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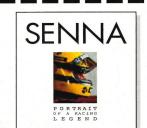








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### REGULARS

Regular articles, they're great aren't they! Every month they appear without fail and every month... you get the idea.

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## GUIDE SPECIAL

You may have noticed that this month's **MegaTech** is a bit different from usual. **Owing to** popular demand we can now bring you complete solutions to two of the hardest games around



SUBTERRANIA



JURASSIC PARK



EDITOR: Rich "Early Bird" Lloyd

> DEPUTY EDITOR: Lee "Wee" Brown

STAFF WRITERS: Lloyd Howe Johnny "Jag" McAlleice

IMAGE SETTER: J. "Can I have a coffee" Catterall Fido

ADVERTISING MANAGER Carolyn "Pregnant belch" Wood (0865) 202770

ADVERTISING EXECUTIVE Claire "Elvis lover" Goddard (0865) 202770

PUBLISHER: Hugh "Out on bail" Gollner

OPERATIONS DIRECTOR
Richard "Where's my effing TShirt"? Hawkins

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#### THIS MONTH'S TOP TIPS

1. Always use your psychic powers to anticipate traffic jams, thus avoiding sarky comments at work later on

2. Try not to get abandoned in Camden Town at three O'clock in the morning as it is quite difficult to get home



32 X	CORE
PAGEMASTER	CADILLACS AND DINOS
FIFA '95	ROCHET SCIENCE
JOHN MADDEN '95	LODESTAR
JAGUAR SONIC?	MORTAL SUPERIOR
BUBSY IIsday	SEQUEL SPECIAL

Well, it's the proach to stmas, and ervone is eparing their ares in time for e bia sales pitch.

**Plenty** is happening on the ega front this month, with the most exciting development the lease of the 32X ust a month away. We have tures of the ( most pressive titles, well as some u normal Mega ve owners can I guess it's

show.....

## 32X IS HERE!

The good news is that the Mega 32X will finally be with us next month. Having seen some nearly finished games such as Doom and Virtua Racing up and running we can safely say that the 32X will do for the Mega Drive what the Mega CD failed to do, ie, it won't be a complete loads of balls. Sega has put some real effort into this one, and it looks like the kind of thing that can't fail (he says worrying about failure). At its present stage Doom runs at the speed of a standard 486 PC ,and although that sounds good it might even be improved upon! As Sega promised the 32X will be finished just in time for a Christmas release, along with some other smart titles like Virtua Racing Deluxe, Cosmic Carnage, Star Wars Arcade

and Metal Head. The latest estimate for price is £169.99, and that does not include a game. It might seem high, but you are getting an awful lot for your money, and although the Jaguar is currently only £220, Atari do not have Sega's connections in the console world, so you'd be better off with the 32. Core Design are also releasing their most popular titles on the 32X. Can you imagine Thunderhawk in 32,768 colours? How about Soul Star showing the 32X's texture-mapping facilities? They've even got a completely new golf game lined up that features undulating terrains and silicon graphic players. Anyone thinking of

holding out for a Saturn instead of a 32X should think again as the Saturn isn't going to be available here in the UK for a very long time, but if you've got enough wedge then you might splash out on an imported version when they finally start shipping in a few months time. If this happens then Core have some more tricks up their sleeves, namely Battlecorps 2, Fractal Racer, Tomb Raiders, and The Swagman.





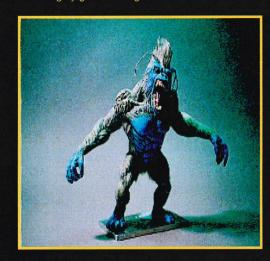
### RIMAL RAG

Have you been down to your local arcade recently? In amongst the Street Fighter II Turbo X machines (just how long can that name get anyway?) and the NBA Jam Tournaments Editions, you may very well have seen a brand new one-on-one beat'em-up called Primal Rage. "Oh great, another one-on-one beat'em-up" says Joe Public. But just wait a minute, the difference between this and others like Street Fighter II and Mortal Kombat is that the fighters aren't human, they're dinosaurs. "I see, a thinly veiled cash in on the success of Jurassic Park" - Just shut up Joe okay! Clay models of seven different dinosaurs were made and painstakingly digitised using stop-motion techinques. The result is some of the best arcade graphics and animation ever seen. I have seen the machine in action, and have to say, the graphics are out of this world. As is the trend these days all of the characters have lots of special moves and some finishing moves too. As you can imagine with dinosaurs at the helm there are some nasty things to be seen, if you're good enough that is. Most of the moves involve venom, spikes, tail-lashing, you get the overall dinosaur

That's all very well, but this is a Mega Drive mag and you want to know about Mega Drive games instead of arcade machines don't you? Well, the good news is that in September 1995 Primal Rage will be converted to all the major home formats by

Time Warner Interactive, previously known as Atari Games.

Although next year might seem a year away (it is a year away - Joe. Right that's it, you finished Public - Rich), but if you've played the game in the arcades then you will know that this could soon become the best fighting game on any home console format. I for one will be constantly 'phoning Andrea at Time Warner, not about the game of course, but to try and get a date, 'cos she's mighty good-looking.











#### CHARTS

- 1 URBAN STRIKE 2 MORTAL KOMBAT II
- 3 JURASSIC PARK
- 4 SONIC 2 (?) 5 JUNGLE BOOK
- 6 LEMMINGS
- ALADDIN
- 8 FIFA SOCCER
- 9 STREETFIGHTER II
- 10 ROBOCOP Vs TERMINATOR





- FIFA SOCCER
- SONIC CD
- 3 SEWER SHARK
- 4 TOMCAT ALLEY
- SENSIBLE SOCCER





### LAND BEFORE TIME

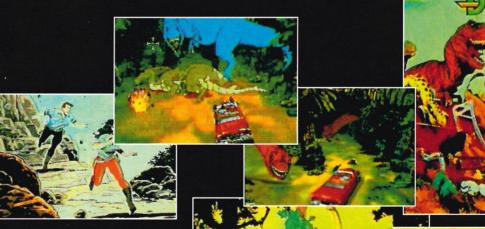
Ever heard of Rocket Science? No? Well you bloody well should have! I mean are all you readers out there stupid? (Actually, yes - The readers). Anyway, Rocket Science is a software house based in Los Angeles who are interested in designing CD games that look better than anything you have ever seen with playability to match. Naturally, the CD medium includes the wonderfully gifted Mega-CD. With the artists and animators who brought us Jurassic Park, Terminator, Alien and Total Recall working hand in hand with the programmers the results are looking truly spectacular.

Loadstar: The legend of Tully Bodine is described as the most original space epic since Star Wars. Starring Ned Beatty (from Superman you know) and Barry Primus. Tully Bodine is some sort of space-smuggler thingy and his latest assignment is to smuggle some camels off a 22nd century moonbase. Naturally the fuzz (police officers - for the terminally stupid) aren't too happy about this and rival tuckers also want a piece of the action and will do anything to get it.

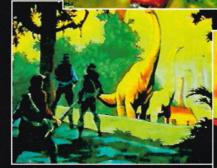
Rocket Science's other CD biggie is Cadillacs and Dinosaurs. Rather than simply being a ocnversion of the very average arcade machine, the game has been more firmly based on the popular graphic novels by Mark Schultz the game is set 600 years in the future where men and dinosaurs both roam the Earth. Driving through treacherous jungles and other post apocalyptic landscapes the aim is simple; save the planet and halt a second cataclysm.















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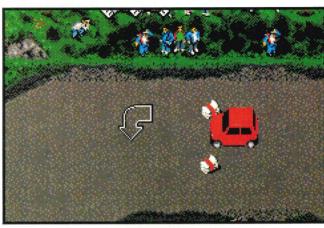
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ich Lloyd loves fast women and fast cars. One out f two's not bad I suppose







▲ At the tricky points in the course you find some excited onlookers. Try and take a few of them out for being such sad goits

### OWERDRIV

#### HARD DRIVING

In the computer world racing games have been around since the year dot. Remember those table top games in the arcade with four steering wheels around them that had four players racing simultaneously all those years ago? What about those really pathetic ones where a screen with a picture of a racetrack scrolled down in front of you as you steered a plastic car left or right? They may have been bad but lets face it, everyone is a bit of a speed demon at heart which explains why we all love racing games so much. Thankfully things have got a bit better in the arcades now and we have fantastic games such as Ridge Racer and Daytona.

The home computer world has also been inundated with racing games throughout the years. Anyone remember Tranz Am on the Spectrum? Some still claim that this is probably one of the best games in the world, but then again some people think that they're Napoleon too. There aren't really that many other racing games on the Mega Drive that really stand out except perhaps Super Monaco, F1, and of course Virtua Racing.

US Gold are now about to pull an incredible rabbit out of their hat just in time for Christmas with the launch of Powerdrive. It's unlike any other racing game that we've seen before on the Mega Drive because as well as boasting rendered cars (silicon graphics gets used everywhere these days doesn't it?) it also calls for a great deal of skill.

When talking about racing most people usually think of Formula 1 but another popular style is rally car driving. This is when people jump behind the wheel of a souped up Ford Sierra or something and hack along narrow country lanes at high speed.





Get the impression I'm going the wrong way?

#### POWERDRIFT

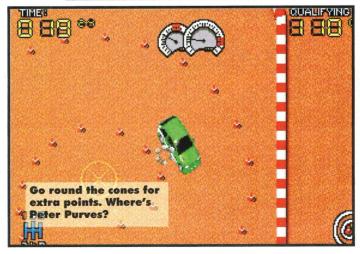
Because these tracks are so dangerous a navigator carefully maps out the routes beforehand and shouts precise instructions to the driver so that they don't go screaming off the course and into the crowd of spectators that usually hang around the dangerous bits

Powerdrive is programmed by Rare, the team that brought us Striker on the SNES. Their main objective was to produce a game that was great fun to play, and by jove, they've done it. You start off in a rather poor Mini Cooper that doesn't handle very well and by working through the fifty different courses you will soon find yourself with a big enough balance to splash out on a better car, such as a Cosworth.

This may sound easy as after winning each race a cash prize is awarded but if you're like me you'll probably end up smashing the car into every obstacle and damaging it, all of which must be repaired so that the car is roadworthy. Basically if you aren't



lacktriangle There are eight different countries to race

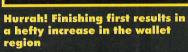




And they're off...

#### I LIKE DRIVING IN MY CAR







To pass the skill sections you'll fast reflexes, excellent co-ordination and a change of trousers



That's a mite scary. What a stupid place to park



Whether the weather, that's what I say. Probably



where's the green bloke going then?

All the cars are generated using a grand total of 36,000 polygons

It's got nothing to do with your vorsprung durch technik you know





And he's coming upon the outside...

Can you believe that you have to reverse into a parking space at high speed?



very skilled at driving it will take forever to buy new cars. With this in mind after every couple of stages there is a special training stage. Following the instructions given by the markings on the road you must take time out from riding through the sandy track of Egypt or the icy roads of Scandinavia and pop down the local DVLC for a crash course where you have to weave between cones, reverse accurately and stop dead on a sixpence.

The gameplay in this game is tight requiring super fast relex actions in order to avoid disaster and this will be enhanced by the superlative presentation. Viewed from a third person perspective the cars are generated using a staggering 36,000 polygons! Virtua Racing is the game to beat at the moment for sheer thrills but as a game it is very

With its vast amount of tracks that are set over eight different countries Powerdrive is set to become the racing game of 1995. Check out the full review in next month's issue of MegaTech.



#### SOME OF OUR LUCKY WINNERS

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Sonic the Hedgehog. Love him or hate him, he's here to stay. So, unfortunately, is Rich Lloyd even though we've tried and tried to hound him out of house and home. Can't have everything can you?

## SONIC AN















RELEASE DATE OUT

How's this for a statement - 'Sonic And Knuckles is the most innovative cartridge ever made'. That may sound like a desperate attempt to get my name quoted in the adverts on TV (surely not - Lee) which are being shown left right and centre, but it also happens to be true.

You see, Sonic And Knuckles is not just the next game in the immensely popular Sonic The Hedgehog series but it is also the Sonic expansion pack that was rumoured to appear alongside Sonic 3



#### FIVE KNUCHLE SHUFFLE

Everyone and his Gran has played the Sonic games and all of them have sold by the proverbial bucketload all around the world. The original Sonic was a relatively simple affair with Sonic running along platforms to kill Robotnik. Sonic 2 introduced Tails, a mutant fox who for some reason could spin his two tails around incredibly fast and take off with his amazing bottom helicopter. What made this stand out was the way it could be played by two players simultaneously. Using a unique split screen method the graphics were compressed in such a way that the split screen didn't affect playability by reducing the play area. It also had a completely bizarre bonus level where the players ran around massive three dimensional tunnels collecting rings and emeralds. Part three was pretty much the same and a new character called Knuckles was introduced. Knuckles couldn't be controlled in the main game as he was Robotnilk's side kick but he could be controlled in the two player race mode.

Sonic has also appeared in other games like Sonic CD (which in my opinion was easily the best until this one), Sonic Spinball, and in the arcade he has not only got his own game but he's put cameo appearances in Rad Mobile and Daytona. What a mighty popular

Now comes Sonic And Knuckles, the most revolutionary of the series so far. Not only does it introduce Knuckles as a new main character who turns out to be a good guy after all but it is backwardly compatible with the other three Sonic The Hedgehog platform games!



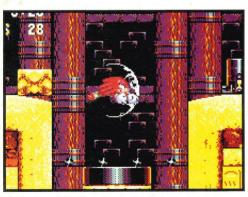
Can this possibly be the fastest animal on Earth?



He runs, he flies, he climbs, he abseils. It's knuckles, your user friendly Echidna



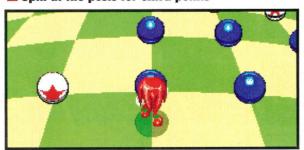
Plug in Sonic and away you go!



▲ Is it a bird? Is it a plane? No it's a strange ant eating creature actually



Spin at the posts for extra points



Does this ring any bells?



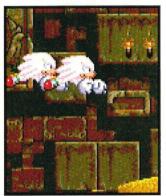
This is the new bonus stage and is dead hard to boot



▲Not a small chap!

## KNUCHLES





▲ Get all the Emeralds to become Super Knuckles



▲ Meet Robotnik in the Doomsday Zone. Can you get here?



#### THE BACH OF LOVE

If you plug one of the Sonic games into the slot in the top of the cart and switch on you will be in for a treat as this cart allows you to play Knuckles in an enhanced version of the game! In Sonic 3 there were areas Sonic couldn't get to. Knuckles can fly and climb walls which means you can now get there! Also, some of the level layouts have been modified with new monsters, routes and harder bosses. Similarly it is possible to play as Knuckles the Echidna in Sonic 2 but now there is no two player option. Slot in a copy of Sonic 1 and you get a screen saying "No Way" but press all three buttons on the joypad to access hundreds of individual special stages



▲ Clever stuff eh?



🛕 It's that man again, this time with a new mate



▼ This could get a bit out of hand





Looks great and works with every game under the sun

GRAPHICS
The same old Sonic stuff as you would expect

SOUND
Starts to grate afte a while

SHORT TERM A new game

15 LONG TERM PLAY

It will take ages to play all the game: but it gets very

OVERALL III

It's pretty run of the mill on its own but is invaluable if you own any of the previous Sonic games



#### JULIAN COPE

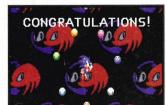
As a game on its own there isn't really anything to write home about as this is virtually the same as all the others, apart from the addition of the new character and the fact that it is now quite difficult instead of being a complete walkover like all the others are.

It is the unique plug through enhancement system that makes this little title earn its money as it adds much more life to the other Sonic games. If you like the series then you will love this and it will be an invaluable addition to your collection. If on the other hand you don't like platform games then avoid this at all costs

On the whole Sonic And Knuckles is a unique title that Sonic fans would kill for. Buy it now and if you don't like it, Lee will give you your money back (You what? - Lee)







## THE SECOND OPINION



#### THE JAGSTER

As a game in its own right, Sonic and Knuckles is a bit of a let down. It has neither the variety of levels, or two-player games of Sonic 3. However, with its plug-thru possibilities it can extend

your Sonic game collection by four if you own the original games. For this reason, we highly recommend you get hold of a copy. It just makes you think how much effort goes into planning a console game. If they can think forward enough when programming Sonic 3 to expect S&K, just imagine what games they might produce by extending some of that effort into originality!

Shoot'em-up action doesn't come any finer than this. It may be remarkably similar to Thrust, but Subterrania is a damn good game with lots of things to do. The first few levels are pretty straightforward because you get told what to do, but as you progress the information given becomes more and more vague. Fret no more, dear readers, because we at MegaTech are proud to present the solution to the second half of the game.

## SUBTER

On the first six levels it is necessary to rescue all of the trapped colonists and to pick up a sub piece. On this level things are a bit harder because there is a giant spider that cannot be killed by conventional means guarding the sub piece. To add to your problems, a nuclear reactor is about to melt down and is leaking deadly radiation

The first thing to do is to shoot all the aliens that you see flying out and then come up here. Make sure your Mega weapon is charged and kill the missile launcher immediately. Now pick up the

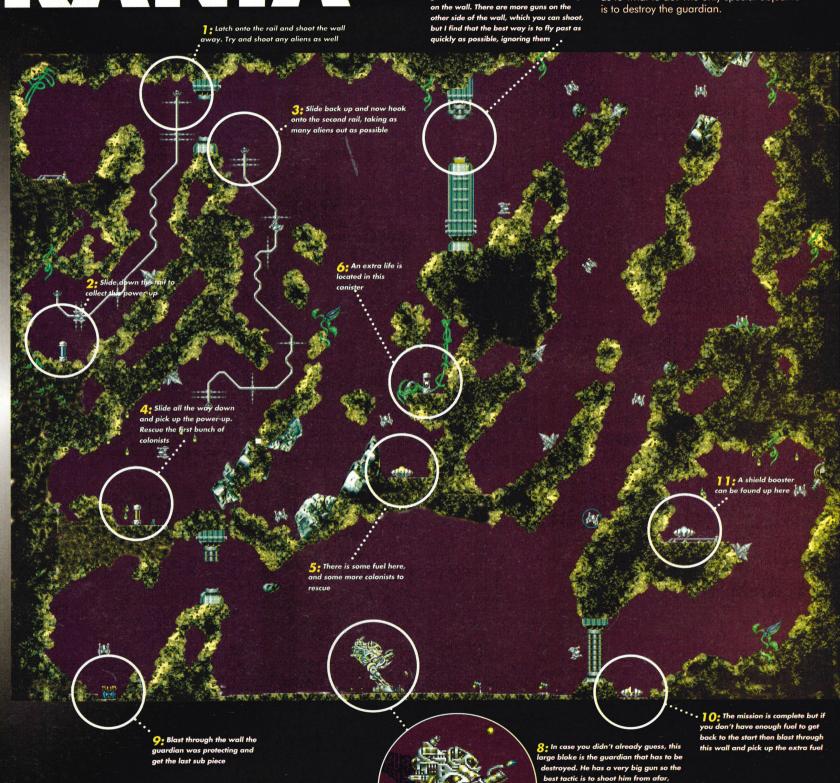


## RANA

### This wall is protected by lots of large LEVEL SIX This is the level vis the last time H

s. Shoot them first before concentrating

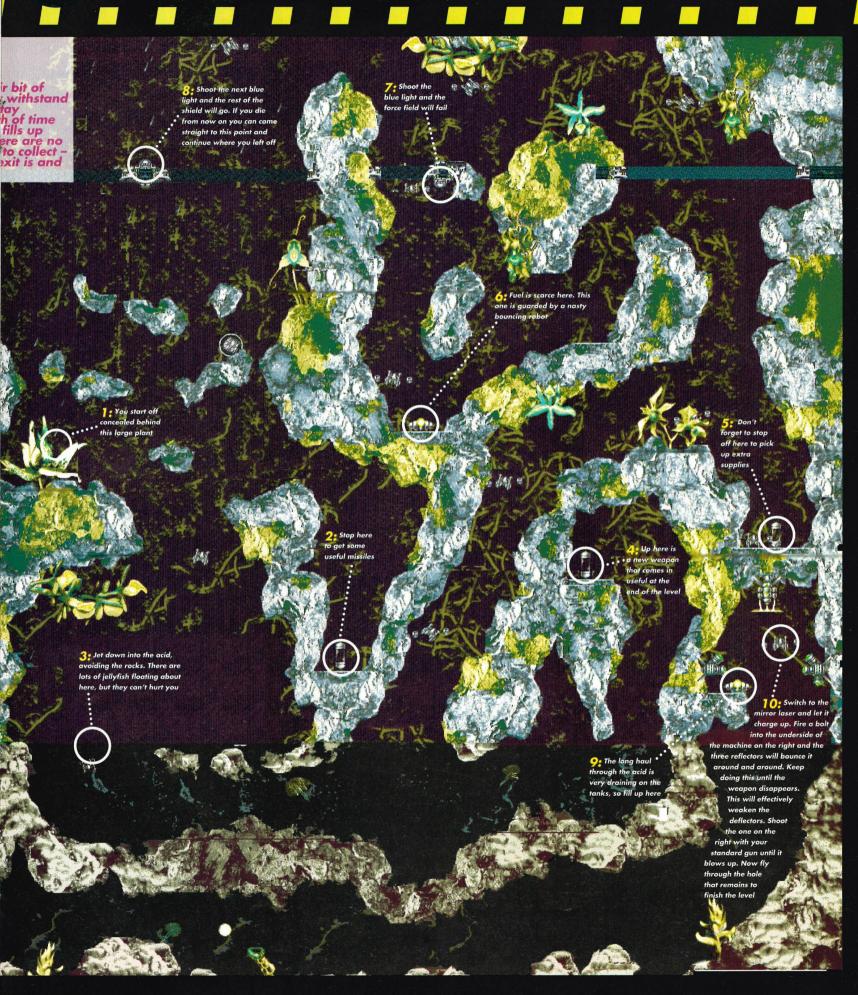
This is the level with the final sub part and is the last time HQ can give you any clues as to what to do. The only special objective is to destroy the guardian.



preferably with a fully-charged Mega weapon. If it looks as if you are about to die then don't forget – crashing into a bad guy causes them a lot of damage and sometimes is the most effective way to kill



## TEGLINIQUE ZONE









This game had us perplexed for quite a while, I can tell you. There we were faffing about, not really getting anywhere until we discovered this small hidey-hole containing an extremely useful item...and it all escalated from there. Now we've finally finished the game, we thought we'd give you lot a hand with this complex CD adventure. After all, if it confused us there must be plenty of you that are as stuck as we were! So sit back and prepare to be enlightened...

#### IN THE BEGINNING...

Once you've crash-landed on the island, pick up the STUN-GUN lying on the seat of the helicopter. Also, walk to the left and pick up the large ROCK lying on the floor. Go through the tunnel.



Emerging from the tunnel, go to the Compys video terminal and examine the small pit to the right of the terminal. Pick up the SECURITY CARD. Go down the main road.



You are now outside the main gates to Jurassic Park. Enter through the gates to the Visitor Centre and once inside examine the red box immediately in front of you. Pick up the PLIERS and go up the stairs.



Using the SECURITY CARD, enter the first room and activate the computer inside – if you haven't sussed it out already, you will get an idea as to what your mission involves. Exit



Save Game



Back at the main gates, turn and face the massive construction. You will see a security box to the right of the gate and using the PLIERS on the box, collect the SECURITY CARD. Scroll the screen to the right and go down the path leading to the Dilophosaurus and Gallimimus pens.



Travelling down the path you will come across two Gallimimus guarding some eggs.

Fire the STUN-GUN directly at them to scare them off and collect the EGGS and the ROCK.

Scroll right and travel down the path.



Again you will locate another two
Gallimimus. To collect their eggs, push the
tree to the left a couple of times and it will
fall, scaring the creatures off. Collect the EGGS and
follow the scampering dinosaurs in to a clearing.



Examine the pit you come across and collect the EGGS, then scroll left until you see a Gallimimus on the far banks of a river.

Look for a frog in the corner of the screen and shoot it with the STUN-GUN. The frog will then jump into the jaws of the dinosaur, which then runs off satisfied. Follow the fed dinosaur down the path.



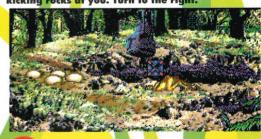
You will find yourself in a clearing where two Gallimimus are refreshing themselves at a watering-hole. Shoot the creatures with the STUN-GUN (hold the fire button down for a couple of seconds to charge the shot) and take the EGGS. Scroll left and locate a storm drain.



Click on the wire in front of the drain to move it out of the way and pick up the BOLT CUTTERS situated in the drain. Use the BOLT CUTTERS on the drain cover and climb inside. Again use the BOLT CUTTERS on the bolts to open the other end of the drain.



As soon as you emerge don't admire the scenery, instead power-up your STUN-GUN by keeping the button depressed for a few seconds and then shoot the Gallimimus that is kicking rocks at you. Turn to the right.



Use the BOLT CUTTERS on the rope holding the sack. The sack will fall and a WRENCH will tumble out. Turn right and exit down



## SSIC BARK



Face the river with the log floating on the surface. Now place a ROCK on the log to hold the driftwood steady, then cross the



You will find yourself in a clearing with a group of spitting Dilophosaurus. Power-up the STUN-GUN again and shoot the dinosaurs. Next turn to a battered Jeep and open the door – a GAS CAN will fall out of the Jeep.



Watch for the Compy that jumps out of the Jeep, and then examine the pit in front of the car. Pick up the EGGS and the CD for the T-Rex video terminal.



Turn and find the dinghy and use the GAS
CAN with the dinghy's outboard motor.
Click on the dinghy when the arrow
appears and you will move up the river.



Dry land again and you are confronted by another group of Dilophosaurus which can be beaten using the STUN-GUN. Next take the MEDI-PACK to tend your wounds, not forgetting to pick up the EGGS as well. Now turn and quickly make your way back to the Visitor Centre.



#### TIME FOR A BREATHER



Back at the centre, go up the main flight of stairs and walk to the second door. Use the SECURITY CARD to open the door, enter the incubator room and again use the SECURITY CARD to open the incubator itself. Once inside click on LOAD EGGS to return the eggs to safety.



Open the cupboard in the room and pick up the TRANQUILLISER GUN and the CARTRIDGES. Enter the room next to the cupboard to find another MEDI-PACK. Go back out to the hallway and go through the first door by the top of the stairs using the other SECURITY CARD to check your messages – remember to save your agame.



Back out in the hallway examine the stack of boxes, use the BOLT CUTTERS to retrieve the MOTION DETECTOR. Go down the stairs.



At the bottom of the stairs on the righthand side you will see a locked box – again use the BOLT CUTTERS to open the container. Pick up the CARTRIDGES for the TRANQUILLISER GUN. Leave the centre.

### BACK IN THE UNDERBRUSH...

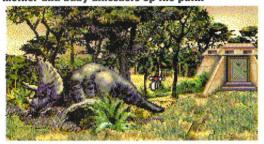
Take the path leading to the T-Rex pen.
You will come across an abandoned Jeep
next to a crossroads and you will find some
WIRE CUTTERS in the boot. Head towards the
Triceratops enclosure.



First you will reach a mother and baby
Triceratops in a clearing, but progress on
further until you find a battered Jeep and
an unconscious dinosaur. Move the cursor over the
Jeep's windscreen and beep the vehicle's horn. At
this point a Triceratops will charge at the Jeep – as
soon as it turns to face you, quickly hit the horn
again. Items will fall from the Jeep but do not pick
them up yet, instead hit the horn again to distract
the Triceratops and this time when it head-butts
the Jeep the bonnet will fall off, scaring the
creature for an instant. Pick up the CROWBAR, the
INJECTOR and the TRICERATOPS CD.



Be very quick picking up the objects and then use the INJECTOR on the sick dinosaur – if you take too long the angry dinosaur will charge at you, killing you instantly. As soon as you help the sick creature the other Triceratops refrains from attacking you further. Go back to the mother and baby dinosaurs up the path.



Examine the tree and collect some of its BRANCHES on the left-hand side. Give the BRANCHES to the baby Triceratops – the creature then moves away from the box it is guarding. Use the CROWBAR to open the box and collect the TRICERATOPS SWIPE CARD. Now return again to the Visitor Centre.



Once back at the Centre, go up the stairs and use the SWIPE CARD on the very last door you come to. You are now in Muldoon's office where you will find a GAS GUN and TWO CAPSULES in the cabinet. Use the SWIPE CARD on the smaller compartment in the cabinet and pick up the NIGHT-VISION GOGGLES.



Enter the room next to the cabinet and pick up the STUN-GUN RECHARGER. Return to the main room.



Search around for the computer terminal but don't log-on just yet, instead insert the TRICERATOPS CD in to the drive located beside the computer. Write down the TRICERATOPS SECURITY CODE that you are given.



Go back to the incubator room and take another look at the cabinet. You will be able to open the smaller compartment using the SWIPE CARD. Pick up the BRACHIOSAURUS CD. Leave the Centre and head for the generator hut where you cured the sick Triceratops.



### MAKING STEADY PROGRESS...



At the generator hut use the SWIPE CARD to enter and immediately select the TRANQUILLISER GUN to attack the three Dilophosaurus to your left. Turn right and face the lockers, opening the third one first. Also, pick up the object inside the locker although we haven't got a clue what it is!



Click on the lever to turn the power off and then open the second locker. Inside you will find a computer keypad – use the code you were given in Muldoon's office to open a locked door.



Turn right and use the WRENCH on the burst pipe, then go through the door on your left which is now open thanks to the code. Sit back and watch the FMV...



You now find yourself in a clearing where a Triceratops is lurking behind a boulder. Pick up the small ROCK and turn right to face a Triceratops confronting a Gallimimus. You'll notice that when the Triceratops diverts its attention from its opponent, the Gallimimus runs up and steals an egg. At exactly the same time as the Gallimimus ducks its head down to steal an egg, shoot it with the STUN-GUN on full power. The egg flies out of the creature's mouth towards you, allowing you to pick the EGG up. Now turn left and quickly return down the hole before the angry Triceratops charges you.



Get your hiking-boots on now and head off towards the Brachiosaurus enclosure which you came across immediately after crashing on the island. Insert the BRACHIOSAURUS CD in to the terminal and sit back and watch the FMV. At the end of the showing a loud Brachiosaurus call causes the surrounding creatures to stampede leaving an EGG for you to pick up. Head back to the Visitor Centre where you can put the eags in the incubator and save your game.

### THINGS ARE GETTING ROUGH...



Head towards the T-Rex pen and turn to face the wire (if you want you can insert the T-REX CD in to the terminal to see some interesting facts about the creature). Use the BOLT CUTTERS on the wire and enter the pen.



Facing a waterfall, turn left to face a hole in the wall blocked by a locked gate. Use the SWIPE CARD on the gate – you now have about 30 seconds to prepare yourself.



Have your GAS GUN at the ready and when the countdown reaches 10 seconds, try not to scare yourself silly as the T-Rex jumps in front of you, but instead wait until the computer voice says "Gate opening now". At this point aim between the T-Rex's eyes and fire. His head will recoil – wait until he lowers his head and then fire again, running very quickly through his legs and into the tunnel when his head recoils. Don't mess this up, because you only have two gas canisters.



Head through the tunnel, disposing of the Dilophosaurus with the STUN-GUN as you go. Search for a box with two buttons which will open two gates, but as soon as the gates open a Dilophosaurus runs out of the triangular-shaped tunnel. Use the TRANQUILLISER to stop it in its tracks. Head down that tunnel (not the round tunnel), but do all of this quickly or the T-Rex comes up from behind you and eats you!



You emerge from the tunnel standing by a river. Scroll 360 degrees to find the BEAR HORN and the T-Rex EGGS. The T-Rex attacks you again for invading its privacy.



Scroll back to the tunnel entrance and wait for the T-Rex to catch up with you. At this point open the gate using the button - the gate will stick and the noise will attract the creature's attention. The T-Rex will charge the gate and then face you again. As soon as your eyes meet his, push the button again making the T-Rex destroy the gate entirely. Now use the BEAR HORN to scare the T-Rex off for a short while, giving you enough time to get back into the tunnel.



Proceed back through the tunnel with your TRANQUILLISER at the ready, watching out for the Dilophosaurus as you go. Now enter the round tunnel and make your way back to the Visitor Centre where you can return the eggs to safety and save your game again.

### BUT IT GETS WORSE STILL...

Outside the main Jurassic Park gates, head off towards the Raptor pen which is down the path on the right. Keep heading down the path (you can watch the FMV on the terminal if you wish) until you reach a cave entrance blocked by a gaping hole in the floor. Turn right and pick up the ROCK, then turn to face the cave – you now have three rocks. Throw two ROCKS at the large boulder to the right of the cave entrance, which will cause the boulders to come crashing down to form a causeway.



As soon as you enter the cave you'll need your NIGHT VISION GOGGLES as well as the TRANQUILLISER. Turn to the right immediately and shoot the Raptor with a couple of shots, then scan the area for a ROCK. Go up the rock steps.



On the second level you will find a large stone circle. Throw all your ROCKS in to the hole, causing the water to rise and therefore allowing you to obtain a RAPTOR CARD. Get ready with the TRANQUILLISER and quickly turn to the left to catch the approaching Raptor. Look for an arrow icon and proceed out in to the daylight.



You are facing some cave entrances, all of which have Raptors charging out of them at high speeds. Quickly arm yourself with the STUN-GUN and shoot each Raptor will a full-power shot as it leaps over the trench in the ground.



Remembering to act quickly, turn to the left and find the locked door. Use the RAPTOR CARD to open it. Again you will hear a 30-second countdown, so until the door opens keep defending yourself against the Raptors.

As soon as the door opens make a wild dash through and get ready to defend yourself against another two Raptors. Now look for another stone circle and click on it – you'll notice that it is a tunnel blocked by a grate. Remember to do all this as quickly as possible. Turn and defend yourself against yet more Raptors and when you have got rid of this little lot pick up the EGGS. Turn and use the CROWBAR on the grate and get in the tunnel as fast as your little legs will carry you.

You now find yourself outside in the fresh air, standing next to the video terminal.

Use the STUN-GUN on the Compys to scare them away and then collect the EGGS in the nest.

At last! Now return to the Visitor Centre yet again and save your game...if's not over yet.

#### I CAN'T TAKE ANY MORE...

Head back out to the Gallimimus enclosure where you offered the frog to the Galli for a light snack before dinner. Instead of dinosaurs you now find a new threat – a band of gunmen from Bio-Sim. Arm yourself with the TRANQUILLISER.

It takes quite a lot of shots to kill the gunmen so don't panic when one shot doesn't do the job. Take out the girl first and then kill the guy with the rifle next.

As soon as he goes down, spin round and kill the diver that emerges from the water.

Quickly spin round again so you are back where you started and shoot the last gunman who is armed with a shotgun. He moves around the screen quite a bit, so you will have to aim carefully so as not to waste any tranquilliser darts.

To finish the game, simply click on the helicopter in the neighbouring field and that's it! Congratulations, you did it.







#### **MEGA-CD** GAMES



#### **BATMAN RETURNS**

BY SEGA PRICE: £44.99 REVIEWED: MT 19 The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent

#### MT RATING: 94%

#### BATTLECORPS BY: CORE DESIGN

PRICE: £39.99 **REVIEWED: MT32** You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet. MT RATING: 90%

#### **CHUCK ROCK II:** SON OF CHUCK

BY: CORE PRICE: £44.99 REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well

#### MT RATING: 86% DOUBLE SWITCH

BY: SEGA PRICE: £44.99 **REVIEWED: MT 27** Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

#### **DRACULA UNLEASHED**

BY: VIACOM PRICE: £44.99 REVIEWED: MT 27 Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

#### MT RATING: 62%

#### **DRAGON'S LAIR**

BY: SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 26** Similar to Mad Dog McCree, but set in the future instead of the Wild West Aliens have invaded and disquised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

#### MT RATINGS: 85%

#### DUNE

BY VIRGIN PRICE: £39.99 **REVIEWED: MT 23** Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

#### MT RATING: 73%

#### ECCO CD

BY SEGA PRICE: £44 99 REVIEWED: MT 21 CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely

#### MT RATING: 92%

#### **FINAL FIGHT CD**

BY SEGA PRICE: £44.99 **REVIEWED: MT 17** The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new timeattack mini-game too! What more do you want?!

#### MT RATING: 94%

#### **GROUND ZERO TEXAS**

BY: SONY IMAGESOFT PRICE: £44.99 REVIEWED: MT 26 Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

#### MT RATING: 85%

#### HOOK

BY SONY IMAGESOFT PRICE: £44.99 REVIEWED: MT 16 The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and

#### plays quite well too. MT RATING: 80%

#### **JAGUAR XJ220**

BY SEGA PRICE: £39.99 REVIEWED: MT 16 Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen headto-head style. Also features a track construction option and smart music. MT RATING: 87%

#### JURASSIC PARK CD

MT RATING: 79%

BY: SEGA PRICE: £39.95 **REVIEWED: MT 26** Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

#### KRIS KROSS: MAKE MY **VIDEO**

BY SONY IMAGESOFT PRICE: £44.99 REVIEWED: MT 16 Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun

#### (for a while). MT RATING: 80%

#### **LETHAL ENFORCERS**

BY KONAMI PRICE: £74.99 (WITH ONE GUN) REVIEWED: MT 22 Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.

MT RATING: 80%

#### **LUNAR THE SILVER STAR**

BY: WORKING DESIGNS PRICE: £39 95 **REVIEWED: MT 27** This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

#### MT RATING: 82%

#### MAD DOG McCREE

BY: AMERICAN LASER GAMES PRICE: £44.99 **REVIEWED: MT 26** Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes. MT RATING 61%

#### MICROCOSM

BY PSYGNOSIS PRICE: £39.99 REVIEWED: MT 25

'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not

#### long-lasting enough. MT RATING: 60%

#### **MORTAL KOMBAT** BY: ACCLAIM

PRICE: £39.99 REVIEWED: MT31 The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

MT RATING: 69%

#### MY PAINT

BY: SADDLEBACK GRAPHICS PRICE: £39.99 REVIEWED: MT32 Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague MT RATING: 2%

#### MYSTERY MANSION

BY SEGA PRICE: £39.99 REVIEWED: MT 29 Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.

#### MT RATING: 65%

#### **NHLPA HOCKEY '94 CD**

BY: EA PRICE: £39.99 REVIEWED: MT 27 Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have

#### MT RATING: 91%

#### **NIGHT TRAP**

BY SONY IMAGESOFT PRICE: \$44 99

REVIEWED: MT 17 The game that caused all the tabloid controversy is basically an

hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies

#### on trial and error. MT RATING: 79%

#### PRINCE OF PERSIA

BY SEGA PRICE: £44.99 REVIEWED: MT 10 Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.

MT RATING: 70%

#### PRIZE FIGHTER

BY: DIGITAL PICTURES PRICE: £49.99 **REVIEWED: MT 28** If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.

MT RATING: 62%

#### RISE OF THE DRAGON

BY DYNAMICS PRICE: IMPORT **REVIEWED: MT 29** Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.

MT RATING: 88%

#### SECRET OF MONKEY ISLAND

BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26 Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.

MT RATING: 93%

#### SENSIBLE SOCCER CD

BY: PSYGNOSIS PRICE: £39.99 REVIEWED: MT30 Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a



better atmosphere. MT RATING: 96%

**SEWER SHARK** 

BY SONY IMAGESOFT PRICE: £44.99 **REVIEWED: MT 16** In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's

'Game Over'.

MT RATING: 87%

#### SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA PRICE: £44.99 REVIEWED: MT 16 Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

AT RATING: 79%

#### SHERLOCK HOLMES II

PRICE: IMPORT REVIEWED: MT 21 Same format as the first one, but the three cases are longer and the game comes on two CDs. AT RATING: 84%

#### SILPHEED

BY SEGA PRICE: £44.99 REVIEWED: MT 21 Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cotton transparent. the cortex-warping 3D graphics and smart Q-Surround sound.

MT RATING: 94%

#### SONIC CD

BY SEGA PRICE: £44.99 REVIEWED: MT 21 More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes

MT RATING: 94%

#### SPIDERMAN VS KINGPIN

BY SEGA PRICE: IMPORT REVIEWED: MT 24 Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

#### AT RATING: 84%

#### **TERMINATOR CD**

BY: VIRGIN PRICE: £49.99 REVIEWED: MT 26 The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

MT RATING: 69%

**THUNDERHAWK** 

BY CORE DESIGN PRICE: £44.99

REVIEWED: MT 22 The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners. MT RATING: 91%

#### **TOMCAT ALLEY**

BY SEGA PRICE: £39.99 REVIEWED: MT 29 Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we

admit it, quite fun at times.

MT RATING: 72%

#### WOLFCHILD

BY SEGA PRICE: £39.99 REVIEWED: MT 16 A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

#### WONDER DOG

BY JVC PRICE: £39 99 REVIEWED: MT 12 Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy FRATING: 82%

#### WWF RAGE IN THE CAGE

BY: ACCLAIM PRICE: £44.99 REVIEWED: MT 26 Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead. RATING: 72%



#### **MEGA DRIVE**



#### AFRORIZ

BY: SEGA PRICE: IMPORT **REVIEWED: MT 21** An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

MT RATING: 90%

#### **ALADDIN**

PRICE: £44.99 **REVIEWED: MT 23** Probably the most gorgeouslooking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

#### ALIEN 3

BY ARENA PRICE: £39.99 REVIEWED: MT 9 Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging

MT RATING: 94%



#### ANOTHER WORLD

BY: VIRGIN PRICE: £39.99 REVIEWED: MT 14 A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it

MT RATING: 86%

#### **AYRTON SENNA'S SUPER MONACO GP 2**

BY: SEGA PRICE: £49.99 REVIEWED: MT 6 Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of gameptay and agrissed pictores of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

MT RATING: 90%



#### BARE KNUCKLE III

BY SEGA PRICE: IMPORT **REVIEWED: MT 29** Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes. T RATING: 90%

#### **BARKLEY: SHUT UP AND** JAM

BY: ACCOLADE PRICE: £44.99 **REVIEWED: MT 27**  Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just

#### average. MT RATING: 70%

#### **BATMAN RETURNS**

PRICE: £39.99 REVIEWED: MT 12 Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very trustrating, though. Not for novices.

MT RATING: 76%



#### BELLE'S QUEST

BY: ACCLAIM PRICE: £39.95 REVIEWED: MT 26 In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

AT RATING: 78%

#### BIO-HAZARD BATTLE

BY: SEGA PRICE: £39.99 REVIEWED: MT 11 Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or twoplayer blast It features spectacularly gross graphics and good extra weapons systems.

MT RATING: 88%

#### **BLOCK OUT**

BY: ELECTRONIC ARTS PRICE: £34.99 REVIEWED: PRE-MEGATECH A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

MT RATING: 91%

#### **BUBBA 'N' STIX**

BY: CORE DESIGN PRICE: £39.99 **REVIEWED: MT 27** Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

RATING: 83%



#### **CASTLEVANIA**

BY: KONAMI PRICE: £44.99 REVIEWED: MT 26 The popular Nintendo series



makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. M1 PATING: 90%

**CHAKAN** 

PRICE: £39.99 REVIEWED: MT 15 Chakan is an undead swordsman who has to hack up all platformbased supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

#### MT RATING: 73%

#### **CHUCK ROCK II**

BY: CORE PRICE: £39.99 **REVIEWED: MT 21** Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new. MT RATING: 86%

#### **COMBAT CARS**

BY: ACCOLADE PRICE: \$39 99 **REVIEWED: MT32** A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard. MT RATING: 62%

#### CORPORATION

BY: VIRGIN PRICE: £39.99 **REVIEWED: MT 4** A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

MT RATING: 87%





#### **DAVID ROBINSON'S** SUPREME COURT BASKETBALL

BY: SEGA PRICE: £39.99 REVIEWED: MT 6 Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the oncourt action. Strikes the right balance between realism and fast arcade action.

#### MT RATING: 83%

#### **DAVIS CUP TENNIS**

BY: DOMARK PRICE: £39.99 REVIEWED: MT19 The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

#### **DESERT STRIKE**

BY ELECTRONIC ARTS PRICE: £39.99

REVIEWED: MT 3 Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific

#### gameplay. MT RATING: 93%

#### DRAGON

BY: VIRGIN PRICE: £39.99 **REVIEWED: MT 32** Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing. MT RATING: 85%

#### **DRAGONBALL Z**

BY: BANDAI PRICE: \$30 00 **REVIEWED: MT31** Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well. MT RATING: 75%

#### **DRAGON'S FURY**

BY TENGEN PRICE: £39.99 REVIEWED: MT 1 Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel MT RATING: 91%



#### **ECCO THE DOLPHIN**

BY: SEGA PRICE: £39.99 REVIEWED: MT 13 Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

#### MT RATING: 94%

#### **ETERNAL CHAMPIONS**

BY: SEGA PRICE: £59.99 **REVIEWED: MT 25** Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though. MT RATING: 82%

#### **EX-MUTANTS**

BY: SEGA PRICE: £39.99 **REVIEWED: MT 12** A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy.

#### T RATING: 89%



#### F1 WORLD CHAMPIONSHIP

BY: DOMARK PRICE: £44.99 REVIEWED: MT 20 This official Formula 1 game, featuring all this season international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the

#### MT RATING: 94%

#### F-15 STRIKE EAGLE II

BY: MICROPROSE PRICE: £44.99 **REVIEWED: MT31** 

A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

#### T RATING: 69%

#### **FATAL FURY 2**

BY: TAKARA PRICE: IMPORT **REVIEWED: MT 30** Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newie.

#### MT RATING: 67%

#### FIDO DIDO

BY: KANEKO PRICE: £39.99 **REVIEWED: MT 26** After Cool Spot, another 7-Up character gets to star in his own game - this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky subgames, but some of the main platform parts can be quite frustrating.

MT RATING: 82%

#### FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS PRICE: £44.99 **REVIEWED: MT 24** Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Íncredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner,

#### MT RATING: 92%

#### **FLASHBACK**

BY: US GOLD PRICE: £44.99 **REVIEWED: MT 18** Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persiatype puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

MT PATING: 94%

#### **GAUNTLET 4**

BY: TENGEN PRICE: £39.99 REVIEWED: MT 22

The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic MT RATING: 94%

**GHOSTBUSTERS** BY: SEGA PRICE: £34.99

REVIEWED: PRE-MEGATECH Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on

#### for ages. MT RATING: 86%

#### **GHOULS 'N' GHOSTS**

PRICE: £44.99 REVIEWED: PRE-MEGATECH Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

MT RATING: 93%

#### GODS

BY: MINDSCAPE PRICE- IMPORT REVIEWED: MT 11 Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.



#### **GUNSTAR HEROES**

BY: SEGA PRICE: £39.99 REVIEWED: MT 21 Mega-blasting arcade shoot'em-up action of the finest order, with earsplittingly superb sound. One or twoplayer mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality. MT RATING: 95%

#### **GYNOUG**

BY: SEGA PRICE: £39.99 REVIEWED: MT 5 Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
AT RATING: 91%

#### HARDBALL '94

BY: ACCOLADE PRICE: £39.99 **REVIEWED: MT32** 

A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

#### NT RATING: 74%



#### THE INCREDIBLE HULK

BY: US Gold PRICE STRA **REVIEWED: MT32** 

A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it. MT RATING: 82%

#### INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK PRICE: £39.99 **REVIEWED: MT 19** This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments - Triple Crown Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

#### AT RATING: 75%



#### J-LEAGUE PRO-STRIKER

BY: SEGA PRICE: IMPORT **REVIEWED: MT 19** Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

#### **JEOPARDY**

BY: GAMETEK **PRICE: IMPORT REVIEWED: MT 30** 

Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good



for those dreary family gettogethers though, but unfortunately the questions are all Americanrelated.

#### MT RATING: 55%

#### **JOHN MADDEN '92**

BY: ELECTRONIC ARTS
PRICE: £39,99
REVIEWED: MT 1
Electronic Arts' second American
football game is arguably the best
of the lot. A 3D pitch display and
lots of player involvement with
tactics, plays and steering your
squad of little sprites around the
screen make you feel like you
really are in the thick of the action.
In fact, John Madden '92 is such a
smart game that you are bound to
enjoy it even if you don't care too
much for American football.

#### MT RATING: 95%

#### JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Classic teams, more speech,
battery save and extra moves are
what this game has over John
Madden '92. Apart from that, it is
practically the same game, so
don't consider buying this version
if you've already got the other
(unless you're a real gridiron
nutter).

#### MT RATING: 88%

#### JOHN MADDEN NFL FOOTBALL 194

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23
Gone is the original Park Place
game engine, to be replaced
instead by a tweaked version of
the Bill Walsh College Football
engine. In this version, over 50
NFL teams plus great teams from
the past and John Madden's alltime great team are featured, but
sadly the graphics and gameplay
are inferior to previous versions.

#### MT RATING: 84%

#### JUNGLE BOOK BY: VIRGIN

PRICE: £44.99
REVIEWED: MT 30
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

#### MT DATING. 83%



#### KING OF THE MONSTERS

PRICE: £39.99
REVIEWED: MT31
Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all

#### MT RATING: 69%

#### KLAX BY TENGEN PRICE: £34.99

REVIEWED: PRE-MEGATECH
This is an extremely playable,
Tetris-derived puzzle game in
which coloured tiles roll down a
conveyor belt and have to be
caught and tossed into a bin in
order to make point-scoring
patterns.

#### MT RATING: 85%



### LANDSTALKER

BY: SEGA PRICE: £59.99 REVIEWED: MT 23 The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent

#### excellent. MT RATING: 93%



#### LEMMINGS

BY: SEGA PRICE: £39.99 REVIEWED: MT 11 Get the suicidal Lemmings across obstacles and into their home in

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

#### MT RATING: 92%

#### LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Drive Lotus Esprits and Elans
around increasingly tortuous
tracks, with ever-worsening
weather conditions to add further
to your troubles. Excellent splitscreen two-player mode. The
weather effects are nice, but as a
whole the graphics could have
been better.

#### MT RATING: 85%





#### MARIO ANDRETTI

BY: EA PRICE: £39.99 REVIEWED: MT32 A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

#### MT RATING: 40%

#### MARKO'S MAGIC FOOTBALL

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 30
Variation on the Soccer Kid
theme. Great cartoony feel with
some gorgeously colourful
graphics and fluid sprites. Plenty
of levels but gets a little repetitive.
Your average platform game with
a football thrown in for good
measure.

#### MT RATING: 73%

#### **MAZIN WAR**

BY SEGA
PRICE: £39.99
REVIEWED: MT 18
Dash along a series of levels,
hacking apart anything and
everything you encounter. You're
presented with challenge after
challenge, including some
absolutely massive bosses. Could
be better-looking, but it does play

#### MT RATING: 90%

#### **MEGA-lo-MANIA**

BY: VIRGIN
PRICE: £39,99
REVIEWED: MT 13.
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

#### MT RATING: 92%

#### MEGA TURRICAN

BY DATA EAST PRICE: IMPORT REVIEWED: MT 29 Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

#### MT RATING: 70%

#### MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39,99
REVIEWED: MT 15
Mick or Mack join up, somehow,
with McDonalds (of international
hamburger infamy) to fight various
environmental threats (such as
blobby slime monsters and mad
beavers) in this platform game. It's
all a bit too simple to be
interesting for very long, although
the graphics are smart and
gameplay is fast and jolly.

MT RATING: 81%

#### MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH
Mickey Mouse has to rescue his
missus, Minnie, from an evil witch
by the name of Mizrabel in this
cute and cuddly platform
adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

#### MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15
Simple but superb one or twoplayer race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

#### **MORTAL KOMBAT**

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21
A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'emup in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

#### MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15
Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

#### MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27
Funny variant on the NHLPA
games, where you can literally
smash each other to death on the
ice! Lots of obstacles and funny
animation make this a great
game.

#### MT RATING: 78%



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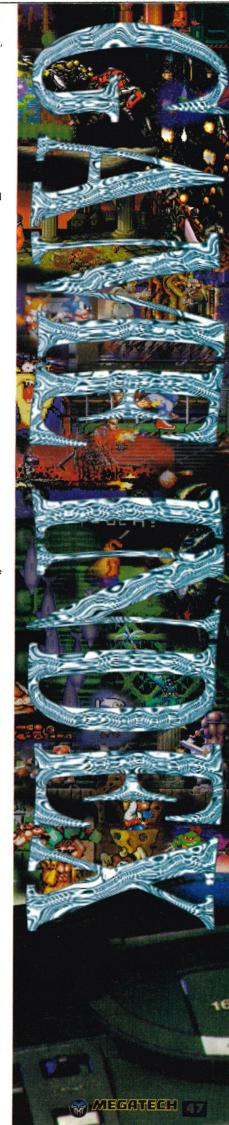
#### **NBA JAM**

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27
Excellent action basketball game,
especially in multi-player mode. A
good conversion of an average
arcade game.

#### MT RATING: 86%



NHLPA HOCKEY '93



BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 10 Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

#### **NHL HOCKEY '94**

BY: ELECTRONIC ARTS PRICE: £44.99 **REVIEWED: MT 22** Features slightly faster gameplay, more statistics, new one-timer shots improved action replay facility and, most importantly of all compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, fourplayer ice hockey action then this is definitely the game to get.

MT RATING: 90%



#### PETE SAMPRAS TENNIS

BY: CODEMASTERS PRICE: \$39.99 **REVIEWED: MT 30** Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

MT RATING: 79%

#### **PGA EUROPEAN TOUR** GOLE

BY: EA PRICE: £44.99 **REVIEWED: MT 27** The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

#### **PGA TOUR GOLF 2**

BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 13 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save - this cartridge is just loaded

#### with features. MT RATING: 94%

#### PHANTASY STAR III

BY: SEGA PRICE: £49.99 REVIEWED: PRE-MEGATECH Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer MT RATING: 89%

#### **POWERMONGER**

BY: FIFCTRONIC ARTS

PRICE: £39.99 **REVIEWED: MT 14** Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey

#### throughout too. MT RATING: 81%

#### PRINCE OF PERSIA

BY. DOMARK PRICE: £39.99 **REVIEWED: MT 27** Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

#### PUGGSY

BY: PSYGNOSIS PRICE: £39 99 REVIEWED: MT 21 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.



#### QUACKSHOT

BY: SEGA PRICE: £39.99 **REVIEWED: MT 1** Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should

#### MT RATING: 82%





#### RANGER X

BY: SEGA PRICE: £39.99 REVIEWED: MT 19 A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

#### common herd of shooters. MT RATING: 94%

#### **RAMPART**

BY: TENGEN PRICE: IMPORT **REVIEWED: MT 13** Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode.
Brilliantly simple mix of game styles.

#### MT RATING: 90%

#### RBI BASEBALL

BY: TENGEN PRICE: £39.99 REVIEWED: MT31 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't MT RATING: 77%



#### **ROAD RASH 2**

BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 12 More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun. MT RATING: 89%

#### **ROBOCOD**

BY: ELECTRONIC ARTS PRICE: £39.99 REVIEWED: MT 1 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous

#### monsters. MT RATING: 85%

#### **ROBOCOP VS** TERMINATOR

BY: VIRGIN PRICE: TBA **REVIEWED: MT 24** Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers

#### out there. MT RATING: 90%

#### ROCKET KNIGHT **ADVENTURES**

BY: KONAMI PRICE: £39.99 REVIEWED: MT 20 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy. DATING: 85%



#### **ROLO TO THE RESCUE** BY: ELECTRONIC ARTS

PRICE: £34.99 **REVIEWED: MT 14** A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels

#### and no password system MT RATING: 899

#### ROLLING THUNDER 2

BY: SEGA PRICE: £39.99 REVIEWED: MT 17 This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels

#### and action. MT RATING: 89%

#### RYAN GIGGS SOCCER

BY: ACCLAIM PRICE: £39.99 REEVIEWED: MT32 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.

MT RATING: 25%

#### SENSIBLE SOCCER

BY: SONY PRICE: £39.99 **REVIEWED: MT 24** This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

#### T RATING: 80%

#### SENSIBLE SOCCER INTERNATIONAL EDITION

BY: SONY IMAGESOFT PRICE: £39.99 REVIEWED: MT31 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

#### **SHADOWRUN**

BY SEGA PRICE: IMPORT REVIEWED: MT 29 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

#### Drive has been lacking. MT RATING: 95%

#### SHINOBI III

BY: SEGA

PRICE: £39.99 REVIEWED: MT 21 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.

#### SKITCHIN'

BY: EA PRICE: £39.99 REVIEWED: MT 27 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

MT RATING: 83%

#### SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE

PRICE: £39.99

**REVIEWED: MT 28** 

Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.

MT RATING: 92%

#### SONIC THE HEDGEHOG

BY: SEGA PRICE: £34.99 REVIEWED: PRE-MEGATECH If you don't know about this already,

#### WAKE UPIN. MT RATING: 83%

#### **SONIC 2**

BY: SEGA PRICE: £39.99 **REVIEWED: MT 11** 

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as easy as the first game.

#### MT RATING: 95%



#### SONIC 3

BY: SEGA PRICE: £39.99 **REVIEWED: MT 27** 

Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far. MT PATING: 93%

#### **SONIC SPINBALL**

BY: SEGA PRICE: £49.99 REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive - the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.



#### MT RATING: 86%

#### SPIDERMAN

BY: SEGA PRICE: £39.99 REVIEWED: PRE-MEGATECH King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.

#### STAR CONTROL

BY: ACCOLADE PRICE: £39.99 REVIEWED: PRE MEGATECH Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-tohead, or play a drawn-out strategy game variation. One of the best

#### two-player MD games.



#### STREET FIGHTER II SCE

BY: SEGA PRICE: £59.99 **REVIEWED: MT 23** 

12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

#### MT RATING: 90%

#### STREETS OF RAGE 2

BY: SEGA PRICE: £44.99 **REVIEWED: MT 13** Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is

#### rather easy. MT RATING: 94%

#### SUBTERRANIA

BY SEGA PRICE: £39.99 REVIEWED: MT 29 Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound

#### MT RATING: 90%

#### SUNSET RIDERS

BY: KONAMI PRICE: £39 99 REVIEWED: MT 16 The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels

available.
MT RATING: 87%

#### SUPER KICK OFF

BY: US GOLD PRICE SAA 99 REVIEWED: MT 15 Loads of options for different footy tournaments, various weather conditions, strip colours - the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment. RATING: 75%

#### SUPER STREET FIGHTER -

BY: CAPCOM PRICE: £TBA REVIEWED: MT32 It's SF witrh knobs on. Four extra characters and better gameplay make this the game of '94.



#### TAZ-MANIA

BY: SEGA PRICE: £39.99 REVIEWED: MT 6

Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but

#### it's really easy. MT RATING: 82%

#### TMNT: THE HYPERSTONE HEIST

BY: KONAMI PRICE \$39 99 REVIEWED: MT 16 This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

#### TERMINATOR 2

BY: ACCLAIM PRICE: £39.99 REVIEWED: MT 13
Based on the hit Operation Wolfstyle coin-op in which you play a resistance fighter of the future who has to blast away at the never ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.
MT RATING: 86%

#### THIRD WORLD WAR

BY EXTREME ENTERTAINMENT PRICE: IMPORT **REVIEWED: MT 29** Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

#### THUNDERFORCE IV

BY: SEGA

PRICE: £39.99 **REVIEWED: MT 9** 

More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.

#### MT RATING: 94%

#### TINY TOON **ADVENTURES:** BUSTER'S HIDDEN TREASURE

BY: KONAMI

PRICE: £39.99 REVIEWED: MT 17 Takes all the best bits from the platform genre and welds them together into a great-looking, fastmoving, funny, massive, fluffy and loveable concoction. It's a

#### bit easy though. MT RATING: 94%

#### TOEJAM AND EARL

BY: SEGA PRICE: £39.99 REVIEWED: PRE-MEGATECH Toelam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.

MT RATING: 82%

#### TOEJAM AND EARL 2

BY: SEGA PRICE: £49.99 **REVIEWED: MT 25** ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible meg altair with a more accession traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet . The crazy offthe-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%



#### TWO CRUDE DUDES

BY: SEGA PRICE: £34.99 REVIEWED: MT 5 One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoony, comical beat'em-up action with great graphics, great fun, but

### dead easy. MT RATING: 84%

#### **VIRTUA RACING**

BY SEGA PRICE: £69.99 REVIEWED: MT 29 Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very pricey.
MT RATING: 93%



#### BY: PSYGNOSIS

PRICE: £39 99 **REVIEWED: MT 22** Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad

#### out the basic gameplay MT RATING: 86%

#### **WORLD OF ILLUSION**

BY: SEGA PRICE: £39.99 REVIEWED: MT 12 Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.

#### T RATING: 90%



#### WWF WRESTLEMANIA

BY: FLYING EDGE PRICE: £39.99 REVIEWED: MT 13
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of

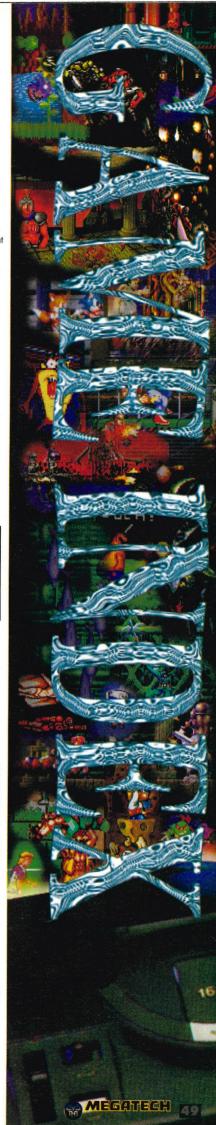
#### the 'real' thing. MT RATING: 84%



#### ZOMBIES

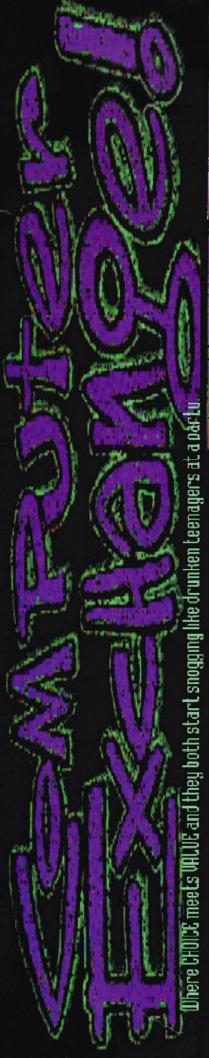
BY: KONAMI PRICE: £39.99 REVIEWED: MT 22 Eek! Assorted B-movie baddies are running amok and suprise, suprise - it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.

MT RATING: 90%









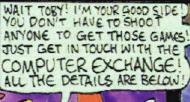
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