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# MEGA POWER



APRIL 1995  
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ISSUE 20  
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# FLASHBACK

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**FEATURED**

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SOLUTION INSIDE!** ★

**INSIDE**



# A choice of TW

## In this Issue...

Britain's best Sega magazine teams up with champions Manchester United for a top-scoring soccer special. We've got a full four-page league report on Ocean's upcoming *Manchester United* Mega Drive game which features all the big names: Kanchelskis, Hughes, Cole, and crowd favourites Ince and Cantona!

TIPS GUIDES FOR ASTERIX AND THE STORY OF THOR!

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**CHAOTIX**  
Knuckles hits the 32X

**ETERNAL CHAMPIONS CD**

The goriest beat-'em-up ever!

**ALSO REVIEWED INSIDE:**

Micro Machines 2 GG  
Kawasaki Superbikes  
X-Men 2  
Road Runner  
Midnight Raiders  
Phantasy Star IV



## Be a Devil!

Man United score on the Mega Drive!

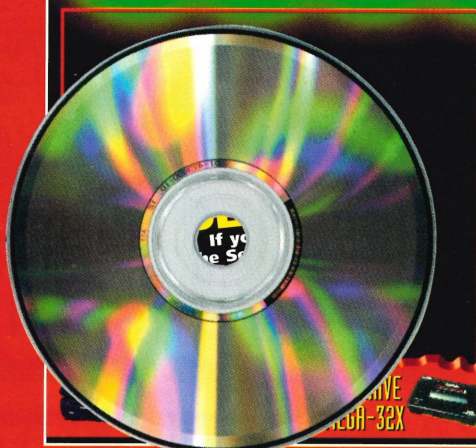


Fully playable **SENSIBLE SOCCER** Mega-CD demo!

# SEGA PRO CD

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# Sensible SOCCER



**ETERNAL CHAMPIONS CD**  
The goriest beat-'em-up ever  
**MANCHESTER UNITED**  
Eric kicks out on the Mega Drive!

**MORE CD GAMES INSIDE:**  
EARTHWORM JIM  
SHINING FORCE  
ECCO 2  
MIDNIGHT RAIDERS



## With this Issue...

EXCLUSIVE FULLYPLAYABLE DISC DEMO OF

# Sensible SOCCER

Meanwhile on **SEGA PRO CD** we score the winner with a playable demo of *Sensible Soccer CD*, complete with stunning rendered intro sequences and full access to all the teams and tournaments!

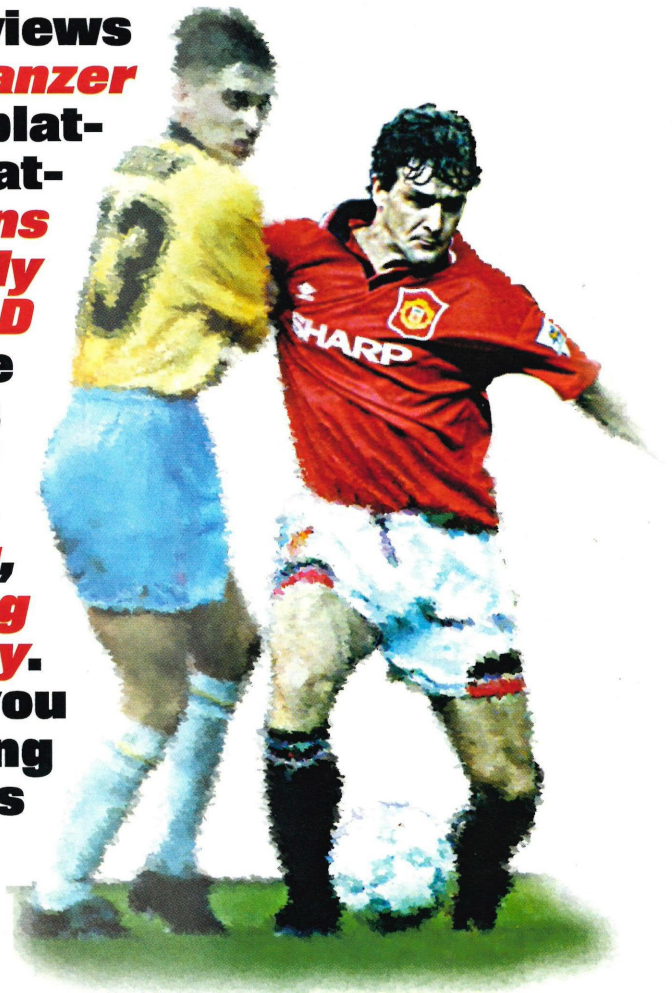


# 10 Great Mags!

## SEGA PRO DOES THE DOUBLE!

Inside both mags there's previews of latest Saturn sizzler **Panzer Dragoon**, Knuckles's 32X platformer **Chaotix**, the goriest beat-'em-up ever **Eternal Champions CD**, **Brian Lara Cricket**, **Speedy Gonzales**, **Earthworm Jim CD** and more. And check out the latest scores with our reviews including **Kawasaki Superbikes**, **Phantasy Star IV**, **X-Men 2**, **Road Runner**, **Midnight Raiders**, **Shining Force CD**, and **GG NHL Hockey**.

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# COMENT

## PRESS

## s t a r t

Welcome to another issue of the most magnificent Mega Power. This month we've got a brilliant playable disc demo of Delphine's Flashback, a superb arcade adventure with some stunning visuals (including rendered Silicon Graphics sequences) and one of the best soundtracks ever. As the game should be on the shelves by the time you read this, we've also packed in a full eight-page solution to the game, plus a sneak preview of Eternal Champions CD and reviews of Earthworm Jim CD and Links Golf. Play, read and enjoy.

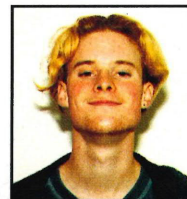
### phil king

Phil is a man on the move. No sooner had he been promoted to editor of SEGAPRO, than he was offered the editorship of another Paragon magazine, Games World. So he'll now be working with his old Mega Power mucker, Dave "Unstoppable Games Animal" Perry.



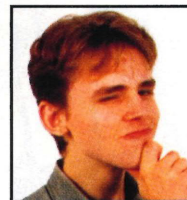
### ryan butt

Ryan was really singing the blues with his band the other day. They were rehearsing in his mate's garage when Ryan sat down on a plank with a rusty nail sticking up out of it. Apparently it was a real pain in the Butt – almost as bad as the tetanus jab Ryan had to have later!



### mark pilkington

Pilky has suddenly come over all sensible. There'll be no more crashing cars on the motorway, or taking up smoking as a New Year's resolution. No, Mr P has finally come of age and vowed never to be daft ever again... April Fool!



Extra-special thanks to DREAM MACHINES in Hartlepool (01429 869 459) and VIDEO GAMES CENTRE in Bournemouth (01202 527 314) for supplying our import games.

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# EVENTS

## Previews



### ETERNAL CHAMPIONS 10

The most brutal beat-'em-up ever makes *Mortal Kombat II* look like a tea party! Prepare to be shocked out of your skin...

## Solution



### FLASHBACK SOLVED 20

Stuck already in US Gold's epic arcade adventure? Then simply read our massive eight-page solution. It's all you need to know.

## Reviews



### EARTHWORM JIM 13

This Special Edition of the platform classic boasts extra levels, as well as improved presentation and groovy sound.



## Regulars

# MP

### GAME BUSTERS 30

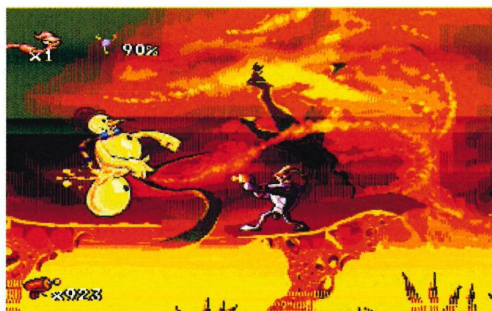
Top tips for your Mega-CD and Mega Drive games including *Heart Of The Alien*, *Rebel Assault* and *Earthworm Jim*.

### BACK ISSUES 32

Missed some of our earlier issues and cover-mounted disc demos? Order them from the comfort of your MFI deluxe dining suite.

### LINKS 17

Fore! The first-ever golf game to hit the Mega-CD's fairway, this uses hundreds of digitised views of a real-life course.

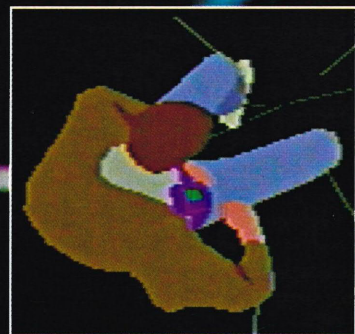


Slowly, the rays from the regenerator re-plant the memories in Conrad's brain.

## COVER

d i s c

At last, it's here! Due to popular demand and lots of arm twisting, we can now bring you the Flashback demo we promised, ahem, a while ago. To find out exactly how to play it (and more about the game), flick over the next page...



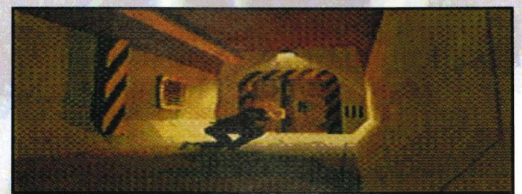
FLASHBACK

MEGA POWER



# Mega POWER DEMO DISC

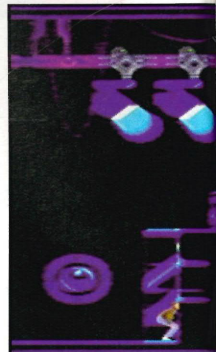
# 13



One of many gorgeous rendered scenes.

Later on in the game, Conrad meets up with various characters – some of them friendly.

Shoot those little robots when they've got their antennae raised.



# FLASHBACK

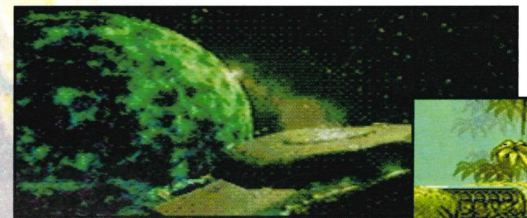
## How to play your demo

**T**his dazzling demo includes the stunning Silicon Graphics-generated intro sequence and a limited period of playability on the first level. You play the role of Conrad Hart who has stumbled across an alien plot to invade Earth. Just as he was about to be shot by an alien sniper, a special Holocube whisked him to safety, but he's woken up in a strange alien environment.

Our demo lets you play for a limited period on the first of the game's seven huge levels. As well as classic platform jumping skills, you'll need to draw your gun to shoot various robots and baddies before they hit you. You can also crouch down to pick up objects, then select and use them from your inventory. So there's a lot

of thought needed to solve puzzles, as well as quick reactions to survive.

(Please note that this demo is identical to the one featured on a previous issue of SEGA PRO CD.)



(Above) Later in the game, Conrad returns to Earth.

(Left) A shootout with guards in the full game.



## Controls

### LEFT/RIGHT

Conrad walks/shuffles/runs/rolls to the side, depending on which mode he's in.

### Up

The hero jumps into the air. If there's the edge of a platform above him, he'll grab hold of it and haul himself up. If walking or running, he'll jump to the side.

### Down

Makes Conrad crouch down to avoid enemy fire. Pressing LEFT or RIGHT in this position will cause him to roll on the ground. Press A while crouching to pick up an object.

### A

Hold this down to make Conrad run LEFT or RIGHT instead of walk-

ing. Press Up while running to perform a giant leap.

### B

Activates currently selected object or scenery behind Conrad (eg a switch). When in gun mode, this fires the pistol.

### C

Draws Conrad's gun, or puts it away. When in firing mode,

Conrad can shoot at baddies, shuffle sideways, run and roll. However, he can't jump or climb up, so you need to put the gun away to do this.

### START

Pauses the game and brings up Conrad's inventory, showing all the objects he's holding. Move LEFT/RIGHT to change the selected object, then START to un-pause.



## OVERSEAS READERS

You can obtain a copy of the *Flashback* demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #20 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: +44 202 299900; fax: +44 202 299955.

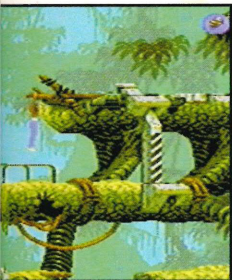
(Left) Death Tower is a gruesome TV game show.



(Above) Conrad regains consciousness on an alien planet.

# ACK

Hold the D-pad Up to climb up the edge of a platform above you.



## GET ON THE CASE

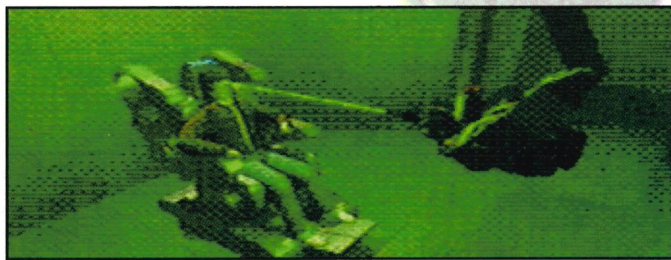
Our special cutout inlay lets you store your demo disc with style in a proper CD case. The inlay has been designed to fit either slimline jewel cases (as used by singles) or standard ones (albums).

For a slimline case, simply cut around the dotted line, score along the fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess.

(Left) Conrad appears on the Death Tower TV show.



The aliens plot away in another brilliant rendered scene from the game.



Conrad's wiped memory is restored by this special machine.

## THE DEMO

Mega Power proudly presents a playable demo of Delphine's *Flashback*. Droll over the full rendered 3-D introduction sequence, created on state-of-the-art Silicon Graphics workstations. Then control the hero Conrad for a limited playing time on the game's first level, as he athletically leaps around platforms, picks up objects and draws his pistol to fire at deadly enemies. It's as stunning to play as it to look at.

## Controls

LEFT/RIGHT Walks/shuffle/run/roll to the side.  
UP Jump/climb up.  
DOWN Crouch. Press LEFT or RIGHT to roll. Press A to pick up an object.  
A Hold down to make Conrad run.  
B Activates object or scenery. Or fires pistol.  
C Draws Conrad's gun, or puts it away.  
START Pauses the game and brings up inventory.

## CREDITS

Many thanks to Delphine and US Gold for all their cooperation. Special thanks to Anne-Marie Joassim and Lori Christensen. Copyright 1994 Delphine. All rights reserved.



MEGA POWER PRESENTS

FLASHBACK

PLAYABLE DEMO

13 THIRTEEN



MEGA POWER PRESENTS  
FLASHBACK

PLAYABLE DEMO  
MEGA POWER FLASHBACK DISC 13

13





# FLASHBACK



## FINALLY FLASHBACK

**A**fter countless delays, including publishers Sony cancelling its original planned release, *Flashback* is finally to appear on the Mega-CD from US Gold – it should already be on the shelves of games shops as you read this!

The original Mega Drive *Flashback* stunned gamers with its amazing graphics and absorbing science-fiction plot. For the new CD version, French developers Delphine have made a lot of presentational and sonic improvements. For a start, they've completely reconstructed the many animation sequences, using super-powerful Silicon Graphics workstations to create flawlessly smooth 3-D animations. As well as a lengthy and elaborate introduction sequence to tell the story, there are many other rendered scenes appearing during the game, including whenever the hero picks up an object.

The arcade-adventure action itself is identical to the compulsive cartridge version, but benefits from an all-new CD soundtrack. Atmospheric music accompanies every level, recorded in one of Delphine's professional recording studios. The FX are also a lot meatier as you fire your gun and run and jump around the platforms. Best of all, when you meet a friendly character you get to hear full CD speech from both parties.

You play Conrad Hart, a graduate of the Galactic Bureau of Investigation who has stumbled across an alien plot to take over the Earth. Knowing far too much, Conrad is soon targeted by an alien sniper, but escapes death via a magical holocube. He wakes up on a strange planet, having completely lost his memory.

Conrad is smoothly animated as he runs, rolls and leaps around the huge platform levels. His incredibly realistic movements were created by rotoscoping: digitising a real actor and then touching up the frames. Particularly impressive is the gun-firing sequence where Conrad quickly pulls a revolver from his pocket, aims and fires at enemy guards and droids.

The main action is very reminiscent of Delphine's previous hit



*Another World* (which also recently appeared on Mega-CD): the hero even collects a similar shield to protect himself during shootouts. However, *Flashback* features more logical puzzles.

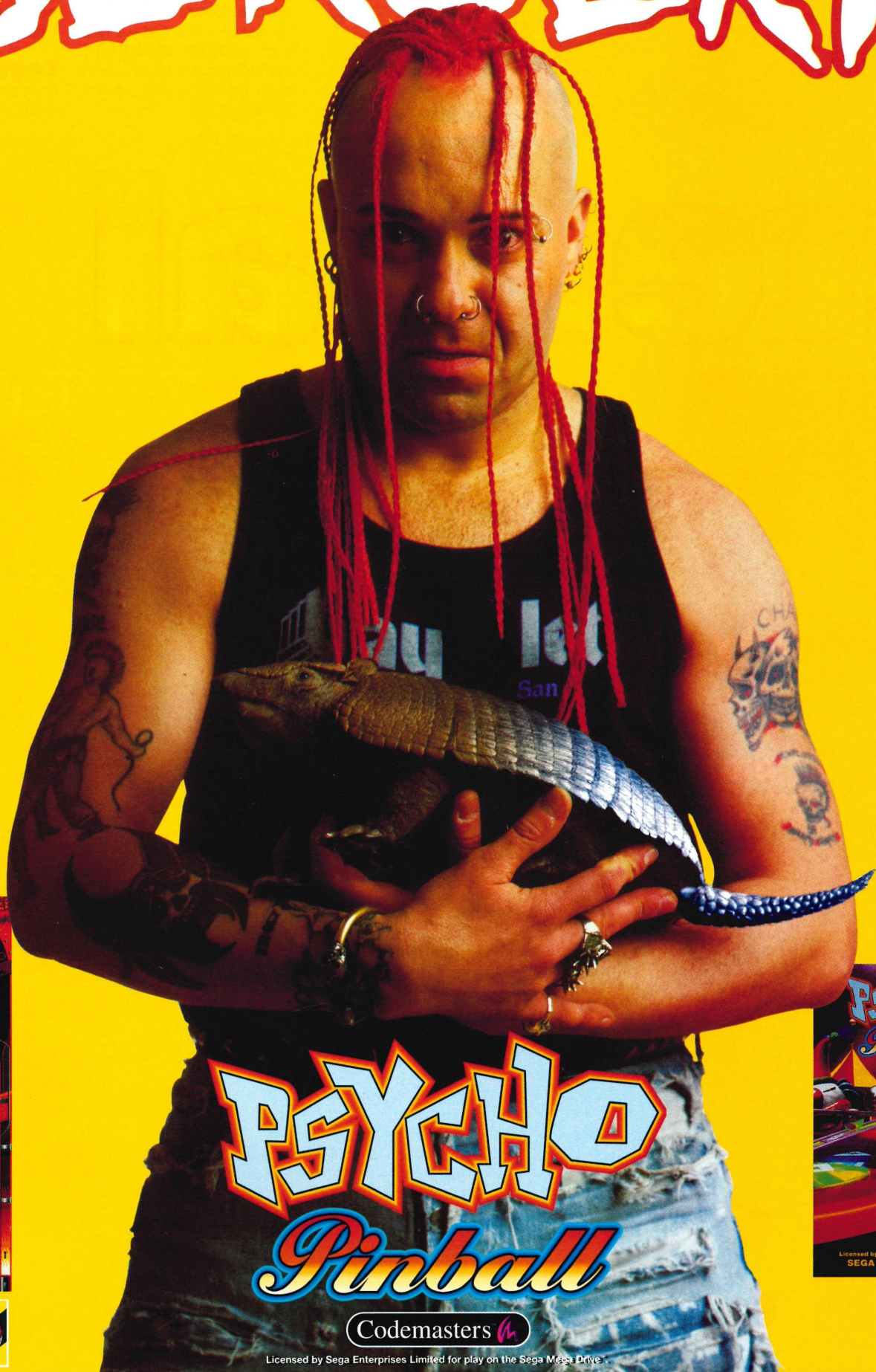


(using various collected objects), character interaction and variety within its seven extensive levels. In one section you have to earn money by performing tasks such as delivering packages and safely escorting VIPs. You even get to take part in a TV game show known as Death Tower, where the contestants have to shoot it out!

There are many twists and turns in the plot throughout this epic adventure which combines thoroughly engrossing action with astounding cinema-style presentation. And *Flashback* is even more of a classic on CD.



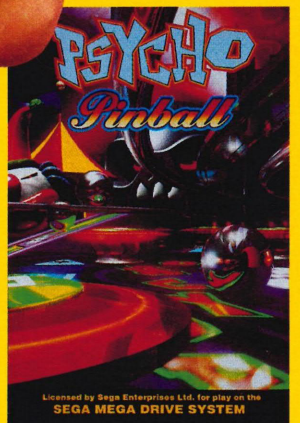
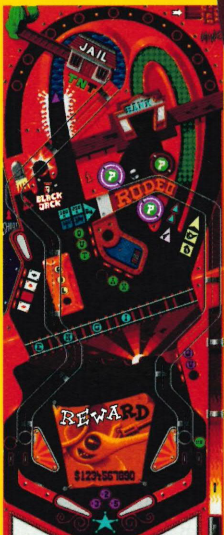
# BERSERK



## PSYCHO Pinball

Codemasters

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## TOURNAMENT CHAMPIONS

As we mentioned, *Eternal Champions CD* features a hefty array of tournament options. Here they are in full...

### Single Elimination

Choose a warrior and then work your way from the outer circles into the top of the pile. A loss means instant death... or as good as.

### Possession

Each player selects a number of characters to do battle. The losing characters aren't eliminated but added

to the winning side. The player who acquires every character wins.

### Russian Roulette

Warriors are chosen for a group battle, but when a warrior loses, they aren't necessarily affected – a random selection is made by the computer and any character on the losing team is blown away.

### Sudden Death

Short, sweet battles lasting 30 seconds and a single round. Losing warriors are immediately terminated.

### Death Match

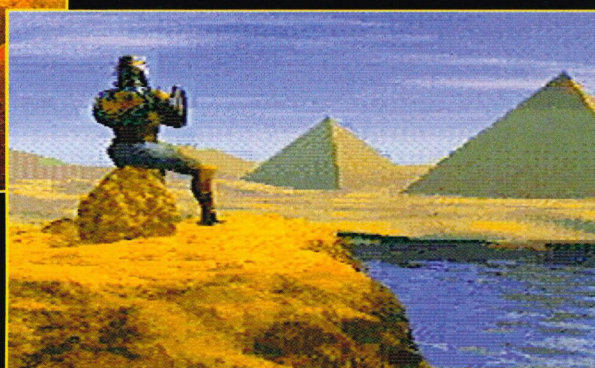
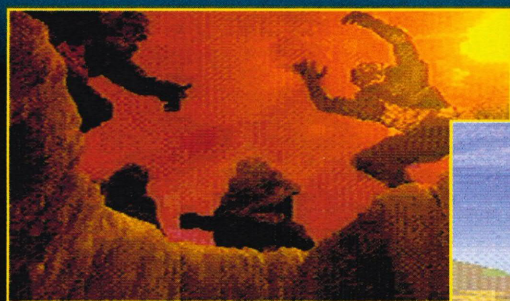
A simply knock-out affair in which losers are permanently removed and the side with the most kills wins.

### Count Down

With the time rapidly ticking away, you must vanquish all

# Eternal Champions

## CHALLENGE FROM THE



Each fighter has a rendered intro sequence. Here's Ramses III in Egypt.

Ancient Egyptian Ramses takes on new girl Raven – she's the one on the left.



Hotly touted by Sega as being the most gruesome game of all time, this CD 'sequel' left Ryan Butt feeling queasy...

Being but a mere fledgling in the Sega industry, my previous knowledge of *Eternal Champions* consisted of no more than it being an inferior *Street Fighter II* clone. However, I came away from Sega's offices with a new sense of optimism.

If you remember the original Mega Drive game, it involved a super-being known as the Eternal Champion rescuing warriors from various historical periods to fight in a massive beat-'em-up tour-

nament. However, there's more in this new CD version, where an evil Eternal Champion is hiding four other warriors (the new characters) so the contest can't be resolved.

The upshot of it all is that you're left with a one-on-one beat-'em-up which pits 13 fighters from different races and time periods against each other, making for highly mismatched battles coupling primitive weaponry with high-tech defences, ancient values and thought-patterns with more advanced and logical minds. Naturally, I've already booked my ringside seat for what is shaping up to be the ultimate battle of humankind.

*Eternal Champions CD* is packed absolutely solid with everything a true beat-'em-up fan could ever desire – no kidding, this game alone could keep you happily occupied for the next year or so at least, and here's why...

There are three primary options: Contest and Duel are just standard one- or two-player games in which you guide one of the heroes through the contest, but the Tournament mode is something completely different. There are ten (yes, TEN!) different tournament modes to be tried and tested (see boxout), which is remarkable considering that this aspect is only a fraction of what the game has on offer.



Wow! Midnight performs a flashy kick against mysterious staff-wielding magician, Xavier.

There's an impressive line-up of 13 standard characters to enter the fray. All have a vast multitude of special moves to dish out. However, lurking deep within the grooves are approximately 11 hidden fighters, and you ain't never seem anything like this crew of bizarre warriors before. Most of the hidden characters look like rejects from Noah's Ark: you've got chickens, snakes, dogs, monkeys and birds that are all fully controllable and ready for action!

What really takes the biscuit is the unimaginable number of finishing moves – there are literal-



Agile fighter Jetta was once a circus performer – no, she doesn't have a beard!



of your opponent's characters, or die in the attempt.

then it's just a straight slog to the end.

**Double Elimination**

Similar to Single, but each character has two chances before they kick the bucket.

**Round-A-Bout**

Similar to the way in which you pick footy teams at school, each player takes it in turns to pick a fighter and

**Round Robin**

Similar to the Round-A-Bout, except the winner advances a character, and the loser remains on the same fighter. First through the cycle wins.

**Dominator**

This is like a tug of war: a win signifies a movement of one space in the victor's favour.

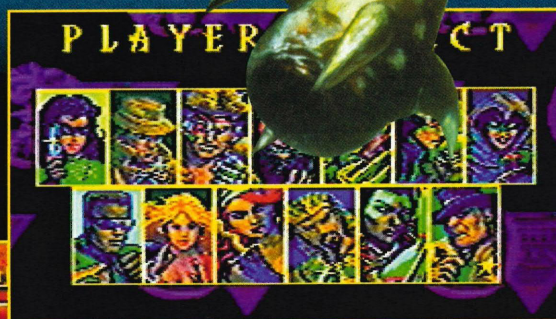


# Champions

## THE DARK SIDE



Now that's what I call a flash kick!



You now have 13 very different characters to choose from.



Ramses' most spectacular special move is to turn into a giant snake creature to gobble his opponent!



Jetta shows off her amazing agility with a spinning handstand kick against cool guy Blade.

ly hundreds of 'em. The 'Fatalities' start with standard finishing moves that really go for the jugular, including decapitations, electrocutions, limb-hackings, skin-rippings, and various mutilations. Then there are interactive background sequences that consist of hitting your opponents into lion cages, off buildings, into electric lights, down pits, and there are also creatures that lash out from the backdrops to devour your highly unfortunate opponent in some ultra-disgusting way.

As well as all of this, there are Full Motion Video sequences (called Cinekills) that kick-in when you do some fiddly joypad combination. For example, you can warp your opponent back in time to meet their original fate, or you can zip them straight into the lair of the Eternal Champion to meet some grizzly demise – some of them really will turn your stomach!

## Eternal Champions

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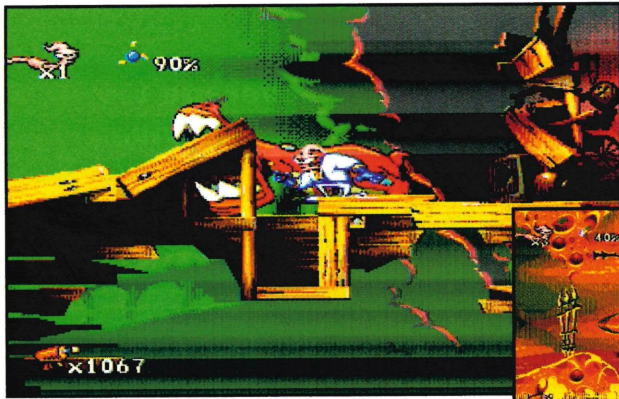
TIME WARNER  
INTERACTIVE



# REVIEW



Jim hops some asteroids in hot pursuit of *Psycrow*. Remember, last one to the post is a donkey!



Only a nuclear explosion could save Jim from these jaws of death.

Whip the cogs to open the gates – it's easy when you know how.



# Earthworm Jim

## SPECIAL EDITION

The world's wormiest platform hero makes a welcome return on the Mega-CD with a new and improved mega-mix version of his legendary adventure...

**T**he phenomenal hero that is Earthworm Jim began life as a mere garden worm on a remote planet, a hapless morsel for any peckish bird that happened to take a passing fancy. But being at the bottom end of the food chain was no fit place for Jim, so when an alien space suit dropped down from the heavens, his empty existence was instantly transformed the moment he wriggled inside for a bit of sanctuary from a malicious crow.

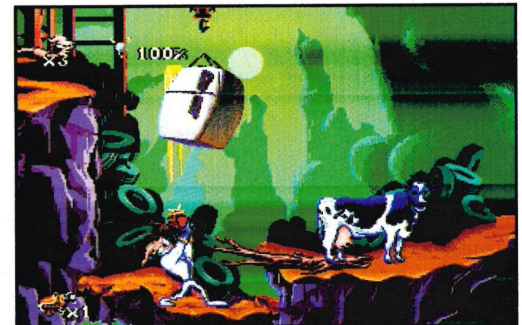
This apparently mislaid suit is in fact the property of the evil Queen of planet Insectica, and her highness along with her twisted right-hand, er... bird, *Psycrow*, is desperate to retrieve her property. However, seeing as the Queen and her dastardly henchmen are obviously bad-eggs, why give the suit back willingly? After all, one worm can make a difference and use it as a means to rid the galaxy of such revolting scum. And so Earthworm Jim decided to do just that.

If you've never taken time out to explore the

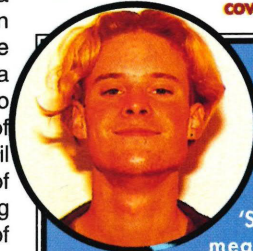
wonders of this whole *Earthworm Jim* experience, what's the matter with ya? Developed by the happy people at Shiny Entertainment, *Jim* is the latest jewel in the crown of industry superman, David Perry, whose Midas touch has paved gold for the likes of *Aladdin* and *Cool Spot* in the past.

The game is a multidirectional platformer packed to bursting point with stylish gameplay, madcap humour and dazzling graphics. Jim himself is without a doubt the greatest platform hero to emerge from the console scene for a long while. Armed with a heavy-duty machine gun and his own adaptable torso that makes for a cracking whip, Jim's here to kick the butt of a vile gang of worthless degenerates: namely Evil the Cat (a feline with the priority chore of grooming himself), Major Mucus (a disgusting snot globule who bungee-jumps over a pool of phlegm), Professor Monkey-For-A-Head (a nutty lab-boffin with an out-there hairdo), and of course, Queen Slug-For-A-Butt (makes Queen Victoria look like Pamela Anderson!).

...Immensely playable to the point of obsession



Yup, for no apparent reason, you launch a very nifty cow satellite!



If you think this is just a ported-over Mega Drive *Earthworm Jim* with bells on, you're wrong! Seeing as this is released under the catchy sub-handle of 'Special Edition' it is just that, meaning that you get three brand-new extra levels, new animations, presentation screens, loads more sound and fabulous samples, plus (and this is an almighty PLUS!) it also comes complete with a password system to ease the frustration. It's certainly a whole load better than your average CD conversion.

With so many different styles of platform gameplay chucked into the mix, *Earthworm Jim* is an instant classic that is immensely playable to the point of obsession, very challenging even with the passwords, genuinely funny without being patronising and smarmy, and just generally the best game of its type around at the moment. As Jim himself would say in his heavy Texan drawl, this game is quite simply "Groovy!"

RYAN

## THINGS TO LOOK OUT FOR

Keep your eyes peeled with these desirable objects:



### GUN

This tops up your ammo.



### RED ORB

Replenishes all of your energy.



### BLUE ORB

Replenishes some of your energy.



### BULLET

This gives Jim three homing missiles.



### JIM

An extra life, what else?



# THE WORM CAN...

Jim is a lot smarter than your average worm. Just look at what he can do in the name of survival.



## SHOOT GUNS

Get him kitted out with an intergalactic Uzi and Jim sprays bullets around like a trooper. He doesn't swear like one, though.



## HELIWORM

Long fall? Need a slow descent? Then why not utilise Jim's natural helicopter abilities? He can hover to his heart's content.



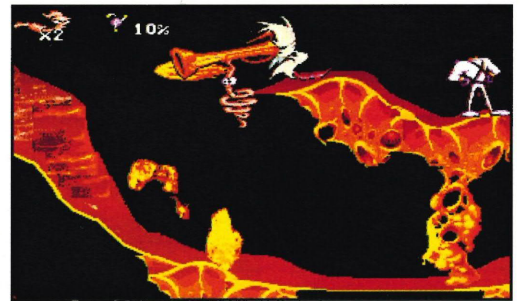
## WHIP THINGS

If he's out of ammo then Jim can use his supple torso as a wicked whip. Use it to kill enemies or latch onto hooks to swing to safety.



## ROCKETMAN

After each level, Jim will whip out his rocket for a blast through the stars. He doesn't need the USS Enterprise.

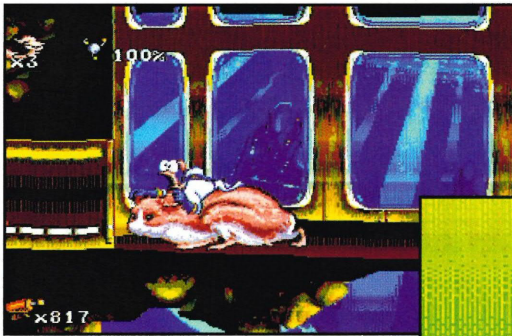


Evil the Cat gets heavy with a photon ray gun.



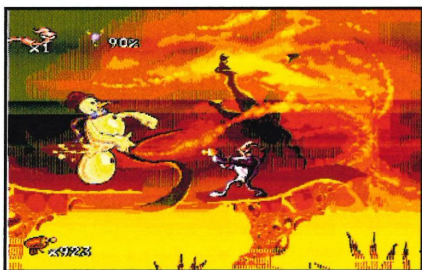
Chuck the builder lives up to his name.

To defeat these scumbags, Jim must first battle through huge scrolling levels consisting of drones to blast, puzzles to solve, and objects to find. Once a boss has been successfully tamed, Jim hops aboard a jet engine and proceeds to race Psychrow through a black hole, collecting blue orbs and dodging the streams of asteroids that come hurtling out of the screen. Beat him and you jump straight to the next level – if not, you'll have to whip the little blighter into shape on the planet's surface.

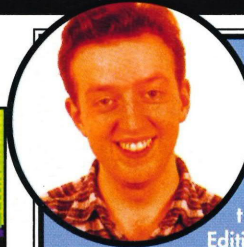


Major Mucus can only be stopped by ramming him into the side of the cliff.

Apart from the usual improved sound and presentation this CD 'Special Edition' boasts three completely new levels (making 22 varied stages in all) and a welcome password system so you can restart the game exactly where you left off.



Frosty the Snowman takes a few rounds in the hip. He shouldn't be in hell anyway.



What an ace conversion this really is. If you thought Earthworm Jim was fab on the Mega Drive – and it was! – you'll be bowled over by this ever better Special Edition. Jim is such a crazy character and he comes across even wackier on CD, thanks to lots more hilarious samples and some of the grooviest music you've ever heard. Not only that, but you get three whole new levels to add to the challenge – and at last, a much-needed password option. No doubt about it, this is the best platform game I've ever played. It's got everything: immense playability, variety (Jim can do lots of different things), and a whole load of humour. You'll have a permanent smile on your face as you play it. A real CD classic.

**PHIL**

**MP**

"One of the best games you can get for your Mega-CD, this Special Edition is much more than your average CD conversion. An essential purchase."

10  
9  
8  
7  
6  
5  
4  
3  
2  
1

TERMINATOR  
BARRACUDA  
SONIC CD

# Earthworm Jim

1 PLAYER

MEDIUM ACCESS

PASSWORDS

UK RELEASE

GAMEPLAY	93%
GRAPHICS	94%
SOUND	95%
ADDICTION	91%

**INTERPLAY**  
**£44.99**  
**OUT MAY**

**OVERALL**  
**94**



# "BLOW 'EM AWAY"



## LEGENDARY ENFORCERS

# Gen Fighters

# ROBOTECTOR



# SNATCHER

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## MEGA DRIVE





# 100%

GAMESMASTER MAGAZINE GAMEPLAY RATING



"...the most playable game in the world!" Overall Score - 97%



THE ORIGINAL

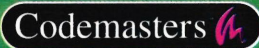
## MicroMachines

# 2

### TURBO TOURNAMENT

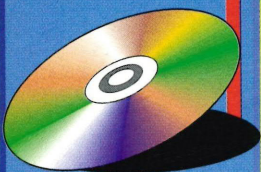
Licensed by Sega Enterprises Limited for play on the Sega Mega Drive™.

**SIMULTANEOUS 8-PLAYER TOURNAMENT**



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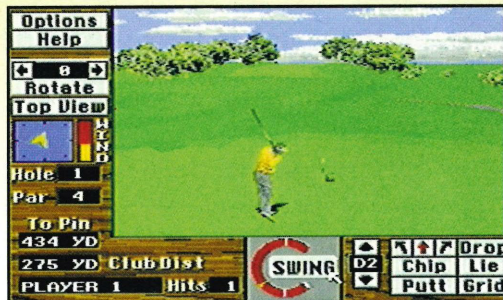




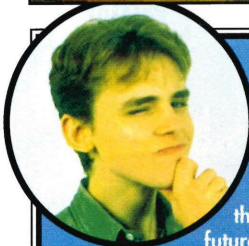
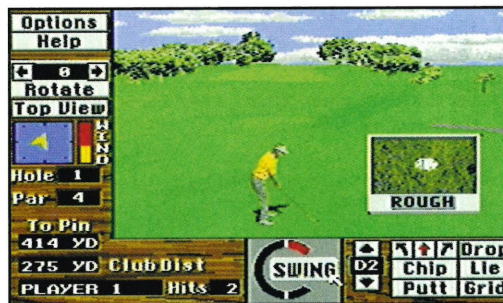
# Links

There's a whole bagful of options to choose from in this game.

## THE CHALLENGE OF GOLF



Your golfer has just taken his shot. A shame that you can't see the superb animation in this screenshot.



As good as this game is, there are some bad points to take into consideration. For instance, there's only one course to play – a real shame, severely reducing the long-term appeal. In the future, there may be some additional course discs released, but for now you're just going to have to stick with the one you're given. Another niggle is the fact that there aren't any crowd noises to spur you on. No cheers, no nothing – not even one clap. A bit strange, but nothing that affects the gameplay too much. At the end of the round, this is another highly polished golf game that only suffers from the lack of courses. So you might well be better off getting one of the *PGA Tour* games on the Mega Drive.

**PILKY**

**The Mega-CD gets in the swing for its debut golf game. Will it hit straight down the fairway or be thrashing around in the sand?**

**S**o the Mega-CD finally gets its first golf game, and it claims to be the most realistic ever made. The blurb on the packaging states: "A golf game so real, you can almost smell the green." Always one to believe such things, I decided to see if this was true. I loaded up the game on the CD and started to play a few holes. Having a good old sniff around the screen and failing to detect anything remotely 'green', I reckoned I must be coming down with a cold!

'Smellyvision' aside, when you first switch the Mega-CD on, you're greeted by some gobsmacking FMV and crystal-clear speech. Forget all the usual rubbish that we find on the Mega-CD – this stuff (apart from a few glitches, thanks to the lack of on-screen colours) is the real deal. The smooth speech continues into the game itself, although it must be said that it gets a bit tedious after a while. As for the FMV, you get a good few seconds' worth as it introduces the actual game itself doesn't feature any.

Looking spookily similar to the *PGA Tour* games on the Mega Drive, it comes as no real surprise to find that the control system is almost identical as well., using a strength bar to judge how hard you're hitting your shots. I had no problems quickly moving the ball down the course, and it's all very easy to get to grips with.

The amount of options available in this game is stunning: You can opt to play in a tournament, practise any hole, choose from Pro, Amateur or Beginner levels, look at an instant replay after your shot (from a choice of two angles!), save

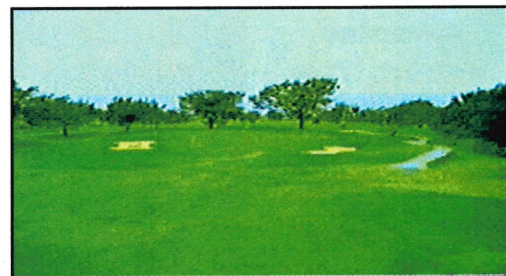
your player/position to the battery backup... I could go on and on! Basically if you're an options fan, you're going to have posters of this game all over your wall – there's even the option to play with that strange control device, the TeeVGolf club.

With FMV fly-overs for each hole, digitised views to replicate the Torrey Pines course exactly, and sampled speech from 'expert golf commentator' Ben Wright (who?), this promises to be the most realistic golf game ever. But can it possibly topple EA's classic *PGA Tour* series from the top of the leaderboard?

**...The real downside is that you only get a single course**



The reverse replay shows all the action in every possible detail.



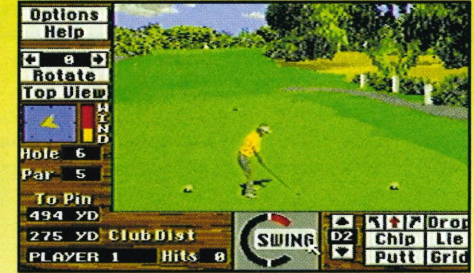
You get a fly-over Full Motion Video view of each hole before you play it.



There are only 18 holes in the game. This is a shame, because the 19th hole (ie the pub!) would have added a whole new aspect. Here are seven of them...



The club selection screen. As in real golf, you're only allowed to take 14 clubs on the course.



Tee-hee-hee! What silly trousers!



The graphics in this game are great, with each hole, player and background all digitised from the real thing. Right from the aerial fly-overs of each hole, up to the last putt of the ball, this game oozes graphical quality. The only problem is that the Mega-CD has only so many shades of green with which to do things with.

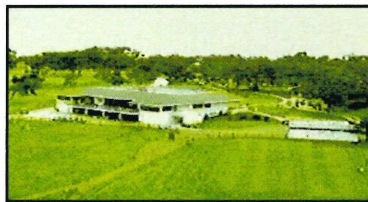
Even more limiting, the gameplay is only average stuff, lacking the finesse of EA's PGA Tour games. However, the real downside is that you only get a single course to play, so it soon gets repetitive and dull - even in multi-player mode. If you really must have a CD golf game, I'd wait for US Gold's forthcoming World Cup Golf - which features the same sort of digitised views, but has the bonus of four different courses.

**PHIL**



The player set-up, where you can change your sex amongst other things!

I wouldn't want to live here. Well, you'd get balls crashing through the windows every five minutes, wouldn't you?.



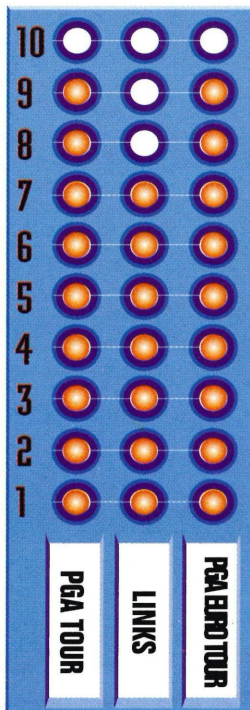
You can select an overhead view if you get lost. Ah, so that's where I am!



For the idiots amongst you, here's how to play with the TeeV Golf club!

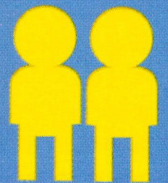
**MP**

"A polished game of golf with some impressive graphics and sampled sound. The only shame is that there's just one course to play around."



**Links - The Challenge Of Golf**

**VIRGIN**  
**£44.99**  
**OUT NOW**



**1-6 PLAYERS**



**MEDIUM ACCESS**



**SAVE GAME**



**UK RELEASE**

GAMEPLAY	77%
GRAPHICS	87%
SOUND	90%
ADDICTION	57%

**OVERALL**

**70**



# KICK OFF 3

## EUROPEAN

### Challenge



# YOU KNOW IT'S

**Get ready to rumble!**

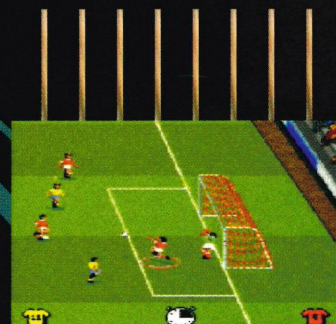
Kick Off 3 - European Challenge doesn't give a F\*F\* for any other soccer game. You know it kicks ass!

There's more to Kick Off 3 - European Challenge than just hitting buttons and waiting for things to happen.

You control the machine - it doesn't control you.

Can you handle it?

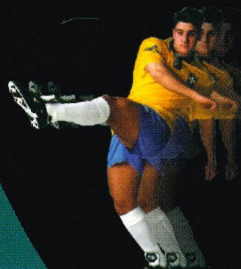
**Come and have a go if you think you're hard enough!**



MEGA DRIVE

**SUPER NINTENDO**

# KICKIN'



VIC TOKAI

ANCO

Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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To coincide with this month's superb demo disc, Mega Power brings you a full eight-page solution to Delphine's brilliant arcade adventure!

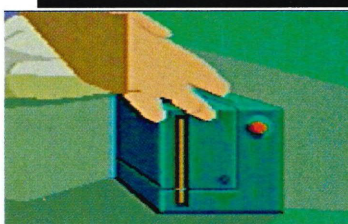
# FLASH

## ★ SUMMARY ★

**GAME NAME:** Flashback  
**PUBLISHER:** US Gold  
**OUT:** Now

**NUMBER OF LEVELS:** 6  
**CHALLENGE RATING:** medium

You begin the level here, with a groggy head and a small box next to you, which you inadvertently knock down a hole. You have no idea how you got here, what your name is, or where you are? Your first task is to get the holocube and find out what's going on. Then it's time to get the hell off this jungle planet.



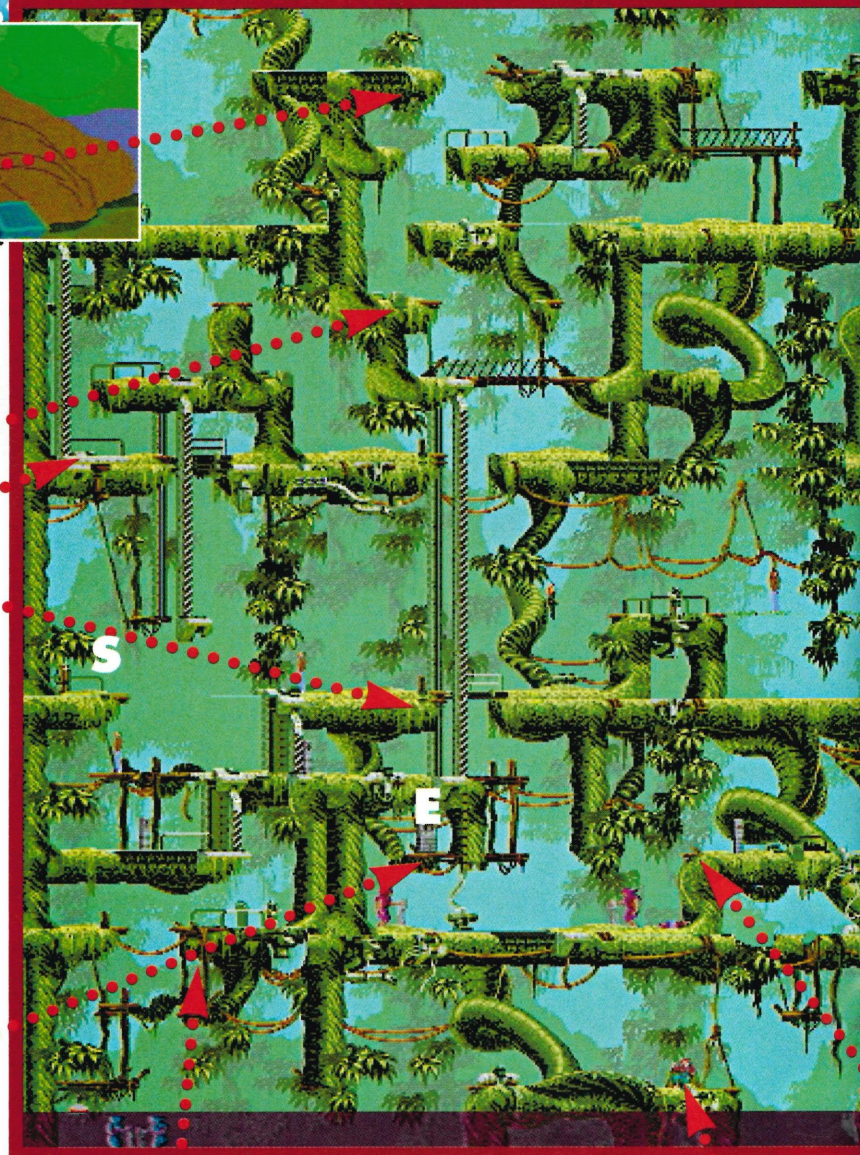
Pick up the holocube by pushing Down and A. A short sequence will explain who you are and what you should do next. Go to New Washington and find a guy called Ian for the truth to be revealed on level two.



Take this personal teleporter to the old man in the top right of the level and he will disappear; leaving you with a personal ID

card. This can be used in certain security doors and is crucial later on in the game

This area is electrified and you will be killed if you stand in one place too long. The bridge in the centre will take you to the personal teleporter at the top left.

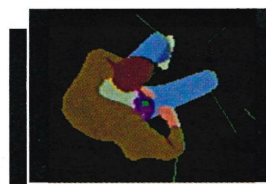


Stuck on a planet with no idea who you are or how you came to be here. Your first objective is to get the holocube which details some of your background, but you really have to get to New Washington and find a guy called Ian. Apart from the long drops and laser-wielding guards patrolling the woodland, you must also negotiate an impassable chasm using a particle bridge, and also find an ID card and enough money to buy the Anti Grav and enter New Washington.



Crouch by the edge of this hole and face to the right. Now somersault down and you will hit the platform below without dropping three floors to your death. Now climb down and shoot the guards. Watch out for the gun pod on the right.

Recharge your shield or cartridge with this machine. Doing this means you can take more hits. It is vital to use these maps for reference in times of trouble.



Use the Mega Power map to locate all the credits (especially the one in the top right) in order to afford the Anti Grav from the old man here. Once you have 500 credits, talk to the vendor and he will hand over the device. Now simply activate it, and leap down the hole. For a second you will tumble out of control and you will think you've died, but then, the Anti Grav will kick in and you will go to level two.

## Level 1

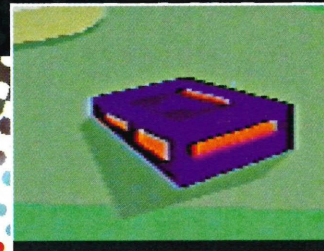


# THE BACK

● This door will only stay open when you've got the holocube and have touched the sensor nearby. Draw your gun and walk off the end to shoot the guard.



The guard holds the magnetic cartridge used to activate the particle bridge halfway through the level. First of all, you will have to charge the cart at the energy point (below).



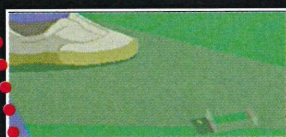
● Pick up the rock here and then use it later on in the level to distract the guard (right). When you throw the rock, the guard will walk off in its direction and you can blast him.



● Once you have charged the cart, go to the top left of the map and get the personal teleporter. Take the device to the injured old man here and he will disappear; leaving behind an ID card. The ID is extremely useful on subsequent levels, but can only be used to open one security door here.

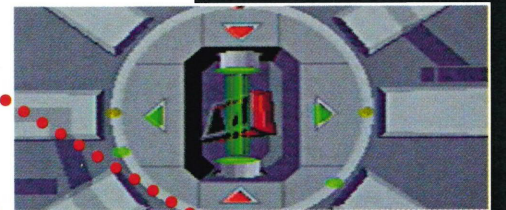


● If you fall from here you will die. Stay to the right side, then do a running jump to the left to land on the lower platform. The particle bridge is to the left.



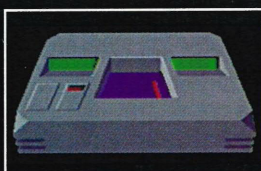
● Use this key to open the security door on the far left. The other door uses the ID card to open it.

● The floor here will instantly vapourise you if you stay too long. Run forward to lower the lift, then run immediately back. Now run to the right and keep holding A to jump onto the lift. Finally, press Up and A together to climb up.



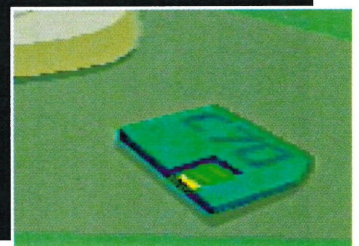
● The 'E' stands for Energy point. This allows you to replenish your shields and also charge the cartridge for the particle bridge. 'E's are good, 'E's are good.

● Press the switch here to shut off the particle beam on the right, then leap over the sensor on the floor to prevent the beam from re-appearing. If you just run straight through, the beam will be activated and you will be instantly fried!



Once you have taken the cart to the energy point (above), you can insert it into the particle bridge control and create a beam to walk on. This will remain functioning for the rest of the game.


Bingo! Instead of lugging loads of bits of plastic around, here are the 500 credits you need in one easy lump sum.



MOSA POWER

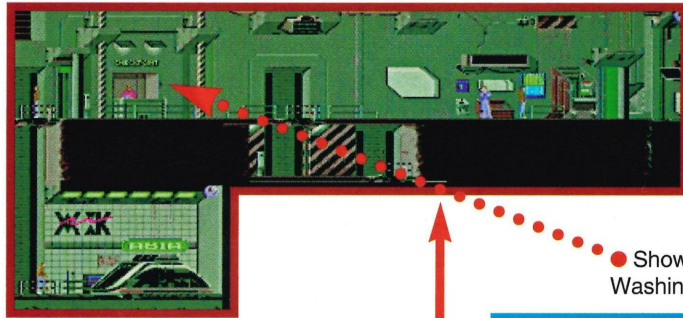


At the bottom of the chasm is the Asia base-ment and subway system. This is a turning point in your mission because you learn who you are and what you have to do from your pal Ian, in the mind transfer machine. From Asia, you can enter the subway cars by pressing A and travel to the rest of the world.



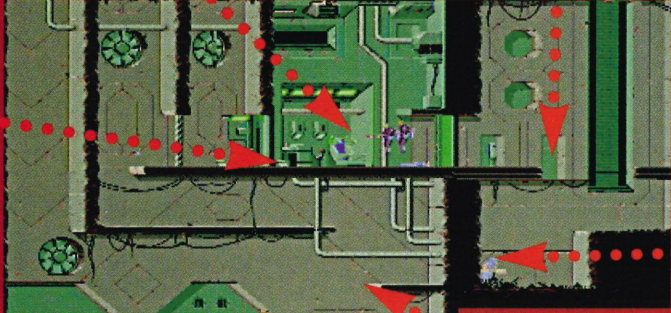
Then I save the contents of my memory and send it to Ian.

Sit in the chair after you have killed the two cops and then talk to Ian to discover your past. Ian gives you a personal force field.




Insert the fuse here to summon the lift and enter the second part of Asia.

## Asia



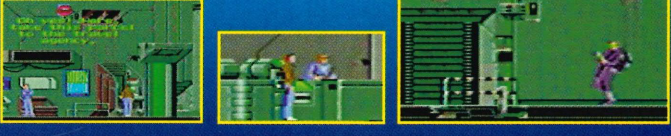
Crouch down as soon as the door opens here and make sure you have your gun drawn. Blast the cops as soon as you can. Walk off the screen and then back on to confuse them and get a few more hits in.



Go to this office and when you get to see the boss (window B), hand over your ID papers for a work permit. Now go to Europa for work.


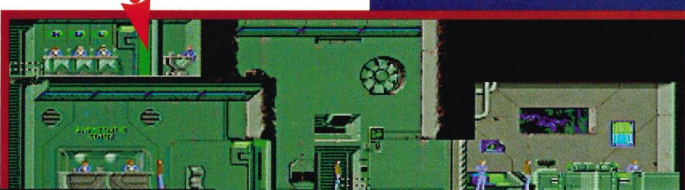


## Mission 1




Your first mission is incredibly simple, even for you. Collect a package from the shop in Asia and then take it to Titan Travel in Africa. The only hiccup in your otherwise uneventful delivery is a cop waiting for you outside the travel agent. Use your force field to deflect your enemy's bullets, then shoot him three times and deliver the package.

To fix the lift switch, you must first shoot this guard and get the fuse.


## Mission 2



Your mission is to escort this VIP to the lab in the restricted area (below). You will need to find switches to open doors and blow away any sick mothers trying to get the pencil pusher. Simple.

Press these switches to open the two doors below, but watch out for the ground bomb.

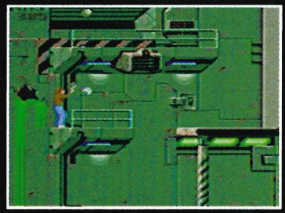
## Mission 3



This is more complicated. Go to America and talk to the extra guy at the bar for some info. Now visit the cop (above) and then go to the top left of the map to talk with the informer. A psycho cop will try to shoot your man, so use your shield to protect him and fill the corrupt law enforcer with lead. Now kill the cop on the second level for the key and enter the secret room to battle the cyborgs.

The Africa level houses the admin offices where you get your work permit. You need to talk to the guy in America to get the door to the admin section to open. Africa also contains the drop-off point for Job one and the restricted zone for job two.

## Africa

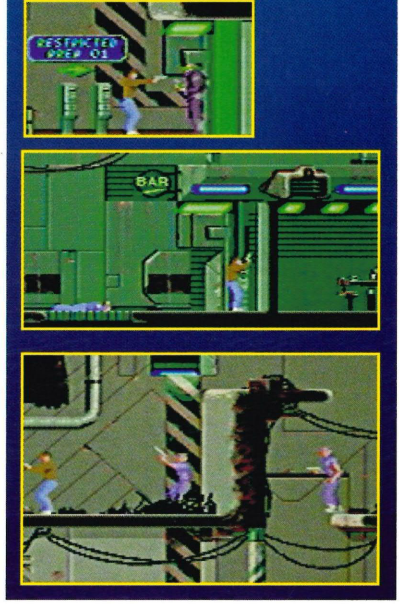


Go to the far left, climb up and immediately draw your gun and shoot madly at the spinning silver ball. If you miss, the sphere will jolt you with electricity. Now go up the right side of the top platform and shoot the second ball for the key. The door will now open.



This is a laboratory. Let the VIP walk here, then stand still to get the cash.

Walk off the first wall with your shield at the ready. Activate it immediately to absorb the first bullet, then retaliate with your own. Get the key, touch the sensor pad to open one of the doors below, then shoot the last guard and use the key in the slot.



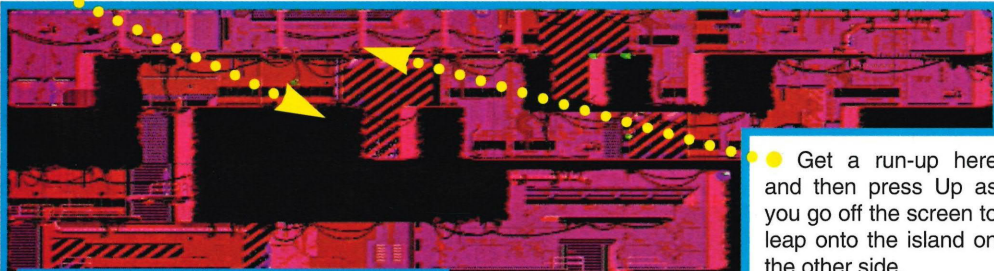


# America

Talk to the guy at the end for extra information in job three. ●●

America is home to the all-American bar – Cheers! Talk to the barman as instructed by Ian and you will be taken to a shady guy who offers you false ID papers to enter the Death Tower game to win tickets back to Earth. The bad news is that you need 1,500 credits to get the papers and to raise that kind of dough, you are going to have to work for it. Go to Africa for a work permit.

Leap over this pit and then start running. Press Down as you touch the green electricity to roll underneath it without injury.

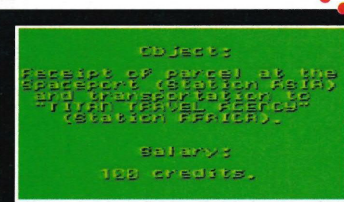


●● Get a run-up here and then press Up as you go off the screen to leap onto the island on the other side.

## Mission 4

Job four is unique in that there is a completely different location to visit. A defective chip has been implanted in the city generator causing meltdown in 60 seconds! Armed with the new chip, you must valiantly teleport to the reactor and run through the debris to replace the chip.

●● Place the new chip in this exact spot to complete the mission and get all that lovely lolly. You only have about two seconds to finish it.

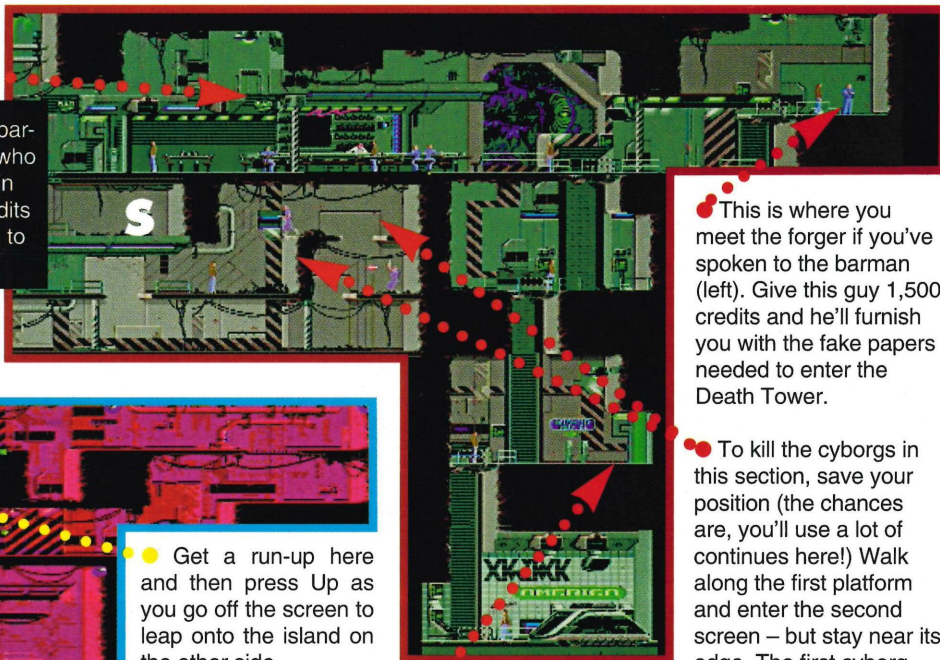


●● Press A to look at your next mission which should be scrolling on the VDUs. When you've read the briefing, insert your card to validate it.

Kill the guard here and then get a run-up from this screen. As soon as you go off the screen, press Up to jump and you will dive over the ground bomb and onto the opposite platform. Quickly activate your force field to stop the enemy's bullets and shoot him dead! Now get the objects on the lower floor and climb back up the ledges on the left and touch the sensor to open the trapdoor below.

## Europa

●● Use the key you found to open this final door and shoot the hovering silver ball to complete the mission.

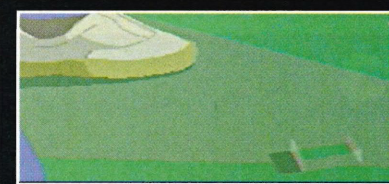


●● This is where you meet the forger if you've spoken to the barman (left). Give this guy 1,500 credits and he'll furnish you with the fake papers needed to enter the Death Tower.

●● To kill the cyborgs in this section, save your position (the chances are, you'll use a lot of continues here!) Walk along the first platform and enter the second screen – but stay near its edge. The first cyborg will attack. Use your shield to deflect his shots, then keep blasting him. When he teleports, turn and face him; keep shooting until he reforms. Use the same method for the second one. Never let them get too close or they will pistol-whip you!

●● This is where the rogue cop waits. First talk to him and then blow him away to get a key for the secret zone at the top.

Europa is the entrance to the Death Tower game and also where you must enlist to get your jobs. The employment centre has an energy point to refuel, a save point so that you can always return there, and of course, the job pods where you can select your next mission. Europa also has the massive mutant restricted zone which you have to clear out.



●● Dangle off the top platform, drop down, kill the guard, then get this key to open the door below.

●● Use the key you found above to open this door and access the rest of the complex.

●● Get the rock from the right and then press Down and B while it is selected to place it on the door sensor here and keep it open. Watch out for the ceiling bomb just above the doorway.

## Mission 5



The restricted area above is where the last job is set. Your mission is to simply kill all the illegal mutants lurking there and make the zone safe again. Basically, shoot anything that moves.





# Death Tower

1

2

3

4

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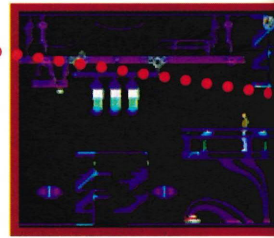
7

8

To enter the Death Tower game, you must first work for the money to get the forged papers from the guy in America. Then go to Europa and give your papers to the woman at the desk. You will be instantly transported to level eight of the game, with the aim of killing all the other participants in order to win the free tickets to Earth. It's time to start running, man!

Each of the eight levels is an individual test of your skill and dexterity. Trapdoors, wire bombs, cyborgs and fiendishly placed laser guns are just some of the dangers you must face in the fight to the top of the tower. Every exit is closed off by electronic doors and wires and it is up to you to follow our maps and find the right switches.

You start off here and are immediately attacked by cyborgs. If you are a good enough shot, you will be able to shoot the cyborg onto the mine and destroy him completely.



Press this switch first of all and you will see the door open to the right. This is the exit, you must now go all the way through to the left to escape.

Stand on the pressure pads to open these doors, but watch out for the silver electro spheres on the other side. Remember to save your position here.



Run through the sensors in this room and the floor will literally fall away! Proximity mines are waiting for you below, as well as an instant death.

To get to the energy point above, you must run towards this laser gun and roll underneath as you touch the sensor. Now climb up the platforms and shoot the two cyborgs waiting for you on the other side.

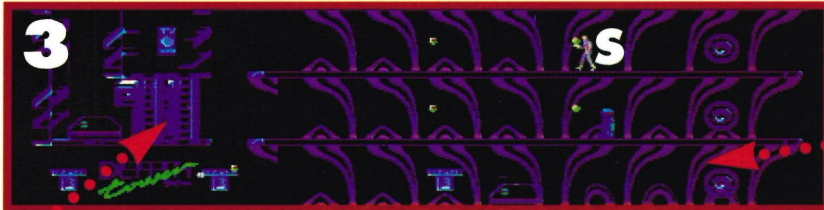
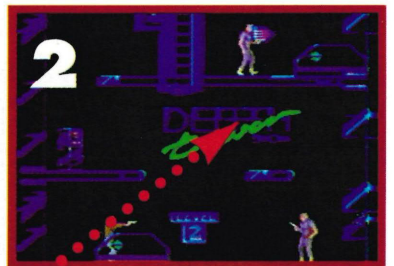
Hit the sensor on the top first, to open the door, then go down the bottom and walk through the bombs; exploding them instantly. Now recharge your energy nearby and enter the third level fully refreshed.



Use this recharge station to get all of your energy back to normal. You can even return from later levels to top up if it looks like you are going to get killed.

This sensor opens the door above and lets the cyborg loose. First of all, leap over the sensor and push the switch on the right to open the top right door. Then open the first door. Shoot the cyborg as soon as he gets near and he will fall into the pit and you can escape to the right.

Crouch here and wait for the cyborg to climb up. Now shoot him and he will explode the bomb and fall to his death.



To open these doors, you have to first destroy all the silver balls and then all the cyborgs. The gaming pros at Mega Power recommend that you shoot as much as possible, and if you get low on energy, go back to level four for a recharge. Use the save point on this level to avoid being sent back to level five.

Apart from the cyborgs patrolling the area, silver electro spheres also fly between floors. Climb up, then immediately blast them first, and somersault across the platform and shoot the cyborgs in the usual way.

If you want to reach level two, crouch and shoot the first cyborg and then roll left and right until you force him to stand still; this is when to hit him. Use your shield to deflect his shots and after four hits he will explode. You will then have to kill the second cyborg in the same way.



This is it! The last level has only one tough cyborg to defeat before you get that free ticket to Bournemouth. The way to kill this guy, and all the other cyborgs, is to keep rolling left and right until he stands up and tries to shoot you. Activate your shield to deflect the shots and shoot him, before rolling again. Repeat four times.

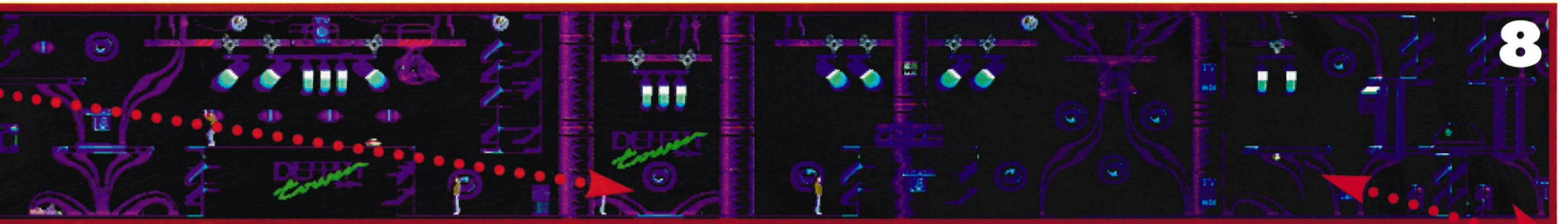
# JOURNEY TO EARTH



Defeat all the enemies in the eight levels of the Death Tower game and the flamboyant host gives you the free tickets to Earth. But you still have plenty to do.







If you touch either one of these buttons, then the opposite door will open; enabling you to escape if you go back around the level and approach from the other side.



If you stand on the platforms above, the cyborg will try to climb up. Simply crouch and shoot him on each attempt until he dissolves.

Wait for the cyborg to walk off the screen, then touch this switch to open the floor and run through to the left where you can fight it out with the synthetic.

Roll your way through this gap and then immediately shoot the cyborg on the other side. When you climb up the platforms on the left, watch out for the trip wires, they activate head-height lasers.



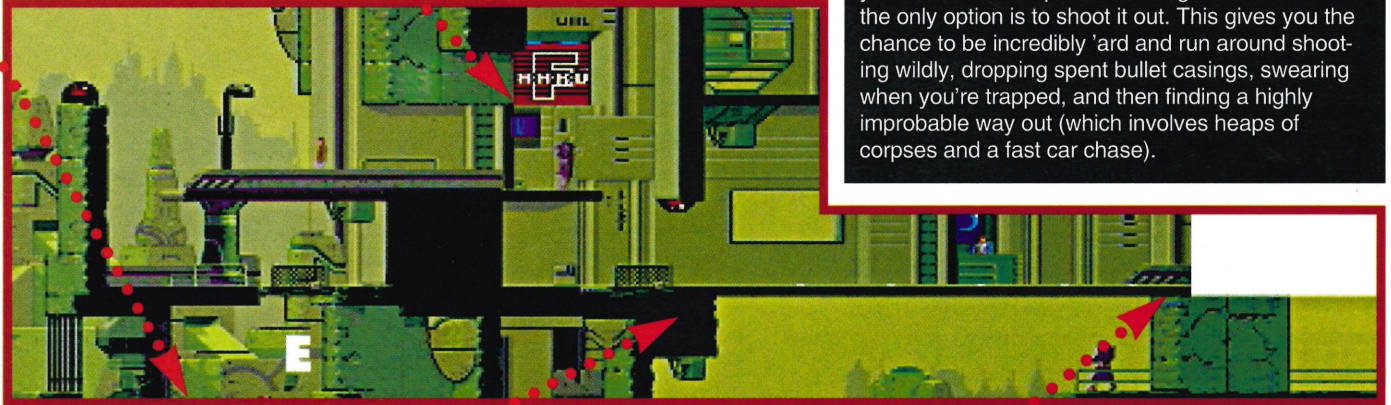
Heat sensitive pads in the floor sense your approach and drop you into a cluster of concealed mines. You can lose two or three shield points here.

First of all, hang off the right platform and drop to the bomb below. This is unavoidable. Now leap over the bombs on the ground then climb onto the second platform and run to the left under the bombs. Now press A to leap onto the ledge and climb up.

### Level 4

The first two cops that you see are after your blood and shoot at you. Use your shield to absorb their shots and then fire some of your own. They take four or five hits.

This lift takes you right to the bottom. Shoot the cop on the left as you pass, then roll to the bottom left, turn and shoot continually at the electro sphere. Now get your shield up to stop the cop's bullets and shoot back on every alternate shot.



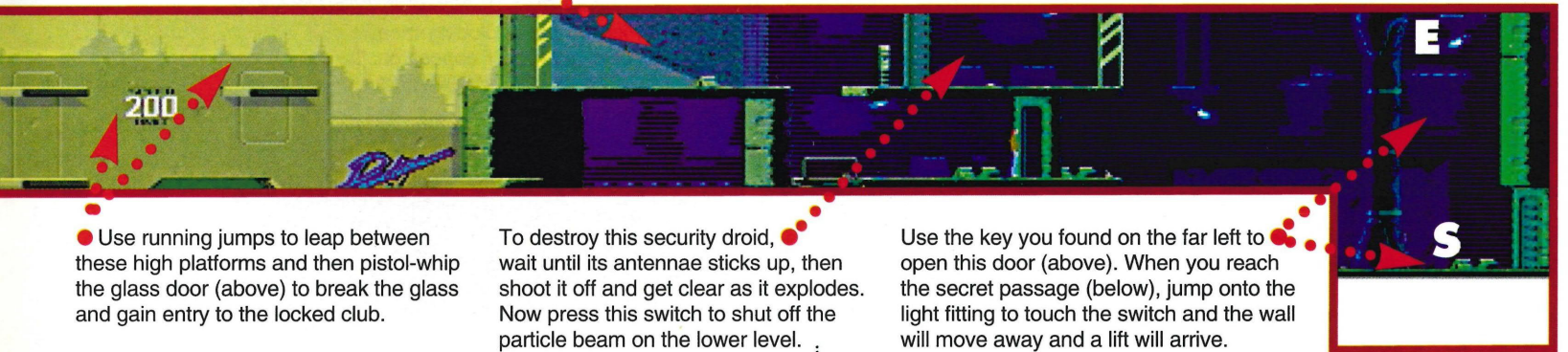
Having arrived on Earth, you discover that the police have rumbled your fake ID and are after your blood. The airport is teeming with the fuzz and the only option is to shoot it out. This gives you the chance to be incredibly 'ard and run around shooting wildly, dropping spent bullet casings, swearing when you're trapped, and then finding a highly improbable way out (which involves heaps of corpses and a fast car chase).



Use the lift below to climb up on the light fitting (see picture) and shoot the pane of glass with your gun. Now you can get the key to the door on the far right.

You meet one cop on the left and two more here. You may need to flip between screens and get more energy halfway through the gun battle, but keep deflecting their bullets with your shield and then shooting back to defeat them.

There is one more cop to defeat just after this door and then you can go to the taxi point and press A for a taxi to appear and take you to the night club hideout.



Use running jumps to leap between these high platforms and then pistol-whip the glass door (above) to break the glass and gain entry to the locked club.

To destroy this security droid, wait until its antennae sticks up, then shoot it off and get clear as it explodes. Now press this switch to shut off the particle beam on the lower level.

Use the key you found on the far left to open this door (above). When you reach the secret passage (below), jump onto the light fitting to touch the switch and the wall will move away and a lift will arrive.

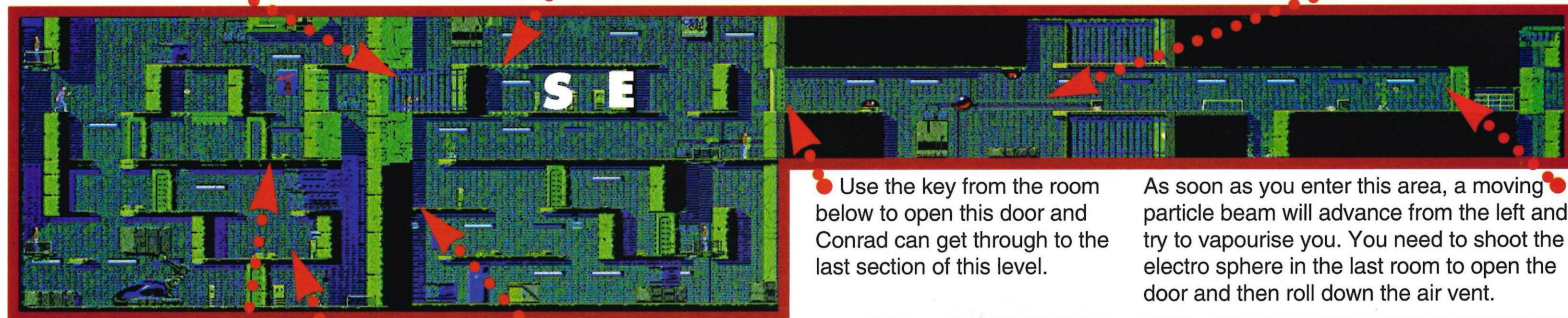


# Level 4-1

This switch opens the door directly below and allows you to enter section two.

You can actually reach the save and energy points, but you have to be right on the edge of the trap doors and jump right so that you fall through.

Leap over this ground mine and the particle beam will appear on the left and continue to advance towards you.



When you get to here, two electro spheres pop out and attack. Shoot them, and then kill the morphic blob guard to get the key.

Drop down here, avoiding the laser sensor in the corner to switch off the particle beam.

Climb up here; shooting the electro sphere, and push this switch to open the door on the right and get the key.

Use the key from the room below to open this door and Conrad can get through to the last section of this level.

As soon as you enter this area, a moving particle beam will advance from the left and try to vapourise you. You need to shoot the electro sphere in the last room to open the door and then roll down the air vent.

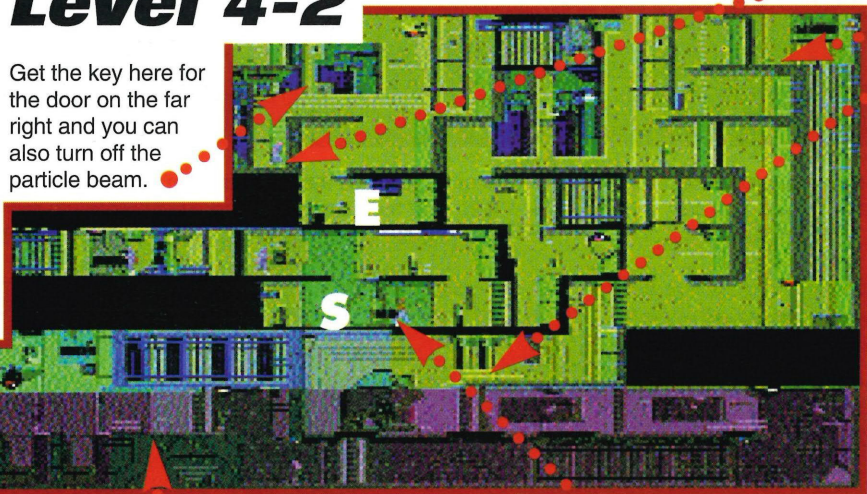


This is the teleport receiver. If you throw this device down deep holes, across chasms or even through particle beams, you can teleport to where ever it lands with the con troller.

This is the teleporter controller. You activate this to teleport to where ever the receiver has been placed. This is perfect for getting down deep chasms and through energy beams.

## Level 4-2

Get the key here for the door on the far right and you can also turn off the particle beam.



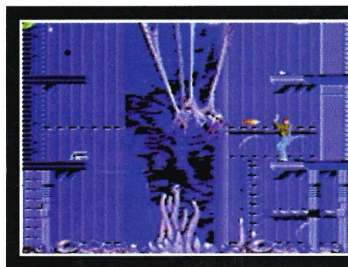
Go up in this lift and reach the sensor to activate the door below. Shoot the alien here to open the door, and then run down the corridor to the right then left and head for the alien teleporter.

Once you have shot the controlling brain on the far right, the door here opens. You can now go down in this lift to the second heart of the planet, and then onto the final guardian.

After you crashed in on the aliens' diabolical plot to destroy mankind, you have been imprisoned. However, one of the guards has decided to execute you personally, without your gun – you're helpless! Luckily you still have your shield to protect yourself.

This room is difficult because not only is there an energy beam tearing across the top (drop into the holes), but there is also an electro sphere waiting in the last pit. The room on the end houses the teleporter to the alien world.

You begin this level with no gun and a guard shooting at you. Use your shield to defend yourself and run through to this point where your gun is waiting. Now blast the cowardly creep.

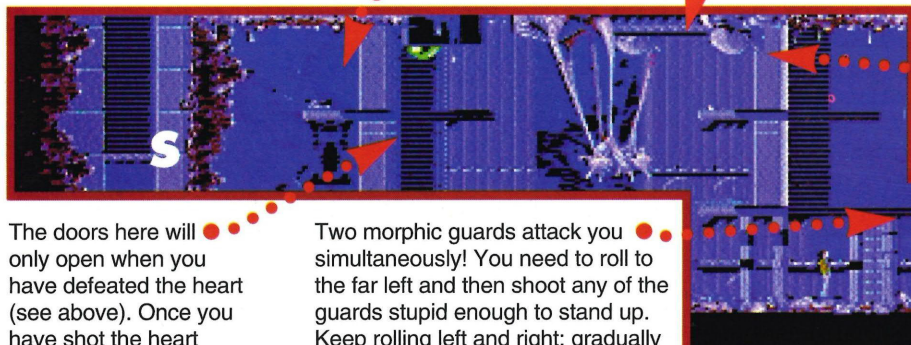


To kill this heart, first of all shoot the two guards, then climb up on the left side. Shoot the heart, drop down, shoot the guards again and then climb up on the right side to take a chunk out of the heart on that side. Repeat three times.

There is a machine here whose sole purpose is to move left and right; dropping bombs on your head. As soon as the lift goes up, run right and drop down to avoid it.

## Passwords

Level 1	-	PIXEL
Level 2	-	BETSY
Level 3	-	STUDIO
Level 4	-	TOHO
Level 5	-	AKANE
Level 6	-	INCBIN
Final	-	CYGNUS



The doors here will only open when you have defeated the heart (see above). Once you have shot the heart once, the door on the left will close.

Two morphic guards attack you simultaneously! You need to roll to the far left and then shoot any of the guards stupid enough to stand up. Keep rolling left and right; gradually picking off the guards until they are both dead.

Pick up the exploding mouse here and a morphic guard will appear on the left. Drop down and shoot the guard four times to get the key from him.

Place the bomb here and then press the switch to drop the bomb into the core of the planet. The ground will shake and you will now have about a minute to get to the hangers and escape before the whole planet explodes.

## Level 5-2





From your hiding place in the air vent, you overhear the aliens talking about the destruction of Earth. Unfortunately, the grille gives way and you are discovered! Now you have to escape from prison and get to the alien homeworld.



The alien creatures are amazing! They can change into any shape and stick to any surface. The only thing that will stop them is a bullet in the face!



Use a standing leap or your teleporter to get past these deadly particle beams. Watch the mouse above for the gaps.



To defeat these morphic blob guards, roll left and right until they stop and stand up straight. Now shoot them twice and when they fall, wait for them to approach you and roll out of the way. Repeat this method to destroy the guards. They take four or five hits

This switch opens the door to the left, but you must shoot the morphic guard on the platform above first. If you try to get past, he will follow you everywhere.

Climb up, get hit by the laser, and throw your teleporter to the left. Now beam past the gun turret.

## Level: 5-1



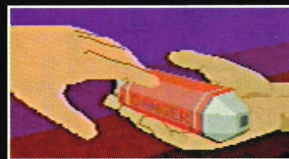
You find the diary of the captured scientist here. It tells you how to destroy the planet with the bomb he just gave you.

The sensor (below) opens the door at the bottom, but watch out for the guard who escapes. Get past the laser gun at the top (see above) and then get to the switch guarded by the morphic blob on the left. Use the energy point to recharge and then press the switch to open the door in the top right.

Touch this top switch to open the floor, then shoot or pistol-whip open the door on the bottom, quickly kill the guard.

Pick up the rock in this corner and then roll under the green machine on the left. Now crouch down and press Down and B to drop the rock on the door sensor and keep it open. Use the teleporter to get past the particle beam.

Once you have opened the door and the scientist has been shot, he will give you this bomb.



With the door open, the guard will wait here. Perform a running jump off the screen to avoid him.

To get down from here. Stand in the left corner and face right. Now throw your teleporter down the hole and beam down.

This final alien planet level is the toughest yet! Morphic alien guards are swarming all over their mother world and all these bio-mechanical passages look the same. The object of this first section is to get as deep into the planet as possible and find a way to destroy the aliens. Luckily, there is a human scientist who has constructed a bomb.

Use the key you found down below to enter this door. The moment you step through, you will be given a password and this will be your restart point.

This door will open as soon as you drop the bomb into the planet's core. Get to this hanger before time runs out, then press up when you are next to the landing strut to escape.

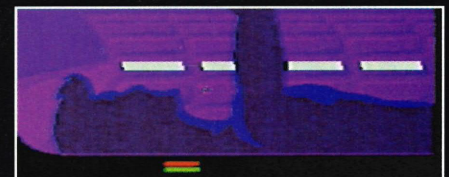


Kill the guard (using your shield to miss his shots), then stand on the right (see picture) and shoot the brain as it is revealed. Duck the laser.

## I'M TOO TIRED FOR THIS...



As Conrad "planet killer" Hart dives aboard the ship, the aliens' mother world begins to rip itself apart. You escape just in time (as usual), but you find yourself in uncharted space. Time to hit the sleep chamber and wait for somebody to pick you up.





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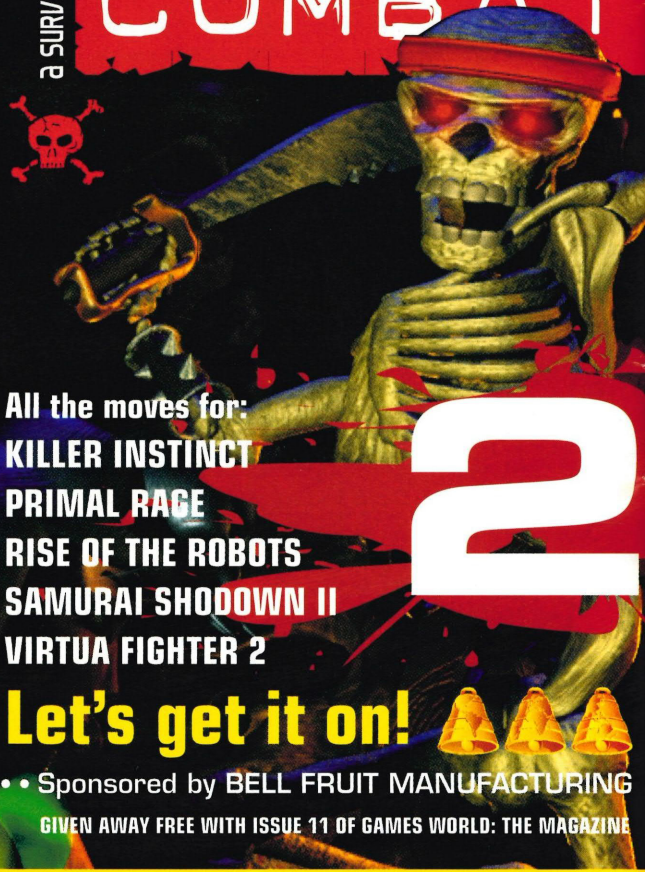
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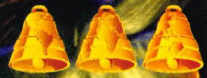
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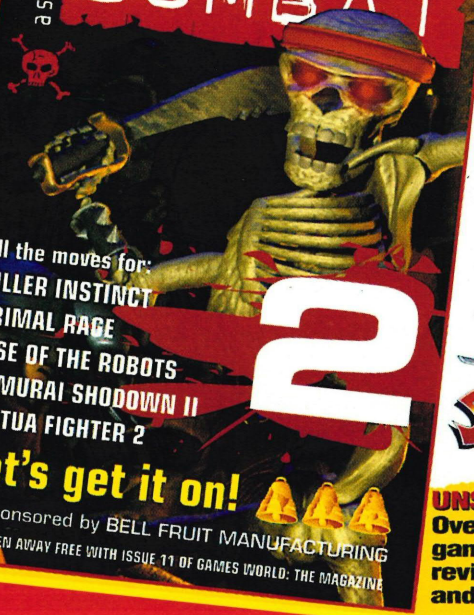
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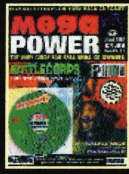
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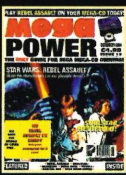
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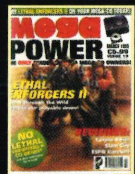
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### DISC 1: THUNDERHAWK DEMO

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 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. This astounding demo is now available for just £1.95!



### 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!



### DISC 7: BATTLECORPS & SOULSTAR DEMO

A special double demo disc containing both the previous playable demos from Core Design. Play the first three stages of the stunning space shoot-'em-up *Soulstar*, blasting waves of scaled 3-D enemies. And enjoy the entire

first level of *Battlecorps*, striding around a texture-mapped landscape in your Bipedal Attack Machine.



### DISC 9: THE LAWNMOWER MAN DEMO

Enter the virtual world to take on the evil Cyberjoke. Witness spectacular intro sequences before flying through electronic circuits in a fully playable stage from the game: *Cyber Boogie*.



### DISC 10: MICKEY MANIA DEMO

Join Mickey Mouse in one of his most famous cartoons, *Steamboat Willie*. Admire the excellent graphics and soundtrack as you enjoy classic platform action. NB. This is identical to the SEGAPro #40 cover demo.



### DISC 11: BC RACERS DEMO

Featuring a different playable level to the SegaPro demo disc, this lets you race around a desert track in Core's wacky 3-D racing game. Punch your cartoon rivals, *Road Rash*-style, to get to the front in this fun-packed race.



### DISC 12: LETHAL ENFORCERS II DEMO

A superb playable demo of Konami's *Lethal Enforcers II*. Shoot it out with bank-robbing bandits on the whole first level of this stonking shoot-'em-up. Kill the baddies with a variety of collected weapons, but don't hurt those innocent bystanders!

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# GAME BUSTERS

As always, Mega Power wouldn't be complete without a load of top tips to try out, so I've been beavering away to find you the hottest hints on CD, MD and 32X. Of course, I couldn't have done it without your help, so many thanks for all your tips letters. If you've got any more - tips, cheats, codes, guides, whatever - please do send them in to: **Mark Pilkington's Tips, Mega Power, Paragon Publishing, 124 Old Christchurch Rd, Bournemouth BH1 1NF.** You never know, if you make it really special, I might even send you a groovy Mega Power sweatshirt as a prize!

mega-cd

## REBEL ASSAULT CHEAT MODE

When the LucasArts logo appears, do the following...

UP+A, DOWN+A, UP+A, UP+A, LEFT+A, RIGHT+A. You should hear a ringing sound and a voice will say "LucasArts". Now start the game and when you press START, two new options appear, namely Restore Health and Remove Health. To activate the level skip, simply press C when playing the game!

## HEART OF THE ALIEN

### PASSWORDS

1:	XRCL	7:	LKHC
2:	KGDD	8:	HJJG
3:	DGBJ	9:	HJJG
4:	KTLB	10:	CXLD
5:	RLRB	11:	TBBL
6:	RJLG		

mega-32X

## CARNAGE

Here are the best special moves for all the characters...

### CYLIC

GRENADE ATTACK: Heavy Armour. Away for 2 secs, then TOWARDS & C or Z.

### ZENA-LAN

FLYING LARIAT: Any Armour. AWAY, DOWN-AWAY, DOWN, DOWN-TOWARDS then PUNCH.

### NARUTO

NARUTO SLICE: Light Armour. TOWARDS, DOWN-TOWARDS, DOWN, TOWARDS & PUNCH.

### TYR

ATOMIC HAMMER: Light Armour. TOWARDS, DOWN-TOWARDS, DOWN & PUNCH (for a frontal attack) or Kick (for a rear attack).

### TALMAC

GALE ARROW: AWAY for 2 secs, then TOWARDS & PUNCH.

### NAJA

WINDER RUSH: DOWN, DOWN-TOWARDS, TOWARDS & PUNCH.

### DEAMON

WHIRLING THRASHER: TOWARDS, TOWARDS then PUNCH & Kick.

### YUG

SPINNING DOUBLE STRIKER: TOWARDS, DOWN-TOWARDS, DOWN, DOWN-AWAY, AWAY & Kick.

megadrive

## ROCK 'N' ROLL RACING PASSWORDS

### ROOKIE

6150 QTCV VG8M  
WBV0 QZF3 VGYZ  
PCD0 STC3 RJ6N  
VTN0 MMFB QG6N  
QYLH KLCB QDPN

### VETERAN

XQLW MSCV WGGM  
6N5W T8F5 QG6M  
KS4C R6CS T5PM  
B!2C HQFD T66M  
GB9W TIC8 7JPM  
R0!W HLF! !9PM  
MC5W TLCL 926M  
DF3W SMDV 92PM  
N25W JLBV 92PA

### WARRIOR

NJG8 QLCV WG6M  
FKI8 RPF3 QG6M  
TF58 TRC3 QGPM  
GZL8 GZFB QGPM  
7FZ8 SNC8 7JPM  
4KH8 QHFL !!6M  
WJZ8 Q!CL 926M  
SBX8 T7DV 92PM  
XXX8 J7BV 92PM  
5QB8 40D3 92PM  
WCZ7 TTB3 92PM

## TAZ IN ESCAPE FROM MARS

### LEVELSELECT/ ENERGY REFILL

As soon as the Sega logo appears, press A and B on pad 1 and B and C on pad 2. Release all buttons and you should hear a barking sound. Now pause the game at any time and then press A. A menu with the cheats on it will appear in the top-right corner.

## PSYCHO PINBALL CHEAT

While playing the game, press START to pause it and press B, A, B, B, A, C, A, C. This will take you to the Arcade section. For an extra ball, press DOWN, B, C, B, RIGHT and RIGHT.





# SYNDICATE LEVEL CODES

NAME OF STATE	MONEY	EXTRA WEAPONS DESIGNED	CODE
WESTERN EUROPE	30,000	-	7RRKEY2GE
SCANDINAVIA	42,000	FLAMER	PK3G4PQ6DL
CENTRAL EUROPE	75,000	LONG RANGE	WY49XJZOVJN4
EASTERN EUROPE	78,000	UZI	7QQL1GD5P2D
URALS	141,000	MINI-GUN	PQR2COMV8839OK
SIBERIA	150,000	-	Z5C196MV883G3
KAZAKHSTAN	138,000	-	V1C21DHP083QB
MONGOLIA	168,000	LASER	B6V1A5HP083Q3
KANCHATKA	300,000	-	39W1A5HPOC7Q7
IRAN	297,000	-	FRO1WKHP0D6Q7
CHINA	345,000	-	F6Z2ZFGPOD6Q7W2
INDIA	609,000	TIMEBOMB LEGS V2	83X3COGPOD6Q5Y2
FAR EAST	711,000	ARMS V2	LNL249GP496Q5Y228
PACIFIC RIM	747,000	-	MYX3HXGN596Q5Y22Q
ARABIA	849,000	CHEST V2	K632F2G6M96Q5EJ2Q
IRAQ	890,000	-	KO5359G6PB6Q5EK3Q
ALASKA	1,092,000	HEART V2	JXR2TPG6PB6Q56V3Q
LIBYA	1,239,000	EYES V2	EY6CH75AZVJQ5YYZR
SUDAN	1,290,000	-	FH8D3L5AZVJQ5YYXV
NIGERIA	1,344,000	BRAIN V2	T2EET5AZZNQ5YYXT
MAURITANIA	1,299,000	-	7YFDWB5AZZNQ5YYRY
CALIFORNIA	1,275,000	-	7EZD4K5AZZNQ5EERY
YUKAN	1,293,000	-	2ZBD2M5AZZNW1EERY
ROCKIES	1,242,000	-	5ARCJ45AZZNW166RY
MID-WEST	1,251,000	-	2L0DCV5AZZNW122RY
COLORADO	1,347,000	ENERGY SHIELD	25HEFV52PZNNW123QY
SOUTHERN STATES	1,140,000	-	KKNBP472PZNNW1238E
NORTH-WEST TERRITORIES	1,158,000	-	G53CET72PZ6C1238A
MEXICO	1,284,000	-	GXVD1L72PZ6C12388
COLUMBIA	1,152,000	GAUSS GUN	95TCCP82PZ6C12388V
VENEZUELA	1,242,000	-	91YJCJBA2PZ6C12388R
BRAZIL	1,248,000	LEGS V3	N99DDMAOMZ6C12388Q
URUGUAY	1,935,000	CHEST V3	HEART V3_BRAIN V3 D6XLHW60GQ4C12388Q74
ARGENTINA	1,962,000	-	AFKLT60GQ4C12388Q7C
INDONESIA	2,157,000	-	ABPNRN60GQ4C12388Q7E
WESTERN AUSTRALIA	2,229,000	-	8R7PGY60GQ4C12388Q3A
NORTHERN TERRITORIES	3,273,000	EYES V3	9R731T60GGCC12388Q18
NEW SOUTH WALES	2,634,000	-	RPOVMR80GGCC12388Q09
ZAIRE	2,538,000	ARMS V3	PQRTL8000CC123888G9
KENYA	2,280,000	-	LRVPFDA000CC12388Q09
MOZAMBIQUE	2,247,000	-	1J5PTL6000CC12388G1
NEW ENGLAND	2,919,000	-	1TDYKL6000CC12388G1
NORTH-EAST TERRITORIES	2,418,000	-	GVXRZ2600044101880G1
NEWFOUNDLAND	2,682,000	-	YEEV57600044011880G1
GREENLAND	2,727,000	-	E6YVHT800000011880G1
PARAGUAY	2,793,000	-	EAJXYL800000011880GH
SOUTH AFRICA	2,934,000	-	FAKYC580000001188001
ALGERIA	2,935,000	-	NAAV5980000000088001

## PROBOTECTOR ROTATE GRAPHICS

After you die in the game and have to continue, you will see some rotating star graphics in the background. To mess about with them, plug your controller into port 2 (player 2) and do the following:

UP = Flips Stars. DOWN = Stops Stars. LEFT = Circular Rotation. RIGHT = Rotates Right. A = Scales Away. B = Scales Towards. C = Resumes to Normal.

## EARTHWORM JIM CHEATS

The worm has turned! Here are some brilliant cheats for Dave Perry's polished platformer...

### EXTRA LIFE

Pause the game and then enter: UP + B, B, A, C, A, A, A and A.

### RESTORE AMMO TO 1000

Pause the game and then enter: A, B, B, B, C, A, C and C.

### 9 PLASMA SHOTS

Pause the game and press: Down + C, A, B, C, A, B, A, C.

### UNLIMITED LIFE

Pause when Jim is performing a roundhouse kick. Now enter UP, X, RIGHT, A, DOWN, B, LEFT and Y.

### CRYSTAL-UP

Pause when you aren't performing a roundhouse and then enter the code above.

### SUPER ATTACK

Face right and then enter Y, Y, DOWN, RIGHT and Y for a Holy Touch attack. Reverse if facing left.

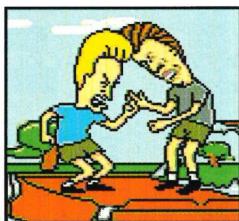


## BEAVIS AND BUTT-HEAD

### LEVEL CODE

Cool! Here's the last area code so you can go to the GWAR concert...

+Pkhw bFit1 fu-KA



## BATTLETECH LEVEL CODES

Infinite Ammo: BRN521  
THE SWAMPS: BMBRMN  
PLANET AVON: BBYLND  
PLANET RIDDERKERK: GRBCHV  
PLANET RASALHAGUE: STJNNN

## A d v e r t i s e m e n t

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**"Could be one of the most addictive games you've played for a long time"**

Sega Pro magazine



Mega Drive



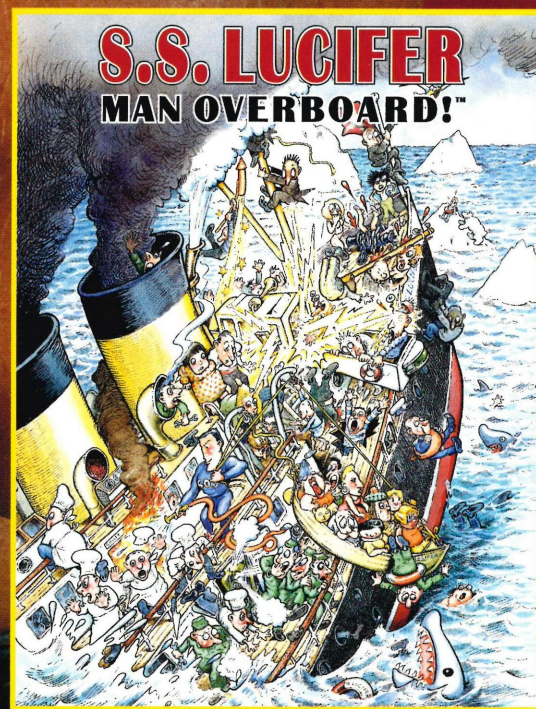
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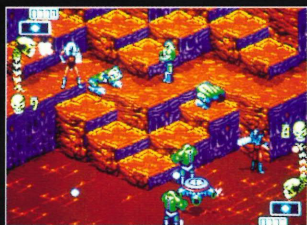
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# SKELETON KREW

Wanna pack a BIG GUN with enough ammo to level a city? You got it...!  
Wanna massacre seriously psychotic Psykogenix mutants and get paid? You got it...!

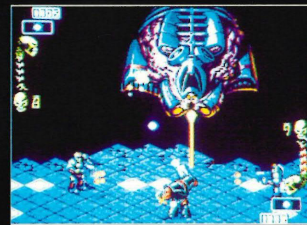
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