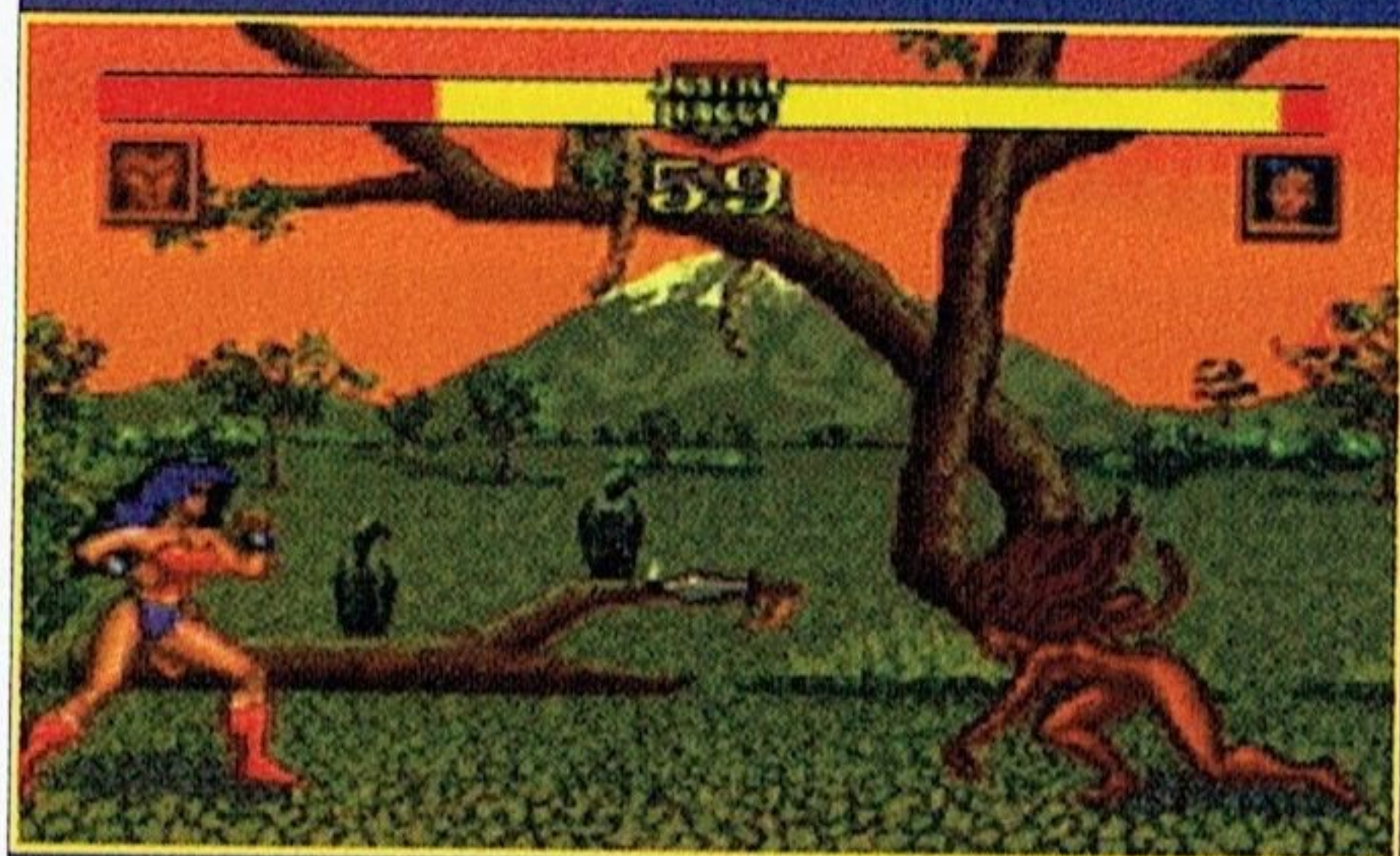
▲ The Flash flashes his goods outside the Flash Museum. Flash's specialty is the whirlwind attack.



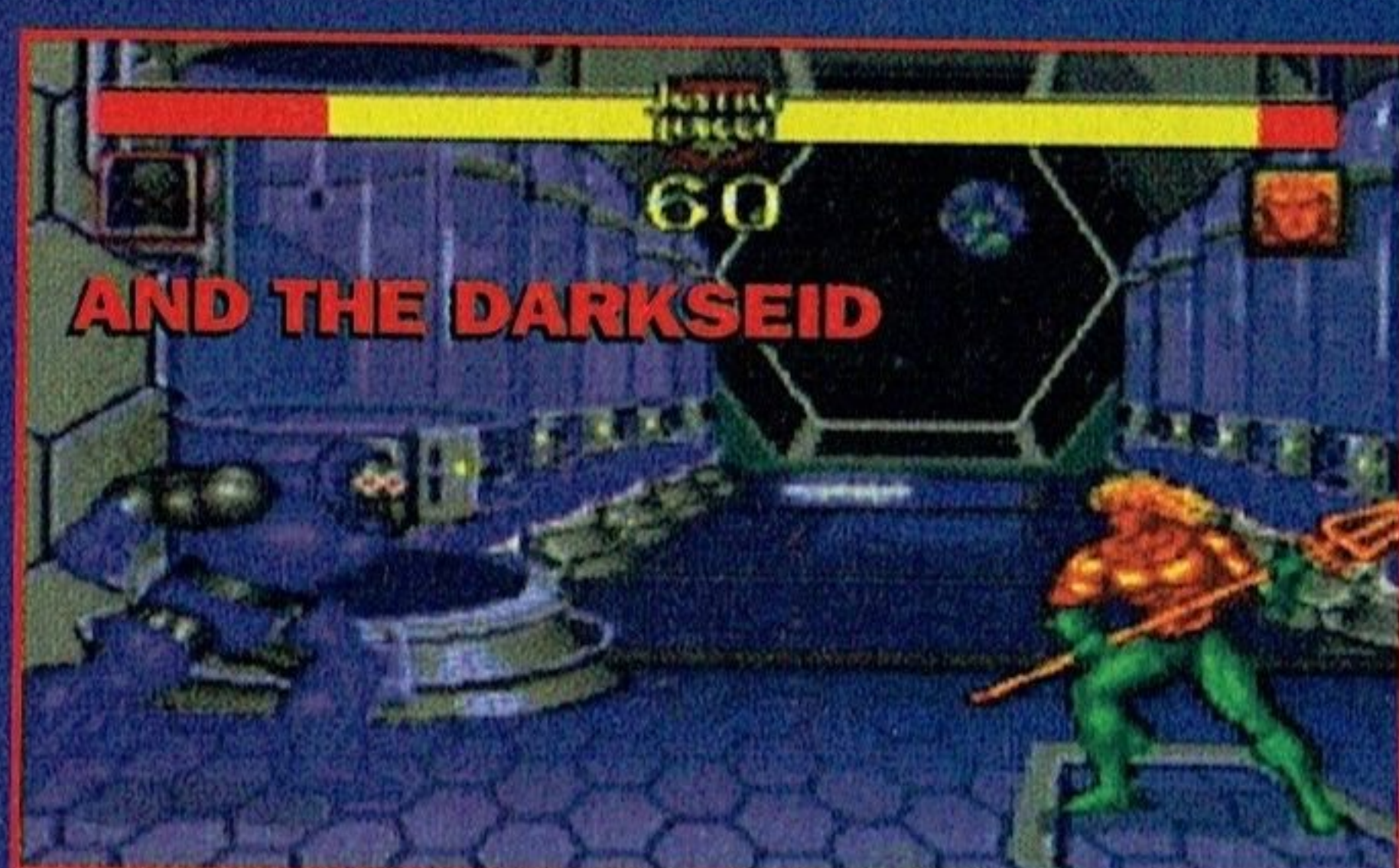
▲ The Green Arrow, um, shoots green arrows. His home turf is set in Seattle, by the looks of that tower.



▲ Despero stays behind on the spaceship. Looking like the Creature From the Black Lagoon, Despero is a real spitfire.



▲ While Cheetah prowls the African desert, carrying an unlimited supply of knives. We have no idea where she hides them.



▲ The biggest and toughest character by far, Darkseid's special attack is similar to Superman's laser eye.

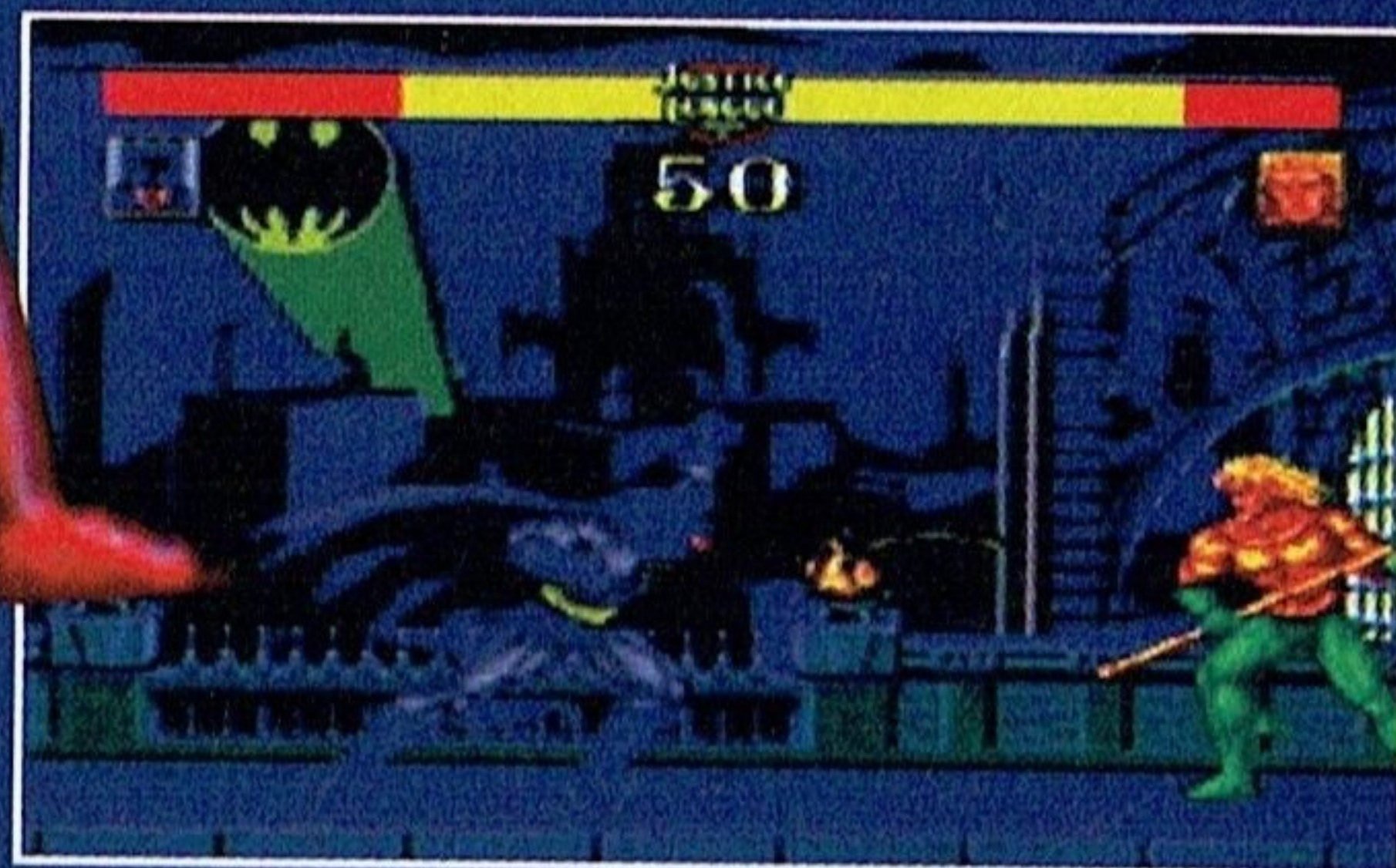
DARKSEID OF THE MOON

► "You will never defeat me. I control the technology. I have the power to control your mind."



THE LINE-UP

Each character has a throwing attack performed by rolling the D-pad L, D, R (or R, D, L, if facing to the left) and pressing X, Y or Z (six-button pad) or A, B, or C (three-button pad).



▲ Batman struts his stuff on the rooftops of Gotham City. Boomerangs (or are they Baterangs?) are his weapon of choice.

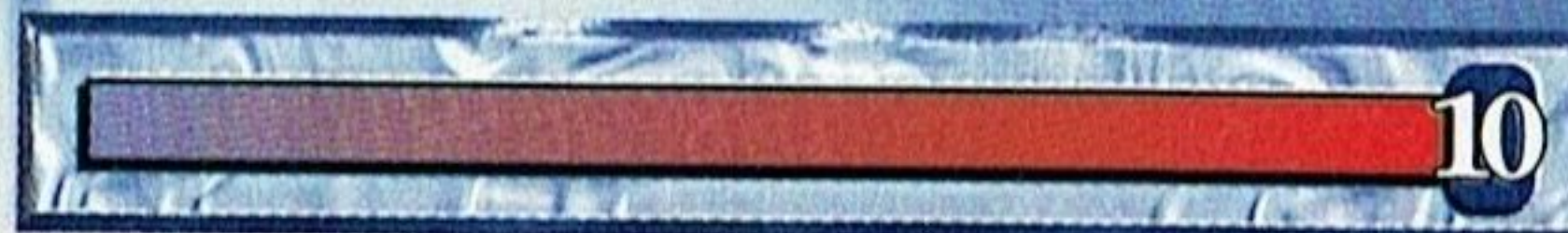


▲ Where else would Aquaman be but Atlantis, with his trusty trident at hand. (Or embedded in your head...)

Word

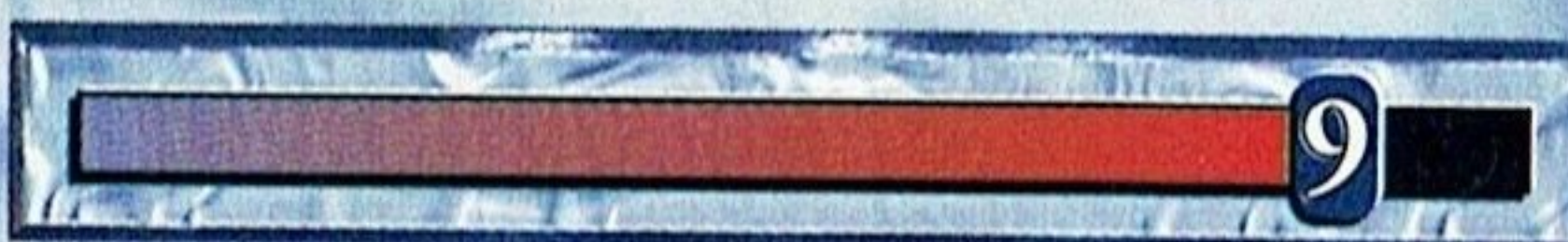
GRAPHICS

Bright and colourful, with great character sprites.



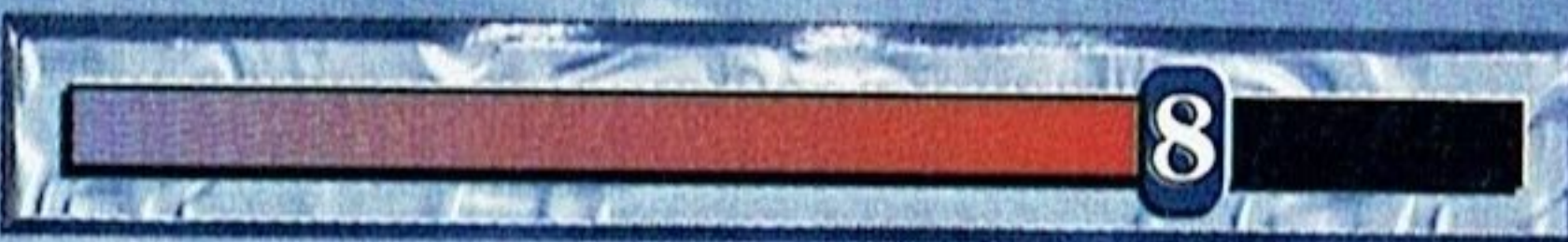
SONICS

Background music sets the mood perfectly. The fighting fx are excellent as well.



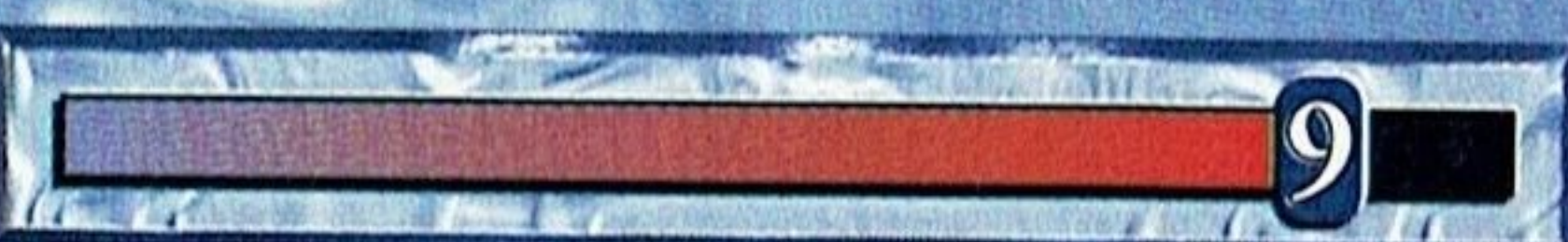
PLAYABILITY

No more finicky than *Street Fighter* or *Mortal Kombat*.



STAYING POWER

With five difficulty settings, not a problem.



OVERALL

Flashy and fast, with the ultimate in fighter characters.

90
PER CENT

Dungeon Master II

Skullkeep

In the outer reaches of the imagination many mysteries exist. Peter Burney ponders the latest unanswered question: "Do I want fries with that?"

Monsters, demons, spells, a castle called Skullkeep (for obvious reasons) and one lone warrior. A warrior prepared to gather together a small party to search out and destroy the evil presence that is threatening to escape the world of demons into the world of our hero. Sound like a mouthful? It is, but this is role-play.

Let's get one thing straight from the beginning. If you don't like role-playing games then pack away your sword and go spin some hedgehog on his head (or something), for *Dungeon Master II* is an RPG in the truest sense.

Like all RPGs, you begin the game as just a single character (in this case Torham) who ventures out to save the universe from a horrible fate.

However, unlike other games of this style, you get to select your team of three right from the very beginning which, for those who haven't played games of this type before, is quite overwhelming with no time for learning experiences (being thrown head first into the dragon's

mouth, you might say!).

Basically, the game revolves around traveling through a complex labyrinth of tunnels and passageways (viewed from the first-person perspective) in search of objects to help you progress deeper into the Maze of Death. If you've seen the tunnel bits in *Phantasy Star* or *Shining in the Darkness* then you'll know what we're on about. You must also learn spells to help you. In all there are over 57 magic tricks to perform but being powerful enough to concoct them takes hours of gaming experience.

What really sets this apart, though, is the fact that the scenery is interactive. With the joypad you can move or pick up objects, use them or wack them in your sack for safe keeping. It's played more like a PC game than a console version with clicking on arrows to walk and pointing at objects to use. Unfortunately, the CD access times are very slow and getting anywhere takes lots of patience (especially when you get stuck behind a locked door and have no idea of what to do next).

VITAL STATISTICS

FORMAT: Mega-CD

TYPE: RPG

SUPPLIER: JVC

PRICE: tba

SIZE: CD

PLAYERS: One

Manipulating items collected is also rather tedious, but, hey, isn't that what role-playing is all about?

The graphics are a drag and as stale as three-week-old bread. Scrolling is made up of single screen changes and subsequently you find yourself totally bamboozled at times as to which direction you are facing. The pick-ups are often hard to see as they blend into the background and the baddies are jerky.

Dungeon Master II is the first RPG to arrive on the Mega-CD for some time now and it's certainly the toughest. Mind-boggling puzzles and hours of gameplay await the role-playing enthusiast but for those who can't stand slow access times and that search-I'm-lost-search-a-bit-more-I'm-stuck action, a long hot bath with a hair drier should liven things up! **M**



By clicking on your character's name you can access a whole heap of data on them. You need to use this screen when buying or selling objects, equipping weapons or armour or making spells. Thankfully, the information is clearly presented and the accurate pictures make it all the more user friendly.

second opinion

I had the original *Dungeon Master* on my Atari ST and I loved it. But that was nearly 10 years ago and times have changed. Movement is slow and jerky and there's too much delay between clicking on icons and the actions being carried out.

70% **ADAM**

LET'S GO SHOPPING

Outside each shop is a sign with a symbol on it, depicting one of the four shops in the area. Returning to the arcade

is a vital part of the game, as it's where you get to upgrade your weapons, armour and health. Although like most things these

days everything has its price so collecting coins from chests, baddies, and hidden places is very important.



When you enter a shop, you'll be faced with a large screen like this one showing a picture of what you can purchase. The arrow pointing to the right is where you go to buy the item and the left arrow is if you want to sell it. Clearly, you get less money for selling stuff than what you paid for 'em (like Cash Converters).



Once you've decided on your product you head to the counter where the shop assistant places the item on the table. You then need to fork out the required coins to take it away. Many of the items on sale can also be found in chests, hidden in secret places, or even just lying around the place. So spend wisely.

◀ Upon starting your journey into the unknown, you are faced with the initial choice of which characters you wish to take with you. You must travel around this Cryovault Chamber where there are men, monsters, robots and some foxy babes (but don't let looks fool you) to choose from. Each character's abilities can be viewed and their powers evaluated before the choice is made.

Megazone Tip: An obvious choice for one of the party members is Aliai Mon. He's found to the right of the start.

ARE WE THERE YET?

From the very beginning of the game you find yourself trapped behind a locked door with only two rooms to explore. This mystery is tough for a young inexperienced team and that door is the only way out of the

damn place. It actually leads to the outside where you'll find the shops and further passageways to continue your quest. Here are the steps to break out of this nightmare. No need to thank us, just send money!



STEP ONE

▲ Move the table away from the wall so you can reach the sun crest. Take the crest down.



STEP TWO

▲ Collect all the items in the wall cavity (there are about five). The last one is a key. To take an item, move the pointer to it and then give it to one of your characters.



STEP THREE

▲ Take the key to the locked door. On the wall to the right of the door you'll find a lock. Put the key in the lock and then push the button next to the door. Freedom!

THE GIFT OF LIFE

If by some freak chance one of your party is killed (a common occurrence in most RPGs), their remains will fall into a neat little pile at your feet. Collect all the objects they were carrying (money, clothes, weapons) and also collect their bones. Take these back to the stone slab with what looks like blood on it found near the beginning of the game. Place the bones on it and, presto! Your buddy lives again!

Megazone Tip: Don't head back as soon as one of your characters carks it, as travelling back and forth takes time and energy and what you're looking for could be just around the next corner.

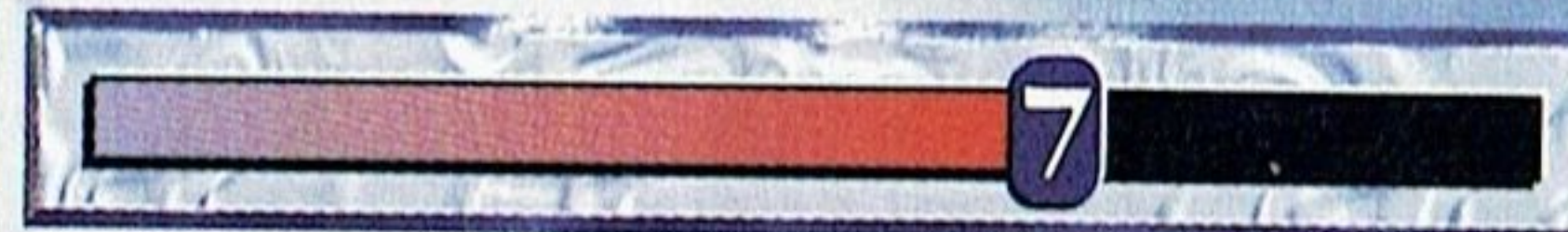


▲ Battling hideous creatures from the underworld is a major part of the gameplay and actually really quite lame. It's a matter of selecting the character you want to use to attack with, the weapon, and how you want them to use it, eg. throw, bash, etc. It takes a lot of fiddling with buttons and screens and the baddies don't sit around and wait for you to get ready, either.

Word

GRAPHICS

Jerky scrolling and poor sprite movement overshadow some accurate detail and a real mystic feel.



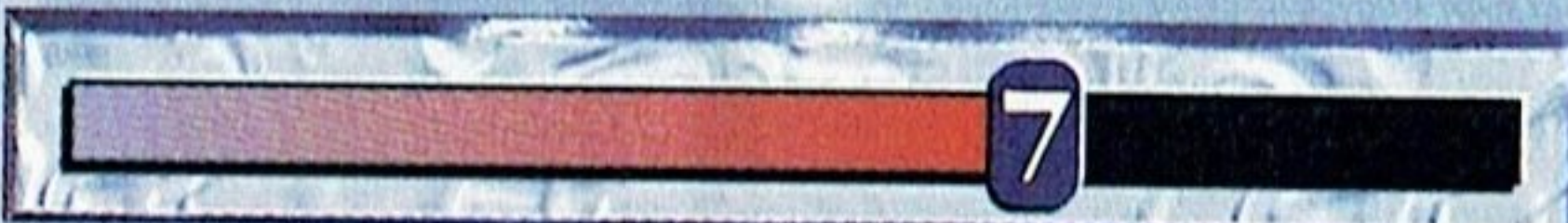
SONICS

The Gothic soundtrack is eerie. Shame it only plays for about 15% of the time... as for other effects... sorry, folks.



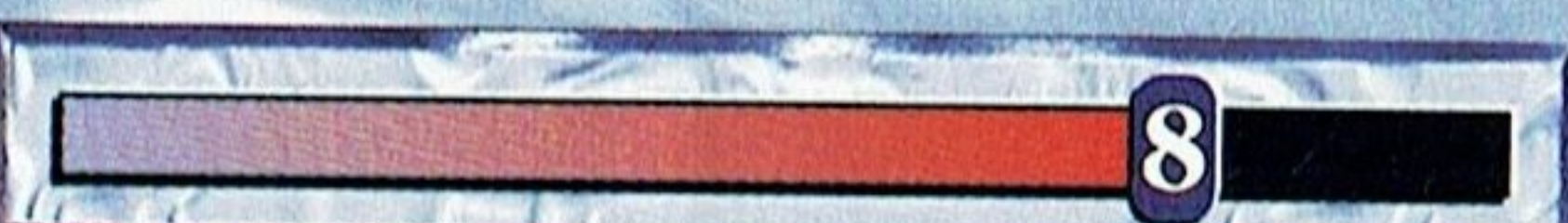
PLAYABILITY

Novice RPG players will struggle. Controls are fiddly and learning the ropes is difficult (even with the instructions). Rewarding in the end, though.



STAYING POWER

Wouldn't you keep journeying after solving an hour-long puzzle only to be confronted by another?!



OVERALL

Wanted: A patient, lateral-thinking person with a long attention span. Only true RPG fans need apply.

77
PER CENT



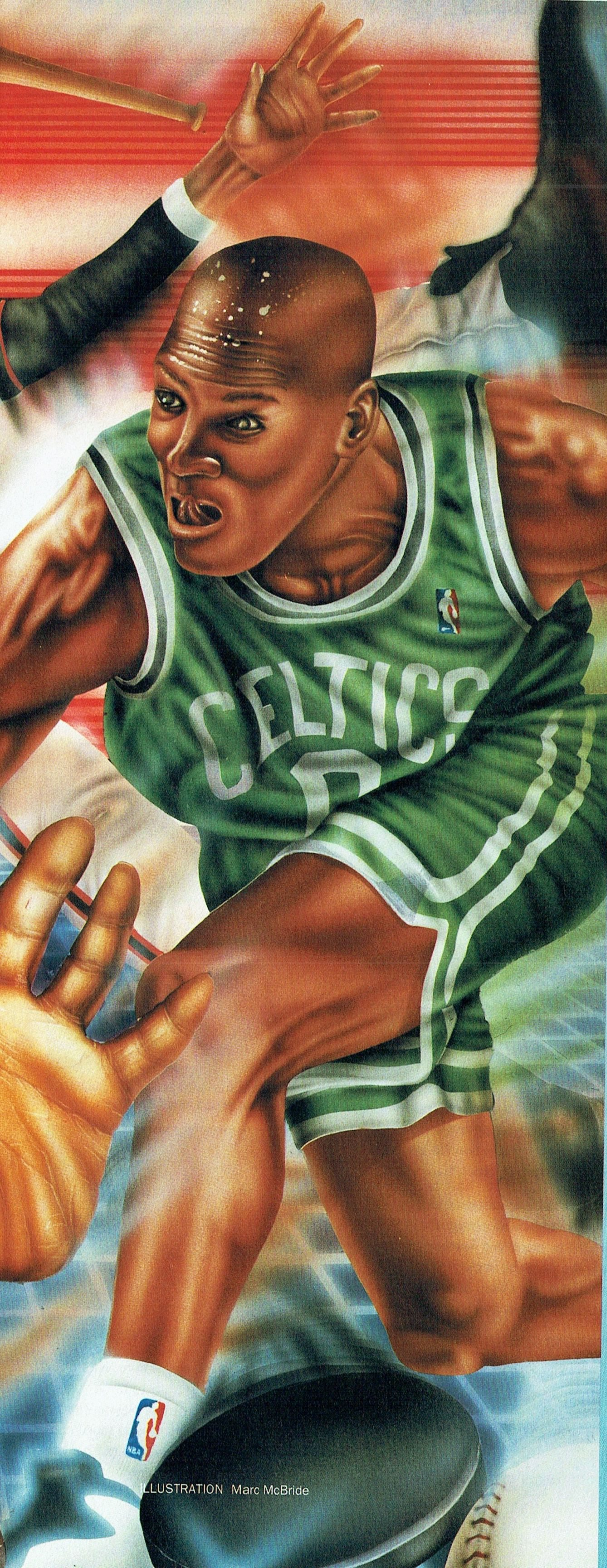


ILLUSTRATION Marc McBride

the

Great BIG Guide

TO GAMES

They're as American as apple pie, the Stars and Stripes, and street crime. Darren Porter straps on the shoulder pads, laces up his Cons and tries a couple of practice swings with the baseball bat for the ultimate guide to...

Part Five: American Sports

There's an awful lot of sport in the world, but, surprisingly, only a few of them warrant the popularity to be converted to video games. Unsurprisingly, though, more than half are American sports. Basketball is perhaps the most popular of the US sports in Australia, as can be seen from trading cards, team clothing and TV coverage, but baseball, gridiron (their version of football), ice hockey and even World Wrestling Federation (WWF) are becoming increasingly popular in Australia.

In this field of simulation, one name springs to mind ahead of all others – Electronic Arts. The never-ending updates of its games continually redefines the standard for other software companies to copy, but this often means that the game you've just paid a hundred smackers for becomes redundant after only a few months. And a lot of these games are overloaded with stats and options which often prove daunting to a novice gamer – the esoteric rules of American games don't exactly help out. So, we're gonna look at what's out there now from EA and its competitors, and steer you towards the game that suits your style, whether it be for arcade fun or simulation accuracy. And remember, with these sims there's no body contact, no huffing and puffing. No excuses and no sick notes!

report card

- ★★★★ A Michael Jordan Slam-Dunk
- ★★★★ A Jerry Rice Touchdown
- ★★★ A Wayne Gretzky Transfer Deal
- ★★ An MLBPA Union Strike
- ★ As Fake as WWF

US football (Gridiron)

Only the Yanks could love a game that, in reality, is 11 minutes of passing and tackling spread out over 90 minutes of tactical discussion. They even have two 'teams' on each side that swap over for attacking and defensive play. All this, combined with more statistics than third year university maths, results in a game that, to an outsider, may seem incomprehensible. So, if you don't know a touchdown from a feel-up then you might want to check out Don Lane on Tuesday nights before you grab any of these games.

JOHN MADDEN FOOTBALL '92 & '93 & '94 & '95

Mega Drive

Each year Electronic Arts updates its seminal football game by adding current team rosters, better graphics, more digitised speech from Madden himself, but fairly little in the way of gameplay. Which is a good thing because if it ain't broke... Anyway, this is without a doubt the best football game available. Easy-to-use play selection, a challenging computer opponent and a wealth of options make this the Superbowl champion. '92 ★★★★★ '93 ★★★★★ '94 ★★★★★ '95 ★★★★★

BILL WALSH COLLEGE FOOTBALL

Mega Drive, Mega-CD

Using what is basically the *John Madden* game engine, there is enough difference for it to be considered by aficionados. College rules and teams with appropriately modified playbooks make this game quite interesting for those who are into the strategy and tactics of US football. Good graphics and passable sound (excellent on the CD), but, if you're a beginner, stick to *Madden*. ★★★★★

JOE MONTANA NFL '92 & '93

Mega Drive, Master System, Mega-CD

The first game was fairly poor but the sequel, which obviously owes a passing nod to *Madden*, has many improvements that make it quite playable. The Mega-CD version includes some excellent audio commentary but still doesn't compare to *Madden* – and anyway you don't have to worry about it because Sega decided not to release it in Australia. Master System gridiron freaks (we know you're out there) should definitely check out their version as it is the only real football game for their system. '92 ★★ '93 ★★★★★ CD ★★★★★ MS ★★★★★

AMERICAN PRO FOOTBALL

Master System

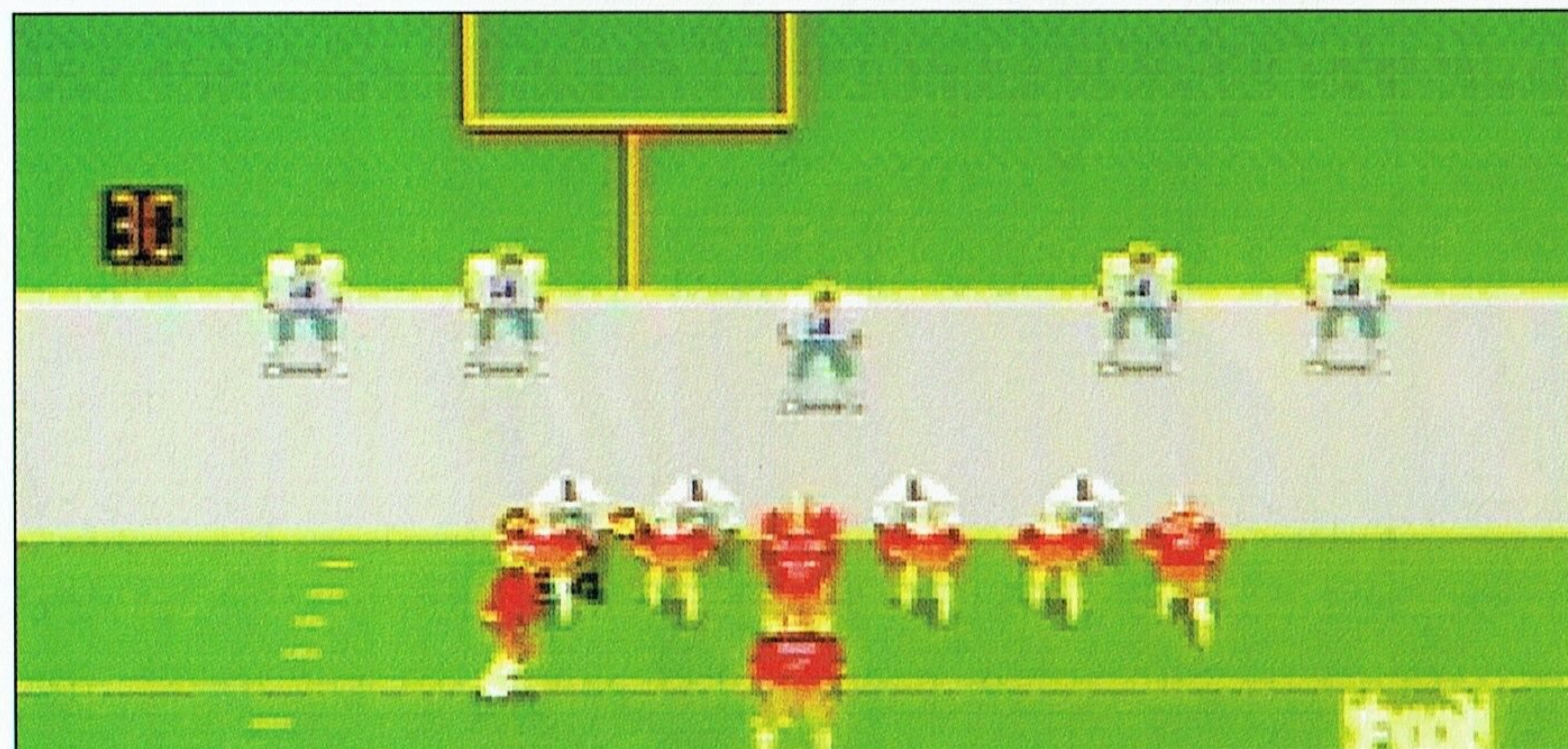
Not such a bad effort for such an early 8-bit release. The programmers have obviously tried to capture the real feel of American football. That said, though, it's still not actually

touchdown!



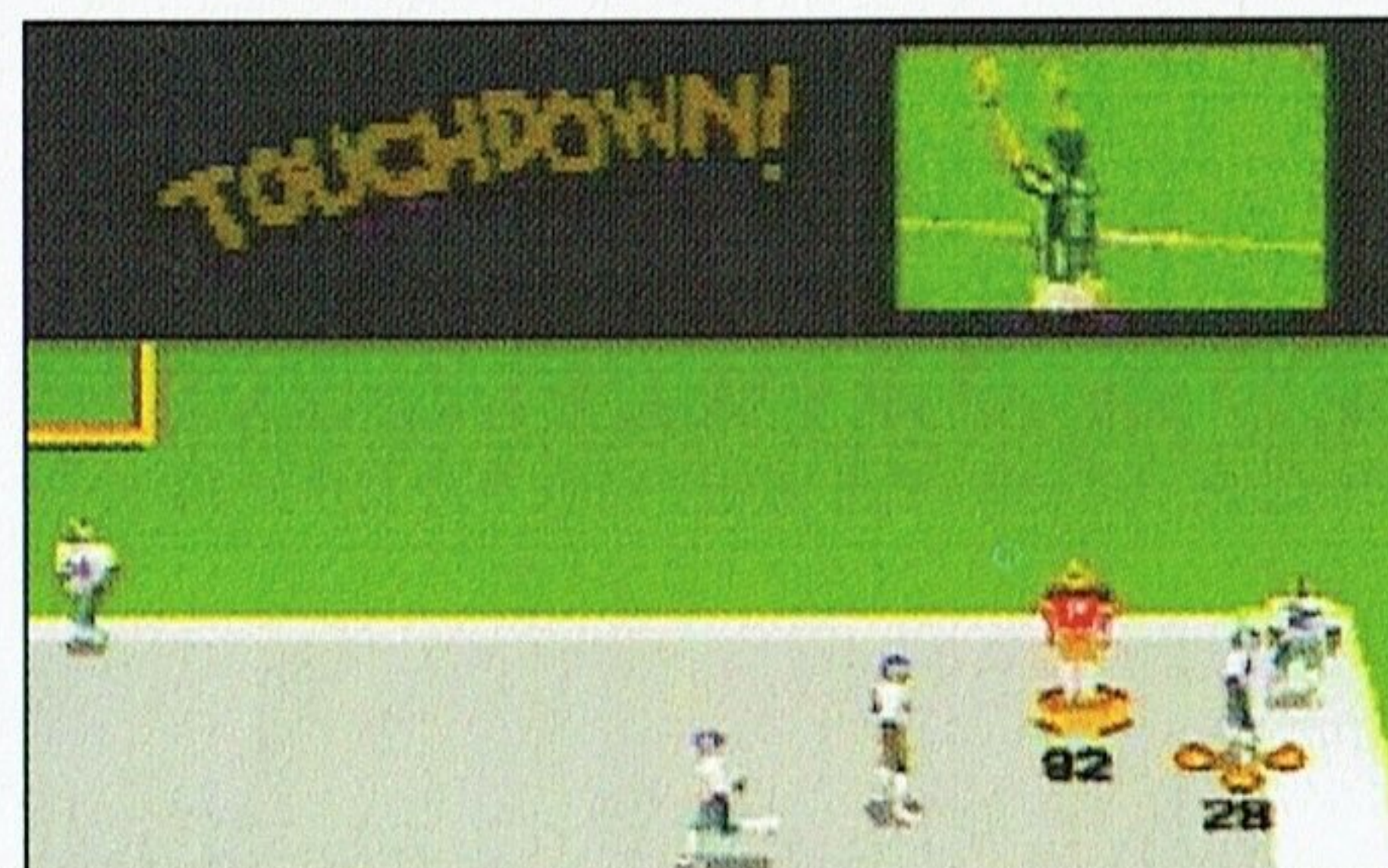
To many people, gridiron may look like an excuse for grown men to pound the living daylights out of one another, but it is, in fact, a game so full of strategy and planning that Alexander the Great would have been humbled (probably). So here's how you go about winning.

▲ Here we see the Cowboys select a defensive play. Ignore the names – just look at the formations. They've mistakenly gone for a 'Nickel' play which does not offer much resistance to a concerted running play generated by grunts who weigh-in as large household appliances. The 49ers select an offensive play.



▲ The defensive line is way back anticipating a long pass. The 49ers wait for the 'running back' to break short after faking a 'rush'. The defensive line is too far back in the endzone to intercept. Result...

► TOUCHDOWN! The gap created in the defensive line couldn't be plugged quick enough for #92 to plant the leather firmly in the grass, the scoreboard lights up, the crowd go wild and the 49ers commence to perform exotic Balinese dances.



that fantastic. MS footy heads should check out *Montana* instead. ★★

MUTANT LEAGUE FOOTBALL

Mega Drive

Football with teams of trolls, skeletons,

mutants and other freaks of nature. Has many novel touches like being able to bribe (or kill) the ref, fall off the edge of the playing field or be blown up by a randomly placed land mine. Still has some true football tactics but not one for the purists. ★★

baseball

the Great BIG Guide TO GAMES



▲ **MLBPA: Best in two-player mode.**

▲ **Hardball '94... the most intuitive of all the baseball games. But what about a T-Ball sim, eh?**

Just as the professional players in the good ol' US of A have come off a debilitating strike, you too can pick up a joypad and have a whack. This game is simple; a pitcher throws the ball and a batter tries to belt the covering off it. Why, then, do they have more statistics than every other sport on the earth combined?

MLBPA BASEBALL

Mega Drive

Electronic Arts likes to cover all bases (ha, not very, ha) and this game is an admirable effort. More-than-adequate graphical representation of the players and plenty of options, however the batting side of things seems to be a bit 'hit and miss'. Best in two-player mode. ★★★

HARDBALL 2 & 3 & '94

Mega Drive

The original *Hardball* was an instant classic many years ago, but the latter versions have begun to sacrifice instant playability in an attempt to add realism. The batting/pitching method is still the most intuitive of all the

baseball games and the '94 version is comprehensive in its gameplay options. The choice for beginners who don't want everything up front but expect to grow with the game and have the options available at latter stages. 2 ★★★ 3 ★★★ '94 ★★★★★

TONY LA RUSSA AND TONY LA RUSSA 95

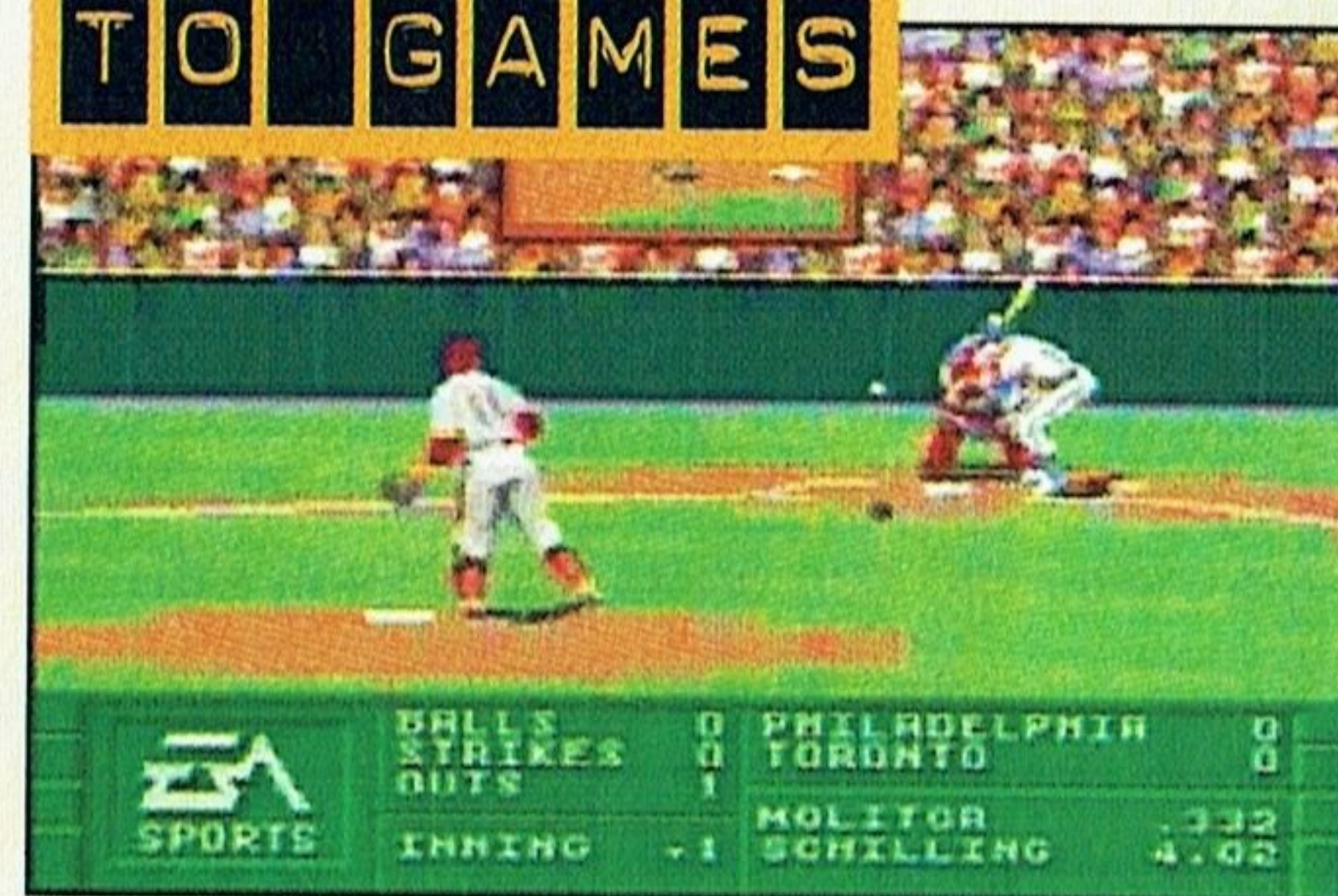
Mega Drive

Yet *another* EA baseball sim, this one is slightly better and the only baseball game to give you a view from behind the pitcher instead of behind the batter. Obviously, you're going to buy the 95 version as it has the latest team names, player names and stats, but the original is still quite good at half the price. EA hasn't ever really done a bad sports game and this one is no exception. **La Russa** ★★★★★ **La Russa 95** ★★★★★

CAL RIPKEN JR

Mega Drive

This is a very run-of-the-mill sim; average graphics, bland sound and limited challenge. Having said that, it is easy to just pick up and



▲ **Innovative viewpoint helps La Russa stand out from a crowd of clones.**

play, which will suit the arcade sports enthusiast more than the stats and strategy freak. ★★

RBI '93 & '94

Mega Drive

You'll be struggling to find a copy of *RBI '93* as Sega only brought just over 100 into the country. *RBI '94* is still available – and rightly so as it is quite tasty. Excellent graphics and brilliant options immediately pull you in and the challenging CPU opponent adds lasting appeal. Especially gnarly with a mate. **RBI '93** ★★★ **RBI '94** ★★★★★

ESPN BASEBALL TONIGHT

Mega-CD

Basically the same as all the above, with the added bonus of a brilliant commented soundtrack. Almost every play is called in fantastically clear digitised speech. Other than that, though, it plays on a par with *Hardball '94*. ★★★★★

AMERICAN BASEBALL

Master System

The baseball game of choice (it's the only one) for budding 8-bit Babe Ruths. Graphically not a patch on any of the 16-bit games, but has a certain backlot charm. ★★★

home run!

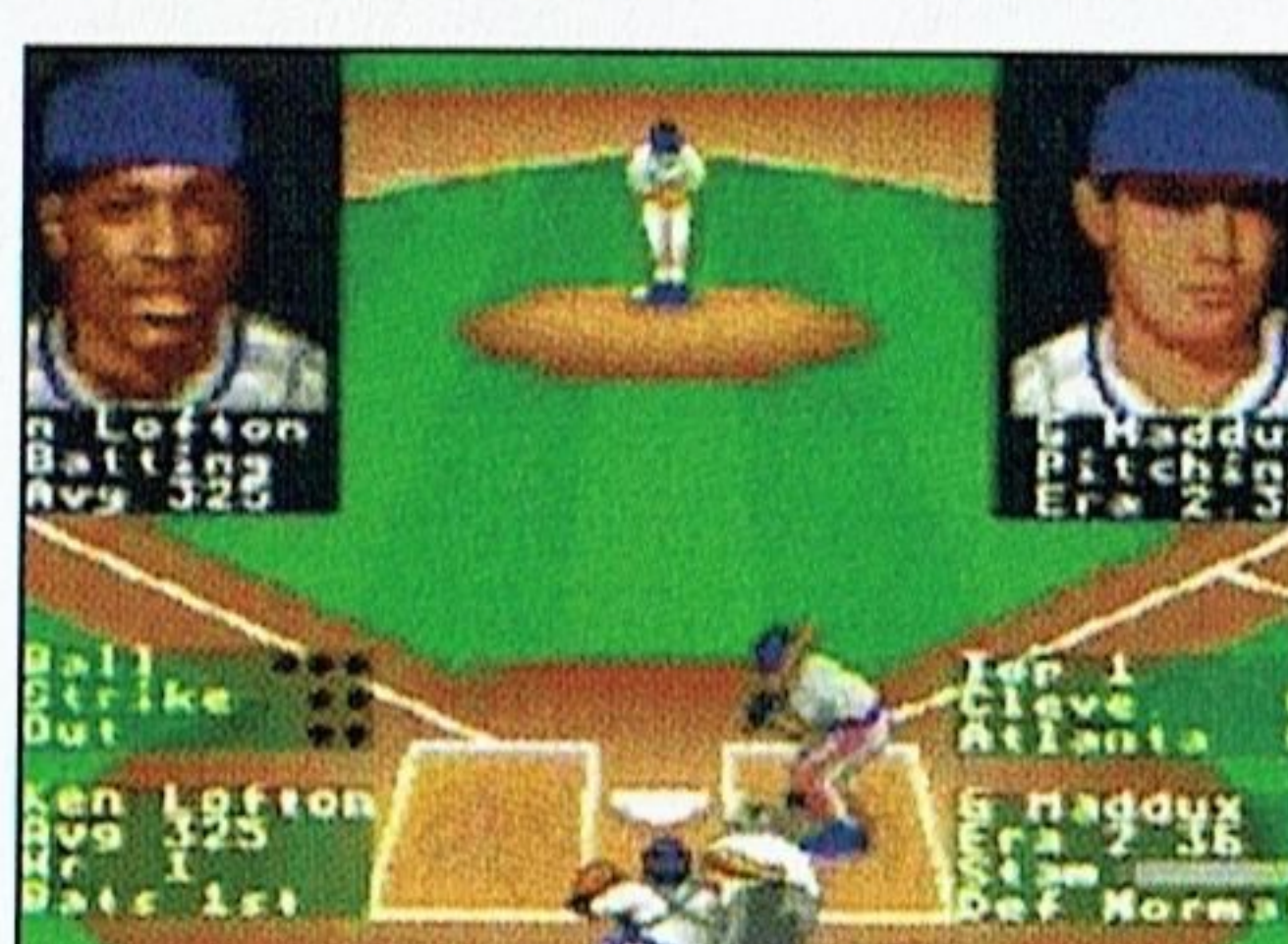
We all know that the object of baseball is to score home runs. The best way to do this is to bash the bloody cover off the ball and



▲ **Selecting which player to bat next can be difficult. The computer's default selection does the job as well as any...**



▲ **Waiting for the national anthem to finish. We can't wait for Australia to become a republic so we can get into this cool true patriotism stuff...**



▲ **Big Kenny Lofton's at the plate. Maddux looks at him, the pitcher makes some weird hand signal. The ball flies and...**



▲ **What a hit! A massive 486 feet! The scoreboard lights up, the crowd goes wild, the batter does an ancient Turkish belly dance and sneers at the pitcher...**

ice hockey

Organised violence on ice or a skilful, precision-based test of human agility? We'd go with the first one, thanks. North Americans in the colder climes of the northern states and Canada are avid when it comes to this bone-crunching puck-fest. It's strange, then, that there haven't been more games of the sport. One reason could be Electronic Arts' complete dominance with its *NHL* series – which wipes the floor with every other sim. Oh, and 'NHL' stands for National Hockey League.

NHLPA '93

Mega Drive

The original EA game is still considered, by some, the definitive version. This is due to the amount of violence contained within, which the NHLPA (the Player's Association) asked to be removed from subsequent versions. The graphics aren't as good as its successors but it plays virtually identically. ★★★★★

NHL '94 & '95

Mega Drive, Mega-CD

Lacking the punch-ups of *NHLPA* (and the endorsement of the player's association), these versions added more options, more fluid gameplay and the latest team rosters. The Mega-CD version is virtually identical with the cartridge with added full-motion video and enhanced sound. '94 ★★★★★ '95 ★★★★★ '94 CD ★★★★★

MUTANT LEAGUE HOCKEY

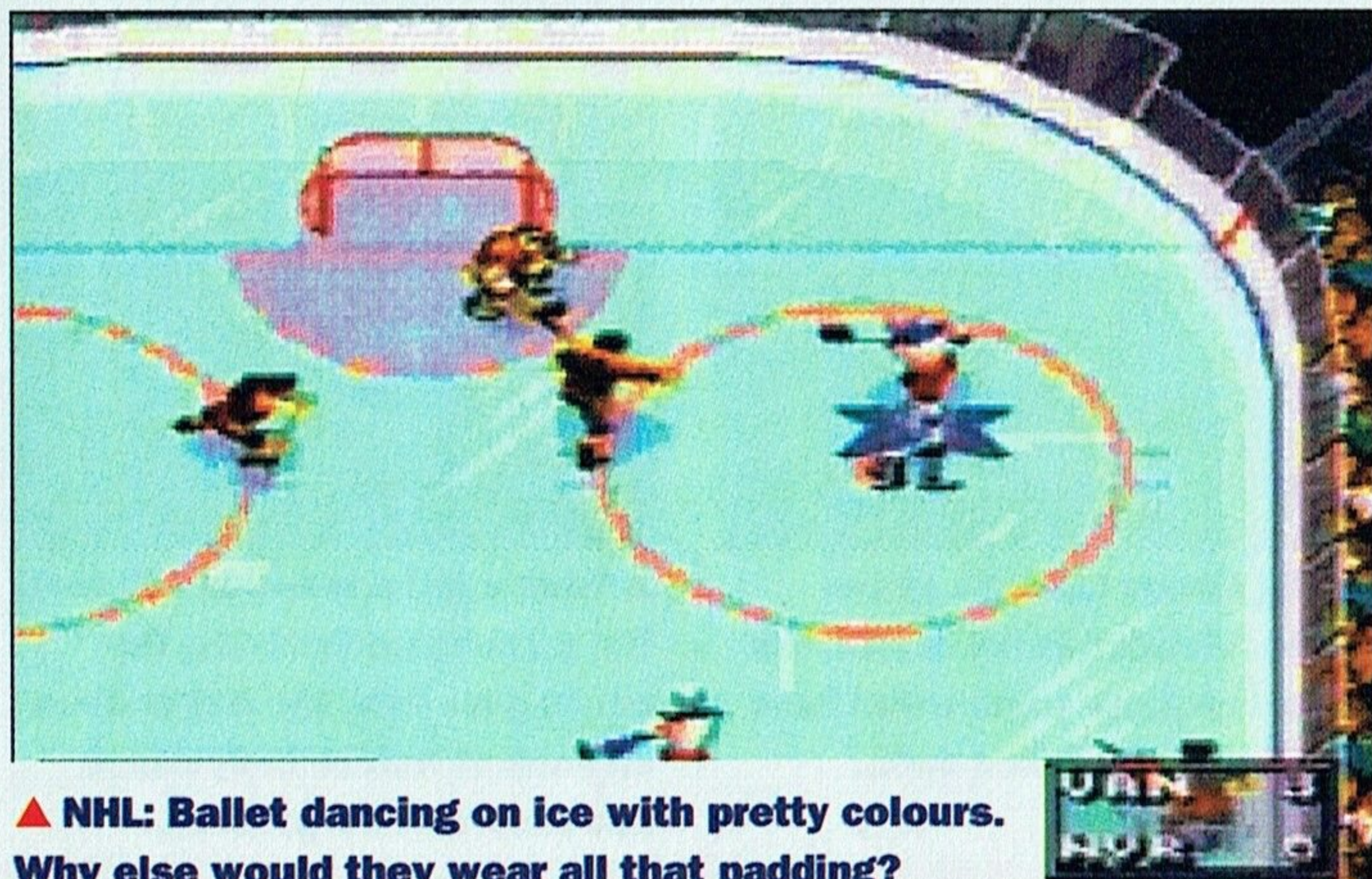
Mega Drive

Using the game engine from the original *NHLPA* but with all manner of dastardly undead and carnivorous cave-dwellers. Humorous and extremely playable, but not for purists. ★★★★★

SLAP SHOT

Master System

Everything you could possibly want in a Master System ice hockey game. Except outstanding graphics... and amazing sounds... well, not everything then. Still, it's the only hockey game available on the MS so you'll have to like it or lump it. ★★



▲ *NHL: Ballet dancing on ice with pretty colours. Why else would they wear all that padding?*

basketball



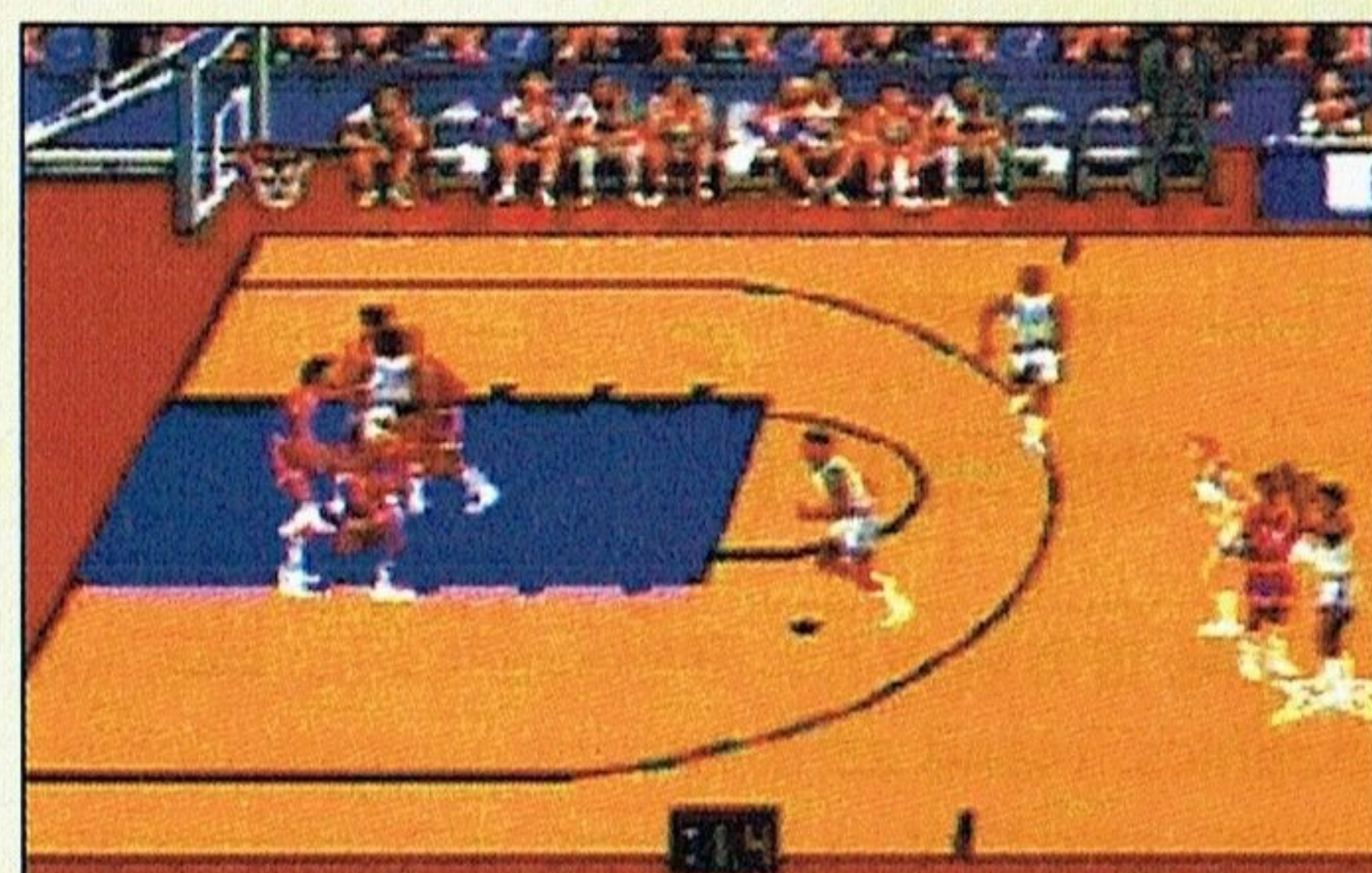
▲ *Probably could have made more money if they had allowed side bets and called it White Men Can't Jump. But which one is Woody, heh, heh?*

Basketball is, apparently, the sport of the moment and needs no introduction. One of the world's richest sports, the larger-than-life star players earn more cash in a 30-second soft drinks ad than you'll earn in your entire lifetime. Oh, to be tall.

BULLS VS BLAZERS & BULLS VS LAKERS & TEAM USA

Mega Drive

After their first dismal attempt at a hoops game (*Jordan vs Bird*), EA turned out the first of its true five-on-five games. It was an imme-



▲ *Innovative for its time, the now sadly superseded Bulls vs Blazers (at least it had Jordan).*

diately success, which spurred EA to bring out updated versions every year based around the NBA play-offs. You could choose from real teams with real players, and set up strategies and defensive plays, but it all moved a bit sluggishly. *Team USA* brought in international teams and rules and was a bit faster, but it was still just a testing ground as they developed the game. None are worth buying in comparison to their latest efforts, but at the time they were mighty fine sims. **Blazers** ★★★★★ **Lakers** ★★★★★ **USA** ★★★★★

NBA SHOWDOWN

Mega Drive

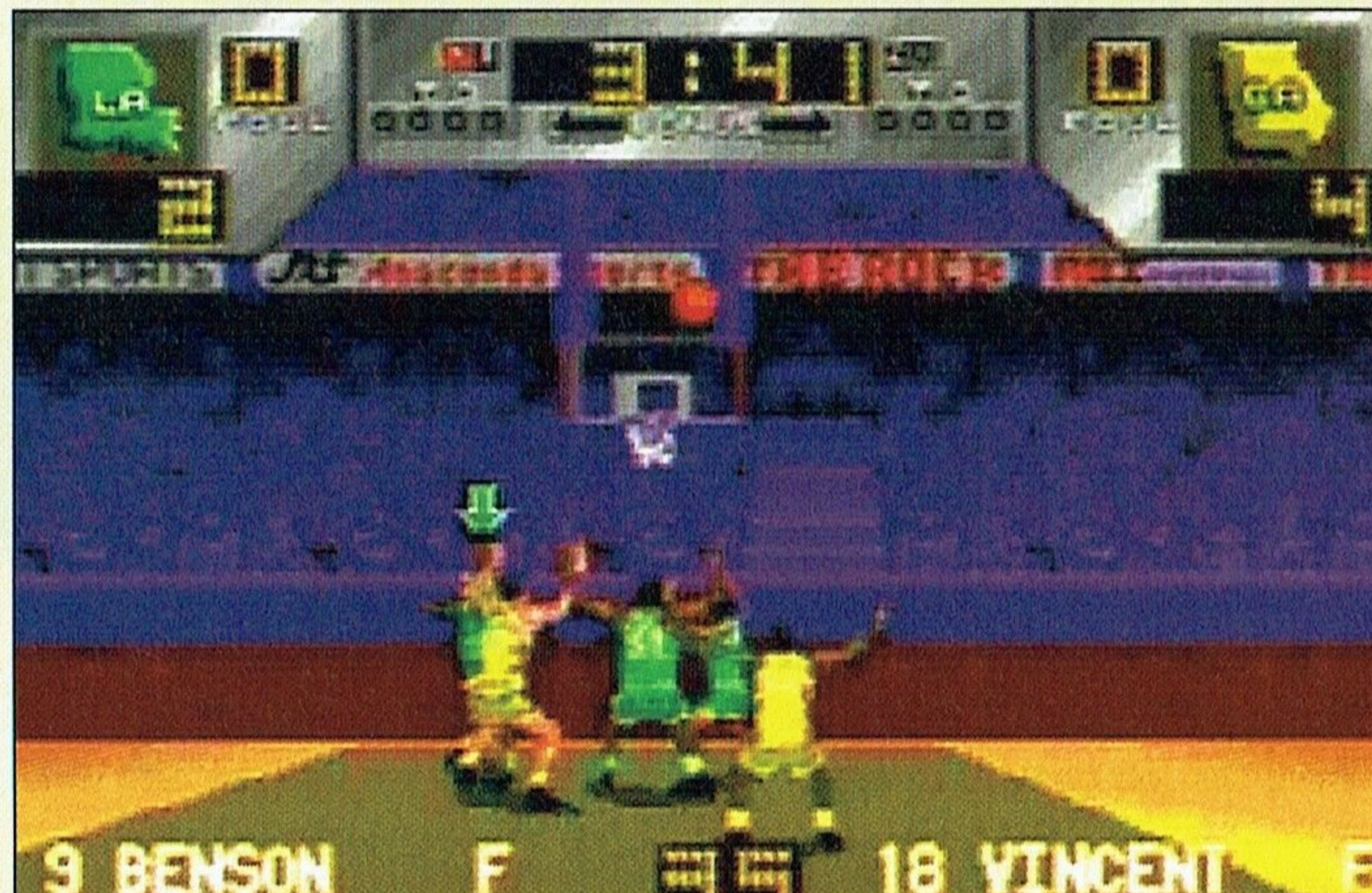
Taking all the best bits from the earlier games, EA added a full NBA team roster, new defensive play options and even better graphics. Options and stats galore make this the premiere side-on basketball sim, only surpassed by its isometric follow-up. ★★★★★

NBA LIVE 95

Mega Drive

Take *NBA Showdown*, turn it 45 degrees

▼ *This guy's commentary has to be heard to be believed.*



basketball

and increase the speed by 20% and you have *NBA Live*. Latest team rosters, more stats than ever and still using the intuitive control system – this is the basketball game to buy if you want realism. ★★★★★

NBA JAM & TOURNAMENT EDITION

Mega Drive

A near-perfect arcade translation (in terms of playability), this is one of the biggest-selling Mega Drive games ever. The first version is immensely playable two-on-two fun with outstanding commentary ("He's on FIRE!") and way-out dunks. *Tournament Edition* takes this a step further with more speech, an interchange bench and improved graphics. Not terribly realistic, but great fun. Totally awesome with a MultiTap. **NBA Jam** ★★★★★

NBA Jam TE ★★★★★

HYPERDUNK

Mega Drive

Konami's first basketball game for the Mega Drive isn't too bad. Ows a lot to EA's basketball series and is let down by the lack of variety in gameplay. The guys look really weird – sort of like Quasimodo on steroids. A good rental game but don't lash out big bucks as there's better stuff out there. ★★

BARKLEY – SHUT UP AND JAM!

Mega Drive

Street basketball courtesy of Sir Charles who had a hand in the design of the game. The street concept is novel but means that tactically there's little depth and you'll soon grow tired of it. Creates the atmosphere but not the tension. ★★

DICK VITALES' AWESOME BABY COLLEGE HOOPS

Mega Drive

If there has ever been a longer name for a game, we've yet to see it. But this first-person-perspective basketball sim offers a change over the same old side-on, boring, has-been, been-there-done-that games. It takes you a while to become familiar with this style of play and you'll miss a lot of shots early on, but once you get the hang of it, it flows quite smoothly. Some sampled speech from the legendary man himself adds a bit of humour. Rent before you buy. ★★

SCOTTIE PIPPEN CD

Mega-CD

This isn't really a true basketball game – it's more like an interactive movie with no interaction. Limited options at each point mean you'll either get severely whipped or thrash your opponent, there's no happy medium. Good use of FMV though (babe-wise) but



▲ **Hyperdunk:** Quasimodo on steroids, anyone? A good one for rental but don't dish out big bucks by buying it.

there's just not enough actual game on four CDs to warrant a purchase. Now that Mike's back, Pippen will have to go back to being Mr #2. ★★

★★★ MD ★★

ARCH RIVALS

Mega Drive, Master System

Midway's arcade precursor to *NBA Jam*. Play it and you'll see the similarities... and the differences... like poor graphics, no power-dunks and no speech. Hmm. Probably somewhat irrelevant, now. **MS** ★★ **MD** ★

SUPER REAL BASKETBALL

Mega Drive, Master System

Early Sega effort just pales in comparison to current batch of games. You get a cut-scene if you manage a good dunk – novel, but irritating after the third dunk. The Master System version (if you can find it) is probably the best basketball game for the system. **MS**

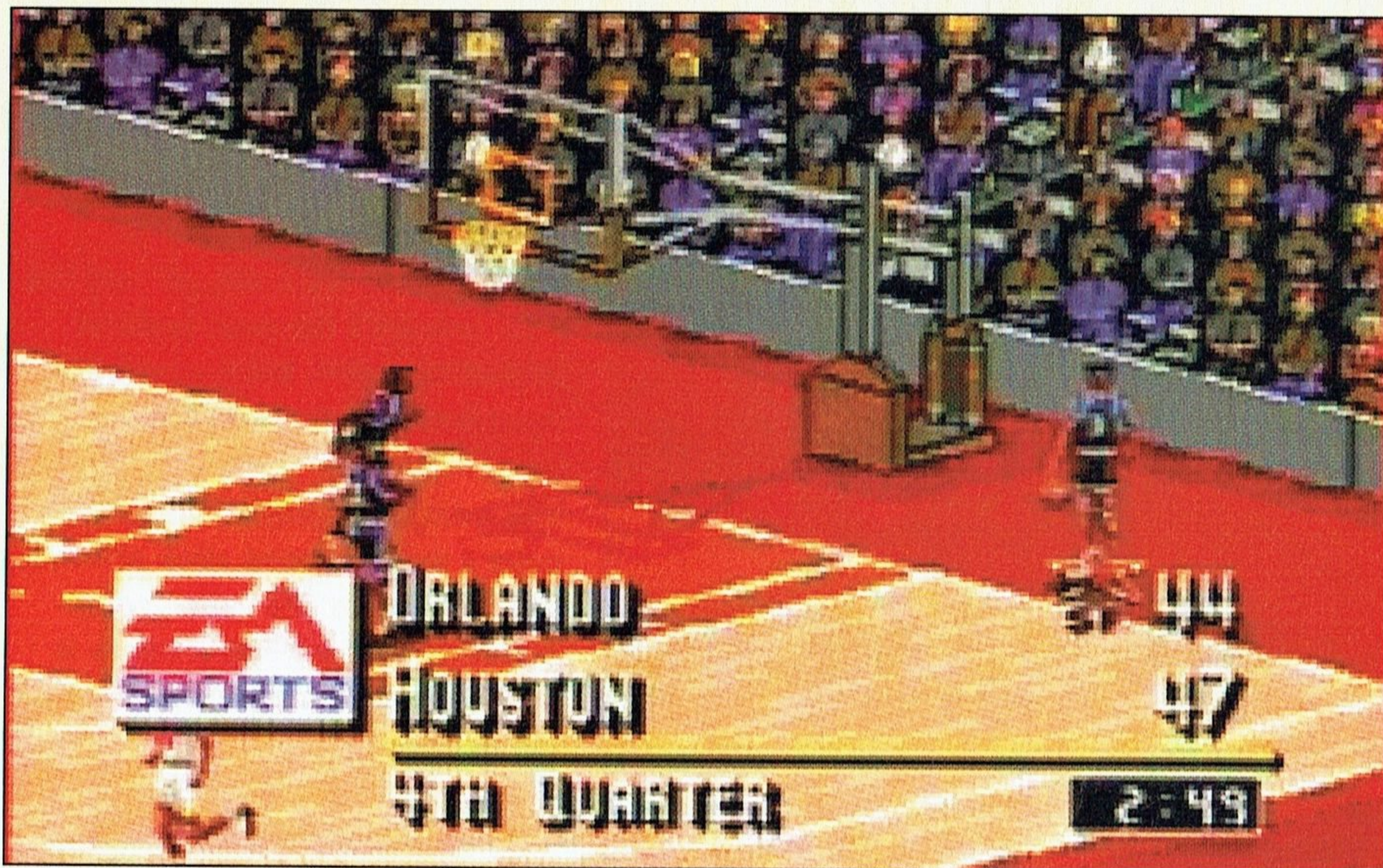
BASKETBALL NIGHTMARE

Master System

Sort of like a *Mutant League Basketball*. Not much to it, but, we guess, OK in two-player mode. ★★

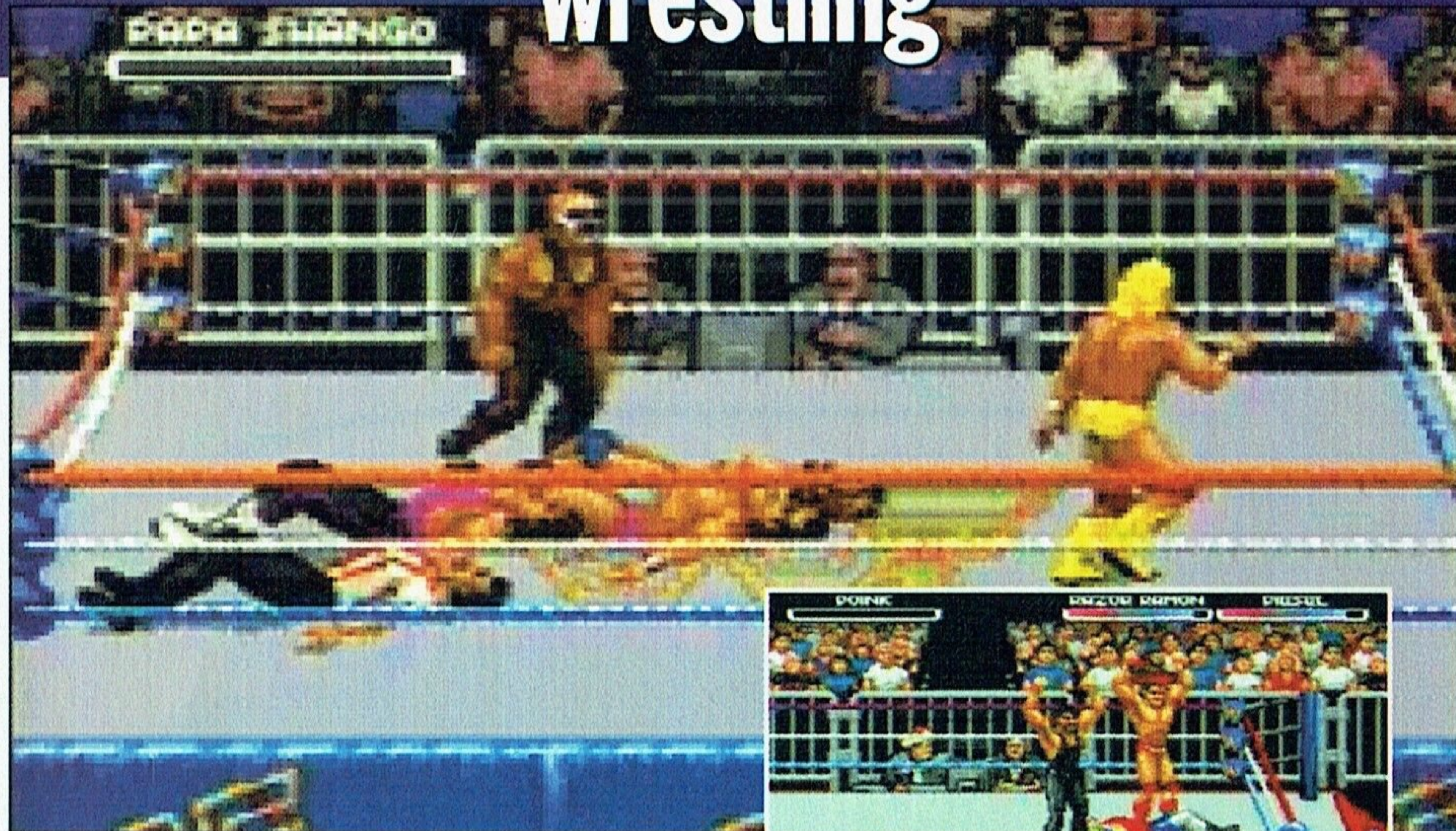


▲ **Team USA:** International teams but you can bet your Boomers the USA are tops.

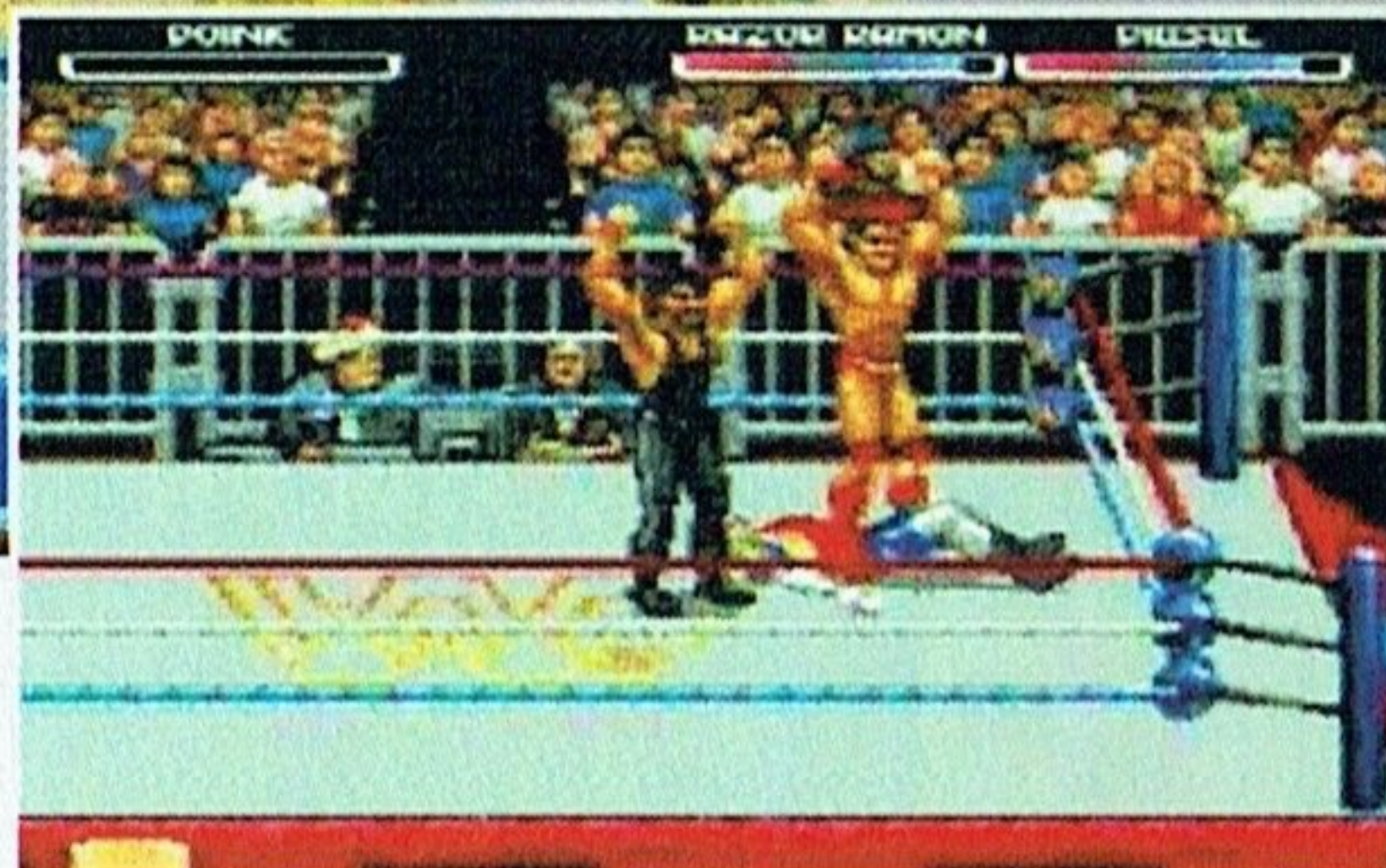


▲ **NBA 95:** hey, it's *FIFA*! Um, no, but it's got that viewpoint we all love and a wadful of stats. It's realism plus!

wrestling



▲ Unfortunately this game does not contain a jelly wrestling option.



▲ **WWF Raw: The best of the wrestling games with more gameplay options.**

Although wrestling began thousands of years ago in sandy arenas somewhere around the Mediterranean sea, the Americans have brought it into the 20th century with a bit of a touch-up. Now we get wrestlers like 'The Executioner', 'Rowdie Roddie Piper' and 'The Narcissist'. And there's no doubt about it, they look pretty damn mean. But seriously, every child over the age of two knows that if the moves they performed on each other were real, they'd be dead. Simple as that. But ignore all that, just go with the showmanship, the epic battle of good versus evil, the fake blood, the wacky managers...

WWF ROYAL RUMBLE

Mega Drive

Gives you the choice of one-on-one battles, tag team or the mighty Royal Rumble where 12 boxers take to the ring and the last one standing is the winner. Good animation of the wrestlers and some fun moves, but after you've won the Rumble it holds no further interest... unless you've got a friend over. ★★

WWF RAGE IN THE CAGE

Master System, Mega Drive, Mega-CD

Same play mechanics as *Royal Rumble* but with the novelty of a cage. The wrestlers can't leave the cage so it's supposedly a more bloody battle as they fight it out to unconsciousness. The Mega-CD version offers a few enhancements while the Master System version lacks the variety of moves due to its two-button pad. MS ★★ MD ★★★ Mega-CD ★★★

WWF RAW

Mega Drive

The best of the wrestling games, it features newer wrestlers and more gameplay options like one-on-two, team-versus-team as well as all of *Royal Rumble*'s options. Slightly improved graphics and sound, so if you're after a wrestle fest then this is the one to get. ★★★★★

the

Great
BIG
Guide

TO GAME

Trash



the trash can

Government Health Warning: The following games may be hazardous to your health. Prolonged exposure may lead to nausea, migraine and eventual loss of consciousness.

1. Cyberball (Mega Drive)

Robots playing football! Good Idea? Not bloody likely – this game lacks what we in the trade call playability. In large, measurable doses.

2. Great Football (Master System)

Games that have a large amount of playability can often be forgiven for not having lush graphics. In this case it doesn't matter – the only thing worse than the graphics is the playability.

3. Pro Wrestling (Master System)

The designers of this game must have been having a good ol' chuckle to themselves. Either that, or they were on illegal substances. Or both.

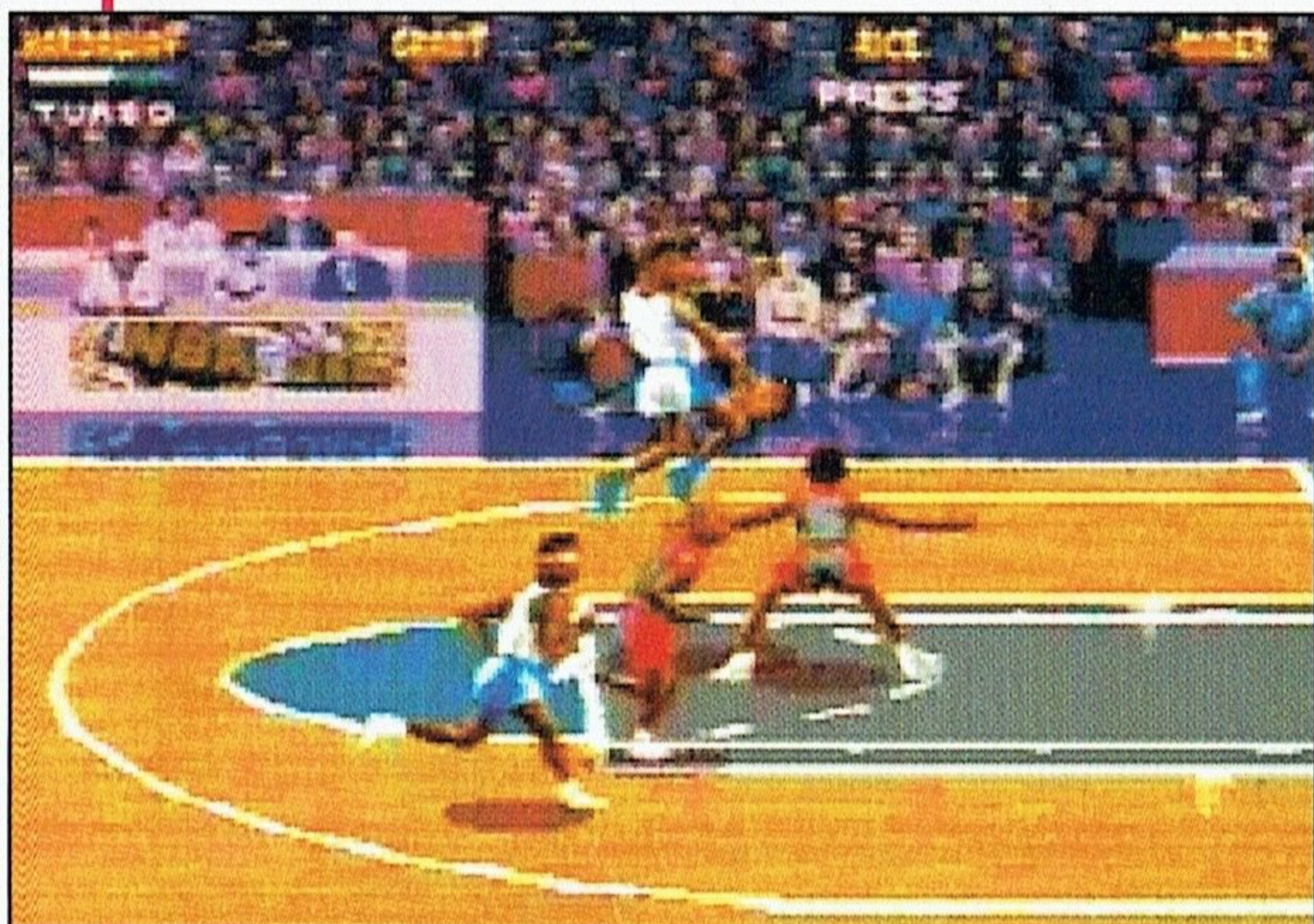
4. Jordan v Bird (Mega Drive)

Now we know a lot of people like this game. To them we say, patoohy! One-on-one basketball might be fine in the school yard, but on the Mega Drive it's just plain boring. The three-point shoot-out is too easy and it's possibly the worst game EA have ever made (or not).

5. Batter Up (Game Gear)

Sounds like an instruction at a fish and chip shop. Unfortunately, the Game Gear's screen size is not conducive to detailed sports games.

the top five american sports games



▲ Bigger, Badder dunks – no, not a new Scotch Finger – it's the superlative *NBA Jam Tournament Edition*.

1. NBA Jam Tournament Edition

Grab a MultiTap (a few friends would help as well) and get into the Jam! This isn't the most realistic basketball game, but it sure is the most fun, ya hear, pardner?

2. John Madden '95

You want more plays than you can poke a multi-pronged stick at? You got 'em! This is the definitive American football – all it needs is the sound of Don Lane salivating in the background.

3. NBA Live 95

The basketball game for the purist. When you've tired of *NBA Jam*

you'll probably still be playing this. Try winning the NBA with Minnesota or the Cavs set on full difficulty – only then can you say you've mastered the game.

4. Tony La Russa 95

This is the baseball that the other baseball games play when there not playing their own baseball, if you can understand that. Not a complete version in that there's no option to go on strike if you earn less than a million dollars a year.

5. NHL '95

EA's dominance continues. The ultimate hockey game bar none. Do not, what-so-ever, be enticed by the forthcoming *Brett Hull Hockey* as it's a load of crap.

A U S T R A L I A N SNOWBOARDING

Neil Hardwick,
Thredbo back country,
Nov '94.



*a fat, ugly, mutha of
a snowboarding magazine!*

*An obese wad
of crucial news from here
and o/s, buyers guides, rider
profiles, ripping airs, sick powder
and much, much more...*

OUT NOW!

a tracks publication

HINTS & TIPS

CHEAT OF THE MONTH

SPACE HARRIER

32X

Chris Barraud of Gosnells, WA, is a national legend. He's discovered this hot cheat for *Space Harrier* on 32X and wins a year-load of Megazone – free! Just don't let the Kelmscott boys find out, eh, Chris? It's a trick that will let you continue from the point where your player previously died. As soon as you turn on the game and the Sega logo appears, press and hold A and C on controller two and press Start. Woah!



SNATCHER

MEGA-CD

Here, as promised, is the first instalment of the complete guide to the awesome Mega-CD game *Snatcher*.



Beginning, Headquarters:

Walk in and meet Mika Slayton who is responsible for day-to-day Junker operations. Ask the receptionists any questions that come to mind and then enter the headquarters. Once inside, take a tour of the headquarters. Ask the Chief about Junker procedures and then go back down to engineering and ask Harry about everything. Get your navigator and your blaster and you should then receive a call. You will find that your partner, Jean, is in big trouble and requires your help. Go to your Turbocycle and rush to the factory.

Factory:

Look at the building and especially at the motion detector to be allowed inside. Keep going until you find the remains of Little John, Jean's navigator. Investigate the robot thoroughly and continue on. Eventually, you should find your friend's decapitated body. Investigate everything. Don't miss Metal Gear's analysis of the tissue under Jean's fingernails or the contents of his stomach. You should find a key and a piece of paper.

Now go back to Little John and investigate the wreckage to retrieve its memory chip and then go back to Jean's body. Follow the mysterious stranger until you reach a dead end. Look around until you hear a strange sound, then get out. Go back to Little John and investigate him again to find the source of the sound – a

bomb. You should now encounter the first arcade sequence – shoot all the insect robots. After that, run to your cycle and you should have just made it out in time. Head back to Junker HQ.

Back at the HQ:

Everyone at the office should be upset at the death of Jean. Go and investigate the detective's office with Jean's key and also search the coat in Jean's locker. Head to the computer room and log on to Jordon and enter the ID files. Search for information on Jean Jack Gibson and then on his daughter. Go back

to Harry and show all you have collected. Ask specifically about the memory chip from Little John and it should then be sent for its information to be extracted. Go to engineering and examine the brandy bottle. Note the serial number on the bottle (actually a videophone number for Jean's informant, Napoleon). Look up Napoleon on the computer for some vital clues. Now head to your cycle and go home.

Home Sweet Home:

When you arrive home, look around the room and especially at the picture of your wife. You should discover her video phone number: 393-444. Now call Napoleon and he should ask for a password. It will sometimes change but all the answers to the passwords are found in the Napoleon document. Give him the correct password and he will arrange to meet with you at the Alton Plaza. Call Jamie before you leave and ask her about her work at Neo Kobe.

Alton Plaza:

Alton Plaza contains a few plot twists, so be on your toes. Napoleon will always hassle you for money but just talk to him about Jean and he will give you the address of Outer Heaven. To get the address of Plato's Cavern just read the flashing neon sign for their phone number and then ring them up.

Plato's cavern holds a good deal of information if you show the sales clerk the right things. Do not show him your Junker ID however. Buy a mask off him and head for Outer Heaven. Use the mask to head into the club and then look around. Look at the dancer

BRUTAL

MEGA-CD

You can play as two extra characters that you cannot normally select – Karate Croc and Dahli Llama. On the title screen press C, A, B, A, Left, A to be Dahli Llama. To be Karate Croc press: Up, Down, A, B, C, C, B, A, Down, Up on the title screen.

PSYCHO PINBALL

MEGA DRIVE

Here is a little trick that will give you a bonus game and an extra ball. Pause the game and press B, A, B, B, A, C, A, C. You should then be taken to an arcade section. In this section press B, C, B, Right, Right and you should be granted an extra ball.

SYLVESTER AND TWEETY

MEGA DRIVE

Here are a few cheats to help you catch that little yellow bird brat. To use them, just pause the game at any stage and enter:

For free continue: Left, A, A, B, Up, C, A, B, B, C

To win the House Level: B, B, C, B, B, A, A, Left, Right, Up

To win the Backyard Level: Left, A, C, C, C, Down, Up, Left, B, B

To win the Train Level: C, B, C, A, B, C, A, B, C, Down

To win the Alley Level: C, Down, Up, Up, B, C, C, C, A, A

To win the Lab Level: Up, B, C, A, A, B, B, Right, B, Right



ACTION REPLAY CODES

CHAOS ENGINE

MEGA DRIVE

FF41140006	Unlimited special weapons for Player One
FF418A0006	Unlimited special weapons for Player Two
FF410F0010	Start with maximum firepower for Player One
FF41850010	Start with maximum firepower for Player Two
FF094500FF	Infinite money for both players
FF096300XX	Replace 'XX' for level select

SONIC AND KNUCKLES

MEGA DRIVE

FFFE120009	Infinite lives
FFFE180099	Infinite continues
FFFE210063	Infinite rings
FFFFE00001	Level select
FFFE240005	Unlimited time

MICKEY MANIA

MEGA DRIVE

FF04670004	Infinite lives
FF046F0004	Invincibility

SYLVESTER AND TWEETY

MEGA DRIVE

FF95640000	Infinite energy
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and then call the manager. Ask for Isabella and show her Jean's picture a couple of times until she recognises him. Get a description of the guy who followed him out the night before and head back to Junker HQ.

Two suspects:

At Junker HQ, use Jordan to put together a picture based on Isabella's description. You should end up with two suspects.

Go to Ivan's and show the picture to the Freeman outside to gain entry. Look around the building and especially around room 301. You should see an electric meter which should register that the power is on. Knock on the door twice and then enter with guns ready. You should find that Ivan is really a drug dealer and not a Snatcher.

Go to Freddy's house and keep on talking and knocking till you get a response. Eventually, you should get in and meet Lisa. Talk to Lisa and talk to her about Freddy. Show her the picture a couple of times and the picture should appear under the Talk menu. Go to the bathroom. Search the bathroom until you find the bottle of sunscreen. You should find that Lisa is herself a Snatcher and starts attacking you. Luckily, you are saved at the last minute by the bounty hunter Random Hajile. Head back to Junker HQ.

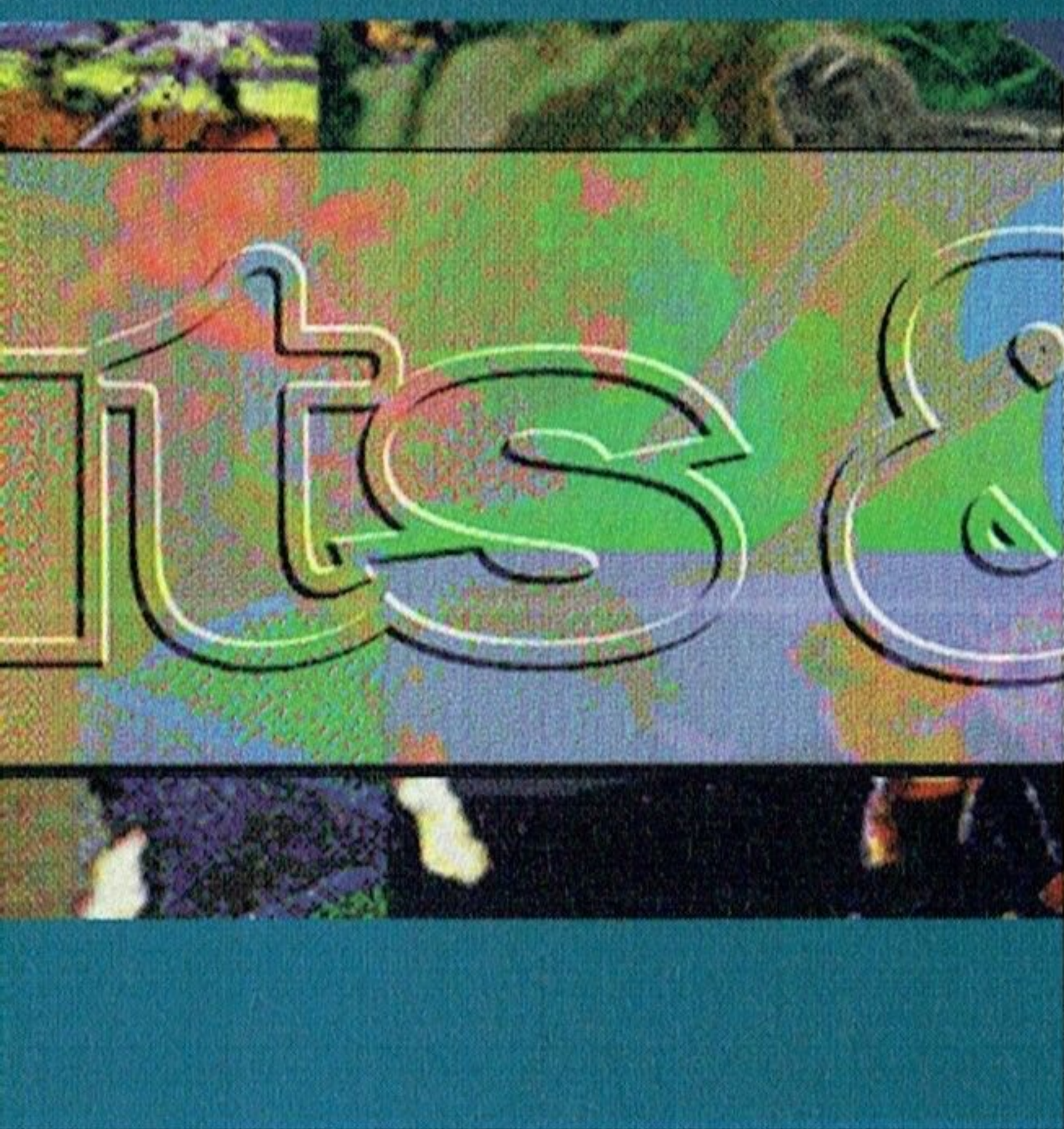
Hospital:

At your HQ, Harry should have finished retrieving the video memory of Little John. You find out that the Olean hospital is being used in the Snatcher operation. Call Napoleon and ask him about Olean. Go to the hospital and have a search around. Go back to Junker HQ and you should be confronted by the news that Katrina is in trouble. Go to Jean's house and search the mess. Now go back to Junker HQ and search the building thoroughly. Now go to Alton Plaza and search that area. Lastly, go to your apartment and you should bump into Katrina. You should find that she has a log of all the black hospitals in Neo Kobe. Go to Queens Hospital.

At the Hospital, search the building to find the door. Look at the door to get your robot to open the door. Inside, enter door number three and look around using your robot's headlight. Get the file in the desk and the matches. Check the picture on the wall and then leave. Call Napoleon and you should get his answering machine. Listen carefully to the message and then head to Outer Heaven.

To get in the club, question the doorman and keep offering proof until he sneezes. Inside, get Napoleon to crack the code. You should find that there is a Snatcher at Junker HQ.

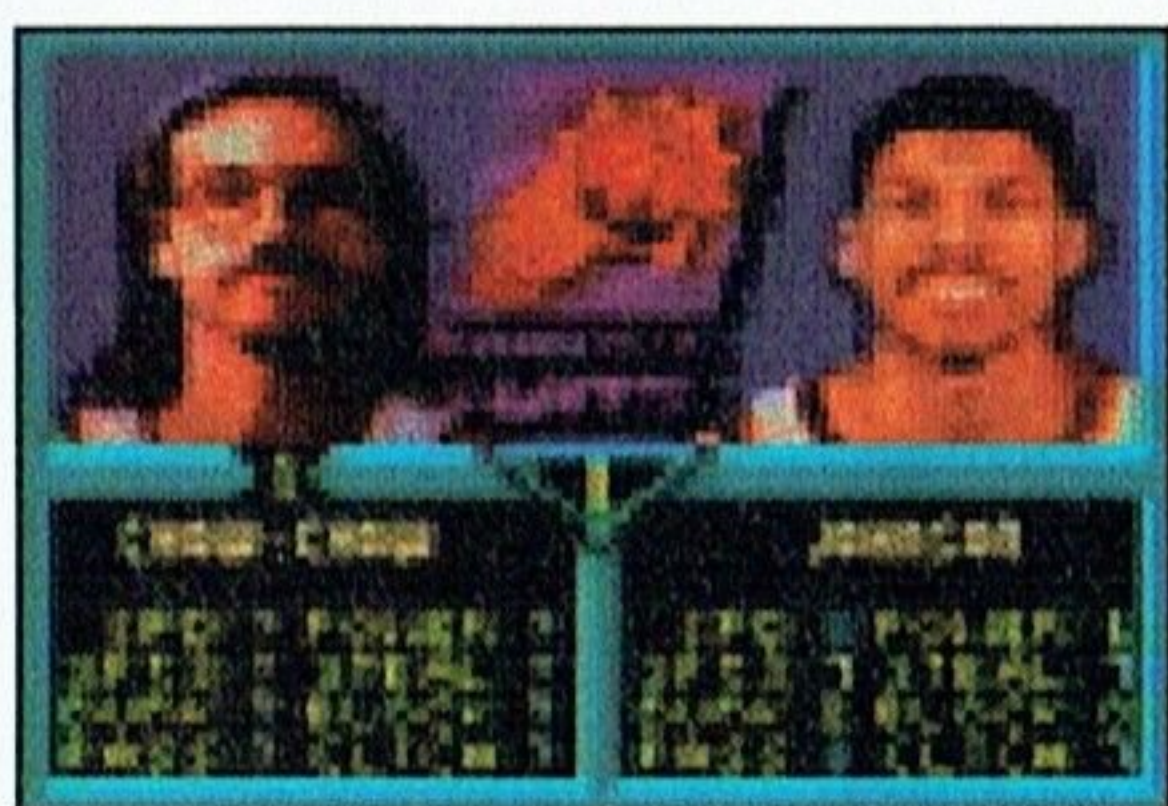
Stay tuned for part two of the Snatcher walk-through in next month's Megazone.



NBA JAM TOURNAMENT EDITION

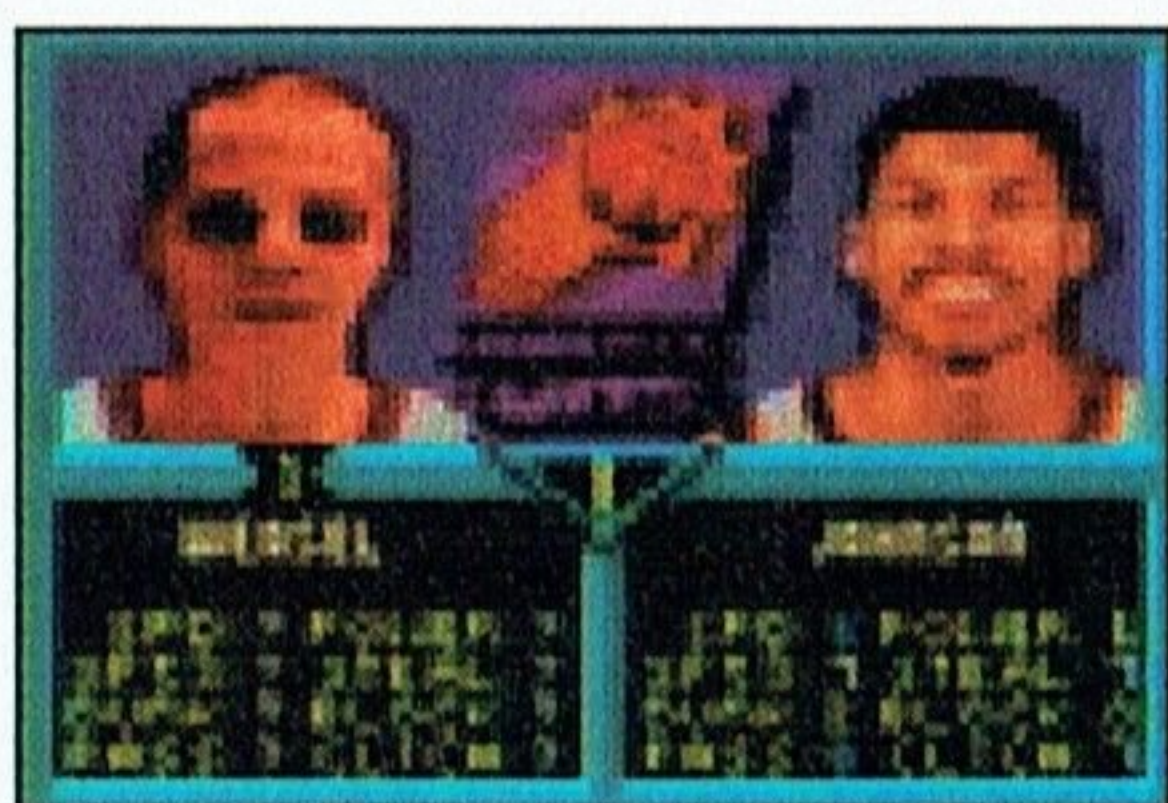
MEGA DRIVE

Here are the ultra-hot cheats that will allow you to play a different range of weird and wonderful people. To enter them, choose 'Yes' when asked to 'Enter your name for record keeping'. Now, enter the following codes to play as the desired character:



Chow Chow:

Enter A, press any button
Enter M, press A + Start
Enter X, press C + Start



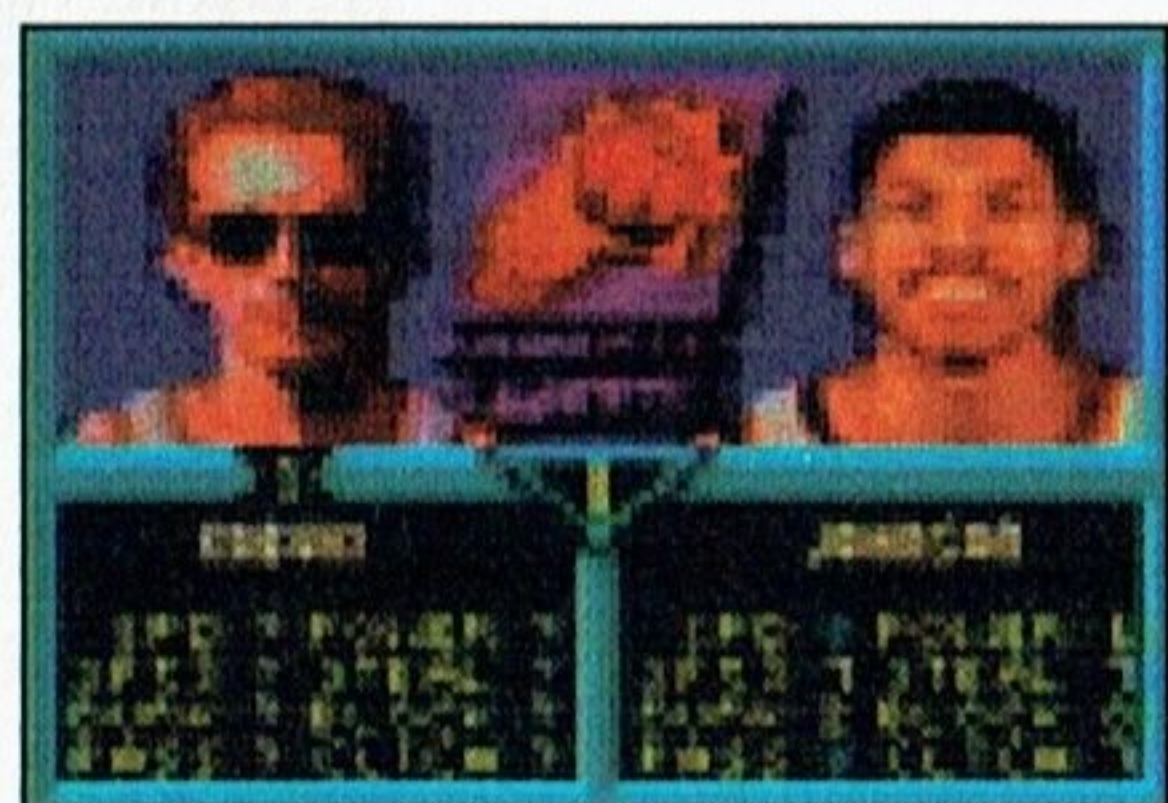
Weasel:

Enter R, press B + Start
Enter A, press A + Start
Enter Y, press any button



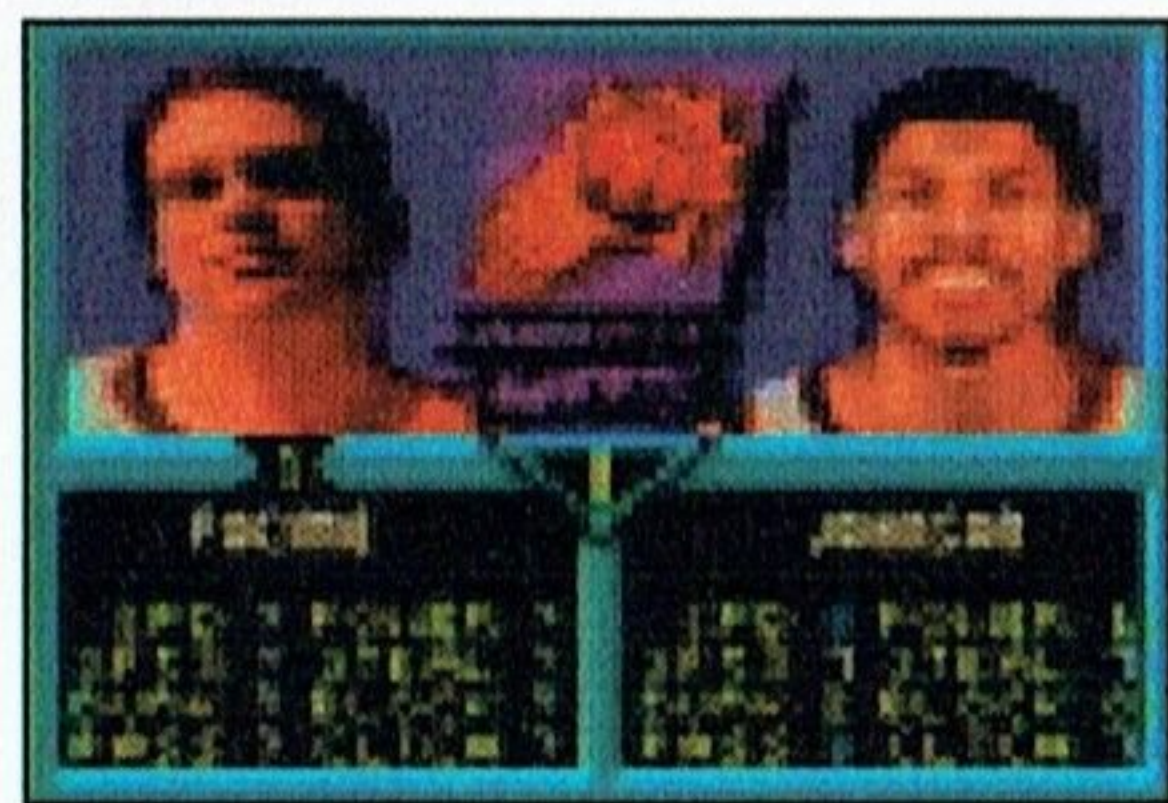
Brutah:

Enter L, press A + Start
Enter G, press B + Start
Enter N, press any button



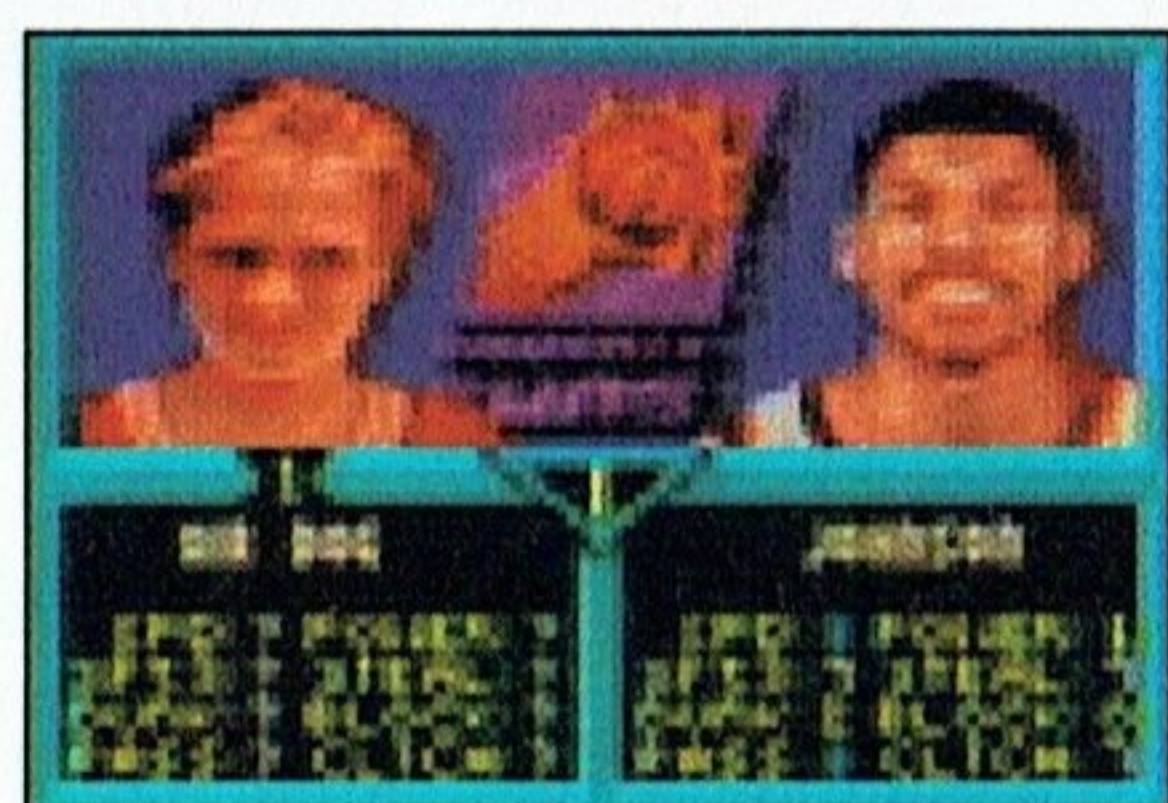
Kabuki:

Enter D, press any button
Enter A, press B + Start
Enter N, press A + Start



Facime:

Enter X, press B + Start
Enter Y, press B + Start
Enter Z, press A + Start



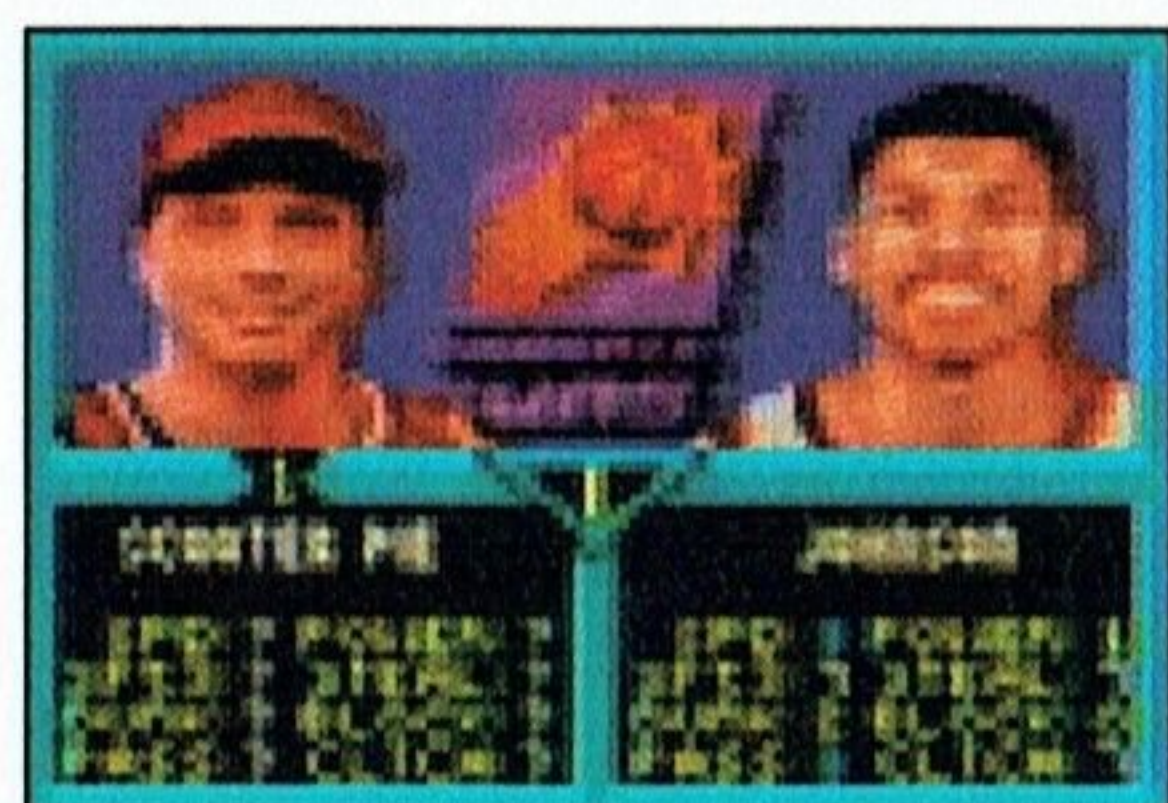
Air Dog:

Enter A, press C + Start
Enter I, press any button
Enter R, press B + Start



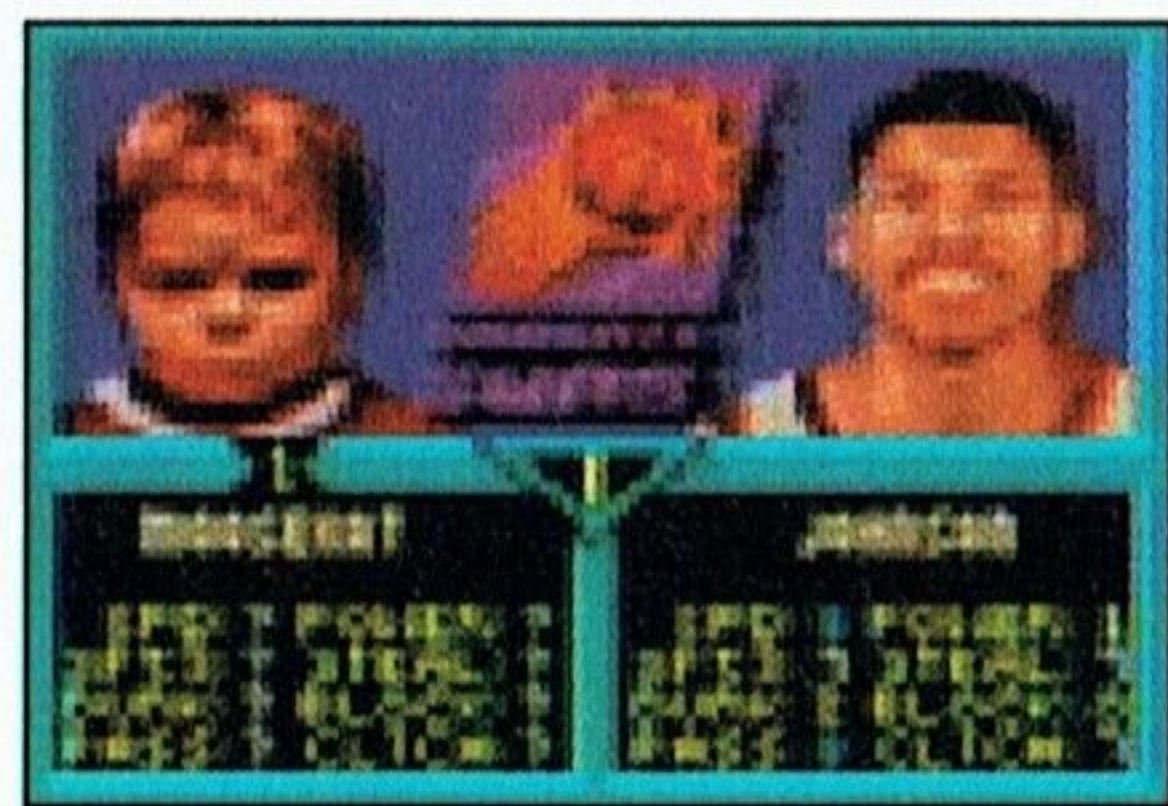
Kid Silk:

Enter K, press any button
Enter S, press B + Start
Enter K, press C + Start



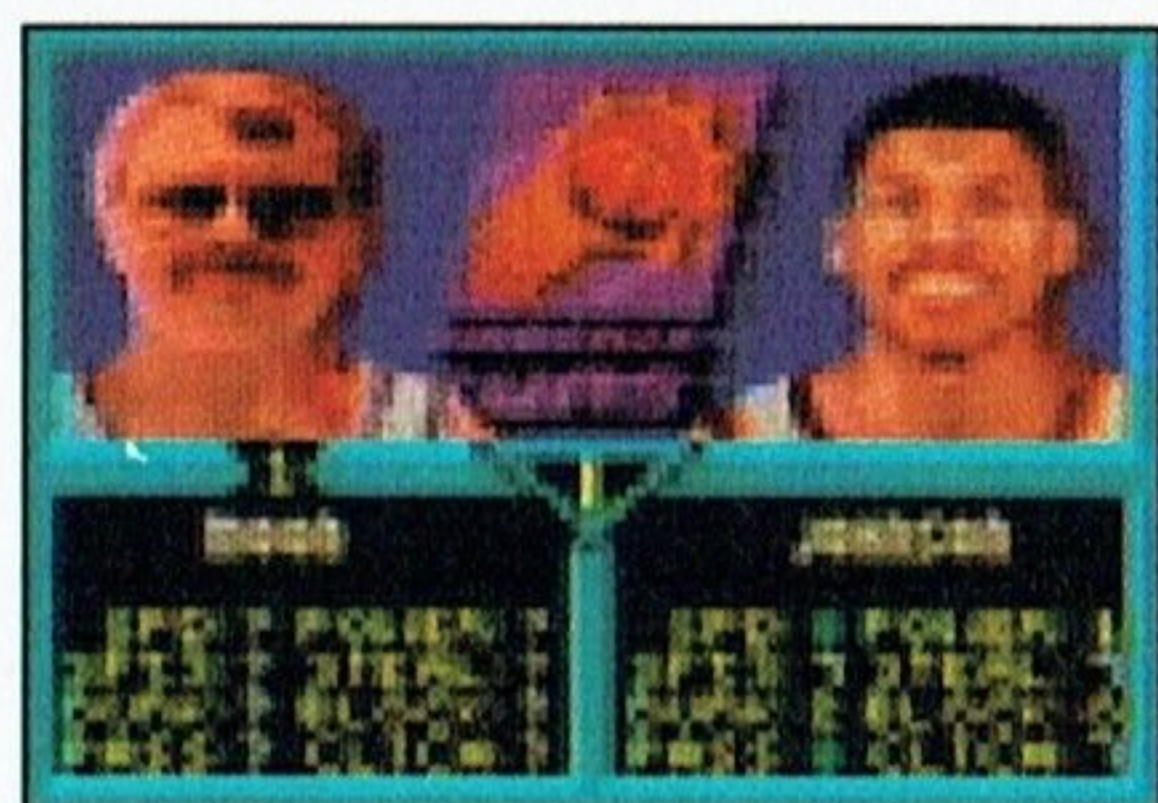
Scooter Pie:

Enter H, press A + Start
Enter T, press any button
Enter P, press C + Start



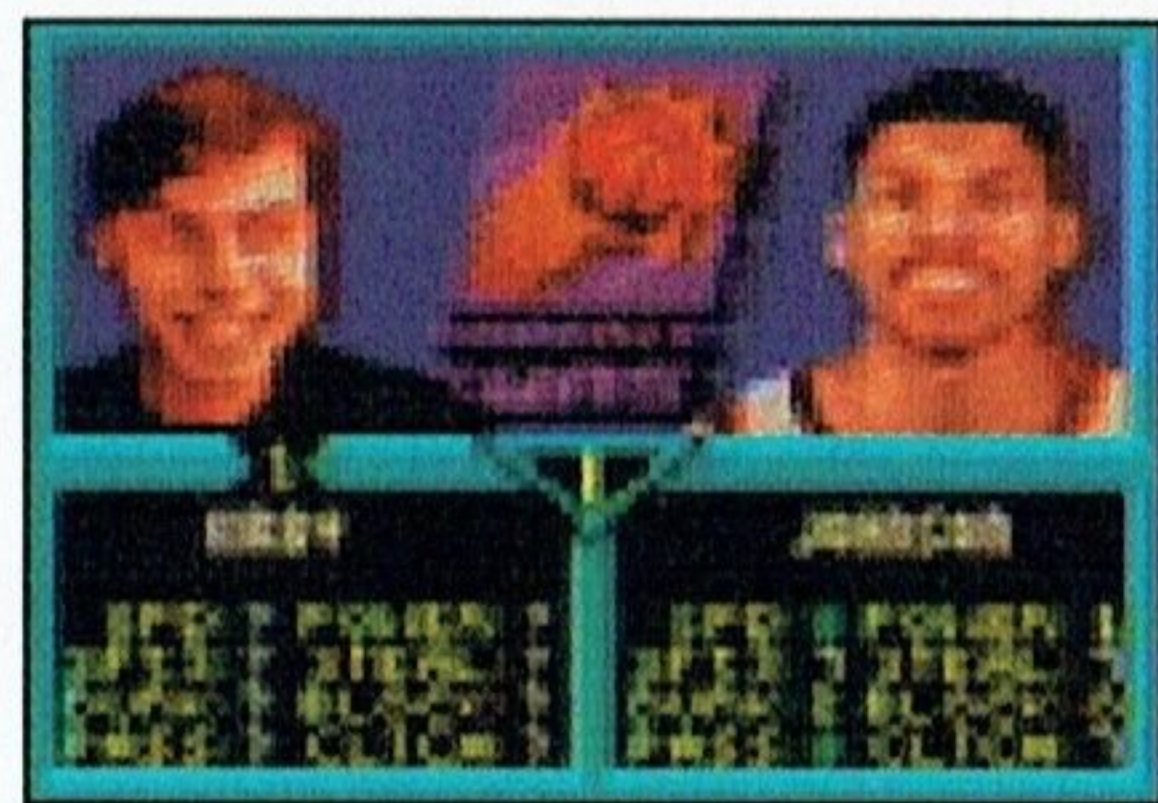
Moosekat:

Enter M, press B + Start
Enter P, press C + Start
Enter F, press any button



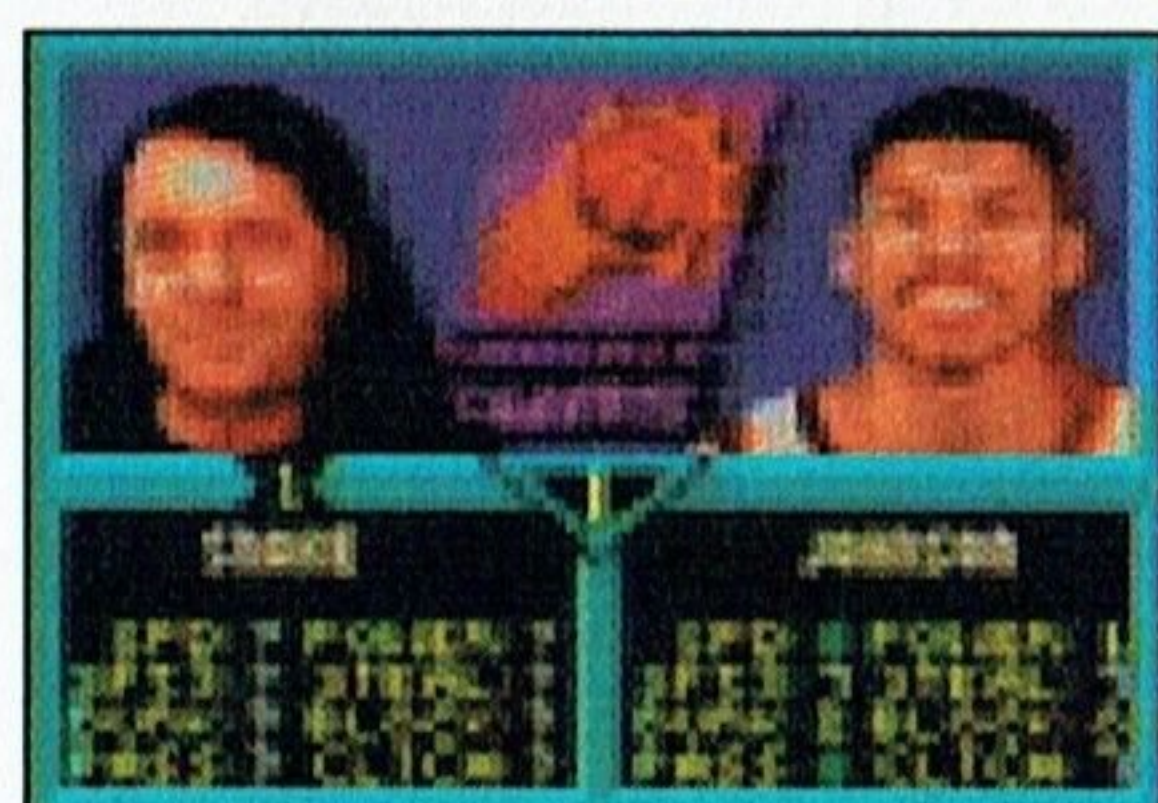
Moon:

Enter J, press any button
Enter A, press A + Start
Enter Y, press B + Start



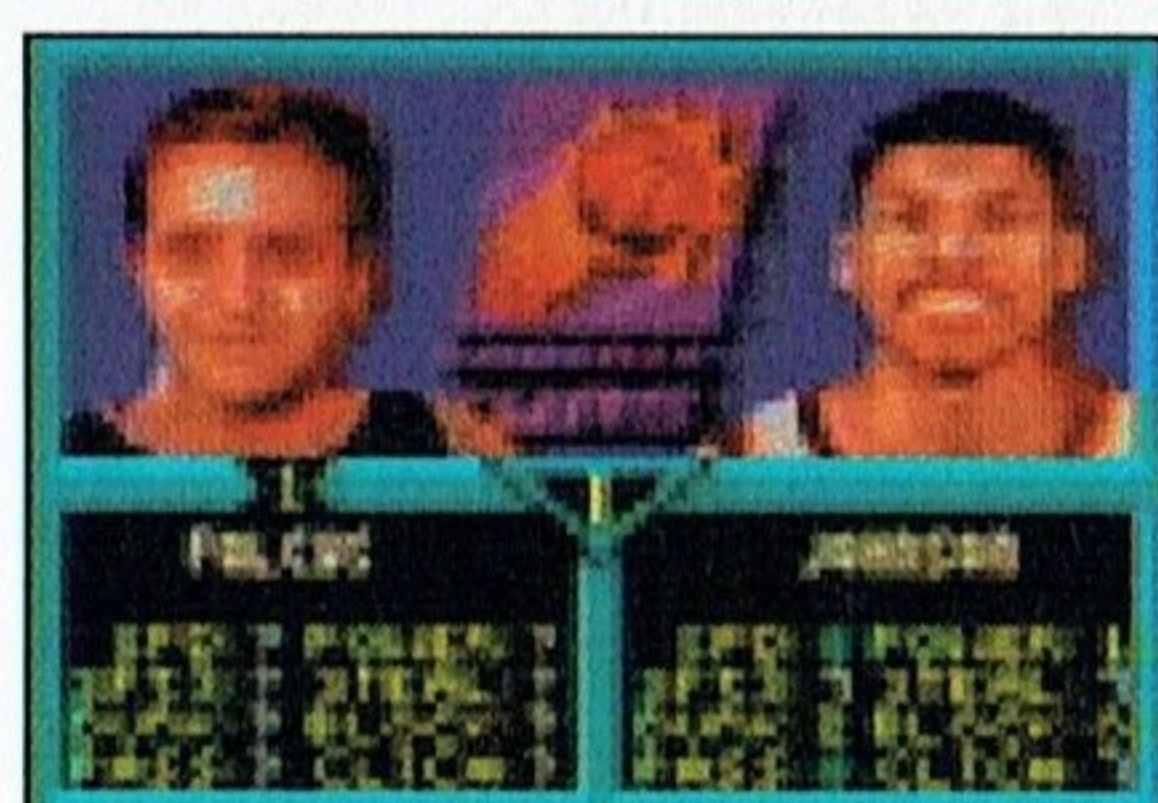
Kirby:

Enter C, press B + Start
Enter K, press any button
Enter Space, press C + Start



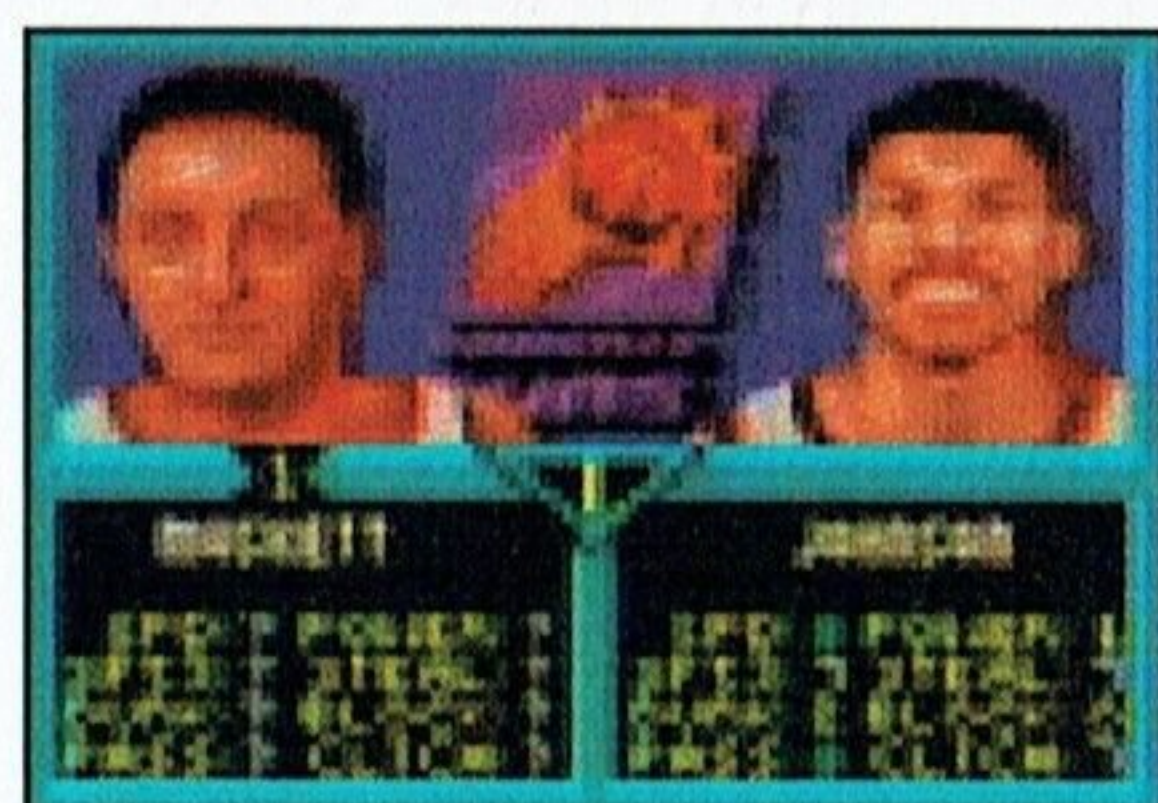
Snake:

Enter G, press A + Start
Enter O, press C + Start
Enter F, press B + Start



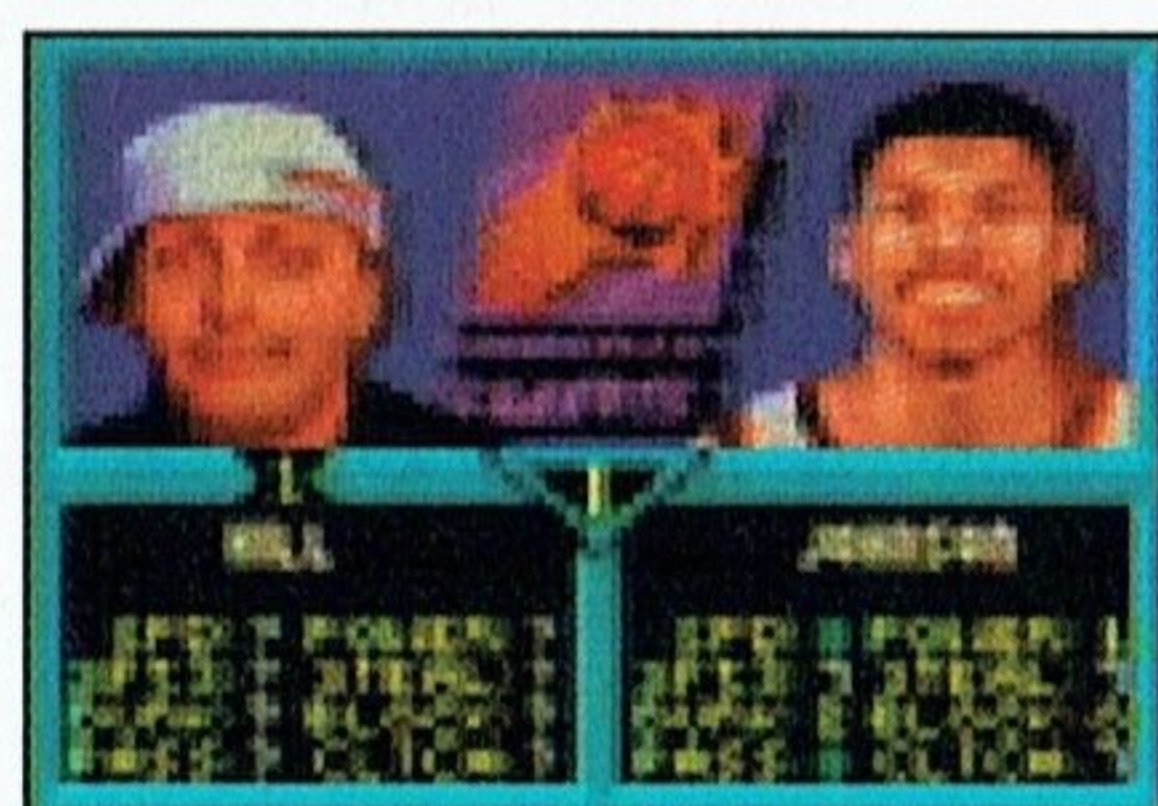
Falcus:

Enter J, press A + Start
Enter F, press any button
Enter Space, press C + Start



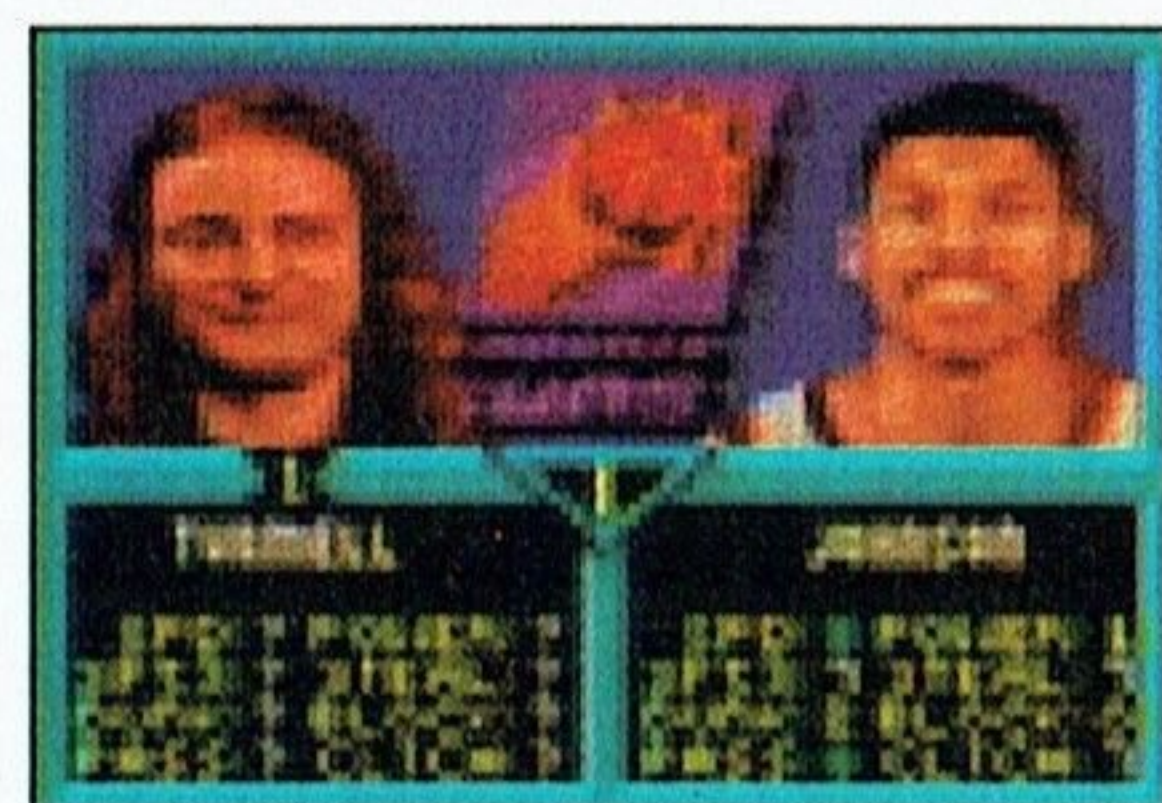
Muskett:

Enter M, press B + Start
Enter C, press B + Start
Enter M, press C + Start



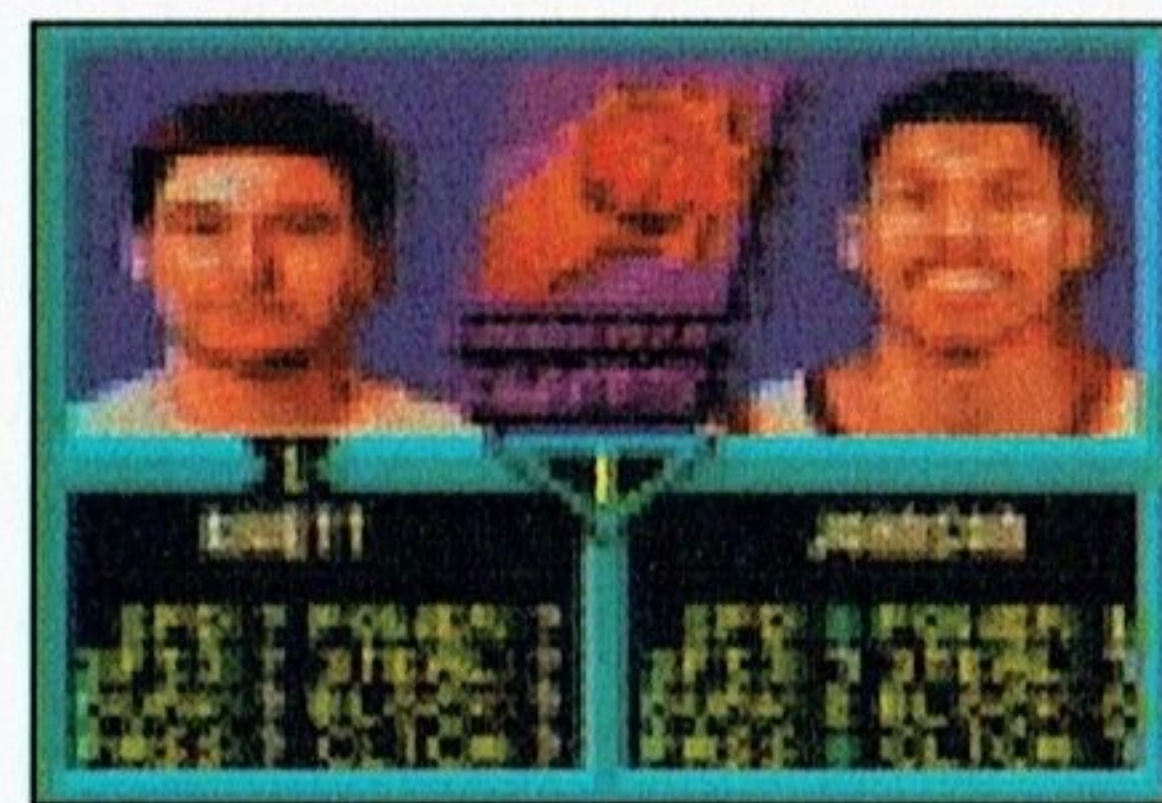
Hill:

Enter N, press A + Start
Enter D, press B + Start
Enter H, press A + Start



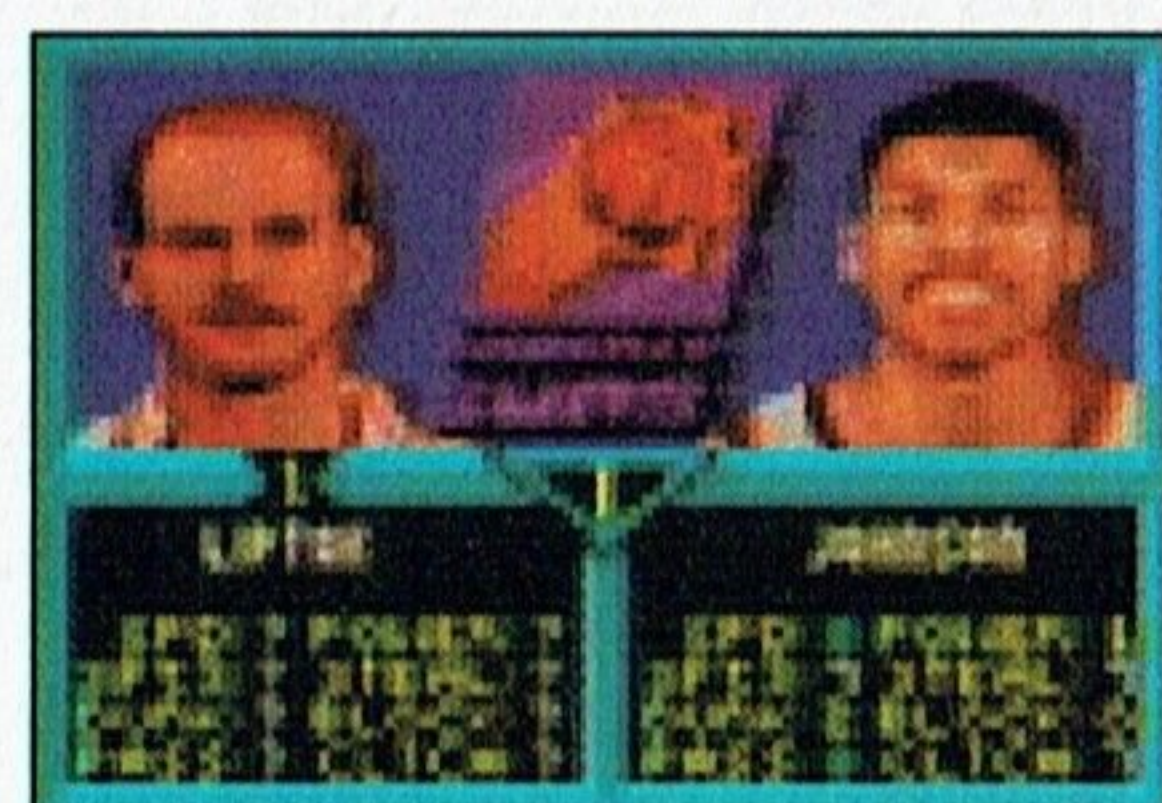
Turmell:

Enter M, press A + Start
Enter J, press any button
Enter T, press A + Start



Rivett:

Enter R, press any button
Enter J, press A + Start
Enter R, press C + Start



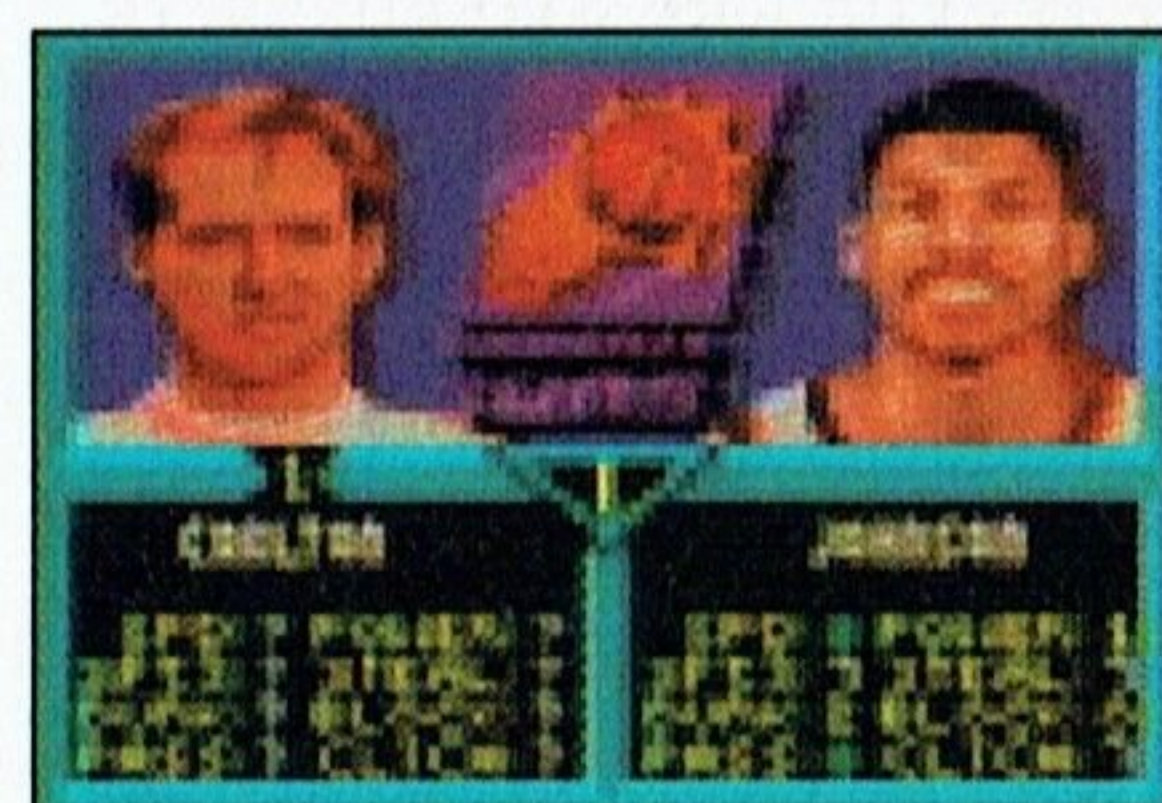
Liptak:

Enter S, press any button
Enter L, press B + Start
Enter Space, press B + Start



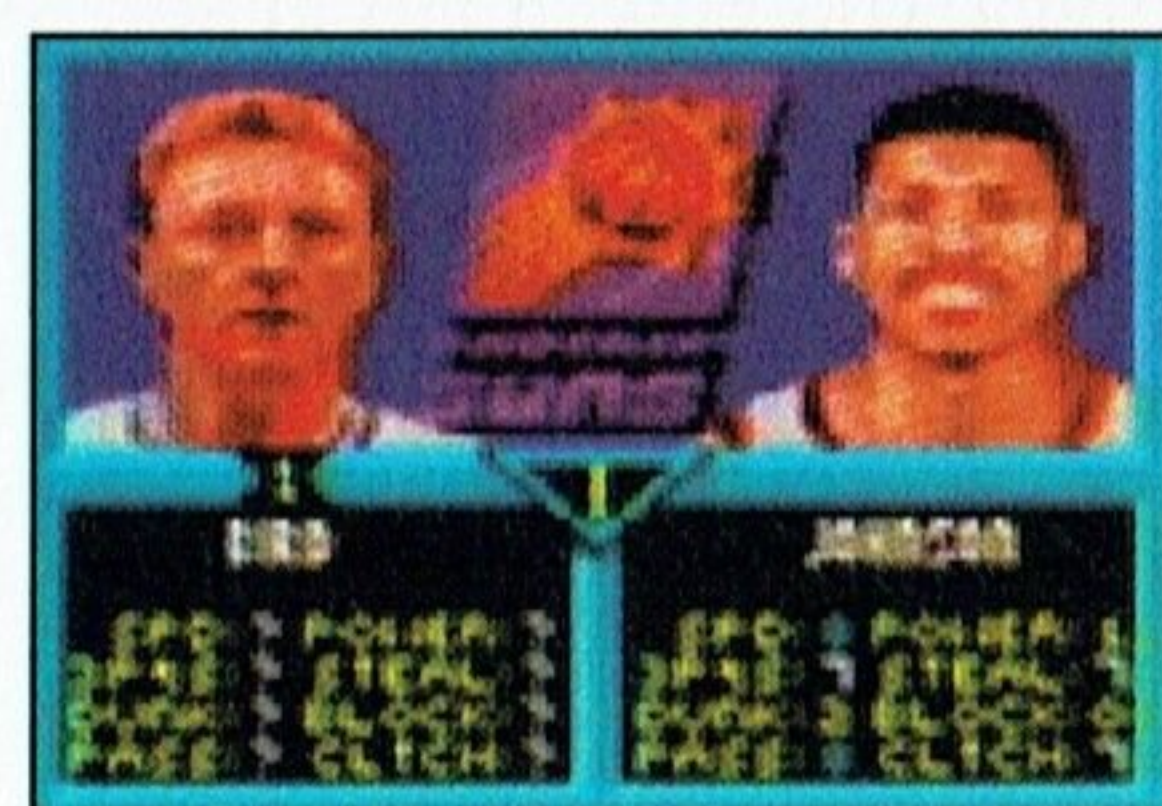
Goskie:

Enter T, press B + Start
Enter W, press any button
Enter G, press A + Start



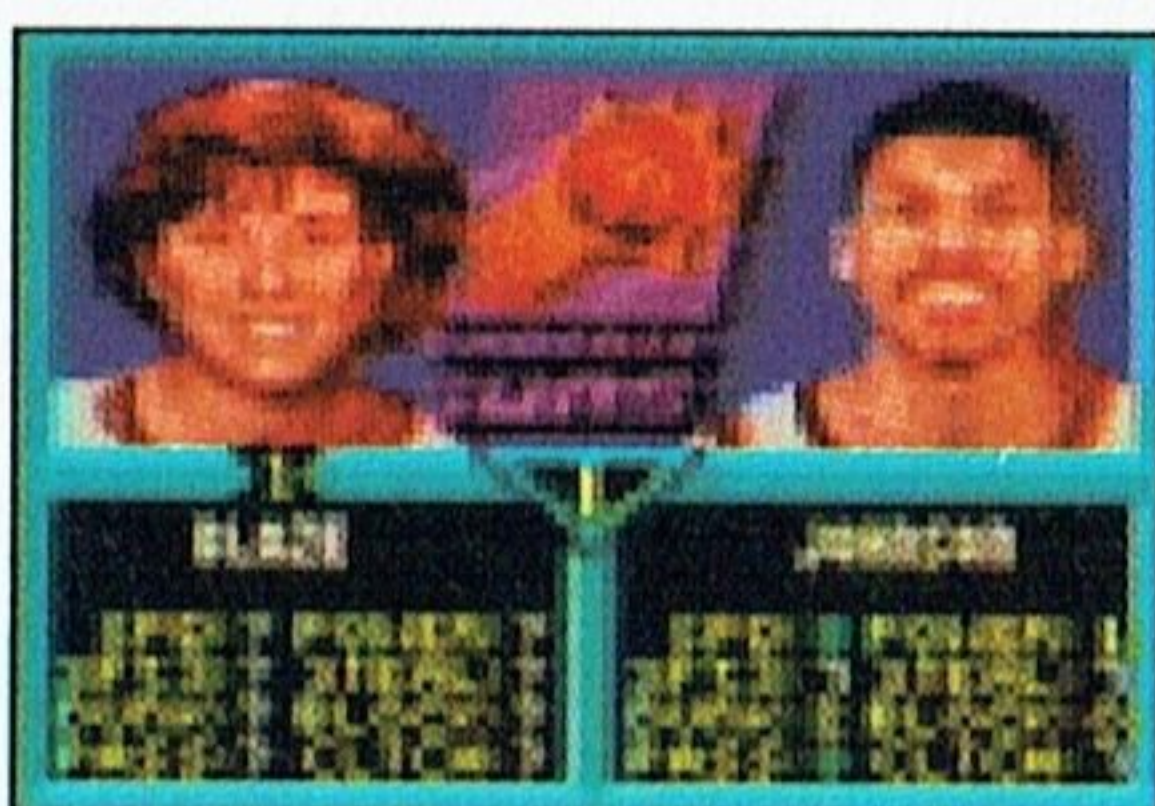
Carlton:

Enter J, press C + Start
Enter M, press C + Start
Enter C, press B + Start



Bird:

Enter B, press A + Start
Enter R, press C + Start
Enter D, press A + Start



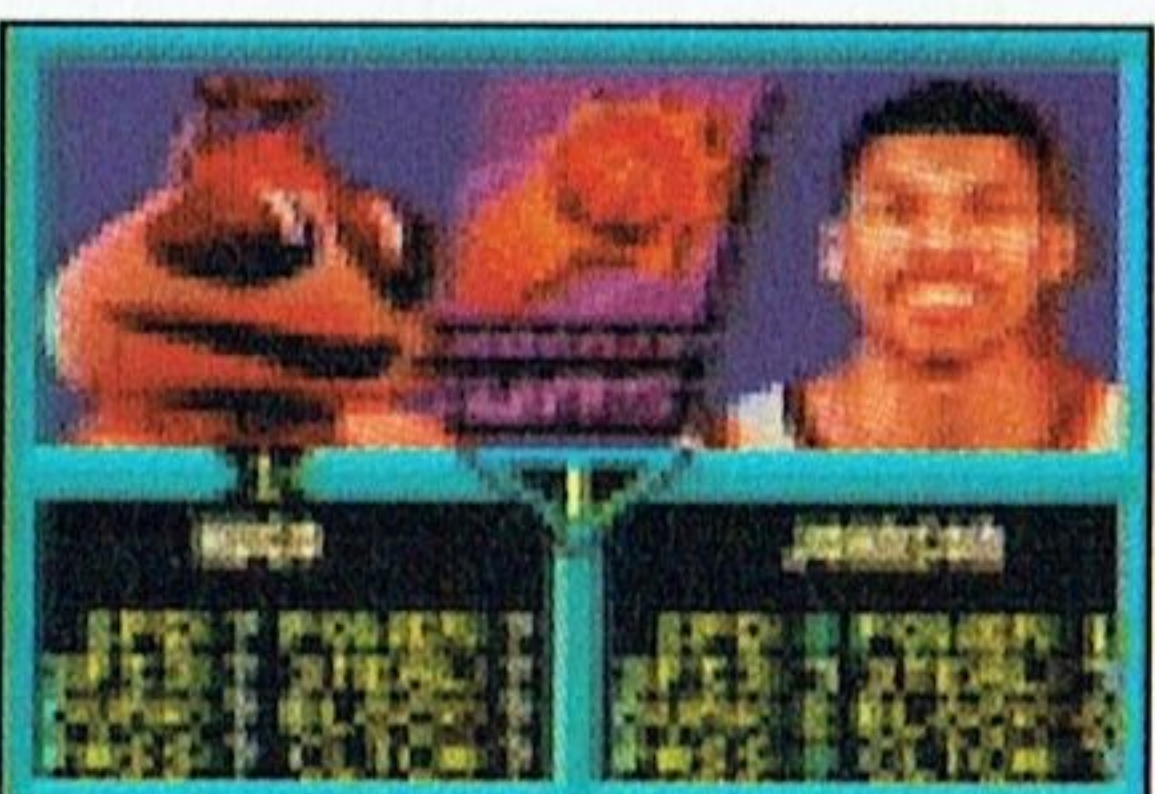
Blaze:

Enter B, press C + Start
Enter L, press any button
Enter Z, press C + Start



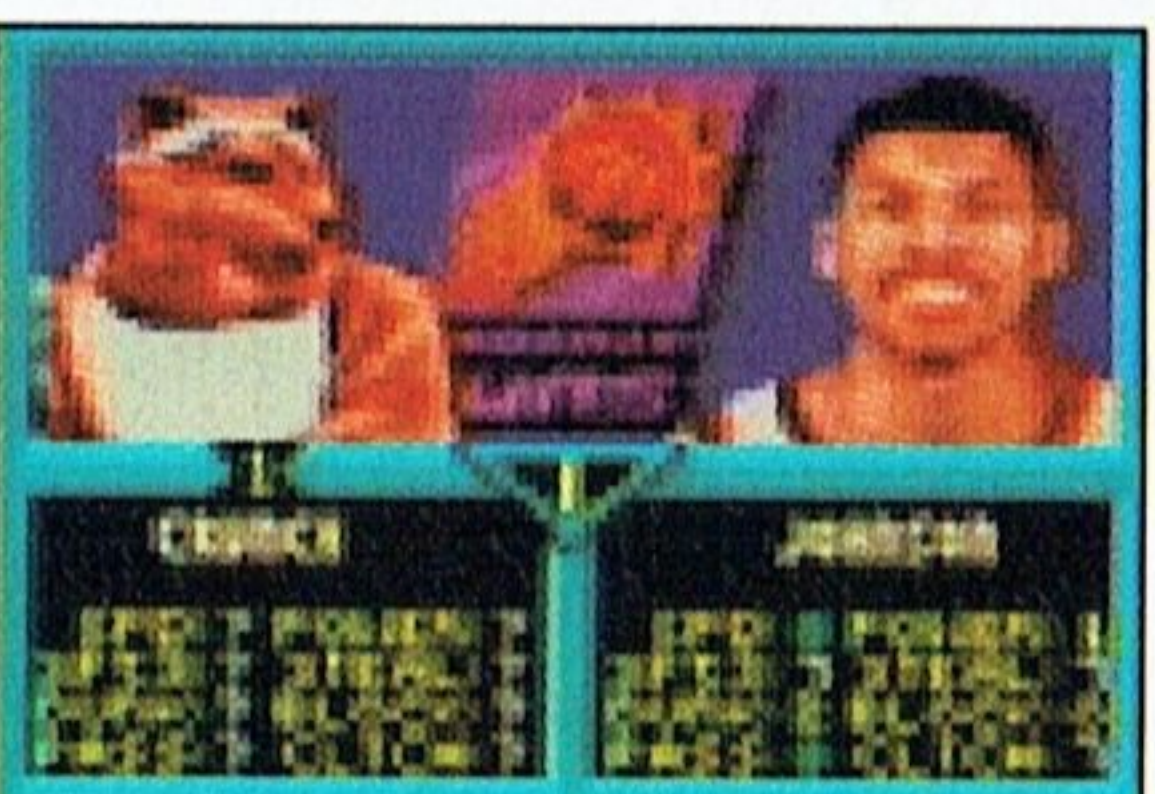
Benny:

Enter B, press B + Start
Enter N, press any button
Enter Y, press C + Start



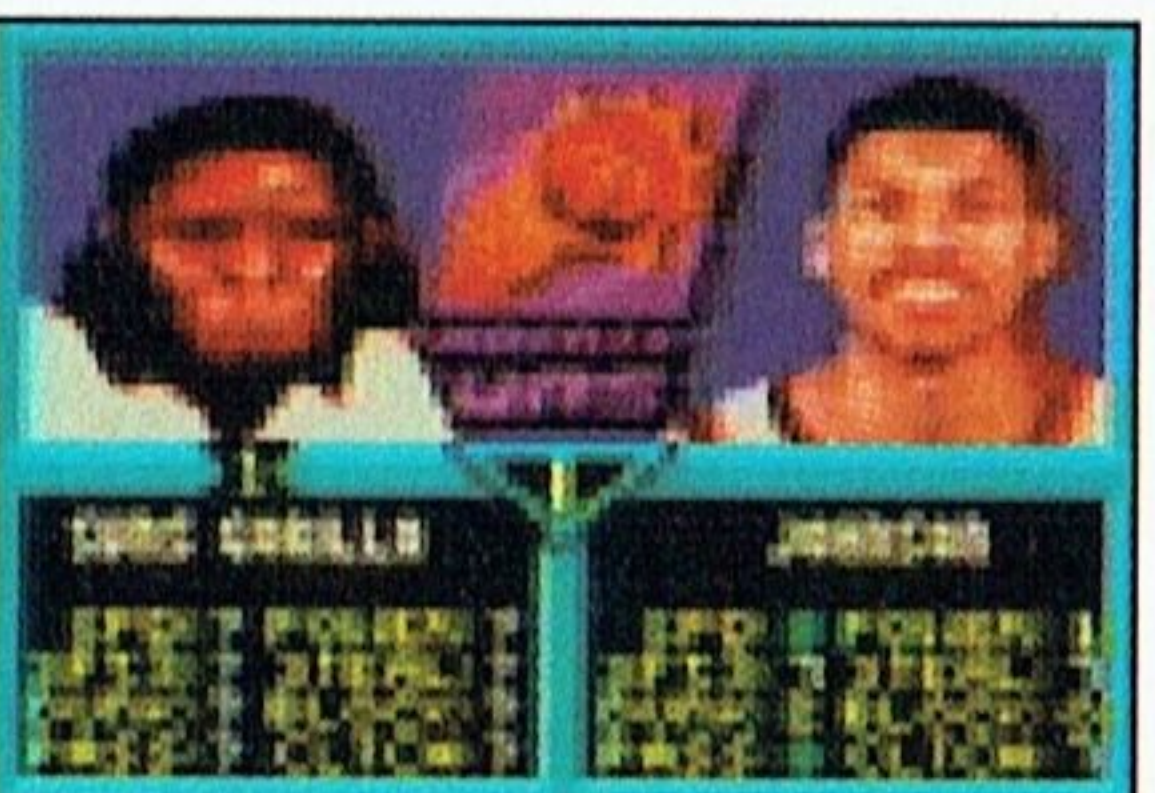
Hugo:

Enter H, press any button
Enter G, press C + Start
Enter O, press A + Start



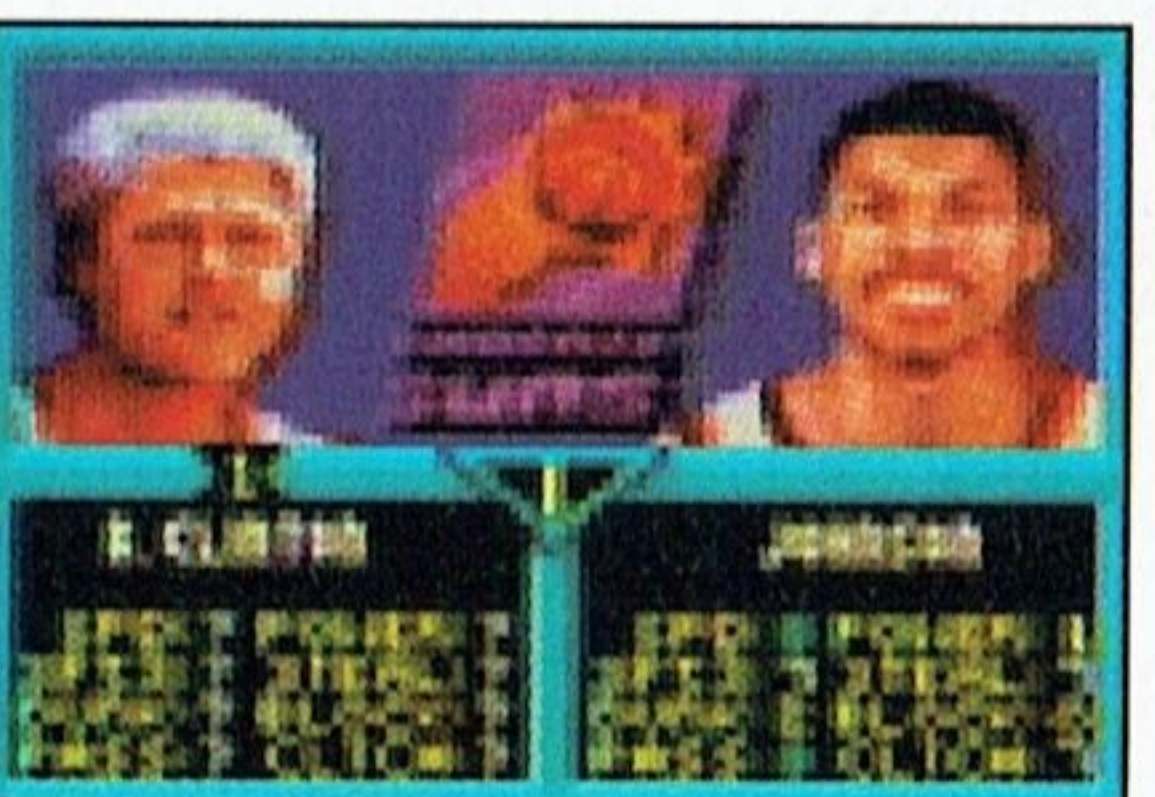
Crunch:

Enter C, press A + Start
Enter R, press B + Start
Enter N, press any button



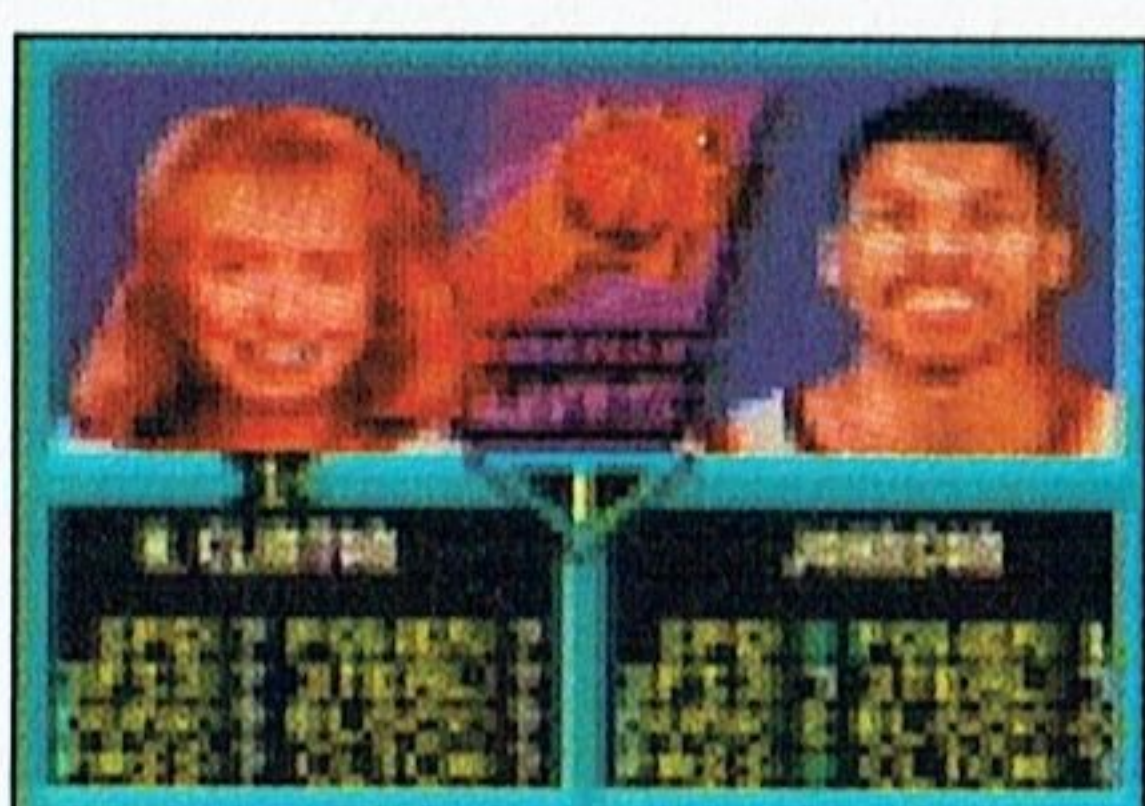
Gorilla:

Enter G, press any button
Enter O, press B + Start
Enter R, press B + Start



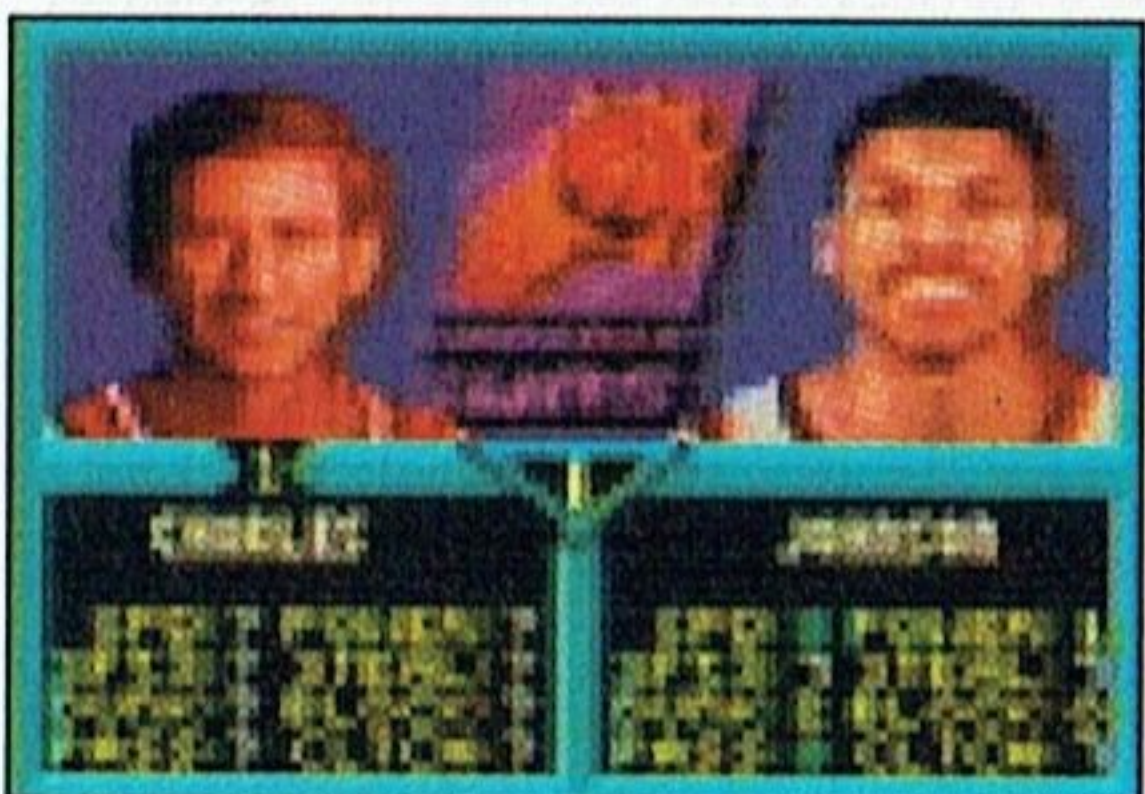
Bill Clinton:

Enter C, press A + Start
Enter I, press any button
Enter C, press B + Start



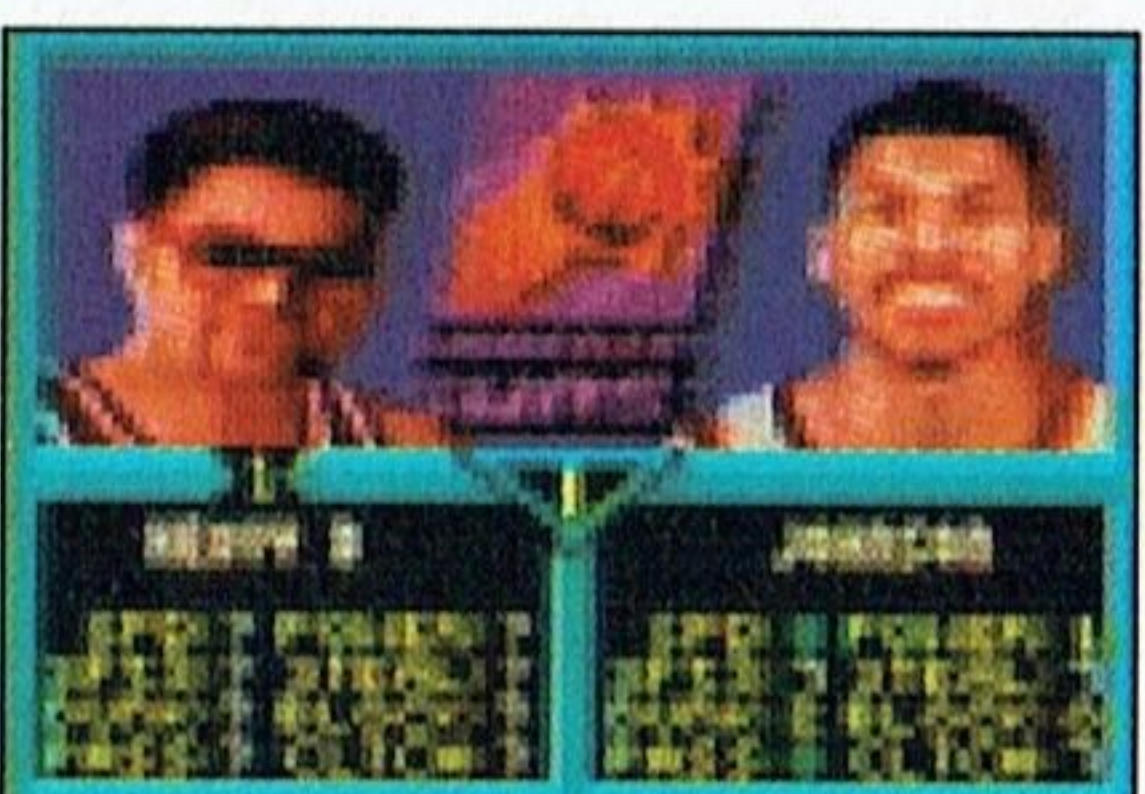
Hillary Clinton:

Enter H, press any button
Enter C, press B + Start
Enter Space, press any button



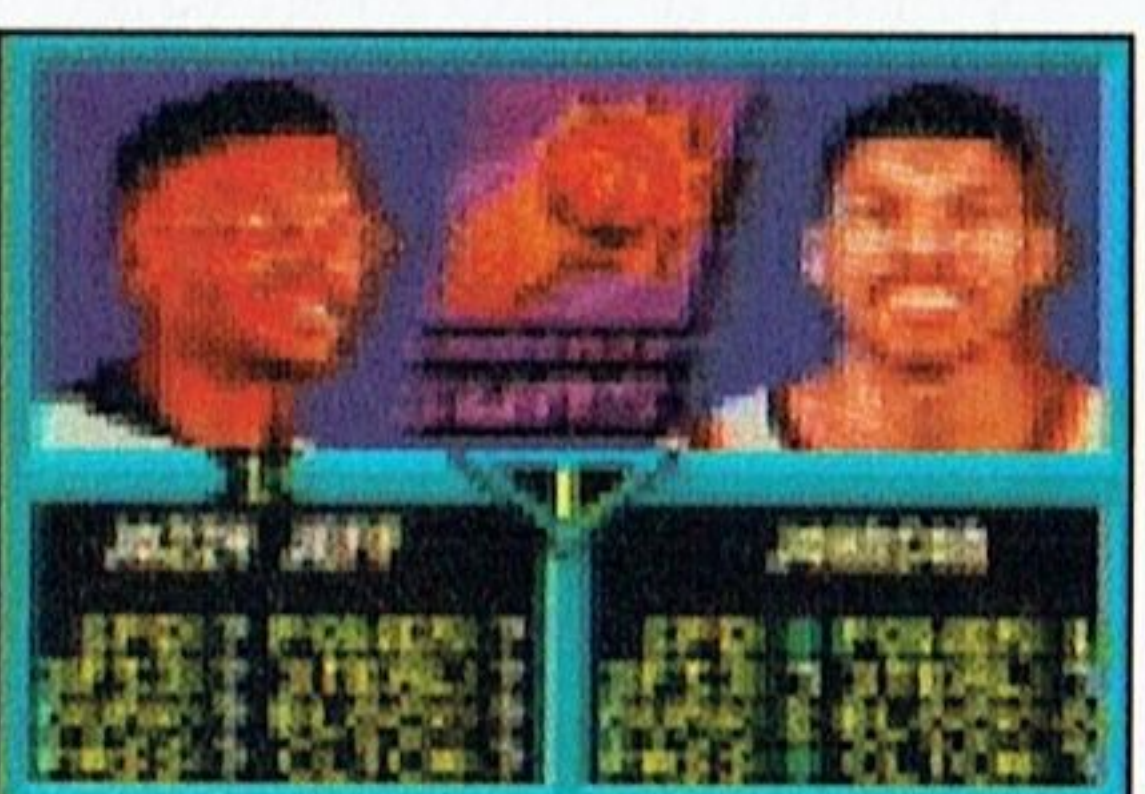
Charles:

Enter R, press B + Start
Enter O, press A + Start
Enter Y, press any button



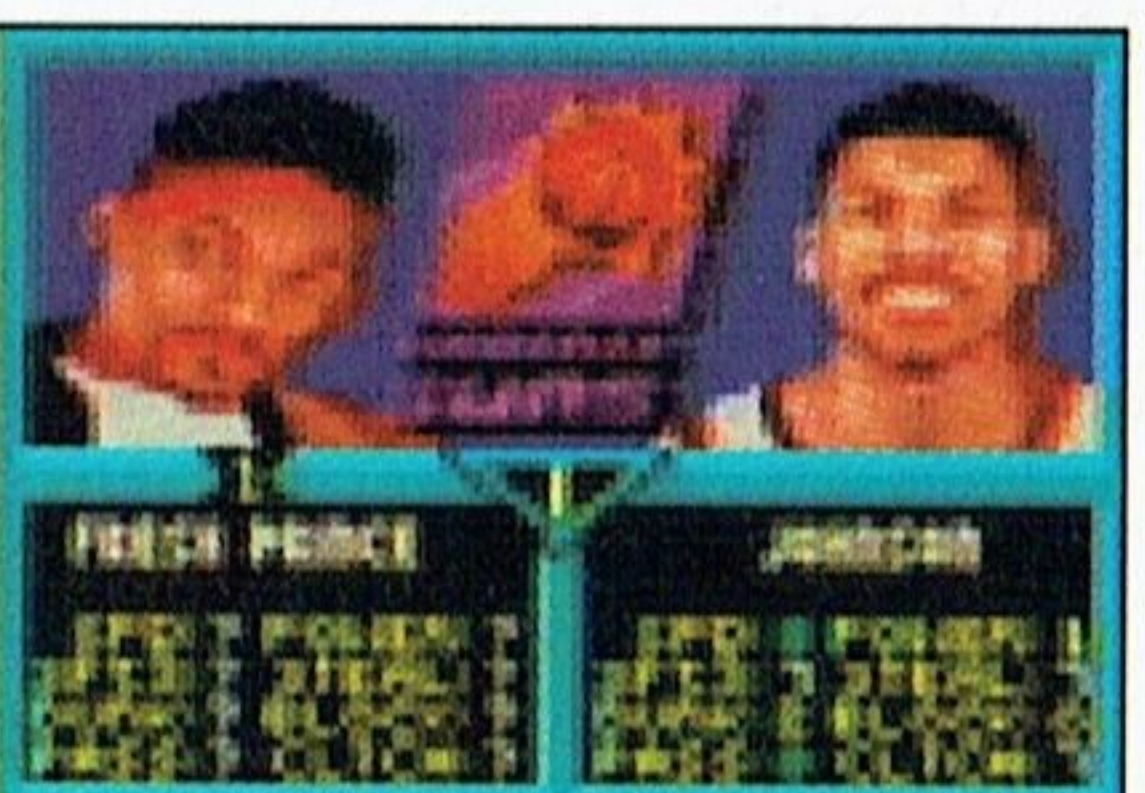
Heavy D:

Enter H, press A + Start
Enter V, press any button
Enter Y, press B + Start



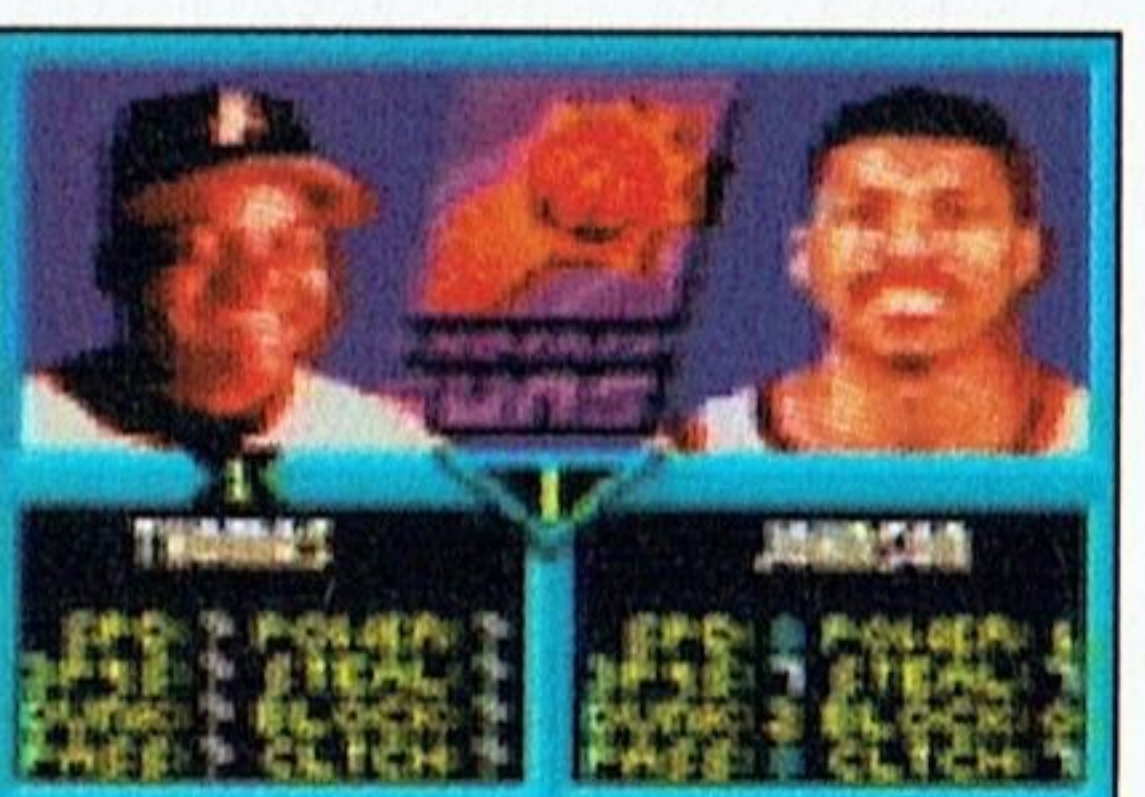
Jazzy Jeff:

Enter J, press C + Start
Enter A, press A + Start
Enter Z, press A + Start



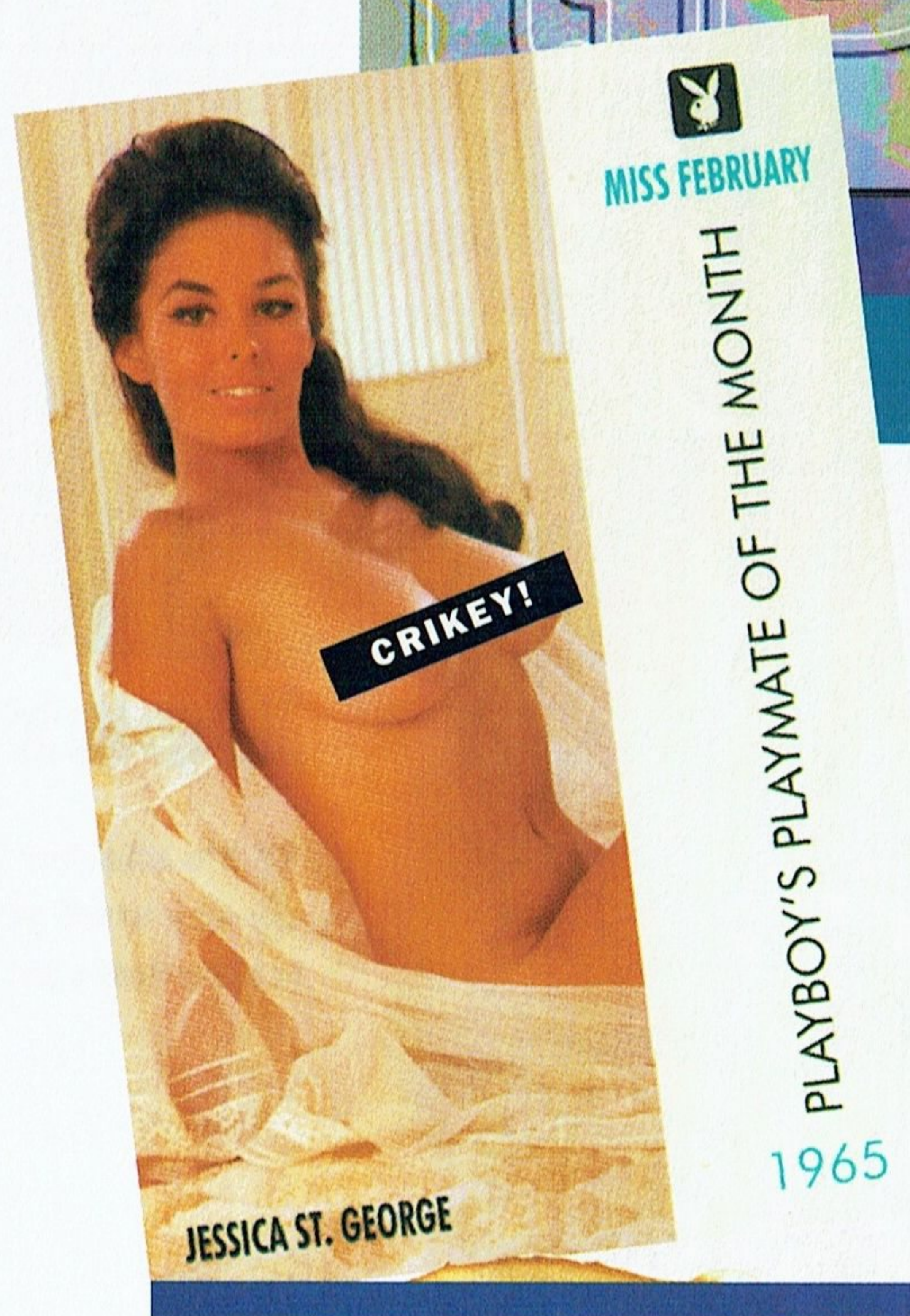
Fresh Prince:

Enter W, press C + Start
Enter I, press B + Start
Enter L, press any button



Thomas:

Enter S, press B + Start
Enter O, press any button
Enter X, press A + Start



HEY
slug breath,
KISS this!

Jessica St. George (Playboy's Miss February, 1965) suggests: "Send your hints and tips to Megazone! You might get some special attention!" That's right, team, if you send us a cool hint or tip (heh, heh), you could win a year's free bunch of Megazones. Which is OK, you gotta agree.

But there are some regulations.

- 1. Messages from outer space will not be accepted. Write in English. Make sure it makes sense.**
- 2. Type it out, or use very, very, neat handwriting.**
- 3. Test it on someone else, someone who's an idiot (preferably), and if they can understand it, then send it to:**

HINTS AND TIPS,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

Please note: Stuff incorrectly addressed gets put straight into the bin. So get it right.

ASK agatha

AG: SHE'S HOT AND YOU'RE NOT!



Dear Agatha...

It's another four pages worth o' me, readers. So get your fill. If you've got any stuff you wanna off-load on me, well, dump away – this is the place! And let me tell you, it's fantastic when accompanied with Choc Rock ice-cream!



IN THE DARK

Dear Agatha,
Just wondering if you had any cheats or tips for *Master of Darkness* on the Master System?

Damien Yow, Launceston, TAS

Cheats, huh? Well, you've reached the right person here! You can get a level select by pressing diagonally Up-Left on your direction pad and holding both buttons until the cheat screen appears. Now you can master the darkness the easy way.



NO SHIT

Dear Agatha,
I have a Mega Drive and I was wondering if you could give me a cheat for *Batman Returns*, anything is fine, as long as it is not crap.

Stephen, NSW

Sorry, I did have some cheats for this game, but they were all crap.

BARE KNUCKLES

Dear Agatha,
I would just like to know if you can answer this question. In issue #47, a cheat was published for *Sonic & Knuckles*. You put non-Sonic carts in and you get a special stage. Why doesn't this work with *Landstalker*?

Aaron, TAS

Well, Aaron, it's very simple. The reason why the special stage cheat for *Sonic & Knuckles* doesn't work with *Landstalker* is due to Earth's alignment with the planet Jupiter. The gravitational effect caused by the solar system's largest planet causes a build-up of Meson waves within *Landstalker*'s excessive memory capacity. This leads to a fluxation of the tachyon field surrounding the *Sonic & Knuckles/Landstalker* cartridge combination, resulting in the aforementioned special stage cheat incompatibility you have been experiencing.

What does this mean? It means that you should try another game, stupid!

STORM THROUGH THUNDER

Dear Agatha,
Do you have any cheats for *Super Thunder Blade* on the Mega Drive? Thanks.

Rob Vale, Warrnambool, VIC

Here's a trick that'll get you through rounds one, two and three. Firstly, put the game in Hard mode, then stay in the upper-left or upper-right corner, and you will not die. Kinda takes the fun out of it, though.





GOING OVERBOARD

Dear Agatha,

I've been playing *Man Overboard* and it's really hard! Can you please give me some codes for it, *pleeeaaassee*?

K Clulow, Uralba, NSW

Need some help, huh? Then call the Salvation Army and leave me alone. But if you want to do some serious cheating, then try these passwords out for size...

Level 2:..... JUMPED	Level 45:..... KEYPAD
Level 3:..... JIGSAW	Level 50:..... SATURN
Level 4:..... WARSAW	Level 55:..... FARMER
Level 5:..... BANANA	Level 60:..... SECOND
Level 6:..... OYSTER	Level 65:..... JUGGLE
Level 10:..... DENNIS	Level 70:..... FADING
Level 15:..... KEBABS	Level 75:..... LIVELY
Level 20:..... MOTHER	Level 80:..... VALLEY
Level 25:..... LISTER	Level 85:..... LEADER
Level 30:..... GUITAR	Level 90:..... FURROW
Level 35:..... BORDER	Level 95:..... SPRITE
Level 40:..... ACROSS	Level 100:..... BOTTOM

ON THE STREETS

Dear Agatha,

Are there any cheats for *Streets of Rage 2*?

Chris, WA

Sure are, Chris! First, we've got the round select cheat. What you gotta do is press Start on control pad two when you're on the title screen. Now move the cursor next to Options (still using control pad two) and hold buttons A and B and press Start. Get that code to work and you'll not only get a round select, but you can also give yourself up to nine lives. By the way, Chris, learn to write your letters all proper what like I do, okay?

SNOT A PROBLEM

Dear Agatha,

I just bought the game *Boogerman* and wanted to know if there are any cheats on this game. If there are, I would like to know them. Thanks for your booger, oops, I mean, your help!

Jayson Solis, VIC

Well, how about all the passwords?

HICK BOY: Ghost, Green thing with Spear, Ghost, Pink Blob

THE PITS: Pink Blob, Chilli, Ghost, Boogerman

REVOLTA: Orange Monster, Green Miner, Green thing with Spear, Ghost

BOOGERVILLE ONE: Chilli, Ghost, Snowman, Boogerman

FLYBOY: Boogerman, Pink Blob, Miner, Chilli

MUCOUS MOUNTAINS ONE: Green thing with Spear, Chilli, Ghost, Orange Monster.

NASAL CAVERNS ONE: Green thing with Spear, Pink Blob, Orange Monster with Bat, Chilli

DEODER ANT: Ghost, Chilli, Orange Monster, Green Miner

PUS PALACE ONE: Pink Blob, Boogerman, Ghost, Pink Blob

BOOGERMEISTER: Pink Blob, Snowman, Boogerman, Green Miner



MEN ARE ALL THE SAME

Dear Agatha,

I have a big problem. You see, I love playing Mega Drive games a lot, but I just can't seem to make my boyfriend understand this. He's always complaining that I spend more time playing games than I do with him, and he gets really annoyed if I suggest that he should play as well. I really don't understand him, after all, I don't get annoyed when he talks about cars and stuff for hours and hours, even though it bores me to death. Being a Sega girl yourself, is there any advice you could give me? I'd really appreciate it, thanks.

Sonya, QLD

Men are such dorks! If you really want my advice, then dump him and look for a boyfriend who likes Sega games (there are plenty around, believe me). If he's not willing to put some effort into understanding you and your games, then he's certainly not worth staying with. If he gets all tough and macho about it, then knee him in the groin and just leave. If you end up feeling at all bad about the whole situation, then do what I do – lock yourself in a room with your Mega Drive and a copy of Mortal Kombat II, pick Mileena or Kitana and beat all the male characters into a bloody pulp for several hours. Trust me, you'll feel a lot better.

IT'S THE PITS

Dear Agatha,

Is there a level select or level skip for *Alien Storm*? Also, are there any cheats for *Pitfall*? Thanks.

John Stonehouse, NSW

Sorry, John, but no matter how hard I looked, I couldn't find a level select or skip for Alien Storm, but it is possible to get unlimited continues. All you have to do is pick Scooter, then, whenever your life gets to zero, just self-destruct and you'll continue at full life.

Better news for Pitfall, I just got hold of some major cheats for this Mega Drive revival of the old Atari classic. Just try any of the cheats below while at the title screen...

99 of Every Weapon: A, B, Up, C, A, C, A

Extra Credits: C, Right, Down, C, Right, Down, C, Right, Down

Nine Lives at Start: Right, A, Down, B, Right, A, B, Up, Down

Play the Original Atari 2600 Version: Down, A (26 times), Down

Now all those of you old enough to remember the original version of this game can relive those old memories of clunky graphics and three frames per second animation (not me though, I'm gonna stick with 32X Doom).





FATAL ATTRACTION

Dear Agatha,

I really need all the fatalities, babalities and friendships for *Mortal Kombat II* on the Mega Drive. I'm sure a lot of other people want these codes so could you please tell us – the game is just not as much fun without the fatalities!

Andrew, VIC

You're absolutely right, Andrew, a lot of other people do want them (about half the population of Australia is my guess), so here they are! That's right, Agatha presents...

ALL THE HIDDEN MOVES FOR MORTAL KOMBAT II

MEGA DRIVE

LIU KANG

Dragon Fatality: D, F, B, B, HK (up close)

Wheel Kick Fatality: Full circle on D-pad, towards the opponent

Babality: D, D, F, B, LK

Friendship: F, B, B, B, LK

Pit Fatality: Hold BLK, then B, F, F, LK and release BLK

BARAKA

Head Slice Fatality: Stand close and hold BLK, then B, B, B, B, HP and release BLK

Impaling Fatality: Stand close and hold BLK, then B, F, D, F, LP and release BLK

Babality: F, F, F, HK

Friendship: Hold BLK, then U, U, F, F, HK and release BLK

Pit Fatality: F, F, D, HK

MILEENA

Psycho Stab Fatality: F, B, F, LP

Bone Spit Fatality: Hold HK for three seconds from far away, then get close and release HK

Babality: D, D, D, HK

Friendship: Hold BLK, then D, D, D, U, HK and release BLK

Pit Fatality: F, D, F, LK

KITANA

Decapitation Fatality: BLK, BLK, BLK, HK (up close)

Kiss of Death Fatality: Hold LK, then F, F, D, F and release LK

Babality: D, D, D, LK

Friendship: Hold BLK, then D, D, D, U+LK and release BLK

Pit Fatality: F, D, F, HK



KUNG LAO

Hat Decapitation Fatality: Hold LP from far away, then B, B, F and release LP

Siamese Cut Fatality: F, F, F, LK

Babality: B, B, F, F, HK

Friendship: B, B, B, D, HK

Pit Fatality: F, F, F, HP

SUB ZERO

Snowball Fatality: Hold LP from far away, then B, B, D, F and release LP

Super Ice Fatality: Stand medium distance away, then F, F, D, HK, then, when they're frozen, come close and F, D, F, F, HP

Babality: D, B, B, HK

Friendship: B, B, D, HK

Pit Fatality: D, F, F, BLK

RAIDEN

Electric Shock Fatality: Hold LK for four seconds, then release up close and, when he grabs the victim, tap BLK+LK repeatedly until he does the fatality.

Uppercut Fatality: Win the round with HP held, then move up close and release HP when it says "Finish Him!"

Babality: Hold BLK, then D, D, U, HK

Friendship: D, B, F, HK

Pit Fatality: Hold BLK, then U, U, U, HP

JAX

Head Clap Fatality: Hold LP, then F, F, F, F and release LP

Arm Rip Fatality: BLK, BLK, BLK, BLK, LP

Babality: Hold BLK, then D, U, D, U, LK and release BLK

Friendship: Hold BLK, then D, D, U, U, LK

Pit Fatality: Hold BLK, then U, U, D, LK

JOHNNY CAGE

Torso Rip Fatality: D, D, F, F, LP (up close)

Uppercut Fatality: F, F, D, U, then quickly hold D+LP+LK+BLK

Babality: B, B, B, HK

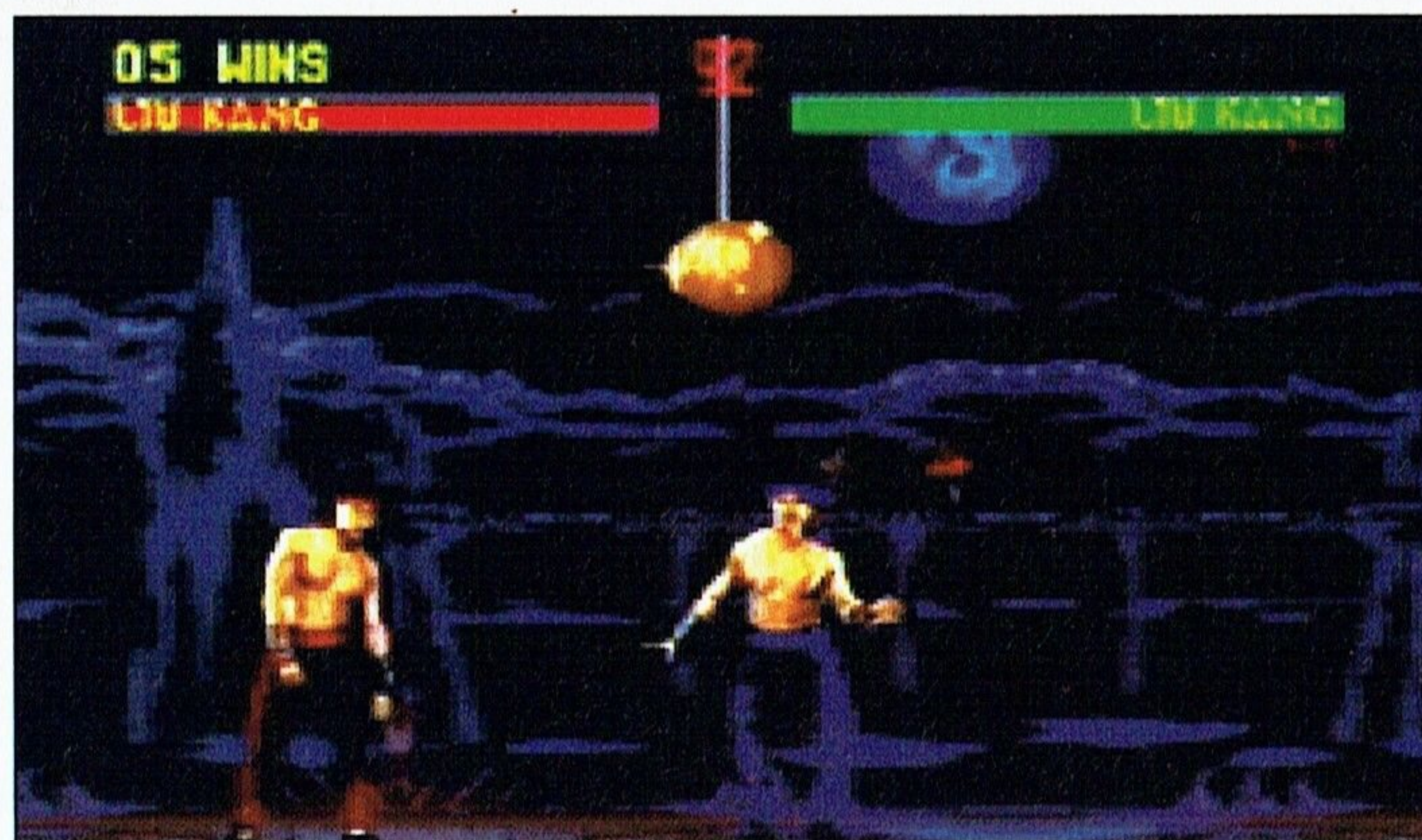
Friendship: D, D, D, D, HK

Pit Fatality: D, D, D, HK

SCORPION

Spear Swipe Fatality: Hold HP, then F, F, D, F and release HP (up close)

Torch Fatality: Hold BLK, then U, U, HP and release BLK (medium distance)





Babality: D, B, B, HK
Friendship: B, B, D, HK
Pit Fatality: D, F, F, BLK

REPTILE

Invisibility Fatality: Stand close when invisible, then F, F, D, HK
Tongue Fatality: B, B, D, LP (medium distance)
Babality: D, B, B, LK
Friendship: B, B, D, LK
Pit Fatality: D, F, F, BLK

SHANG TSUNG

Soul Suck Fatality: Hold BLK, then U, D, U, LK
Enter Victim Fatality: Hold HK for three seconds
Kintaro Morph Fatality: Hold LP for the entire winning round, then come close, press F, B and release LP after it says "Finish Him!"

MASTER SYSTEM

FATALITIES...

Jax: F, F, F, F, Punch
Scorpion: Hold BLK, then U, U, release BLK, then Punch
Mileena: F, B, F, Punch
Shang Tsung: Hold BLK, then U, D, U and release BLK, then Kick
Liu Kang: D, F, B, B, Kick
Kitana: BLK, BLK, BLK, Kick (up close)
Reptile: B, B, D, Punch (medium distance)
Sub Zero: F, F, D, Kick, then F, D, F, D, Punch

Ok? Are we all happy now? The pile of letters for MKII secrets that arrive each month is starting to give my postie a hernia, so could you please, pretty please, with a cherry on top, STOP SENDING MKII LETTERS!!! You've got all the hidden moves now, so I would kindly appreciate it if you could shut up. Thank you.

KEY (WHAT ALL THE CODES MEAN)

D = Down	U = Up	LP = Low Punch
F = Forward	LK = Low Kick	HP = High Punch
B = Back	HK = High Kick	BLK = BLock

+ = press the buttons together (ie LK+LP means press Low Kick and Low Punch at the same time).



SHOW US YOUR TIPS

Dear Agatha,
 I heard from one of my friends that there is nudity in *Mortal Kombat II* – is this true? If it is please tell me how to get it.
Adrian, Narangba, QLD

Sorry, Adrian, but there is no nudity whatsoever in *Mortal Kombat II*. Apparently the makers of MKII were considering including several 'nudalities', but some Acclaim executive supposedly decided that nudity would be too offensive. But tearing someone's arms off isn't, apparently.

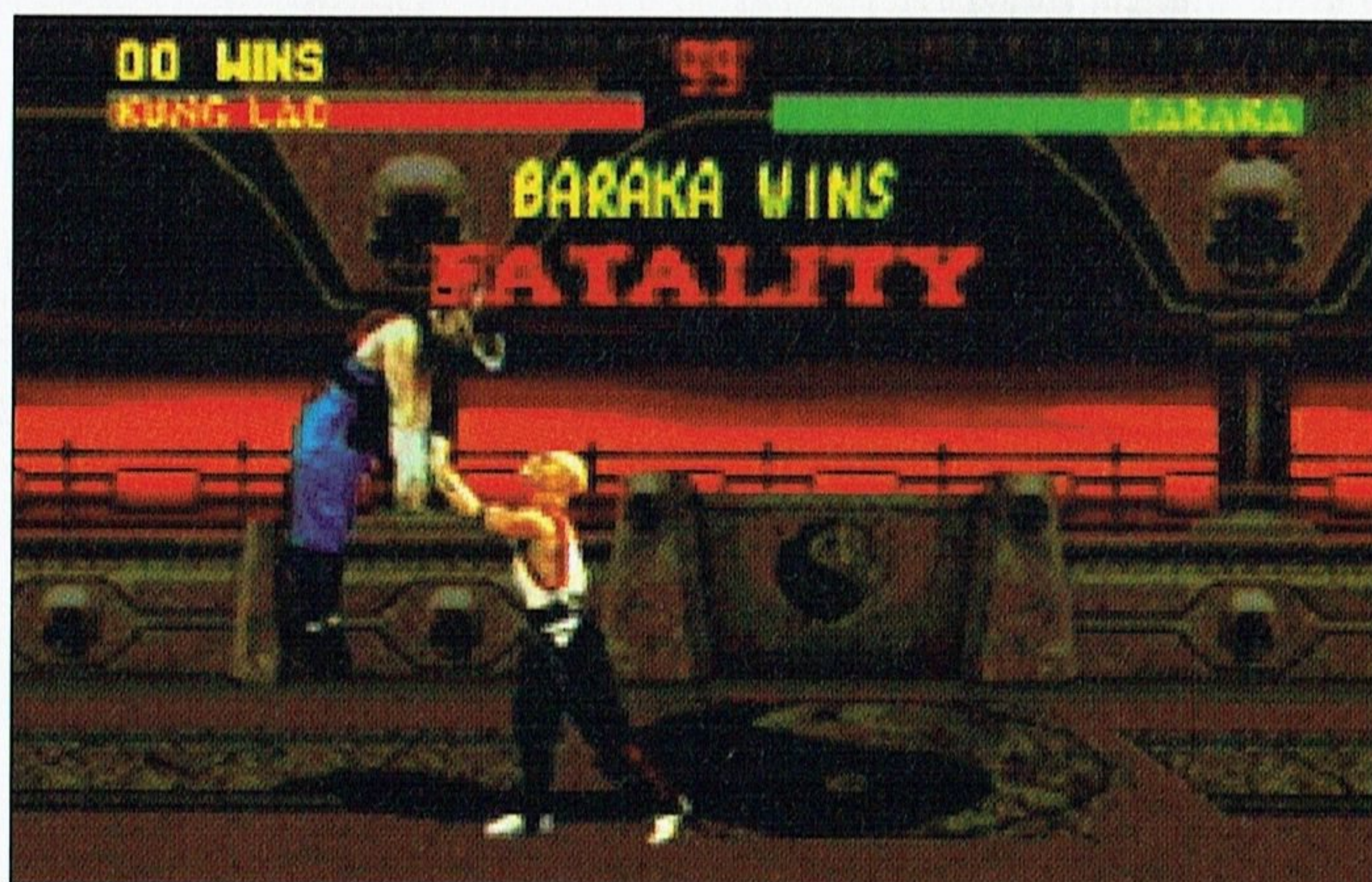
All I can say is this: THERE ARE MOST PROBABLY NO MORE SECRETS!

That's just the way it is!

LOSING YOUR HEAD

Dear Agatha,
 On MKII, there is a fatality where Johnny Cage uppercuts his opponent's head off three times. Could you tell me how to do this please?
Joel, QLD

Look, how many times do I have to tell you: THERE ARE NO MORE... oops! Actually, you can get Johnny Cage to do this move. All you have to do is press Forward twice, then Down, then Up, but to get him to do the move three times, hold Down and Low Punch and Low Kick and Block all at the same time. You must press and hold all four of these just as Johnny is about to uppercut the poor loser. Sure, it ain't easy, and you'll need a six-button control pad to get it to work, but imagine the hours of fun you'll have uppercutting multiple heads off people once you've got it right.



Write to Agatha!



News just to hand – Australia's only Sega agony aunt, yes, our very own Agatha, has received acknowledgment from a higher order. Indeed, saintliness has been bestowed upon her. Her angelic Highness is forever to be Saint Agatha of Sega systems. Sinners beware! And you really should try it with ice-cream.

Dear Agatha..., Megazone,
 PO Box 746, Darling-it-hurts, NSW 2010.

Thank you, drive through!

There will be no jokes about lithping kitties and no pip-squeak canary cracks, either. Enough to say that this is a gamebuster and you need no longer suffer from *feline interruptus* again.

Sylvester & Tweety

This first level is set out in Granny's house. Chase Tweety through the lounge into the bedrooms and, finally, the attic, where you must overcome a very bashful Granny and a very bruising Spike! When you're leaping from ledge to ledge, try not to break anything and always pick up any icons, including the pogo stick.

To gain entrance to the loft, the boxes must be stacked on top of each other. Then leap onto one of the balloons, before jumping onto the lamp shade. Be as quick as possible here, otherwise Sylvester will fall to the floor. When you make it to the light shade press your jump button to reach the ledges.

When you clear the wall there is an icon of a pogo stick just above the picture. Pick this up so you can use it later in the level, once you have gone upstairs.

Look for the armchair, and place it as near to the wall as possible before jumping on to it. You should now be able to clear the wall with ease.

Level two is set in the backyard of Granny's house. Out here you have to avoid Spike, who will continually try and bash you, unless you find his bone for him! Also, don't hang around on the electricity pylon wires, or you will be in for a bit of a severe shock!

LEVEL TWO

Always watch out for Spike. The only way to distract him is by finding the bone and throwing it for him to chase.

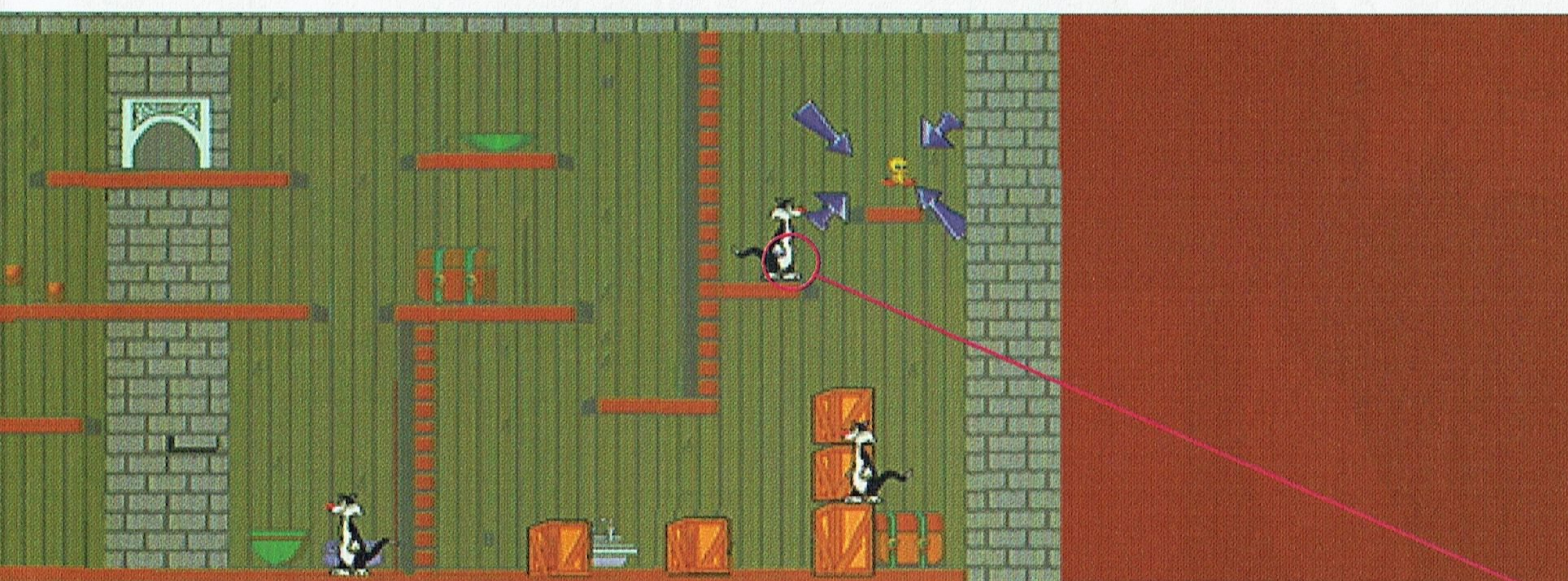
LEVEL ONE

Gamebuster



● When Sylvester is either on top of the fence or the clothes line, keep moving otherwise he will lose his balance and fall to the ground.

● At the end of level two, Tweety sits on his bird box. To reach him, push all the crates and barrels off their ledges onto the ground. Now, avoid Spike and push and carry the objects to the bottom of Tweety's bird box.



● To reach Tweety at the end of the first level, you must stack the crates on top of each other. Then jump to the ledge above him on the left-hand side.



● To get up the stairs, it's best to stop just at the bottom then press Up and Right at the same time so Sylvester runs up them. If you try to jump onto one of the steps you will just end up passing through them.



Sylvester & Tweety

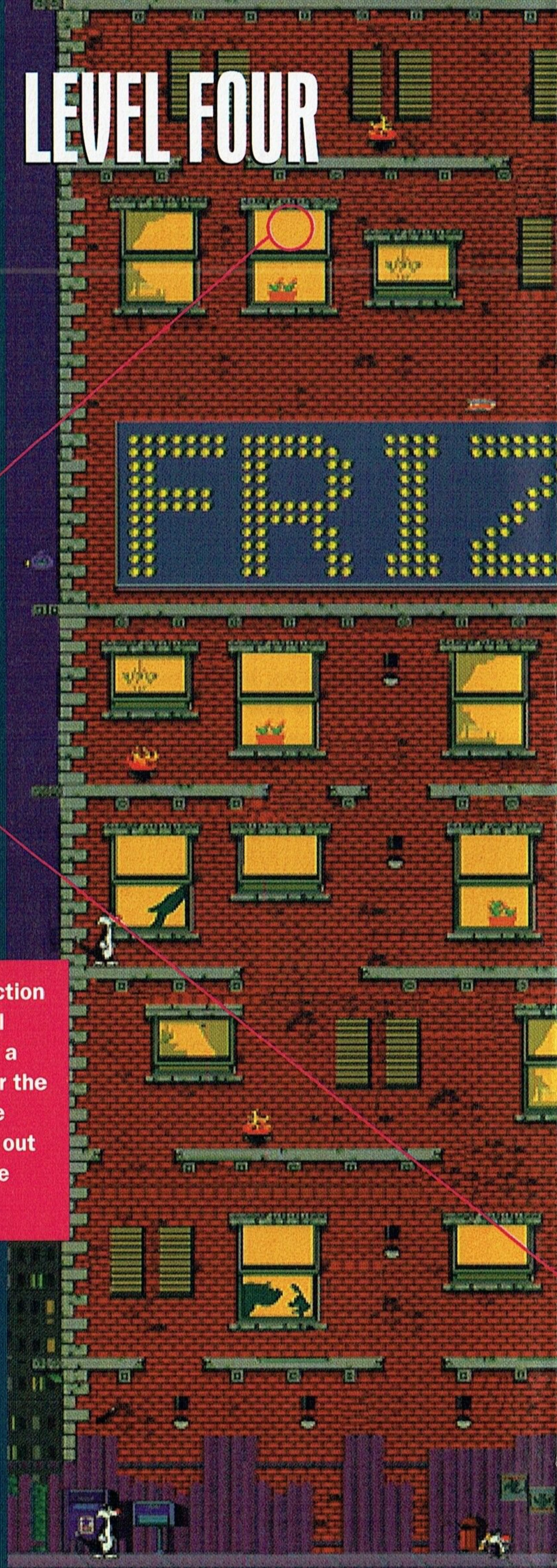


Use the windows to jump onto the next ledge. The double windows can be stood on in the middle ledge to make things easier.

Like level two, you can balance on the fence, but don't hang around for too long or you will fall, causing Sylvester to lose a large quantity of his vital energy.

The fourth level will see the introduction of Ginger Tom, who, like Spike, will constantly hinder you in your quest for a Tweety snack. To distract him, look for the fish lying around the screen. Use these wisely to rid yourself of him. If you run out of fish, don't be afraid of picking up the mallet and giving him a good beating!

LEVEL FOUR



The third level is one of the better ones. You have to think a little, but it is fairly straightforward. There are several times you come across Granny and Spike, use the bone to distract Spike. As for Granny, well, just try to avoid her at all times! On this level, remember to keep moving and look in all areas of the carriages thoroughly for extra bonuses.

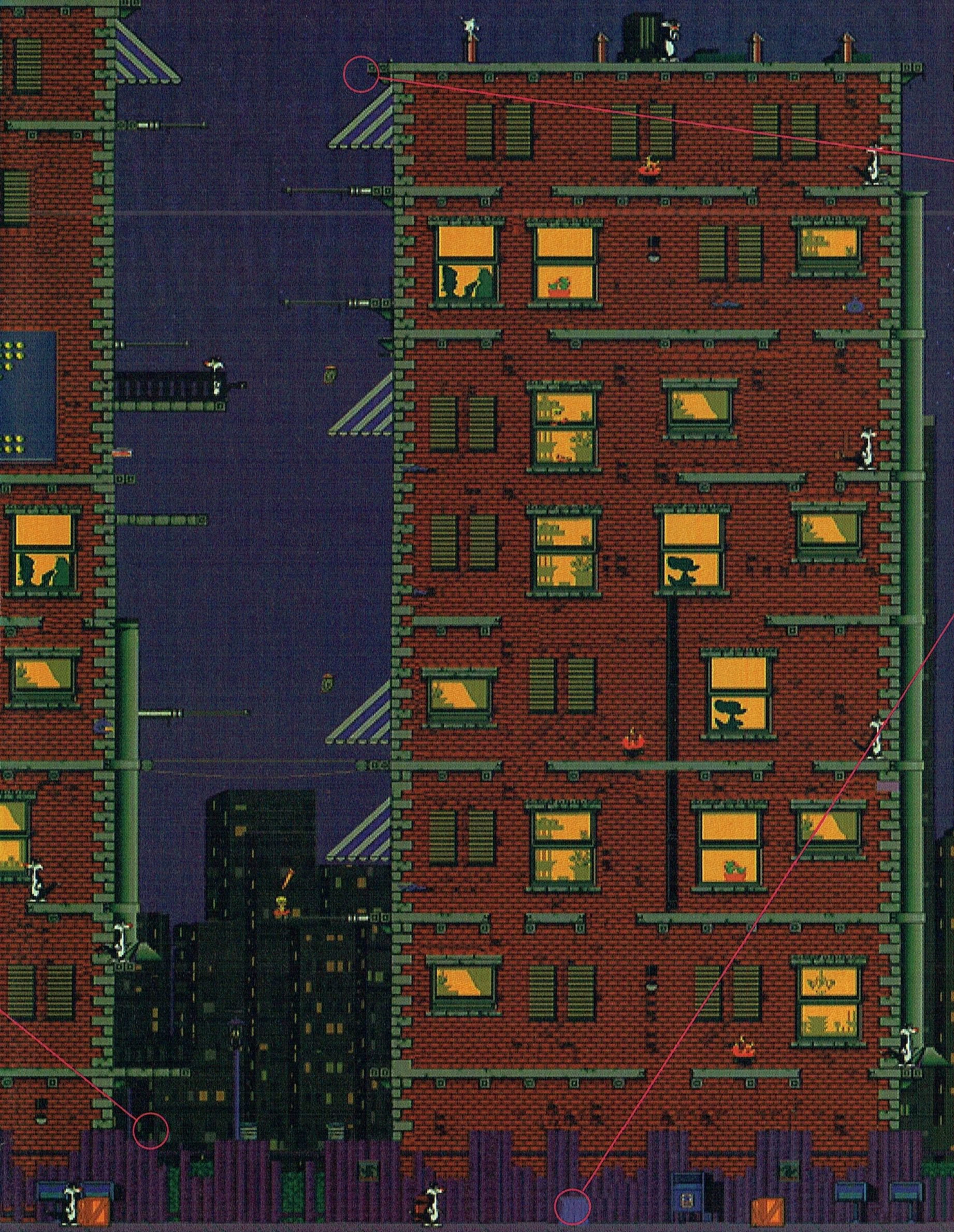
When you've found the pogo stick, jump up onto the spring and then the roof. Remember to keep walking on the carriage roof or you'll be dragged off the train.

LEVEL THREE



Do not hang around or stand still too long on this ledge as Sylvester will tumble to the ground in a heap!

Before proceeding to the third carriage, go to the shelf above the double doors. There you will find a pogo stick which will help you reach the third carriage. There is also a clock that can be picked up.

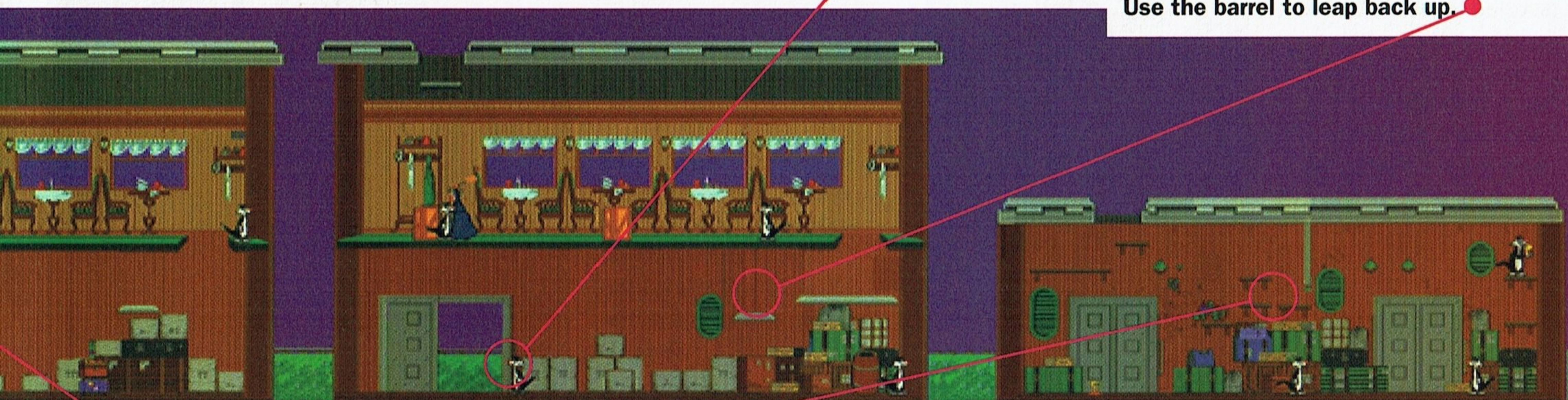


● When you reach the top of the building look out for a Super Cat Suit. This will make Sylvester invincible for a limited period of time. He will flash while he is invincible.

● If you see Ginger Tom on the war path, dive into the bin. Mean old Ginger then walks past without noticing you're there.

If Sylvester gets too close to any open windows he will be sucked out and thrown to the top of the train. Luckily this does not damage his energy levels.

Come down to the bottom of the carriage to pick up the icons on the shelf. Use the barrel to leap back up.

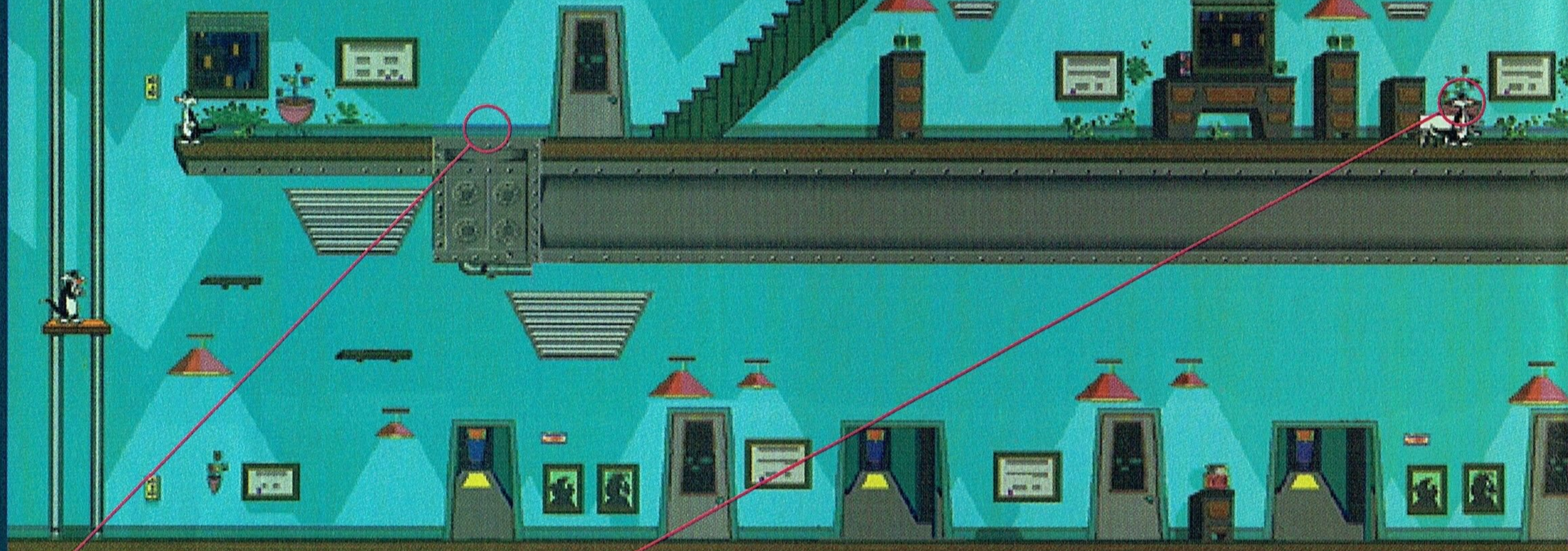


● Watch out for Granny and her broom – try to avoid her at all costs. A few good strikes from her and you've lost a life.

● After chasing Tweety, he finally stops at the top right-hand corner. Let the kangaroo kick you up the butt so you can achieve enough height to reach the ledges, you can also balance on the top of the closed double doors.

Level five is based on the tales of Jekyll and Hyde, but this time it's Tweety who's become the animal with two characters. All you have to do here is keep your eye on Tweety. When he changes, try to grab hold of one of the many antidotes that are flashing around the level, and use them as soon as he comes near you.

LEVEL FIVE

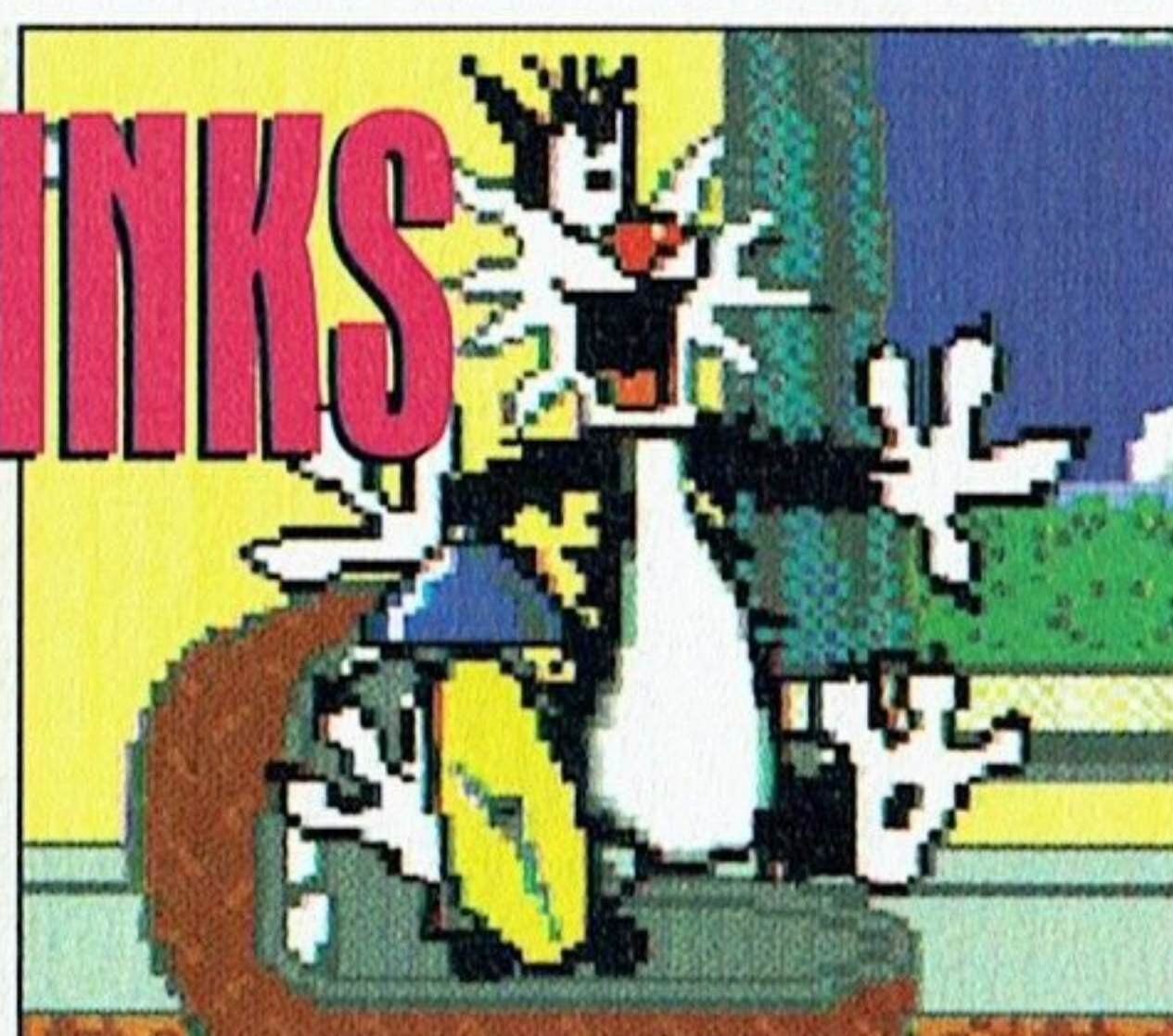


● Use the funnel to zoom between floors one and two without the threat of being attacked by one of the mechanised dogs. To go down a floor, stand on top of the tube and press Down.

● Try to avoid the mechanised dogs that patrol the corridors. These are not as easy to get rid of as Spike, but it can be done if you find the odd bone lying around.

CAT HIGH JINKS

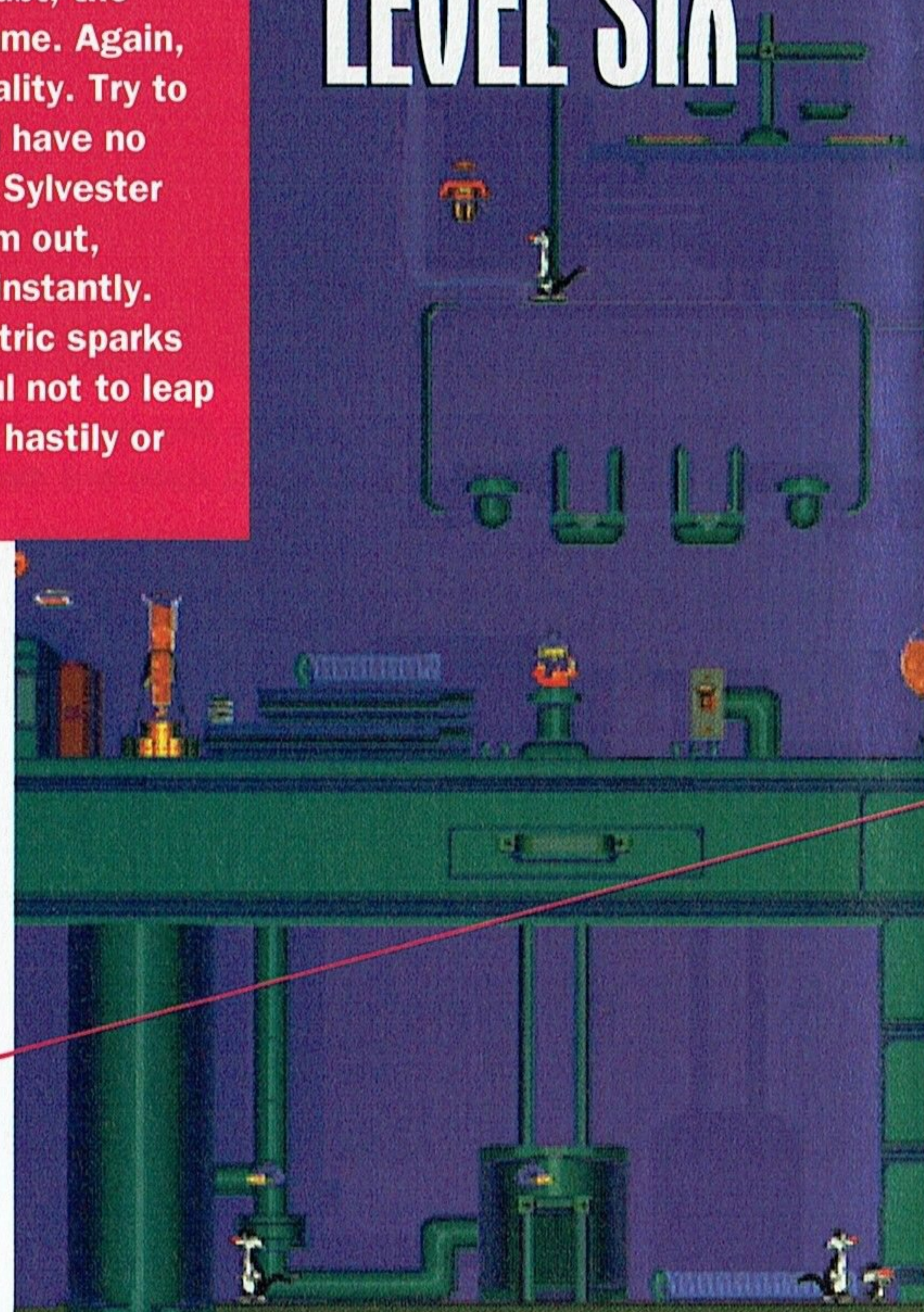
Sylvester and Tweety are a couple of crazy critters and here are the pictures to prove it. The game's packed with comedy moments like this, which add to the excitement. Although these guys are nuts, we love them both for it!



Level six is, without doubt, the hardest level in the game. Again, Tweety has a split personality. Try to keep away from him if you have no antidotes, as he will suck Sylvester into his mouth and spit him out, causing you to lose a life instantly. There are also lots of electric sparks flying around, so be careful not to leap from the moving belts too hastily or you may regret it!

Collect the clocks you find around the level to take your time back to zero, the quicker you complete the level the bigger the bonus at the end. ●

LEVEL SIX

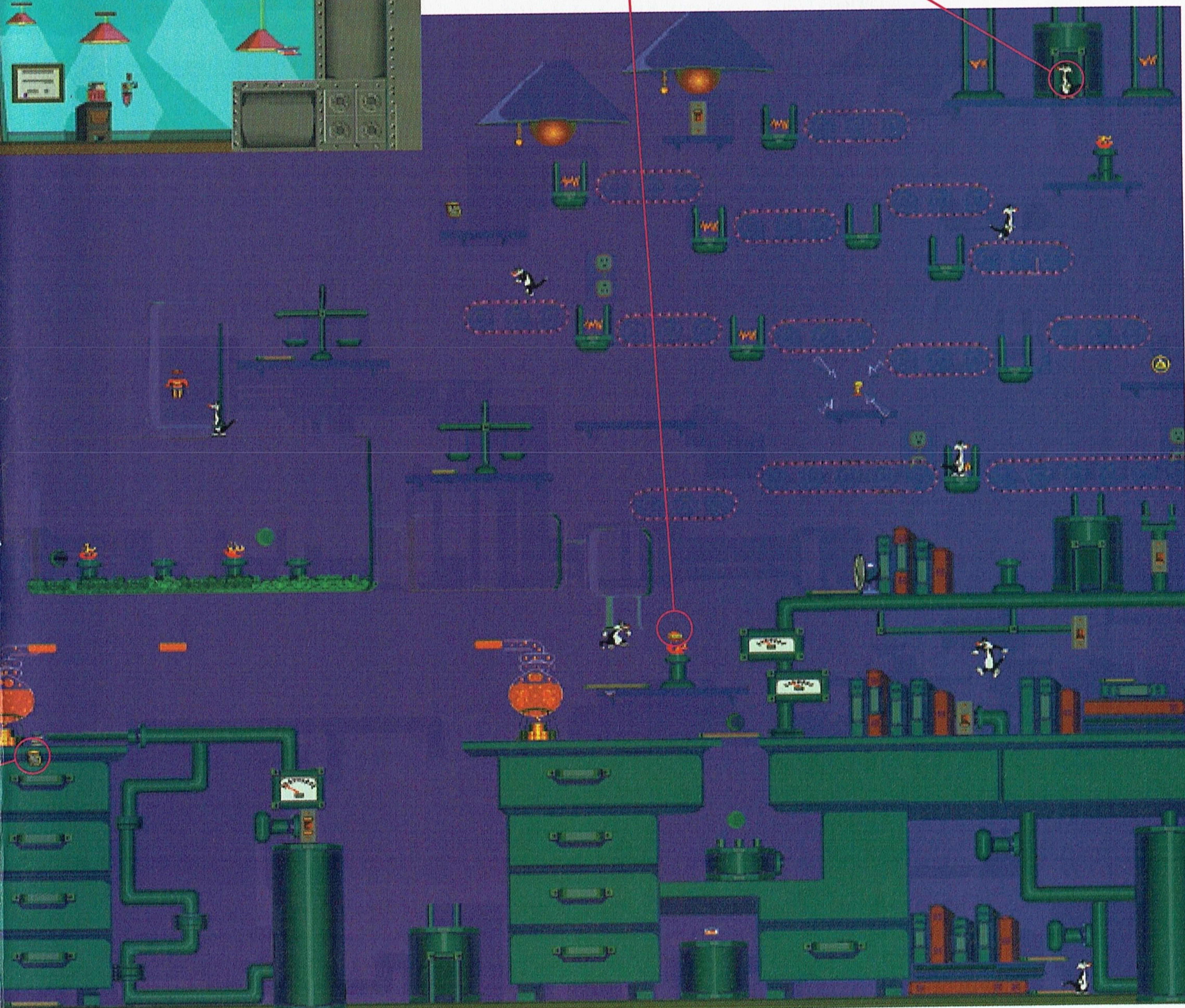


Sylvester & Tweety



When going for the bonus points above the burners, make sure you jump high enough to avoid the flames. If not, it will zap your energy fast.

From this point, enter the chamber and Sylvester will rematerialise further down the level. It does not drain any of your energy.



Sylvester & Tweety

After level six, this is slightly easier. Here you're on an ocean liner that's in harbour. Make sure you stay clear of Ginger and Spike, who are both roaming freely on the decks and, even though they don't like one another, it won't deter them from making your life harder! Remember to collect the fish and bones you find, but use them when you have to and not before. Also, keep away from Granny and her broom.

LEVEL SEVEN

When jumping onto the port holes to gain entrance to the next deck level, move quickly and swiftly. You can only balance on these for a short period of time before falling to the gangway.

Walking the tight rope is fairly straightforward, but avoid the electric current flowing down the line, or you could find Sylvester's fried.

Fall off the end of the gangway and move to the left to find a small ledge, by standing on this and jumping between ledges you can pick up valuable bonuses.

AUSTRALIAN **BODYBOARDER**

A full-page background image showing a bodyboarder in a crouched position riding the face of a massive, curling wave. The wave is a vibrant greenish-blue with white foam at the crest. The sky is a clear, deep blue. The bodyboarder is wearing a dark wetsuit and a helmet.

the gnarliest

bodyboarding magazine on the planet

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MZ0695



IT WILL TAKE
YOU
A MILLION
LIGHT YEARS
FROM HOME.

STAR GATE

BUT WILL
IT BRING
YOU BACK?



SEGA

MEGA DRIVE

AKkaim

~~WMM~~ ACTION

THE STORY SO FAR:
STEPPING INTO ANOTHER
DIMENSIONAL TRANSPORTER
HARRI FINDS HERSELF
SEPARATED FROM THE REST
OF THE GROUP.

YEOWWWW!!!

NOW SHE ENTERS
PUMP ACTIONS BLOODIEST
LEVEL - "THE LEVEL
OF WAYNE!"

OW!
OW!
OW!

By Game Over Man & Hans Gnufoondler.
Lettering - Stuart Hale

GODDAMMIT!
WHAT LEVEL AM
I ON NOW?

OH GREAT. GOOD ONE
HARRI. GET SEPARATED
FROM EVERYONE ELSE,
WHY DON'T CHA...

STUPID COMPUTER GAME.
REAL NICE CLOTHES,
ASSHOLE PROGRAMMERS.

JESUS. GOTTA
FIND PENNY AND
MEL.

WHAT'S
THIS?

"DEAR
PLAYER..."



"YOU AND YOUR FRIENDS
HAVE BEEN SEPARATED AND
MUST HUNT EACH OTHER TO
DEATH TO FINISH THIS
LEVEL."

"WELCOME TO
DOOMSTYLE
DEATHMATCH
CLONE #73."

"SHOOT ANYTHING THAT
MOVES AND REMEMBER, THERE
IS NO HIGH SCORE... JUST
SURVIVAL."

DEAR PLAYER,
WELCOME TO DOOMSTYLE
DEATHMATCH CLONE #73.
YOU AND YOUR FRIENDS
HAVE BEEN SEPARATED
AND MUST HUNT EACH
OTHER TO DEATH TO
FINISH THIS LEVEL.
SHOOT ANYTHING THAT
MOVES AND REMEMBER
THERE IS NO HIGH
SCORE...

"YOURS SINCERELY,
WAYNE THE BRAIN."

WAYNE THE BRAIN?
HUNT MY FRIENDS?

OH GREAT. YEAH.
SURE. LIKE I CAN
JUST POINT THIS GUN
AND...

MEAT!

EEEEEP!

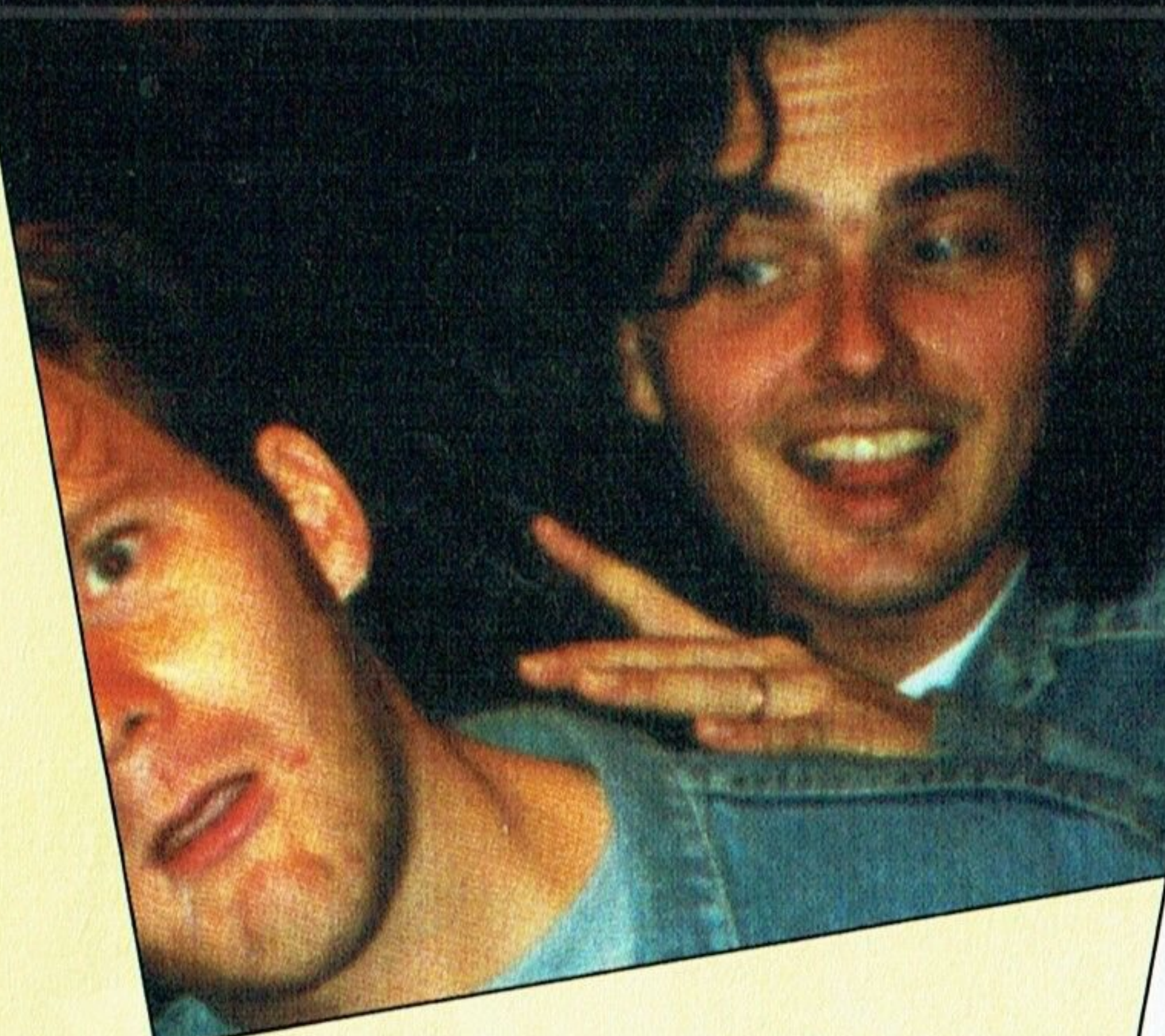
ARRRGHHHH!
DIE YOU FREAKS!

YOU WANT
SOME TOO?

YEAH, EAT
THIS!

SHIT! WHY
CAN'T THEY EVER
MAKE VIDEO GAMES
FOR GIRLS...?

NEXT:
DIRTY HARRI!



MATTHEW 'MATTHEW' HALL

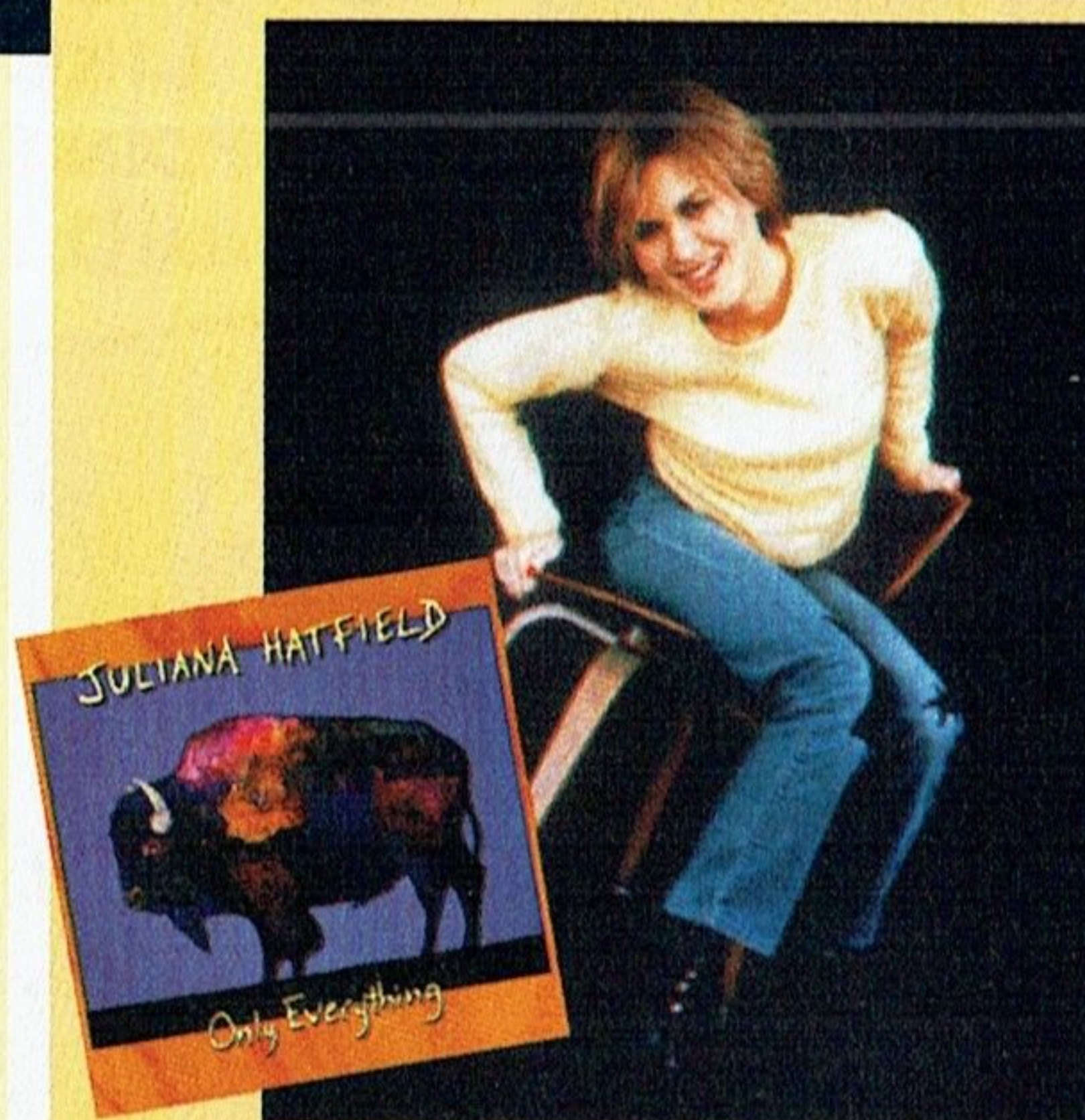
And if that weren't bad enough, Production Editor Matt Hall has bugged off next door to mingle with pop stars, celebrities, famous people and stuff. Can we have Angel from *Home and Away*'s autograph, please?

Megazone Editor Adam Waring commented: "Now just wait for one minute – if you're both going, who's going to do the magazine? Let's see, who's left to 'hold the fort', as it were. Erm, that'll be me, then. Hey! Come back! Don't leave me all alone! Nooooooooooooo!"

Staff o' the month

'LARRY' DUANE HATHERLY

The bustling Megazone office mourns the passing of our art editor this month. For Duane (left, on the right) has cashed in his chips and found a proper job: naked chicks, tea ladies, swish offices, naked chicks, air conditioning, naked chicks, free (!) water, big bucks, and free beer (on Friday).



Bison o' the month

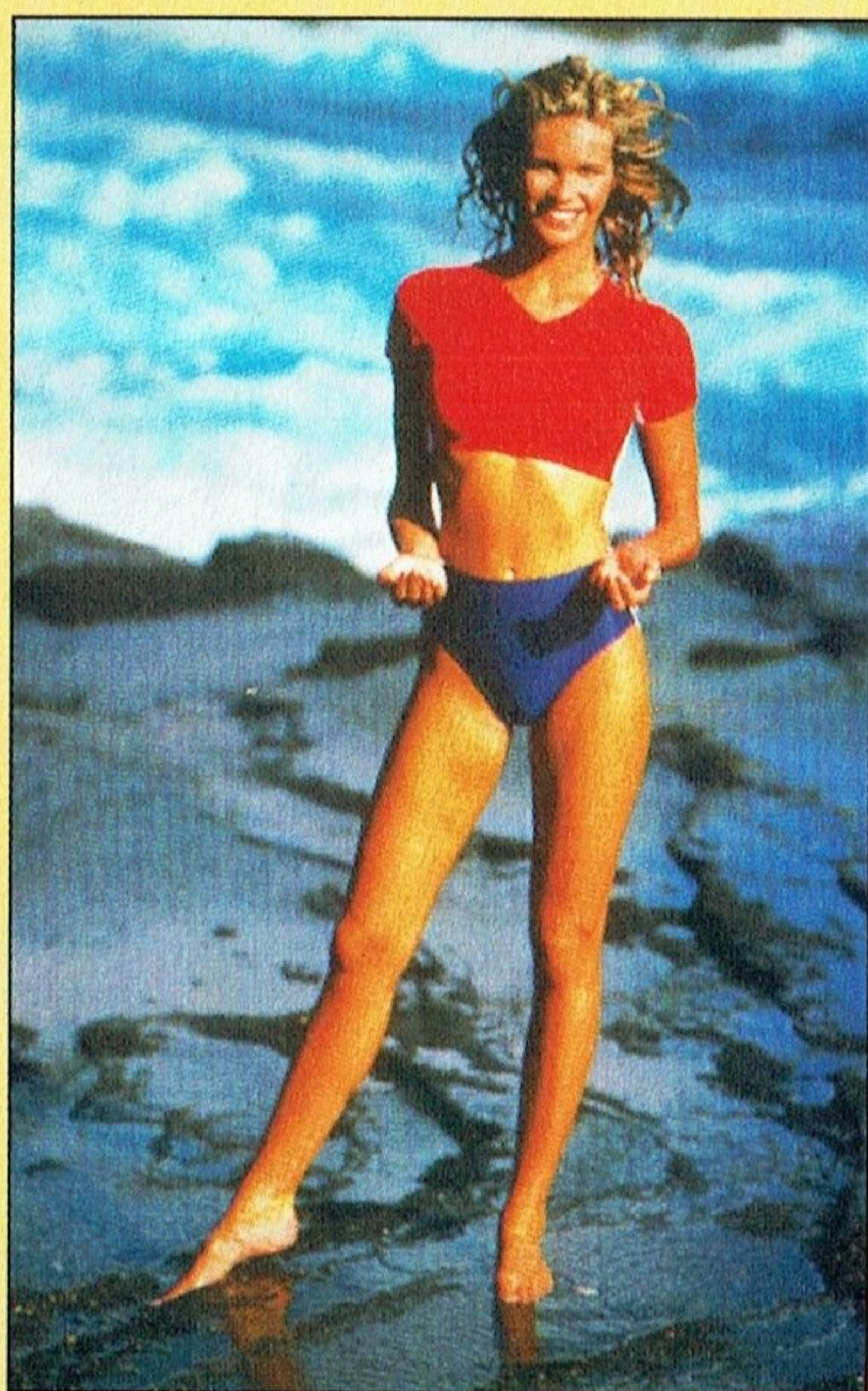
JULIANA HATFIELD

There's this chick and she sings cool songs and she's pretty spunky. But they put a bison on the front of the CD and the pictures of the chick inside. Bison live in America, chew mangy grass and fart a lot. Go figure.

Ad o' the month

DEATH/GRIND (Um, we stole this from a record store)

Death/Grind obviously rule. But they are missing a lead guitarist, bassist and a death vocalist. Which is a bit of a setback when you are trying to rock in a death kind of way. So if you live in the Perth area and rock hard, call Death/Grind.



Video o' the month

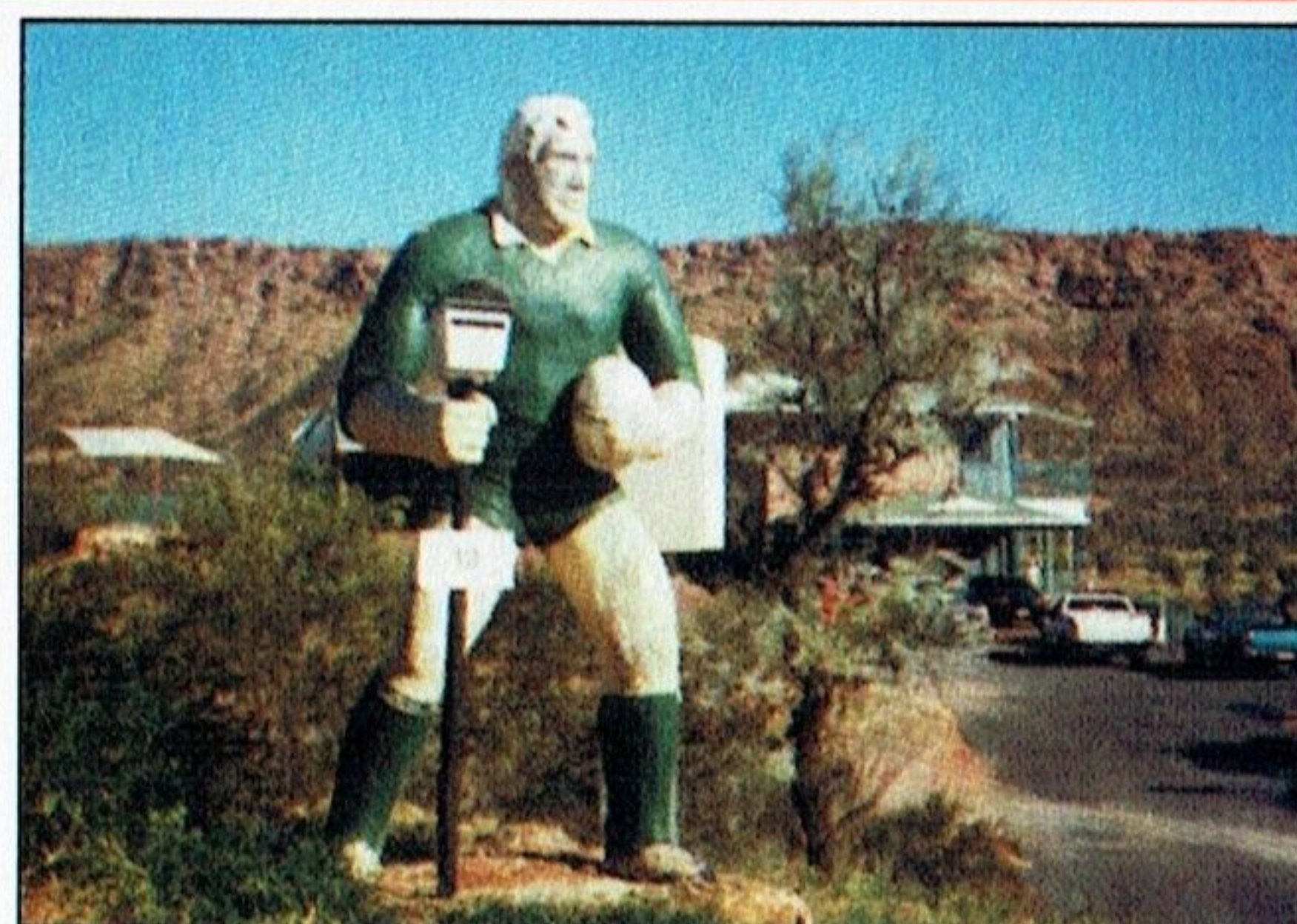
ELLE MACPHERSON: THE BODY WORKOUT

'45 minutes of muscle movement.'
'Firms up flesh.' 'Stamina with repetition.'
'All you need is a small space.' Of course it's our vid of the month! Slurp.

Letterbox o' the month

'THE MAL MENINGA', ALICE SPRINGS

Spotted by Matt, this sturdy model represents top-of-the-range letterboxmanship and is, no doubt, the champ of the postie's Super Stamp Lickin' League. (Note authentic Central Australian vista at rear.)



Letterbox o' the month #2

'THE INCREDIBLE HULK', ALICE SPRINGS

Uh, what is it with this town? The Mean Green Machine kills junk mailers dead. (Note authentic 'Red Centre' ochre dust on the floor.)



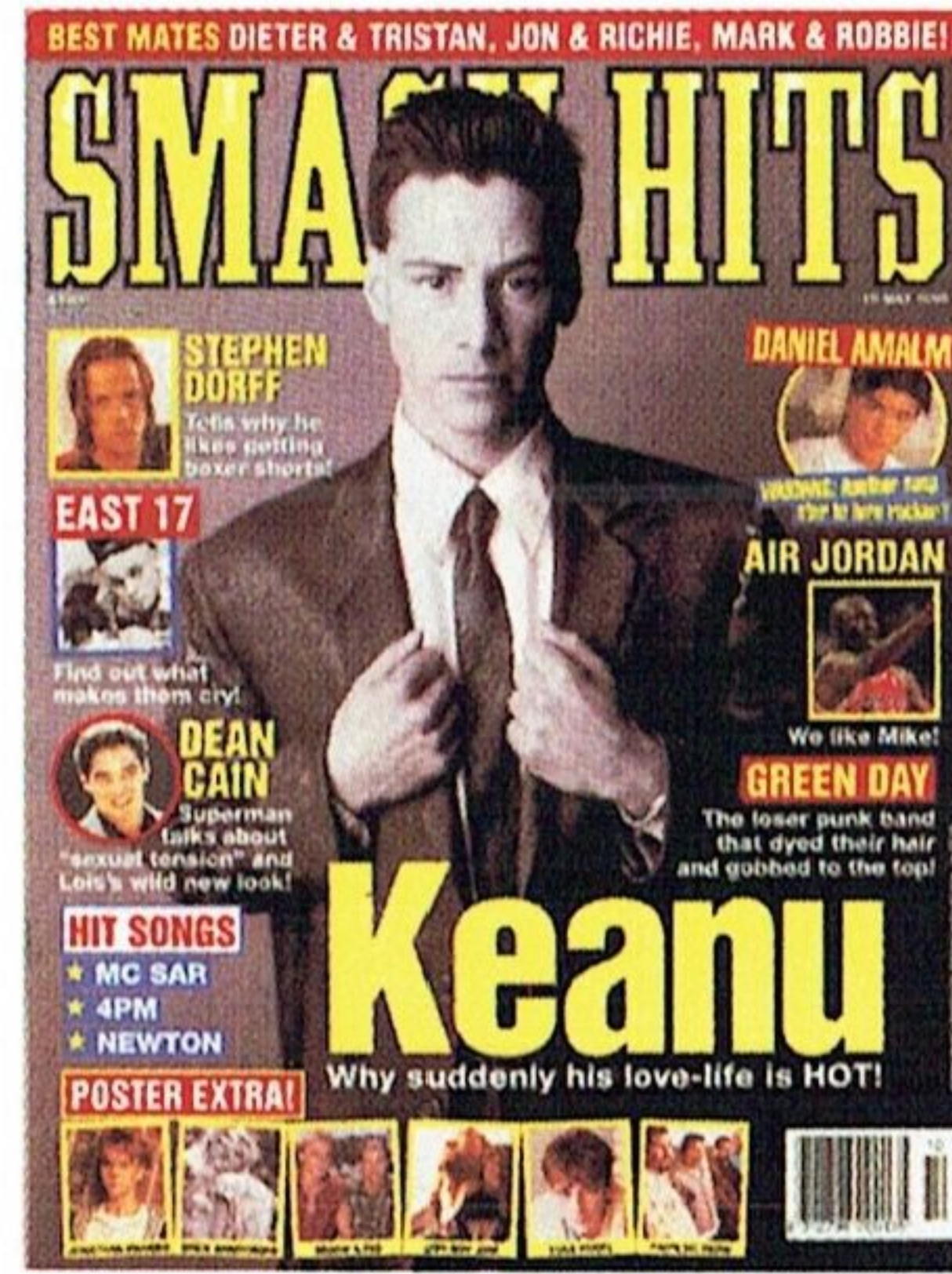
GET YOUR NOMINATIONS IN!

Seen something freaky or just plain stupid? Got a picture of your sister in the shower? Well, send it to:

BARNEY RUBBLE, MEGAZONE, PO BOX 746, DARLINGHURST, NSW 2010.

It might end up in End Zone.

Q: Where do you find the very latest goss on the stars?



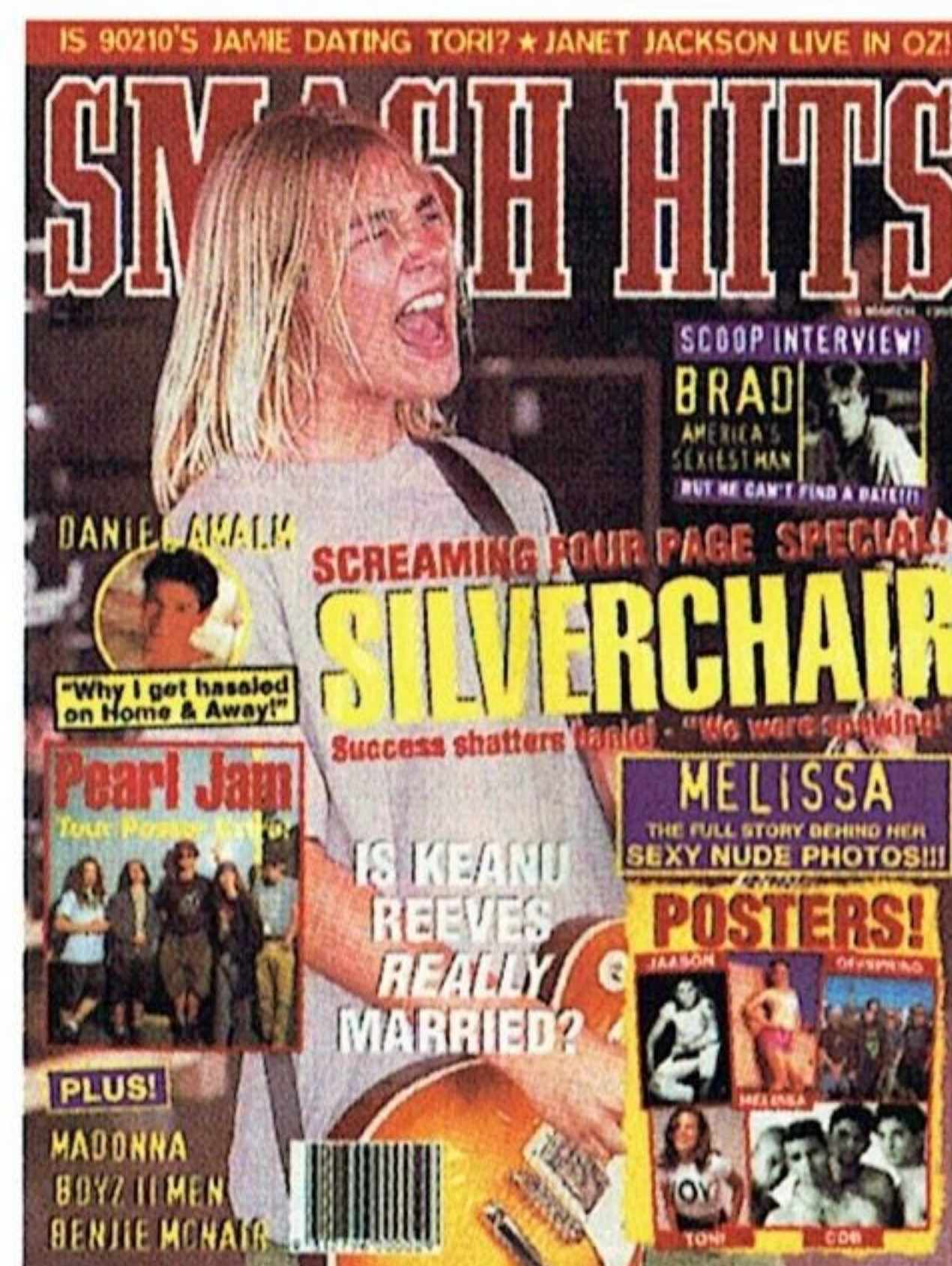
Q: Where do you find the most awesome posters?



Q: Where do you get the maddest interviews?



Q: Where do you find out about the latest in music news?



**A: Every fortnight in SMASH HITS magazine, that's where.
At your newsagent's for only \$2.95!**



BEAVIS AND BUTT-HEAD



the game

SEGA

MEGA DRIVE

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