

MEGA

100% PURE SEGA MEGA DRIVE...

April 1993 Issue 7 £2.25



The top 100 **MEGA DRIVE** games reviewed, rated & tipped ● In all, more than 350 **MEGA DRIVE** games cheats ● USA exclusive: make sweet music on your **MEGA DRIVE** ● 'It's like being in a film!' – full motion video wows Mega CD gamers ● To buy or not to buy: every new **MEGA DRIVE** title reviewed & rated ● Win! £1,500 of hi-fi ● Last year's model: is the **MEGA DRIVE** a passing trend? Are you a fashion victim? Sega Europe's top man blows his top ● So sue me! Why Sega went to court to get the world's best ever **MEGA DRIVE** racing game *banned* ● First looks at *Fatal Fury*, *MIG 29* and soon-to-be-famous *Bubsy* on the **MEGA DRIVE** ● Red hot & exclusive **MEGA DRIVE** news from Japan, US & Europe ● Never get beat again: essential **MEGA DRIVE** tips for *Streets of Rage 2* ● A clutch of hot new **MEGA DRIVE** arcade conversions for the Menacer: soon it'll be worth having ● *G-LOC*, *Sewer Shark* and *Where's Waldo?* – all three are dreadful, but which one is the *absolute worst*? ● *Turtles* in 'half-decent game' shocker! ● Plus: your own *free* barcode!



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MEGA comes to you from Future Publishing, a company founded just seven years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

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- **Stronger reviews.** We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations, eg. don't buy *Batman Returns*. There you go.
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MEGA

From the makers of Gamesmaster, Sega Power, Super Play, Total, Amiga Format, Amiga Power, Amiga Shopper, ST Format, PC Format, Commodore Format, Amstrad Action, Your Sinclair, Future Music.

Future
PUBLISHING
LEISURE

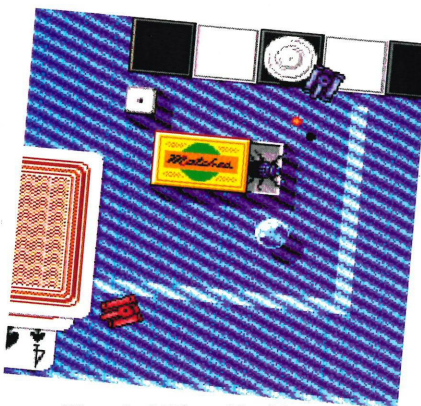
Fancy seeing Paul Mellerick naked? Votes to: MEGA, The BIG Question, 30 Monmouth St, Bath, Avon BA1 2BW

Hot news • Previews • Competitions •

More reviews, news, previews, compos and features than any other Mega Drive mag. Honest. No, really...

4 MEGA CITY

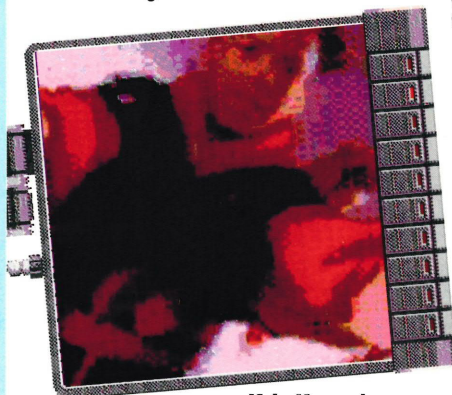
Read the FULL story behind Sega's attempt to ban *Micro Machines* - the best racing game we've ever seen. Plus, all the latest Mega Drive news from Europe, Japan and USA. Check it out for yourselves, MEGA brings all the hottest Mega Drive news to you first.



We rated *Micro Machines* 92%, but Sega want it banned

10 THE CHARTS

Japanese, USA and British charts to let you know which games are the rising stars and which are the Keith Chegwins.



Kris Kross jump about in Sega's *Make Your Own Video*

20 MAKE YOUR OWN VIDEO

Yep, Kris Kross made you JUMP, but now you can make them look utter berks in this latest Mega CD program from Sega. Cut, edit and mix the footage provided with one of three soundtracks.

22 COMPO

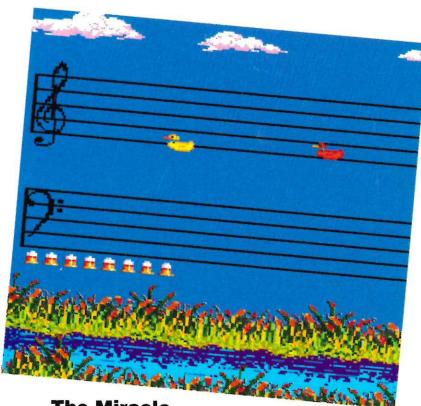
Win loads of goodies "kindly" donated by those lovely people at Electronic Arts.

12 ARE CONSOLES JUST A TREND?

Will consoles disappear - like skateboards and BMXs - as quickly as they've appeared? MEGA asks the boss of Sega Europe if he'll still have a job in two years' time.

14 MAKE MUSIC ON YOUR MEGA DRIVE!

Hot from the USA comes The Miracle Keyboard for your Mega Drive - it'll teach you how to play keyboards better than any piano teacher ever could. And it doesn't smell of mothballs.



The Miracle Keyboard add-on teaches piano!



Cool Spot gets out of the 7-Up can on page 26

24 PREVIEWS

Mig 29 is shaping up nicely, *Bubsy The Bobcat* is having a final cute-up before skipping on to the Mega Drive scene to a fanfare of pink fairy dust, erm, *Paperboy 2* looks set to be just as crap as it's always been, but *Cool Spot* is looking fab.

30 BUILDING THE PERFECT GAME

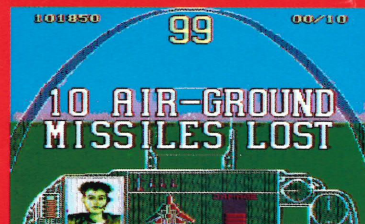
Part two: Gary Penn writes about level design and character control for anyone from the experts to you.



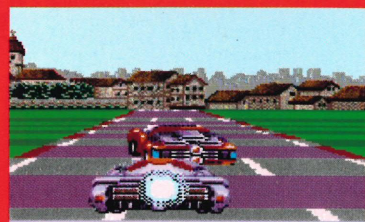
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MAKING MUSIC ON YOUR MEGA DRIVE

Yep, there may not be a keyboard or a disk drive, but beneath the sexy black plastic coating of your Mega Drive there's a powerful computer

It never really wanted to be a computer you know. Oh no, secretly it wanted to take to the stage! It wanted to sing! To dance! Hang-on – that's not right at all. What we're trying to say is that with the right technical gadgetry plugged into your Drive's various holes, all sorts of computing power can be accessed. And the latest add-on to make use of this is the Miracle Piano Teaching System.

It's not just hype, this can genuinely teach you to play keyboards – tailoring lessons to your ability and pace of learning. It's expensive, but it really is a fabulous investment. Read all about it on page 14 – we think it's lovely.

© Neil, Andy, Paul and Amanda

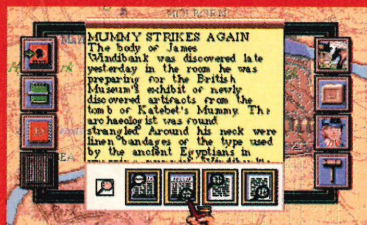
SONIC

HIS MONTH



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Every day, we receive letters from you lot asking to be reviewers for MEGA. Well now's your chance to win the honour of getting your words in print.

64 MEGA PLAY

Cheats, level selects, invincibility codes, passwords – you'll find all the latest playing tips for all the latest games.

68 TIPS LIST

Over 150 games tipped in the comprehensive guide to Mega Drive, erm, tippery. It's fab, it is really.

73 RIP 'N' TIP

Streets Of Rage 2 and Thunderforce 4 get the complete Rip 'n' Tip treatment. So fetch a pair of scissors, or come on like Jack Nicholson in The Shining, for your easy-to-hand tips sheet.



80 ARENA

Challenges (some serious, some not so serious), secret rooms, end sequences, strange happenings – give your old games a new lease of life.

82 PURCHASE!

Essential Mega Drive gear at specially reduced prices, selected by us, sold to you. It's literally barg-mongous mates.

84 SUBSCRIBE!

Bag yourself a regular copy of MEGA, delivered direct to your door, at a reduced rate.

86 TOP 100

They're the Top 100 games of all-time. They're the best. They're in order. And there's 100 of them. PLUS! Reader sales and swaps.



Mickey gets his little ears in Mega Play and the Top 100

94 MEGA MOUTH

Got something you want to get off your chest? Have something to say about Sega Mega Drive games? How about Rolf Harris's influence on post-Sonic shoot-'em-up design, or indeed, the tragic lack of it? Well this is the place to write to. PLUS! The letters of Harold Bloxham.

98 SHUTDOWN

And now, the end is near, and so you face, the final pages. But hey! Thanks for joining us, don't be sad, and as you walk home tonight, think of us and remember – there are no strangers out there, just friends you haven't met yet, etc.

PLUS! DON'T FORGET

To stick your Streetfighter 2 poster on your wall. Or, if you think it is absolutely revolting, stick it on the wall of someone you don't like. Easy.

The excellent two-player racing game *Micro Machines*, (92% issue five) has been banned from the shops pending a court decision between Sega and the game's producers, Codemasters. The result? You can't play one of the best Mega Drive games which has ever

THE GAME SEGA DON'T WANT YOU TO PLAY

Why? Because Codemasters produced the game without Sega's official approval, and Sega reckon that's illegal.

Until now, all Mega Drive games (be they from Sega themselves or third party publishers such as Electronic Arts or Virgin Games) are authorised and playtested by Sega themselves. Game ideas or finished games are taken to Sega, and if Sega say "OK", the game is produced, and if they say "no", then the project is scrapped.

No Mega Drive game is produced without Sega's agreement.

Sega would argue that the supreme control they exert over which Mega Drive games ever make it to the streets is a good thing because:

- It keeps the quality of games high: all games

have to meet Sega's tough standards.

- It ensures that there's a decent mix of sport, platform, driving, RPG (and so on) titles available to the gamesplayer.

- There are never too many games available that could confuse shopkeepers as to which to stock and therefore confuse gamesplayers as to which to buy.

This system also earns Sega a lot of money – they take a slice from each game which is sold. Codemasters not only argue that this restrictive system is illegal but they would argue that it's harmful to the games industry, resulting in:

- High prices pushed up by Sega without any competition.

- Not enough games.

- A lack of creativity and innovation by games designers.

So it's gone to the court: Sega say that

Codemasters have no right to make Mega Drive games, Codemasters say that Sega have no right to stop them. And both sides argue that the other's plans are harmful to gamesplayers.

The legal technicalities of the case are complex, but as MEGA understands it they go something like this: Sega had previously managed to stop any software producer going it alone and making Mega Drive carts because no software producer had managed to develop a game without using techniques and codes patented to Sega, hence making the process of developing the game without Sega's permission illegal.

But the technical wizards at Codemasters claim to have developed their own techniques and programming tricks – and in developing *Micro Machines* they never once infringed any of Sega's patents. They're confident that when the court makes a decision, it will be in their favour, and *Micro Machines* will be allowed onto

Cart prices could be forced to drop if Sega lose

Micro Machines in all its brown glory (ahem). Well, it has to be said that it doesn't look like the most exciting race game to appear on the Mega Drive, does it? But just you wait until you play it – take on a friend and you won't be speaking for weeks. Neil and Andy have only recently started referring to each other without using the word "git"



BANNED!

in MEGA
case between
You may never get
been written



The Darling brothers, the brains behind the controversial Codemasters. They took on Nintendo in court with the Game Genie and won. Sega next?



Micro Machines is how all two-player games should be: fast, furious and highly competitive

the shelves – whether Sega like it or not.

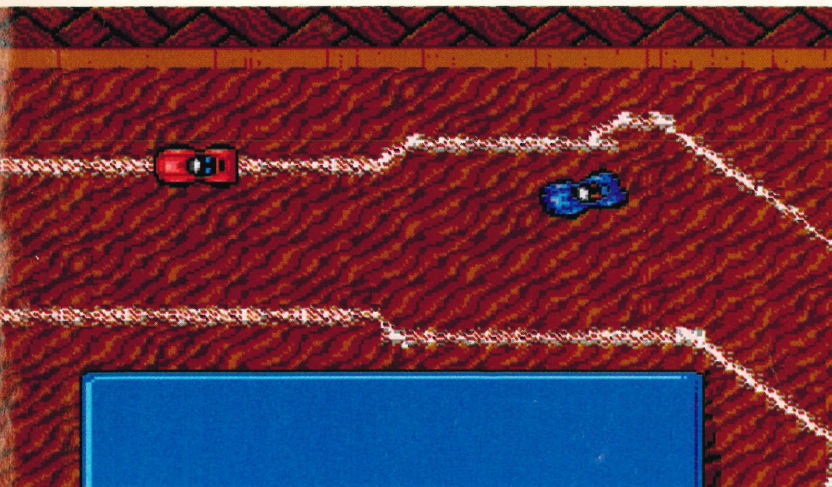
But you can bet that Sega will spend as much as is necessary to keep Codemasters' games under wraps. If Codemasters get away with *Micro Machines*, then it could well open a floodgate of unauthorised games – and Sega would lose their monopoly control.

So who are MEGA rooting for? Well,

obviously we'd love to see *Micro Machines* in the shops – it is a fab game, and any price drops as the competition hots up has got to be a good thing. But of the hundreds and hundreds of new Mega Drive games that could be rushed to the shops as a result of a Codemasters victory, it's doubtful that many would be as good as the games currently available. There would be no intensive Sega bug testing, and no restriction on numbers allowing only the best games onto the shelves.

MEGA would pick quality as opposed to quantity any day – so here's hoping that Codemasters win their court battle, *Micro Machines* makes it to the shops, but then Codemasters exercise caution as to who they sell their technical trickery to. This would result in high-quality competition to Sega's own games, would force prices to drop, and then gamers would get the best of both worlds.

We'll let you know what happens.



MEGA CITY

Sega vs Nintendo: The price war starts here!

Out soon is a new Mega Drive bundle that offers more value for money than ever before. £149 now buys a Mega Drive with *Sonic The Hedgehog*, *John Madden Football* and *EA Hockey* – a great deal, we're sure you'll agree.

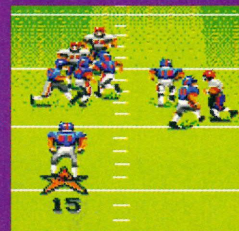
Sega Europe's boss, Nick Alexander, has already said that he is "very worried that in order to overcome what is frankly an embarrassing market share, Nintendo may take actions that are not in the long term interests of this market and that they may come in with some de-stabilisingly aggressive pricepoints".

In English, he's worried that Nintendo may slash SNES prices in a bid to sell more consoles after losing so much ground to Sega over Christmas. Sega would have to drop the price of the Mega Drive to cancel out Nintendo's advantage, so this new bargain Mega Drive pack looks as if Sega are hitting Nintendo back first, if you know what we mean.

How Nintendo will respond, if prices will drop further, and whether the price war will extend to cartridges remains to be seen. But this could be the first step of a series of price drops that we've all been waiting for.



"So what if you can now buy a Mega Drive with three classic games for £149?" you may well be asking yourself. Well, fair point. But, if the price drops and bargain deals extend to games, add-ons and even the Mega CD...? Exactly



Free with a new Mega Drive: the excellent John Madden Football



Free with a new Mega Drive: The original Sonic The Hedgehog



Free with a new Mega Drive: goalmouth action in EA Hockey

SEGA CHANGE REVIEW POLICY!

Great news. Sega have returned to their original system of sending advance copies of games to magazines – enabling us to bring you reviews of all the latest titles before they hit the shelves.

As the direct result of orders from Japanese Sega HQ, over the last few months ALL games mags have had to visit Sega and review all Sega's games on the spot, with only a limited time with each game.

Other mags didn't think this was a problem, but at MEGA we refuse to rate a game until we think it's been played properly, so we stopped printing Sega reviews. It was a tough stand to make, but now Sega Japan have backed down and it's back to business as usual.

So thanks to Mark at Sega for doing his best to help us out while the ban was in practice, good luck to Andy Wright at Sega with his new job of dealing with all the mags (he'll need it) and you lot can take comfort in the fact that you're reading the mag with the most authoritative reviews.

MEGA CITY

OH NO! IT'S THE... CRASH DUMMIES!

Get this: "I thought you might like to be one of the first to know about a craze that is going to take the UK by storm this year". So reads the press release which reached the MEGA office from Flying Edge.

Gee thanks. It's a particularly strange "craze" that people need to be told about, isn't it? Anyway, *The Incredible Crash Dummies* is the name of the game that Flying Edge are currently touting as "the next big thing".



There comes a point in every news writer's life when he finds that try as he may he has absolutely nothing to say about Crash Dummies. This, dear readers, is such a time

Made famous in the Volvo adverts, Vince and Larry the Crash Dummies are soon to star in their own Mega Drive game. A series of sub-games sees the two dummies jumping off skyscrapers, crashing cars and all manner of other not-to-be-tried-at-home-kids stunts in a bid to earn as much cash as possible.

The game is due for release in November – price to be announced.



Dracula on Mega Drive! While Psygnosis put the finishing touches to the Mega CD version of Bram Stoker's *Dracula* (to be released by Sony), we hear that there will be a Mega Drive version released in the USA this month. Check with your importer.

More sports games

Electronic Arts used to label their sports games EASN (Electronic Arts Sports Network), a play on initials of American TV sports channel ESPN. Recently, however, EA have changed their sports label to EA Sports.

Why? Because ESPN decided that they were going to market their own sports games – through Sony Imagesoft. Two Mega Drive games are due for release later in the year: *ESPN Baseball* and *ESPN Football*, with promise of more games on Mega CD to follow.



Sega sponsor FA Cup

It looks likely that Sega may have spent £1 million of their monstrous profits on co-sponsoring the FA Cup. No, not as in paying the FA Cup for successfully swimming 25 lengths or eating 40 lbs of prunes in 30 seconds, but in buying the

right to associate itself with the FA Cup and all the accompanying press coverage.

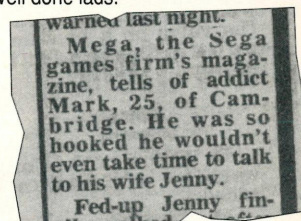
Just thought you might like to know where the money you got from Gran (or whatever) for carts last year has ended up...



EXTRA! EXTRA!

Reed orl abaaart it etc. Staff at the Daily Mirror not only read MEGA, but they nick news stories from us as well – this news piece ran in the Monday 1 February edition on page five, and the information was taken from our Do Video Games Screw You Up? feature which appeared in issue five of MEGA.

Mark and Jenny were never married, they hadn't been together five years, and in NO WAY are we "the Sega games firm's magazine" – but apart from that they copied the feature very accurately. Well done lads.



MEGA CD UPDATE



VIRTUA RACING (Wolfteam)

King of coin-ops, the gob-smackingly wonderful *Virtua Racing* is on its way on Mega CD. There's little danger of the Mega CD actually managing to recreate the feel of a 32-bit state-of-the-art coin-op, but with Ayrton Senna's *Super Monaco Grand Prix* as the Mega Drive's only decent Formula One racing game (currently being souped up for a Mega CD appearance) *Virtua Racing* could be on the verge of setting new standards.

BULL DURHAM'S INCREDIBLE WORLD OF PR AND ADVERTISING

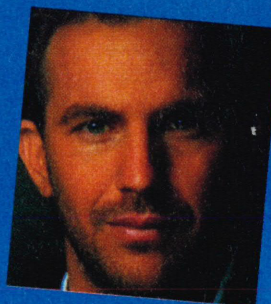
THE SUN SAYS...



MEGA SAYS...

Nintendo may have their faults – but they certainly have never killed anybody. This front page of The Sun on 9 January was typical of the ridiculous, scare-mongering stories which were run by most of the tabloid newspapers following the tragic death of a young boy who suffered from photo sensitive epilepsy. Playing video games can trigger an attack, but then so can watching TV – video games cannot give you this condition, which affects around only 15,000 in the UK.

MEGA has extensively covered the subject of whether video games are harmful, and is confident that headlines such as The Sun's are inaccurate and irresponsible. Anybody who is worried about epilepsy should ring the British Epilepsy Association on 0345 089599.



Bull "bull" Durham

Next month! Bull "Bull" Durham exposes yet more "slight inaccuracies", "enthusiastic exaggerations" and downright lies from the world of PR and advertising. It's a tough job, but someone's got to do it.

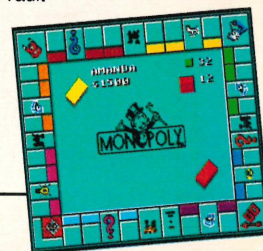
Waddingtons roll the dice

Monopoly, *Scrabble*, *Cluedo* on the Mega Drive and just possibly, a Mega CD version of *The Lovers Guide* – all look likely to appear from Waddingtons (under the name of Supervision) by the end of the year.

If *Monopoly* will differ from the version reviewed on page 55 isn't known, and quite how *The Lovers Guide* could be adapted to incorporate any form of "gameplay" is a discussion... (Not for the pages of a family magazine – Neil).

Actually, thinking about it, all you'd have to do is redesign the sprites and then just use the pole vault sequence from *Olympic Gold* for the ... (Snip! – Neil).

Monopoly: bored of board?



Ms Pacman swallows!

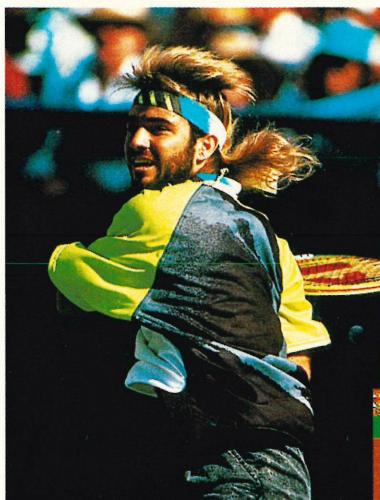
In her bid to eke a little more mileage from the ancient Pacman game, *Ms Pacman* is soon to appear (from Tengen) in her very own ghost-eating, maze exploring, pill-quaffing adventure. Expect more of the same of the game which has been doing the rounds for yonks.

MEGA top ten!

Famous phrases of the two-player game...

1. Team A always wins anyway
2. Where's the F@&*ing defence!?
3. No, really – this joystick is knackered
4. That was MY power up
5. That never happens on the SNES version
6. Well if they'd designed the bloody game properly...
7. Yes, OK, OK – but I can still slaughter you at...
8. Admit it – you were up all night practising the bloody thing
9. I guess I'm just not used to this joystick
10. Oh... SOD OFF!

New, improved Agassi



Above: André Agassi's belly button, attached (as ever) to André Agassi, in full effect

Right: Tecmagik's Mega Drive debut in all its glory

Some USA imports of Tecmagik's *André Agassi Tennis* have already arrived in the UK, but Tecmagik are promising that the UK version will be a significant improvement on the USA version, so they advise you to save your cash until the official release.

The game's features look impressive on paper – digitised speech, four different courts and two play modes – but early versions of the game suffered from a distinctly British Telecom (read: out of order) control mechanism. Still, Tecmagik promise great things for the game's release in June. For more information, see previews.



TEAR DOWN THE SATELLITE DISHES!

What a nightmare. Kicking off on 1 March is a new series of video game shows on Sky TV. Every evening on Sky One at 6pm (just after *Star Trek: The Next Generation*) there will be a half-hour video game show. As a whole, the series is called "Games World", but it's the Wednesday show that you should worry yourself with.

"The House Of Games", presented by none other than MEGA's very own editor, Neil West, will be reviewing Jukebox Jury-style all the latest video game releases. Yep, Neil's been given the job of fronting the show (resplendent in green velvet smoking jacket and comedy trousers) with celebrity guests, star reviewers and maybe even the occasional appearance of the MEGA team. You have been warned.

MEGA's very own editor embarks on a Sky TV-scuppering series of appearances

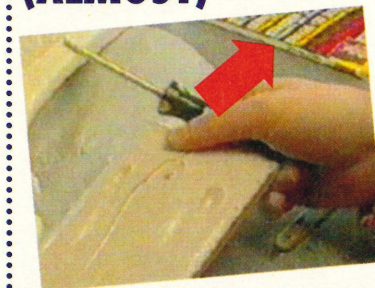


MEGA top ten!

Slightly fnnnar-fnnnar video game titles:

1. Columns
2. Dangerous Seed
3. Flicky
4. Hardball
5. Rings Of Power (!)
6. Fire And Forget (Oh bugger, that's a Master System game)
7. Erm...
8. Big Wobblers
9. (Are you sure about that last one? – Neil)
10. Erm, no not really. (You're fired – Neil)

MEGA ON TV! (ALMOST)



The third entry for our MEGA on TV compo plopped through the letter box. The team ran for the video, the team spent five minutes furiously trying to ram the cassette into the player, the team removed Paul's (now mangled) Caravaning For Beginners video from the machine, the team (minus a tearful Paul) inserted the MEGA on TV compo entry and watched...

Well, it's almost a winner but not quite – you can see only the very bottom of the cover and then only for a second or two. But still, thanks to Sarah Turner from Bristol and no thanks at all to the camera crew on the BBC1 News West team.

BUSMAN'S HOLIDAY

Want to work with video games? Then welcome to the little corner of MEGA CITY in which we ask a few telling questions to a geezer/geezette who works within the video games industry – their answers may put you off the whole idea or give you more of an idea how to nick their job.

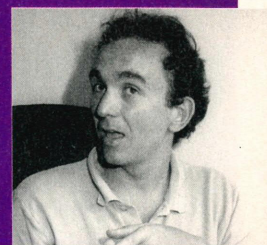
NO. 7. MANAGING/PRODUCT DIRECTOR

NAME:
Peter Molyneux at Bullfrog

AGE: 33

JOB DESCRIPTION:

He designs and programs games as well as does the day to day business of running a successful software company. He would also like to point out that he has nothing to do with the graphics or sound in a game. He reckons an Orang Utan could do better graphics.



RELEVANT QUALIFICATIONS: Not strictly relevant, but a BSc in Computer Science "does have the word computer in it, doesn't it?"

ADDITIONAL QUALIFICATIONS: He has three A levels and er, he's forgotten how many O levels.

PREVIOUS JOBS: During his long and varied career he has worked in a fish 'n' chip shop and done some raspberry picking. He then got a job for a company called Taurus, programming professional things like Databases.

FIRST BREAK: By writing a game for the BBC Micro, he got his company to set him up in business, and even though the game sold only TWO copies he hasn't looked back since.

GOOD THINGS ABOUT JOB: Getting to do exactly what he wants to do, and the fact that it's his company.

BAD THINGS ABOUT JOB: Getting to do what he wants to do (not always a good idea) and the fact that it's his company (meaning he's responsible for everything).

ADVICE: If you want Peter's job, he suggests you get together with a few good mates and break down the job of designing a game. Get someone to do the graphics, someone to do the sound and someone to make sure it works. There, easy. Now all you need are a few years experience in programming.

NEXT MONTH!

More questions posed, academic records analysed and jobs dissected in the column that's probably a lot more useful than those stupid computer job-search questionnaires that you do at school only to be told that your vocation is as a lighthouse keeper.

MEGA CD UPDATE

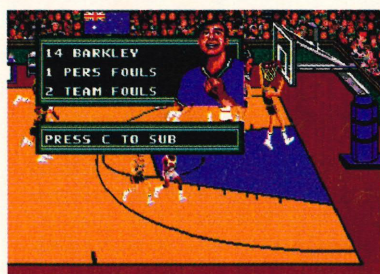


DRAGON'S LAIR 2 (Wolfteam)

The Japanese hot shot programming team responsible for the graphically gobsmacking *Road Blaster FX* and *Thunderstorm FX* have been commissioned to turn the arcade coin-op *Dragon's Lair 2* into a Mega CD game. Their previous two games have set new graphical standards (they use thousands of hand-painted pictures, digitised and displayed like a cartoon) and so we can expect more of the same style here as Dirk The Daring attempts to rescue his princess.

Harlem Globetrotters' Basketball

Those ball-bouncing, opponent-fooling, Sweet Georgia Brown-whistling jesters of the basketball world are due to appear in their very own Mega Drive basketball game courtesy of GameTek sometime later in the year. With seven (go on, count 'em) basketball games already available, do we really need another? Yeah, why not.



VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

The column in which MEGA takes delight in scrutinising one of the classic video game disasters of yesteryear. We try to be constructive, but you're forgiven any suspicions you may have that we write this bit purely for the fun of it.

PAPERBOY



Paper rounds have cursed young adults since the dawn of newsprint. MEGA is against them

Despite the fact that most arcade coin-ops are eventually converted into carts for the consoles, people rarely question the wisdom of it. Many survive the transition intact, others fall miserably short.

But there's another factor involved: what might entertain you for five minutes and keep punters shovelling in ten pence pieces won't necessarily grab you by the nuts and keep you there for several hours in your bedroom at home. Arcade coin-ops and games on cart should give the player two completely different gaming experiences. And an example of a highly successful coin-op that flounders hopelessly when taken out of its arcade?

Paperboy from Domark.

It was a fairly awkward and repetitive little game in the arcades – but a pumping soundtrack and a novelty control method (you were presented with handlebars) gave it enough novelty value to earn a lot of cash. But when played for a couple of hours at home (minus the handlebars) you discover that the "game" under the gloss is suicidally limited.

In a Mega Drive game you want variety, challenge and long-lasting enjoyment, not some tedious trundle up a street populated by old farts on sun loungers, skateboarders and trucks. There's only the one form of gameplay, the levels are limited and it's a race between you falling asleep and smashing £40 of chips apart with a claw hammer.

It's about as much fun as accidentally sparking up a conversation with your gran about the war and having to sit through a three-hour recollection of shrapnel collecting escapades that you've already heard 50 times before. Yes, this is one game to be avoided.

So if you ever see a kid in a software shop saying, "Mmm, shall I get that enormous, imaginative RPG which'll last me months, that shoot-'em-up with the stunning graphics and varied gameplay, or that dated, repetitive, graphically-crippled, old paper-round simulator?", point him in the right direction, won't you?

JEOPARDY!

More TV tedium from GameTek in its version of America's other TV game show (GameTek are the publishers responsible for *Wheel Of Fortune* – the game that rated a whacking 22% in issue three). *Jeopardy* is a quiz show in which contestants are given answers for which they have to guess the question. Here's an example:

Answer: "It is a software company that really ought to stick to doing decent games like *Humans* instead of poncing around with ridiculous TV quiz show games."

Question: "Who is GameTek?"

Correct.

You see, easy isn't it? Well, maybe – but playing it doesn't sound entirely jolly. Each answer has to be entered letter by letter using the Mega Drive's control pad (as you would a password) so it's buttonpressingastical tedium ahoj. But it gets worse, there's now a sequel...



Mike, Sue and, erm, "1" snooze it out in a thrilling edition of *Jeopardy*

Team Williams Grand Prix

Domark have secured the rights to produce the official Formula One Williams team racing game. Williams developed such a fantastic car for last year's season, that no one could come anywhere near matching it. Nigel Mansell (in MEGA's opinion one of the most arrogant, obnoxious "sports personalities" ever – and three cheers to Ayrton Senna for ramming him. But we digress...) was one of their drivers and hence won the World Championship.

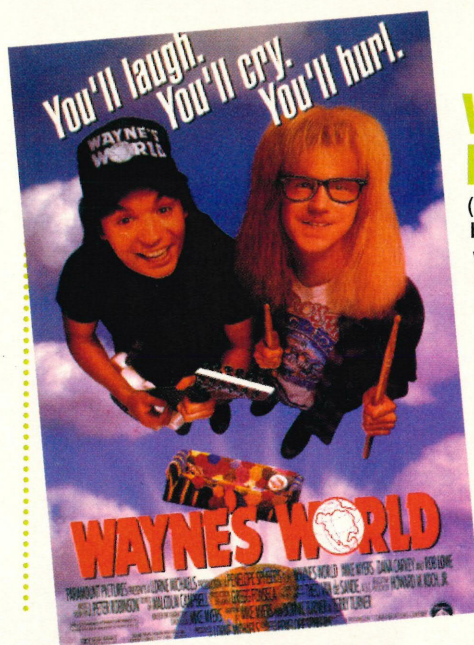
But now Mansell's gone, and Williams have a computer game instead: cheaper, less likely to embarrass you in public, and free of nasal hair. A good swap, we think.

Splatterhouse 3

Jason's back, and this time he's bringing some more gameplay with him. Namco are currently putting the finishing touches to their third instalment in the *Splatterhouse* series, and they promise a bigger and better gaming experience to his last two appearances. Due out in the summer, this should be one to watch out for.



Attempting to pack all the horror of a Halloween movie into a computer game, *Splatterhouse 3* is on its way



Wayne's World! Excellent! Etc

(We interrupt this news piece for a bit of contemplation. Normal service will resume as soon as possible.)

Was the film really that good?

Everyone went on and on about it for months: "ax-cellent", "party on dudes", "babraham Lincoln", "...NOT!". Yawn. But the film really was rather dull, don't you think? Anyway, that's it – back to the news piece...

Thank you. *Wayne's World* the (platformer) video game is due out within a couple of months in the USA from THQ Software.

And, err, that's it. Oh no, – party on "dudes"! There.

Hurrah! It's Jeopardy 2 – the sequel!

Yes! Even as we speak the sequel to the ground-breaking, world-shaking, erm, not-even-out-yet Mega Drive snooze-a-thon *Jeopardy* is almost complete. *Jeopardy 2 – The Revenge Of The Perma-Grinned Presenter* (possibly) will be out nearer Christmas. Bet you can't wait!

Why Game Tek? Why!?

YET MORE TV QUIZ SHOW HILARITY!

(The following news piece is written in sarco-vision. All patents pending.)

Wheel Of Fortune fans rejoice, for it has come to pass that *Wheel Of Fortune 2* will be here for Christmas.



Yes, yet more TV quiz show excitement as you and your friends get to answer rivetting general knowledge questions in an all-or-nothing bid to win lots of cash. It's video game entertainment at its purest and finest, vid kids. Frankly, the suspense is killing us

MEGA CD UPDATE



MAD DOG McCREE
(Wolfteam)

One of the first truly interactive laser disc arcade coin-ops was *Mad Dog McCree* and now it's due an airing on the Mega CD. In the original, you were armed with only a pistol, and your challenge was to shoot your way through a whole Wild West town full of bad guys in an attempt to save the mayor. We can only guess that the CD version will be somewhat similar.



GALLAGHER'S SHOOTING GALLERY
(Wolfteam)

There's more of the same gameplay style here, this time in the more contemporary setting of a modern-day American electrical shop. Again, the gameplay remains anchored to the shoot/move onto the next clip of film footage, don't shoot/die principle, but it's a great deal of fun nonetheless.

MEGA CD UPDATE



HUMANS (Wolfteam)

That alright-but-never-as-good-as-Lemmings strategy/puzzler from GameTek, *Humans* (reviewed in issue five of MEGA), is currently being tweaked for a Mega CD appearance later in the year. Don't expect anything significantly different from the original version though, because you won't get it.

Grab that sick bag...

... and prepare to be nauseated by the *Tiny Toons Adventure* from Konami. Cartoon characters are fine – they have attitude. But baby cartoon characters – squeaky voices, hugging, love, stereotyped baby faces: it's enough to drive a man to a shotgun. Neil still claims to be emotionally scarred from prolonged exposure to *The Rescuers* when he was a child.

Luckily though, the games of the characters on the NES and SNES have been very, very good – and so with a bit of luck, we can look forward to a similar quality of gameplay when the game makes its Mega Drive appearance in the next couple of months. Just don't bother with the characters.



Harlequin from Gremlin is the *Robocod*-inspired platformer that looks set to be a 1993 Mega Drive hit, albeit in an Andy Pandy type way

ARCADE SPECIAL



SPACE PIRATES (Wolfteam)

If something ain't broke, don't try to fix it – this is an (albeit restrictive) principle which applies all too well to video games. Hence this third of the four new Mega CD titles is once again a shooting affair, but this time it's set in space. So, we've seen the Wild West and the *Terminator*-style blast through modern day USA, what other scenarios can there possibly be...?



WHO SHOT JOHNNY ROCK? (Wolfteam)

Oh yes, the private detective scenario. Who indeed shot Johnny Rock? Well (aside from the moral and philosophical argument that after the amount of bullet-induced-death you're responsible for in the three other games, you're really in no position to start getting all outraged and self righteous when someone else starts canning people) this one is also quite fun.

BACK ISSUE BUMMER

Apologies to anyone who's ordered a back issue of February's MEGA, which we can't supply. We'll be returning your money as soon as we can. Sorry about that, but the other back issues are just as good, honest. See for yourself by turning to page 85.



Mail order

Here are some guidelines to purchasing goods from mail order companies, just in case you're worried about being left high and dry:

1. Before you send any money, ring to check that the game you want is in stock and check for all hidden charges such as VAT, postage or packing.
2. Be wary if the company doesn't include a phone number or full address in the advertisement.
3. Use a credit card wherever possible. If this isn't possible, send a crossed cheque or a postal order. Never send cash through the post.
4. Keep a record of all correspondence with the mail order company.
5. If a problem does occur, try contacting your local Trading Standards Office (the number will be in phone book).

THE Qs IN THE NEWS!

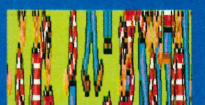
Feeling brainy? Reckon you know the Mega Drive scene backwards? Well now's your chance to prove it in what is probably the toughest ever batch of Qs In The News. All the questions require a high degree of Mega Drive savvy, except questions 5 and 15, which merely require an unhealthy and slightly suspect intimate knowledge of MEGA's staff writer. So click your brain into gear and let's go. Answers on page 98, your time starts... now.

1. How many colours can the Mega Drive display at one time?
2. What is DPA?
3. Name the soon-to-be-released body movement game controller for the Mega Drive?
4. What is a Mega LD?
5. What is Paul Mellerick's inside leg measurement?
6. What famous "Yabba Dabba Doo"-ing family will be appearing on the Mega Drive soon?
7. Which software company won 1992 Software House of the Year in the Reader Awards (see issue six of Mega)?
8. Name two of the four Teenage Mutant Ninja (Hero) Turtles.
9. Which character do you play in *The Secret of Monkey Island*?
10. How many levels are there in *Rolo to the Rescue*?
11. Which famous English detective appears in his own Mega CD game?
12. Spot the odd one out:
Euro Club Soccer
PGA Tour Golf (2)
Arnold Palmer's Tournament Golf
Olympic Gold
13. What's the occupation of the game character in Virgin's *Another World*?
14. Which game has Sega recently tried to ban?
15. How tall is Paul Mellerick?

16. Which game is this tired screenshot from?



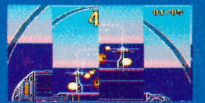
17. Which game is this squigged screenshot from?



18. Which game is this sloshed screenshot from?



19. Which game is this wibbly screenshot from?



20. Which game is this pooped screenshot from?



You started, you finished and now you'll be wanting to know how many you got right. Flick to page 98, pausing only to relish in the packed quality of the pages you'll find en route, to find the As On The Back Page. Sorted.

THE CHARTS

Time for a chart change this month. Apart from the official and import UK charts, we now have the ten top-selling carts from America and Japan

OFFICIAL TOP 20

This month	Last month	Game Name	Top 100 position
1	■(NE)	Ecco	M 10
2	■(NE)	Streets Of Rage 2	M 11
3	▼(01)	Sonic 2	M 02
4	■(NE)	Road Rash 2	M 06
5	▼(02)	Mickey & Donald	M 23
6	▼(05)	Desert Strike	M 21
7	▼(03)	WWF	M 78
8	■(NE)	PGA Tour Golf 2	M 07
9	▼(04)	Terminator 2	M 33
10	▲(18)	Strider	M 49
11	■(NE)	Speedball 2	M 40
12	▼(06)	Taz-Mania	M 26
13	▼(09)	Madden '93	M 01
14	▼(07)	Wrestle War	M --
15	▼(08)	NHLPA '93	M 04
16	▼(12)	Lotus Challenge	M 32
17	▲(20)	Alex Kidd	M --
18	▼(17)	Super Thunderbl	M --
19	■(NE)	Super Hang-On	M 73
20	▼(13)	Super Monaco GP2	M 08

JAPANESE TOP 10

1	■	Sonic 2	M 02
2	■	Madden '93	M 01
3	■	Joe Montana 3	M 54
4	■	World Of Illusion	M 23
5	■	WWF	M 78
6	■	Turtles	M --
7	■	Road Blaster FX	M --
8	■	Power Athlete	M --
9	■	Landstalker	M --
10	■	Afterburner III	M --

AMERICAN TOP 10

1	■	Sonic 2	M 02
2	■	Madden '93	M 01
3	■	NFL Football	M --
4	■	NHLPA '93	M 04
5	■	WWF	M 78
6	■	Captain America	M --
7	■	Taz-Mania	M 26
8	■	Evander Holyfield	M --
9	■	Night Trap	M --
10	■	Sewer Shark	M --

IMPORT TOP 20

This month	Last month	Game Name	Top 100 position
1	■(NE)	Streets Of Rage 2	M 11
2	■(NE)	Road Rash 2	M 06
3	▼(01)	Ecco	M 10
4	▼(02)	Sonic 2	M 02
5	▼(03)	World Of Illusion	M 23
6	■(NE)	Powermonger	M --
7	■(NE)	Rolo	M 13
8	■(NE)	Lemmings	M 09
9	■(NE)	NHLPA '93	M 04
10	■(NE)	Lotus Challenge	M 32
11	■(NE)	WWF	M 78
12	▼(04)	Terminator 2	M 33
13	▼(07)	Madden '93	M 01
14	▼(09)	Batman Returns	M --
15	■(NE)	Krusty's Fun Hse	M 55
16	■(NE)	Little Mermaid	M --
17	■(NE)	Chakan	M 25
18	▼(15)	Chuck Rock	M 81
19	■(NE)	Desert Strike	M 21
20	▼(06)	Talespin	M --



Official charts compiled by Gallup and sponsored by Penguin.
Import charts compiled by Whizz-Kid Games

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INTERVIEW

How long will we be playing **MEGA DRIVE?**



Trends come and go. Are consoles, therefore, in danger of dying out? Neil West asks Nick Alexander, boss of Sega Europe, if he's looking for a new job yet...



Are consoles just a fad? And if so, how long will the Mega Drive stay at the top of the heap?

The first thing Nick Alexander does is to pick up on what he declares is a factual inaccuracy – consoles, he insists, have not appeared overnight and so it's illogical to suggest that they may disappear in the blink of an eye. The Atari consoles first arrived 11 years ago, and as for Sega...

"Last year we sold more Master Systems than in any other year," emphasises Nick. "This hardware was launched in 1986, so it's now in its seventh year of production. The Mega Drive is only in its third year, so we'd like to think that it has a good few years left ahead of it yet."

OK, so maybe to the die-hard fans it appears that the Mega Drive's been around as long as a particularly relaxed sloth on the 110 metre hurdles, but it's only in the last 12 months that consoles have blasted their way into everyone's living rooms.

Twelve months ago there were no video game shows on TV, there were only a few video game mags and no one over the age of 25 had heard of *Sonic*. In fact the tabloid press couldn't even have cared whether Mario gave you lung cancer – video gaming was just a small-time hobby.

But now, video games are HUGE. *Sonic 2*

made more money on its first day of release than *Simply Red* made all year, there are 1.4 million Mega Drives in the UK, and almost everyone will bore you to death with tales of *Taz-Mania* high-score heroics if given half a chance.

Why? Because (as well as being great fun to play) consoles became fashionable. They're trendy. Pop stars try to be seen with them. They're what the hip people are doing. That's great for a year, but then comes a problem...

FASHION VICTIM?

Some people have started arguing that things can't stay fashionable for ever – that things have got to change (that is after all the whole point of fashion). So surely, a lot of the trendy gamers are soon going to give up. The majority of the 1.4 million owners will do likewise, and before too long we'll be left with just the die-hard original fans again (that's you lot, the MEGA readers) and (just like BMX and skateboarding is now) it'll be a minority hobby again? What does Nick Alexander think?

"There is obviously an element of fashion, and yes, there's an element of fad in all of the console popularity – it won't continue to have the intensity of media interest and enthusiasm that it has right now. But I do think that there is a good strong underlying market. I've been in this industry for 11 years and even back then people were saying, 'It's a flash in the pan, how long are these consoles going to last?' about the first Atari machines."

But the Atari consoles disappeared without trace, didn't they?

"OK, so in the 1980s people switched to home computers and now they're back to consoles again, but the business has never actually gone away. I think that what we are seeing is that video games are becoming a mainstream part of home entertainment. Mega CD is a major step towards bringing music, video games, videos and TV all together. So, far from being at the end of a trend or a fashion, we're actually at the start of a whole new marketplace."

The BMX and skateboard game may have collapsed because once you'd bought your gear that was it – it was always going to be either a bike or a board with wheels. But video game technology is constantly taking leaps forward: Virtual Reality, 32-bit technology, CD data storage – this is just the beginning of something big.

Given then that video game technology is constantly improving, for how much longer will the Mega Drive be the UK's best-selling console?

In Japan, each machine format tends

to have two years at the top, before a new technology comes along as the next big thing. European and American trends tend to follow Japan fairly closely, so right about now shouldn't we expect to see

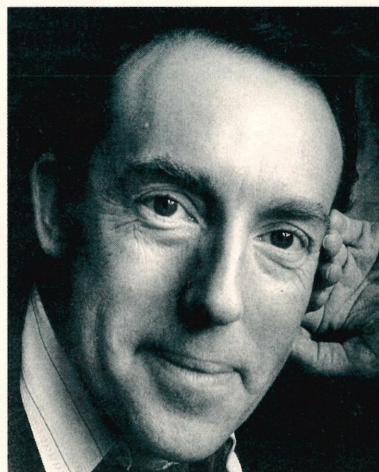
"We can expect to see a whole new generation of 32-bit machines in the next two years"

the Mega Drive overtaken by something new? Over to Nick...

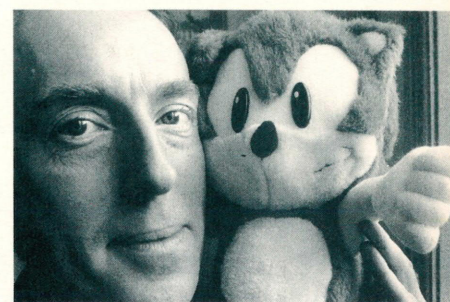
"As far as numbers are concerned, I'm sure that the Mega Drive will stay ahead for a couple of years yet. But I think it's likely that there will be some new cutting edge technology emerging within the next two years. I think we can expect to see a new generation of 32-bit machines."

Where from?

"3DO are launching this autumn, doubtless others will follow – Atari will possibly get their machine out before Christmas, maybe it won't be until 1994 –



This is the man responsible for you reading MEGA, in a funny kinda way. What a very nice chap he must be



Sonic The Hedgehog is understandably a bit of a hero at Sega HQ. How much money he's made is anyone's guess

32-bit technology is just over the horizon. "

So where does that leave the Mega Drive and other 16-bit consoles?

"Well the 32-bit consoles will cost a lot of money, certainly to start off with. So they will remain at the very high end of the market, leaving the 16-bit consoles plenty of space until prices begin to fall. The Mega Drive is not the ultimate in technology at the moment, as technology, by its very nature, is always rapidly moving on. But the very cutting edge always takes a while to reach the homes – CD Rom technology has been around for six or seven years and yet people have just got around to talking about that. I think there's a danger in people looking at the very latest technology and then automatically writing off things that have just become mass market items."

Will the adding of a Mega CD unit or even a Mega LD (Sega's recently announced Laser Disc Drive add-on, being developed by Panasonic due for release later in the year) enable the Mega Drive to keep pace with new technology?

"I think that there is still a lot to be got from the Mega Drive and the games that are coming through now are better than those that were written a year ago – there's still lots to come."

CD REASSURANCES

"Regarding the Mega CD, we will see some interesting, different games within a year or so – the games we have at launch are impressive enough, but in a year or two even they will seem crude."

Is there a definite launch date yet for the Mega CD?

"No there is not! We're still hoping for April. The hardware is in our warehouse and the only problem is the PAL conversion of the game, which is taking a lot longer to do than we had anticipated. I think it would be a big mistake to launch a new piece of hardware without enough games to show off its capabilities."

So how much will it cost and how many are Sega hoping to sell?

"We're looking at a price of around £270 and we're hoping to sell in the UK in 1993 between 250,000 and 300,000. There are currently around 1.4 million Mega Drives in the UK and by the end of this year that figure will probably be nearer the 3 million mark – so we're looking at selling a Mega CD to about 10% of the UK's players."

And then, of course, there's the rumours circulating of Sega's spanking new 32-bit gigadrive. But that's a different story altogether...





**MAKE M
YOUR M**

Rock 'n' Roll superstardom starts here with the latest add-on from the USA. It's expensive, but at around £300 the Miracle Keyboard can actually teach (yes, teach) you how to play. Maff Evans presents... a Miracle! KA-POUF!!! Get that horse outta here...

Fancy getting a bit more creative with your Mega Drive? Music is one of the most creative and emotive mediums known to humanity and at one time or another most of us have had a yearning to be a pop superstar or rock god. I know I did in my youth – oh alright then, I still do. The problem is that you either need loads of expensive equipment to play your songs or you need the ability to handle an instrument (unless you're in Take That). Believe it or not, there is the centre of a pretty impressive music teaching system in your home at this very moment. The Mega Drive! What do you mean you haven't got a Mega Drive? What are you reading this for? Go and buy one and come back when you've sorted yourself out. Ready? Right, maybe now we can get started. Where was I?

Oh yes. Music! That sleek black, Turn
superbly detailed console (steady on) over

MUSIC ON MEGA DRIVE!

MAKING MUSIC



It's time to sign up for your course. Are you an adult or a child? Don't try to lie about your age, 'cause the lessons will find you out pretty sharpish

is just the thing to help you learn how to play keyboards. When you've quite finished laughing, we'll continue. Yes you can get hold of a system which uses the power of the Mega Drive to offer you a progressive piano tutor in your own home. That System is the Miracle Piano Teaching System.

Somebody say Hallelujah!

EBONY AND IVORY

What you get for your money is a cartridge for your Mega Drive that holds the actual teaching system and a five-octave keyboard with 128 patches, velocity sensitivity, 16-voice polyphony, eight channel multi-timbrality, full MIDI capabilities and an additional foot-pedal. Understand all that? No? Well look at the JARGON BUSTING box on page 18 for a few explanations and we'll carry on.

Putting it simply, what you've actually got is the cartridge and the Miracle Keyboard itself. The keyboard is actually quite an impressive instrument, and you're likely to pay a few hundred for something like this alone, never mind one that comes with its own teaching system. It has a load of sounds (including a host of different instruments, sound effects and rhythms), which are played through a pair of built-in stereo speakers. You don't have to worry about using the sound from the Mega Drive, because all the instruments are from the Miracle itself. The keyboard is connected to one of the joypad ports of your Mega Drive (with a normal joypad being used to select screens and menus and what have you), with the cart running the teaching program.

After plugging everything in and switching on, you get a nice little demo of the Miracle Keyboard as played by the Mega Drive. After this, you are taken to a nice screen which holds all the main areas of the program. After choosing your skill level (child or adult) you can go to the classroom for some proper lessons, go to the performance room to play a tune, visit

the arcade for a go at the games or have a bash in the practice room (which you'll probably be using rather a lot, and if not, then you should).

BACK TO SCHOOL

The major part of your time will no doubt be spent in the Classroom. This is where the actual teaching takes place, starting off with basic lessons on how to place your hand above the keyboard and which fingers are supposed to play which keys. This may sound a bit trite, but it's very important, as you will discover.

The lessons are

displayed using two methods:

1. On the Chalkboard – these tell you what you're supposed to be doing in the particular lesson. All the musical theory and

THE SCHOOL ROOMS

The teaching "School" is divided into five rooms. Each room can be selected from the main screen, which is called the Conservatory.



explanations are given here and you are also given your tasks to complete.

2. The Play Screen – these are white screens with a piano-type keyboard at the bottom, which are used for carrying out the exercises in a lesson as well as showing you demonstrations of certain tunes.

Once the Chalkboard has given you an exercise to carry out, you jump to the Play Screen to hear a demonstration and actually carry out the task (like doing your sums at school once the teacher's shown you how). As you play, the keyboard at the bottom animates to show you which key you're pressing, and the pointer moves across the lists of notes at the top. To begin with, these are just lists of numbers to tell you which finger to use, but note-names and musical notation come later when you've had a bit more practice. After you've carried out an exercise, a screen called the "Repair Chalkboard" appears, giving you an assessment on how well you've done. If you hit some bum notes or got the timing a



Pay attention to what the teacher says, otherwise you'll be kept in... with lines and everything!

little out of whack, then you are taken back for another go (often with a little help). If you manage to play the piece well with no mistakes, then it's onto the next task.

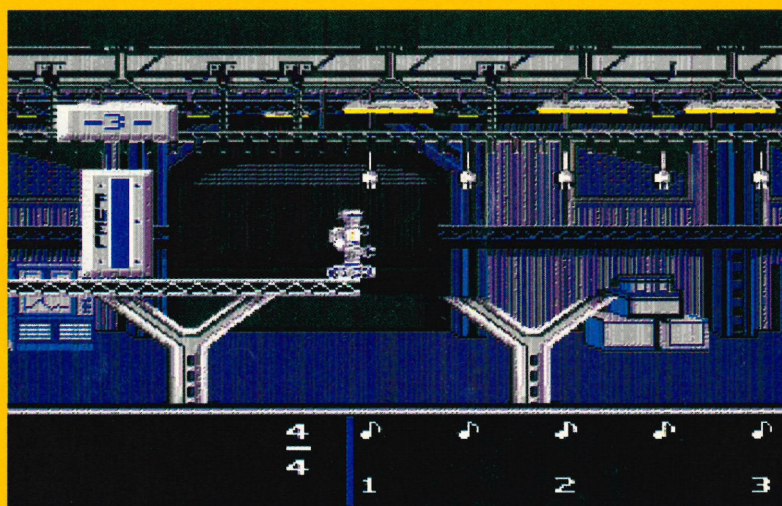
In addition to the normal lessons and exercises, there is a set of three games to help you hone particular skills (see the THE GAMES WE PLAY box for info on the games). These are brought up at regular intervals, serving both as a handy way of

THE GAMES WE PLAY

To make learning the lessons a bit more fun, there are three games to go with particular areas (rhythm, notation and chords).

For the most part these are dropped in as parts of the lesson, so when you get to a certain stage, you are whizzed off for a game to practice what you've just learnt. The difficulty levels are determined by what stage you've reached within the lessons, with the tune you're currently learning being used as a basis for the game.

After a lesson, you're supposed to go to the practice room to perfect the skills you've just gained (if you're any good, that is). Some people may find this a bit boring though, so you can nip off to the arcade instead (not that we reckon that you should bunk off school and hang around the arcades – oh no). In the arcade room, you can pick any tune from the list and play any of the three games to learn rhythm, notation and chords. If you feel confident enough, you could even try using both hands. One thing though – where's the pinball machine? There isn't one? Bah!



Roboman: Roboman needs to get from one side of the factory to the other. The problem is that most of the floor is missing. To lay new floors, Roboman needs to grab electric plugs from the ceiling. Hit a key at the right time to make Roboman jump for the plugs, otherwise his oil will run out and he'll plunge to the depths of the factory. This is basically a test of rhythm and timing, to help you learn how to play in time with the beat

THE CLASSROOM: This is the room in which the actual lessons take place. You can start from scratch or jump ahead into a harder lesson, but make sure you don't try to run before you can walk. Those crappy versions of "Mary Had a Little Lamb" and "Moondance" are there to help you learn. Don't ignore them!

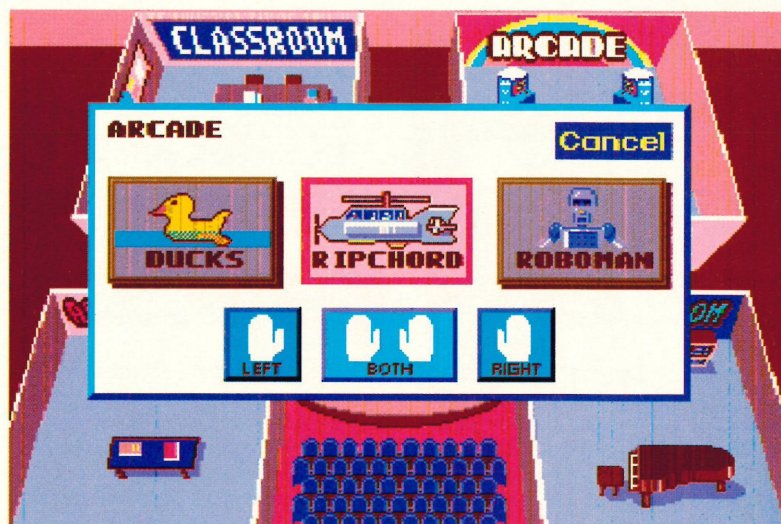
ADMINISTRATION: This is where you first enter the program. Here you select which level you want to go for (Child or Adult) and set the volumes of the bands that will accompany your playing. Both the levels are pretty similar, but the Child level is easier to read and understand for younger or completely novice users.

THE ARCADE: The lessons feature three games to help you practice chords, notation reading and timing. You can pick a song from the list and play the games as a bit of practice on their own, but try the lessons properly before you try to tackle the complex pieces.

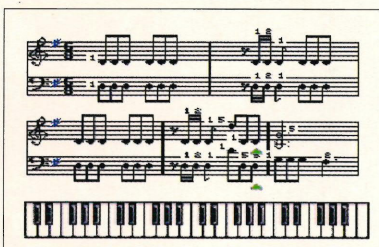
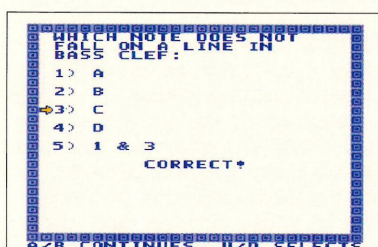
PRACTICE ROOM: After a lesson (or even just to brush up on a particular tune) you can go to the practice room and do some extra playing to get things down pat. Practice rhythms and notes with your left hand, right hand or even both (but only when you're getting REALLY good). If you're not spending much time in the Practice room, then it probably means that you're one of the people who really needs to. Remember - practice makes perfect!

PERFORMANCE HALL: Fancy a bit of a jam with the Miracle band? This is the room in which you do it. Pick a tune from the list and play along with the band. This facility is really only for those of you who have done all the lessons and have had a HELL of a lot of practice. It's tough, but it's great and satisfying fun!

MAKING MUSIC



In the arcade you can pick which of the three games you want to play, what tune to play and which hand you want to use. Both hands, eh? What a hero!



Pick a tune to play from the list (top) then go to the practice room to actually practice playing it (bottom)



Take part in the quizzes to make sure you remember everything (top) or the tutor takes the mick (bottom)

getting the message across and as a change from the usual lessons. They work really well too, making the exercises really clear and making learning fun and far from repetitive. At the end of each lesson is a quiz, with multi-choice questions based on what you've just learnt. If you get these wrong, then it's probably a good idea to go back and try again!

The lessons are split into stages, with each one getting progressively more complex. Each exercise is tackled using a different piece of music, which has been chosen and arranged to fit a particular lesson. Things start off easily enough, with simple tunes like Beethoven's "Ode to Joy" (from the Ninth Symphony. Sorry, that was a bit train-spotter, wasn't it?) and "Mary Had a Little Lamb", but these are just used as simple pieces to give you something to play as you practice. You do get more complicated tunes to play later (including a version of Prince's "Let's Go Crazy") but these take a lot of practice to get right!

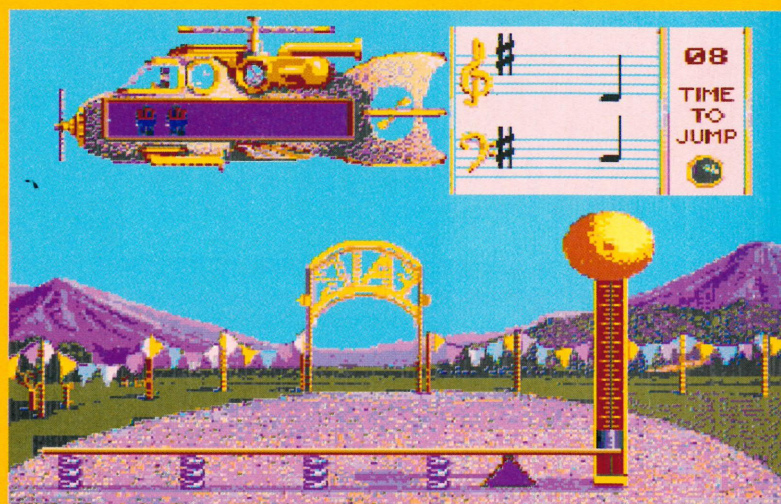
WHAT'S IT LIKE, ANYWAY?

There are two levels on which the Miracle system can be judged - firstly, is it a good piano tutor and secondly, is the keyboard any good?

Let's take the first point first. To be blunt, yes. The Miracle is a very good piano teaching system. The lessons are organised so that everyone can learn at their own pace. You don't get left behind by a class which is racing ahead and you're not held back by an over-fussy and boring teacher. If you manage to get a piece right, you can move on, but if you keep making mistakes, the Miracle never loses patience and comes up with ways to help you get it right eventually. Using the lessons in combination with the games and the practice room, you can get pretty proficient at the old Joanna, but it still needs a lot of time and dedication to get it right (practice, practice and practice again).



Ducks: You have been invited on a musical duck hunt. The birdy-type targets fly across the screen on a musical staff. Hit the note corresponding to the line on which they are flying to blast them out of the sky. Waste too much ammo and the ducks will get away. This game helps you to get a grasp of where on a musical staff notes on the keyboard are supposed to be. The ducks represent the notes, and you play the right note to zap them



Ripchord: Look at the notes that are displayed in the corner of the screen and play them all at the same time (as a chord) to get the parachutists to open their chutes and drift safely to the floor. Play a bum note and the poor chaps plummet to the ground and end up as a sticky heap. This is another test of music notation skills, but is more complicated since you need to be able to play more than one note at a time (usually as chords)

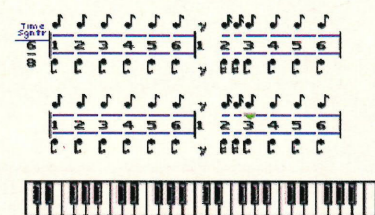
MAKING MUSIC



Before you start practising, you have to choose whether to try your hand at notes or rhythms

The lessons are just designed as a starting point though, rather than as the whole course. The manual recommends that after each lesson, you go to the practice room and play the songs used in the section a few times until you're sure you've got them right. Just romping through without practising won't get you very far! With time, practice and patience, you could become quite a handy keyboard player, but don't stop there! Sure it's a good teaching system, but once you've mastered all the elements of the Miracle course, it could still be well worth your while getting some piano lessons from a proper teacher (one that's alive, that is). You'll have saved time and money using the Miracle to get good in the first place, but a human teacher can add so many elements to your playing to make it REALLY good.

Just romping through without practising won't get you very far



Rhythm practice involves trying to play the right notes in time with a metronome and backing band

This may sound like a bit of a dig at the system, but it's not at all. It's a very good way to start learning. You could spend loads of dosh by starting out with a real piano tutor, but that would be far more expensive to get you to the same standard as the Miracle. The other alternative is to use tapes and books. These are all very well, but it's much better to have an interactive lesson rather than something you follow blindly step by step. Imagine trying to get through school just doing homework rather than having teachers? Would be quite a chore, wouldn't it?

As for whether the Miracle is a good keyboard system, well it doesn't carry much weight when put next to the synths costing thousands from the big companies (like Korg, Roland, Yamaha et al), but it has enough features to easily take on keyboards in the same (and slightly



When you go to the note practice section, you are told which finger to use to play each note in the tune

higher) price range. It's got a good, solid keyboard, loads of sounds and the ability to plug into a MIDI system. Not bad for a machine which is supposed to be a teaching aid!

The Miracle Piano Teaching System doesn't quite fit alongside most Mega Drive releases, but when you look at it for what it is and what you can get out of it, you've got a real bargain on offer.

WHY BOTHER?

Some of you might be thinking that it's not worth bothering with all this education crap – you just want to have fun. So why bother? Well just think about it. You MUST listen to music, right? So what makes these people making records so special? They've got up and made the music for themselves, that's what (well, the good ones have anyway). Making music is extremely satisfying and great fun to boot. Even top chart acts had to start somewhere, and I bet that a lot of you would like a slice of that fame given half the chance!

And before you say that you don't need to be able to play to get anywhere, hold on! Liam Howlett (aka The Prodigy) took the time to learn the piano when he was a kid, and look at him now! Loads of smart recording gear and a Lotus! At the time, he said he didn't want to practice the piano when he was told he should ("I'd rather have been out on my BMX," he says), but he made the effort and is now a top recording artist.

Even if you don't want all that fame and fortune, writing and playing music is some of the best fun you can have (I know, I've been doing it for years). Why not learn a new skill and get your friends together to form a band. Who knows where it could lead from there?

Well, if that hasn't convinced you, you've got absolutely no interest in music whatsoever and probably lead a sad (and very quiet) life. I know what I want to achieve... Fame! Fortune! Cola advertising sponsorship! Right... Where's that keyboard? Plink-plunk-plinkity-plink-wam-zunk! Wembley, here I come!

OK, SO WHERE DO I BUY ONE?

There are plans to release the Miracle Keyboard officially in the UK, but so far Sega haven't set a date. This means that the keyboard is only available on import and Gamesville are the people to order one from. Call them on 0293 541953, say that MEGA sent you and you'll be well sorted.

JARGON BUSTING

Using keyboards involves a fair amount of techno terminology, so here are a few explanations of terms you're likely to come across:

CHANNEL

MIDI can send messages on 16 separate channels, with each channel acting like a separate instrument.

CONTROLLER

This is a device (such as a keyboard) which is used for playing sounds on other MIDI devices, rather than using built-in sounds.

MIDI

Stands for Musical Instrument Digital Interface, and simply means a communication system that enables synths, keyboards and so on to send messages to each other (notes to play, how loud to play them, selecting sounds and so on).

MULTI-TIMBRAL

This means that a MIDI instrument can play different sounds on different MIDI channels at the same time.

MULTI-TRACK

A tape recorder that enables you to record a number of parts separately on individual "tracks" then plays them back together so that the song is built from a number of layers.

OCTAVE

A musical scale has seven notes (A, B, C, D, E, F and G). These are the white keys on a keyboard. There are also five black keys which play pitches between the seven notes in a scale. A keyboard groups these 12 keys together as one octave.

PATCH

A patch is a sound or instrument on a synth. A patch stored in a synth's memory is often called a "Preset".

POLYPHONY

How many notes (either on the same instrument or using different sounds) a synth can play at once. Polyphony is rated using "voices", 16-voice polyphony meaning that it can play 16 notes at once.

SEQUENCER

A sequencer is a system which enables you to record and edit notes and play them back using various MIDI devices. It acts like a multi-track tape recorder, but instead of recording sounds it records the information to get other MIDI instruments to play sounds.

STAVE

The horizontal lines on a piece of sheet music where the notes are written. Each line corresponds to a different note.

VELOCITY

This is a rating from 0 to 127, which determines how hard a key has been struck, in turn determining how loud the note will play.

THE KEYBOARD ITSELF...



The main part of the Miracle system is the keyboard itself. Not only is this the controller for playing the tunes and completing the lessons, it's also a pretty good instrument in its own right.

The five octave keyboard is velocity sensitive (that means it can sense how hard you've played a note), which makes it possible to play quite expressive pieces. There are 128 preset sounds, which cover orchestral instruments, rock sounds, jazz sounds and even percussion. There are even a few odd sound effects in there. The two MIDI ports on the back of the machine make it possible to connect the keyboard up to a computer, sequencer or other MIDI device, so that you can play tunes from your sequencer or controller using the Miracle's sounds, or use it as a controller keyboard for playing other pieces of MIDI kit (and it's a hell of a lot cheaper than certain MIDI sound units and keyboards).

The Miracle can play up to 16 notes at once (polyphony) using up to eight sounds at the same time (multi-timbral), which makes it quite useable for those wanting to create their own music as well as learning how to play the keyboards. The inclusion of a foot-pedal for sustaining notes or adding other expression makes it even more of a useful package. And you thought that it was another boring educational system! What could be more interesting than writing and playing your own songs? And at this price it's a bargain!

NEXT MONTH: VIRTUAL REALITY IS YOUR MEGA DRIVE READY FOR IT?

Sega's Virtual Reality add-on for the Mega Drive will hit the streets in six months time. How will it work? What will the games be like? And what is all this Virtual Reality business anyway?

For the full story, don't miss next month's edition of the UK's best-selling, most up-to-the-minute, 100% Mega Drive mag. PLUS! Neil West nude! (maybe)



There, what a mag to look forward to. Who needs an alternative reality when the one we're living in is as good as this, eh?

MEGA

100% PURE SEGA MEGA DRIVE...

MAKING MUSIC

If the Mega CD can play video footage and CD music at the same time, then Paul Mellerick wonders why someone hasn't put the two together yet. And then he realises that someone has...



Here's our main man, Boyd. He doesn't actually do a lot, but he's a good laugh. This is where you get told all the information about the video you should make

Yo Jump! (Excuse me? – Neil) Er, yes sorry, I got a bit carried away there. But when your first (and, ahem, amazingly brilliant) video is about to go on the air, you do tend to get a little bit excited. So, if you'd like to get a bit excited too, then you'd probably like to know all about this latest piece of CD software... OK then, it's time to Make Your Own Video.

SO WHO ARE KRIS KROSS THEN?

This is the first in a series of Make Your Own Video games, and it stars those strange American teenage dudes who insist on wearing their trousers back to front (easy for them, they're still growing where it counts) and rapping (if you can call it that) to poppy hip-hop tunes. Not a very inspiring place to start I agree, but these guys are big in the States and it's the first chance we've had to look at this new venture in gaming. Oh, and just in case

This is the first in a series of Make Your Own Video games

you're wondering who the next two groups in line for the Make Your Own Video treatment are, they are C&C Music Factory and Marky Mark. Anyway, let's talk about this particular Mega CD.

TAKING THOSE FIRST FEW STEPS...

If you were to sit down and think about putting together an actual music video, you'd probably give up very quickly, because there's definitely more to this video lark than meets the eye. Making your own video on the Mega CD, however, is very simple indeed, so you don't have to worry about endless reams of negative spilling all over your living room floor. All the hard work is done for you by the Mega CD, and all you have to do is create the ultimate visual experience.

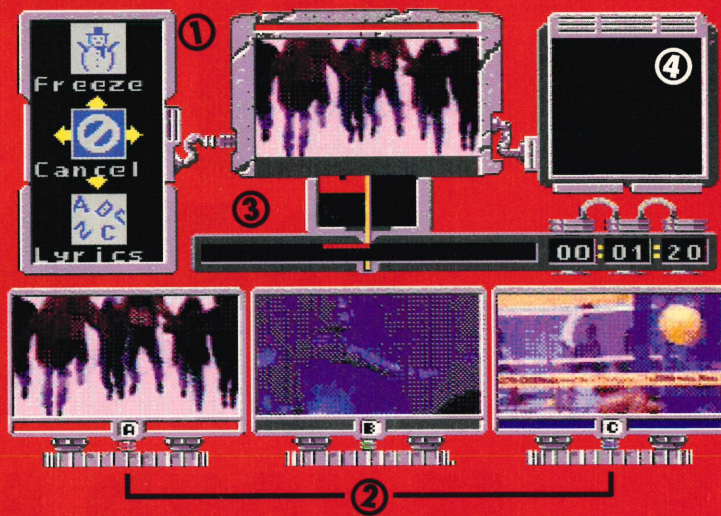
Your "editing suite" is all shown on screen at once, and moving between and splicing different pieces of footage couldn't

USING THE VIDEO FOOTAGE

Although you can add things to your video to make your very own masterpiece, the backbone of your video will be made up of footage from the three boxes at the bottom of the screen.

Flicking between the three boxes is simplicity itself. Use buttons A, B and C to select the box you want to play from. But just pressing the three buttons isn't quite good enough. To achieve any success in this editing business you need to know which piece of film is coming and when, and then when you've got that right, you've got to make sure that switching between them is as smooth as possible.

It takes a bit of practice, but you'll soon be mixing with the best of them.

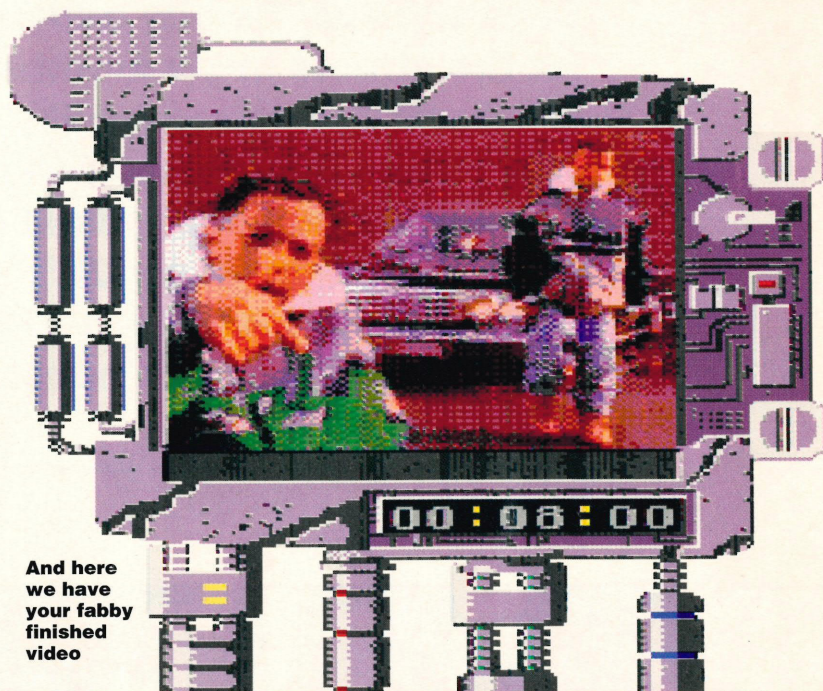


1 Flick through the effects window using Up and Down and move Left or Right to use that effect

2 The footage windows play actual promo video stuff and lots of other incredibly weird stuff too

3 This is the playback box. Yes, this is what your video is actually going to look like, mistakes and all

4 This box shows you the effects which you're using to make your very own video of the century



And here we have your fabby finished video

BOX EFFECTS

Slipping in bits of footage here and there may be OK in the short term, but to really turn on the style you need that extra something. That's where the effects box comes in. You activate this by using the D-pad. Up and Down moves through the list of effects and Left to Right activates them in varying degrees of intensity. This is your guide to being an effects wizard.



SLICE
Left: Breaks the screen into horizontal stripes
Right: The stripes shift from side to side



DICE
Left: Images reverse from top to bottom in every other strip
Right: Breaks the screen into shifting stripes



FLIP
Left: Flips the entire screen over
Right: Flips the left half of the screen over



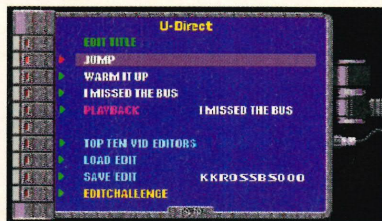
MIRROR
Left: This mirrors the whole screen
Right: This mirrors the top half of the screen



MIXER
Left: This mixes up the whole screen
Right: This really mixes up the whole screen



SLOW STEP
Left: Puts things into slow motion
Right: Puts the action into super slow motion



Select your video and then take as much time as you like

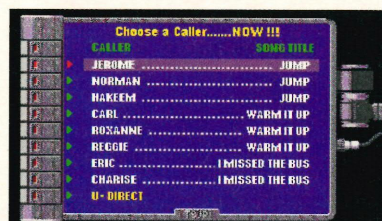
be easier. Along the bottom of the screen are three footage windows. One of these displays the actual promo video footage and the others contain lots and lots of other bits (see the USING THE VIDEO FOOTAGE box) that could make your video a winner... or a dreadful loser.

Directly above these windows is the view screen. This is where you'll see the pieces of footage which you are actually putting together to go out on air. As you click

between the three footage boxes, the image in the main view screen should change accordingly. On the left of the view screen is the effects box. This is where you can really let your creativity go wild. (See the box which runs along the bottom of these two pages for those essential details.)

Listening to three Kris Kross songs repeatedly is not my idea of fun

required from you and then make your video accordingly. Get it right, and you'll be awarded with the title of one of the top ten video editors. Get it wrong, and your street cred takes an enormous dive.



Pick your caller, listen to the brief and then... Make Their Video

EDIT CHALLENGE OR U-DIRECT

OK, so you've got to grips with actually making your own video. It's now up to you whether you fancy a bit of a challenge or whether you prefer to take your time and analyse your work yourself.

If working under pressure brings out the best in you, then you should be playing the Edit Challenge. Presented by main man Boyd Packer, the idea of the game is to listen to what is

The U-Direct mode is a lot more laid back. Everyone from the studio has gone



You did it - you're good enough to go on the top ten all-time editors' list

home and the whole studio is yours. You can do exactly what you want without taking instructions from some spotty pre-pubescent teenager. If you mess up, no problem. If you make a masterpiece, then you can save it and show it off whenever you like.

Actually getting to grips with the concept of making your own video is easy enough, and the video footage, as well as being fun, flows well. The whole idea of creating a video yourself is great, but there is one huge reason why you might hate this Mega CD.

You can choose from *only* three songs, and listening to them time and time again can get very annoying. OK, so I'm not a huge Kris Kross fan, but how many times can anyone hear "JUMP" before their brain starts to melt?

However, as the range of Make Your Own Video games increases so will the appeal, but unless you're a big Kris Kross fan (and you're going to buy a Mega CD for that matter), then I don't think this will provide you with much entertainment.

© Paul Mellerick

KRIS KROSS

PUBLISHER: Sony Imagesoft

PRICE: £39.99

RELEASE: April '93

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070

"It's fun in the short term, and the idea behind the software is sound, but how long can you put up with Kris Kross?"



MAKE YOUR OWN VIDEO: KRIS KROSS



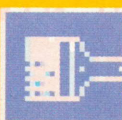
STROBE

Left: Every other frame is white
Right: Every other frame is black



GREY

Left: This gives you a positive image
Right: This gives you a negative image



WASH

Left: This makes the colours go wild
Right: This makes the colours go gonzo



BIG PIX

Left: This makes the pixels rather large
Right: This makes pixels absolutely huge



FREEZE

Left: Freezes the action for five seconds
Right: Freezes the action for ten seconds



RED/GREEN/BLUE

Left: This gives you a positive image
Right: This gives you a negative image



LYRICS

Left: Lyrics on screen cannot be quick cancelled
Right: Lyrics on screen can be quick cancelled



SMEAR

Left: This jumbles up the pixels
Right: This absolutely bamboozles the pixels



Licensed by Sega Enterprises Ltd

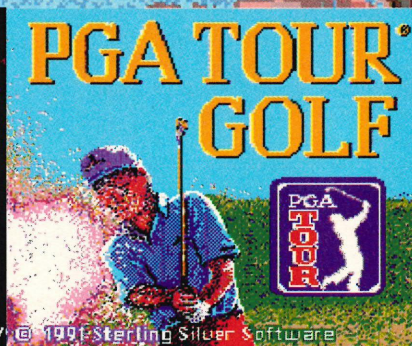


WHAT THE WINNER GETS...

Battle Squadron, Blockout, Buck Rogers, Budokan, Bulls Vs Lakers, Centurion, Crüe Ball, Dark Castle, Desert Strike, EA Hockey, F-22 Interceptor, Faery Tale Adventure, Galahad, Immortal, James Pond, James Pond 2, John Madden Football, John Madden Football '92, John Madden Football '93, Jordan Vs Bird, Kings Bounty, Lakers Vs Celtics, LHX Attack Chopper, Lotus Turbo Challenge, Marble Madness, NHLPA Hockey, PGA Tour Golf, PGA Tour Golf 2, Populous, Powermonger, Rings of Power, Risky Woods, Road Rash, Road Rash 2, Rolo to the Rescue, Starflight, Where in the world is Carmen San Diego?, Where in time is Carmen San Diego?, Zany Golf



ight (c) 1992 Elect



eserv © 1991 Sterling Silver Software



22 MEGA April 1993



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RULES

1. No employees of Future Publishing or EA can enter
 2. All entries must reach us before 30 April 1993 or they'll be recycled
 3. The editor's decision is bollo... (No that's not right Andrew - Neil) final
- Send your entries to: "An EA-free MEGA Compo", MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

Strange month, this one – not a single EA game reviewed, previewed or indeed tipped. But show-offs that they are, they just had to get their

**EVERY
A
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DE**

name mentioned somewhere, so they came up with the “Hey! Spooky! An EA-free MEGA” Compo.

Hmm. Well, what it lacks in snappiness it more than makes up for in generosity: EA are giving you the chance to win **EVERY**, yes **EVERY**, cart they’ve ever made. The list includes classics such as *John Madden ’93*, *Road Rash 2*, *Lotus Turbo Challenge* and many, many more.

So what do you have to do to win this amazing prize? Use your creative powers, that’s what. We want you to write a limerick using the name Electronic Arts (and no rhymes of Arts that begin with ‘f’, please) and the

best limerick, in our opinion of course, will win the prize. Have a go. You never know, your particular type of humour may amuse us.

THE MEGA TV STARDOM WINNERS!

BBC2’s *Newsnight*, starring a copy of MEGA; yet another winner in the competition that makes you and your mag television stars, and *really* narks off cameramen

Yes! We’ve had a couple of winners, a couple of very near misses and now we have another winner to the ultimate competition – the MEGA TV Stardom Competition. This is an ongoing compo, and all you have to do to win is get yourself on television, prominently displaying a copy of MEGA.

The details of how to enter can be found on page 98, but first of all take a look at this glorious winner and a near-miss runner-up...



BBC2, *Newsnight* – and here’s a lovely copy of MEGA Issue four being read for all to see. The guy holding the world-famous (almost) mag is *Jamie Monson* and the winner of the compo is his girlfriend, who kindly sent the tape in. Sorry about that Jamie, but it’s no good thinking fast when a TV crew barge through your door only to fail miserably on the bagging-it-up-and-getting-it-into-the-post department. Anyway, three cheers to BBC2 and *Newsnight*.

Now, you can’t actually see the copy of MEGA in this still from Channel Four Racing, but that geezer in the back of the picture (see arrow) has just sneaked along the railings, looked furtively from side to side and reached inside his jacket for a rolled up copy of MEGA. His name is *Aaron Crowl*, and although he doesn’t win the MEGA on TV Stardom compo, he does win our Most Suspicious Looking Geezer award for March. Congratulations.



So that’s it. Another compo, another winner. If you think you can do any better, or if you can see yourself in a situation where mag-in-camera-shot coincidence seems at all likely (maybe John Major is opening a shopping centre in your town, or the Antiques Road Show pays a visit, or maybe your grandmother grows an extra leg and is visited by *Esther Rantzen* er, or something), then remember to take your copy of MEGA along – it could win you all sorts of exciting goodies.

For full details, check out the compo on page 98. And, err...

That’s it.

You can move on to Dyer’s previews now.

This is the section which strides up to software houses and asks them to bare all, and therefore usually succeeds in getting news of all the up 'n' coming releases. Andy Dyer looks ahead, and fills up six pages with hot previews

MIG 29

Domark • May

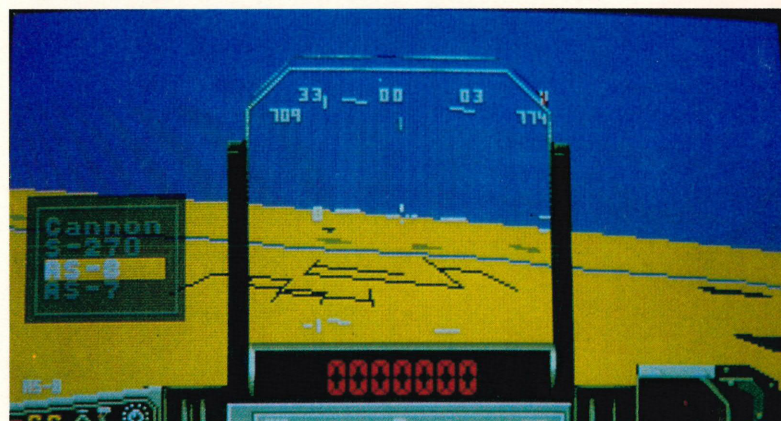
Don your helmet and grab your joystick. MIG 29 is about to do a victory roll all over your Mega Drive

Lucky old PC owners have been playing this game for well over a year now and when it first came out, MIG 29 was very well received indeed. And quite rightly so. But now the cheerful chappies at Domark are beavering away on the Mega Drive version and from the looks of things, it may well be a corker (graphically at least).

The story behind it is that, well, basically you're the pilot of a MIG 29 Fulcrum. There are heaps of missions to fly, and anyone who's played *F-22 Interceptor* or *LHX Attack Chopper* will know the score.

At the start of the game you can take part in a series of training missions to get you used to the controls and so on. These range from simply taking off, circling the runway then landing, to taking off, actually engaging enemy drones (among other tests) and landing again. But, of course, this is really all about playing at war. When you get into the main missions, things become decidedly more serious.

The original PC game included a number of missions including photographic reconnaissance missions in the Arctic, dogfights over the great wall of China, knocking out oil



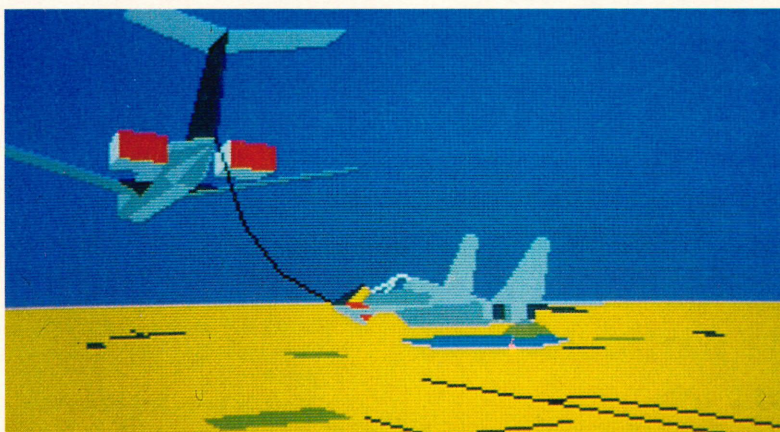
Above is the mission select screen. You have to attempt the missions in order and when you score the required amount of points, you can then move on to the next mission. Below is the cockpit view, but without all the instrumentation

rigs and so on, culminating in a massive scrap at the end in an attempt to destroy a nuclear power plant. Details of the precise nature of the missions in the Mega Drive game are unclear, but from what we've

seen, pretty much all of the challenges of the original have remained, so it comes with all of the low-level bombing, dogfighting mid-air refuelling Mig-foolery that fans of the original got so excited about.

Obviously in some respects the Mega Drive game is going to be significantly different to the original, but even after a brief glimpse, it's obvious that they've made it as technically impressive as possible while still making the controls simplistic enough to ensure that a joystick with only three buttons can cope. People who are fed up with the mindless shooting of games like *Afterburner* and the like and who have often stared longingly at true flight sims on their friend's home computers can hopefully now rest easy. Serious aerial combat comes to the Mega Drive at last.

Destroy a nuclear power plant



Above is a shot from behind the aircraft. It's not strictly an accurate view, but sometimes it helps to see a bit more of the scenery. On the left you can see a rather impressive mid-air refuelling scene. This shot in particular gives you an idea of the quality of the graphics

ACCOLADE

Each month MEGA looks at the work of a softie – past, present and future

PAST

Accolade is the company which, under the name of Ballistic, provided the gamesplaying public with the appalling *Double Dragon*, but hey, we all make mistakes. You may also remember these titles: *Mike Ditka Power Football*, *Onslaught*, *Star Control* and *Test Drive 2: The Duel*. But that's all in the past. Accolade, having now dropped the Ballistic moniker and releasing stuff as Accolade instead, have a few rather interesting things up their sleeve.

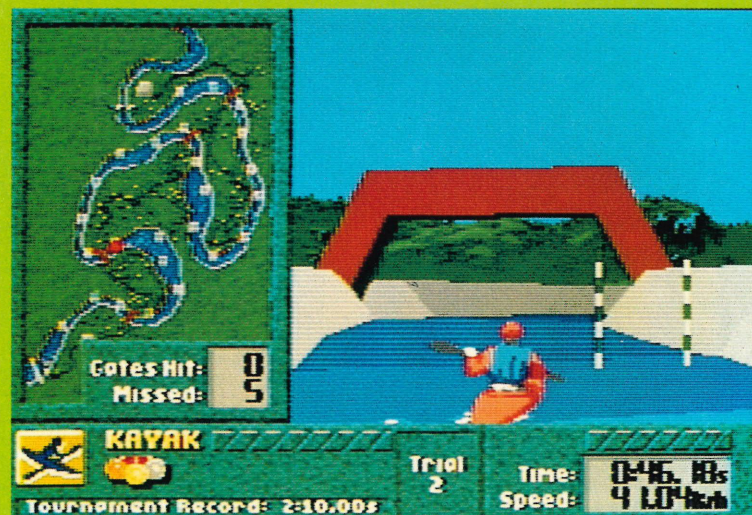


Double Dragon, one to forget. But that's all water under the bridge



Cartoony capers with Bubsy and ball games in *Hardball III*

but surely that's not it. We gave Accolade a bell to see what their plans for the future are. In the not too distant future we'll be covering *Summer Challenge*, which is one of those button-bashing sport extravaganzas. US Gold's *Olympic Gold* went down a storm not so long ago so it would seem there's quite a demand out there for this sort of thing, and besides, the events are all in glorious 3D so it should be pretty good (graphically at least). Also, for golfing freaks, *Jack Nicklaus* is being worked on. And if you're after something a little different, *Warp Speed* is a space-based blaster with 3D combat sections and a little bit of galaxy hopping strategy thrown in for good measure. Apparently it's very much like an old classic called *Star Raiders*, which became legendary on the Atari ST years ago – sounds good. And finally, we also asked about Mega CD stuff but alas, at the moment Accolade aren't planning any CD based software. But heck, let's face it, if the market proves its worth, then no doubt they'll be in there like a shot.



Gone are the weeny graphics of Konami's *Track And Field*. No, *Summer Challenge* is a full 3D sporting extravaganza. More on this next issue

PRESENT

BUBSY THE BOBCAT

If the chaps at Ballistic talk of *Bubsy the Bobcat* with a self-satisfied grin on their faces, forgive them. People are describing this fast-moving, cartoony platformer as a game with *Sonic's* speed and *Mario's* gameplay. Whether this is true remains to be seen, but it is looking very smart indeed. An alien race called the woolies are trying to steal all the wool from earth so Bubsy has to stop them. Look out for a big, big preview next month.

HARDBALL III

Obviously *Hardball* and *Hardball II* went down pretty well, so the guys at Ballistic (Accolade's Sega label) have decided to do it all again. *Hardball III* is on its way, and although we know very little about it at the moment, it'll probably be to *Hardball II* what *Madden '93* was to *Madden '92*. In other words, nicer visuals, slicker gameplay and more stats. Keep an eye on next month's previews for more news.

FUTURE

All right so we've seen what's just around the corner,

WIZZY AND LIZZY

Psygnosis • June



Simultaneous two-player action at the speed of light (well, nearly). This high-speed game is a bit different to the usual run-of-the-mill platformers

One Psygnosis programmer says: "Ere, I'm bored of all these cinematic, graphical extravaganzas. Why don't we try a platformer?" So they did. And the result is a simultaneous two-player platformer whose teensy weensy sprites move so fast they make *Sonic* look like an arthritic old git. The idea in two-player mode is to whizz around collecting a series of objects before the other player can. It all looks like jolly good fun, and the small scale graphics are beautifully drawn. More on this one next month.

PUGGSY

Psygnosis • May

Another cartridge based platform caper from Psygnosis is currently in the final stages of development. Puggsy isn't, however, your average high-speed platformer. It features lots of puzzle elements and bonus screens based on classic coin-op games. The movement of the main character is especially ingenious as you can raise and lower his arms in order to lift and position objects to solve puzzles. And if he comes across a slight obstacle, he can also use the arms to heave himself up and over. The graphics are looking dead smart and there appears at this stage to be more than enough playability. We'll take a closer look at this intriguing puzzler next month.



Rotate Puggsy's arms to make him position objects with pixel-perfect accuracy. He can also climb using his adaptable limbs too. Clever!

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A sprawling platform quest with lots of hideously deformed creatures in it.

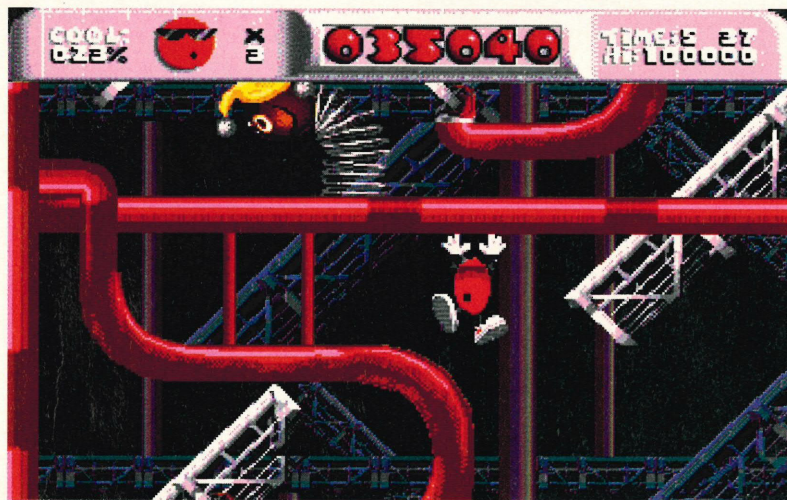
Fatal Fury – Sega

This is a beat-'em-up which may well give *Streetfighter 2* something to worry about. Watch this space.

PREVIEWS

COOL SPOT

Virgin • May



Oh dear, Spot ain't quite so cool now is he? Having negotiated the springing clown, he decides to indulge in a bit of plummeting. Out damn Spot!

A new character is about to appear who makes Sonic look about as cool as Mr Bean. Enter Cool Spot

It would appear that independent software houses have caught onto the fact that having cartoony heroes with personalities (like Sonic and Mario) is quite a good idea. Virgin's new hero is Cool Spot, and he is quite simply a spot with limbs. However, he is actually the red dot from the 7UP logo and must be one of the coolest characters you've ever seen. Again, it's a platform game and the graphics are looking great. The animation on Spot himself is superb and he does flash things like polish his shades when you leave him alone for too long. MEGA gets more spotty next ish.



All the backgrounds in *Cool Spot* are brilliantly drawn. And the animation on Spot himself is superb. Apparently there are over 200 frames of animation

MEGA CD BUNDLE FINALISED

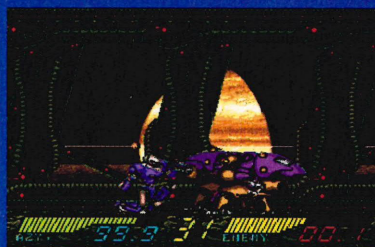
If release dates were cliff edges and the public were the ocean, then the Mega CD would right now be teetering on the edge about ready to plunge into the embrace of the tumultuous mass below. (I take it you mean the Mega CD will be release within a few weeks - Neil)

It's going to cost a hefty £269.99, but before you choke, it's not as bad as it seems, because you get seven games with it. *Cobra Command* (We reviewed the Jap version called

Thunderstorm FX in issue two and rated it at 80%), *Sol-Feace* (a good-looking but fairly standard shoot 'em up) and a compilation disc containing five classics: *Streets Of Rage*, *Golden Axe*, *Super Monaco GP*, *Columns* and *Revenge Of Shinobi*. To be honest, only *Cobra Command* really shows off the Mega CD's capabilities, but in value for money terms, a seven game bundle is really pretty good.



There it is. You should all recognise it by now. And yippety-skip, it should be on sale any minute now



Black Hole Assault, probably the weakest of the fab new CD games

THE FIRST BATCH

The first wave of releases for the Mega CD are as follows:

Prince Of Persia - £39.99
Sherlock Holmes - £44.99
Black Hole Assault - £39.99
Night Trap - £49.99
Wolf Child - £39.99
Jaguar XJ-220 - £39.99

If you're a regular reader of MEGA, you'll know that we've already reviewed *Prince Of Persia* (41%), *Black Hole Assault* (14%) and in this issue *Sherlock Holmes* (77%) and *Night Trap* (85%). But at the time of going to press we were only able to have the briefest of glimpses at *Wolf Child* and *Jaguar XJ-220*. Take a look at the mini previewettes below and then make sure you come back next month for the full reviews.

WOLF CHILD

Right, well there's this terrorist organisation see? And they're called CHIMERA. They've kidnapped the world's most famous biogenetic scientist and forced him to create an army of mutant warriors. Anyway, the scientist's son turns himself into a mutated warrior and goes off to rescue his Dad. And so the scene is set for a platform adventure of epic proportions (or at least we hope it does). There are ten big levels in total, each running along a different theme and involving plenty of scrapping with the enemy. There are, apparently, dozens of different enemies all of which are horrendously mutated and really rather dangerous, so it's just as well the hero has a range of weapons at his disposal. He has dual-shots, arc-shots (what?), flame weapons and homing weapons not to mention the plasma ball, the boomer, smart bombs and a shield. Quite what these weapons do we don't know at the moment, but we're sure that when we review the game next month all will become clear. Oh and remember, don't try to genetically mutate yourself at home kids. It's not big or, indeed, clever. Paul Mellerick tried it once and look at the state of him.



Wolfchild farts around with his genes and goes off in search of his kidnapped father. What a brave chap!

JAGUAR XJ-220

Bored of cruising around in a Lotus? Tired of sitting astride a powerful motorcycle and beating the crap out of passing policemen? Time for a change then. And soon, Mega CD owners will be able to experience the thrill of a high-speed race in a Jaguar XJ-220 (you know, one of those fabulous new beasts that Elton John recently bought for about £400,000). We like a decent race game here at MEGA, so we'll do our best to bring you heaps more information about it next month.



Jaguar XJ-220. Not only can you race around 36 circuits, you can also enter the track editor and design your very own circuits. This CD racer should be quite spectacular

FATAL FURY

Sega • April

Streetfighter 2's been put back to a June release. It's a good job Fatal Fury's on its way then...

Before we tell you about this game, go and have a brief look at the review of *Power Athlete* on page 56. Right, done that? Good. Bloody awful wasn't it? There can't be many people out there who haven't played *Streetfighter 2* and everyone who has will know that it's the best beat-'em-up of all-time, and one of the greatest games of all-time to boot. *Power Athlete* tried to copy it, but ended up being as exciting as a small bag of frozen peas. *Fatal Fury* on the other hand, despite unashamedly emulating that arcade classic, has had a pretty successful stab at the title. In fact, prepare yourself for a bit of a shock when we review it next month. But before we get ahead of ourselves, let's see what the blighter is all about, shall we?

There are heaps of characters to either choose from or fight against and each has a staggering array of moves at his or her disposal. There may be only three buttons on the Mega Drive joystick, but remarkably, this doesn't seem to hinder the gameplay or restrict the number of available moves. Each character also has several special moves (one of which is a blue fireball and looks like it's been ripped straight from Ryu in *SF2*). In fact the three-button joystick seems to cope remarkably well considering the large range of moves available, but whether this bodes well for the Mega Drive conversion

A very polished beat-'em-up indeed



Er, this is some bloke being engulfed in the folds of a huge flaming tiger. This is just one of the spectacular special attacks. Each fighter has three

of *Streetfighter 2* remains to be seen.

So OK, we've established that it has taken on *Streetfighter 2* at its own game, but are there any differences? Well, yes. Graphically, it's different of course, but the

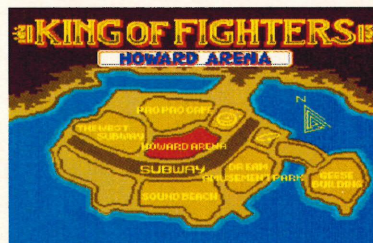
standard of the visuals is still very high. The plot is a bit different, but, hey, who gives a toss about plot? However, the only major difference (and even this isn't very major) is that as well as

being able to move left and right, you can also move in and out of the screen to a limited degree. This doesn't really add anything to the game though, so, um, we'll end that argument right here.

Fatal Fury looks very promising indeed. While ultimately being slightly less slick than *Streetfighter 2*, this is still a very polished beat-'em-up indeed. But the most important thing about this game is that it bodes incredibly well for the Mega Drive version of *Streetfighter 2*. If this is what they can do with a 14 M-bit cart, then the 16 M-bit *SF2* should be a real stunner.



And for my next trick, I will conjure up a whirlwind from thin air and send it hurtling at my opponent, entirely messing up his poney new haircut



Each level is an area of the map. And these goons insult you a lot

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PREVIEWS

ANDRE AGASSI TENNIS

Tecmagik • April



This is the skins game. Basically, \$10 gets added to the pot each time the ball goes over the net. Strange!

Not only is Agassi Wimbledon champ, he's also the sexiest bloke ever to hold a racket (or so the dippy guppies on the MEGA team reckon, pah!). And so it's a double advantage for Tecmagik to have got the licence. The game can be played by one or two players and the usual play options of singles, doubles, grass, clay and hard surface games are there. However, because it takes time to get used to the range of swipes available, the programmers have very thoughtfully included a training mode, which places your player on one side of the court and a ball-serving machine on the other side. No pressure, just the opportunity to polish up your positioning and get the hang of actually returning the ball over the net (something which, incidentally, took me about three years to achieve). There's also a skins game, in which the winnings earned depend on the amount of returns over the net. *André Agassi Tennis* is looking good, but the proof of the pudding will come when we actually get to review the thing.



A four-player game. Now you can both get in each other's way and have blazing rows about it



This is the practice mode. The machine shoots the balls at high speed and you, er, fall down a lot

Blimey, look what our friendly importer chums just gave us. It's the Mega Drive version of Cluedo and this is Andy Dyer, in the office, with the Mega Drive

There must be thousands of board-gamers out there who at some time or another have been gagging for a game of Cluedo, but whose gameplaying chums have been unavailable, or are having a night in washing their hair, watching the big film, or simply polishing their extensive and quite valueless collection of horse brasses. Well, the problem of solo Cluedoing has now been solved. At last, all you sad 'n' lonely people with no friends (don't worry, I'm including myself in this) can go it alone.

Of course, the Mega Drive version can be played with lots of human opponents, but crowding around the screen is much less fun than lounging around the living room with the real board-game. No, the real advantage of this version is being able to play against the computer opponents. As in the board game, you can have up to six players. You each choose a character, then set off around the mansion trying to work out (by process of elimination) who has committed the murder (yes, someone's been murdered), what they committed the murder with and where it was committed. However, the real skill comes in visiting the relevant rooms and interrogating the right people, because it's all a race against time. If

The problem of solo Cluedoing is solved



After interrogating someone, you get information, such as "The rope was in the lounge". If you know the murder was in the ballroom, ignore the rope



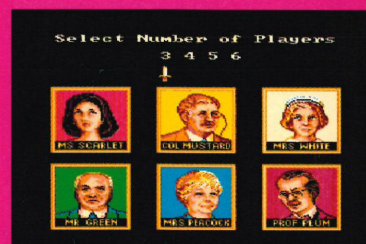
An interrogation or final guess involves stating the murderer, the weapon and the place. A screen then appears, to let you know if you're right

CLUE

Parker Brothers • Out now on import

you're sleuthing skills are up to scratch, you'll be able to figure out the crime before anyone else, and thus win the round. However, if you mess around asking someone about the revolver when you've already been told it wasn't involved, then chances are you'll screw up. A good memory is just as useful as detective skills in this game.

Purists will probably gag at the thought of a classic board-game being slapped onto a Mega Drive cart, but (unlike Monopoly, see page 55) it seems to have survived the transition.



There are six players, any number of whom can be human or, um, not



Whenever you meet another player, you can have a look at their cards, eliminating certain possibilities



This is the board screen, and that's a big, die-rolling hand. Good-oh!

PAPERBOY 2

Domark • April

Andy Dyer leaps into action with his sack bulging and his bicycle creaking under the weight. Stand and deliver...

Ever been a paperboy or papergirl? Like to be one? Well, let me just tell you now that it's one of the most mundane and unfulfilling part-time jobs you could ever wish to have inflicted upon you. Strange then that the tortuous profession of paper delivery has become one of the most popular themes for a video game in recent years. God knows why, but there you go, and now the sequel to *Paperboy* (cunningly entitled *Paperboy 2*) is nearly upon us.

Its vast popularity can't be argued with

It's more of the same really (not entirely unexpected, there aren't many variations to be had when you're writing a game about delivering newspapers), with you taking the part of a paperperson who has to cycle along one of three streets (each being of a different difficulty level) throwing newspapers at small letter-boxes while avoiding hazards such as dogs, skateboarders, lawnmowers, trucks and (as you would expect) sewer monsters. If the papers hit people or windows, you lose subscribers and ultimately get the sack. Get through seven days and that's one difficulty level completed. This means that there are effectively 21 levels, but to be honest, each day of each week is much the same apart from the increase in hazards. However, before trying to actually finish the game properly, there's heaps of fun to be had lobbing the papers at anything and everything. There are loads of humorous touches, like people being knocked into swimming pools or hitting old people and making them fall off their sun loungers.

Despite the comedy aspects, *Paperboy* has never really been my cup of tea. Its vast popularity, however, can't really be argued with, so we'll see just how good this sequel is when we review it in full next month. Bet you can't wait.



No sexism here. You can play a paperboy or a papergirl. This is the girlie and she's just managed to get a paper right in the box for a points bonus



Once you've finished the round, negotiate the obstacle course and then streak across the finish line to the applause of a rather crap-looking crowd



Beware the demon circus performers from hell. There are dozens of hazards to avoid, like skateboarders, trucks, sewer monsters and, er, pavements

UP 'N' COMING...

MAY

Mig 29 - Domark

Who says the Mega Drive can't handle flight sims? You? Well, you're wrong.

Hardball III - Accolade

The third in the series of Baseball games. Probably an improved version of *Hardball*.

Bubsy The Bobcat - Accolade

A platformer that claims to be a cross between the *Mario*- and *Sonic*-style games.

James Pond 3 - EA

Our fishy friend returns in his third game.

Puggsy - Psygnosis

Fabulous platform puzzling from the masters of puzzle type games... Hurrah!

Cool Spot - Virgin

Could Spot be one of the platform heroes of 1993? We'll have to wait and see.

JUNE

Wizzy And Lizzy - Psygnosis

Simultaneous two-player platform action, all at a blistering pace.

Streetfighter 2 - Sega

At last, it's official. The best beat-'em-up ever will be appearing on our beloved Mega Drives.

Jungle Strike - EA

The follow-up to *Desert Strike* is coming. Still striking, but more jungly than deserted.

COMING SOON(ISH)...

Terminator (CD) - Virgin

Will this one use the Mega CD's capabilities to the full, or will it be another platform bore?

F19 - Microprose

A flight sim from the masters of flight sims. And it has an F19 jet fighter in it.

F15 Strike Eagle 2 - Microprose

More airborne simulation from Microprose, only this time it's an F15 in the starring role.

Wing Commander (CD) - Sierra

THE big PC game makes it over to the Mega CD and should be even better than before.

Zombie High - Electronic Arts

Told you EA had gone weird on us. Surely not a high school simulator with zombies in it?

Seven Cities of Gold - Electronic Arts

We don't have a clue what this one will be, but no doubt some sort of RPG is on the cards.

Jester - Sega

Dress up in tights and shout "Hey nonny, the rain it raineth every day!" at passing monarchs.

Dinosaurs for Hire - Sega

Rent-a-bronto sounds rather unlikely, doesn't it? Can't wait to see what this is all about.

Road Riot 4WD - Tengen

Get in your four-wheel buggy, get on the road and give them hell.

Gauntlet - Tengen

With the four-player adaptor being worked on, this maze/arcade game should be a real cracker.

Cal Ripkin Baseball - Mindscape

Baseball is popular on the Mega Drive at the mo. Let's hope this has something new to offer.

Chessmaster - Mindscape

It's chess, it's on the Mega Drive and now wake up at the back.

Chester Cheetah - Kaneko

This game is looking very weird. Guide Chester in search of his fave brand of crisps.

Flintstones

Fred's off on his travels again.

THE PERFECT GAME?

Hold it! Here's food for thought... Think of the Mega Drive's limitations and the memory used for a cartridge as a financial budget. To put your concept into play you need to spend it wisely. As a rule of thumb, most of your budget will probably be blown on the look: the sets (scenery) and the cast – the animation frames for all the characters. Sound and music take up a less sizeable chunk. The mechanics – the programming required to make things move and so on – occupy a comparatively small space.

THE ENVIRONMENT

By this stage you should have an idea of your character's environment from a storyline (however basic) and maybe even a quest of some description.

For the sake of example, our MegaKid is in MegaLand, and MegaLand is in the evil grip of MegaBoss. Wow. That's not good enough. We need to know what sort of a place MegaLand is: what sort of scenery and the like we could expect to find there, what sort of creatures live there, and what sort of character MegaBoss is.

Is there a dark and spooky wood? A vast lake or sea? Labyrinthian caverns? Mountains? A ToyLand? A CandyLand? FoodLand? But those have been done to

death. Look, unless you can come up with a more imaginative use for Polo mints, clockwork soldiers and jelly (Ooh yes! – Neil), you can forget toys, sweets and assorted other foodstuffs. Think odd. Think of a land where everything in it obeys certain rules, such as... Oh, let's say everything's scared of heights.

Now, if everything suffers from vertigo, the chances are that everything within the world or land would not be very tall – yes? Sure. The trees would be short. The airborne creatures would fly close to the ground. The mountains would be molehills.

VertigoLand sounds a bit dull, actually. Or do you know better? Hey! Perhaps MegaKid could suffer from vertigo, and he'd be all wobbly when he jumped too high?

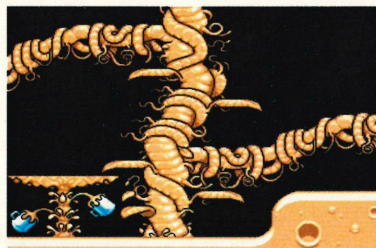
With your land in hand you need to think about how MegaKid will interact with the scenery. Will MegaKid need platforms to get around, and if so, what will be used for platforms? Are the platforms solid or can MegaKid jump through them? Does the type of world offer scope for platforms moving in different directions? How about dissolving platforms? Platforms which sink when MegaKid stands on them for too long? What about some unusual platforms such as rolling logs or balls?

What will become the foreground and

the background? Will there be any ground? Any slopes? Any destructible blocks or areas? Any gaps to jump? What sort of environmental problems will MegaKid encounter? Will MegaKid be negotiating a long strip of scenery? Or can he explore in all directions? Will the scenery scroll? Or does the action lend itself to taking place against just a single backdrop?

Golly. Put your imagination and storyline to the test.

A map of the world to show progress is nothing new – take *Ghouls 'n' Ghosts* for example – but it's nice. A more recent innovation is to allow the player to move a small-scale version of the main character around the map and to choose which section within a level to play. The player could also access previously completed sections in search of hidden bonuses that may have been missed. *James Pond 3: Operation Starfish* features a similar sort of map.



If the moon is made of cheese, then the backgrounds should be cheesy



Sonic weighs in at a little under one fifth of the screen height. Shorty

SCALE

How big is MegaKid in relation to the environment? Decide. With a small (ish) main character you can see a large part of the world on screen, and objects and adversaries will look larger without having to be huge and demanding on your budget.

By way of example, Sonic is a little under a fifth of the height of the screen. That works fine. Many other characters are a seventh the height of the screen, though these days there does seem to be a trend for big fat characters.

If your idea of fun is Titchy Timmy Tonk In Lethal Large Land, then you know that the scenery will have to be huge in relation to the main character's diminutive stature. Now, you could have a microscopic Titchy Timmy Tonk so that the scenery can be seen in full (a little like *Lemmings*). Or TTT could be larger and the background is seen close up. Virgin Games' forthcoming *Cool Spot* features some quite stunning scenery much like that.

Last month we invented a character. Now what? Where do you we from here? Questions, questions. The second instalment in our building the perfect game series is full of them, and Gary Penn looks at some fundamental ideals behind creating the surroundings for your character

Building the P

CREATING THE RIGHT GAME ENVIRONMENT

Chris Sorrell, designer and programmer of *James Pond*, offers more morsels of advice...

"I like to link the environment with the story. It wasn't so apparent with *Robocod*, but with *James Pond 3*, because the story is set on the moon and the moon's said to be made of cheese, there stems a whole range of dairy products and the backgrounds reflect this.

"With that theme you can have cold levels

with ice cream, and hotter levels with custard. There's a whole range of possibilities of different types of level. A lot of games these days feature icy levels and desert levels, but I like to try new ways of doing things. Once the ideas are decided it's a case of deciding which kind of ground your character is to stand on and which kind of backgrounds you will see. With *James Pond 3*, from the start there was the sticky boots idea so I knew that the ground would appear at all possible

angles. It meant more graphics were required to cater for all angles. Memory is a big consideration when drawing and designing level backgrounds. Another important thing about level design is that it needs to be obvious where the player's got to go.

"One thing which the *Pond* style of game has in common with *Mario* and *Sonic* is that it's the type in which you have lots of levels and each one is working within a constant range of abilities.

Two of the industry's experts share their secrets

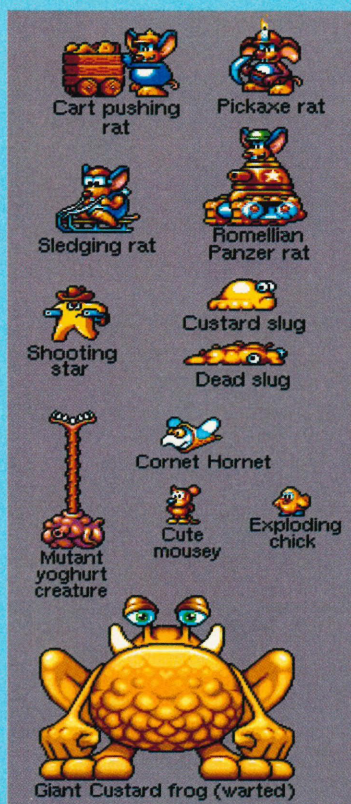
Each level isn't radically new. You're doing things you've done before, only differently. From a programming point of view it helps not to have to design a new way of playing levels every time.

"The enemy characters also come from the dairy-related theme. I think of an obvious enemy then perhaps a pun version, like the flying cows that jumped over the moon. Ideas tend to snowball from there.

"With the ice cream level, there's a type of

ADVERSARIES

James Pond 3 is set on a moon made of cheese, so here are the bad guys Chris Sorrell designed for James to wage war against.



In MegaLand we could have creatures flicking bogies or shooting snot in the Nasal Caverns of HeadLand. Some adversaries can sit around on the scenery, others might live in trees or holes in the ground. Some might even fly.

Bear in mind that the technical limitations of the Mega Drive mean that you can't have squillions of aliens or monsters buzzing around, especially if they happen to be enormous.

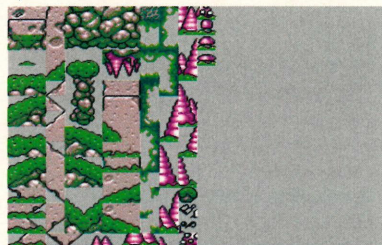
COLOUR

The chances are you need it. A black and white screen would look drab – unless, of course, you had to somehow fill it with colour, like a painting by numbers book (now there's an idea.)

You need a suitable balanced colour scheme for every visual aspect of your design. Some colours will be more effective than others at saying things. For example, red, so it's said, is an aggressive (and hot) colour. Blue can be passive or cold. Green is ambiguous. Brown simply looks turdy.

The Mega Drive's limitations mean that by and large you can't have too much variation of colour on screen. Everything in the computer or console world fits cosily into multiples of eight. Common colour schemes involve 32 different colours. Bear this in mind when you're deciding which hues to plump for.

And consider this: we don't want all our carefully crafted characters to become one indistinguishable blend with the scenery. We need a distinct contrast between the background and the foreground and the characters. The background should generally be softer. The more important stuff should stand out, otherwise the player may not realise that certain elements are interactive, and that would be plain foolish.



Background colours shouldn't clash – here's a nice mix to choose from

THE PERFECT GAME?

THE INTERFACE

Between you and your screen persona (yah) is the interface, which essentially means how the character's controlled with the joystick or joypad or whatever. The interface is how you let the player into your concept, and that means keeping it as simple as possible and yet providing as much flexibility as possible. Minimise the number of buttons required to perform functions, and avoid icons. Icons distance the player from the action and are best left for use in the making of dreary software such as art packages.

Creating a decent method of control is like building an engine and then fine-tuning it. Players must feel in control of their destiny. If players make mistakes, it must be their fault – otherwise they will feel cheated. This extends to the scenery too. It's important not to frustrate the gamesplayer with unfair surprises and no warning of danger.

The method of control must be logical and has to feel natural. This is not easy to define and is best determined when the concept is up and running. The character should respond as soon as the joystick is moved, not a sluggish second later. The player's movements should dictate the character's animation and not the other way round.

The Sega Mega Drive control pad has an eight-way D-pad, three trigger buttons and a start button. That's a considerable number of possible permutations. The start button is invariably reserved for pausing the action, so we shouldn't break tradition and use that one.

The D-pad is best used for determining in which direction our character is to move. Pressing the D-pad left and right would move MegaKid in those directions. Pressing the A button makes MegaKid jump. We can provide flexibility by allowing MegaKid to move left and right in the air. Perhaps

pressing the D-pad down would make MegaKid fall faster.

We now have two spare trigger buttons to play with. These will be used to effect MegaKid's natural talents, whatever they may be. We will come back to this.

To increase the perception that the player can do many things, we can make different events happen in context. For example, if MegaKid's standing in front of ladder, pushing up on the D-pad will make him/her climb it rather than jump or whatever is the norm. Instead of having to use combinations of pressing the D-pad and trigger buttons, you can use the scenery to make things happen – say, a tile that MegaKid stands on to activate a lift or open a door as opposed to having a special control for those functions.

In the meantime, study the control of characters in your fave raves. Try to explain to yourself why the control pad feels so good in your hands.

ANIMATION

Even though you may not be an artist or musician, you should think about the way a character moves and sounds. Its behaviour should complement its look. Something big and fat, for example, would probably move slowly and sound heavy (thud thud). That said, it might be funnier to make it squeak like a mouse. Or not.

Study movement in films, cartoons and real life (people and animals, say) and use or adapt the movements you like and feel will fit your concept.

Oh, bum. That's all we have time for. So much to do and so little space in which to do it and all that. (Don't forget to read what the top programmers and designers have to say in the box below.) So until next month, when we will literally expand our horizons with more detail about the environment and structuring playability and the like... keep 'em peeled. Goodnight



PERFECT game PART TWO

bee – a Cornet Hornet – which is made of an ice-cream cornet. The main types of enemies, the ones employed by Dr Maybe to dig the cheese mines, will be rats. There are different types of rat: the standard walking around ones, some which throw pickaxes, some which push mine carts around, some which sledge on the ice cream, and tougher ones – rats in tanks.

"There are a few end-of-level guardians. One's a kind of giant mushroom. The top part of it rotates like a helicopter and tries to hover above you and squash you. When I'm looking at characters I try to make odd associations.

"I generally get ideas for enemy movement from what they are and what they can do. Like the frog's tongue. I always like silly ideas, perhaps a particular movement or what something is. For example, the butter level is full of buttercups. Any

foliage grows little cups. And there's a butterbeanstalk.

"You are limited by the number of moves you can have for the pad, so you have to develop the basic ideas. For example, if you press jump, then Pond does it, but if you press up on the pad and then jump, Pond goes into grab mode to grab onto the ceiling. A speed-up button can be used for longer jumps, and you can skid using duck mode while he's running. It's also a matter of making the moves logical. You have to make sure that one type of move doesn't cancel out others."

Andrew Braybrook, designer and programmer of *Fire & Ice* (coming soon to the Mega Drive) talks about the environment, adversaries and control...

"I prefer to think of environment ideas early on.

What types of blocks will you have in the scenery? Ice bridges were one of first things I thought of for *Fire & Ice*. The blocks melt and disappear and anything on it will fall and disappear.

"It's important to think about the size of the character in relation to the size of the screen. If he's too big, he becomes a sitting target – an option to decrease his size would help, like being able to duck.

"And then, how will the meanies behave? They could perhaps be slow and stupid to start with. Think how to make them harder, and how they will detect, and react to, the player. In the early stages of the game, the meanies could be a minor distraction, but later on they could become more aware of their surroundings and learn how to jump gaps, leap around after the player, and

maybe even defend themselves.

"In *Fire & Ice* there are some bears in Scottish World who put up a shield if you fire at them, so you have to learn exactly how to shoot them. On a later level there are these Incas – if you're higher than them, they jump up and try to shoot you.

"A two-player simultaneous option is always best – if you can think how to do it. It is quite difficult to do that with a scrolling platform game. *Sonic 2*, for example, just doesn't work. You could have joint control – one player for each aspect.

"Physically illogical movements may be impossible in real life, but they feel good in games. For example, pushing the up button while jumping to jump slightly higher, and pushing the down button to fall faster, and being able to move in the air, all make for a better game."

COMPUTER COMPETITION

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Question: Finish this name - Sonic the

Answer:

- A) Hamster
B) Horse
C) Hedgehog

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Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

Question: Where do Sumo Wrestlers come from?

Answer: A) America B) Japan C) Australia

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The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?

Answer: A) 40 B) 4 C) 15

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As President Kennedy said, "Um Bongo, Um Bongo, they drink it in the Congo!" Anyway, on with the intro page...

Hang on a minute! Stop *right* there. This is Neil, just got to have a word with Dyer. Dyer? What the hell is that headline about Um Bongo all about? I'm waiting... You haven't got an excuse have you? No, thought not. It's just silly. Well don't do it again. As you were... Um, where were we? Oh yeah, reviews...

NIGHT TRAP

The Augs are not the sort of people you invite round for a dinner party, and if you pay close attention to the review of *Night Trap* on page 40, you'll find out why. This Full Motion Video game places you right in the thick of a horror movie.

The Augs are coming. Ooh, I'm scared!



BATMAN: RETURN OF THE JOKER

Despite repeated beatings at the hands of old rubber pants, the jolly old Joker has come back for another rumble. This is based on the comic book rather than the film, and it poos on *Batman Returns* from a great height.

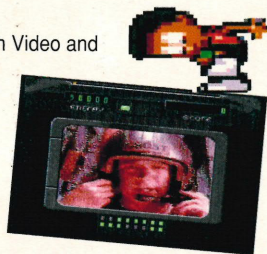
GLOBAL GLADIATORS

The half-pint heroes with a taste for McDonalds and a love of the eco-system wander around this massive platform game wasting all sorts of toxic and eco-unfriendly slime balls. Whizz over to page

58 for the full review of this over-hyped (yet fairly polished) platformer.

SEWER SHARK

More CD jiggery-pokery. This game also features Full Motion Video and uses digitised footage of the movie (released in America, so no one's heard of it over here) in the game itself. But, will it mean there's bugga all in the gameplay department? Stranger things have happened.



"Mother, don't call me at work!"

RATINGS

It's the easy-to-read rating system. Take a look.



How many players can play the game at any one time?



Skill levels? Yes please. Here we tell you how many there are



How many lives are you given? And how many continues?



A game with this icon has a password system!



Even better, a game with this icon comes with battery back-up!



Sonic 2's got 20, but *EA Hockey* hasn't got any. Stages that is



Import carts are shown with one of these logos, from America or Japan

GRAPHICS

9

Five game components are rated individually out of ten. Here's what we look for in each:

GRAPHICS: Clear presentation, animation, scrolling, collision-detection, design, speed

SOUND: Music, FX, samples and speech

GAMEPLAY: Movement, control mechanism, difficulty, challenge design and fun element

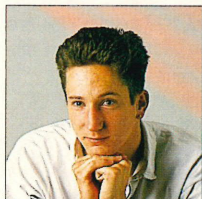
GAME SIZE: How much does the game offer? Are the levels big? Is there a league option?

ADDICTION: Er, is it addictive?

"What we think of the game, be it praise or a slagging"

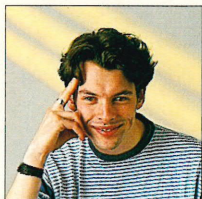
WHO'S WHO?

FLUFFY BADGER



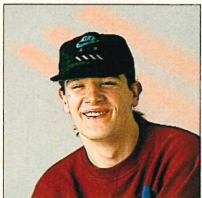
So what's all this then? Well, this month we're going to ask the team what gets their goat. Neil's girlie once made the fatal mistake of calling him fluffy badger in public and he hasn't been able to live it down since. But, it must be said, he does bear more than a passing resemblance to a badger, especially when he hasn't put any crap on his hair and it goes all fluffy.

RAY REARDON



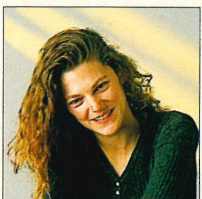
Andy on the other hand does tend to get a bit miffed when, having washed his hair and combed it back, Neil always, always suggests that Andy may in fact look like famous snooker player Ray Reardon. Another thing that gets his back up is when people call the strip of hair on his temples sideboards instead of sideburns. As a result, everyone calls them sideboards.

TALL SMELLYDICK



When Paul first joined MEGA, Neil inadvertently called him Tall Smellydick. Funny at first, but now Paul is referred to as Tall, Smellers, Smelly and all manner of variations on the same theme. How tittersome it was the first 500 times. Oh, and another thing Paul hates is when the team suggests that he appears nude in the magazine. Write in to tell us what you think.

SAD OLD COW

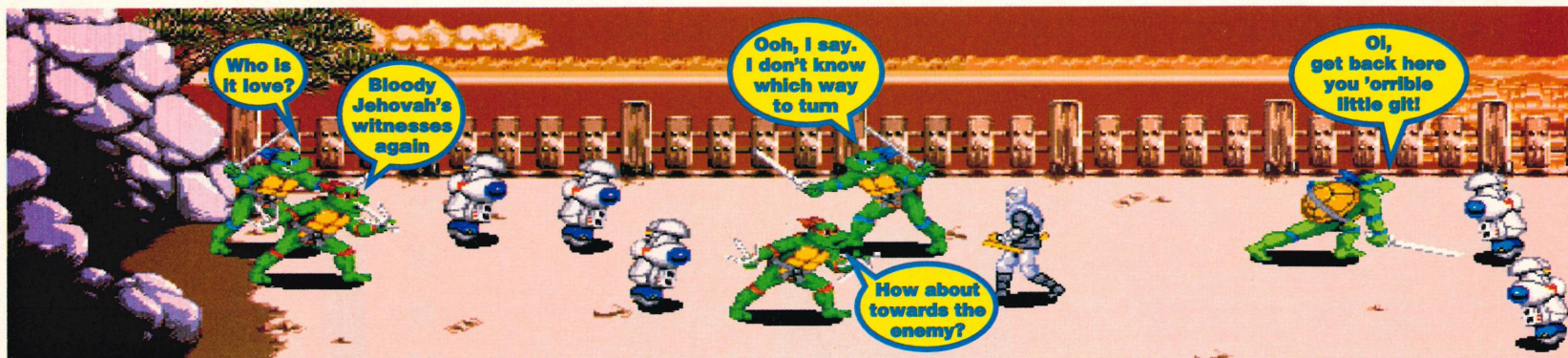


Amanda doesn't really have any nicknames (or at least none that we'd be allowed to print). But things that she hates are numerous. People that smell of wee are a no-no, so are cleaning the house after her husband has messed it up, children, animals, human beings, soft courgettes, designing magazines, planes, trains, automobiles, inanimate objects and Karen Carpenter.

APRIL

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GAME REVIEW



HALF-WIT HEROES

"I say old boy, we appear to have traversed this sewer for days, only to come up somewhere south of Limpley Stoke"



THIS IS APRIL O'NEIL REPORTING.



April ponders the meaning of the last caption while reporting

Having shrunk New York, Shredder plays a deadly game of chess. "Statue of Liberty to Rook five..."



Despite getting blatted in every Turtles adventure ever, Shreds tries it on once again

Turtles, I dare you to challenge me.



Thus begins another tale. Cowabunga, yo, dudes and so on

So what's all this Hyperstone malarkey then? Well, it's a stone see? And it has great powers. Quite how all this came about is anyone's guess, but in true Turtles-style some raging great berk has allowed this thing to fall into the possession of Krang (famed criminal and of hideous deformity). And typically, the fat berk has decided to use the stone's power to shrink New York City and ultimately take over the world. Krang's mother always used to sing him to sleep with a rather poor rendition of "I've Got The Whole World In My Hands" and he's never

really fully recovered. So Krang's out for control. Not a very rosy prospect, but hey, at least we have four bloody great fat, pizza-eating Turtles to help save the world. But then, that's rather like saying "Oh thank goodness we have Norman Lamont in charge of the economy." But at least the Turtles are ninjas whereas Normy simply has large eyebrows and could easily be replaced by a small carrot. Anyway, where was I? Oh yes, despite being the least likely looking heroes ever to appear, the portly foursome is



actually pretty tasty when it comes to duffing people up. Although each Turtle has a different weapon, most of their moves are the same. It must be said that there are an awful lot of moves in there, but unlike a beat-'em-up like *Streetfighter 2*, not all of the moves are accessed using specific key presses. Some of them (like grabbing hold of the enemy and bashing him from side to

side) simply occur if you are in a certain position or situation. That doesn't necessarily reduce the skill needed, because, at the end of the day,

The evil Krang's decided to shrink New York



One spectacular leap and the barrels are easily avoided. The ninja guards are more of a problem

it's still up to you to get into those positions in order to trigger off the more complex moves. Also, each Turtle has a special move which, while more powerful than any of the others at his disposal, also uses up lots of energy, so it's only to be used in the

GET A GRIP!



- Moves the Turtle around the screen
- Attacks, and accesses special attack when used with button B
- Jumps, and accesses special attack when used with button A
- Makes the Turtle dash, which also leads to a somersault when used with B

GROOVESOME MOVES...



Look, Leo practises his bowling technique



Just yer bog-standard sword swipe really



When Leo attacks he finishes with a grunt



Flying kicks are good for, er, kicking flies?



TURTLES: THE HYPERSTONE HEIST

Andy Dyer paints his rippling muscles green and dons a yellow bustier, but finds that it's game over and kit off before he's had a chance to really enjoy the experience

direst of emergencies. Having said that, if you accidentally select the special move, as long as the attack doesn't make contact with an enemy, no energy will be lost. It's only a small point, but again it indicates that a lot of thought has been put into the programming of the game.

HUES AND CRIES

There are quite a few opportunities in which to come face to face with a "dire emergency" in the form of one of the many opponents or bosses in the game. Krang's lowest of the low are his footsoldier-type people. They're pretty crap and even their ninja skills are sadly lacking, but as you progress up through the chain of command (an enemy's skills are represented by the colour of his clothes, so you soon know what to expect) they increase in strength

and ability so you'll find that blue opponents charge at you, pink ones throw shurikens and so on. Apart from these you also get robot dogs, lasers, force fields, large rolling balls and even holes in the ground, all of which can give you some grief.



This is Super Shredder, a fiery young fellow at the best of times and able to fry Turtle with ease


But now for the first criticism. Despite how fast and furious the fun may *seem*, you will eventually think "Hang on, this is only my first go and I'm already on level four!". And indeed, this will happen to practically everyone who plays *Turtles*. On the easy level (and especially in two-player mode) the game can be completed very easily indeed. On hard level things do become a lot more difficult, but even then I was able to get through to the end in only two attempts.

HYPERSTONE HUMOUR

It's not that the levels are small though, not by any means. In fact they're really quite large. It's just that the enemies don't really put up that much of a fight. However, within the levels themselves there are a few



Our hero strikes a double-bladed pose and his foe mumbles "Oh poop!" from beneath his balaclava

"extra" hazards to give you a slightly harder time of it. For example, when you're on the ghost ship level, your opponents are able to hit the deck and the planks that make up the floor dislodge themselves and send the  Turn over

... OF THE AWESOME FOURSOME



No, he's not dropping one. It's a high kick

For variety, why not kick yourself to death

Once you've decked a bad guy, why not bash him side to side a bit

Rush your foes for extra hilarity. Charge!

Just don't ask. Could be a somersault, then again...

GAME REVIEW



Who the hell is L Head? Oh what the hell, we'll call him Lillian. And so it was that Lillian Head strode purposefully towards the Turtle and stoved his head in



Leo practises a dashing pose, totally unaware of the alien morris dancing display going on above his head. Is the fate of the world really in this nincompoop's hands?



"Ooh look, my deep pan, pepperoni pizza with extra olives and peppers has just arriv... BLLAAARGH!"

Turtles hurtling through the air. And at other stages of the game, cars roll out of garages or large paintings fall from walls to squash you – another pleasing aspect is the high level of humour in the game. Sometimes, if your Turtle's foot gets hit, he'll hold onto it and hop up and down.

It's all very cartoony, and while we're on the subject, there are also two graphical modes in which to play the game. "Anime" is the first, and features brightly coloured Turtles, much like those you'd find in a television cartoon, but switch to "comic" and things are a little different. Before the Turtles became utterly famous and started appearing on bed linen, mugs and so on, they appeared in their own comic books. And unlike the kiddie-style cartoons that subsequently appeared, these original Turtles were rather a serious affair with the style being very dark and



almost sinister. And to that end, the comic mode in the game makes the Turtles a more traditional muddy colour. This serves absolutely no purpose of course, but it's quite pleasant for the purists out there. (Is there such a thing as a Turtle's purist though we wonder? And in fact, if they do exist, perhaps we should simply refer to them as sad gits.)

OODLES OF OPPONENTS

So there we have it, a game which is a bit too easy, but which at least has plenty of variety and novel features. But it's gameplay that really counts and I'm pleased to say that this has oodles of it. The hassle-free control method means that accessing moves is easy (and often automatic) and although this could make a game rather repetitive, in the case of this *Turtles* game, with so many opponents constantly attacking, it makes for a very entertaining bash indeed. You will want to keep playing to get through to the end and even then it's fun to come back to once in a while. In two-player mode it's just as much fun, but again if you're expecting to play the game for weeks, forget it.

While actually hacking through the game is more fun than *Streets Of Rage 2*, at the end of the day *Turtles* just doesn't quite have the variety

of clever moves or quite as much challenge. It's a close thing, and if you're a fan of this sort of game, you'll probably love it, but beat-'em-up novices may want to try out *Streets Of Rage 2* or, better still, wait for *Streetfighter 2*.

The Hyperstone Heist is slick. It looks great, it's full of humour and there's a lot of imaginative variety in there. If you can live with cracking a game within a couple of days, then you'll have a real hoot. It really is an awful lot of fun.

© Andy Dyer



Those multi-talented Turtles can do anything. Surfboarding ninja antics are a breeze for the green gits

WARNING!

The version of *Turtles: The Hyperstone Heist* we have reviewed here is an American import. Unfortunately, this game will only work on an American Genesis machine or a Mega Drive that has been specially converted. However, the official British version of *The Hyperstone Heist* is due out next month. It should be identical to this version and of course will be playable on British Mega Drives.



PUBLISHER: Konami (IMPORT)

PRICE: £35 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 8 Mbit

CONTACT: Megacom 0602 475151

- Play alone or simultaneously with a friend
- Three skill levels: Easy – not quite so easy but still easy – and hard, which is quite easy too
- Up to five lives and five continues
- Absolutely no need whatsoever for back-up or passwords
- There are five stages, each with a few levels

GRAPHICS 8

SOUND 7

GAMEPLAY 9

GAME SIZE 5

ADDICTION 8

"Once again (why does it always happen?), it's too bloody easy. That aside, this is a very, very slick beat-'em-up"



COMEDY DEATH SEQUENCES AHoy!

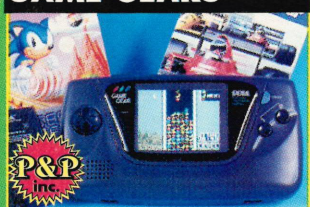


Depending upon the way in which you get killed, you'll die in a different manner. Just look at all these hilarious death throes: electrocution, plummeting, whizzy stars, flattening, dizzy spins and toe crushing. Ooh my aching sides

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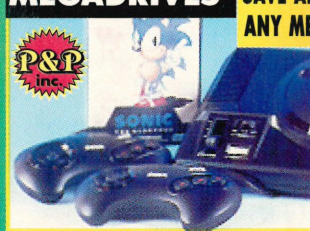
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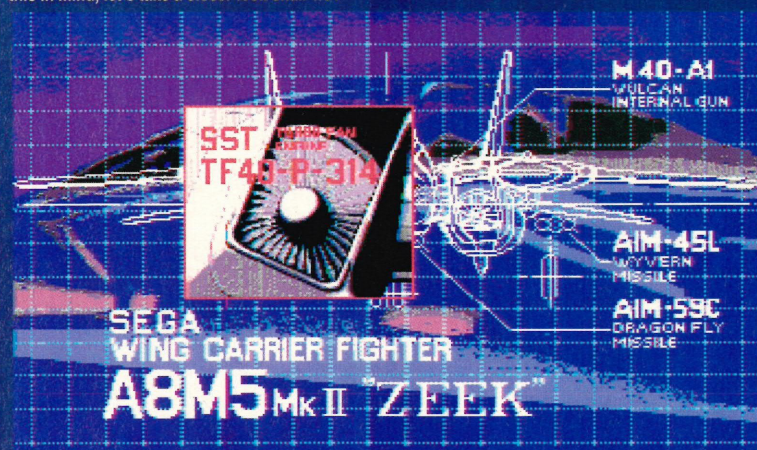
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GAME REVIEW

ON A WING AND A PLAYER

To get the best from your aircraft, you should study its capabilities and features very carefully. With this in mind, let's take a closer look shall we?



Ah, excellent. It's got an engine. That should help immensely with the "flying around" section of the game



And missiles too! The ideal aid during the "shooting down enemy planes" sequences. Looks like this little beauty's got the lot!

There may have been high hopes for this flight sim, but Neil West reckons this game is quite criminally crap

G-LOC

ALL KINDS OF EVERYTHING

Games such as *Sonic The Hedgehog 2* or *Thunderforce IV* make major use of different kinds of scenic backdrops with which to continually delight and surprise the player as he or she progresses through the game. *G-LOC* is no exception. Just check out these screenshots for confirmation of all the mind-boggling worlds through which you can take a trip...



An ocean



Somewhere dark



A green place with very low buildings



You can either view the world from inside your cockpit or from a little way behind your aircraft (as above). Shame both viewpoints are crap then

Hmm. *G-LOC* – "Loss Of Consciousness by G-force". Surely, then, this game should be called *LOC-G*, no? Hell, I'm probably being a bit too picky. It's just that when I see a game that can't even really get its own name right, I begin to worry a little about the rest of it. In such a way I worried a little about *G-LOC*. This was a mistake. Had I worried by the correct amount, I'd be writing this review from the security of a padlocked crate inside a darkened coal cellar 300 feet below the seediest no-questions-asked bar in Rio De Janeiro. And the reason I'd be doing that is that it'd be the only place in the world I'd feel safe from having to play a game as appalling as this ever again.

To help you understand why *G-LOC* is so gut-wrenchingly awful, it'd be useful to explain the game properly to you. It goes a bit like this. You are a fighter pilot. You begin the game on the deck of an aircraft carrier – well, a sort of slab of grey, anyway. After taking off from the aircraft carrier, you find yourself in a landscape consisting of two slabs of blue in different shades. Into this landscape will occasionally fly two or three enemy aircraft. There are now three courses of action available to you.

PLAN A: COMPLETE NON-STARTER

Plan A involves doing nothing at all. Faced with such a fiendish tactic, the enemy planes will almost certainly fly away, shortly to be replaced by another little squadron. This continues until, eventually, some

enemy planes attack from in front of you. They will be armed either with machine-guns (in which case they will invariably shoot harmlessly over your head), or homing missiles, in which case you'll probably be shot down. After this has gone on for a while, your mission time will run out and your game will be over. Clearly, then, Plan A is a bit of a non-starter.

PLAN B: PLAN A WITH HOMING MISSILES

Plan B is a bit trickier. It's similar to Plan A, except that when the enemy planes appear, you have to move your plane round very slightly so that the enemies appear inside a large square box in the middle of the screen. Having done this, you now wait for a second or two until your missile sight homes in on the enemy planes, at which point it will "lock on", a red target will appear, and a voice will say "Fire!" (or it could be "Target!", the speech is a bit on the muffled side). Now, press button B on your joystick. A homing missile will zip out from your plane and, without fail or further intervention on your part, destroy the enemy. Repeat this procedure until you have downed the number of enemies stated at the start of the mission. Move onto the next mission. It will be exactly the same.

PLAN C: PLAN B WITH A MACHINE GUN

Again, Plan C is quite a lot like Plan B. However, when the enemies appear on screen, you should fly around until they're in your sights and shoot them down with your machine-gun (press button A). This is

THE BACKROOM BOYS, BEHIND THE SCENES

Of course, the things that really make a video game great are attention to detail and lots of nice little touches. Here *G-LOC* scores highly. For evidence of this, just check out the strategic side of things...



Before each mission, you get a little preview of your task from the top brass. A map in the middle of the screen scrolls around. At the press of a button, it zooms in on the highlighted area and prints little red markers over the areas in which you must fight. The really fab thing about this section, though, is that when you press one of the joystick buttons, the on-screen general's hand **ACTUALLY PRESSES THE SAME BUTTON ON THE CONSOLE AS YOU DID ON THE PAD!** Wow, eh?



And it doesn't end there, either! From the second mission onwards, the map screen is followed by a shop screen where you can buy missiles and armour and so on. As you scroll left and right through the list of things you can buy, the general's hand **MOVES CORRESPONDINGLY LEFT AND RIGHT ON A LITTLE TINY PAD, JUST LIKE THE ONE YOU'RE USING!** You see, it's just as if **YOU'RE ACTUALLY THERE DOING IT!** Virtual Reality? Who needs it?

a bit more difficult than Plan B, but luckily the huge supply of homing missiles you get for each mission should ensure that it's completely unnecessary. Phew.

STRAIGHT UP

It's important that you realise I'm not exaggerating for dramatic effect here. That's *really* all you do. For the vast majority of the game, it's completely unnecessary to use any controls whatsoever except the "fire missile" button. Very occasionally you'll have to manoeuvre a tiny little bit to avoid a missile or a canyon wall (once or twice per level you get a mission that consists of blowing up ground targets or ships in a canyon with dangerous walls, rather than shooting down planes, but it's a wide canyon, and it's always the same canyon, so there's still very little dodging to do, and otherwise the gameplay is identical – wait for the sight to pick up a target and fire a missile at it).

The reason why getting killed doesn't really matter is that you have a limitless supply of lives, save for the fact that getting blown up costs you five seconds of mission time. If you don't blow up the required number of targets within the time limit, you fail the mission and the game's over (except for your two continues), but that's the only way you can bite the dust in

G-LOC. In fact, getting your plane blown up has a positive side to it as well – if you're out of homing missiles, your replacement plane will come with a handy supply of its own.

Of course, you can make things more complicated if you like. You can fly around a bit to get the enemies in your sights a fraction sooner (although more often than not all the jiggling around just makes things more difficult).

VIDEO GAMES FOR THE BLIND

You can buy armour so that you can survive a couple of hits (but so what? You've got infinite planes). You can buy heavy bullets so that your machine-gun kills bad guys quicker, if you ever use it. But why bother? If you want to make life harder for yourself, why not just play the game blindfold? That's not such a stupid idea, either – by just hitting the missile button every time you hear "fire", you'll sail through the first, six-mission, level on the hardest difficulty setting. I know – I've tried it. And Sega are asking for 40 quid – 40 QUID! for this game. Think about how much money that really is! – for this? If you buy *G-LOC*, you're not being conned, you're being robbed, simple as that. Mind you, you're being conned as well – most of the code in

the game (right down to the picture of a trigger which appears on the "continue?" screen) is reminiscent of *Afterburner 3*, the Mega CD game we reviewed in issue five. It's just that what interesting bits there were in *Afterburner 3* (the different types of game, the intro sequence, the bits where missiles chased you from behind, the bombing runs and so on) aren't in *G-LOC*.

So, now we get to the summing-up. Bit of a problem here, as MEGA isn't allowed to print any of the words I'd like to use when summing *G-LOC* up. Let's go straight to the mark, then. I'd like to give this no marks for gameplay, but will instead give it one because it's a game and you play it. The graphics are mostly slabs of colour with about three different sprites dropped on them, but we'll give them five anyway. There's nothing much the matter with the sound, but I'm not going to tell you to spend £40 on something because it goes "bang" quite nicely – you could buy a packet of balloons for a lot less money and have much, much more fun, but that's another story. And the total points I'll award to the game size and addiction add up to the number of letters in the title of this pathetic lump of dreck. All this somehow adds up to a meagre 22 percent. The game, quite simply, deserves no better, and no more.

© Neil West



PUBLISHER: Sega

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: 12 Mbit

CONTACT: Sega 071 727 8070



Only one player. Someone else might want to play this?



Three levels: really easy, really, really easy and unbelievably easy



Practically infinite, but each mission has a time limit



No passwords and no battery back-up, but you'll still finish it first go



32 missions, divided into several levels

GRAPHICS 5

SOUND 7

GAMEPLAY 1

GAME SIZE 3

ADDICTION 1

"This is one of the worst Mega Drive games I've ever played. Anyone who takes any cash for it should be done for theft"



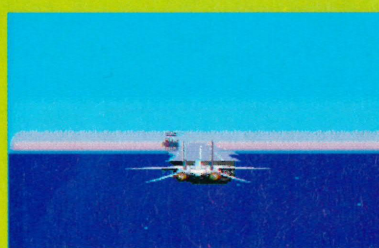
22 PERCENT



In the sky



A canyon



An aircraft carrier

GAME REVIEW



Here we are in the **KITCHEN** and we're dropping in on Mr Martin, his son Jeff and cousin Tony. What are they up to? Well, just listen and learn and then use that information later on



Some major action goes on in the **LIVING ROOM**, so you'll need to keep looking in here. Augs come in and out of here all the time, but there's a trap waiting for them in the revolving bookcase



This is **HALLWAY ONE**, and two Augs are trapped. As they walk over the trap sensor it goes red and then you press button B. Now sit back and watch as they get bumped off



So what would you do if you had a set of steps and a trap? Would you make them into a slide with a trap door at the bottom? Well, that's exactly what's waiting for this poor little Aug in the **ENTRY WAY**

SET TRAPS FOR THE EVIL AUGS IN EIGHT DIFFERENT ROOMS...



This map has two very useful functions. By accessing it you can pause the game to give yourself a well-earned breather, but more importantly it allows you to move between rooms. You don't, however, have to go through this screen every time you want to change rooms, but then you can if you want to. This map also gives you a good idea of the overall plan of the house and shows you which rooms connect with which. This is, of course, very useful information, which is essential for your progress through the game



This is the **BATHROOM** and yes, you do get the chance to see one or two of the girlies having a good er, wash... but no, they don't take a shower in any part of the game. Bad luck



This is a nice trap. When the Augs get about halfway down **HALLWAY TWO**, you set the trap and they get cordoned off and sucked below. You have defeated two more Augs. Well done dude



Plenty of AUG action goes on in the **BEDROOM**. Very little else happens here, but the Augs can come and go all the time without being seen by anyone



The girls arrive in the **DRIVEWAY**, and you need to come out here quite often to check for any activity on the roof. Oh, and watch out for the strange dude prowling around with a laser gun - he's weird

This game is being headlined as the biggest (in capacity that is) game of all-time. It also gets the cogs turning in the Full Motion Video department, and Paul Mellerick reckons that maybe, just for once, you can believe all the hype...



NIGHT TRAP

Yep, weighing in at an estimated 900 (yes, nine HUNDRED) megabytes, *Night Trap* is the biggest console game of all-time. Why is it so big? Does this mean the game is good? What does Full Motion Video mean? By the end of this review you will know the answers to all these questions.

For months we've all been jumping up and down in anticipation of what the Mega CD can do. Yes we've been blown away by the graphics, but the games are slightly on the passive side (just press this button and then that one) and so their lifetime is limited. Well now *Night Trap* combines stonking graphics with some playability. Wow.

THINGS THAT GO BUMP IN NIGHT TRAP

Before you can get into all the exciting stuff though, you'll need to know what you're doing here. You are a member of SCAT (Sega Control Attack Team) and you're on a mission.

Five girls have gone missing and the last place at which they were seen was the house of Mr and Mrs Martin. Naturally, the authorities are a little bit suspicious and so SCAT has been sent in. Five more girls are now due to stay at the house and it's your job to protect them.

As the SCAT agent, you have complete control over the security system (thanks to the installation of an override cable) and this enables you to look at any one of eight rooms. This isn't an ordinary security system though. As well as hidden cameras, the house is full to the brim with all sorts of

traps, hidden trap doors, perspex cages, sliding doors and other strange devices. By using your remote control (the joypad) you must look through the house and trap anybody who shouldn't be there, namely the Augs.

There is, however, more to this game than just setting off traps and protecting the girls. As an undercover agent you must also work out what happened to the other girls and find out just who, or what, the Martins are and, more importantly, what they are up to.

To make sure you stay on the case, don't let any harm come to the girls and don't let the house become overrun with Augs (the guys dressed in black) or you'll be disconnected from the system and it'll be game over. One other important piece of information you'll need to know is that at various points in the game, the occupants in the house will change the colour of the access code to the security system. By listening to conversations you can hear when this will happen and then change the colour accordingly.

Don't spend too much time in one room, or you'll miss the chance to trap someone, but don't flick between all the rooms either, because you'll probably miss some important information. It's finding the balance between these two factors that is the root to being successful in *Night Trap*.

Controlling the game (well the security system actually) is very easy. Using the joypad, you can highlight the room you want to enter and, by pressing button A, you can activate that room's camera.

GET A GRIP!



- Moves your cursor around the map
- Press this when you're in the room you want, and the camera will switch on
- Press this when the trap sensor is red, and the trap will go off
- Use this button to change the colour of the access code for the traps
- Pauses the game and brings up the map of the house

Button B will set off a trap, but only under two correct circumstances. Firstly, the trap sensor on the screen must be in the red area for the trap to work and, secondly, you must have the right colour access code otherwise the message ACCESS DENIED will appear and the trap won't go off.

SETTING THINGS IN MOTION

Once you've sussed out how to capture Augs, the real fun starts. *Night Trap* is an amazingly atmospheric game. The digitised film footage, though obviously not of cinematic quality, is good, and because the Full Motion Video (see WHAT IS FMV? box below) works without any hiccups the action moves along very nicely. Another point worth mentioning is the way in which the action is timed to relate to other pieces of action. For instance, you can be listening to a conversation, leave the room, come back five seconds later and you'll have missed five seconds of conversation.

Playing *Night Trap* is also very easy, but because there are so many rooms, so many people to watch out for and so many different approaches to the game, this is going to take some time to figure out. You'd be advised to write down the times and locations of all the Augs and the code changes. Even armed with this information, the game still provides a very stiff challenge.

This game is a definite step forward for CD games and the FMV is great. The sound, both the speech and the intense mood music when the Augs appear, makes it feel like a real (if badly acted) movie. There are going to be more games like this one and they'll probably be a lot better too, but for the moment *Night Trap* is a great example of a game that will never appear on a cart.

© Paul Mellerick

NIGHT TRAP

PUBLISHER: Sega

PRICE: £49.99

RELEASE: April '93

CARTRIDGE: CD (900 Mbytes)

CONTACT: Sega 071 727 9070



There's only one Night Trapper, and that's you



There is just the one level of skill, and that's tough



You've only one chance – mess up and you're history



Nope, no battery back-up here



One and a half hours of video footage and some 80 Augs to kill

GRAPHICS 9

SOUND 9

GAMEPLAY 5

GAME SIZE 7

ADDITION 9

"The first Mega CD game in which you really participate. Fabby graphics and real video stuff are great bonuses. If you're planning to buy a Mega CD, then you should get this"



85 PERCENT

WHAT IS FMV?

FMV stands for Full Motion Video and it's basically a technical term that means the machine is capable of displaying video footage at the right rate of frames per second (about 15 frames per second in this case) so that it feels like you're watching a movie. Games such as *Time Gal* and *Road Blaster FX* use this system to display animation, but *Night Trap* is the first to do it with real film footage. The quality isn't sharp, but remember, the Mega Drive can have only 64 colours on screen at once. FMV quality will no doubt improve in the future, but at least the quality at the moment is watchable.



GAME REVIEW



Full Motion Video is cropping up aplenty in many Mega CD games

at the moment. *Sewer Shark* is another of those games which shouts at you when you're crap. Neil West heads for the sewers, doesn't kill enough rats and get called "dog meat". So what's new?

SEWER SH

Paul got to review the excellent *Night Trap*, Andy got to grips with *Sherlock Holmes*. Me? I get *Sewer Shark*. Thanks guys. That'll teach me to have a day off when the latest Mega CD games come in from the USA.

So with Sega's flagship piece of kit, the big hope for the early 90s, still awaiting that one big game – the Mega CD's *Sonic The Hedgehog* – could this groundbreaking Full Motion Video game be what we've all been waiting for? Can it match *Night Trap*?

As any regular reader will know, a leading question like that's going to have only one answer. And sadly,

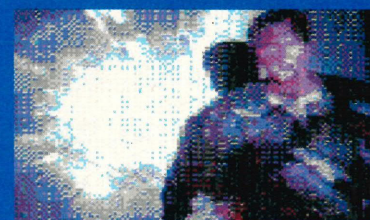
People won't be besieging Dixons for a Mega CD on the strength of this game

Sewer Shark isn't going to have shoppers besieging their local Dixons to splash out £270 on a Mega CD. Indeed, it's going to have a bit of a job selling itself, never mind any expensive hardware. If you've been reading up on some of our previous Mega CD reviews, particularly the likes of *Thunderstorm FX* and its rather better sister game *Road Blaster FX*, you might

well, if you're the perceptive type, be expecting *Sewer Shark* to be an impressive-looking game boasting stunning real-life visuals but gameplay over which you have very little real control. If so, you might like to take a

THERE ARE MANY RATS... DOWN

The game opens with one genuinely impressive sequence – a digitised mini-movie where you meet two characters sampled speech and it lasts for absolutely ages. You'll meet a babe with an attitude problem, her main squeeze



Yep, you guessed it, it's another dynamic shot from the intro sequence. It looks great, really

little moment out to pat yourself on the back. Very well done.

MINGING MISSION

In *Sewer Shark*, you're a kind of futuristic Rentokil man, in control of a zappy little sewer buggy and with a mission to, er, clean up the sewers. Yes, I know it's a

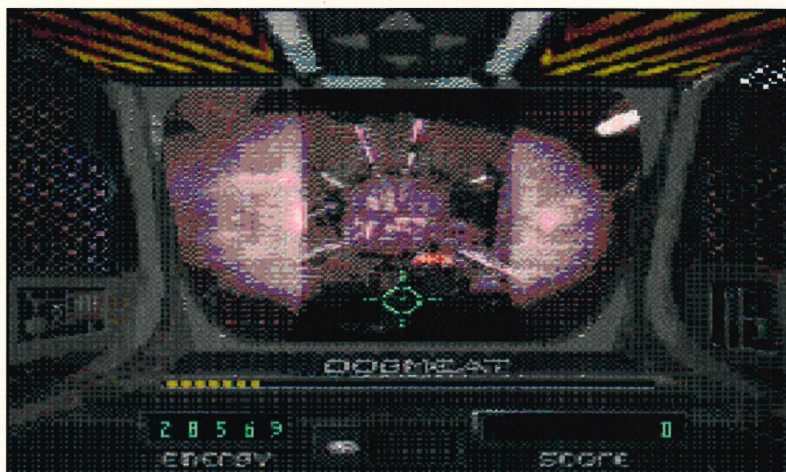
contradiction in terms, but at least you haven't got a princess to save at the end of it all, so be grateful for small plot mercies. You fly down the tubes and blast at a variety of nasties (an impressive total of, er, about five different types) with your buggy-mounted laser. Frequently, tunnel junctions crop up, which the digitised voice of a guide will give you directions down. Take the wrong turn and you risk running into a dead end, which is also what you'll get if you do. And that's all you do. Oh dear.

BITMAPPY MOVEMENT

Oddly, though, it's not as bad as all that, as long as you make a few allowances. First, allow for the fact that the Mega CD isn't quite up to the job of displaying the fast-moving and detailed tunnels very well – it looks better moving than the screenshots on these pages suggest, but



It might be a bit hard to credit, but believe it or not this is actually some kind of rat. Trust me, it makes a lot more sense when you see it all move



One of the more interesting ways in which the game introduces a bit of variation is by having, er, lots of different kinds of doors in the passageways

IN THE SEWER

introduce you to the plot of the game. It's full of
our co-pilot, Ghost. You don't want to let him down.



Oh dear. This really isn't making things very clear, is it? This is you zipping
at high speed around a bend in one of the tunnels. No, honestly, it is

ARK



Ghost, your co-pilot, grimaces
fiercely at you as you make yet
another dodgy destination choice

BUY BEFORE YOU TRY

In all honesty, this is quite an entertaining
game. If you play it in a shop (or see the
demo video currently doing the rounds,
which somehow manages to make it all
look a bit more impressive and coherent
than it does on our big TV here in the
MEGA office), you'll probably end up
thinking, "Hey, that's really neat, I'll have
some of that", but beware. In that five-
minute skim, you'll have experienced
practically everything that there is in the
whole game. If you fork out your 40 quid
and take it home, the chances are that after
an hour you'll be trying to think of ways in
which you can persuade the shop to take it
back... or you'll at least be contemplating a
joypad with a lead 30 feet long.

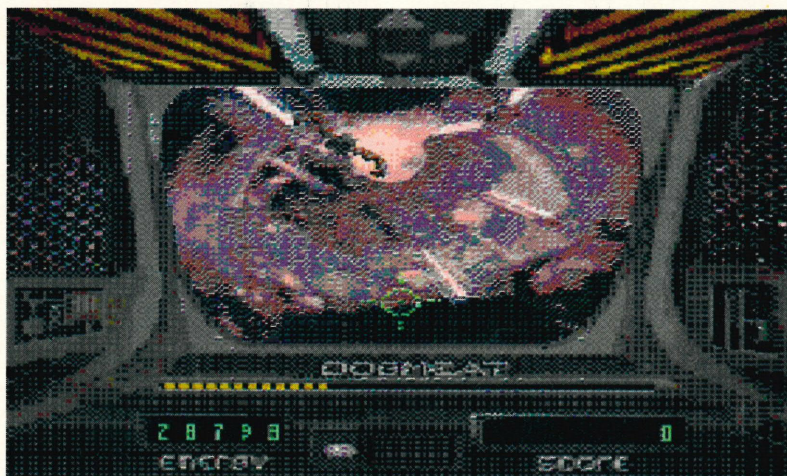
© Neil West



A particularly dynamic scene –
diving down a tunnel at a junction,
with a bat in close attendance

into a dead-end wall or not. This, in fact, is
the biggest handicap to the game's
addictive qualities – it's hard to make
yourself play again and think "I'll do better
this time" when you're not at all sure what
you did wrong the last time.

And finally, you'll have to allow for the
fact that at its heart, this is a game which in
terms of depth and brainpower, makes G-
LOC look like *The Secret Of Monkey
Island*. *Sewer Shark*, a bit like
Thunderstorm FX only a lot more so, does
almost all of the gameplaying work for you
– while I was doing screenshots, I stuck it
on demo mode for a bit while I fiddled with
the screen-grabbing equipment. Or at
least, I thought I did. I was actually (without
touching any of the controls, of course)
playing the game as normal and lasting for
about the same length of time, the only
difference being that I wasn't shooting any
sewer beasties.



Hey, you can almost see what's going on in this one! Look down here,
everybody! A sensible screenshot! Well, these things are all relative



PUBLISHER: Sony Imagesoft

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



There's room for only one in a
narrow tunnel



Just the one level of skill



A single argument with a wall
and you're history



No battery back-up. It's back to the
beginning every time



Just one continuous stage

GRAPHICS 7

SOUND 9

GAMEPLAY 4

GAME SIZE 5

ADDICTION 7

**"More
engaging
than it first
appears, but
not much of a
game, and it
won't last you
long at all"**



**56
PERCENT**

GET A GRIP!



↑ ↓ ← → Moves your gunsight
around, so you can
shoot all sorts of sewer-type creatures

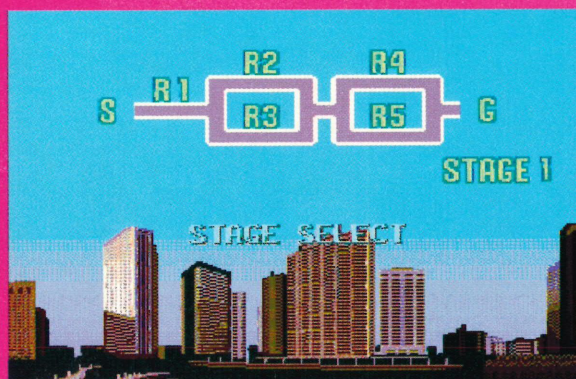
A Fires your gun

B Switches Steering Mode on, to enable
you to change direction at junctions

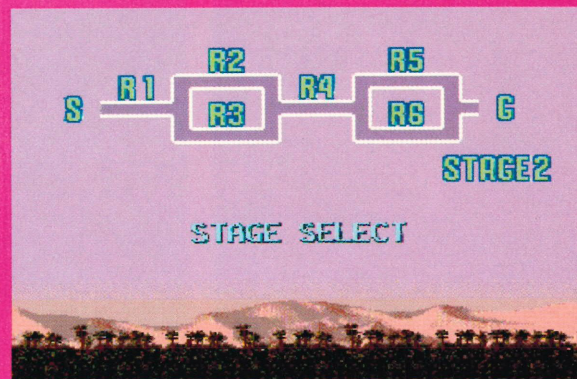
C Fires hydrogen flare (not very
important, this one)

DRIVING YOU AROUND THE BENDIES

OK, so the game isn't the best racing game ever, but there are a lot of differences between the courses, and one of the (very few) good things about *Out Run 2019* is the fact that you can choose on which course you'd like to start. As you can see from the pictures on the right, each course is not only bigger than the previous one, but the general road-side scenery is also very different. And so in a very nice and kind sort of way ('cos that's the sort of people we are) we've just taken a screenshot of each level so that you can see what you're letting yourself in for. Right, I'm running out of space now, so just cast your eyes over to the right and read all the exciting information on the various courses.



Right, so here we are in Birmingham. Now, you see that building on the left, that's the university where our very own Neil West spent three years wasting his life and bluffing his way through a political science degree



And here we have the rolling plains of Bristol, which greeted Andy every morning as he looked out from behind his salesman's desk, while he processed yet another insurance claims form. Easy life

Out Run is a funny game. It's not the most playable game in the world, it's not hard to finish, and these days, what with hydraulic cabinets and the like, *Out Run* is very old hat indeed. The game does, however, have a special place in the hearts of the gaming public (why, I haven't a clue?), and as such there are tons of *Out Run*-style games and indeed, *Turbo Out Run*-style games.

Out Run 2019 is the third in the *Out Run* series. So, what does this game have to offer that its predecessors don't? Well, for starters, it's set in the year 2019.

The basic *Out Run* idea is simple: you've got to speed your way through a course before the timer runs out. Each course is split into sections and if you pass a section before the timer reaches zero, then you can carry on because you're awarded more time. Get all the way to the goal (the finish) and that's one course out of the way.

What makes the courses (there are

four of them in total) that bit more interesting is the route which you can take through them. When you come towards the end of a section, you reach a fork in the road. Take one route and you could be driving through the desert, but if you take the other, you'll be mowing down trees in the countryside.

LEARNING TO DRIVE

Operating the car is easy. Press button A to brake (you wimp), button B to accelerate, and left or right to steer. You can choose between an automatic or manual gearbox, but if you choose the manual, you're creating problems for yourself. Just put the pedal to the metal and go! Oh, and if you reach your top speed (285 kph), you can then sit back and wait for the turbo to kick in and zoom you up to 341kph. Whouff!

Driving straight through courses, no matter how sharp the turns, just wouldn't be as much fun without the small obstructions of traffic and gaping holes in the road, and *Out*

Run 2019 has these in abundance. Some cars are kamikaze and will head straight for you, while others will stick to their lanes and are therefore very easy to avoid.

DRIVING YOU ROUND THE BEND

And, er, that's it – not amazingly complex these *Out Run* games.

And that's where the problem lies. At the moment, we've got *Lotus Turbo Challenge*, *Out Run*, *Turbo Out Run*, *Super HQ* and many, many more driving games, and with the exception of *Lotus Turbo*, they're all pretty crappy. And this game is no exception. OK, so the graphics are futuristic looking, but they do lack a bit in the detail department. The 3D effect on the roadside objects is nice, but the black and white stripy road whizzes by

so fast that you can't quite appreciate exactly what's going on a lot of the time.

There are, however, some nice road layouts, and the way in which the road rises and falls (like you're actually driving over a flyover) means that you can fly straight off the road. But the gameplay is just so dated that no matter how many new tricks you use, unless you alter the game radically, all you end up with is a tarted up version of a very tired old game.

The game does, however, have some nice additions, like a save game and records facility and even a replay option so that you can see where you went wrong last time. However, even these novelty additions can't really lift this game out of the doldrums – it's a very average game indeed.

© Paul Mellerick

It lacks a bit in the old detail department

Oh no! It's another driving game, moans Paul Mellerick. Not only that, but it's another *Out Run* game and we should all know what that means

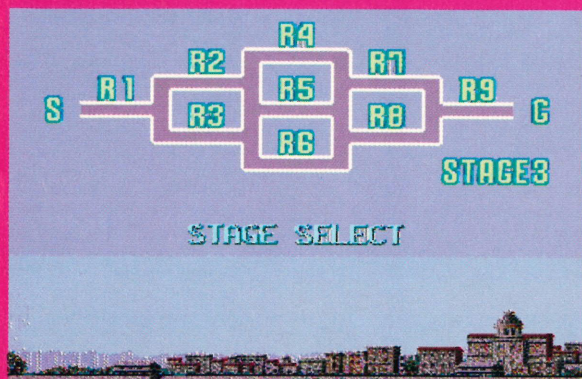
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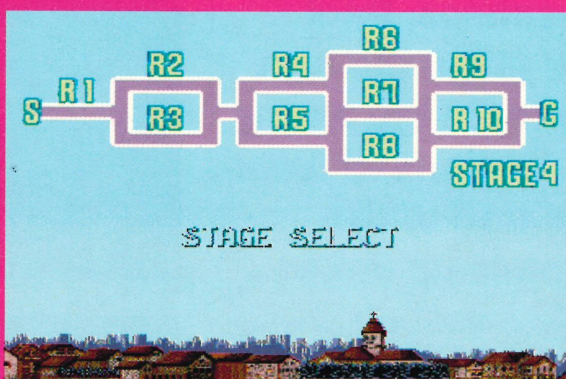
You're coming to the end of the course and you've come up against a fork in the road. Which way will you go? Left or right?



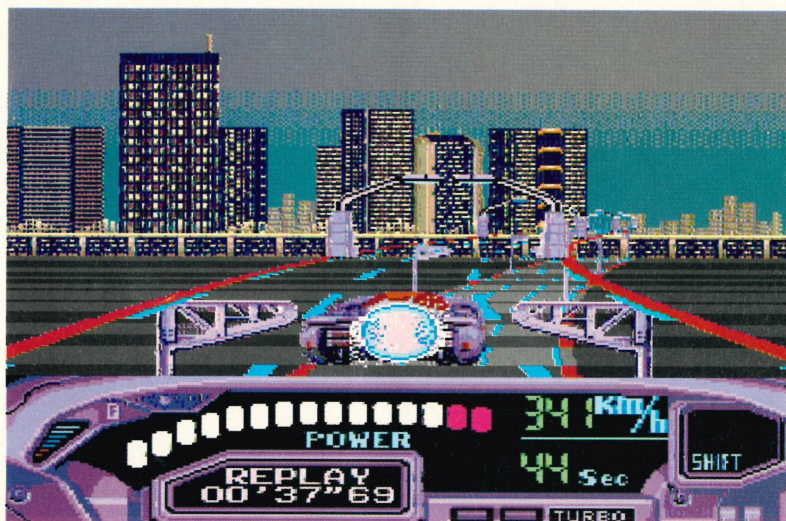
You've hit the turbo and you fly past Andy Dyer in his 2019 Chevette with twin cam exhausts and a top speed of over 35 mph. Wheeee!



This time around it's majestic Bath, with its Edwardian houses and all sorts of other relics. Amanda lives in Bath, but she didn't do anything exciting before life on MEGA so we'll just have to leave her little tale at that



And finally we have scummy old Leicester, where Paul spent most of his life dossing around and generally being a real pain to all who surrounded him. He may live in Bath now, but he's still a right pain in the neck



This level is very strange. You see, the road is transparent (which means you can see through it) and it twists and turns all over the place. It's also very hard on the eyes. Still, this is the last level

THEN AGAIN...



Lotus Turbo Challenge: Better than Outrun 2019 in every respect

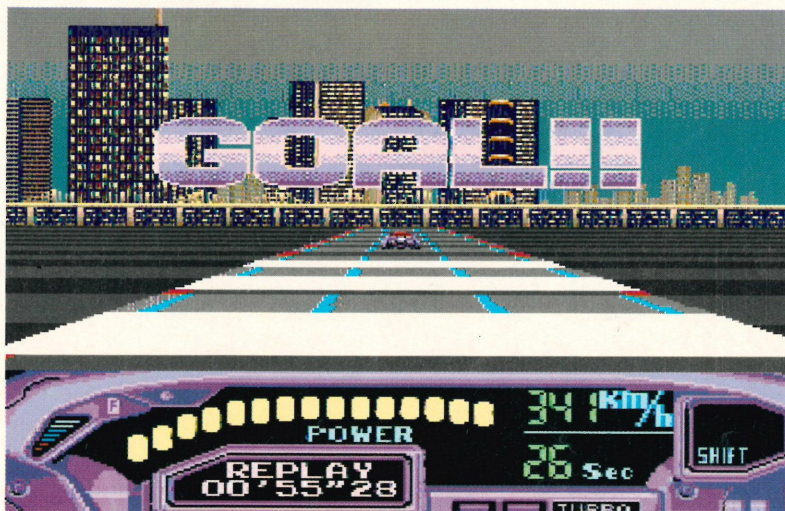
Lotus Turbo Challenge (reviewed in issue three of MEGA - 83%) is a much faster, much more playable and much better looking game, and for simultaneous action, you can't top it. Out Run games are too old, too samey and graphically very poor, so if driving is your thing, then Lotus Turbo Challenge should be sitting on your Mega Drive game shelf.

UN 2019

GET A GRIP!



- (S) Pauses the games
- (←) (→) Steers your car around Bath, Birmingham, Bristol or Leicester
- (A) Brake - you won't be using the A button then much, will you?
- (B) Accelerator - This is where your thumb should be firmly fixed
- (C) Gears - Forget these, just go for the automatic gear box



Whizz through the GOAL marker and watch as your car disappears into the background, never to be seen again. Well, not until the next course anyway



PUBLISHER: Sega

PRICE: £39.99

RELEASE: April '93

CARTRIDGE: 8 Mbit

CONTACT: Sega 071 727 8070



Sorry, only one person can get bored at a time on this one



Easy, normal and hard levels, but only the amount of time changes



Run out of time and it's course over, but you've got infinite continues



A battery back-up that saves your progress and your lap times



There are four courses, each of which is split into sections

GRAPHICS 6

SOUND 5

GAMEPLAY 3

GAME SIZE 4

ADDITION 2

"Better than the likes of Super HQ and Turbo Out Run, but not by too much"

45 PERCENT

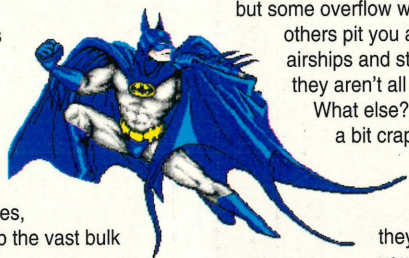
GAME REVIEW

Using his special bat-senses, Paul Mellerick accidentally plugs the cart of *Revenge Of The Joker* in the wrong way round. After it's been prised loose, he quickly gets on the trail of the fiendish and heavily made-up Joker...

Let's rush through the plot details with a minimum of fuss. The Joker has been mucking around in Gotham City. Some of the pranks he's played are so indescribably nasty that I can't even begin to describe them here. But suffice it to say that they're really nasty. So heinous, in fact, that the manual doesn't describe them either, so the whole thing's left to your imagination.

BATMAN HEROICS

The only person who can stop this evil japester is Batman. Well, anyone with a gun could do it as well, but that's not the point; it's got to be Batman. But it's not as easy as his super-powers would suggest. Before anything else, Batman must fight his way to the Joker. It's a good thing he does, because this makes up the vast bulk of the game.



And it is a game, there's no doubt about that. It's a platform game, of the sort you see a great deal. You can walk along, jump, kick, shoot and crouch, exactly like real life, except that generally in real life you aren't hampered by wearing a stupid costume and a mask which restricts your vision by 60 per cent.

PACKING A MEAN WEAPON

You start off with a weapon so pathetic that no self-respecting superhero would ever take it seriously. Even small children laugh at it. But fear not, because as you wend your way through the levels, you get to shoot crates and things which disgorge collectibles. These add significantly to your fire-power, and after a while you'll be

carrying a weapon of which you are very proud. Better still, you'll be able to start killing people with ease.

The graphics have that old-fashioned, fiddly look which generally doesn't stretch the Mega Drive. Here, however, it quite suits the subject because, as we all know, Batman is a throw-back to earlier times, and he spends most of his time wandering around in shadows and gloom.

PLATFORM PREDICTABILITY

There are seven levels in the game. They are all pretty similar in their platform-ness, but some overflow with baddies while others pit you against obstacles like airships and stuff. So I suppose they aren't all that similar, then.

What else? Oh yes, the sound is a bit crap, but you don't buy games like this hoping they'll have excellent sound; they never do. At best, you are pleasantly

surprised and at worst, you think, "Oh bloody hell, this poor sound quality is just as I expected".

Batman is a pretty bog-standard game. There isn't anything you won't have seen before. It's actually better than *Batman Returns*, but that's not exactly a scorching recommendation – *Batman Returns* was immensely depressing, as everybody who's got an ounce of brain in their head knows.

So. Let's recap, mes enfants. This is a pretty normal game; nothing special at all, really. But before you write *Batman – Revenge Of The Joker* off completely, its strength is in the difficulty levels, which are set about right, if anything slightly on the tough side (a good thing, in my book).

© Paul Mellerick

ABOUT THE BATWEAPONS?

There are four sorts of wrist-weapon which the caped crusader can use. Each is marked by a letter, so you can decide which to pick up and which to ignore



B – Batarang™. Apparently this chases the enemy, owing to its immense in-built artificial intelligence



N – Sonic Neutralizer. A double boomerang thing which, er, doubles the boomerang effect



C – Crossbow. This fires a bolt, which explodes, giving the enemy a nasty (and usually terminal) fright



S – Shield. This flicks a set of three shuriken shields in front of our masked chum. Exciting stuff indeed



Dang if these icy bridges aren't a bit slippery. Wish I'd put the rubber batsoles on the batboots before I left the batcave this batmorning



Oi! Don't forget that statue behind you! It can easily be destroyed

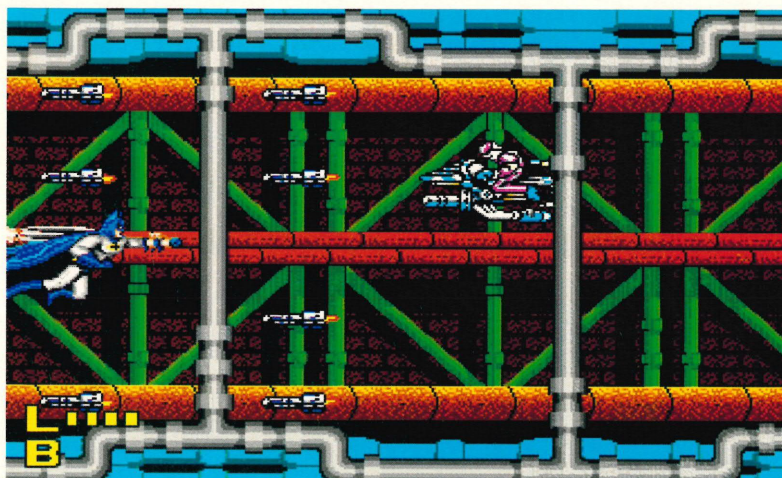
Owww! That smarts! Batty is hurt bad by this particular enemy

BATMAN OF THE JO

GET A GRIP!



- Moves Batman in these directions. Up makes him climb and down makes him crouch
- Uses currently selected weapon
- Makes Batters jump
- Batty kicks in a girly sort of way



Batman flies into action like a big flying thing. He's up against a real nasty here, so don't be fooled into thinking it's just a sort of small metal thing



Luckily these Battights withstand the cold and still look good



How is the Crusader supposed to beat an airship? Answer that, eh?



Gotham City? Milton Keynes, more like! This techno-town is a bummer



Now, these spikes I can handle. It's all a matter of patience, Robin

Easy as pie. Now off to get that dastardly Joker and his evil chums

Er, except that he doesn't seem to be here. Still, the pubs are open..

EVENGE KER



PUBLISHER: Sunsoft (IMPORT)
PRICE: £39.99 (CHECK WITH CONTACT)
RELEASE: April '93
CARTRIDGE: 8 Mbit
CONTACT: Gamesville 0293 541953

- There's only one Batman, and Robin doesn't make an appearance
- No skill levels. It starts off easy and rapidly gets a bit tricky
- You get four lives and three continues. Or vice versa
- Passcodes make things bearable when you have to keep stopping for tea and biscuits
- Seven major levels, split into, er, lots of smaller ones

GRAPHICS	7
SOUND	5
GAMEPLAY	7
GAME SIZE	6
ADDITION	6

"Better than Batman Returns, that's for sure, but this still isn't the Batman game your Mega Drive has been waiting for"



67 PERCENT

GAME REVIEW

CHUCK ROCK



Chuck's on CD, and Paul Mellerick is surprised by how much better this game is to the cart version



Chuck Rock is a decent enough platform game, decent enough to merit a position of 81 in our Top 100 anyway. Making a CD version of the game is a great idea, and making it much bigger and better than the original definitely gets the thumbs up from MEGA.

The plot and gameplay are the same as those of the cart version, but it's the number of levels, baddies and, of course, in-game tunes that have undergone some drastic changes.

Just in case you're not familiar with the game, you are Chuck Rock, a Neanderthal who likes nothing better than sitting in front of his TV (?) and drinking vast quantities of beer. Actually he does like something else, but because his wife has been kidnapped by arch rival Gary Gritter, he can't get any.



By picking up and chucking rocks Chuck can normally get out of a dead end, but here there aren't any around, so Mr Frog comes to the rescue

Chuck's not too happy about this, so he sets off to find his wife and teach Gary a lesson.

LOADS MORE LEVELS

The original game had five scenes each with three levels, making fifteen levels in all. *Chuck Rock* on CD still has the same five scenes, but now each scene has five levels.

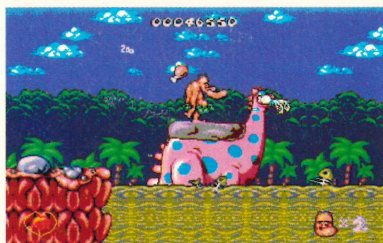
So, although you have the same five scenes, you have more completely new levels. The programmers have added some new baddies as well. And because the game is now that much larger, they've kindly added a password system as well. Don't think this is going to be a walkover

though, because you've got only three lives and one continue and the two new levels on each scene make things much tougher.

Chuck Rock is a great looking and enjoyable game, which has been seriously thought about. The soundtrack is fab, with spiced up versions of all the sounds from the cart, and the opening demo is hilarious.

All in all, it's great Mega CD platform action. *Wonder Dog* is a lot more fun to play, but it is very easy, and whereas I don't think that *Chuck* is going to be a CD *Sonic*-beater, if platformers are your thing, you could definitely do a lot worse than this.

— Paul Mellerick



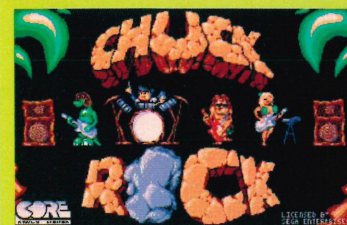
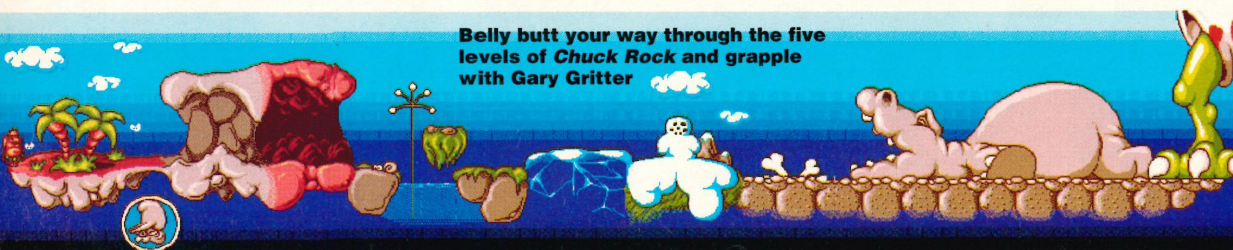
This is one of the new levels and the dinosaur is new too



The end of level three is watery and very tough indeed



Belly butt your way through the five levels of *Chuck Rock* and grapple with Gary Gritter



PUBLISHER: Sony Imagesoft

PRICE: £39.99

RELEASE: April '93

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



Chuck's all on his tod, meaning just one person can play



There's only one skill level



You've got three Chucks and one continue



There's a handy password system, so you don't have to go through those early levels again!



25 levels in all!

GRAPHICS 7



SOUND 9



GAMEPLAY 5



GAME SIZE 7



ADDITION 8



"The cart version is great, but the CD game is bigger and even better"



70 PERCENT

Neil West is hooked. Shame it's on the coat stand in the office rather than on this latest Mega CD release...

HOOK



Pan finishes level one, and so everyone cheers. Hurrah for Pan



Life can be a funny thing sometimes. As usual I snapped up what appeared to be the best-looking games to review, one of which was *Hook*. It promised to use the capabilities of the Mega CD to great effect, with a massive world of platform action and stunning music and effects which would bring the atmosphere of the hit movie sparkling magically into the MEGA office.

But yes, you've guessed it. *Hook*, sadly, is just another in a long line of titles to be added to the list of Mega CD disappointments. It's big, it's tough, it's pretty, it sounds beautiful, but it's also slow, frustrating, and no bloody fun at all. It begins promisingly enough, but as soon as you stop listening to the music and start to play the actual game...

A LAME GAME

OK, let's get the facts out of the way first. As you've doubtless deduced from the screenshots, *Hook* is a platform game. It uses the memory capacity of the Mega CD to be a BIG platform game, and one with a lovely soundtrack and the odd beautiful cameo sequence between levels, but a platform game nonetheless. Nothing wrong with that, of course (hey, some of my best friends are platform games), but beneath all the frills and frippery, *Hook* isn't a very good platform game.

Why not? Well, for a start it's really slow. Well, not *really* slow, but to a generation of gamers weaned on the hyperactive hedgehog, *Hook* moves like a

sleepy slug on sedatives. Not only is the overall pace of the game slow, but the control of your character within the game leaves a bit to be desired, too. As you control Peter Pan in his mission to rescue his children, you can't help thinking that Tinkerbell would have been better off employing someone more suited to the job, like Esther Rantzen. Of course, maybe Pan's supposed to be slow to react, seeing as he is a porky old accountant-type who, in the plot of the film, gave up all this adventuring lark years ago. However, if that is the case (which I severely doubt anyway, but we're all for giving people the benefit of the doubt here at MEGA) it's no excuse for making a game as annoying to play as it does here.

And that brings me tidily to the other major bugbear. *Hook*'s levels are reasonably sizable, which is a good thing. They don't, however, have any restart points in them, which is a bad thing. Get killed, as you frequently will due to the aforementioned controls and the general difficulty level, and it's all the way back to the beginning (unless you've made it to the end-of-level boss. Restarting at the boss also applies if you use a continue). With no passwords on offer, this means that if you want to finish the game, you're going to have to stick at it (using your limitless continues) until you've been through the entire thing in a single sitting.

The very worst thing about *Hook* is that

(gameplay-wise) it never really manages to raise an eyebrow. Sure, there are a few pretty bits, but nothing as good as 95% of *World Of Illusion*. Sure, there are a few nice touches (like the bits in which Tinkerbell charges you up with a limited amount of flying power which you have to use very carefully and sparingly to get through some especially tricky sections, or the unicycling baddies bit on level three), but nothing as good as nearly all of *Sonic 2*. And sure, it's difficult and you won't finish it in two hours flat (like, since we're being fair, the aforementioned *Sonic 2*), but it's a nasty, tedious, unimaginative and unfair kind of difficult,

compared to (plucking a completely arbitrary but pretty close all the same example out of thin air) *Rolo To The Rescue*.

FEEBLE FILM FOOTAGE

There's a bit of the feel of the film here, but not nearly enough to keep you interested after your tenth consecutive death on the unpleasant forest section. And lastly, this Mega CD game is, in fact, a slightly inferior version of the SNES title of the same name. I don't know about you, but it embarrasses me as a Sega owner to have to pay out £400 for a Mega Drive and Mega CD, just to get something that isn't quite as good as a bog-standard £130 SNES. We've said it before, but if it's going to be the success it ought to be, the Mega CD's going to have to do an awful lot better than this.

© Neil West

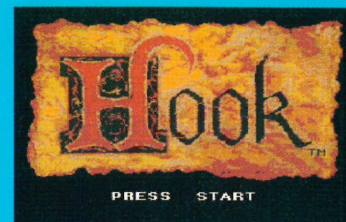
It moves like a sleepy slug on sedatives



Hey, it's that great nice touch - the guy on the unicycle. Great, or what?



Hey, it's another one of those nice touches. It's a guy on a skateboard



PUBLISHER: Sony Imagesoft

PRICE: £39.99

RELEASE: Out now

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



One player. He might be able to fly, but he can't multiply



Just the one level of skill



Three lives, but you get infinite continues so who cares



No passwords, you'll have to finish this game in one go



There are ten stages

GRAPHICS 6



SOUND 8



GAMEPLAY 5



GAME SIZE 8



ADDITION 7



"One of the more challenging platforms around, but there's very little fun to go with the difficulty"



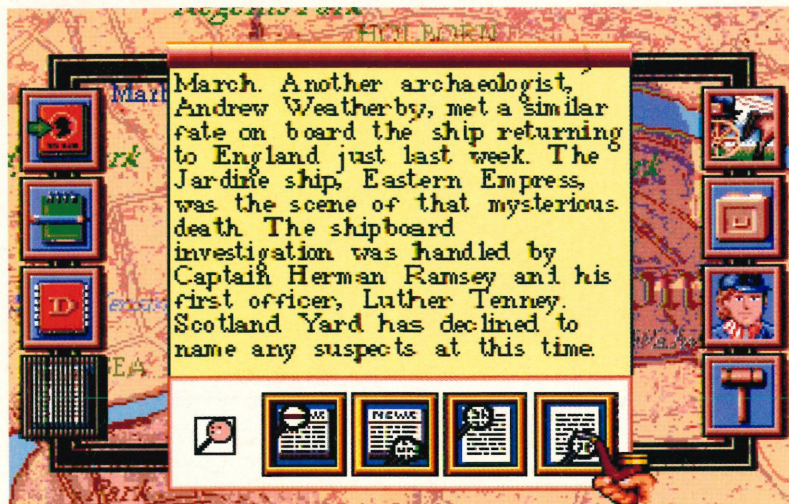
55 PERCENT

GET A GRIP!



- Moves Pan all over the place
- Use this to attack, or hold down with direction for a fast running jump
- This button makes Pan jump

GAME REVIEW



In *The Case Of The Mummy's Curse*, look in the papers. As you can see, Weatherby's death was investigated by Herman Ramsey. Pay him a visit

It had been a while since my learned friend Sherlock Holmes had solved his last case. I imagine you will all remember the skill with which he unravelled the natty problem which later became known as *The Case Of The Stinky Trout*, but stranger things were ahead.

One wet evening, Holmes and I were enjoying a quiet evening at home talking about Holmes' curious relationships with burly sailors and his affinity for smoking a rather bizarre and ornate pipe which emitted very odd smells and made him giggle a lot. Suddenly and quite unexpectedly, the Baker Street Boys (a group of street urchins who often helped Holmes out for payments of cash) burst through the door.

"Mr 'olmes," said one of them, "I 'ave found this strange package in your 'allway."

Indeed, the package was quite large and when opened, it revealed all manner of gadgetry.

"This can mean only one thing

Watson," said Holmes. "We have been sent an American Mega CD from Liz at Gamesville."

"Good God Holmes, how can you possibly know that?" I said in amazement.

"Elementary my dear Watson, she enclosed an explanatory letter."

"Oh. But look, there's also a game about you, based on a rather popular board-game I once saw."

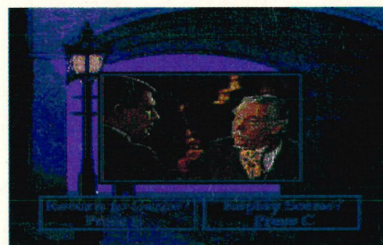
On loading the game we observed that it contained an icon-driven adventure based on three of Holmes' most famous cases. During each case, the participant had to read the newspapers for background information and, after collating a small file of relevant

names had to also look through the London Directory to locate them. Players could then enter these notes in a computerised notebook and go off to question the witnesses, suspects and so on. But what followed amazed both myself and my

There's live video footage with speech



Visit the museum and see their amazing pillar collection. Cool!



"So I says, did you spill my pint? And the rest is history Mr 'olmes"

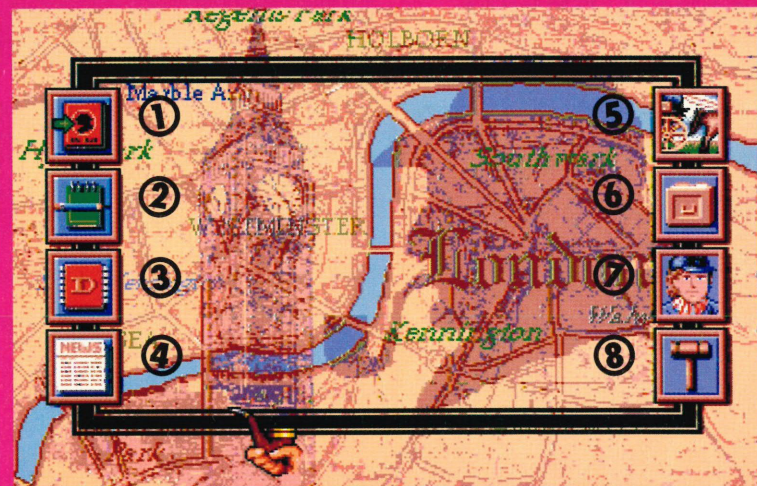


That curious old fruit Sherlock Holmes is on the case, so Andy

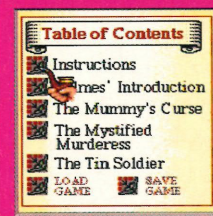
Dyer dons his deerstalker, lights his pipe and gets horribly confused

IDEAL HOLMES EXHIBITION

Although there are many different screens in the game, this is where all the leg work takes place. From here you can find out all the relevant names and juicy news stories, and you can visit people in order to fully solve the case. Let's take a closer look at what each icon actually does...



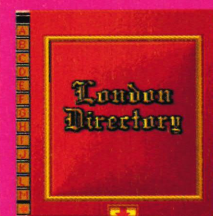
The icon-driven gameplay is a pleasure to use. Each action you make is carried out from this one screen. Simple, now concentrate on the case



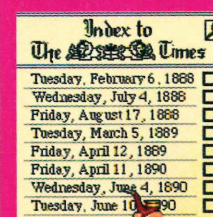
① From here you can choose which case to solve and watch the intro to learn the rules



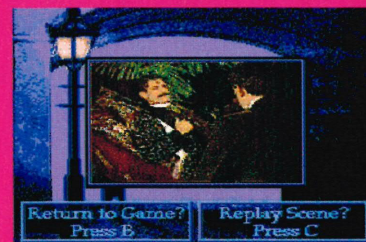
② Logging names in the notepad saves you flicking through the directory all the time



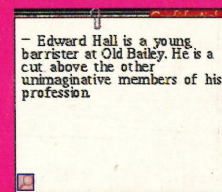
③ The London Directory enables you to find almost all the vital characters in the game



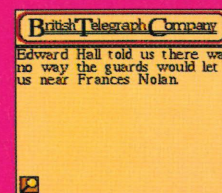
④ The Times archive. Find out what key characters have been up to by having a good read



⑤ When you visit someone (as long as they're in) you see the meeting in Full Motion Video



⑥ Holmes' filing cabinet. Useful information from past cases can be found in here



⑦ The Baker Street Boys telegraph their findings back to you



⑧ When you think you've solved the crime, ask this geezer how you did

SHERLO CONSULTI

GET A GRIP!



- Moves the pointer around the screen
- This button selects the option that your pointer is pointing to
- Pressing B returns you from video scenes back to the main menu
- Just in case you missed something, C replays the video footage
- Pauses the game



By prodding these good folk with your pipe option, you can set off a brief speech in which they introduce themselves and explain their roles

normally ice-cool colleague. Whenever a character was questioned, live video footage with speech was displayed on our television telling us of any clues that we needed. True the picture was not of the best quality, but the visuals were clear enough and the sound impeccably distinct.

"Well Watson, this is incredible indeed, but having played the board-game, there are a few comparisons that must be made."

"And they are?" I asked with interest.

"Well Watson, 'board-game' is a bit of a misnomer as there was, in fact, no

board. There was simply a map, newspaper archives, a directory, a casebook and a clue book. In this game there is no map and there are far fewer cases than in the so-called board-game but that aside, the newspapers are much the same, as is the directory, and this amazing video footage replaces the clue book."

"What are your conclusions Holmes?"

"They are twofold. Firstly, the board-

game oozed atmosphere. There was nothing quite like getting your hands on actual documents and papers. However, my second point is that the video footage more than amply makes up for the slight lack of excitement of looking at a TV screen (even if those awful actors perform a cockney accent with even less aplomb than Dick Van Dyke's diabolical attempt in Mary Poppins).

And finally, there are only three cases to solve. This too is a shame, but having said that, the structure of this game makes it harder to solve cases than in the board-

game and there's no way to cheat."

"But Holmes, that makes three conclusions."

"What?"

"You said your conclusions were twofold, then proceeded to give three."

"Watson, you stick to medicine and allow me to conduct my investigations without the intrusion of your irksome trivia."

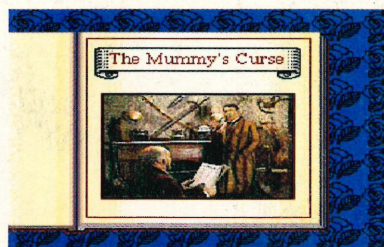
"Sorry Holmes. So what do you think?"



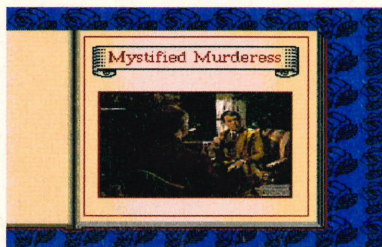
This is where you can learn about all the icons in the game. Access one, and it tells you what it does

"I think that while the CD game doesn't quite match up to the brilliance of the board-game, it is sufficiently different and well-implemented to make it a must for CD-gamers who have a bit of a talent for more cerebral pastimes. Initially, the poor video footage is off-putting, but once used to it, there's a fabulous little game beneath. And of course, above all, it's got me in it. And now Watson, I must go and visit an old friend of mine in order to stock up on, erm, tobacco. Good day!"

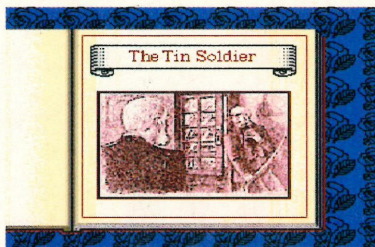
© Andy Dyer



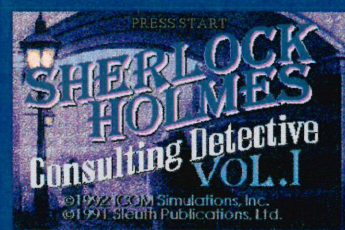
Case one involves solving a series of murders that everyone believes are being carried out by a corpse



The second case is a convoluted tale of burglars, murderers and shipping magnates. Unfathomable!



Case three involves a sort of lottery of death between various old veterans from the Battle of Waterloo



PUBLISHER: Icom Simulations

PRICE: £44

RELEASE: April '93

CARTRIDGE: Mega CD

CONTACT: Sega 071 727 8070



There's only one Sherlock Holmes



No levels of skill, just bloody hard cases to crack



Sherlock lives, others aren't so lucky!



Yes, you can save unfinished cases



Three horrendously tough cases to crack

GRAPHICS 7

SOUND 7

GAMEPLAY 8

GAME SIZE 7

ADDICTION 7

"OK the video quality is a bit poor, but this game's both challenging and very atmospheric"



70 PERCENT

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"It" is the latest edition of the highly informative and frequently amusing video games organ, GamesMaster, and a more monstrous publication it would be hard to imagine.

This month there are reviews of *Streets of Rage 2*, *Mutant League Football*, *Dragon's Lair 3*, *Super SWIV*, and more.

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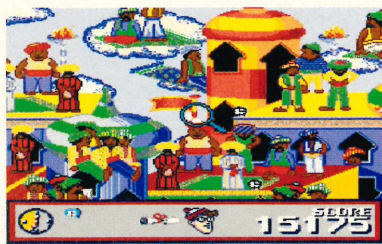
It's available now at all good newsagents, some supermarkets and a great many garages.



FREE!

Presented with the issue are a set of four *Streetfighter 2* post-cards, each depicting a character from the mildly popular beat-em-up in a thrilling action pose. The cards are fully functional and can be sent through Her Majesty's Post. There are eight in the set, allowing much common-room swapping and bickering.

GAME REVIEW



These guys definitely wouldn't be smiling quite so much if they were playing, rather than starring in, *The Great Waldo Search*. This really has to be the worst game available on the Mega Drive

Andy Dyer would rather spend a day picking toe nail clippings out of his cigarette-burned lounge carpet than waste five minutes searching for the little wally in this cack game

THE GREAT WALDO SEARCH

While strolling up and down the aisles of your local branch of Smith's, you may well have come across a series of books called *Where's Wally?*. These books consist of intricate drawings of crowds of people, hiding amongst which is a little chap called Wally. (Or Waldo, for some reason, if you're American.) And you've got to find him. It's a nice idea, but it probably never occurred to you that the idea might translate well to the Mega Drive.

It evidently occurred to someone, though. Each level of *The Great Waldo Search* takes the form of a scrolling picture, three or so screens wide, and the object of each one is to find Waldo. This is done by moving a magnifying glass around the picture until you "find Waldo", and clicking on him. Oh, you might have to find "clues" in a similar fashion too, and you can look for bonus points as well. So how many of these levels are there? Go on - have a guess. Fifty? Thirty? Fifteen? *Ten?*

FIVE LEVELS TOO MANY

Try "five". At an estimated completion time of about fifteen seconds each, that adds up to around one and a quarter minutes total playing time, not including listening to the little tunes when you finish each level.

Oh, but hang on! I take it all back! I was completely forgetting the fabulous bonus game. If you spot a picture of a dog on the



This screenshot is representative of the simplicity of this game. Can you find Waldo? (Clue: he's wearing a stripy jumper and a bobble hat)

screen, click on it and you'll find yourself in this terrific scrolling section where you're a dog flying on a magic carpet and you've got to collect all these bones and... and... er... it isn't actually very terrific at all. Don't click on the dogs, that's my advice.

"No, no, no! This can't be right at all!" said Neil, snatching the controller from my hand and pressing Start. But he, too, finished the game - in an impressive one minute twelve seconds - and walked away shaking his head. Everyone else on the team had a go too, and each had to pinch themselves to make sure they had indeed just

witnessed what they thought they had.

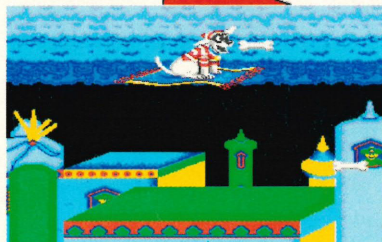
The Great Waldo Search raises a long list of questions which urgently need answering, questions like: Whose idea was it to base a game on Waldo? How on earth have they managed to stay alive this long, remembering to breathe in and out regularly and all that? Would you be better off simply withdrawing £40 from the cashpoint and setting fire to it? What sort of a world is it that allows appalling games like this to find their way

into the shops? Is there really any point in carrying on at all? Could somebody please pass that shotgun?

© Andy Dyer



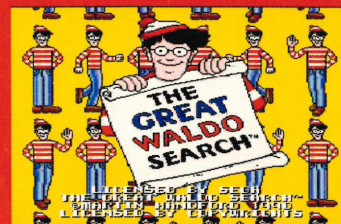
Five levels? What a joke



The bonus game, a chance to forget briefly the horrors that precede it



Extra-specially tough last level. (Clue: Waldo's missing a shoe)



PUBLISHER: THQ (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Gamesville 0293 541953



One or two players can search for Waldo



Three skill levels: practice, normal and expert



Keep going until you finish it (or die laughing)



Think how long it takes you to write down a password



There are five levels. No really, there are

GRAPHICS 3

SOUND 6

GAMEPLAY 1

GAME SIZE 1

ADDITION 0

"I feel inadequate, impotent - I simply can't find the words to convey how utterly pitiful this is. The worst Mega Drive game ever"



05 PERCENT

GET A GRIP!

- Moves your magnifying glass
- Looks to see what's under your magnifying glass
- Doesn't do much, to be honest
- Pauses the game

Everyone's favourite board game is now a Mega Drive game, but Amanda Dyson wonders why...

This is, indeed, Monopoly – as in the board game – converted to the Mega Drive. And what we've basically got is the board, the pieces, the dice, the cards, the houses and hotels and the money, all squashed into a cartridge. The computer takes care of throwing the dice, moving the bits around and the financial side of things, leaving you and your chums to decide whether or not to buy properties, when to build houses and whether to trade with each other.

Now here, as far as I can work out, are the advantages the Mega Drive version of Monopoly offers over the traditional version:

- ① You can play against computer opponents if you haven't got very many friends
- ② Nobody has to be the banker
- ③ Er...



That's right – all the glamour and high-speed action of, erm, Monopoly can now be enjoyed on the Mega Drive, for twice the price

④ That's it.

Not really that many advantages, huh?

The disadvantages, on the other hand, are rather more plentiful. For one thing, playing Monopoly is much harder when you aren't easily able to see what property you own, and how much money you've got. That's something this version lets you do only when it feels like it, which means you have to do things like bidding in auctions without knowing how much you can afford to bid or which other properties you own.

The computer players don't tend to win many friends, either. Luck certainly seems to be on their side most of the time, and they tend to do all their wheeling and dealing incredibly quickly, in a blur of text on the screen. After a couple of games you won't invite them back.

WHAT, NO CHEATING?

Perhaps most significantly, though, is the fact that after you've been playing for half an hour or so, you realise that all you've actually been doing is pressing button A every so

often, and occasionally moving your thumb over to the C button and pressing that instead. There really isn't an awful lot to do. Now you could say, "Hey – that's Monopoly". And to some extent you'd be right. But at least if you're playing the cardboard-based version of the game you can kill time between goes by counting your money, or arranging your property cards into order, or putting your houses into neat rows, or trying to filch £500 notes while the banker's back is turned. No such luxuries are available in the Mega Drive version.

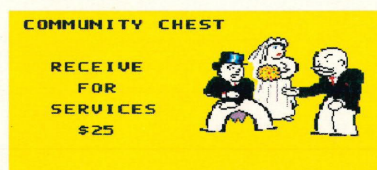
Well, that's the restrained, carefully reasoned argument. Now for what you've really been hoping to hear – the no-holds-barred slagging.

What? Monopoly? On the Mega Drive? How utterly pointless. The board game's dull enough, but who the dickens is going to pay twice as much for a computerised version which completely eradicates what little fun there originally was? For Pete's sake. Board game? Bored game, more like...

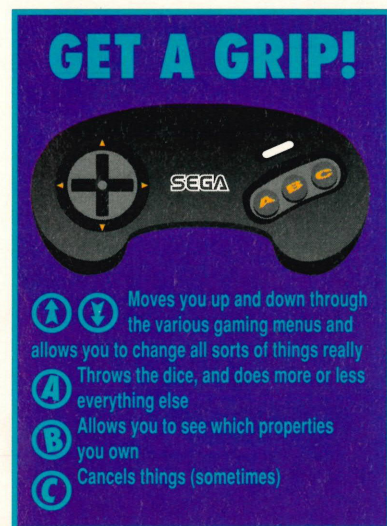
© Amanda Dyson



This being American Monopoly, the place names might look a little odd



Er, what services? And why has the groom developed an udder?



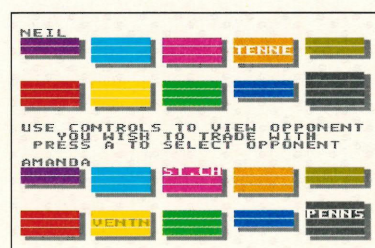
MONOPOLY



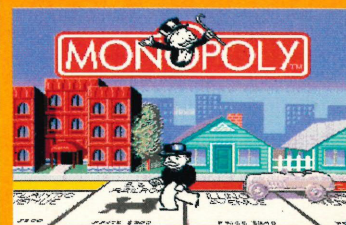
Bidding in auctions is exciting – you can't see how rich you are



The board scrolls smoothly past as you hop from square to square



Don't, whatever you do, give anything away to computer players



PUBLISHER: Parker Brothers

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Telgames 0533 516861



You can have between one and eight players



Let's be honest, it's all down to luck anyway



Once you've spent all your money, you're out



No passwords – you start a game, you're in it to the bitter end



Just one board, or "level" if you like

GRAPHICS 5

SOUND 5

GAMEPLAY 4

GAME SIZE 2

ADDITION 3

"A respectable conversion of the board game, but why would anyone want to play Monopoly on the Mega Drive? Huh?"

35 PERCENT

GAME REVIEW



Ouch! It's difficult to say who's in the more pain here – Joe, who's just been kicked in the head, or Reayton, who, well, doesn't look at all comfortable

What, a beat-'em-up set at an athletics' event? Well, the title may suggest something like that, but as Paul Mellerick soon finds out, this is just another SF2 clone

POWER ATHLETE

THE PLAYERS WHO'RE PACKING THE PUNCHES



1. Joe's your character. He's on a quest to find the many different masters of martial arts.
2. Warren's rather overweight, and sports an unfortunate-looking moustache.
3. Vaguad is about the toughest of the first seven characters, and is best saved till last.

4. Buoh is quite tricky, too. He's got long hair, which knocks you over when he moves his head.
5. Gaoluon doesn't play it fair, to be honest. He's got a couple of knives, which he throws at you.
6. It might be quite amusing to lock Reayton in the same room as Chun Li (of *Streetfighter 2*) some time.

7. Baraki is very sensitive about his hair and, if riled, he is liable to roll up into a ball and go for you.
8. Nick's got a little pointy stick and he clicks his heels together and shouts "Ole" if he wins.
9. Finally, you're up against the (nearly) aptly-named Ranker, who's got plenty of tricks up his sleeve.

Seeing as it's more or less safe to mention *Streetfighter 2* in a Mega Drive magazine these days, and seeing as you've probably looked at the screen shots already and drawn your own conclusions, I'll start by confirming that – yes – *Power Athlete* is pretty closely based on *Streetfighter 2*. It's a one-on-one fighting game in which you can either try your luck against the computer, using one

of the characters (he's called Joe) to take on the other eight, or play against a friend using whichever characters you like.

The thing is, though, you've probably also already looked at the score, and you'll be wondering what the problem is.

ALTOGETHER UNIMPRESSIONING

To put it bluntly, *Power Athlete* isn't any good. The sprites are a bit on the small side, and aren't particularly well animated. The moves available are by and large pretty boring. The computer doesn't play fair – it just stands around performing moves seemingly at random, and when it wins it's generally by virtue of the fact that its moves do a lot more damage than yours. And it's

very limiting the way that, in one-player mode, you can only control Joe. He's got to be the dullist character ever, with one special move to his name – a sort of jumping punch thing. (He might be able to do some kind of fireball, too – I think I triggered it off accidentally a couple of times – but the manual's all in Japanese so it's difficult to be sure.)

Having said all that, I can't deny that *Power Athlete* does everything it claims to, and I managed to wile away a couple of hours with it. But it's all so unadventurous, and you've only got to have a really, really quick go on *Streetfighter 2* on the Super Nintendo (shh!) to see that the Mega Drive version should be well worth waiting for.

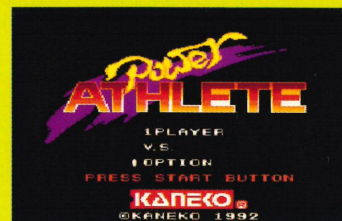
© Paul Mellerick



Oof! Baraki takes a potentially fatal blow to the, er, haircut



Swoosh! Joe misses Vaguad by a fist's width



PUBLISHER: Kaneko (IMPORT)

PRICE: £40 (CHECK WITH CONTACT)

RELEASE: Out now

CARTRIDGE: 4 Mbit

CONTACT: Telegames 0533 516861



You can do it on your own or with a friend



There are eight skill levels, from easy to utterly impossible



Up to five continues, and you must win two out of three rounds



A password is given out every time you beat a character



There are eight characters to fight against, in any order

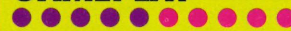
GRAPHICS 7



SOUND 5



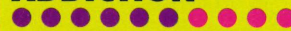
GAMEPLAY 5



GAME SIZE 4



ADDITION 6



"A horribly average beat-'em-up. Save your pennies for you-know-what"



54 PERCENT

GAME REVIEW

Sega USA voted this their game of the year (better than *Sonic 2*), but Neil West wonders if they played McDonalds' attempt to buy environmental credibility past the first level...



And here's the young Mac (or is it Mic?) blasting a slime monster outta the way – as if they're responsible for killing the trees. There's no justice here

Hype springs eternal, and Virgin have done a good job of keeping *Global Gladiators* in magazine news pages and previews sections for months. It's a game people are looking forward to. But now the game's finished, it's show-time.

Well?
I know this isn't going to sound dreadfully exciting, but the conclusion we've come to is that it's OK.

Sorry, but after a serious amount of thought and playing that's the only decision the MEGA team can muster. It's OK.

The first level is fun, even if the amount of gameplay ground covered is

spectacularly small. All you do is run around the place, jump over gaps and onto the occasional secret platform, shoot the slime monsters in your path and collect a load of McDonald "M" symbols while trying to find the level's exit (just keep heading right, you'll find it). And that's it.

Level two is the same. Level three is the same. So is level four.

It's all very slick, the graphics are superb, Mic or Mac (there are two game characters, but you can only play one at a time – despite the misleading title) are delightfully animated and the monsters ooze menace (as well as slime). The control method is

both instinctive and responsive – all in all *Global Gladiators* is a highly polished, professional example of how all Mega Drive platformers should look and behave. No doubt it was this display of technical expertise that won *Global Gladiators* Sega USA's award of game of the year (either that or the fact that Sega were at the same time frantically trying to negotiate a deal with Virgin to distribute *Cool Spot* as their own game). But I digress.

If only there was more to do, or more variety in the level design (a problem that, on first impressions, *Cool Spot* will not suffer from), then this would be a classic. As it is, *Global Gladiators* is a tad too small and simply too much of an (albeit) good thing. A near miss.

© Neil West

The graphics are superb

GLOBAL GLADIATORS



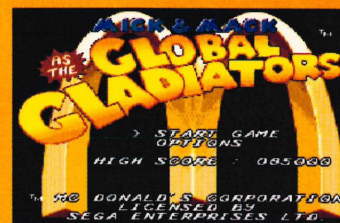
It's the bonus game! Chuck the three different kinds of rubbish that fall into the three different bins. Funny, there's no hamburger cartons lying around...



GET A GRIP!



- ← → Makes Mic and Mac run left and right
- ↑ ↓ Makes your character look up, look down and aims your gun
- A Fires your splurge gun
- B Makes Mic and Mac jump
- C No function
- S Press this button to pause the game



PUBLISHER: Virgin Games

PRICE: £39.99

RELEASE: April '93

CARTRIDGE: 8 Mbit

CONTACT: Virgin 081 960 2255



Just the one player. You can be either Mic or Mac



Two levels of skill: easy and difficult



Three lives and two continues



No password system or battery back-up



Four stages, each of which has three levels

GRAPHICS 8

SOUND 8

GAMEPLAY 5

GAME SIZE 7

ADDICTION 4

"One Big Mac? Yum, yum. But 12 of them in a row... Catch my drift?"

75 PERCENT

IT'S QUIZ TIME! (AGAIN)

WIN!
£200
worth of
carts!

Once again, ladies and gentlemen, welcome to our quiz show, where we ask the questions and you win the prizes. In case you weren't here for issue one (when we first did this) let's tell you what it's all about. We want to know all about you, your likes, your dislikes (as regards MEGA) and your interests and habits outside the world of Mega Drives (however disgusting your revelations are).

And before you completely ignore us, just remember that by completing this form and rushing it back to us you can help to improve MEGA and, what's more, stand a chance of winning £200 worth of software absolutely free!

So, if you are sitting comfortably, put your fingers on the buzzers and we'll enter the first round.

1. Thank you for joining us here tonight. Let's start in the traditional way. You and your Mega Drive, how long have you been together?

.....years.....months

2. Lovely, and what a good looking couple you make. Are you planning any additions (ahem) to the family? A Mega CD perhaps...?

- ☐ Definitely
- ☐ No way
- ☐ It depends if the games are any good or not
- ☐ It depends how much it costs
- ☐ It depends if the Wonder Mega is any good or not
- ☐ I've already got one, thanks matey

3. Every family has a few black sheep – let's hear about yours. Do you own (and still use) any of these other machines?

- ☐ Sega Master System
- ☐ Sega Game Gear
- ☐ Mega CD
- ☐ NES
- ☐ SNES
- ☐ Game Boy
- ☐ Neo Geo
- ☐ Lynx
- ☐ Amiga
- ☐ Atari ST
- ☐ PC

“Welcome to the second edition of MEGA Question Time. You have until 30 April 1993 to answer the following questions. Your time starts... NOW!”

- ☐ C64
- ☐ Sinclair Spectrum
- ☐ Amstrad CPC

4. OK, straight into round one. Buzz in NOW if you know... are you going to subscribe to MEGA? (I can only accept your first answer.)

- ☐ Yes! (go to question 6)
- ☐ I say... maybe (go to question 6)
- ☐ No, I don't want to commit myself (go to question 6)
- ☐ No, I can't afford the lump sum (go to question 6)
- ☐ No, it doesn't appear to offer good value (go to question 5)

5. Would you know a great bargain, a real chance to grab yourself a great deal, if it came up and gave you a haircut?

- ☐ Er, probably not. No.

6. You picked a G, and G is for “Games”. Which are your top five favourite Mega Drive games of all time?

.....

.....

.....

.....

.....

7. Onto the number round now. How many carts do you own?

.....

.....

.....

.....

.....

8. We asked 100 people how often they got a new game. Er, now we want to ask you. How often do you buy (or are given) a new Mega Drive cart?

- ☐ Every month
- ☐ Every two months

- ☐ Four times a year
- ☐ Three times a year
- ☐ Twice a year
- ☐ Once a year

9. Your Mega Drive is safe, we can't take that away from you. But do you regularly gamble your old carts for new ones?

- ☐ No
- ☐ Yes, with friends
- ☐ Yes, through an exchange club

10. We asked your lovely wife how she thought you'd answer the following question. If asked: “What factors determine which carts you buy?”, what would you say?

(Rate each of these influences out of ten)

Reviews in MEGA/10
Reviews in other magazines/10
Advertising/10
Recommendations from friends/10
What's in the shop when you have the money to buy a cart/10
On a hunch, or 'cos you reckon it “sounds good”/10

11. You picked a blue-ball question. On average, how many hours a week do you play Mega Drive?

.....hours

12. Which other console mags do you read? Give them a mark out of ten.

MEGA/10
...../10
...../10
...../10
...../10
...../10

13. To gain control of the board. If MEGA isn't your favourite console magazine, why not? What do you prefer about another?

.....

.....

.....

14. Home or away? Right... how many people read your copy of MEGA (including yourself)?

.....

15. To complete the gold run, rate each section of MEGA out of ten.

Cover/10
News/10
Nick Alexander interview/10
Miracle Keyboard/10
Competitions/10
Previews/10
Reviews/10
Mega Play/10
The Rip 'n' Tip pages/10
Arena/10
The Tips List/10
The all-time top 100 games/10
The perfect video game feature/10
Mega Mouth/10
The back page/10

16. For the duvets. If you could change anything about MEGA, what would it be?

.....

.....

17. I live in “BLANK”?

- ☐ SE England
- ☐ SW England
- ☐ Midlands
- ☐ Northern England

READERS' POLL

- ☐ Scotland
☐ Wales
☐ Northern Ireland
☐ Rest of the world

18. Quick-fire round now. How old are you?

.....years old

19. Are you...?

- ☐ Male
☐ Female

20. Are you...?

- ☐ In full-time employment
☐ Unemployed
☐ At college or university
☐ At school

21. Are you ready for the big money questions? Then let's go. What is your approximate annual income?

- ☐ Over £20,000 and proud of it
☐ £16,000 – £20,000
☐ £12,000 – £15,999
☐ £8,000 – £11,999
☐ £5,000 – £7,999
☐ £1,000 – £4,999
☐ Under £1,000
☐ Pocket money. And narked off about it matey.

22. Well, you answered the big money question very calmly. Now let's try and find out some more about you. You can't play Sega all day, can you? What else do you enjoy doing in your free time?

- ☐ Watching sports
☐ Playing sports
☐ Going to the movies
☐ Watching TV and videos
☐ Listening to music
☐ Going out to pubs
☐ Visiting friends
☐ Going to clubs or to see live bands
☐ Reading (that's books and not visiting towns in Berkshire)

23. Just for the record (our little joke there), what sort of music do you like?

- ☐ Chart music
☐ Rave/dance
☐ Rock
☐ Rap
☐ Metal
☐ Indie
☐ Reggae
☐ Jazz
☐ Classic
☐ Simon Bates is alright by me. So you name it, I'll listen to it

24. So, who's your favourite singer/band then?

.....

25. What's been your favourite film over the last year?

.....

26. And what's your favourite TV show?

.....

27. Okay, straight into our "what happened next?" round now. Which of the following super, smashing and lovely items do you own or intend to buy during the next six months?

	Own	Intend to buy
Bicycle	<input type="checkbox"/>	<input type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>
Musical instrument	<input type="checkbox"/>	<input type="checkbox"/>
Motor cycle	<input type="checkbox"/>	<input type="checkbox"/>

28. Keep out of the black and into the red by listing which electrical goods you own or intend to buy during the next six months?

	Own	Intend to buy
Television	<input type="checkbox"/>	<input type="checkbox"/>
Video recorder	<input type="checkbox"/>	<input type="checkbox"/>
Camcorder	<input type="checkbox"/>	<input type="checkbox"/>
Cassette player	<input type="checkbox"/>	<input type="checkbox"/>
CD player	<input type="checkbox"/>	<input type="checkbox"/>
Personal stereo	<input type="checkbox"/>	<input type="checkbox"/>
Ghetto-blaster	<input type="checkbox"/>	<input type="checkbox"/>
Radio	<input type="checkbox"/>	<input type="checkbox"/>
Other hi-fi	<input type="checkbox"/>	<input type="checkbox"/>

29. Which of the following items do you buy or use at least once a week? No conferring now...

	Buy	Use
Aftershave/perfume	<input type="checkbox"/>	<input type="checkbox"/>
Toothpaste	<input type="checkbox"/>	<input type="checkbox"/>
Deodorants	<input type="checkbox"/>	<input type="checkbox"/>
Acne treatments	<input type="checkbox"/>	<input type="checkbox"/>
Contraceptives	<input type="checkbox"/>	<input type="checkbox"/>
Shampoo	<input type="checkbox"/>	<input type="checkbox"/>
Other hair products	<input type="checkbox"/>	<input type="checkbox"/>

30. The fondue set is yours, if you tell us which music and video products you've bought or rented in the last month.

	Bought	Rented
LP	<input type="checkbox"/>	<input type="checkbox"/>
Single	<input type="checkbox"/>	<input type="checkbox"/>
CD	<input type="checkbox"/>	<input type="checkbox"/>
Pre-recorded cassette	<input type="checkbox"/>	<input type="checkbox"/>
Blank cassette	<input type="checkbox"/>	<input type="checkbox"/>
Pre-recorded video	<input type="checkbox"/>	<input type="checkbox"/>
Blank video tape	<input type="checkbox"/>	<input type="checkbox"/>

31. Which of the following game, leisure or hobby products do you own or intend to buy in the next six months?

	Own	Intend to buy
Books	<input type="checkbox"/>	<input type="checkbox"/>
Model-kits	<input type="checkbox"/>	<input type="checkbox"/>
Board games and puzzles	<input type="checkbox"/>	<input type="checkbox"/>
Model railway stuff	<input type="checkbox"/>	<input type="checkbox"/>
Model racing car bits	<input type="checkbox"/>	<input type="checkbox"/>
Sports equipment	<input type="checkbox"/>	<input type="checkbox"/>

32. Which of the following types of clothes do you own or intend to buy in the next six months?

	Own	Intend to buy
Trainers	<input type="checkbox"/>	<input type="checkbox"/>
Jeans	<input type="checkbox"/>	<input type="checkbox"/>
Designer T-shirts	<input type="checkbox"/>	<input type="checkbox"/>
Other T-shirts	<input type="checkbox"/>	<input type="checkbox"/>
Trousers	<input type="checkbox"/>	<input type="checkbox"/>
Jackets	<input type="checkbox"/>	<input type="checkbox"/>
Baseball caps	<input type="checkbox"/>	<input type="checkbox"/>
Pants	<input type="checkbox"/>	<input type="checkbox"/>

Shoes	<input type="checkbox"/>	<input type="checkbox"/>
Shirts	<input type="checkbox"/>	<input type="checkbox"/>

33. Your specialised subject is food. Which of the following take-away food chains have you visited in the past month or intend to visit in the next month?

	Visited	Intend to visit
MacDonalds	<input type="checkbox"/>	<input type="checkbox"/>
Burger King	<input type="checkbox"/>	<input type="checkbox"/>
Other burger	<input type="checkbox"/>	<input type="checkbox"/>
Pizzaland	<input type="checkbox"/>	<input type="checkbox"/>
Pizza Express	<input type="checkbox"/>	<input type="checkbox"/>
Perfect Pizza	<input type="checkbox"/>	<input type="checkbox"/>
Pizza Hut	<input type="checkbox"/>	<input type="checkbox"/>
Other pizza	<input type="checkbox"/>	<input type="checkbox"/>
KFC	<input type="checkbox"/>	<input type="checkbox"/>
Spud-U-Like	<input type="checkbox"/>	<input type="checkbox"/>
Chinese	<input type="checkbox"/>	<input type="checkbox"/>
Indian	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>

34. Which of the following food/drinks have you bought in the past month or intend to buy in the next month?

	Bought	Intend to buy
Chocolate bar	<input type="checkbox"/>	<input type="checkbox"/>
Chewing gum	<input type="checkbox"/>	<input type="checkbox"/>
Fizzy drink	<input type="checkbox"/>	<input type="checkbox"/>
Fruit drink	<input type="checkbox"/>	<input type="checkbox"/>
Ice cream	<input type="checkbox"/>	<input type="checkbox"/>
Biscuits	<input type="checkbox"/>	<input type="checkbox"/>
Breakfast cereal	<input type="checkbox"/>	<input type="checkbox"/>
Milk shake	<input type="checkbox"/>	<input type="checkbox"/>
Pot snack	<input type="checkbox"/>	<input type="checkbox"/>
Crisps	<input type="checkbox"/>	<input type="checkbox"/>
Sweets	<input type="checkbox"/>	<input type="checkbox"/>

35. Another big money question. Which of these money accounts do you hold or intend to open in the next six months?

	Hold	Intend to open
Bank current	<input type="checkbox"/>	<input type="checkbox"/>
Bank savings	<input type="checkbox"/>	<input type="checkbox"/>
Building society current	<input type="checkbox"/>	<input type="checkbox"/>
Building society savings	<input type="checkbox"/>	<input type="checkbox"/>
Post office giro	<input type="checkbox"/>	<input type="checkbox"/>
Post office savings	<input type="checkbox"/>	<input type="checkbox"/>
Premium bonds	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>

36. Which bank/credit cards do you have or intend to have in the next six months?

	Have	Intend to have
Cheque card	<input type="checkbox"/>	<input type="checkbox"/>
Cash card	<input type="checkbox"/>	<input type="checkbox"/>
Visa	<input type="checkbox"/>	<input type="checkbox"/>
Mastercard	<input type="checkbox"/>	<input type="checkbox"/>
American Express	<input type="checkbox"/>	<input type="checkbox"/>
Diners Club	<input type="checkbox"/>	<input type="checkbox"/>
Store card(s)	<input type="checkbox"/>	<input type="checkbox"/>
Other	<input type="checkbox"/>	<input type="checkbox"/>

37. And we've entered the final tie-break round. It's the best of three. So, what magazines apart from computer magazines do you read regularly?

Cosmopolitan	<input type="checkbox"/>
Elle	<input type="checkbox"/>
GQ	<input type="checkbox"/>
Esquire	<input type="checkbox"/>
Q	<input type="checkbox"/>
Vox	<input type="checkbox"/>
Select	<input type="checkbox"/>

Empire	<input type="checkbox"/>
Melody Maker	<input type="checkbox"/>
NME	<input type="checkbox"/>
MBUK	<input type="checkbox"/>
Playboy	<input type="checkbox"/>
Viz	<input type="checkbox"/>
Judge Dredd	<input type="checkbox"/>
Red Dwarf	<input type="checkbox"/>
Shoot	<input type="checkbox"/>
Smash Hits	<input type="checkbox"/>
Other	<input type="checkbox"/>

38. You're doing fine. Which of the following radio/TV stations do you listen to/watch regularly?

Capital FM	<input type="checkbox"/>
BBC Radio 1	<input type="checkbox"/>
Local FM radio	<input type="checkbox"/>
MTV	<input type="checkbox"/>
Sky Sports	<input type="checkbox"/>
Sky Movies Plus	<input type="checkbox"/>
The Movie Channel	<input type="checkbox"/>
BBC 1	<input type="checkbox"/>
BBC 2	<input type="checkbox"/>
ITV	<input type="checkbox"/>
Channel 4	<input type="checkbox"/>

39. It all rides on this final question. What are your... BEEP! BEEP! BEEP! (I've started so I'll finish) ...three favourite programmes from the stations listed above?

- 1.....
 2.....
 3.....

Didn't you do well. You've completed the quiz, now fill in your name and address and stick the form in an envelope. If you don't fancy cutting up the mag, we don't mind a photocopy of this pages. You'll feel good about having your say on how MEGA changes, and even better if you're the lucky winner of £200 worth of carts.

NAME:

ADDRESS:

.....

.....

.....

.....

.....

Send the whole caboodle to:

**MEGA Quiz,
 30 Monmouth Street,
 Bath, Avon
 BA1 2BW**

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live that dream
britain's biggest and
best **SEGA** magazine



COMPETITION

BECOME A JOUR

We show you how we cobble together a review for MEGA, and invite ONE



Monday morning at around 11.00 am. After an over-generous nightcap the previous evening, Andy has a little difficulty regaining consciousness. There's work to be done at the office so Neil visits the grungy flat in order to gently woo Andy back to life with a "musical interlude"



One of the trickier parts of magazine production is speaking to people from the software houses. By using a combination of diplomacy, tact and bargaining skills, the writer can, given time, persuade the PR people that it would be rather a good idea to give them the games



This is what being a journalist is all about. Writing can be both a pleasure and a pain. Some days the words flow like a river and other days you can't think of a thing. Still, there are always many "sources" of reference to help you in your quest for the perfect review



This is Ashley, our Production Editor. Unlike the other team members, Ashley has to look at every single page of the magazine and turn the writer's raw copy into intelligible English. Of course, this isn't such a difficult task with writers of MEGA's impeccable standard

FINALIST

of you to spend a day doing the same



And now for the fun part... or is it? Now before you say, "Spawnys gits, they play games all day and get paid for it," let me tell you now, it's not all fun. Imagine the horror of having to play something as atrociously dull as World Cup Italia '90 for hours. Fortunately, Turtles is fab



Using a complex electronic grabbing system we have to get as many screenshots as possible. It takes a keen eye and lightning fast reflexes to catch the game at its most action packed, and only a professional will get that elusive grab which perfectly illustrates the game



We're nearing the end of the process now. It's Amanda's turn to take words and pictures, and, using all of her design abilities, add a dash of creativity and art, then get bored, slap it all on the page willy-nilly then bog off down the pub to get wazzed for the rest of the day



Amanda and Ashley go through the review for the final check while the rest of the team have a big sigh of relief and indulge in a little recreation. Andy improves his pogo sticking, Paul plays air guitar ('cos he can't play his real one) and Neil, er, harasses Sue (again!)

RULES TO GO

Before you send in your entries, bear in mind the following:

1. Your entries must be in by 30 April 1993
2. The Editor's decision is final
3. No one from Future Publishing, or their families and friends are allowed to enter
4. Never go outside with wet hair, because you could get neuralgia
4. Always remove your coat indoors or you won't feel the benefit when you go outside

We've had heaps of people asking if they can write for us. So if you fancy coming to the MEGA office for a day to play a game, review it, and eventually see it in print, then all you have to do is mock up a review complete with pictures, captions, boxouts and ratings and send it in. Don't worry about it being done by hand, just do your best.

Send your entries to: "Let me have a go", MEGA, 30 Monmouth Street, Bath, BA1 2BW



Here they are... four pages of tips and cheats. Paul Mellerick has worked hard this month to bring you the best in the business, so by golly that's what you've got. Let's just hope he can keep it up...

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If the game you're after a tip for isn't listed above, don't fret. Turn to page 68 of this issue of MEGA and you'll find the start of the TIPS LIST. This list includes tips for over 150 Mega Drive games, so it's pretty much guaranteed that you'll find what you're looking for.

After last month's exclusive and brilliant complete solution, we've come across this awesome cheat that opens the map, enables you to be invulnerable, or gives you infinite lives. You might need somebody to help you out with it, however, because it's a bit of a finger twister.

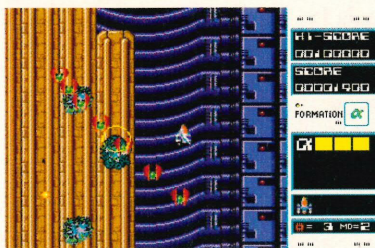
On the title screen, press and hold down the Up/Left diagonal and A and C. Now press Reset, but keep holding those buttons. Hold them down for about five seconds and then



press B. You should now get the special options screen and those cheats are yours. Good eh?

With this fabbo cheat you'll never have to collect a map piece ever again, and you'll never, ever die. Cool or what?

Dangerous Seed



99 credits should come in handy

Switch the game on (what do you mean you were going to do that anyway) and wait for the demo to start. Then press Left, Left, Left, Up, Up, Right, Left and then Right. You should now have 99 credits. Makes things a bit easier, doesn't it?

Dave Roberts, Walthamstow

Grand Slam Tennis

Getting through to the final and beating this game is quite easy, but if you're after a bigger challenge, enter your password as GRAND.SLAM and then fill the rest of the password space with full stops.

Donald Keating, County Kilkenny, Eire

XENON 2

This is a tricky game, but thanks to these codes you can get all the way through. It's tricky to get these codes to work, but it just takes a little practice. Play the game, get a high score and then enter your name as ARM. Play again, but get a lower score than before. Enter your name as OUR and now the high score table should show ARM and OUR in first and second place. Wait for the game to go to Attract mode and press Reset. Now play and you should be indestructible.

For infinite lives, do the same as above but enter your names as OLD and AGE. See, doesn't that make things that much easier?

SUPER HANG-ON

We've had a few inquiries about a code which will give you loads of money on the Original mode. Well here's one that will do just that. BIKETABULOUS mates or what? Just enter the following password and then all that lovely dosh will be yours. Now you should be able to get much further into the game.

Enter: 6FF3F546F35564 FFISKJIMBAMIRJ.

Tom Bacon, Croydon

Rolo To The Rescue

MEGA MEDIC

SOLID AS A ROCK

Q Hi guys, me again. Quite apart from Les Dennis, Take That and John McCririck, I'm having a few probs in my life. The main one is getting past stage one level three in *Castle of Illusion* - in practice mode there's an underwater tunnel to the exit, but in normal and hard it's solid rock above and below water. What am I doing wrong? (Apart from watching Family Fortunes.)

Rameses Niblick III, West Glamorgan

A Well, I hate to be the one to point out the extremely obvious, but the reason you can't go through the tunnel on normal or hard level is because you're not supposed to. Practice level means exactly what it says: it's easy to get through the levels and they are meant to be only an introduction to the game.

MEGA MEDIC

KILLING KAIZACK

Q Please can you tell me how to kill off Kaizack, the Lord of Darkness in the game *Super Hydlide*? I am at level 82, but I still can't kill him. What do I need to do and what tactics work best? Please help me because I really desperate.

G P Frazer, Watts

A Killing Kaizack is a matter of pattern attacking (hey look at that, actually sounds as if I know what I'm talking about). The first parts to work on are the humps. The four humps takes about ten hits before they blow up. Then jump into Kaizack's mouth and, using the rapid fire capability, hold down the fire button until he dies. There, that should help you out.

Flicky

This addictive puzzle game isn't very well known, but it is a cracking little title. If you do own it, you're probably finding it very difficult, so here's a tip. On the explanation screen (the one after the title screen) hold A, C and Up. Press Start and you can now choose your level (up to number 36). There, that should make things a little bit easier. Oh, and if you're in need of an extra life, take all of the chirps to the exit on two consecutive levels. Easy huh?

A Burton, Worplesdon, Surrey



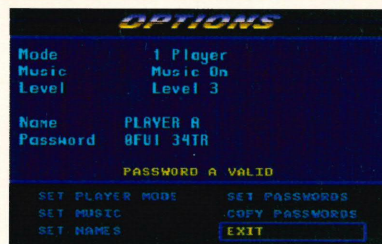
Er, actually I don't know that much about this game, but I think the little blue thing at the bottom is Flicky

Win a cart!

This month's amazing prize (a cart of your choice) for tip 'o the month goes to Adam Lindfield of Dagenham in Essex for his well written, well thought out and incredibly useful *Team USA Basketball* tips. Get in touch with us Adam and let us know which cart you'd like and we'll send it off to you.

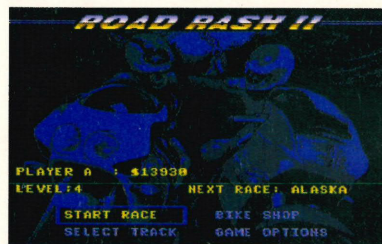
If you're now sitting at home, reading this magazine and getting incredibly jealous because you'd like to win a cart, well this is your chance. Just get together some new cheats (no more *Sonic 2* level selects, slow mo modes or anything like that please) or some playing tips and, if we print them, you're in with a chance of winning. Send all your tips to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, BA1 2BW, and then sit back and wait to see if your tip appears in a future issue of MEGA. Now get on with reading the rest of this month's tips... go on then.

Road Rash 2



Just to prove the passwords work, here's one we tried earlier

Oh no, here we go again. The minute the original *Road Rash* was released, people sent in the level codes. And now *Road Rash 2* is on the streets, you're just as quick off the mark. Here are five great level codes, which mean that most of the hard work is done for you. 0FUI 34TR: Shuriken TT250, \$20,410, Level 3 0FIA 39TA: Banzai 7.11, \$19,410, Level 3 0P11 4SKO: Diablo 1000, \$30, 810, Level 4 0CTQ 4JAG: Diablo 1000N, \$17,730, Level 4 0H4R 550H: Diablo 1000, \$20,930, Level 5 James Lorimer, St Austell, Cornwall



A good bike, \$13,000, and level four. What more do you want?

When starting the game, go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want (yes, even the Diablo 1000N). Exit, go to Game Options, then Set Player Mode. Choose to take turns and you can now start the race with your chosen level and bike.

R G Kirby, Cleethorpes

IT'S CLASSIC TIP TIME

Once again, we at MEGA have opened up the great old tips book and consulted the grand old wizard of tips. This month he has come up with another classic: the secret island and level zero tip for that brilliant platform searcher, *Toe Jam & Earl*.

Work your way through to level three so that you've collected the icarus wings, the float, or the rocket skates. When you have, fall down to level one and open the present. Now guide yourself to the bottom left-hand corner, where you'll see a secret island. Fall down the hole of this secret island and onto level zero where all sorts of weird things are happening.



Take a bath and frolic with the girlies or go for a stroll. it's up to you really

MEGA MEDIC

FISHING FOR TIPS

Q Can you help me get to the undersea tunnels (to rescue the third dolphin) in the Lagoon stage of *Ecco the Dolphin*? I think the only way is past the Octopus and the boulder, but by the time I manage to move the starfish (from the cavern below) up that far, I either drown or keep getting lashed to death by the Octopus. Also, if I leave the starfish there and go to get some air (in the tunnel to the left), they've disappeared. Have you any tips, or is it just a case of persevering with it?

A Chain, Cardiff, Justin Levine, London and R Maraj, London

A Yes, it really is just a case of sticking at it. The best advice I can offer is to move the starfish quickly using your sonar and don't worry about anything else. Once you've moved the rock, go to get some air. When you get past here you might like to know about the glyph. If you haven't touched the key-glyph (earlier on the level) you won't be able to get past, so make sure you've done that first. If you still have trouble, then look below for the passwords and some cheat codes.

Smash TV



Money, money, money and er, guns

Play the game as normal, then pause. Now do any of the following key combinations to activate the particular cheat you want.

Up, Down, Left, Left, Right:

For an extra credit on level one

Up, Down, Up, Down, Left, Right, Left:

To skip to the Mutoid Man.

Up, Right, Down, Left, Up, Down, Left,

Right, Up:

To start on level two.

Down, Down, Left, Right, Up, Up,

Right, Left, Down, Up, Down:

Start on level two with two extra credits. Over



Turn

Over



ECCO THE DOLPHIN

Well, you certainly know how to play a good game when you see one, don't you? Within a week or so of the game being available in the shops we had loads of level codes and a cheat code as well. Firstly here are the codes for the levels.

The Undercaves - WEFIDNMP

The Vents - PUDPXJDK

The Lagoon - TCXSXJDT

Ridge Water - QZOMOQLE

Open Ocean - KEQKALGF

Ice Zone - FJTZCLGZ

Hard Water - TRAWCLGZ

Cold Water - IBRWXREO

Island Zone - WTCVREH

Deep Water - UHPHVREN

Marble Sea - ELNLXREF

The Library - TSGPXREX

Deep City - TOVHXREB

City of Forever - GACTXRET

Jurassic Beach - QDZAVNLK

Pterandon Pond - BQVVAPEA

Origin Beach - GRPZAPEE

Trilobite Circle - UCJDBPEC

Dark Water - ZDCHBPEF

Deep Water - YBDIBPEG

City of Forever - YUPIGPLV

The Tube - MIBFKMLH

Welcome to the

Machine - VUFBKMLC

The Last Fight - KTPMLMLM

Andrew Hart, Sheffield and

Robert MacDonald,

Twickenham

And now for the cheat code. Enter your password as SHARKFIN and you'll start on the Lagoon level.

You'll notice that your breath meter has gone. You can now stay underwater for as long as you like. Very useful, don't you think?

Ed Lomas, Rochester, Kent

WAIT! Hold everything, we've got another Ecco tip. This time it makes you invincible. Enter whichever password you like and on the screen that shows the level name and the password, press and hold down A and Start together. In game, let go of A and then Start and the game will be paused. Press Start to unpause and you'll be invincible. Your power bar will go down, but you won't die. This will make killing the last boss a lot easier.

Thomas Smyth, Belfast

TIPS

Thunder Force IV

You can check out how to finish the game on pages 73 and 74, but did you know that once you've finished, you can listen to some extra music? Well, all you have to do is finish the game and then go to the sound test and listen to those ten really crappy Japanese tunes.



MEGA MEDIC

MICKEY MYSTERY

Q Can you please help me defeat the last boss on *World of Illusion*? I know you think the game is easy, but I just can't seem to get the right technique. Please help me.

George Roberts, Fleckney, Leicestershire

A You should either have a couple of lives spare or have enough cards to survive a few hits so don't worry about getting hit. Just jump off the moving platforms and fire your magic blanket (what a weapon) at the face. Do this a few times and he'll fade away into the background. Then sit back and watch the nice end sequence.



Here he is, and even though he is a little on the large side, he really is a bit of a wimp and quite easy to defeat. Follow these instructions...



... jump from platform to platform as they move up and down and then fire your magic blanket at him. It takes only a few hits and then...

EURO CLUB SOCCER



Enter this simple password and you'll be able to kick like a mule. Scoring goals is now much easier to do

Having printed codes on how to get to the final in this game and then general tips on how to actually play the game, we've now found some other interesting passcodes.

Enter your password as THREE SHREDDERED WHEAT, with each word on a separate line and your players will be able to kick incredibly hard, meaning you can score from all sorts of ridiculous positions.

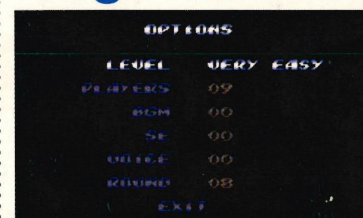
And for all those cheaters out there, enter your password as QUITTER and when you quit a match you won't forfeit the game. Instead of the computer winning (because you

quit) the score will remain the same.

If, however, you'd prefer to get all the way to the final, but you can't quite finish the game, this cheat may come in useful. If you lose the final, wait until the score is shown at the end sequence and then press A, B and C together. You'll then go back to the European Cup Final, but you'll be playing against Flamenco. You will continue to play against this team until you reset the game.



Streets of Rage 2



I mean, as if the game wasn't easy enough already. Good tip though

Finding a level select for the original *Streets of Rage* took a long time (see issue five of Mega). It has, however, been a bit easier to find in the sequel.

Finish the game on the hardest level setting and the end sequence details how to do it. But for those of you who don't want to go through the game on that setting, here's how to do it. (Oh, and as well as selecting your level, you can select up to nine levels and choose two new play settings - Very Easy and Mania.)

Press Start as normal on joystick one. Now, on the game-selection screen, move the cursor down to options. Press and hold buttons A and B on joystick two, then press Start on pad one. Now choose your level and play. If you're still in need of some general gameplaying tips though, why not check out the *Streets of Rage 2* Rip 'n' Tip guide on pages 75 - 78. We've shown you the best moves for each character and how to defeat the last four bosses. And if you still can't finish it, there's no helping you.

Jeff Pearce, Devon and Stephen Connell, Hove, East Sussex

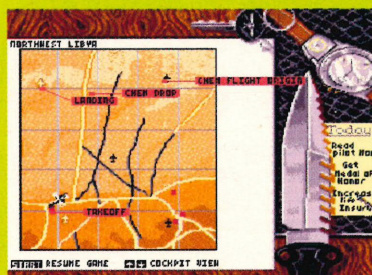
LHX Attack Chopper

Well, having printed all the codes for the normal level, I suppose it was just a matter of time before the codes for the VERY HARD level came in. So, here they are...

Majestic Twelve - CBAAAECE
Anterior Nova - CBCEAIEC
Reindeer Flotilla - CBCEAQC
Phoenix - CBCEAQC
Rainbow Veil - CBCEAQA
Chess - CBCEAUA
Lobster Quadrille - CBCEAQA
Hen House - CBCEAQC
Desert Two - CBCEAQC
Flaming Arrow - CBCEAQC

Plain Aria - CBCEAIEC
Lobster Quadrille - CBCEAQC
Reindeer Flotilla - CBCEAQC
Flaming Arrow - CBCEAQC
Hen House - CBCEAQC
Lava Lamp - CBCEAQC
Anterior Nova - CBCEAQC
Gemini - CBCEAQC
Chess - CBCEAQC
Binary Rainstorm - CBCEAQC

Freedom Train - CDCEA9G
Arc Lite - CDCEA9G
Anterior Nova - CDCEA9G
Reindeer Flotilla - CDCEA9G
Hop Toad - CDCEA9G
Olympic Torch - CDCEA9G
Lobster Quadrille - CDCEA9G
Grand Theft Hokum - CDCEA9G
Flaming Arrow - CDCEA9G



This is your briefing for the very last mission, and it's very tough too. Still, most of the hard work has already been done for you

ZERO WING



See that red power up? Well don't pick it up or the cheat won't work

For some extra help in this game, watch all the animated intro screens and then play the game and collect nothing but the green power-ups. When you're up to full power, the next power-up should be a purple MEGA power-up. If it isn't, change weapons and power up that colour. Sometimes it doesn't work, but you get a 1-up or a 10-up instead, so it's not all that bad.

Rings of Power

Money makes the world go around, doesn't it? So wouldn't being the richest man in the world be a good idea? Yes it would. Well follow these instructions and all the money you could ever desire will be yours. Enter the secret temple (at location 32', 2' -6', 6') and raid the four chests inside. Exit the temple, go back in, and the chests are full up again. You can keep doing this for as long as you like.

Dick Martin, Aberdeen

MEGA MEDIC

CRACKING COLOURS

Q Could you please tell me how to defuse the bomb at the end of *Spiderman Vs The Kingpin*? It's driving me crackers.

Gary Ashmore, Telford

A Stand by the bomb (assuming you've beaten all the enemies) and press Start. Use the key that matches the colour of the flashing bomb. Watch out for those blues. Wait for a few seconds after entering a key, until the bomb settles down to one flashing colour, and then start the process again.



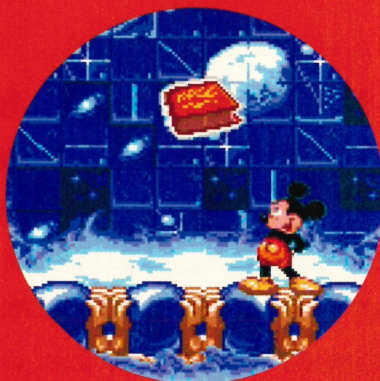
Spidey is not amused, but he's got more important things to do than just stand around. Press Start to bring up his inventory menu and then take a look at the bomb...



Whichever colour the bomb is flashing is the colour of the key that you have to use. For instance, the first colour here is red, so choose that and press button A



... he fades away into the background. The guy who has trapped you in the World of Illusion then appears and sets you free...



.. then you can sit back and enjoy the very good and, indeed, very long end sequence. Definitely worth all that effort, so keep at it



Oh dear, I didn't realise that there were this many caption boxes, er, I don't know what to say really. I'm embarrassed now... go away...



Speedball 2

Well, we've had passwords for *Speedball 2*, we've had tips for *Speedball 2* and now we've got tips on passwords for *Speedball 2*. This following cheat improves your team by altering the password you get at the end of the season. To cheat, you need to swap the blocks of four in the password with other blocks of four in the password. You can play around with this for as long as you like until you find the best code.

We've tried this out and some of the changes are very major indeed.

Richard Hopkins and Martin Bremmer, Solihull, West Midlands

Oh, and just so you can try another code out, here's one:

LBXQ MHAR Mk7I Y8T1

2fZW -2ww 7vVD IBMH

Andy Grosvenor, Worcester

Black Hole Assault

Yes, it is a pile of old rubbish, but did you know that there was a hidden game as well as a cheat which allows you to finish off a robot without hitting him? No, I didn't think you did.

For the hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a futuristic game of pong called Black Ball the Assault. The title screen even changes too.

To kill somebody instantly in a normal match, enter you name as BIGNET. Now play the game, but if you're losing a match, press Start on the second pad (if you've got one) and your opponent will fall over. Easy! Easy! Easy!



Tips help make BHA a bit less dire



Wait for a short time after you've entered a key before you put in the next key. Anyway here's the bomb defused and you're now ready for the next bit of the level



Lakers Vs Celtics: We've given tips for the other two EA basketball games (*Bulls Vs Lakers* and *Team USA*) and we've had a lot of letters asking for codes for this oldie. Well, to get to the final as the Bulls with a 3-1 lead, enter 087 ROS.

Team USA Basketball

As well as printing the codes for seven of the fourteen teams (the other seven were in issue five) here's some great playing tips for the USA Dream Team. If you're having any problems at all, this guide will show you what's what. Thanks to **Adam Lindfield** of Dagenham in Essex.

First things first. If you're going to play, you need to know which are the best teams. Also remember that because you're playing in simulation mode, the fatigue ratings of your players will go down. To get round this, play your best team for two minutes and then sub all of them. One minute later sub your players again. Obviously this only works for the five-minute period, but you can use the same strategy for the 10- or 20-minute periods.

Your best formations (for the USA remember) are:
Mullin - Forward
Drexler - Forward
Jordan - Center
Guard - Stockton
Guard - Johnson

And then sub them into this formation:
Laettner - Forward
Robinson - Forward
Ewing - Center
Pippen - Guard
Jordan - Guard

When you've sussed out your team, you've also got to remember that each player has his own individual, almost unstoppable, scoring play. So, what are they? Well, follow me and I'll tell you. Most of the special moves start at the circle of the "lane". Ewing, Malone, Drexler, Barkley, Johnson all execute their moves from the free-throw line. Robinson and Pippen can use their moves from any position on the free-throw line, but to really show off you're going to have to move about a bit.

For a spectacular Jordan 360 Jam, place yourself on the rim of the circle nearer to the basket. Now hold down and be amazed. This also works for Drexler in the same place.

Here are the codes for the final:
France - FOT7PBB (vs USA)
Italy - 64T7SDS (vs China)
Lithuania - Q4T7KBY (vs Canada)
Netherlands - 2J7T7BN (vs France)
Slovenia - 40T7CB4 (vs Nether)
Spain - JDT7MCJ (vs Croatia)
Yugoslavia - 90T7FBB (vs France)

Beast Wrestler

This one is called *Beast Warriors* in Japan, but I don't know if these passwords work on that version. Anyway, here are the codes. For the Dom Championship Fight enter JQYAGQMRZRBATQX, and for the sixth world title fight enter JZAZOADFADMXQRO.

Richard Whiteley, Doncaster

ACTION REPLAY CODES

Terminator 2:

FF80C A0004 - Unlimited lives

FF801 90025 - Unlimited grenades

FFFF4 600C4 - Unlimited firepower

Mercs:

FFC34 70009 - Full power on rifle

FFC3B 70004 - Full speed on rifle

00B09 44E71 - Infinite energy

Spiderman:

0183C 86006 - Invincibility shield

016A9 E526D - Reverse Webbing Charge

Sonic 2:

FFFE0 90001 - Modify levels

GAME GENIE CODES

Bulls Vs Lakers:

R18A 8608 - Master Code

ATHA AA68 - Infinite shot clock

GJCA AAH8 - Team one starts with 50 points

Dragon's Fury:

NTCT BA3W - Start with 100 balls

REOA A6WR - Infinite balls

BECT AAEO - Bonus multiplier times nine

Evander Holyfield's Boxing:

AJWA AA64 - Always round one

CTRA AA2L - Rounds never end

Krusty's Super Fun House:

AVST AA6A - No life lost for last resort

CT5T AAAW - Start with 20 lives

AKTT AA3N - Infinite pies and superballs

Terminator:

AW9T 8A78 - Infinite bombs

EC2A 8AH2 - Capsules worth twice as much

TIPS LIST



AFTER BURNER 2



- On the intro screen hold down A, B, C and Start. When the carrier appears, select your start level with Left and Right.
- When pressing the speed-up button, wait until you reach maximum speed then double tap the speed-up button quickly for an extra burst.
- For 100 missiles press Left and B on stage 3, Right and B on stage 5, B on stage 9 and Right and B on stage 11.
- For 100 missiles press Left and B on stage 13, Right and B on stage 16, B on stage 19 and Right and B on stage 21.

AIR DIVER

- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press Start for invincibility.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press A to meet the fighter ace.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press B to go to the super carrier.
- Move the mission-select cursor to an un-named area. Hold Start and press A, B, C, B, A, A, B, C, B, A, B. Select your target and press C to face the last alien ship.

ALESTE

- For a level select press Reset on the title screen and then hold Left until the title screen comes back up.
- Pause the game and press Up, Up, Down, Down, Left, Left, Left, Right, Right, C, C, B, A and then Start for 20 extra continues.

ALEX KIDD IN THE ENCHANTED CASTLE

- Paperrockians' solution: 1) Rock, rock; 2) Scissors, scissors; 3) Rock,

scissors; 4) Paper, paper; 5) Rock, rock; 6) Rock, scissors.

- On the final screen, Lake Deep, walk in the following order: Sun, wiggly lines, moon, star, sun, moon, wiggly lines, fish, star, fish, crown.

ALIEN 3

- You'll need two joypads for this level-skip cheat. Using pad one, enter the options screen. Now on joy pad two, press C, Up, Right, Down, Left, A, Right and Down. You should now hear a sound as if you had collected a power-up. This tells you the cheat has worked. Now start the game as normal and then pause. On pad one press Start to pause and then C, A and B. The screen should go green to let you know the cheat has worked. Unpause and you'll skip the level.

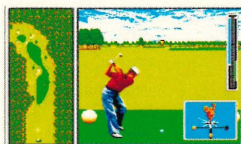
ALTERED BEAST

- Press Start and B on the intro screen to access an extra options menu, including power, lives etc.
- Press A, B, C, Start, Down and Left simultaneously. You can now change into any animal on any level.
- Hold down A and Start for infinite continues after a game.

ARCUS ODYSSEY

- The code to enter the final level is KYMEMU05F.

ARNOLD PALMER TOURNAMENT GOLF



- Take over 100 shots on a hole. Now press A, B, C and Up to enter a version of Fantasy Zone!
- This is the code to enter the last round with loads of money: 0MHE2VtC4gVUra0Ujd kQUD6vygcUAAur-bgv
- Enter a secret tournament by using the following code: ffffffffd 99999999999999999999

ARROW FLASH

- Set the arrow flash to charge and watch the demo. Start the game, and

Ah, thank goodness this strapline is a bit shorter than last month's. Still, that doesn't mean there are less tips, by golly no siree. In fact we have managed to squeeze in *all* the tips which were featured in last month's mag. Read, enjoy, and look forward to more next ish...

if the arrow flash which should have been charged is stocked, you're OK.

ASSAULT SUIT LEYNOS

- Get all the weapons by shooting just the end-of-level guardian on level one to give you 2,800 points and massive destructive power.
- For invincibility press Start on controller number two at the intro.
- For nine extra continues go to the options screen when you have only two continues left and press Start.

AXIS FZ

- On the control configurations allocate A for option, B for select and C for hand. Exit and hit Reset. Demo to level five and join in!

BACK TO THE FUTURE 3

- Pause game then press Up and A, Down and A, Left and A, then Right and A to warp to the next level.

BART VS THE SPACE MUTANTS



- Wait outside the cinema on level one. When your timer counts down to 400 a boy dressed in purple will walk out. How about that?
- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.
- To get your hands on Moe without the risk of taking a hit, you have to stand on the stool, put your coin in the phone box as normal and then do the following. Press Left and C together, and Bart will skid off. Touch only button C, but keep Left pressed until you pass the door. Stop, press Right to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN

- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATTLE GOLFER

- Press B and Start on the title screen for a secret music test.

BATTLE SQUADRON

- Stick to the red weapon, seriously.

BONANZA BROS

- Step on a rake at the same time you're hit by a bullet to become temporarily invincible.

BUCK ROGERS

- Steal the Plasma Cannon from the pirates.

BUDOKAN

- The jumping strike is the most powerful move in Kendo.
- Kicks are the most crippling blows in Karate.
- The triple strike is the way to go in Nunchaku.
- Use the overhead and spinning jump strikes in the art of Bo.

BULLS VS LAKERS

- Using the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

Eastern	Western
B - Bucks	V - Golden State
C - Bulls	W - Blazers
D - Celtics	X - Lakers
F - Pistons	Y - Spurs
P - 76ers	I - Houston
R - Hawks	3 - Phoenix
9 - Pacers	9 - Utah Jazz
M - Seattle	

YOUR TEAM:

Eastern	Western
D - Bucks	6 - Golden State
X - Bulls	B - Blazers
N - Celtics	L - Lakers
S - Pistons	G - Spurs
8 - 76ers	Z - Phoenix
4 - Hawks	V - Utah Jazz
J - Knicks	2 - Houston
0 - Pacers	Q - Seattle

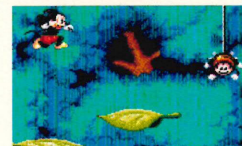
BURNING FORCE

- On the options screen press B, A, B, A, A, C, A, A then start the game. You'll have ten lives.

CALIFORNIA GAMES

- Half-Pipe Skateboarding - go for the straight up and down movement of the aerial turns.
- Foot Bag - perform two jesters and the bag will flash red. Now all stunts are worth double.
- Surfing - turn to ride up a wave then turn in mid air to come back down at the same angle.
- Roller Skating - spinning while jumping will increase your points.
- BMXing - the move that gives you the most points is the backward flip. Get to the end of the level with more than 40,000 points and get a new bike.

CASTLE OF ILLUSION



- When you've finished a level, press Start while your score's being added, for extra lives.
- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he turns into a tree trunk.

CENTURION

- Use the code: BN4Q AUIIV W6IQ ZCA5 555S 73U to get well ahead.

CHUCK ROCK

- While the band plays, press ABRACADABRA and the guitarist will smile. Press A, B and C together, start the game and press Up while holding A to advance a level.

COLUMNS

- Build a column of blocks on one side of the screen. Position a magic block so that only two of the tree blocks fit on the screen. The third block will fall separately.

CORPORATION

- At the start, buy one gun(2), two grenades, one bomb, one power pack, four refills, three electronics, one armour(3).
- The most important weapon is the bomb, but don't use it until you get put into prison.
- If thrown in prison, simply check your pockets...
- Don't buy a lock-pick, find one.
- The crab monster is only a hologram, but sometimes it's hiding something infinitely more dangerous.

CURSE

- Press Reset, hold down A and press Start to choose the level on which you wish to start.
- For a level-select cheat, reset the game and press A and Start together.

CYBERBALL

- Enter P5BB B5PS IHX to play in the finals as the Minnesota Maulers.
- Use the code L5BB LDCI BFAV to play the LA Assassins in the final with \$6,948,000 in the bank.
- Use the code: CGBB B8FB BB2V to see the end.

DANGEROUS SEED

- Press Up, Down, Left, Left, Right, Right, Up, Down to enter "expert mode". You'll hear a chime.

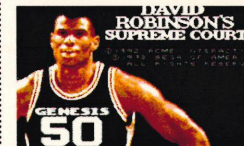
DARIUS 2

- On the intro screen press A, B, A, C, B, C, C, B, C, A, B, A. A "No Hit" message should appear and then you're invincible.
- A level select: press C, A, C, B, C, A, B, A, B, C, A, C on the intro screen.

DARWIN 4081

- Play track 32 on the sound test. Hit A for each level you want to skip.

DAVID ROBINSON'S BASKETBALL



- Some passwords:
CABCD5A1F - Los Angeles vs Detroit
Password: ASTURBQIE - Chicago vs New York
Password: FMJCLJY1B - New York vs Detroit
Password: WYBCDEAYU - Detroit vs Los Angeles

DEADLY MOVES

- Here are some character codes for *Deadly Moves* (the Jap version of which is called *Power Athlete*).
Warren - XXI E4T2 0ZY
Vagnad - WB' MFDI HOZ
Li Yong - WB' E4Q2 UZI
Baraki - HB1 Y9JK D4W
Bu-oh - HB8 MFO6 NNN
Gaolun - HY6 Z9J3 W47
Nick - QY1 G9J9 J97

DECAP ATTACK

- Land vertically on top of a bouncy pole. If the red segments turn white, your life is replenished.
- Level 1-3: when you start, fall down from the platform on which you are standing and walk right. Smash the statue for your prize.
- Level 2-3: Fall down, jump up, fall down again, walk as far left as you can go, jump up to the platform above you and smash the statue.
- Level 3-3: Jump on the clouds and head right towards the two columns with arrows pointing inward. Jump between them and walk right on the water to the statue.
- Level 4-3: Travel through the first puddle of water to the next one. Go left and fall down the hole. Keep heading left over the lava pit and bash that statue.
- Level 5-3: Hop over the first two lava pits and when you reach the third one, stop in and grab your prize.
- Level 6-3: The statue is hidden under the ice but above the molten lava in the middle of the stage.
- Level 7-3: The statue is in the water surrounded by those horrible little fish-like creatures.

DESERT STRIKE



- To rescue your co-pilot from the bomber, blow a hole in the middle of

the bomber then wait until he walks along the wing. Move close to pick him up.

● Here are some codes:

Level 2: BQJRAEP

Level 3: TLJKOAP

Level 4: WTEOVJP

● Jake is hidden in the top right-hand corner on the second campaign, you're told you've rescued him in campaign three.

● For five lives instead of three enter code: TQQQLOM

● For ten lives instead of three enter code: BQQQAEZ

● When the Apache AH-64 attack helicopter and the words "DESERT STRIKE" appear on screen, fire Hellfires by pressing button A.

DEVIL CRASH

● Here's a code for all you pinball wizards: ALCLAE8ECK.

● To get to the last level, enter code: SVENAXUEMN

DEVILISH

● Hold A, B, C and Left on the title screen and press Start for 99 balls.

DJ BOY

● Hit the third falling barrel on level three to reveal loads of secret goodies.

DRAGON'S FURY



● Enter UUBV99BQRE for 73 balls and 505,705,300 points.

● Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.

● This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head straight away.

DYNAMITE DUKE

● Press Start for the normal options screen to appear, but press C ten times and Start for a totally different options screen.

EA HOCKEY

● For a 4-2 lead in the finals as the USSR against the USA, enter the following code: HKT82Y93JDB7G435

● Don't forget that you can substitute goal keepers if one isn't behaving properly.

EARNST EVANS

● If you're having trouble with a particular level, then skip it. Pause the game and press Up, A, Down, Left, A, Right, B and then unpause the game.

ELEMENTAL MASTER

● Press A and Start simultaneously and you'll enter the hidden options screen.

ESWAT

● Finish the game and then, if you want a level select, press Right and Down and A, B and C while simultaneously pressing Start on the title screen.

EURO CLUB SOCCER

● Choose who you play as in the finals as by using the following codes:

Norwich City – 373UAA4IGC (vs Rangers)

Liverpool – SAHEAA6ICIA (vs Celtic)

Aston Villa – BEDUAA7ICA (vs Real Sociedad)

Tottenham Hotspur – J6CUAA8IHA (vs Celtic)

Arsenal – ZWNEAA9IAE (vs Bordeaux)

Nottingham Forest – KQAEABAIAE (vs PSV Eindhoven)

Leeds United – J9NUABIAE (vs Gothenburg)

Everton – 7BKEABICIAE (vs Seville)

Manchester United – 3YREABDIAE (vs Hearts)

Chelsea – D7FUABEIAE (vs Hearts)

West Ham United – GE8UABFIARE (vs AC Milan)

Rotherham United – PVUUA8GIAE (vs Hamburg)

FAERY TALE

● To see the end of the game enter this code: 7R2KUL6RSZSK6NHGSDCB7206 63RI2HO785P.

FANTASIA

● On level 1-2, grab the extra life then continue right to a treasure chest. Get in and be warped back to the start of the level. You can repeat this if you wish.

FASTEST ONE

● If you're having trouble staying on the track in this game, then enter your name as HAPPY NEW YEAR in the world championship mode and you'll get better tyres.

FATMAN

● Start the game controlling Sheba by pressing B and C, then hit B twice on the title screen.

FINAL BLOW

● When you get knocked out, press Up and Start when "Game Over" appears. You'll continue with a free credit.

FIRE FIGHT

● To get to the hidden options screen, press the D-pad Left and press Start at the intro screen.

FIRE SHARK

● Finish the game and you'll restart with full power ups.

● Fully power-up your weapons, grab three power-ups, destroy either a General Porter or Yonemaru for two extra lives.

FORGOTTEN WORLDS

● For infinite continues play in two-player mode and press Start three times or so when a player dies.

F1 CIRCUS

● To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX

● Start the British Grand Prix in a McClaron's car by using the following code: NABCTPHSNGKTXIBDDE

GMHUUJOKLMTFJ HOILKL

LONVORQX LQMW

F-22 INTERCEPTOR

● Teleport to the final HQ message in the final two levels: Russian Challenge: KSQGVIV

● Teleport to the final HQ message in the final two levels: Aces Challenge: MH01K1

● Teleport to the final HQ message in the final two levels: Korean challenge: B10F8P

● Teleport to the final HQ message in the final two levels: Iraqi challenge: GTGE8V

● Teleport to the final HQ message in the final two levels: American challenge: 6PGE02

GALAHAD

● To get to level two enter ZXSP.

GAIRIES

● At the start of each level, pause the game and hold down buttons A and C then press Left. Unpause, and you'll be invincible.

● Go to the config screen by holding down A, B and C, then press Start. Set the sound test to 18, hold down A on the second controller and exit the config. Press Start on the first controller to go to the stage-select screen.

● Start the game and pause. Hold Up on the pad and press the A button any number of times between 1 and 14 to choose a weapon. Unpause and play the game.

GAIN GROUND



● For a level-select option go to the option screen and press A, C, B, and then C. "Round select" will appear below "sound test".

GHOULS 'N' GHOSTS

● On the title screen press button A four times, then Up, Down, Left then Right. Wait for the chime, then press B and Start for invincibility.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Up, A and Start to start halfway through level two.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Down, A, and Start to start on level three.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Down-Right, A, and Start to start on the final boss level.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Right, A, and Start to start on level five.

● On the title screen press A 16 times, then Up, Down, Left then Right. Wait for the chime, then press Left, A, and Start to start halfway through level four.

● Select number 26 on the music test, then number 56 on the sound test, hold Down/Left with A, B and C, then press Start to play in Japanese.

GOLDEN AXE

● Select a one-player arcade game and hold Down-Left with A and C. Let go for nine continues. Then hold B, Start and Left for a level select.

GOLDEN AXE 2



● Fight the first boss holding down A. Release A at the campfires, but don't attack anything. Continue with 200 magic units.

● Press A, B, C and Start on the titles, select options, keep holding A, hit B and C again, move to exit, keep holding A and hit B and C until you get to character select, hold A and Up and hit B and C one last time. Now pick your level.

GRANADA

● On the options screen, press C ten times on the rank section. You can now choose the easy rank.

GYNOUG

● Hold Left, A and C then press Start on the game-over screen for more continues.

● On the options screen, select the control icon and hold down A, B and C for ten seconds for a stage select.

HARD DRIVIN'

● Hit the cow!

HEAVY UNIT

● Hit A, B, C and Start on the title screen for a new skill level.

HELLFIRE

● Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yea Right" level.

● Play through level one to the columns with prizes in their tips. Blow up the last one and occasionally you'll see a robot woman dancing.

HERZOG ZWEI

● Here are some passwords:

GGKGHAGOKLO

BPHOHACAGML

NPLOFOCAGKP

IMLPFEGEMLC

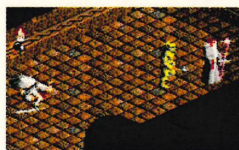
LLOPBDPIKJ

LIJOMGJAOKL

LIJJOIGJBOKO

LHJKINAFAMA

IMMORTAL (THE)



● Here are some passwords:

Level five: D4BFD41000EB

Level six: BCFEF51010A4

Level seven: 6B10F61010AC

● On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.

● In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.

INSECTOR X

● On the continue screen hold Up and Left and repeatedly press C very quickly for more credits.

JAMES "BUSTER" DOUGLAS BOXING

● Win four matches to win the heavyweight belt, then defend your title four times to meet a secret opponent called Iron Head.

● If you've run out of continues on James "Buster" Douglas Boxing, then press Up and Start on the game-over screen for one more try.

JAMES POND

● On mission one there are hidden entrances to level 11 (on the far left, out of the water) and on level 6 (on the far left of the sea bed, just before the cliff).

● Collect all the letters in the baddy rooms to spell out James Pond and earn a massive 10,000,000 point bonus.

JAMES POND 2 ROBOCOD

● Collect the objects on the roof at the start in this order: cake, hammer, earth, apple, tap for ten minutes of invincibility.

● On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.

● On the title screen hold Down/Left and A and C and then press Start for a level select.

● At the start of the game, jump over the first two doors and then run up the staircase. Instead of going left, go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left as if you were going to collide with the wall and Hey Presto! you'll find yourself with an extra life.

JOE MONTANA 2

● Choose the team you'd like to play as in the Sega Bowl final by using the following codes.

San Francisco – ZABT5EBPII (vs BUFF)

Los Angeles (A) – MABT54IHIA (vs New York)

Philadelphia – UX3T54IHIA (vs KC)

Los Angeles (N) – NAATAXXXKA (vs Miami)

Detroit – HPOTVPVGIE (vs S Diego)

San Francisco – ZABT5EBPII (vs Buffalo)

Los Angeles (A) – MABT54IHIA (vs New York)

Philadelphia – UX3T54IHIA (vs KC)

Los Angeles (N) – NAATAXXXKA (Miami)

Detroit – HPOTVPVGIE (vs S Diego)

JOE MONTANA 3

● To get the San Francisco 49ers into the Sega Bowl enter 45TY7?7KBL

● Here's a password breaker. Enter the three-letter code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears JDB – Broncos

FLB – Bengals MDB – Colts

KLB – Lions NDB – Chiefs

LLB – Packers PDB – Oilers

RLB – Rams QDB – Raiders

TLB – Vikings SDB – Dolphins

VLB – Saints WDB – Patriots

ZLB – Eagles YDB – Jets

0LB – Cardinals 1DB – Steelers

3LB – Seahawks 2DB – Chargers

4LB – 49ers 5HB – Buccaneers

6LB – Redskins XTB – Giants

CDB – Bills HCB – Cowboys

GDB – Browns

JOHN MADDEN FOOTBALL

● Get to the quarter finals: 0465100

● Get to the semi-finals: 0075121,

0076310, 1111111 or 3333333

● Get to the Superbowl: 0475121,

0476314, 0632353, 0673125 or

0631573

● Fancy playing in the snow? Enter: 5504500

JOHN MADDEN FOOTBALL '92



● At the end of the final, when the display of the pitch is shown and the score comes up, press Up, C, Down, C, Left, C, Right, C, Up, B, Down, B, Left, B, Right, B, Up, C, Down, C, Left, C, Right, C. The screen should then move upwards to display the fireworks.

● Choose the team you'd like to play as in the finals by using the following codes:

Atlanta (vs San Diego) – CG1PYFTM

Buffalo (vs San Francisco) –

BXMMC6M1

Chicago (vs Denver) – CG8JYLC1

Cincinnati (vs San Francisco) –

BOXWLRM8

Cleveland (vs Philadelphia) –

D5C5N11G

Dallas (vs Miami) – BDNT6NX7

Denver (vs Philadelphia) –

C5ZWM8BZ

Detroit (vs Buffalo) – CZYZYS8

Green Bay (vs Cincinnati) –

DSBK3W5W

Houston (vs New York) – DSRTMLVY

Indianapolis (vs Phoenix) –

BD1X612H

Kansas City (vs Atlanta) – CLG7Y8FF

Los Angeles (vs Miami) –

CNYGOYHL

Miami (vs San Francisco) –

B6KKGYOL

Minnesota (vs Buffalo) –

BTDW09BN

New England (vs Washington) –

B9M3YDIP

New Jersey (vs New York) –

C235TOZD

New Orleans (vs Kansas City) –

B2709V41

New York (vs Buffalo) – D42HGN2K

Oakland (vs Washington) –

CDLLB7LM

TIPS LIST

Philadelphia (vs Houston) – CSWV7Z76
Phoenix (vs Buffalo) – CSSXHF4P
Pittsburgh (vs Chicago) – CZ9TW14F
San Diego (vs San Francisco) – D8L3T4XY
San Francisco (vs Denver) – B3DFN05K
Seattle (vs San Francisco) – BLTJXL6Z
Tampa Bay (vs Denver) – CK5HHPYP
Washington (vs Oakland) – CZSK2TMR

KID CHAMELEON

● At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press Down-Right while holding jump and special to warp to the last boss.

KING'S BOUNTY



● When going into battle, always start with your long-range troops.

KLAX

● Press Up and Left, buttons A, B, C and press Start on the title screen to increase the level of difficulty.
● On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LAKERS VERSUS CELTICS

● Try this password: 3L2 GJS

LAST BATTLE

● Complete the game. Now press A, B, C and Start to choose your level.

LHX ATTACK CHOPPER

● Here are all the codes for NORMAL.

Level 1: DAAAIHA
Level 2: DAAAQEA
Level 3: DAAAYFA
Level 4: DAAAAWC
Level 5: DACAIWC
Level 6: DACAQVC
Level 7: DACAYUC
Level 8: DACABHE
Level 9: DACAJGE
Level 10: DACARFE
Level 11: DACAZEE
Level 12: DACABXG
Level 13: DACAJWG
Level 14: DACARVG
Level 15: DACAZUG
Level 16: DACAAPA
Level 17: DCKAIKE
Level 18: DCKAQJE
Level 19: DCKAYIE
Level 20: DCKAA6G
Level 21: DCKAI4G
Level 22: DCKAQZG
Level 23: DCKAAYG
Level 24: DCKABLA
Level 25: DCKAJKA
Level 26: DCKARJA
Level 27: DCKAZIA
Level 28: DCKAB6C
Level 29: DCKAJ4C
Level 30: DCKARZC

LOTUS TURBO CHALLENGE

● Enter, MANSELL on the password

screen and you will qualify every time.

● Enter SLUGPACE and play the game. You may notice that you seem to be moving faster than normal. That's because you now have infinite turbos.

MARVEL LAND



● Enter the code TRIDENT for the last level.

MASTERS OF MONSTERS

● Press A, B and C then Start at the start to get to the end.
● Press A, B and C then Start at the start then hold Up-Left for English text.

MEGA PANEL

● Stop the girl talking by pressing button C anytime during play.

MERCS

● Get the gold first aid box when you've got maximum energy, pause the game, select another player, wait, select another player, and so on until all your team are at full strength.
● Enter the original mode and hold down A, B, and C. Now press Start to heat things up.
● On level eight (in original mode) annihilate all the guys exiting the door, then buy kit in the shop, with just one medal.

MIDNIGHT RESISTANCE

● On the title screen, hold C and press Start. Pause the action and hit A to skip to the next level.

MIGHT AND MAGIC

● To complete his Plus quest the knight must face and defeat (with only knights and robbers) the Dread Knight, who is in B3, location 5,14.
● The Sorcerer must travel to the Isle of Ancients in B3, 4,15. There is a dungeon at either end of the island and each holds a wizard, who must be freed from stasis.
● The Paladin must defeat the Frost Dragon, who is in C3 in the Forest Cavern.
● The Archer must pit his wits against Baron Wilfrey in B2, 11,2. This is one of the tougher quests.
● Cleric finds Corak's Soul in C1, location 10,15. The body is in C2 in Corak's Cave. The Cleric must have the Admit 8 Pass from the cavern beneath Sansobar to enter.
● After completing the Juror's Quests (winning a black triple crown) go to Queen Lamanda in the Luxus Palace Royale. She will make one of your party her Chosen One.

MIKE DITKA POWER FOOTBALL

● Go straight to the finals of *Mike Ditka Power Football* by using the following code: QzH5EG.

MOONWALKER

● Pick up a certain kiddie first and a star will flash across the screen. Catch the star and you become a robot for a short while.

NEW ZEALAND STORY

● During the demo, rotate either joystick for nine credits.

NHLPA HOCKEY

● If you are having trouble finding some space from which to score, then a few extra players might help. Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. It's possible to have up to seven players on the ice at one time.
● Choose the All Stars West as your team and go to the Edit Lines menu. Now change your team to the following:
RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always come out on top.

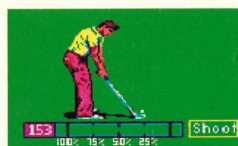
ONSLAUGHT

● Enter just zeros on the password screen to start well ahead.

OUTRUN

● Enter your name as ENDING to see the end sequence.
● Press Start to reach the option icon. Press the C button ten times, then press Start to access a Hyper difficulty level.

PGA TOUR GOLF



● Save your game after every hole, then simply restart your game if your next shot is crap.

PHANTASY STAR 2

● Continually turn the status screen on and off during the action to avoid being attacked.
● To get the Maueragum, the third tree from the right is the real tree.
● To get to Plata, park your jet scooter in the indentation on the right-hand side of the map (next to the mountains) and then just walk.
● To get to Climatrol, go to Uzo Island, go under it, to the left. Go south from the island that looks like Uzo and you'll find a spider's web in the water.
● To get to the Visaphone, take Shir (the thief) to the baggage room in Paseo. Go in and out until she finds the Visaphone.
● To get the Moon Dew and Star Mist, take Shir (the thief) to the tool shop in Paseo. Go in and out of the tool shop until she steals it.
● Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
● Once you have all the Nei items, go to Lutz and he will give you the Neisword.

PHELIOS

● When the Chapter One message appears with credit three, press C, A, B, A, C, A, B, A for nine credits.

PIT-FIGHTER

● On level nine in one-player mode, pause, plug in the second joystick, and press Start and you'll get three extra lives.

POPULOUS



● Here are some level-select codes:
025 – QAZITORY
050 – HOBOZJOB
075 – NIMLOPILL
100 – CALEOLD
125 – FUTDIMAR
150 – BINQUEME
175 – ALPAPAL
200 – EOAMPMET
225 – HURTOGODOR
250 – VERYOXT
275 – BUGINOND
300 – BILQAZOUT
325 – SCODEING
350 – SUZDIEHOLE
375 – SADOUTER
400 – BADMEILL
425 – BURIKEPIL
450 – JOSYMAR
475 – MINCEME
494 – WEAVUSPERT

POWERBALL

● Fancy a sound test? Then go to the league-continue mode and choose China. Enter KWGEN as your password and hit start.
● To find extra teams, pause a game, press B, B, C, B, B, C, now press Down for four extra teams.

PREDATOR 2

● Here are some passwords for *Predator 2*.
Level 2 – KILLERS
Level 3 – CAMOUFLAGE
Level 4 – LOS ANGELES (including the space)
Level 5 – SUBTERROR
Level 6 – TOTAL BODY (including the space)

QUACKSHOT

● In Transylvania, collect the one-up, finish the level, call the plane, go back to the start of Transylvania and repeat to max out your lives.
● After the tiger when the roof falls down, jump on SUN, then MOON, then STAR.

RAINBOW ISLANDS

● Press Up, B, Down, Left, C, A, A, B and C on the title screen for full power-ups.
● On level one, collect all the diamonds in sequence from red to purple and kill the boss to access an entrance to a bonus screen.

RBI4 BASEBALL

● On the password screen enter RBI BASEBALL 4 as the code. You'll now see a message appear at the bottom of the screen and you'll be given a special passcode.

REVENGE OF SHINOBI

● Select 00 shurikens at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikens.

RINGSIDE ANGEL

● Choose Cuty Suzuki, hold A while pressing Start on the select screen to play against yourself.
● During a tournament, skip the computer bouts by holding Start and pressing any buttons.

RINGS OF POWER

● The ring of mutation can be found at 24, 1 longitude and 14,3 latitude.

ROLLING THUNDER 2

● The code for the final level is A PRIVATE THUNDER CREATED THE POWDER.
● The codes for the second mission:
Round 1 – A ROLLING PROGRAM SMASHED THE GENIUS
Round 2 – A CURIOUS RAINBOW LEARNED THE FUTURE
Round 3 – A MAGICAL ISOTOPE BLASTED THE DEVICE
Round 4 – A PRIVATE LEOPARD PUNCHED THE NEURON
Round 5 – A SLENDER FIGHTER ELECTED THE GENIUS
Round 6 – A DIGITAL RAINBOW MUFFLED THE SECRET
Round 7 – A LOGICAL THUNDER SMASHED THE POWDER
Round 8 – A ROLLING MACHINE DESIRED THE FUTURE
Round 9 – A SLENDER NUCLEUS BLASTED THE TARGET
Round 10 – A CURIOUS ISOTOPE CREATED THE KILLER
Round 11 – A NATURAL PROGRAM DESIRED THE NEURON

ROAD RASH

● Here are some level-select codes for this fab racing game.
Race to the final level – 21111
05VT0 102HF 47132
Level 2: 10000 01CMO 01435 243DE
Level 3: 00000 02TT1 10A2J 45TOT
Level 4: 43143 067KO 01EVD571RQ

SAINT SWORD

● Here are some level-select codes for *Saint Sword*.
IQW1EL – level 3-1
K2JOCK – level 4-1
KWWKQQ – level 4-2
QWQ10C2 – level 5-2
S2YY2Y – level 6-1
SOGZAL – level 6-2
XXKSIS – level 7-2

SHADOW DANCER

● Complete the whole of the first level using only magic to receive 100,000 bonus points.
● On the title screen, press A, B, C and Start at the same time to access a practice mode level select.
● On the first bonus level, don't shoot, simply dodge all the ninjas to earn an extra life.

SHADOW OF THE BEAST

● Enter your name as ZQX and press and hold A, B, C and Start until you get back into the game for

infinite lives.

● Drop a coin down the well to receive an extra life

SHINING IN THE DARKNESS

● Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the following day and you'll get loads of money.
● The Vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears when she cries. Take the Vial of tears from Theos.
● Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.
● Here are some passwords:

Level one: stairs from level one to level two – 10S, 12E
Cave Of Courage: stairs down to get to the Boss – 10S, 9E
Cave Of Truth, use the Fake Idol – 7S, 23E
Cave Of Wisdom: hole to fall down (gets you to the end) – 10S, 18E
Level 3: Light Helm – 8S, 29E; Light Shield – 9S, 1E; Rope – 27S, 1E
Level 4: Light Blade – 5S, 11E; Cell Key – 13S, 9E
Level 5: Light Armour – 5S, 9E
Bosses: Kaiser Crab – 18S, 12E; Gila (cave of strength) – 21S, 7E; Tortolyde (cave of courage) – 17S, 4E; Doppler (cave of truth) – 7S, 21E
Bosses: Grim Wall (level one) – 20S, 16E; Black Bone (level three) – 27S, 19E; Dark Knight (level four) – 13S, 7E; Dark Sol (level five) – 11S, 15E

SHOVE IT

● Enter IAYASAM! on the password screen to get to the last level.

SLAUGHTER SPORT

● Choose the character you want to play as by doing the following key combinations.
Bonapart – press A then Up then C then Start on the title screen
Buff – press Left then C then B then Start on the title screen
El Toro – press B and C together, A then Up then Start on the title screen
Guano – press Up, Right and A and B together then Start on the title screen
MC Fire – press Down then C then Right then Start on the title screen
Mondu – press A and B together then Down the Left then Start on the title screen
Ramses – press Right then Left then A then Start on the title screen
Robo Chic – press Right then Up then Down then Start on the title screen
Sheba – press B and C together then B then B again then Start on the title screen
Skinny – press Right then Down then Right then Start on the title screen
Webra – press A and C together then Up then Right then Start on the title screen
Weezil – press Down then Right then Up then Start on the title screen

SMASH TV

● When you enter a room and you've wiped out almost everyone, leave one guy alone and avoid him.

Now the room will start to fill up with goodies, like weapons, lives and keys. Make sure you don't kill him or pick up a smart bomb, 'cos you'll then have to exit the room.

SOL FEACE

- On the title screen press A, B, C, A, B, C, B, C, B, A and Start. Enter the Config mode, select Start, choose your level, select Mode, press Right until the symbol MY99 appears for 99 ships.
- Skip levels by pressing buttons A, B and C together.
- To play in slow motion, pause the game and tap the fire button.

SONIC

- On the intro screen press Up, Down, Left, Right and then hit A and Start to access a level select.
- Press Up, C, Down, C, Left, C, Right, C, hold down A and press Start. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press B to turn Sonic into a ring. Now find the hidden zone.
- Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

- When you collect a Chaos Emerald, reset the game. Now enter the options menu and press Start. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and burn through the rest of the game as Super Sonic. Also, by collecting every ring on the special stage, you get a 50,000 point bonus at the end.
- Go to the options screen and start the game as Sonic and Tails together. Now plug in a second joystick and player two will be able to control Tails. Tails is also invincible.
- Here's a level select for *Sonic 2*. Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press Start to go back to the title screen then hold down button A and press Start to enter the level select.
- Here's the Super Sonic cheat. Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press B and C together and watch him turn into Super Sonic.
- When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button B. Button C will make Sonic jump and button A will reset.

SPACE HARRIER 2

- For a level select, press buttons A, B, C and the joystick Left or Right during the start sequence.

SPACE INVADERS '90

- On the intro screen, press and hold buttons A and C. Now press Start, then B, A and C for the level-select screen.

SPEEDBALL 2

- Enter LCL1 CWF6 06XE ya3q 2bst -is1 gGVC to enter division one.

- Save your cash for the first few games. Better players will soon be available on the transfer market.
- Always finish as runners-up in division two, because the play-off game will give you a few extra pennies in your purse. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points. These sneaky tricks put you (Deluxe) and the Renegades up a league, and in the second season you should be able to put 350 points past the Renegades, while Hashwan and co can only manage 200.

SPIDERMAN

- Before you meet the kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane from falling into the fiery pit.
- On Nightmare mode at the warehouse, climb onto the first pile of crates, swing onto the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.
- When you get to the Sandman, carry on right to the edge of the screen to collect a full life power-up.

SPLATTERHOUSE 2

- Press A, B, C and Start together in game to reset – so be careful.
- Here are some level-select codes: Level 2 – EDK NAI ZOL LDL Level 3 – IDO GEM IAL LDL Level 4 – ADE XOE ZOL OME Level 5 – EFH VEI RAG ORD Level 6 – ADE NAI WRA LKA Level 7 – EFH XOE IAL LDL Level 8 – EDK VEI IAL LDL

STEEL EMPIRE

- On the title screen, hold button B and press Start to start on level two.
- If you fancy 99 bombs, press C, A, C, A, Start and B on the ship-selection screen.
- If you fancy 99 lives, go to the options screen, set the difficulty to hard, set the stock to two and set the credits to one, and then play tune 65 on the soundtest option.

STORMLORD

- Pause the game, then press A, A, A, A, C, C, B, B, B, C, A. Now unpause and you'll have five extra lives.
- At any point in the action, pause your game and press C, B, B, B, A, A, A, A, C, C, A, A, A, A to skip to the end of the level.

STREETS OF RAGE

- For more continues press Left, Left, B, B, B, C, C, C and then Start when Game Over appears.
- Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".
- Move to options. On the second joystick press and hold Right then hold A, B, then C. Now press Start on pad one and select your lives or level.

STRIDER



- On the airship, fall to the bottom, walk left, destroy all the bombs, climb to the top left and kill the panda!

SUPER LEAGUE BASEBALL

- Look at the carpark before the start. In the right-hand corner is Virgil Tracy's Thunderbird 2.
- Use this code to start with a four game lead: JORQWVVRROOQSHPGUDEAM

SUPER MONACO GP

- Here are some level-select passwords for *Super Monaco GP*.

Race 2 – Brazil:

0961	4003	0000	0200
000N	R123	4567	09AB
0CDE	F000	0000	0000
0000	0000	1200	F9DE

Race 3 – France:

0F8A	8033	0000	0300
000N	R123	4567	09AB
0CDE	F000	0000	0080
0000	0000	2100	5F8D

Race 4 – Hungary:

0J8D	9233	6000	C000
0000	7123	4567	09AB
C8DE	F000	0000	0000
0000	0000	3200	759D

Race 5 – West Germany:

0P9H	B533	6000	L000
000O	7123	4567	0PAB
C8DE	F000	0000	0001
0000	0000	4200	ACF9

Race 6 – USA:

0VCH	D633	F000	P000
000K	N123	4L67	0PAB
C8DE	F000	0000	0000
0000	0000	5200	E09D

Race 7 – Canada:

05GH	F733	0000	S000
000K	N123	4L67	0PAB
C8DE	F800	0000	0080
0000	0000	6100	F7BA

Race 8 – Great Britain:

0BHL	HR33	7005	0000
000R	K123	4067	59AC
R8DE	F800	0080	0000
0000	0000	7200	41D1

Race 9 – Italy:

0HLM	K433	9005	0000
000G	KH23	4067	59AC
R8DE	F808	0080	0000
0000	0000	8200	5D53

Race 10 – Portugal:

0NLQ	MD43	9008	0000
000G	KH23	4067	59AC
R8DE	F808	0080	0080
0000	0000	9100	BE4D

Race 11 – Spain:

0MRR	QP73	9080	0000
000K	0023	4H67	59CA
B8DE	F808	0010	0001
0000	0000	A200	9352

Race 12 – Mexico:

1MV4	RR43	90E0	0000
0004	0023	4167	59CA
B8DE	F888	0010	00G1
0G00	0000	B200	054A

Race 13 – Japan:

1V55	UT43	9010	0000
000K	0023	4H67	59CA
B8DE	F898	0010	0001
0000	0000	C200	DC75

Race 14 – Belgium:

189B	VVA3	90L0	0000
000K	0023	4H67	59CA
B8DE	FG98	0010	0001
0000	0000	D200	3241

Race 15 – Australia:

1HFC	21A3	90P0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001

0000	0000	E200	6AB4
Race 16 – Monaco:			
1QJ1	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA
Start in the madonna team, with a World Championship title:			
4000	0000	0000	0000
0000	GGD5	3627	B14C
FA89	E000	0000	0001
0000	0000	G300	FA0F

- Finish in the top three on the Monaco circuit. Hold down buttons A, B and C as you finish in the top three on the wet circuit and you'll hold up your head instead of a trophy.
- Smash into the guy holding the chequered flag at the end of the Monaco race and he'll fly away into the background, losing all your points.

SWORD OF SODAN

- Collect four Etherium potions and drink them all at once to warp to the next level.

SWORD OF VERMILLION

- Cleanse a cursed sword at a church.

TASK FORCE HARRIER EX

- Place the cursor over the Config option and press Up, Down, Left, Right, A and C together, then B and Start simultaneously for more options.

TAZ-MANIA

- Plug in two joypads, press A, B, C and Start on both of them simultaneously on the title screen, pause the game, press B and then unpause the game for invincibility.
- Plug in two pads, press A, B, C and Start on both of them simultaneously on the title screen, pause the game, press C then unpause to select a level.
- On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

TEAM USA BASKETBALL

- Here are the codes to get seven of the teams through to the final. CIS vs Yugoslavia – P4T3DB9 ANGOLA vs Yugoslavia – 0DR7BBQ CANADA vs Yugoslavia – FDT32B3 AUSTRALIA vs Italy – ROT7LBY CHINA vs Slovenia – YNT7GB9 CROATIA vs United States – 08TWNBN USA vs China – SXT7RC0

TECHNOCOP

- In any building area, pause the game, press C ten times, A five times, B twice and A ten times. You'll hear "Techno Cop" and then get all your lives back.

TERMINATOR



- Always wait for the extra time bombs at the start of each level.

TEST DRIVE 2: THE DUEL

- When driving, press and hold down A, B and C for a secret options menu.
- Pick the Ferrari for superior acceleration.

TETRIS

- For a really fast game, press Start and Down at the same time at the start.

THUNDERFORCE 2

- Hold down buttons A, B and C and switch on. Still holding the buttons, press Start on the title screen for a secret menu screen.

THUNDERFORCE 3

- Pause the game then simultaneously press Up and B ten times, then B and Down ten times. Repeat the process to get all the weapons.
- Finish the game and then press buttons A, B and C to get the pilot to wink at you.

THUNDERFORCE 4

- Select zero stock ship on the options menu, move to exit and hold down A, B and C. Press Start until you're into the game and you'll have 99 lives. If you lose them and then continue, you'll still have all 99.

TIGER HELI

- On the Game Over screen, keep pressing C, B, A in that sequence for loads of extra lives.

TOEJAM & EARL



- Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and then fall through the island to a secret level.
- The ship pieces are found on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.
- At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right corner and top of the level instead.

TROUBLE SHOOTER

- If you want a level select, press C, Right and Start together on controller two on the title screen and then press Right, C and Start to advance the stage number.

TRUXTON

- On a boss level drop a smart bomb, then hit pause. Wait ten seconds, then unpause to kill the boss.

TURRICAN

- Select options on the menu, skip to the exit icon. Hold Down, and then quickly press A, B, B, A, B, A, A, B, A, A, B, A, A for more options.

TWIN COBRA

- Hit start to get to the green title screen, then press Up, Down, Right, Left, A, B, C and Start to see the end credits.
- For maximum weaponry, pause

the game and press Up, Down, Left, Right and hold A while pressing Start to resume the game.

TWO CRUDE DUDES

- Select a two-player game and use player two as a chuckable weapon!

ULTIMATE TIGER

- For a level-select press Up, Down, Left and Right on the title screen.

UNIVERSAL SOLDIER

- Here are some level-select codes: Level 2 – CHSGM Level 3 – MKSNS Level 4 – SGGBY Level 5 – JLGPH Level 6 – JDRSD Level 7 – PKSND Level 8 – CWBPN Level 9 – SFTNP Level 10 – CMVDG Level 11 – BYTCM

VALIS 3

- Hold Up, A, B and C, press Start, and hold it until a blank screen appears. When you release the buttons, the words "Select Map 000" appear. Now select your stage.

VERYTEX

- Pause the game, hold A, B and C, then press Down and Start for an extra life. Keep pressing Down and Start for more lives.

WANI WANI WORLD

- Press reset twice when the Sega word appears on the screen. Then you'll fine yourself with 200 lives.

WHERE IN TIME IS CARMEN SAN DIEGO?

- Here are some codes to help you through the game. Ace Time Detective – LHMNFGF Capture Carmen – MJDFPDG Super Time Sleuth – MJDFSGG Super Ending – JHBHXS

WORLD OF ILLUSION

- Here's a tip to maximise your lives. On the last level (Magic Box) you'll come across a top hat (you'll see this when you charm the cards, using your magic, for the third time). This gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll be able to collect again. Repeat this as many times as you like, then jump on the die with a three on it to finish the level.

WORLD TROPHY SOCCER

- Here's a weird tip for *World Trophy Soccer* (the USA version of *Euro Club Soccer*). Select Tournament from the title screen and go to Password. Enter PVUUBAIE as your password. You'll now be in the final as player one versus player one. Both teams will have the same players and will be dressed in the same strip.

ZERO WING

- Stick to the homing missiles.

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THUNDERFORCE IV

PUBLISHER: Sega

PRICE: £39.99

RELEASED: December '92

MEGA SAYS:

It may be called *Thunderforce IV*, but it's only the third in the series of *Thunderforce* games on the Mega Drive. It's very fast and good looking, but the gameplay isn't very original and the end bosses are lacking in imagination.



Yes, this is the very first boss and just to show you that the game means business, he's a toughie too. Still, you can surely deal with the likes of this, can't you?

LEVEL 3: DASER

MID BOSS: With the whipping tail and the discs it shoots, you may be forgiven for thinking that this was the end-of-level boss. It isn't, but keep a safe distance, watch its moves, and then fire at its body section.

BOSS: Stay towards the left-hand side of the screen and avoid the missiles and fireballs. When you've defeated the spheres, another one will appear and chase you around the screen. This is really just to distract you from the big boss. Watch the missiles which are launched from its head; they are very fast and hard to avoid.

GET A GRIP!



- Moves your ship around the screen
- This fires your selected weapon
- This selects your weapon
- This selects your engine speed

Shoot-'em-ups don't come much tougher than this, so you're going to need all the help you can get to complete it. Here we go then...

LEVEL 1: RUIN

The first level isn't too hard and it's really just there to give you a taster of what's to come. It may be easy, but there are still a couple of bosses to avoid.

MID BOSS: Fly between the bullets while continuously shooting at the enemy. Use the Snake Weapon if you have it, because the boss is easier to kill that way.

BOSS: The first boss (as usual) isn't that hard really. Shoot the cannons first, then aim your firepower straight at the middle of the ship.



Not a very pretty sight and a tough opponent too. Just stay out of the way when it fires the missiles, and you should be OK

LEVEL 5

This is a strange level, because you don't actually realise you've finished it when, in fact, you have. You see, the whole level is set around just one ship, so it doesn't last very long. Still, to finish the level you've got to deal with the ship first. Destroy all the engines (from which the flames are coming) of the ship, and a giant robot will appear. You'll also see some other ships, which you don't need to worry about as they are there to help you.

BOSS: It's pretty simple to get rid of actually. Avoid the lasers it fires at you until it flies away. There, that's the end of the level. Don't get carried away though, because this level is just the calm before the storm.

You may not realise that this is the end of the level, because the boss just flies off screen instead of blowing up. Believe us, it is the end

The first major problem with *Thunderforce IV* is deciding in which order to attack the first four areas (because the game gives you a choice). The best route to take is, Ruin, Air Raid, Daser and then Strite.

The real secret to cracking *Thunderforce IV* is learning the attack patterns of the other ships, then making sure you're not in their way when they come on screen. If you are in their way, you must make sure you've got the right weapon to deal with them. This may take a while to learn, but practice (as they say) makes perfect. Once you've figured that

out, you've then got to contend with the bosses, each of which has a weakness and a special point that needs concentrated firepower, but what is it? Well, this level-by-level guide shows you what to expect, when to expect it and, most importantly, how to deal with it. Most of the levels also have mid bosses, but these are simply a distraction more than anything else.

Oh and if you think that getting through all these levels is a bit too hard, then check out the brilliant cheat box on page 74. It shows you how to get 99 lives and how to power your ship up with all those weapons. That one's dead useful I can tell you.



You'll get very frustrated with this boss, but keep your cool or you'll lose a few lives. Stick with it though, because it can be done

LEVEL 2: AIR RAID

The dodgy part of this level is where your ship is being targeted by the cross hairs. Keep moving to avoid them, or you'll pay the price.

BOSS: This purple plasma boss is a real pain. The best tactic is to take the back first. Using your back shot power, keep your fire concentrated on the back of the ship where the missiles fly out. This takes a long time, but it's by far the safest route. When you've done that, move round to the front and finish it off.

LEVEL 4: STRITE

MID BOSS: This one sits at the bottom of the level, so you'll have to fly down to find it. Stay on the right side and use your backshot to kill it. When it's down to one piece, watch out. When it releases a red beam, it's a warning that it's going to fire its missiles, so move. Then go back and repeat the process.

BOSS: The tail is the real pain on this, so do as much to avoid it as possible. Keep your fire concentrated on the orb in the middle of the body and you'll be able to defeat it.



Follow the pattern of the tail, and when it's about to whip up at you, move up to the top left-hand corner and you'll be safe. Watch out for the fireballs as well



LEVEL 6

The graphics on this level are a bit misleading, because you have to manoeuvre around the rocks. The rocks don't look like they'll harm you, but when you run into them you'll discover otherwise. **MID BOSS:** Just fire through the gap a few times at the ship, and it's history. Oh, and avoid the flying ice blocks at the same time. **BOSS:** This one may look simple enough, but it's going to take a few hits before it disintegrates. You need to take out the three points (the two outer ones first), but watch out for the fireballs at the same time. The ones that split into four are a real pain.



Another resilient boss, but the pattern is predictable and as long as you don't get caught or fly down the screen onto the rocks, you should be able to finish this level

LEVEL 8

You can go either up or down on your way through this level, but go up and things are a lot tougher. There are four mid bosses on this level. **BOSS:** This is one annoying boss, and it may be worth sacrificing yourself a couple of times to get the job done. Shoot the black parts of the tentacles until they disappear. And then fire at the thing in the middle. After you've killed this part, a bee will come on and pick up the thing. Watch out because the bee is very fast and fires a big blue laser. When you've killed him, move over to the right-hand side of the screen for safety.



If you can, save your orb power for this boss or you might have to do a few kamikaze missions to get through this level

LEVEL 10

Surprisingly, this level has just two things in it – there's no real level as such. **MID BOSS:** When the screen stops scrolling and the robot is firing at you, avoid him. When he falls down, move to the top or bottom of the screen to avoid the massive fireball. You actually need to hit the engine behind the robot, so concentrate on that. **BOSS:** Start with this guy by shooting his side off. Watch out though, because he tries to crush you against the wall. When you've done both sides, he'll start to fire blue balls at you. Destroy all of these and he'll eventually die. And that's the end of the game.



This is probably the biggest and definitely one of the most impressive end-of-level bosses I've ever seen. Oh, and to make things worse, it's also very tough

LEVEL 7

The only things which hinder you on this level are the bubbles – they slow you down. Don't move around too much, just shoot a path through them and they won't cause you much trouble. **BOSS:** As this er, thing, crawls onto the screen, fly down to the bottom and direct your attacks on its back. After enough hits, it then pops up and starts firing at you. Now stay in the upper left side of the screen, avoid the various things it fires at you (moving in a circular pattern is best) and fire at the face. It does take a while to finish him off, so stick at it.



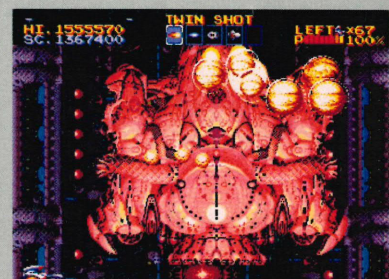
Here it is, the super armadillo. Still, a few thousand lasers up the nostrils will send it running off home to mummy

LEVEL 9

The blue whipping tails on this section are really good. Keep firing at them as you fly towards them, then fly past quickly as they snap violently backwards. **MID BOSS:** This guy is tough, but if you've still got the orbs which you can pick up from the start of the level, two power blasts will finish him off. As soon as he dies, move to the right of the screen as the wall comes falling down. **BOSS:** Fly around to the back of the ship and take out the laser cannons first. Then go to the front and fire at the orb in the middle. It takes loads of hits, so stick with it.



After a very long level, you'd think the game would give you a rest, wouldn't you? Well no, this level boss is big, bad, mean and does some serious working out in the gym



Once you've spent all that time killing the thing, you get a nice blowing up sequence and then you can sit back and watch the game-over screens

CHEAT CHAT

Hey, even the best of us need cheats every now and again, so why shouldn't we tell you about them? The best one is for 99 lives and it's also incredibly easy to find. Go to the options menu (by pressing A, B and C, then Start) and select zero stock on your ship. Play the game and you'll now start with 99 lives, you'll also have 99 if you continue. And with six continues, that's 594 lives. Even Andy could finish it with that many. (Oi – Andy)

The other cheat doesn't work with the one above, because if you change any options, it won't work. Play the game then press Start to pause. Now press Up, Right, A, Down, Right, A, C, Left, Up, B and Up. You'll now have fully powered-up weapons. You can do this as many times in one game as you like. But remember, none of the games options have been changed, and for all those people who play every game on easy level (you know who you are) that's a right pain on the neck.

SOPPY ENDING

Is it an end sequence to end all end sequences? Well to be frank, no. Still, it is pretty impressive. You see the space ship flying over head and then you get the credits. Finally, you get those incredibly boring stills of you (I think it's supposed to be you, but it could be any old Tom and Harriet) huggin' your girlie. You'd think that after



And for all you plane spotters out there, the registration on the bottom of the ship is TH4-SEGA. And if you believe that, you'll believe anything

all that fighting she'd give you a bit of a breather, but no, you step out of the cockpit, climb down those steps and she grabs you in a bear hug. Women eh?

Still, I'm sure there's going to be a *Thunderforce V*, so it won't be long before you're back in the ship, fighting to save the world from more alien invaders with much more powerful, but strangely easy to destroy, spacecraft.



Mmmm that smells nice. Are you using that two-in-one shampoo and conditioner that I bought you for Christmas? Come on, let's go home...

STREETS OF RAGE 2

Yes, the best beat-'em-up on the Mega Drive gets the full Rip 'n' Tip treatment. Read on...

PUBLISHER: Sega

PRICE: £44.99

RELEASED: January '93

MEGA SAYS:

This is the best Mega Drive beat-'em-up that you can buy. It's just a shame that the game is sooo easy.

Because this game is quite easy to finish we're going to give *Streets of Rage 2* a slightly different treatment to usual. We could show you how to destroy each boss in turn (the bosses represent the only real challenge in the game), but because the first few of them are so easy to beat we're only going to show you how to take care of the last four bosses. And just to round off the perfect guide to *Streets of Rage 2* we'll show you how to find the best moves for each character and when to use them. Not only will this help you out in the game, but you should also be able to look after yourself in the duel mode. OK, so it's not a complete guide, but this month's Rip 'n' Tip treatment does show you how to become the BEST. But what do you expect from MEGA?

GUIDE TO THE BEST MOVES FOR EACH CHARACTER

Generally, the best moves are those which deliver the most power or those which can clear a path through a few guys in one go. We'll take each character in turn and show you how to use him/her to his/her best advantage.

Then all you have to do is work out which moves work best and where, and then you can get through the game with no problems at all. To choose the best character for your needs, work out the way in which you prefer to play (do you like kicking or do you prefer a speedy player?) and then select the most suitable character. So let's start off the proceedings with Axel, the most popular character.

AXEL



This guy is probably the most popular character and he's very useful too. He's not very fast and his stamina is not very good either, but he's got a good throw and some mean special moves

This blue-eyed, blond hunk is probably the most popular character, so it's just as well that he has some amazing moves.

If you're stuck in a corner, then using button A is probably the best way to get Axel out of trouble. His Dragon Wing punch is devastating and quick. His Dragon Smash, on the other hand, needs to be treated with care. It's very useful against bosses (because it takes so much power from them), but it does leave you open to attacks from behind, and once you've made the move, you can't get out of it.

Axel's other real tour de force is the Grand Upper. This will propel Axel forward, and if timed right, it can knock down several thugs in one go.

Kicking is another of Axel's best moves, whether it's a jumping kick or a standing one. Just make sure you've got plenty of room to execute these moves or you might not live to regret it.

When holding an opponent, you can either give him a few blows with your knee, a powerful Head Butt or a Super Slam – these means of attack are very effective and take away a lot of power. You can also throw opponents if you grab them from behind.



Dragon Wing: To activate this devastating punch, stand still (no joystick movement) and press button A



Dragon Smash: Move in the direction of the thug (yes, we know there isn't one in this shot) and press button A



Grand Upper: Make two quick movements towards the thug and then press button C



Standing Kick: Stand still (surprise, surprise) and press button C. Then press button B to kick



Jumping Kick: Move towards the thug and press button C then B. Check out that inside leg measurement



Knee Kick Fury: Move towards the thug and press button B repeatedly. That really gets him where it hurts



Head Butt: There's nothing like a well executed head butt and here's how to do it. Stand still and press button B



Super Slam: Press button C to jump over the thug and then press button B to slam him



Back Throw: Grab someone and press in the opposite direction, then press button B

STAGE FIVE: THE SHIP

R BEAR

Although this guy is fat, he is very strong, so getting up close is not advised. The best tactic here is to jump in, get a few hits, and then jump out again. Once he's down on power, you can get in there and finish him off with a Dragon Smash. He's not really that hard, so you should be OK.



R Bear takes one look at the chicken on the floor and the knife in Axel's hand, and decides to do a runner. Actually, Axel has just hit R Bear and now he's falling backwards. Fell for it though, didn't you?

STAGE SIX: JUNGLE

SOUTHER

This guy is a real pain by himself, but with Jet there to distract you as well, things become that little bit tougher. Ignore Jet and concentrate on Souther. Jumping Kicks work best along with a couple of throws if you can get near enough to him. Watch out for his spinning jumps though, because he can hurt you a great deal. Kill him and Jet flies off. Coward!



Souther shouts: "Well I bet you've never tried it in this position." Axel looks on in amazement and then faints, bringing his life-saving mission to a rather unpleasant and embarrassing end

MAX



Max is one big guy, and although he's slow, he more than makes up for it with his great strength and close attacking moves

Max may look like a big lumbering oaf, but he can pack a punch and he moves surprisingly well.

Max's attacking special move is definitely the best way to get him out of trouble. The Thunder Tackle, as it's called, moves him across screen and knocks down everything in his path. Max's other special move may not be so good in a close-up situation, but his Knuckle Bomb is still a beauty to watch.

But if you don't fancy wasting all your energy by using your Thunder Tackle, the Power Slide, although not as fast, can be just as effective.

Jumping (because of his size) is something Max isn't very good at. His Drop Kick is good, but slow. His Hammer Punch, however, can pound somebody's head in very effectively.

Because of his inability to jump, Max has developed some great ways of dealing with thugs when they get up close. Grab an opponent and then choose to use a Thunder Body Slam (oof!), a German Suplex, or an Atomic Drop. You can also use the Brain Buster for real punishment. Don't forget to watch your back though. OUCH!



Knuckle Bomb: This is a beauty to watch. And all you have to do is stand still and then press button A



Thunder Tackle: Move towards the thug and press button B. Lo and behold anyone who stands in your way



Power Slide: Make two quick movements towards the thug and then hit button B



Hammer Punch: Move towards the opposition, stand still, then press C to jump and B to punch



Drop Kick: Move towards the thug, or several thugs in this case, and press button C then B



Thunder Body Slam: Press button C to pick up and then button B to slam your opponent. Then watch him drop



German Suplex: Not a lot of preparation needed for this one. Just side up and press button B



Atomic Drop: Another hands-on attacking move. When you're close enough press button B then C



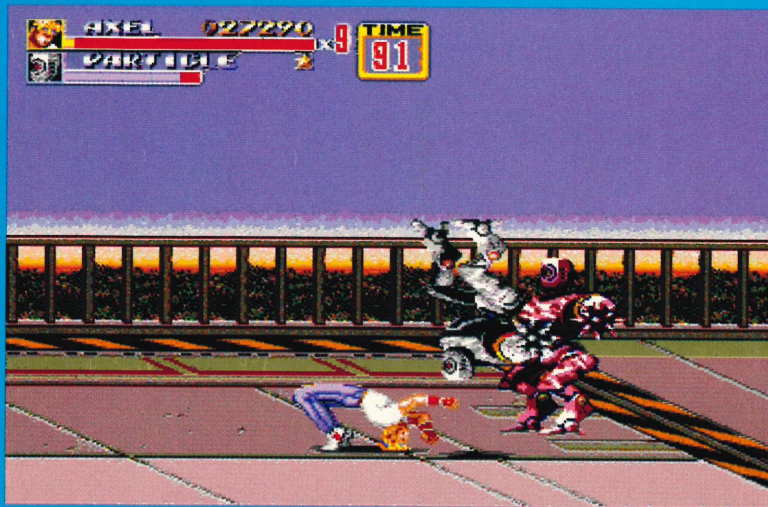
Brain Buster: Grab someone and press in the opposite direction, then press button B

STAGE SEVEN: MUNITIONS PLANT

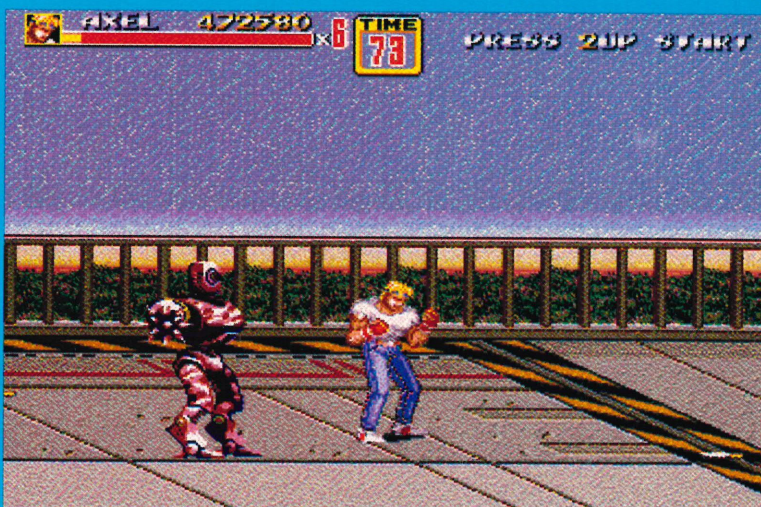
MOLECULE AND PARTICLE

It's the metal head brothers and though they might look menacing, they are in fact very simple to beat. Pick on them one by one and use a couple of special moves (especially if you're Axel). That should make

them easy to finish off and you can then move on to the last level. Don't try to attack them head on though, because if they use their maces, you could be in a bit of trouble.



When you've got two guys like these to deal with, the Back Throw is the best move to use - it'll knock down your opponents like ten pins. But these guys are tough, so you'll still need to get up and beat them some more



One down and one more to go. These guys aren't that hard, but when they swing their little maces around, you'd better get out of the way or you're in for one mother of a headache

BLAZE



Everyone's fave girlie character has got tougher. She now has some awesome moves and kicks, and her special moves are really rather deadly

Blaze may be a girlie, but because she's fast and agile, she can still floor any opponent with her moves.

Blaze is the best all-rounder in the game (she scores two out of three in every category) and so most of her moves are very effective, which makes up for them not being the most powerful moves in the game. Blaze's two special moves (the Embukyaku and the Kikousho) can clear paths through anyone, but the Kikousho comes in really useful against bosses.

Kicking and jumping are what Blaze does best, and the Grand Slash, Roundhouse and Jumping Kicks are all good to look at as well as damaging to attackers. And Blaze's 360-Degree Sweep is probably the best reverse move in the game. It can floor anyone and make a hole if you're in a bit of a crowd.

But when it comes to throwing, Blaze is a bit slow. If you can help it, don't throw using Blaze. If, however, as a last resort you have to use her, then all her throws are equally as good. Try not to use the flurry technique either, because it's too weak and it could lead you into some serious trouble.



Embukyaku: Stand still (no joypad movement) and press button A. This is one impressive move



Kikousho: To enact this attack, move in the direction of the thug and press button A



Grand Slash: Make two quick movements towards the thug and then press button B



Roundhouse Kick: Stand still and press button C to jump and then button B to kick



Jumping Kick: Move towards the thug and press button C to jump then B to kick



360-Degree Sweep: Come across someone who you don't like and press buttons B and C together



Throw: Stand still and press button B. Do those guys seriously think they still stand a chance?



Back Drop: Press button C to jump over the thug then button B to slam. Hooray, I'm an acrobat



Sacrifice Throw: Grab someone and press in the opposite direction, then press button B

STAGE 8: SYNDICATE STRONGHOLD

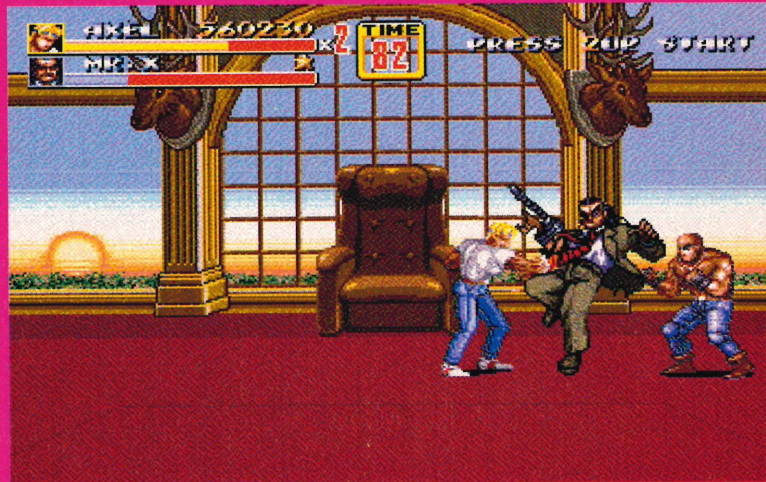
MR X

This is it, the last level. Getting to Mr X is a tough task. Get ready to fight all the other bosses you've already encountered and keep on your toes. When you finally make it up to Mr X's penthouse throne room, you better get ready for some serious fighting. His sidekick is a seriously hard dude and

he's very quick. Stay out of his way, jump kick and you should be OK. Mr X is only hard because he's got a gun. If you get in the way of it, you'll lose some serious energy. Special moves and jump kicks will finish him off and you'll become the saviour of the city (again).



Before the big guys take any notice of you, you've got to deal with a couple of ordinary thugs. Get rid of them quickly and then you can get down to the real business in hand



A few Dragon Smashes against Mr X and his power really goes down. That's assuming that in the meantime he doesn't blast you with his machine gun, because that really hurts

SKATE



Skate is the hippest dude in the game and although he's small he's very quick, and jumping is something he does very well. He's out to save his brother, and revenge is a good motivator

Skate is Adam's brother, and revenge is a very powerful motive for kicking someone's head in (Not that we agree with that sort of thing - Paul). Don't be mislead by his size - he's a streetwise little dude who's got all the right moves.

Skate is small, but this isn't as much of a handicap as you might at first think. He also has some really great moves. Both of Skate's special moves are fast and they take off a lot of the enemy's power. But if Skate has one weakness, it's in the close-up stakes. Don't get caught in-between too many people, or you'll pay the price. Jumping and kicking aren't very powerful either, but the Head Butts do work quite well on the less tough thugs.

Skate's best move by far though is the Migrane Punch. Get behind someone or grab them and jump over them, then press B. Skate jumps on their heads, pounds them a few times and then jumps off again. Not only is this great fun to look at, it's also very fast and takes a lot of energy away from your opponents.

Oh and if you want to show off, he's also got a mean Neck Throw. For a small guy he's got a hell of a lot to offer.



360-Degree Spin: Stand still (no joystick movement) and press button A for this spintastic attacking move



Corkscrew Kick: Move in the direction of the thug and then press button A. Corking!



Dynamite Butt: Two quick movements towards the thug and then press button B



Standing Kick: Get within range of a thug, stand still and press button C then B to kick



Jumping Kick: Move towards the thug and press button C to jump, then button B to kick



Head Butt (or should that be chest butt): Get real close, stand still and then press button B



Neck Throw: Press button C to jump over the thug then button B to throw the ugly mother



Migrane Punch: Grab someone and press in the opposite position, then press button B

RIP 'N' TIP REQUESTS

Well, that was useful wasn't it? What do you mean no? Well, there's only one way to overcome that problem, isn't there? If you would like to see any, yes ANY, game given the full tip treatment, then just drop us a line at MEGA, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW, and mark your envelope Rip 'n' Tip - if you'd be so kind.

Paul would just like to point out that long role playing games like *Shining in the Darkness* and *Rings of Power* are too big. So please be sensible about the games you suggest.

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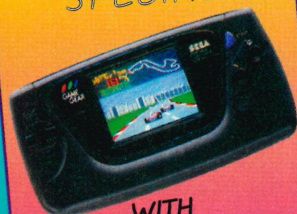
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Thanks to all the reader response, ARENA now covers a massive two pages. This time next year it will probably have taken over the whole magazine. We're so happy, we're filling up... pages 80 and 81 that is

Before you get on with this month's wacky challenges, you may be interested to know that having two pages of ARENA doesn't just mean more of the same. As well as having, er, well, more of the same, we've also got a new, additional column called Game Over, in which each month we show you an end sequence you may never before have seen. The screenshots may inspire you to try even harder to complete that particular game, or they may convince you that the game's really not worth pulling your hair out for.

WACKY CHALLENGES

Yes, it's time to dust off that old forgotten cart (you know, the one that mom was going to give to the jumble sale), stick it in your Mega Drive and see if you can crack this month's challenges.

① NHLPA HOCKEY '93

Play the game as normal, but don't worry about who wins. At the end of the match check out the stats and take a look at the crowd meter. If it reads a peak of more than 170 decibels, then you've won the challenge. If you're having a bit of trouble getting it that high, try playing rough. *James McPork, Killaloo, Londonderry*



You've managed only 100 decibels. Perhaps it's time for a fight

② ROAD RASH 2

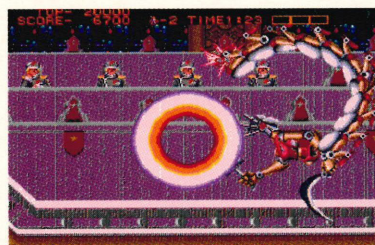
Knocking riders off their bikes is hard enough, but try knocking five riders off in one race, and one of them *must* be a policeman. Oh and did we mention that you're allowed to use only your fists? No, didn't think we did. *Wei Ping, Halesworth*



There goes Slug, you've got only four to go now, but one's a copper

③ STRIDER

Right, the first level may be easy, but if you're up against a time limit and you can't lose a life, things are a little bit different. You've got one and a half minutes to finish the first level. You can take only a few hits, so be careful and don't forget about that time limit. Still, it can be done if you know what you're doing.



Er, looks like we didn't manage to do the challenge this time



This is the first of the four courses in this incredibly tough challenge

④ PGA TOUR GOLF

Without cheating, by saving your round after every hole, get through the Sawgrass course in under 65. If you do that, try Avenel in 66 and then if you do that, go for the Kemper Open in 66 as well. And for the final challenge go for PGA West in 65. If you can do all these courses, then consider yourself a real golfing champ.



Have you ever seen a bunch of uglier looking men?

⑤ SPEEDBALL 2

To complete this challenge, you've got to finish three separate stages. Firstly, qualify for the first division and then win that division – don't worry if these aren't consecutive seasons. Now for the big test. After winning the division, you must defend your title for the next season, but you can't let in more than 60 points.

WEIRD HAPPENINGS

This month we've got a great weird happening for *Sonic 2* and a really useless one for *Starflight*. Thanks to *Peter Hatchard* from Billericay in Essex for sending them in. Well done Peter, you've won yourself a cart. Get in touch with us to let us know what you'd like.

① STARFLIGHT

Once you've completed the game, press any button and you can continue the game with 500,000 units. The Crystal Planet will now be destroyed and the game will still be completed, so there's not really any point in playing it. (Well knock me down with a feather if that wasn't a weird happening – Neil... BONK!)



② SONIC 2

This one only works when you become Super Sonic, but you can always cheat (see the Tips List – page 68). Once you've turned into Super Sonic and you run out of the level, you turn back into a blue Sonic. Quickly run back to the signpost and jump. You'll roar like Super Sonic and then stay there, running on the spot in mid air. Useless, but very comic.



③ GYNOUG

Play level 1-1 and shoot the volcanoes before they erupt. The three gargoyles will then appear behind you instead of in front of you. Yes, I know it's a useless weird happening, but if you think you can do better, then get writing. Ha, not so cocky now are we? Anyway, get on with the next happening 'cos that's a little bit better.



④ HELLFIRE

Stop the presses, we've had another weird happening. This time it's been sent in by *Graham Jones*. Watch the demo of the game until it gets to level three, then press the Hellfire button on the joystick and watch a Hellfire fly out of your ship and go across the screen. Well, it may not be life saving, but it is a very strange happening indeed.

CRAZY GAME GENIE CODES

Yes, after two months of waiting, we've finally got some crazy codes, and after much umming and arghing we've decided upon a winner. So here is the winning code, and they don't come much wackier than this.

SONIC

The game is *Sonic the Hedgehog* and the code is DTLT AAGL. Now play the game and see what happens – well actually you won't see, because all the rings become invisible. They can still be collected, you just can't see where they are.

This code was sent in by eight-year-old Cheryl Humble from Kirkcaldy in Fife. She wins a cart of her choice, so get in touch with us Cheryl and let us know what you'd like.

This is the only wacky code that's been sent in so far, so to show you more of the type of things we'd like you to send in, we've got another couple of codes for *Sonic 2*.

AKWT CHEW & AB1T CAE8 – Press button B to change the Sonic sprite.

GJBA AA4G – Enter this to jump right to the end sequence of the game.



Here's the game without using the Game Genie code...



... and here we are after the code has been entered – what no rings?



Turn Sonic into loads of rings and then pick them all up...



... or you can forget all about the game and jump to the end

6 **TERMINATOR 2**
Following our complete solution to this game in last month's issue of MEGA, we're sure that you are all, by now, Terminator gods. With this in mind, here's a points challenge to spruce things up again.

Try to get as far as you can on one life and then take a look at your score. If you've got more than 2,000,000, you've done very well, if you haven't, however, we think you should try again.



Yep, you've made the one million mark, only another million to go

7 **KRUSTY'S SUPER FUN HOUSE**
A nice simple challenge here. The first level bonus room (where you have to run to trap then rats and then collect the bonuses) is pretty easy, but try to get in and out of the room in under 35 seconds. This just gives you enough time to get the rats trapped and then get out of the room. You'll need to know the route through the room, so practice a bit first.



Make sure you know the route, or you won't do it in time

8 **CASTLE OF ILLUSION**
This one comes from *Craig Mowat*, who must live somewhere, but forgot to tell us exactly where. Anyway, try to do the second stage of the first level (the bit with the Tarzan ropes) without scoring any points or losing any power at all. Betcha can't.



Swing baby, swing. But don't hit anything or you get points

9 **SONIC 2**
Different bonus points are available in the sequel to *Sonic*. We all know about finishing a level in under 30 seconds, but did you know that by collecting all the rings on a level, you get another bonus? Well, finish the Emerald Hill Zone with all 266 rings and you'll get a 50,000 perfect bonus. Finding all the rings isn't that hard, but do remember to look everywhere. It's easy on the first couple of levels, but it does get very hard as you progress through the game.

James McPork, Killaloo, Londonderry



All the rings and a 50,000 point bonus, good aren't you?

10 **STREETS OF RAGE**
Start a two-player game on the hard level, but let player one die straight away. Now play the game through on your own. This is effectively twice as hard, because there are twice the number of enemies, twice the number of bosses and only one guy to fight against them.

I'm not sure whether this challenge will also work for *Streets of Rage 2*, but you can try it out – it might make the game that much harder, which is the only thing wrong with the game in the first place. Still you can't have everything, can you?
Joao Paulo, Lisbon, Portugal



Right there are two players. Kill one off and then get on with the game

GAME OVER

So, here's the new all-singing, all-dancing end-sequence column. If you'd like to see the end to a particular game, write to ARENA at the usual address. For now, it's over to Donald.

QUACKSHOT



You've proved yourself worthy of the treasure, so it's all yours



Er, what's this? A stone statue of a duck, all that hard work...



And Daisy is not pleased. Women eh, can't live with 'em...



But then the statue breaks open and a jewelled necklace appears



And they all fly off into the sunset, rich and happy

ONLY ONE'S A WINNER...



For those really strange (OK they weren't that good, but they were strange) happenings, this month's prize of a cart of his choice goes to *Peter Hatchard*. If you think that you could do better, then dig out that old cart and come up with some strange things which you think nobody else knows about. You could even send in a wacky challenge. And don't forget, if you've got a Game Genie, try to come up with some of your own codes and you could win a prize.

Send all your weirdy-type things to: ARENA, MEGA, 30 Monmouth Street, Bath, BA1 2BW, and you never know, this time next month you could be one cart richer.

If you come up with enough weird happenings, your game collection could soon look like this

PURCHASE

You'd have to be utterly mad to trudge down to the shops to buy some booty when you could order it direct from MEGA and make a great saving



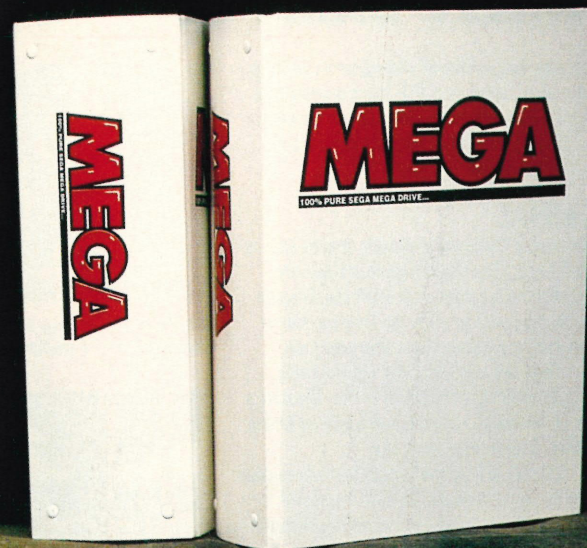
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Code **MEGSPE**

Price **£35.99**



MEGA BINDER

If you're a big fan of the magazine, it's a bloody good idea to have a smart MEGA binder. Keep all your copies of this market-leading Mega Drive mag together so you know exactly where to find them when you are desperate for that passcode for level 22 of LHX Attack Chopper. Also, protect your copies from beer spillage and small children.

Code **MEGBIN/2**

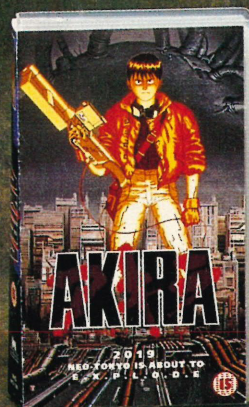
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Code **MEGPP2** Price **£14.99**



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Enjoy the art of Japanese animation from Manga Video. Akira (only suitable for people over the age of 15) is graphically stunning and it comes highly recommended by the MEGA team.

Code **MEGAV** Price **£12.99**



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Well you've finally arrived at the busiest and most entertaining, in a Top 100 sort of way, pages of the magazine. This month we've added a small guide to American Football and we've chosen our favourite five Mega Drive characters as well as the best five soundtracks. Take a look on page 91 and see if you agree. Oh, and don't forget to look at the ads to see if anyone is selling something you'd like. Then, when you've done all that, you can sit back and take a look at the ever brilliant Top 100 games listing

1. JOHN MADDEN FOOTBALL '93 (INC. MADDEN AND MADDEN '92)

Publisher: EASN

Price: £39.99

Reviewed in Issue 3 of MEGA



The third version of the best game on your Mega Drive and it's been improved upon again. If you're fed up with playing through the normal teams, try your hand against the best teams of all time. There are eight Superbowl-winning sides to play against and you can even enter the best of the best playoff to see who is ultimately the best.

John Madden Football '93 has all the playability of the other two versions and more. One word of caution though: if you own either the original John Madden American Football or John Madden '92, don't buy this version expecting a whole new game.

MEGA says: The best just got better, but not by that much.

TO SWAP: John Madden

Swap plus money - 0302 739655

FOR SALE: John Madden '92

£30 - 0708 444299

£20 - 0229 770066

£15/Swap - 0236 760422

TO SWAP: John Madden '92

Swap plus £4 - 0768 899773

0376 572474

081 572 9439

WANTED: John Madden '92/'93

0203 418678

2. SONIC THE HEDGEHOG 2

Publisher: Sega

Price: £39.99

Reviewed in Issue 2 of MEGA



Hey, you want top grade video game entertainment? Then you got it. This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at. What is the fastest time possible for the Emerald Hill Zone act one?

MEGA says: You might find it too easy to finish, but it does leave the original sobbing in a damp corner.

FOR SALE: Sonic The Hedgehog 2

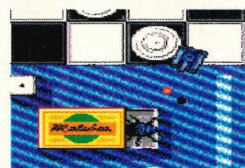
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3. MICRO MACHINES

Publisher: Codemasters

Price: £34.99

Reviewed in Issue 5 of MEGA



We love it, and if you buy it, you will too. It may not be the best looking or sounding game in the world, but the gameplay and playability is amazing and the head-to-head fun rivals that of even the John Madden series.

With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

MEGA says: Frantic two-player action and a tough one-player challenge make for a fantastic game whichever way you look at it.

4. NHLPA HOCKEY (INC. EA HOCKEY)

Publisher: EASN

Price: £39.99

Reviewed in Issue 1 of MEGA



Just as John Madden '93 remained

firmly fixed to its predecessor's roots, so does this, and the new version is just as much a classic as the original.

The top-down scrolling viewpoint still works beautifully, and the gameplay is as perfect as you could ever hope for it to be. Mind you, just like in the real thing, the best bit is when the gloves come off and the punch-ups start. Not as involved as John Madden Football, and the naïve or short-sighted player will tell you that scoring's more down to luck than skill, but for nerve-tangling tension that's absolutely second-to-none you still won't find a pulse-raiser much better (or tougher to master) than this.

MEGA says: Even better than the original (MEGA rated it 92% - it would have got more if it hadn't been a sequel). NHLPA Hockey is bigger, better and bloodier than its older brother, and it truly kicks. It is a fantastic game, which no Mega Drive owner should be without.

FOR SALE: NHLPA Hockey

£19/Swap - 081 244 2107

5. HELLFIRE

Publisher: Sega

Price: £34.99



Hellfire is the only serious competition to Aero Blasters in the space-blast department. If the Mega Drive's ever seen a more accurate coin-op conversion than this, we'd like to know what it is. A clever and imaginative shoot-'em-up, Hellfire makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but

hey - nothing's perfect.

MEGA says: Great stuff, although it pales a bit in the frenetic action department when you put it alongside Aero Blasters. If you find that one a bit too demanding, though, this'll be right up your street.

FOR SALE: Hellfire

£22 - 0708 444299

WANTED: Hellfire

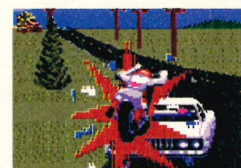
0924 258026

6. ROAD RASH 2 (INC. ROAD RASH)

Publisher: Electronic Arts

Price: £39.99

Reviewed in Issue 4 of MEGA



Not entirely different to Road Rash, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement. If you've got the original Road Rash, you might even consider buying this because of the two-player game, which is almost worthy of the price of the game itself.

MEGA says: What a game! Speed, violence and bikes - what more could you ask for?

FOR SALE: Road Rash

Sell/Swap - 081 578 2671

£20/Swap - 081 853 3237

7. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

Publisher: EA

Price: £44.99

Reviewed in Issue 5 of MEGA



What was wrong with the original

PGA Tour Golf? Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what PGA Tour Golf 2 does. There are three more courses, the chance to put draw and fade on the ball and all sorts of other options. There's even a bit of speech in there as well. Now what more do you want?

MEGA says: The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different from the previous one.

FOR SALE: PGA Tour Golf

£22 - 0249 822648

£20 - 091 274 2769

£23 - 0772 685666

TO SWAP: PGA Tour Golf

0924 258026

0733 326 938

8. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

Publisher: Sega

Price: £44.99



Super Monaco GP was the most popular driving coin-op before Out Run, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot - the graphics may only be alright, but the gameplay is astonishing. Superb, definable control, high-speed adrenaline-pumping driving, and a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as Super Monaco GP, that's still just window-dressing.

MEGA says: The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one.

FOR SALE: Super Monaco GP

£15 - 081 366 3375

TO SWAP: Super Monaco GP

0865 863202

FOR SALE: Super Monaco GP 2

£25 - 0493 722367

(Jap) £20 - 0249 822648

9. LEMMINGS

Publisher: Sega

Price: £39.99

Reviewed in Issue 2 of MEGA



180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and a stunningly easy control system make this a must for all gamers.

MEGA says: It's addictive, brain teasing and we can't get Neil away from it. What more of a recommendation do you need?

WANTED: Lemmings

0924 258026

10. ECCO THE DOLPHIN

Publisher: Sega

Price: £39.99

Reviewed in Issue 6 of MEGA



Once in a while a game comes along that is just that little bit different from the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is Ecco. You've got to help out your fellow dolphins (and help yourself) in this deep (pun number 343) underwater adventure. There are puzzles to

solve, routes to find, dangers to avoid and even some shooty bits. This is a classic all-round game which will appeal right across the board. **MEGA says:** It brings a whole new realm of gameplay to the Mega Drive. It's slow, hard, beautifully presented, and a real joy to play.

11. STREETS OF RAGE 2

Publisher: Sega
Price: £44.99
Reviewed in Issue 4 of MEGA



Well, after all the fuss and bother over the first official English 16-Mbit game, it finally arrived – the follow up to *Streets of Rage*. We reviewed it in issue four of MEGA, but we didn't play it enough to give it a mark. Now it's out and it's every bit as good as we'd hoped. You won't find a better beat-'em-up on the Mega Drive and it's even better than some arcade ones too. Additional features include two new characters (Max and Skate), a head-to-head mini game, amazing graphics, the best ever sound on the Mega Drive, and playability as well. **MEGA says:** You won't find it tough enough if you play on easy level with loads continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.

12. QUACKSHOT

Publisher: Sega
Price: £39.99



Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia* should have been. It looks lush, it sounds lovely, and it's action-quacked from start to finish.

MEGA says: We say get it!

FOR SALE: *Quackshot*
£20/Swap – 081 361 9578
£20/Swap – 0742 668108
£25 – 0203 335532
£20 – 0266 861676
(Jap) – 0932 865146
£22/Swap – 081 244 2107

13. ROLO TO THE RESCUE

Publisher: EA
Price: £39.99
Reviewed in Issue 5 of MEGA



Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game. Just as well then that it's a huge, tough platformer that will keep you entertained for ages. **MEGA says:** Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out using Rolo's various friends, and bosses to defeat. It's tough, but great fun.

14. MEGA-LO-MANIA

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA



Ever wanted to know why a "God-game" is called a "God-game"? Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes. **MEGA says:** Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

15. SONIC THE HEDGEHOG

Publisher: Sega
Price: £34.99



It's quite possible that this is the most famous video game ever – it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

Yeah, it's a bit easy to finish, but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse – you may be dead. **MEGA says:** Still the most

technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

FOR SALE: *Sonic The Hedgehog*
£11/Swap – 081 446 7949
£18 – 0785 49835
£15 – 031 669 3563
£21/Swap – 0858 463375
£17/Swap – 081 361 9578
Sell/Swap – 081 578 2671
£10 – 0266 861676
TO SWAP: *Sonic The Hedgehog*
0924 258026
031 449 3908

16. RAINBOW ISLANDS

Publisher: Taito (IMPORT)
Price: (see importer)



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.

MEGA says: If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

17. SWORD OF VERMILLION

Publisher: Sega
Price: £49.99

Try not to be put off by the fearsome price tag on this one, because if you're into all that RPG hacking 'n' slashing malarkey, this'll be money well spent.

Sword Of Vermillion is probably the best game of the type on the Mega Drive and, in a market that's becoming more crowded by the day, that's no mean feat. This game is big, slick and sexy.

MEGA says: Look, you're as well to spend £50 on something excellent as waste £35 on something average, aren't you? Quality costs (and in this case it certainly does), but it's usually worth it.

FOR SALE: *Sword of Vermillion*
£25/Swap – 0376 572474
£25/Swap – 0375 844813

18. PHANTASY STAR 3

Publisher: Sega
Price: £49.99
A completely huge RPG, with loads

DAVID ROBINSON'S SUPREME COURT BASKETBALL

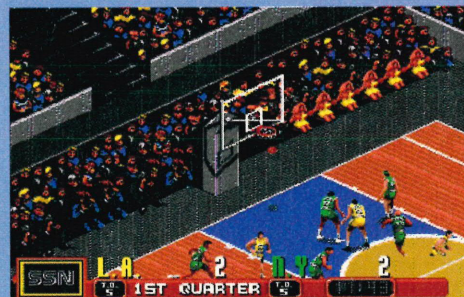
NUMBER 72

Basketball sims are catching up shoot-'em-ups in the popularity stakes, so we thought we'd take a closer look at one of the better ones



Detroit may be nine points behind but there's still plenty of time to go, and they are on the free throw line. Go, Detroit, Go, Go, GO!!!

David Robinson is a big bloke (standing 7' 0" in his verrucas), but he's also a big name in the basketball world. As such, he is a great target for a bit of merchandising. The end result of all this (I was wondering when you'd get to the point – Neil) is a Mega Drive game called *David Robinson's Supreme Court Basketball*. To produce a basketball game, you've got to come up with a new angle or something, and *DRSCB* (for short) definitely has that.



Oh, lovely shot. Paul took on all five players, turned them inside out and then performed an amazing 360-degree rim slam

A special mention should go to the graphics, which are very strange indeed. They look drawn, but the way in which they're animated makes them look digitised. This means that they move really well, but they look very realistic at the same time. We won't get all technical about it, but take our word for it when we say it looks very nice indeed.

The game also has some nice sampled effects (listen to those \$200 sneakers squeaking on that freshly polished court), which add yet another level of realism. Gameplay, however, is where a game lives or dies, but thankfully *DRSCB* isn't just a nice looking game. As I said, it will take a while to get used to both the animations and the flip/fade effect, but if you stick with it, you'll find yourself playing a very realistic and fun basketball sim.

We at MEGA don't really think it gets the nod over *Team USA Basketball* or *Bulls Vs Lakers*, but if you're after a basketball game, then these are the only three worth considering. They all have their good and bad points so it's really up to you which one you go for. OK, so we not really helping you to make a decision, are we? It's essential, therefore, to try before you buy.

PUBLISHER: Sega

PRICE: £39.99

RELEASE: August '92

CARTRIDGE: 4 Mbit

CONTACT: Sega 071 727 8070

MEGA SAYS: OK, so there are plenty of basketball sims around, but this one is definitely up there with the best of them. Well programmed and very playable too.

71%



TOP 100

of different worlds and a whole gang of characters to control. Try to complete this one in a night without using the battery back-up...

MEGA says: It's a lot of money, but in terms of hours of fun per pound, you'll be hard pushed to beat this one.

FOR SALE: *Phantasy Star 3*
£25 - 091 274 2769

WANTED: *Phantasy Star 3*
0793 873401

19. AERO BLASTERS

Publisher: Kemco (IMPORT)
Price: (see importer)

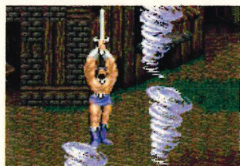
If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what a fantastic, all-action, exciting and varied blastathon it is. If you aren't one of those people, then be told right now - *Aero Blasters* is the fastest, meanest, sexiest, joypad-grippingliest, sweatiest shoot-'em-up there's ever been.

It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console. **MEGA says:** One of the best Mega Drive shoot-'em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

WANTED: *Aero Blasters*
0924 258026

20. GOLDEN AXE 2 (INC. GOLDEN AXE)

Publisher: Sega
Price: £39.99



What's that? You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe*.

The sequel did nothing to alter the linear gameplay (*Ax*, Gillius or Tyris still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-when-ever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to keep at it until you see the end.

MEGA says: The best game in a very limited genre, but why are beat-'em-ups always so easy to complete? Who knows?

FOR SALE: *Golden Axe*
£15/ Swap - 0236 760422

(Jap) - 0932 865146
FOR SALE: *Golden Axe 2*
£20/ Swap - 081 441 8507

21. DESERT STRIKE

Publisher: EA
Price: £34.99



Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.

MEGA says: Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's what matters.

FOR SALE: *Desert Strike*
£25 - 0203 335532
£20 - 0266 861676
Sell/Swap - 081 578 2671

22. THUNDERFORCE 4

Publisher: Sega
Price: £39.99
Reviewed in Issue 1 of MEGA



The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics (and they really are rather groovy, er, "dadio") get in the way of the action - there's too much going on on-screen at any one time. **MEGA says:** Looks great, lots to blast through, looks great, solid shoot-'em-up action, looks great and er, nothing really that could be described as special. It really does look great though.

TO SWAP: *Thunderforce 4*
Swap plus £4 - 0768 899773
Swap - 0483 573696

23. WORLD OF ILLUSION

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA



This game is way too easy in one-

player mode, but for its brilliant two-player game it earns this position. It's hard, interactive fun. Gorgeous graphics and amazing animation add to the game, and it makes *Castle of Illusion* look old hat.

MEGA says: Don't think about buying this unless you've got a mate to play it with.

FOR SALE: *World of Illusion*
Sell/Swap - 081 578 2671
£30 - 0442 69378
£25 - 081 671 1539

24. STREETS OF RAGE

Publisher: Sega
Price: £34.99



If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff - if it were only tougher to beat!

Lovely backdrops, loads of athletic fighting moves, excellent two-player action (two players can interact with each other to pull off some frightening moves) and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy is brilliant!) all go together to make this the most challenging and rewarding game the Mega Drive has to offer in the genre.

MEGA says: If you want a beat-'em-up, there is no alternative (well, except *Golden Axe 2*).

FOR SALE: *Streets of Rage*
£20/Swap - 081 244 2107
£20 - 031 669 3563
Offers - 0792 771587
£20/Swap - 081 572 9439
(Jap) Sell/Swap - 0767 681500
TO SWAP: *Streets of Rage*
Swap plus £4 - 0768 899773

25. CHAKAN

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA

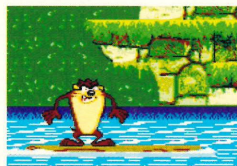


A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive. It's also a large game that will take you some time to complete. Be careful though, because it's very similar to *Revenge of Shinobi*, and if you're already got that one, you may be disappointed with this.

MEGA says: Very nicely done and engrossing too, but very similar to lots of other stuff already on the market. All you old Mega Drive hands will have seen it all before, but you newbies should check it out.

26. TAZ-MANIA

Publisher: Sega
Price: £39.99



The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tasmanian Devil, in a *Sonic*-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you are a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

MEGA says: Brilliantly entertaining, but not all that demanding, *Taz-Mania* is perfect for the kids, and for those of you who can afford to spend lots of dosh on games which you'll finish in three days.

FOR SALE: *Taz-Mania*
£18 - 0977 551849
£22 - 0249 822648
Sell/Swap - 081 578 2671

27. JAMES POND 2 - ROBOCOD

Publisher: EA
Price: £39.99

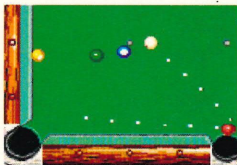


Converted from, but significantly improved upon, the 16-bit computer classic, *Robocod* was the game that took on *Sonic* at his own game and didn't make a half-bad stab at it. Exceptionally pretty, this is one of the best hedgehog clones you can buy. **MEGA says:** Great little game, with a different feel to most platformers (largely thanks to your extendible character...). A good laugh.

FOR SALE: *James Pond 2*
£30 - 0708 444299
£20/Swap - 081 572 9439
£15/Swap - 0236 760422

28. SIDE POCKET

Publisher: Data East (IMPORT)
Price: £35 (see importer)
Reviewed in Issue 2 of MEGA



A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

MEGA says: We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.
FOR SALE: *Side Pocket*
£22 - 0249 822648

29. POWERMONGER

Publisher: EA
Price: £39.99

Reviewed in Issue 5 of MEGA



Strategy is the name of the game, and if you're looking for some serious head-scratching, then *PowerMonger* could be for you. If, on top of all that, you like a bit of domination, then this game could well be the best game you ever buy.

MEGA says: Very, very in-depth and tough. You're going to burst a few brain cells before you finish this one.

30. REVENGE OF SHINOBI

Publisher: Sega
Price: £34.99



Revenge Of Shinobi, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality. **MEGA says:** Super stuff, with top special effects and just plain special gameplay (if you can be "plain special", that is).

FOR SALE: *Revenge of Shinobi*
£20/ Swap - 081 446 7949
£20 - 031 669 3563
£15/Swap - 0236 760422
£15 - 081366 3375

31. THE HUMANS

Publisher: Imagitec
Price: £39.99
Reviewed in Issue 5 of MEGA



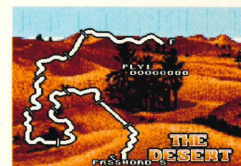
If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and you've either finished it or got bored with it, *The Humans* should fill that missing puzzle gap in your life.

MEGA says: Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

32. LOTUS TURBO CHALLENGE

Publisher: Electronic Arts
Price: £39.99

Reviewed in Issue 3 of MEGA



With great graphics, fab sound and a two-player head-to-head game, this one is definitely worth buying.

MEGA says: It beats games like *Out Run* and *Turbo Out Run* hands down. If racing is your thing, buy this.

33. TERMINATOR 2

Publisher: Arena
Price: £39.99
Reviewed in Issue 4 of MEGA



The first *Operation Wolf*-type game that's appeared on the Mega Drive, and it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joypad.

MEGA says: A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and also some really nice gameplay.

34. CASTLE OF ILLUSION

Publisher: Sega
Price: £39.99



Mickey Mouse, eh? Don't you just love him? Yep, even when he appears in really lovely platform adventures like this one, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel. **MEGA says:** A lovely platform epic very much in the style of (whisper it) *Mario*, except without all that tedious head-butting palaver. Gorgeous to look at and gorgeous to play. The whole family will love this one.

FOR SALE: *Castle Of Illusion*
£18 - 081 504 8614

TO SWAP: *Castle Of Illusion*
Swap plus money - 0302 739655

35. LHX ATTACK CHOPPER

Publisher: EA
Price: £39.99
Reviewed in Issue 1 of MEGA



The Mega Drive's first chopper-'em-up and only the second genuine flight

sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

MEGA says: Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

FOR SALE: *LHX Attack Chopper*
£25 - 0274 567222

TO SWAP: *LHX Attack Chopper*
Swap plus money - 0302 739655

36. DECAP ATTACK

Publisher: Sega
Price: £39.99



Decap Attack (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head (his name's Chuck D Head, good eh?) and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

MEGA says: Ropeyish graphics, but don't let that put you off this gorgeous and funny platformer.

FOR SALE: *Decap Attack*

£20 - 0203 335532

£18 - 081 504 8614

37. GHOULS 'N' GHOSTS

Publisher: Sega
Price: £34.99



A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

MEGA says: *Ghouls 'n' Ghosts* is the business - and, for once, the tough difficulty tuning guarantees decent value for money as well as being great short-term arcade fun.

FOR SALE: *Ghouls 'n' Ghosts*
Sell/Swap - 081 578 2671

£22 - 0249 822648

38. POPULOUS

Publisher: EA
Price: £39.99



Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.

MEGA says: One of the most compulsive games ever invented. There's nothing else like it on the MD so, egomaniacs everywhere, don't miss it.

FOR SALE: *Populous*
£20/Swap - 0622 715460

39. TOE JAM AND EARL

Publisher: Sega
Price: £39.99



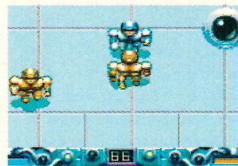
Multi-player action doesn't get a lot more entertaining than this. ToeJam (urgh) and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

MEGA says: Another OK game, which becomes completely essential when played with someone else. Got any friends? Buy this. Haven't got any friends? Then buy this and make some.

TO SWAP: *ToeJam & Earl*
0924 258026

40. SPEEDBALL 2

Publisher: Virgin Games
Price: £34.99
Reviewed in Issue 1 of MEGA



This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means

that for an all-round sporting experience *Speedball 2* is hard to beat - especially in two-player mode.

MEGA says: Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), this is about as good as arcade sports games get.

FOR SALE: *Speedball 2*
£20 - 031 669 3563

41. SUPER KICK OFF

Publisher: US Gold
Price: £39.99
Reviewed in Issue 6 of MEGA

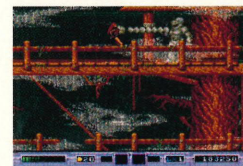


The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

MEGA says: It plays well and there are loads of options too. To get the best out of the game you're definitely going to have to play this with another person, because then you can both make mistakes and stop the computer walking all over you.

42. EX-MUTANTS

Publisher: Sega
Price: £39.99
Reviewed in Issue 6 of MEGA



Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though and fairly tough in places.

MEGA says: Although the comic book is not that well known, the game does succeed on its very heavy comic book feel. It's not the most original game ever, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

43. MUHAMMAD ALI BOXING

Publisher: Virgin
Price: £39.99
Reviewed in Issue 6 of MEGA



Boxing is one of those sports that has never really worked well on any format. Just take a look at *James*

THE AMERICAN WAY

Here's a MEGA guide to sorting out all this American football business...



You've chosen your play and you know what you're going to do. Question is, will you be able to pull it off?

American Football is a very popular game. OK, so maybe not in the great scheme of things, but to a console owner it is. There are, however, still people out there (they've written in to us see) who wouldn't know a first down from a pass rush. Well we've decided to give you a quick rundown on what exactly American football is all about so that you can get that little bit more out of games like *John Madden* and *Joe Montana*.

Like all sports games, the idea of American football is simple, it's just all the rules that get in the way. The basic idea of American football is to carry the ball to the other end of the field. Once you've got possession you have to move the ball a minimum of ten yards in four plays (called downs). You can

run or carry the ball, it's up to you. If you make more than ten yards (within the four downs), then you'll start the whole process all over again.

Get the ball to the opponent's end (called the end zone) and you'll score six points. You can then try to kick the ball through the posts for an extra point (making seven in all). If you're running out of downs but you're near enough to the posts, you can always try for a field goal by kicking it through the posts. For this you get three points.

If you don't move the ball a minimum of ten yards on four downs, then possession is given to your opponent from where the ball is on the field. One special defensive move to remember is the punt. If you're, say, on fourth down with 20 yards to go and you're too far from the posts for a field goal, then a punt is a good idea. This is really just a big kick downfield, and it means that the opposition then have more yards to cover with the ball.

This isn't meant to be an expert's guide to American football. It's just meant to give you the basic idea of the game to reassure people who might be wary of buying this type of sports game that the rules aren't as difficult as they'd probably expect.

There, now you know the basics you can go out and buy any of the *John Madden* games and introduce yourself to some of the best gameplaying action the Mega Drive has to offer.



The play selection screen may look very complex but you've got 45 seconds to choose your play, so don't worry about time



There goes the pass to the wide receiver. Will it be caught or not? Guess we'll never know

"Buster" Douglas or George Foreman's KO Boxing if you want proof. That was until Muhammad Ali's Boxing appeared. Programmed by the same people who came up with John Madden and NHLPA Hockey, this ace 3D boxing game is fun, playable and fills a hole nicely. **MEGA says:** With two different player modes, a nice control system and some really good graphics, this is the ONLY boxing game worth considering. If you're a boxing nut, then get this now. It'll knock you out).

44. SUPER BATTLETANK

Publisher: Absolute

Price: £39.99

Reviewed in Issue 6 of MEGA



This one is a strange little game; a simulation, strategy and shoot-'em-up rolled into one, and with some nice digitised sound and graphics, it's very nice to play too. Serious sim freaks will probably not find enough in here and shoot-'em-up fans may find all the realism a little off-putting, but once you get into it, it's good stuff. **MEGA says:** A nicely polished game that tries to mix various types of gameplay. Some will love it, others will say that it's trying to be too many games at the same time, but that's just a cop out. Give it a look.

45. PIT FIGHTER

Publisher: Tengen

Price: £37.99



Ooh look, it's another beat-'em-up. Ah yes, but wait... this one's different. How come? Well, it's got digitised graphics, guv. That means the fighters you take on in this simulation of that ugliest of "sports" (pit fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylight out of. **MEGA says:** Pretty dull and morally dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay-wise you could do a lot better than this.

TO SWAP: Pit Fighter

Swap plus money - 0302 739655

46. SHINING IN THE DARKNESS

Publisher: Sega

Price: £49.99



A mammoth, gorgeous RPG (as

opposed to a gorgeous mammoth RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entranced for months. *Shining in the Darkness* is probably the Mega Drive's most accessible RPG, so comes highly recommended to anyone who fancies giving the genre a try. **MEGA says:** A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised.

FOR SALE: *Shining in the Darkness* £22/Swap - 081 244 2107

47. PHANTASY STAR 2

Publisher: Sega

Price: £59.99



Not quite as big and sexy as *Phantasy Star 3*, obviously, but pretty impressive all the same.

MEGA says: Great stuff, but at this price it's strictly for absolute fanatics of the genre

FOR SALE: *Phantasy Star 2* £25 - 0376 572474

48. F-22 INTERCEPTOR

Publisher: EA

Price: £39.99



There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fabulous, but the gameplay gets repetitive a bit too quickly.

MEGA says: If you want a flight sim, this is about as good as they currently get. Luckily Microprose have some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline. We'll keep you posted, so keep an eye out.

FOR SALE: *F-22 Interceptor*

£15 - 0376 572474

£20 - 0274 621118

TO SWAP: *F-22 Interceptor*

Swap plus money - 0302 739655

49. STRIDER

Publisher: Sega

Price: £44.99

Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

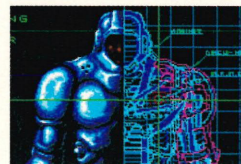
MEGA says: You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most.

TO SWAP: *Strider* 0942 321000

50. ESWAT

Publisher: Sega

Price: £34.99



Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword of Vermillion*, there's just about enough thinking to keep you interested to the very end.

MEGA says: There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

51. SHADOW DANCER

Publisher: Sega

Price: £34.99



ESWAT with a dog, basically.

MEGA says: More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. Well worth a bang - check it out.

TO SWAP: *Shadow Dancer*

0942 35928

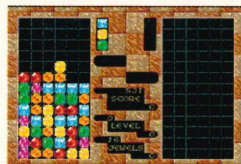
TO SWAP: *Shadow Dancer*

£20 - 061 304 8551

52. COLUMNS

Publisher: Sega

Price: £34.99



The game they give away with the Game Gear, and it's easy to see why - it's worth buying one of the fabby little machines just to play this, except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to

the fact that the graphics are big enough to let you actually see what's going on. great stuff solo, but the two-player head-to-head "flash" game is totally wonderful. The best Mega Drive puzzle game going. **MEGA says:** Buy another joypad, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

53. KID CHAMELEON

Publisher: Sega

Price: £34.99



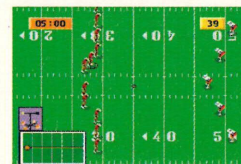
Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did *Sonic the Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember - you don't have to be great to be good. **MEGA says:** If large platform games are your thing, then this might be one of the best you ever buy.

54. JOE MONTANA 3

Publisher: Sega

Price: £39.99

Reviewed in Issue 3 of MEGA



The only serious (ha) threat to the John Madden crown comes back for a third time. It's got several things *John Madden '93* hasn't, notably a league, three different viewpoints and a zoom in mode. However, it's not as playable or friendly to use. This is one for the serious American football fan.

MEGA says: Sega try again, but they fall just short. It's worth checking out if American football is your thing.

FOR SALE: *Joe Montana 3*

£30 - 0225 338587

55. KRUSTY'S SUPER FUN HOUSE

Publisher: Flying Edge

Price: £39.99

Reviewed in Issue 1 of MEGA



The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right.

There are lots of puzzles, lots of cartoony graphics and lots of fun to be had by all.

MEGA says: *Krusty's Super Fun House* is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good rat-splating stuff.

TO SWAP: *Krusty's Super Fun House*

Swap plus £4 - 0768 899773

FOR SALE: *Krusty's Super Fun House*

£24 - 081 319 2947

56. TERMINATOR

Publisher: Virgin

Price: £39.99



You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it. That's it then, eh?

MEGA says: Lovely game, but there's not nearly enough of it.

57. TWO CRUDE DUDES

Publisher: Data East (IMPORT)

Price: (see importer)

Well, it's a beat-'em-up and it's got some crude dudes in it. Er...

MEGA says: A fairly accurate version of the coin-op *Crude Busters* and it's OK. The whole game looks good and plays OK but it's just too easy to finish. Same old story...

58. AFTERBURNER 2

Publisher: Sega

Price: £34.99



The arcade version of *Afterburner* (all style and no content) threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope desperately for the best.

Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. What else is there to say? **MEGA says:** Er, this, I suppose. *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* for starters.

WANTED: *Afterburner 2* 0924 258026

59. THUNDERFORCE 3

Publisher: Sega

Price: £35.99

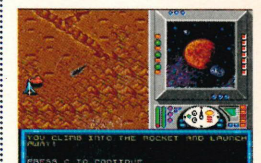


Of course, with the arrival of *Thunderforce 4*, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Wool" at some of the best visual effects yet seen on the Mega Drive. It's not all cosmetics though - *Thunderforce 3* is also a damn fine shoot-'em-up in its own right with great weapons, loadsa power-ups and loadsa baddies. If you're a zapping fan, this is another one of those "must-haves", basically. **MEGA says:** An incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre had better check out *Hellfire* or *Aero Blasters* first.

60. BUCK ROGERS "COUNTDOWN TO DOOMSDAY"

Publisher: EA

Price: £49.99



Not one of the most spectacular games you'll ever see, but the game's got tons of depth. Searching around this futuristic strategic role playing game thing will keep you interested for a while, but *MEGA* wants to know why they left out the old Twiki the robot?

MEGA says: Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? *MEGA* thinks so.

FOR SALE: *Buck Rogers*

£20 - 091 274 2769

61. NEW ZEALAND STORY

Publisher: Taito (IMPORT)

Price: (see importer)



Another classic coin-op that's seen incarnations on just about every format imaginable, but the Mega Drive version takes an unexpected twist by being less of a conversion than a rearrangement of the original.

All the same features found in the arcade game are present and correct, but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that *New Zealand Story* fans now have a whole new game to play, and that can't be a bad thing now, can it?

MEGA says: *New Zealand Story* on the Mega Drive is as cute, clever and addictive as it ever was, so who cares if all the bits are in different places? Not us, that's for sure.

62. TEAM USA BASKETBALL

Publisher: EASN
Price: £39.99
Reviewed in Issue 1 of MEGA



This is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.

MEGA says: Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.

FOR SALE: *Team USA Basketball* £20 - 091 262 1748

63. TRUXTON

Publisher: Sega
Price: £34.99
Shoot-'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?

MEGA says: Well yes, but on the whole, *Truxton* is a decent enough effort. It's good fun to pick up and play every now and again, but it'll never change your life, or even give you one especially wonderful evening. Mmm, sorry.

64. DRAGON'S FURY

Publisher: Tengen
Price: £39.99
Reviewed in Issue 1 of MEGA



It's a pinball game.

MEGA says: And it's lovely.

TO SWAP: *Dragon's Fury* (Jap) Swap plus £4 - 0768 899773
0924 258026

65. OLYMPIC GOLD

Publisher: US Gold
Price: £39.99



The graphics may be lush, but at the

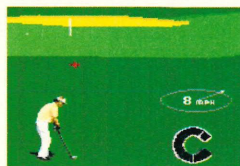
root of it all, it's just a creative way to pummel the living daylights out of your joypad.

MEGA says: Pretty dull by yourself, but excellent fun when you've got a few mates round.

TO SWAP: *Olympic Gold*
0942 35928

66. WORLD CLASS LEADERBOARD

Publisher: US Gold
Price: £37.99



Well, it's pretty good, but it's not really *PGA Tour*, now is it?

MEGA says: No it isn't. Unless you're absolutely golf loopy nuts and just have to have every available sim, get *PGA* and settle for that.

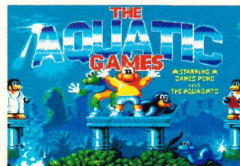
67. BATTLE SQUADRON

Publisher: EA
Price: £39.99
It's Amiga conversion time again, but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age.

MEGA says: Bog-standard vertical zaperama with little or nothing to make it stand out from the crowd.

68. AQUATIC GAMES

Publisher: Electronic Arts
Price: £39.99
Reviewed in Issue 1 of MEGA



James Pond is back. This time, however, he's taking part (with his friends) in the *Aquatic Games*. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for those younger Mega Drive owners.

MEGA says: It's button bashing alright, but not as we know it.

FOR SALE: *Aquatic Games*
£20/Swap - 0532 790542
TO SWAP: *Aquatic Games*
Swap plus money - 0302 739655

69. BIO-HAZARD BATTLE

Publisher: Sega
Price: £39.99
Reviewed in Issue 3 of MEGA



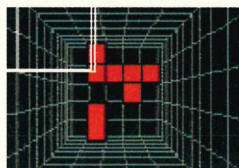
Sexy graphics and spooky sound don't make a game, but they do go a long way. Thankfully *Bio-Hazard*

Battle has some exciting shooting action to go with it.

MEGA says: There's nothing new in here, but it's very playable.

70. BLOCKOUT

Publisher: EA
Price: £34.99



Your brain will never forgive you. Imagine *Tetris*, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just you try playing it, mate.

MEGA says: Complete mind torture, but if you're more laid back than a particularly relaxed sloth, you'll get some serious fun out of this one.

TO SWAP: *Blockout*
Swap plus money - 0302 739655

71. F1 CIRCUS

Publisher: Nichibutsu (IMPORT)
Price: (see importer)
This game is second only to the *Super Monaco GP* twins, *F1 Circus* looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing, ie you'll crash a lot.

MEGA says: If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

72. DAVID ROBINSON BASKETBALL

Publisher: Sega
Price: £39.99
The best of a whole clutch of basketball games recently released by various people. Though still not up to *Team USA Basketball*, this one boasts by far the smoothest, fastest action, and some of the nicest effects too. If basketball's your bag (ahem), this is your kind of shopping trolley.

MEGA says: Bouncy bouncy, bouncy bouncy, fun, fun, fun, fun. (What? - Neil) Tiggers. And basketballs. (Ah - Neil)

73. SUPER HANG-ON

Publisher: Sega
Price: £19.99
Road Rash, without all the violence. Yes, we know it sounds like a bit of a bad idea, but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too - just try to stop yourself from leaning into those bends...

MEGA says: It looks lovely, it plays beautifully, it'll last for ever. Along with *Super Monaco* and *Road Rash*, the only genuinely essential racing game for your Mega Drive.

FOR SALE: *Super Hang On*
£10/ Swap - 081 446 7949
£25 - 0279 652510
£20/Swap - 031 449 3908

TEN BEST PLATFORM GAMES

Like platform games then, do you? OK, so you'll be wanting to know what MEGA's all-time favourite ten are then? Yeah? Well here they are...

1 SONIC 2

Not the most original sequel ever made, but faster, better looking and a lot more fun than the competition.



6 WORLD OF ILLUSION

Much better than *Castle of Illusion*, but perhaps a bit too easy. The two-player mode is cracking though.



2 QUACKSHOT

This is the best of the Disney lot. It's tough, large and looks brilliant. Not as good as *Sonic 2*, but not far off.



7 REVENGE OF SHINOBI

Ninja-platform game that's well thought out, tough, challenging, and has fabulous graphics.



3 ROLO TO THE RESCUE

This game is big, cute, colourful and great fun to play. It is sure to become a classic Mega Drive platformer.



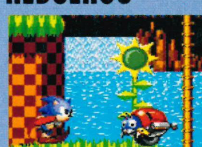
8 TAZ-MANIA

Fabulous animation and devilish graphics make for a great game, even if it is a little on the easy side.



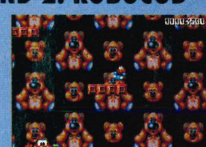
4 SONIC THE HEDGEHOG

Sonic is still as much fun to play as it was when it first arrived in June 1991. It'll be around for years to come.



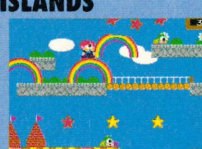
9 JAMES POND 2: ROBOCOD

We're talking seriously large game here. There are 80 large levels of puzzling, platform fun.



5 RAINBOW ISLANDS

If you can find a copy of this cute, playable coin-op conversion, then keep hold of it. It's like gold dust.



10 CASTLE OF ILLUSION

This was the first Disney game, and it's still a cracking platform game with some lovely graphics.



FIVE CUTEST CHARACTERS



1 SONIC

What a shock! Yes Sonic is cute, loveable, spiky and blue!



2 TAILS

Sonic's right-hand fox is right up there in the cutey stakes.



3 ROLO

He's just so funny when he's inflated. Honestly, it'll crack you up.



4 TOE JAM

He may walk funny, but he's still a hip little dude.



5 ECCO

Everybody loves dolphins, and Ecco is beautifully animated.

FIVE HOTTEST SOUND TRACKS

1 STREETS OF RAGE 2

The music itself may not be up to much (all that Rave stuff you know), but it still sounds great.

2 SIDE POCKET

Sorry, but Neil is such a sad little lounge-lizard that he wanted this one at number two. Yeuck!

3 STREETS OF RAGE

The first game which really concentrated on its music, and a funky little number it is too.

4 QUACKSHOT

Each destination has a different, very atmospheric tune, and they all fit into the game very nicely.

5 ECCO

No whale songs or anything like that, just quiet, calm, sedate music to play. Very smooth.

TOP 100

74. SPORTS TALK BASEBALL

Publisher: Sega USA (IMPORT)
Price: (see importer)

Reviewed in Issue 1 of MEGA
A decent baseball game, that tells you what's going on as it happens. **MEGA says:** As with *Joe Montana Football 2*, great for people with no friends.

75. DODGEBALL

Publisher: Sega Japan (IMPORT)
Price: (see importer)

Reviewed in Issue 1 of MEGA



Volleyball meets *Speedball* in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of a medicine ball. Decidedly strange, inevitably violent and great fun – almost like sellotaping a vulture to your friend's anorak. **MEGA says:** Not sure about this vulture/anorak business, but *Dodgeball* remains a good two-(or more) player game.

76. ARCUS ODYSSEY

Publisher: Renovation (IMPORT)
Price: (see importer)

A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action that's going.

MEGA says: This is OK by us.

77. INDIANA JONES AND THE LAST CRUSADE

Publisher: US Gold
Price: £39.99

Reviewed in Issue 4 of MEGA



One of the greatest adventurers of all time (and he's fictional too) appears on the Mega Drive. The graphics are nice and the film tie-in is handled very effectively. However, owing to some little gameplay glitches the game ends up being very tough and furthermore very frustrating. **MEGA says:** Take a careful look at this before you buy it.

78. WWF SUPER WRESTLE MANIA

Publisher: Flying Edge (IMPORT)

Price: £35

Reviewed in Issue 4 of MEGA



Big, beefy, and as tough as nails. If

you fancy getting your hands on a few American wrestlers and giving them the suplex treatment, then this might be the game for you.

MEGA says: The two-player head-to-head is quite good fun, but the one-player game lacks excitement.

FOR SALE: WWF

£30/Swap – 081 572 9439

79. JOE MONTANA 2

Publisher: Sega

Price: £34.99

Even this sequel to the original "not too bad but let's face it, it's not as good as *John Madden*" American football game fails to lace the boots or plump the padding of the boy from Electronic Arts. Nice try but no cigar. **MEGA says:** Not as good as *John Madden Football* but it talks to you.

80. FIGHTING MASTERS

Publisher: Treco (IMPORT)

Price: (see importer)

Solid two-player beat-'em-up action is the name of this lovely looking game. If only the beast was a bit more substantial in one-player mode.

MEGA says: Two-player pommelling can be a great laugh, but don't bother with *Fighting Masters* if you're a solo scrapper.

TO SWAP: Fighting Masters
031 556 2610

81. CHUCK ROCK

Publisher: Virgin Games

Price: £39.99

This is an old Amiga game which has been brushed up a bit for the Mega Drive and, as you might expect, it's a bit of a lush looker. What you might not expect is a fabby prehistoric platform game which plays like an episode of *The Flintstones* (except it's funnier) and in which you dispose of your enemies by bouncing them off your gigantic beer belly.

MEGA says: This is a really enjoyable platformer, packed to the brim with variety, lovely little touches and more imagination than a dozen lesser efforts in this genre.

FOR SALE: Chuck Rock
£25 – 0442 69378

82. TETRIS

Publisher: (IMPORT)

Price: (see importer)

OK, hands up everyone who doesn't know about *Tetris*. Three of you, eh? Well, where have you been for the last couple of years? On Mars?

MEGA says: The biggest and sexiest puzzle game of all eternity comes to the Mega Drive. If, by some incredibly unlikely fluke, you don't already have a *Tetris* game, then get this one now.

83. 688 ATTACK SUB

Publisher: Sega

Price: £34.99

Nice, atmospheric submarine simulator with a bit of zapping and some pleasant aesthetics.

MEGA says: Not the kind of thing you ever imagine anybody buying a Mega Drive for, but good at what it does.

FOR SALE: 688 Attack Sub

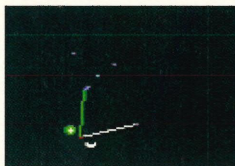
£20/ Swap – 081 441 8507

£21/Swap – 0858 463375

84. STAR CONTROL

Publisher: Ballistic

Price: £39.99



Massive but not actually all that complicated space strategy trading thing with zappy and tactical bits thrown in as a life-preserver.

MEGA says: A bit of a lark with a chum, but kinda dull on your own.

FOR SALE: Star Control
£15/Swap – 081 244 2107

85. HERZOG ZWEI

Publisher: Sega

Price: £34.99

Eight-way scrolling, view-from-above, simultaneous two-player, head-to-head, split-screen shoot- and think-'em-up with bags of strategy. It could have been a classic, but didn't quite manage to hang together.

MEGA says: Almost excellent for two-player head-to-head.

86. SPIDERMAN

Publisher: Sega

Price: £39.99

"Spiderman, Spiderman, does whatever a spider can." So how come you never see him getting trapped in a bath then, eh?

MEGA says: Pretty run-of-the-mill platform game, lifted out of the ordinary by some pretty spiffy graphics and a nice line in enemies.

FOR SALE: Spiderman

£15 – 0371 850546

£20 – 031 669 3563

Offers – 0792 771587

£19/Swap – 081 244 2107

87. CORPORATION

Publisher: Virgin Games

Price: £39.99

Reviewed in Issue 3 of MEGA

Gigantic and tough 3D, RPG-ish Amiga conversion with some top 3D blasting bits in it. The idea is that you're a secret agent briefed with the unenviable job of trying to establish whether rumours of a company creating killer genetic mutants is true or not. It's involving and absorbing although it can get a bit repetitive if constantly creeping around mutant-infested buildings inches from death, isn't your idea of a good night out.

MEGA says: For role-playing fun with a bit more blasting and a bit more brain-stretching than usual, this game is a pretty damn good purchase.

88. TEST DRIVE 2

Publisher: Ballistic

Price: £34.99

A two-player, head-to-head driving game that sounds as if it should be great, but somehow never lives up to expectations.

MEGA says: Enjoyable serious-ish, two-player driving/crashing game, which you may never be able to buy. Life's a bitch, eh?

FOR SALE: Test Drive 2

£25 – 0279 652510

89. RAMPART

Publisher: Tengen (IMPORT)

Price: £35

Reviewed in Issue 4 of MEGA



The two-player mode in most games is a very welcome additional option. In *Rampart*, it is the only part of the game worth mentioning. Playing this puzzle arcade game against the computer is bland and repetitive. Take on a thinking human opponent, however, and the blood begins to boil. **MEGA says:** If you're a popular sort of bloke, then give this a try with some of your friends.

90. TROUBLE SHOOTER

Publisher: Vic Tokai (IMPORT)

Price: (see importer)

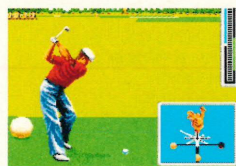
Madison and Crystal take to the skies to kick some alien butt in an entertaining shoot-'em-up with a choice of five special weapons, some seriously whacked-out bosses and five levels of constant action.

MEGA says: A tad too small and a tad too easy, but while it lasts, *Trouble Shooter* is right good stuff.

91. ARNOLD PALMER GOLF

Publisher: Sega

Price: £34.99



More golf? Haven't we covered that one already? Of "course" we have! **MEGA says:** *PGA Tour*'s the game you want.

FOR SALE: Arnold Palmer Golf
£15 – 031 669 3563

92. GLEY LANCER

Publisher: NCS (IMPORT)

Price: £35 (see importer)

Reviewed in Issue 2 of MEGA



Another shoot-'em-up to add to the collection, but at least this one has got something different. The different firing patterns of your sister pods add some difficulty to the proceedings. **MEGA says:** The weapon systems are fun and they make this shoot-'em-up stand out from the rest.

93. GAMES - THE WINTER CHALLENGE

Publisher: Ballistic

Price: £39.99

Pretty run-of-the-mill snowbound sports sim with eight ice-tastic

events. As ever, lots of laughs with your buddies, but a real snoozeathon if you try it solo.

MEGA says: This one's been kind of overtaken by *Olympic Gold* as the Mega Drive's premiere multi-event sports game, but it's still a good example of the genre. It's just not a particularly outstanding genre, is all.

TO SWAP: The Winter Challenge

Swap plus money – 0302 739655

FOR SALE: The Winter Challenge

£20 – 0274 621118

£22 – 0249 822648

94. KLAX

Publisher: Tengen

Price: £34.99



A massive coin-op cult, *Klax* is one of the best puzzle games ever. Unlike *Tetris* et al, you get a bit of scope for your own strategies instead of just needing lightning reactions, although you'll have to have those too. Very original and excellently designed, with a groovy two-player head-to-head game to boot, *Klax* will test your speed, sight, and spatial perception, all at the same time. **MEGA says:** *Columns*, *Tetris*, *Blockout* and *Klax* – the only puzzle games you'll ever need.

FOR SALE: Klax
£18 – 0977 551849

95. SHADOW OF THE BEAST 2

Publisher: Electronic Arts

Price: £39.99

Reviewed in Issue 4 of MEGA



The original *Shadow of the Beast* was very poor indeed, but thankfully the sequel is much better. Guide our hero around the countryside battling against all sorts of creatures. You'll need to use your brain too, because there are some devilish puzzles that need to be solved.

MEGA says: It runs at a very slow pace and, therefore, may not be to everyone's liking. But it's certainly an improvement on the original.

96. ALIEN 3

Publisher: Flying Edge

Price: £34.99

Strangely reminiscent of *Terminator*, except this time you're Ripley and you're faced with the task of machine-gunning, grenade-chucking and alien-blasting your way through platform after platform.

MEGA says: Nothing to get excited about. Without the atmospheric effects and intro of *Terminator*, the game falls into the ranks of all the other seen-it-all-before platformers.

FOR SALE: Alien 3

£18/Swap – 0977 551849

Sell/Swap – 0932 865146

TO SWAP: Alien 3

081 852 5966

0942 321000

0924 258026

97. ANOTHER WORLD

Publisher: Virgin

Price: £39.99

Reviewed in Issue 6 of MEGA



A lost scientist must get back home, and you've got to guide him. Each level has its own little puzzle to work out and you've got to think, shoot and run your way out of trouble. The cinematic feel of the game is intentional and works very nicely. *Trouble is*, once you've finished the game, you'll never come back to it. **MEGA says:** It's all very nice and incredibly impressive, but once you've sussed each level, which doesn't take that long, the game's lasting appeal is very limited.

98. JAMES POND

Publisher: EA

Price: £34.99

Some cute platform/swimming around fun, but nothing that'll really set your head on fire. Er, not that you'd especially want it to.

MEGA says: The 12 levels won't last you too long, and you'll probably get a bit bored before the end, anyway. This is, however, still good fun for a few days.

99. TWINKLE TALE

Publisher: WAS (IMPORT)

Price: £35 (see importer)

Reviewed in Issue 1 of MEGA

A fun, original and addictive shoot-'em-up, that suffers from being too easy. The seven levels are varied and the end-of-level bosses look great, but you'll finish it in two days.

MEGA says: It's great fun, and it's a cute shoot-'em-up. It's just a damn shame the thing is so easy to complete.

100. THE IMMORTAL

Publisher: EA

Price: £39.99



A massive but ropery-looking RPG and with loads of blood 'n' guts definitely one for the gore-thirsty gamer.

MEGA says: It's an OK game, and some will flip over the graphics, but think very carefully before you blow 40 quid on it.

TO SWAP: The Immortal

Swap plus money – 0302 739655

FOR SALE: The Immortal

£20 – 0621 828623

£20 – 081 366 3375

TOP 100 POSITIONS

688 Attack Sub	83	Muhammad Ali Boxing	43
Aero Blasters	19	New Zealand Story	61
Afterburner 2	58	NHLPA Hockey	4
Alien 3	96	Olympic Gold	65
Another World	97	PGA Tour Golf 2	7
Aquatic Games	68	Phantasy Star 2	47
Arcus Odyssey	76	Phantasy Star 3	18
Arnold Palmer Golf	91	Pit Fighter	45
Battle Squadron	67	Populous	38
Bio-Hazard Battle	69	PowerMonger	29
Blockout	70	Quackshot	12
Buck Rogers	60	Rainbow Islands	16
Castle of Illusion	34	Rampart	89
Chakan	25	Revenge of Shinobi	30
Chuck Rock	81	Road Rash 2	6
Columns	52	Role to the Rescue	13
Corporation	87	Shadow Dancer	51
David Robinson Basketball	72	Shadow of the Beast 2	95
Decap Attack	36	Shining in the Darkness	46
Desert Strike	21	Side Pocket	28
Dodgeball	75	Sonic The Hedgehog	15
Dragon's Fury	64	Sonic The Hedgehog 2	2
Ecco the Dolphin	10	Speedball 2	40
ESWAT	50	Spiderman	86
Ex-Mutants	42	Sports Talk Baseball	74
F-1 Circus	71	Star Control	84
F-22 Interceptor	48	Streets Of Rage	24
Fighting Masters	80	Streets Of Rage 2	11
Games - The Winter Challenge	93	Strider	49
Ghouls 'n' Ghosts	37	Super BattleTank	44
Gley Lancer	92	Super Hang-On	73
Golden Axe 2	20	Super Kick Off	41
Hellfire	5	Super Monaco GP 2	8
Herzog Zwei	85	Sword of Vermillion	17
Humans	31	Taz-Mania	26
Immortal, The	100	Team USA Basketball	62
Indiana Jones	77	Terminator	56
James Pond	98	Terminator 2	33
James Pond 2 - Robocod	27	Test Drive 2	88
Joe Montana 2	79	Tetris	82
Joe Montana 3	54	Thunderforce 3	59
John Madden Football '93	1	Thunderforce 4	22
Kid Chameleon	53	Toe Jam & Earl	39
Klax	94	Trouble Shooter	90
Krusty's Super Fun House	55	Truxton	63
Lemmings	9	Twinkle Tale	99
LHX Attack Chopper	35	Two Crude Dudes	57
Lotus Turbo Challenge	32	World Class Leaderboard	66
Mega-Lo-Mania	14	World of Illusion	23
Micro Machines	3	WWF Super Wrestle Mania	78

TOP 100

The following games may not be fab enough to have made it into MEGA's Top 100, but many of them are still well worth a look. So, if you've got a cart you're bored with, trade it in for a new one. Simple

ALIEN STORM
To swap:
Swap plus £3 - 0767 681500

ALISIA DRAGON
For sale:
£20/Swap - 0977 551849
To swap:
Swap plus £4 - 0768 899773
Swap plus money - 0302 739655

ALTERED BEAST
To swap:
0767 681500
For sale:
£5/Swap - 0727 866437
£12/Swap - 0236 760422
£10 - 031 669 3563
£15 - 0203 335532

ASSAULT SUIT LEYNOS
To swap:
Swap plus money - 0302 739655

BATMAN
To swap:
0727 866437
For sale:
Offers - 0792 771587
£20/Swap - 081 886 1633

BUDOKAN
To swap:
Swap plus money - 0302 739655
For sale:
£15/Swap - 0236 760422
£15 - 0753 88571

CENTURION
For sale:
£15 - 091 274 2769

CRACKDOWN
To swap:
Swap plus money - 0302 739655
For sale:
£15 - 081 366 3375

CRUE BALL
For sale:
£25 - 0225 338587

CYBERBALL
To swap:
Swap plus money - 0302 739655

DICK TRACY
To swap:
Swap plus money - 0302 739655

D J BOY
To swap:
(Jap) - 0698 860578

DUNGEONS AND DRAGONS
For sale:
£20 - 091 274 2769

DYNAMITE DUKE
To swap:
0388 763230

EURO CLUB SOCCER
For sale:
£20 - 091 274 2769
£20 - 0229 770066
To swap:
0942 321000
0992 35839

FAERY TALE ADVENTURE
For sale:
£10/Swap - 0946 841776

FANTASIA
For sale:
Offers - 0792 771587
£20 - 0244 680276

FATAL REWIND
To swap:
0388 763230

GAIN GROUND
To swap:
Swap plus money - 0302 739655

(Jap) Sell/Swap - 0767 681500

GALAHAD:
For sale:
£20 - 0274 567222

GYNOUG
For sale:
£20/Swap - 081 853 3237

HARDBALL
For sale:
£20/Swap - 0663 742695

HERZOG ZWEI
For sale:
£20/Swap - 0532 790542

INSECTOR X
For sale:
£15 - 081 366 3375

ISHIDO
To swap:
Swap plus money - 0302 739655

LAKERS VS CELTICS
To swap:
0945 85477

MIGHT AND MAGIC
For sale:
£20 - 091 274 2769

OUTRUN
For sale:
£15 - 081 366 3375

PREDATOR 2
For sale:
£18 - 0785 49835

ROLLING THUNDER 2
To swap:
Swap plus money - 0302 739655

SPLATTERHOUSE 2
To swap:
0942 35928

0924 258026
0234 855383
Swap plus £4 - 0768 899773

SUPER HYDLIDE
For sale:
£15/Swap - 0663 742695

SUPER REAL BASKETBALL
For sale:
15/Swap - 0727 866437

SWORD OF SODAN
To swap:
0767 681500

TECMO WORLD CUP '92
For sale:
(Jap) £20/Swap - 0945 85477

UNDEADLINE
To swap:
Swap plus money - 0302 739655

WHERE IN TIME IS CARMEN SAN DIEGO?
To swap:
Swap plus money - 0302 739655

WORLD CUP ITALIA '90
To swap:
0865 863202
To sell:
£18/Swap - 081 886 1633

WRESTLE WAR
For sale:
£20/Swap - 081 886 1633
£10/Swap - 0727 866437
£15/Swap - 081 853 3237
To swap:
Swap plus money - 0302 739655

ZANY GOLF
For sale:
£13/Swap - 081 244 2107

WANT A FREE AD?

MEGA will advertise your cart swaps or sales for absolutely no charge. Simply fill in the form on the right with the name of the cart, whether you want to swap or sell it, and your telephone number (no addresses please) and send it in to: Cart to Cart, MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.

Although you can charge whatever price you like, MEGA recommend that carts in excellent condition with full instructions and packaging should be sold for half the RRP.

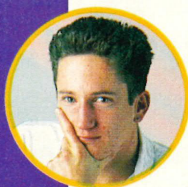
CONDITIONS

We don't want any trade ads. We can't take responsibility for the quality of the products which appear in these ads. We reserve the right to amend or refuse ads.

Please sign the following declaration (but get your parent or guardian to sign if you're under 16) to say that your ad is legal.

.....Signed Date / /

Sonic X	Swap M	0225 442244



Yo! This is MC West with another hot batch of kickin', bangin', dissi... (Neil, cut the crappy street talk and get on with it. You're a Seventies' reject, not the repressed product of an inner city ghetto - Andy)

OVER TO THE OFFICE

Dear MEGA,
About this cart price business: we've been told that the Office of Fair Trading is involved, but to what degree? We all know that carts are far too expensive, but is this going to be another story which gets talked about then nothing gets done about it? No doubt the subject will be dropped and for some mysterious reason the investigation will turn up absolutely nothing at all. But my real gripe is that, even though we have to pay £40 a shot for games, no-one ever questions it. A few have, and that is



£40 a cart? Is that a bleedin' rip-off or what?

presumably why this minor debate has come about, but it's up to us lot, the victims of over pricing, to get something done. That's it really. I just wanted to know whether anything was actually seriously being done.
Steve Trent, Derby

Dear Steve,
We've said a little about this subject already in past issues of MEGA and it really is all down to the Office of Fair Trading now. But while we're on the subject, let's hear what other readers have to say. Are carts over priced? Are you happy to pay £40 a game? Do any of you feel that £40 isn't a rip-off? Let us know. **Neil**

SOUNDS FUN

Dear MEGA,
1. Are we going to see a good Trivial Pursuit game on the Mega CD, one which utilises its vast memory capacity?
2. Will Sega ever release a music package on the Mega Drive similar to Mindscape's (MIDI compatible) Miracle Piano Teaching

System on the NES, PC and Amiga? Or what about an updated version of the Mega CD, that would have loads and loads of sampled sounds and synthesizer effects galore? Beam me up Scotty!
Dave McKenna, Cumbria

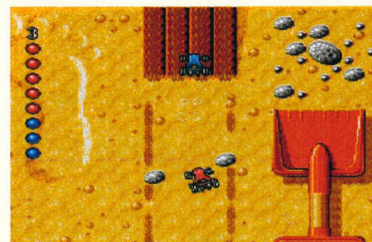
Dear Dave,

1. Domark are looking at CD stuff, but, unfortunately, no plans for Triv' as yet.
2. The Miracle Keyboard system is reviewed on page 14. It's fab, so go and read about it now, then contact Gamesville (who're importing it) if you want one. **Neil**

MICRO DISAPPOINTMENT

Dear MEGA,
After reading your review of *Micro Machines* in issue five, I rushed down to my local video games shop. I asked for a copy and was told that the game has been banned because the makers of the game had not consulted Sega before releasing it. Is this true?

John Keany, Tottenham

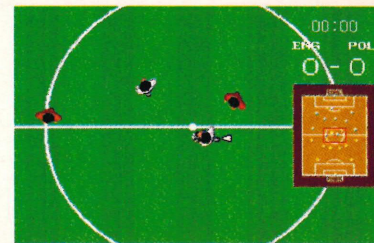


Micro Machines may never appear on the Mega Drive. Why? Check out pages 4 and 5 for the full story

Dear John,
It's funny you should ask that. Basically, the whole business is too complex to describe here, but turn to the news pages and you'll find a story all about the battle between Sega and Codemasters over *Micro Machines*. **Neil**

WORLD CUP CRAP

Dear MEGA,
Could you answer my three simple questions please?



World Cup Italia '90 - Is it a misunderstood classic, or simply a useless pile of crap? Mmm...

1. Why does everybody slag off *World Cup Italia '90*? I think it is great fun with all the moves - flying headers, overhead kicks and they exciting World Cup Tournament stages.
 2. Please, please, please could you tell me where I can get hold of a Sonic Teddy Bear, because my 18-month-old daughter is completely mad on him (she has already wrecked issue two of MEGA).
 3. Could you recommend the best non-space type shoot-'em-up?
- Kevin "Mountain Man" Rowlands, Llanelli**

Dear Mountain,

1. The only reason we can think of is that Italia '90 is, in actual fact, crap beyond measure and that you are quite possibly the only person this side of Neptune who thinks otherwise.
2. It's easy, ring Sega on 071 727 8070 and ask for the Mail Order department. The cuddly toy costs £12.99 and they'll send it to you direct.
3. Mmm, tricky. Most of the best blasters are space-related, but if you want something a little different, go for EA's *Desert Strike*. It's not a traditional shoot-

STRAIGHT TO THE POINT!

Ooh look! This is a new column, isn't it? Basically, we hate throwing out all the letters we don't use, especially if there were a few good points raised in them. But occasionally, letters are so long and space is so short that we have to sacrifice your letters. So from now on, we're going to scan a number of letters, pick out the relevant points and just answer those specific questions.



1. Will *Star Wars* be coming out on the Mega Drive?
2. Will Sega's protection chip mean I



1. Is a SCART lead the same as an AUDIO/VIDEO lead?
2. How can I get my mum into playing

have to buy Jap games for my Jap Mega Drive?

3. What are your views on the rumoured Mega Drive/SNES converter?

Ben Jones, Elstead



1. Yep, it's coming from US Gold in the summer. More news on that soon.
2. Sadly, yes.
3. It is still being developed. But as we all know, Sega and Nintendo's hold on the console market means that even if it does get finished, the chances are the jolly giants will sue the butts off the company which is producing the thing.

Mega Drive games?

3. What should I get, Action Replay or Game Genie? And do cheats damage carts?

Mark Clayton, Manchester



1. Not all tellies have SCART sockets, but if yours does, a SCART lead for your Mega Drive will give you a much better quality picture than the normal RF lead (you know, the one that goes into the aerial socket). Is that clearer? Mmm...
2. Get a new mother.
3. The Action Replay is easier to program, but you can do more bizarre cheats with the Game Genie. They're both very good, so it's really up to you. Neither will disappoint you. And no, cheats do not harm your cartridges at all.

TO BE THIS GOOD DOESN'T TAKE AGES

Dear MEGA,
I'm afraid I must add my voice to those of the growing number of people who are concerned about the difficulty level of Sega Mega Drive games. I have a pre-school son aged four and a half, who completed *Sonic 2* within three weeks of receiving it, and *Mickey and Donald* within two days (and he is allowed to play only at weekends!). The saving grace is that he still enjoys playing games that he has completed. He has, by the way, also completed the first *Sonic*, *Donald Duck* and *Castle Of Illusion*. So come on Sega, put a bit more of a challenge into your games!

Mike P, Essex

Dear Mike,

Your son would appear to be a bit of a Sega star. However, despite him being rather good at games, it's still a valid point that many games are far too easy. With the Disney games or other cutesy-style carts, it would be easy for Sega to argue that they're being pitched at a younger audience, but these days, kids are brought up on video games, and if your son is anything to go by, they're every bit as capable of cracking a tough game as us oldsters.

But again, as is usually the case, it's up to the buying public to get things changed. If no-one voices their opinions, then Sega, through no fault of their own in this particular case, will not feel any need to change things. Once more we'd like to hear the readers' opinions on this issue, including examples of games that have had you baffled for all of five minutes and those that have kept you going for months. Let's see just how big a problem this is. In the meantime, Mike, we'll send your son a cart which hopefully will keep him going for more than a couple of weeks. Neil



All very pretty, but even toddlers can complete *World Of Illusion*

'em-up, but there's certainly plenty of blasting action. Neil

SICK OF SWITCHING

Dear MEGA,
I bought a second-hand Sega Mega Drive and I have tried all the shops to buy the proper Sega ariel splitter with the switch, but all to no avail. I'm desperate for one as I'm sick and tired of having to keep taking one ariel cable out for another. Could you please help?

S Robson, Jarrow

Dear S,
No problem. Merely ring Sega on 071 727 8070, ask for extension 3249 and the guy on the other end of the phone will be able to help you out. Neil



CHASING RAINBOWS

Dear MEGA,
I purchase your magazine every month for information about games coming onto the market. Since your first issue you have had *Rainbow Islands* in your Top 100 games. As I have a handicapped son who loves his games, I would love to get him a copy of this game. You say to contact the importer, but unfortunately no-one seems to know their address or telephone number. I hope that you can help me in this matter.

Mrs C Brown, Sheffield

Dear Mrs Brown,
Despite being an excellent game, *Rainbow Islands* is

Bub, Bob, Bubby, Bobby, Bubulan or Bobulan? Or fat git perhaps? Ha!

also very old and as such is not on sale anymore. Ring Gamesville on 0293 541953 and if that fails, try regularly checking the readers ads (from page 86 this month) to see if anyone wants to sell or swap it. Neil

THE MIRACLE OF KEYBOARDS

Dear MEGA,
Please could you answer these few questions?

1. With the Super NES soon to have the new FX chip and also the Super CD, it looks set to be the best console around. Apart from the soon-to-arrive Mega CD, will Sega be bringing out any other upgrades to try to compete with the Super NES?
2. Will there be a keyboard coming out for the Mega Drive? If so, when will this be?



Become an expert pianist with the *Miracle Keyboard*. Check out its full range of features on page 14

3. Would it be possible for Sega to produce a chip that would allow the Mega Drive to have more colours, like the Super NES?
4. Will Electronic Arts be bringing any more sports games out in the near future and if so, what will they be? Will EA be releasing *Bulls Vs Blazers* or a football game?

Paul Tunnicliffe, Norwich

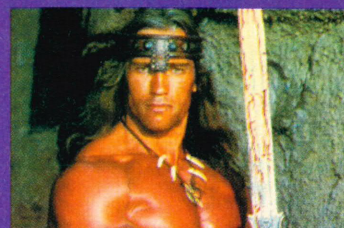
Dear Paul,

1. The truth is, the Super CD is over a year away yet. By the time it does finally arrive the Mega CD will be established and also other CD based multi-media machines will be coming onto the market. Although it seems difficult to believe at the moment, the time will come fairly shortly when it's no longer a two-horse race. Having said that, Sega are working on mould-breaking new projects including a Virtual Reality headset for the Mega Drive, a Mega Drive which uses laser discs as opposed to CDs and beyond that, well, over



Turn

LETTERS



ARNIE'S SOMEWHAT SERIOUS BIT

This is the first of a new column in which we get a celeb (or rather print a star's piccie and pretend we know them) to take a particularly sad reader down a peg or two.

Dear MEGA,

Your Top 100 doesn't comply with the percentages you gave in earlier issues. For example, in issue five the game which stood at number 27 (*LHX Attack Chopper*) received a percentage of 88 in issue one, while the number 52 entry (*Dragon's Fury*) got 83% in issue one. However, *Thunderforce 4*, a better game according to the Top 100, received a score of only 81% in issue one. Also in issue one *Sonic* was placed as a better game than *Hellfire*, *Super Monaco*, *Streets Of Rage* and *Quackshot*, but by issue three *Sonic* had slipped to position nine behind the aforementioned games. Also, in issue three, *Thunderforce 3* was at position 19, just behind *Thunderforce 4* while by issue four... (Snip - Ed)

Ian Grant, Tyne and Wear

Look kid. Sorry to cut your nit-pickingly dull letter short, but let's face it, there is life after video games. You must lead an incredibly dull life if all you have to do is sift through the Top 100 for hours in order to come up with the startling revelation that a game that got a staggering 5% less than another was placed a bit low in the chart. Good lord, alert the media, call News At Ten. I can see the headlines now: "MEGA MAG IN SLIGHT INCONSISTENCY SHOCKER!" The Top 100 has always been a rough guide to what's hot. MEGA's always said it's the team's personal opinions which form the list, so, er... tough! Any further letters we receive from horrendous train spotters like yourself will appear in this column. Neil



1. Why do you always say *Super Hang-On* is as good as *Road Rash* when it is, in fact, crap?

2. Is there any chance at all of seeing *Zool* on the Mega Drive?

Clarkie, Clevedon



1. Er, we don't, do we? No, we said it's like *Road Rash* without all the violence, and that's not unfair.

2. Rumour has it that it's coming, but no one's admitting anything. Don't worry, we'll sniff it out!



1. Is it true that *Jungle Strike* (*Desert Strike II*) is a 16 M-bit cart?

2. Is it out in June?

3. How many vehicles do you get to use in it?

4. When Neil hosted a challenge on Gamesmaster it featured a fighting game. Was it *Deadly Moves*?

5. Is *Mega-Lo-Mania* good, or what?

6. Is *Night Trap* a good enough reason to buy the Mega CD?

Pee Wee, Edinburgh



1. Yes, it is.

2. No, probably July or August, but don't quote us on that.

3. Hasn't been decided yet, but about four.

4. No, it was *World Heroes* on the Neo Geo. And by the way, *Deadly Moves* is exactly the same game as *Power Athlete*, which is reviewed in this issue of MEGA.

5. Oh yes. It got 88% when we reviewed it in issue six of MEGA.

6. Yes, *Night Trap* is an excellent reason for buying a Mega CD, but we'd advise against getting an imported machine, especially since the British one (and *Night Trap* for that matter) are due out any day now. *Night Trap* is, indeed, a fab game featuring oodles of full motion video, but if you want the whole story on the game, why don't you flip over to page 40 and read Paul Mellerick's detailed review of the import version. Next question please.



1. When is the converter coming out which enables you to play SNES games on your Mega Drive?

2. Which of the following games should I get for my Birthday?
Streets Of Rage 2

Streetfighter 2
Rolo To The Rescue
Super Kick Off

3. When will *Streetfighter 2* be coming out?

4. Do you know how much the Mega CD will cost?



1. It may never come out. Stick with us and we'll bring you news just as soon as it becomes available.

2. It depends what you like. *Streetfighter 2* won't be out for a while yet, but the others are all very good games. Throw a dice to make your choice. Sorry it's not much help, but with games as good as these it all comes down to personal preference.

3. The latest official release date is June.

4. No, not for sure, but around the £270 mark will be fairly accurate.

BLAGGED!

Once more we ask the readers to tell us why on earth we should give them a cart. And for once, honesty is not the best policy. The more bizarre, or better still, amusing the letter is, the more likely you are of getting a freebie. Let's see what utter nonsense has won this month...

Dear Land Person,

We are a family of dolphins who enjoy playing American football. As flounder, er, founder members of the league, we have enjoyed our first major success by reaching the fish (oops) Super Bowl final. The first live match is to be screened by Sea TV (only if you have a submarine dish) in front of HRH The Prince of Whales. What should have been a proud day for us has now been thwarted by a spate of disasters. Our coach has resigned, leaving my mother in charge of the team's affairs. That is why we are called the My-mammy Dolphins.

Our Stickle (oops) Quarter back has been injured (pulled a mussel whilst skate-ing). Our defensive king-pin, William (the freezer) Perrywinkle has developed a severe case of pins and needles and looks certain to miss the final. Our star fish (oops) running back is in hospital with two broken legs (oops) fins (failed to make the repayments to a loan shark). And the rest of our team has caught various illnesses (well, in actual fact they've all been caught).

We are in desperate need of your help. My mother says that if you sent us John Madden '93 or '92 for our Mega Drive we might be able to teach our rookies how to play, therefore making us favourites to win instead of minnows. If you do send us this cart, I will try to get you some tickets for the match (I know a good ticket trout, oops, tout).

Yours exceptionally desperate,

ECombulus CO-spiros (ECCO for short)

PS. My mother says if you don't send us the cart, she will make you play World Cup Italia '90 for a week, so there.

PPS. I hope to get a Mega Sea-D for Xmas if it's released by then.

Marvellous! A copy of one of the John Madden games is on its way to that, er, slightly disturbed person. Oh, and just so that you can see what a sick bunch of readers we've got out there, here are a few snippets from the more bizarre letters we received. Neil

"Before I could ask the chicken any questions he sang a song about sheepdogs and lorries then disappeared in a cloud of smoke whilst chanting 'EEEEEE! EEEEE! EEEEE!'.
Angus Stewart, Great Yarmouth

"I was playing World of Illusion on the bog. I was just about to jump on the magic carpet after saying ALAKAZAM when Ecco the dolphin butted me up the arse."
Richard Snape, Manchester

"Big, bad John Madden insists on sitting on my head until he gets what he wants (and he's got terrible wind)."
Nick Poole, Ewell

Send your fables to **BLAGGED!**, MEGA, 30 Monmouth Street, Bath, BA1 2BW.

who knows?

2. If you mean a musical keyboard, then yes, the Miracle Piano Teaching System from Mindscape is out in the US now (see page 14). It consists of a cart with all the teaching "games" on it, connecting leads and, for the money, a rather excellent full-sized keyboard with heaps of features. When it came out for the NES last year, it cost £250 and that, in our view, is a total bargain. If, on the other hand, you mean a typewriter-type keyboard, then the answer is, sort of. A modem has been released in the States, which enables you to play games with other Mega Drive owners over a phone line. The company that produces it also has plans for a compatible keyboard, but it will only be functional - it won't turn your Mega Drive into a flash computer.

3. We don't know. But even if it is possible, we haven't heard any news of such a development from Sega.

4. Bulls Vs Blazers (a tweaked version of the Bulls Vs Lakers Basketball game) was designed solely for the American market, but there will be a small number of carts shipped over this month to give gamers a wider choice of basketball cart. **Neil**

FOOTBALL CRAZY

Dear MEGA,

Could you tell me why there isn't one football management game available on the Mega Drive, when the Amiga has many? I don't expect the Japanese to come up with one of their own, but they could convert one of the Amiga's, such as Premier Manager, Championship Manager or The Manager. They've converted other Amiga games, so why not a football management game, especially as there isn't one on the market?
T Murrell, West Molesey

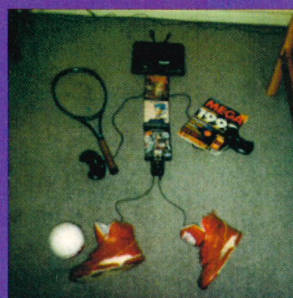
Dear T,

Er, dunno. Management games have always been moderately successful on home computers (apart from Football Manager, which was, in fact, massively successful) and perhaps it's because the audience may be limited that none have appeared on the consoles. Yes, in Britain it could be very popular, but Sega tend to release products on a worldwide basis these days and the popularity of a soccer management game in Japan or America is certainly questionable. **Neil**

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

Andy Boskett's Mega Drive is, to say the very least, a bit talented. Not only could it give André Agassi a run for his money, it can also read a copy of MEGA at the same time. Perhaps not the most useful talent of all time, but hey, is there anything better to do in Crewe? We think not. If you have a seriously weird Mega Drive, send your photos to: Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, BA1 2BW. Er, thanks!

There he is, a bit bandy legged, but otherwise fairly impressive. This tennis-playing, MEGA-reading Mega Drive is this month's winner. Keep 'em coming



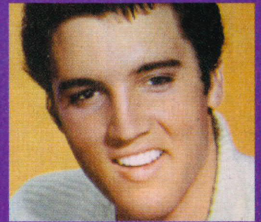
Dear Mr Bloxham,

I've read your letters to the different celebs and their replies. As I can't get out much these days and have nothing to do all day but play on my Mega Drive, I thought I'd drop you a line, as hearing from a mega star like myself might make you see the light. I think that some games, like Blockout, are actually educational, and some do improve reflexes. Besides, it's never done me any harm playing games like Jailhouse "Chuck" Rock, You Ain't Nuthin But a Green Dog and Where In The World Is Elvis? Hope this has put you right.

Elvis

Dear Elvis,

Um, unfortunately, er, Mr Bloxham isn't around to reply to you, but gosh we can't really believe it. Could we actually be speaking to THE King of Rock 'n' Roll? In a word, no. You're just a sad old crank who thought of some humorous way to include the names of Sega games into old Elvis songs and thought it would be a shame to waste them. Goodbye Mr "so-called" Elvis. As this month's MEGA MORON, you win yourself a foul silky cushion with a very bad black and white picture of Elvis on it, that you can put in the back window of your mark IV Cortina. **Neil**



Here's a lovely piccie of Elvis, when he was eating only one cheeseburger a day

COMPATIBILITY CLEAR-UP

Dear MEGA,

I was told by a friend that Sega are going to stop you using English games in Japanese Mega Drives. Could you tell me if this is true please?

R Mitchell, County Durham

Dear R,

I'm glad you asked that. We get loads of letters asking about compatibility problems, so we're going to clear this up once and for all. Let's start with the Mega CD because that's the easiest bit. All Mega CDs will be totally incompatible. English CDs will work only on English Mega CD units. Japanese CDs will work only on Japanese Mega CD units. American CDs will work only on American Mega CD units. If you're thinking of buying a Mega CD, wait for the British one to arrive. If, however, you already have a Jap Mega CD, you'll still be able to get imported CDs after the British launch, but be warned, the range of games will probably become limited later on.

As for cartridge software, this is a little more fuzzy. Basically, until recently all three formats were interchangeable with all three machines. The games would run regardless of where they were from or which machine was being used. The only slight problem here was that Jap carts are a funny shape so you had to have an adaptor to actually physically slot them into the machine, no big deal. Now, however, Sega have started

to put security chips on the cartridges so that they won't run on machines from other countries. In this case, make sure you find out about a game's compatibility before you buy it through mail order. Keep an eye on MEGA, because we will tell you about incompatible carts (a good example being our Turtles review on page 34) so that you won't rush in and find your game won't work. **Neil**

MORE FOOTBALL

Dear MEGA,

Could you answer the following questions?
1. I've heard that Sensible are working on Sensible Soccer for the Mega Drive, could you tell me when it's due to be released?
2. Do you know whether any Football Management games are being released for the Mega Drive?

Lee Fielding, Altrincham



All right, so this is the Amiga version, but Sensible Soccer on the Mega Drive is currently in progress

Dear Lee,

1. It's being worked on, and at this stage (it's early days yet) an Autumn release date looks the most likely.

2. Nope, we haven't heard anything about any plans for management games. See the FOOTBALL CRAZY letter for more details. **Neil**

TELL US ABOUT IT...

... if you've got a gripe, a compliment, a problem, a poem, a song, in fact anything you'd like to share with us. If it's Mega Drive or Mega CD related, put it down on paper. We can't guarantee a reply, but we'll do our best to give you a mention.

Send your wordy things to: MEGA MOUTH, 30 Monmouth Street, Bath, BA1 2BW.

THE CURIOUS LETTERS OF HAROLD S BLOXHAM

Bloxham bangs his head against a brick wall again. And now he's playing dirty. First he tries John Major, who quite obviously can't be bothered and gets the boys at The Department of Trade and Industry to wibble on about excessive bicycling in a last ditch attempt to confuse the already incredibly mixed-up Mr Bloxham. Having faced defeat at the hands of the Government, Harold flexes his grey matter to try and come up with someone who is influential and likely to side with his feeble argument. And so...

Harold S. Bloxham
Beauford Court
30 Monmouth Street
Bath
BA1 2BW

1st July 1992

Dear 'Shilts',

I am writing to express my extreme concern about the 'craze' of 'video-games' that is currently sweeping the nation's youth. It is a trend I find both sinister and disturbing.

These so-called 'home consoles' are eroding the brains of our future leaders. I am reliably informed that youths spend hour upon hour staring aimlessly into their TV screens hell bent on destroying aliens, foreigners and all manner of outlandish and fictitious life-forms.

In my day, children were taught to respect life in all its miraculous diversity. I'm quite sure that you didn't get to where you are today sitting at home destroying killer-blobs from the evil planet Zab.

As a prominent sporting legend, TV 'personality' and hence an influence on our nation's youth, I would be very interested to hear your views on this perverse exploitation of our children, and what action you intend taking.

Yours sincerely,

Harold S. Bloxham

Mr. Harold Bloxham (Retired)

P.S. Any chance of a signed photo for my grandson?

... our old friend Bloxham makes a swift change of tack and decides that if the politicians aren't willing to help, perhaps he can enlist the aid of footy stars like Peter "Shilts" Shilton. Alas no! Poor old Shilts can only assume that most games are fine and it's only the games currently being played that do any harm. Actually, we think Harold's confused him a bit because his argument is not entirely clear. Still, at least it's another startling victory for the video game and yet another embarrassing defeat for that sad, mad old fool Harold S Bloxham. See you next month.



PETER SHILTON

Photograph
Bob Thomas

Harold Bloxham Esq
Beauford Court
30 Monmouth Street
Bath
BA1 2BW

Direct line 071 215 3250
Our ref
Your ref
Date 14 July 1992

Department of
Trade and Industry

10-18 Victoria Street
London SW1H 0NN

Enquiries
071-215 5000

Telex 8811074 DTHQ G
Fax 071-222 9280

Mr. Bloxham

I have been asked to reply to your letter of July 1st, addressed to the Prime Minister.

War games are not exactly new. Model soldiers, for example, have a long history, and I suspect many children who today play video games would a generation ago have played toy soldiers (as of course some still do). Many childhood games, particularly among boys, involve mock battles of one sort or another. Nor are video games entirely without skill. On the contrary, to become adept at one can be a challenge which there may be a real satisfaction in overcoming. In this context elimination of a "hostile" element in a video game is really no more disrespectful of life than is the taking of a piece in chess.

This is not to deny that playing video games may become obsessive and absorb a disproportionate amount of a child's attention and energies. But the same can be said of television (and indeed often is). Before the days of television it was the radio. A hundred years ago it was seriously argued that the moral fibre of the nation's youth was being undermined by excessive bicycling. And no doubt many young people, delighted with their new toys, neglected their homework in favour of cycling around the streets. In short, it is the abuse of a means of recreation, not its existence, that is the problem.

The Government does not have a policy towards video games (apart, of course, from ensuring that they comply with the law regarding, for example, obscenity). It is for the parent or guardian responsible for bringing up a child to discourage any tendency to become obsessive about one form of recreation or another. Even if it were otherwise desirable, it would be difficult to limit the availability of video games without unacceptable restrictions on the liberty of the individual.

Yours sincerely



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5th AUGUST 1992

H Bloxham
Beauford Court
30 Monmouth Street
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Dear Mr Bloxham,

Thank you for your letter of the 1st July 1992.

I have to agree with you that the current craze of video games can be damaging, but I also believe that a percentage of the games are actually quite educational. The problem lies with the games which are the "craze" at the moment, but I feel as this is only a craze, children and there parents will become better informed on the games available and will choose accordingly.

I have enclosed a signed photo for your grandson.

Yours sincerely

Peter Shilton

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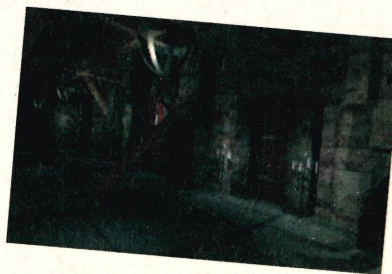
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And remember, as you wend your way home tonight, that there are no strangers out there, just people who make daisy chains in the park who you haven't met yet

The days are getting longer again, it's still light when we leave work and the harsh winter is now fading from memory. Hoo-bloody-rah! So, before we go for an evening stroll in the park, let's just tell you a bit about what you can expect (but very possibly not actually get) next month...

DRACULA (AGAIN)

All right, all right, so we said we'd have it this month, but them's the breaks. Anyway, we will (almost) certainly be reviewing *Dracula* next month. Go on, give us another chance to prove ourselves.



Due to a surplus of garlic in the MEGA office, old Draccers wasn't actually able to make an appearance this month. We hope to be able to bring you the review next month



Sega's own *Streetfighter 2* clone is on its way

FATAL FURY

Yep, it's another *Streetfighter 2* clone, but since the Mega Drive version of *SF2* isn't coming out until June now, this may well be the alternative you've all been waiting for. The game borrows heavily from *SF2*, but can it match the stunning gameplay of everyone's favourite beat-'em-up? Find out when we review it next issue.

COOL SPOT

Virgin's new hero should be ready for an in-depth preview next month, but before you say, "Bah, just a preview!" this really is one game you should keep close tabs on. It's going to be an absolute corker.

JAGUAR XJ-220

Jaguar's super car is now within everyone's reach in this new racing game for the Mega CD. So we'll be waiting with Zip Wax and chamois leather in anticipation of the beastie. Wonder if we could blag a real XJ-220 for free?

TIPS

World Of Illusion tipped to death in our Rip 'n' Tip section. We'll also be giving you the complete solution to *Night Trap*, and, phwoar, hundreds of other tippettes.

ISSUE 8
out on Thursday
15 April

THE AS ON THE BACK PAGE

Now that you've answered the Qs from the news (What do you mean no? Well go and bloody do it now then!) take a look at the answers below, tot up your score and see how you did. Are you a genius or a git?

1. 64
2. Dynamic Play Adjustment - The game gets harder the better you play
3. The Activator - and weird it is too
4. It's a Mega Laser Disc, exactly the same as the Mega CD only bigger
5. Thirty-four and one half inches
6. The Flintstones
7. Electronic Arts
8. Donatello, Raphael, Leonardo and Michealangelo
9. Guybrush Threepwood
10. 70
11. Sherlock Holmes
12. Arnold Palmer's Golf - the rest are all multi-player games
13. Lester Knight Chaykin
14. Chris Sorrell
15. Basically, you watch the action as if you were standing behind the main character
16. Hook
17. Waldo
18. Chuck Rock
19. G-Loc
20. Global Gladiators

1 - 8 points: Your knowledge of the Sega scene is as extensive as Einstein's knowledge of Red Hot Chili Peppers' Albums.

9 - 14 points: Got about as many points as anyone with half a brain and the patience to read the mag would've got. Pull your socks up.

15 - 17 points: Pretty good, but don't get too smug. You've still a little way to go.

18 - 20 points: Yowzer, wowzer, zowzer, but not, in a million years, trouser. Well done!

... AND MORE

But those are only a few of the spankingly exciting things which will appear in the next issue of MEGA. We'll also be reviewing heaps of other new releases, import games and (official at last) Mega CD titles, along with the usual mix of previews, hundreds of tips and interesting features a-plenty. It's probably a good idea if you reserve your copy of MEGA now.

MEGA TV STARDOM COMPETITION



If you'd paid close attention to the news pages this month, you'd have seen that the Mega TV Stardom compo has been won. So, we're going to start it all off again. The prize this month is... the office pogo stick. Yes, this hilarious device has been bounced on by all the office staff, and believe us when we say it's the most fun we've ever had going up and down on a four-foot rod.

This is what you have to do to win it. Get yourself on TV holding a copy of MEGA. When the programme you appeared on is shown on telly, video it, and send the tape to us. Make sure you tape enough of the programme to convince us that it wasn't done on the family camcorder, and you'll be in line for the prize. Please be sensible about your attempts. If you start a riot, or do anything vaguely dodgy, we'll ignore your entry.

Send your videos to: "Bouncy, bouncy, wheee, MEGA's on TV" compo, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. There's no closing date for this compo, and the longer the compo stays open, the bigger the prize gets. And remember, no one from Future Publishing, or their relatives for that matter, may enter this compo. Got all that? Jolly good!

MIG 29

If you've ever fancied being a fighter pilot or you yearn to be Russian (I think the former is probably the more likely), then *MIG 29* is going to be right up your, er, exhaust vents. It's probably going to be the most accurate flight sim ever to hit the Mega Drive. Don't miss the review next issue flight fans.

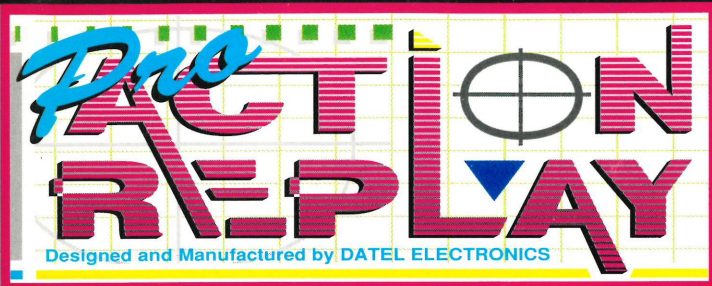
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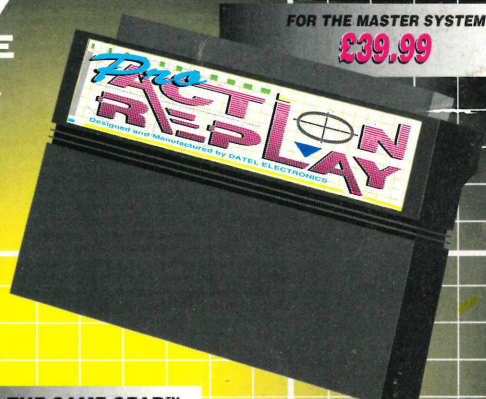
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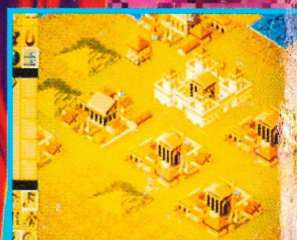
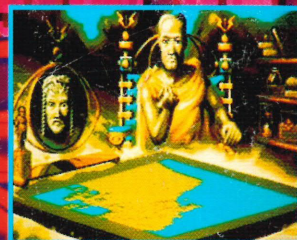
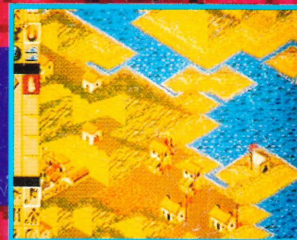
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