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MEGA POWER



NOVEMBER 1994
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ISSUE 16

not an official sega publication

THE **ONLY** GUIDE FOR SEGA MEGA-CD OWNERS!

THE LAWNMOWER MAN

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playable demo

CD PREVIEWS!
NOVASTORM
LETHAL ENFORCERS II
BLOODSHOT

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MAN CD DEMO?

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now!



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★ THE LAWNMOWER MAN ★ NOVASTORM ★
★ LETHAL ENFORCERS II ★ BLOODSHOT ★ NBA JAM ★
★ FIFA SOCCER '95 ★ SONIC & KNUCKLES ★

INSIDE

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PRESS start

Welcome to another Mega Power. No doubt you've noticed that the planned Flashback disc demo is not on the cover of this issue. But before you write letters of complaint, smoke coming out of your ears, I'd better explain why it really isn't our fault. If you take a quick peek at this month's news you'll discover that Sony have decided not to release Mega-CD Flashback after all, so there was no way we could do the demo. Once again we had to frantically phone around to get a replacement. Thankfully SCI very kindly obliged with a brilliant demo of The Lawnmower Man. I hope you enjoy it and aren't too disappointed by the non-appearance of Flashback. Inside this issue you'll also find previews of top new Mega-CD games such as Psygnosis's Microcosm-style shoot-'em-up Novastorm, Konami's Wild West light-gun shoot-out Lethal Enforcers II, and Domark's 3-D maze blaster Bloodshot. There are also reviews of Acclaim's eagerly awaited NBA Jam conversion on Mega-CD, and FIFA Soccer '95 and Sonic & Knuckles on Mega Drive. I hope you enjoy both the demo and the magazine and stay with us in the months ahead, for which we've got some more hot demos lined up.

phil king

Recently Phil's been trying to obtain a cooler image by buying some tinted specs – at least he can see where he's going now. However, he's still let down by his dubious musical taste. He recently bought some extraordinary Nine Inch Nails remixes which are so hard they even had Gamesworld's resident techno-fan Adrian Price running for cover.



mark hill

Mark is currently very excited about his planned trip to Japan. He's already brushing up on the language – not that he really needs to as his Japanese girlfriend will be accompanying him on the holiday of a lifetime. Of course, we've asked Mark to knock on the Japanese software companies' doors while he's over there, so hopefully he'll come back with some hot news.



alan russell

You may have noticed that 'Little Al' returned to the Mega Power design chair last issue, and he's back again this month. Always a busy chappie, he's still running Paragon's production bureau, so he needs the odd night out to relax. But we feel he overdid it at the local pub's 'flaming Drambouie' night – he woke up the next day not knowing who he was!



Extra-special thanks to DREAM MACHINES in Hartlepool (0429 869 459) and VIDEO GAMES CENTRE in Bournemouth (0202 527 314) for supplying our import games.

**Mega
POWER**

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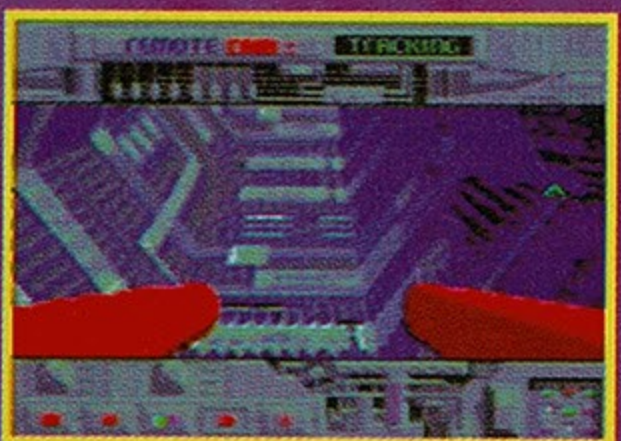
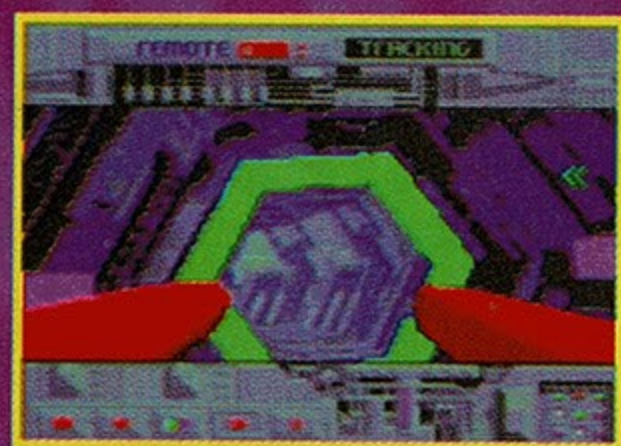
Mega

COMP

The Lawnmower Man

Find out exactly how to enter virtual reality and play your *Lawnmower Man* CD demo on page 10...

cover disc



Previews



THE LAWNMOWER MAN .12
Step into the very strange world of virtual reality in SCI's long-awaited movie licence. Will it really cut it?

NOVASTORM.....14
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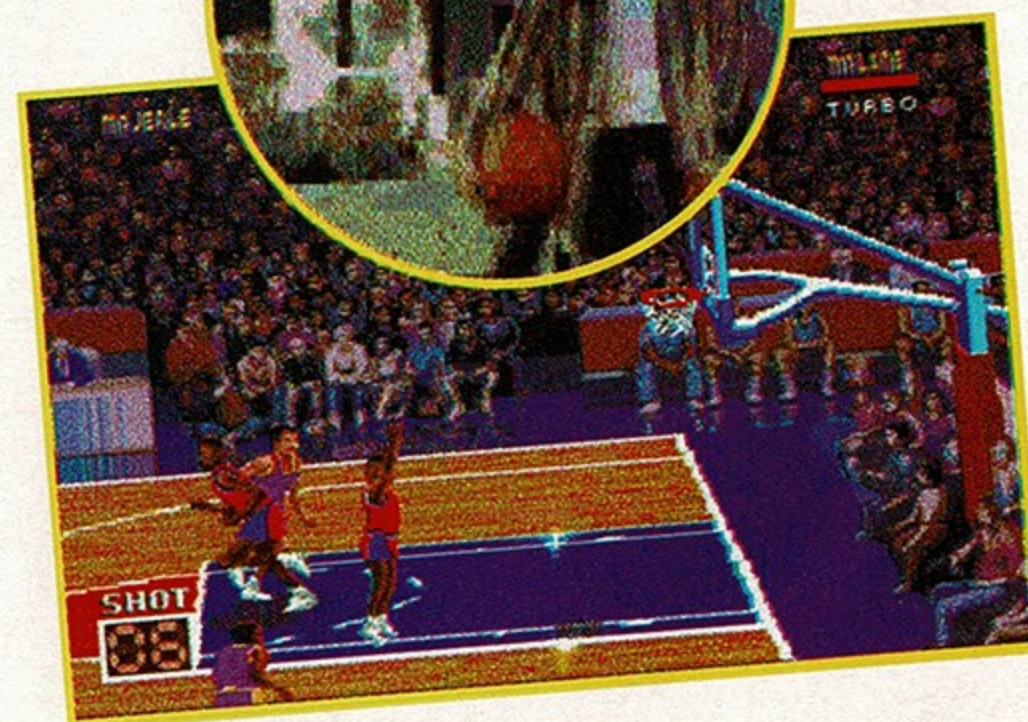
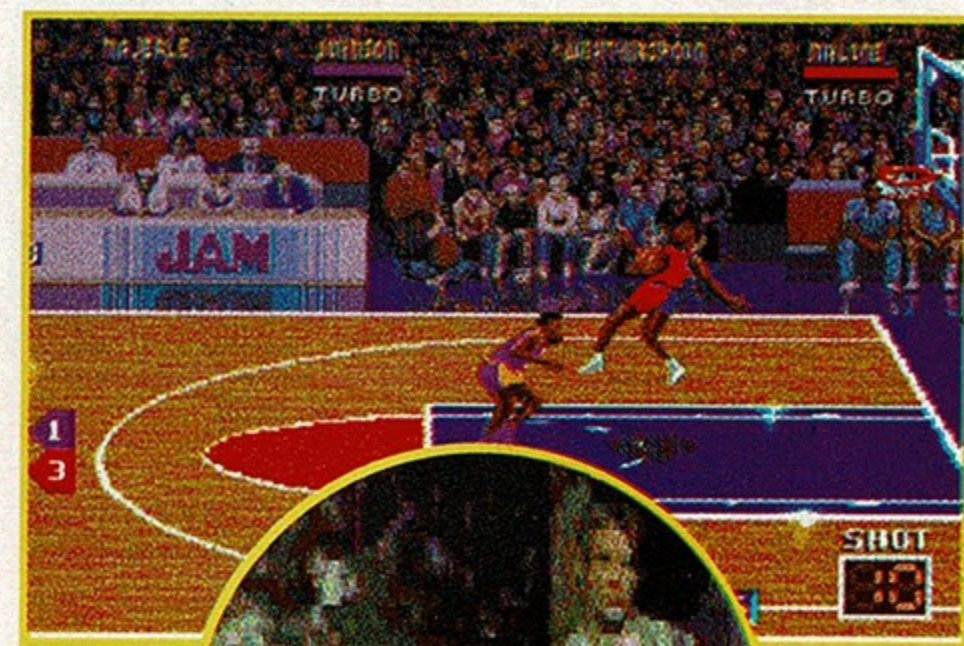
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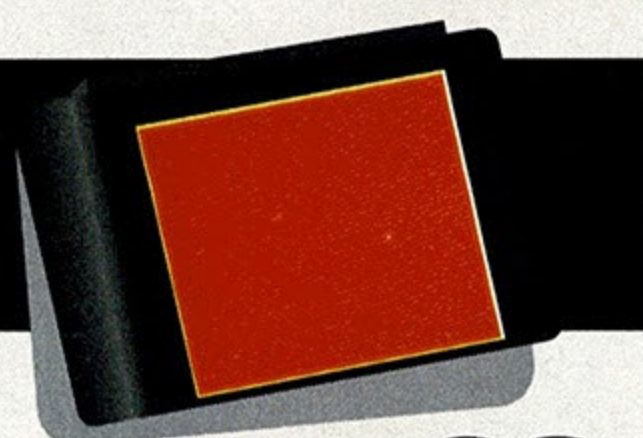


POWER 16

EVENTS



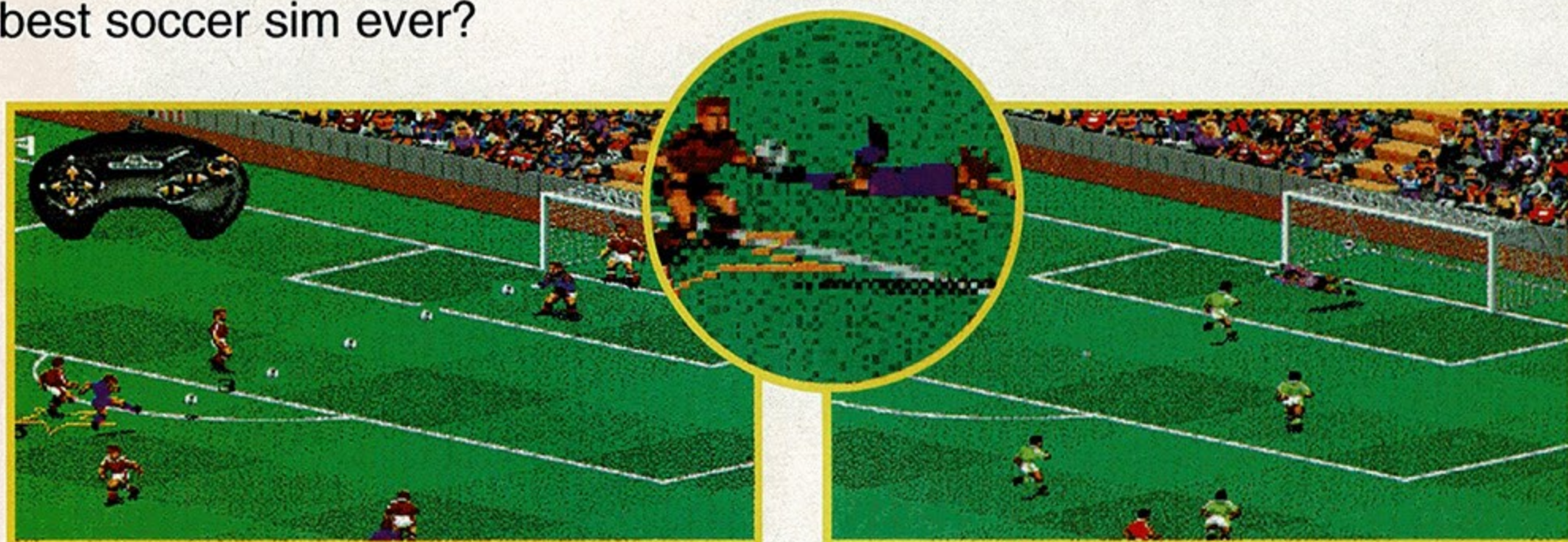
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The definitive footy game is completely upgraded by EA Sports. Is this the best soccer sim ever?



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The blue spiky hero makes a comeback with his new pal Knuckles. You can even soup up your old Sonic carts.



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We reveal which high-speed game demo we'll be racing ahead with on next month's cover disc.

MEGA POWER

POWER NEWS

US GOLD TEE OFF

Following *World Cup USA '94*, US Gold have another CD World Cup licence lined up. This time it's *World Cup Golf*, simulating golf's premier international team event. This year the championship is being played at Puerto Rico's Hyatt Dorado Beach course – which is incorporated in the game, along with three other courses. These are all portrayed with highly realistic rendered 3-D graphics that US Gold claim are impeccably accurate. With different views needed for every location and angle on each hole, this is only possible due to the massive storage capabilities of compact disc – the game is also being released on other CD machines such as 3DO, CD32 and, eventually, Saturn.

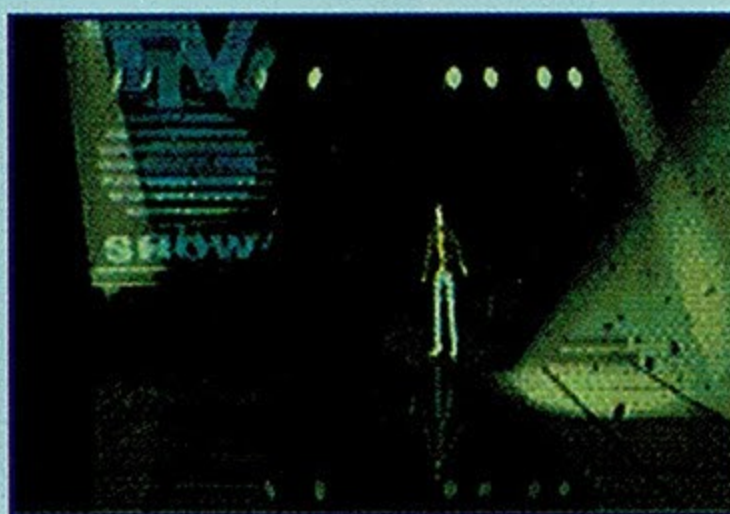
Up to four players can take part, choosing from

FLASHBACK AXED

In a shock move, Sony Electronic Publishing have decided to scrap their Mega-CD version of *Flashback*. Mega Power understands that the game failed approval from Sega and was thought to be unviable so long after the appearance of the very similar cartridge version.

This is particularly bad news for us as we'd planned to cover-mount a playable demo of the game with this issue! Unless another company picks up the game (which according to Sony is highly unlikely), our demo will also have to be scrapped. We apologise once again to all our readers, but this event really was beyond our control!

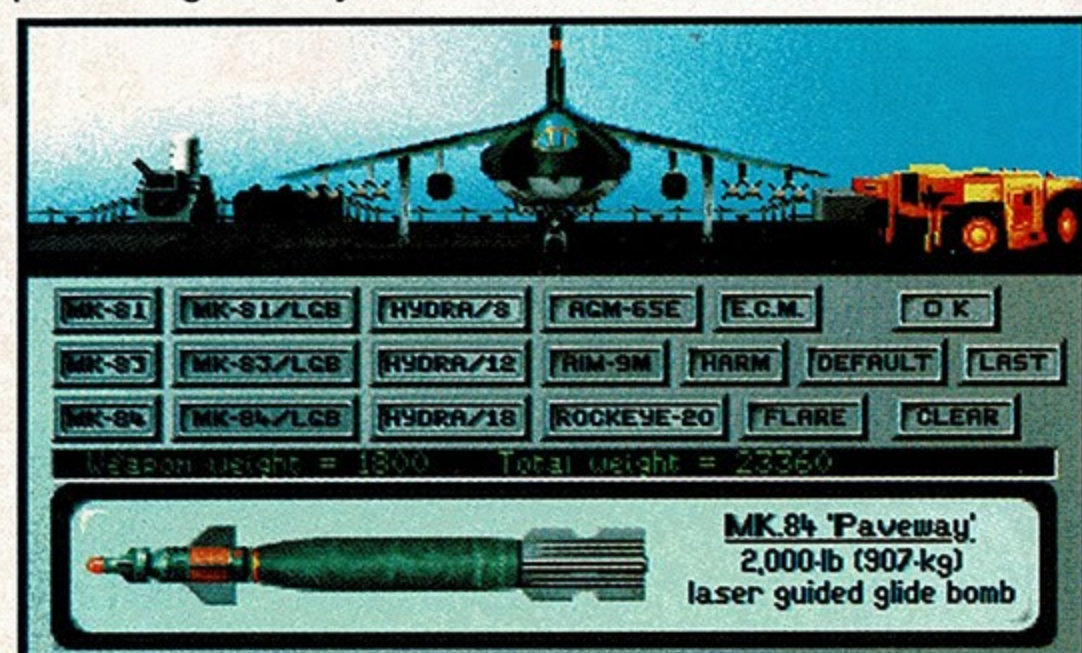
Designed by French programming house Delphine, *Flashback CD* was to have featured impressive Silicon Graphics-generated animation sequences, a moody CD soundtrack, and gameplay identical to the classic MD arcade adventure.



DREAM FLIGHT

Domark's flight sim *Flying Nightmares* has had its release delayed until December. Nevertheless it's now shaping up with the proper 3-D graphics and missions currently being put into the game engine.

As exclusively revealed in Mega Power #13, the game is a Mega-CD-only release based on the detailed computer flight sim *AV8B Harrier Assault*. The historical scenario places you in the cockpit of a Harrier jet, fighting against the Indonesian forces during their invasion of East Timor in 1975. There are seven large missions to complete, involving flying to waypoints, destroying targets and protecting convoys.



A co-production between Ludlow-based Panel Comp and Domark's in-house Kremlin programming team, it replaces the computer version's polygon graphics with smoother texture-mapped ones. Over a hundred objects and vehicles are promised, with various planes, helicopters, battleships and tanks. Together with an extensive soundtrack, including a theme tune by Jesus Jones front-man Mike Edwards, it should make for a high-flying success.



15 different play modes including medal and matchplay, various foursomes and greensomes, Stableford, Texas Scramble and one club & putter. There's even a choice of weather and the dampness of the course. One of the most interesting features is the way you can 'read' the contours of the course by moving a special slope indicator over the ground. Get ready to tee off when *World Cup Golf* hits the fairway this November.



"What do you think from that distance Arthur?".
"Mmm. I think he'll run too far short and dribble off to the left. What do you reckon Ted?"



At 32 over par, Fred decided that he'd had enough – and started hitting the trees instead

BMG GETS INTERACTIVE

A new entrant into the video games market, BMG Interactive Entertainment has already announced two Mega-CD titles due out before the end of the year. These have both been licensed from US firm Rocket Science Games and will now receive an official European release.

Due in November, *Loadstar: The Legend Of Tully Bodine* is a science fiction epic set in the 22nd century. You play Tully Bodine, skipper of the Loadstar ship, as he tries to smuggle a cargo of contraband camels off the moon! As you can probably tell, it's a highly humorous affair featuring full-screen Full Motion Video of actors, a CD soundtrack and lots of special FX.

Cadillacs And Dinosaurs is an equally far-fetched adventure set 600 years in the future, where dinosaurs co-exist with men and women in a desperate struggle for survival. In a bid to save the planet, you get to drive your classic '53 Cadillac through ten levels packed with poachers and predators. Based on the graphic novels of Mark Shultz, the game incorporates lots of stylish animation. Watch out for it in December.

By the way, BMG Interactive is a subsidiary of the global Bertelsmann Music Group which markets such diverse pop talents as Whitney Houston, David Bowie, ZZ Top, Take That, M People and Kylie Minogue!



STOP PRESS!

SONY KICK OUT CD TITLES

After deciding not to release Mega-CD *Flashback*, Sony Electronic Publishing have also shelved a trio of Mega-CD film licences planned for late 1994 and early 1995. No reason was given for the decision, but some of the titles may well appear later on other formats.

3 Ninjas Kick Back was to have been based on the comedy martial-arts film. It was a two-player platform adventure with lots of fighting. You could play any of three ninjas, each having special skills. 12 different levels were planned, including caves, woods, Japanese gardens and hospitals, containing foes such as Samurai warriors, Sumo Wrestlers and the three stupid Grundgers from the movie.

Mary Shelley's Frankenstein was to be based on Kenneth Branagh's upcoming movie starring Robert De Niro. Blue-screened characters and actual film clips were going to be incorporated into the game for an eerie adventure. You would have controlled Dr Frankenstein's creature through six levels, which used two different gameplay engines incorporating 3-D modelling and backgrounds. Sadly this monster game will not be brought to life on Mega-CD. Finally, another film licence, *No Escape* (an action movie starring Ray Liota), has also been dropped.

The good news is that Sony will still release Mega-CD versions of *Mickey Mania* and *ESPN Baseball*. Sony reckon they'll score a home run this Christmas with the latter. They've teamed up with top US sports network ESPN to produce a baseball game with TV-style presentation. ESPN provided top personalities, studio sets and footage for the true televisual experience. Also released on MD, the CD version boasts a choice of 28 different fields and stadiums, as well as a full Major League Baseball season culminating in the World Series.

POWER DATES

September

Animals, The	Mindscape	Mega-CD	UK
Ballz	Accolade	Mega Drive	UK
Battlecorps	Core	Mega-CD	UK
Battle Fantasy	Micronet	Mega-CD	Japan
Burning Fist	Sega	Mega-CD	Japan
Dark Seed	Cyberdreams	Mega-CD	UK
Dynamite Headdy	Sega	Mega Drive	UK
IMG Tour Tennis	EA Sports	Mega Drive	UK
Flintstones, The	Sony	Mega Drive	UK
Hybrid Front	Sega	Mega Drive	Japan
Hyper Road Monarch	Sega	Mega Drive	Japan
Lawnmower Man, The	Tengen	Mega Drive	UK
Mega Race	Mindscape	Mega-CD	UK
Mortal Kombat II	Acclaim	Mega Drive	UK
Mr Tuff	SCI	Mega Drive	UK
Pirates Of Dark Water	Sunsoft	Mega Drive	UK
Ragnacenty	Sega	Mega Drive	UK
Rolling Thunder 3	Namco	Mega Drive	Japan
Shadow Run	Sega	Mega-CD	Japan
Shining Rogue	Sega	Mega Drive	Japan
Sink Or Swim	Codemasters	Mega Drive	UK
Star Wars Chess	Mindscape	Mega-CD	UK
Star Wars: Rebel Assault	JVC	Mega-CD	UK
Super Kick Off 3	Anco	Mega Drive	UK
Tinhead	MicroProse	Mega Drive	UK
Virtual Bart	Acclaim	Mega Drive	UK
Who Shot Johnny Rock?	ALG	Mega-CD	USA
Ys: Master Of The Sun	Sega	Mega-CD	Japan
Zero Tolerance	Accolade	Mega Drive	UK

October

36 Great Holes	Sega	Mega-CD	USA
Addams Family Values	Sony	Mega Drive	UK
Another World 2	Virgin	Mega-CD	UK
Bill's Tomato Game	Psygnosis	Mega Drive	UK
Boo!	MicroProse	Mega Drive	UK
Bubsy II	Accolade	Mega Drive	UK
Dino Dini's Soccer	Virgin	Mega Drive	UK
Dragon	Virgin	Mega Drive	UK
Earthworm Jim	Virgin	Mega Drive	UK
Eternal Champions	Sega	Mega-CD	UK
Exo Squad	Playmates	Mega Drive	UK
FIFA International Soccer 2	EA	Mega Drive	UK
Flashback	Sony	Mega-CD	UK
Flying Nightmares	Domark	Mega-CD	UK
Jurassic Park: Rampage Edition	Sega	Mega Drive	USA
Kawasaki Superbikes	Time Warner	Mega Drive	UK
Lemmings 2	Psygnosis	Mega Drive	UK
Links	Virgin	Mega-CD	UK
Marko's Magic Football	Domark	Mega-CD	UK
Megaswiv	Time Warner	Mega Drive	UK
Mighty Morphin: Power Rangers	Sega	Mega-CD	USA
NBA Jam	Acclaim	Mega-CD	UK

NFL '95	Sega	Mega Drive	USA
NHL Hockey '95	EA	Mega Drive	UK
New Breed	Accolade	Mega Drive	UK
'Rescue'	Psygnosis	Mega Drive	UK
Rise Of The Robots	Time Warner	Mega-CD	UK
Rise Of The Robots	Time Warner	Mega Drive	UK
Shadow Of Atlantis	Sega	Mega-CD	USA
Shaq Fu	EA	Mega Drive	UK
Skeleton Krew	Core	Mega Drive	UK
Sonic And Knuckles	Sega	Mega Drive	UK
Soulstar	Core	Mega-CD	UK
Spider-Man: Maximum Carnage	Acclaim	Mega Drive	UK
Surgical Strike	Sega	Mega-CD	USA
Sylvester & Tweety	Time Warner	Mega Drive	UK
Taz In Escape From Mars	Sega	Mega Drive	USA
Urban Strike	EA	Mega Drive	UK
Virtua Racing: Deluxe Version	Sega	Mega 32	UK

November

BC Racers	Core	Mega-CD	UK
BC Racers	Core	Mega 32	UK
Biker Mice From Mars	Konami	Mega Drive	UK
Bloodshot	Domark	Mega Drive	UK
Ecco 2	Sega	Mega Drive	UK
Ecco 2	Sega	Mega-CD	UK
Elite	Sony	Mega Drive	UK
Eternal Champions	Sega	Mega-CD	UK
ESPN Baseball	Sony	Mega Drive	UK
F1 '94	Domark	Mega-CD	UK
F1 '94	Domark	Mega Drive	UK
FIFA Soccer '95	EA Sports	Mega Drive	UK
Flink	Psygnosis	Mega-CD	UK
Flink	Psygnosis	Mega Drive	UK
Jimmy White's Whirlwind Snooker	Virgin	Mega Drive	UK
Lethal Enforcers II	Konami	Mega-CD	USA
Lion King, The	Virgin	Mega Drive	UK
Mickey Mania	Sony	Mega-CD	UK
Mickey Mania	Sony	Mega Drive	UK
Micro Machines 2	Codemasters	Mega Drive	UK
Mighty Max	Sony	Mega Drive	UK
Nigel Mansell's IndyCar Racing	Acclaim	Mega Drive	UK
Novastorm	Psygnosis	Mega-CD	UK
Pinkie	Tengen	Mega Drive	UK
Pitfall: The Mayan Adventure	Activision	Mega-CD	UK
Pitfall: The Mayan Adventure	Activision	Mega Drive	UK
Powerdrive	US Gold	Mega Drive	UK
Probotector	Konami	Mega Drive	UK
Psycho Pinball	Codemasters	Mega Drive	UK
Radical Rex	Activision	Mega-CD	UK
Radical Rex	Activision	Mega Drive	UK
Rock 'N' Roll Racing	Virgin	Mega Drive	UK
Second Samurai	Psygnosis	Mega Drive	UK
Sensible Golf	Virgin	Mega Drive	UK
Space Ace	Readysoft	Mega-CD	USA

Sparkster	Konami	Mega Drive	UK
Starblade	Sega	Mega-CD	UK
Syndicate	EA	Mega Drive	UK
Tiny Toons: Acme All-Stars	Konami	Mega Drive	UK
WWF: Raw	Acclaim	Mega Drive	UK

December

Adventures Of Batman & Robin	Sega	Mega-CD	USA
Adventures Of Batman & Robin	Sega	Mega Drive	USA
Baby Boom	Sega	Mega-CD	USA
Baby Boom	Sega	Mega Drive	USA
Doom	Sega	Mega 32	UK
Dungeon Master	JVC	Mega-CD	UK
Fahrenheit	Sega	Mega-CD	UK
Fahrenheit	Sega	Mega-CD 32	UK
Fred Couples's 36 Hole Golf	Sega	Mega 32	UK
Heimdall 2	Core	Mega-CD	UK
Justice League	Sunsoft	Mega Drive	UK
Keio Flying Squadron	JVC	Mega-CD	UK
Mary Shelley's Frankenstein	Sony	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD	UK
Midnight Raiders	Sega	Mega-CD 32	UK
Mighty Morphin: Power Rangers	Sega	Mega Drive	USA
Mortal Kombat II	Acclaim	Mega-CD	UK
NHL All-Star Hockey	Sega	Mega-CD	USA
Ratchet & Bolt	Sega	Mega Drive	USA
Snatcher	Konami	Mega-CD	UK
Soulstar	Core	Mega 32	UK
Star Wars Arcade	Sega	Mega 32	UK
Time Cop	JVC	Mega-CD	UK
True Lies	Acclaim	Mega Drive	UK
Virtua Fighter	Sega	Mega 32	UK
Wirehead	Sega	Mega-CD	UK

January

Demolition Man	Virgin	Mega-CD	UK
Demolition Man	Virgin	Mega Drive	UK
DiscWorld	Psygnosis	Mega-CD	UK
Fatal Fury	JVC	Mega-CD	UK
Hardcore	Psygnosis	Mega-CD	UK
Hardcore	Psygnosis	Mega Drive	UK
Itchy & Scratchy's Miniature Golf	Acclaim	Mega Drive	UK
Lawnmower Man, The	SCI	Mega-CD	UK
Myst	Sunsoft	Mega-CD	UK
Samurai Showdown	JVC	Mega-CD	UK
Spider-Man TV	Acclaim	Mega Drive	UK
Star Gate	Acclaim	Mega Drive	UK
USHRA Monster Truck Wars	Acclaim	Mega Drive	UK

February

Mortal Kombat II	Acclaim	Mega 32	UK
NBA Jam Tournament	Acclaim	Mega Drive	UK
NBA Jam Tournament	Acclaim	Mega 32	UK
Secret Forces	Core	Mega-CD	UK

COMPARISONS



high street charts

Compiled by Gallup in association with ELSPA



MEGA CD



1	[1]	3	FIFA International Soccer
2	[2]	3	Tomcat Alley
3	[3]	6	Ecco
4	[NE]	1	Battlecorps
5	[9]	1	Batman Returns
6	[8]	5	Sonic CD
7	[10]	6	Ground Zero Texas
8	[RE]	1	Prince Of Persia
9	[RE]	1	Road Avenger
10	[RE]	1	Lethal Enforcers

independent charts

Compiled with the help of Dream Machines



MEGA CD



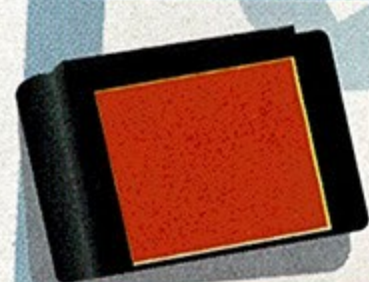
1	[1]	3	Star Wars: Rebel Assault
2	[3]	3	Vay
3	[6]	7	Rise Of The Dragon
4	[8]	5	Heavenly Symphony
5	[2]	3	Heimdall
6	[5]	7	Tomcat Alley
7	[4]	9	Lunar - The Silver Star
8	[NE]	1	Secret Of Monkey Island
9	[9]	4	Wing Commander
10	[NE]	1	Dark Wizard



MEGA DRIVE



1	[NE]	1	Mortal Kombat II
2	[1]	8	FIFA International Soccer
3	[NE]	1	Super Street Fighter II
4	[NE]	1	Jungle Book
5	[5]	5	Sonic Spinball



MEGA DRIVE



1	[3]	2	Pulseman
2	[NE]	1	Dynamite Headdy
3	[1]	4	Super Street Fighter II
4	[2]	3	J League Pro Striker 2
5	[NE]	1	Shining Force II

RECOMMENDED

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

NBA JAM

mega-cd

Reviewed this month, Acclaim's popular basketball game finally hits the CD. The bad news is that it's one of those conversions where the only improvements are an FMV intro (which isn't very good) and CD soundtrack. The latter includes a mellow theme tune and clearer speech by the commentator – although it's still pretty sparse. Otherwise it plays identically to the MD game. It's two-on-two end-to-end stuff as players jostle for the ball (there are no fouls) and leap up to score spectacular dunks.

phil: "A disappointing number of extra features, but still a great game."

mark: "One of my all-time favourite games. Not many enhancements, but it's addictive as hell."

FIFA SOCCER '95

mega drive

Following the release of FIFA CD, EA Sports release the all-new Mega Drive soccer update. As well as incorporating a vast range of club teams and national sides, the gameplay engine has been completely upgraded for a more realistic, playable game of football. Player animation is smoother, the action's faster and better passing is possible thanks to improved player intelligence. There are set-piece free kicks and penalty shoot-outs, plus brilliant sound FX when you score.

phil: "Even better than FIFA CD, it's taken over as our favourite office game."

mark: "A big improvement on the excellent first game. The best football sim ever."

DARK SEED

mega-cd

Cyberdreams' horror adventure features fantasy artwork from Alien-creator HR Giger to create a dark sinister alternate world. Mike Dawson has just bought a Victorian mansion in a quiet American town. Little does he know that it contains a portal to another world, full of unspeakable horrors. You control Mike as his digitised sprite walks around the house and town, finding dark secrets in every corner – using a friendly icon system. A moody soundtrack with speech completes the spine-chilling atmosphere.

phil: "A good conversion of the excellent computer game – without the disk swapping."

mark: "One of the most atmospheric games I've ever played. A great adventure."

FATAL

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DEMO DISC The Lawnmower

How to play your demo:

This month's demo puts you into virtual reality! It lets you play one of the many varied stages in SCI's movie licence, *The Lawnmower Man*. An FMV intro tells you the plot so far – simpleton gardener Jobe has turned into a virtual reality megalomaniac. He has to be stopped before he accesses every computer in the entire world. This involves entering the strange virtual world.

The playable section in the demo is called the Cyber Boogie, and you get to fly through circuits (which look like tunnels) in an impressive 3-D sequence. After another intro sequence, the view switches to a first-person perspective as you fly down a tunnel. You have to negotiate the many twists and turns. Thankfully there are on-screen arrows (at the top right of the action window) which flash up to tell you which way to go. A quick tip here: the controls are like an aircraft joystick, so to go down you need to push the D-pad up and vice versa. Sometimes you'll need to be really quick to avoid crashing into barriers that cover one side of the tunnel – you have to move to the other side. You'll also have to blast away some locked gates to pass through them.

Just one mistake and you'll get mown down – literally, in a stunning death sequence with a lawnmower. You'll certainly need good reactions to complete this demo, so keep practising. Happy flying.

Controls

Welcome to the virtual world. Here are the controls you'll need to negotiate those twisting tunnels...

Up:

Moves your man down – press it when you see a flashing 'down' arrow.

Down:

Moves your man up – press it as soon as you see an 'up' arrow.

Right:

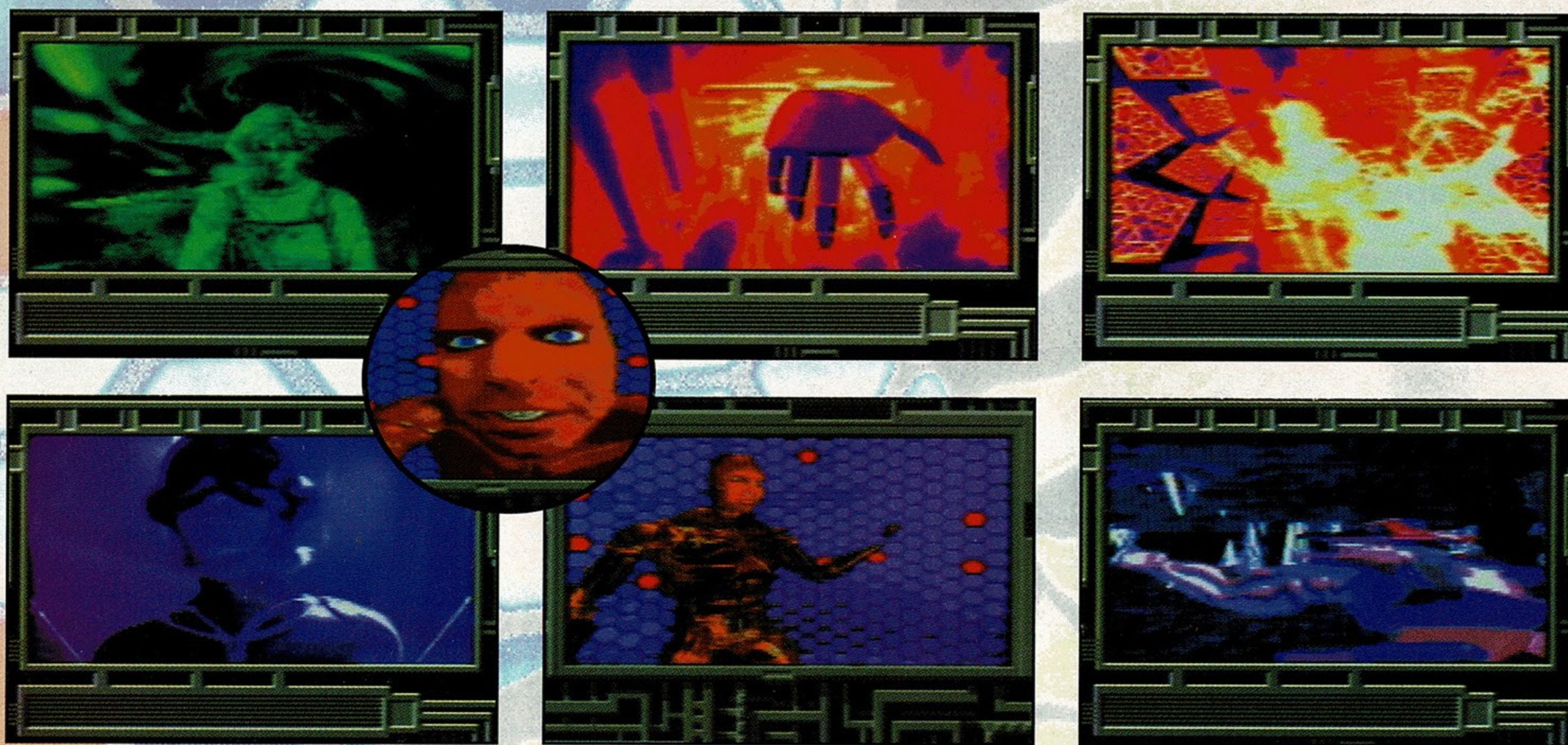
Banks you to the right to go round bends and to avoid tunnel barriers.

Left:

Banks you to the left to go round bends and to avoid tunnel barriers.

Button B:

Press this to fire your lasers to blast away locked gates.



Above are just some of the scenes from the stunning intro sequences. They illustrate the story of *The Lawnmower Man*. The simpleton gardener Jobe (pictured top-left) enters virtual reality and is turned into a raging psycho by his new-found superpowers. It's up to you to stop him.

ver Man

GET ON THE CASE

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

For a slimline case, simply cut around the RED dotted line, score along the red fold lines and there you are. For a standard jewel case, cut out the inlay, score along the centre fold, put it in the case and trim off the excess (the GREEN crop lines are there to help you).

OVERSEAS READERS

You can obtain a copy of The Lawnmower Man demo by ordering it directly from Mega Power. Just write a cheque for £3.95 sterling, made payable to Paragon Publishing Ltd, and send it to: Mega Power #16 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by **Mastercard/Visa** by phoning or faxing your order through...

Tel: +44 202 299900, Fax: +44 202 299955.



▲ As you zoom through the tunnels at high speed, you have to follow the on-screen arrows to negotiate the bends.



THE DEMO

Mega Power proudly presents a playable demo of SCI's stunning movie licence *The Lawnmower Man*. Dare you enter the strange virtual world to take on the evil Cyberjoke? Witness spectacular intro sequences before stepping into virtual reality to fly through electronic circuits in a fully playable stage from the game: *Cyber Boogie*. You'll need quick reactions to negotiate the twists and turns in an exhilarating high-speed 3-D sequence.

CONTROLS

Up: Moves your man down – press it when you see a flashing 'down' arrow.
Down: Moves your man up – press it as soon as you see an 'up' arrow.
Right: Banks you to the right to go round bends and to avoid tunnel barriers.
Left: Banks you to the left to go round bends and to avoid tunnel barriers.
Button B: Press this to fire your lasers to blast away locked gates.

CREDITS

Many thanks to SCI for all their cooperation.

Special thanks to James Beavan.

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MEGA POWER PRESENTS



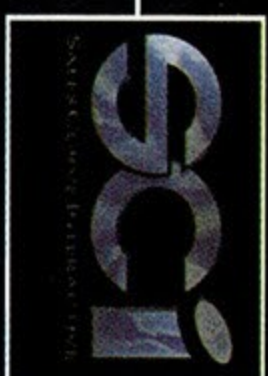
MEGA POWER PRESENTS
THE LAWNMOWER MAN
 PLAYABLE DEMO
 MEGA POWER THE LAWNMOWER MAN DISC 9

9

9 NINE

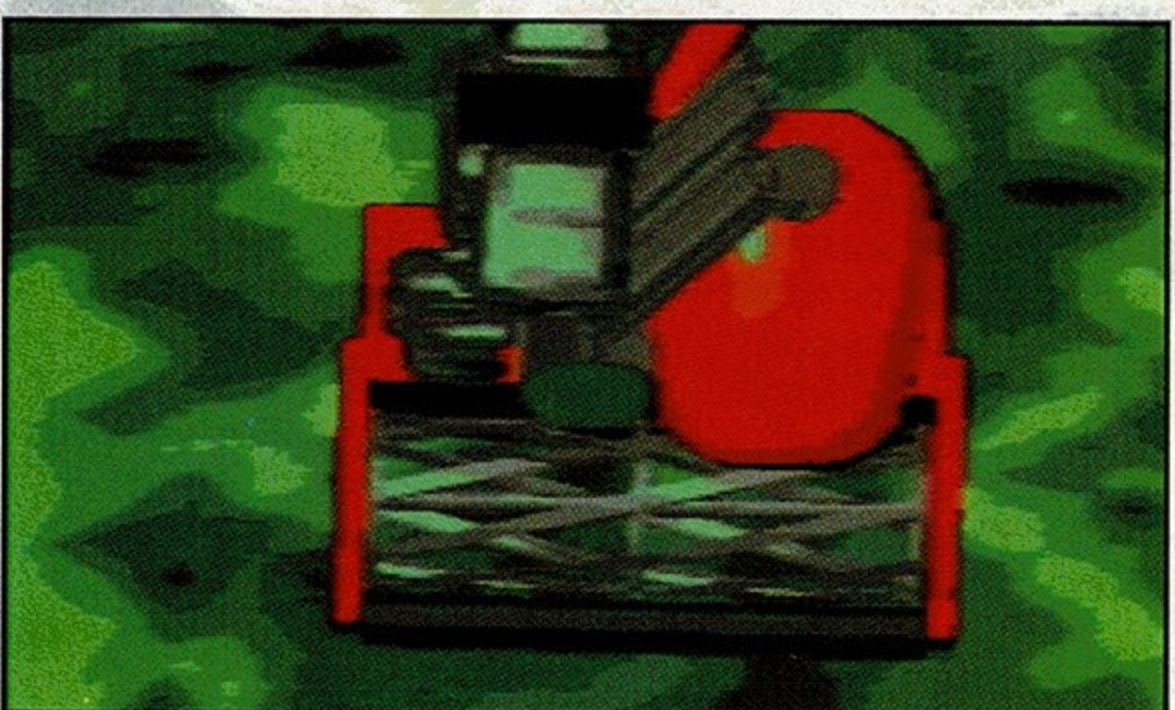


9



THE
FUTURE
IS
NOW

9
NINE



The Lawnmower Man

**So you've played the demo.
Now find out more about the
full game as Mega Power
enters virtual reality...**

SCI'S debut Mega-CD product is a conversion of their successful PC CD-ROM game. It's based on the science-fiction movie of the same name which showed how dangerous the brave new world of computer-generated virtual reality could be. By the turn of the millennium, virtual reality has progressed way beyond the point of those cumbersome headsets in the arcades to become a global network encompassing a whole cyberspace world only limited by the imagination of its users.



The trouble begins when top scientist Dr Angelo uses a simpleton gardener called Jobe as a human guinea-pig, giving him superhuman powers using a virtual reality system. Of course, it all goes wrong when a government agency intervenes to turn Jobe into Cyberjobe, a psychopath intent on taking over the world via its computer networks.

As Dr Angelo, you've been pulled into the virtual reality world by Cyberjobe, who seeks revenge for what you've done to him. You have to use your intellectual powers and reactions in a series of varied levels to beat him.

Variety isn't dead

There are ten different game styles in all, ranging from tricky musical and logical puzzle games to platform sections and fly-through scenes – such as the Cyber Boogie level in this month's cover demo.

The latter simply involves pressing D-pad directions to negotiate bends, but other games aren't so basic. SCI's Southampton-based programming team (led by industry veteran Fergus McNeill) were determined to ensure *The Lawnmower Man* wasn't another case of gorgeous graphics let down by naff gameplay. For instance, in the Catwalk level, you're chased by Cyberjobe and have to duck and sidestep the many obstacles along the road ahead.

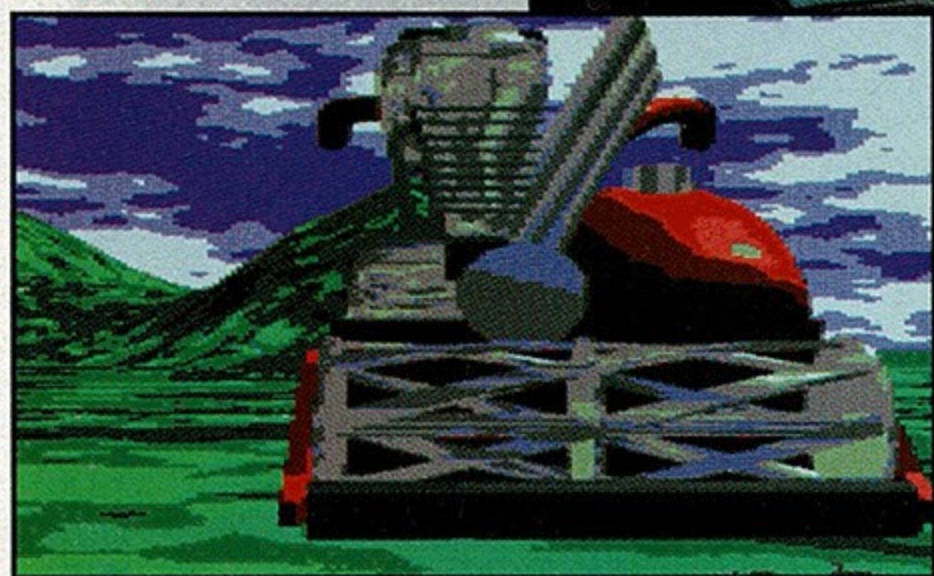
Other sections are pure IQ tests where you have to use your grey matter to succeed. These include The Sting, where you must release some giant bees from a maze by finding coloured markers to open doors – all against the clock. Get it wrong and Cyberjobe releases the (incredibly realistic) bees to feast on your body!

Another tricky game, called Breaking Through, has you and enemy Father McKeen (Jobe's evil landlord) both equipped with a cannon, with the aim of wiping each other out. Between you is an invisible barrier with a hole somewhere in it. By choosing trajectories you have to find the hole before your opponent does.

With such gameplay variety, impressive rendered graphics and an excellent soundtrack by legendary guitarist Steve Hillage (who's recently been working on a new System 7 ambient techno album), SCI reckon *The Lawnmower Man* has everything needed to be a big hit. Watch out for its release into the real world this Christmas.



(Above) You have to release these giant bees from their maze or Cyberjobe will set them onto you.



(Above) Fail your mission and your gruesome fate lies in the spinning blades of this lawnmower. It's a lot less bovver than a hover!



THE LAWNMOWER MAN

**SCI
£TBA
OUT DEC**



1 PLAYER



MEDIUM ACCESS



CONTINUES



**INFORMATION
071 5853308**

PREVIEW

PSYGNOSIS

NOVAS

Phil King took the Mega Power space shuttle (Ford Escort) to Psygnosis to find out how their latest CD blaster is shaping up...



Contrary to popular belief, *Novastorm* is not the official sequel to *Microcosm*, but Psygnosis say they have learned from the flaws of that similar, earlier game. The Chester-based *Novastorm* programming team have striven to ensure that the new 3-D shoot-'em-up doesn't fall into the same trap of spectacular graphics hiding a severe lack of gameplay. This time around there's more sprites, more colour and a whole lot more action.

As with *Microcosm*, the game was developed first for Fujitsu's FM Towns console (popular in Japan), on which it was released with the title *Scavenger 4*. Psygnosis decided to change the name for the conversion to avoid any possible confusion with the *Scavengers* TV series, although it's hard to see how anyone could get them mixed up – Psygnosis's game is an infinitely more exciting prospect, and there's no sign of John Leslie!



▲ When shot, certain enemies leave behind a selection of three power-up pods. Simply move your ship over the one you want.

The original FM Towns game had to be shaped to suit Fujitsu's firm ideas of what they wanted for their console. Freed from any such restraints on the Mega-CD conversion, some of the better rejected ideas have been reincorporated, making for a more playable game. Changes include the collectable power-ups for your ship. On the Towns there were preset points in each level where you could choose from the whole range of power-ups, but on the Mega-CD a choice of three power-up

pods (from a total of 16) is offered when certain enemies are shot.

The team have also added new big baddies at the end of stages, including the vicious lava snake, impressive sky boss, and nasty beetle. Not content with this, the game's third level features a brand-new solar reactor to fly around, while level four includes a whole new stage where you must negotiate a field of huge rotating asteroids. Sound FX have also been enhanced with satisfying metal clunks and screams of agony from the spectacular end-of-level guardians.



Technical troubles

Mega-CD head programmer Zafar Qamar, who also worked on the FM Towns game, explains that the biggest problem was the Mega-CD's inferior technical capabilities – particularly the relatively small amount of memory. So instead of using lots of memory-intensive look-up tables to control enemy movements etc, clever algorithms were created to do the same job. The lack of RAM also meant that levels had to be split into many small files – there are over 200 for the whole game. The CD data then had to be optimised to use up as little disc space as possible and allow for maximum access speed.

Another problem was the Mega-CD's limited colour palette. As witnessed in *Rebel Assault*, this can cause formerly detailed backdrops to appear very blocky. But in *Novastorm* this problem has largely been eliminated with clever use of Sega's Cinepak utility to tweak the graphics for much cleaner rendered images.

Despite the inevitable technical compromises, the Mega-CD game is a big improvement over *Microcosm*, with the 3-D game engine being completely overhauled. For a start, the FMV backdrops are now 'Z-plane buffered', incorporating extra data relating to the depth of objects – so you can now collide with the scenery. There's also a palette of 16 colours for each individual frame, instead of for the whole level, enabling far more colourful backdrops and spectacular explosions. Together with the many gameplay improvements, this makes *Novastorm* a mouth-watering prospect for shoot-'em-up fans.



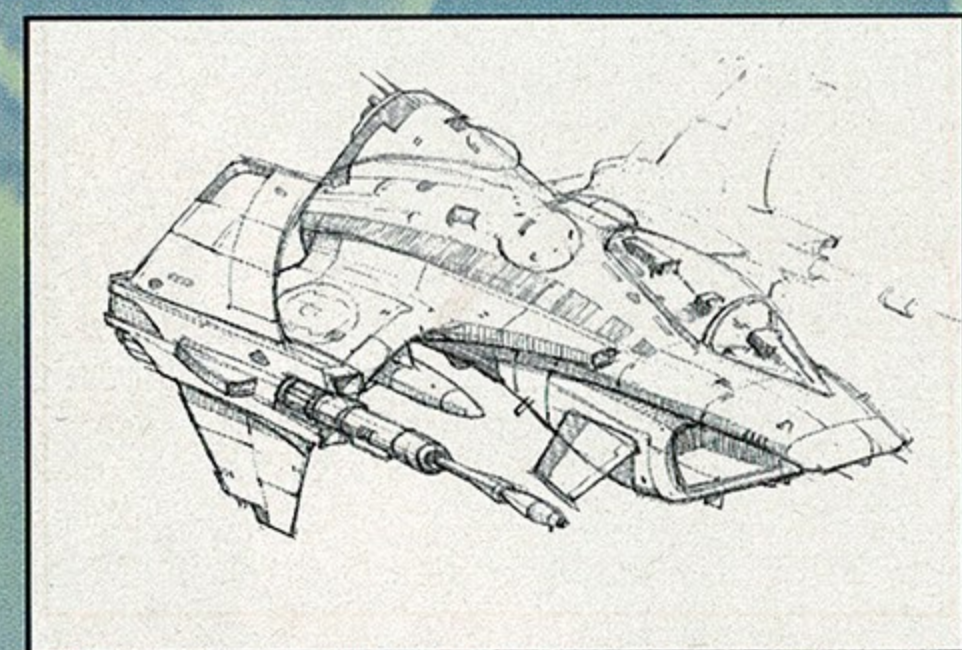
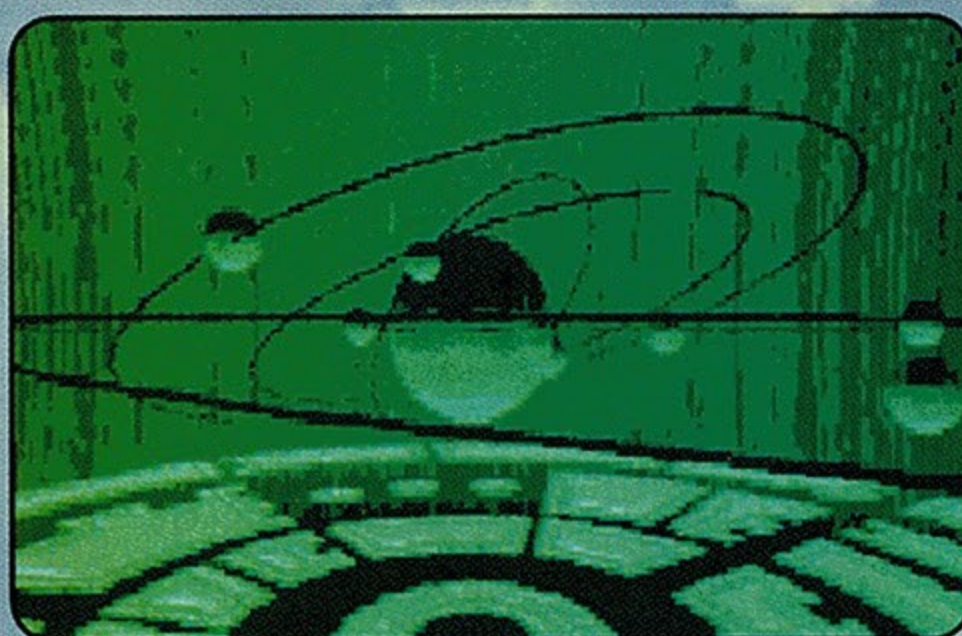
▲ This radar installation appears at the end of one of the volcanic stages. Avoid its fire and keep blasting the centre of the big dish.



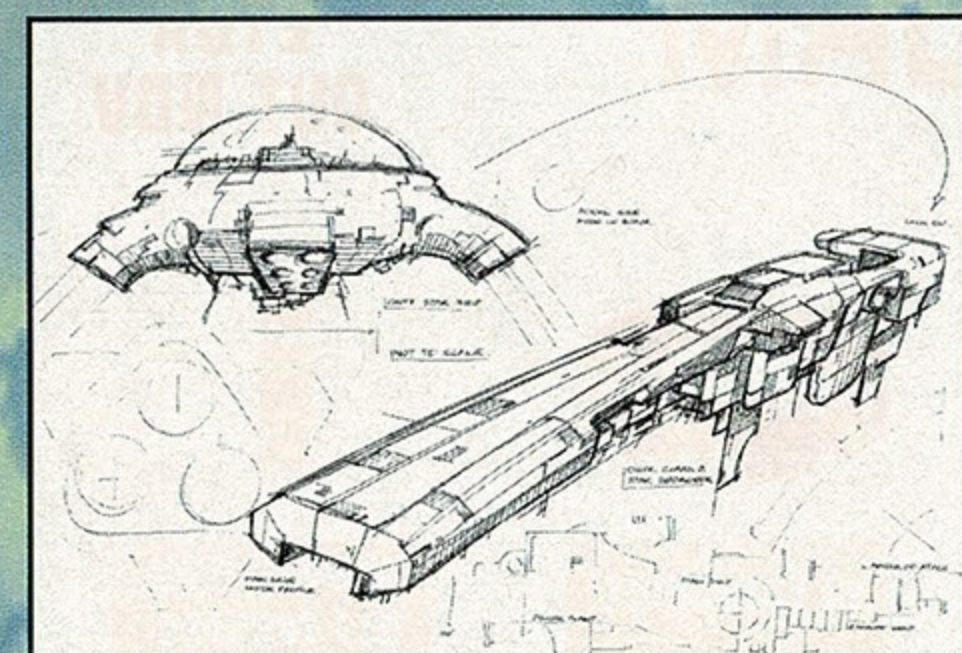
▼ Flying through one of the many rocky valleys, you have to take care not to scrape your ship on the scenery or you'll lose loads of energy.



TOEN



▲ Just one of the many preliminary sketches used to create those 3-D graphics. This is turned into a wire-frame model before being rendered.



▲ The ice planet is the third of the four multi-stage levels, and features more dangerous scenery such as huge shards of ice.



▲ It's getting really tricky now. You're down to your last drop of shield energy and there's lots of craggy scenery ahead.



▲ One of the end-of-stage bosses on the ice planet. Something tells me this is not going to be a friendly encounter!

GUNNING GAMEPLAY

Using high-tech weaponry, a nasty computer virus called SCARAB has gained control of the three planets in the Bodor system. As the pilot of a prototype Scavenger spacefighter, your mission is to breach SCARAB'S defences on each of the planets, before heading for SCARAB's huge space cruiser to destroy the virus once and for all.

As in *Microcosm*, you move your ship around the screen, having no choice of route through the CD-accessed backdrops. But the action is a much more hectic as hordes of fast-moving enemy ships pour onto the screen for you to blast with a range of weapons. These can be powered up by collecting one of three pods that appear when certain enemies are destroyed. Collectable weapons include gun upgrades, drone ships that rotate around you, and extra smart bombs.

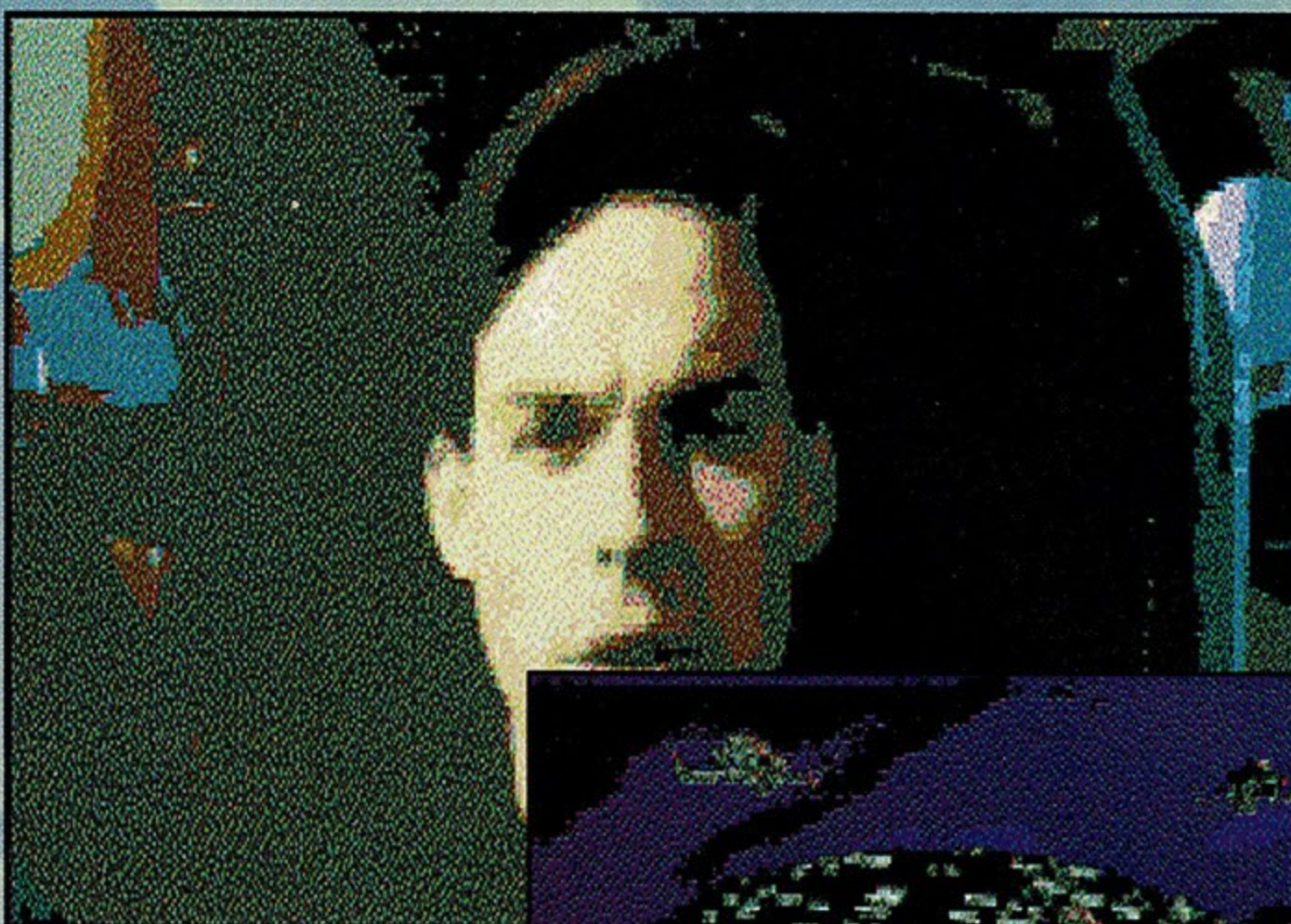
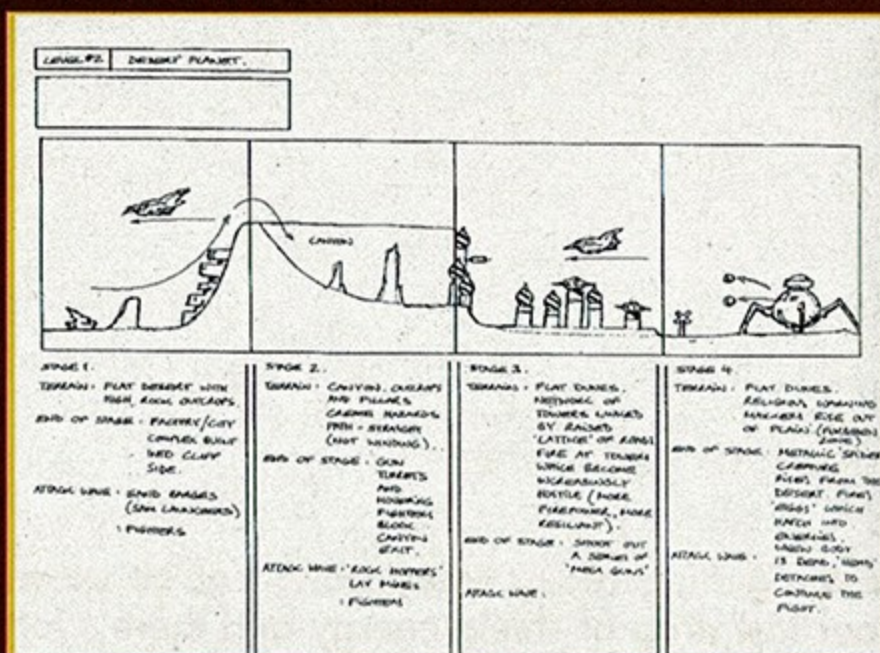
As well as avoiding enemy fire, you have to watch where you're flying as, thanks to the additional depth data in the backdrops, you can now crash into the scenery. It's very disorienting as the screen spins you round at high speed, and things get even trickier on later levels as you have to fly under or over bridges, walkways and rocky ledges.

Novastorm has four multi-stage levels: the fiery volcanic planet Callinhor, the desert world of Kallum Kroll, the ice planet Quiggin, and the final attack on SCARAB's massive space cruiser. All these contain four lengthy sections so, along with the extra asteroid field section, there are 17 stages in all. These all culminate in a one-on-one fight with a defence installation or big baddie. With only a few lives given, and no level passcodes, getting through this game will be tough.

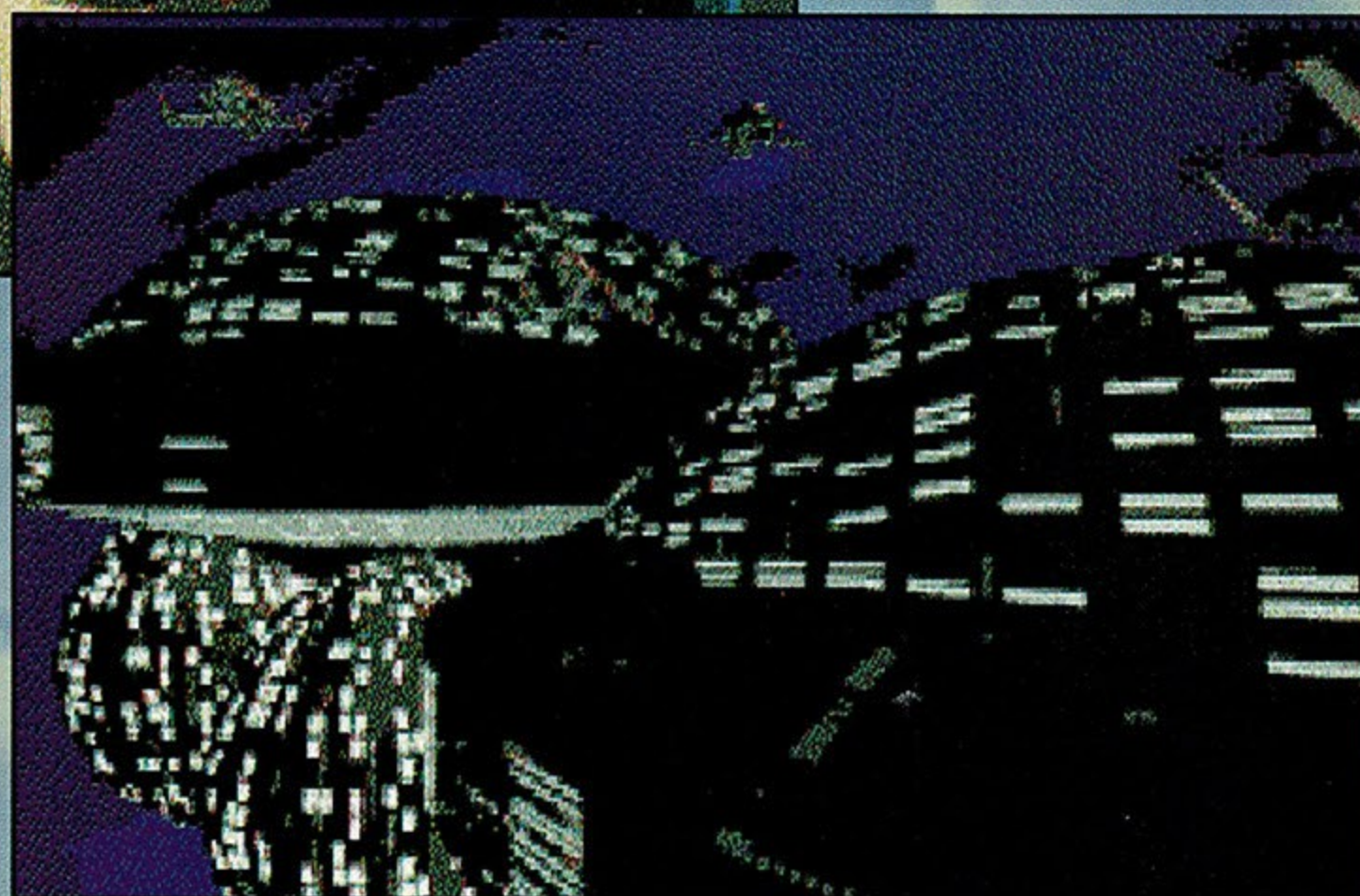


▲ The many intros were planned on storyboards like this, before being turned into rendered 3-D sequences.

Novastorm's four multi-stage levels started life on a storyboard. From these basic sketches, the original ideas have since received a lot of tweaking to turn them into the spectacular sequences seen on the screen.



(Left) One of the Federation commanders briefs you on the epic mission ahead in the lengthy intro sequence.



(Right) Another impressive shot from the intro sequence, as ships fly over a huge space station city. *Psychosis* certainly have a knack for these spectacular intros, but this time they reckon the gameplay matches the polished presentation.

Novastorm was designed on the FM Towns by a large team of programmers and graphic artists. Much of the original data and graphics was used in the Mega-CD conversion, with additional work by the following...

Zafar Qamar

Mark Hula

Paul Frewin

Additional Graph

Chris Browne

Jeremy Oldrieve

New Sound FX

Rick Ede

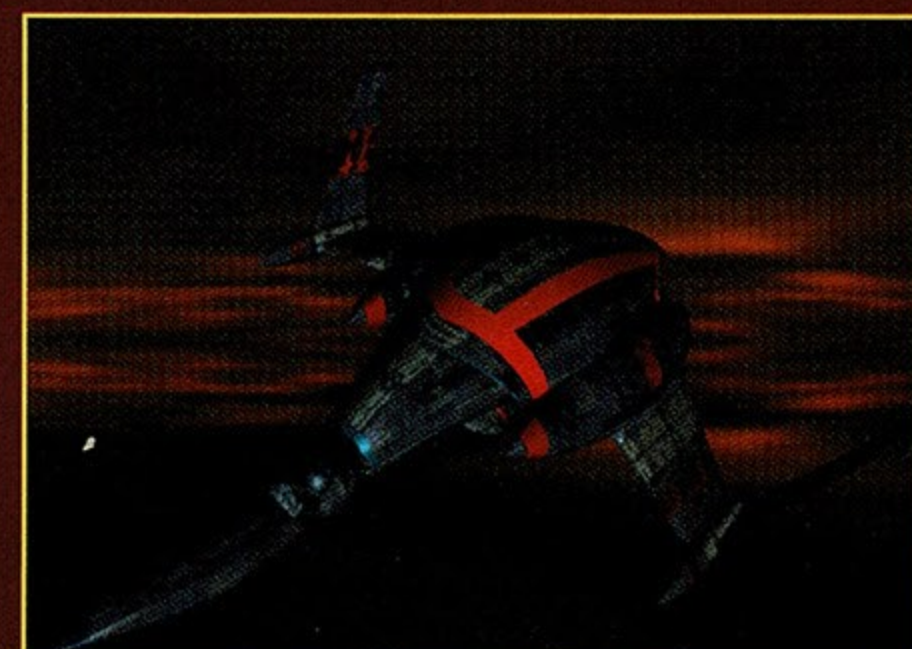
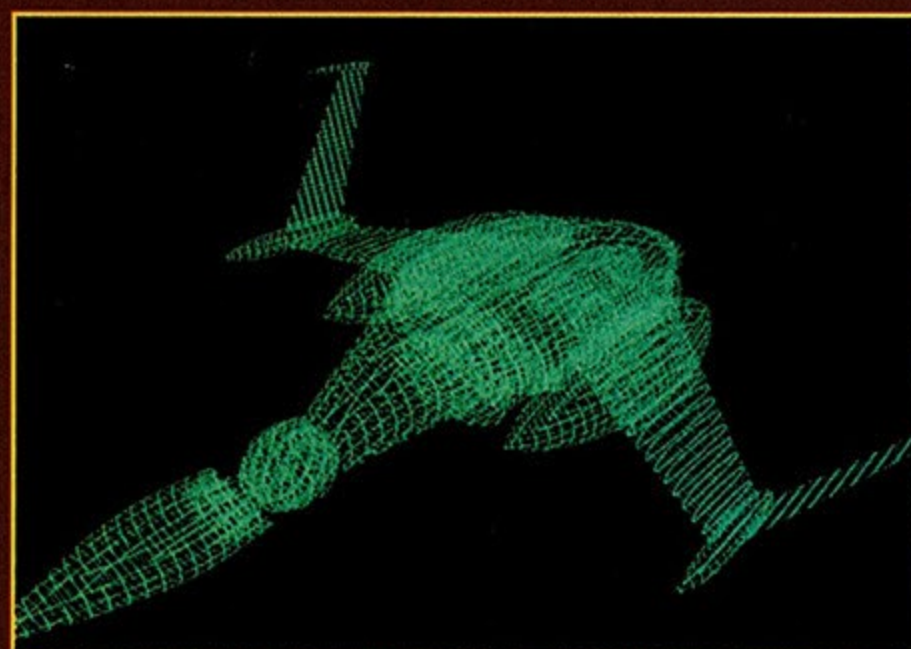
Original Music

Chris Nicholls

Producer

Kenny Everett

The game features lengthy intro and end-of-game sequences, improved from the FM Towns version, along with mission briefings before each stage (complete with sampled speech). Again, these were originally created as storyboard sketches. The graphics were then created as wire-frame images, before being rendered in smooth, shaded 3-D.



**PSYGNOSIS
ETBA
OUT NOV**



1 PLAYER



QUICK ACCESS



NO PASSCODES



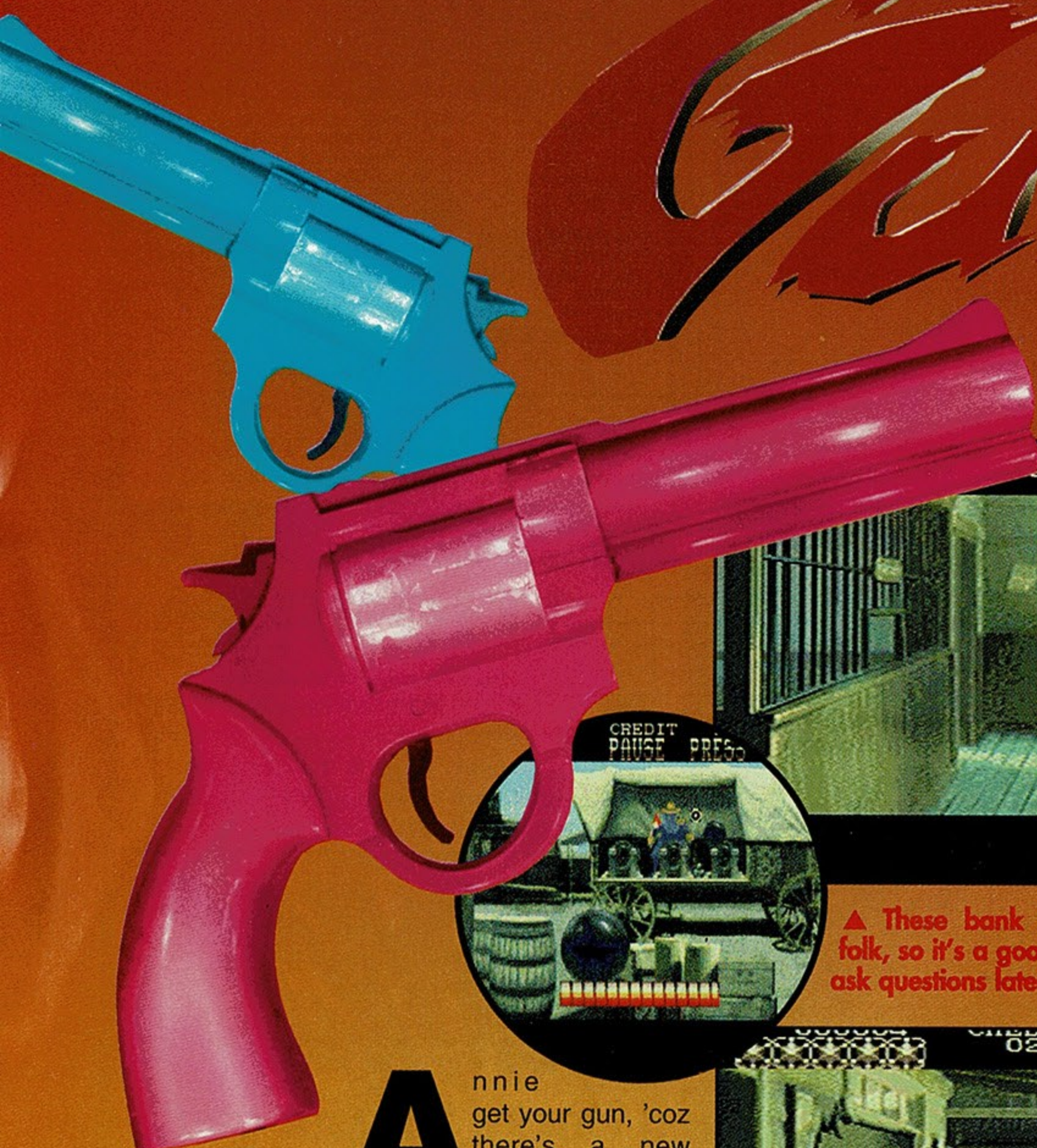
INFORMATION
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PREVIEW



LETHAL ENFORCERS

II

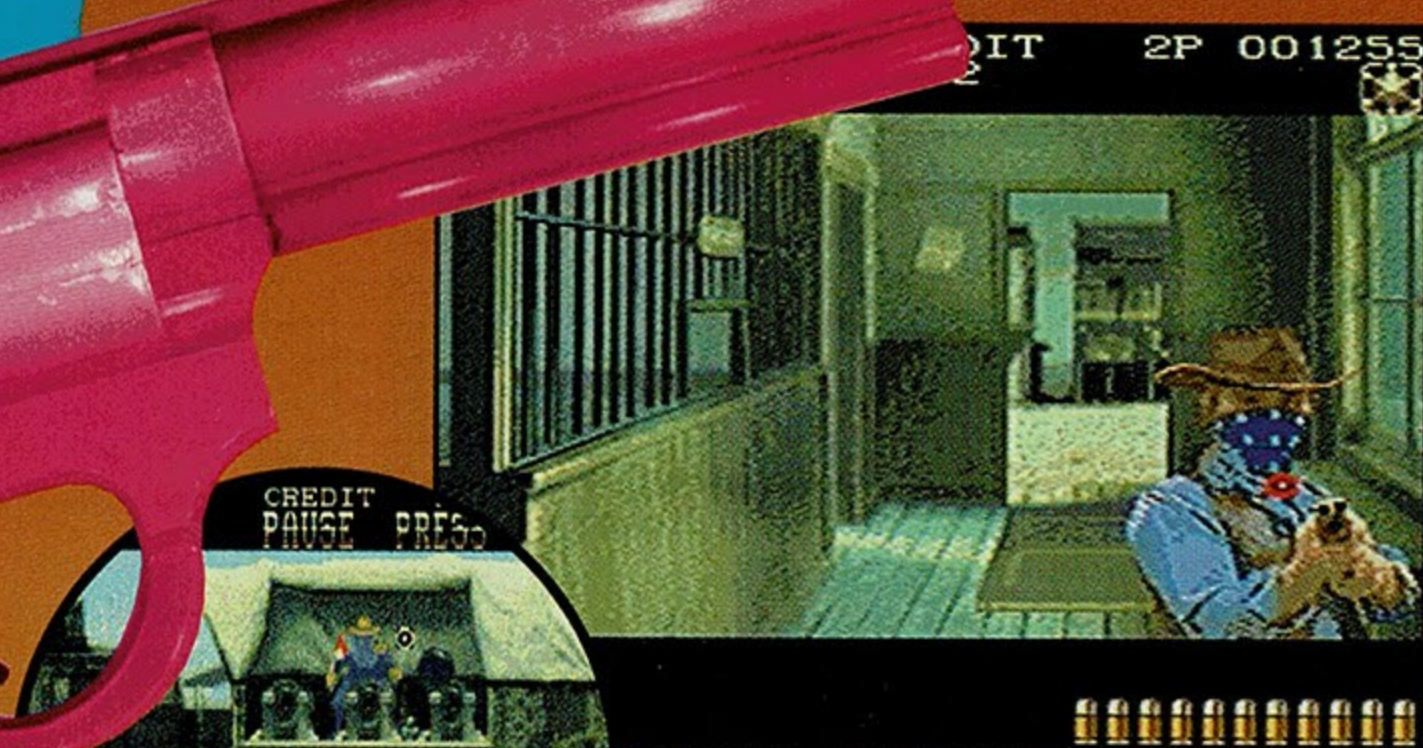


shoot-'em-up in town. This coin-op conversion sequel takes us back to the gun-slinging days of the Wild West. The year is 1873 and a small town is suffering a massive crime wave from pesky bandits. Someone has to make a stand... as the sheriff, it's your duty to take on the bad guys single-handedly – or with an optional second player as your deputy.

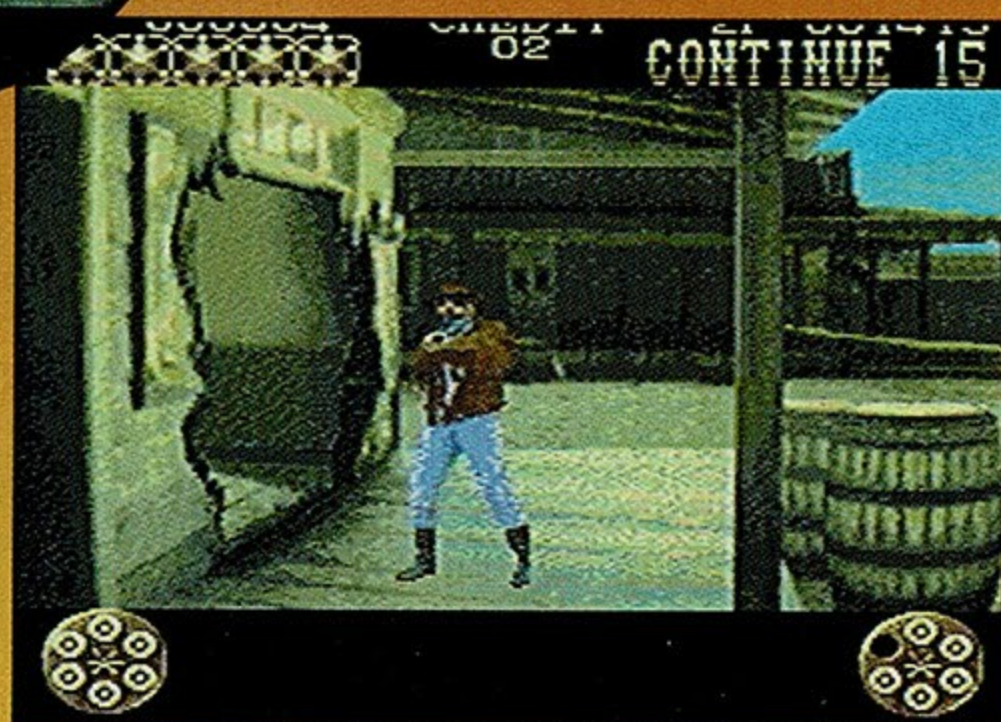
The scenario may be a far cry from the modern-day police-squad one featured in the original *Lethal Enforcers*, but the gun-toting action is very similar as you blast hordes of baddies in several shoot-out scenes. You can either use a Justifier light gun or a joystick. With the latter you move a gun-sight around the screen, and it's perfectly playable this way.

As in the original, it's a case of 'shoot them before they shoot you', requiring quick reactions and a good aim. But be careful not to hit innocent citizens as this reduces your energy – as does getting shot. To help you decide whether to fire, bystanders scream out things like "don't shoot!", while the baddies yell "you ainna gonna get me, sheriff" and "eat lead!"

Unlike the previous game, you have to aim your



▲ These bank robbers aren't friendly folk, so it's a good idea to shoot first and ask questions later.



▲ The robbers have blown a hole in the bank wall to make their escape. Worse still, your partner's just been shot dead. He'll have to use a continue.



shots accurately to the head or chest – otherwise you need several hits to kill them. You can also shoot bits of the scenery for fun, shattering lights and knocking pictures off the wall – occasionally revealing a power-up to a more powerful weapon such as a double barrel, shotgun, flintlock pistol, powerful cannon and rapid-fire Gatling gun.

The action is set across six Wild West levels, each made up of several scenes. Things start off with a bank robbery as masked villains, including gun-toting Calamity Jane types, suddenly appear to blast you. After several shoot-out scenes, the level culminates with a 'boss' firing cannons at you from the back of a wagon. Finish him off and your shooting stats are revealed, including number of kills, innocent victims and accuracy percentage. Do well enough and your ranking goes up, and you get to play a bonus stage where bottles must be shot within a time limit.

Later levels include a scrolling stagecoach hold-up with villains and arrow-firing Indians on horseback; a classic saloon showdown featuring knife-throwing Mexicans and pistol-packing mamas; and a great train robbery where you have to aim carefully to shoot the villains through the



▲ At the end of the stagecoach level, this mad geezer hurls barrels of gunpowder at you. Shoot them before they reach you and explode.

small windows.

Whichever of four skill levels you choose, you'll need sharp shooting to get through the game, so several continues are provided (communal in two-player mode). You'd better be quick on the draw when *Lethal Enforcers II* hits both the Mega-CD and Mega Drive in November.

LETHAL ENFORCERS

**Cigar in mouth
and Colt 45 in
hand, Phil
King strides
into the seedy
saloon for a
Wild West
shoot-out.**



▲ This is worse than gringo bingo. I only came into the saloon for a quick red-eye and now these Mexicans are throwing knives at me!



▲ Watch where you're firing, sheriff. Hitting innocent victims reduces your energy as surely as getting shot. So think before you shoot.

GUN CONTROL

The original *Lethal Enforcers* was packaged with a Justifier light gun, with extra ones (for a second player) also available. Obviously, as people who bought that game already have a gun, *Gunfighters* comes without one, enabling the price to be brought down to £39.99 on Mega-CD, and £44.99 on Mega Drive.

Instead you can either play *Gunfighters* with a joypad, aiming an on-screen gun-sight, or buy the guns separately. Priced £17.99 each, these blue or pink plastic weapons will also be compatible with Konami's forthcoming futuristic adventure *Snatcher*.



LETHAL ENFORCERS II: GUNFIGHTERS

**KONAMI
£39.99
OUT NOV**



1-2 PLAYERS



QUICK ACCESS



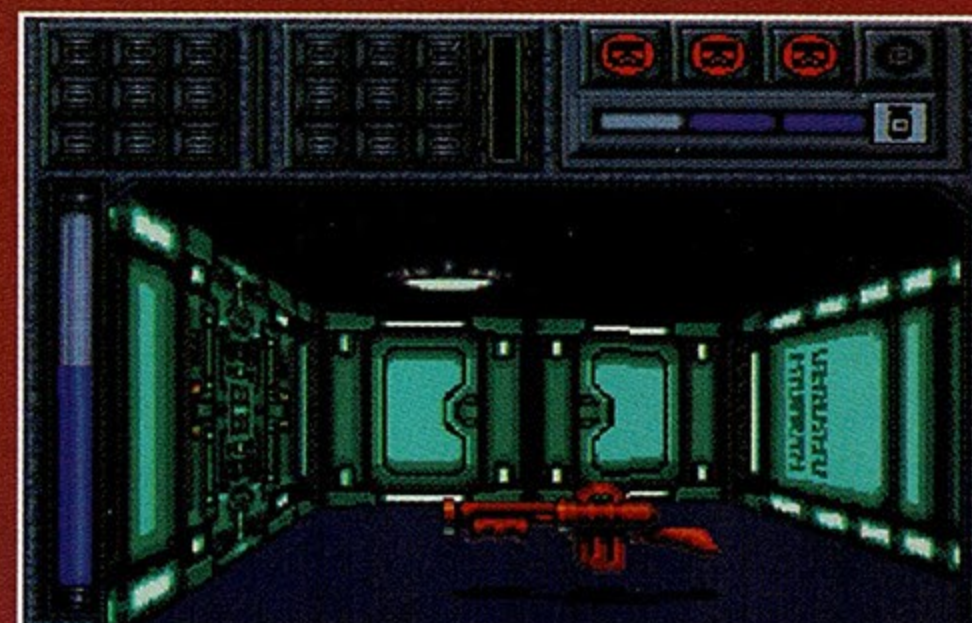
CONTINUES



INFORMATION
0895 853000

PREVIEW

bloodshot



Deep in the maze-like corridors of Domark's basement, their in-house programming team, The Kremlin, have been developing what they reckon will be the fastest, smoothest 3-D shoot-'em-up seen on the Mega-CD and Mega Drive. Fans of the excellent PC game *Doom* (soon to be released on MD32) will be especially interested to see a similar style of action here, with the tension building up as you run round mazes of corridors, blasting anything that moves.

Bloodshot is set in the 22nd century, when all the planets of the solar system have been colonised, apart from Jupiter. Earth is now governed by the Federation, but warmongering rebel factions threaten the whole of civilisation. This has led to emergency action in the form of a Federation off-shoot known as the Mercenaries: a ruthless band of bounty-hunting soldiers of fortune – and being a greedy swine, you've just joined them.

The game starts off with an impressive intro to illustrate the story line. Silicon Graphics workstations were used to draw an opening sequence of rendered images. Once you know the scenario, the options menu offers you the choice of a solo mission or simultaneous two-player.



▲ Dead bodies litter the corridors. This is not a game for pacifists: it's killed or be killed. Well, you are a ruthless mercenary.



enemies, followed by mid- and end-of-level guardians. Destroy them, and your final task is to escape. This is made trickier, and very tense, as the screen adopts a darkened glow with a timer and siren counting you down to extermination. Lose your way and that's it, game over. Escape and you're on track for the next of 15 levels.

Bloodshot is almost complete with only minor amendments to be implemented. The CD version will feature extra presentation and a moody soundtrack for an even better atmosphere, and it may also include some extra levels and baddies.

From what we've seen already, this title could well be the best in its genre, thanks to highly addictive gameplay and surprisingly smooth 3-D graphics.



▲ The split-screen two-player mode is where it's really at. Each player gets his own unique view of the bloody action.



game. A split-screen display gives each player their own unique view of the action.

The D-pad is used to direct your first-person perspective view through the many corridors. Arrive at a door and you may need a key to enter the room. Finding keys, and up to ten different weapons, is all part of the fun as you explore mazes where bad guys could be laying in wait around any corner. Better keep your finger on the trigger to dispose of a seemingly endless army of

SHOOT

Will Domark's new shoot-'em-up spell *Doom* for Phil King? Time for some extreme violence...

ARMED TO THE TEETH



A vast assortment of weaponry is scattered throughout the corridors. Collecting weapons is relatively simple, but using them to full effect is another matter. Everything from mine launchers to machine guns fills your armoury to the brink.



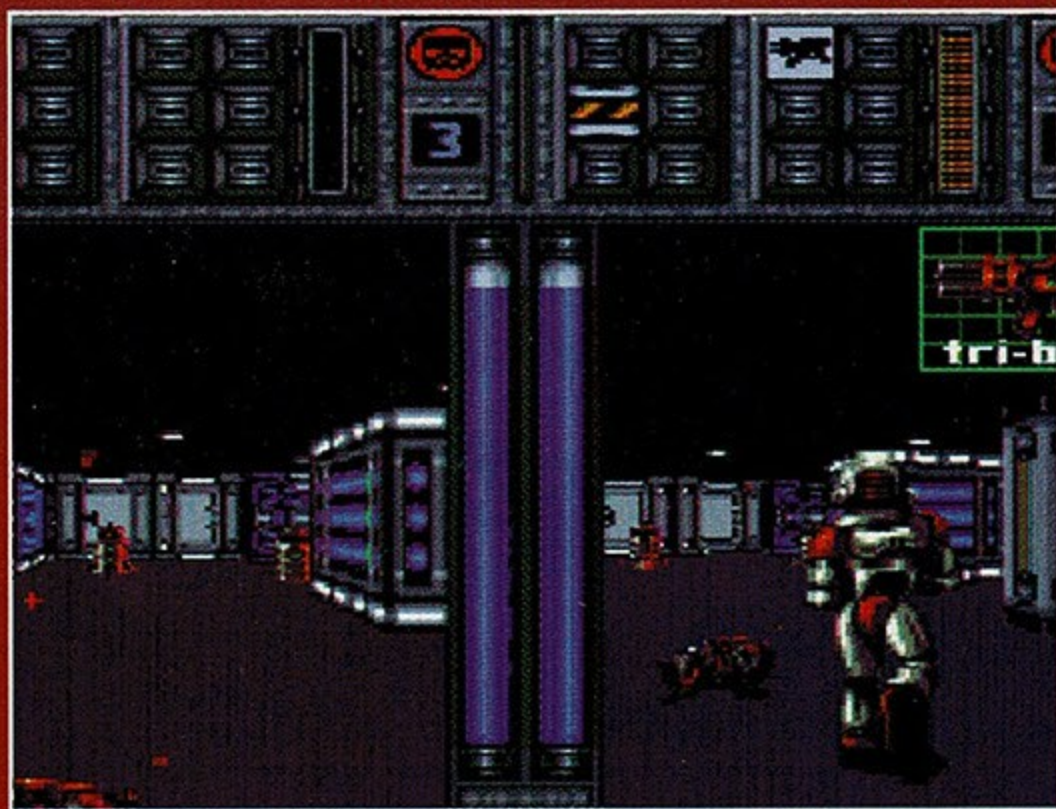
◀ Uh oh, you've just come face to face with Wirehead, a mid-level guardian from one of the early stages. Nasty, eh?

▶ These are just some of the sprites used. They're first drawn by a graphic artist and then dropped into the right locations in the game.



◀ Here are the frames of animation for the mercenaries. Due to the first-person perspective these are only seen in a two-player game.

plasma node destroyed.
level 1 completed.



BLOODSHOT

DOMARK
£39.99
OUT JAN



1-2 PLAYERS



MEDIUM ACCESS



SAVE POSITION



INFORMATION
081 7802222

A CHOICE OF

2

GREAT MAGS!



FREE THIS ISSUE!

**16-PAGE
EARTHWORM JIM
SUPPLEMENT, FEATURING
AN IN-DEPTH LEVEL GUIDE,
PLUS A LOOK AT ALL THE
CHARACTERS**

SEGA PRO

SEGA
PRO 

WITH THIS ISSUE!

**EXCLUSIVE FULLY
PLAYABLE DISC DEMO OF
NOVASTORM -
COMPLETE WITH AN
EXCLUSIVE PREVIEW!**



WHICHEVER YOU CHOOSE, YOU JUST CAN'T LOSE!

Yes, SEGAPRO now comes in two delicious flavours. Jam-packed as always with up-to-the-minute previews, reviews and tips for Mega Drive, Mega-CD, Master System and Game Gear, including EXCLUSIVE looks at a host of big, new releases! Also, Issue 37 comes with a special 16-page supplement all about Earthworm Jim.

if you're a Mega-CD owner, try the new CD version of the magazine? Inside it's exactly the same as the normal SEGAPRO, but with the added bonus of a dazzling disc demo. The cover-mounted CD contains a whole playable section of Novastorm!



REVIEW



'From downtown' comes Acclaim's CD conversion of their slam-jammin' cart. Phil King takes a jump shot...

The Mega-CD has been getting a bit sporty lately. Following the recent soccer and ice-hockey sims, the machine has just been slammed with its first-ever basketball game. Like *Sensible*, *FIFA* and *NHL*, it's a belated conversion of a popular cartridge.

It's time for another session of the most thrilling basketball game around. Earlier this year, the cartridge conversion of the Midway coin-op slam-dunked a huge score with sports fans. This was thanks to exciting two-on-two action with up to four players, plus the razzmatazz of sampled speech and spectacular dunking animations. It was undoubtedly the best of the bunch of basketball sims that appeared at that time.

Now Mega-CD owners get their own version of this classic game, complete with the usual presentational extras. Things start off with a Full Motion Video intro, showing mean-looking dudes on the streets muttering "Jam", then a change of scene and pace to some real NBA action. Unlike the recent EA Sports full-screen intros, the wide-screen FMV window is fairly small.

Once the familiar title screen appears, it's accompanied by a new, subtler CD tune. The range of options, however, is identical to that in the cart. You can cooperate with a mate in Team Mode or compete Head-To-Head. The latter permits up to four players to join in, using a Sega Tap joystick adaptor. There's also the same solo challenge where you take on all the other official NBA teams in sequence – saving your position automatically, instead of using the cart's password system.

Out on the court, the gameplay is identical to the cartridge version. The two-on-two action is end-to-end stuff with near-continuous scoring and lots of thrills and spills. With no ref to blow the whistle, you can foul to your heart's content, shoving over opponents to steal the ball. The only rule enforced is the shot clock – to avoid time wasting, you must shoot within 20 seconds.

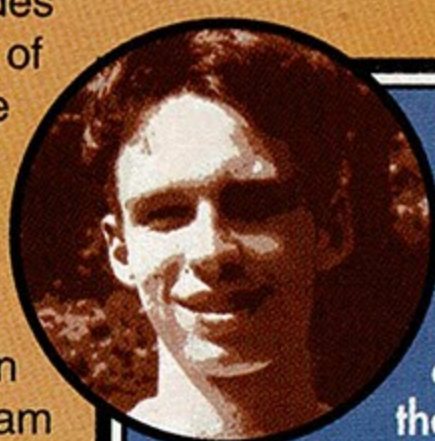
As before, each player has a limited amount of turbo-speed, although it replenishes itself when not in use. With the ball in your hands you can throw your elbows to knock over defenders, pass the ball to your team-mate and launch a shot



He's on fire! When you score three baskets in a row, your man obtains unlimited turbo-speed and deadly shot accuracy.

towards the basket. Most impressive of all, with combinations of buttons and directions, you can perform various dunks – some of them unique to certain players. Graphically spectacular, these are often accompanied by speech such as "wide open", "yes!" and "he's heating up". Score three baskets in a row without reply and your player is 'on fire', giving him unlimited turbo power until the other team scores.

With the only remaining CD difference being an slightly enhanced half-time report, this conversion is remarkably similar to the original cartridge. So is it really a 'monster jam' or, as with many CD conversions, a bit of an 'ugly shot'?

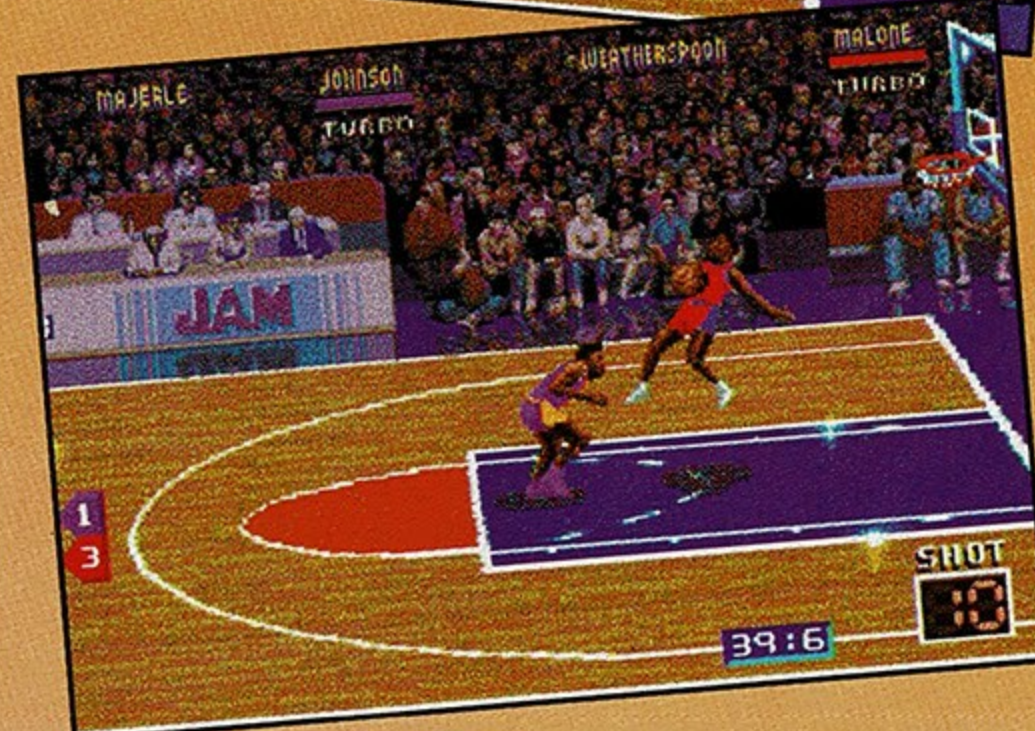


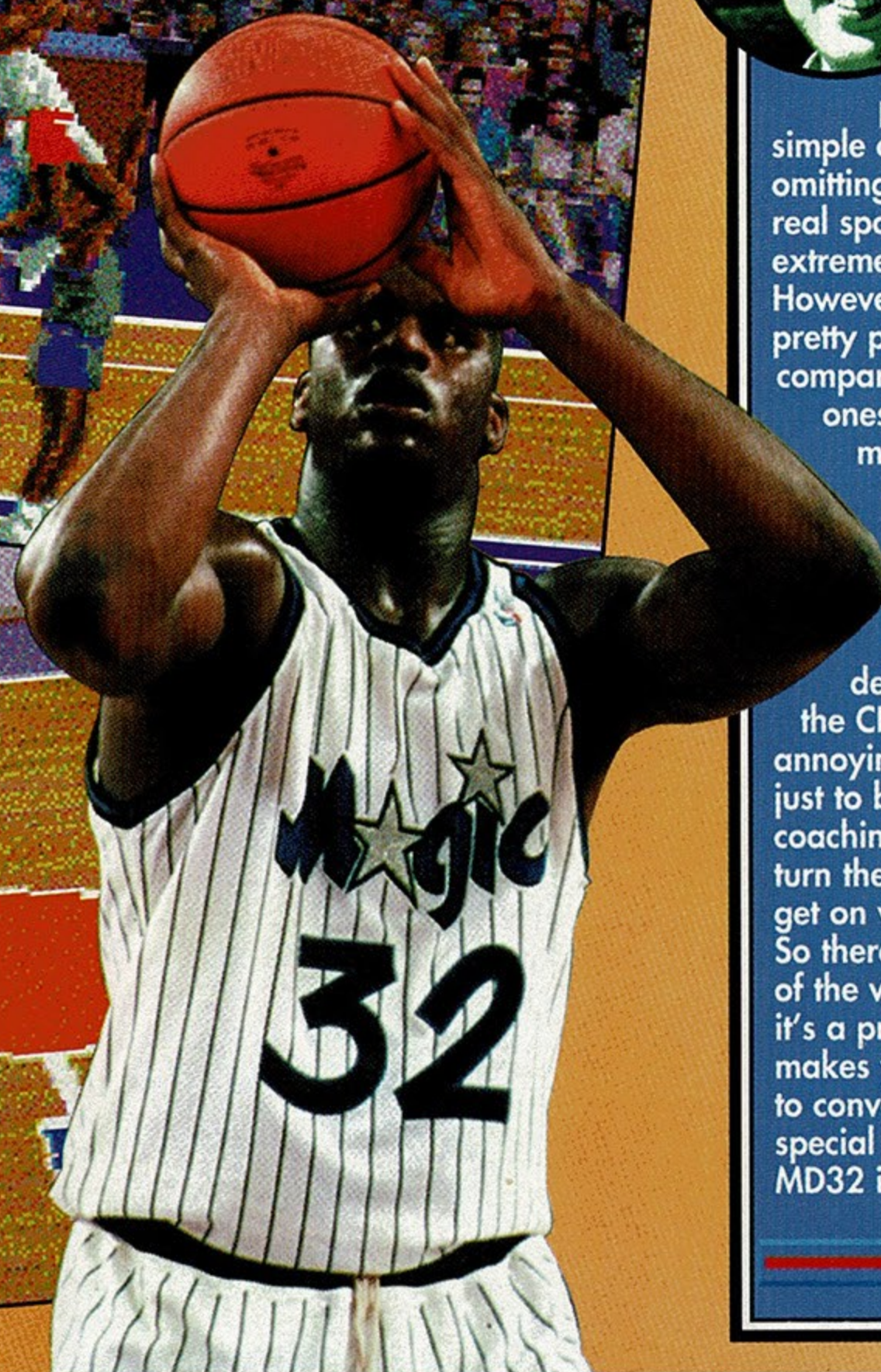
Possibly my favourite game after *FIFA* gets a pretty straight conversion onto the Mega-CD. With so few improvements it's a bit disappointing – particularly the identical solo mode, which would have benefited greatly from the inclusion of a proper tournament. A missed opportunity.

All the same, this is still one of the most playable games you can get. The graphics are dazzling, especially the various dunks which, although totally over the top, look very impressive. It's sooo satisfying when you beat the defenders, soar into the air, spin round like a helicopter and slam the ball into the basket! It's even better against a human opponent or, for the ultimate thrill, with four players – this is easily the best four-player game around.

If you already own the cart, there's no point getting this as it's virtually identical. Otherwise *NBA Jam* is one game you simply can't afford to miss.

MARK



































I'm in a bit of a dilemma how to rate this. The gameplay is completely unchanged from the cartridge, although I have no problem with this. NBA Jam is one of the most instantly playable games ever made. The simple controls and free-scoring action, omitting the complexities (and rules!) of the real sport, make it a breeze to get into and extremely hard to put down again. However, as cart-to-CD conversions go, it's pretty poor. The FMV intro is disappointing compared to some of the recent EA Sports ones, restricted to a small window in the middle of the screen. This aside, the only other 'enhancement' is the half-time report which now boasts some video clips in the TV screens – whoopee doo! And for this dubious privilege you have to endure a delay while the data's accessed from the CD. Worse still, there's a similar annoying wait at the end of each quarter – just to bring up one of those obvious coaching tips. If only there was an option to turn these screens off, then you could just get on with the game. So there you have it. On one hand it's one of the very best games around; on the other, it's a pretty pointless CD conversion. It makes you wonder why ever it took so long to convert. I'd be tempted to wait for the special Tournament Edition, due on MD and MD32 in February.

PHIL

MD

"A disappointing conversion in that it offers very little extra to the cartridge game. However, the gameplay is still very addictive, making it the best basketball game in town."

10			
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NBA SHOWDOWN			
NBA JAM			
BARKLEY			

NBA JAM

**ACCLAIM
£TBA
OUT NOW**



1-4 PLAYERS



MEDIUM ACCESS



SAVE GAME



UK RELEASE

GAMEPLAY
GRAPHICS
SOUND
ADDICTION

93

86

78

90

OVERALL

84

FIFA SOCCER

After such an exhilarating World Cup in the States, Electronic Arts must have gathered all the research material they needed to complete *FIFA '95* – the year's biggest sporting title. Mark Hill's on the ball...

With a promise of enhanced graphics and a more intelligent gaming engine, *FIFA '95* looks the business on paper. For this new version not only includes all the new countries found in *FIFA CD*, but seven worldwide club leagues too (such as Italian, Brazilian and English). This means any Premiership club, from AC Milan to Leicester City (my team! – Ed), can be chosen in either a friendly, league or cup competition.

The essential improvements over the original *FIFA* are far more than just an expansion of clubs and nations though. The pitch itself has been tweaked to look more like the lush turf of an American super-stadium, and the players look a lot tidier. It's a polished job with even the advertising boards skirting the pitch rotating as they do in this modern footy age.

The key change is the control system. Players now pass the ball with more intellect – and that means the one-touch passing and passing in triangles, something *Sensible* fans could show you, is now made easier here. Build-up play is something EA have worked on. Sorry to put a cloud over fans of *FIFA*, but the original did tend to have a little too much automatic hoofing up-field, and less of the flair and skill the tactically sound *Sensible Soccer* had to offer. But now it is a pleasure to announce the revolution *FIFA* appears to have made.

You'll find little change in the contents in terms of options – but then how many more do we really need anyway? All the player statistics, match facts, action replays (which include a new 'reverse angle' flip option by the way), goal summaries, weather conditions, injuries, cards etc are here to complete the package. And EA have now included penalty shoot-outs – very nerve-wracking. On top of this, a new set-play option has been slipped in for free kicks near the box. Select a path for the ball to travel, then test that wall and put it into practice!

To pick out a hat-trick of smart new features, there's an option now to sprint with the ball at feet up-field, a few hidden competitions (win the English League or Cup and you'll access the European or Cup Winners Cup respectively!), and

three sound samples to hear when you score a goal (hooters, fireworks and a Colombian cry of 'Gooooaaaal!').

The success of football simulations relies on the fact that every match is a different game; an infinite set of gameplay patterns that get the avid football fans hooked – especially if all the satisfactory ingredients are in there (as they are here). The recipe is completed by the animation: players kick the ball as if they are wearing the new Predator boot. The goalie fumbles shots so you can follow up to poke the ball in the net, and crosses into the box can be met by a



What a great save! Watch it again in the instant replay mode, where you can slow it all down and even view it from the reverse angle.

player cleverly heading the ball into the back of the net.

All in all *FIFA '95* is (to use that common cliché) a whole new ball game. The many options give players an array of challenges, whether it's a personal battle through a league season to win a place in a European Cup competition, or making



use of the 4 Way Play for a 'get the tinnies in' domestic bash in your own front room.

The trend today of updating some titles every year (such as *John Madden* or *NHL Hockey*) can wear a bit thin, but *FIFA '95* is a worthy conversion. It deserves the engineering work undergone. With the footy season now fully in swing, and Christmas just around the corner, EA will surely be raking it in by the end of the year.



I was always a bit sceptical about the original MD *FIFA* which I thought lacked skilful play, relying on lucky long shots to score goals. It was a good game, but not quite brilliant.

Thankfully EA listened to their critics and made several changes for the superior Mega-CD version. Well, now they've gone even further, building on the improvements already made.

Player animation is much smoother and more varied, with injured players writhing on the ground in agony and goalies hammering the ground in despair when they're beaten. Great sound adds to the realistic atmosphere, especially when you get to celebrate goals by pressing buttons to bring up various noises.

The passing is better – particularly the one-tuos – and as a result the action is faster and more flowing. And it looks like the refs have been briefed by FIFA, as they're quick to bring out the yellow and red cards for fouls – some of which cause injuries.

There are still some minor flaws, such as the way you can score every time from one or two places, and the annoying automatic flick-headers that the players do when you'd rather they ran after the ball, but these aside *FIFA '95* is a superb soccer simulation that you'll keep coming back to again and again. As a footy fan, I'm completely hooked.

PHIL

SOCCER 1995



I've played many football titles and FIFA '95 is top of its league. When you play a match you lap up the action. Pushing for goal, how satisfying it is to be able to split defences in a skilful

manner and score a peach of a goal with flair and style. The ball, a tinny spinning sphere that travels up and down the lush EA stadium so smoothly, can be manipulated with a degree of realism you'll find in no other football title.

The atmosphere is second to none, with a number of terrace chants to put you in the mood. The crowd raise their voices as you push for goal, stereo sound rings around your ears, and when the ball finally hits the back of the net, you're onto those ABC buttons like a kid - bringing up the cry of 'gooooaaal' to celebrate your achievement (as the avid footy fan does!). There's no putting this down. The improvements made are very noticeable, and significant in your overall enjoyment. If I had the choice between this and Sensible Soccer, there'd be no contest. FIFA '95 uses a passing system that'll turn your attention away from Sensi. This is the people's game - I simply loved it!

MARK



Decide exactly how far your players will patrol up and down the field on the Coverage screen.



What a great shot from the blue forward. But what's that defender doing behind the goalie?



The new set-piece free kicks just outside the box let you flick through several possible plays and choose the one you want.



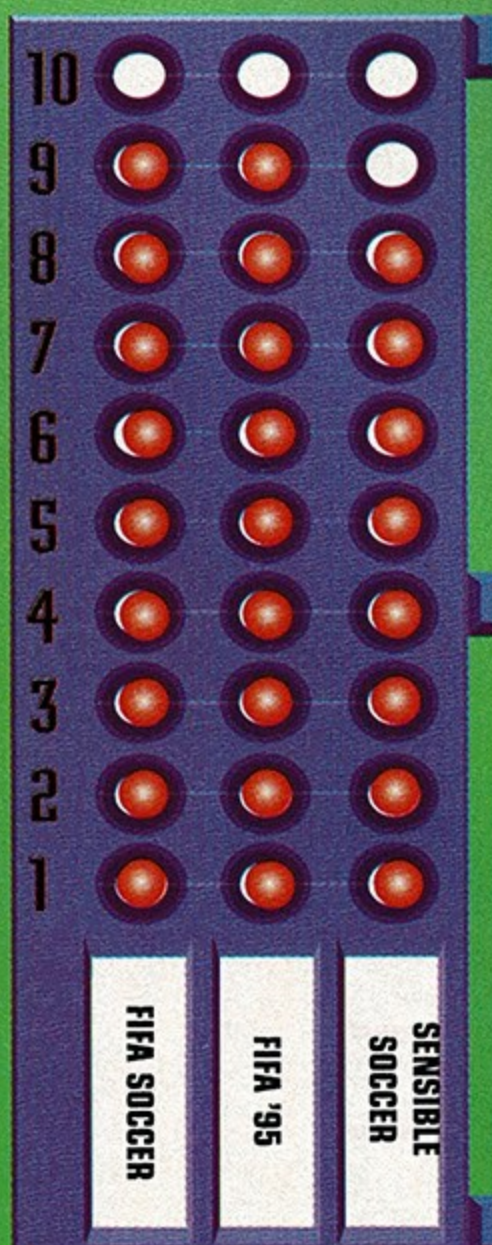
Ooofff! The shoulder charge is still a great way to knock an opponent off the ball. But be warned: the refs love handing out yellow and red cards.



The number ten takes the ball into the other team's half. It's now a lot easier to pass to team-mates, and it's a good way to cut through defences.

MP

"The most realistic, entertaining and intelligent football title ever produced. As the people's game on console this should top charts across the planet."



FIFA SOCCER '95

**EA SPORTS
ETBA
OUT NOV**



1-4 PLAYERS



16 MBIT



BATTERY SAVE



UK RELEASE

GAMEPLAY
GRAPHICS
SOUND
ADDICTION

95

94

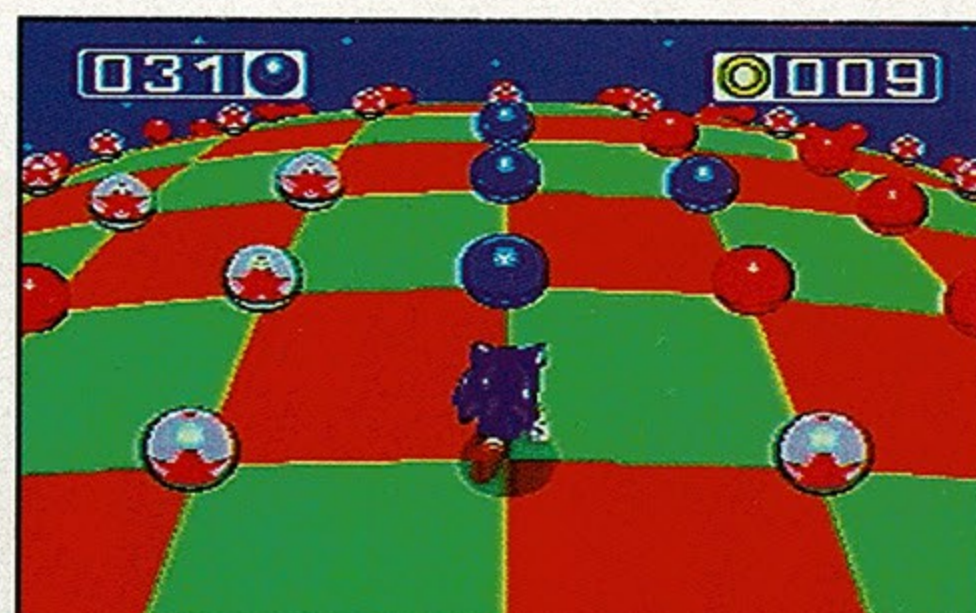
93

97

OVERALL

95

PREVIEW



SONIC & KNUCKLES

The spiky blue hero returns again, this time with his new pal Knuckles and a strange cartridge innovation.

In his last adventure, *Sonic 3*, our speedy hedgehog hero saw off that nasty Dr Robotnik and his sidekick Knuckles the Echidna. However, the latter has now realised the error of his ways and decided to team up with Sonic for his new adventure, getting equal billing.

In gameplay terms this means you can choose to play as Sonic or Knuckles. Each has different abilities, so they take unique routes to reach different areas of the levels. Sonic, of course, uses his legendary high speed to see him through, while Knuckles can smash walls and obstacles with his spiked fists. In theory, this means you get two games in one as once you've completed it with character, you can try again with the other.

There are six multi-stage levels to explore before you come face to face with the end-of-game guardian, Metal Sonic. The first, Mushroom Hill Zone, is an

introductory beginner's level that has a few tricks and traps that will test your previous Sonic skills. Later levels take you to a flying fortress, an Egyptian-inspired level, a volcanic lava reef, hidden underground palace and sky sanctuary.

The main criticism of earlier Sonic games was that they were too easy, and that most of the levels were taken up by huge rolling expanses where you had nothing to do except sit back and admire the scenery. However, these flaws have now been cleared up to make a better game. As with previous Sonic titles, *Sonic & Knuckles* is a bright and visually impressive game that is not only delightful to look at, but with brilliantly composed sound that really gets the bass pumping.



The biggest innovation of all is the cart's unique feature of 'backwards compatibility'. This enables you to play your old Sonic games by plugging them into the slot at the top the cart. You can then play































with Sonic or Knuckles, being able to reach formerly inaccessible areas with the latter. To be honest, this feature isn't that hot – just an interesting novelty. The most important thing to know is that *Sonic & Knuckles* is as addictive as we've come to expect from the Sonic series. A must for platform fans.



▲ Knuckles used to be Sonic's enemy, but he's changed sides just you can play him!

MP

"Sonic's best adventure yet, this is classic platform stuff to show other games how it's done. The backwards compatibility isn't all that great, but this is still a top product."

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SONIC 3			
SONIC & KNUCKLES			
MARKO'S MAGIC FOOTBALL			

SONIC & KNUCKLES

1-2 PLAYERS

16 Mbit

BACKWARD COMPATIBILITY

UK RELEASE

GAMEPLAY	90
GRAPHICS	93
SOUND	92
ADDICTION	91

OVERALL

92

FEEDBACK

After last month's special 'complaints edition', Feedback returns to normal with a varied selection of readers' letters.

If you have any point to make about the magazine, the Mega-CD, or anything else, please do write in. Send your letters to:

Feedback, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

THE PRICE OF CD LOVE

Dear Feedback,

I know that this is an old subject, but I think that it needs to be looked at. When the cartridges come out at prices from between £30 and £60, I can live with it considering all the bits and bobs inside them, but CDs should be far cheaper as they have no circuitry! If Sega brought the prices down, far more CD systems would be bought, especially by young people. I am 14, and had to work all summer for my Mega-CD, and I think that the prices are too high, considering they have no circuitry at all, and once the CD processing unit is set up, they cost next to nothing to produce in their thousands. I know this is a tried and tested subject, but I still want to protest!

Joel Gray, Truro, Cornwall

PS. I love your magazine and the cover CDs are brilliant!

Too right, Joel. On a positive note, it's good to see some companies such as Psygnosis, EA and Konami are putting out CD releases at a fiver cheaper than their cartridge counterparts, but at Mega Power we feel prices could come down further still. As you point out, CDs are much cheaper to produce than cartridges. Not only this, but because they're so easily and cheaply manufactured, there's nowhere near as much financial risk to the software company as when producing carts – where they can be left with a load of expensive carts if sales aren't as high as expected.

A BETTER DEAL?

Dear Mega Power,

No doubt this letter will not seem relevant to you. However, there are a few points I feel I should make. What is the deal with this SEGA PRO CD magazine? Not only is it a much more substantial read compared to your mag. But it also delivers the demo CD that it said it would. And all this for exactly the same price as your publication.

And it does all this and still manages to come out on time. By this I mean that its release date doesn't slip by a couple of weeks – like the August issue of Mega Power, which featured a demo for *FIFA CD*, a game I had already purchased a week before.

I wouldn't have minded so much, but for the fact I am a subscriber and had no choice whether to buy it or not. And to add insult to injury the September issue featured two demos, *Soulstar* and *Battlecorps*, packaged together – both of which I already possessed. In fact, I had *Battlecorps* twice since I had bought the actual

game based on the merits of the demo. I won't even touch upon the US Gold *World Cup USA '94* and *Flashback* demos we were promised.

But having said all that, I still wouldn't hesitate to subscribe again to yourselves: those CD demos make damn good coasters.

Ravinder Bhandari, Isleworth, Middlesex

Thanks for writing, Ravinder – your letter certainly isn't irrelevant! As mentioned in last month's Feedback, Mega Power is now intended as a supplement to SEGA PRO CD, especially for those who want more than one CD demo a month – and also to enable us to cover-mount all the demos lining up in the months ahead (too many for Mega Power alone). This, in turn, gives the consumer more choice: so if you're not interested in SEGA PRO's demo one month (perhaps you've already got the game), you can always get Mega Power instead. Subscribers such as yourself will have received a letter offering the chance to change your sub to SEGA PRO CD if you prefer.

*As for the problem with promised demos not appearing and the magazine coming out late, this was due to unforeseen circumstances such as companies pulling out of doing demos at the last minute, obviously causing us a lot of grief and early grey hairs – I'll soon look like John Major if we have any more problems! In the particular case of FIFA, this was due to the late cancellation of US Gold's *World Cup USA*. Good old EA helped us out by bringing forward the FIFA demo from the following month, but due to the short notice this was still a bit late for our deadline and the magazine's release was thus delayed.*

I won't comment on the Soulstar & Battlecorps issue, as we had enough of that last month!

FIFA FOUL PLAY

Dear Mega Power,

On the demo version of *FIFA International Soccer* you say that you can change the teams to the ones you want, but when you press START it changes them to Brazil and Italy. Is there any way to get the teams you want on the demo version?

Mark Tilly, Towcester, Northants

Oops. Sorry, Mark and anyone else who was baffled by this mystery. In fact, you can only play the demo with Brazil and Italy; a fact we didn't realise as we only had a very short time to play it (just once) before sending it off to our disc duplicators. And as it arrived late, this was

after our editorial deadline anyway, so we had to write the demo instructions without seeing it. Unfortunately there was a misunderstanding between ourselves and EA over the features to be included in the demo: we thought you'd be able to play as any team and so printed this in our instructions. We apologise if we misled any readers, but it's still a great demo.

EXTRA TIME?

Dear Mega Power,

I was playing the demo of *Sensible Soccer* I got from Mega Power Issue 12 one day with a couple of friends when suddenly the sound went off, except for the 'kicking the ball' and 'ball hitting the post' sounds. Then instead of getting only one minute a match I got the whole 90 minutes. The game even stopped for half-time after 45 minutes.

My friends and I spent ages trying to get it back on after only one match lasting 90 minutes. I would like to know if this was just a fault on the disc that gave us 90 minutes, or is there some way of getting the whole game from the demo? It would save people a lot of money if they could get the whole game from your demo.

Chris Yardley, Westburn, Glasgow

Yes, and we'd be in big trouble with Psygnosis! We haven't managed to repeat your 90-minute trick ourselves, so maybe it was a strange one-in-a-million chance happening. If any other readers have achieved it, or witnessed any other strange occurrences on any of our demos, please do write in and let us know.

ASK ME ANOTHER

Dear Mega Power,

Will you answer these questions for me?

1. Will there be a Mega-CD version of *Mortal Kombat II*?
2. Will there be a demo of *Mortal Kombat II*?
3. Why did you put a demo of *Battlecorps* and *Soulstar* in #14 instead of *Flashback* as promised?
4. Will *Alien Trilogy* come out on the Mega-CD?
5. Will there be a demo of *Alien Trilogy*?

William Chalmers, Gravesend, Kent

No I won't! Only kidding...

1. *Acclaim haven't announced one in their latest release schedule and their UK PR people haven't heard anything about a conversion. So it's highly unlikely.*
2. *No. Even if the game did come out, Acclaim have informed us that it would be impossible to get permission from the coin-op makers Midway.*
3. *Oh no, I think I already explained that one last month.*
4. *No, but it will appear on Sega's upcoming Saturn machine in 1995.*
5. *No – unless we eventually start cover-mounting Saturn demos!*

GAME BUSTERS

Welcome to this month's GameBusters section. If you own a Mega-CD (which is more than likely if you've bought this mag!) then please find a most excellent cheat for *Battlecorps*. We're always on the lookout for great tips like this. Each month the sender of the best tip wins our stylish Mega Power T-Shirt - so if that ain't a great incentive to start working on a guide or something, I don't know what is. Happy busting, folks.

mega-cd

BATTLECORPS

EXCLUSIVE CHEAT - LEVEL SELECT

First go to the 'Practice Mode' and press pause. Then enter B, A, B, A, RIGHT, A, C, UP and START. The screen will flash to indicate this little sequence has actually worked. If all has gone to plan, a little map should appear back on the character select screen. Use this map to select a level.

STAR WARS: REBEL ASSAULT

PASSWORDS

CHAPTER	EASY	NORMAL	HARD
ASTEROID FIELD TRAINING	BOSSK	BOTHAN	BORDOK
PLANET KOOLADOR	ENGRET	HERGLIC	SKYNX
STAR DESTROYER ATTACK	RALRRA	LEENI	DEFEL
TATOOINE ATTACK	FRIJA	THRAWN	JEDGAR
ASTEROID FIELD CHASE	LAFRA	LWYLL	MADINE
IMPERIAL WALKERS	DERLIN	MAZZIC	TARKIN
STORMTROOPER ATTACK	MOLTOK	JULPA	MOTHMA
PROTECT REBEL TRANSPORT	MORAG	MORRT	GLAYYD
YAVIN TRAINING	TANISS	MUFTAK	OTTEGA
TIE ATTACK	OSWAF	RASKAR	RISHII
DEATH STAR SURFACE	KLAATU	JHOFF	IZRINA
SURFACE CANNON	IRENEZ	ITHOR	KARRDE
POWER RELAYS	LIANNA	UMWAK	VONZEL
DEATH STAR TRENCH	PAKKA	ORLOK	OSSUS
FINAL VICTORY!	NORVAL	NKLLON	MALANI

David Fraternali, Versoix

THE TERMINATOR

SPECIAL OPTIONS MENU

First go to the Start Game Options Screen, then press right on pad and keep this direction pressed whilst pressing B, C, B, B. Now release the controller and the cursor will change from an arrow into a square. Press START to see a special menu. This will allow you to acquire three different guns, nine lives, and up to 98 bombs. When your options are selected, go to 'Run Game' and press START.

THE SECRET OF MONKEY ISLAND PASSWORDS

These codes will get you to the various points throughout the game.

3273	Thievery completed.
3373	Sword master beaten.
3773	Treasure hunting complete.
3777	Ship and crew.
6000	Part 2 The Voyage
2323	All ingredients collected.
9430	Part 3 Under the Monkey Island
7981	Dam destroyed and both pieces of rope.
1436	Boat.
1794	Object of religious significance.
8742	Monkey-head key.
4318	Navigator's head.
7371	Ghost Ship.
7377	Antiroot.
9898	Last Part.

Carl Jones, Penarth

REVENGE OF THE NINJA

SEE ALL SCENES

On the options screen press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A Test Mode option will appear. This will let you view all of the normal, death and ending scenes in the game.

SPIDER-MAN VS THE KINGPIN CD

PASSWORDS

LEVEL 2	ELECTRO
LEVEL 3	WALLABY
LEVEL 4	GALLON66
LEVEL 5	FALCON499
LEVEL 6	HELPINHAND
LEVEL 7	PUBLIC45
LEVEL 8	KIDNEY2
LEVEL 9	PENCIL6



OUTRUNNERS

PLAY AS THE VIRTUA FORMULA

Go to the title screen and press LEFT, RIGHT, LEFT, RIGHT, B, C, A with pad 1. If this cheat has activated, you will hear a noise. Press START and select 'Arcade Mode' with button C. To the left of the car you'll see the Virtua Formula.

MEGA TURRICAN

INVINCIBILITY

Start playing the game, then press START to pause. Now press A, A, A, B, B, B, A, A, A on the joystick. When you unpause the game by pressing START again you should be invincible.

LEVEL SKIP

To skip stages in *Mega Turrican*, press START to pause the game during any stage. Then press RIGHT, LEFT, DOWN, RIGHT, B and START. You will be taken to the 'Stage Clear' screen. When the game resumes you will start on the next stage.

CASTLEVANIA

NINE LIVES AND EXPERT MODE

On the title screen go to the options and press START. Set the BGM on 05 and the SE on 073. Then exit the screen and wait for the title screen with the 'Press Start Button' message to appear. Now press START. When the second title screen appears, push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Go back to the options screen and you can set your Game Level to Expert and your lives up to nine.

F-15 STRIKE EAGLE II

RE-SUPPLY OPTION

Go to the options screen and select 'See Credits'. During the credits press UP, LEFT, DOWN, RIGHT, UP, RIGHT, DOWN, LEFT and UP. If this has worked correctly, you should hear a fanfare sound. During the game you'll be able to go into the in-flight menu screen and select the re-supply option for weapons, fuel and decoys.

COMBAT CARS

BEST DRIVER

Select Andrew Alien as your driver because his guided missiles will give you a huge advantage over your fellow competitors. Every time somebody comes up behind you, simply launch a missile to hold them back and regain a good lead. Easy!

SHADOWRUN

CHEAT SCREEN

Go to the title screen, wait for the 'Press Start' message to flash and then enter the following code: A, B, B, A, C, A, B. Now go into the game and press START to bring up the stats screen. From here you can access the 'pocket secretary' screen by pressing button A. Move the arrow down past the Save/Load game option to an invisible option below. From here you can choose any cheat you like.

Jason Monfietto, Marydel

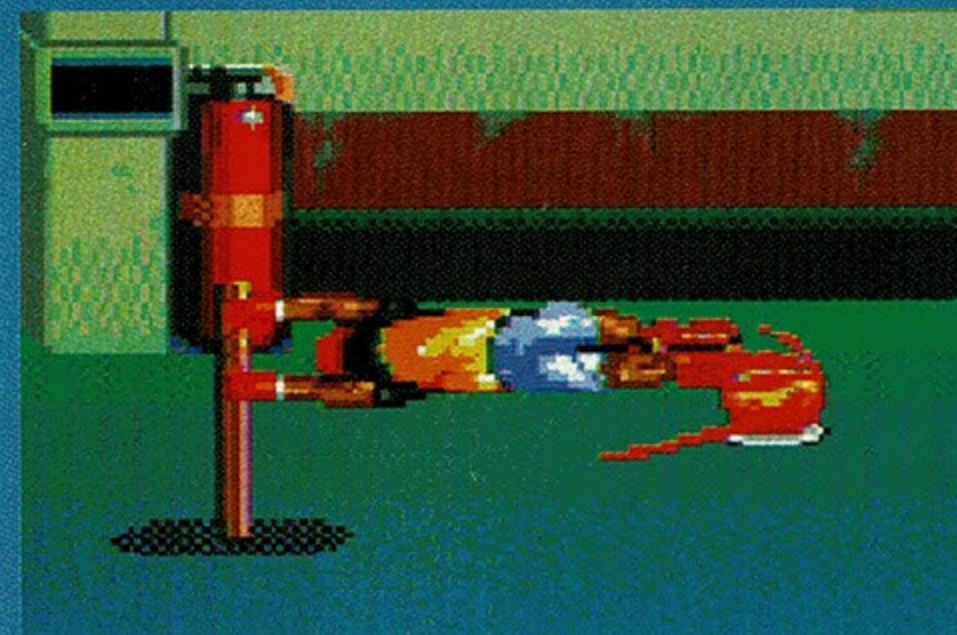
STREETS OF RAGE 3

NINE PLAYERS

Go to 'Options' on the selection menu and press start. Now go to the number of players and highlight this option. By using pad 2, press UP, A, B and C simultaneously. Then press right on pad 1. You can now set your players up to nine!

FIGHT WITH YOUR TWIN

On the Title Screen press START. Move to '2 players' and press DOWN and C simultaneously. You'll hear a little sound if this has worked. On the 'Select Player' screen you can now put both player 1 and 2 on the same character and choose them.



THE INCREDIBLE HULK

Level Skip

Start the game as normal and pause whenever you like. Press Up, Right, Down, Left (rotate the D-PAD round in a clockwise circle). Now unpause the game and lose all of your lives. When you go back to start the game you will notice that after the end of the intro screen a black screen suddenly appears which contains a handy level skip.

TECHNOCLASH

LEVEL CODE

2.....	ZP80BFAR
3.....	FPKRBFAR
4.....	DAAW3FAX
5.....	TZSIUFAU
6.....	6ZSITA6
7.....	H9M9SFA0

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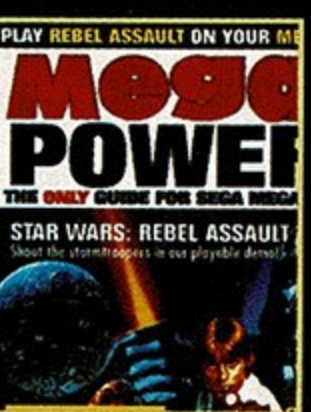
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Mega POWER

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DISC 3: SOULSTAR DEMO

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DISC 6: FIFA INTERNATIONAL SOCCER DEMO

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DISC 7: BATTLECORPS & SOULSTAR DEMO

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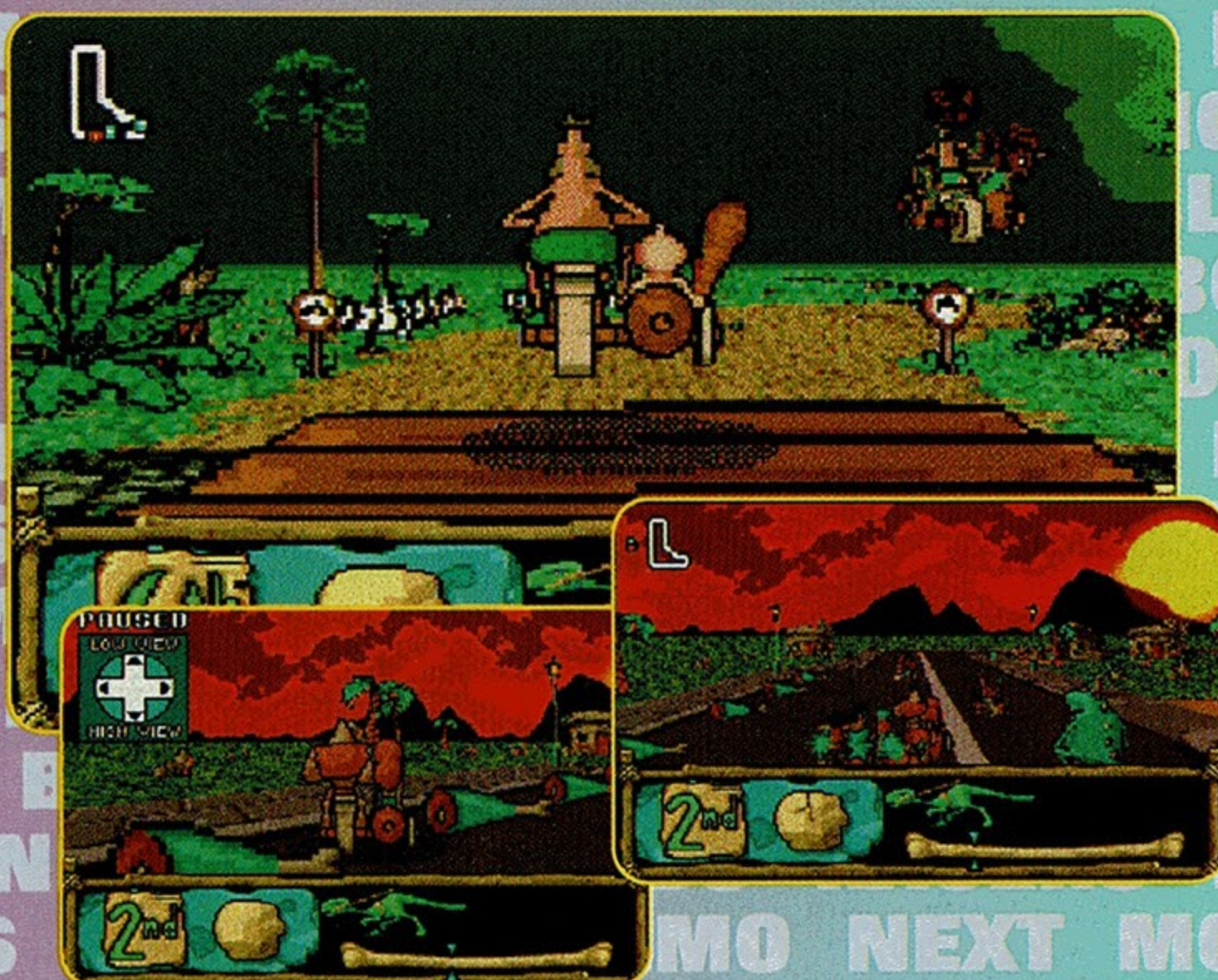


DISC 8: REBEL ASSAULT DEMO

This amazing demo includes some brilliant Star Wars intro sequences, plus a playable stage from the excellent game. Different from the one featured in the SEGAPRO CD demo, this has you shooting Empire stormtroopers in one of the on-foot sections. It's great fun to play.

Mega POWER

next month BC RACERS



Burn rock with Core Design's prehistoric sidecar racer! Next month we bring you a unique playable demo of *BC Racers* (containing a different level from the one to be featured in our sister mag *SEGAPro CD*). As previewed in *Mega Power* #13, this hilarious racing game features lots of wacky prehistoric characters racing each other through various 3-D landscapes. In our demo, you'll be able to race around one of the many tracks and get a real taste of this very funny and impressive-looking game.



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