

A DIFFERENT KIND OF MEGA DRIVE MAG

MEGA

OCTOBER 93
ISSUE 5

DM 7.00

£4
Complimentary
ticket for All
Formats Computer
Fair - see inside

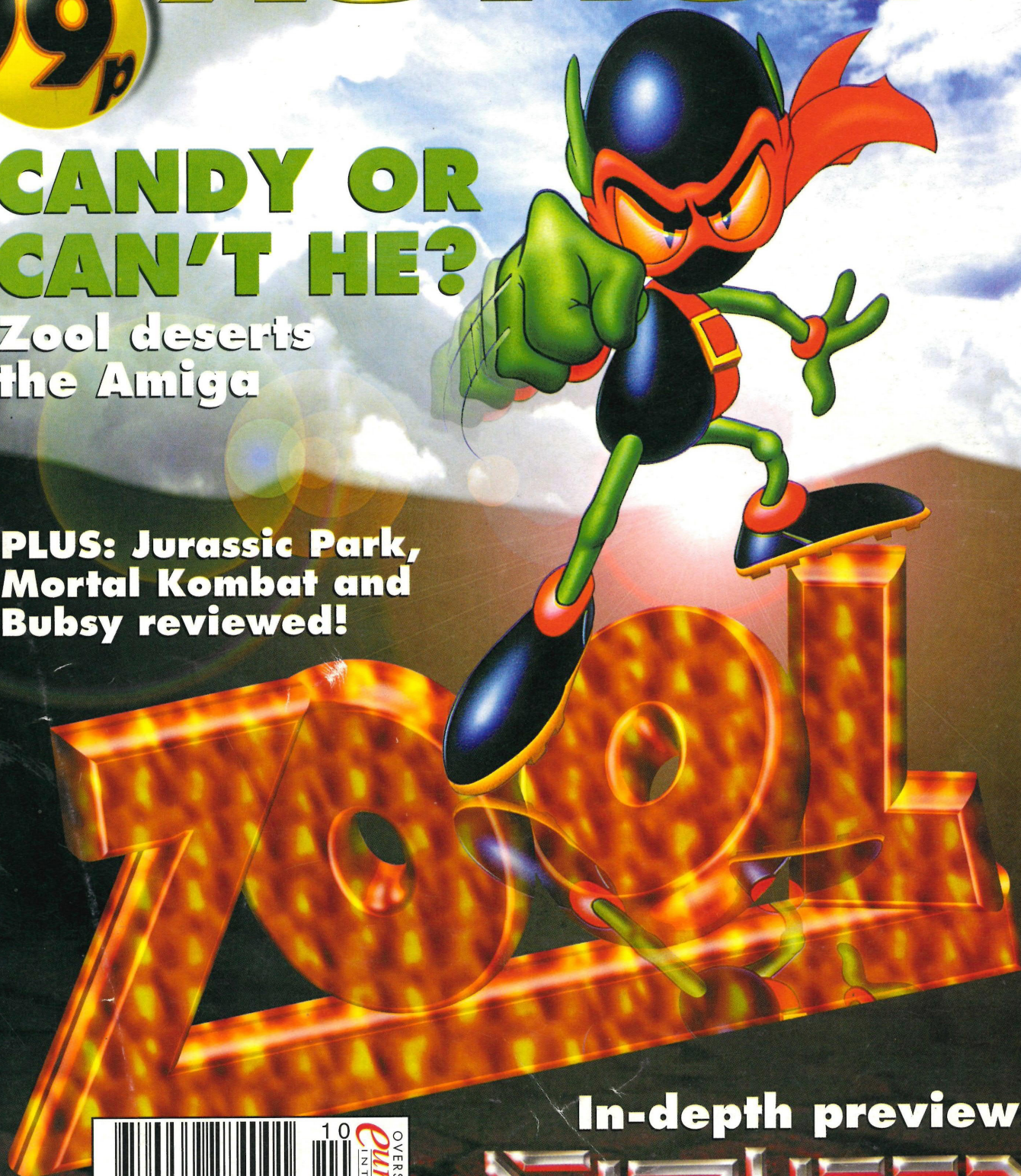
99p

ACTION

CANDY OR CAN'T HE?

Zool deserts
the Amiga

**PLUS: Jurassic Park,
Mortal Kombat and
Bubsy reviewed!**

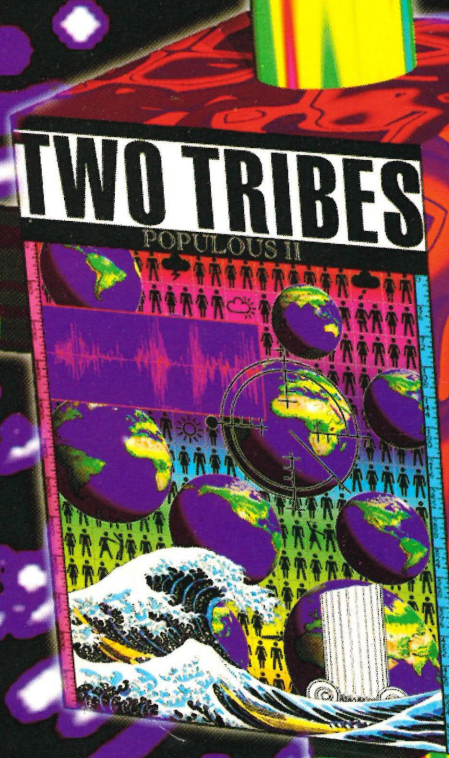
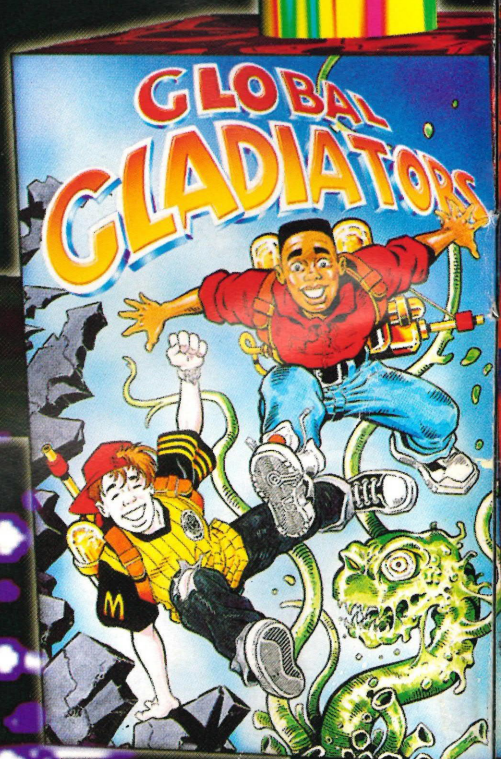


In-depth preview:

SILPHHEED



100% MEGA DRIVE



Exceptional
games for your

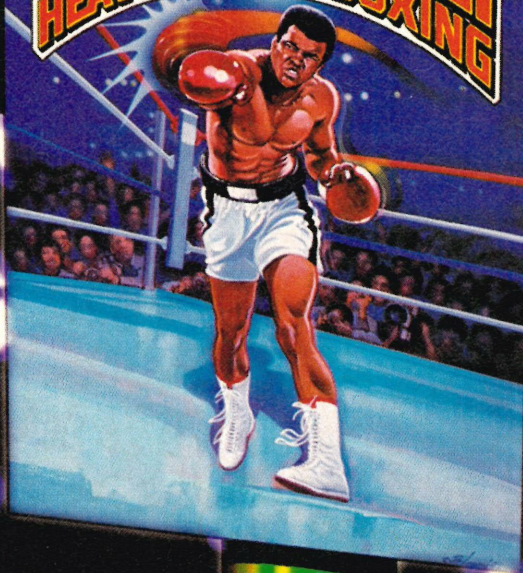
SEGA

CONNECTED

ANOTHER
WORLD



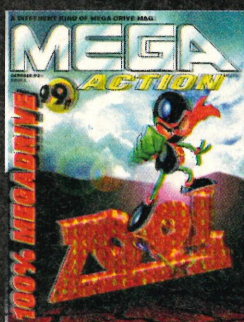
MUHAMMAD ALI
HEAVYWEIGHT BOXING



COOL SPOT
© 1993 Virgin Games Ltd. © 1993 Virgin Games Ltd.
GLOBAL GLADIATORS
© 1993 Virgin Games Ltd. & © 1993 McDonald's Corporation
ANOTHER WORLD
© 1993 Virgin Games Ltd. © 1991 Delphine Software
MUHAMMAD ALI BOXING
© 1993 Virgin Games Ltd. © 1992 Park Place Productions
MEGLO-MANIA
© 1993 Virgin Games Ltd. © 1992 Sensible Software
TWO TRIBES: POPULUS 2
© 1993 Virgin Games Ltd. © 1993 Bullfrog Productions

All Rights Reserved. Sega, Mega Drive, and Master System are
Trademarks of Sega Enterprises Ltd.

MEGA



ZOO!

In our exclusive cover story this month, we speak to Gremlin about the alien ninja's coming appearance on the Mega Drive and ask - how will it stack up against that blue hedgehog? We also feel out Sega's reaction and print the first screenshots! It's sure to be hot. Also this issue, we check out the mighty *Jurassic Park*, *Mortal Kombat* and *Populous II*! With an issue like this, why spend £1.25 more! But then, we are a different kind of mag...

Cover Design: Alex Jeffries with technical assistance from Jamie Leeming

Editor: Nick Merritt
 Art Editor: Alex Jeffries
 Reviews Editor: Steve Atherton
 Reporter: Jason Spiller
 Contributors: Jim Eagers, Dave Goodyear, Steve Gold
 In-House Repro: Sarah McLachlan, Mark Forbes
 Advertising Artwork: Steve Matheson
 Group Advertising Director: Rita Keane
 Advertising Manager: Simon Fitzsimmons
 Advertising Sales Executive: Jonathon Lea
 Sales person: Leila Caston
 Advertising production: Karen Wright
 Systems Manager: David Stewart
 Systems Assistant: Nic Moran
 Ad Production: Leila Caston
 Circulation Director: David Wren
 Publishing Director: Don Lewis
 Group Chairman: Derek Meakin

Europress Interactive Ltd,
 Europa House, Adlington Park,
 Macclesfield, SK10 4NP
 Tel: 0625 878888 Fax: 0625 876669

Printed by: BPGC Carlisle.
 Distributed by COMAG

EUROPRESS
 INTERACTIVE
 Publishers of:

SUPER
ACTION
GB
ACTION
AMIGA
ACTION

MEGA ACTION is the new Mega Drive magazine from Europress, one of the largest publishers of computer magazines and educational software in Europe. It is our aim to bring you the best magazines at the right price and provide you with the latest and most honest information, written in an entertaining style. If you have any comments or questions about MEGA ACTION, please write to Nick Merritt at the address given above.

While Europress Interactive Ltd. does its best to ensure that all the information contained within the editorial and advertising is correct, MEGA ACTION cannot be held responsible for any inaccuracies or omissions. No part of this magazine may be reproduced without written permission. MEGA ACTION is an independent magazine and has no connection with Sega Ltd. "Mega Drive", "Mega CD", "Game Gear", "Master System" and "Sonic the Hedgehog" are trademarks of Sega Ltd. All trademarks and copyrights are recognised.

WORLD NEWS

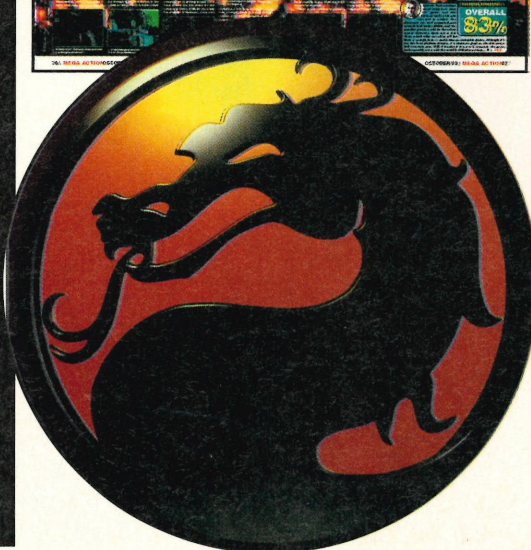
6 You want the good news or the bad news? Well, the good news is that this is the latest issue of MEGA ACTION. As for the bad, well issue six isn't out for another month. Anyway, in the meantime check out what the *Baywatch* babes have in store for us, find out about the *Star Trek* crew and discover Sonic's guilty secret...

ON THE OTHER HAND

8 Plenty of controversy caused by our comments on Mega CD last month, so this month we turn our attention to round two of the Mega CD saga. Also, discover the reason why Sonic is now more popular than *Last Action Ego A. Schwarzenegger*.

REVIEWS

10 Our best-ever selection of reviews appears for you this month, including the awesome *Mortal Kombat*, the ageless *Populous II*, the heroic *Gunstar Heroes*, the mind-blowing *Bubsy*, the fantastic *Jurassic*, the hellish *Haunting* and the super *Shinobi III*!



ALL CRACKED UP

36 The Action Replay and Game Genie cheat cartridges are the most popular types on the market for the Mega Drive, but how good are they really? We put them both through their paces in the most in-depth comparison you'll find anywhere! Turn to page 36 to find out which the best one was...



PREVIEWS

38 It's preview city this month as we take a look at some of the most interesting new releases to hit the streets over the next few months. First off is the awesome *RoboCop vs. Terminator*, followed by *The Addams Family*, the mighty *Silpheed*, *Spiderman* and the *X-Men* and the superb *Gunship*!



WIN! ACTION REPLAYS

49 We know how many of you don't own but would like to have one of these well-known devices, so we've got ten to give away to the winners of a dead easy compo! We've also ten T-shirts for a further ten (strangely enough) winners.

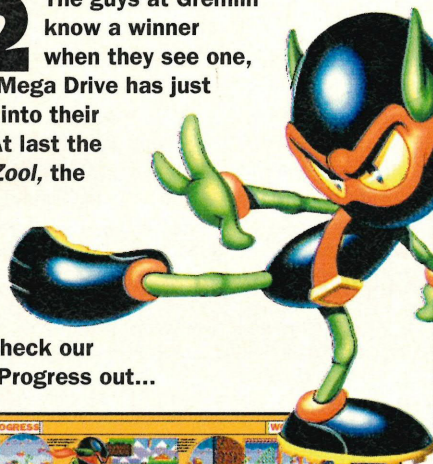
BACK ISSUES

51 Missed that exclusive back in issue one? Fancied seeing the piccy of Leila on the compo page in issue three? Well, now's your chance - just get your chequebook out, give us all your money and maybe we'll send you a mag!

CONTENTS

COVER STORY - ZOOL

52 The guys at Gremlin know a winner when they see one, and the Mega Drive has just dropped into their sights. At last the mighty Zool, the huge Amiga game, hits the 'Drive! Check our Work In Progress out...



MEGA JIVE

56 Uncle Brad has disappeared to pastures new, so Nick volunteers to take on the hefty task of speaking to our public. And don't forget to send those letters in - we read them even if nobody else does!

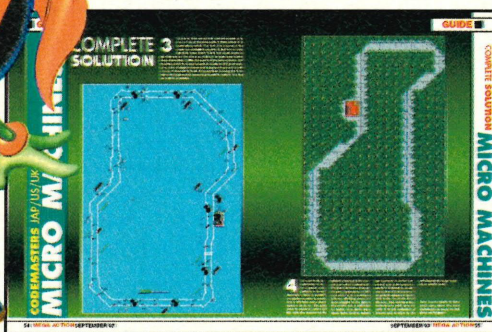


MICRO MACHINES GUIDE

58 It's one heck of a two-player game is *Micro Machines*, and MEGA ACTION is one heck of a mag! So we decided to get together and link those tracks for you so you can steal a march on your mates.

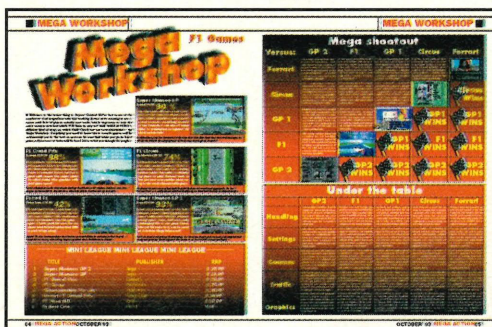
TIPS AND CHEATS

62 A whole double page this month! At last those tips are rolling in, but keep 'em coming! And this month, some more Action Replay codes too.



MEGA WORKSHOP

64 Our favourite bit of the mag this one. No other mag has this feature, where we analyse the best game to death. It's definitive and it's the best! This month - Racing games...



NEXT MONTH

66 It's back and it's bad... well, the puns are bad anyway. This is the page where Alex and Jamie, our Art gurus, get the chance to show off a bit. Gits. What about us writers eh? Anyway, we look forward to next month. Yes, already.

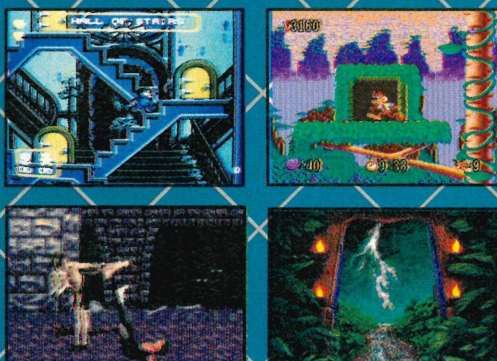


THANKS THIS MONTH: Switzerland, Adobe Dimensions, Jamie 'renderman' Leeming, Dave 'yes, I backed it all to DAT' Stewart, Harvey Reliable, Don's Chaos Theory, Catherine and Phil (great wedding, the ansaphone was mine) and Denise 'more staff' Wright.

IN THIS ISSUE...

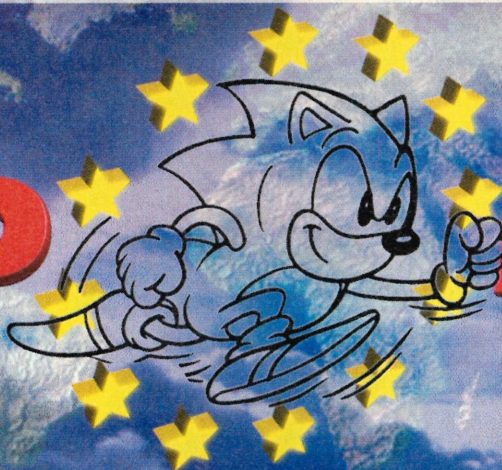
So, you're after a game and don't see why you should spend £1.25 extra on over-priced reviews and previews from other magazines? Fair enough. We're sure we can help out...

Addams Family	41
Bart's Nightmare	34
Bubsy the Bobcat	20
Chester Cheetah	13
Gunship	46
Gunstar Heroes	14
Haunting	30
Jurassic Park	26
Mortal Kombat	18



NHL Hockey	24
Populous II	10
Puggsy	29
RoboCop vs Term	38
Shinobi III	32
Silpheed	42
Spiderman & X-Men	45
Super Baseball	23
WWF Royal Rumble	51
X-Men	16
Zool	52

WORLD NEWS



Welcome...

... to issue 5 of MEGA ACTION! We hope you like some of the changes we've been making to the magazine over the last couple of issues - and there's more to come! But more of that another day. This issue we review what



seems like every game ever released! Which just goes to show you don't need to spend £1.25 extra on some of the other magazines we could mention... Anyway, enjoy the issue! It's a good 'un!

Regards,
Nick Merritt - Editor.

Star Trek clings on

Cyberspace... the final frontier. If leaping about with a pair of pointy ears glued to your head is your thing but you're to afraid to go outside at the same time, salvation is at hand with the extension of the *Star Trek* phenomenon onto the ever-present Mega Drive.

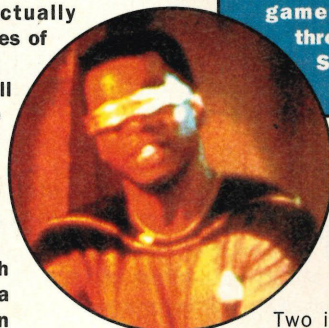
But fans of the *Next Generation* version will be happier than the original Trekkies to know that the game is going to feature Worf, Picard and the bunch.

Absolute Entertainment, the game's producers told us, "We wanted to create a game that would satisfy both video games fans and followers of the show. Working closely with Paramount Pictures we feel

we've come up with a game that combines the best of both worlds and actually plays like episodes of the show."

As for us, well we reckon the show started to slide when Nastasha Yarr left the deck. Sigh.

Anyway, watch out for the Mega Drive version which should be out some time next year. It'll be out of this world!



▲ Commander Data discusses the problems of being unhuman to this poor child with the skin condition.



CD GLITCH DISCOVERED

In another blow to Sega's hopes of making the Mega CD a viable addition to the gameplayer's collection, MEGA ACTION has heard of some problems affecting the Mega CD 2 unit.

Apparently, there is a glitch in the system that prevents certain games from being played through or on the CD 2 unit.

Sega have admitted there is an inherent problem

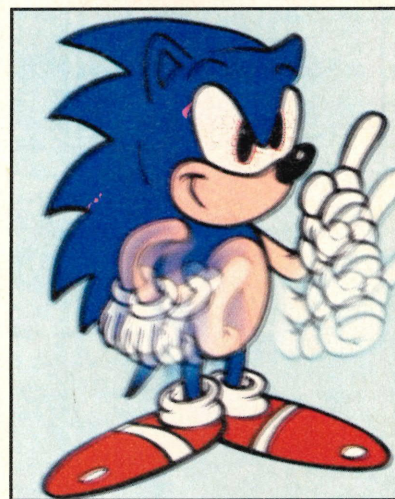
with the system which causes the games to either fail to run, or turn black and white. Games affected that we know of include *Super Monaco GP*, *Super Monaco GP 2*, *Golden Axe* and *NHL Hockey*.

Unfortunately, Sega won't replace or repair the offending units, so let's hope something happens soon to fix this worrying problem. We'll bring you more on this story as we get it.

Sonic takes a trip

Two items likely to appeal to those of a criminal mentality... Sega have offered roughly £25,000 as a reward for information leading to the arrest and conviction of the gang who stole £350,000 worth of new Mega Drives from Southampton docks last month. Sega have also expressed concern over

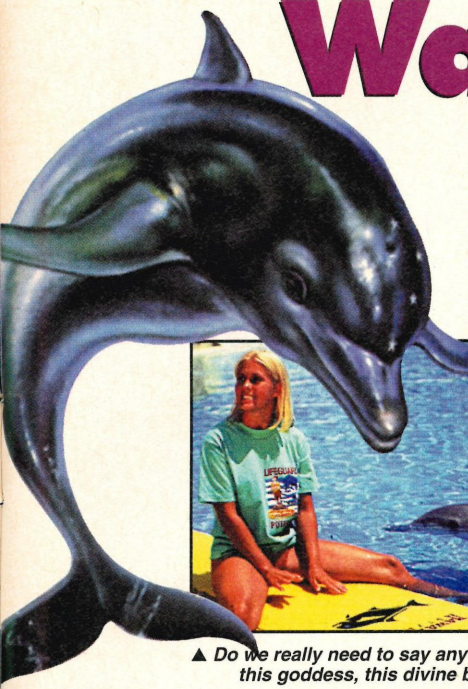
the reported use of the Sonic image imprinted onto LSD tabs sold in London. Well, Sega was the bunch who wanted a streetwise image...



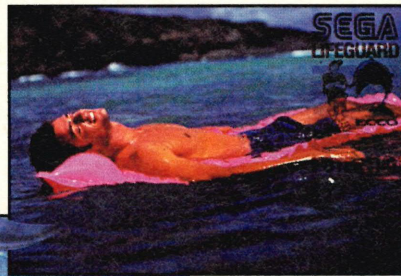
Accolade aces

Signing sports stars up to endorse major computer games seems to be the thing to do at the moment. After *Pele*, *John Madden* and *Wayne Gretzky*, the latest to get the video lucre is Charles Barkley, the 6ft 5 250 lb Most Valuable Player (last season) for the Phoenix Suns basketball team. Accolade are understandably rather pleased about getting hold of this guy's signature - in fact, they're so pleased they're celebrating by signing up a whole load more stars from the world of American sports. Expect to see *Speedracer*, *Brett Hull's Ice Hockey* and a title based on American Football - soon.

Water Sports



▲ Do we really need to say anything about this goddess, this divine being, this...



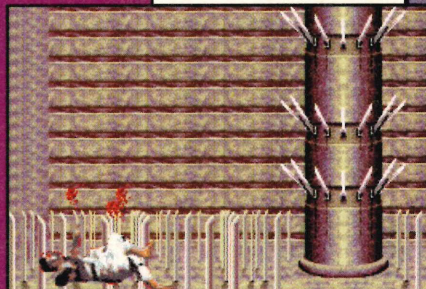
▲ The Baywatch team relax sure in the knowledge of another syndication deal clinched...



▲ Ecco jumps into this ocean to save these surfers



▼ Could Mortal be the next game to suffer at the censors' hands?



Sega VR game!

Virtual Science Labs (VSL) have developed a computer graphics package for Sega's new Virtual Reality machine. The software is called 'Scientific Ride Dino-Venture' and it provides a simulated virtual reality effect with a running time of four minutes and 15 seconds. The software has already been seen in Japan and although details are vague at the moment, we'll be bringing you more info on this as we get it.

Store Wars

You may or may not have heard about the way nobody is buying records anymore. Well, not teenagers anyway. Anyway, the music industry has been spending most of its time moaning about this recently and blaming the video games people, although a look closer to home as far as pricing and bands like Take That might be a better idea.

Still, not everyone has been sitting around on their overpaid backsides because at last, HMV is to jump onto the bandwagon and open the world's largest computer and video games store in London.

This megastore will be called Level One and will be based in Oxford

Street. Punters who decide to nip in can expect to be confronted with 6000 ft of floorspace, 10,000 video game titles in stock, a groovy hi-tech interior with video walls and stuff like that, and a special 'games challenge' area for tournaments and personal appearances.

HMV told us, "It will offer the greatest choice in the most fantastic retail environment ever seen". Well, they would say that, wouldn't they?

The store opens on Sept 29th at the main HMV store in Oxford Street. We'll be there!

Errata

Whoops! Those Gremlins managed to creep in last month... yep, *Superman* (reviewed in the previous issue) is not a Konami game! Sorry about that - of course, no game as bad as *Soup* could have come from the same bunch as *Zombies*.

ELSPA agree standards

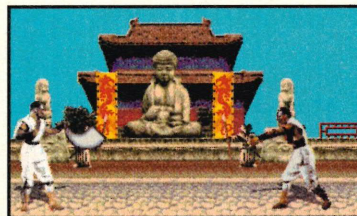
After all the moaning and hot air about this violent video games business, ELSPA, the European Leisure Software Publishers' Association has finally managed to agree standards for addressing current concerns about video game violence.

ELSPA is to become a registered member of the Video Standards Council Code of Practice (the video censors), which means ELSPA members must observe the law and not produce products which could cause

offence. This will become more important in the future as games contain more video footage.

ELSPA is in the process of drawing up more detailed guidelines for its members which we're told will be complete by the start of next year.

Of course, MEGA ACTION will bring you all the latest info on this subject as we get it.



THANK YOU

Thanks must go the following for supplying software;

Game Tech

Tel: 061 831 7857

Bits 'n' Pieces

Tel: 0625 501810

ON THE OTHER HAND...

This column caused a bit of controversy last month with its comments about Mega CD. People wrote in complaining that we didn't know what we were talking about, that the Mega CD was excellent really and why didn't we just shut up and let the retailers continue to rake in the cash for what is really a rather poor piece of hardware?

Some people even accused us of only writing those comments to provoke a reply – as if we'd be that childish!

Well, although many people in the software industry would like it to be otherwise, the games magazines don't just exist to help the industry

sell games. Like a good software developer, MEGA ACTION regards its job as giving the public what they want.

The public don't like paying large sums of money for substandard products any more than a software producer likes buying a dodgy car.

The Mega CD was released too soon without enough software to support it. It almost defies belief that Sega, who perfected the method of using a game title to sell the hardware, managed to fail to do this with Mega CD!

Mega CD has inherent technical disadvantages which will limit the machine's scope. These mainly concern the graphics – the video images

are just too grainy and many upcoming CD games are incredibly dark – because the CD hasn't got the horsepower to handle complex moving colour images.

Let's face it, when companies like Commodore start to release high-spec CD machines like the CD32 to rave reviews, you have to wonder how Sega with all its resources managed to produce such an underpowered machine.

Anyway, the situation may be



about to improve. We saw Core Design's *Thunderhawk* last issue which shows what can be done with Mega CD. And this issue we look at *Silpheed*. But if CD is to be the basis of the future, the industry is going to have to do a lot better than this. Which is maybe why Nintendo are delaying their CD unit for the time being..

Super Sonic?

A survey in the USA has put Sonic at the top of the popularity charts alongside Arnold Schwarzenegger and Michael Jordan, astonishing when you consider how few Sega machines are actually sold in the US.

Or so you might think. In fact Sonic is heavily promoted in the US, from tie-ins with Macy's to lunchboxes and comics. There's a new Sonic cartoon starting up soon – which will

be on six days of the week.

The curious thing is that Sonic is not a character at all. Now Tom and Jerry were characters – they did things that elicited a response from people other than throwing their joy-pads at the TV. When a hedgehog with no independent reality, character, meaning, uniqueness or personality can become larger than the top film and sports stars then you have to ask what is going on...

RELEASE SCHEDULE

Keep an eye out for these releases over the next month or so:

Asterix (Sega)
Landstalker (Sega)
Instruments of Chaos (Sega)
Otifant (Sega)
Rugby (Domark)
F15 II (MicroProse)
F1 (Domark)
Davis Cup Tennis (Tengen)

Telephone numbers

Sega: 071-373-3000 Electronic Arts: 0753-549442
Virgin: 081-960-2255 Domark: 081-780-2222
Acclaim: 0962-877788 US Gold: 021-625-3388
Accolade: 081-877-0880

Video Hell

You've seen the charts – now see what to avoid! Over the last couple of months, these have particularly stood out as dogs:

King of the Monsters (Import, Takara)
Capt Planet and the Planeteers (Import, Sega)
Afterburner III (Import, Sega CD)
Nightstriker (Official, Taito)
Timegal (Import, Sega CD)
Steel Talons (Import, Tengen)
Superman (Import, Sunsoft)

This month's position	Last month's position	
1	-	Jungle Strike
2	-	Micro Machines
3	-	Bubsy the Bobcat
4	-	Cool Spot
5	-	PGA Tour Golf 2
6	-	Flashback
7	-	Moonwalker
8	-	Ecco
9	-	Super Kick Off
10	-	Sonic 2

▲ *Jungle Strike* takes no prisoners in its march to the top.

▲ Will Bubsy have the momentum to challenge the No. 1 spot?

This month's position	Last month's position	
1	-	Night Trap
2	-	Final Fight
3	-	Jaguar XJ220
4	-	Sherlock Holmes
5	-	Road Avenger

▲ *Jaguar XJ220* roars into the Mega CD fast lane. But will it be fast enough?

IF YOU
WANT TO
ADVERTISE IN THIS
BODACIOUSLY BUBBLY
SPACE CALL THE MAN
WITH THE MATCHING
BUSINESS CARDS.
PHONE JONATHAN ON
0625 850874

BEST DEALS ON NEW & USED GAMES

WHIZZ-KID GAMES

SUPER NES

ALIEN3	45.00
BATMAN RETURNS	45.00
BOB	35.00
CYBERNATOR	45.00
DESERT STRIKE	40.00
JOHN MADDEN 93	40.00
JURASSIC PARK	45.00
MORTAL KOMBAT	55.00
PGA TOUR GOLF	40.00
ROYAL RUMBLE WWF	55.00
STAR WARS	45.00
STAR WING	48.00
TERMINATOR2	45.00
TINY TOONS	45.00



USED GAMES

SECOND HAND GAME	SELL	BUY
ADDAMS FAMILY	24.50	15.00
ADDAMS FAMILY II	29.50	20.00
ADVENTURE ISLAND	24.50	15.00
ANOTHER WORLD	24.50	15.00
CONTRA 3	24.50	15.00
DEATH VALLEY RALLY	24.50	15.00
F-ZERO	19.50	10.00
FINAL FIGHT	24.50	15.00
GHOULS & GHOSTS	24.50	15.00
GUNFORCE	19.50	10.00
HUNT RED OCTOBER	19.50	10.00
JOE & MAC	24.50	15.00
MARIO WORLD	24.50	15.00
PILOT WINGS	29.50	20.00
RIVAL TURF	24.50	15.00
ROBOCOP3	19.50	10.00
SIM EARTH	24.50	15.00
SIMPSONS - BART	24.50	15.00
SIMPSONS-KRUSTY	24.50	15.00
SMASH TV	24.50	15.00
SPIDERMEN-XMEN	24.50	15.00
STREETFIGHTER 2	29.50	20.00
SUPER KICK OFF	24.50	15.00
SUPER SOCCER	19.50	10.00
SUPER TENNIS	24.50	15.00
WRESTLEMANIA	19.50	10.00
ZELDA 3	29.50	20.00

4

ways to save
£££££ with
Whizz-Kid.

- 1) Buy second hand games at up to 70% off new prices.
- 2) Trade in your old games against new & second hand titles.
- 3) Sell your old games for up to 50% of their original value.
- 4) £5 OFF RRP on new games.

MEGADRIVE

USED GAMES

BUBSY	40.00
BULLS V BLAZERS	35.00
COOL SPOT	40.00
FATAL FURY	40.00
FINAL FIGHT CD	35.00
FLASHBACK	40.00
JUNGLE STRIKE	40.00
JURASSIC PARK	40.00
MICRO MACHINES	32.00
MORTAL KOMBAT	45.00
NIGHT TRAP CD	45.00
SEWER SHARK CD	40.00
STREETS OF RAGE 2	40.00
SUPER KICK OFF	40.00
TINY TOONS	35.00



SECOND HAND TITLE	SELL	BUY
ALIEN3	19.50	10.00
ANOTHER WORLD	24.50	15.00
CAPTAIN AMERICA	19.50	10.00
CHIKI CHIKI BOYS	24.50	15.00
CHUCK ROCK	19.50	10.00
COOL WORLD	29.50	20.00
DESERT STRIKE	24.50	15.00
ECCO	24.50	15.00
FATAL FURY	29.50	20.00
FLASHBACK	29.50	20.00
GLOBAL GLADIATORS	24.50	15.00
LEMMINGS	24.50	15.00
MEGA LO MANIA	24.50	15.00
MOONWALKER	13.50	4.00
MUHAMMAD ALI	24.50	15.00
PGA TOUR GOLF	19.50	10.00
QUACKSHOT	19.50	10.00
ROAD RASH 2	24.50	15.00
ROBOCOD	19.50	10.00
ROLO TO THE RESCUE	24.50	15.00
STREETS OF RAGE 2	29.50	20.00
SUPER KICK OFF	24.50	15.00
SUPER MONACO 2	24.50	15.00
TAZMANIA	19.50	10.00
TINY TOONS	24.50	15.00
TURTLES	24.50	15.00
WORLD OF ILLUSION	24.50	15.00
WRESTLEMANIA	16.50	7.00

WE WANT YOUR OLD GAMES

We give the best deals when you BUY, SELL or PART EXCHANGE your old games. For our latest prices or a copy of our free SECOND HAND price list, telephone our SALES HOTLINE Now! When you send us your games for sale or part exchange we are acting as your agent until the games are sold.

- Retail Shops -

Orpington - 0689 821515 Beckenham - 081 650 1205
Walderslade - 0634 862036 Rainham - 0634 235641

WHIZZ-KID GAMES

22 Station Square, Petts Wood, Kent BR51 1NA.

- * Please add to all orders £1.50 postage per game.
- * All games are European or USA versions.
- * All prices subject to change & all games subject to availability.
- * All cheques must be supplied with a valid cheque card number.
- * Send SAE for our LATEST CATALOGUE.
- * We also stock GAMEBOY, GAMEGEAR & USA games.
- * Open 9am - 7pm Weekdays 10am - 4pm Saturdays.

TELEPHONE - 0689 891000

MEGAMIX

0732
351220

SOFTWARE

0732
351220

**Just Look At Our Latest
Amazing Special Offers!!**

MEGADRIVE 2

6 BUTTON
JOYPAD

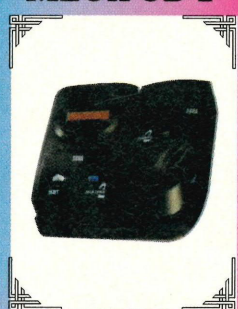
MEGA CD 2



ONLY £99.95



ONLY £16.95



T.B.A.

**We Have Hundreds Of Games In
Stock At Unbeatable Prices!
Call Us Now Or Send A S.A.E. For Full
Stock Listing Of All Our
New And Used Games.**

**MEGAMIX SOFTWARE, 46 Ashdenwalk,
Tonbridge, Kent. TN10 3RL**



OFFICIAL

PUBLISHER

Virgin

RELEASE DATE

October

PRICE

£44.99



▲ *Populous II* places you in command of small tribes who must grow and defeat their neighbours.



POPULUS

■ **Megalomania and terror come to your favourite family console.**

Populous II first appeared on other formats like the Amiga nearly 18 months ago, and followed the enormous success of the first *Populous*. In case you are unfamiliar with the concept behind the game, it places you as a deity (in fact, a Greek god) who has to impress Zeus enough to be allowed to join the rest of the gang up in Mount Olympus.

Now most people would love to be a god. It's an easy job and most of the problems of godly existence have to be dealt with by your

creations (after all, you know if you exist or not!). Still, there's work to be done, even for a supreme being and *Populous II* ensures you can't duck it. The idea is to take control of a tribe's destiny (coloured blue) and help them beat the hea-

then reds, who don't believe in you – in

fact, they rather unpleasantly worship another god. This other deity is also after Zeus's affections so be prepared for a few dastardly

tricks along the way. Sadly, you can't take the usual divine option of casting aspersions on competing gods so

TIP

Create your community out of harm's way at the other side of the board, then use your Papal magnet to move people nearer to your rivals.

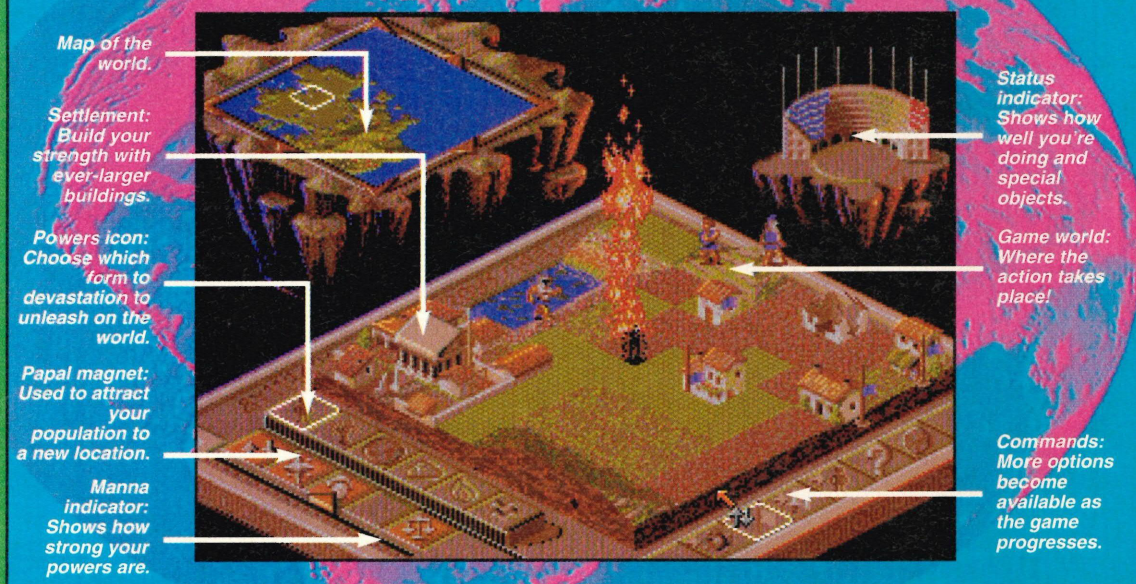


▲ Once you've won a game, you get the chance to become a regular deity and a visitor to Olympus!

it's the old fashioned way of building civilisations and wholesale slaughter that will have to do.

When starting the game, there are several options to grapple with which define the characteristics of the land you are to control. Luckily there are default settings although if you fancy something a bit more involved there's a whole section devoted to

The good god guide





▲ I've constructed some land reclaimed from the sea – large settlements will appear before long.

POULOUS



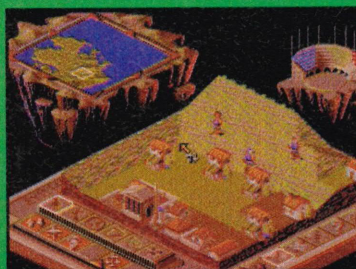
▲ Keeping your population happy is a sure way of moving towards success. Oh we do like to be beside the seaside!



▲ Part of the fun in this game is the rampant terrorism. Yep, if your opponents do too well, nuke 'em!

defining just exactly what sort of land it is you are after.

Play takes place on a 3D isometric surface (see annotated grab for more details), with a map to the top left and a status indicator to the right. The map tells you how your population is coming along as well as your opponent's, while the status indicator tells you about special objects and tells you more clearly how you are doing in relation to the nasties.



▲ Make sure your communities are well protected, allowing castles to be built.

The basic game strategy is to build and level mountains, creating fertile flat areas which will allow your tribe to build communities on. The stronger your community gets the more powerful you become, and the more able you are to perform miracles (or acts of sabotage) on the rival tribe. These acts can include whirlpools, fires and earthquakes but don't get too cocky – your rival god has exactly the same abilities, so keep a close eye on how your gang is doing.

If you've provided sufficient building space, small tents will start to spring up which will gradually evolve into cottages, houses, forts, fortresses and castles as your community gets stronger. It pays to have strong defences as these will deter overland attacks from the rival tribes.

There are other ways to encourage your guys to go forth and multiply – Papal magnets placed in certain virgin territories will cause people to migrate towards them and start new communities, while converting your tribe's Leader into Perseus will make your tribe cannier fighters and more able to avoid traps.

▼ Sort out the men from the boys with a bit of nastiness.



Go forth and multiply

Scroll through the game world; when paused, used to choose icons

Build land/ select icon

Level land



Eventually when things shift in your favour, there's the Armageddon option to explore – this will cause the two tribes to head for the middle of the country and scrap it out in time-honoured fashion for the status of God's Favoured People.

All these options are easily accessible through a neat icon-and-pointer driven interface. The pointer is also used to scroll through the game world – pressing pause switches between this function and the icon options. One thing I did notice was that the scrolling slowed down markedly when there was a lot going on in the game world, but this is something you'll just have to put up with.

The earlier levels are pretty easy but there are 1000 worlds to take on in all, each with its own characteristics and varieties of opponent god, so don't think that because you managed to slaughter everyone quickly it's going to be a divine old stroll throughout the rest of the Universe.

All in all, *Populous II* is a well-presented strategy/god game but one has to doubt whether there is enough here to maintain your interest over a full 1000 levels.



Populous II is a straight conversion from the Amiga and as such it does its job well. This will appeal to people who enjoy something a bit more involving than a shoot'em-up or platformer and as such is sure to do well. However, this is no different to the original *Populous* in concept but Bullfrog have done a slick job in squeezing this into the Mega Drive. A successful game format on other systems deserves to do well here, and I expect it will. Divine! ■ NICK

people who enjoy something a bit more involving than a shoot'em-up or platformer and as such is sure to do well. However, this is no different to the original *Populous* in concept but Bullfrog have done a slick job in squeezing this into the Mega Drive. A successful game format on other systems deserves to do well here, and I expect it will. Divine! ■ NICK



▲ The game options can be altered if you fancy to something a bit trickier or harder on your enemy.

Too much of the game gets a bit repetitive after a while (building land, waging war and so on) but all in all, Bullfrog, the game's designers and creators of the original *Populous* have done an excellent job at converting it onto the Mega Drive.

There aren't many games of this type on our machine, so it's nice to have something different for a change. Definitely a title that is worth checking out. Nice one.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

87%

SILVER

Islam is the world's largest religion. It recently overtook Christianity.

MEGA DRIVE

UK SOFTWARE

ALIEN 3	£32	MUTANT LEAGUE FOOTBALL ...	£35
ADDAMS FAMILY	SEPT	PGA TOUR GOLF 2....	£33
ATOMIC RUNNER.....	£29	PIT FIGHTER.....	£29
BART'S NIGHTMARE SEPT		POPULOUS II	£39
BATTLETOADS	£32	POWER MONGER.....	£29
BEST OF THE BEST .OCT		RACE DRIVIN'	OCT
B.O.B.....	£39	RAMPART	£29
BUSBY THE BOBCAT (16 MEG) ..	£37	ROAD RASH.....	£27
COLLEGE FOOTBALL	£39	ROAD RASH 2.....	£32
COOL SPOT	£37	ROBOCOP 3.....	SEPT
DAVIS CUP TENNIS ...	£35	ROCKET KNIGHT ADV' ..	£36
DESERT STRIKE.....	£30	ROLO TO THE RESCUE	£27
DUNGEONS AND DRAGONS	£27	SHINING FORCE	£39
ECCO- THE DOLPHIN	£35	SHINOBI 3	£37
EURO CLUB SOCCER	£29	SON OF CHUCK	OCT
F1 RACER	CALL	SORCERER'S KINGDOM	£49
F-15 STRIKE EAGLE II ..	£36	SPIDERMAN/X-MEN.OCT	
FATAL FURY	£35	SPLATTERHOUSE 3 .OCT	
FLASHBACK (12 MEG)	£37	STREETFIGHTER II	
FLINTSTONES	£35	CHAMP ED.....	OCT
GENERAL CHAOS	£38	STRIDER 2	£35
GUNSTAR HEROES ...	£35	STOKER'S DRACULA .OCT	
HOCKEY (EA/NHL)....	£25	SUPER KICK OFF	£35
HOOK.....	SEPT	T2 ARCADE	£32
IMMORTAL	£27	T2 JUDGEMENT DAY .SEPT	
J.CAPRIATI TENNIS ..	£29	TAZ MANIA	£32
JOHN MADDEN '93 ...	£31	TECHNO CLASH.....	£35
JUNGLE STRIKE (16 MEG)	£39	TINY TOON ADVENTURES	£36
JURASSIC PARK	£38	TOXIC CRUSADERS ..	£26
LEMMINGS	£31	ULTIMATE SOCCER ..	£37
LANDSTALKER (16 MEG)	£40	WAYNE'S WORLD	SEPT
LEADERBOARD GOLF.....	£32	WRATH OF THE GODS	SEPT
LEGENDS OF THE RING	OCT	WWF WRESTLEMANIA..	£29
MARBLE MADNESS...	£25	WWF ROYAL RUMBLE .OCT	
MICRO MACHINES....	£30	X-MEN	£35
MIG 29 FIGHTER PILOT	£35		
MEGA-LO-MANIA	£35		
MORTAL KOMBAT	£45		

MEGA DRIVE 2

JAP' VERSION. SCART/PAL. INCLUDES

6 BUTTON PAD + PSU + SONIC 1+2£129

MEGA CD 2

COMPATIBLE WITH ANY UK/JAP M.DRIVE

JAP VERSION + 7 GAMES£243

MD + CD 2.....£339

GAMEGEAR + SONIC.....£69

NB: SCART MACHINES ARE
17% FASTER THAN PAL

JAP' ADAPTER

**Top Quality: Allows the
use of Japanese games
on a UK Mega Drive
A mere: £8.00**

OVER 100 TITLES IN STOCK ON
THE MEGA DRIVE

JAP' SOFTWARE

ALIEN STORM.....	£15
BAD OMEN.....	£17
CHIKI CHIKI BOYS	£19
D. ROBINSON'S S COURT.	£19
ESWAT	£15
EX RANZA / RANGER X	£39
GYNOUG	£15
HELLFIRE.....	£15
JEWEL MASTER...	£15
KID CHAMELEON.	£15
MERCS 2	£17
MICKEY AND DONALD	£29
OLYMPIC GOLD....	£15
J.LEAGUE PRO STRIKER	£55
QUACKSHOT D-DUCK.....	£19
SAINT SWORD.....	£17
SPACE BATTLE GAMOLA	£19
STRIDER.....	£17
STREETS OF RAGE II	£35
SONIC 2.....	£19
STORMLORD	£15
SUPER MONACO GP 2..	£19
THUNDER FORCE 4	£25
TOKI JU JU.....	£15
WINKLE TALE	£25
WANI WANI WORLD	£19
WONDER BOY IN	
MONSTER LAIR....	£15



P O B O X 2 0 0
H A L I F A X
W E S T Y O R K S H I R E
H X 1 3 L Y

TEL: 0422 342 901
OFFICE HOURS: MON TO SAT 9-5.30PM
CLOSED THURSDAY AM (STOCK TAKING)

TEL: 0422 36 77 30
EVENINGS 5.30 - 10PM
& ALL DAY SUNDAY

MEGA ACCESSORIES

SEGA TAP - MULTI PLAY....	£25
TURBO /SLO MO PAD	£12
SEGA 6 BUTTON PAD	£15
RGB SCART LEAD.....	£12
AUDIO/VIDEO LEAD	£10
POWER PACK (ALL TYPES)	£10

CD SOFTWARE

JAPANESE + USA VERSIONS

FUNKY HORROR BAND	£15
HEAVY NOVA	£19
SOL FEACE	£19
AFTERBURNER 3.....	£19
PRINCE OF PERSIA.....	£29
NINJA FORCE/ROB ALESTA ..	£29
THE NINJA WARRIORS + CD...	£29
CLASSIC COLLECTION (4 IN 1)	£35
TERMINATOR	£45
BATMAN RETURNS	£45
ECCO THE DOLPHIN CD.....	£47
NIGHT TRAP	£47
SWITCH	£49
MONKEY ISLAND	£45
SPIDERMAN.....	£45
POWER FACTORY	£49
JOE MONTANA.....	£45
INDIANA JONES	SEPT
DUNE	OCT
SILPHEED VR	£57
THUNDERHAWK	£47
BARI ARM.....	£57
KEIO-FLYING SQUADRON...	£57
WWF RAGE IN THE CAGE..	OCT

CD SONIC.....OCT

CD-X PRO£39

IMMEDIATE DESPATCH ON STOCK ITEMS C.O.D. AVAILABLE ON MACHINES. NO PART EX/2ND HAND!
ALL GOODS ARE NEW. PRICES INCLUDE V.A.T. AT 17.5% AND ARE CORRECT AT TIME OF GOING TO PRESS!!
PLEASE ADD £1.50 PER GAME FOR 1ST CLASS RECORDED DELIVERY
PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!

ORDER COUPON: PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE
TO: KRAZY KONSOLES

NAME

ADDRESS

TEL

P&P ADD £1.50 PER GAME FOR 1ST CLASS RECORDED DELIVERY. MACHINES £10.00. 24 HOUR COURIER
COST P&P

ITEMS

.....

.....

ALL CHEQUES REQUIRE A GUARANTEE CARD NUMBER ON THE BACK

TOTAL



IMPORT

PUBLISHER

Kaneko

RELEASE DATE

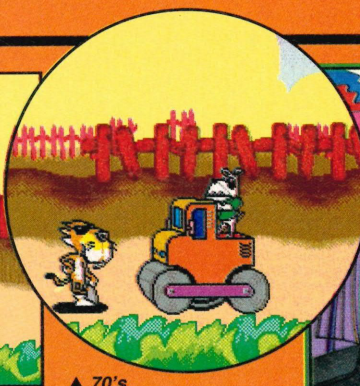
Out Now

PRICE

£54.99



▲ Chester looks dead cool in his shades – and will appear cooler still with two pairs to wear!



▲ 70's gag – the Bay City Rollers! Oh, all right then...



CHESTER CHEETAH

■ Chester introduces us to cool spots – are we hip enough?

Chester Cheetah is cool. Rad, hip, chilled to the max, striding that smooth groove in a slo-mo rainbow flow. Man. Anyway, enough of that. If you want to read more of that jive, check out the manual. I haven't heard so many sub-seventies cool cliches since the last time I saw Starsky and Hutch on the box. For instance, just what does 'I just don't dig this lane zoo gig' mean? Ah well.

Luckily though there is a purpose to all this. You see, Chester is so cool they've had to lock him up in Four Corners Zoo. So it's your task to help Chester escape and ride away to Hip City, UCA. To do this,

Chester needs collect motorbike parts (or 'chopped hog' as it sez in the manual) from around the zoo.

Additional points can also be gathered by jumping into *Sonic*-like power-ups – collect 100 of them for an extra life. Or you can just collect extra lives in a less stressful

fashion – there are plenty scattered around.

So that's the standard stuff out of the way. Chester also has 'special' powers, given to him by various other

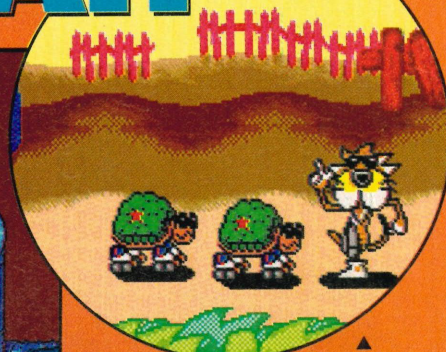
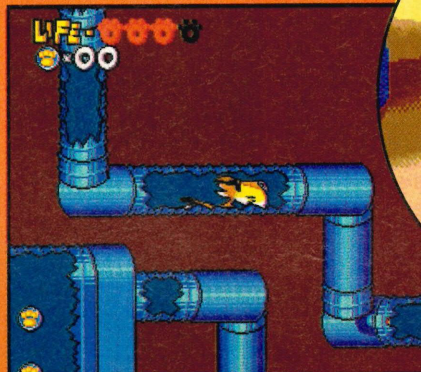
objects left lying around. For instance, a pair of trainers allows Chester to zip along at a fair old rate, a guitar gives Chester invulnerability from enemies, sunglasses reveal invisible power-ups (for a limited time) and skateboards propel Chester into bonus levels.

There are six stages in all (including bonus rounds) and various other characters will appear from time to time to impede your progress.

For instance Mean Eugene is the local bad guy with Grunt as a henchman. Grunt likes nothing better than operating various nasty machines, from steamrollers to spider-like stomping devices. Many of these can be destroyed by jumping against them several times (be careful though!).

So. That's the game. Now for the problems: For a game based on a cartoon character (Cheetos' crisps) Chester's animation is very poor. Whether this is a reflection on the artist's imagination or the current state of play in the cartoon world these days is

▲ Chester gets funky! Play the geetar like you've never played before!



▲ Watch out for the turtles, shades and all. They are mean rollerskaters!

hard to tell – but I don't see why computer gamers should have to suffer substandard anims these days, especially at £40 a throw.

Background anims are equally bad, and when you couple this to the manual for instance (poorly spelled, punctuated, laid out and so on) the whole impression is of a package with very little thought behind it.

However, it is the gameplay that I found particularly irritating. The

game is pretty easy really – just lots of jumping and crawling about but there are sections which annoy far more than they entertain. Crawling about the sewer system is one example – it's difficult to position Chester correctly at junctions so he can climb up to the surface.

Chester is bog-standard stuff. There's much better currently on import to compete for your money.



▲ Fishy business this lake thing you know. Slow down to avoid, then speed up again.



Chester Cheetah – Too Cool To Fool (to give this its full name) just doesn't cut it these days. I seem to recall the SNES version being far more entertaining than this, but then maybe my memory is falling progressively with age. The gameplay is mildly diverting at the best of times and there's a severe lack of polish evident here. The tunes are crude and the animations poor, and I doubt this will keep you entertained for any length of time. Ah well. I wouldn't rush to waste your money on this, cool dude or not. ■ NICK

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

50%

■ Cats are short-sighted. But they have excellent night vision and motion detection.



IMPORT

PUBLISHER

Sega

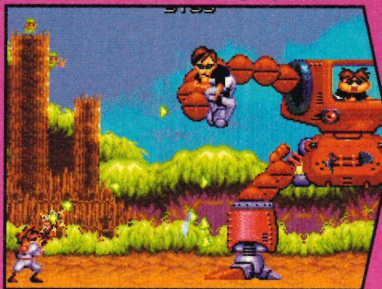
RELEASE DATE

Out Now

PRICE

£39.99

▼ Here he comes! Clad only in the best armour someone is out to get you.



▼ Aim with care and bits start falling off, more bits, more points!



▼ The animation is incredible, pity you have to blast him to powder.



GUNSTAR HEROES



cartoon

series and the odd bit of merchandising set for release. Not that this is a bad thing as it means in the long run a few more games will be appearing from this team!

During the game players will be suffering from a serious case of finger ache. Not that this can be helped as the little creatures come at you from all angles and in considerable numbers.

The best form of defence is to spray your gun around until enough space has been cleared to move. The gun can be fixed into four way direction or a free aim can be selected. Blast away – this is one heck of an impressive game, so don't let anything get in your way!

■ Is it Konami? Not exactly but it is from some of their ex-employees, people which if this is anything to go by should NEVER have been let go!

It can be a terrible job being a reviewer. Having to sit for hours on end plodding your way through a game. OK I'm lying through my teeth – it's great fun and when games like this appear life is peachy. I just wish that perhaps we should be given more of them.

Give a group of people a piece of paper and a crayon, tell them to draw say a bunch of flowers and they will all come up with something different. In some cases the result will be rubbish, in other cases a masterpiece. This seems to be the way with Mega Drive games too – all programmers have the same brief but not all

come up with the goods. *Gunstar Heroes* however doesn't let us down.

First glance and you would be mistaken for believing it is a SNES game with the top backgrounds, 3D routines and so much depth that it might take you a week (at 12 hours a day) to complete. In other words, my kind of game. The plot? Well in true Japanese style it is important but maybe not so as to detract from the game as a whole. An evil super villain has stolen four mystical and magical crystals with the sole intent of taking over the world. Needless to say certain factions are not too chuffed -

TIP

The weapons are all specific. It is better to use a double weapon than hold two types so pick carefully when allowed.



▲ To be accurate the journey starts here but scenes like this break up the action.



▲ Evil will reign if you don't pull your finger out and save your planet!

so who do they call? The *Gunstar Heroes* of course!

But who are these guys? Well you might be mistaken for taking them a typical Japanese platform hero but you'd be wrong. According to rumour these guys are set to be the superstars of tomorrow with a full-blown



▲ Looks like the twelve fifteen has had a little accident in the ash tray.

Let 'im have it!

Gunstar Heroes are a two or one man team consisting of a small character and some serious weapons. Serious being what is needed here as anything that moves has to be removed from the game.

FORCE – Fires very rapidly to a point, good for medium range combat but doesn't handle the large bosses too well at all.



CHASER – Shoots green arrows which home in on targets. Not so powerful but good for close range combat on very busy screens!



LIGHTNING – Fires a Laser bolt beam straight through the opposition. Great for long range combat and Boss Machines.



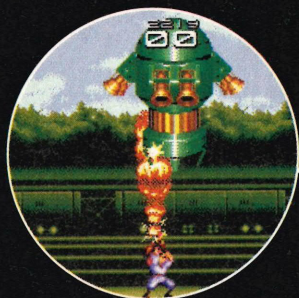
FIRE – Fires large fireballs at enemy. Ideal for close range fighting and extremely good for "human" animated bosses.



All weapons can be doubled up to produce a weapon of extreme proportions. You can't mix fire, but you can hold and select two different weapons with limited range, especially handy if you are familiar with certain sections.

■ The word rifle refers to the spiral groove on the inside of a gun barrel to make the bullet spin.

The Game of Life



WAY BACK
You will scream so loud when this is jumped on. After battling your way through the entire game things turn bad when you are sent back to the beginning. Don't panic though as all the squares you have conquered do not have to be fought again. How nice.



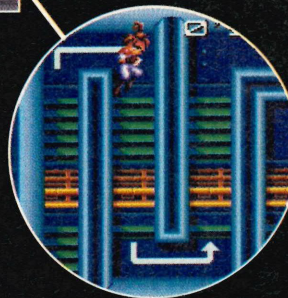
ITEM ROOM

Jump on the this colourful little tile and you now have the option to re-select weapons or power up your existing collection. Fortunately you can also stock up some badly needed health which can improve your chances no end in the final battles.



UNARMED

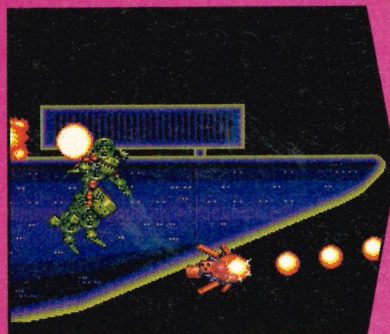
Nasty position to be in this. Make the mistake of throwing a bad dice here and you end up with wait for it, Rice and Curry Monster. Rice and Curry Monster is a straight unarmed combat routine with just fists and feet for weapons.



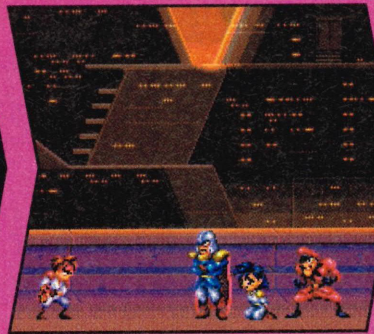
● Battling through the maze of levels and bosses you finally come face to face with the final conflict. ● When I say finally I mean it, talk about tease. ● Every time you complete what has been laid out for you on screen the message "final battle" appears. You think, 'YES! I am good at games'. Forget it, you might only be a quarter the way through, or worse. ● Fortunately paid players like ourselves delve through the levels and mayhem for you so I can ruin the surprise by talking you through the last (and final) section. ● OK, maybe I won't tell you exactly what to do but this rather nice exploded diagram should point the way forward.

● It's a board game! Sort of a death Snakes and Ladders of sorts. Throw the dice and you move on the board. ● Certain squares have power-ups to restore and improve your chances, others contain bosses. Actually nearly all contain bosses and they have the weirdest names. ● The Bosses are sheer poetry in motion, when I say motion I mean it more than ever with 3D routines and rendering that you are going to love. ● Each boss has the wackiest names from Melon Head right through to some muscle man with his Break Wind routine. ● For once it looks like you might actually be looking forward to meeting these over-sized energy depleters.

▼ Just when you think it's all over along comes another section to conquer.



▼ Confronting the villains does nothing other than make them hopping mad.



▼ The little tree people pop up to help you in your quest, don't tread on them!



This is the final battle. After battling through nearly 20 levels it is time to meet your adversaries face to ugly face. Each villian has his own machine that he pits against you in a battle of reflexes and weapon selection. Mummy!



One for the collection this. Without doubt one of the best platform shoots I have sat down to for some months. A definite Rocket Knight competitor with endless levels, even a shoot'em-up section that's better than most full games can offer. The graphics are amazing with lovely smooth routines that make a little drip of saliva just pop out of the corner of your mouth. Embarrassing, agreed, but worth the stain on your shirt. ■ **STEVE**

ME

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL





IMPORT

PUBLISHER

Sega

RELEASE DATE

Out Now

PRICE

£39.99

■ The toughest superheroes of the lot return for this X-rated game.

Marvel Comics are THE source for superhero comic action. So it comes as some relief to see the Marvel sign of approval on the box of this, the latest platform/adventure affair from the Sega stable.

The story line is typical cult drama with Magneto, the bad guy, hell-bent on bringing this whole mutant Superhero thing to an end in the most evil way possible.

How does he hope to achieve this? By transmitting a special Magneto virus towards Earth and the home of the X-Men supercomputer.

A slow chip disease has been spread within the computer system putting the very heart of the X-Men protection network at risk. Against the clock you must stop this virus and guard against this computer shutdown and your subsequent demise!

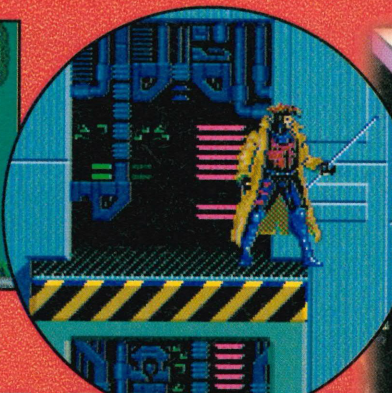
The supercomputer acts as



▲ Swing, baby swing. Well, it sure beats that walk in the park I was so in to.



▲ The game has some decent graphics and some decent hardmen. Don't stand for any rubbish, that's what I say.



X-MEN



◀ Real name Remy Lebeau, he is agile and good with his hands. Mutant ability lies in throwing energy charged cards which explode on impact.

Real name Scott Summers, he has strength and tenacity. Mutant powers lie in a lethal laser type bolt of light projected from the eyes.



◀ Real name Kurt Wagner. Panther-like stealth and a mutant ability to transport himself to an unknown dimension.

Logan to you and me, he has superhuman athletic abilities with the mutant power of adamantium claws to slash the enemy.



the home base with death or failure resulting in a return to this original screen.

It is here you can line up your X-Men and plan the best form of attack. The transportation system within your supercomputer puts you right into the action by teleporting you to the critical Magneto controlled zones. These might be anything from

jungles, (a la Flashback) to space ports and even burnt out factories. By choosing your character and his unique mutant ability you must conquer each section and eventually defeat the evil Magneto on the deadly Asteroid M.

Shrewd judgement is required to select the

▼ Heck, all I wanted was a quiet stroll in the park and I find myself being attacked by a giant purple maniac.



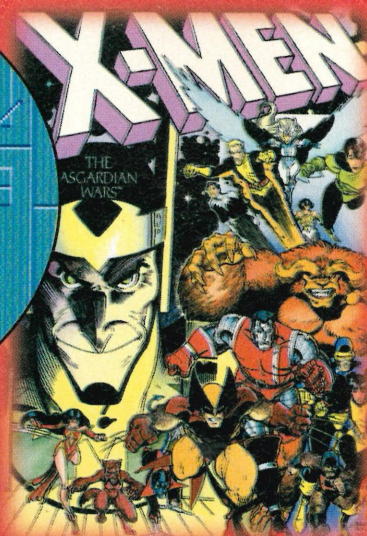
right hero for the right job and practice with the characters is a must.

You do also have the ability to change forms to another X-Man on screen but this is limited and subject to pick-up icons along the way.

Everything is nicely animated and presented, and I wasn't just being flippant when referring to the jungle section as looking like something out of Flashback. When Nick saw this running at that point, he actually DID think it was Flashback, but there



I admit it. I have never read the comic. But I have heard of the X-Men and this did attract me to the game. The graphics and playability are not quite as cartoon like as I would have liked, perhaps the sprites were a tad small and undefined. Still it played nicely and the game certainly had depth with the option of playing each and every character allowing a fair degree of success in the game. Still, the game did get very samey though and sitting down to complete in one sitting might become an effort. ■ STEVE



▲ Baddies will come at you from all directions. Luckily you can duck.



▲ Don't mess with these guys and girls if you want a good time.

you are. Editors, eh? All in all, this is an OK game and so is recommended.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

80%

■ The X-Men are all mutants. There, that's interesting isn't it?



IT'S JURASSIC!

You have five minutes to beat T Rex and win...
£500 CASH INSTANTLY
0839 404091



A NINTENDO GAMEBOY

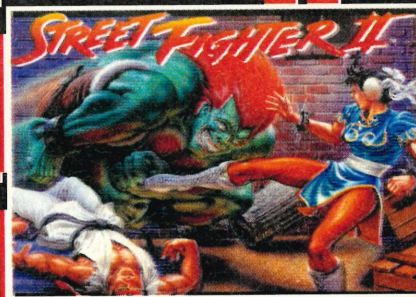
Plus loads of accessories
0839 404089

INSTANT WIN

STREETFIGHTER II TURBO

All the arcade action in your home!

0839 404081



RALEIGH ACTIVATOR 2

Or any other mountain bike up to £200

0839 404099

INSTANT WIN



A SEGA MEGA CD!

0839 404098

INSTANT WIN

SEGA GAME GEAR

0839 404093



INSTANT WIN

SUPER NINTENDO + JURASSIC PARK

0839 404097



£150 WORTH OF GAMES

0839 404096

INSTANT WIN

£150 WORTH OF SPORTS GEAR

Choose what you want at Olympic Outdoor World

0839 404088



AMIGA A1200

Win this amazing 32 bit wonder instantly

0839 404094

INSTANT WIN



SEGA MEGADRIVE

0839 404092

JOYSTICK

any joystick to the value of £70

0839 404095

INSTANT WIN

WRESTLING VIDEOS

Win £60 worth of wrestling action

0839 404083

PLAY THE BIG GAME, SHOW YOUR SOCCER SKILLS AND WIN £500 INSTANTLY!
0839 404082

Calls cost 36p per min (Cheap) 46p per min (other times) and are likely to last seven minutes. Please be sure that you have permission to make this call. Competitions close 31.11.93 and involve multiple choice questions with tie-breaker. Where 'Instant Win' is indicated there is NO TIE-BREAKER and prizes are won INSTANTLY. Nintendo/Sega/Amiga/Street Fighter 2/Jurassic Park, are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules & winners names, please send s.a.e. to: NAS Ltd, P.O. Box 28, Northampton NN1 5DS.



OFFICIAL

PUBLISHER

Acclaim

RELEASE DATE

October 93'

PRICE

£44.99



▲ Goro is an intimidating warrior but is easier to beat than his 400 year record suggests...



▲ ... or so I thought. This is Goro's main move, the four-armed drubbing. Charming.



MORTAL KOMBAT

■ Gird your loins for THE huge new combat game...

The drive to produce the best beat'em-up is a strong one after the enormous success of *Streetfighter II* on other formats. *SFII* sold more copies worldwide than Simply Red's *Stars* album, demonstrating the appeal of video games and giving the music industry something to worry about.

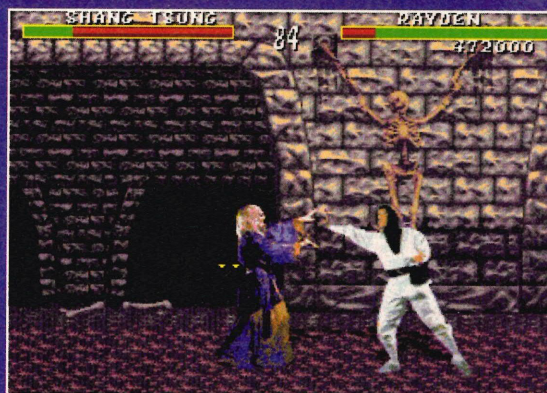
So it's hardly surprising that the imminent release of *Mortal Kombat* should be generating so much interest. *MK* is one of the first games to be given a simultaneous release on all formats,

and this huge event is being called 'Mortal Monday'. If you've been following the last couple of issues of *MEGA ACTION*, you'll know all about the history of *MK*, how it started off in the arcades, the death moves and so on. Well, at last we can bring you the full review! *MK* follows the standard format made famous in *SFII*.

TIP

Practice your special moves – correct use of these can be the key to the game. We'll be publishing a full guide to these moves soon!

You play as one of several characters, either against a human or the computer, battling it out in a bloody tournament with the aim of facing the wizard Shang Tsung. But before you can



◀ Shang Tsung is your final opponent. Don't be fooled by his age, he's mean!

beat'em-up and its competitors: the first and most noticeable is the use of digitised actors as the character sprites, the second is the gore and infamous death moves. These death moves how-

ever are not going to be accessible without a code, which we'll be printing in the next issue. However, as you can see from the screenshots on this page, they range from Scorpion's fire breath (he removes the skin from his skull and frazzles his opponent) to Kano's heart-wrenching heart surgery, where he rips the beating heart from his opponent and holds it up

face Shang Tsung, there's his major domo, the mighty half-man half-dragon Goro to tangle with, a geezer with four arms and an unbeaten track record over the previous 400 annual contests. There are two major differences between this

face Shang Tsung, there's his major domo, the mighty half-man half-dragon Goro to tangle with, a geezer with four arms and an unbeaten track record over the previous 400 annual contests. There are two major differences between this

Streetfighters beware!



▲ Lu-Kang's uppercut is a particularly spectacular move. Avoid.



▲ Kano is an ex-Black Dragon member with a heartless personality...



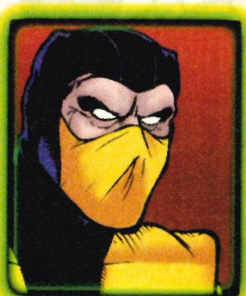
▲ Sonya may not win any beauty contests, but then who cares?



▲ Raiden is an ex-thunder god with a temper to match. Nasty.



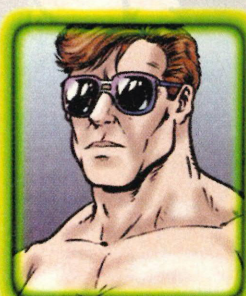
▲ Sub-Zero uses a freeze ray to immobilise opponents. Chilly.



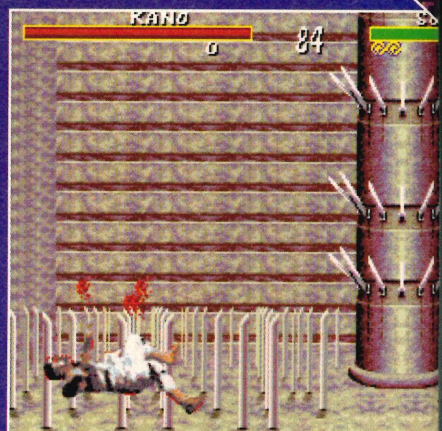
▲ Scorpion's a whiz with a grappling hook to the neck. Grim.



▲ Goro is the winner of the contest since 400 years previously.



▲ Johnny Cage – a failed actor who won't let anyone forget it.





There are sub-games which involve power-breaking against an opponent.

Sonya's legs tend to do all the talking. Lithe and athletic, she enjoys fine food, good wine and breaking people in two.



If in doubt, take a dive. This boxing training came in rather handy.



you

engage in

a bit of power-

breaking (like smashing paving slabs with your hands) for extra points.

Now onto the flaws: there is one glaring one and that's the difficulty level. The arcade game was relatively easy to complete - after all, the aim is to try to get you to pump in as many 20ps as you can - but this justification does not exist for the home version. Unfortunately, I found the game too easy to complete when playing against the computer. Even fighting Goro and Shang Tsung didn't present much of a challenge on the second attempt. Goro's moves are predictable and limited to beating you around the head with one pair of hands while holding you with the other. Nor, for some reason, did I find the game as instantly addictive as *SFII*. There's something about the timing and smoothness of *SFII* that I found missing. Still, *MK* is easily the best beat'em-up on the Mega Drive at the moment.

BAT

for all to see. However, in reality, this doesn't look as bad as it sounds.

On to the game itself - *Mortal Kombat* provides a wealth of Martial Arts manoeuvres, from leg sweeps to rabbit punches, to acrobatic flying kicks to full-blooded dives. All these moves can be accessed from a standard three button d-pad controller and after a bit of practice, you'll be stringing dynamic moves together that Steven Segal would be proud of.

Each character has a special move - Scorpion used a grappling hook which he fires into an opponent's neck before dragging him in for some close-quarters combat. Johnny Cage has a shadow move where he can appear in two places at once - very disconcerting, and Sub-Zero gets to freeze his prey solid for a couple of seconds.



onds before moving in for the kill. Like Chun-Li in *Streetfighter*, everyone's favourite character is Sonya Blade.

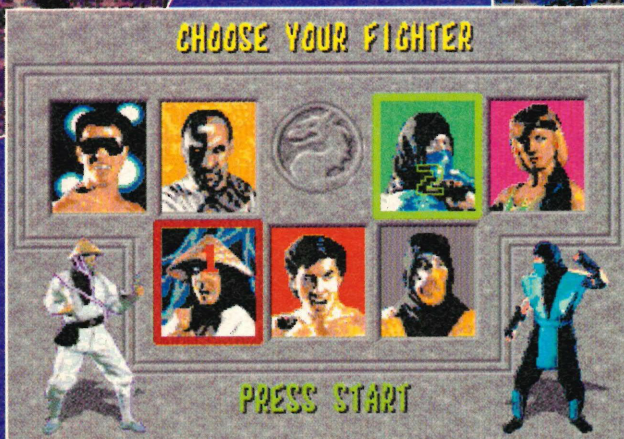
Athletic and charming, she possesses the deadliest pair of legs in the business and enjoys nothing better than trapping an opponent between them before moving in for the kill. This isn't as sexy as it sounds because it usually ends up with the guy snuffing it. (No, not 'sniffing' you crude animal - Ed.)

Another similarity to *SFII* lies in the way the characters move

apart when a sustained attack is delivered or a player finds himself backed into a corner.

To allow recovery, the players move apart slightly when pressed so the onus is on the attacker to maintain the pressure before the other guy has time to move out of range.

There are also sub games where



Yeeah! Spiked again. As you can see, there's plenty of blood.

Select your fighter! Not all of them are worth choosing, so this is a good place to start your campaign.

MEGA

SOUND



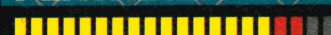
GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

90%



This is a quality game with enough neat touches to make this a worthy addition to anyone's collection. Unfortunately this is going to be shipped in a 'gore-less' state where sweat flies off people rather than blood, but this won't be a problem if you know the correct code. The sound is bone-crunching while the digitised graphics are excellent. All in all, the best beat'em-up on the Mega Drive and a wild two-player experience. An immortal Mega Drive game. ■ NICK





OFFICIAL

PUBLISHER

Accolade

RELEASE DATE

TBA

PRICE

£44.99

BUBSY THE

■ It's about time to see a rival to Sonic, a contender in the platform cutesy stakes.

Cat-astrophe

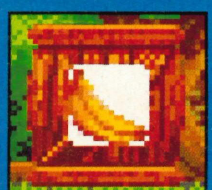


Anvil crates provide no collectable value other than they can be used for standing on and jumping up onto higher places. Also they have the

rather dubious position of being able to knock you out, should you run into one at high speed.

Found only in later stages these turn Bubsy into a feline cannonball of sorts with the act of jumping on them sending you skyward at an incredible pace.

They're not completely pointless, these devices, as they allow you to reach bonus yarn and the odd extra life, hidden high in the sky.



Not difficult to spot at all, once run through or jumped upon they spill out banana skins which, yep, you've guessed it cause you to slip and slide

right into something dangerous. At least when you see these crates it is a sure indication that something nasty is just around the corner!

Trap time again. Breaking one of these open spreads tacks all over the immediate area. Since Bubsy has several ways to die and most of them comical then you



can imagine that touching or stepping on these sharp objects will cause Bubsy to pop and float around the screen like a burst balloon.



Running around the game and collecting individual balls of yarn might seem to take ages so those kind programmers have allowed you to collect crates of

yarn. These are essential if you want the extra lives. Each crate is equivalent to ten balls of yarn. Yippee!

Being a bobcat is tricky. Bubsy is not a real bobcat you understand, with huge claws, incredible speed and a near perfect kill ratio, no this is a cute bobcat. One you can er... market successfully. Bubsy has got himself into as fix. He has to traverse level upon level of villages, caves, fairgrounds, rivers, waterslides and oh, a bit of native scenery in a slice of desert. Along the way Bubsy will have problems and puzzles to encounter using his default

skills and those he can pick up. All three buttons are used, A giving you the standard jump, B giving you a boosted affair and C allows you to stop and scan ahead for any on-coming dangers. A useful little demo runs you through how and what to do so take time out to let

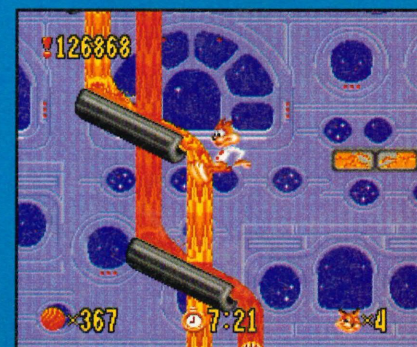
TIP

Collect those balls of yarn! You need all the lives you can handle, so don't forget that 500 balls collected equals an extra life!

Busby show you the way! Bounding and re-bounding around all seems so pointless until you figure out exactly what you have to do. Along the way there are balls and boxes of yarn which cry out to be run over. Doing this substitutes for collection and nailing 500 balls gives you an extra life. Why collect balls of yarn? Ermm, well I don't know actually but they are different colours and they do seem to litter the landscape somewhat!



◀ Yeah! All the fun of a rollercoaster! Only drawback is however the fact that you can expect the track to disappear any second.



▲ Bonus levels are all over the game. Here you appear to be riding a river of lava. Ouch.



► In a cloud of smoke you can be transported into the higher levels.

Controls the character, and along with the C Button can allow a good look around.



Lets Bubsy have a look around for dangers.

Jump. A small jump to climb onto things.

Boosted jump. Lets the character get to higher levels.



Nine lives



OK, it's got me. What exactly is this creature which appears throughout the game? It basically remains the same but opts for a different hat according to the scene currently being traversed. Oh, throws eggs at you too. So maybe it's a bird?



This is definitely a bird. You can tell by the flying leathers and the goggles. Like all birds this one lays eggs. Normally on your head. Since eggs are lethal (ask Edwina Curry) then it is wise to avoid.



Got me again. Looks like a rock creature of some sort. Indestructible and very spiky, you burst on contact. Now I tried to jump on these critters a few times and it always ended in tears. Moral? Avoid. Jump over and keep clear.



Living in the wooded sections these creepy crawlies kill on contact. Jump on them before they have a chance to get to you. Timing the jump so you can multiple leapfrog from baddie to baddie builds up the bonus score.



Time the jump correctly and jump on the enemy heads to enter into a scrap that will hopefully remove the enemy from the game. In a whirl of arms and legs the fight takes place. If you can time the jump right then the bonus multiplies.

■ The superstition against black cats come from medieval times, with their connection to witches and black magic.

E BOBCAT



▲ Believe it or not you can jump on the giraffe head to be trampoline'd onto the next carriage.



▲ After working your way through the train flicking the switch brings it all to a grinding stop.



▲ Look out below! The little two means there are two lives for the taking.



▲ Real bonus time here folks – find and run into this shirt and your collision worries are over. Protected within a white sphere you can run into and through any nasties without harm. Especially useful when piling into uncharted territory in a desperate bid to gain a good time bonus.



▲ Odd, yet strangely fun this all-black affair provides a shadow of your former self with limited invulnerability against all those out to get you. Lasting for all but a few minutes you can get out of some nasty jams by slinking past unnoticed.



▲ Probably the prize for most obvious merchandising gimmick goes to Acclaim with this inclusion of T-Shirt collection. Any shirt with a number on it means the corresponding number of extra lives can be gained. The higher the number, the more lives you get!



▲ Hidden doors transport you to other parts of the game. Whether you like it or not!

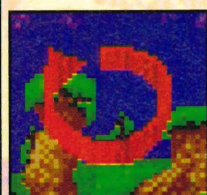


▲ Into the jungle and it's time to face the insect population of Columbia. Oh and the birds of course.



It isn't Sonic. Cliché I know but it isn't. Too much happens out of your control. When you decide to dash throughout the screens then you can expect to die within a few seconds. The screen area is too small for the size of the character so predicting the next step is quite a task. The game is really quite hard too. Early levels lull you into a false sense of security and although you have nine lives to play with without collecting the continues don't expect to get too far. ■ STEVE

Kit and caboodle



▲ Well admittedly like all famous cats and cousins you get nine lives. Nine lives might seem a lot but they soon run out, especially during lesser known sections. To compensate for this, continue icons have been spread around the game, allowing the player to take off where he left off.



▲ When all else fails and old Bubsy looks like he might not be able to make the drop you can resort to a glide of sorts which stops the faithful hero from being reduced to a pancake. One word of warning though: Although it appears that the character is gliding gracefully to earth he isn't. Far from it. The ground and subsequent objects rush up to meet him far too fast.

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

87%

SILVER

I keep

thinking

P C A c t i o n . . .

of the day

t h e s h a p e o f

when I'll

t h i n g s t o c o m e .

have my

L o o k o u t . . .

new face.

*I was a Teenage
Frankenstein, 1957.*

OFFICIAL

PUBLISHER
Electronic Arts

RELEASE DATE
October

PRICE
£39.99



▲ Limber up and prepare to hit this into the middle of next Christmas.



▲ Heck, forget this. I'm ducking... off to the pub for a quick beer.

SUPER BASEBALL 2020

■ Time to get loaded and have a good time (bases loaded that is!).

US Baseball fans must take a pretty dim view of the prospect of their ball heroes being replaced by robots in the near future. Still, if it was our cricket team...

Super Baseball 2020 is not released under the EA Sports label. It is worth mentioning however, that this is a direct conversion of a monster hit game on the Neo Geo. As its title may suggest, it's 2020 AD and baseball as we know it today has long since died a death. But a mixture of new rules and technology revived the game with robots pitted against armoured super-athletes.

2020 boasts two very different game modes; the so-called Exciting and the Fighting leagues; the former features teams such as Naples Seagulls and American Dreams, the latter examples Ninja Black Sox and Metal



Slashers. Every team has both flesh 'n' bone and metal players each of which have certain batting, pitching and fielding strengths and skills. A part of the minimal team management aspect of this game is to relieve weaker players with a stronger more effective opponent. Unusually, 2020 features arcade elements such as in-game power-ups which boost armour and robot substitutes.

On the management bench it's a combination of robot mechanics and player management, watching out for technical failure and human fatigue at the same time. Meanwhile, out on the field the need to adapt to such an alien game environment is crucial. In bat, whether facing mechanical or flesh 'n' bone, the player must position the batter with the D button in anticipation of the pitcher and to swing the

▲ The crowds cheer rapturously at the sight of a new baseball hero.

▲ Take a look at the stadium you're going to have to hit the ball out of. Nice, eh?

bat pressing C and holding, judge the speed, height and direction of the ball and release, humouring the ball with a hefty four 'b' two piece of titanium...

It's "THWACK"! If the hit is good, another tap of B followed by a press of D and the player belts off to first base. Once at a base, a repeat of the button pressing and the player can attempt to 'steal off to the next base. Some of the more unusual fea-

HITTING	FIELDING
C SWING BAT RETURN TO BASE	PITCH JUMP
B STEAL BASE LEAD OFF	BASE TOUCH PEINT BALL
A BUNT	
START TIME OUT	TIME OUT

▲ All your play options are neatly given.



Neo Geo conversion or not, give me a realistic baseball simulation any day. Despite robot players, armour and a few rule changes 2020 is just not different enough to earn the label of sport hybrid. It is for all the world a baseball game with robots and armour-clad players neither of which adds any new dimensions to the game. The Bitmap Brothers succeeded with the future sport hybrid, *Speedball*, but *Baseball* remains an enigma neither achieving one thing or another. Graphics and sonics cannot be faulted, but neither are they outstanding. ■ Jason



▲ The ball heads miles over into the stands. Good hit, I think.

tures here includes the ability to 'power-up' both robotic and armoured human player.

In defensive play, the player is also responsible for the fielders, in-fielders tagging baserunners and outfielders running and intercepting long shots with some spectacular diving catches. So the game swings between field play and robot/player management. All in all, enough to give technophobes a nightmare!

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

80%



OFFICIAL

PUBLISHER
Electronic Arts
RELEASE DATE
Out Now
PRICE
£39.99

Despite numerous attempts, this the fastest and most brutal of sports has rarely translated well to the video-game arena. But if anyone can get even close to the cold, hard reality of the game it's award winning label EA Sports.

Gongs galore ordain the EA Sports ostentatious mantle in downtown San Francisco and rightly so as time and again Electronic Arts sporty cousin enthuses the world's most exciting sport stars to not only endorse a game, but to play an integral role in the design.

Top sports stars have been falling over themselves in a bid to be pixelised and immortalised in some cracking Stateside games simulating US football and baseball, but ice-hockey has achieved a less than satisfactory turnout on the Megadrive until last year's *NHL Hockey*.

Now EA Sports presents a further enhanced simulation of the game in *NHL 94*. With a scratch version of the project, EA Sport managed to gain an emphatic thumbs up from both The National League and The National League Players' Association.

Both governing bodies recognised the game as an excellent vehicle to widen the interest of ice-hockey. During production, the design team sat some of the hardest icemen in the world down with EA's new 4-Way Play adaptor which enables four play-

▼ The gameplay is similar to an ice hickey version of a footy title!

ers to compete in one game, and used their comments and criticisms to make improvements in the game. Ice hockey proves to be an ideal application for the 4-Way Play, thanks to relatively small teams and the speed of play. This new dimension of competition works perfectly with ice hockey, with quick change of control and frenetic pace.

The designers ripped the original NHL apart analysed and identified the deficiencies which resulted in a dozen enhancements in *NHL 94*.

Considering the keeper's almost constant involvement in ice-hockey, the computer-controlled net guardian was an unforgivable oversight in the original.

Partly to justify the 4-Way Play adaptor, *NHL 94*'s be-padded guardians are completely controllable by the player.

Once the



Hi, I'm Ron Barr for EA Sports.
Welcome

MATCHUPS

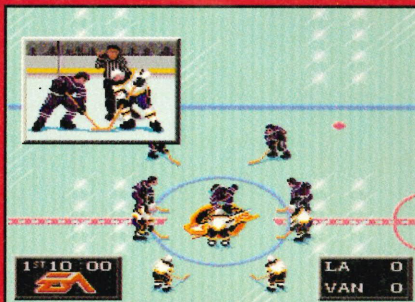
ADVANTAGE
Overall

+++



73

▲ Nice little touches about like commentators and their suits. Or something.



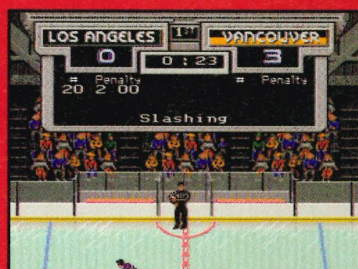
puck enters the keepers zone the keeper can lunge, dive and kick via player control.

Other enhancements add to the realism with real league rosters variable player ratings for players on hot and cold streaks and special moves and tactics specific to famous players.

The best of the previous game still exists in this enhanced version. In addition to keeper control, the forwards can now hit such specific moves as one-time volley shots which is possible thanks to enhanced interface control.

The pace is still as frenetic and a nice new feature is the "Sharks" fans chomping behind the glass. In addition, that infernal organ music "oompa oompas" in the background, in fact there are 72 different pieces.

Control is slick and rapid, with precise, quick-reaction control over individuals, with a swift change of initiative as control switches from player to player at once accomplishing a level of skill and individualism



▲ Slashing? Clearly the Yanks attach a different meaning to the word...

NHL



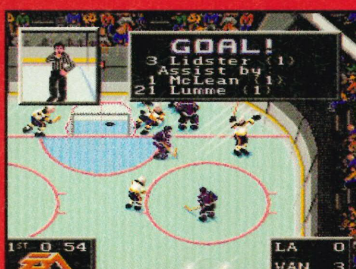
▲ There's an opportunity for serious mayhem down in the centre of the rink.

that has yet to be attained in other sport simulations.

The Mega Drive control interface has been utilised to the max with a mind-boggling number of joystick Alpha button combination requiring some mastering... especially considering that the scroll speed was already nippy and is now 25 percent faster.

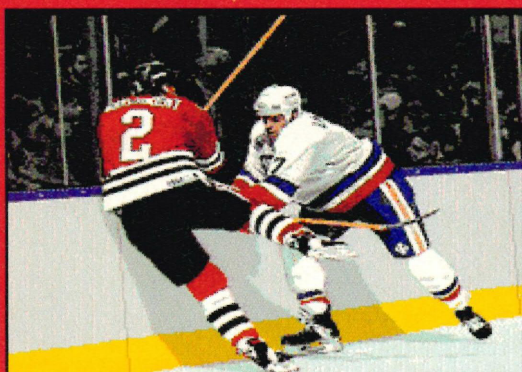
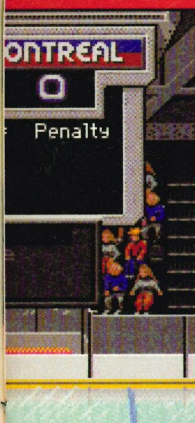
For example, in a 'face off' or defensive situation, B controls and passes the puck, tapping C asserts a body check or in a clear space an extra spurt of speed and pressing D controls the direction of pass.

While in an offensive move A changes lines flip passes and sweeps the puck a great distance. Meanwhile B passes the puck and C

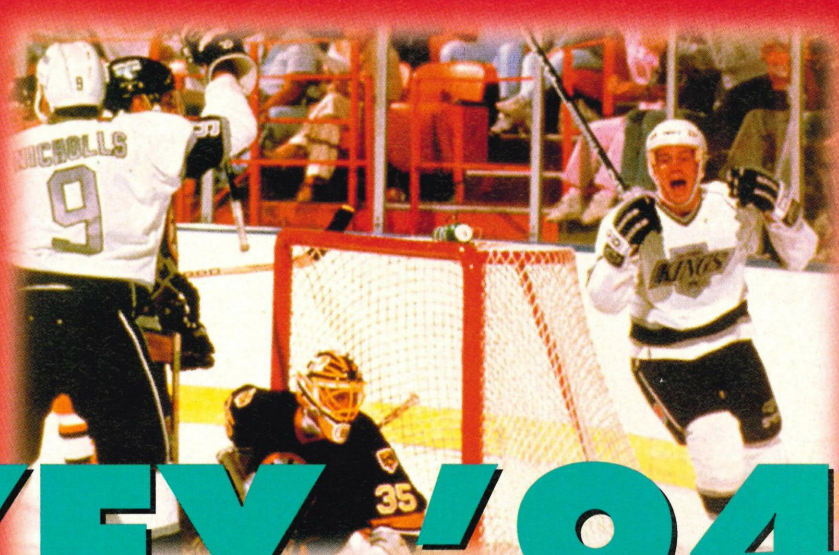


▲ About ruddy time says the Manager. Well, who can blame him?

Wayne Gretzky is considered to be the finest player in any team sport in the world, not just in ice hockey.



▲ Crunch! Slam that opponent into the barrier. This is a game for men, just remember that wimp! (You OK? - Ed.)



HOCKEY '94

■ With their latest ice hockey simulation, EA Sports suggest we go and puck off!

snatches a wrist shot and continue hold a full-blown slap shot.

Finally, D controls the direction of both pass and shot... a button-tapping feast liable to turn dainty digits into blind-cobbler's thumbs!

The player management aspect has been increased with the player able to alter player positions and substitute fatigued players and discipline over-zealous members of the team.

The management element of the game works well by remaining integral to the actual gameplay which is a refreshing change from pouring over charts and graphs usually associated with team management games which in the past has always served as an effective soporific for yours truly.

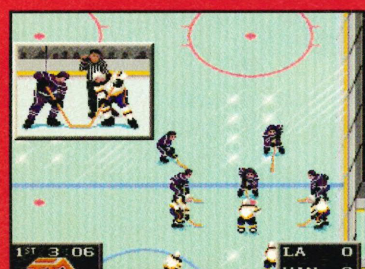
On ice, the action lacks Torvill and Dean's elegance, as bulky bruiser sprites hack about sticks flaying, not necessarily in the general direction of the puck.

In one-player mode, EA's biggest boast of "the most competitive and switched-on computer intelligence ever integrated in a sports simulation" cannot be disclaimed, and in two-player it matches up to the very best team sports available.

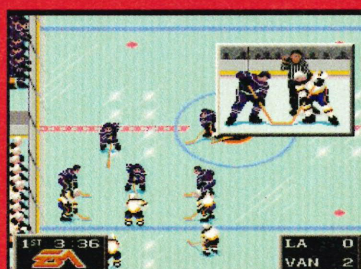
But the game has been designed with the 4-Way Play in mind. There are six sports titles being produced for the 4-Way Play and ardent sports-sim fans would be well advised to check the unit out when it is released in the UK in December. The price is yet to be confirmed. Certainly if EA can continue to knock out sports sims of this quality, not many people are going to have too much to complain about!



▲ There's danger out on that ice - yep, it's me I'm talking about!



▲ The time's ticking away and I need to score quickly!



▲ There's a nice close-up in face-off situations. Come and get it!



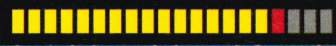
All praise due to the EA Sports design team for achieving such strong player influence and control over such a slippery, unpredictable and ruleless game. If the goal was to produce a realistic interpretation of the sport this is success, but certainly not at the expense of action. The coach/management aspect can play as prominent or perfunctory a role as the player prefers and the in-game strategy interface has been intelligently applied. The game also boasts realistic, almost televisual graphical presentation. Nice one. ■ JASON

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL 85%



IMPORT

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£49.99



▲ Push boxes out of the way or onto humans when playing as the raptor.

■ **Jur-ass is on the line now as the game of the film of the book finally hits our shores...**

Was I the only person in the country who thought *Jurassic Park* was a load of dino droppings? No film that makes Laura Dern and Jeff Goldblum seem like anonymous dead-heads deserves any kind of accolade.

Not only was human charisma absent, but so was the plot. So essentially it all came down to the dinosaurs – and when you actually watch the film with your eyes in your head and your tongue in your mouth, they don't actually appear in much of the film at all!

Anyway, I was disappointed as I haven't seen a really good movie in ages, so when the game landed on my desk, I looked at it warily before circling it and snarling occasionally. Steve had the good sense to put it in the Mega Drive before I buried it in alluvial soil for 100 million years, so I was forced finally to have a go.

And to be honest, it isn't bad at all. You can choose to play as Grant or a raptor. If Grant is your man, there are seven levels to traverse (Jungle, Power Station, River, Pumping station, Canyon, Volcano and Visitor's centre). The raptor however gets to avoid the Volcano and River sections.

If playing as Grant strikes you, there is a bunch of weapons to choose from. These include mild tranquillisers, strong tranquillisers, a taser stun gun, gas grenades, flash



▲ Controlling the forces of nature is an unpredictable business...

grenades, concussion grenades and rockets. None of these weapons will kill a dino – the Park's management won't allow it! Grant can find power-ups too – there's extra ammo and a battery for your stun gun, first aid kits to boost your health and fuel for your river boat.

The raptor has fewer technological weapons as befits a creature born 65 million years before the invention

TIP

Play the game as the raptor! He's faster and can kill bad-dies far more efficiently and effectively than boring old Grant can.

of the wheel so your survival will have to be accomplished with your slashing claws, teeth and food to keep you going. The raptor

can also push boxes around to drop on enemies.

So what's the objective then? Well, if you're Grant, the aim is to get through the Park and back to the safety of the Visitor's Centre. Other-



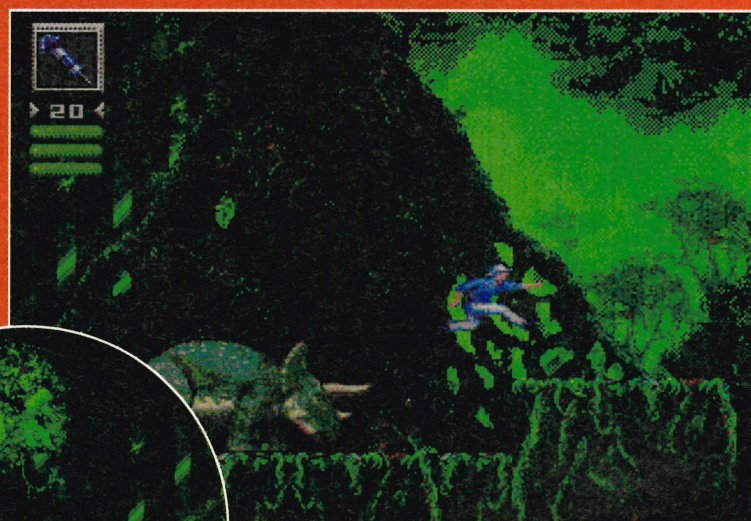
▲ What's this? The Loch Ness monster in a video game licence?



▲ Waterfalls and mad dinosaurs are two of the problems to face here.

JURASSIC PARK

JURAS



▲ Now what do I do? My jeep is out of business and I'm lost in a strange land!

▲ The triceratops is a passive beast so long as you don't annoy him.

wise, as the raptor, the aim is to eat as many humans as possible before making good your escape from the island on a boat.

The game isn't too clear on what you're supposed to do once you've managed to emigrate, but hanging around in a trenchcoat and dark glasses in Rio de Janeiro is likely to look a bit suspicious.

So, onto the gameplay. There are several ways of getting around – the basic moves are the same for the raptor and Grant. Walk or run along the platform landscapes, jump over



▲ Yeah? Nobody's tougher than a raptor. Don't forget it!

obstacles, climb up verticals, swing from vines, duck to crawl through spaces or avoid swooping pterodactyls and so on.

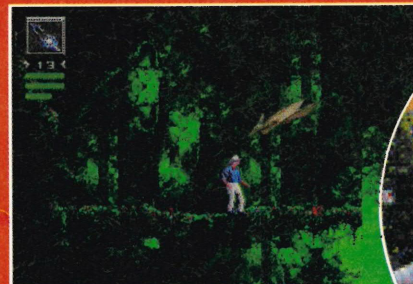
The game seems to be much easier if you're playing as the raptor – this may have something to do with the way it charges through obstacles like a truck dropped from near-Earth orbit.

Grant, being punier has to take more time. Unfortunately, there are a lot of extremely nasty creatures out

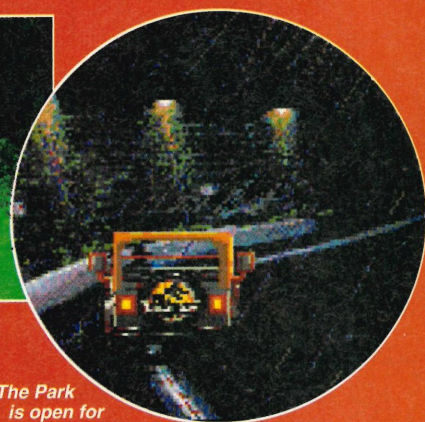
■ Steven Spielberg once gave 1% of the profits from *Close Encounters* to George Lucas, because they were mates. 1% was worth \$300,000.



▼ Yeeeah! Watch out for the tyrannosaurus in the Riverboat section!



▲ Scenery has been created using parallax scrolling – very effective here.



▲ The Park is open for business... what terrors will there be inside? Find out ...

JURASSIC PARK



▲ The gates to the park open... and you drive 65 million years into the past.

for dinner, ranging from the triceratops (quite docile unless you shoot him), to spitting dilophosaurs (best taken out with grenades), pterodactyls (shoot them when in the air), and finally the awesome tyrannosaurus rex. It is probably best to avoid T. Rex altogether, unless you are lucky enough to find a small nuclear weapon lying about.

There is one extremely annoying

creature – the procompsognathus or compy for short – which likes nothing better than crawling along the ground and attaching themselves to your face. They'll slow you down and are hard to tranquillise as they're so small.

It's best to stay out of their way as much as possible or shoot them from a crouching position.

There are other annoying 'features' which unfortunately you have rather less control over. The first of these is that once you've started shooting, you can't move until you stop. So you might take a pot-shot at a dino, then get attacked while still firing by

Be careful – you might be ► mean but you're no tyrannosaurus rex.

the compys. There's very little you can do about this.

Another irritation is the way the game slows down when there's a lot happening on-screen. This can cause you to mistime jumps but again there's not a lot you can do about it.

Finally, and less of a problem is the number of repeated sequences. There's one part of the Jungle level where you fall down a series of trees. Watch as the same landscapes and branches flash past you again and again!

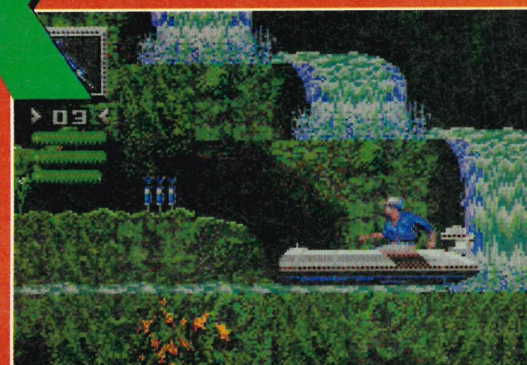
All in all, *Jurassic Park* is a well-animated and good-looking game. There's nothing about it that says 'the best game ever' but it's solid nonetheless. I'd be prepared to say this is better than the film, but then I thought the film was a pile of rubbish anyway.



▲ Playing as a raptor is great fun and a lot faster too.



Jurassic Park contains many sequences from the game and the book, as well as the odd one not in either. The dinosaurs are well animated and actually look rather lifelike, and the parallax graphics add to the effect nicely. However, there are a few flaws which take the shine off but there's enough here to make this an enjoyable game. Although it's not the best platform licence, it's about as good as the film and it will entertain you. Still, I wonder if you won't complete the game rather quickly, even with the variable difficulty settings. ■ **NICK**



▲ The terror of pteradactyls. Best to keep out of their way.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS

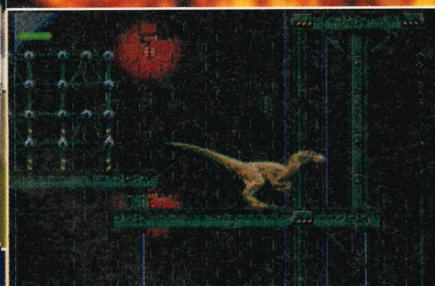


PLAYABILITY



OVERALL

83%



▲ The raptor can run and jump. But opening doors is trickier...

THE ULTIMATE GAME BUSTING CARTRIDGE

"Pro Action Replay is a mean piece of hardware, this thing busts games wide open"

**SEGA
PRO**

**► So easy to use...if you can play the game
you already know how to use Action Replay.
Simply input any of the hundreds of codes and
bust your games wide open!!!**

0003F 84E75

01359 66010

00000 00000

ACTION REPLAY

▶ With its unique built-in "CODE GENERATOR", you can actually find and create your own cheats. No need to wait for code updates. With this unique feature you have the ability to crack the latest games as they are released. No other product can offer this!

► Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use.

Remember that only Action Replay gives you the power to bust open US, Japanese and European cartridges!

THE CD PRO CART IS THE TOTAL CD SOLUTION

**NOW YOU CAN PLAY ANY
IMPORT CD GAME ON YOUR
EUROPEAN MEGA-CD™ !!**

- PLAY U.S. AND JAPANESE CD GAMES ON ANY MEGA-CD™.
- SIMPLE PLUG-IN CARTRIDGE - NO MODIFICATIONS NEEDED.
- ALSO ALLOWS EUROPEAN MEGA-CD™ TO WORK WITH IMPORT MEGADRIVE™.
- ANY CD GAME - ANY MEGA-CD™ - ANY MEGADRIVE™.
- ANY COMBINATIONS ALLOWED!!

FOR THE MEGA-CD™
£49.99

*** IMPORTANT**
THESE PRODUCTS ARE **NOT** DESIGNED
MANUFACTURED, DISTRIBUTED OR
ENDORSED BY
SEGA ENTERPRISES LTD.

**"SEGA" & "MEGADRIIVE" "MASTER SYSTEM" "GAME GEAR" & "MEGA-CD"
ARE TRADEMARKS OF SEGA ENTERPRISES LTD.**

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

24 HOUR MAIL

ORDER HOTLINE
0782 744707

**ORDERS NORMALLY
DISPATCHED WITHIN 48 Hrs.**



DATEL
Electronics
LIMITED

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL: 071 580 6460



OFFICIAL

PUBLISHER

Psygnosis

RELEASE DATE

Nov 93

PRICE

£39.99

■ Aliens crash-land on Earth – again! Someone should start to sell them real estate...

Psygnosis are a company who have been having a very quiet time on the Mega Drive of late. After the disastrous *Dracula*, and their purchase by Sony it's time once again for the company to start to look forward – but what does this mean for us?

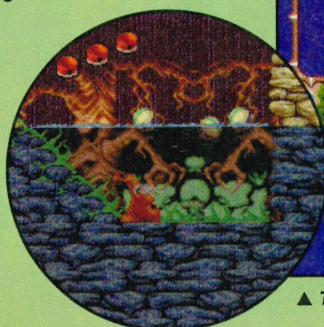
Strangely, their next couple of Mega Drive releases are rather low-key for a company of Psygnosis's size – there's this and *Wiz and Liz* (which will be reviewed in the next issue of MEGA ACTION).

Puggsy is an alien who has had a bit of engine trouble and has crash-landed on Earth. Unfortunately, his ship has come down in the sea near an island populated by the nastiest homies since the creators of *Familles* decided to throw some ideas around.

As you'd expect (this is the 1990s after all) they've done the spaceship equivalent of nicking the hubcaps and so Puggsy finds himself unable to take off until he can find that vital piece of equipment.

Puggsy is a curious game. It is to be specifically aimed at a family audience, so there's no gore or mayhem here. The main Puggsy sprite is cute, well animated – and characterless.

▼ If I had the correct object, I might be able to get over this wall...



PUGGSY

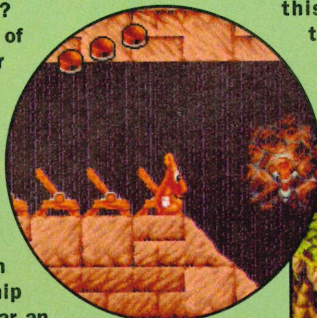


▲ Take on this pirate with a wiggle of the joypad and a wet fish in the face. Yep, you defeat him with a fish!



▲ These nasties have nicked parts of your spaceship, so you'll have to confront them all at some stage.

There's no attempt at a *Sonic*-style personality. The basic aim of the game is to guide the little alien around a platform landscape, solving puzzles and getting to the end of each section. The puzzles are of the 'use this object to do this' kind. And this is where my uneasiness about this game starts to



▲ These switches are an integral part of the game. Often you can't get out until you do the correct sequence to be able to pull it.



▲ There are many objects scattered around which you can manipulate.

appear. You see, it's actually very easy to get to the end of each section. Often, you can walk straight to it, avoiding the puzzles altogether.

Psygnosis tell us that they reckon people are going to buy this game for the puzzle solving rather than how far they progress through the game.



▲ The addition of a laughably easy Junior level will keep the younger family members busy. Or not.

It's for this reason that puzzles can be solved in more than one way – Psygnosis think people are going to want to solve the same puzzle again and again. Well, I'm afraid the more I played this, the more I started to think of a word we use in literary circles – padding.

The game just has no content. And it's almost as if Psygnosis realise this, because they've included loads of sub-games, like *Space Invaders*, to try to pad out the gameplay a bit.

Well, sub-games should be there as an added bonus and not a way of trying to prevent the player noticing the gaps in the main gameplay. As levels are successfully completed, you progress towards an encounter with a boss which can be defeated in strange if predictable ways. It's mainly a matter of timing – and when you've vanquished the bad guy, you get to see a neat sequence showing what the baddies are doing to your ship. In fact, you can't fault the graphics or presentation at all.

The animations are

superb and the backgrounds beautifully put together. Parallax scrolling is de rigueur now, and *Puggsy* has plenty of it. *Puggsy* also contains other touches like 'real physics'. Part of the aim is educational, so when objects fall, they fall under proper gravitational laws. When Puggsy climbs up ramps, if you let go of the controls, he slides back down. Neat touches, but will they prove to be as educational as Psygnosis hope? Some kind of icon system which displayed the inverse square law or something should have been added but it looks like the game is trying to have the best of all worlds. It doesn't manage any of the areas it encompasses as well as it should.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

63%



Puggsy is a good attempt at producing a family-oriented game, but it just doesn't work.

After all, whose family are they trying to target this at? I have a sneaky suspicion that it's been aimed at parents more than at the kids, but most people who play computer games will spot the lack of gameplay in this immediately. It's a pity because it really does look so nice. But it's not graphics that make a game, it's content, and this just doesn't contain enough. I do hope Psygnosis are going to pull themselves out of this rut soon. Not all of us have CD! ■ NICK

Why do UFO sightings only occur in isolated areas to illiterate farmers? And why are UFO pilots so interested in places like Salisbury Plain anyway?



OFFICIAL

PUBLISHER

Electronic Arts

RELEASE DATE

October

PRICE

£39.99



▲ When in doubt about who to spook next, this map will come in very handy.



EA decide to get spiritual. Good for them, hell for us!

Ghosts and ghouls and things that go bump in the night... Well, we're into horror here on MEGA ACTION – you have to be to work here (boom boom). And by the sound of it, half the software business is starting to get interested in it too, judging from the last couple of months (*Zombies* in our September issue). Like *Zombies*, this is an isometric affair where the aim is to indulge in the Black Arts, all in a good cause of course.

In fact, both games look rather similar but the differences lie in the plot and gameplay. In *Haunting*, Electronic Arts have opted for the straight haunted house scenario, and no B-Movie atmospheric. The Silveri family have rather unkindly killed you, you see, so spotting the opportunity for a bit of ghostly revenge, you move into their new house right behind them and set about trying to drive them out.

If you've seen the film *Beetlejuice*, you'll have a good idea of what you need to do!

The game starts with you in a dungeon, where the idea is to collect as much ectoplasm as possible, as tons of the stuff is

Yeee. A rather attractive neo-Georgian coffee table takes a turn for the worse.

TIP

The game is won or lost in the dungeons. Collect the ectoplasm as quickly as you can and stay away from the walls!

going to be needed to power your ghastly pursuits. Sadly it's not as easy as that, as monsters, skeletons and a variety of nether-worldly creatures lurk with the intent of making your life (?) as difficult as possible. Once a good amount of goo has been gathered, it's to the Silveri household with you and your first attempt at trying to scare them away. This is actually pretty easy to do – various household objects glint beckoningly to you, so use your ghostly powers (or the A button or your joypad) to leap into the object and possess it.

Once possessed, leap out and watch the fun; the family member will wander towards the possessed object unsuspectingly before the object mutates into a hellish creature or something. (These can include possessed vacuums, poltergeist plates, tables that



▲ Collect ectoplasm in the dungeons to continue the game.

mutate into spiders and so on). There is a little panel on the bottom right corner of the screen (scream?) which lets you know how scared your victim is, so keep possessing objects until the family member flees with fear.

Unfortunately, you'll have to return to the dungeon every now and again to top up the old ecto-tank, where the monsters get progressively nastier. Be careful not to take too many hits or your life, or whatever it is you use to exist in the nether world, will end.

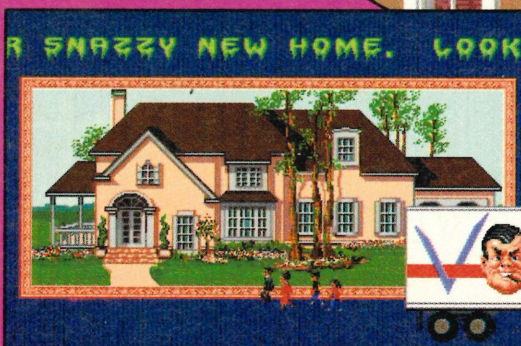
There are also spells scattered about in the dungeons – collect



these and you can scare the Silveris in several other non-household ways. For instance, there's an opportunity to possess the Silveris themselves – jump into their bones and take them for the spin of their lives!

After you've cleared the family out of one house, it's onto another – where things start to get trickier.

Various ecto-beasts will follow you out of the spiritual plane and try to attack you, but luckily you're armed with more than hope and a prayer. You have a kicking move and a super-



▲ Time to move in to a new house. And time for a spot of ghostly revenge.



▲ Time to fade into the woodwork. Hauntable items sparkle.

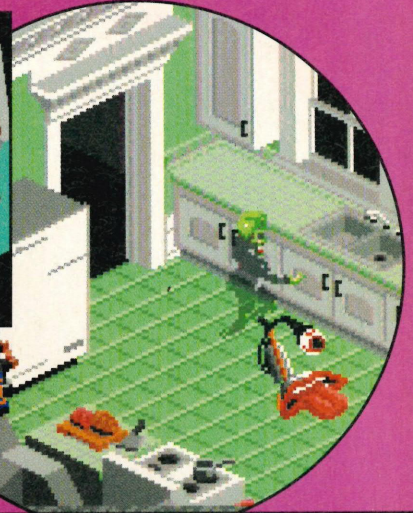
◀ Vito has more than one skeleton in his closet! (Ha! What a gag eh?)

▼ Keep scaring the family until their nerve breaks and they leave the house.



▲ There are plenty of decent visual gags, like the Silvestris losing their clothes.

Even the most innocuous household items can be used in your task.



HAUNTING POLTERGUY

◀ Sofa, so good. Even a comfy chair contains unimaginable horrors.

kick, where you spin around furiously before knocking the demon creature back into the middle of next week. There are four houses to spiritually cleanse and four family members to dispose of, in each. If you are successful in your maniacal mission, who knows – maybe you will be granted a second

stab at life...

In case you were thinking that finding your way around a strange house might be tricky, there's a map which a simple press of the pause

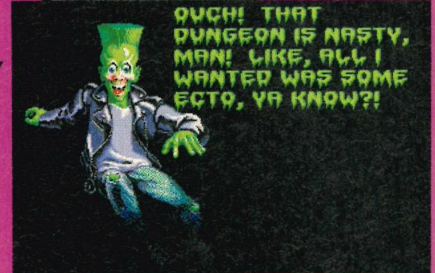


button will bring up. This also acts as the pause facility. Each of the four family members is marked, so navigate your way as quickly as you can.

The faster you can scare each member away, the more you'll be able to conserve your ectoplasm and avoid a trip back to the dungeon.

Occasionally however, a small amount of ectoplasm does appear in the Silvestri house which can be handy on those occasions where you're a mere spider's web from getting rid of someone before you run out of ecto.

All in all, *Haunting* is an original



▲ Whoops, I'm dead. Not sure how a dead guy can die again.

attempt at a game which unfortunately gets a bit boring after a bit.

There's too much repetition and while many of the visual gags are funny (Mr Silvestri jumping out of his clothes with fear, hoovers pursuing people across rooms and so on) they don't hide the fact that the game is rather lacking in content.

Still, if ghostly goings-on and spooky situations are your thing, *Haunting* is a good idea and is definitely worth a squint.

FLO SILVESTRI:
A charming lady who enjoys nothing better than sucking the brains out of live animals.



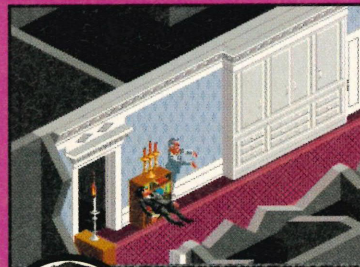
MIMI SILVESTRI:
The demon offspring of her wonderful parents, she has inherited the family charm and decency.



VITO SILVESTRI:
Made his money in a variety of dodgy deals. Loves running over small children.



TONY SILVESTRI:
Brought up with his parents' family values of love, decency and morality. Or something.



Haunting is a good quality title from EA which unfortunately doesn't contain enough to keep the interest up. The graphics are well animated and some of the monsters are excellent, but this doesn't hide the fact you may begin to get bored after a while. There's a two-player option (where the aim is to scare the family out of the house before your opponent) but even here there's still something missing. Still, *Haunting* is a good idea for a game and is definitely worth buying, if only because of its charm. ■ **NICK**

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

83%



OFFICIAL

PUBLISHER

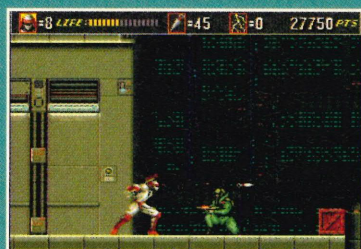
Sega

RELEASE DATE

November 93

PRICE

£44.99



▲ Ouch! I think I'm taking a bit too much punishment here.

▼ Ninjas seem to hide in kites. By the way, watch out for the jumps.



▲ Crates contain weapons power-ups and energy for life.



▲ Great. Yet another tricky vertical incline to clamber over.



■ Take on the massed legions of ninja evil with a chop, a trip and a jump.

SHINOBI

Martial arts are strange things. There's the old cliché that you learn a martial art so you won't need to fight, although that's like saying people learn about the birds and the bees so they'll remain celibate for the rest of their lives. Indeed, it's uncanny just how many people who "don't need to fight" use the time they don't spend in the dojo, practising *Streetfighter II* moves in front of the mirror.

But let's make no more cheap jokes about violence. Rather than cause havoc on the streets, Sega have rather kindly provided their latest beat'em-up to occupy the time of

▼ This guardian is nasty. Defeat him with patience and timing.

potential headcases. *Shinobi* made it big in the arcades ages ago, so it's about time one of his incarnations made it to the Mega Drive. The basic idea is to hack and slash your way through attractively-drawn landscapes in search of ninjas to annihilate.

This is pretty easy really as you're armed to the earlobes with the sort of bizarre martial arts weaponry even a chinese butcher would wonder what to do with.

You get to hack away with a sword, throw knives and do spin moves which end

up with an alarming number of knives being fired at the nasties. There's also the special ninja power-up where lightening appears from the sky and strikes you *He-man* style, giving you limited invulnerability and a far more aggressive expertise with your weapons. You start off in a forest, leaves fluttering to the ground around you and ninjas following close behind. They are armed with throwing stars which rather pre-

dictably get thrown at you at chest level – ducking takes care of that, while throwing a knife back finishes the job.

Occasionally, ninjas will chuck knives at you from tree branches – these guys can be handled by jumping into the air and returning fire.

As you enthusiastically fling knives around, remember to keep an eye on your knife counter – this can start to plummet worryingly if you're the generous type.

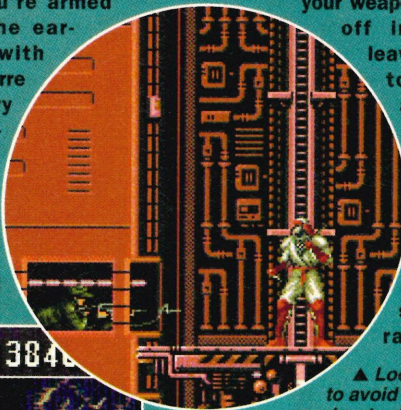
Luckily though there are power-ups knocking about, craftily disguised as crates. These contain more knives, a kind of fireball thing (called a 'pow'), bombs (get out of the way before the explode) and extra energy to top up that all-important life force.

And just in case you forgot to pack your hammer and screwdriver, these crates can be opened by throwing a knife at them, or by hacking at it with your sword. However, your power-ups (like pows) are lost when you take damage from a baddie, and it's back to the throwing knives.

As well as the standard green ninjas (who are really only kebab fodder), there are tougher red ones which require more than one knife in the guts to fin-

▲ Bounce off the walls to climb up vertical surfaces like these.

TIP
It's best to defeat baddies with throwing knives – you are more likely to die using your sword. Be patient to defeat the bosses.



▲ Look to the sides to avoid snipers in the elevator level. Not too hard as it turns out.



■ Some martial arts masters are able to retract their testicles into their bodies at will. However, this could quite possibly be a load of balls.



SHINOBI III



ish off. These bounce around irritatingly in the first level – by the third, they've been joined by falling spears and you on horseback. Fun. The ninjas come in more heavily-armed versions too – there's one baddie who looks like he's wearing a welder's

▼ I didn't take my own advice and now look at me. Great.



◀ This only happened to me once. I still don't know why.

helmet and another that looks like he's wearing a basket on his head.

There are big mutha ninjas too, renegades from the previous two games who only drop their guard to blast you into the middle of next christmas. However, they can be killed relatively easily when you do get the chance to chuck

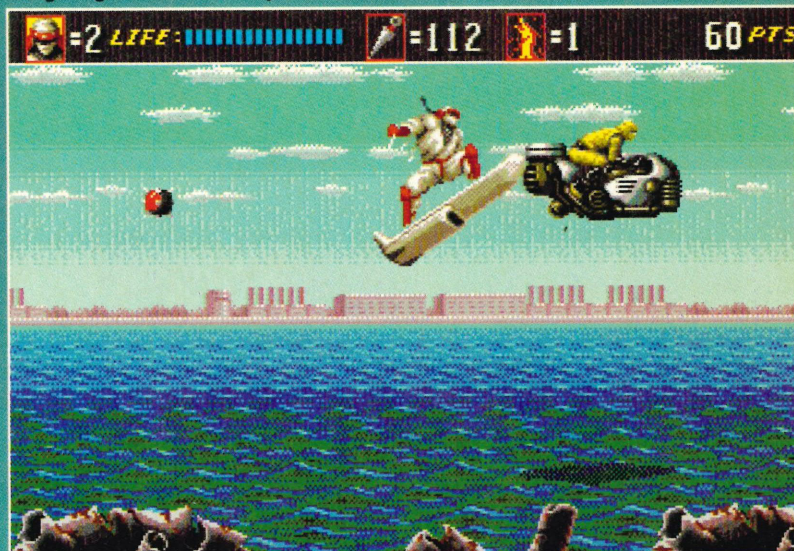
a few knives at them.

All these moves are easily accessed from the joypad controller – A turns you into super Ninja, B allows you to slash with your sword at enemies (close quarter) or throw knives (long distance) while C is jump. Combinations of C and moving the d-pad allow you to climb vertical passages and swing hand-over-hand along ropes and the like.

Later levels pit you against a very mean ninja. He's armed with two swords and a staff which provide an impregnable defence against your knife attacks.

He only drops his guard to attack, so timing and patience are the keys to defeating this dude. When you've successfully hit him, jump away quickly as he'll rush towards you slashing with his sword on the way.

◀ Get ready to jump when this guy's sword sparks up like this. Energy flows along the ground and will hit you.



◀ This guy is about to get a knife in the guts if he doesn't clear off.

Swing over ropes to get past tricky chasms and so on.

▼ Basket case. 'Nuff said.



and so on – I don't know how many levels there are but the game comes on six 8 Meg chips so there's plenty to be going on with! There are also variable difficulty settings too, so be prepared for the fight of your life!

There's a neat

underground section where other skills will be called upon. These include wading through water, climbing along ropes (pretty ropey animation here too!), scaling rockfaces, jumping over spikes and so on.

Again, there's nothing too tricky here. After this comes a horseback ride where ninjas fall from kites, spears drop to the ground and where you have to jump over obstacles while travelling at speed. My favourite section. Then it's onto bridges, lifts, surfboards



Shinobi III is a quality release and is a fine successor to its many previous incarnations.

The sound is fine without being too intrusive while the backgrounds are well-drawn with some smart parallax scrolling. However, some of the anims are a bit dodgy – Shinobi climbing along ropes and the like, while the baddies' range of movement is limited. Still, it doesn't spoil the fun of what is a deceptively addictive game. It may just be another beat'em-up but I enjoyed it!

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL 85%

SILVER

■ NICK



OFFICIAL

PUBLISHER

Konami

RELEASE DATE

Out Now

PRICE

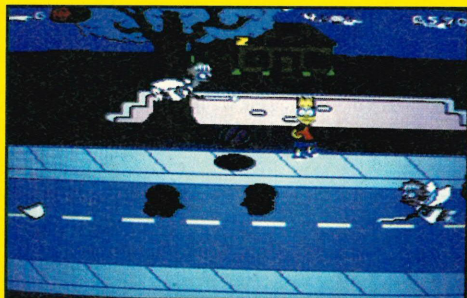
£39.99

BART'S

■ Some bought a satellite dish for dubious Scandinavian signals... I bought one for the terror of Springfield!



▼ Creepy things are afoot in the Land of Nod. And that doesn't refer to Bart!



The whole game has a slightly surreal feel to it, like the show!

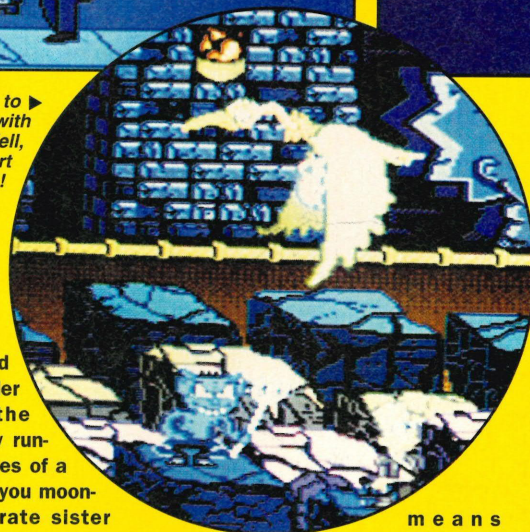


Ghosts and ghouls attempt to flap the unflappable Bart, with little success it seems. Well, anyone who knows Bart should realise this!

by. You must now wander up and down the street hunting for your surreal essay papers blowing in the breeze.

Other road users and scenery are there to hinder your progress with the School Bus screaming by running you over, and the likes of a flying saxophone making you moonwalk. Oh, your considerate sister floats by to turn you into a frog leaving you to find Granny for a kiss, which will return you to normal.

Basketballs bounce by invitingly, jumping over them puts you on a skateboard, speeding up the note retrieval. Finding one of these papers



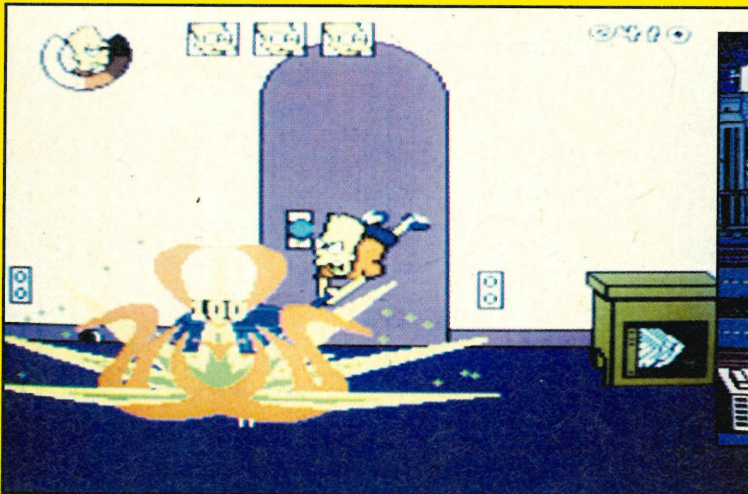
means you must jump on it to be presented with two doors, each leading to a sub game. Complete the sub game, or most of it and you gain a page and a step nearer to reality! Sometimes it takes ages for papers to appear in the street but

Last name Simpson, first name Bart. Springfield Elementary has a rebel with a cause, a rebel with a baboon for a father and a younger sister that has more intelligence than their entire family tree put together.

So with this sort of background and all the terrorist activities that Bart must get through in a day it comes as little surprise to learn that grades are slipping and his average now resembles a serious F Minus.

It's cheering to know however that a test is looming and unless a sufficient grade is achieved Bart will be held back or left to attend the obliga-

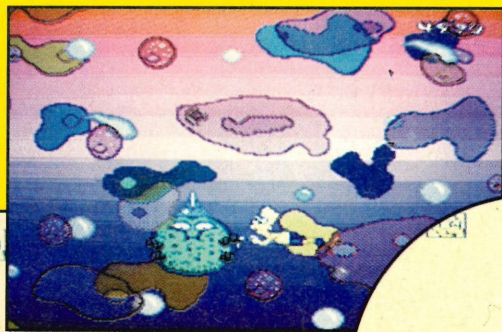
▼ Get that creature! Bart is not completely harmless in this game.



▲ Bartzilla stalks across the landscape striking terror into TV network chiefs.

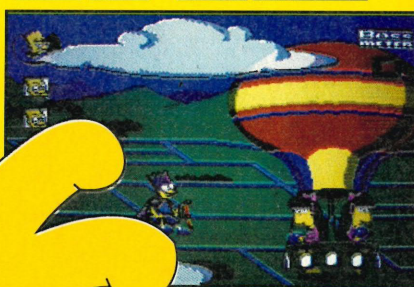


S NIGHTMARE

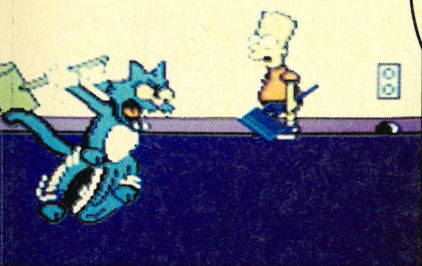


◀ Bart ends up inside a human body and battles against bloody nightmares.

▶ Bart takes to the skies as Bartman. Would you trust him to save the world?



▼ Rescue airborne beauties as befits your status as a hero and role model.



▲ The famous mayhem of the Itchy and Scratchy show. Bart is in trouble.

you should be kept well occupied before then!

At the top of the screen is a 'Z Bar' which shows your current sleep status. To boost this and give you more time with the game, spit a bubble gum bubble at the floating Zs you see coming towards you and they will float up to the bar increasing the collection rate.

The levels consist of the warped reality only found in the cartoon - you sort of understand where it is coming from but you don't want think about it too deeply!

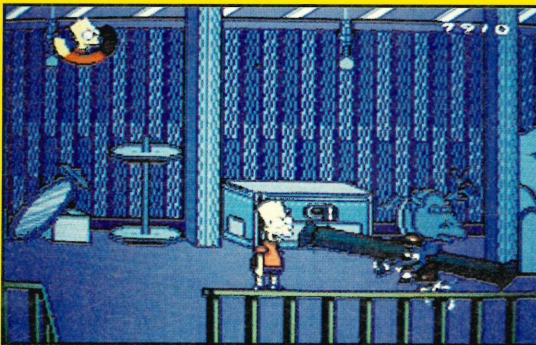
One of the trickiest levels is the underwater section. Bart, dressed in his scuba gear dives to the depths encountering strange creatures along the way. After a few minutes you soon realise that this isn't an ocean but the biological insides of a human being. Watch out for floating subatomic monsters which come at

you from all angles. Use the bicycle pump provided and blow these assailants up - literally! Keep it up and you are rewarded with the precious pages!

Simpsons fans will also need no introduction to the cartoon heroes Itchy and Scratchy who entertain in a sort of ultra-violent *Tom and Jerry* style. This is so over the top that it is really funny. One of the sub levels drops Bart right into cartoon land and up against the strange world of Itchy and Scratchy. You must run around their house avoiding the various death implements that the two cartoon misfits introduce you to.

Along the way though there are some items that you can use in retaliation, beating them at their own game. The music, the graphics and the feel of this section captures the whole Simpsons series perfectly.

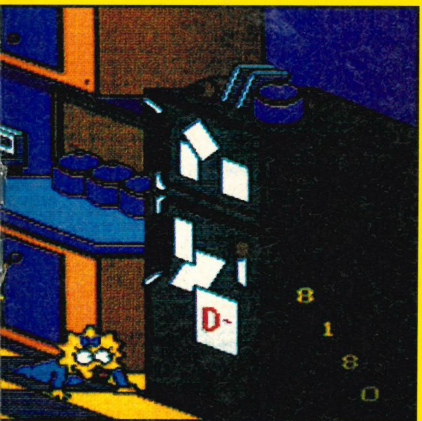
Other sub levels lead to Bart stomping across the town in a Godzilla guise, destroying all in his path. There's also an aerial sequence with Bart as Bartman, the unstoppable flying hero. Flying over the town has certain drawbacks however with a radio active cloud turning you a strange shade of green. Well, that's one thing this game won't do!



▲ Back to reality... or is it? You will never be sure in this game of the cartoon series!



I love the cartoon series so it goes without saying that I love this. Not without foundation however, the intro is taken straight from the TV series and the levels are all of cartoon quality. The game will keep you occupied for months with loads of little things happening differently each time you play. Super Nintendo owners were quite rightly proud of this one, so you too can hold your head up high with this perfect conversion. Nice one Acclaim! ■ STEVE



▲ The grim Simpsons family takes an outing into Suburbia.

MEGA

SOUND



GRAPHICS



ADDICTIVENESS



PLAYABILITY



OVERALL

90%



Game Genie Vs. Action Replay

GAME GENIE

Price: £39.99

Hornby and Codemasters

Helpline: 0843 231088

ACTION REPLAY

Price: £49.99

Datel Electronics Ltd.

Helpline: 0782 745992



◀ The Action Replay fits snugly into your Mega Drive unit.



■ Which is the best game cracker? This is the place to find out!

Right, you have all seen them. Cheat devices. Or should I say Game Enhancers. These are devices which allow you to modify certain parameters within a game which contain areas of discomfort,

ie not enough lives or maybe a low amount of energy.

So if you've ever wanted to complete a game in one sitting or maybe practice certain areas without dying – well, now you can, and believe me if you own one of these things you will. Most of the magazines possess one of these little devices although they seem highly reluctant to actually admit that they use one. We errmm... sometimes use one.

What will they do for you then? Well there are two main ones on the market, the Game Genie and

ion Replay and both claim not only to make things a tad easier but also a great deal harder.

This seems a good selling point as for every novice to the game there also seems to be the odd master who demands just that little bit extra from the game.

Datel's Action Replay device is a universal cheat enhancer while we found that special codes need to be generated for import and official titles on the Game Genie.

Both devices also allow the Mega Drive to play Japanese import titles – this is especially handy when you consider the price of a converter can be up to £15 these days.

Both units allow for the cheat mode to be engaged and removed from the game.

So, say you know one section like the back of your hand then you simply conquer that in all its glory. Then, when the tricky or new bit evolves, simply engage the cheat and enjoy invincibility. This method works well with any other type of cheat you might wish to use.

◀ Both devices can be used to play import games without needing an adaptor.

ACTION REPLAY

The Action Replay has a switch situated on the side. Flicking this down puts you in a discovery mode of sorts allowing any game to be cracked there and then through the ways outlined in the handbook. The way of uncovering the cheats is quite simple to do and fortunately the Datel people have allowed you to use several methods to obtain the goal.

You simply start the game and when the your character becomes active, you pause. If you have started the game with say three lives then you should still have these intact. Now reset the game and the

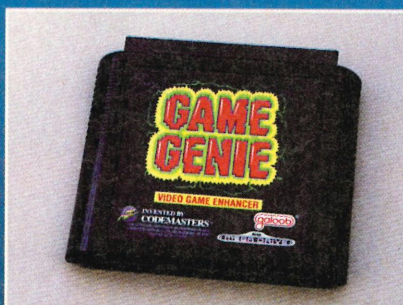


Just plug the game to crack into the top of the unit. Easy!



The Action Replay in all its glory! For an extra tenner it is easily worth it.

It's limited functions make it not worthwhile.



CRACKED UP

right and just remove one of these codes to find the right one. If you give this method a bit of your time then the device will narrow it down to about two or one anyway so long lists are not always presented.

Now narrowing the codes down has a few advantages, firstly lovely people like us appreciate the codes to print and make you famous, second it saves time and space if you intend to enter multiple codes for the available effects.

In a nutshell, there is the system for gaining the cheats. Simply flick the switch up to engage the desired code or codes. Now this method might not work or maybe you want infinite energy of maybe a choice of weapons. Well once again your time and effort can be rewarded with the other location devices present within the Replay. The reference system is still used, i.e. you still need to pause the game with a new value but the principles are the same.

Following the various methods it is possible to not only have infinite lives but also to have infinite energy and weapon power ups on a perma-

Game Genie and Action Replay carts take differing approaches.



ment basis. I would say that from the games I have had the task of cracking, the success rate has been about 99% which is pretty impressive. Average time to obtain a cheat from scratch is about seven to 10 minutes. On a good day you can gain a result in under 60 seconds. If all this sounds a bit of a strain then Datel have a 24 hour helpline, Monday to Saturday where the latest codes can be obtained.

GAME GENIE

The Game Genie device is a real mystery to me. It is roughly doing the same job as the Replay system but does not allow for the user to create purpose codes for his or herself.

The idea is to modify existing codes which are printed in the handbook supplied or the newsletter circulated by Hornby to registered users. It all seems a bit of a shot in

the dark but believe it or not some interesting codes can be obtained. The idea appears to be to create novelty values for the game. The suggested codes contain the correct and desired cheats, i.e. infinite lives but the odd small modification to this can provide weird results. I mean, ever fancied Sonic in a dress? (You don't have to answer that!)

The entering of the codes is quick and simple, and perhaps graphically superior to the Replay but I think perhaps the lack of user participation is a bit of a downside. The back-up from Hornby is tremendous, the newsletters and lists of suggested codes are endless and I would say every game worth its salt will soon be covered. Don't forget too that the Helpline is available to anyone stuck or eager to get the latest info on the codes. Friendly bunch eh?

THE WINNER!

So there you have it! Since I have been given the almighty and somewhat powerful position of an opinion then I lean towards the Action Replay unit.

The reason for this is apart from its looks, it allows total user flexibility with all manner of results nice and easy to obtain. You can enter multiple codes on each device for total control of your favourite game.

I mean try infinite lives, total immunity, double speed full power-up! Awesome!

Cheat carts with this sort of commitment and back-up are definitely here to stay with nearly all magazines catering for both devices. Don't forget to turn to our Hints and Tips section for the latest codes!

• Steve Atherton

you about the possible locations which the device has uncovered so you are constantly aware of how close or far you are from a result. Now lose a life and pause once again. Reset the game and tell the Replay that you now have two lives. The device will now scan for a change from three to two.

Repeat say half a dozen times, changing the life value on each occasion, then ask the device to list its suggestions.

Make a note of these then access the parameter screen. You have a choice here. If you fancy narrowing the code down to the exact one then enter the codes two at a time. Get it



REVIEW

ROBOCOP VS. TERMINATOR

■ It had to happen didn't it?... the battle of the tin heads. Virgin leads the way...

The Eighties were strange times for action movies. After the heady optimism and 'feel good' attitudes of *Star Wars*, things took a much darker turn with *Blade Runner*, *The Terminator*, *RoboCop* and *Batman*. They showed us a world where the future was not something that would necessarily be a better place, where technology became part of the problem rather than the big solution.

The chief instigators of all this pessimism were people like Ridley Scott, William Gibson, James Cameron and Frank Miller, a group of people all working in different fields (movies, books and comics) but with an enormous influence on our attitudes.

And it is Frank Miller's Dark Horse comics that we have to thank for the idea behind *RoboCop Vs. Terminator*.

It may seem a tricky thing to do, mixing two totally different storylines and hoping it all works out. Luckily for games, most people aren't too bothered by plot really

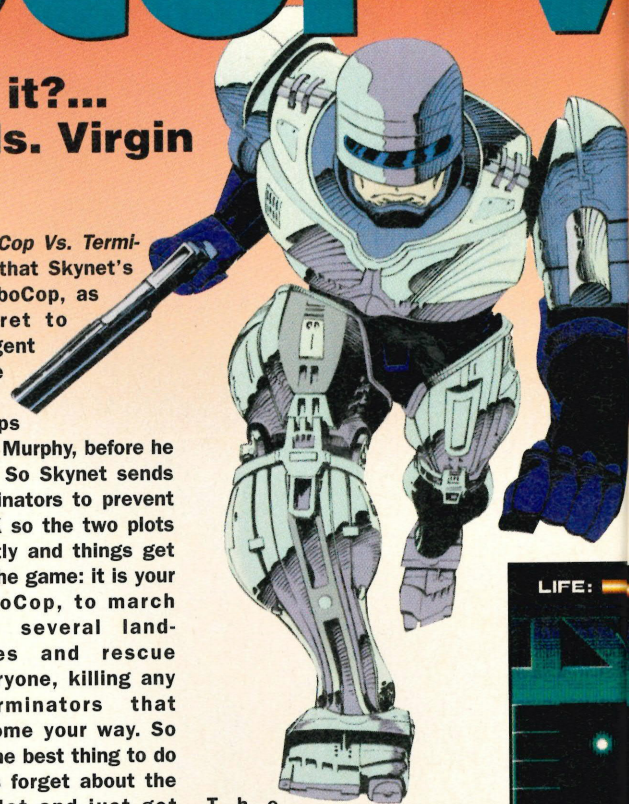
Anyway, in *RoboCop Vs. Terminator*, the idea is that Skynet's prototype was RoboCop, as he was the secret to building an intelligent machine. The Resistance learns about this and nips back in time to kill Murphy, before he became RoboCop. So Skynet sends back several Terminators to prevent this happening. OK so the two plots don't match exactly and things get more confused in the game: it is your job, as RoboCop, to march through several landscapes and rescue everyone, killing any Terminators that come your way. So the best thing to do is forget about the plot and just get down to some serious mayhem.

You start off armed with your machine pistol and a nasty look in your eye. Each level gives you your 'prime directive' or level mission - it could be wanton violence or something a bit more useful like actually rescuing people - so set off with purposeful stride and your trigger finger ready.

▼ Pick up those guns when you can.



▼ It's the deadly Kane, not a robot to mess with.



The landscapes range from the normal 'future dingy' to the gruesomely post-apocalyptic, with red rotting skyscrapers and the smoke of a billion fried bodies in the air.

The atmosphere is all-important in a game like this - the films this is based on were all visually strong so the graphics and animations have all be done to look convincingly nasty.

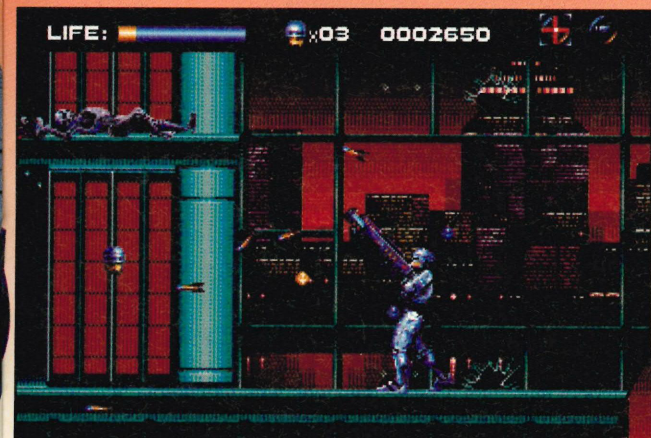
For instance, Robo himself walks with an authentic wiggle, although the original animations had him skipping down the street like Marilyn Monroe on heat, not really the image of him that springs to mind.

Other neat and nasty touches include the grim way your targets explode when you pump a bullet into them - we're told this may cause some problems in Germany as their rules on video game gore are a lot

▼ Oh dear, he's not going to leave me alone! Marvellous.



S. TERMINATOR



▲ He's shooting at Our Hero! The cad!



▲ Your heatseeking bullets just may come in handy...

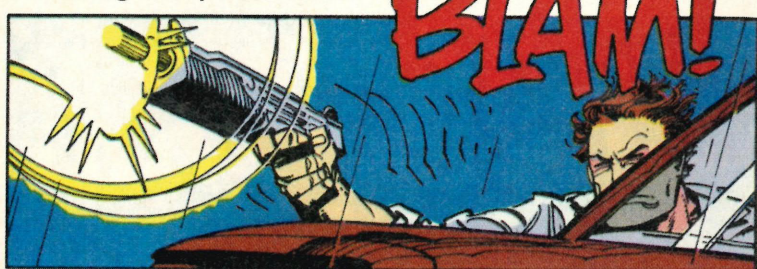
stricter than our own. Also, when you shoot a Terminator, his skin slides off revealing the metal endoskeleton. Lovely.

Many of the movies' locations have been duplicated too, including the toxic waste yard from the first RoboCop movie – that's the one of the two worth watching by the way – and OCP's main offices. In fact, it is the shooting of the police in the OCP

offices which will cause the problems in Germany (as you can't show coppers being blown away there). Favourite characters also make an appearance, including ED "you have 20 seconds to comply" 209 and the Kane robot.

Strangely, there's not a lot here from the Terminator films, apart from the Terminator character and Skynet (perhaps a recognition that it's the Terminator part of the plot that doesn't fit too comfortably with RoboCop). However some leeway is granted to Skynet's HQ, where you have to battle your way to the Final Confrontation with the evil super-computer.

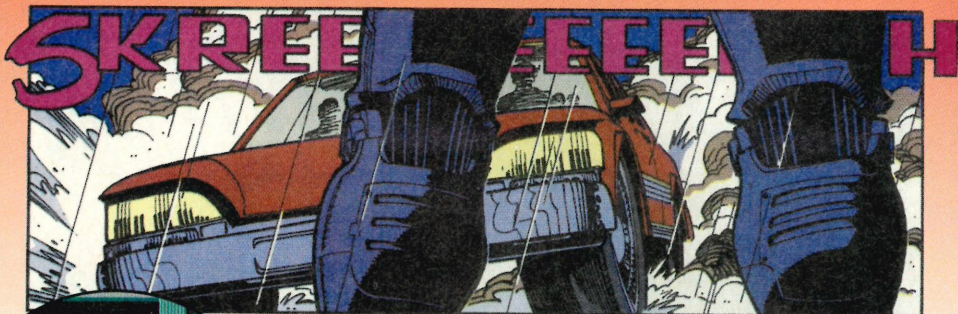
Of course, it isn't just the graphics that contribute to the atmosphere. The sound is vital too, and as this is a 16 Megabit cart, there's plenty of space left over for some ear-popping spot effects, moody music and machine gun fire. Although the two



▲ Rescue those hostages – even RoboCop has to do what he's told!



▲ Shoot the guys in the windows – they know how to handle a gun.



films don't perhaps mesh together as cleanly as one would hope, there's plenty here to get your teeth into in the meantime.

So if twelve levels of comic-book mayhem is your thing, then you'll definitely want to keep an optic sensor out for RoboCop Vs. Terminator.

But if it's Robo you're into, check out the preview of RoboCop 3 elsewhere in this mag. In the meantime,



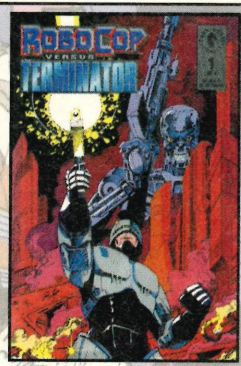
▲ Yeugh! There's no reason to completely go to pieces you know...

don't forget to look out for a full review of this in the next issue of MEGA ACTION.



Dark Horse

Dark Horse, a small magazine company run by Frank Miller, has had an extraordinary influence on the comic, film and video games scene in the last few years. Famous for its darker view of the 'zap kerpow' worlds of DC and Marvel Comics, its Dark Knight series of Batman cartoon strips provided Tim Burton with the Gothic atmosphere he was after for the Batman films. Dark Horse's success underlines the close relationship between comics and films, particularly noticeable since Star Wars, Raiders and The Terminator. Look out for a feature on this in a future issue.



MEGAVIEW

RoboCop Vs. Terminator will undoubtedly be an enormous smash, whatever I say. Both of the characters are enormous in their own rights after all. It's not really fair of me to say too much about the game at this early stage, but one thing that was noticeable was that it starts off easy and gets tremendously tricky very quickly. But apart from this problem with the difficulty curve, things are looking good for when we review this next month. Look out for it. **NICK**

RELEASE: NOVEMBER PRICE: TBA

• new for MEGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE •

Micro Machines™

THE ORIGINAL

SCALE MINIATURES

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

"Arguably the best race game ever written"

Neil West, 92%
Mega magazine

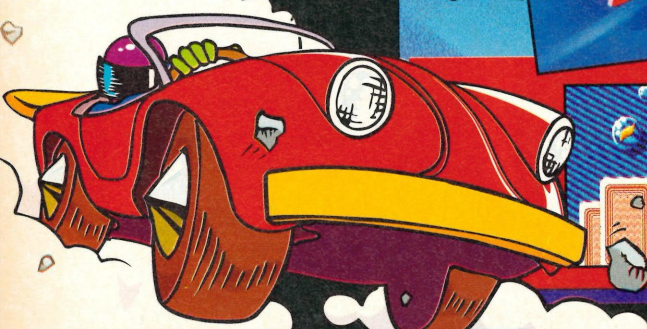
"One of the best and most original games ever"

Look-In

93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine

97 PERCENT PLAYABILITY
Mean Machines Sega

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?



Codemasters™

soon for MASTER SYSTEM and GAME GEAR

© 1993 Codemasters Software Company Limited (Codemasters). Licensed by Sega Enterprises Limited for play on the Sega Mega Drive. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Micro Machines is a registered trademark owned by Lewis Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Codemasters is a trademark being used under license by Codemasters Software Company Limited.
For further enquiries telephone Codemasters: 0926 814132

ADDAMS FAMILY

■ They're spooky and they're kooky. They're also two years late, but finally Morticia and co. make it to the Mega Drive.

Remember the Addams Family? A strange bunch who used to live in a large spooky house back in the days when TV was black and white and who, unlike the appalling Munsters managed to reappear in the 1990's on the big screen. (The Munsters of course reappeared in *The Munsters Today*, very possibly the worst TV programme ever broadcast.)

Of course, the film was big and the merchandising surrounding the game was big too. Most formats got their versions of the game ages ago - it's been on the ST, Amiga and SNES already (in fact, the budget version has just come out on the ST, which kind of shows just how late we are on the Mega Drive!).

The film was very funny with some great deadpan jokes, but as is so often the case with computer games based on films, what we have here is a standard platform game.

Well, the Mega Drive is not exactly under-represented in the platform department so hopefully the intervening time has added something to the original concept.



▲ It's a pretty standard platform jump'em-up. Can you rescue everyone?

The action centres around the deliciously-named Morticia (*Are you ill? - Ed.*), Pugsly and the rest of the gang.

The gang's house has been repossessed (a ghost gag, and not the first one either) so it's your job, as Gomez, to travel through the house picking up money and killing ghosts.

This was not too hard to achieve on other formats and it will be interesting to see how the game design has changed to take account of the latest games in this field. Killing ghosts isn't hard - just jump on their heads, and there are several sorts of puzzle and things to climb, dodge and so on, which means your timing had better be up to scratch.

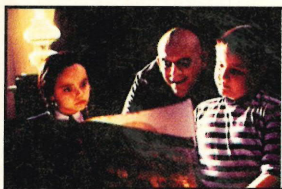
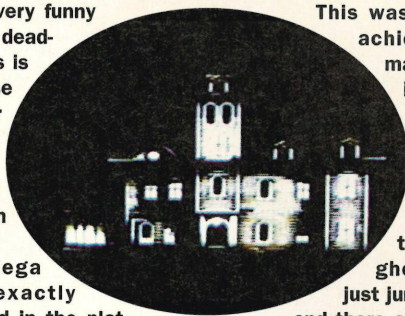
Graphically, you move around the house - Gomez is quite a squat sprite - using the standard moves on your joystick, so no surprises there. It's been nicely drawn but one can't help but get the impression the whole project has rather a dated feel about it. In fact, this reminded me more and more of *Jetset Willy* on the Spectrum, even down to the bouncing bunnies you have to avoid or lose energy!

I don't want to give too much of the game away at this stage - you'll have to wait for the review in next month's issue for that, but it'll be interesting to see what could very

easily turn out to be an old idea, and how it makes it in today's fiercely competitive Mega Drive market. Watch this space...



▲ There's no shortage of spooky kooky antics in this film licence.



▲ Scenes from the film. Spooky, kooky and lots of words that sound like that. Um, thanks.

Get up those stairs and prove that you're not as old as you seem. Squat, not fat is the word here.



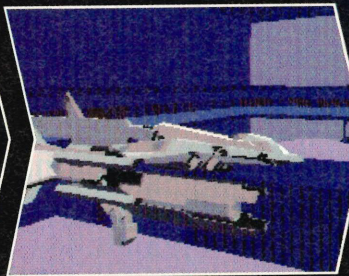
MEGAVIEW

I don't really know what to say about *The Addams Family* at this stage. It's a strange thing to do, release a game based on the movie three years after the film came out so I would imagine that Acclaim, the game's publisher, are anticipating a few sweaty days in the run up to this Christmas. Still, it's looking good at this stage, so you never know. Nevertheless, we'll be bringing you a full review of this next month, so don't forget to keep an eye out! ■ **NICK**

RELEASE: OCTOBER PRICE: £39.99



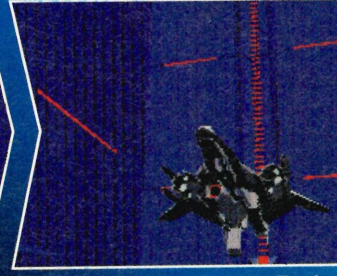
▲ You may not have heard of them but they are making waves!



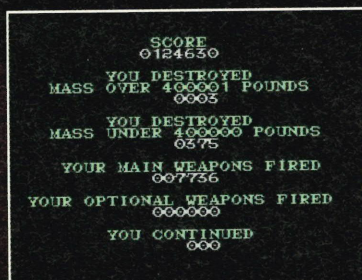
▲ The SA-77 fighter attack ship is primed for launch. Help me.



▲ It's too late. You are on the way down to launch. Hold tight and pray.



▲ You are placed in position. Terrifying to think where you are going.



▲ How many games do you know are there where you amass metal?

If this was in the arcades, you'd be more than happy to pay £1 a go and queue for three weeks. But now you don't have to rummage through your pockets in a vain attempt to locate that last quid before the continue counts out.

Nope, by making one essential purchase your Mega CD will bring the power of the arcade straight to your TV set.

Silpheed is the first of what we hope to be a new generation of CD games with stereo surround sound, polygon and fractal graphics and no special equipment needed to make the whole show perform.

The reason I say this is because certain less informed magazines, eager for a story without the facts have stated that special cartridge

MEGA ACTION proudly brings you the first full look at the game which is causing a storm on Mega CD...

devices will be needed to play the game. Well we here at MEGA ACTION can assure you that all you need is the standard Mega CD unit – and a locked door to keep your friends out.

Now some of you might be wondering why we are previewing this game again after first looking at it in Issue one. The reason lies in the fact that the game has undergone some tweaks and improvements making it not different but certainly an evolution. Switching on the unit you can

sit back and enjoy a three minute film that introduces you to the *Silpheed* SA-77 attack ship. I use the word film because it really is a production dream with cuts and camera angles similar to the big screen epics. In fact it reminded me somewhat of the launch sequence in *Star Trek*, the first movie.

All the while a rather calm and collected (and somewhat sexy) female warns and advises on present enemy locations and station readiness. The SA-77 glides into space cruising past and beyond the convoy which will take your breath away.

It all moves as smoothly as silk, and pretty soon you'll find yourself on patrol alone in an uncharted area. Though not alone. There are over 30 types of enemy attack craft each



▲ Power ups are available only after completion of each section.

with different characteristics. Trying to remember the wave forms like the good old days is a feat of memory itself. The best bet is to sharpen the reflexes on earlier levels. Good luck!

Foxy ladies

Starwing or should I say *Starfox* was the big launch from Nintendo and was said to break all the rules. To some degree it did, costing nearly £100 on import.

The graphics were impressive with a nice little story line to cheer you up, you know the typical cute Nintendo approach with funny rabbits and the odd furry duckling saving the universe etc etc.

Due to the over-the-top sales approach the game sold well but peo-

▼ Think yourself lucky, you could have forked out a hundred quid on import!



ple were soon disappointed and the game quickly fizzled out.

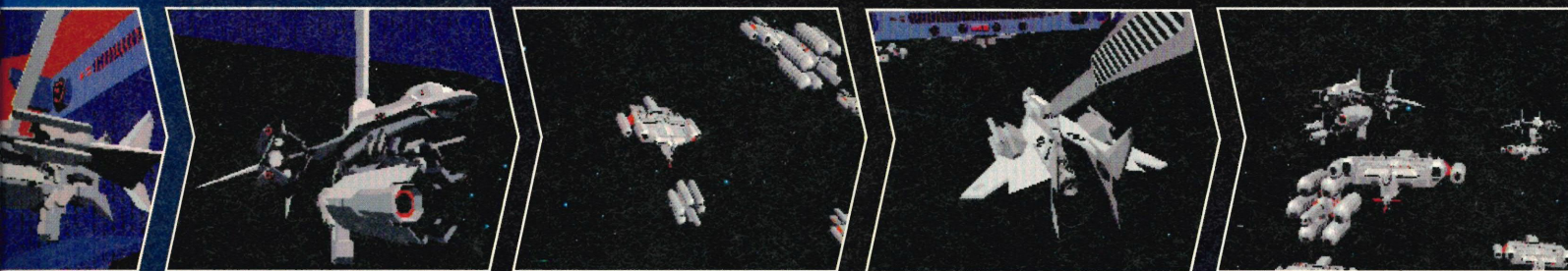
Inside the half kilo cartridge was a special chip which allowed all this polygon manipulation to happen at an acceptable speed. But it costs to have this sort technology upgrade and Nintendo had to bite their lip to keep the price at an acceptable level, something which maybe they will have to do again and again if Sega developments keep coming at this rate and level.

▼ Hmmm, I'm not so impressed. Colourful yes but not as smooth at all.



▲ Pressing the start button accepts the challenge, off we go!





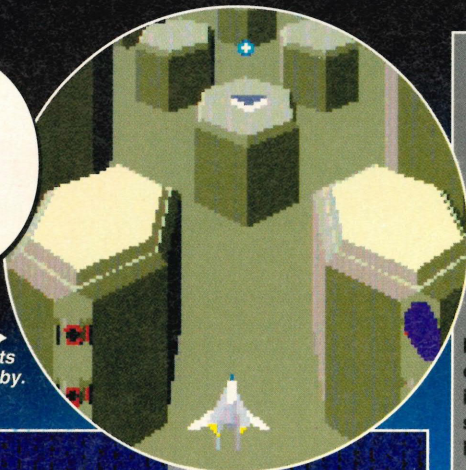
▲ Nice isn't it? Better than those tacky shuttle affairs of the 'Eighties.

▲ The fleet spreads out ahead of you – large ships on their way to doom.

▲ To make things easier a large arm points you in the right direction.

▲ All those ships, all that safety. Nice to see you are hitting deep space.

ED



Watch out for the landscape as it shoots dangerously by.

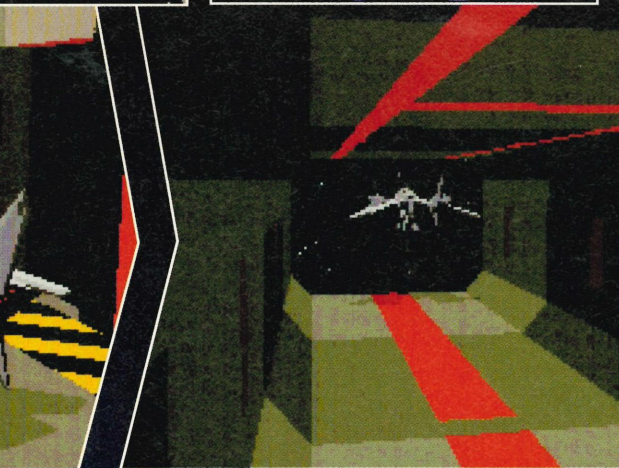
ECT_

AN JET DRIVE/
ATTER PLASMA DRIVE

t Shot

ward
eam

FIELD SYSTEM

SCORE
0086050OPT
05.6SCORE
0053200OPT
05.6SCORE
0086050OPT
05.6SCORE
0086050OPT
05.6SCORE
0086050OPT
05.6SCORE
0086050OPT
05.6SCORE
0086050OPT
05.6

▲ No turning back now, fingers on the trigger and here's your starter for ten.

A quick story

In the year 3076 an unmanned space fleet suddenly attacked one of the colonial outposts causing severe damage and allowing the human central computer to be network-jacked.

This caused severe problems on all outposts and panic ensued. The leader of the rebel organisation and commander of the unmanned fleet introduced himself as Sargate and swore to conquer the Mother Planet, Earth.

Upon finding his alien stronghold the Earth's fleet was dispatched on a journey of some 64 light years in a last-ditch attempt to save the Earth's population.

Along the way the SA-77 fighter attack ship was evolved and it began

its life as a world saver. Your task is to defeat the alien war machine as it prepares to head back to Earth on a non-stop voyage of conquest.

There are levels and levels of space battles including close-up Death Star trench affairs where you must dive into the unknown, avoiding enemy installations and massive laser bolts.

The sheer size of this game revolves around the well thought out story line which breaks up the hectic action.

As the ship completes its section upgrades can be made, making the SA-77 a true ship of the future.

Watch out next month for a detailed review, a result of non-stop playing of this true classic!



▲ Fractal landscape with polygon manipulation? Only on the Mega CD!

▶ Spacewar! Watch around you as things tend to pop out to ambush you.

MEGAVIEW

Silpheed caused more than a stir some months ago when a sneak preview was granted to certain important people in the States (including us). Many were sceptical about the impressive back-grounds and smooth scrolling, saying that the finished article could not possibly reflect this pre-production exhibition. Well they can get lost because it does. It looks and plays like no other. Without doubt a great reason to buy the Mega CD unit (at last) – today! ■ **STEVE**

RELEASE: OUT NOW PRICE: TBA



***If you miss it
you'll regret it,
because...***

It's kickin'

It's swingin'

It's got vision

and it's got speed!

**ON SALE
NOW!**

**AMIGA
ACTION**

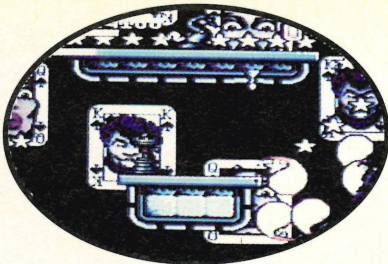


SPIDERMAN AND THE X-MEN

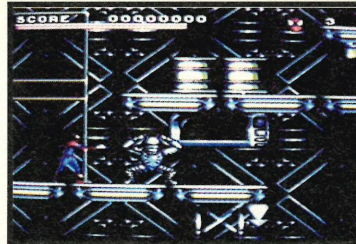
ARCADES REVENGE



▲ Well, I'm glad to see that somebody is having an enjoyable time.



▲ This isn't the time or the place for a game of poker! I ask you...



▲ Techno mayhem greets our mutant mates on their crawl around town.

▼ This is not what I would call a promising welcome at all!



■ Spiderman learns all about the joy of X...

With his acrobatic athleticism, Spiderman was made for the videogames arena, and so a third episode is hot on the heels of the sequel. Designed by UK-based design house, BITS, the Spidey sprite is one the most spectacular animations yet seen and the superb control over the webbed wonder remains one of the most pleasing aspects of the game. But is there enough Spiderman material to make this any different or more challenging than the previous two outings?

The evil Arcade has captured close superhero chums the X-Men in a bizarre hellish nightmare scenario, and Spidey, senses tingling, must rescue them before they go mad. Inside Arcade's hellish domain or de-construction site, Spidey is faced with some outra-

geous characters which could only have been thought up by the wacky guys at Marvel. Cement-bag hurling spidey slayers and laser-firing droids, not to mention an advanced security system which fires a barrage of plasma-balls conspire to bring Spidey down to terra firma with an ump.

Meanwhile, techno-organic N'Astirah, sociopathic symbiote Carnage and lethal winds do what all self-respecting techno-organic N'Astirahs, sociopathic symbiote carnage and lethal winds do. Add to that polymer body-armoured, twin-tusked rhinos and it all adds up to a bizarre gang of fellows

I can tell you.

In Spidey talk, the objective is to bring Arcade to justice and the mission ain't over until the hit man is hit and tucked up in Sing Sing. But the evil one is the most treacherous and fiendish, able to disappear at will and

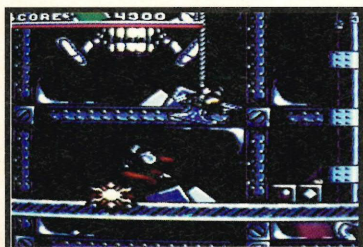
clone himself at will. Spidey's senses – not to mention his mettle – is tested to the very limit. BITS have busted a gut to justify this third outing in the old fancy dress gear, with the pace noticeably pepped up – each level has Spidey racing for his life in some weird scenarios.

But perhaps the best feature is the ability to choose one of the X-Men to control. Each in his own personal nightmare, the X-Men are faced with an awesome enemy. Choose the Wolverine and he'll be pitted against the all-powerful Juggernaut. Using Wolverine's fearsome claws, slash

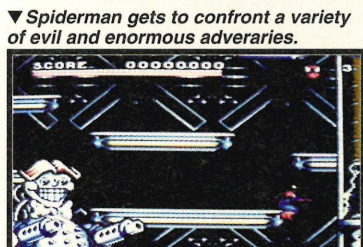
the support ropes and drop the occasional anvil on Juggernaut's head to slow him down a bit. Meanwhile, Gambit's up against a massive steel spiked rocket powered chess pieces and a moving ceiling likely to leave the Cajun resembling a southern-fired chicken. Now you take the guise of curvy Storm... She's in deep water and so this game relies on the breast stroke (Ahem. – Ed). A would-be watery grave awaits Storm for the slow of wit...



▲ Unleash those mutant powers before you end up dead!



▲ There's a bit of platform mayhem to occupy the time too.

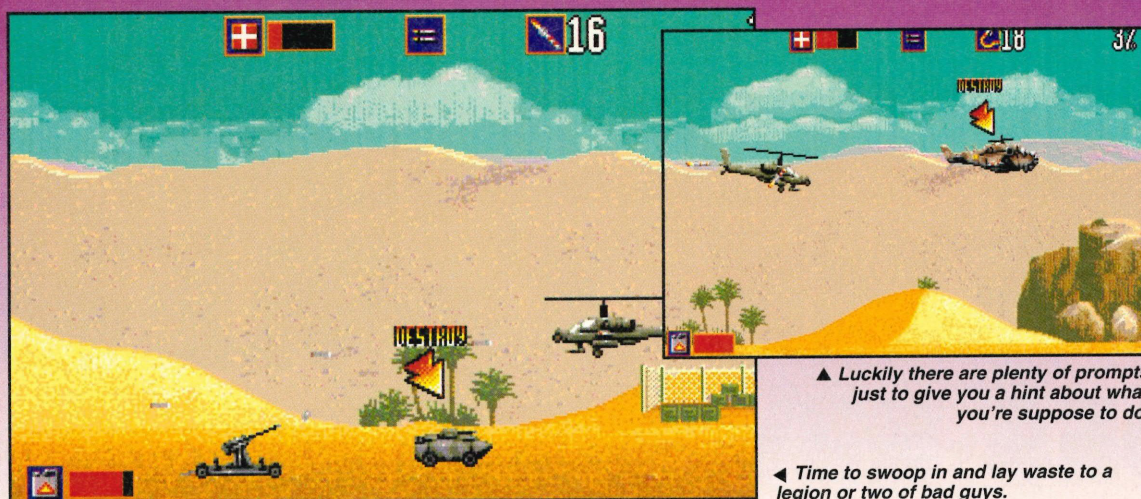


▼ Spiderman gets to confront a variety of evil and enormous adversaries.

MEGAVIEW

Graphically the game does the much-loved Marvel characters great justice with that Spidey sprite animation still a joy to watch. The BITS design team really is worth its weight in gold, but after three Spidey outings, I'll bet they're dying to get their teeth into something else a bit more involved. Nevertheless, this looks set to be a crucial addition to Spidey fans collections. The game debut of the X-Men manages to justify this effort and make it worthwhile. ■ JASON

RELEASE: TBA PRICE: TBA



▲ Luckily there are plenty of prompts just to give you a hint about what you're suppose to do.

◀ Time to swoop in and lay waste to a legion or two of bad guys.



Helicopters first appeared in the 'fifties and many said they would never take off, what with high maintenance costs and more moving parts than was deemed possible.

You would think that anything that shouldn't fly won't fly but you would be wrong, especially when it comes to American technology and more importantly American funding. Still, I guess without all this history and the Vietnam War helicopters would not be around today.

Gunship from US Gold is really two games in one with both strategy and shoot'em-up elements being combined to produce an accurate rendition of the helicopter's role in modern drug warfare.

The first *Gunship* appeared on the Amiga a couple of years ago, with the sequel, *Gunship 2000* flitting

▼ There's no shortage of action to be getting on with in this game!

GUNSHIP

Now comes a game based on the helicopter's versatility that takes you around the globe - to blow it up!

onto the scene just a few months back (*How many more helicopter puns? - Ed.*).

However, the Mega Drive version has backed off from the flight simula-

tion aspects somewhat and has landed for the shoot'em-up aspects more readily associated with the Mega Drive unit. The strategy elements remain however for budding lateral thinkers out amongst you.

The story is this: Your squadron has been given the task of removing all the evil drug barons and drug dens from around the world. This might seem a particularly difficult thing to do as the combined Police forces of the Western world haven't had a great deal of success at this in the last few decades, but You Are Made Of S t e r n e r S t u f f .

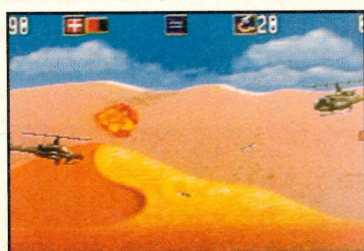
At your disposal is the latest attack



helicopter, the latest rotary fantasy to evolve from the war projects: a gunship. There are training sections included to allow you to practice your flying skills with this craft in the various situations that might crop up within the game.

It is best to indulge in some familiarisation as control can be tricky, especially in hectic battles when the evil barons come at you from both the air and ground.

After the startup intro comes a neat title screen for joystick configuration which allows any combination



▲ Boom boom! Bam! Crash! Whooom! So what if I've run out of caption text?



▲ A mission successfully completed - and I still have to salute.



▲ Enemy helicopters don't mess around when they see you!



▲ There are plenty of landscapes to take in on your global wanderings.



▲ You get to attack ground-based targets as well as airborne ones.

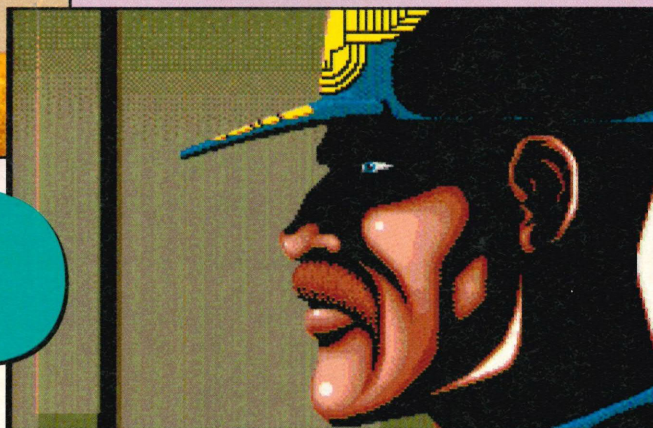


▲ Remember to pick up supplies! You never know what ammo will run out.



▲ Flit over those dunes looking for some trouble to get into.

SHIP



▲ The chief. Standard military issue – big chin and the brain of a gnat.



▲ Your mission briefing – don't forget to pay attention!

of helicopter control to be defined.

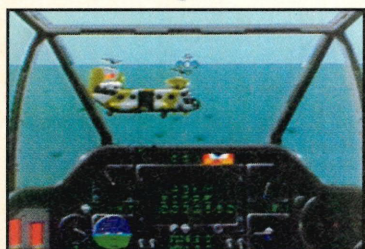
Once comfortable with the control settings, you progress to the briefing where the base leader fills you in on details of the missions that you might want to undertake.

These range from rescue, cargo delivery, air-to-air combat and of course demolition of ground and air-based targets.

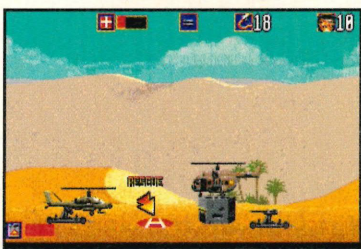
Before taking on the mission you must first plan your route using the way finder map. In early missions all obstacles are clearly marked on the map but later progression means some reconnaissance flying is necessary to mark and identify potential dangers.

With the information amassed the helicopter route can be carefully planned taking in fuel dumps and ammunition stations. Way pointing is automatic and acts as an invaluable aid, helping you find your way around the huge playing areas.

The first part of the mission is in 3D and takes the head-on approach with enemies and installations coming at you with great speed. The weapon options are constantly displayed with targeting automatic and the missile system locking on to whatever is in range.



▲ The in-cockpit graphics have been well-drawn. Watch out for the chopper!



▲ Bombs away! Well, what DO they shout these days?

the harder and more intelligent the warfare becomes!

All in all, Gunship is quite a change from the versions found on other formats which is probably a good thing. It is more similar to the concept behind *Jungle Strike* which is hardly surprising when you consider how many that sold!

The graphics are neatly rendered with plenty of rotor blades and crashing noises on the sound front to keep the atmosphere moving along.

There are also plenty of between-game anims, like the briefing scenes, and the overall effect is one of a well-put together game which should do well when released onto the scene this Christmas. Watch out for a full review in the next issue of your soaraway MEGA ACTION!



▲ On my way to another mission with sun sea and sand to deal with. I wish.



MEGAVIEW

It sure looks good to me! I was worried the word "sim" might creep through into the review and thoughts of slow moving polygons would spring to mind (*Steel Talons* – ugh). However the game appears a nice blend of arcade and action with great graphics and some really quite refined touches. The training section proves invaluable for later completion of missions, there being some 24 levels and four theatres to choose from. Watch out for the full review next month! ■ **STEVE**

RELEASE: NOVEMBER PRICE: TBA

8 REASONS TO BUY GB ACTION:

MORTAL KOMBAT

SPEEDY GONZALES

ALFRED CHICKEN

GODZILLA

ROAD RASH

TAZMANIA

STAR TREK

LAMBORGHINI

**ALL THIS PLUS A TOTALLY FUNKY GB ACTION PIN BADGE!
GB ACTION - ISSUE 17 - ON SALE NOW**

MEGA

WIN 10 ACTION REPLAY CARTRIDGES!

You've read the feature, now win the best game cracking device on the market (apart from a hammer). MEGA ACTION in association Datel, the

makers of Action Replay, are proud to bring ten of you the chance to win one of these devices! And there will be 10 T-shirts for runners-up!

So, what do you need to do to win

one of these gadgets? Well, (1) you have use a copy of MEGA ACTION to find out what the questions are, (2) you have to be able to read, and (3) you have to be able to write. Easy, eh? Of course, people who can do all three probably have an unfair advantage and should probably be barred from entering, but our Publisher won't let us do that.

Anyway, take a look at those dead EEEEEAASSSY questions, fill in the coupon, and who knows? Maybe you'll be a winner!



Rules:

The winners shall be the first 20 correct answers pulled from something grotesque. The first ten will win the carts, the other ten the T-shirts. The Editor's decision is final. On the first day, God created the heavens and the Earth. Employees of Europress and Datel, and their relations are expressly forbidden from even opening the mag at this page, let alone entering the compo. All answers must reach us by October 14th. The winners will be notified by post. Manchester United will retain the Championship this season.

The Questions:

Just answer these unbelievably easy questions and those sexy Replay carts just might soon be on their way to you!

1) The Action Replay's great rival is called:

- a) The Game Goblin
- b) The Aladdin
- c) The Game Genie

2) 'Datel' is a proper anagram of:

- a) Dealt
- b) Tdael
- c) Coca Cola

3) MEGA ACTION's price is:

- a) 99p
- b) £2.25
- c) £9.51

4) What is the telephone number for the Action Replay helpline?

- a) 0225 442244
- b) 0782 745992
- c) 0843 231088

Send your entries to:
Action Replay Compo,
Mega Action, Europa
House, Adlington Park,
Macclesfield, Cheshire
SK10 4NP.

You can also phone in with your answers if you like. Remember to leave your name and address as well! Call:

0891 515434

Calls are charged at 36p per minute off-peak and 48p at all other times. The call will last under two minutes – and remember to ask first if you don't pay the bill!

Action Replay compo

I want to win a totally wild Action Replay Cartridge! My answers (A,B or C) are :

1.....
2.....
3.....
4.....

Name:

Address:

Age:

Tel:

☐ I do not wish to receive promotional material from other companies
No correspondence will be entered into by the Editor.

SUPER

FREE BOOK! THE MAKING OF JURASSIC PARK

ACTION

NOV 1993 NO.14 £1.75

CAPTAIN AMERICA

EXCLUSIVE PREVIEW

PUT ME DOWN!

WHAT DO YOU MEAN, YOU CAN'T COPE WITH SUCH A HUGE FEAST OF GAMES?

OKAY, OKAY, I'LL BUY IT!

THAT'S HIM CONVINCED, NOW IT'S TIME TO TELL THE REST OF THE WORLD. WITH MY FREE BOOK DOUBLING AS A SHIELD, I'LL HAVE NO WORRIES!

SAVE THE WORLD* FROM EXTINCTION WHILE STOCKS LAST! SUPER ACTION OUT SEPTEMBER 16

**and the dinosaurs*

NOT UNTIL I TELL YOU ABOUT WHAT'S INSIDE THIS MONTH'S SUPER ACTION!

APART FROM ME, THERE'S MARIO ALL STARS, SFII TURBO, WING COMMANDER II, EMPIRE STRIKES BACK

THAT'S NOT TO MENTION REN AND STIMPY, KEVIN KEEGAN, CLAYMATES AND EVO

EURO PRESS
INTERACTIVE

PRINTED IN THE UK
OVERSEAS £1.75
DM 7.00



9 770967 011029

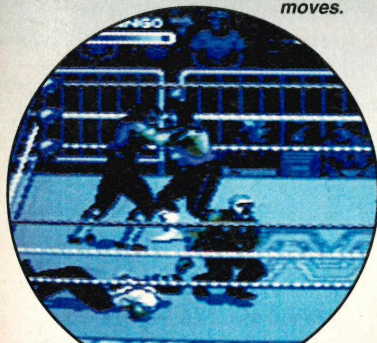


11>

WWF ROYAL RUMBLE

W hooo! Looks like big time showing off has been translated to the Mega Drive! You too can look, as Clive James said about Arnold Schwarzenegger, like a con-

▼ Take your scumbag opponent out with a range of well-timed and illegal moves.



▲ Choose the famous or not so famous pretenders in this test of the mighty.

dom stuffed with walnuts. Acclaim are proud, if not downright forthcoming in announcing the latest licence from the state-side exporters.

Pick Hulk Hogan, Bret 'Hit Man' Hart or any other of the world's top wrestlers in a head-to-head, tag or even triple tag experience. Discover all the latest routines and special moves in an attempt to win over the onslaught of hopefuls and take the official wrestling role of honour. You can develop characters or compile the team of your choice in this one or two player game. Now don't go thinking that all the action takes place in the main

◀ Poseurs of the world unite, and earn some easy money as a WWF flunky.



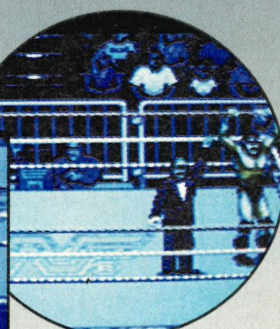
▲ Take that grudge out of the ring for some close-up spectator grappling.

arena or 'on the mat'. Uh uh, by making a free selection and no rules you can take your grudges out onto the spectator area and bash opponents against anything available.

Acclaim have been so nice as to provide a chair and the odd bit of metal fencing to use as you will.

Alternatively if you think the ref is getting a tad biased towards your opponent then feel free to take him out in full view of the crowd. After all, with no ref you can really go to town on that pretender standing between you and the title!

Character manipulation is really quite simple with holds, kicks and



The winner is... someone with a dumb name.

throws all based around two buttons. Special moves are

accessed by range and timing - get it right and the opponent is truly out for the count! Get it wrong and it's you that is flat out on the deck. Far too tough for us...

MEGA VIEW

This really might be good! At last something different has come along with larger than life characters that exist not only in your Mega Drive but also in the flesh! The options for tag and multi-tag wrestling look set to break the rules when compared to other somewhat tired fighting formats. All in all, surprisingly good! Watch this space for a full review next month! ■ STEVE

RELEASE: OCT '93 PRICE: £49.99

WANT A BACK ISSUE?



Issue 2 - Jungle Strike review and guide, Super Kick Off, Wonderdog, Flashback, Operation StarFish
Code: 8602



Issue 3 - Jurassic Park, F1, Batman Returns, Silphed, Pt 2 of Flashback & Jungle Strike guides.
Code: 8603



Issue 4 - Mortal Kombat, Micro Machines, Chuck Rock 2, Rocket Knight, Thunderhawk, Zombies
Code: 8604

If you've missed the last few issues, you can now pick 'em up for only £2 each!

Choose the issue(s) you want, then send a postal order or cheque to:
Database Direct, PO Box 2, Ellesmere Port, L65 3EA.
Please quote the code number!



◀ Zool pats himself on the back for brushing his teeth than day.



■ Zool was an enormous hit on the Amiga. Now he's shortly to find himself in rather different territory – the Mega Drive.

Zool first made it big on the Amiga a couple of years ago, selling over 180,000 units and proving a character with many *Sonic*-like characteristics could work on home computers. It attracted rave reviews ('Zool is fast, action-packed, challenging and highly addictive' – *The Sun*) and soon became, for the want of a better comparison, the Amiga's *Sonic*.

So it's an initial surprise to find out that Zool has finally taken the plunge and is soon to appear on the Mega Drive, particularly after Gremlin's infamous 'Bad news for hedgehogs' ad campaign for the original Zool.

However, it's not the first time Zool will have strayed from the Amiga as true believers will undoubtedly have come across him in the arcades. Gremlin and Bell Fruit teamed up to deliver an enhanced big-screen version which unfortunately cost a lot more to pay per game than the Amiga version did!

Of course, many Mega Drive maniacs will be totally unfamiliar with the little tyke, so if you're unsure what Zool is, here's a brief description:

Zool is an alien Ninja from the Nth

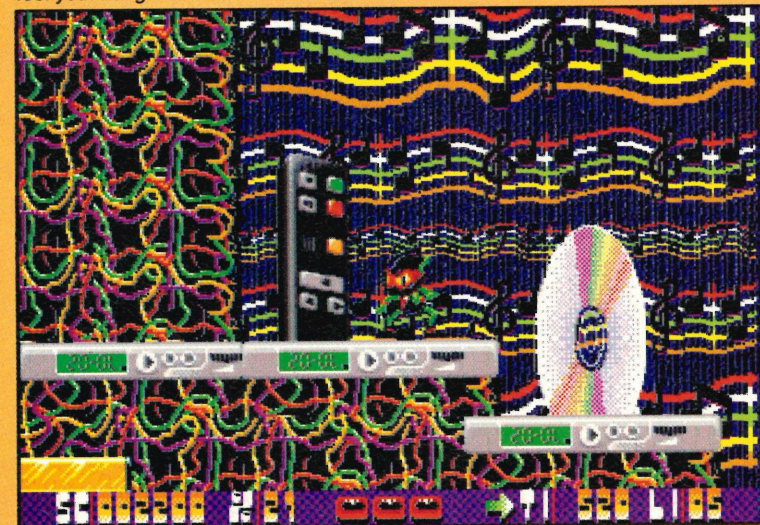
▼ Don't let the bright friendly colours fool you! Danger is here.

Dimension. This Nth Dimension is a *Star Wars* Force-like entity. Gremlin rather mystically bang on about the Nth Dimension 'not being a specific place; it is everywhere. It is imagination and it embodies the power of creative thought, the benefit of positive action, the force of goodness.'

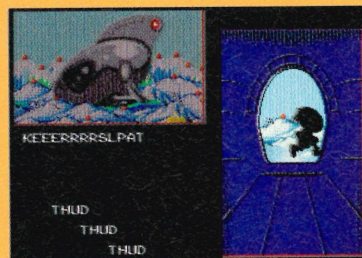
Er, thanks for that Gremlin. Could Zool be the first New Age ninja?

Anyway, Zool is pledged to defend the Nth Dimension. In this game, he crashes on a distant planet where everyday objects are lethal killers, so it is up to the little lad to battle his way through various Worlds (more on that later) and return order to the universe.

Just one other thing – if you're a convert from other formats, you may have come across Zool portrayed as an ant. Well, Gremlin have decided to nail that one before it gains too wide



CANI



▲ Each World has a neat little animated intro to set the scene.

a currency on the Mega Drive. Nick Clarkson, Gremlin's Marketing Manager, was quite clear that Zool is an alien ninja and bears no resemblance to earthly creatures whatsoever.

In fact, the guy who designed the Zool character (and therefore could be described as most responsible for this misunderstanding – after the press of course!) has worked on the graphics for the Mega Drive version.

His name is Ade Caraless and as you can see from these exclusive screenshots, the same bright cartoony feel has been achieved. However, some other aspects of the game have been changed: the most noticeable is that Zool can now 'stick' to walls, meaning surfaces can be climbed more easily.

There are other differences too – the Mega Drive Zool has had the game design tweaked a bit, with the addition of a Desert Island World. In addition to this, there are now four instead of three stages in each world

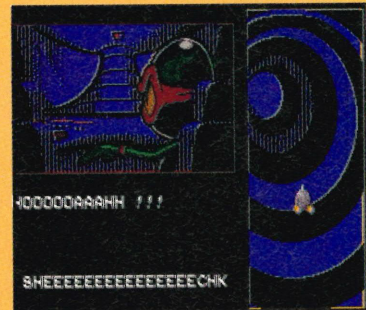


▲ A shoot'em-up subgame provides a distraction from the platforming.



with larger and more puzzling levels. One famous part of Zool remains though, and that's the involvement of Chupa Chups, the lolly manufacturers.

Chupa Chups first struck the headlines when the late surrealist artist, Salvador Dali, designed the packaging. Chupa Chups make their appearance again in the Sweet World

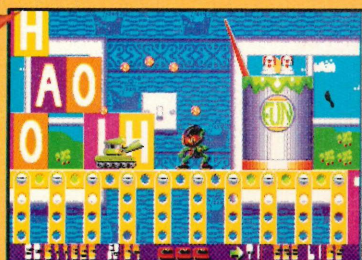
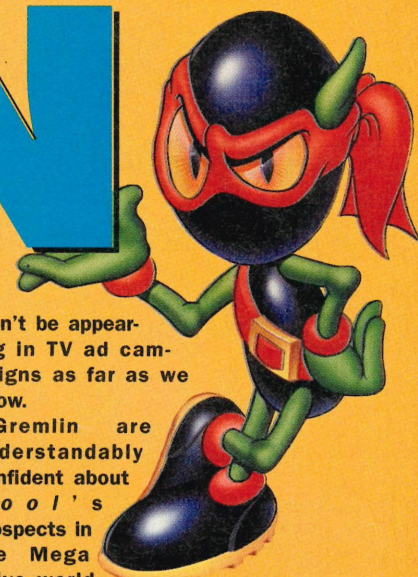




▲ Climb walls and make the best use of your new powers.



ZOO MAN



▲ Zool prepares to face his maker, whatever he or she is.



▲ Sometimes these backgrounds get a little too colourful for their own good!

although it's too early to say yet whether Chupa Chups are also going to appear in the box for the game as they did for the Amiga version.

To get Zool ready for a christmas release, Gremlin have been working on it for the last ten months, with the last three months being a particularly busy time. Nick Clarkson told us problems still remained, with the game still being a little too fast for its own good. We noticed this problem ourselves when we played the pre-release version - at the moment, the game scrolls so quickly that it's hard to see what's coming up at you. Nick assured us that this problem is being fixed.

Other problems on the 'to be fixed' list include a problem with Zool moving a bit jerkily when in the air and the way Zool suddenly stops when racing up hills. Gremlin are to smooth this sudden 'grinding to a halt' by getting him to decelerate



▲ Even the most innocuous household objects contain hidden dangers.

properly. If people had a problem with the original Amiga versions of Zool, it was that the game tended to be a bit too easy.

Gremlin are currently working to improve the difficulty level and are particularly interested in smoothing out one of my biggest gripes with games - dying when it isn't your fault! So when you snuff it in Zool, there will be only one person to blame.

By the time this magazine hits the streets, Zool will have been submitted to Sega for approval (a process every game has to go through, and was in fact the reason for Codemasters recent courtroom battle with Sega over *Micro Machines*), before the game's release in November. On the face of it, one would have expected a certain amount of nervousness at the Gremlin HQ over this process, as the Amiga campaign was famous for its anti-Sonic marketing angle. However, Sega are apparently extremely pleased with Zool and are going to be

backing the game heavily in the run-up to this christmas. Well, with over 180,000 Amiga sales, they could hardly do otherwise!

But Gremlin aren't leaving anything to chance. The anti-Sonic angle won't be making an appearance this time, and to be doubly sure, they've tied up a top marketing

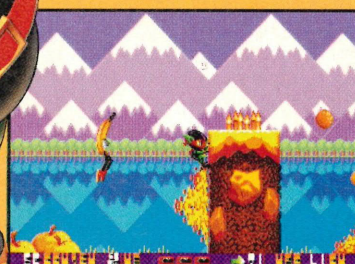
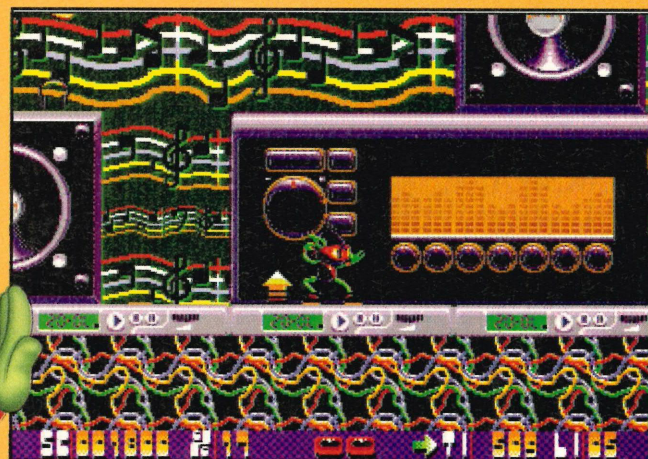
firm, PSL, to help promote the game.

PSL were the guys who promoted *Sonic*, *Mario* and *Streetfighter II*, so Zool is to get some pretty heavyweight backing on its console debut.

Cinema advertising and comic book appearances are two of the well-tried method which will be deployed to help Zool cut the Mega Drive mustard, although he

won't be appearing in TV ad campaigns as far as we know.

Gremlin are understandably confident about Zool's prospects in the Mega Drive world and are looking forward to a profitable next few months. But we'll find out just how confident they have a right to be in the next couple of issues. Anyway, don't forget to catch our exclusive preview of Zool in MEGA ACTION next month!



▲ Zool's new abilities include being able to climb walls.



▲ Zool gets sickly sweet in the Sweet World. Teeth decay city all right!



mega market

if you want to
advertise in the pages
of the mega market,
then simply phone
Jonathan on :

0625 850874

MEGADRIVE II (UK) + SONIC II
+ 2 CONTROL PADS £112.00

MEGA CD (UK) INC.
7 GAMES £250.00

MEGADRIVE TITLES

ALIENS 3	£34.00
AQUATIC GAMES	£34.00
ARIEL THE LITTLE MERMAID	£25.00
BACK TO THE FUTURE III	£32.00
BART VS SPACE MUTANTS	£32.50
BUBSY	£34.00
CHAKAN	£34.00
COOL SPOT	£38.00
CORPORATION	£34.00
CYBOURG JUSTICE	£29.00
DESERT STRIKE	£34.00
DRAGONS FURY	£34.00
ECCO THE DOLPHIN	£34.00
EUROPEAN CLUB SOCCER	£34.00
FLASHBACK	£38.00
FLINTSTONES	£34.00
GALAHAD	£34.00
GREENDOG	£29.00
JURASSIC PARK	£43.00
LHX ATTACK CHOPPER	£34.00
LEMMINGS	£35.00
MEGA GAMES 1	£34.00
MEGA - LO - MANIA	£38.00
MICK & MACK	£34.00
MICKEY & DONALD	£34.00
MICRO MACHINES	£30.00
MORTAL KOMBAT (SEPT 13TH)	£44.00
NHLPA '93 (SPECIAL OFFER)	£27.00
PGA TOUR GOLF II	£34.00
PREDATOR II	£34.00
ROAD RASH II	£34.00
SHADOW OF THE BEAST II	£34.00

SIDE POCKETS	£34.00
SONIC II (SPECIAL OFFER)	£25.00
SPEEDBALL II	£29.00
SPATTERHOUSE II	£29.00
STREET FIGHTER II (OCT)	£52.00
STREETS OF RAGE II	£38.00
SUPER KICK OFF	£38.00
SUPER MONACO GP II	£33.00
SUPERSMASH TV	£34.00
TALESPIN	£29.00
TAZMANIA	£32.50
TEAM USA BASKETBALL	£34.00
TINY TOONS	£34.00
JUNGLE STRIKE	£38.00
X-MEN	£34.00
ALL TITLES - BEST PRICES	CALL

MEGA CD

FINAL FIGHT	£34.00
AFTER BURNER III	£34.00
NIGHT TRAP	£44.00
SHERLOCK HOMES	£38.00
PRINCE OF PERSIA	£38.00
ROAD AVENGER	£34.00
JAGUAR XJ220	£38.00
WOLF CHILD	£34.00
BLACK HOLE ASSAULT	£34.00
ECCO (US)	£44.00
HOOK (US)	£40.00
BATMAN RETURNS	CALL

PART EXCHANGE WELCOME

ALL GAMES INCLUDE UK POST & PACKING. NO MEMBERSHIP. CONSOLES £5.00 £10.00 OVERNIGHT



MEGABYTES : 081 335 4224



NEW SHOP OPEN AT 22 CENTRAL ROAD WORCESTER PARK, SURREY



9 STATION ROAD, LEISTON, SUFFOLK, IP16 4HD. TELEPHONE: (0728) 830228
LINES OPEN FROM: 8.30AM UNTIL MIDNIGHT 7 DAYS A WEEK.

SNS STAR BUY
MORTAL KOMBAT £40.99 (INC P&P)
SAVE £9.00 OFF RRP OF £49.99

MEGADRIVE

BUBSY	£32.99
CHUCK ROCK 2	£32.99
COOL SPOT	£36.99
F1	£36.99
FATAL FURY	£36.99
FLASHBACK	£36.99
GUNSTAR HEROES	£32.99
JAMES POND III	£36.99
JUNGLE STRIKE	£36.99
JURASSIC PARK	£36.99
MAZIN WARS	£32.99
MICRO MACHINES	£28.99
NHL HOCKEY 94	£36.99
PUGGSY	£32.99
RANGER X	£32.99
ROCKET KNIGHT ADV	£32.99
SHINING FORCE	£40.99
SHINOBI III	£32.99
TINY TOONS	£32.99

MEGA CD

BATMAN RETURNS	£36.99
CHUCK ROCK 2	£32.99
ECCO	CALL
FINAL FIGHT	£32.99
JAGUAR XJ220	£36.99
NIGHT TRAP	£40.99
PRINCE OF PERSIA	£36.99
ROAD AVENGER	£32.99
SEWER SHARK	£40.99
SHERLOCK HOLMES 2	£36.99
SILPHEED	CALL
SONIC CD	CALL
THUNDERHAWK	£32.99
WONDERDOG	£32.99

CONSOLES

MEGA CD + 7 GAMES	£236.99
MEGADRIVE + SONIC	£109.99

USED GAMES AT BARGAIN PRICES

PGA TOUR GOLF 2	£25.00	CORPORATION	£21.00
LEMMINGS	£22.00	CHUCK ROCK	£19.00
FATAL FURY	£26.00	LHX ATTACK CHOPPER	£22.00
NHLPA HOCKEY 93	£22.00	SUPER KICK OFF	£26.00

JOIN THE SNS USED GAMES CLUB (NO MEMBERSHIP FEES)

USED GAMES BOUGHT OR PART EXCHANGED

CALL FOR FURTHER DETAILS

POST & PACKING ON GAMES £1.30 (1ST CLASS RECORDED DELIVERY)

(0728) 830228

BEARSTED GAME ZONE!

14, SANDY MOUNT, BEARSTED, MAIDSTONE, KENT ME14 4PJ

TEL/FAX: 0622 631068

CALLERS WELCOME - BY APPOINTMENT
OPENING TIMES 11AM-9PM 7 DAYS

*** NEW SHOP OPENING SOON TELEPHONE FOR DETAILS ***

SOME EXAMPLE PRICES

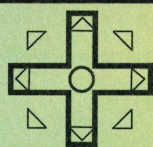
BATTLETOADS	£34.95	MUHAMMAD ALI	£34.95
B.O.B.	£37.95	MORTAL KOMBAT	£42.95
COOL SPOT	£37.95	PGA TOUR GOLF 2	£34.95
F1 52	CALL	ROAD RASH II	£34.95
FATAL FURY	£37.95	SHINING FORCE	£42.95
FLASHBACK	£37.95	STREETFIGHTER 2	CALL
FLINTSTONES	£34.95	X-MEN	£34.95
FORMULA 1 RACING	CALL	CD GAMES	CALL
JUNGLE STRIKE	£37.95	JAP ADAPTERS	£7.99
JURASSIC PARK	£42.95	6 BUTTON PAD	CALL
MICRO MACHINES	£31.50	MANY SPECIAL OFFERS	CALL
MIG 29	£34.95		

We stock all new titles from the day of release at discount prices. Just call if the title you require is not listed.

PART EXCHANGE WELCOME

USED TITLES AVAILABLE FROM £9.99
(SEND S.A.E. FOR LIST OR CALL)

Please make Cheques/P.O's payable to "BEARSTED GAME ZONE"
Recorded delivery P&P £1.25.



THE Games Exchange

The Original, the Best, the BIGGEST!!
SWAP ANY GAME FOR ANY OTHER GAME OF YOUR CHOICE.
BEATS PAYING £40 OR MORE FOR A NEW ONE!!!

WE **DO NOT** CHARGE EXTRA FOR POSTAGE, WE **DO NOT** USE A POST BOX NO. WE **DO NOT** CHARGE MEMBERSHIP FEES, **BUT WE DO DELIVER BY 1ST CLASS RECORDED POST!!** WE CHARGE ONLY £4.50 (TOTAL) PER GAME EXCHANGED. WE CARRY A LARGE UP TO DATE STOCK OF GAMES, TOO MANY TO LIST. OUR MEMBERSHIP NUMBERS HAVE RISEN TO WELL ABOVE 1000! MAKE YOUR CHOICES OF A SIMILAR MEGA ACTION RATING AS THE ONES YOU SEND. FOR THEIR SAFETY, SEND GAMES IN PADDED PACKAGING AND BY RECORDED DELIVERY. USE A COPY OF THE FORM OPPOSITE OR A SEPARATE SHEET OF PAPER IF YOU DO NOT WISH TO CUT OUT THIS COUPON. GAMES ARE USUALLY DESPATCHED BY RETURN OF POST. PLEASE ALLOW A MAXIMUM OF 14 DAYS FOR DELIVERY. ONLY CARTRIDGES THAT ARE BOXED WITH INSTRUCTIONS WILL BE ACCEPTED. **WE ALSO BUY AND SELL 2ND HAND GAMES AND CONSOLES**

MEGA CD, MEGADRIIVE

POST TO: The Games Exchange, 24 LANGTON CLOSE,
HUCCLECOTE, GLOUCESTER, GL3 3AZ.

TEL: 0452 611550

NAME

ADDRESS

SIGNATURE OF GUARDIAN

(IF UNDER 18)

1ST CHOICE

2ND CHOICE

3RD CHOICE

4TH CHOICE

GAME ENCLOSED

AMOUNT ENCLOSED £

£4.50
(TOTAL)

PLEASE MAKE CHEQUES OR P.O.S PAYABLE TO:
The Games Exchange



FUTURESOFT ENTERTAINMENT



MEGADRIIVE

BUBSY	£36.99
MICRO MACHINES	£31.99
JUNGLE STRIKE	£37.99
SUNSET RIDERS	£36.99
GRANDSLAM	£36.99
COOL SPOT	£37.99
FLASHBACK	£34.99
MORTAL KOMBAT	£CALL

MEGA CD

SHERLOCK HOLMES	£38.99
SHERLOCK HOLMES 2	£38.99
FINAL FIGHT	£37.99
ROAD AVENGER	£36.99
NIGHT TRAP (15)	£37.99
WOLF CHILD	£37.99
JAGUAR XJ220	£36.99

COMING SOON

SILPHEED	(MCD)
SF 2	(MD)
BATMAN	(MCD)
JUNGLE BOOK	(MD)
ALLADIN	(MD)
THUNDERHAWK	(MCD)

The above prices are mail order only and are subject to change. Add £2 P&P and £5 P&P for games and machines.
All cheques/Po's made payable to INFOTECH LTD.

MAIL ORDER HOTLINE - 071 359 4127

121 ESSEX RD, ISLINGTON, LONDON, NI 25N

FAX - 071 359 8418

NCS

NASH COMPUTER SERVICES

TEL: 0925-243770

Open 9am-6pm

Monday to Saturday

SEGA MEGA DRIVE

	NEW	USED
ANDRE AGASSI TENNIS	£33.99	£28.99
ANOTHER WORLD	£33.99	£28.99
ARIEL THE MERMAID	£29.99	£24.99
BATTLE TOADS	£29.99	£24.99
COOL SPOT	£37.99	£32.99
CYBOURG JUSTICE	£29.99	£24.99
D ROBINSON BASKETBALL	£33.99	£28.99
ECCO THE DOLPHIN	£33.99	£28.99
FATAL FURY	£37.99	£32.99
FLINTSTONES	£33.99	£28.99
FLASHBACK	£37.99	£32.99
GLOBAL GLADIATORS	£37.99	£32.99
GRANDSLAM TENNIS	£33.99	£28.99
JOHN MADDEN '93	£33.99	£28.99
JAMES POND 3	£37.99	£32.99
JUNGLE STRIKE	£37.99	£32.99
JURASSIC PARK	£37.99	£32.99
LEMMINGS	£33.99	£28.99
MEGA-LO-MANIA	£37.99	£32.99
MICRO MACHINES	£29.99	£24.99
MIG 29	£33.99	£28.99
MUHAMMED ALI BOXING	£33.99	£28.99
NHL PA 93 HOCKEY	£33.99	£28.99
PGA TOUR GOLF 2	£33.99	£28.99
POPULOUS 2	£33.99	£28.99
ROAD RASH 2	£33.99	£28.99
SIDE POCKET	£33.99	£28.99
STREETS OF RAGE 2	£37.99	£32.99
SUNSET RIDERS	£37.99	£32.99
SUPER KICK OFF	£37.99	£32.99
TEENAGE MUTANT TURTLES	£37.99	£32.99
TINY TOONS	£33.99	£28.99
X-MEN	£33.99	£28.99

BUY BACK GUARANTEE!

All games listed in red are covered by our Buy Back Guarantee. If you don't like it, return it within 2 weeks in mint condition and your money will be refunded.

(Less £5 per title handling charge)

All prices include delivery!

COMPLIMENTARY TICKET

NO PHOTOCOPIES ACCEPTED

Value
£4

1993

Sept	11 West Midlands 12 Brighton 18 Leicester 19 North East 25 Edinburgh 26 Glasgow	National Motorcycle Museum J6 M42 Corn Exchange, Church St. De Montfort Hall, Granville Road Washington Leisure Centre, Dist .1 Adam House, Chambers St. Mitchell Theatre, Granville St.
Oct	2 London 3 Portsmouth 9 North West 10 Belfast 16 Nottingham 17 West Midlands 23 London 24 West 30 North East 31 Leeds	Sandown Park, Esher, Surrey J9/10 M25 Mounbatten Centre, Alexandra Park Haydock Park Racecourse J23 M6 Ulster Hall, Bedford St. Jesse Boot Centre, University National Motorcycle Museum J6 M42 Novotel, Hammersmith Brunel Centre, Temple Meads, Bristol Northumbria Centre, Washington, Dist.12
Nov	6 Oxford 7 Brighton 13 West Midlands 14 Cardiff 20 London 21 Portsmouth 27 North West 28 West	University Sports Centre, Calverley St. Cowley Parish Hall Corn Exchange, Church St. National Motorcycle Museum J6 M42 University Union, Park Place Sandown Park, Esher, Surrey J9/10 M25 Guildhall Haydock Park Racecourse J23 M6 Brunel Centre, Temple Meads, Bristol
Dec	4 Leicester 5 North East 11 West Midlands 12 Leeds 18 Edinburgh 19 Glasgow	De Montfort Hall, Granville Road Washington Leisure Centre, Dist.1 National Motorcycle Museum J6 M42 University Sports Centre, Calverley St. Adam House, Chambers St. City Hall, Candleriggs

STANDS ARE AVAILABLE FROM ONLY £60 RING 0608 663820

ALL FORMATS COMPUTER FAIR

SOLE PROPRIETOR - BRUCE EVERISS

All Fairs 10a.m. - 4 p.m. Redemption 0.00001p MA

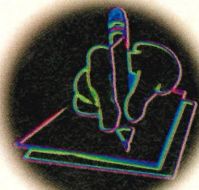


SUITES 3/4, FIRST FLOOR, STANLEY HOUSE,
STANLEY STREET, WARRINGTON,
CHESHIRE WA1 1EZ. TEL (0925) 243770

cut and take to exhibition

photocopies not accepted

MEGA JIVE



■ Thanks for all your letters telling us what a great mag we are! Keep 'em rolling in (okay, so we're only human after all!).

MEGA SUPER

Dear Nick,
Firstly, I think your mag is simply spiffing, and although I have also read that 'other console' mag SUPER ACTION (*My commiserations - Nick.*) I am now about to buy a Mega Drive due to your collective raving about how brill it is!

However, to help me with my happy purchase, perhaps you could explain the following to a chap without a real 'Tefal' forehead:

- What is the practical difference between SCART and PAL machines?
- When will Mega Drive 2 be in the shops and will it be better to wait and buy it rather than version one?
- What does NTSC mean?
- And PSU?
- If I buy a Japanese Mega Drive can I still play UK/USA games?
- Why are games for Japanese consoles cheaper?

By the way, I find the layout and artwork of your magazine very eye-catching and the price and features spot-on.

Keep up the good work - I have placed an order with my newsagent already. Also, reference the last letters page, what's wrong with the name Cedric Thwaite? I think it sounds kinda hip...

*Yours jivingly,
Algernon Princely Snodgrass,
Birmingham.*

Firstly, you can't spell 'Algernon'. Luckily I can so I've corrected it to save your blushes. Anyway, thank you for your kind comments. It's always nice when we poach a reader especially when it's from one of our sister mags!

Anyway, to your questions:

- PAL is a method of encoding TV pictures used mainly in the UK. It's the reason why American videos won't work on UK recorders and so on, because they use a different system. SCART is a way of connecting audio/visual equipment together to get the best sound and picture quality. Generally, plugging anything in to the SCART socket on your TV will produce a better image than if you used the aerial socket.

- The Mega Drive 2 will be available this Christmas. However, we've

heard the machine is no different to the normal Mega Drive, apart from the flash new case (and the price). Watch out for a feature on the Mega Drive 2 soon.

- NTSC. I'm not sure what it means, although I know what it does. It's the American version of PAL, and is incompatible with UK TVs.

- PSU - no shocks here... It means Power Supply Unit, ie the thing you plug into the back of the Mega Drive to make it work.

- Yep. We use a Japanese Mega Drive at the offices. BUT it won't work with UK TVs (we use a monitor). Also, there are some games which are a bit twitchy with the Japanese machines - for instance, we couldn't get *Shinobi 3* to work with it this issue.

- Who knows? But it may have something to do with the fact that Sega sells bugger-all in Japan and have to keep prices low to get anyone to buy their gear.

GEM AT A COIN

Dear Nick,
I read issue four recently and every now and again I kept coming across these little sentences in minute text dotted all over the mag. Stuff like 'MAGI ATE CON' and 'CAN'T AIM EGO.' Just what does it all mean for goodness sake and why are they there?

*Yours questioningly,
R. Garratt, London.*

You mean you haven't figured it out yet? Well, all those sentences are anagrams of MEGA ACTION and we have another 300 or so to deploy in the mag over the next few decades or so.

If anyone can be bothered to look for them all over the next few months, write them down and send them in to us, there'll be a free game of your choice in it for you. But that means every anagram we've printed since issue four up to the December issue must appear on that list! Good luck!

CD FOR ME?

Dear Nick
Here is a poem just for you!
I would like to win Mega CD,

cos it's the best machine I've ever seen.

Great sound and graphics, Sega TV,
Release my spirit,
Set me free,
with Mega CD.
Sega makes the world go 'round,
Don't take it away,
Or we'll have to heal the world.

Hope you like this,
Gemma R, Edinburgh.

Er, thanks Gemma. I'm afraid that's the most blatant hint we've yet received, even though your scanslon is a bit wonky. But thanks anyway. (PS I think it'll take more than Sega TV to heal the world.)

WORKSHOP WINNER

Dear Nick,
Congratulations for producing the best Mega Drive mag of the lot. It's so nice to see people trying to do a bit more than the usual News Previews Reviews stuff - and all for only 99p! But a big hand must go to the Mega Workshop - at last a place where you can find out exactly which games are the best!

But why did you start with golf games and when are you going to do football games?

G. Thompson, Taunton.

Thanks for the kind words! We were as sick of Buyers' Guides as everyone else is - they have their place but too many mags put them in as an excuse to fill pages. And as you know, we don't waste space in MEGA ACTION! (Not that we have much to waste either!) Oh, look out for footy games in the next issue.

MEGA DIVE

Dear Nick,
Why did you get rid of the Library? Lots of people only buy the older games and now we're not going to be able to find out about them. The Workshop just doesn't give you enough information on all the games and concentrating on just one type of game every month isn't going to help much. Please bring back the library!

Adam Smith, Hull.

Sorry you don't like the Workshop Adam, but we felt the library didn't give enough information on its own.

The problem is that at the moment we don't have enough space to do a proper guide so rather than give you a 'cut-down' version, we felt it would be better to go for something new.

I'm interested in what people think about the Workshop though - we're pleased with it, but that's not much good if nobody else likes it! Please write and let me know.

COMPO NIGHTMARE

Dear Nick,
Why do you put an 0891 number on your compo? I really want to enter your compos but my mum won't let me use the phone for things like that, so please get rid of the 0891 number!

Christopher Davison, Norfolk.

Er, there's nothing to stop you from writing you know! The 0891 number is only there as an option, so just cut out the coupon and send it to the address given on the page!

NO JOKE

Dear Nick,
I was disgusted at your 'joke' in your *Pro-Striker* review (issue 3) about all the national teams drowning, which would help England.

It was a poor joke considering the recent deaths of the entire Zambian national team, who all drowned. I hope you will choose your words more carefully in future.

R. Collins, Leicester.

I'm very sorry if that joke caused offence. Unfortunately, I wrote that review before the Zambian tragedy happened and I would never deliberately be that tasteless. Please accept my apologies.

IN THE SEWER

Dear Nick,
I was wondering if you could send me some information or screenshots of the Mega CD game *Sewer Shark*? If so, I would be very grateful.

Alex Scott, Fife.

For a full review of *Sewer Shark*, check out issue 2 of MEGA ACTION. See page 51 on how to get Back Issues.

Send your letters, jolly thoughts and fond memories to:

Nick Merritt, Mega Jive, MEGA ACTION, Europa House, Adlington Park, Macclesfield, SK10 4NP.

From next month, any star letters will receive a game of your choice, so please remember to put what you want on your letters! Also, if you have a photo, send it in too!

THERE ARE MANY STARS IN THE MAGAZINE WORLD,
BUT FIVE SHINE BRIGHTER THAN THE REST.....

amiga
action

SUPER
action

PC
action

GAMEBOY
action

MEGA
action

eumPRESS
INTERACTIVE

you're wanted for questioning **£555** REWARD

It's the pop action quiz that can win you a cool **£555** – every week! Imagine what it could buy you.

All you need is a phone, a finger and a brain. Eeezee!

EVERY WEEK
1ST PRIZE
£555
MUST BE WON
PLUS EACH DAY'S HIGHEST
SCORER WINS A TOP CD

And it's different every time you call. Get more correct answers in 7 minutes than anyone else and you've won this week's **£555**.

This is *beyond* virtual reality.

NEW GAMES START MIDNIGHT EVERY SUNDAY!
0891 228 555

THE WEEKLY QUIZ GAME THAT'S 555 TIMES MORE SERIOUS

Callers must answer as many multiple choice questions as they can in 7 minutes. Tiebreak decided by the least wrong answers and fastest time. Each game ends at midnight on Sunday. Please ask permission of person who pays the bill before calling. Max possible cost: £2.70 (cheap), £3.60 (other times). For rules and names of last week's prize winners call 0891 228501. The Picture Phone Co. 19/20 Poland St, London W1V 3DD.

PART 1

CODEMASTERS JAP/US/UK

MICRO MACHINES

COMPLETE SOLUTION

Living life in a miniaturised world can seem pretty daunting. Even a fuse from a normal household plug can

equal a large building in this microscopic plane of existence. Anyway, Dave Goodyear, Gamesmaster Golden joystick winner, takes you through this fine Codemasters' release.

Micro Machines is an unusual game from the Codies. Race miniature cars around household objects and try to win! The game is best in two player mode – but an old man once told me that if you want to win convincingly over your opponents you have to cheat like heck.

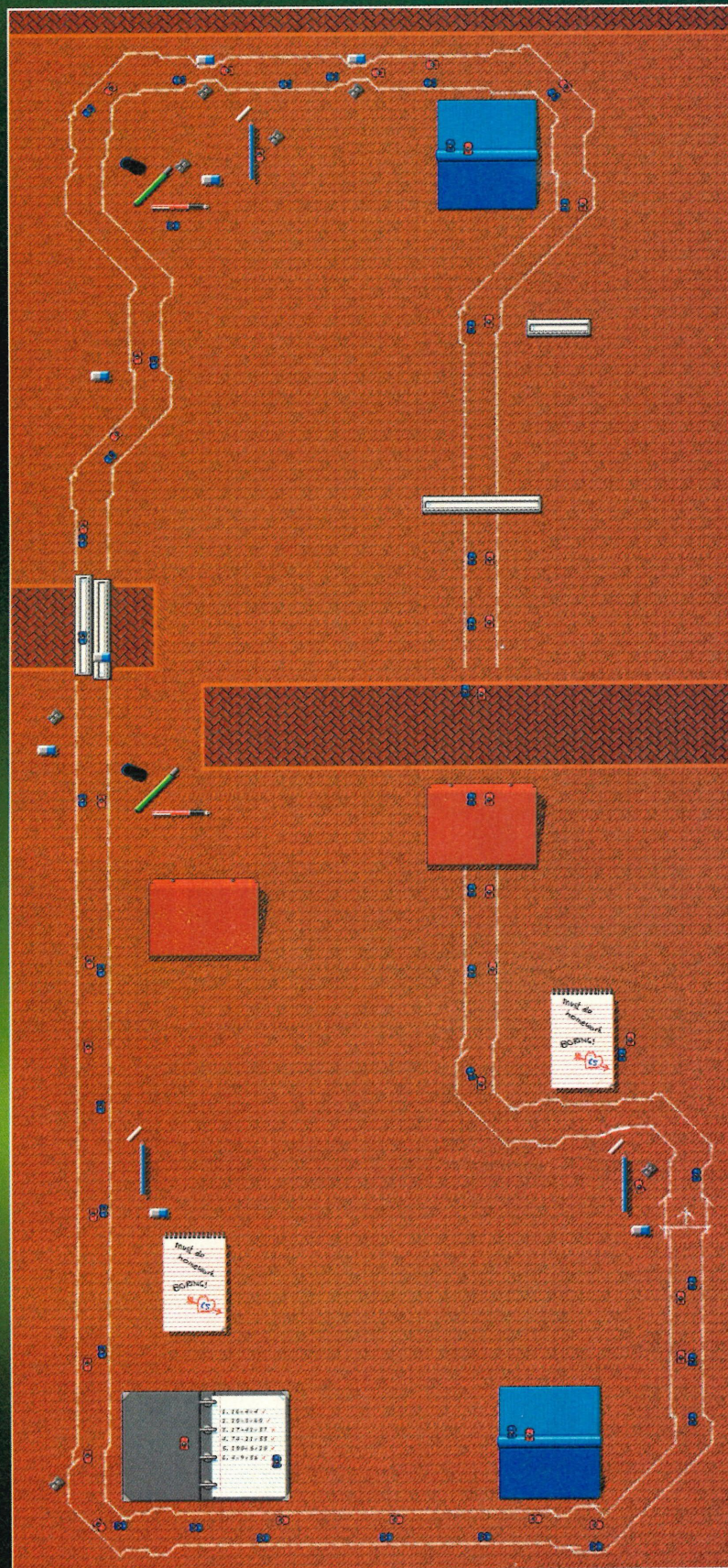
And here I am with the advice and maps to help you achieve your ultimate dream of holding aloft the champion's trophy.

Just take a few practice laps with this guide and you'll soon become the fastest midget that ever raced! Watch out for the rest of the game in the next issue...

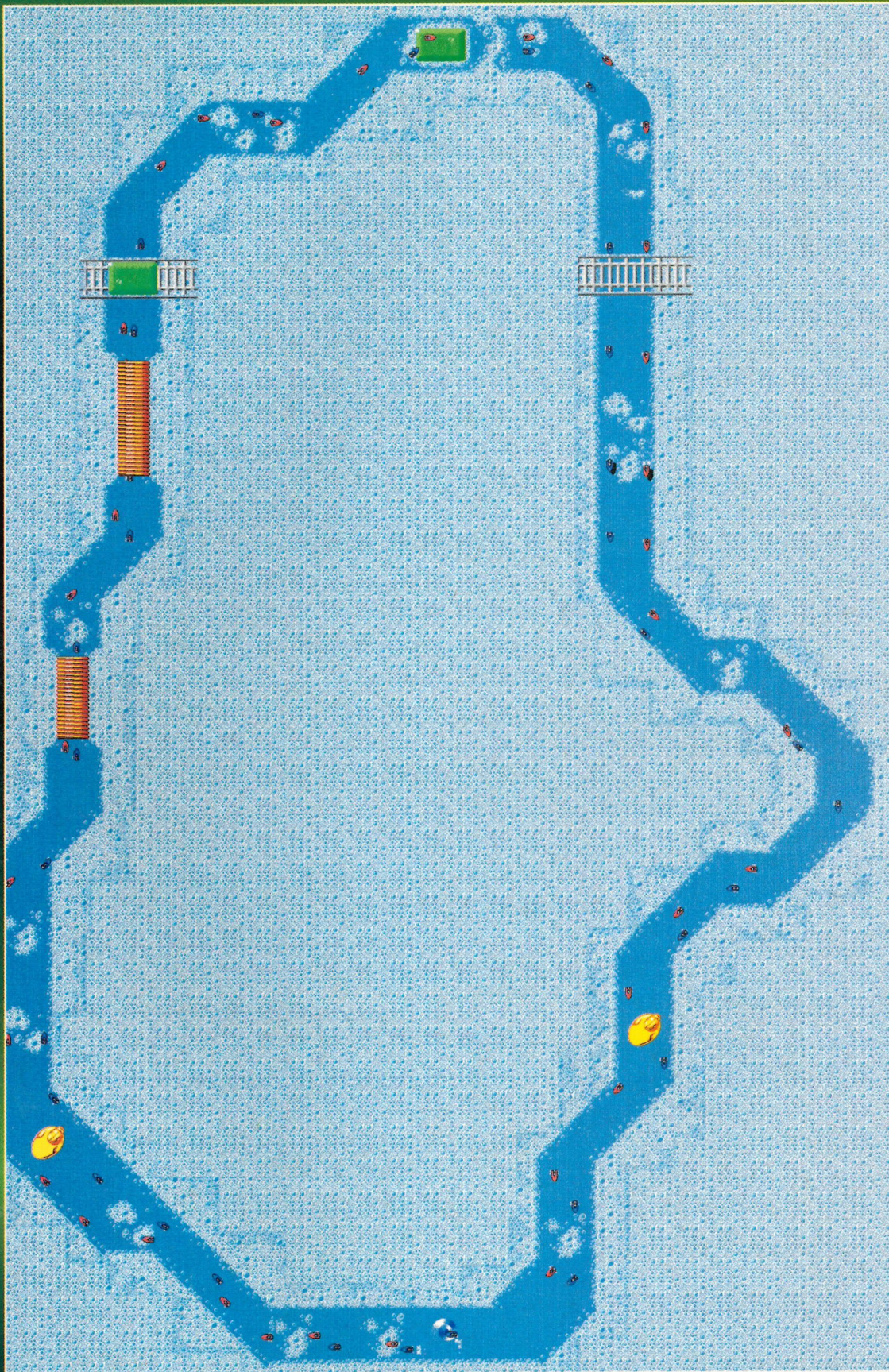
1 As soon as you depart from the start/finish line you'll be greeted with the first and tightest corner of the course. To get around this corner with speed and ease lift your finger away from the accelerate button, and as soon as you make it around the corner start turning the opposite way for the next bend. From here you'll need to build speed for the jump over the red folder.

A little further up the track and you can cut your first corner over the blue folder – this can be attempted on any colour folder on the track. Pencil and eraser chicanes are quite a nightmare and are often driven around to avoid catastrophe. The only thing to remember is to maintain a straight line at all times to keep your speed at maximum.

So study the map and look for which corners to cut and within a few practice laps you'll be able to thrash any of your unsuspecting friends.



COMPLETE SOLUTION MICRO MACHINES



2 The next race may take place in an innocent bath tub where you'll be racing high powered speedboats. The main thing to slow down these water crafts are the large collec-

tion of bubbles that act like barriers at the side of the track, avoid these at all costs to keep your top speed going. Also make sure you learn the whereabouts of the two rubber ducks - these awesome models have seen

off some of the finest pilots. And try to make sure you're as near to the wall of bubbles as possible when trying to pass the huge whirling plug hole at the bottom of the course. Get this a few pixels wrong and you're look-

ing at a very watery grave indeed! Last but not least are the yellow tunnels that must be navigated perfectly, one slight mishap could cost you the race as it takes some time to recover from the ordeal.

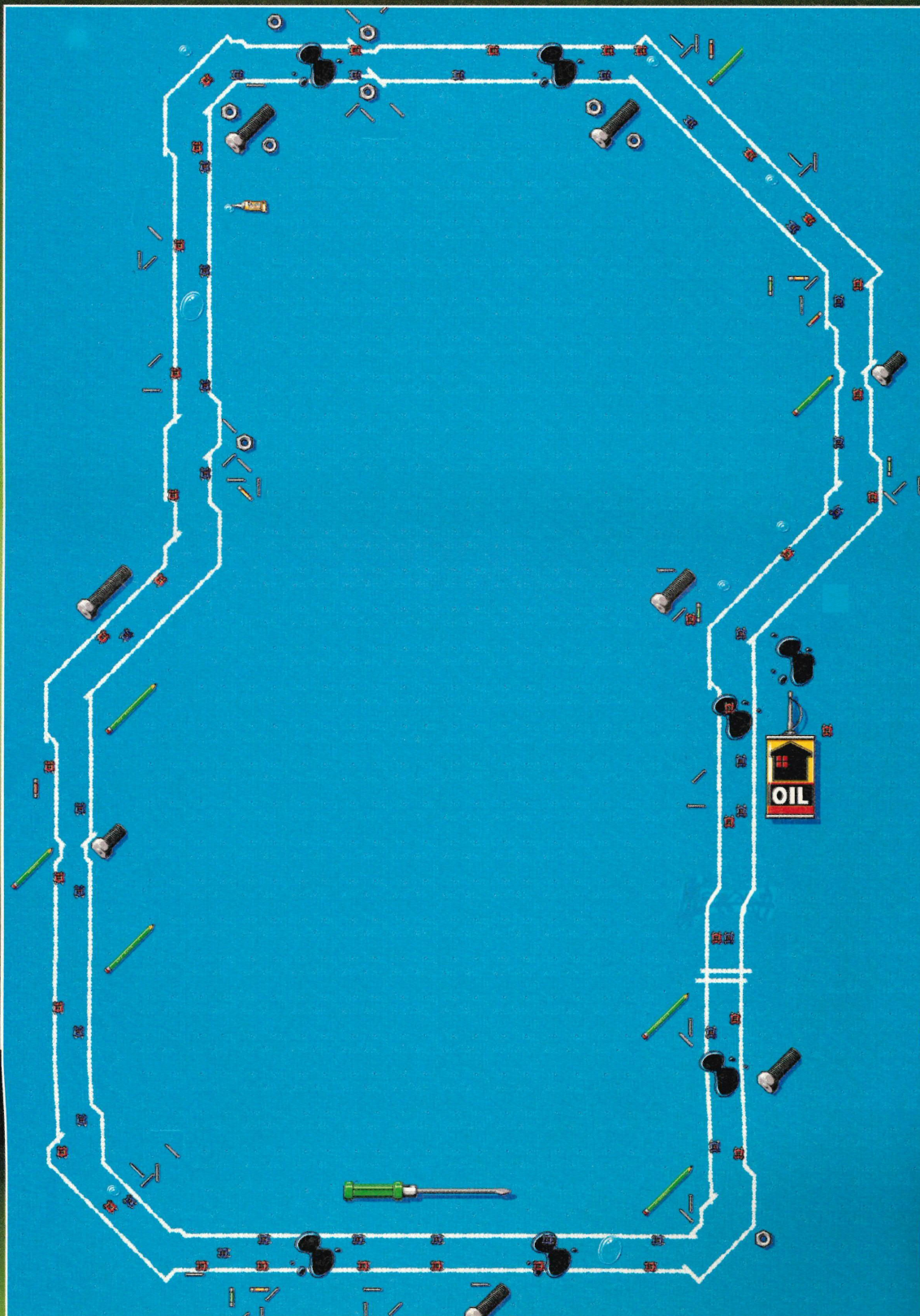
CODEMASTERS JAP/US/UK

MICRO MACHINES

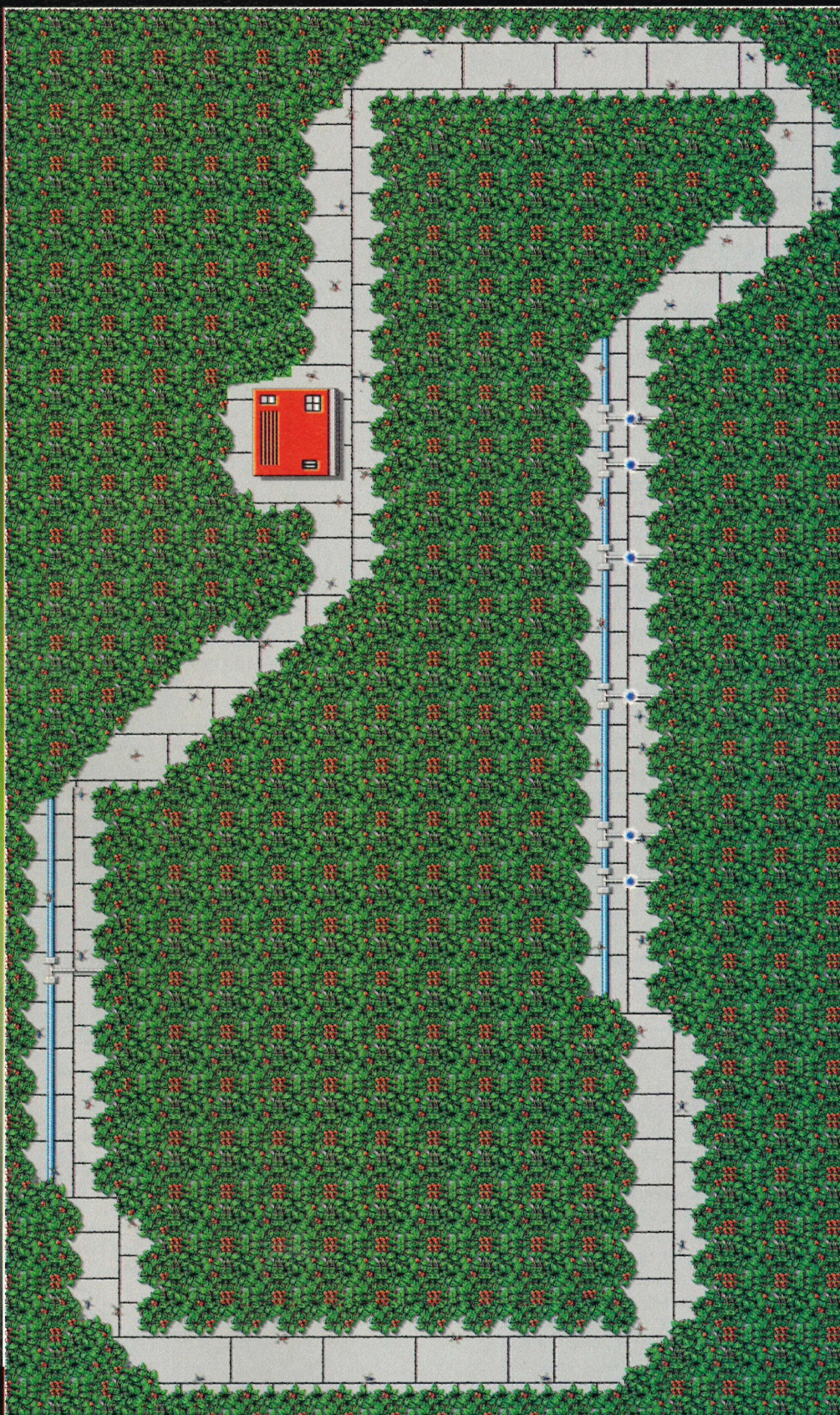


COMPLETE SOLUTION 3

The key to success on this obscure course is to never let go of the accelerate button unless it is drastically needed. The first few seconds of the course are straightforward to follow but be sure that your tyres don't touch the small spots of glue that are on the track as this can impede your performance somewhat. Unlike the pencil and eraser chicane, the two nuts cannot be driven around so easily so it's good practice to drive straight between them, trying not bump into another car as this could be fatal. So apart from learning the locations of the glue and chicanes you should be able to win the race with no problems.



COMPLETE SOLUTION MICRO MACHINES



4 The next task to undertake is to fly around the garden in a small helicopter. This is probably the hardest course to master and it will take some perseverance to do so. The main rules to observe; never collide with the scenery as the

slightest glancing blow can send you out of control, and the other is to never hit any of your opponents as this can end up in a confused pile-up. Waiting down the main straight to the right of the course are a collection of holes in a hose pipe, these holes tend to release

large amounts of water, causing any helicopter to explode if touched, so steer clear. And the last piece of household equipment to deal with is the fan at the left of the map. This electrical monstrosity can push your aircraft in to the collection of leaves and berries to the

right allowing the more experienced pilot to pass. Thjere, now that course wasn't so hard to complete after all, was it?

Tune in next month to feast your eyes upon the next instalment of maps to this great racing game!

TIPS

■ More tips this month – keep 'em coming in and thanks to everyone who posts them to us!

EMPIRE OF STEEL

Level select: Go to the options screen and go to sound test. Now press 'A' to listen to the following sounds in order 01,01,09,02.

The word **ROUND** will now appear at the bottom of the screen. Now you can start on any level.

MARVEL LAND

Level select: Enter the code ARDE in normal mode on the password screen for a stage select option.

DYNAMITE DUKE

To access a secret options screen, just press button C ten times on the title screen before pressing start.

FINAL BLOW

When you get knocked out, press up and start when Game Over appears, you'll now be able to continue with one extra credit.

Thanks to Stephen Dunne for these cheats!

MUHAMMED ALI BOXING

Arcade mode:	Simulation mode:
007KEHCZ	H07SCXCZ
007EBXCZ	H0724NCZ
0075B7CZ	H0724NCZ
007BBNCZ	H07C44CZ
0072B4CZ	H074NECZ
007CCCCZ	

GHOULS AND GHOSTS

When the title screen appears, press 'A' four times, followed by Up, Down, Left, Right. You should hear a tune. Now try these combinations:

B and start: Invincibility
Up, 'A' and start: Starts you midway through level 2.
Right, 'A' and start: Takes you to level 5.
Right, down and 'A' and start: Takes you to Loki the final boss.
Down, 'A' and start: Starts on level 3.
Left, 'A' and start: Halfway through level 3.

It can also be used with others so left, 'B', 'A' and start halfway through level 3 with invincibility.

BATMAN (REVENGE OF THE JOKER)

To get a level select, go to the the password screen and enter 5257. A row of mushrooms will appear. Now enter your new code with the level and stage you want to start on, then 00 to finish off.

Thanks to Aaron Seddon for this!

KID CHAMELEON:

When you get to Blue Lake Woods II, jump on to the two blocks and keep on jumping. Don't go down the well because there will be a hole in the wall.

Jump through this hole and you will be able to complete this section faster.

At the end of Blue Lake Woods II, jump onto the block above the flag. Then hold down diagonal left and press B and C. You should go to the Master.

EVANDER HOLYFIELD'S BOXING

When starting a new boxer off on the long rocky road to stardom and brain damage, enter their name as **THE BEAST**. Your boxer should now turn green and have full bars for stamina, power, speed and defence.

EUROPEAN CLUB SOCCER

Here are some playing tips:

Penalties: Press C and left or right to score. In shoot-outs press B,B,B,C then B for five-out-of-five.

Formations: Use a 1-3-3-3 formation for mega power.

Corners: Aim for the far post and press C to lob the ball. Now run your players to the ball and knock it over the side line.

Throw-ins – defending: Stand next to the referee and you'll be able to get to the ball first.

Thanks to Tony Wiseman for this (and for the cheats in other issues – sorry about that!)

F22 INTERCEPTOR

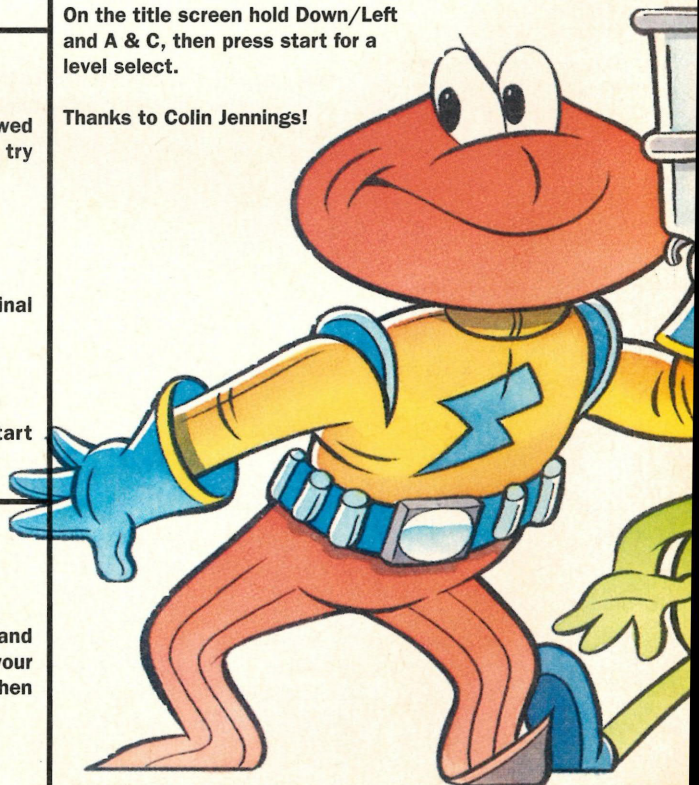
Press button B and C during a game to reveal an options screen that gives you unlimited firepower and invincibility – and more!

Thanks to Matt Miller and Herdy.

JAMES POND 2, ROBOCOD

On the title screen hold Down/Left and A & C, then press start for a level select.

Thanks to Colin Jennings!



■ MIXED AND CRACKED

MEGA

ACTION REPLAY/GAME GENIE CODES



ALIEN 3

FF08450099 - Unlimited machine gun rounds
 FF08470099 - Unlimited flame
 FF08490099 - Unlimited mortars
 FF08130002 - Level select (you must start the game and lose a life before correct level is selected)
 FF08670059 - Infinite time and missiles

AQUATIC GAMES

00719652B8 - Clock runs slower (100 metre dash)
 00A78E52B8 - Clock runs slower (kipper watching codes)
 0016340703 - Enter with code below to give hop, skip and a jump
 0089320006 - Use with code above
 009F8852B8 - Clock runs slower (Bouncy castle)
 00A3765C30 - Style points X6 (Bouncy castle)
 00832C6002 - Feed bag never goes empty
 008F2E52B8 - Clock runs slower (shell shooter)
 007E3E52B8 - Clock runs slower (Tour de Grass codes)

CHUCK ROCK

Level 2: 7G09M
 Level 3: NN6E3
 Level 4: 84AKG

Thanks to Michael Rowland for the above cheats!

HELLFIRE

To get 99 lives, on the options screen select 'hard' and listen to any music for 70 seconds.

PHELIOS

For six continues, press C,A,B,A,C,A,B,A on the chapter one screen.

Many thanks to Barry Preest for the above tips! No, we were only joking about giving away Captain Planet and King of the Monsters.

SHADOW OF THE BEAST II

For some extra game credits: Wait for the Psynosis logo to appear and then simultaneously press and hold A,B, and C. Then press start.

Thanks to Matt Miller and Herdy (again).

WE NEED YOUR TIPS AND CHEATS!

MEGA ACTION is on the lookout for decent tips and cheats!

We're going to be adding to this section shortly, so if you need help with a game or have advice for your fellow readers, get those letters to us!

Who knows, there may even be a freebie of some sort in it for you if the tip is good enough!

SUPER WRESTLEMANIA

How to beat a computer-controlled player when you've selected Shawn Michaels or Papa Shango:

When the bell goes, go straight to the corner and climb up to the top turnbuckle. When your opponent walks away, come down. When the opponent walks or runs towards you, press A and C together.

Repeat the above until he has no energy left then you can pin him down.

To win every single fight:

When the match begins exit the ring on the left side. Stand against the railings - your opponent will not touch you.

You can kick him three times. When he falls over, re-enter the ring.

As soon as he gets back into the ring repeat the above.

When he's got no energy kick him once then pin him. This will work on every wrestler.

Thanks to Philip Smith for this excellent cheat.

REVENGE OF SHINOBI

To get infinite shruikens, on the options screen select oo shruikens and wait 15 seconds.

ALTERED BEAST

If you go to options then level 5 and press start, then go to the title screen and hold down A and start, you should be able to go to the level you want.

Thanks to Darren Malin for these.

STRIDER

Level select: When Master laughs, press A,C,B,C,A.

ALIEN STORM

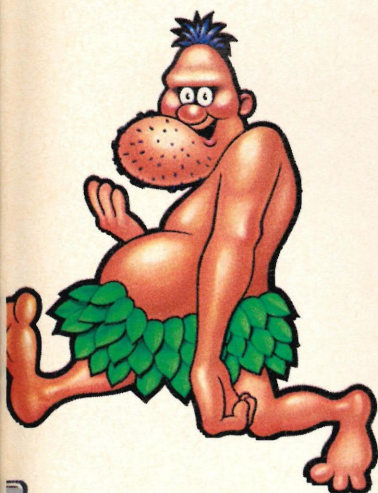
To get infinite lives: Select Scooter. When your lives reach zero and your energy is low self-destruct.

KRUSTY'S SUPER FUN HOUSE:

To gain infinite lives and open all the doors, type SMA1LL1W on the password screen.

Send your cheats, hints and tips to:
Mega Action Tips and Cheats,
Europress Interactive Ltd,
Europa House,
Adlington Park,
Macclesfield,
Cheshire SK10 4NP.

Note: Many people phone us at work asking us for hints and tips. Unfortunately, we can't give out advice over the phone, but you can write instead!



Chuck Rock looking dead annoyed about his son getting all the glory in Chuck Rock II.



Mega Workshop

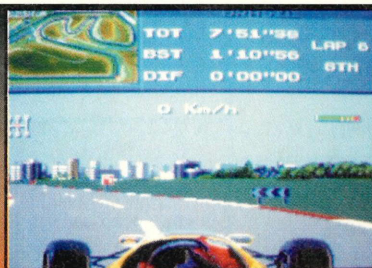
■ Welcome to the latest thing in Buyers' Guides! We've lost count of the number of rival magazines who like nothing better than wasting acres of space with lists of games nobody ever reads, which stay more or less the same every month and which YOU have to pay for! Well, MEGA ACTION's a different kind of mag, so stitch that! Check out our new alternative – the Mega Workshop. Everything you need to know about certain games will be exhaustively put to the test so you can be sure that when you go to buy a game, all you need to know will be here! Steve takes you through the jungle...

F1 Grand Prix

Domark £39.99 **88%**

Very similar to the Monaco GP series but somehow lacks the finishing polish. Every type of course and competition is catered for as well as a great split screen two player option for added rivalry. Nice graphics with good game speed.

Good attempt but still overshadowed by the Monaco GP series. Split screen two player option adds to the tension, don't forget to set the car up though!



Ferrari F1

Flying Edge £34.99 **42%**

It's bad but it's red. Ferrari have the reputation of producing fast cars for fast men. Shame this excitement does not translate into the game. I agree it looks good but even the two player head-to-head option does little to push things along.

Damn! This is becoming a one horse race with little or nothing in the way of competition being offered by anything other than the Monaco series.

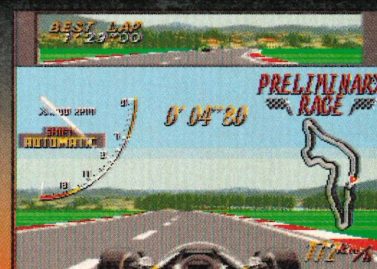


Super Monaco GP

Sega £39.99 **90%**

The first and still one of the best, this set the trend for others to follow. Great graphics and superb sound recreate everything involved in the Formula 1 circuits of today. Race in tournament or against the clock arcade-style.

Only bettered by the Senna GP2 version this still sells well and sets the example for others to follow. Great graphics with screaming engine sounds!



F1 Circus

Nichibutsu £39.99 **74%**

Overhead view makes this very like the early arcade versions. Plenty of on-screen info and car setting options make this quite a challenging game to play. Memory back up lets you save your position when racing in the world championship game.

Fast and furious racing fun with the old fashioned overhead approach. To be honest this is a really good effort and gets quite involved during championships.



Super Monaco GP 2

Sega £34.99 **93%**

Quite an improvement on the first Monaco version. Better graphics and speech still make this the ultimate racing game. Fast, loud and really challenging this is one game Senna, who put his name to it, can be proud of. A definite Mega Drive must!


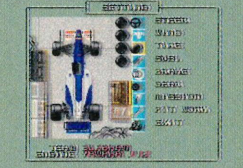



Fast, loud and very very challenging. F-1 fans amongst you cannot possibly let this one pass you by. Race against the clock or in the world championships.



MINI LEAGUE MINI LEAGUE MINI LEAGUE

	TITLE	PUBLISHER	RRP
1	Super Monaco GP 2	Sega	£ 39.99
2	Super Monaco GP	Sega	£ 39.99
3	F1 Grand Prix	Domark	£ 39.99
4	F1 Circus	Nichibutsu	£ 39.99
5	Championship Pro Am	Tradewest	£ 39.99
6	Ferrari F1 Grand Prix	Flying Edge	£ 34.99
7	F1 Hero MD	Varie	£ 39.99
8	Fastest One	Import	N/A

Mega shootout

Versus:	GP 2	F1	GP 1	Circus	Ferrari
Ferrari	You cannot compare these two. It would be insulting to start with. <i>Ferrari</i> is dull, uninteresting and terrible to play. <i>GP2</i> on the other hand has speed, depth and great graphics. I don't want to sway your choice but don't you DARE buy <i>Ferrari</i> .	<i>F1</i> has some clever little touches that <i>Ferrari</i> so sadly lacks. I agree the official endorsement helps with <i>Ferrari</i> , providing some accuracy in the course layouts but after all this it still plays like a turkey. <i>F1</i> has a clear edge here.	I'll tell you, <i>Ferrari</i> really is terrible. The more you compare it to other games the worse it starts to look. Against <i>GP1</i> things are really embarrassing considering <i>GP1</i> has been around for quite some time. Again my only advice can be to avoid <i>Ferrari</i> .	Even the dated overhead view looks great stuff when compared to the snail racing on <i>Ferrari</i> . The cars handle about the same, that is not so great but <i>Circus</i> is faster and the training programme comes in handy. <i>Ferrari</i> lacks accurate car settings.	
Circus	Two completely different approaches, <i>Circus</i> is a more early arcade type while <i>GP2</i> is the graphical experience we now expect. For speed and playability it has to be <i>GP2</i> with its depth and attention to detail. <i>Circus</i> lacks that explosive feeling.	The overhead approach doesn't quite pay off with slow scenery changes and a car that doesn't quite handle as it should. <i>F1</i> cars handle nicely enough with some neat little gimmicks including the split screen head-to-head option.	The overhead approach, although the respected standard some years ago looks dated in comparison to the speed and design of the <i>GP</i> series. Courses are all there, equally detailed in both but the drivers' view is much more realistic to play.		Circus Wins
GP 1	Despite <i>GP2</i> being the prequel to <i>GP1</i> and considerably older the two still stand up to comparison. Very similar both in sound and graphics <i>GP2</i> boasts only the better car handling and a custom circuit through the Senna endorsement.	<i>GP1</i> still comes out on top, though not by much. The games are very similar with <i>F1</i> giving you the two player split screen racing option. Graphics in <i>F1</i> are not quite as chunky and interesting though both games are very fast to play.		GP1 Wins	GP1 Wins
F1	<i>GP2</i> comes out just ahead due to mainly the car handling. Senna has personally applied his touch in this department leaving the game a real reflection of <i>F1</i> life. <i>F1</i> still has some nice touches with neat backdrops that move by swiftly.		GP1 Wins	F1 Wins	F1 Wins
GP 2		GP2 Wins	GP2 Wins	GP2 Wins	GP2 Wins

Under the table

	GP2	F1	GP1	Circus	Ferrari
Handling	Very accurate rendition of an F1 racing car. Speed and acceleration have all been tweaked by the master himself, Mr Arton Senna. Gear changes as this can seriously upset the car before a sharp turn.	Handles very well though tyre wear becomes an important factor in later laps, causing some serious handling problems. Avoid anything solid or other moving cars as this too can dull the performance of the racing machine.	Accurate, but nowhere near as good as the sequel <i>GP2</i> . The car has serious skidding and oversteer abilities which become really quite frustrating when trying to make up position. Tyres are a real performance killer too.	Oooh. It is not so good. The car does not handle like it should, especially after some light contact with solids. The car tends to flit around uncontrollably ending up in a cloud of smoke on the grass around the track.	Hmmm. I don't know what to say here except maybe if the real Ferrari F1 car handles like this then it could explain the lack of World Championship points. The car goes in a straight line all right but turning... ah well.
Settings	Just about everything can be altered on the car, from spoilers to gear box configurations. The tyres are critical choices and checking track conditions is a must before qualifying, and then racing proper.	Once again you have the full range of tweaks so car handling can be seriously changed to suit the conditions. This includes the obvious tyres, spoiler angles and even individual suspension settings. Tamper at your peril!	You can set up whatever you fancy on the car but it does not have such a profound effect except concerning tyre types and gearbox selection. These dramatically effect performance and acceleration.	Some degree of tweaking is allowed but this only has effect with the right gearbox combinations. The car is very prone to damage and even regular pit stopping does little to repair the damage to the car.	You can modify anything you want on the car and to some degree it has a good effect. What lets the whole side down is the game itself, with terrible on screen renditions ruining some nice touches.
Courses	They are all here, the latest versions of the world's most famous race courses. The Senna custom circuit is a real challenge and should only be attempted after some serious familiarisation with F1 car handling.	All the courses of the world are beautifully presented with extreme accuracy. The scenery is interesting and flows past smoothly at a great rate. Some simplifications have been made but mainly for gameplay reasons.	They are all here again, but not as accurately as the <i>GP2</i> version. <i>Monaco</i> is by far the most difficult and can cause real problems, especially in heavy traffic. Learning the courses takes considerable time but pays off.	Not too accurate I'm afraid. It seems the designers have chosen to simplify things in favour of closer racing. Unfortunately what then suffers is the feeling for each round of the world championships.	Most courses have been included and I suppose the Ferrari licence has created some accurate renditions. What is really disappointing is the way the game moves around you. It is dull and featureless.
Traffic	Other drivers have at last more driving ability than <i>GP1</i> . They still try and ram you from behind but at least there is a sense of fair play on the corners, using the seven gear transmission lets you get out of trouble though.	At last some intelligent drivers to get past and beyond. Not only do they take up correct positioning in the road but also they use a degree of tactics to overtake. One problem though, overtaking them can be a tad difficult.	They are not too bright at all. Watch out for the corners as once they have a line they take it, regardless of your position in the track. Accelerating cars from behind tend to ram you before overtaking.	Traffic appears very intelligent, with other drivers steering their lines and giving way to a certain degree. Watch out for tight corners though as things get a bit out of hand with cars spinning out right in your path.	Sunday drivers are out in force on all tracks here. Watch out for cars cutting you off, driving through scenery and generally not playing the game. They also have a habit of sneaking up behind you and taking you out.
Graphics	Without doubt the best graphics you are going to see on a F1 game of this format outside the arcades. Chunky renditions with great speed and perspective. Backdrops are true to the country represented.	Nice and colourful but perhaps a little basic. The cars are represented well and look great at speed and distance. Each country is well presented but are just a bit bland. Track-side graphics are great as they whizz by.	Still considered by some to be the ultimate game the graphics have nevertheless suffered to the sequel, <i>GP2</i> . <i>Monaco</i> shows the whole cartridge off best with speed and definition still high even in heavy traffic.	Basic stuff but still really quite useful with speed and definition hardly ever suffering. Each track is basically the same though, with just colour of the track to distinguish each country. Pit sequence is excellent.	Looks good. Well, looks OK. It is not till the game starts to move that things begin to become a joke. It is slow but more importantly very very bland. The graphics are boring, the definition a new Mega Drive low. Avoid.

OIL'S WELL THAT ENDS WELL!

Next Month in MEGA ACTION...

Yet another award-winning (well, one day) issue is out of the way, so now's the time to turn our attentions to the next issue!

UNDER REVIEW WILL BE SOMETHING MYSTERIOUS FROM ACCOLADE, GUNSHIP, THUNDER-HAWK, SILPHEED, WIZ AND LIZ AND WWF ROYAL RUMBLE!

IN THE WORKSHOP WILL BE FOOTBALL GAMES, AND LOOK OUT FOR A PREVIEW OF ROBOCOP III!



ANYWAY, THAT'S YOUR LOT FOR THIS MONTH, BUT DON'T FORGET TO BE IN THAT NEWSAGENT'S QUEUE ON OCTOBER 7TH FOR ISSUE SIX OF MEGA ACTION!

NEW MEMBERS DISCOUNT - EXTRA £2.00 OFF

New members deduct £2.00 from any one item ordered as you join. (Offer closes 30.9.93)

**Megadrive 2
+ Sonic 2
£109.99**

Mega CD 2 Due Soon



SEGA MEGADRIVE 2 + SONIC 2

TWO SEGA JOYPADS **109.99**

Re-styled into smaller, more compact design. Internals the same.

SEGA MEGADRIVE + SONIC 1 & 2

TWO SEGA JOYPADS **129.99**

SEGA MEGADRIVE + 3 GAMES

TWO SEGA JOYPADS **129.99**

SONIC THE HEDGEHOG,
EA ICE HOCKEY & JOHN MADDEN (US) FOOTBALL

SEGA MEGADRIVE + 4 GAMES

TWO SEGA JOYPADS **STAR BUY**

SONIC THE HEDGEHOG,
REVENGE OF SHINOBI,
STREETS OF RAGE & GOLDEN AXE **129.99**

SEGA MEGADRIVE 16-bit Games Console

Excellent graphics with 64 on-screen colours from a palette of 512. 16-bit Motorola 68000 processor running at 7.67 Mhz. 320 x 225 screen resolution. CD unit now available for Megadrive 1) to allow more music, sound and graphics in bigger games. Improved monitor quality pixel-bright picture when connected to a TV with Scart. Stereo sound via mini-jack or Scart. Menacer Light Gun available. Runs Master System games via optional Powerbase Converter. Huge selection of great games, some at low prices.



MEGADRIVE GAMES	FATAL FURY	MOONWALKER	SUMMER CHALLENGE
688 ATTACK SUB	16.99	16.99	29.99
ALEX KIDD IN ENCHANTED CASTLE	16.99	16.99	29.99
ALIEN 3	29.99	16.99	29.99
ANOTHER WORLD	16.99	16.99	29.99
ARIEL - THE LITTLE MERMAID	28.49	16.99	29.99
B.O.B.	35.99	16.99	29.99
BALL JACKS	27.49	16.99	29.99
BATMAN RETURNS	29.99	16.99	29.99
BATTLETOADS	31.99	16.99	29.99
BUBSY BOBCAT	29.99	16.99	29.99
BULLS VS BLAZERS	29.99	16.99	29.99
CAPTAIN AMERICA	29.99	16.99	29.99
CHAKAN	29.99	16.99	29.99
CHUCK ROCK	29.99	16.99	29.99
CHUCK ROCK 2: SON OF CHUCK	30.99	16.99	29.99
COLLEGE FOOTBALL	35.99	16.99	29.99
COLUMNS 3	30.99	16.99	29.99
COOL SPOT	34.99	16.99	29.99
CORPORATION	29.99	16.99	29.99
CYBORG JUSTICE	27.99	16.99	29.99
DAVIS CUP TENNIS	30.99	16.99	29.99
DESERT STRIKE	29.99	16.99	29.99
DONALD DUCK - QUACKSHOT	29.99	16.99	29.99
DOUBLE CLUTCH	27.99	16.99	29.99
EUROPEAN CLUB FOOTBALL	29.99	16.99	29.99
F1 STRIKE EAGLE 2	34.99	16.99	29.99
F22 INTERCEPTOR	29.99	16.99	29.99
FATAL Labyrinth	16.99	16.99	29.99
FIRE SHARK	16.99	16.99	29.99
FLASHBACK	35.99	16.99	29.99
FLINTSTONES	30.99	16.99	29.99
FORMULA ONE RACING	34.99	16.99	29.99
GENERAL CHAOS	35.99	16.99	29.99
GHOULS N GHOSTS	19.99	16.99	29.99
GYNKOU	30.99	16.99	29.99
GOLDEN AXE 3	30.99	16.99	29.99
GRANDSLAM TENNIS	30.99	16.99	29.99
GUNSTAR HEROES	30.99	16.99	29.99
HAIRBALL 3	29.99	16.99	29.99
HAUNTING	34.99	16.99	29.99
HOKU	30.99	16.99	29.99
INDIANA JONES	16.99	16.99	29.99
JACK NICKLAUS POWER	29.99	16.99	29.99
CHALLENGE GOLF	29.99	16.99	29.99
JAMES POND 3	35.99	16.99	29.99
JOHN MADDEN '93	29.99	16.99	29.99
JOHN MADDEN AND EA ICE HOCKEY	30.99	16.99	29.99
JUNGLE STRIKE	35.99	16.99	29.99
JURASSIC PARK	35.99	16.99	29.99
KING OF THE MONSTERS	29.99	16.99	29.99
LEMMINGS	29.99	16.99	29.99
LOTUS TURBO CHALLENGE	29.99	16.99	29.99
MAZIN WARS	30.99	16.99	29.99
MEGA-LO-MANIA	35.99	16.99	29.99
MERC	16.99	16.99	29.99
MICKEY AND DONALD	29.99	16.99	29.99
MICKEY MOUSE	29.99	16.99	29.99
MOTO MACHINES	27.99	16.99	29.99
MIG 29 FIGHTER PILOT	30.99	16.99	29.99
MORTAL KOMBAT	40.99	16.99	29.99
MUHAMMAD ALI BOXING	35.99	16.99	29.99
MUTANT LEAGUE FOOTBALL	29.99	16.99	29.99
NHL ICE HOCKEY	27.99	16.99	29.99
NHL ICE HOCKEY '93	21.99	16.99	29.99
OLYMPIC GOLD	29.99	16.99	29.99
OUTRUN 1919	31.99	16.99	29.99
PGA GOLF 2	29.99	16.99	29.99
POPULOUS	19.99	16.99	29.99
POPULOUS 2	35.99	16.99	29.99
POWERMONGER	29.99	16.99	29.99
RAMBO 3	16.99	16.99	29.99
RANGER X	30.99	16.99	29.99
REVENGE OF SHINOBI	16.99	16.99	29.99
ROAD RASH	29.99	16.99	29.99
ROAD RASH 2	29.99	16.99	29.99
ROBOCOP (JAMES POND 2)	29.99	16.99	29.99
ROCKET KNIGHT ADVENTURES	34.99	16.99	29.99
ROLO TO THE RESCUE	29.99	16.99	29.99
RUGBY 2	30.99	16.99	29.99
SENNA SUPER MONACO	29.99	16.99	29.99
SHADOW OF THE BEAST 2	29.99	16.99	29.99
SHINING FORCE	38.99	16.99	29.99
SHINOBI 3 (RETURN OF THE NINJA MASTER)	29.99	16.99	29.99
SIDE POCKET	27.99	16.99	29.99
SONIC 2	29.99	16.99	29.99
SPEEDBALL 2	19.49	16.99	29.99
SPIDERMAN	16.99	16.99	29.99
STEEL TALONS	29.99	16.99	29.99
STREETS OF RAGE	21.99	16.99	29.99
STREETS OF RAGE 2	34.99	16.99	29.99
STRIDER	19.99	16.99	29.99
STRIDER 2	35.99	16.99	29.99
SUNSET RIDERS	29.99	16.99	29.99
SUPER HANG ON	16.99	16.99	29.99
SUPER KICK OFF	34.99	16.99	29.99
SUPER OFF ROAD RACER	19.99	16.99	29.99
SUPERMAN	35.99	16.99	29.99
SWORD OF VERMILLION	26.99	16.99	29.99
TALESPIR	28.49	16.99	29.99
TAZMANIA	28.99	16.99	29.99
TECHNO CLASH	35.49	16.99	29.99
TECMO CUP SOCCER	30.99	16.99	29.99
TEENAGE MUTANT HERO TURTLES	34.99	16.99	29.99
TERMINATOR 2 (MENACER)	26.99	16.99	29.99
LIGHT GUN (GAME)	29.99	16.99	29.99
TESTDRIVE 2	20.99	16.99	29.99
THUNDERFORCE 4	29.99	16.99	29.99
TINY TOONS	29.99	16.99	29.99
TOE JAM AND EARL	23.99	16.99	29.99
TOKI	16.99	16.99	29.99
TRANCER BUNKER	29.99	16.99	29.99
TURBO OUTRUN	16.99	16.99	29.99
TURRICAN	26.99	16.99	29.99
ULTIMATE SOCCER	30.99	16.99	29.99
WARPSPEED	25.99	16.99	29.99
WIMBLEDON TENNIS	30.99	16.99	29.99
WINTER GAMES	17.99	16.99	29.99
WIZIE' N' LIZZIE	34.99	16.99	29.99
WONDERBOY IN MONSTER WORLD	29.99	16.99	29.99
WORLD CLASS LEADERBOARD	29.99	16.99	29.99
WORLD CUP ITALIA 90	16.99	16.99	29.99
WRESTLE WAR	15.99	16.99	29.99
WWF WRESTLEMANIA	21.99	16.99	29.99
X-MEN	29.99	16.99	29.99
ZERO WING	16.99	16.99	29.99

MEGA CD FOR MEGADRIVE WITH 7 GAMES

SOL FEACE, COBRA COMMAND, COLUMNS, STREETS OF RAGE, SUPER MONACO, GRAND PRIX, GOLDEN AXE & REVENGE OF SHINOBI

249.99

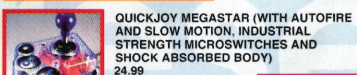
PLEASE NOTE: MEGADRIVE NOT INCLUDED

AFTERBURNER 3	31.99	OR OVER	38.99
BATMAN RETURNS	35.99	PRINCE OF PERSIA	33.99
BLACK HOLE ASS	31.99	ROAD AVENGER	31.99
CHUCK ROCK	31.99	ROAD ALESTE	42.99
CHUCK ROCK 2	32.99	SEWER SHARK	42.99
DRACULA	31.99	SHERLOCK HOLMES	35.99
FINAL FIGHT	31.99	SHERLOCK HOLMES 2	35.99
HOKU	31.99	THUNDERHAWK	32.99
JAGUAR XJ220	35.99	TIME GAL	31.99
MUSIC VIDEO 2: INXS	31.99	WOLF CHILD	29.99
NIGHT TRAP (2 CDS)	34.99	WONDER DOG	31.99
RATED 15 YEARS			

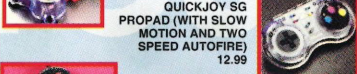
MEGADRIVE JOYSTICKS



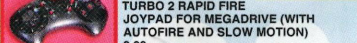
QUICKJOY FOOT PEDAL FOR MEGADRIVE (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES)



QUICKJOY MEGASTAR (WITH AUTOFIRE AND SLOW MOTION. INDUSTRIAL STRENGTH MICROSWITCHES AND SHOCK ABSORBED BODY)



QUICKJOY SG PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE)



TURBO 2 RAPID FIRE JOYSTICK FOR MEGADRIVE (WITH AUTOFIRE AND SLOW MOTION)

SAITEK MEGAPAD 4 WITH AUTOFIRE, SLOW MOTION AND 8 FOOT CABLE



SAITEK MEGAMASTER 11 JOYSTICK WITH AUTOFIRE, SLOW MOTION AND 8 FOOT CABLE (MICROSWITCHED)

LEADS

MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR

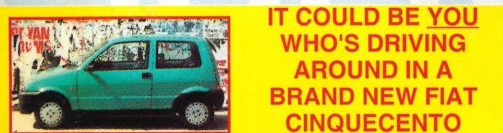
SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT

MISCELLANEOUS

SEGA POWER BASE CONVERTER (ALLOWS USE OF MASTER SYSTEM GAMES)

ACTION REPLAY PRO CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINITE LIVES, CREDITS ETC.)

GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED)



IT COULD BE YOU WHO'S DRIVING AROUND IN A BRAND NEW FIAT CINQUECENTO

The top prize in our August/September members only Big £10,000 Target Prize Competition - PLUS a chance to win loads of other prizes - Full details on how to get your FREE entries in NRG, the Special Reserve Club Magazine.

LOTS MORE GAME GEAR GAMES AVAILABLE PLEASE PHONE 0279 600204

SEGA GAME GEAR + COLUMNS GAME

FREE BLACK CARRY BAG
FREE MAINS ADAPTOR

SEGA GAME GEAR + COLUMNS GAME

+ SONIC 1
FREE BLACK CARRY BAG
FREE MAINS ADAPTOR

ALIEN 3	22.99
CHUCK ROCK 2	22.99
SON OF CHUCK	24.99
ECCO THE DOLPHIN	24.99
FORMULA ONE RACING	24.99
GLOBAL GLADIATORS (MIC & MAC)	24.99
JURASSIC PARK	24.99
LEADER BOARD	19.99
LEMMINGS	22.99
MICKEY MOUSE 2	24.99
PRINCE OF PERSIA	22.99
ROAD RUNNER (WILE E. COYOTE)	24.99
SONIC THE HEDGEHOG	22.49
SONIC 2	22.99
STREETS OF RAGE	19.99
STREETS OF RAGE 2	24.99
SUPER OFF ROAD RACER	22.99
SUPER MONACO GP	24.99
TAZMANIA	22.99
TEGEN WORLD	24.99
CUP SOCCER	24.99
ULTIMATE SOCCER	24.99



SONY 14" FST COLOUR TELEVISION/MONITOR

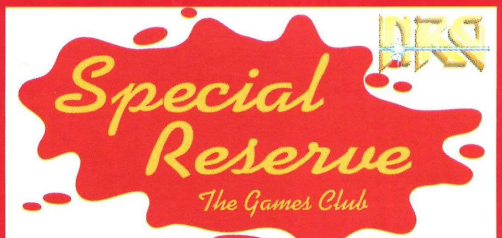
MODEL KVM1400
REMOTE CONTROL
FREE SCART LEAD
(STATE SNES, SEGA, AMIGA OR ST)
& £20 OFF A GAME OFFER

DEDUCT £20 OFF OUR PRICE OF ANY GAME (OR THE TOTAL OF SEVERAL GAMES) PURCHASED AT THE SAME TIME AS THIS SONY TV

SONY TV/MONITOR ENABLES MONITOR QUALITY PICTURE FROM AMIGA, SUPER NES, ST OR MEGADRIVE VIA SCART CONNECTION. ALSO SUITS ALL CONSOLES VIA NORMAL RF INPUT. INCLUDES REAR SCART/EURO. 60 CHANNEL TUNING. BLACK TRINITON SCREEN. TWO POSITION TILT DESIGN FOR CHOICE OF ANGLE. INCLUDES LOOP AERIAL. SUPERB QUALITY.

WITH TELETEXT
ALSO AVAILABLE IN WHITE AT £199.99
ALSO AVAILABLE WITH TELETEXT AT £249.99
MORE TV/MONITORS AVAILABLE PLEASE RING

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES. Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys! Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts. Open to 7pm Weekdays and to 5pm Saturdays.



Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN £60,000 worth of prizes FREE

JOIN now from just £4.99

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. £60,000 worth of prizes per year in our FREE-to-enter BIG TARGET COMPETITIONS. That's £10,000 worth in every issue of NRG, exclusive to members.

That's why over 160,000 people have joined Special Reserve, the biggest game club in the World!

0279 600204

9am to 8pm Weekdays, 9am to 5pm Saturday, 10am to 5pm Sunday

10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.

THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)

Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E & O.E.

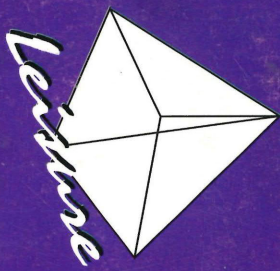
Registered Office & Club Shop: Inter-Mediate Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.99	7.99	14.99
OVERSEAS EC MEMBERS	6.00	10.00	20.00
OVERSEAS WORLD MEMBERS	7.00	12.00	24.00

WE ONLY SUPPLY MEMBERS BUT

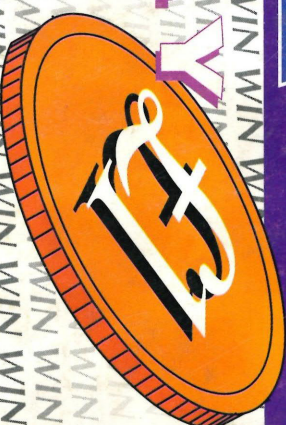
PYRAMID



Presents...

SUPER SEGA C.D. COMPETITION

ENTRY FEE ONLY



3rd
50 TO BE WON

1st
10 TO BE WON

2nd
25 TO BE WON

SKILL CHALLENGE

COMPLETE IN INK, USING BLOCK CAPITALS

1. Fill in the missing word
SEGA GEAR
2. What is the first level of
Sonic the Hedgehog?
.....
3. Name the letters on the
Sega Joypad
.....

TIE BREAKER
Complete in no more than 10 words
I WOULD LIKE TO WIN THE
MEGA CD BECAUSE

APPLICANTS CAN ENTER AS MANY TIMES AS THEY WISH,
AS LONG AS THE FEE OF £1 ACCOMPANIES EACH
ENTRY. PHOTOCOPIES ARE ACCEPTABLE.

ENTRANT DETAILS

NAME

ADDRESS

POST CODE

TEL NO

SIGNED

PARENT OR GUARDIAN
SIGNATURE IF UNDER 18
.....

RULES & CONDITIONS

The competition is open to anyone 18 years and over (anyone under 18 must seek permission from their parents/guardian) except employees, agents and families of organisers and judges. Proof of posting will not be accepted as proof of delivery. The organisers will not be responsible for postal delays or postal losses. The winner will be the entrant, in the opinion of the judges, with the most apt, original and skilful answer to the tiebreaker. Second and Third prizes will be awarded accordingly and will be judged in the same manner. The judges' decision is final. No correspondence will be entered into. Funds are not available for any other use. If the total valid entries are less than 15,000 then the first 10 prizes will be substituted with a sum equal to 4% of the monies received, Second 25 prizes substituted with 1% and Third 50 prizes substituted with 0.2%. Monies received will be held in a deposit account, withdrawals will require the signature of a solicitor. THE CLOSING DATE OF THE COMPETITION IS 12.11.93. COMPETITION WINNERS WILL BE NOTIFIED WITHIN 28 DAYS AFTER THE CLOSING DATE.

SEND POSTAL ORDERS TO:

(If sending cash, please make sure you send by registered post.)
UNFORTUNATELY, CHEQUES CAN ONLY BE ACCEPTED IF TOTAL
EXCEEDS £2, IE 2 ENTRIES.

**PYRAMID LEISURE, ARCHWAY HOUSE,
STATION ROAD, CHESTER CH1 3DW**