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Mega POWER



SEPT 1994
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ISSUE 14

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FEATURED

MICKEY MANIA★REBEL ASSAULT★
BRUTAL★HEIMDALL★VAY★
THE ANIMALS★MORTAL KOMBAT II★

INSIDE

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PRESS

s t a r t

Welcome once again to **Mega Power**, the only magazine for Mega-CD owners. No doubt you've already noticed that the cover

demo is not the *Flashback* one we promised last month. Unfortunately, due to technical problems, this has had to be postponed until a future issue.

Nevertheless, we've got a double demo helping of Core Design's excellent 3-D shoot-'em-ups *Battlecorps* and *Soulstar* for you.

We've also got an exclusive work-in-progress report about Sony's cartoon caper *Mickey Mania*. Starring Mickey Mouse himself, it's due on both Mega-CD and Mega Drive this Christmas.

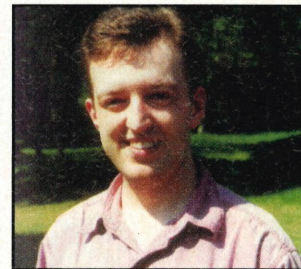
The biggest news of the month, though, has to be the long-awaited appearance of that *Star Wars* extravaganza *Rebel Assault*. It'll get an official release in September, and we'll be cover-mounting special demos of the game on the next issues of both *Mega Power* and *Sega Pro* - each containing a different playable level! Other great news for CD owners is the release of two excellent RPGs on import: *Vay* and *Heimdall*. The latter will receive an official release in December.

With lots of other releases on the way, it looks like it's going to be a great time for the Mega-CD.

phil king

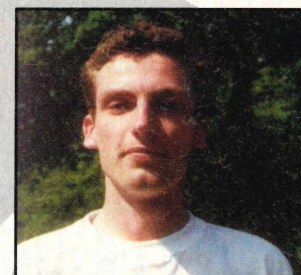
phil king

To everyone's surprise, Phil's healthy eating regime continues with the formerly fat one wolfing down salads every day. He's even entered previously unknown territory in the supermarket - the fruit and veg section - bypassing the crisps, chips and lard altogether. His only foible is his love of cream doughnuts: he eats one every day!



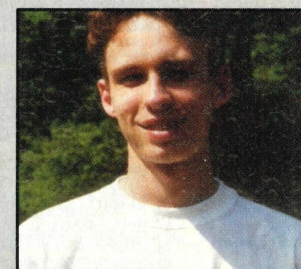
jason johnson

Jason recently took a two-week vacation in the south of France (near the Pyrenees) where he managed to meet lots of foreign girls from Holland and, erm, Wales! But really Jason couldn't wait to get back home to his true love... playing with his Mega Drive! Well, a game of boules doesn't hold quite the same excitement as *NBA Jam*, does it?



mark hill

Accompanying Jason on his recent holiday in France, Mark prepared thoroughly by practising his French, including those essential chat-up lines. After a fortnight of hard drinking, nightclubbing and socialising, Mark and Jason managed to almost miss the ferry home - the car ramps had to be lowered specially to let them on!



MEGA POWER

hands on

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Mega-CD

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BATTLECORPS & SOULSTAR

Find out exactly how to play both your game demos on page 12...

cover disc

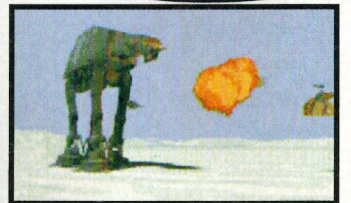


reviews



REBEL ASSAULT . . . 14

The eagerly awaited Star Wars shoot-'em-up finally blast onto the Mega-CD. Feel the force!



BRUTAL 18

This strange beat-'em-up features cuddly animals duffing each other up!

HEIMDALL.....20

A huge success on computer formats, this Viking RPG sails onto the Mega-CD in great style.

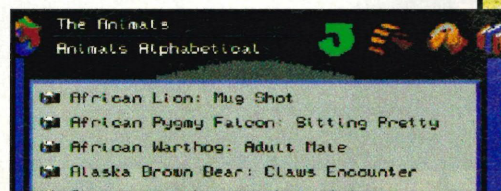


VAY22

From the makers of *Lunar* comes this equally challenging RPG. It's an epic.

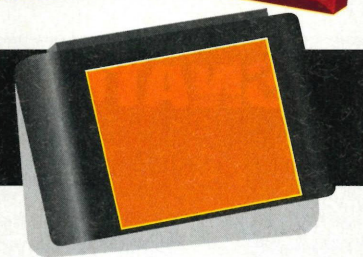
THE ANIMALS24

Visit the interactive zoo of the future in Mindscape's animal encyclopedia.



POWER 14

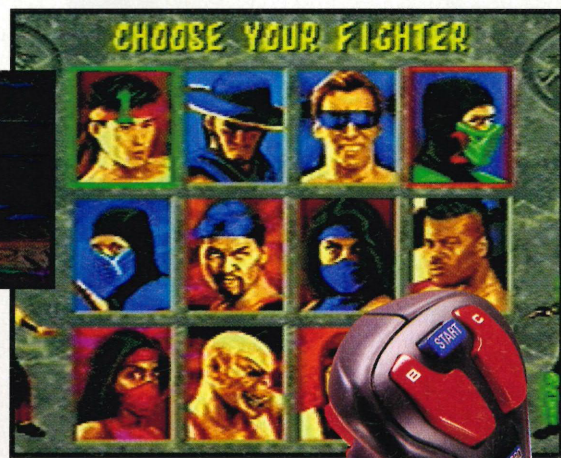
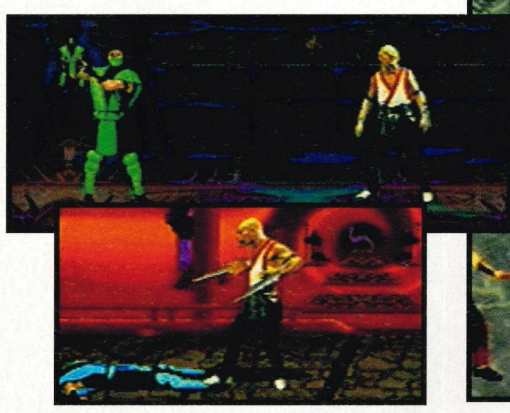
EVENTS



september 1994
regulars

MORTAL KOMBAT 226

The best beat-'em-up ever mashes the others to a pulp with its bloody brilliance.



COMPETITION 29

Quickshot are giving away a whole load of their top-notch joypads and joysticks!



PRESS START03
Mark and Jason take it easy on a trip to France, while Phil gets stuck into his strange diet of salad and cream cakes.

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Hot info about all the latest CDs and carts, including *Lethal Enforcers II*, *Snatcher* and *FIFA International Soccer 2*.

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Find out what's selling on CD and cart, and what the Mega Power lads recommend.

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MEGA POWER

POWER NEWS

ENFORCERS GO WEST

Konami are currently converting the coin-op sequel *Lethal Enforcers II – Gunfighters* to both the Mega Drive and Mega-CD. Set in the Wild West, it has you and an optional partner shooting it out with villains using anything from a Colt 45 to a cannon! Scenes include a bank robbery (where you can shoot the lights etc) and a classic stagecoach ambush.

The game will appear in November, but unlike its predecessor will not be packaged with a Justifier light gun. Instead you can buy the guns separately (or not bother if you already got them for the first *Lethal Enforcers*). It is possible to play the game with a joystick, but obviously it's much more fun with a gun.

INVASION OF THE SNATCHERS

After receiving 'thousands of requests', Konami are converting their PC Engine CD game *Snatcher* to the Mega-CD. Designed for an older audience (Konami envisage players being at least 16 years old), this futuristic detective adventure features Japanese-style animation and a real voice soundtrack recorded at Konami's US studios.

You take the role of Gillian Seed, a member of the Japanese Undercover Neuro-Kinetic Elimination Ranger (JUNKER) organisation. His

(yes, Gillian is a bloke!) task is to find and destroy the bio-robots known as Snatchers, which have gone haywire and are killing and replacing humans. As well as searching for clues and interrogating suspects, the gameplay involves shooting sections where you get to blast the slimy robots – this is compatible with the Justifier light gun used by the *Lethal Enforcers* games. Keep your eyes peeled for this promising adventure in November.

ON THE CARTS

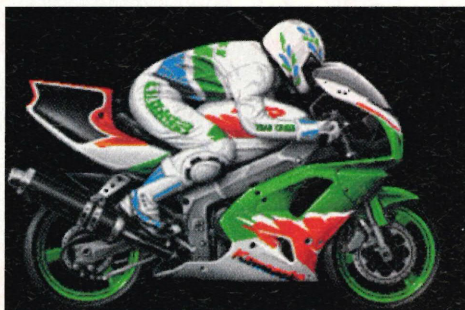
Other Mega Drive releases coming up include Domark's motorbike racer *Kawasaki Superbikes* which will now be released by Time Warner in October. Using the same graphics engine as *F1*, it has you tearing round 14 tracks at speeds up to 200mph. Cornering is realistic (and frightening!) as you lean right over on the bike.



A no less exciting proposition is Acclaim's Marvel Comics licence *Maximum Carnage* (October). It stars Spider-Man on the trail of a psycho serial killer called Carnage in New York city. Spidey needs all his athletic abilities and web-slinging tricks to defeat supervillains such as Shriek, Doppelganger, Demogoblin and Carrion in 27 scrolling levels.

Somewhat less violent is Virgin's Disney licence *The Lion King* (November). Based on the upcoming blockbuster animated movie, the game follows the story of the lion prince Simba as he grows up and then tries to reclaim his lands from the nasty Scar. The ten levels feature lots of varied scenes with sumptuous graphics created in collaboration with Disney.

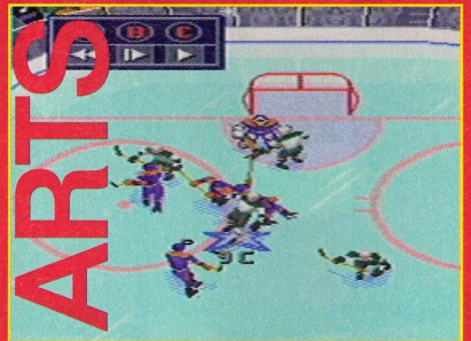
On a lighter note, Time Warner have *Sylvester & Tweety In Cagey Capers* (October). It stars that naughty 'puddy tat' chasing the little yellow bird through scrolling platform levels. With typically over-the-top sound FX, very smooth animation and hilarious madcap action, it's just like playing a cartoon.



ATTACK

Electronic Arts have confirmed that *FIFA International Soccer 2* will make its Mega Drive debut this October. The sequel will build on the enhancements already featured in the Mega-CD *FIFA* conversion, including the improved passing and player intelligence. Apparently a CD *FIFA 2* is also in the pipeline, but it won't appear until later – possibly even next year.

Another EA Sports sim on the way is *NHL Hockey '95*. The fourth game in their ice-hockey series, it's the first one to feature a full NHL season – not



just the playoffs. The gameplay has been tweaked yet again and is supposedly much better than in *NHL '94*, while the sound and graphics have been upgraded too. Prepare for an October face-off on the Mega Drive – a CD conversion could well follow later.

Away from the sports scene, EA are putting the finishing touches to *Urban Strike*, due to fly onto the Mega Drive in October. The third game in the *Strike* series, it improves on its predecessors with much more action-packed gameplay as you pilot your chopper through futuristic city levels. You even get to control a bigger transport helicopter and a tank, and go on foot through indoor sections.

Finally, EA are releasing the Mega Drive conversion of the classic Bullfrog strategy shoot-'em-up *Syndicate*. A smash hit on the computer formats, this has you controlling



four cyborg agents who indulge in bloody shoot-outs with gangsters as they perform sinister missions such as assassinating politicians and kidnapping scientists. Tool up for much gratuitous violence in November.





TOO HIP TO BE EXTINCT

After the news that they're resuscitating their ancient hero Harry Jr for a new *Pitfall* game, Activision have announced the arrival of another gamesplaying dinosaur. Radical Rex is a skateboarding Tyrannosaurus who's out to save the prehistoric world from being taken over by mammals!

Radical Rex is a platform adventure with a difference, thanks to Rex's many different abilities. As well as skating around, Rex can breathe fire, climb and swing from ropes, perform jump-kicks, swim underwater (where he can blow bubbles) and produce screen-shaking roars. These are used to help him get past a whole range of amusing nasties including Headbutosaurs, Pterodactyls and Sucker Fish. *Radical Rex* should be a lot of prehistoric platform fun when it's released in November for both the Mega Drive and Mega-CD.

RIOTING ROBOTS

Konami are also putting the finishing touches to their Mega Drive conversion of *Probotector*. Already a huge success on the SNES, it's a spectacular platform shoot-'em-up with some of the most impressive big bosses ever seen.

Choosing from four characters, you're equipped with a huge gun which can be rotated to aim at the swarming enemies. Power-ups are collected to turn your hefty weapon into a bazooka, flame thrower and missile launcher, among others.

All this weaponry is needed to take on the giant guardians. Appearing during levels as well as at the end, these mighty robots transform into various shapes to perform all sorts of clever tricks. One even builds blocks into towers which he then knocks over, while another picks up cars to throw at you! Prepare to be amazed by *Probotector's* snazzy graphics and challenging shoot-'em-up action in November.

POWER DATES

Month	Game	Developer	Platform	Region	Game	Developer	Platform	Region	Game	Developer	Platform	Region	
August	Battlecorps	Core	Mega-CD	UK	Eternal Champions	Sega	Mega-CD	UK	Pitfall: The Mayan Adventure	Activision	Mega Drive	UK	
	Incredible Hulk, The	US Gold	Mega Drive	UK	Exo Squad	Playmates	Mega Drive	UK	Probotector	Konami	Mega Drive	UK	
	Jungle Book	Virgin	Mega Drive	UK	FIFA International Soccer 2	EA	Mega Drive	UK	Psycho Pinball	Codemasters	Mega Drive	UK	
	Soulstar	Core	Mega-CD	UK	Hardcore	Psygnosis	Mega-CD	UK	Radical Rex	Activision	Mega-CD	UK	
	September	Animals, The	Mindscape	Mega-CD	UK	Hardcore	Psygnosis	Mega Drive	UK	Radical Rex	Activision	Mega Drive	UK
		Bal'z	Accolade	Mega Drive	UK	Jurassic Park: Rampage Edition	Sega	Mega Drive	USA	Rise Of The Robots	Time Warner	Mega-CD	UK
		Battle Fantasy	Micronet	Mega-CD	Japan	Kawasaki Superbikes	Time Warner	Mega Drive	UK	Rise Of The Robots	Time Warner	Mega Drive	UK
		Bubsy II	Accolade	Mega Drive	UK	Lemmings 2	Psygnosis	Mega Drive	UK	Rock 'N' Roll Racing	Virgin	Mega Drive	UK
		Burning Fist	Sega	Mega-CD	Japan	Links	Virgin	Mega-CD	UK	Second Samurai	Psygnosis	Mega-CD	UK
		Dark Seed	Cyberdreams	Mega-CD	UK	Marko's Magic Football	Domark	Mega-CD	UK	Second Samurai	Psygnosis	Mega Drive	UK
Dynamite Headdy		Sega	Mega Drive	UK	Megaswiv	Time Warner	Mega Drive	UK	Sensible Golf	Virgin	Mega Drive	UK	
'EA Sports Tennis'		EA Sports	Mega Drive	UK	Mighty Morphin: Power Rangers	Sega	Mega-CD	USA	Snatcher	Konami	Mega-CD	UK	
Ecco 2		Sega	Mega Drive	UK	NBA Jam	Acclaim	Mega-CD	UK	Space Ace	Readysoft	Mega-CD	USA	
Flashback		Sony	Mega-CD	UK	NFL '95	Sega	Mega Drive	USA	Star Gate	Acclaim	Mega Drive	UK	
Flinstones, The	Sony	Mega Drive	UK	NHL Hockey '95	EA	Mega Drive	UK	Syndicate	EA	Mega Drive	UK		
Flying Nightmares	Domark	Mega-CD	UK	New Breed	Accolade	Mega Drive	UK	True Lies	Acclaim	Mega Drive	UK		
Hybrid Front	Sega	Mega Drive	Japan	'Rescue'	Psygnosis	Mega Drive	UK	Ushra Monster Truck Wars	Acclaim	Mega Drive	UK		
Hyper Road Monarch	Sega	Mega Drive	Japan	Shadow Of Atlantis	Sega	Mega-CD	USA	Virtual Bart	Acclaim	Mega Drive	UK		
Lawnmower Man, The	Tengen	Mega Drive	UK	Shaq Fu	EA	Mega Drive	UK	WWF: Raw	Acclaim	Mega Drive	UK		
Mega Race	Mindscape	Mega-CD	UK	Skeleton Krew	Core	Mega Drive	UK	December	Adventures Of Batman & Robin	Sega	Mega-CD	UK	
Mortal Kombat II	Acclaim	Mega Drive	UK	Sonic And Knuckles	Sega	Mega Drive	UK		Adventures Of Batman & Robin	Sega	Mega Drive	USA	
Mr Tuff	SCI	Mega Drive	UK	Sparkster	Konami	Mega Drive	UK		Baby Boom	Sega	Mega-CD	USA	
Pirates Of Dark Water	Sunsoft	Mega Drive	UK	Spider-Man: Maximum Carnage	Acclaim	Mega Drive	USA		Baby Boom	Sega	Mega Drive	USA	
Ragnacenty	Sega	Mega Drive	UK	Surgical Strike	Sega	Mega-CD	USA		Discworld	Psygnosis	Mega-CD	UK	
Rolling Thunder 3	Namco	Mega Drive	Japan	Sylvester & Tweety	Time Warner	Mega Drive	UK		Doom	Sega	Mega 32	UK	
Shadow Run	Sega	Mega-CD	Japan	Taz In Escape From Mars	Sega	Mega Drive	USA		Fahrenheit	Sega	Mega-CD	UK	
Shining Rogue	Sega	Mega Drive	Japan	Tiny Toons: Acme All-Stars	Konami	Mega Drive	UK		Fahrenheit	Sega	Mega-CD 32	UK	
Sink Or Swim	Codemasters	Mega Drive	UK	Urban Strike	EA	Mega Drive	UK		Fried Couples's 36 Hole Golf	Sega	Mega 32	UK	
Starblade	Namco	Mega-CD	UK	Virtua Racing: Deluxe Version	Sega	Mega 32	UK		Heimdall 2	Core	Mega-CD	UK	
Star Wars Chess	Mindscape	Mega-CD	UK	November	Biker Mice From Mars	Konami	Mega Drive	UK	Mary Shelley's Frankenstein	Sony	Mega-CD	UK	
Star Wars: Rebel Assault	JVC	Mega-CD	UK		Ecco 2	Sega	Mega-CD	UK	Midnight Raiders	Sega	Mega-CD	UK	
Super Kick Off 3	Anco	Mega Drive	UK		Elite	Sony	Mega Drive	UK	Midnight Raiders	Sega	Mega-CD 32	UK	
Tinhead	MicroProse	Mega Drive	UK		Eternal Champions	Sega	Mega-CD	UK	Mighty Morphin: Power Rangers	Sega	Mega Drive	USA	
Who Shot Johnny Rock?	ALG	Mega-CD	USA		ESPN Baseball	Sony	Mega Drive	UK	Mortal Kombat II	Acclaim	Mega-CD	UK	
Ys: Master Of The Sun	Sega	Mega-CD	Japan		F1 '94	Domark	Mega-CD	UK	NHL All-Star Hockey	Sega	Mega-CD	USA	
Zero Tolerance	Accolade	Mega Drive	UK		F1 '94	Domark	Mega Drive	UK	Ratchet & Bolt	Sega	Mega Drive	USA	
October	36 Great Holes	Sega	Mega-CD		F1 '94	Domark	Mega Drive	UK	Soulstar	Core	Mega 32	UK	
	Addams Family Values	Sony	Mega Drive		Flink	Psygnosis	Mega-CD	UK	Star Wars Arcade	Sega	Mega 32	UK	
	Another World 2	Virgin	Mega-CD		Flink	Psygnosis	Mega Drive	UK	Virtua Fighter	Sega	Mega 32	UK	
	BC Racers	Core	Mega-CD	Itchy & Scratchy	Acclaim	Mega Drive	UK	Wirehead	Sega	Mega-CD	UK		
	BC Racers	Core	Mega 32	Jimmy White's Snooker	Virgin	Mega Drive	UK	January	Demolition Man	Virgin	Mega-CD	UK	
	Bill's Tomato Game	Psygnosis	Mega Drive	Judge Dredd: The Movie	Acclaim	Mega Drive	UK		Demolition Man	Virgin	Mega Drive	UK	
	Boo!	MicroProse	Mega Drive	Lethal Enforcers II	Konami	Mega-CD	USA		Lawnmower Man, The	SCI	Mega-CD	UK	
	Dino Dini's Soccer	Virgin	Mega Drive	Lion King, The	Virgin	Mega Drive	UK						
	Dragon	Virgin	Mega Drive	Micro Machines 2	Codemasters	Mega Drive	UK						
	Earthworm Jim	Playmates	Mega Drive	Mighty Max	Sony	Mega Drive	UK						
			MLBPA Grand Slam Baseball	Acclaim	Mega Drive	UK							
			Novastorm	Psygnosis	Mega-CD	UK							
			Pinkie	Tengen	Mega Drive	UK							
			Pitfall: The Mayan Adventure	Activision	Mega-CD	UK							

COMPARISON



high street charts

Compiled by Gallup in association with ELSPA



MEGA CD



1	(NE)	1	FIFA International Soccer
2	(NE)	1	Tomcat Alley
3	(9)	7	Silpheed
4	(4)	8	Sonic CD
5	(NE)	1	Sensible Soccer
6	(7)	5	Microcosm
7	(1)	6	Ground Zero Texas
8	(NE)	1	Double Switch
9	(NE)	1	Sherlock Holmes
10	(NE)	1	Wolfchild

independent charts

Compiled with the help of Dream Machines



MEGA CD



1	(NE)	1	Star Wars: Rebel Assault
2	(NE)	1	Heimdall
3	(NE)	1	Vay
4	(1)	3	Heavenly Symphony
5	(4)	7	Lunar - The Silver Star
6	(6)	5	Tomcat Alley
7	(3)	5	Rise Of The Dragon
8	(2)	3	Mortal Kombat
9	(5)	2	Wing Commander
10	(7)	4	Microcosm



MEGA DRIVE



1	(1)	6	FIFA International Soccer
2	(NE)	1	Pete Sampras Tennis
3	(3)	4	PGA European Tour Golf
4	(NE)	1	Fantastic Adventures Of Dizzy
5	(4)	5	Sonic 3



MEGA DRIVE



1	(1)	2	Super Street Fighter II
2	(2)	5	Virtua Racing
3	(NE)	1	J League Pro Striker 2
4	(4)	5	Streets Of Rage 3
5	(3)	3	Star Trek: The Next Generation

RECOMMENDED

Phil and Mark reveal the games they've been playing this month...

REBEL ASSAULT

mega-cd

May the force be with you as JVC's eagerly awaited Star Wars licence zooms into view. And it's certainly been worth the wait. Its 45 varied sections range from excellent on-foot shoot-outs with Stormtroopers to amazing 3-D flight sequences as you steer through narrow valleys. The story is well illustrated with lots of FMV clips from all three movies and animated sequences of all your favourite characters.

phil: "Cor, what a treat for Star Wars fans – a brilliant gaming experience."

mark: "A great conversion from the PC with lots of action to keep you hooked."

MORTAL KOMBAT II

mega drive

Following the appearance of *Super Street Fighter II*, this is more of a proper sequel with loads of new characters, new special moves for the old ones, and of course, bucketfuls of blood. It's a great improvement on the first game, featuring more skilful combat and extra variety. There are several types of fatality for each character, along with non-gory babalities and friendship moves. Prepare for the fight of your life.

phil: "Surely one of the best sequels ever – definitely the top beat-'em-up."

mark: "The new characters, moves and victories make this supremely playable."

HEIMDALL

mega-cd

A big hit on the computer formats, JVC have had the good sense to convert this epic adventure to the Mega-CD. And they've done it in fine style. In this Viking romp, you play the hero Heimdall as he recruits a band of soldiers to defeat the conniving god Loki. As well as classic puzzle solving and adventuring, there are special arcade stages such as the famous scene where you throw axes to chop off a maiden's pigtails.

phil: "One of my favourite computer adventures gets a top-notch conversion."

mark: "The mixture of arcade sections and adventuring makes this great fun."

SEGA XS

JAM-PACKED WITH SIZZLING SOLUTIONS!

Curious about Mortal Kombat II?

Well check out SEGA XS — the only magazine with the complete set of character profiles. The moves, the blood, the gore, in fact the whole damn thing!

Over 10 pages of pulsating action in Briton's only complete Sega players' guide — you'd be completely hat-stand to miss it!

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ISSUE 10 ON SALE 8 SEPT

PREVIEW



Things get spooky with a neat torchlight effect as Mickey explores a haunted house.



The bonus level recreates Mickey's famous Band Concert cartoon, where he's swept upwards by a huge tornado.

MICKEY MANIA

As the world's most famous mouse prepares to make his Mega-CD debut, Phil King rediscovers that special Disney magic...

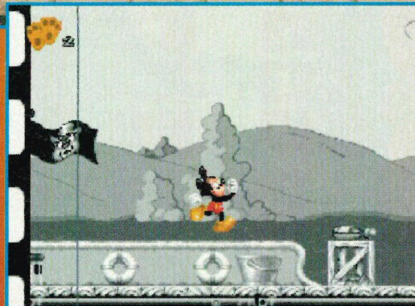
THE TIMELESS ADVENTURES OF MICKEY MOUSE

Love him or loathe him (don't you just hate that squeaky voice?), you have to admit that Mickey Mouse is a global superstar of superstars. He's the world's most recognisable character, raking in billions of dollars for the Disney corporation. Since his humble beginnings in short black-and-white cartoons, Mickey has starred in countless animated adventures including the feature-length *Fantasia*, become a perennial attraction at the Disney theme parks, and launched a thousand million pieces of merchandise. You can even get Disney dollars with Mickey's head on them – they're an accepted currency in the US!

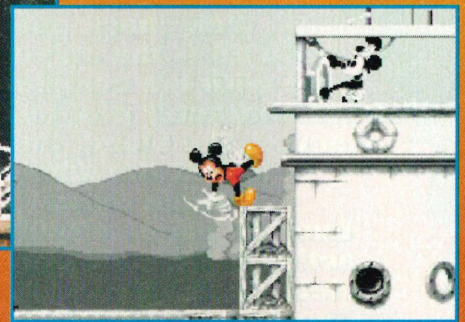
It's Mickey's meteoric rise to stardom that's portrayed in his new game *Mickey Mania*. Of course, the little fellow's appeared in quite a few platform adventures on various consoles, including *Castle Of Illusion* and *World Of Illusion* on the Mega Drive, but this one's a bit different. A collaboration between Sony Imagesoft and Disney Software, it's an interactive animated adventure incorporating ren-



(Left) Mickey throws a marble at one of the skeletons in the mad doctor's lab.



(Left) The first level is Mickey's first-ever cartoon – the black and white *Steamboat Willie*.



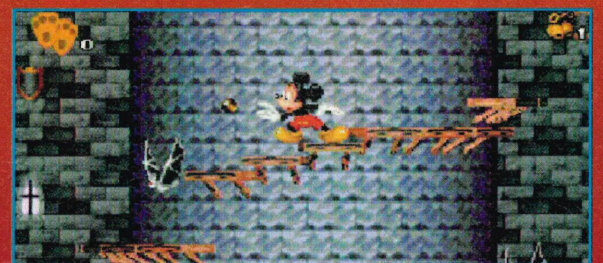
Not only are the levels dramatically different in the graphics department; they also utilise three different gameplay engines. As well as the standard side-scrolling platform action, there's a cylindrical rotating view and an innovative 'coming at you' perspective used for some sections. The further you get in the game, the more intricate the platform puzzles become.

Combining Sony's technical and game design expertise with Disney's storytelling and animation artistry, *Mickey Mania* looks set to be Mickey's greatest game yet. It'll be released on both Mega-CD and Mega Drive this November, with the CD version promising a higher-quality soundtrack and extra animations.

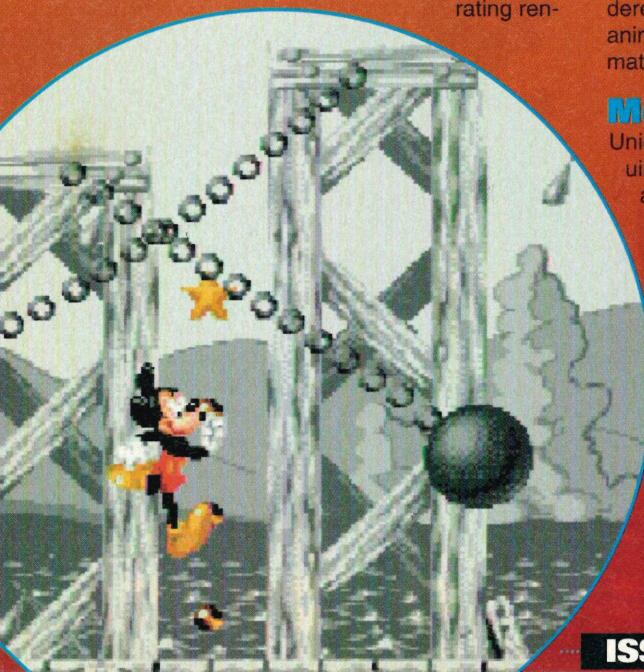
dered 3-D graphics and thousands of frames of animation created specially for it by Disney animators.

Mouse to megastar

Uniquely, the game's seven levels consist of genuine Mickey Mouse cartoons, each representing a milestone in Mickey's career: his first appearance, the first colour cartoon, his first speaking role etc. As such, each is animated in the authentic style of that period in Mickey's long career: so his debut *Steamboat Willie* features flickery black-and-white scenery and a primitive-looking Mickey. As you progress through the game, you reach more modern and sophisticated cartoons, culminating in the gorgeous water-colour backdrops in the *Prince And The Pauper*.

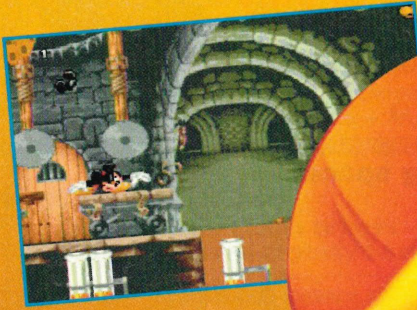


In certain sections, Mickey runs around a cylindrical tower which rotates smoothly as he moves.

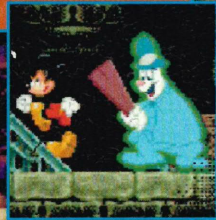




In the garden, Mickey jumps on the leaves of plants which spring up from the ground. Watch out for those cute insects though.



Mickey is dwarfed by the items on a giant table. More huge bugs attack him on the ground and in the air.




(Above) Mickey gets in the swing of things. (Left) He's joined by Pluto for a day in the country.




Now here's a different perspective for you: Mickey races out of the screen as he's chased by a moose.


MICKEY MANIA




1 PLAYER



QUICK ACCESS



CONTINUES



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MEGA POWER

COVER DISC INFORMATION

Mega Power presents a special double demo disc with playable sections of Core Design's *Soulstar* and *Battlecorps*. Load up your CD and you'll see a menu screen with both game logos: simply highlight the one you wish to play and press START. Now read on to discover how to play the games...

SOULSTAR

This demo lets you play the first three stages of Core's stunning space shoot-'em-up. We'll have a full review in the next Mega Power.

Controls

D-pad Moves your ship around the screen in standard fashion. Note that your ship has realistic inertia and carries on moving for a split second after you've released the direction.

Button A Fires the current weapon shown in the status bar at the top of the screen. Simply hold down the button to emit a regular stream of fire.

Button B Toggles between your four weapons systems. Some weapons can be upgraded by collecting power-ups.

Button C Has no function in this demo.

Power-ups

When blasted, some enemies leave behind special orbs which drift towards you. Shoot them and they change into rings of small spheres. Fly through the middle of these to collect a power-up, depending on the ring's colour...

Red: Upgrades selected weapon

Green: Increases your energy (top-left bar)

Blue: Gives you four missiles

BATTLECORPS

The demo contains the entire first level of the game, with a massive 360° landscape to explore in your heavily armed Bipedal Attack Machine.

Controls

Up: Increases your speed (top-middle of status display) one notch every time you tap up.

Down: Reduces your speed by one notch every time you tap down. Do this when static and you start walking backwards.

Left: Rotates the whole Walker to the left to change the direction you're heading in.

Right: Rotates the whole Walker to the right.

A + Down: Moves your head up to look up and aim at airborne enemies.

A + Up: Moves your view down to look at the ground.

A + Left: Rotates only your head to the left, so you carry on walking in the same direction.

A + Right: Rotates only your head to the right.

Button B: Fires weapon shown in the left window of status display. Some weapons have a limited supply.

Button C: Toggles between available weapons.

Start: Pauses the game, enabling you to change the function of the A button to control either the Walker's head or speed.

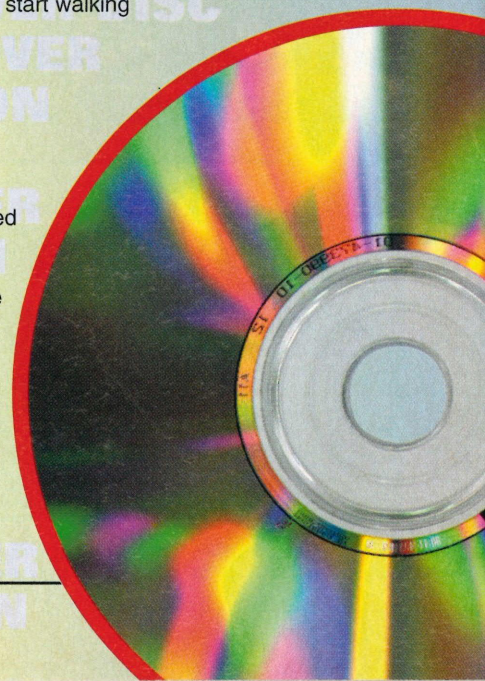
**Mega
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COVER DISC 7

ISSUE 14

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SEPT 94



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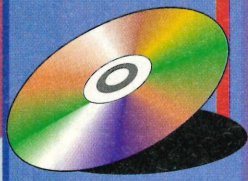
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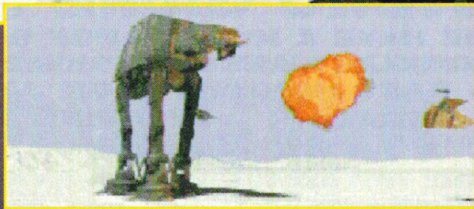
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REVIEW



Have JVC managed to pull off the most awesome Mega-CD game ever? Jason Johnson joins the Rebel Alliance...



(Above) Arrgghh! It's that old heavy breather himself, Darth Vader. Can you defeat him?

Star Wars, it has to be said, is one of greatest films ever and when Rebel Assault appeared on the PC CD-ROM it was a dream come true. JVC announced their intentions to work on a conversion for the Sega Mega-CD earlier this year and finally, amidst much secrecy and delay, it has arrived.

The Star Wars story follows something along these lines... Darth Vader, The Emperor's second in command, has been given the task of destroying a Rebel Alliance. They are causing too many problems and embarrassing The Emperor. The rebels are a section of the populace that will not conform to the evil, corrupt ways enforced by The Empire. This has upset the powerful force and, as with all good sci-fi, the action is soon to begin.

Meanwhile, Princess Leia has obtained the blueprints for the Death Star, The Empire's ultra-

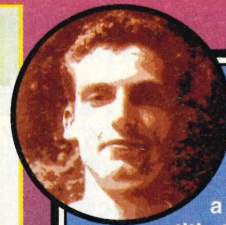
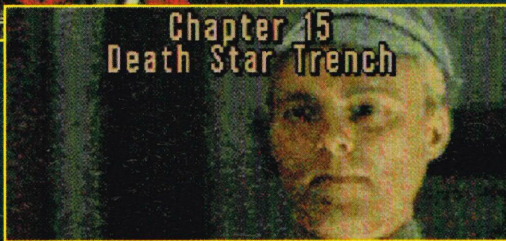
powerful weapon capable of destroying planets in one fair swoop. Just to prove a point they do just that. To safeguard the new toy, the Empire plan to kidnap the Princess. This plan is successful, but before giving in to Darth's rogues she feeds a copy of the blueprints into a robot, R2-D2. We

catch up with the story as the Rebel Alliance prepare themselves for the forthcoming battle,

attempt to rescue Leia and destroy The Death Star.

Anyone who has ever played Rebel Assault on the PC will know roughly

...a mixture of walk-through and in-flight sections is used to great effect



Rebel Assault is easily the best shoot-'em-up on the Mega-CD and without a doubt the most exciting title to launch on the silver format before the arrival of the Mega Drive 32. Before praising this title to the heavens there are a few notes I would like to mention regarding the overall package.

There are one or two quirks that, probably, will annoy anyone who parts with their cash. Firstly, the gameplay has a few serious flaws. The worst being the repetition - all the way through the game it's a shoot this, shoot that, go here, go there. You have very little control over the flight path and, ultimately, a feeling of helplessness. Let's say you feel like a gunner attached to a ship set on automatic pilot.

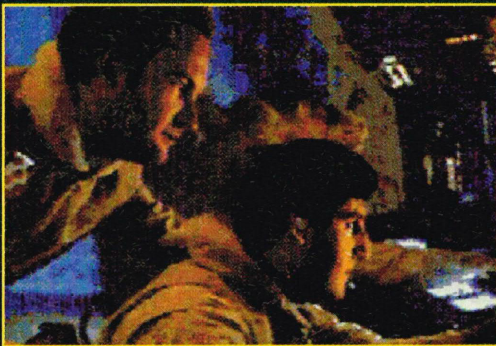
Having voiced my criticisms, there's plenty of room for praise. The graphics are of exceptional quality and the sound FX and music are equally well represented. It is a showpiece game that will have you drooling for more after the first couple of plays, although this excitement was too short-lived for me. Recommended.

JASON

what to expect. It's a shoot-'em-up game. Flying around as the ambitious Rookie 1 and knocking out enemy targets is the basic gist of what the player is expected to do. In between each blasting section, however, is the Star Wars story line and digitised video clips from all three movies. This helped make Rebel Assault a classic which was met with universal praise.

As soon as the CD is loaded, the Star Wars theme bursts through the speakers. Ah yes, and what a powerful piece of music it is. Sitting back to watch the predominantly high-quality movie sequences, the story line is revealed and then it's time to set about wiping

Every section is introduced by video clips and animated sequences to tell the story.



Just one of the many video sequences popping up between the action stages.

REBEL



It's classic stuff as you attack one of the AT-ATs, trying to damage all its sections.



It's not all flight, you know. Here's an on-foot shoot-out with enemy Stormtroopers.



Inside the rebel base for another excellent video-sequence briefing for the next mission.



MOSAIC POWER

ASSAULT

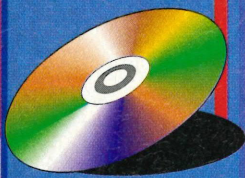
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REVIEW



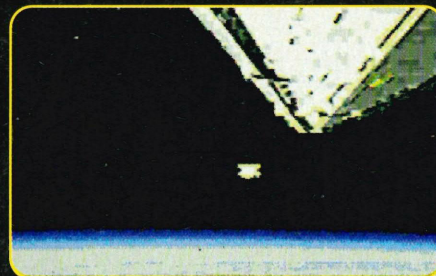
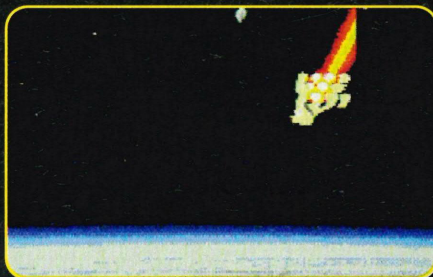
Darth Vader discusses the Empire's battle strategy with one of his minions.



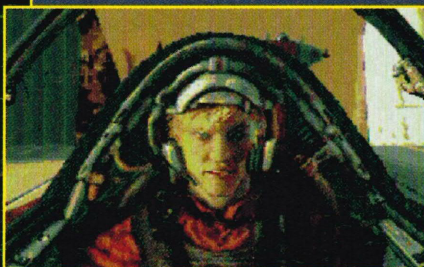
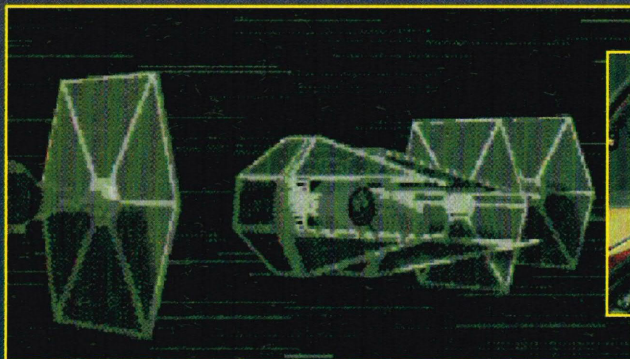
Blasting enemy installations as you approach the infamous Death Star.

FILM SEQUENCE

Enjoy a front seat at the movies as JVC proudly present *Star Wars*. As you can see, everything is how it seems, and there's plenty more like this throughout *Rebel Assault*. In fact, every spare bit of space is jammed with cinematic sequences, just like this one. So, sit back and enjoy the show.



(Right) Luke goes for a walk...



(Above) One of the rebel pilots.



Like other FMV games before it, *Rebel Assault* suffers from a lack of interaction and freedom, but it's so well put

together it doesn't seem to matter one jot. The presentation is excellent, with the *Star Wars* music booming out and a plethora of video footage and animated sequences to illustrate the plot. By around the tenth chapter you can feel engrossed in the whole story. This induces some extremely powerful determination and adrenaline rushes that stay with you right to the end as you're spurred on to defeat The Empire.

Special mention must be given to the amount of variety JVC have put into the gameplay. Unlike *Microcosm* and *Silpheed* you're not stuck in the same ship shooting everything in sight, killing an end-of-level guardian and saving the world. Instead a mixture of walk-through and in-flight sections is used to great effect.

A *Star Wars* devotee's dream and a shoot-'em-up fan's newest challenge, *Rebel Assault* is destined to be a huge success.

PHIL

out The Empire. This will not be an easy task, so a few training chapters have been put in for good measure.

Flashbacks from *Star Wars* constantly update you with The Rebels' progress and that training comes into practice as you embark on various missions. A grand total of 135 chapters, 45 for each difficulty levels, have been amazingly packed onto the single CD.

The main difference on *Hard* level is the lack of a lock-on targeting device, so you can imagine how much more difficult it is. The three difficulty levels (Easy, Normal, *Hard*) are slightly different from your standard selection. Easy isn't a complete walk in the park,

and *Hard* is an absolute nightmare. Not such a bad thing, for a change, but incredibly frustrating when your pilot supply is running low.

As I have already mentioned, the basic idea is to blast everything in sight. Sometimes you see the battleground via a first-person perspective; at other times controlling an X-Wing as you scour the surface of enemy-protected trenches – you just don't know what to expect next.

Fortunately a password system has been well implemented to keep you on a steady progressive path.

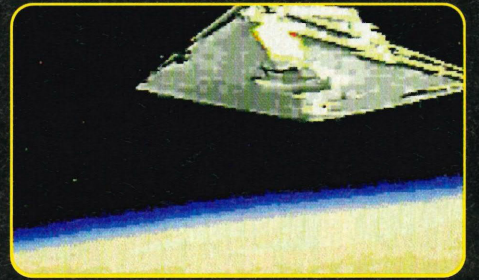
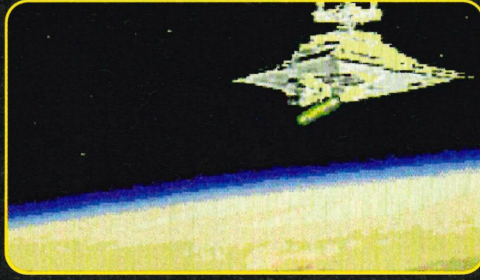
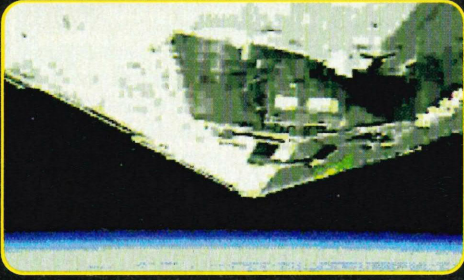
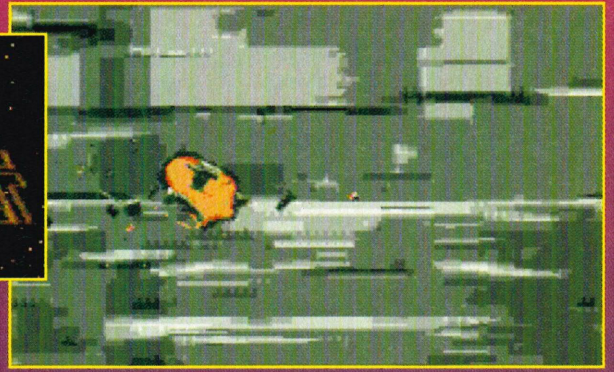
Completing all three skill levels will take a very long time, and it's a foregone conclusion that after completion the *Star Wars* story could well be your specialised subject!





REBEL ASSAULT

(Right) You've smashed into the side of the Death Star trench. Luke wouldn't have done that!

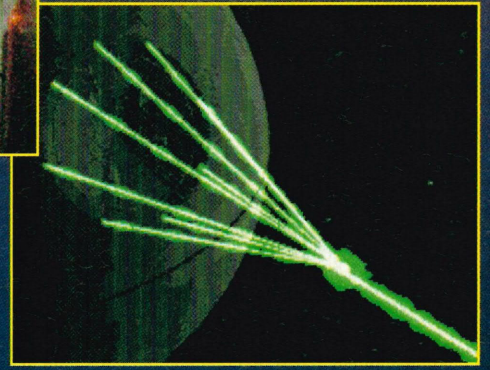


Whoah! It's a tricky flight down through the Death Star trench - don't hit the walls.



Arrrggghhhhh! A spectacular explosion as you smash into the canyon walls during a training mission.

(Left) It looks like R2D2's in some sort of trouble. I hope the cute little robot's okay.



The Empire's gigantic Death Star produces a planet-destroying blast.

MP

"The combination of video clips from the movies, animated characters and lots of shooting action makes this an awesome experience. A must for all Star Wars fans."

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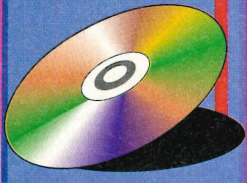
1 PLAYER
QUICK ACCESS
PASSWORDS
UK RELEASE

GAMEPLAY 85
GRAPHICS 93
SOUND 95
ADDICTION 89

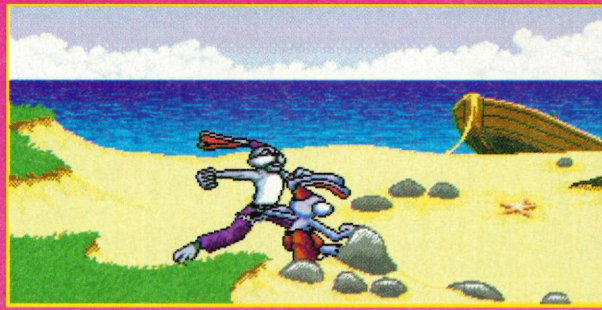
OVERALL 90

MOSA POWER

REVIEW



Mark Hill dons his bunny suit and goes looking for a scrap in Gametek's cute new beat-'em-up.



Kung Fu Bunny battles with his mirror-match on the beach. The backgrounds are well done.



Brutal features excellent presentation, including a brilliant cartoon sequence starring Ivan Bear, a Brutal Band to play all the tunes and even a selection of 'out takes' – with early sketches of the characters that have since been changed.

The cartoon feel is carried across very well into the action, which incorporates some very innovative features. I like the way you're not given all the special moves to start with – instead you have earn them and then learn them. I've never seen this in a beat-'em-up before. Even better, you're given a unique password recording your special moves and belt colour. This means that you could go round to a mate's house and both input your passwords, not knowing what standard your opponent has reached – so he may surprise you with some new moves!

If there is a weakness it's that there's a distinct lack of skill in the fighting itself – especially if played in the ridiculously fast turbo-nutter mode! It's certainly nowhere near as playable as Mortal Kombat or Street Fighter II. Nevertheless I enjoyed Brutal's refreshingly different beat-'em-up style.

PHIL

BRUTAL

There have been few beat-'em-ups on the Mega-CD. *Final Fight* was by far the best in its time, and *Mortal Kombat* certainly gets a mention. But there's little else worth raving about. Perhaps Gametek have the answer with *Brutal* – the one-on-one beat-'em-up with toons!

Remember the cartoon Animal Olympics? Many of these characters are drawn in a similar style.



Bring on the toon army! Ten fighters out to fight to the very death for the ultimate prize – the belt of heaven. Tai Cheetah, Kendo Coyote, Rhei Rat, Prince Leon, Foxy Roxy, Ivan

Bear, The Pantha, Karate Croc (boss) and Dali Llama are the characters competing for this prestigious award – each having their own special moves and personality.

The one-on-one fights are much the same as any *Street Fighter II* or *Mortal Kombat* bout: energy bar for each player, three punch strengths, three kick strengths, blocks, sweeps and

...you're not given all the special moves – you have to earn them

ducks, and a variety of special moves (*Brutal* is best played with a six-button joystick).

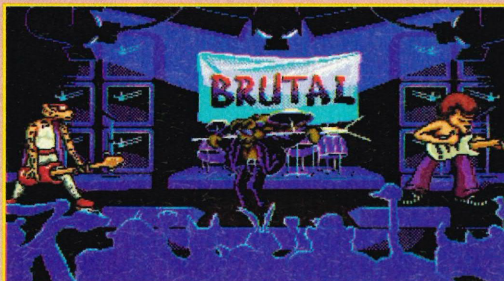
The aim of this is to defeat all ten characters, including your mirror match. But two of the fighters (Karate Croc and Dali Llama) are bosses. So this means you have a choice of eight characters, and only the privileged fighters

reaching the ninth stage will be able to challenge the bosses.

The most innovative feature you'll notice is the special moves option. You start with sweet FA on the special moves front – even if you know the correct joystick sequences to access them. By winning a few fights, Dali Llama will teach you them! Watch the joystick diagram sequence on the screen, then copy it. You have 30 seconds to do this correctly, otherwise it's more fighting to repeat the lesson! A clever option – one not seen before.

Pulling everything together, *Brutal* is unique in the sense that it is the first CD cartoon beat-'em-up. Presentation is first class. Just look at the character selection screen – each fighter has a silhouette of their figure practising their moves on a high rock against the sunset background – it's pure *Karate Kid*!

But does this cute and cuddly beat-'em-up have the bite to take on the big coin-op conversions, or is it as brutal as a floppy-eared bunny?



Listen to the Brutal Band and become a really cool dood man. Well, the sound ain't bad – it's worth a listen.



At first the novelty of playing toons in a beat-'em-up appealed to me. The characters each have their own personalities – and there's a real incentive to win the coloured belts and eventually reach a second Dan standard.

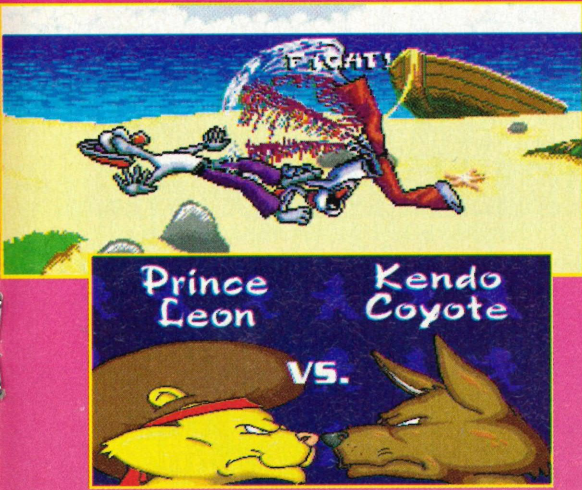
But as I played this through, it soon became clear how the fights require little tactical ability to win. In fact it is possible to repeatedly kick and punch in simple cycles to defeat early opposition. Later on it becomes important to block many of the blows aimed in you direction, but the overall challenge is still relatively easy.

It would be unfair to say it's a lottery who wins, but special moves are there to be watched – they are rarely needed otherwise.

Presentation-wise, I can't fault this, but I'd prefer *Mortal Kombat* simply because the fights are more convincing. Let's hope an improved version of a toon beat-'em-up is released soon since the ideas here are very sound.

MARK

Look at his arms, aren't they really funny.



THE CHARACTERS



TAI CHEETAH

Special moves: Taunt, Fire Kick, Fire Run, Fire Punch.



KENDO COYOTE

Special moves: Taunt, Slam Punch, Cannonball, Spinball.



RHEI RAT

Special moves: Taunt, Batter and Blow, Frenzy, Ko Punch.



PRINCE LEON

Special moves: Taunt, Bite, Swim, Roar, Power Chord.

FOXY ROXY

Special moves: Taunt, Handstand Attack, Rolling Sweep, Whiplash Kick.



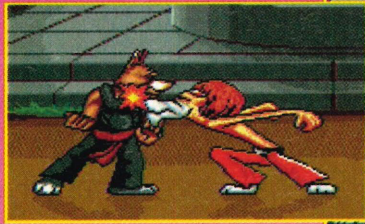
IVAN BEAR

Special moves: Taunt, Earthquake, Big Belly.



THE PANTHA

Special moves: Taunt, Fireball, Drain, Bag.



KENDO COYOTE			
ATTACKS	###	BLOWS	###
PUNCHES	000	HEAD	011
KICKS	030	BODY	007
THROWS	000	LEG	004
BLOCKS	000	NIGHTY	000
OTHER	019	AVERAGE	003
ACCURACY	030	WEAK	005

PRINCE LEON			
ATTACKS	###	BLOWS	###
KICKS	000	HEAD	003
BLOCKS	000	BODY	000
THROWS	000	LEG	000
OTHER	000	NIGHTY	000
ACCURACY	037	AVERAGE	000
		WEAK	000

The fighter match-up screen is very well-presented. Detailed stats show all the blows thrown and landed.



This is a new idea for a beat-'em-up – learn the special moves as you win fights.

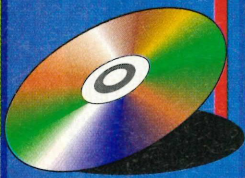


MP

"A very polished package with neat animated characters and some innovative features. Unfortunately, the beat-'em-up gameplay is lacking in skill and excitement."

10	●	●	●	●	<h1>BRUTAL</h1>	GAMETEK £39.99 OUT SEPT		
9	●	●	●	●				
8	●	●	●	●				
7	●	●	●	●				
6	●	●	●	●				
5	●	●	●	●				
4	●	●	●	●				
3	●	●	●	●				
2	●	●	●	●				
1	●	●	●	●				
MORTAL KOMBAT	BRUTAL	FINAL FIGHT			 1-2 PLAYERS	 MEDIUM ACCESS	 PASSWORDS	 UK RELEASE
					GAMEPLAY ——— 70	OVERALL <h1>75</h1>		
					GRAPHICS ——— 86			
					SOUND ——— 84			
					ADDICTION ——— 76			

REVIEW



Could we be witnessing the birth of the best RPG game ever to grace the Mega-CD? Jason Johnson takes a gander.



(Left) Sailing around the world map, you can visit three different islands.

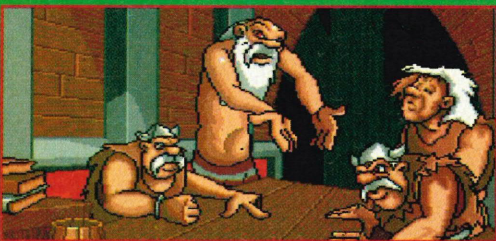


Uh oh, it's game over as you failed to return the gods' weapons and defeat that scamp, Loki.

(Right) Heimdall wanders round the isometric 3-D scenery, looking for helpful items.



HEIMDALL



The excellent animated intro sequence leads you nicely into this epic Viking story.

JVC have cleverly noticed a gap in the market and come-up with the RPG conversion, *Heimdall*. Accessible to all standards of gamer and lusciously presented, it has already proved itself a winning title on computer formats. Surely this Core Design-developed product can't fail to wow us all?

Life in *Heimdall* starts with Loki, a conniving God with big ideas on ruling the world, plotting to render the others powerless by stealing their weapons. This would leave them open to attack, thus allowing him to rule the world and make him the most powerful god. Meanwhile Heimdall, a miracle child born to the god of war Thor, has been watching Loki very closely. Heimdall could see what he was plotting, and so sets about warning the gods and doing battle with the master predator. Firstly Heimdall had to recruit a band of warriors and go in search of the gods' weapons and return them to their rightful owners.

We catch up the action as Heimdall is going through his pre-war training sessions. This involves you, playing the part of Heimdall, to throw axes at a maidens' pigtailed and chop them off without splicing her head, chasing a hog to improve your speed, and leaping around on board a ship crawling with pirates. Prove your worth in this section and the powers of your comrades will improve.

Having a selection of characters to choose from is one of the most enjoyable and well-thought-out aspects of the whole game. As well as Heimdall, who is a statutory member, various buddies of differing abilities welcome the opportunity to put in an extra boot to Loki's ego. The most important attributes of any fighter are their speed, agility and magic. For example, one may be especially powerful, so he'd be chosen for combat, another may be suited to casting spells. I'm sure you have the idea, but only experience will tell what makes the best team.

Searching through the rooms and passages and knowing where to look is a very important skill to learn. In certain areas you'll need to use magic to reveal hidden traps; in others the path is sure to be clear.

...even though it's a ported conversion it looks and plays like a true masterpiece



I have always been a little wary about RPG games on the Mega-CD. With the exception of *Lunar: The Silver Star* there's been nothing of a particularly high standard. *Heimdall* has been on the scene for ages and even though it's a ported conversion it looks and plays like a true masterpiece.

Definitely an improvement on *Landstalker*, the isometric graphics are similar to the superb Mega Drive cart but slightly better presented. The small animations are especially good to see. The main character sprites move around the rooms in perfect style, such as the wizard who paces slower and more thoughtfully than say, Heimdall, who is always looking for a good punch-up – another clever detail that is so often missed out of RPG games.

Equally impressive are the sound FX. Atmosphere is everything and with CD-quality music including some fantastic guitar solos rolling out of the speakers, sitting back and watching the intro sequence is more than just a one-time affair. With superb presentation, challenging and yet accessible gameplay, and a story more enticing than playing video games for a living (Gloat! Gloat!) *Heimdall* comes highly recommended.

JASE

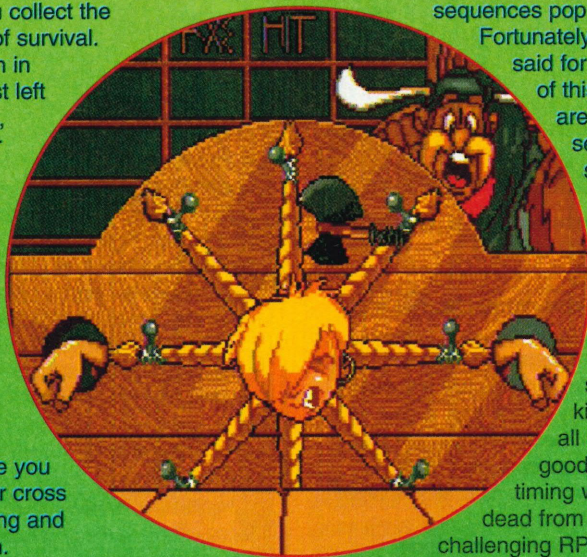


(Above) A battle sequence. Here you're fighting a pesky imp, choosing weapons and spells from your inventory.

(Below) One of the arcade sub-games has you chasing a hog to improve your speed.



The main task in *Heimdall* is the search for scrolls. The more you collect the better your chances of survival. They are often hidden in treasure chests or just left scattered on the floor, but sometimes if your character isn't of a high enough level he'll not be capable of reading the scroll. This is where improving your powers and using your brain takes priority. Puzzling situations are everywhere, akin to *Fantastic Dizzy* where you cannot pass a door or cross a river before collecting and using the correct item.



Aside from the puzzle element, the fighting sequences pop up everywhere. Fortunately, which cannot be said for the majority of games of this genre, the battles are excellent. As you can see from the screenshots, a new screen appears and rather than simply activating a combat sequence, as in *Lunar* and *Vay*, you actually fire weapons. Magic spells can be cast to kill off the attacker and all in all they're extremely good fun. Split-second timing will separate the dead from the alive in this challenging RPG.



(Left) Select your men - each character has different skills.



If the very mention of puzzle-solving puts you off RPG games, *Heimdall* may make you think again. The quality of the presentation is outstanding and more than likely to keep you playing into the dead of night. Isometric playing areas are hardly a new idea, but the detailing used to bring them to life is wonderful.

Not only are the main areas colourful and atmospheric, the main sprites all possess their personal tally of characteristics. Aggressively strutting warriors and thoughtfully pacing magicians - brilliant. There's real life in their movements and full credit goes to Core Design for their well-implemented characters.

On a par with the graphics are the sound FX and inspiring background music. The guitar solos are some of the best I have ever heard in any video game and deserve a mention of their own.

So there you have it. *Heimdall* is one of the finest, if not the finest, RPG games kicking around on the importers' shelves - and soon to be released officially. On a par with *Vay* and almost as good as *Lunar*, it can only be described as an essential purchase.

PHIL



There's trouble ahead as you explore new territory. Prepare to indulge in some fistcuffs.

MP

"A beautifully presented Viking adventure to keep you engrossed. With its excellent 3-D graphics, fight sequences and arcade subgames it should also appeal to non RPG fans."

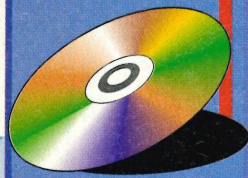
HEIMDALL

JVC
£59.99
OUT NOW

1 PLAYER	MEDIUM ACCESS	SAVE POSITION	US RELEASE

GAMEPLAY	88	OVERALL 88
GRAPHICS	85	
SOUND	86	
ADDICTION	87	

REVIEW



With sword in hand, magic potions in his rucksack, and bravery beyond the call of duty, Mark Hill sets off on the adventure of a lifetime...

VAY



Other characters often have valuable information for you, so it's always worth talking to them.



Kicking one of the gravestones in the cemetery reveals a secret entrance.



It's not often I can be bothered to play an RPG for hours on end – I'm not that sad! – but Vay is a rare exception. There's just so much to explore, so many puzzles to solve and things to find, you find yourself being drawn into this thoroughly absorbing adventure.

Although due to its extra complexity it's not quite as easy to get to grips with as Lunar, the battle scenes are much improved with more combat options and weaponry. Battles can still get a repetitive, popping up a bit too often when you're just trying to explore a bit of countryside. The rest of the game is so captivating, however, that I was willing to put up with this minor irritation.

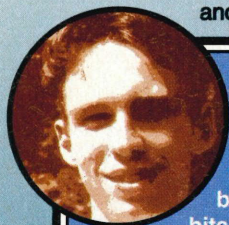
Superb animated sequences and a moody soundtrack create an intense atmosphere for an epic adventure that'll have you burning the midnight oil as you try to get just that bit further. On a par (at least) with Lunar, this is another memorable Mega-CD RPG to get your teeth into.

PHIL

The planet Vay is under threat – their advanced technology has been duplicated by the Danek Empire. Even worse, this mechanised technology is being used to build terrifying machines programmed for world domination.

Now the five mightiest wizards in the land have joined forces in a desperate bid to find the five orbs that'll restore their planets armour. Playing as Sandor, battle your way past 100 monsters, pick up clues, meet up with other characters. Your kidnapped bride must be saved, the terrifying machines must be stopped. It's a battle to the very death – time to do, or die...

Created by the same people behind the epic RPG Lunar, Japanese developers Game Arts, Vay has many similarities to that blockbuster. For the caffeine addict with a love for ancient scenarios with castles,



The graphics are rather weak during a battle sequence, and some of the gameplay is repetitive, but the animated cartoon bits ooze life and quality. The sounds would charm a snake in a basket: cheerful, emotional at times, and eerie in damp and gloomy places – like the wise man's caves.

Long-term playability depends on your determination to succeed. The essential save-game facility will ensure some of you have the sense to break from the often repetitive CD-access-hindered adventure. Others will make the most of this, because Vay is a very well-put-together RPG. If a strong cast, many monsters and a fascinating cocktail of magic can't tempt you to buy this, little else on the RPG front will. This is the best title of its kind I've encountered this year.

MARK

ornate corridors, riches and monarchs, this looks to fit the bill perfectly.

Sighing relief as a slim instruction booklet slides out the plastic casing, it's perhaps not surprising to find this RPG very easy to get into. A plot, stereotyped to a degree, basically puts you in a hero's role to find five treasured orbs whilst rescuing your bride-to-be, Lady Elin, who's been kidnapped by the Danek army.

Starting in the mazy Castle, with stone corridors revealing a route into the open countryside, you set off with little to your name. The first weapon is given on a plate – a short sword grabbed on your departure from the inviting chest near the exit.

The rest of the many objects lie scattered in graveyards, hidden rooms, caves... anywhere! Your objective, initially, is to find a good wooden shield, a few life-restoring herbs, a wise selection of weaponry, and some useful items that'll match clues given by the various characters you'll meet in the adventure.

Playing the role of Prince Sandor, the decision-making procedure is governed by other characters. Early on for instance, a shopkeeper will tell

you of a secret passage under a gravestone. So you trundle to the graveyard near by, examine the



The battle sequences are better than those in Lunar, letting you do more things.

stone, then grin with satisfaction as a flight of stairs appears like the opening of an old coffin.

The command and status screens are easy to get to grips with. In the small box you have your present location, amount of gold, magic levels of gold, magic points, hit points and experience levels all clearly recorded and updated. Not as taxing as the dials on a flight sim cockpit, but still there's enough to keep you thinking – piecing together clues that'll lead the way to these five orbs.

The combat system is more impressive than

Lunar's. You have a vast array of weaponry, from Whistle Daggers and Silver Knives to Mystic Rods, Knight Helms, Thorn Bracelets and Holy Boots. A

...long-term playability depends on your determination to succeed



SANDOR
A savage attack on his father's kingdom and the kidnapping of the lovely Lady Elin throws him headlong into a quest that will take him from the depths of Magma to the heights of the bloodthirsty Danek Empire.



ELIN
Found unconscious at the castle gates of Lorath, this fetching beauty had no knowledge of her identity or past. She was taken by an elder of the king's court, where she met and fell in love with the Prince of Lorath.



POTTLE
This hyper-enthusiastic bundle of energy is a serious disciple of the wise man Otto. He has gained knowledge on a wide range of useful subjects. Don't let his size fool you - he is a powerful warrior with good magical abilities.



RACHEL
This leather-clad mercenary loves nothing more than to be in the thick of a battle. A talented fighter with limited magic abilities, she makes her living fighting for hire. In her spare time she practises her deadly skills on legendary monsters.

PRUDENCE JURISSA

A young, powerful magician with magic that'll come in handy when she joins you during your quest..



LYNX

This mysterious bard loves hosting good old-fashioned sing-alongs. Unfortunately, he sings like a half-dead grogg, but his talent lies with his blade and magic. Lynx will show you the way - just give him a decent knife!



JEAL

As ruler of the Danek Empire, his single-minded ambition is conquest of the world. The Vay armour is the key to his plan, and his forces seek it relentlessly.



KINSEY

She commands the Pirates of Exeter village. Never underestimate this woman; she is probably the toughest warrior you'll ever meet. What she can do with her whip defies belief...



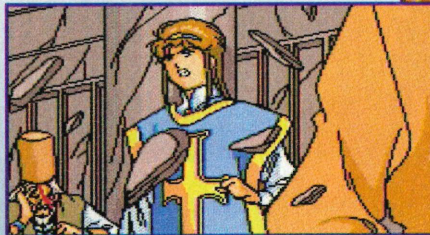
sequence of alternating attacks with all kinds of monsters is a bout of figures - whose hit points will run dry first?! Select objects and magical items carefully - that's the key.

You are not alone for an entire adventure - other characters such as Pottle, Rachel, Prudence and Lynx, join you to offer their skills. Prudence is the Merlin of Vay, a powerful magician who knows what to do with any magic picked up on the way. Lynx helps out with his

blade skills - give him the short knife to make any monster a dead one before they even look up.

The adventure soon ends if you are unprepared for the battle scenes - they get tougher, with monsters increasing in numbers. Having the patience to look around all the settlements and exchange words with characters will get you further,

enhancing your experience levels so combat gets easier. Finding gold, selecting the correct weapons and using other characters should provide many hours of enjoyable questing. Become a hero, or die a bloody death.



A gorgeous animated intro tells the story so far.



MP

"Just as challenging as Lunar, and featuring improved battle sequences, this is a huge adventure to get totally engrossed in. Great for all RPG fans."

10
9
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1

LUNAR VAY LANDSTALKER (MD)

VAY

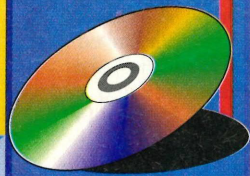
SEGA £49.99 OUT NOW

1 PLAYER MEDIUM ACCESS SAVE GAME US RELEASE

GAMEPLAY 83
GRAPHICS 81
SOUND 84
ADDICTION 88

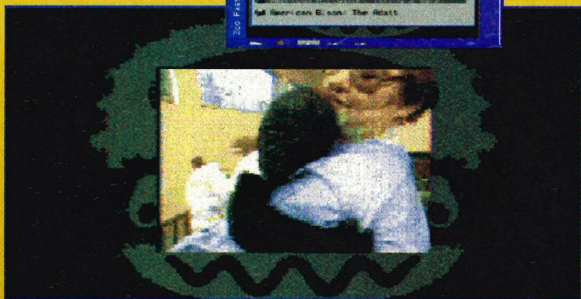
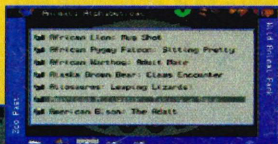
OVERALL 84

REVIEW



Animal lover Phil King goes in search of the Lesser Spotted Haggis in Mindscape's interactive zoo...

THE ANIMALS



The introduction to the San Diego Zoo shows all the behind-the-scenes work by the keepers.

'Like ice cream,' asserts the intro of *The Animals*, 'most people love zoos.' Hmm. After seeing the appalling state of some zoos highlighted in the recent 'State Of The Ark' TV programme, I'm not so sure. So perhaps a multimedia zoo like this is the least cruel way to keep animals in 'captive'.

Based on the San Diego wildlife park (undoubtedly one of the world's finest), *The Animals* is an interactive encyclopedia containing virtually everything you could possibly want to

know about animals. This comes in the form of reams of text files, thousands of pictures and hundred of video clips (with spoken commentaries).

It's surprisingly easy to get around the multimedia wildlife park, via an isometric map to take you to different habitats and special features such as the kids' corner. Select an item and you're transported into a user-friendly menu system with icons to click on to view pictures etc, search through the index for the animal of your choice, and in the library for various subjects such as 'endangered animals'.

It's quite an adventure in itself exploring all the options and discovering lots of interesting footage and facts about various animals. The items are both entertaining and informative, and you can easily while away a few hours at a time broadening your wildlife knowledge.

The only questionable aspect is the quality of the graphics. *The Animal* was originally released on the PC CD-ROM some time

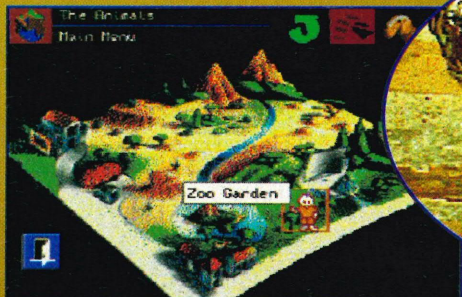


Cor, what a pretty pair of parrots. *The Animals* contains thousands of such splendid pictures.

ago, so the conversion to Mega-CD has had its usual detrimental effect on the quality of the images. The full-screen photos look okay, if a little washed out at times, but the film footage is disappointingly grainy – especially as it only occupies a small window in the middle of the screen. From seeing many game full-screen FMV intros, we know the Mega-CD can do better than this – maybe it's the sheer number of clips that's caused the problem, having to fit them all on one CD.

Apart from this problem, *The Animals* is a unique and intriguing product that's simply packed with information. Well-presented and educational, it's also surprisingly entertaining.

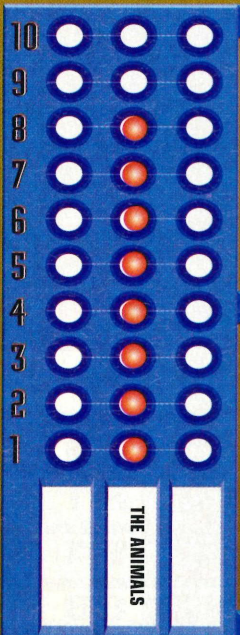
The main menu lets you stroll about an isometric map of the zoo, selecting from various terrains.



Aw, aren't they cute? A family of meerkats keeps watch in just one of the many video sequences.

MP

"The video sequences may be a bit grainy, but otherwise this is an excellent interactive encyclopedia. Both educational and entertaining, it's a fascinating package."



THE ANIMALS
MINDSCAPE
£TBA
OUT SEPT



1 PLAYER



MEDIUM ACCESS



N/A



UK RELEASE

GAMEPLAY	N/A	OVERALL 80
GRAPHICS	70	
SOUND	83	
ADDITION	N/A	

FEEDBACK

This month we have some interesting letters about the availability and quality of games, plus some complaints about our *Sensible Soccer* demo. To make your point about any subject, write in to: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

RARE RELEASES

Dear Mega Power,

It is sheer anger that has made me put pen to paper. The basis for my Hulk-like anger is what appears to be Sega's refusal to release new Mega-CD games.

For about 3 months I have had the money to buy several CD games but none have appeared. A classic example of Sega's stupidity is *Dune*, a game reviewed last year but yet to see the light of day.

What makes the situation more frustrating is the huge amount of games available to our Japanese and American cousins.

Furthermore, how can it be that it takes months for a game to reach our shelves when games by British firms (such as Core) hit American shelves before ours? Can you help? Will I see new games in my local store? Thanks for your time.

Ciarán Kelly, Oldham

PS. Thanks a lot for the game demos. What demos could we see in the near future?

● *You're not the only one who's annoyed, Ciarán. The reason most games appear over here much later than their Japanese and American release dates is because Sega Europe deliberately try to spread the releases over a long period, rather than all at the same time – which would be bad for the market. They also don't like releasing much over the slack summer months. Hence the delay of Dune, although it has to be said that this was a particularly bad case – most games are only delayed a month or two, if at all.*

As the European Mega-CD user base is smaller than the other markets, this also means the 'weeding out' of some of the 'weaker' Japanese and American games, so some of them never get an official release here. Unfortunately this means that we don't get to see niche titles like RPGs which only appeal to a minority of gamers - whether they're any good or not. So top titles like Vay and Lunar only appear as imports.

I'm afraid the only solution to broaden the range of games available is to fork out for a Datel CDX adaptor – although even this wonder device doesn't work with some of the latest titles such as Heavenly Symphony (you need an all-Japanese system for that).

As for our cover demos, we've lined up some really special ones for the months ahead, but you'll have to just wait and see what they are!

WHERE'S THE GAMEPLAY

Dear Mega Power,

In response to your question concerning present computer games, I must admit to them having improved a great deal over the years both graphically and aurally, what with the new CD software. For 12 months now, I've been able to revel in the delights of owning a Mega-CD.

I don't know if I'm being overcritical or just a whinger, but with modern technology, I just feel that games could be a whole lot better. *Ground Zero Texas* and *Lethal Enforcers* are virtually the same game bar the different story lines, and whilst games like *Yamuri Mansion* and *FIFA Soccer* are good, they're just too bloody easy!!! What's going wrong? It's not as if I have a limited taste in computer games because I enjoy the whole hog: sports games, beat-'em-ups, shoot-'em-ups, flight sims, adventure games, RPGs etc...

Basically, I feel that if software houses put more emphasis on gameplay, lastability and originality instead of doing things like rehashing previously released games or using excess memory space on wonderful graphics, games could last the test of time.

I must admit to having a problem with games though. Having been in possession of over 100 games in my Mega Drive history, I have yet to hold onto a game for more than few months. Oh dear, I hear you say!

Nevertheless, keep the CD demos rolling in. They keep me occupied being buying games. Your mag is a beast.

Pascal Carton, Atherton, Manchester

● *I know what you mean, Pascal. Too many games have spectacular intro sequences, snazzy graphics, speaker-busting sound and... very ordinary gameplay. It's nice to have impressive presentation in a game; but without the playability to match, it's a waste of time. It's infinitely preferable to have a poorly presented game with great playability, rather than the other way around. So come on, software companies: let's see more attention paid to the gameplay!*

NOT SO SENSIBLE

Dear Mega Power,

I have all of the cover discs, and I have found them excellent. When I shoved *Sensible Soccer* in my CD tray I was looking forward to being astounded by the intro. I was not disappointed. Following some copyright messages, I came to a screen which you didn't mention. Something about the game needing 124 blocks of backup RAM (1 less than the whole memory), and then into the game I went.

I played about a bit and then entered options to change some things. When I came to leave, another message was flung onto my screen which you didn't mention. Something about changing data.

These are minor quibbles, although annoying. My main reason for being teed off is this: I checked my memory just in case, and what did I find? One file leaving 1 block of memory called 'sensi_save', this having wiped *Thunderhawk* files which were the last level in easy and medium. And *Sonic CD* files which had every Time Attack done, the 'DA garden' option and the 'visual mode' option (both of which took ages to get). I wouldn't be annoyed if you had warned about this in the mag. But you didn't: it is your fault I have to complete *Sonic* and *Thunderhawk* again and I am NOT pleased.

I will still buy your mag though, as the CDs are so good and I will be getting *Sensible* as that has me hooked.

I was wondering also, are Sega going to release the 'RAM cartridges' as then you could keep files safe from accidents. And as more and more games use battery backup, the Mega-CD's memory will soon be full. They would be useful.

Stephen Thomas, Beckenham

● *We sincerely apologise to all those readers who lost precious saved game files due to this flaw. Unfortunately, as our office Mega-CD's battery backup memory was empty anyway, we didn't notice this problem until it was too late. To be honest, we didn't have much time to test the demo ourselves (it had already been tested by Sega of Japan) as it had to be sent off almost immediately for duplication. Once again, we can't apologise enough and we'll do our best to make sure that this sort of problem doesn't happen on any future cover demos. Sorry.*

As for the backup RAM cartridges for the Mega-CD, they should be available late this year – and they can't come a moment too soon!

MISSING LINK

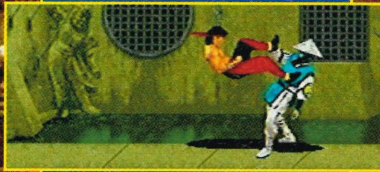
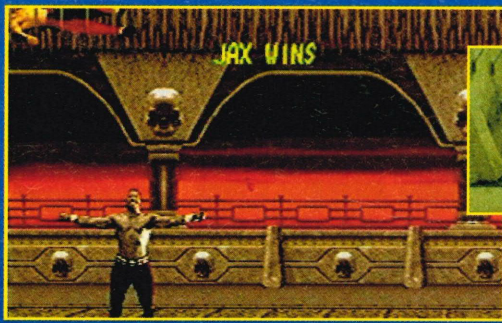
Dear Mega Power,

I think my Mega-CD 2 is damaged. On Monday 11 July I was cleaning my bedroom and I put the Mega-CD 2 carefully on my bed and a titchy shining thing fell out onto the bed. And after that, the Mega-CD flickers a bit on the TV. Is it too hot or a damaged Mega-CD?

Wesley P, Sheffield

● *Erm, yeah. Thanks for sending us the offending item in a Tic Tac box – it's actually a small piece of solder! As such it's not an essential component of your Mega-CD, but it probably means you now have a loose connection that's causing the flickery TV picture. To fix this, you'd better get your machine looked at by a qualified electrician or computer repair centre.*

REVIEW



(Above) Liu kang tries out his new bicycle kick on old enemy Rayden.



The first game ever in the MEGA POWER reviews section that doesn't need an introduction. *Mortal Kombat II*, reviewed by Jason Johnson.

MORTAL

Shao Khan is the master of the Outworld. As Shang Tsung's leader, Shao has called upon his sidekick to organise a contest. Can anyone defeat the forces of evil and return life to normal? It's up to you my friend, but beware, Shao Khan is an almighty force.

Mortal Kombat II is the first game I have ever reviewed that scores extremely highly in all areas. Graphics, sound, gameplay — all fantastic, and so similar to the coin-op. For a 16-bit console a head-to-head comparison with the arcade machine is nothing short of astonishingly spectacular. Flabbergasted?, well read on; MEGA POWER will explain all...

Firstly, cast your mind back to Mortal Monday, the official release day for *Mortal Kombat*. Acclaim's marketing machine had pumped a rare sensation into the video games industry — multimedia hype. I am yet to witness an advertising campaign to match the power of the MK phenomenon. A high-energy television advert, spray-paint tagging (even on nearby walls outside Sega Europe's Earl's Court offices), billboards; the list is endless. You name it, Acclaim used it to publicise their gory combat game.

And, once the game had been released, it was catapulted to the top of the charts with sales figures most software publishers could only dream of. This was followed by

Even the old characters have some new tricks. Here Sub-Zero freezes the ground to make opponent Jax slide all over the place.



(Above) No, it's not a mirror match. Sub-Zero has just frozen the green Reptile.



reports and scandal, mostly slamming *Mortal Kombat* for its gore factor. It was mayhem in national and specialist press as letters of complaint and outrage poured into the offices. Needless to say, every Mega Drive owner wanted to see what all the fuss was about. So now it's about to start all over again. This time, however, the moral majority really have something to moan about. Because Mega Power goes on-sale before the game we were unable to print 'gore' shots. You will have to take our word for it when we say *Mortal Kombat II* is jam-packed with blood and gory paraphernalia.

The presentation deserves an extra-special mention. With hindsight, Kano, Johnny Cage, Sonya Blade and the rest of the original clan did look somewhat washed-out in MD *Mortal Kombat*. An inside source has since revealed this was because Probe Software (conversion developers) were supplied with poorly recorded video footage by Bally-

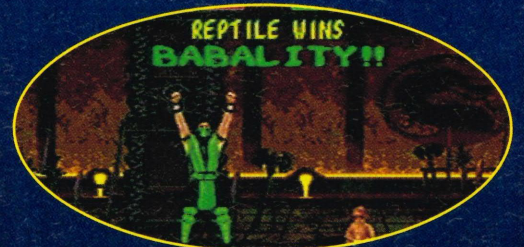


I thought Mega-CD *Mortal Kombat* was good, but the Mega Drive sequel eats it alive, or turns it into a disco-dancing baby — whichever you prefer! Any game that makes *Super Street Fighter II* seem poor in comparison must be something special.

The fighters look absolutely stunning - full of life, perfectly animated and, size aside, arcade perfect. They grace the screen with an intimidating presence *Super Street Fighter's* Ryu and Cammy could only dream of. Background and foreground graphics are equally breathtaking, if not more so. You can see from the screenshots that a painstaking amount of detail has gone into each and every square inch of the fighting arenas. Animations range from minuscule fires to clouds zipping across the sky. Even Sonya Blade and Kano make cameo appearances.

Then, of course, there's the blood — buckets of the stuff! If Acclaim are hoping to avoid the media kerfuffle accompanying the first *Mortal Kombat* (they even asked us not to print any gory shots yet), they'd better think again. Be warned, the Fatalities are not for the squeamish, so it's nice to have the alternative of hilarious Babality and Friendship moves. Indeed, I hope the gore aspect doesn't distract people from a game that is, more than anything, great fun to play. Requiring a combination of clever tactics and joystick skill, it's the best beat-'em-up yet.

PHIL

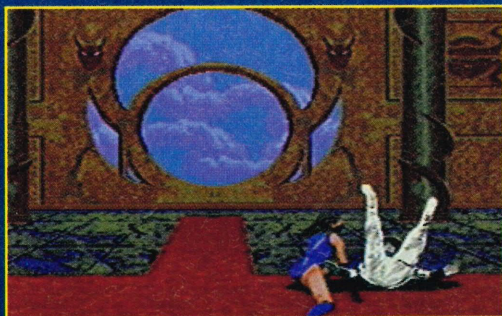


KOMBAT III

Williams (makers of the coin-op) with which to develop their game. This time around the collaboration has been much better, resulting in arcade-perfect animation of the 12 fighters.

Six new characters have joined the original clan. Kano and Sonya Blade have been kicked out and replaced with Kung Lao, Reptile, Kitana, Jax, Mileena and Baraka. Their personalities bring a whole new feel to the tournament and their skills are as good if not better than Rayden, Liu Kang, Sub-Zero etc. And then the real bombshell lands — the moves.

Every fighter is amazingly equipped with a



New fighter Kitana uses her long legs to sweep Rayden off his feet!



One of Liu Kang's fatality moves has him turning into a giant green dragon.

Cast your beady eyes over this gruesome bunch. Be afraid... be very afraid. Capable, and more than ready to rip your limbs off, decapitate your head and spill lots and lots of blood, it's a wonder they're still alive.



JAX

Jackson Briggs, ex-wrestler and fatality specialist.
Special moves – Ground Shaker, Grab Attack, Jax Slam, Energy Wave



KITANA

Shao Kahn's personal assassin and Outworld redemptionist.
Special moves – Slicing Fan, Fan Projectile, Fan Lift and Flying Punch.



REPTILE

Uses a combination of Sub-Zero's, Scorpion's and his own moves.
Special moves – Snake Slide, Spit Venom, Power Ball, Ninja Invisibility.



SHANG TSUNG

Possesses the power to morph into any character.
Special moves – Single, Double and Triple Screaming Skulls, Morph.



RAYDEN

Sole mission in life - to defeat the evil spirits of the Outworld.
Special moves – Teleport, Torpedo, Raydentricity, Frying Tonight.



SUB-ZERO

The cult all-rounder with no apparent aim except to spill blood.
Special moves – Power Slide, Freeze Attack, Ground Freeze.



LIU KANG

The one who defeated Shang Tsung in the first encounter.
Special Moves – Concorde Kick, Scissor Kick, High and Low Fireball.



JOHNNY CAGE

The least popular combatant from MK, now with a little more bulk.
Special moves – Fireball, High Fireball, Shadow Uppercut, Shadow Kick, Packet Punch.



SCORPION

Now Sub-Zero's buddy, Scorpion is there to protect the blue-cloaked Ninja.
Special moves – Spear, Aerial Throw, Teleport Punch, Leg Grab.



BARAKA

A commander in Shao Kahn's army and all-round charmer. Yeah right!
Special moves – Twin Kick, Shredding Blades, Sparking Blades, Slicing Blade.



MILEENA

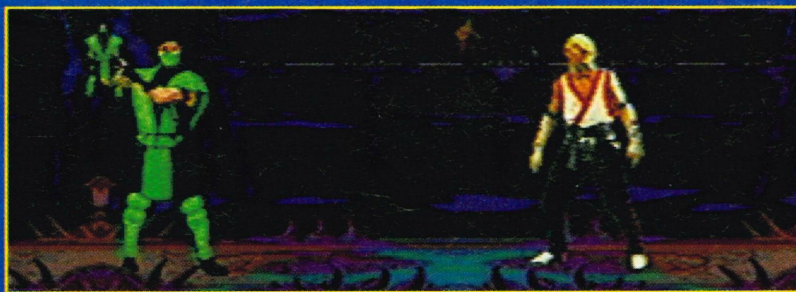
Kitana's twin, Mileena is also an assassin for Shao Khan.
Special moves – Cannonball Roll, Teleport Kick, Sail Throw.



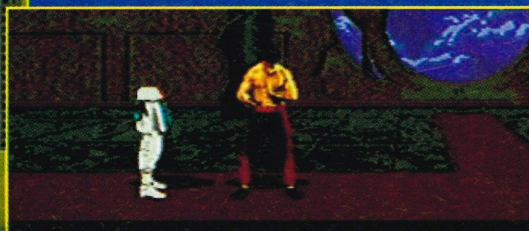
KUNG LAO

On a par with Liu Kang, in that they're good buddies and against the Outworld.
Special moves – Teleport, Slicing Hat Projectile, Hurricane Spin.

REVIEW



For his friendship move, Repitile hands the defeated Baraka a doll!



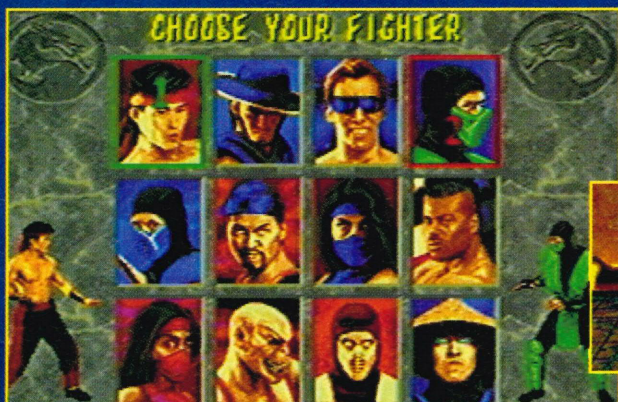
Another gruesome fatality move is performed.

whole host of basic, special, fatality, babality and friendship moves. The Kiss of Death, Gotcha Grab and Ice Ball Fatality, to name just a few, are followed by a flurry of digitised horror that sends a shiver down your spine. While Fatality moves result in gory deaths (pulling arms off bodies or eating your opponent), Babalities turn the loser into a helpless baby (absolutely

hilarious) and the Friendship moves include making your opponent disco-dance!

Learning them, however, is not easy. Standard controls are very simple to pick up but incredibly complex to master, as you are probably all too aware from playing *MK*. Three- and six-button joypads are equally effective and lightning fast reactions and a good memory for combinations will be the difference between good and excellent players in this killer of a beat-'em-up.

There are now 12 fighters, including new ones such as Baraka (armed with blades), Kitana (equipped with a metallic fan), and Kung Lao (who throws his razor-sharp hat!).

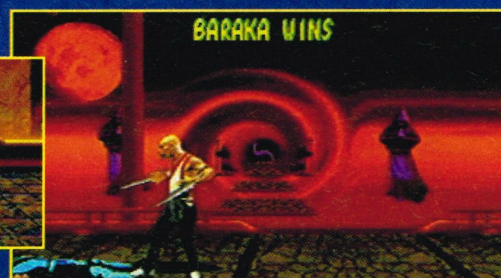


What a superb game! Unlike *Super Street Fighter II* the cart appears to be jam-packed. You really do feel as if you're getting value for money. When was the last time you thought "what great value" after buying a video game? I'll bet it was a second-hand or budget title. By the way, there's no RRP for retailers to follow, so in theory we may even see a £29.99 price tag – shopping around for the best price is sound advice.

For me, the main attraction of *Super Street Fighter II* was the inclusion of a combination attack bonus. This gives even the average Street Fighter a chance to prove their abilities and impress mates with four, five, six-move combos. *MK II* lacks a feature of this sort, but you can be equally aggressive by filling your opponents with dread. Unleashing tallies of special moves and cleaning up with a Fatality is far more impressive to watch and learn. In my book nothing beats a quickfire, flawless win.

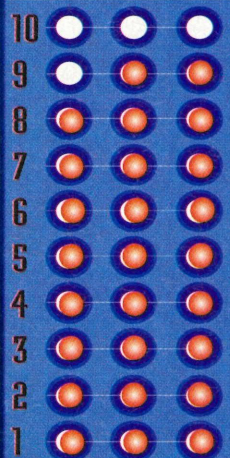
If ever a game has deserved a perfect score *Mortal Kombat II* is the one. I very much doubt we'll ever see a better game on the Mega Drive. Congratulations to every person who worked on this product and may you all make stacks of cash you deserve it.

JASON



MVP

"A vast improvement on the original, with a huge number of special moves and victories to discover. Supremely playable, it's the best beat-'em-up ever!"



SUPER STREET FIGHTER 2
MORTAL KOMBAT II
MORTAL KOMBAT

MORTAL KOMBAT II

ACCLAIM
ETBA
OUT SEPT



1-2 PLAYERS



24 MBIT



CREDITS



UK RELEASE

GAMEPLAY	97
GRAPHICS	98
SOUND	95
ADDICTION	96

OVERALL

98

COMPETITION

WIN AND BE JOYFUL!

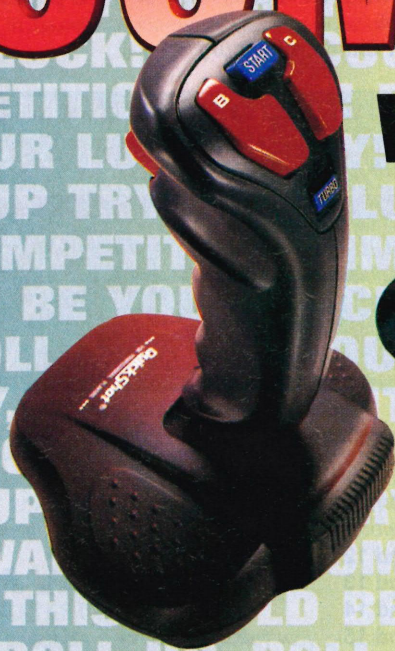
25 Quickshot pads and sticks up for grabs!

Quickshot has long been a brand associated with top-notch game controllers, and the trend continues with their latest range of joysticks and joypads for the Mega Drive and Mega-CD. Resilient enough to stand up to the longest, most strenuous gaming sessions, they also provide the responsiveness needed to beat the toughest titles.

In this easy-to-enter competition, Quickshot are generously giving away an assortment of 25 joypads and sticks. All you have to do to stand a chance of winning one is answer these simple questions...

1. How many fire buttons does the Starfighter 3+3 have?
2. What 'hands free' capability does the Invader 3 boast?
3. How many degrees can you rotate the Conqueror 3's fire button pad?

Send your answers (along with your name and address) on a postcard or sealed envelope addressed to: **Quickshot Compo, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.**



CONQUEROR 3

A sturdy arcade-style joystick packed with special features.

- 270° rotatable fire button pad
- slow-motion capability
- multi-level turbo/autofire setting
- responsive one-touch sequence button for special moves
- LED lights indicating movement

INVADER 3

A classic three-button joystick for responsive control.

- independent turbo control for all fire buttons
- slow-motion control
- hands-free autofire capability

STARFIGHTER 3+3

Another responsive joystick, this time with six buttons.

- turbo fire capability
- mode/start buttons
- 6 fire buttons

PYTHON 3

A classic joystick design with comfortable pistol grip.

- 3 fire buttons
- 8-direction BioGrip for maximum control
- high-speed turbo fire capability

MAVERICK 3+3

A large joystick with a sturdy base and six buttons.

- 6 fire buttons
- turbo fire selector
- slow-motion selector



Mega POWER

QuickShot®

ANSWERS

1
 2
 3

Name:

Age:

Address:

Tel No:

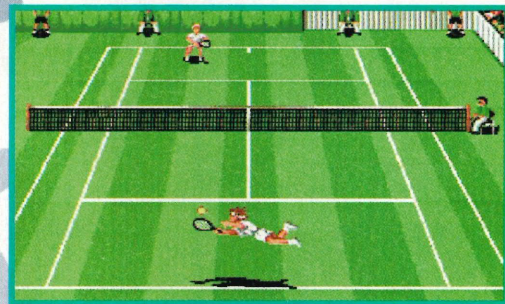
GAME BUSTERS

Welcome to another Game Busters session with expert tipster Mark Hill. Thanks for all the help you've been sending in. Whether it's a guide, map, cheat or password, tips are what we're after! Send your helpful hints to **GAME BUSTERS, Mega Power, Paragon Publishing, 124 Old Christchurch Rd, Bournemouth BH1 1NF. Sender of the best tip each month will win a Mega Power sweatshirt.**

CHUCK ROCK 2

For a level select on Core's rock-hard *Chuck 2*, press B, A, RIGHT, A, C, UP, DOWN, A on the title screen. Then restart the game and press START. Then hold A and push RIGHT on the D-pad to skip a level.

Hugh Childs, Westbury



PETE SAMPRAS TENNIS

PASSWORDS

To complete the World Tour, enter these passwords:

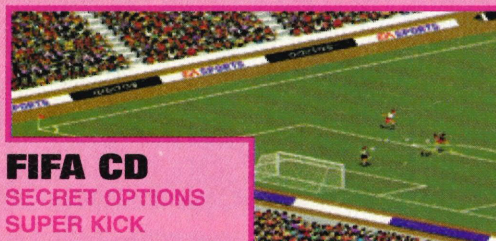
- Round 12 HOUSE
- Round 13 CUE
- Round 14 DURHAM
- Round 15 JUMPING
- Round 16 HAPPY
- Round 17 MEGA

To start the Huge Tour with a respectable ranking of 20th (enter ZEPPELIN on the World Tour password screen to access Huge Tour and Crazy Tennis), put in this password:

PRLSML

Kevin Chard, Shropshire

mega-cd



FIFA CD

SECRET OPTIONS SUPER KICK

Increases the size of the power bar by 25% for bigger kicks, passes and shots!

First go into Tournament mode and play as either Italy, France, Spain, Holland or Belgium. Now win the tournament and you will be presented with a code. Press B, A, B eight times on the options screen, after winning a tournament, to activate this cheat.

INVISIBLE WALLS

The ball can't go out of bounds (it bounces back if shot over the lines). This code should show up when you win the tournament with England. Press C three times, B, A three times, B to activate.

CRAZY CURVE BALL

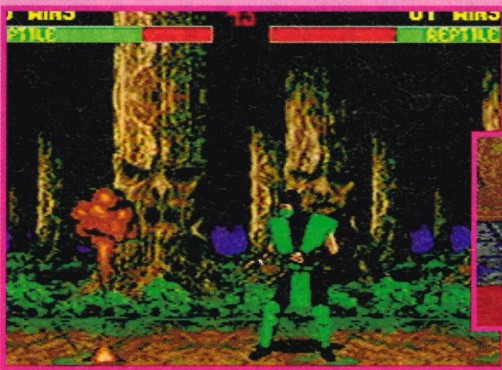
Aftertouch is exaggerated for super-bendy banana shots. This code should show up when you win with the USA! Press B, A, C, B, C, C to activate.



MORTAL KOMBAT CD

REPTILIAN KOMBAT!

On the main menu screen, press DOWN, UP, LEFT, LEFT, A, RIGHT, DOWN to enter the 'DULLARD' cheat. This brings up a cheat screen. Set the plan base to 4, then enable flags 0, 2, 5 and 6. Set the first map to Warrior Shrine and fight through to the endurance round in the pit. Get a double flawless and you'll be honoured with a bout against Reptile. Kill him to fight the reptilian version of Sonya.



TMNT TOURNAMENT FIGHTERS

ENERGY DRAINERS

When your fighter's energy level is low (the meter starts flashing), pull off these following moves to drain half your opponent's energy:

RAPH

AWAY, TOWARDS, TOWARDS, DOWN, DOWN-AWAY and C.

DON

TOWARDS, AWAY, DOWN-AWAY, DOWN and C.

RAY

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

MIKE

TOWARDS, AWAY, DOWN-AWAY, DOWN and C.

CASEY

TOWARDS, AWAY, TOWARDS and C (in close).

APRIL

AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS, TOWARDS and C (in close).

SISY

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

LEO

AWAY, TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY and C.

NBA JAM

SOUND TEST

Not a cheat as such, but a smart way of listening to your favourite speech samples in *NBA Jam*.

First select 'yes' to enter your initials, then enter the first two initials of the following characters and put the cursor over the third initial without selecting it. After doing this, hold down START and the corresponding button for that speech sample.

Speech Sample	Initials	Button
HELLO	GAP	C
IT'S A BLOW OUT	SNK	C
OH MY	CHR	C
IS IT A TWO	JAZ	B
BOOMSHAKALAKA!	ZOB	B

These initials also let you access some of the records on the greatest players scoreboard.



REN AND STIMPY

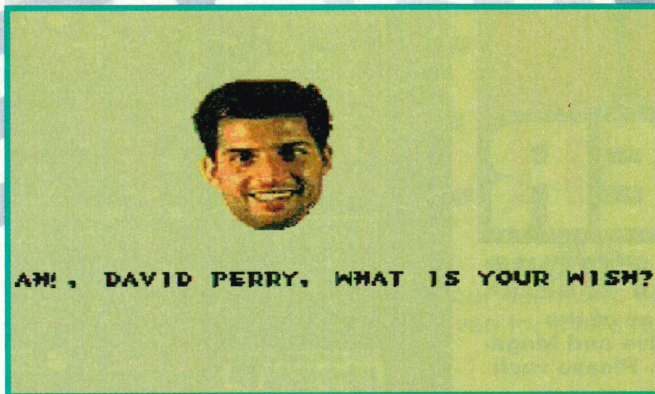
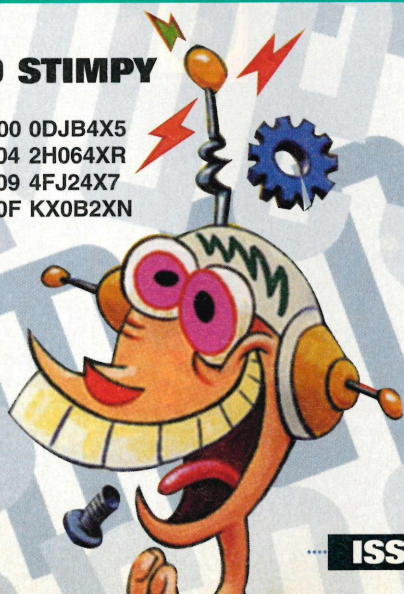
PASSWORDS

LEVEL 2 48Z0000 0DJB4X5

LEVEL 3 2700004 2H064XR

LEVEL 4 2310009 4FJ24X7

LEVEL 5 092000F KX0B2XN



ALADDIN

PROGRAMMER'S CHEAT SCREEN

Select 'options' on the title screen, then press A, then C four times. Then press B four times (the sword will change the options, but this makes no difference). Dave Perry's face will appear, followed by the cheat screen. You'll be able to select infinite lives, start on any level, turn a 'freezeability' option on or off and use the 'map view mode' too!

Steven Bell, Glasgow

DUNE 2

PASSWORDS

ATREIDES (BLUE)

2 DIPLOMATIC

3 SPICEDANCE

4 ETERNALSUN

5 DEFTHUNTER

6 FAIRMENAT

7 ASHLIKENNY

8 SONICBLAST

9 DUNERUNNER

HARKONNEN (RED)

1 DEMOLITION

2 SPICESATYR

3 BURNINGSUN

4 DARKHUNTER

5 EVILMENTAT

6 ITSJOEBWAN

7 DEVASTATOR

8 DEATHRULER

ORDOS (GREEN)

1 DOMINATION

2 SPICESABRE

3 ARRAKISSUN

4 COLDHUNTER

5 WILLYMENTAT

6 SLYMELANIE

7 STEALTHWAR

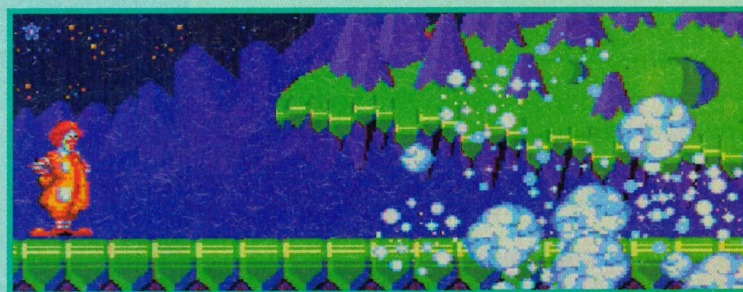
8 POWERCRUSH

M Moodie, Dyfed

MCDONALD'S TREASURELAND ADVENTURE

LEVEL SELECT

On the title screen, press LEFT, RIGHT, A, B and C (you should hear a sound to indicate the cheat has worked). You should be presented with a handy level select.



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If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

Mega POWER

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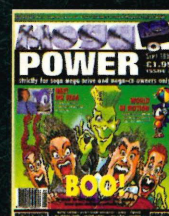
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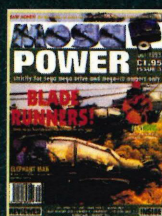
Sensational launch issue featuring a look at the Mega Drive 2 and Mega-CD 2, an interview with the programmers of *Mortal Kombat*, an exclusive peek at *Lost Vikings* and ten essential reviews

including: *Ali's Boxing*, *F1*, *Techno-Clash* and *Ecco CD*.



ISSUE 2 ● £2.50

Packed second issue containing an exclusive interview with Sega head honcho, Nick Alexander; first look at *Sega World*; previews of EA's many Christmas releases, including *EA Soccer*, *James Pond 3* and *Super Baseball 2020*.



ISSUE 3 ● £2.50

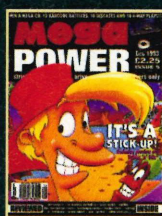
The programmer of *Ottifants* gets a grilling. US Gold's first attempt at a Sega chopper flight sim is taken for a whirl. And are film licences all they are cracked up to be? Reviews this issue include *Chuck*

Rock 2, *Fantastic Dizzy* & *Jurassic Park*.



ISSUE 4 ● £3.95

This ground-breaking cover-mounted issue is now sold out. However, you can still obtain the legendary *Thunderhawk* cover demo. Play the first level of this superb Mega-CD game – it's awesome.



ISSUE 5 ● £2.80

We bring you an exclusive preview of Core's *Bubba 'n' Stix*, a feature on imported games, plus the big review match between *FIFA International* and *Sensible Soccer*. On Mega-CD we review

Microcosm and *Lethal Enforcers*.



ISSUE 6 ● £3.95

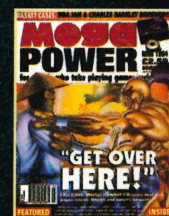
This issue is now sold out, but you can still purchase the coverdisc alone. It features not one but three sizzling game demos from Psygnosis: *Microcosm* (rolling demo), *Puggsy CD*, and *Wiz 'N' Liz* (MD).



ISSUE 7 ● £3.05

A 16-page pullout tells you everything you need to know about the Mega-CD with reviews of all the games available for it. We also preview *Ground Zero Texas*. Plus Mega Drive previews of *Sonic 3*,

Virtua Racing and *Castlevania*.



ISSUE 8 ● £3.05

We fight to bring you an exclusive preview of *Mortal Kombat* on Mega-CD. It's also the battle of the basketball games with *NBA Jam*, *NBA Showdown* and *Charles Barkley – Shut Up And*

Jam! all reviewed. Plus our American CES report and a feature on sex and violence!



ISSUE 9 ● £2.50

We kick off with a preview of footy sim, *Ryan Gigg's Champions*, plus exclusive interviews with top programmer Dave Perry and Right Said Fred, and the complete guide to four-player games.



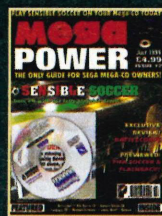
ISSUE 10 ● £5.05

Play the first three stages of Core's ace 3-D shoot-'em-up *Soulstar* on our cover demo. Then check out the preview inside, plus reviews of *Third World War*, *Tomcat Alley* and *Powermonger*.



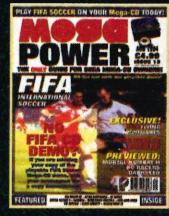
ISSUE 11 ● £5.05

Play the whole first level of 3-D blaster *Battlecorps* on the coverdisc. Read the special game report inside, plus reviews of *Sensible Soccer*, *Mortal Kombat*, *Dark Wizard*, and *Wing Commander*.



ISSUE 12 ● £5.05

Get on the ball with our playable cover demo of *Sensible Soccer CD*. Pass to our previews of *Fifa Soccer CD* and *Flashback CD*, then score with reviews of *Battlecorps* and *F1 Heavenly Symphony*.



ISSUE 13 ● £5.05

Score every time with our special playable demo of *FIFA International Soccer*. We also hit the net with previews of *Flying Nightmares*, *BC Racers*, *Dark Seed* and *Mortal Kombat II*. Yesss!

Mega POWER

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If you missed out on the previous Mega Power CD cover demos, here's your chance to order them for the very special price of £3.95 each. This includes postage and packing (even for overseas customers). Order now while stocks last!

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DISC 1: THUNDERHAWK DEMO

Fly two full missions of Core Design's ground-breaking Mega-CD helicopter blast-'em-up and then sit back and watch eight demo scintillating missions. Drool over the graphics. Be amazed at the action. Live the experience. Note that although MP#4 is sold out, the *Thunderhawk* demo is still available!



DISC 2: PSYGNOSIS DEMO

Enjoy three great Psygnosis games on the one disc. See a rolling demo of *Microcosm*. Chase wabbits galore in the playable demo of the hilarious *Wiz 'n' Liz*. And, finally, play the first level of the cartoon arcade adventure *Puggsy*.



DISC 3: SOULSTAR DEMO

Play the first three stages of Core Design's phenomenal space shoot-'em-up. You go from deep space, onto a planet surface and then back out to space. A graphical masterpiece with great action and superb sound effects.



DISC 4: BATTLECORPS DEMO

Play the whole huge first level of Core's stonking 3-D shoot-'em-up. Strap yourself into your Walker and stride through battlefield mayhem as you're attacked by robotic enemies from all sides. Enjoy the funky soundtrack as you blast them to bits in spectacular explosions.



DISC 5: SENSIBLE SOCCER DEMO

Score with our fully playable demo of Psygnosis's stunning soccer sim. Play one-minute matches against the computer or a friend, introduced by stunning rendered sequences and accompanied by over a hundred different crowd FX. You can use all the game's options, including all the leagues and cups!



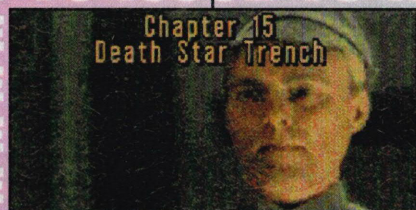
DISC 6: FIFA INTERNATIONAL SOCCER DEMO

Replay the World Cup Final with this dazzling demo, which lets you play two-minute exhibition matches between Brazil and Italy. Take on the computer or a friend, passing the ball around, curling crosses into the box and scoring with spectacular overhead kicks and powerful diving headers. It's the business!

MEGA POWER

next month

Rebel Assault



May the force be with you! Yes, next month Mega Power brings you an exclusive demo of JVC's *Star Wars: Rebel Assault*, featuring lots of impressive FMV footage, that great Star Wars soundtrack and a fully playable section from the game. Get in your X-wing spaceship and aim carefully to blow those TIE fighters to smithereens. Don't stray to the dark side; demand is sure to be high for this very special issue, so order your copy of Mega Power now!



Mega Power 15

on sale Sept 22

Mega POWER

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MEGA POWER is available the third Thursday of every month and is priced £4.99.

MEGA POWER is distributed by Seymour Press Ltd (081 679 1899) and published by Paragon Publishing Ltd (0202 299900).

SEGA PRO CD ISSUE 37 ON SALE SEPTEMBER 8

SEGA CD PRO

Yes, Britain's favourite Sega magazine now comes in a special CD cover-mounted version! Issue 37 features a spectacular demo of JVC's Star Wars: Rebel Assault, incorporating a full playable stage as you take on the AT-ATs in the icy wastes. Note that this is a COMPLETELY DIFFERENT DEMO to the one featured on Mega Power #15, so if you want the full Star Wars experience you should get them both!

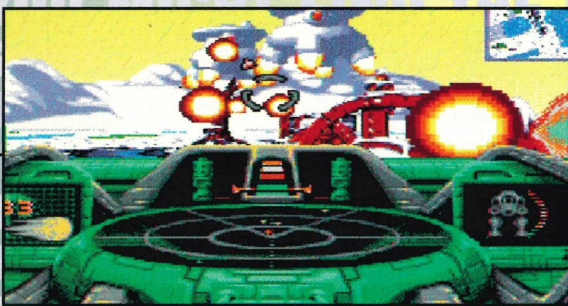
This packed issue also contains...

- Exclusive work-in-progress report on US Gold's rally game, Powerdrive.
- Previews of all the hottest games, including Sparkster, Mega SWIV, Mickey Mania, Probotector, Radical Rex, Acme All Stars, Lethal Enforcers II and many more...
- Reviews of all the latest Mega Drive, Mega-CD, Master System and Game Gear titles.
 - Gigantic tips section, incorporating a full six-page guide to Mortal Kombat II.
- All the big news from home and abroad, corking competitions, super special offers and much more!

FEEL THE
FORCE WITH
SEGA PRO
CD!

DEMO DISC

This month's special cover disc contains playable demos of...



BATTLECORPS

A fully playable demo of the entire first level of Core Design's amazing 3-D blast-'em-up. Explore a vast 360° landscape in your Bipedal Attack Machine, blasting robotic enemies to bits with a range of powerful weaponry.



SOULSTAR

Play the first three stages of Core's stunning space shoot-'em-up. Pilot your ship through space, down onto a planet's surface and into a vast alien mothership. It's 3-D blasting action all the way in this incredible demo.

INSIDE:

MICKY MANIA - EXCLUSIVE

We reveal all about Sony's new Mega-CD game starring none other than Mickey Mouse. Read our exclusive work-in-progress report inside.



Mega
POWER

ISSUE 14