NEW

MEGA ACTION

ISSUE 2 JULY 93

ONLY 99P

100% SEGA MEGADRIVE AND MEGA CD

100% MEGADRIVE

TURN ON TO MEGA CD...

WIN! COMPETITION PRO JOYPADS

PIRATE

REVIEWED
Flashback
Super Kick Off

PREVIEWED
General Chaos
Operation StarFi5h

CRACKED
Jungle Strike

and a FIRST LOOK at
Silpheed



Can you help B.O.B. make it to Make It?



Zoo TV hits the Mega Drive

europress INTERACTIVE
OVERSEAS £1.20
PRINTED IN THE UK. READ THE WORLD OVER

WHAT NO LASERQUEST VOUCHER?
ASK YOUR NEWSAGENT NOW!

07>
9 770969 284001

the action zone



WIN SUPER NINTENDO & STREET FIGHTER 2
All the arcade action in your own home!

0839 404091

BARCODE BATTLER
It's new and it could be yours!

0839 404097

SEGA MEGA CD
Sound, graphics, games! More Mega!

0839 405072



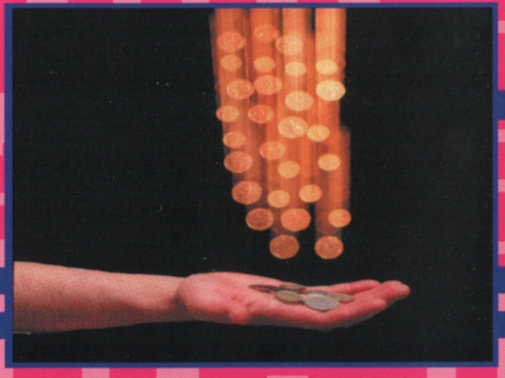
WIN A SEASON TICKET
To the football club of your choice

0839 405074



WIN £150 WORTH OF GAMES
Run riot in a game store!

0839 404096



WIN £150 WORTH OF SPORTS GEAR
Choose the kit you've always wanted

0839 404099

GAME GEAR & TV TUNER
Great games & a TV tuner

0839 404093



WIN AGASSI'S DONNAY RACQUET
Win one like Agassi uses!!!

0839 405076

Calls cost 36p (Cheap) 48p per min (other times). Multiple choice questions. Max cost £3.60. Please be sure that you have permission to make this call. Ends 30.9.93. Nintendo/Sega/Amiga/Street Fighter are all registred trademarks of their respected companies. We are not related or endorsed by them. For rules & winners names send s.a.e. to: "IMS Ltd, P.O.Box 28, Northampton NN1 5DS.



WIN A GAMEBOY

plus a load of games

0839 405073

WIN A MEGADRIVE



Get your hands on this great console!

0839 404092

WRESTLING VIDEOS

Win £60 worth of wrestling action

0839 404078

MOUNTAIN BIKE

Win the bike of your choice up to £200

0839 405079

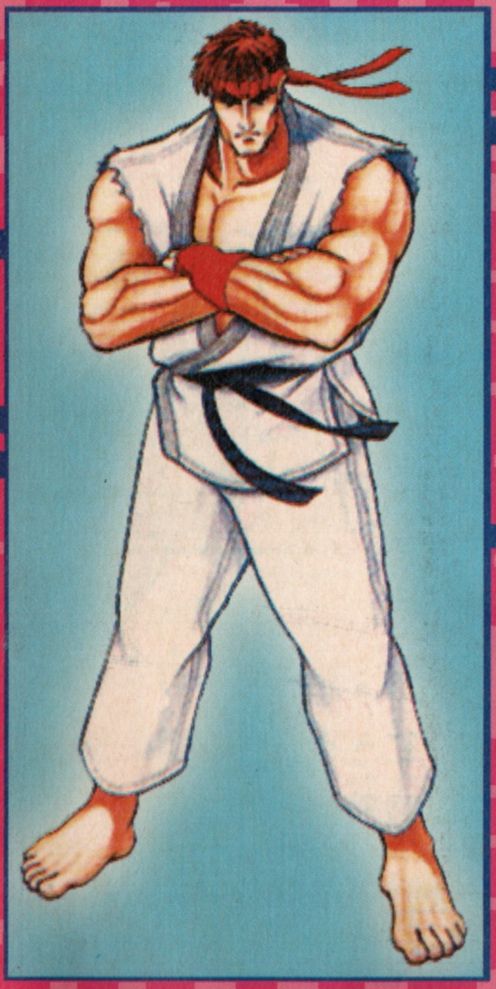




SUPER NINTENDO & STARWING

The latest SNES action can be yours

0839 405071



STREET FIGHTER JOYSTICK

Or any joystick to the value of £70

0839 404095

WIN AN AMIGA A1200

Win this amazing 32-bit wonder

0839 404094



ADVERTISING ARTWORK © EUROPRESS INTERACTIVE LTD. 1993

MEGA

MEGA ACTION

Editor: Nick Merritt
Art Editor: Marc Keating
Deputy Art Editor: Alex Jeffries
Staff Writers: Steve Atherton
Contributors: Jason Spiller, Alan Bunker, Fiona Howarth, James Eagers, Dave Goodyear
In-House Repro: Jamie Leeming
Advertising Artwork: Steve Matheson
Group Advertising Director: Rita Keane
Advertising Manager: Simon Fitzsimmons
Systems Manager: David Stewart
Systems Assistant: Nic Moran
Ad Production: Leila Caston
Circulation Director: David Wren
Publisher: Don Lewis
Group Chairman: Derek Meakin

Cover Illustration: Thanks to Sega
Cover Design: Alex Jeffries

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

Printed by: BPCC Carlisle.
Distributed by COMAG

europress INTERACTIVE

PUBLISHERS OF

ST ACTION
AMIGA ACTION
GB ACTION
SUPER ACTION

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 ommissions. No part of this magazine may be reproduced without written permission. Mega Action is an independent magazine has 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.

■ Yes, it's already the second issue of Britain's fast-growing Mega Drive magazine, MEGA ACTION! If you missed Issue One – well, it's never too late to join in the fun!

WORLD NEWS

6 The latest, most up-to-the-minute news stories from around the world can be found here. And there's nothing about Bosnia or Norman Lamont either (joy!).

CHARTS

10 Gallup into the domain of the high-fliers, the low-fliers and the games just skulking about for the heck of it with the Charts! This month, the vital question – is *PGA Tour Golf* still at Number One? Find out on page 10.



REVIEWS

11 Join the best Mega Drive and Mega CD reviews section in the known or unknown Universe! Well, we don't like to brag but you know how it is. This month: *Jungle Strike, Super Kick Off, Wonder Dog* and *Flashback* – as well as a few other goodies...



ENTER THE DANGER ZONE

38 In our cover story this month, we take a look at THAT Sega Mega CD ad and find out just how it is that adverts like that get put together. Plus: The latest feminine move in Sega's UK war with Nintendo...

SEGA ADVE SCRUTINISE

So, you think you know all about adve eh? You've watched the Sega Mega C and were dead impressed, while your sat there with their jaws on the floor wondering just what the hell was goin Well, now you can find out just why Se chose to do their Mega CD campaign way they did – and what their next pla extend the Mega Drive's dominance i As for ourselves, our brains are still re what they did to *Apocalypse Now*!

PREVIEWS

40 A wild set of exclusive previews this month, including *Technoclash, Operation StarFi5h* and *B.O.B.!*

WIN!

42 If you fancy the idea of owning one of the best Mega Drive joypads on the market, you couldn't do better than to turn to page 42 and find out how to get your paws on one! We've 20 of them up for grabs...

LASERQUEST

51 You've seen the coupon on the magazine cover, heard about all the fun, now read about the experience and how you can get to have it at a place near you! Just turn to page 51.



WORLD NEWS

We find out why Sega's A La Kat advertisement caused so many troubles for the bloke in charge of the Mega CD ad, how *Silpheed* might just be the best game ever (we've heard that one before), and how *Night Trap* escaped a potentially nasty run-in with the censors. We also take a look at the new releases from JVC – *Heimdall* and *The Secret of Monkey Island* – and finally we investigate the new *Flashback* comic and *Jurassic Park*!



CONTENTS



RT
D!
tising,
ads
arents
on?
ga
he
ns to
volve.
eling at

CRACKED!

58 If you've just bought the superb *Jungle Strike* and are having problems with those darned terrorists, turn to our top guide on how to get your own back! Yes, all the hints, methods and manners of terrorist destruction can be found here – as well as how to complete the first half of the game! You may find it an experience...

HINTS AND TIPS

62 This month, we make life a whole lots easier in the *Desert Strike* and *Road Rash* departments...

QUICK AS A FLASH

52 When Conrad Hart decided to drop in to our offices, what else could we do but interview him about how *Flashback* came to be made. We don't believe a word of it ourselves...

MEGA LIBRARY

64 Yes, it's our top Mega Drive Buyer's Guide! Whatever it is you are after, you'll find our buying advice here!

WIN!

56 Find out how they can afford to destroy so many 'copters in the movies by winning a remote-control one for yourself!

NEXT MONTH

66 Not a lot you can say about this page really! Well, we've included it for completeness, and that can't be bad!



MASSIVE JUNGLE STRIKE PLAYERS GUIDE

With the release of the sequel to *Desert Strike*, we just had to have a player's guide ready for when you start to tear your nasal hair out in frustration. Well, we like to think we can be of help you know!

MEGA REVIEWS

So. You're after a game and don't see why you should spend £2.50 extra on over-priced reviews from other magazines? Fair enough. We're sure we can help out somewhere...

After Burner III.....32
Captain Planet.....25
Final Fight.....32





Flashback.....22
Global Gladiators.....20
Jaguar.....37
Jungle Strike.....12





King of the Monsters.....25
Sewer Shark.....18
Super Kick Off.....16
Tecmo World Cup.....26
Warp Speed.....14
Willy Beamish.....31
Wonderdog.....28

WORLD N

Welcome...

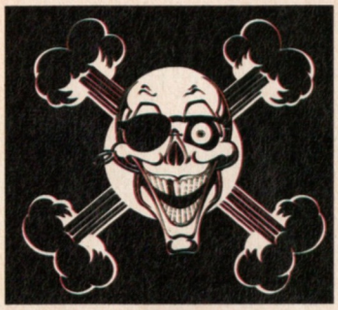
...to the second issue of MEGA ACTION! I've just been handed the baton from our launch Editor, Steve White, so I'll be your new host during MEGA ACTION's journey through the Mega Drive world. So if there are any comments you have about the magazine (good or bad) please feel free to write in to me at MEGA ACTION, Europa House, Adlington Park, Cheshire SK10 4NP. And any decent letters will get published next month!



MEGA ACTION will undoubtedly evolve over the next few months, and it is our aim on the MEGA team to make this the best Mega Drive mag on the market – regardless of price! So be prepared...

Regards, Nick Merritt – Editor

Cat and mouse



Looks like this Mega CD ad geezer has been causing yet more trouble. But not more trouble than he's worth as the ad cost a cool £1 million! However, was it worth it?

You've seen the catfood, ignored the washing powder, but drooled over the Mega CD advert?

If you can't afford a Mega CD, take some comfort from the fact that the guy responsible for the Mega CD ad, Philip Ley, ended up on cat fanciers' mailing lists after the Sega A La Kat spoof.

Some wag at Sega's PR company put Philip's home address on all the A La Kat handouts meaning he can soon expect the sort of quantities of junk mail that other people usually receive from him. Seems like poetic justice to us really...

Night escapes trap

After all the storm about *Night Trap*, it has become become the first game to get a cinema-style age rating, with a 15 Certificate. This means that you will be unable to rent or buy the game unless you are 15 or over.

James Ferman from the British Board of Film Classification, the people certifying video games, said the game wasn't as gruesome as people had been saying: "It is more like an old episode of *Doctor Who*."

Other games will soon be rated in this way as the video games industry rushes to clean up its act before someone else does it for them. Sega are reported to be 'pleased' *Night Trap* got the 15 as it was widely expected to score an 18. They said, "It was a case of saying 'I told you so.'"



Night Trap just missed getting an 18 certificate. Anything containing video material (like Mega CD) has to be censored now.

Finger on the Pulse

There are a lot of Sega distribution companies out there, but one of the best is Pulse Distribution Ltd.

Pulse are based in Batley, West Yorkshire, and the latest news is that they have a raft of products up for release soon, including a *Streetfighter* II joypad, with those troublesome moves already programmed into it, for £24.99; the X-Terminator, a game enhancer unit like the Action Replay cartridge, for £39.99; the Multi Taps multi-player adaptor, which allows a group of you and anyone else who's wandering the streets to play a game, price TBA; and a mouse (plus the obligatory mat) for the Mega CD, price £19.99, for those tricky point and click situation (of which there are many on the Mega CD, we can tell you!).

If you feel you can give any of these products a home, you can reach Pulse on (0924) 430405 or write to: Pulse Distribution Ltd., Victoria Mills, Bradford Road, Batley, West Yorkshire WF17 6JF.

We'll be carrying a review of these products in the next issue of MEGA ACTION, as well as a feature on the latest Sega merchandise, so keep a keen eye out for that.

See you Jimmy

Those people who enjoy getting off on 'my machine is better than yours' arguments will certainly like this new piece of news: At the end of 1991, Nintendo had control of 70% of the UK console market, to Sega's meagre 30%. At the end of 1992, after the 'Jimmy' advertising campaign, the situation had completely reversed.

Rent boys

The big boys of the video rental world, Blockbuster, are linking up with Sega in a move which could shake the video games market in a big way. Some independent retailers have been renting games out recently and Sega have spotted which way the wind was blowing.

People, tired of forking out £40 for a dire game, undoubtedly won't shed many tears about this, including Sega because Blockbuster are to pay them £352,000 before they even get a single game in return! Expect a typical game to cost you £2 a day from your local Blockbuster or Ritz video emporium...



Blockbuster Video move into the video games market. Pirates had better beware!

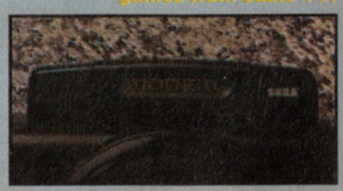
Cable TV on the Mega Drive

Say the word 'cable' to a Brit, and most likely he'll gaze at you with the look of someone who's about to get a lecture on the joys of bicycle maintenance.

But say it to an American and he'll start bragging about the eight zillion channels he can get on his TV. Well, if you didn't think the delights of daytime cable TV ('Santa Barbara') were enough, the entertainment giant Time-Warner and Sega are teaming up to create a cable video games service where hardened gamers will, for a fee, be able to download the latest games straight from a database of top Sega titles.

Luckily, we're dead behind in these things here in '21st Century' Britain so it looks like we're just going to have to be content with Coronation Street for a little while longer... Ah well!

This device will turn your Mega Drive into a machine capable of downloading the latest Sega games from cable TV.



NEWS

Twice as CD

Well it's out. Now officially launched in the Far East and no doubt unofficially everywhere else, the Mega Drive 2 and Mega-CD 2 finally gets its box and marketing strategies. No significant price change is expected in keeping with Sega's cut-throat price war with the direct rivals in Nintendo and the PC-Duo. It certainly looks a sexier beast and the ergonomic lines will be greatly received as a suitable alternative to the black plastic block-type thing we have all been playing on.



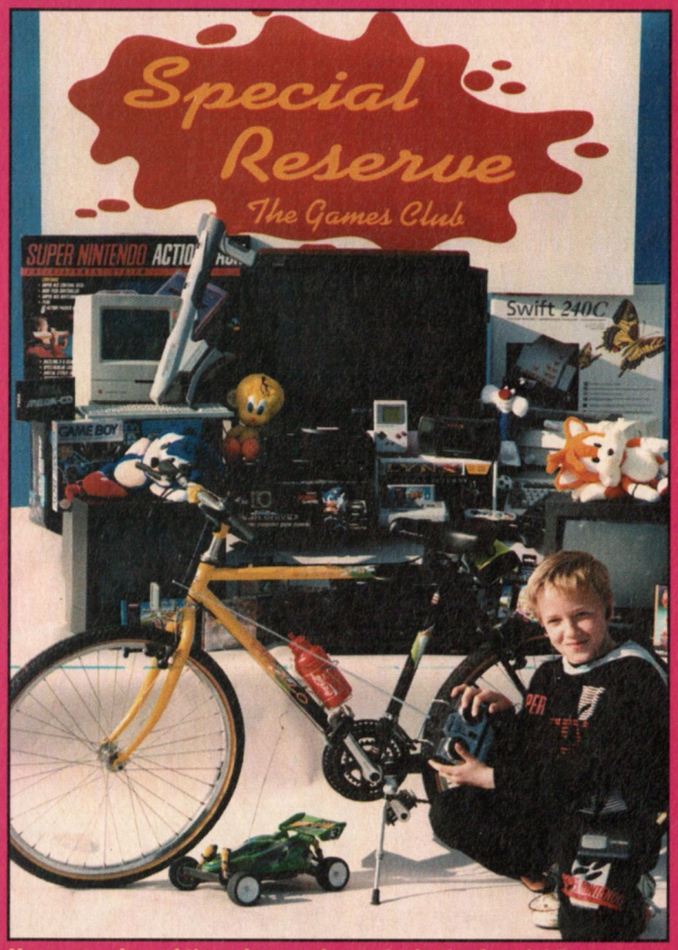
Nice box eh? The Mega 2 is black, sleek and very sexy so no doubt the Nintendo camp will be blowing the dust off their design boards.



Piggy-back style – our favourites. Against convention, the side-by-side position has been adopted by those trend-setters Sega.

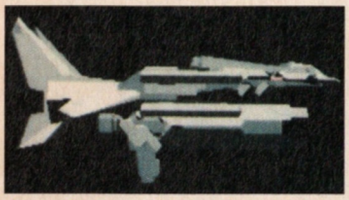
Reserve me £10,000

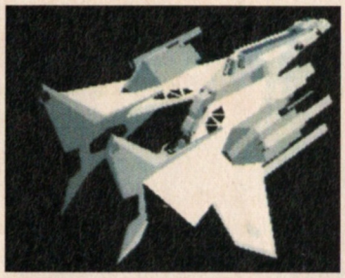
Special Reserve is a name familiar to many video gamers, as 100,000 people are members of the games club. And to catch those people not already signed up, they are giving away £60,000 worth of prizes. But to have a go at entering the compo, you'll have to join their club. You'll be sent NRG, the club mag, which has full details of the competition and an entry form. Best of luck!



Here are a few of the prizes up for grabs in the Special Reserve promotion. Fortunately for our readers, the kid in this picture has no chance of winning the prizes, so get your entry into Special Reserve as fast as you can!

Fox hunter





Here she is and doesn't she look pretty? Notice the delicate shading and dynamic perspective. If she moves as fast as she looks in the environment provided then expect crowds on the launch and a serious queue whenever you try to sit down and play it.

Under wraps and very hush hush Sega are gearing up to reveal the very latest in CD technology games, *Silpheed* (well that's how it translates). These early screen shots show just what it is we can expect.

Starfox on the Nintendo was launched with all the hype of an Arnie movie so expect great things from this offering as it will be THE shoot'em-up experience of the year.

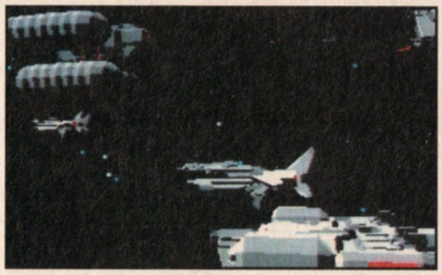
In much the same vein as *Starblade* or *Virtua Racing* the graphics are a development of the polygon technique with added routines to maintain update speed.

The missions are wide and range from escort duty to full-blooded combat. This game is not just a shoot'em-up in the *Starfox* tradition and although the graphics are amazing the game does not simply run itself like a glorified demo. The ray-traced polygon graphics have been cleverly interacted with fractal-generated backdrops to produce a stunning, yet totally playable result.

If you think this is a new concept well you would be partly right though games such as this have been limited to purpose built graphic manipulators like PCs. *Comanche Maximum Overkill* is the 486 title to compare for those people in the know.

CDs are famous for their intros and *Silpheed* is no exception with cinematic sequences of epic proportions showing the launch and maintanance of the ship.

Throughout the entire game the real-time footage is cut in without the colour distortion found in titles like *Sewer Shark* or *Night Trap*. *Silpheed* just goes to show that the Mega CD, although suffering from poor titles at the moment, is destined to be the gaming system of the future. Sega are reuctant to give a release date but expect to see something around late summer, early autumn. We will be scouring the globe for the essential preview, so watch this space!



No detail is left out. The planets and stars cast shadows on all space-craft in the armada, and the ship integrates with every member of the fleet. Getting to know your ship puts you in a good state of readiness for the long missions.

THANK YOU

Thanks must go the following for supplying software;

Game Tech
Tel: 061 831 7857
Console Plus
Tel: 0532 500445

C.T.W.

13 MANSFIELD ROAD NOTTINGHAM NG1 3FB

FOR THE VERY LATEST IN VIDEO GAMES!

SCART PC ENGINE DOU-R+2 GAMES



STREETFIGHTER 3 IS ONLY AVAILABLE ON THIS SYSTEM!

SCART SEGA MEGADRIVE 2

£195.99

AVAILABLE IN SCART ONLY MACHINE AND 1 JOYPAD ONLY. WITH 3 GAMES

SCART PC TURBO DUO



COMES WITH A PACK CONTAINING 5 GAMES

CRAZY GAME OFFERS !!

SUPER NES

FATAL FURY	£54.99
STAR FOX	£59.99
COMBATRIBES	£37.99
CYBERNATOR	£47.99
SUPER GHOULS AND GHOSTS	£29.99

SFC

EXHAUST HEAT II	£65
SUPER F1 HERO	£44
FLYING HERO	£44
POWER ATHLETE	£44
CACOMO KNIGHT	£44

MEGADRIVE (US)

ANOTHER WORLD	£37.99
CHESTER CHEETAH	£44.99
PGA TOUR GOLF II	£33.99
RISKY WOODS	£35.99
ARIEL THE MERMAID	£25.99

MAIL ORDER HOTLINE 0850 336568

SUMMER SPECIALS

US GAME GEAR SET
£89.99
OR WITH 1 GAME
£114.99

US SCART SNES + MARIO 4 AND 2PADS
£114.99
NEO GEO WITH 1 GAME
£349
NEO GEO FATAL FURY 2
£179.99

PRO ACTION REPLAY (SN+MD)
£34.99!!

WE CAN MODIFY ANY OF OUR MACHINES TO ANY SPECIFICATION YOU REQUIRE, PAL-I, PAL-B, SCART ETC.
WE ALSO OFFER VERY GOOD PRICES FOR REPAIRS AND CONVERSIONS.

TRADE ENQUIRIES WELCOME AT OUR WHOLESALE OFFICE:
Tell: 0602 401725 / 402452
Fax: 0602 403997

ALL OUR PRICES INCLUDE VAT, BUT EXCLUDE P&P. SHOP PRICES MAY VARY FROM THOSE FOR MAIL ORDER.

Doing the Loki kokey

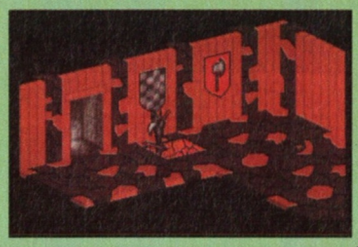
On to an adventuring theme: We might as well pop in and take a look at JVC's other big adventure release, *Heimdall* – again (sadly for those poverty-stricken owners out there) for the Mega CD.

Heimdall is also one of the best adventure games ever released on other formats, and involves good old fashioned Norse hack 'n' slashing, pillage and all the usual barbarian activities.

This time, the gods need help from the Vikings. Loki, a mischevious and none-too-trustworthy god has done a runner with half the gods' heavenly arsenal. Understandably, Odin isn't too wildly impressed with this, so enter yourself (as Heimdall), charged with the task of recovering these weapons.

The best thing of all is that you assume the role of Heimdall when he was a sprog, so to speak, and half of the fun of the game is making sure the brat grows up to be an adult and perform his godly duties to plan.

Anyway, we don't have a release date or price for this one just yet, but you can be sure that we'll be reviewing it when it does eventually drop through the MEGA ACTION letterbox.



Dying is not encouraged – all that happens is that you meet the gods first hand, and they're an irascible bunch.

Monkeying with Mega CD

The Mega CD thing seems as though it's due to take off in a big way. Although many of the CD titles we've seen so far are nothing really to brag about, this could all be about to change.

Many of you will be familiar with the *Secret of Monkey Island* or its sequel, *Monkey Island 2*, both of them among the best graphical adventures released on other formats. They concern buried treasure, pirates and strange mysteries, all courtesy of Lucas Arts, a company famous for its high quality titles.

Your task is to crack the secrets of Monkey Island using a point and click interface, and the best news of all is that this title is soon to appear on your Mega Drive – but (and here's the bad news) only if you have a Mega CD system. However, the use of Mega CD has allowed more graphics and sound to be crammed into the game, and we've heard this means actors' voices are replacing some of the on-screen text.

The *Secret of Monkey Island* is being released by JVC soon, so keep an eye out for it. We'll naturally have a full review of it just as soon as it arrives at our offices!

Taking the Michael



It's not as obscure a title for a news piece as you might think, because one of the biggest titles for this summer, *Jurassic Park*, was written by a Michael – Michael Crichton in fact, who's also the author of *The Andromeda Strain*).

He, along with Steven Spielberg, is set to turn the movie world upside-down this summer with the megabuck screen version of Crichton's novel.

Anyway, just about everyone must know that the film involves dinosaurs, will contain some of the best special effects ever constructed and will have a huge host of merchandising in support.

And as ever in the world of computer games, a good bet is, if short of your own ideas, grab the license for a big film and sit back to count the money rolling in.

Jurassic Park is soon to come to your Mega Drive, and once again, will be available on Mega CD. Ocean, the publishers, have had access to behind-the-scenes effects and movie material, so expect the game to look stunning. Ocean are optimistic about the film's prospects so anticipate seeing *Jurassic Park* on the shelves soon. Naturally, MEGA ACTION will be there in the front row this summer!

All stitched up

An amazing piece of news here – there's to be (another) video games show soon, but it doesn't feature either Violet Berlin – or on the television! Yes, it's true! The show, called House of Fun, will be broadcast between six and seven each night, presented by Frazer Nash, on the BHBN Hospital Radio, which is being broadcast across the whole of the Midlands.

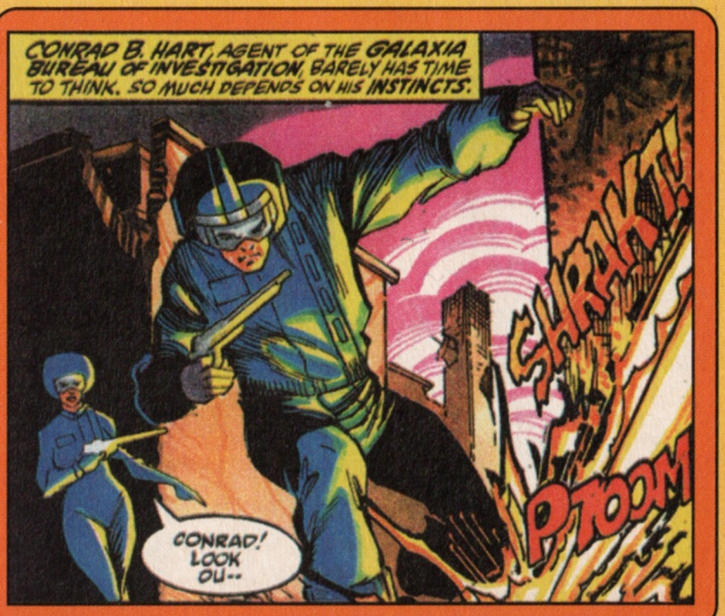
The show will feature the usual computery things, with celebrity interviews, reviews, cheats and chats with magazine Editors (it says here – nobody's asked Nick!). Anyway, if this sounds like your thing, tune in from the July 2nd on 87.7 FM.



Would you believe it? Violet Berlin has nothing to do with a video games show for once! A career in the doghouse already...

In a flash

Some interesting news here... If you haven't yet read our interview with Conrad Hart, you won't know about his latest venture. Yes, Conrad has left his employment and is starring in a new 15-page comic from famous scribblers Marvel. It basically follows the plot of the game and concerns Conrad's alien problems. There's not much more we can say about it here – just take a look at this sneak preview instead. Expect it to be on sale soon.



GALLUP CHART

If you are the sort of person who, regardless of what we say, buys the Number One game 'coz it's Number One, then this is the bit of the mag for you!

MEGA ACTION will be lovingly compiling the latest software Charts for you every month – and this month, we bring you the first ever Mega CD Chart!



Desert Strike – still here!

You might think that the Charts are a pretty boring place where not much happens, and indeed, if you were talking about the monthly sales of toenail clippers, you would be right. Thankfully, this is the Mega Drive though, so we get to talk about stuff like *Road Rash 2*, which has nipped smartly into the Number Two position. *Ecco* the dolphin remains in his boring Number Three spot, with *Sonic* still lurking with intent in the Number Five position. So really, there's not a great deal going on this month Chart-wise after all. But there IS one bit of good news. Yes, the atrocious *Terminator 2* has finally cleared off back into the demilitarised zone. Let's hope that this time, it's gone for good!



PGA Tour Golf 2 – not moving!

★ New entry ✪ Re-entry

This month's position	Last month's position	TITLE	PUBLISHER	RRP
1	1	PGA Tour Golf 2	Electronic Arts	£ 39.99
2	4	Road Rash 2	Electronic Arts	£ 39.99
3	3	Ecco	Sega	£ 39.99
4	2	Streets of Rage 2	Sega	£ 44.99
5	5	Sonic the Hedgehog 2	Sega	£ 39.99
6	6	Lemmings	Sega	£ 39.99
7	★	Mega-lo-Mania	Virgin	£ 44.99
8	8	Mickey and Donald	Sega	£ 39.99
9	7	European Club Soccer	Virgin	£ 39.99
10	9	Desert Strike	Electronic Arts	£ 39.99
11	★	Tiny Toons: Buster's Treasure	Konami	£ 39.99
12	✪	WWF Wrestlemania	Flying Edge	£ 37.99
13	11	NHPLA Hockey 1993	Electronic Arts	£ 39.99
14	17	Speed Ball 2	Virgin	£ 34.99
15	13	Alex Kidd Enchanted Castle	Sega	£ 19.99
16	12	Toe, Jam and Earl	Sega	£ 19.99
17	14	Tazmania	Sega	£ 39.99
18	10	Golden Axe 2	Sega	£ 19.99
19	16	Moonwalker	Sega	£ 19.99
20	15	Super Hang On	Sega	£ 19.99
		▼ MEGA CD MEGA CD MEGA CD MEGA CD ▼		
1	★	Jaguar XJ 220	Sega	£ 44.99
2	★	Road Avenger	Sega	£ 39.99
3	★	Sherlock Holmes	Sega	£ 44.99
4	★	Wolfchild	Sega	£ 39.99
5	★	Black Hole Assault	Sega	£ 39.99

REVIEWS

Welcome welcome welcome to issue two of the world's cheapest, best, most entertaining Mega Drive mag! This issue...

We'll be developing the mag a great deal over the next few months, so now's the time to hitch your ride with MEGA ACTION, the fastest-growing Mega Drive magazine in the country!

In MEGA ACTION this month, we cast a keen eye over *Flashback* (it's great) and a jaundiced eye over *Captain Planet* (it's rubbish – subtle joke there, by the way). So put your feet up and turn the page for the best reviews section around – and only for 99p as well! *(Enough plugs please! – Ed.)*



This issue, we review the superb *Flashback*, the latest from Delphine and US Gold (as if you didn't know already!). How different is it to the standard platformer? Find out now...

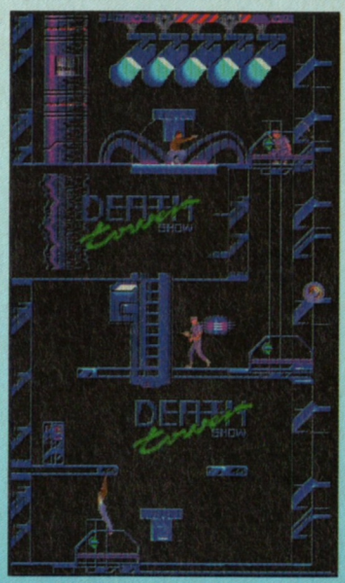
Right: The score box. A concise, waffle-free summary of the game – we say what we think!



PUBLISHER
Sunsoft
RELEASE DATE
Out Now
PRICE
£39.99

Left: Find out who's publishing the game, the price you can expect, and whether the game is Official, Import or Mega CD.

TIP
The only tip that can be given for this awful game is whatever you do, don't buy it! Okay, the tips will usually be more useful than this...



Above:
Unlock the secrets of the game. Well, as much as we could discover during the review anyway!



So, you think you might want to buy this game? Well, I can think of more entertaining things to do myself, like having my teeth extracted with a rubber hammer in an army field hospital. It's slow, boring, the graphics are rubbish and thankfully I don't have to say a great deal more because this is only a demo box. ■ ***NICK***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
68%

GOLD

You'll generally find a useless fact of some sort or another lurking here...

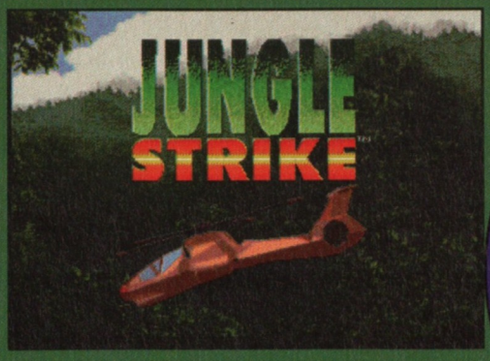
A typical spread will look something like this. All the information you expect to find in deciding to buy a game can be found here.



The best games releases will get the MEGA GOLD AWARD for exceptional quality and playability. Also available are the MEGA SILVER and the MEGA TURKEY – which is, as it sounds, an award for exceptional tripe.

OFFICIAL

PUBLISHER
Electronic Arts
RELEASE DATE
July 1993
PRICE
£39.99





A bunch of Navy SEALS head for freedom. And they call them an elite regiment!



One might wonder if Electronic Arts are soon going to run out of decent wars to base their games on (*Cod War Strike*? *Miners' Strike*?). Anyway they return with a sequel...

JUNGLE ST

Jungle Strike is Electronic Arts's first 16 megabit cartridge, and on paper it would seem the design team has made full use of it. If *Desert Strike* could be accused of anything it was a rather limited view of a battle which encompassed many different aspects of modern warfare. But in the true tradition of a sequel, this has been redressed in *Jungle Strike* which presents not only a mind-boggling range of battle environments and territories, but a selection of bizzarely different vehicles, which although to its detriment in terms of realistic simulation, supplies plenty of gameplay variety.

TIP
Use the right weapon for the right target – ie: guns against people, hydras against vans. Also, keep an eye on your fuel!

If *Desert Strike* presented the thrills and perils of a poor lonesome Apache pilot pitted against stock evil military dictator General Kilbaba, *Jungle Strike* sees a change of chopper, a ball-breaking Comanche, and now the battle is waged against Kilbaba's old oppo, a South American drug baron called Carlos something-or-other.

Carlos is the proud owner of the world's biggest and best equipped private army and so the two tosspot despots have constructed a nuclear arsenal and plotted to destroy Washington DC. Curiously, against the world's largest private army, the US can only muster a lone Comanche, and yourself! Cut backs schmut backs!

So you're on your tod for nine large and intricate missions, although despite the title, only one actually takes place in jungle territory. The first presents an urban tussle in Washington DC, taking off from the White House helipad. A quick reference to the radar map reveals the position of the



As the aim of the game is to protect the weak and obliterate the politically dubious, blowing up this VW van would seem a good idea.

All fired up!



Your hellfires are the big muthas of the missile trade. Very handy and very lethal!

Small nippy missiles. Great for spraying several targets at once.

Guns. What more can I say?

Don't allow to drop much beyond 20 without refuelling.

My first mission – find these monuments and kill the terrorists in their vans.

Says it all. Current mission. How you're doing!



One of your most important tasks will involve refuelling, if you have any ambition to stay alive, that is.



So, do me for speeding last week, eh? Time to take sweet revenge!

The USA spent $5,000 for every man, woman and child in the USA on the Vietnam War, with no money-back guarantee either.



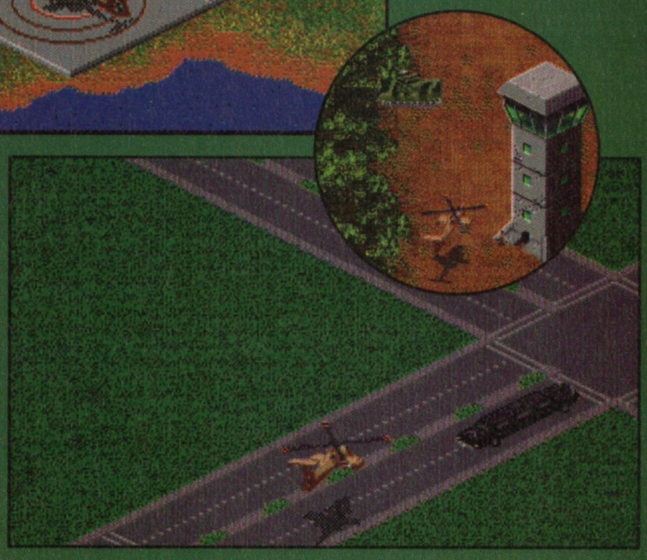
Well, it sure beats going for a drive, that's what I say!

Hovercrafts are handy military vehicles, and are ideal for this terrain.

This is excellent news. It also means I have a chance of getting somewhere in this game!



Time to trade the Comanche for a hover craft. I just hope the weather is going to be calm!



The President's motorcade – and it is my job to protect it! Just as well John Major isn't a President really...

TRIKE

enemy and nuclear devices which have been placed on Washington landmarks and monuments. These must be located and destroyed. The enemy are grounded but well equipped with a variety of anti-aircraft weaponry which they point with great enthusiasm in your general direction.

The Comanche is equipped with machine gun and rocket launchers, although both must be replenished at every possible opportunity. Both weaponry and fuel are stocked up by locating supplies on radar and winching the crates up.

The battle continues in the Pacific where the overall objective is to take control of an assault hovercraft (which does rather resemble a Black and Decker Dust Buster), with the objective of immobilising a stolen nuclear sub. Sub (!) missions include having to locate an F15 pilot and some Navy SEALS who have security information vital for the rest of the mission. Sub-plots include disabling electric fences and sinking the Carlos speedboats.

The jungle jaunt provides the most fearful, competitive and atmospheric section of the game. During a night mission, flying blind, your only reference is red spots of light as weaponry sights track you in the darkness. Dispatching a few rockets provides a brief but dramatic blaze of light enabling you to get your bearings. The objective is to rescue kidnapped scientists who are imprisoned in bamboo prison holes, and destroy enemy helipads.

The conquest continues to the baron's home town Palaso City, where you must disrupt a counterfeit money and drug operation. Then a drop in temperature to snowy wastes. Along the way, stumbling across a Stealth Fighter presents you with a tricky flying experience...



Meeting up with Air Force One is a great honour... or something. Still, who's complaining?





As an arcade challenge it's superb but there is plenty of variety in jungle warfare and if it had stuck to its title, the game would have far more credibility. Controlling hovercraft and Stealth planes is all very well, but it seems that the design team has striven for variety at all cost... and that cost is credible realism. ■ ***JASON***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

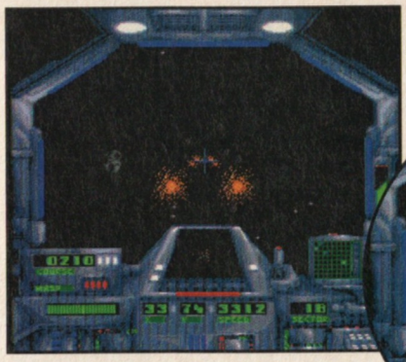
PLAYABILITY

OVERALL 90%

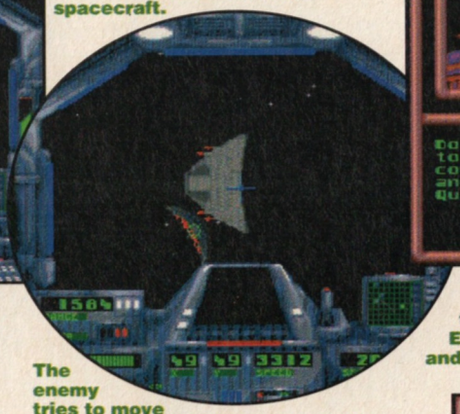
GOLD

IMPORT

PUBLISHER
Accolade
RELEASE DATE
TBA
PRICE
TBA



In the vein of *Wing Commander*, *Warpspeed* sees you up against the odds huddled in a tiny spacecraft.

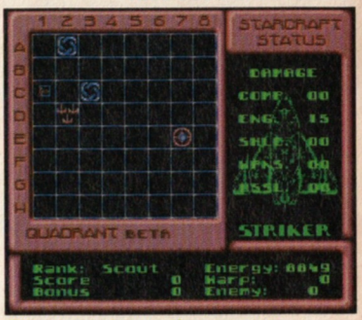


Not only is the enemy dead ugly, but they've yet to learn the basics of Communications Etiquette. Challenges are many and failure to accept means a red face back at base.

The enemy tries to move out of your sights but you have the force, etc. etc. One swift pull on the trigger and they are toast.

■ Aliens. Far too warlike for our liking which is why you get the chance to obliterate them in this new release...

WARPSPEED



The map shows the progress of the conflict – plotting each battle is the name of the game. Avoid the black holes as these are gateways to certain destruction.

Man has seen the error of his ways. All those defence-bound billions have found their way towards global harmony – global harmony meaning no more war, plenty of food and a McDonalds in every village.

It's all very rosey indeed, but aliens don't give a monkey's about global harmony (that's why they're aliens) – and as you'd expect, they are eyeing Earth with a view to owning every MacDonald's franchise in the known Universe.

Being a naturally warring race these aliens decided to invade earth and all her outposts. No space program, no defence – no chance. Man has unwittingly put himself into a rather embarrassing situation. Time to act! A few billion pieces of currency still lie around allowing a few state-of-the-art space fighters to be built.



If just flying around is your thing then don't bother strapping yourself into one of these babies. You need to be capable of deadliness...



Here it is, man's last-ditch struggle against oppression. A state of the art, one-of-a-kind, multi-billion pound spacecraft. And it's yours!

Warpspeed is based around you and your lone fighter. Pitting your wits against the odds, you systematically clear the oncoming hoards by warping into battle. Taking them by surprise, you remove who or what you can, then quickly warp out to collect the medals and a possible ship update.

The interstellar map provides battle updates and navigation possibilities – just select a quadrant and warp into action.

Being an evil and slightly crazed set of invaders they will insist on challenging you and your ship. These challenges come as personal messages transmitted on the sub-space carriers. Selecting the appropriate co-ordinates puts you into direct conflict, with bonuses and ship upgrades.

The entire battle scenes are the over-the-shoulder 3D views that the likes of *Wing Commander* made famous. Action is fast and it requires a considerable amount of skill to lock onto and destroy a target.

At first you are armed with a simple blaster then, as things get easier and more familiar, homing missiles and high powered lasers become available. Victory is by means of attrition, slowly wiping out the key installations and eventually freeing the human race.

If *Wing Commander* clones are your thing, then *Warpspeed* may be worth a look. Now, where did those aliens get to...?

No, it's not a mutant sponge or even the entrance to the Blue John Mine. It's a representation of a warp hole, which you must pass through after puncturing the space/time continuum. Joy.





A personal organiser is always a handy little gadget for these little dates that have a habit of springing up. Failure to make the party ends in certain embarrassment.



I can't help but think of *Wing Commander*, which was BIG in the PC World but unfortunately it scored something of a miss in the console fraternity. *Warpspeed* has the same traits, with those painful turning sequences that bend the stick off its hinge points and your fingers off their hinge points. Looks a good game though but its longevity must be questioned when it is compared to other games of this type. ■ ***STEVE***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
71%

■ It is in fact impossible to travel faster than light. So quit worrying about it.

COMPUTER COMPETITION

Win 1 of 10 of each of these amazing computer games



WIN A SEGA MEGA DRIVE

MEGA DRIVE – The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** – The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** – The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name – Sonic the .....

Answer:
A) Hamster
B) Horse
C) Hedgehog

Phone **0336 408702**



WIN A SUPER NINTENDO STREET FIGHTER II

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

Question: Where do Sumo Wrestlers come from?
Answer: A) America B) Japan C) Australia

Phone **0336 408700**

Children under 18 must seek parents' or guardians' permission before telephoning



WIN A SEGA GAME GEAR

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

Question: How many games come in this Sega Game Gear?
Answer: A) 40 B) 4 C) 15

Phone **0336 408722**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.

THE GREAT GAMES EXCHANGE

ANY GAME FOR ONLY £5

Just send £5 with one of your existing games - (make sure it is one of your own) to the address on the coupon opposite and we will send you your new choice of game.

Allow up to 28 days for delivery.



For your SEGA MEGA DRIVE, GAME GEAR, MASTER SYSTEM, SUPER NINTENDO, & NINTENDO GAMEBOY.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

Name _____

Address _____

_____

Signature of Guardian
(If under 18) _____

My first choice of game is _____

My second choice of game is _____

My third choice of game is _____

I enclose cheque ☐ Postal Order ☐ made payable to Q&Q Ltd for £5 and one of my existing games for my computer system. Sega Mega Drive ☐ Game Gear ☐ Master System ☐ Super Nintendo ☐ Nintendo Gameboy ☐

If you are not completely satisfied, we will send the game you exchanged back to you.

Post to: Q&Q Ltd, Gild House, Bournemouth, BH2 6AW.

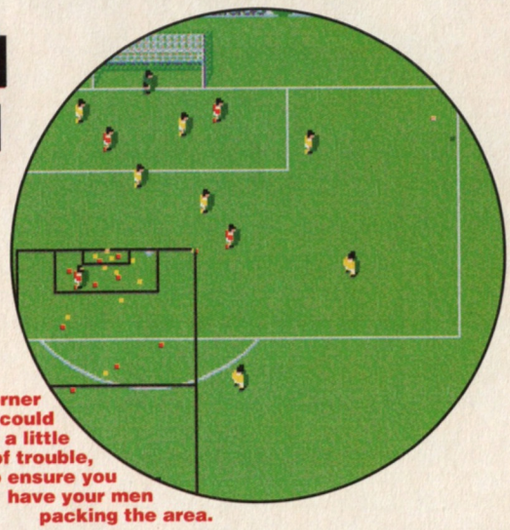
Nintendo, Gameboy, Super Nintendo, Sega, Sega Mega Drive are all registered trademarks of their respective companies. Q&Q Ltd are not endorsed by or related to them.

OFFICIAL

PUBLISHER
US Gold/Anco
RELEASE DATE
Now
PRICE
£39.99

SUPER KICK OFF

Can the reigning footy game on the Amiga convert to the Mega Drive with the same amount of success? They're sure as heck giving it a go!



Corner kicks could cause a little bit of trouble, so ensure you have your men packing the area.





Julio Iglesias used to play goal for Real Madrid. Pity he retired, really...

Top of the league arcade-style football games on the Mega Drive are almost non-existent. While our favourite machine caters more than adequately for those with a desire to strut around like an LA cop with distemper or for trigger-happy Han Solos, the eager soccer stars among you haven't much to turn to... Well, things are about to change!

Super Kick Off emerges from the tunnel and strides onto the Mega Drive with all the confidence and style of the Arsenal team. Virtually everything you could want from the country's favourite sport is all here.

As a one or two player game, you are initially presented with an Options screen where you can set certain factors for the matches to follow. Do you want to feel the effects of wind without consuming excessive amounts of baked beans? Would you like to play on a plastic or normal pitch? And do you want to play extra time if necessary? All this and more, including three speed settings, can be determined with the press of just a few buttons.

TIP

The best formation to play is 5-3-2 which means a sweeper will always guard against surprise counter-attacks.

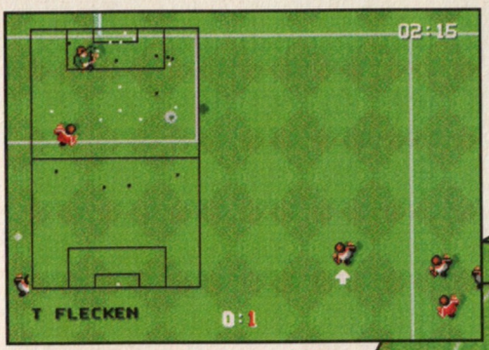
In-game controls are fairly straightforward, too. Dribbling with the ball is obvious enough while the A-Button shoots or boots a long kick, the B-Button traps the ball and then enables you to pass it, and the C-Button executes a little chip over approaching opposition.

Not only this, but you can recreate the ball-swerving skills of Barnes and Gazza by implementing After-touch. This is where you can affect the direction of the ball once you've kicked it by thumbing left or right on your joypad.

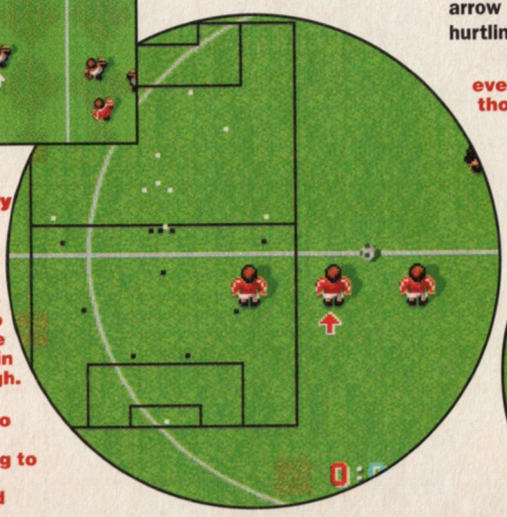
Although this does take some time to master, there's no better way to beat a goalkeeper than swerving the ball away from him and into the top corner. And it's totally eye-opening and satisfying when it works!

While on the subject of goalkeepers, it should be mentioned that they are computer-controlled. This works fine – their reflexes are good, responding well to shots from all angles.

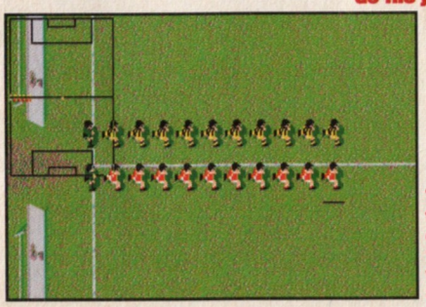
The only time this system changes is when taking penalties. Here, you must command the goalie to pounce in a particular direction. Alternatively, when taking penalties, press the B-Button when you think the rapidly and endlessly rebounding left-right directional arrow is destined to send the ball hurtling to the back of the net.



The ball comes softly toward the goalie. Will he mimic Chris Woods and knock into the net? Or actually do his job by keeping hold of it!



Coming in towards the goal, everyone has to remain alert for those 50-50 balls. The question is, are you skilful enough to handle the pressure?



At any time from leaving the tunnel, you can reduce or enlarge the scanner. It's best to fiddle with this feature before you actually begin to play though.

The players charge out onto the pitch to the roars of a drunken crowd. Who's going to win? Well, there's only one tried-and-tested way to find out, really!

CK



A league of its own



Select your team and then choose the formation you wish to play. Formation changes and substitutes can be made during the game, as they can in real life, of course.



Once the match gets under way, the action is fast and frantic. If you're a newcomer and are still learning the controls, it looks like a boot and run affair similar to the FA Cup of '93!



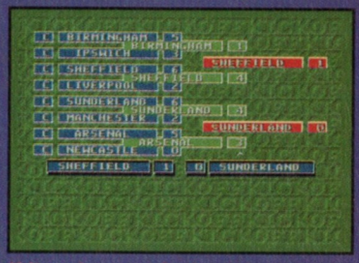
With no goals scored, the match goes to a penalty shoot-out. You can replay the action to see that goal that cost you the match. It may not be the most satisfactory way of winning, but it works!



Before the kick off, you are given an indication of the weather conditions and wind strength. So pack your swimming trunks. Also, different referees have different temperaments, so be warned.



It's a rough and tumble match, resulting in a number of bookings. Luckily, nobody gets sent off, although that Number 9 had better wtach out the next time he gets the ball...



If it makes you feel any better, you were beaten by the eventual overall winners. No, didn't think that would help... But then does it ever? Still, no worries, I'll just challenge them to a rematch.

Throw-ins, free kicks and corners are all incorporated into the gameplay as well. In fact, *Super Kick Off* features pretty much everything, including a chanting crowd who roar in anticipation when shooting at goal.

With friendlies and a number of tournaments to enter, you'll have to master a formation from the many available if you want to head down the road to glory. The computer's skill level can be altered if you're particularly poor! But as you'd expect, more enjoyment can be gained from competing against another human player. The thing is, I found the computer's passing a little too accurate and precise – and at top speed, you don't really have time to think or react before feeling the studs of an opposing player as you lose possession almost before you had it.

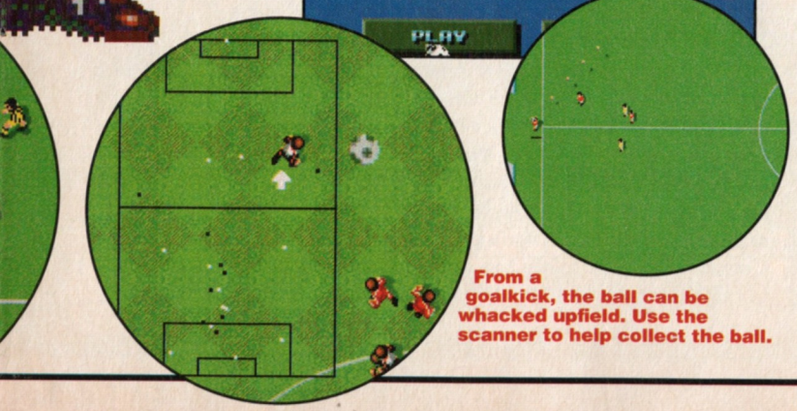
Other areas in *Super Kick Off* worthy of a brief mention are the optional offside trap (although I feel it does make the game slightly unplayable when in operation), the possibility of editing team and player positions on the pitch, along with the ability to head the ball and slide tackle to retrieve. All in all, you should find *Super Kick Off* a complete footballing package and a worthy conversion when measured against its brethren on other computer formats. Enough of the real game of football has been captured to provide plenty of excitement, and there are some nice touches too. I'd certainly recommend giving it a go!

Throw-ins, free kicks, penalties – they're all in *Super Kick Off*. Unfortunately, you don't get a free half-time orange but I suppose you can't have everything.



Test your skills against the computer at all difficulty levels. Lose a match though and it's back to the changing rooms for you! Well, nobody said football was an easy game!





From a goalkick, the ball can be whacked upfield. Use the scanner to help collect the ball.



As a fast and playable football sim, *Super Kick Off* provides the sustenance for soccer-starved games-players. A wide range of options also means you can tailor the game to your needs. It's challenging as a one player game but against a human opponent, you'll find it more compelling than an A3 size Cindy Crawford poster. A convincing win for the publishers who deserve the FA Cup as reward for their efforts. ■ ***ALAN***



Fast food delivery hits a new low!

MEGA CD

PUBLISHER
Sony Imagesoft

RELEASE DATE
Out Now

PRICE
£49.99



SEWER SHARK

With its revolutionary approach of digitised actors and real-time interaction, *Sewer Shark* seems the first of a new breed of games heading the Sega CD launch.

I guess it all boils down to that little incident that happened during the *New Avengers* series. I recall a large rat taking over the sewers and killing people for at least 35 minutes without ever showing itself. 'Suspense' was the key word of the time. So if suspense isn't a good basis for a game then I don't know what is.

Sewer Shark is based on such rats. Large 'ratigators' that infest the sewers of tomorrow with an unruly bunch of drop-outs given the task of keeping the population at bay. Your co-pilot calls the shots and gives the co-ordinates you should follow. These are hurriedly yelled to you and looking up on the dash shows the way to go. Make a wrong choice and things don't always turn out, you will be heading towards a dead end before you know it. Dog meat, as they say.



TIP

It's easy to become distracted by what's going on outside, so don't take your eye off the middle of the tunnel, whatever you do.

A yellow light confirms the right course though following this is definitely not the only aim of the game. Along the way you are interrupted by the odd transmission either by the Commissioner who is constantly stuffing his face or the odd fellow sewer-jockey in trouble. Keep blasting the vermin as failure to meet with the run quota puts you back in training school. Missing a recharge point also puts you in training school as the gun won't work and the meat won't be coming in. To say you are treated with a certain amount of contempt would be grossly understating the truth – the other pilots hate you.

Well what do you expect? Bet they haven't got £300 to blow on a CD entertainment system. Ho ho. Still the benefits are many, like shooting loads of different creatures ranging from scorpions, moles and bats to the very mysterious 'Crazy Looking Thing'. (What this is I have no idea but he does help you every now and then and no doubt carries a fair bit of meat for the market day pay-off).

Sewer Shark is an interesting title which shows what the Mega CD could be capable of, even though the play area is a little bit too small and the graphics are pixelly. But all in all, not bad.



Things are starting to get a bit hairier now – I don't much like the look of these corners, I'm afraid! Ah well...



The Commissioner will interrupt you every now and again with the odd encouraging word. Looks like worker-management relations don't improve much in the future!



Although the playing area is a tad small, this doesn't stop you appreciating the winding, whirling corridor as it shoots by. Time to kick some rodent ass!

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 82%



First play and it's rubbish. Second play things are looking up and by the third the game really livens up. This thing has a plot and it uses it. I like this, some other mags didn't think much of it but I have to disagree. As a CD title it has class and some really crazy effects. Working through the creatures is fun and the Commissioner certainly has ermm... charisma. All in all very nice but not fantastic-cor-blimey-look-mum stuff. ■ ***STEVE***

■ Sharks have two rows of teeth in each jaw. Each tooth will regrow if lost.

Amstrad®

FREE! BUILT-IN GAMES SYSTEM
MEGA DRIVE COMPATIBLE
ACCEPTS ALL SEGA MEGA DRIVE SOFTWARE
INCLUDES 1 CONTROL PAD & 2 PORTS
ARCADE GRAPHICS STEREO SOUND, STEREO HEADPHONE SOCKET
SEGA MEGA CD COMPATIBLE

MEGA PC 386SX for £599 + VAT

INC VGA COLOUR MONITOR + HARD DRIVE

Brilliant for Business, Mega for Games!

- *Processor and clock speed: PC Mode: 25MHz 80386SX Mega Mode: 7.14MHz 68000*
- *40Mb IDE Hard Drive*
- *Core Test: Ultra Fast 1,119 Kb/Sec Transfer Rate*
- *1Mb RAM (16Mb Maximum RAM)*
- *3½" 1.44Mb Floppy Disk Drive*
- *1 x 16-bit 'AT' Expansion Slot Available*
- *Maths Co-Processor Socket for 387SX/387SL*
- *Western Digital 16-bit On-board S-VGA Chipset*
- *256K Video RAM*
- *14" Dual Sync Colour Monitor with Built-in Stereo Speakers PC Mode: Horizontal Frequency 31.5KHz Graphics Resolution 640 x 480 - 256 Colours Ad-Lib Stereo Sound through the built-in Speakers Mega Mode: Horizontal Frequency 15.65KHz Graphics Resolution 320 x 224 - 512 Colour palette Arcade Quality Graphics with Stereo Sound*
- *Sound Capability - PC Mode: Full Ad-Lib Sound Mega Mode: Full Mega Drive Stereo Sound*
- *102-Key PS/2 Type Keyboard*
- *Dimensions - 325mm (w) x 78mm (h) x 292mm (d)*
- *External Interfaces - Parallel Port, Twin RS232C Serial Ports, PS/2 Type Keyboard Socket, PS/2 Type Mouse Socket, VGA Monitor Port, VGA Monitor Power Socket, PC Analogue Joystick Port, Two Sega Compatible Games Pad Ports, Mega Drive Cartridge Slot, Mega CD Connector Port, Stereo Headphones Socket.*
- *Power - 65W (110-240V Auto-Sensing)*
- *Supplied Accessories - PS/2 Type PC Mouse, Precision Analogue PC Joystick, Sega Compatible Games Pad*
- *Software - MS-DOS v5.0 + Amstrad Desktop Graphical Interface + Interactive Tutor (pre-installed).*
- *12 Months On-Site Warranty*



SYSTEMS INCLUDE:
VGA COLOUR MONITOR 14" DUAL SYNC WITH BUILT-IN STEREO SPEAKERS
40Mb HARD DRIVE
1Mb RAM EXPANDABLE TO 16Mb Max.
3½" FLOPPY DRIVE
256K VIDEO RAM
AD-Lib™ COMPATIBLE SOUND CARD
PS/2 TYPE MOUSE
PC JOYSTICK PRECISION ANALOGUE WITH PC GAMES PORT
GAMES CONTROL PAD
FREE SOFTWARE: MS-DOS 5.0, AMSTRAD DESKTOP Pre-Installed
12 MONTHS ON-SITE WARRANTY WITH NCR

IBM COMPATIBLE **386SX 25MHz PC**

The 'MEGA' PC 386SX 25MHz from Amstrad is the first system to offer two fully featured computer processors in one! A high-powered, IBM compatible 386SX PC and the very latest 68000 based Sega Mega Drive compatible 16-bit games console. A custom designed sliding front panel allows easy access between the PC and Mega modes. The system comes complete with a 40Mb IDE hard disk drive and a high resolution 14" dual sync monitor with built-in stereo speakers. The monitor automatically switches between Megadrive graphics with Stereo Sound and PC VGA graphics with Ad-Lib™ Sound. With a PS/2 mouse, precision analogue PC joystick and Megadrive compatible games control pad included, the Mega PC is brilliant for business and mega for games - the perfect computing solution.

40Mb HARD DRIVE	
MEGA PC 386SX 25MHz	1Mb RAM 40Mb HARD DRIVE
	£599
	+VAT = £703.83 Ref: AMP 1000

92MHz MEGA PLUS 486SLC for £799 + VAT

INC VGA COLOUR MONITOR + HARD DRIVE



FREE! WINDOWS 3.1 PRE-INSTALLED
PC GAMES SOFTWARE Wing Commander - Special Edition, Life & Death II - The Brain, Mavis Beacon Teaches Typing

LANDMARK v2.00 PERFORMANCE COMPARISON CHART

386SX 16MHz	386SX 20MHz	386SX 25MHz	386SX 33MHz	386DX 33MHz	386DX 40MHz	486SX 16MHz	486SX 20MHz	486SX 25MHz	486SLC 33MHz
20 MHz	25 MHz	31 MHz	47 MHz	51 MHz	66 MHz	54 MHz	67 MHz	84 MHz	92 MHz

Silica Systems are pleased to present an upgraded version of the Mega PC, called the Mega 'Plus'. This has been upgraded with the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path, 1K internal cache and power management features. Power meter aggregate MIPS performance is increased by up to 2 times and it boasts an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). The 'Mega Plus' 486SLC 33MHz PC comes in two versions - 40Mb hard drive with 2Mb RAM at £799+VAT and 130Mb hard drive with 4Mb RAM at £899+VAT.

SPECIFICATIONS AS 386SX ABOVE, PLUS!

- *Processor and clock speed, PC Mode: 486SLC 33MHz*
- *2Mb or 4Mb RAM*
- *40Mb or 130Mb IDE Hard Drive*
- *Maths Co-Processor Socket for 487SLC*
- *512K Video RAM*
- *EXTRA FREE SOFTWARE: Windows 3.1 (pre-installed) Mindscape PC Games Pack: Wing Commander "Special Edition", Life & Death II "The Brain", Mavis Beacon Typing*

	40Mb HARD DRIVE	130Mb HARD DRIVE
MEGA PLUS 486SLC 33MHz	2Mb RAM 40Mb HARD DRIVE	4Mb RAM 130Mb HARD DRIVE
	£799	£899
	+VAT = £938.83 Ref: AMP 1033	+VAT = £1056.33 Ref: AMP 1134

Sega Mega Drive is a Registered Trademark of Sega Enterprises Ltd.
The Mega PC is manufactured and sold by Amstrad under licence from Sega Enterprises Ltd.

FREE OVERNIGHT COURIER DELIVERY IN THE UK MAINLAND

250593-OPI/5

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available **081-308 0888.**
- **SHOWROOMS:** Demonstration and training facilities at all our stores.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Before you decide when to buy your new computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS IS A DIVISION OF PRODIS PLC

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm	No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA	**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm	No Late Night Opening	Fax No: 071-323 4737
LONDON SHOP:	Selfridges (Basement Arena), Oxford Street, London, W1A 1AB	**Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-7.00pm	Late Night: Thursday - 8pm	Extension: 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm	Late Night: Friday - 7pm	Fax No: 081-309 0017
ESSEX SHOP:	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	**Tel: 0702 468039**
Opening Hours: Mon-Fri 10.00am-5.30pm (Sat 9.00am-6.00pm)	Late Night: Thursday - 7pm	Fax No: 0702 468039

To: Silica Systems, MEGAC-0793-106, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON THE AMSTRAD MEGA PC

Mr/Mrs/Ms: ..... Initials: ..... Surname: ..... Date: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 106D

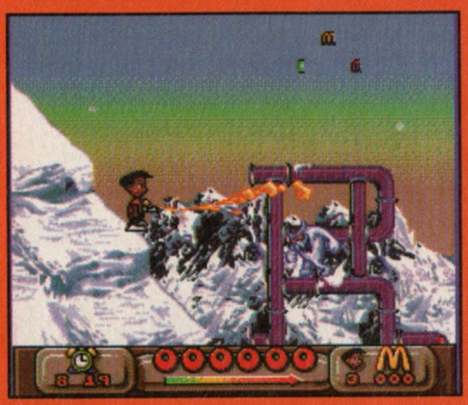
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

OFFICIAL

PUBLISHER
Virgin
RELEASE DATE
Out Now
PRICE
£39.99

GLOBAL GLADIATO

First came Root Beer then Coca Cola and Fanta. Now McDonalds take you through the Golden Arch Window to the world of the Global Gladiator.



In Arctic World everything has gone blue. Wrapping up warmly is only half the answer, these frozen menaces don't rate high in the curtsey stakes.

Root Beer. Bit of an acquired taste wouldn't you say? Reminds me oddly enough of swilling your mouth out at the dentist shortly after a painful root canal overhaul. Still, McDonalds have been responsible for some weird and wonderful US imports to tempt the somewhat traditional English palate and top of the list currently is the Virgin Mega Drive tie-in, *Global Gladiators*.

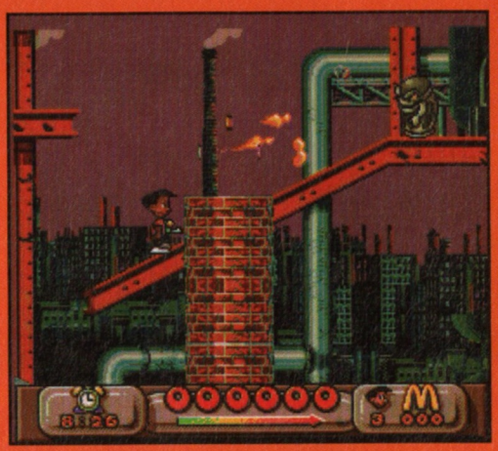
So what has McDonalds done for the console world then? Well Mick and Mack are the two characters you will be playing, no prizes for guessing their obvious burger tie-in. You can choose to be either Mick or Mack in the single player option – the manual states that there is no difference, except maybe a more refined taste in clothing. And you get to fight over character names for the two player game.

The action is contained within a platform scenario with the main weapon being an anti-slime gun or Goo Shooter. Your enemies range from slime creatures through to cute beavers and Yeti monsters which all seem unhealthily focused on removing your character from existence and the screen.

As you run through the scenery expect serious contact with your foes. Most require a single shot from your device – others, like the slime creation machines, need a few more.

Each world has its own particular type of inhabitant which in true computer-controlled tradition knows the landscape better than you ever will, taking shortcuts and hopping platforms with super-human ease. Very, very annoying.

Through the levels you will no doubt notice coloured 'M's



Aptly named Toxi-Town, this hurried piece of construction contains just about everything you wouldn't want in your back yard.





Blimey! Instead of killing this thing why not take it home and try to make some money out it?



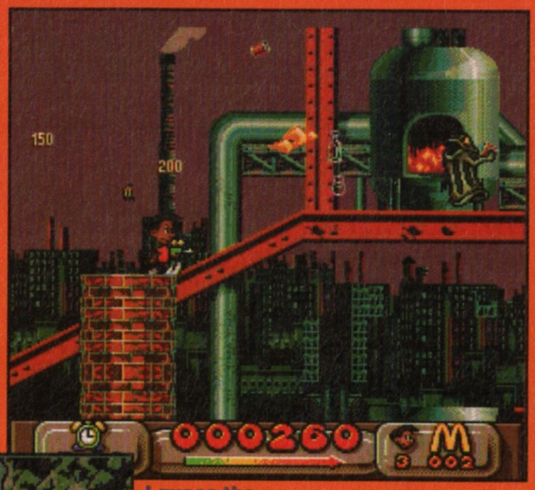
Do your bit for Virgin, McDonalds and your personal planet. Start the recycling boom yourself with rapid collection of the indisposable non-bio degradable.





All McDonalds managers, including the Chief Executive, must spend a day serving burgers to the public each year.

ORS



I can't help but wonder, surely the best way of getting rid of rubbish is to burn it? Oops, I'm showing my lack of planetary awareness there – consult your local McDonalds if in doubt.





I guess the skeleton is a reminder that even animals can fall victim to the pollution levels. Ermm, call me stupid but that looks pretty much like a prehistoric carcass to me. The Earth was cleaner then, you know.



The machines are the key. These work overtime pumping out the chemicals and fumes you are so desperately trying to remove.



I don't know how to describe this but every now again you can walk on air. Don't panic though, your character has the same disbelief written on his face too.

rotating at different speeds. Well, don't ignore them. These miniature Golden Arches provide the essential key to the bonus screens.

Collect a sizeable amount and transportation becomes quick and painless. The bonus screens are based without any shadow of a doubt on McDonalds's current obsession with recycling anything that contains their oddly-named burgers. From the skies come bottles, cans and paper and your job is to catch what you can then throw it into the correct recycling bin.

However, there is a slight snag. Should you reach up and catch an anvil then you can wave good-bye to your arms as they drop beneath you and on through the playing surface. Needless to say the bonus screen terminates and it's back to the more mundane platform demands of the Goo Gun. All activities are done against the clock, the aim being to collect over 30 arches within the time then look forward to a warm welcome from Ronald and that silly little costume he insists on wearing. Oh, score more than 100,000 and expect an extra Mick. Or Mack. Fail the time trail and you loose a Mack. Or Mick.

TIP

An easy way of clearing the screen of baddies is to run up and slide them out of the way. Saves on smart bombs too!

During general play, contact with the enemy depletes your NRG-O-Meter. This rather colourful affair shows how much of your valuable energy the combat is taking. Lose too much and you lose your footing, spin around a few times then lose a Mick. (Or Mack... .)

All in all then, this game, rather like a MacDonalds apple pie, is suprisingly good. There should easily be enough here to entertain most people without giving that awful post Big Mac bilious stomach that's the hazard involved in the real life version. Unless you suffer from motion sickness...



Run through the chequered flag after collecting over 30 rings. Ronald gives you a cheery wave then hands you your reward. A plateful of gherkins.





Run around like a complete mad thing. The idea is to get the various waste articles into their respective bins. Here, there appears to be a slight glut in the bottle deposit department.



It reminded me of *Tiny Toons* with carefully-drawn backgrounds and fast scrolling – I've been on roller coasters, aeroplanes and even read small print in a Citroen 2CV but nothing has ever given me motion sickness like this game. The sky rocks too and fro like something obsessed – not that this is a bad thing you understand, nothing grabs me more than a fast game that allows rapid responses. Nice one. ■ ***STEVE***

MEGA

SOUND

GRAPHICS

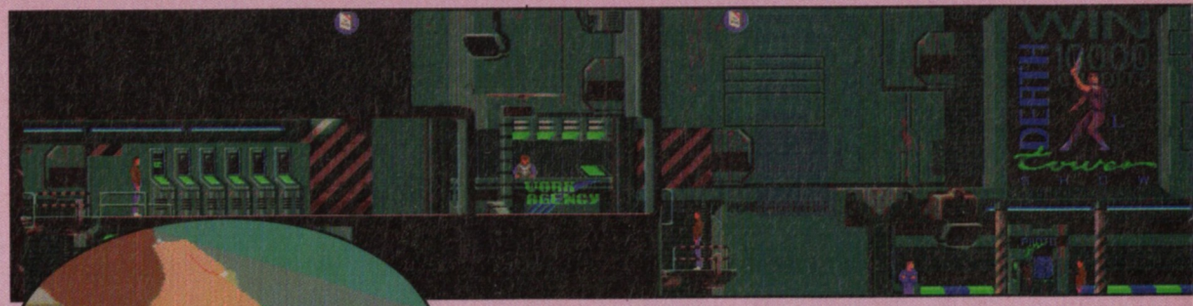
ADDICTIVENESS

PLAYABILITY

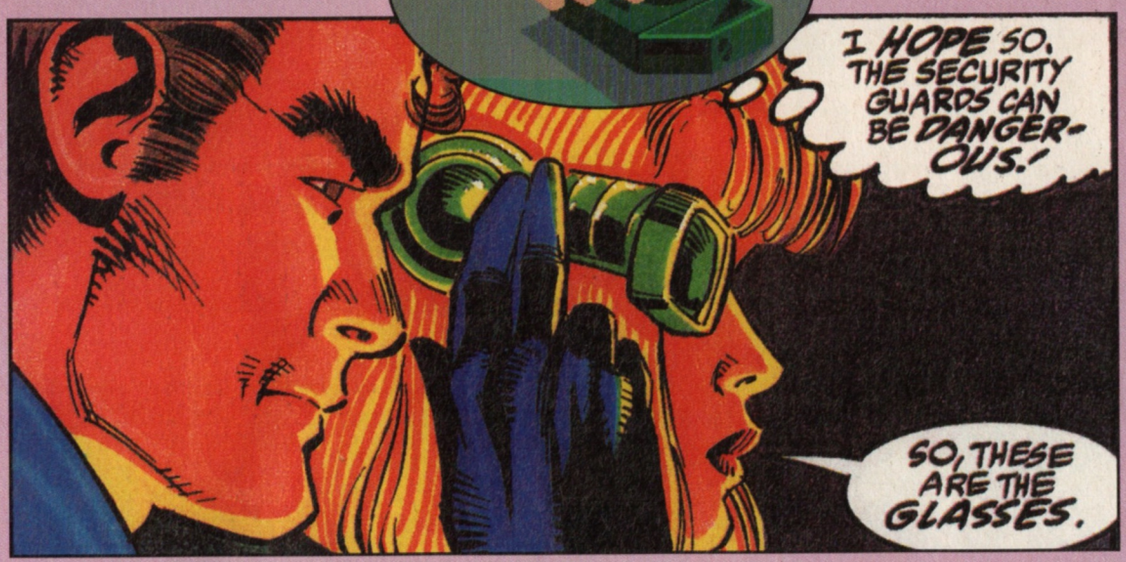
OVERALL 88%

OFFICIAL

PUBLISHER
US Gold
RELEASE DATE
Out Now
PRICE
£39.99



Getting enough money together means you can try your luck in the Death Tower where a ticket to Earth can be won.



Flashback uses more programming techniques than ever seen before on a humble domestic cartridge. This sort of game, with the depth it boasts, would normally be reserved for a CD title but apparently modern day programming technology allows it to be fitted into the standard format. Then nailed and sellotaped closed.

Conrad is an ordinary man, just like you and me. Unfortunately on the way to the Galaxia Bureau of Investigation he makes a startling discovery.

The molecular density analyser which he had been tinkering with has revealed some astounding facts. Things are not at all what they seem. Certain key political figures show up with higher-than-average molecular

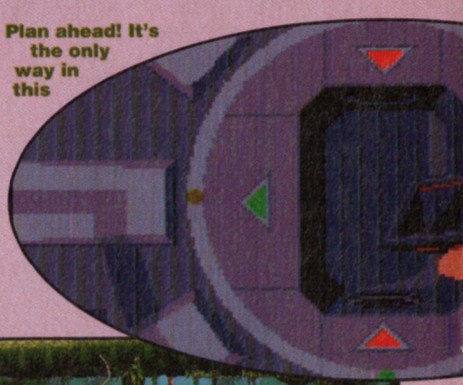
FLASHBACK

■ ***Another World*** **caused quite a stir with its way-out plot and graphical presentation. Now those people at the other end of the Tunnel launch the follow-up.**



Subways are the only means of Titan transportation.

Plan ahead! It's the only way in this

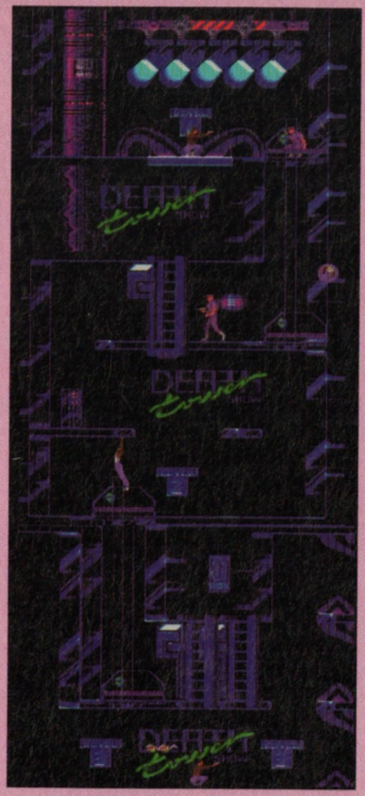




You wake up in the Jungle without a clue as to who or what you are. Exploration provides the first clue to a Holocube that you left lying around before the big memory loss. The aim is to find an old man who provides the means to get out of this steamy joint and continue on with the quest.

■ The rotoscoping animation technique was widely used in the Disney cartoon classic *Beauty and the Beast*.







The bar. Interact with the locals when you can as they will reveal vital clues to help you out.



Every item can be used, here the key lock allows access to a lift to a higher platform.



During the intervals expect these high quality polygon-based animations.

densities. Which means.... ermm, hang on a minute, oh yes that's it. They are not human. As if that is not enough he is found out making this discovery, then transported to a distant planet called Titan where his memory is erased. Struggling to regain his composure, his plans become clear – get back to Earth! All very well but the entire planet has been alerted to the escape and things are really hotting up.

Upon waking up in the Jungle, the first tasks become apparent. Get out of here! The course of events is easy to follow – find the Holocube (which contains your memory), get it restored, go to Earth then defeat the alien computer. Easy. Well not quite. The first stage alone is bad enough, learning the moves and timing the jumps with some added target practise thrown in.

Flashback uses rotoscoped sprites which are animated to a speed of 24 frames per second. This makes the animation equal to most cartoons.

With this in mind Conrad is able to run, jump, roll, cling to ledges and many other things. Not only are the single moves possible but also combination moves can be per-formed. Bear in mind when doing this that the character will take a bit of time to cycle through the inputs. Combination moves will be needed so practise what you can in the jungle section. Seeing things of importance on the floor means you should pick them up. Doing this brings up an "Inter" scene of sorts which animates smoothly the act of picking some-thing up. These are all polygon-based and should you complete the game, the whole lot are synchronised together to retell the entire story for you to enjoy. There are something like 75 of these little animations so the ending is quite long!

TIP

Use that shield! Time the oncoming shots and you should emerge unhurt.

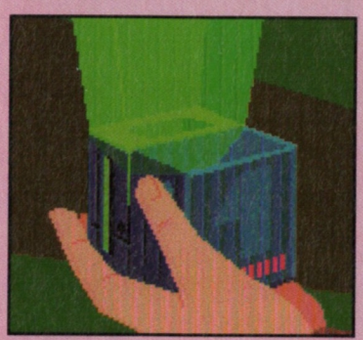
Coupled with the graphical delight is the music which, on reaching a key point in the game, heightens, providing an effective musical score. Digitised sound effects are also synchronised with both the music and the movement.

There are three worlds to pass through – each world has dozens of sub levels, all I might add relevant to the story. So many games just shove them in but this little number shows depth of thought with an obvious storyboard technique. The Holocube is the key to it all, then throughout the game flashes appear giving tips and advice. There are loads of characters to interact with – wait till the message prompt highlights the character, then press your action button. This can sometimes be the only way to gain the necessary information on the next task for the hero Conrad.

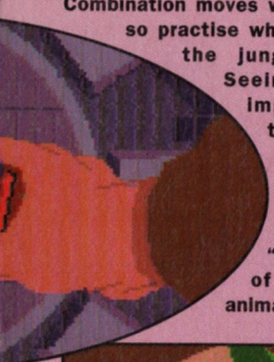
The aliens you will be meeting are the best I have ever seen, beautifully animated and incredibly well thought out. It was a shame to kill them. Then again maybe not, it's kill or be killed after all.

Extreme judgement is needed to roll and time the shot accordingly when up against them all. In the Death Tower you meet Teleporting jump-suit affairs. In the depths of the computer, you met morphing blob creatures. The static beings and the back-drops are exceptionally detailed too, and are all animated to varying degrees.

During the last stages the whole level is destined to blow up so remember these bits of advice well – you'll need 'em!



It's the Holocube! Quick, remind yourself why you are here again.







Every other role playing or platform game just does not compare. This is incredibly well thought out, beautifully conceived and has more polish than my Grandma's best dining table. The attention to detail is astonishing – when Conrad's gun fires, the jacket blows back and cartridge shells come out. Buy it. Or miss out on the talk. ■ ***STEVE***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 92%

GOLD

SENTINEL GAMES

SALES HOTLINE: 081-553-2333

WE SELL GAMES & ACCESSORIES ALL AT LOW PRICES. FOR MEGADRIVE, MASTER SYSTEM, GAME GEAR, SUPER NES, GAMEBOY, LYNX, ATARI ST, AMIGA AND IBM PC

MEGA DRIVE



SEGA MEGADRIVE 16 BIT HARDWARE

SEGA MEGADRIVE INCLUDING SONIC THE HEDGEHOG.....123.99
SEGA MEGADRIVE INCLUDING STREETS OF RAGE & SONIC.....143.99
SEGA MEGADRIVE INCLUDING MENACER GUN + CARTRIDGE...143.99
SEGA MEGADRIVE SONIC\SPORTSPACK 143.99

688 ATTACK SUB.....33.99
ALEX KID ENCHANTED CASTLE.....18.99
ALIENS 3.....33.99
ANOTHER WORLD.....33.99
AQUATICS WITH JAMES POND.....31.99
ARCH RIVALS.....31.99
ARIEL THE LITTLE MERMAID.....31.99
ATOMIC RUNNER.....31.99
BATMAN RETURNS.....33.99
BLOCKOUT.....31.99
BUSBY THE BOBCAT.....CALL
BULLS VS LAKERS.....33.99
CAPTAIN AMERCA.....31.99
CHAKAN.....33.99
CHUCK ROCK.....34.99
COLUMNS.....27.99
CORPORATION.....33.99
CYBORG JUSTICE.....31.99
DECCAPATTACK.....31.99
DESERT STRIKE.....33.99
DOUBLE DRAGON 3.....33.99
ECCO THE DOLPHIN.....33.99
EUROPEAN CLUB SOCCER.....33.99
EVANDER HOLLYFIELD.....33.99
F-22 INTERCEPTER.....33.99
FATAL FURY.....33.99
FLASHBACK.....39.99
GHOULS N GHOSTS.....41.99
GLOBAL GLADIATORS.....33.99
GRANDSLAM TENNIS.....31.99
INDIANA JONES 3.....33.99
JAMES BOND.....CALL
LEMMINGS.....33.99
LHX ATTACK CHOPPER.....33.99
LOTUS TURBO CHALLENGE.....33.99
JOHN MADDEN 93.....33.99
MEGA GAMES 1.....33.99
MEGLOMANIA.....33.99
MICKEY AND DONALD.....33.99
MUHAMMAD ALI BOXING.....33.99
MUTANT FOOTBALL.....33.99
NBA 93 BASKETBALL.....CALL
NHL PA 93 HOCKEY.....33.99
OLYMPIC GOLD.....33.99
OUTRUN 2019.....CALL
PGA GOLF 2.....33.99
PITFIGHTER.....33.99
POWER MONGER.....33.99
REVENGE OF SHINOBI.....31.99
ROAD RASH.....33.99
ROAD RASH 2.....33.99
ROBOCOD (JP2).....33.99
ROLO TO THE RESCUE.....33.99
SENNA SUPER MONACO 2.....33.99
SHADOW OF THE BEAST 2.....33.99
SHINOBI 3.....33.99
SIMPSONS.....33.99
SMASH TV.....31.99
SONIC THE HEDGEHOG 2.....33.99
SPEEDBALL 2.....31.99
SPLATTERHOUSE 2.....CALL
STEEEL TALONS.....33.99
STREETS OF RAGE2.....41.99
STRIDER 2.....33.99
SUNSET RIDERS.....33.99
SUPER HANG-ON.....18.99
SUPER KICK OFF.....39.99
SUPERMAN.....33.99
TALESPIN.....31.99
TAZMANIA.....33.99
TEENAGE MUTANT TURTLES.....33.99
TEST DRIVE 2.....27.99
TERMINATOR.....33.99
TERMINATOR 2.....33.99
THUNDERFORCE 4.....33.99
TWO CRUDE DUDES.....31.99
UNIVERSAL SOLDIER.....31.99
WINTER CHALLENGE (GAMES).....27.99
WORLD CLASS LEADERBOARD.....33.99
WORLD CUP ITALIA 90.....18.99
WRESTLE WAR.....31.99
WWF WRESTLEMANIA.....33.99
X MEN.....CALL
WORLD OF ILLUSION.....33.99

GAME GEAR



£95.99

GAME GEAR

SEGA GAME GEAR inc. COLUMNS.....95.99
SEGA GAME GEAR inc. SONIC & POWER SUPPLY UNIT.....119.99
SEGA GAME GEAR inc. 4 GAME CARTRIDGE.....95.99

SEGA GAME GEAR GAMES

AILEN 3.....26.99
ARIEL LITTLE MERMAID.....26.99
AX BATTLER.....18.99
BATMAN RETURNS.....26.99
CASTLE OF ILLUSION.....23.99
CHAKAN.....27.99
CHUCK ROCK.....23.99
D ROBINSON BASKETBALL.....27.99
CRYSTAL WARRIORS.....18.99
GOLDEN AXE.....23.99
GREEN DOG.....27.99
HALLEY WARS.....23.99
HOLYFIELD BOXING.....27.99
HOME ALONE.....27.99
LEMMINGS.....26.99
MICKEY MOUSE 2.....27.99
OLYMPIC GOLD.....26.99
PRINCE OF PERSIA.....26.99
SHINOBI 2.....26.99
SONIC THE HEDGEHOG.....27.99
SONIC THE HEDGEHOG 2.....26.99
SPIDERMAN.....26.99
STREETS OF RAGE.....23.99
SUPER KICKOFF.....27.99
SUPER MONACO GP.....19.99
SUPER OFF ROAD.....26.99
SUPER SPACE INVADERS.....26.99
TALESPIN.....26.99
TAZMANIA.....26.99
TERMINATOR.....26.99
TOM AND JERRY.....27.99

MEGA CD SOFTWARE

AFTERBURNER 3	38.99	RISE OF THE DRAGON	38.99
BATMAN RETURNS	38.99	ROAD AVENGER	38.99
BLACKHOLE ASSAULT	38.99	ROBO ALESTE	38.99
CHANNEL X	38.99	SEGA CLASSIC 5 IN 1	38.99
CITIZEN X	38.99	SIM EARTH	38.99
COBRA COMMAND	38.99	SOL FEACE	33.99
DOLPHIN	38.99	SONIC CD	38.99
FINAL FIGHT	38.99	SPIDERMAN	38.99
JAGUAR XJ220	43.99	SHERLOCK HOMES	43.99
JOE MONTANA FOOTBALL	38.99	SHIRU FIELD	38.99
NIGHT STALKER	38.99	TERAFORMING	38.99
NIGHT TRAP	43.99	WING COMMANDER	38.99
MUSIC VIDEO 1 (MARKY MARK)	33.99	WOLF CHILD	38.99
MUSIC VIDEO 2 (INXS)	33.99	YOUNG INDY	38.99
POWER DRIFT	38.99		
PRINCE OF PERSIA	43.99		

MEGA CD



£259.99 MEGA DRIVE CD (SUPER CLASSIC)

BARCODE BATTLER



£34.87

MASTER SYSTEM

AFTER BURNER	14.99	LEMMINGS	27.99
ALIEN 3	29.99	NINJA GARDEN	28.99
ALIEN STORM	27.99	PUTT & PUTTER GOLF	18.99
ASTERIX	29.99	SAGAIA	29.99
CALIFORNIA GAMES	27.99	SONIC THE HEDGEHOG 2	27.99
CALIFORNIA GAMES 2	27.99	SONIC THE HEDGEHOG	27.99
DOUBLE DRAGON	27.99	TAZMANIA	27.99
G LOC	CALL	TOM AND JERRY	31.99
GHOSTBUSTERS	14.99	TRANSBOT	9.99

GAMEGEAR NEW RELEASES

BATTLE TOADS	PREDATOR 2
DOUBLE DRAGON	PUZLOW KIDS
GLOBAL GLADATORS	STRIDER 2
KRUSTY'S SUPER FUN-HOUSE	SUPER CEASERS-PALACE
MASTER OF DARKNESS	SUPERMAN

SEGA CONTROL PAD FOR MASTER SYSTEM.....6.99
SEGA CONTROL STICK FOR MASTER SYSTEM 14.99
SEGA INFRA RED CONTROL PAD FOR MASTER SYSTEM...27.99
SEGA CONTROL PAD EXTENSION LEAD MD/MS.....3.99
SPEEDKING AUTOFIRE FOR MASTER SYSTEM.....12.99
SPEEDKING AUTOFIRE FOR MEGA DRIVE 15.99
KONIX POWER PAD FOR MEGA DRIVE.....12.99
QUICK SHOT AVIATOR 3 MEGA DRIVE JOYSTICK34.99
QUICK SHOT MAVERICK 3 MEGA DRIVE 15.99
SEGA LIGHT PHASER FOR MASTER SYSTEM.....14.99
SEGA LIGHT PHASER/OPERATION WOLF FOR MASTER SYSTEM...29.99
SEGA MASTER SYSTEM ACTION CASE (HARD) 17.99
SEGA ACTION CHAIR FOR MEGA/MASTER 83.99
SEGA CARTRIDGE SOFT PACK MD/MS 7.99
SEGA CADDY PACK FOR MD/MS.....5.99
SEGA G RACK CART STORAGE SYSTEM.....9.99
SEGA SCART LEAD FOR MD/MS.....7.99
PRO ACTION REPLAY FOR MEGA DRIVE.....45.99
GAME GENIE FOR MEGA DRIVE 42.99
SEGA ARCADE POWER STICK MEGA DRIVE 34.99

SEGA CONTROL PAD FOR MEGA DRIVE 14.99
SEGA MEGA FIRE CONTROL PAD MEGA DRIVE...14.99
COMPETITION PRO CONTROL PAD MEGA DRIVE 15.99
COMPETITION PRO STAR JOYSTICK M/DRIVE 19.99
FREE WHEEL STEERING WHEEL FOR SEGA.....15.31
QUICK JOY PROPAD MEGA DRIVE.....16.99
QUICK JOY FOOT PEDAL MEGA DRIVE.....29.99
QUICK SHOT 3G - MEGA STAR MEGA DRIVE 29.99
QUICK SHOT INTRUDER 3 MEGA DRIVE 29.99
QUICK SHOT STAR FIGHTER 3.....12.99
SEGA MASTER SYSTEM CONVERTOR.....29.99
SEGA MENACER GUN & CARTRIDGE M/DRIVE 55.99
SEGA VIDEO CABLE FOR MEGA DRIVE 7.99
SEGA MEGA DRIVE ACTION CASE (HARD).....19.99
SEGA GAME GEAR TV TUNER 57.99
SEGA GAME GEAR SOFTCASE.....9.99
SEGA GAME GEAR CARRY ALL.....14.99
CARRY CASE FOR SEGA GAME GEAR.....12.99
SEGA GAME GEAR HARD CASE.....14.99
LOGIC 3 DELUXE CARRY CASE GAME GEAR 14.99

SEGA GAME GEAR ACTION CASE (HARD).....14.99
SEGA GAME GEAR TO GAME GEAR CABLE 4.99
SEGA CAR ADAPTER FOR GAME GEAR.....12.99
LOGIC 3 CAR ADAPTER.....7.99
SEGA BATTERY PACK FOR GAME GEAR.....29.99
LOGIC 3 RECHARGEABLE BATTERY GAME GEAR ..14.99
SEGA WIDE GEAR FOR THE GAME GEAR.....14.99
SUPER WIDE GEAR FOR THE GAME GEAR.....14.99
SEGA GAME MAGNIFIER.....14.99
MASTER GEAR CONVERTOR FOR GAME GEAR....12.99
SEGA UNIVERSAL MAINS ADAPTOR.....9.99
SEGA KIDS SONIC 2 BASEBALL JACKET 28".....59.99
SEGA KIDS SONIC 2 BASBALL JACKET 32".....59.99
SEGA ADULT SONIC 2 BASEBALL JACKET SMALL 69.99
SEGA ADULT SONIC 2 BASEBALL JACKET MEDIUM .69.99
SEGA ADULT SONIC 2 BASEBALL JACKET LARGE 69.99
SEGA ADULT SONIC 2 BASEBALL JACKET X LARGE .69.99
SEGA SONIC 2 BADGES SET OF 3 .....7.99
SEGA ROBOTNIK BADGE.....1.99
SEGA SONIC BADGE.....1.99

SEGA TAILS BADGE.....1.99
SEGA KITE BADGE.....1.99
SEGA SONIC 2 BADGE.....1.99
SEGA SONIC 2 1993 CALENDAR 7.99
SEGA TAILS T-SHIRT (SMALL/MEDIUM/X LARGE) ..9.99
SEGA SONIC 2 T-SHIRT (SMALL/MEDIUM/X LARGE) ..9.99
SEGA SONIC MUG.....4.99
SEGA TAILS MUG.....4.99
SEGA ROBOTNIK MUG.....4.99
SEGA SONIC 2 KITE 13.99
SONIC SOFT TOY.....12.99
SEGA MEGS PAC RUC SACK 24.99

FOR A FREE PRICE LIST CATALOGUE PHONE 081-553-2333

POSTAGE & PACKING ON GAMES £3.50 ACCESORIES £5.00 CONSOLES

ALL TRADEMARKS ARE RECOGNISED. WE RESERVE THE RIGHT TO CHANGE PRICES & OFFERS WITHOUT PRIOR NOTICE. E. & O.E.

SENTINEL (UK) LTD. PO BOX 255 ILFORD ESSEX IG1 1TQ

NAME.....
ADDRESS.....
.....
POSTCODE.....
CONSOLE.....
PHONE.....

ENTER TOUR ORDER IN THIS BOX	PRICE
POSTAGE AND PACKING 1.50 GAMES 5.00 ACCESSORIES 5.00 CONSOLES	

ALL PRICES INCLUDE VAT

CHEQUE/PO/MASTERCARD/VISA/EUROCARD

CARD NO	

EXPIRY DATE.....

SIGNATURE.....

PLEASE WRITE VALID CHEQUE GUARANTEE NUMBER ON BACK OF CHEQUES

CHEQUES PAYABLE TO;

SENTINEL UK LTD

PO BOX 255 ILFORD ESSEX IG11TQ

IMPORT

PUBLISHER
Takara
RELEASE DATE
Out Now
PRICE
£36.99

KING OF THE MONSTERS



Yeah, I'm scared. Two unconvincing blokes in a monster suit.







The craggy monster's Special Move. Yes, he barfs boulders.



Forget about fighting this guy – someone hand me a can of Raid.

There's a story behind this game. The human race is dead and the Super Monsters are about, and since everything interesting was destroyed in the nuclear mayhem, all they can do is wander about kicking seven bales of radioactive hay out of each other.

This was a huge hit in the arcades and on the Neo-Geo, but that doesn't disguise the fact that the Mega Drive version is utter gunk.

The aim is, in the guise of a monster, to batter another monster until it dies, while occasionally being buzzed by aircraft and so on.

You can punch, kick, run away – all the usual *Streetfighter* stuff – but this game is just too slow and too jerky. And it doesn't help that all the monsters have similar fighting moves to each other!

Please don't buy this game. If you want to waste your money, send it to me instead. Just don't fork out £40 for this boring rubbish. ■ ***NICK***

MEGA

SOUND

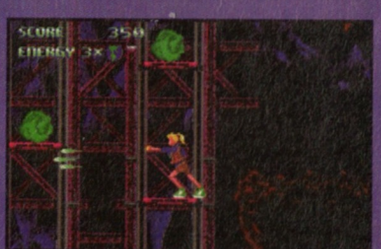
GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
40%

CAPTAIN PLANET AND THE PLANETEERS



The green stuff so lovingly drawn is uranium, and not crud. Although in this game, it's hard to tell.

If heavy-handed environmentalism is your thing, then undoubtedly you'll be dying to get your hands on this release.

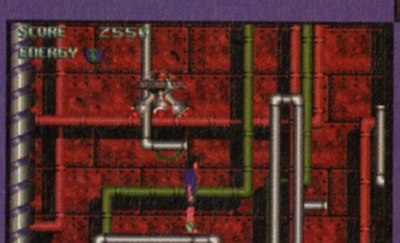
Well, you're welcome to it. In fact, you can have our copy if you like.

Captain Planet is a standard platform shoot'em-up – no surprises here – where you have to save the world from the evil Zarm.

He's done various unspeakable things, which frankly are too dull to recount, that you have to undo by using your Planeteer superpowers.

Travel through a variety of levels, taking on each of the Planeteers' personae one at a time, until you get to the Final Showdown. And how many times have we seen this stuff?

Captain Planet is lazily-done American eco-trash of the most nauseous kind. Get it away from me before I have an allergic reaction – and really go green. ■ ***NICK***



Shoot the aerial thingy and duck over the rotating screw. Fun, eh?







IMPORT

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£39.99

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
30%

Tecmo hardcore enters the World Cup stadium...

IMPORT

PUBLISHER
Temco
RELEASE DATE
Out Now
PRICE
£39.99



I've been tackled! Someone deal with that gentleman. Well, I can't see the ref doing anything...

On the edge of the area, I take careful aim... and miss.



TECMO WO

As the Mega Drive starts to attract a clutch of footy games, Tecmo muscle in with their own title challenge...

I do enjoy a good game of football. Not to play, I hasten to add – I'm less use on a field than a pitch invasion – but to watch, sitting in my favourite armchair in front of the TV with my feet propped on a crate of beer and a load of mates around shouting at each other because they support opposite teams.

Football is a great cultural experience – it must be, it costs so ruddy much to go and see any, so a Mega Drive version of the Beautiful Sport is bound to cause a ripple of interest or two.

However, with the release of what many consider is one of the two best footy sims on other formats (*Super Kick Off*, reviewed elsewhere in the mag), *Tecmo World Cup* is going to have a hard time convincing anyone that it's the one to buy.

What the development team seems to have done then is tackle the market in a different way to *Super Kick Off*. The obvious thing, I supp-ose, is to come up with a footy game with more balls and whistles than *Super Kick Off*, that simulates the real thing even more closely. Tecmo, either through laziness or design have therefore done the opposite and come up with something that a newcomer to video soccer will easily be able to get into. This is not such a bad thing as *Super Kick Off* has been criticised for its difficulty. In fact, this version is a relation of a game which has been doing the rounds in the arcades recently.

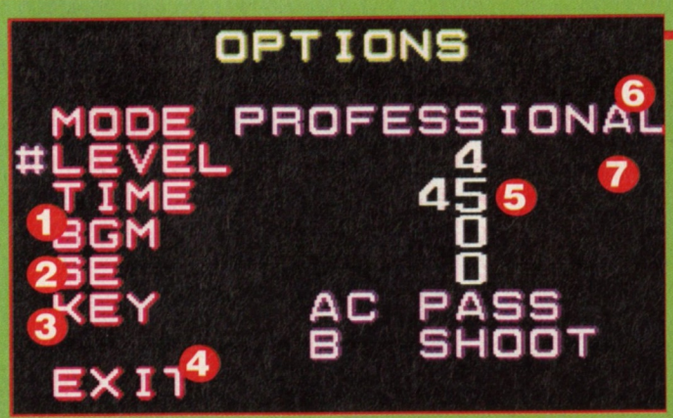
So what does *Tecmo World Cup* have to offer? Well, there are the usual footy moves here – heading, passing, tackling and so on, but the game is missing the more advanced features of *Super Kick Off*, such as aftertouch which allows the ball to be bent in the finest John Barnes style. The game also suffers from

TIP

Quick tackling and fast passing of the ball are the keys to success in this game. You won't get far by dribbling!

A load of balls





1. Sound check, starting music.
2. Sound check, spot effects.
3. Choose which keys perform certain moves.
4. Pretty obvious really!
5. How good are you? Your chance to decide.
6. Skill level.
7. Timed halves, from 15, 30 or 45 minutes.

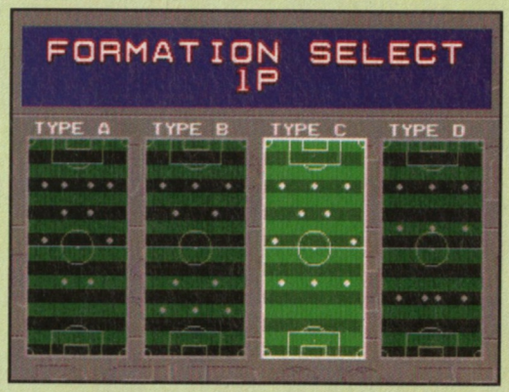


■ Football has been called 'The Beautiful Sport.' Although not so much since Peter Beardsley joined the game.



Yep, I'm losing so I've swapped opponents. Seemed the English thing to do. And it's my corner. Can I score?

You get to choose your favourite team formation. All the orthodox variations are here – flat back four, sweeper etc.





Damnation. Those darned Dutch have scored. Time to play dirty... and bring the Argies on!

RLD CUP

some bizarrely lazy programming: When you initially load the game up, you get the chance to play for your favourite country. However, the team strip you end up with bears no relation to the actual country you are supposed to represent! As England, I ended up playing in a strip that Holland would have liked!

Unfortunately, other problems soon appear. One of these is the difficulty in altering team tactics in the middle of a game. You get the chance to choose your initial team structure – flat back four, sweepers and so on, but if you find that things are not going to plan, you can't change it! Nor do the opposing teams seem to have any particular 'style' of play – you'd expect the Italians to be great dribblers, the Brazilians to show flair, the Germans to have a superb midfield, but none of this is here, something of a weakness for a game purporting to be a World Cup!

After you've practised a bit and are feel confident enough to have a go at playing in the World Cup, the game lets you d just this.

Essentially, things are just the same as in the 'normal' football mode, except now you have to play in World Cup-type qualifying groups.

Also included is the option of penalty shoot-outs – if, in the second round of the competition games result in a draw, the game is settled in this unsatisfactory way. All in all then, although this game is entertaining enough for the beginner, I doubt if it going to keep the rabid fan happy. But it's reason-able enough.



It's England vs. Holland, the match hasn't even started and the crowds are going wild! Someone pass me







A goal kick. Up in the air where my trusty midfield will meet it with a hearty yell. Or something.



Something like this may survive in an arcade where one is usually an infrequent visitor to a machine, but on a home video games machine one expects something with a bit more depth. *Tecmo World Cup* does the job well enough, but I have to doubt if it's the sort of footy affair you'll be playing for ages after you first get it. If simple footy games are your thing, play this. Otherwise, I'd try *Super Kick Off* instead. ■ ***NICK***

MEGA

SOUNDS

GRAPHICS

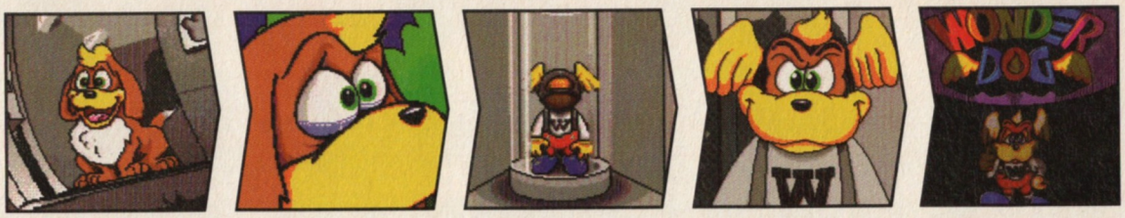
ADDICTIVENESS

PLAYABILITY

OVERALL 70%

MEGA CD

PUBLISHER
JVC
RELEASE DATE
Out Now
PRICE
£42.99



Upon crash-landing on Earth, what do you do next? Dress up! Yep, in true Super Hero tradition the tights and headgear are dusted off then it's stomach in and into action. Of course being pumped full of serum might help in the strength department but no self-respecting saviour would admit it though. I mean, role models have such importance in normal lives. After all, winners don't use drugs (except Sherlock Holmes, of course).

WONDERD

Well let's face it, if a blue spiky hedgehog can gain respect from the world's cartridge fraternity then surely a dog from outer space stands a healthy chance.

Well I don't know about you lot but I was just a tad dubious about the whole thing with *Wonder Dog*. You know, yet another weak cartoon link to the world of the cutesy platform game. Well I couldn't have been more wrong. Just the intro demo alone was enough for me to ram the earphones in and await the graphical delights of an outer space-based cartoon adventure.

With the world K-9 nearly taken over by the ferocious Pitbully space armada, the once peaceful planet looks toward Earth as its only saviour. Injected with a secret 'Wonder' serum a young pup is hurled toward earth where he must develop the necessary combat skills to return and win the day. At your disposal is quite an array of controls – various degrees of speed and jumping height can be obtained, so there really is no excuse for not gaining every bonus in all the first screens.

TIP
Activate the smiley face icon as fast as you possibly can. This makes later stages a breeze with access to bonuses much easier!

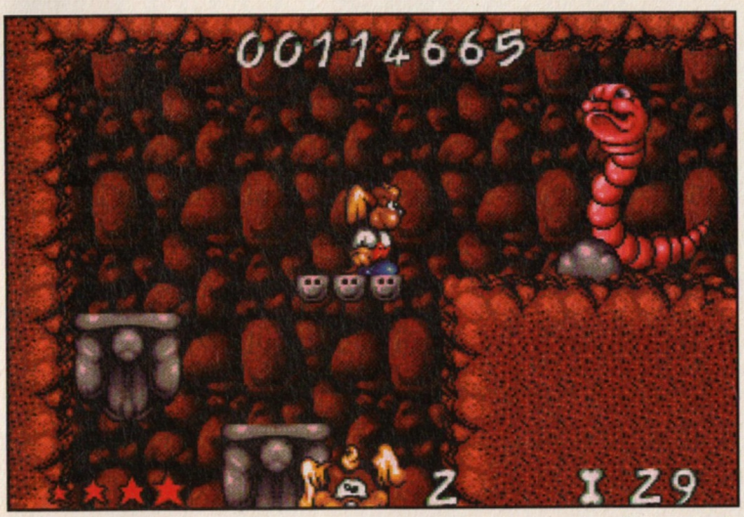


It's hard to make a constructive comment about a giant scarecrow that defeats enemies by throwing its head in a boomerang fashion. So I won't.

Earth is but a single level in this game which boasts nearly 400 enemies. Later completion sees you battling it out on the Loony Moon or screaming around on the likes of Planet Weird.

After finally obtaining the skills you need it's time to head home to planet K-9 and take on the might of the Pitbull armada with your race cheering you on.

Not all the fashion accessories are worn for that dramatic entrance, in fact the rather fetching helmet provides extended flight after a break-neck jump. Just keep the jump button depressed then guide the Wonder Dog safely down to a distant platform or a rather difficult bonus area.



Not all the action takes place in the sun. Far from it as using the Spin Dig takes you into the Underground where size really is important.



■ All modern dogs are descended from wolves. This isn't really interesting, but it is worrying.



DOG

Boneheads galore



RUNNING SLIDE: The only real way of getting underneath the odd piece of outcrop is to run at it then press Down. This allows you to slide neatly underneath it. Easy!



SUPER RUNNING JUMP: Getting every ounce out of your suit might be the only way of getting to the difficult spots. After jumping keep the jump button depressed.



WEAPON: The longer you hold down the button, the greater the range achieved. Especially useful for those flapping airborne enemies or hitting that distant platform-based enemy.



SPIN DIG: Stand over a grey area of space then press and hold Down on the directional pad. Watch now as your faithful chum heads downwards towards certain peril.

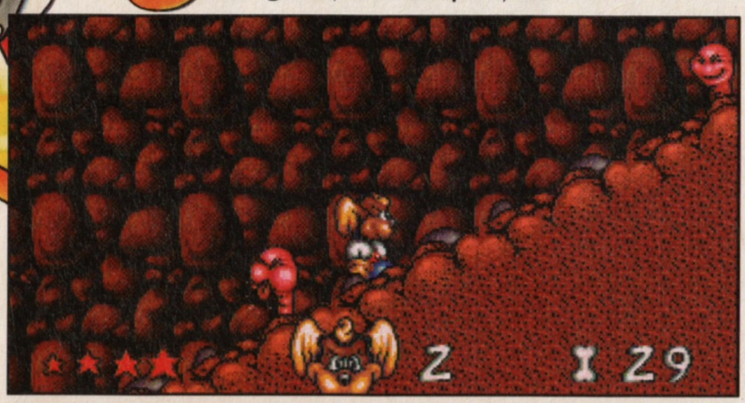


It's the end of the level and things get really out of hand. The evil Earth inhabitants, in the shape of two giant rats suspended by party balloons, try to kill you. With what appear to be flour bags. The further you get with this game the more bizarre the confrontations will become. Try not to analyse it too much – just enjoy.

To create those survival skills you will be forced to conquer some pretty amazing scenery. Starting at Bunny Meadow, where the basics are learned, you should aim to collect as many of the bonuses and power ups as you can. Combat is with the likes of stinky skunks, giant scarecrows and the cute little Bunny-hoppers. Attached to this level is the secret entrance to Underground, a dimly-lit area of moles, worms and other such foes. Popping out the other side you complete the great British countryside and head off to pastures new, like the moon.

This Swiss cheese planet provides some odd-looking Martians *(or Loonies? – Ed.)* that seem destined to take away your chances of saving the K-9 population. After success in the moon department, it's off again to Planet Weird, Planet Foggia and finally home for dinner on K-9.

Here you meet the final challenge with bomb-dropping helmet heads and attack droids. Suffice to say, the alien population is a bit strange, their habits and attack methods are, how shall I put it, odd.



Each world or section of that world certainly is huge. It takes patient gameplay and a sense of strategy to reach the end intact.

Don't be nosey



WINGS: Restores all that lost energy and cheers up your icon.



SMILEY: Uncovers all the hidden platforms for bonus-mania.



BLUE DIAMOND: 1000 valuable points for the high score.



GREEN DIAMOND: 2000 more points for the extra life target.



RED DIAMOND: 5000 points, a MEGA diamond of doom.



BONES: Collect over 100 for an extra doggie.



WHIRLWIND: Whiz around possessed with total invulnerability.



RESTART FLAG: Lose a life and restart from this position.



Another mutt hits the Pet Cemetry. Assuming the game has gone well then Doggy Heaven is a few Continues off. Following on puts you back to the last world you started.



Fast, smooth and very, very long. Only one gripe though – I have to make one or people think I'm doing my job – the enemies are just a bit too nice. You find it hard to see the justification in blasting a cute little bunny away, even if it might do you some damage. It's full of vitality and certainly nine out of ten people here recommend it. ■ ***STEVE***





OUT NOW!



Here are some hints and tips from readers

Checkout *PC Home* this month and find out why it's Britain's fastest growing dedicated home user magazine for all the family.

We could tell you about the great cover disks, the friendly writing style, the 140 pages packed with vital hints and tips, the useful buying advice, our serious games reviews, spotlights on CD and multimedia, special sections on education and home hobbies.

But don't take our word for it, just see what readers say:

"I've never bought six consecutive issues of a magazine before! It's great."
D Clarey, Norfolk

"Your cover disks are the best around"
M Hirt, Surrey

"I'm hooked"
J Whalley, Merseyside

"I've purchased your magazine right from the first issue"
G Cleary, Lancashire

NEXT ISSUE

- The ultimate guide to graphics cards – upgrading on a budget
- Interior design – we check out the latest software
- Top edutainment software for rainy summer days
- Virgin's 7th Guest: The greatest multimedia experience ever?
- PLUS: On the *PC Home* MegaDisk – the best entry level animation package for you to try out and much, much more

Order it from your newsagent today!

MEGA CD

PUBLISHER
Sunsoft
RELEASE DATE
Out Now
PRICE
£39.99



This is Willy's school. The rest as they say in these interactive adventures, is up to you.



Willy seems as though he's one of those kids who likes sitting near the back of the class torturing innocent teachers, using a magnifying glass on spiders, and so on. Well, his life is in your hands now!

WILLY BEAMISH

■ Virtual Reality has gone too far with this new release...



Willy encounters some trouble from a hanger-on. Doesn't this kind of thing always happen at school – even if it doesn't quite look like that!



"It wasn't me that was thinking about torching the place, honesty sir! " Etc. Well, you know what it's like





Willy Beamish is an interactive adventure. This means everything you see on screen can be interacted with, towards the aim of completing the tasks set. Well, that's all well and good, the interaction system seems easy enough to use, being mainly icon-driven with the odd bit of multiple choice.

Providing that you can endure an American accent and attended High School to the fifth grade this whole thing is a doddle. However if like me you showed up at the local Grammar School in Altrincham every morning this whole U.S.A thang is a bit, well over your head actually.

So with that in mind expect both cynical remarks about American life and a certain vagueness when the words 'rad' or 'totally bogus' appear on the screen. That will have occurred when I was distracted due to a certain lack of interest.

TIP

Use the Time Advance button when you can – it'll take you to the next speech sequence speeding up the whole game considerably.

For the intro, no such words appear so my full attention was held. Pretty good stuff, that little kid has rather a grating voice but hey, it adds to the atmosphere.

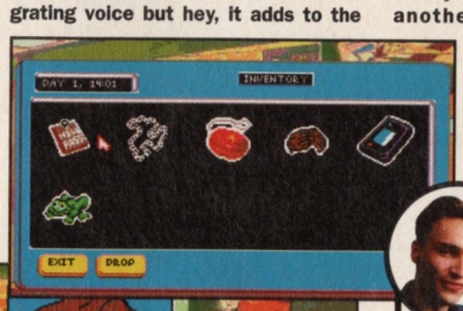
However, first things first – the game begins with the most obvious task: Get out of school by sneaking out of class then avoiding bullies, caretakers and such like.

I'll say nothing but forging the odd hall pass might be the best choice but get the correctly-coloured crayon. Get out of school and Willy Beamish's whole world opens up.

Play his favourite game (hang on, another game within a game incident) and perfect your video skills. The game is up in the bedroom and to be honest I wouldn't want to play this too long. It's, how shall I put it? Bogus. Or perhaps another 'B' word – boring.

Thinking about it, there are plenty of sub-games within this CD. On eof them involves hopping your favourite frog Horny, which is quite fun as is pelting down the tramways to the Grand Junction (please don't try this at home kids).

All in all, *Willy Beamish* is a bit disappointing. Mega CD is going to have to improve if they want any more of my money.





The school corridor, a place of fear and trepidation for any bully-wary kid. Luckily however, the Coach has kindly decided to talk to you, so you're safe for the time being!



Well, it's very slow. The PC version was pretty rad (aargh!) but the Sega CD version is sadly let down by the painfully long access times. The animation is slow and so short! For the time you wait for the loading, being rewarded with less than three seconds of animation is well, pretty naff actually. The interaction is well done and puzzling at times so I guess it does its job. All in, all a good idea but sadly let down by long access times. ■ **STEVE**

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

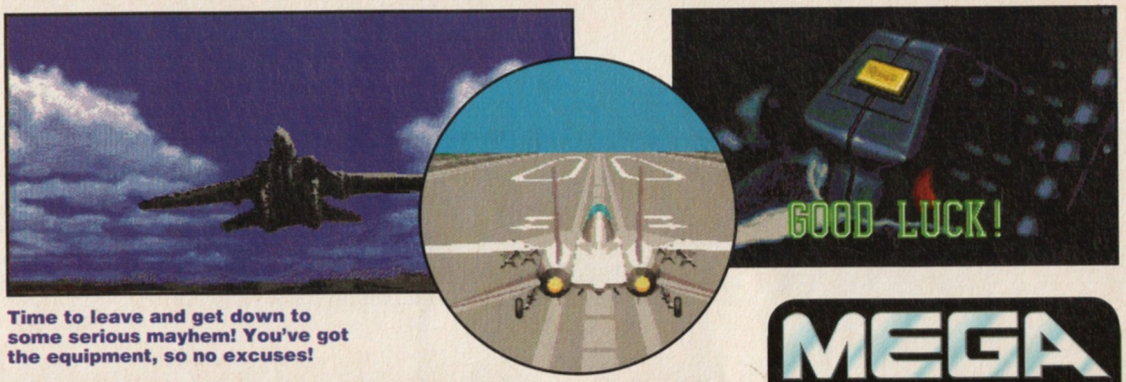
PLAYABILITY

OVERALL
60%

■ Education is a wonderful thing. After you've had it.

MEGA CD

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£39.99



Time to leave and get down to some serious mayhem! You've got the equipment, so no excuses!

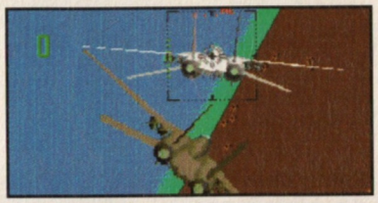
AFTERBURNER III

Famous from the arcades, *After Burner* makes yet another appearance in the Sega world. The main difference this time is that it arrived on one of these shiny CDs that everyone seems to be talking about.

The game allows three or six button controlling and features arcade-style graphics and sound. The intro is great – a very official voice talks you through the specifications of the machine. Choosing rear view or cockpit view puts you in the action and certainly it is very fast.

One point about the gameplay though: Like all its predecessors this suffers from lack of plot, detail and playability.

This is a shame as the subject matter is superb. Ah well, another CD hits the bin.





MEGA

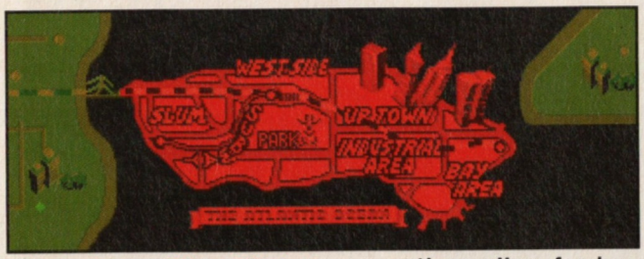
SOUND
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
48%

MEGA CD

PUBLISHER
Capcom
RELEASE DATE
Out Now
PRICE
£39.99

FINAL FIGHT CD



This looks promising. I think. A map of all the various seedy places you could get smeared in.



As you can see, you're able to fight with just about any piece of the neighbourhood that come to hand. Like a pipe. Joy.

These CD intros, they are something. The music is full stereo and the animation smooth and synchronised. The game? Oh yeah that. Well it's what you might expect, a lot of strange cries and low grunts.

But is it good? Well yes is the answer, it is. Although the purists will moan about lack of moves, etc. the game holds your attention for as long as you want to play it. The graphics are excellent, the music fantastic with plenty of atmosphere, when things get out of hand.

You work through the various parts of the city, starting at the slum then ending up near the bay. The plot, although a bit obvious, involves the kidnapping of your woman and either one or two player options allow for her potential recovery. You smash your way through the local hang-outs, grossly outnumbered. Weapons are picked up on the way from pipes to swords and their effects are as various as their locations.







Don't take any aggro – get mad!



MEGA

SOUND
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
84%

WIN EVERY MONTH!

GAME ZONE

WIN EVERY MONTH!



Win A Sega Mega Drive with Road Rash 2
0338 408839



Win A Sega Game Gear
0338 408834



Win A Snes with Streetfighter 2
0338 408838

SPECIAL OFFER
SEGA MEGA DRIVE AND 2 KEYPADS AND SONIC
£109.00 INC. P&P.
PLEASE MAKE CHEQUES/P.OS PAYABLE TO:
MICRO COMMUNICATIONS AND SEND TO: M.C.G.
PO BOX 18. BATLEY. WF17 8EN

Win A 486 Computer
0338 408835



Win £100 cash in 2 minutes every week
0338 408836



Win Four Games Cartridges of your choice
0338 408837

Calls cost 36p/min cheap rate 48p/min all other times. Maximum call length 4 mins.Multiple choice questions, Please make sure that you have permission to make this call. A full set of rules can be obtained by sending a S.A.E. to: M.C.G Limited, BX18. WF17 8EX.
All prize winners will be notified by post.

MAIL ORDER HOTLINE:
0485 535 994
0485 535 130
PRICES INCLUDE DELIVERY

AVG

FAX : 0485 535 959
"ALWAYS 1ST WITH THE LATEST RELEASES "
MON-FRI 9AM TO 8PM
SAT 9AM TO 6PM

MEGADRIVE LIST USA AND UK GAMES

UK - MEGA C.D
£269.00
UK - MEGADRIVE + SONIC
£116.00

£19.99
ALEX KIDD
ALIEN STORM
GALAXY FORCE
GOLDEN AXE
GYNOUG
R.O. SINOBI
SPIDERMAN
ALISIA DRAGOON
GOLDEN AXE 2
MOONWALKER
ONSLAUGHT
RAMBO 3

£34.00
ARIEL THE LITTLE MERMAID
BUCK ROGERS
DESERT STRIKE
KINGS BOUNTY
L.H.X. ATTACK CHOPPER
MICKEY MOUSE CASTLE OF ILLUSION
OLYMPIC GOLD
P.G.A. GOLF 2
PHELDS
QUACKSHOTS
ROAD RASH 2
ROLO TO THE RESCUE
SHADOW DANCER
SUPER W.W.F.
TAZMANIA
TERMINATOR 2
UNIVERAL SOLDIER
WORLD OF ILLUSION

£38.00
AMERICAN GLADIATORS - £38.00
CAPTAIN AMERICA
CHAMP. PRO. AM.
CHUCK ROCK
CYBORG JUSTICE
ECCO
FATAL FURY - £42.50
G-LOC
HIT THE ICE
J.CAPRIATI TENNIS
J.MADDEN 93
KING OF THE MONSTERS
LEMMINGS
ALI BOXING - £38.00
SIMPSONS
TERMINATOR 2
TURTLES
MICRO MACHINES
SUPER KICK OFF
BATMAN VS JOKER
CAL RIPKIN
CHAKAN
CHESTER CHEETAH - £40.00
CLUE - £40.00
DEADLY MOVES
FLINTSTONES
GALAHAD
HUMANS - £40.00
KING SALMON
KRUSTY'S FUNHOUSE
LOTUS TURBO CHALLENGE
RAY CLEMENS
SIDE POCKET
STREETS OF RAGE 2
SUNSET RIDERS
STEEL TALONS
TECHMO WORLD CUP
TINY TOONS
WORLD TROPHY SOCCER

"1ST WITH THE LATEST RELEASES" CALL FOR PRICES...

MUTANT LEAGUE FOOTBALL
FLASHBACK £42.50
MIG 29
BUSBY BOBCAT
COOL SPOT
MICROCOSM
DRACULA
STREET FIGHTER 2
PUGSY
WIZZY AND LIZZY
GOLDEN AXE 3
F.19
STRIKE EAGLE 2
ZOMBI HIGH
7 CITIES OF GOLD
JESTER
DINOSAURS FOR HIRE
ROAD RIOT 4WD
JUNGLE STRIKE
+ NEW TITLES ARRIVING

OTHER PRICED GAMES

688 ATTACK SUB - £24.99
ALIEN 3 - £24.99
AQUACTIC GAMES - £28.99
DUNGEONS & DRAGONS - £32.99
EURO CLUB SOCCER - £32.99
GHOULS & GHOSTS - £28.99
HARDBALL 3 - £32.99
J.MADDEN 92 - £28.99
JORDAN Vs BIRD - £28.99
LEADERBOARD GOLF - £32.99
NHPLA HOCKEY 93 - £32.99
POWERMONGER - £34.99
RISKY WOODS - £28.99
SAINT SWORD - £28.99
SONIC 2 - £36.99 'YOUR GAME + £20 SP'
STEEL TALONS £36.00
SUNSET RAIDERS £36
SUPER MONACO GP 2 - £34.99
TAILSPIN - £32.99
TWISTED FLIPPER (CRUE BALL) - £28.99
USA TEAM BASKETBALL - £28.99

SEND TO: ALLISTON VIDEO GAMES, ALLISTON VILLA, AUSTIN ST. HUNSTANTON. PE36 6AL

AVG PRIVILEDGE :

MEMBERSHIP £5 PER YEAR

* UP TO 10% DISCOUNT ON ALL GAMES
* 10% DISCOUNT ON ALL HARDWARE AND ACCESSORIES
* UPDATE ON THE LATEST USA RELEASES
* SPECIAL OFFER PRICES
* SWOP SHOP. i.e AS A MEMBER OF AVG. SEND IN YOUR GAME PLUS £3 FOR HANDLING + POSTAGE. WE WILL SEND YOU YOUR CHOICE OF GAME. LIST 3 MINIMUM.

SPECIAL OFFER
SONIC 2 £29.00
YOUR GAME + £20 FOR P.G.A. GOLF.

YES I WOULD LIKE TO BECOME A MEMBER OF THE AVG CLUB.
PLEASE SEND MEMBERSHIP CARD + SPECIAL OFFERS TO:

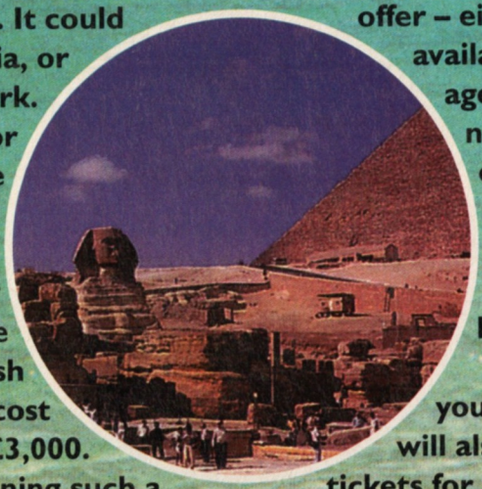
NAME .....
ADDRESS.....
TELEPHONE .....

Please make cheques/Postal orders payable to AVG. (Access/Barclaycard)

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!



It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

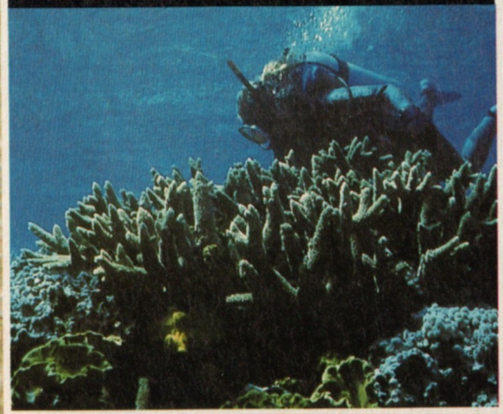
It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!

£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!



WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) and *Atari ST Review* (£3.50) for gamers, with *Atari ST User* (£.3.40) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£.1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20).*



To enter this £3,000 contest, just hand this coupon in to your newsagent

I wish to place a regular order for the magazine(s) I have ticked below:
Please enter this form in the Europress Dream Holiday Competition

❒ I shall collect my copy each month
❒ Please deliver to my address:

Name _____

Address _____

_____

Post code _____ Tel _____

My newsagent's name and address:

_____

_____

Newsagent's signature or stamp

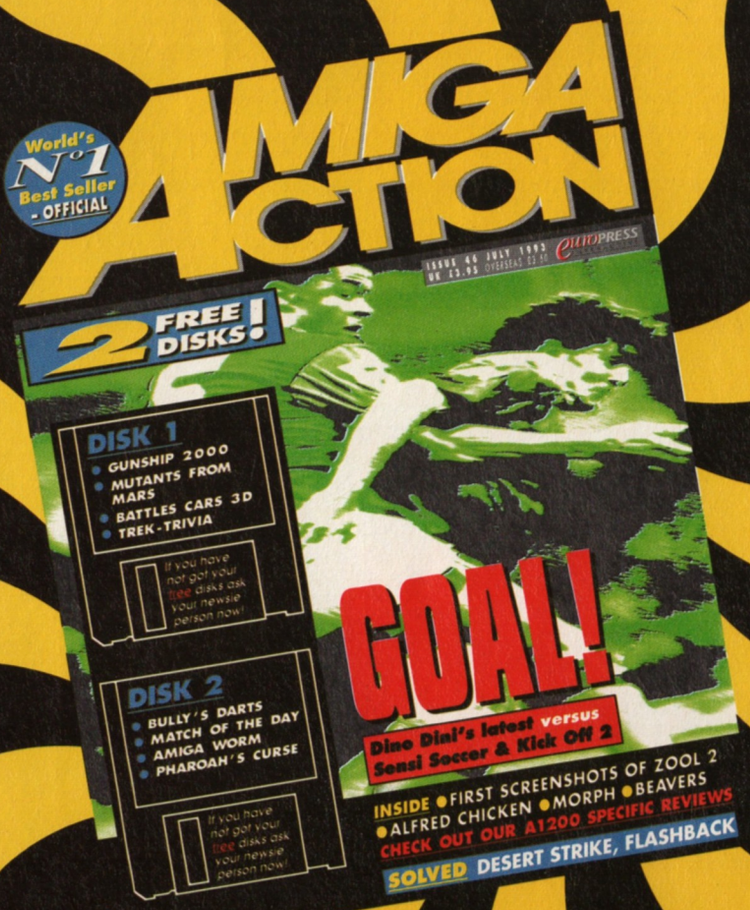
❒ Acorn Computing
❒ Amiga Action
❒ Amiga Computing
❒ Amiga Force
❒ Atari ST User
❒ Commodore Force
❒ GB Action
❒ Mega Action
❒ N-Force
❒ Sega Force
❒ ST Action
❒ ST Review
❒ Super Action
❒ PC Today
❒ PC Home

europress GROUP OF COMPANIES

MR NEWSAGENT: Please confirm this order and return the form to your wholesaler for entry in the prize draw

IN PARIS FOR YOUR NEWSAGENT TOO!

Buy Amiga Action...



...and get 2 FREE DISKS!

AMIGA ACTION

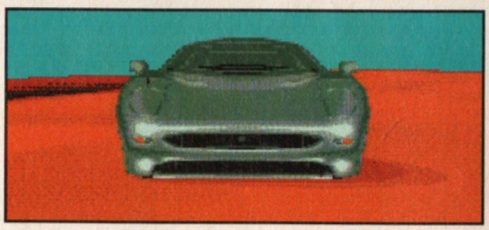
ON SALE NOW

MEGA CD

PUBLISHER
Core Design
RELEASE DATE
Out Now
PRICE
£39.99

JAGUAR XJ220

■ Bit expensive wouldn't you say? I mean a car is just to get you from A to B and should do no more. Pulling women and being the envy of the western world is of course irrelevant.



Here she is, the latest excuse for divorce, the Jaguar XJ220. Top speed of over 200 miles an hour, acceleration said to be in the low fives. One snag: Petrol is now £2.50 a gallon and the average city traffic speed is about 17 miles an hour.

You would expect something like this to happen. As soon as some fancy car that no-one can afford comes out then it's par for the course to expect a load of peripheral merchandise. You know, like the odd girl having a sexual revelation on the bonnet because the thing is just SO sleek and SO fast.

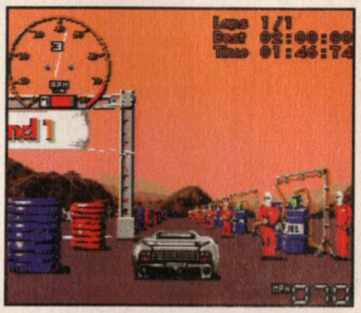
Any way, Core design are responsible for this, the latest in driving simulations and if the intro screen is anything to go by then this should be quite some experience.



The action perspective is the now standard, just-a-bit-behind-the-car view and allows a considerable view of the track ahead. No rear view mirror is provided but more on that later. The competition involves Grand Prix, World Tour or 'try your luck making your own championship course then crash your valuable investment because you forgot to finish it off'.

The car can be set up with an automatic or manual gearbox. The best advice for the budding Brundle is the automatic which eliminates seized engines 100 metres away from the grid. In all races that you will be required to qualify for, times are critical as a slow lap will result in a back-of-the-grid situation with some stock car antics to get up to with the leaders.

The end of the race sees you collecting any winnings – then, if the race was rough, forking out for repairs. A top-condition car is the only way to succeed – damaging the transmission or misjudging your travel expenses is definitely not the way to go.



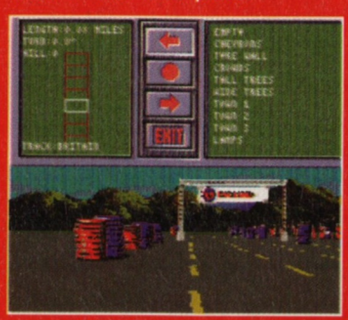
Putting a million pound racing car on the track means the insurance premium per race is equal to the cost of a brand new Golf 16v. I know what I would rather do.





Track Editor

Let's just say you manage to succeed in world sports car domination. It would be safe to say that each track has been sufficiently mastered. Well fear not, for the longevity of the game struts its funky stuff by allowing the editing of all courses. Create the turns and twists of your dreams with the scenery and borders to match. The track editing allows just about any form of racing track to take shape from relatively simple ovals to tight street circuits. You can of course save the result and let other people loose on the masterpiece.







Well, it isn't bad. The graphics are not really that earth-shattering and the speed is acceptable but doesn't break any new ground. I think had this been a cart the resulting enthusiasm would have been a bit more heightened but seeing as this is the CD age and people are forking out for the privilege of enhanced reality the game falls a bit short of the true experience we all seem to desperately search for. ■ ***STEVE***

MEGA

SOUND

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
65%

■ The Jaguar XJ200 is the world's fastest road car. Unfortunately, it is also one of the most expensive.

ENTER THE DA Z

'Pirate' is a word that will scare the dosh from a software publisher's wallet. Not when advertising Mega CD. Nick investigates...





As late as a couple of months ago, if someone had said that a company was going to spend a million quid on a two minute ad for a video games system which featured segments for catfood and washing powder, then they'd have been dragged off by the rest of the advertising world and buried in a campaign for Bold Automatic.

But when the Mega CD advert hit the screens several weeks ago, people had to take notice of the high-speed explosion in front of them. Sega had just launched what they call 'Pirate TV', a supposedly real pirate TV station broadcasting from a crashed spy satellite in a caravan park in Potsdam.

The Mega CD unit could have been a tricky product to sell – it's a revolutionary product and it isn't cheap either. But following the success of the 'Zoo TV' concept (see elsewhere on the page for an explanation), the method of doing the advert became clearer. As Philip Ley, Sega's marketing director said, "We needed to be one step ahead and leapfrog them (Nintendo and Commodore) with something completely different. People are so ad literate that it takes a lot to get them to take notice. Hopefully, this will get them to sit up and say, 'Sega have made a bloody good ad'."





The campaign started with the classic method of using teaser ads. A teaser ad is an advert which aims to create interest in a product prior to a full-blown campaign. The teaser ad's main job is to get people to say, "What the heck is this advert for?" The present Tizer ('Hypno') ads are a pretty good example of this.

Mega CD used this method by placing posters all over the country advertising Ecco washing powder and A La Kat cat food – one of the first times teaser ads have been used to completely mislead people about the product that is to be sold!

Sega then hired 'pirates' to go around defacing their own posters with a message announcing Pirate TV. Peter Cowrie, the account director for the advertising agency which created the Sega ads, explained: "The build-up to the commercial's launch was critical. After all, when you spend that much on a two and a half minute ad, you want to make sure people watch it."

The aim then is to make the Mega CD product bigger than the machine! Peter says, "To do this, television advertising alone is not enough – the idea must work across the whole of our marketing activity." So Mega CD is going to be promoted in this fashion in more ways than just on TV.

One problem that had to be confronted – and in fact was the impetus for the whole 'Pirate TV' concept – was the difficulty in getting 16-25 year olds to stop channel hopping for long enough to watch the ad. Hence the decision to do a fast moving advert which, although long at over two minutes, crammed a load of information and





"We interrupt this programme to bring you Pirate TV, live from a caravan park in Potsdam..."

ANGER ZONE



Could the Mega CD ad be the first to make computer technology seem sexy?

entertainment in – reflecting the idea behind the Mega CD itself.

Spending huge sums of money is no guarantee that everyone will get what's going on. The fact that the adverts were so complex did cause some problems with an older generation unused to such rapidly moving images. "There has been an element of confusion in the campaign," conceded Philip Ley, "but I think that with this type of experimental marketing it is inevitable. As with all Sega advertising it is important we talk to a youth audience. We have to be careful to make sure that parents don't endorse it too heavily. It is a case of being one of us rather than one of them."

This strategy hasn't met with unlimited success recently – look at the adverse publicity surrounding *Night Trap* – but as a rule, the campaign has continued Sega's identification with a 'street' image, first wheeled out with the Jimmy character.

However, one main difference in strategy this time is the aiming of the Mega CD system at the older Mega Drive owner – the 16-25 year olds. Peter Cowrie said, "The kit is a bit more expensive than the basic Sega equipment so we're aiming for an older age range. The ad also has to appeal to a broad range of people."

One way of appealing to a broad range of people is beaming the advert to as many people who own TVs as possible. Hence the spread of the campaign to continental Europe, the first time Sega has gone for a multinational approach. So soon Spain, France, Germany and Italy will all be enjoying the delights of the Pirate TV campaign.

One thing that is unlikely to change is the ratio of boys to girls who own Mega Drives, and are likely to upgrade to Mega CDs. Most Mega Drive owners are male and the Mega CD advert is unlikely to change this!

So Sega have joined up with a group of schoolgirls to produce a script for a new ad. It will be based on Cinderella using a wish to get a Mega CD rather than a new Prince Charming. Peter Cowrie explained, "Fortunately, the script was excellent. The girls will help in fine tuning the concept and they will be involved in pre-production, the shoot and post-production."



Megan is the latest star of the Mega Drive ad campaign, following in Jimmy's footsteps.

Well, it seems that Sega's plans to corrupt the advertising purity of the nation's youth is extending further than just pumping out Pirate TV ads. I'm just quaking at the thought of what's next when Sega launch the Mega 2 console!







Zoo TV

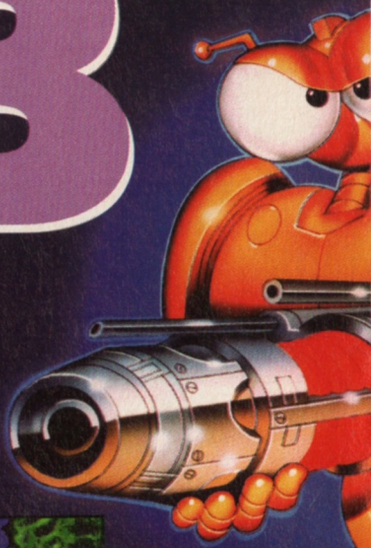
Zoo TV is a method of presenting TV programmes where essentially you can 'hear the cameramen laugh'. First made famous in this country on *Tiswas*, it moved onto radio with Steve Wright and recently has mutated into the form found on *The Word* and *The Big Breakfast*.

The modern form of Zoo TV is therefore anarchic and irreverent, where each segment of the show moves very quickly and lightly. Hence the Zoo TV concept behind the Mega CD advert, where viewers are 'beamed up' into the Potsdam pirate station to take part in the manic proceedings.

Help B.O.B. make his date...

B.O.B

What kind of a name is this for a hero? Sometimes, we wonder...





As you can see, a variety of vegetables have provided the end-of-level inspiration.



B.O.B shoots and misses his attempt to have lobster thermidor tonight.

Oh, the course of true love is a tortuous one, and strangely enough, it hasn't provided the same kind of inspiration to computer games designers as it has to creative types in other branches of the entertainment industry.

Who knows why this is? Perhaps it's because video gamers are a hard-bitten bunch. Or maybe the whole thing just hasn't been handled in the correct insensitive way.

So along comes a game which has at its heart the notion of lovestruck beings. But as this is the Nineties, a huge shoot'em-up has been bolted onto the game too, to attract the attention of those people whose idea of this caring sharing decade is the film *Terminator 2*.

Amorous adolescent android B.O.B. has got a hot date on the other side of the galaxy, you see.

B.O.B. borrows his dad's motor, but unfortunately his quest for lurve is cut short when giant asteroids, which are not known for their interplanetary motorway discipline, force B.O.B. onto the hard shoulder for a good cry.



"Suck on this, dog-breath." B.O.B. tries to make friends with the locals.

Loins stop stirring in favour of bowels as B.O.B. affects a tricky crash landing on a hostile planet surface. While his rumpy pumptress waits in vain, B.O.B. has to fight for his life and find a way of getting off the planet.

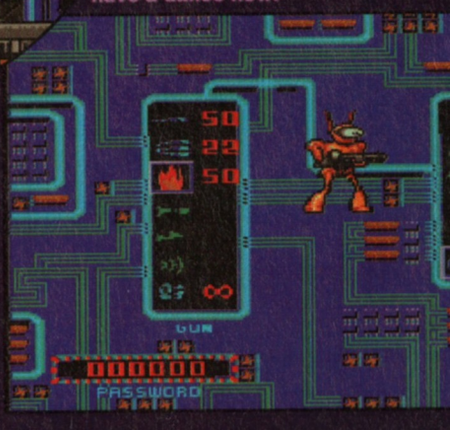
The main sprite characterization is erm... unusual.

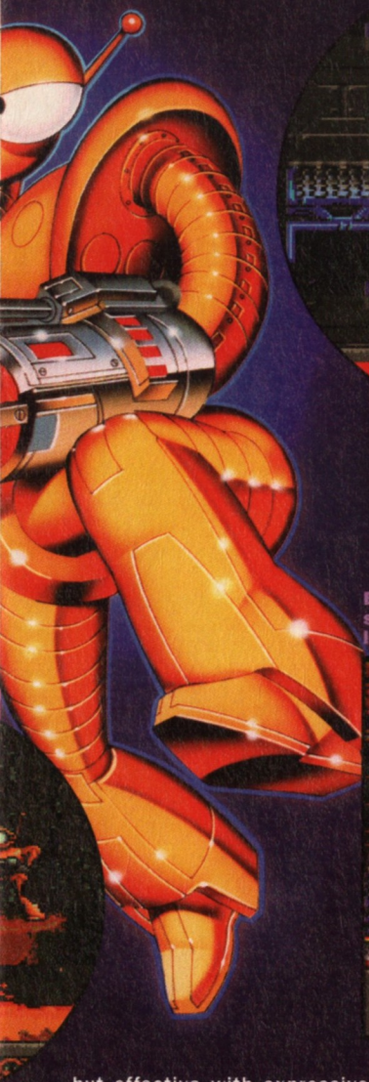


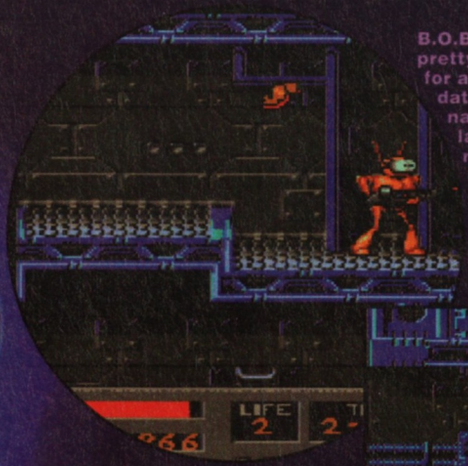
Left: Goodness knows why B.O.B. has decided to have a dance now.

B.O.B. realises he is late for his dinner appointment and gets moving. A good idea, I think.









B.O.B. sports some pretty mean weaponry for a small guy. His date had better not nag about his lateness too much, or there could be a bit of trouble.

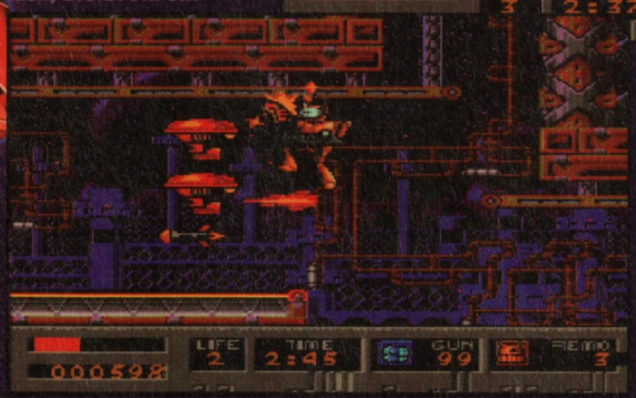
B.O.B. dies, and there's not much more I can say about that, except load the game up again!





Right: B.O.B. after drowning his sorrows upon realising he might never see his fiancee again. Sob.

Below: B.O.B. runs into a spot of bother. Good luck, B.O.B. I'm off.



but effective with expressive eyes and body animation which has proved a winning formula in this style of game in the past. It's the sort of cute design which will attract just about everyone and repel only those who don't like their screen heroes to look like chrome insects. You could almost believe he was real if it wasn't for the fact that he's only pretend. *(Erm, yeah. – Ed.)*

A sort of cross between Captain 'Ricicle' Rick and a Transformer, B.O.B. is embroiled in what is primarily platform shoot'em-up action with mild puzzle-solving elements thrown in for good measure. So there's going to be something here for just about everbody.

The droid's rather rigid-looking physique belies an athleticism which makes Lionel Blair in his heyday look like the really really fat one in the Rolly Pollies. Utilizing the control pad to the max, a mind-boggling variation of button pressing configurations motivate B.O.B. to perform various acrobatic displays, grabbing hold of overhead pipes, vines and the like.

But the real headline attraction in *B.O.B.* is the array of so-called 'Guns' and 'Rem-otes' which stand as some of the most original and amusing features seen in most recent titles.

'Guns' relate to the standard, rather boring power-up firepower. Triple-shot, Rocket and alien-toasting Flame-thrower with 'Wave' are the most dramatic and devastating of all. But Remotes are far more inventive and single-handedly pull B.O.B. out of the pit of convention and hum-drum predictability.

B.O.B. dons a Helicopter hat to hover out of danger, then the certified propeller-head can float down via cartoon-style umbrella – *Loony Toon* inspired of course.

Meanwhile, strategically placed trampolines present plenty of somersaulting hi-jinks. Other Remotes include 'Flash' which freezes the enemy, as well as 'Shield' and 'Floating Bomb' which are pretty self-explanatory.

The enemy is suitably antagonistic, irritating and constantly attentive – notably there's good use of enemy-intelligence in *B.O.B.* with both static cannons, floating mines and B.O.B.-seeking missiles. The in-game enemies range from the sublime to the 'cor blimey' with fairly average dangers vying with the odd so-called Snout Monsters, Potato Heads and Crash Turtles. In all there are no less than forty foes with a big boss nasty to contend with at the end of each level.

Of course, whether B.O.B. makes it to Make It is completely down to you, and I'd certainly recommend you pick B.O.B. up sometime and help him get on down to it! I can assure you that you certainly won't regret it!



B.O.B notices something and bulges his eyes in that direction.

As you can see, B.O.B. is ignorant of basic Health and Safety legislation, setting fire to anything he comes across.

MEGA VIEW

From any angle you care to look, *B.O.B.* is going to be a winner, boasting excellent characterization, competitive action with plenty of variety, superb graphics and new game features every step of the way. The game has been built to be a commercial smash hit and there are few titles which will be able to stop its bug-eyed march to the top of the Charts. Essentially, B.O.B. is going to be a blast – a cute one, but maybe that's what we all need these days, eh? ■ ***JASON***

RELEASE: TBA **PRICE:** TBA

MEGA

WIN! WIN! WIN!

Be a Pro!

20 Competition Pro joypads to be won, courtesy of Powerplay/Sonmax

The first and best microswitch joystick, the Competition-Pro is the nation's favourite stick waggler. Now the Pro's "all-British and ruddy proud of it" manufacturer, Powerplay, has put the revered and respected name to a rip-roaring control pad for us no-nonsense players. With a £19.99 price tag, the control-pad features rapid-speed autofire and furious pace turbofire for those truly tooth-twisting predicaments.

The eight-way super-switch directional control pad is ultra-sensitive and a slow motion button brings down the pace to a stroll. And it's ergonomically designed like a plastic croissant to grace the paws of games players from Eccles to East Cheam.

Here's a chance to snap up a Comp-pro for your Mega Drive absolutely free! Simply hazard a guess at the posers opposite...





THE QUESTIONS

1 Which company originally invented the D-type joystick connector on your Mega Drive?

2 How many pins are there in a single joystick connector? (Hint: It's less than 17).

Send your entries to:
Be a Pro 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!

Pro-competition

I want to win a totally wild Competition-Pro joypad 'coz I know it's the best! My answers are:

1 .....

2 .....

Name: .....

Address: .....

.....

Age: ..... **Tel:** .....

❑ I do not wish to receive promotional material from other companies

All employees of Europress and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into

Rules:

All entries should reach us by the 17th July. The first 20 correct answers pulled from a hat will be thrown away, then we'll give the prizes to an orphanage. No, only joking. By the way – no multiple entries are allowed, and the Editor's decision, such that he is able to make one, is final.

* KRAZY KONSOLES * EST SINCE 1990 * MAIL ORDER!! *

MEGA DRIVE

MEGA DRIVE

TAKES ALL CARTS.ENGLISH TEXT ,+ JOYPAD & POWER PACK
PAL TV OR SCART VERSION.

PLUS SONIC + ESWAT OR WONDERBOY 3.....£109
PLUS SONIC 2 + MENACER + 6 GAMES £169

NB: SCART MACHINES ARE 17% FASTER THAN PAL

UK/USA SOFTWARE

ALIEN 3 .....£34
ARIEL THE LITTLE MERMAID £27
AQUATIC GAMES £25
ATOMIC RUNNER.....£33
BART VS THE SPACE MUTANTS ..£28
BATTLETOADS.....£35
B.O.B. £37
BUSBY THE BOBCAT (16 MEG) SOON
CALIFORNIA GAMES ..£19
CHAKAN- THE FOREVER MAN....£32
COOL SPOT .....CALL
CRUE BALL/TWISTED FLIPPER...£31
CYBOURG JUSTICE....£34
DARK CRYSTAL £17
JUNGLE STRIKE £39
DUNGEONS AND DRAGONS.....£33
ECCO- THE DOLPHIN .£35
EURO CLUB SOCCER .£35
FATAL FURY £39
FLASHBACK (12 MEG).....£39
GALAHAD £31
GREEN DOG.....£29
HOCKEY (EA/NHL).....£27
HOCKEY NHLPA "93...£35
HUMANS £35
IMMORTAL £31
J.CAPRIATI TENNIS ...£34
JOHN MADDEN '92.....£27
JOHN MADDEN '93.....£34
JORDAN VS BIRD.....£25
LEMMINGS.....£34
LHX ATTACK CHOPPER £27
LEADERBOARDGOLF .£36
LOTUS TURBO CHALLENGE £29
MARBLE MADNESS £27
MICRO MACHINES £35
MOHAMID ALI BOXING.....£43
MUTANT LEAGUE FOOTBALL.....£35
OUT OF THIS WORLD.£37
PGA TOUR GOLF 2 .....£33
PIT FIGHTER £33
POWER MONGER £29
PREDATOR 2 .....£29
RBI 4 BASEBALL.....£39
RAMPART £29
RISKY WOODS £29
ROAD RASH.....£29
ROAD RASH 2.....£35
ROLO TO THE RESCUE £31
SHADOW OF THE BEAST 2 .....£35
SIDE POCKET POOL...£35
SPLATTERHOUSE 2 ...£29
STREETFIGHTER 2..JULY
SUPER KICK OFF.....£39
SUPER SMASH TV.....£29
TAZ MANIA £35
TERMINATOR £29
T2 ARCADE.....£34
TINY TOONS ADVENTURE.....CALL
T.M.N.TURTLES.....£37
TOXIC CRUSADERS ...£29
WONDER BOY 5 .....£34
WWF WRESTLEMANIA.....£34
X-MEN £39

MENACER PLUS 6 GAMES ONLY £49

JAP' ADAPTER

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

OVER 100 TITLES IN STOCK OM THE MEGA DRIVE

JAP' SOFTWARE

ALIEN STORM £16
ALISIA DRAGOON.....£19
BAD OMEN £19
BARE KNUKLE 2 (16 MEG)...£38
BATTLE MANIA ...£25
CHIKI CHIKI BOYS £25
D. ROBINSON CENTER COURT .£24
GOLDEN AXE 2 ...£19
ESWAT £15
GYNOUG.....£15
HELLFIRE £19
JEWEL MASTER ..£15
KID CHAMELEON £23
MERCS 2.....£19
MONSTER HUNTER.....£19
OLYMPIC GOLD ...£23
QUACKSHOT D-DUCK.....£19
SAINT SWORD £19
SPACE BATTLE GAMOLA ..£25
STRIDER.....£19
STREETFIGHTER 2.....JULY
STREET SMART ..£29
SONIC 2 .....£27
STORMLORD.....£17
SUPER MONACO GP 2 .....£27
SUPER SHINOBI 2 .....£39
THUNDER FORCE 4 .....£33
TOKI JU JU £19
TROUBLE SHOOTER.....£23
TWINKLE TALE ...£29
WANI WANI WORLD.....£21
WONDER BOY 3...£16
WORLD OF ILLUSION.....£29



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

TURBO FIRE/SLO MOTION CONTROL PAD.....£14
RGB SCART LEAD.....£12
A/V LEAD £5
POWER PACK (ALL TYPES).....£10
INTERNATIONAL MAGAZINES:
E.G.M. (USA) INC P&P £3.95

CD SOFTWARE

HEAVY NOVA /SOL FEACE..£25
AFTERBURNER 3.....£29
PRINCE OF PERSIA.....£39
THUNDER STORM FX.....£39
WONDERDOG £39
NINJA FORCE/ROB ALESTA ..£39
ROADBLASTERS Fx.....£43
THE NINJA WARRIORS + CD £39
TIME GAL + CD.....£45
CLASSIC COLLECTION (4 IN 1) .£45
JAGUAR XJ-220.....£45
JOE MONTANA FOOTBALL....£45
NIGHT TRAP.....£49
FINAL FIGHT CD.....£49
DRACULA.....SOON
ECCO THE DOLPHIN .....SOON
MONKEY ISLAND .....SOON
WING COMMANDER.....SOON
CD SONIC .....CALL
CD PRO ADAPTER.....£44

MEGA CD
PLUS 3 GAMES
MEGA CD ROM (PAL/SCART)
JAPANESE ONLY £275

*WE ONLY STOCK NEW GOODS*IMMEDIATE DESPATCH!!

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING!

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

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

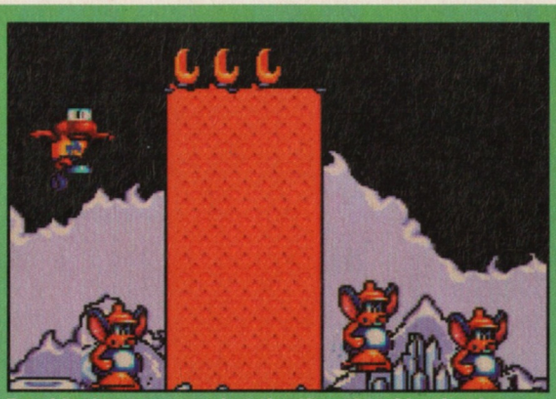
NAME.....
ADDRESS.....
.....
TEL.....

ITEMS..... COST P&P
.....
.....
.....

ALL CHEQUES REQUIRE A GARANTEE CARD NUMBER ON THE BACK

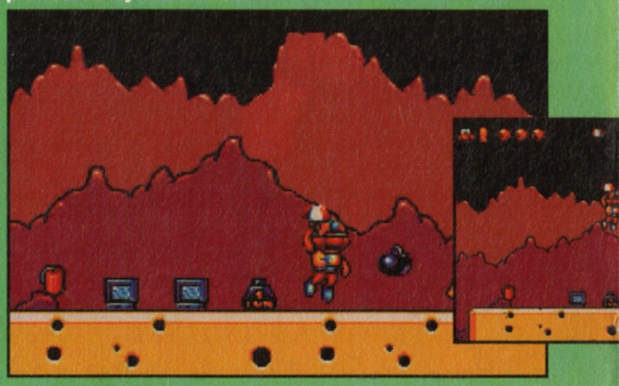
TOTAL.....

James Pond IS Splash Gordon...



Pond looks concerned at the thought of having to deal with these dirty rats. Let's hope he moves quietly, judging by the size of their ears!

Pond gets about with the use of rocket boots in *Operation StarFi5h*, another innovation in transport pioneered by old James.



OPERATIO

■ Pond is back and things are getting fishier. So take to space but don't forget to take your fishbowl helmet!



James Pond is fast becoming the Bob Hoskins of the video-games world, able to take on any role with true conviction, despite looking and sounding exactly the same each time. It's a skill which has made the fish one of the most sought-after stars in the business. As Double Bubble Seven he was every inch 'Flem-ling's' ruthless yet charming spy. Then *Robocod*, an explosive performance when as part fish, part machine... all cod (with no grey bits), his catchphrase "Citizen you have thirty seconds to deep fry!" still sends shivers up the spine.

But success has its price and reports in the gutter tabloids that Pond has been 'drying out' at the Betty Frog clinic have been bitterly denied. "Fin...ished!" headlined one, "Gill...ty" another, when at a top Beverly Hills restaurant a waiter filed for assault and 'batter...y' after recommending the cod balls. Nevertheless, despite rumours of a crumbling personal life, the offers keep rolling in and despite visible signs that Pond is turning into a bit of a 'bloater', he is to star as Splash Gordon in an epic space opera on the Mega Drive, *Operation StarFi5h*.





Pond takes to space in his latest fishy adventure. Will James's astronautic adventures be enough to keep our attention though?

After another humiliating defeat at Pond's fins, the evil yet indecisive arch-enemy Dr Maybe has gone back to the drawing-board to hatch another despicable plan. The sudden dis-appearance of a NASA space shuttle carrying a secret defence satellite made FI5H suspect that the despicable quack was up to his old tricks. Three agents are sent

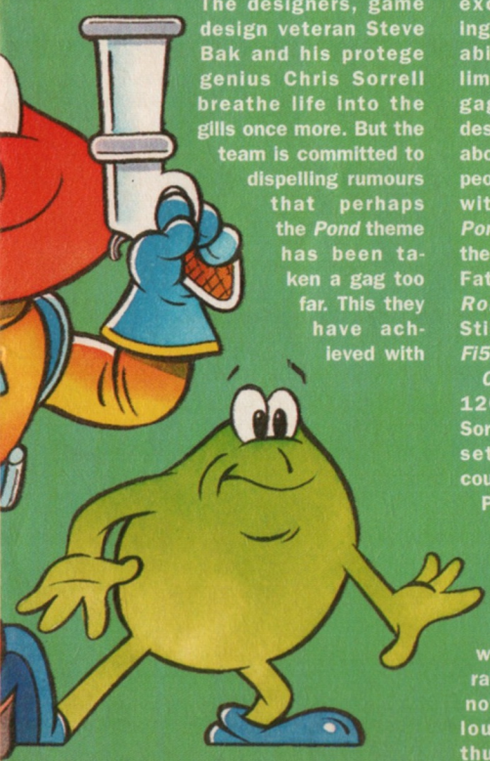




ON STARFI5H

immediately to investigate the goings-on but never return. So once again Pond is dispatched to confront his arch-enemy.

From Maybe's lair beneath the surface of the moon, the crazed quack has advertised "a dream job for rats" to work as excavators on the moon's primary commodity, which as anybody with even a rudamentory knowledge of geology knows, is cheese. Then with this seemingly limitless supply of Stilton-like cheese, Maybe's despicable ploy is to sell it at cut-price back on Earth and cause a cheese mountain which would force cheese makers out of business. The bounder!



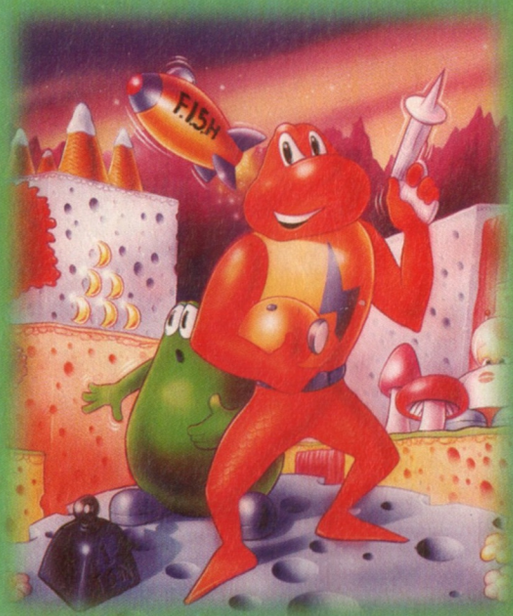
The designers, game design veteran Steve Bak and his protege genius Chris Sorrell breathe life into the gills once more. But the team is committed to dispelling rumours that perhaps the *Pond* theme has been taken a gag too far. This they have achieved with excellent characterization and ingenious gameplay features. The ability to 'reel out' a seemingly limitless line of fish/007 related gags is a great help. But game designer Bak has his own thoughts about game themes: "I think most people try to over-complicate games with grandiose scenarios. In the *Pond* series we've gone completely the opposite, I suppose... what with Father Christmas's toy factory in *Robocod* and the moon made of Stilton cheese in *Operation StarFI5h*... just a bit of fun really."

Operation StarFI5h is a mammoth 120 levels and messrs Bak and Sorrell have implemented 12 graphic sets and in true *Pond* tradition, countless hidden rooms and levels.

Pond's missions include the destruction of the cheese mines and the Stiltonium mines. Sub-missions to keep the player occupied include collecting pieces of the destroyed satellite whilst avoiding sledging rats, tank rats, moon mice and mine rats... not to mention cheese and wine louts who are nothing short of thug-like. The mind, as they say, boggles at the thought!



Pond has to perform the odd hazardous move, including leaping across gaping gaps.



Sorrel and Bak have once again paid a great deal of attention to Pond's control mechanism. In *Robocod*, our hero's body extended to impossible lengths. This has been taken to further lengths as now he walks on walls and ceilings. If this continues and he remains as successful, they'll have him walking on water too!

An incredible concoction of fish, spy, space related gags await... will it ever end? *Operation StarFI5h* looks as though the *James Pond* tradition will continue... but how much longer can a company keep making money out of fish gags?!

MEGA VIEW

Pond just keeps getting better and better! Ever since his first outing, his fisherman's tales have grown more and more elaborate, until the only thing that is big enough to contain them is space! And moving old James Pond into space has worked well. The graphics are cute and the games zips along at a fair old rate, a testament to the experience of the design team Vectordean. It should sell well when released later this year by Electronic Arts. ■ ***JASON***

RELEASE: SEPTEMBER **PRICE:** £39.99

Havoc and Chaos with a dirty dozen!

GEN



You know things are in a bad way when you see a huge cactus standing in the dust, with tumbleweed blowing around with the wind. Or something.



As the battle moves into its later stages, the landscape starts to take a mean battering. And like all wars, it soon starts to spill into the streets of the cities.





■ There is nothing quite like a bit of good, old-fashioned warfare to lift a country's spirits. Especially when you don't even have to leave the comfort of your chair...

Everyone likes a bit of warfare, which is precisely the reason the world's in its present mess, so it is not unsurprising to see the warfare overspill its borders and end up on the Mega Drive.

Of course, by warfare I mean battles, tragedy and mayhem and not what true warfare should be about – so demoralising your enemy that he surrenders without a fight.



A particularly ugly General screws his face up and prepares to launch a thousand vehicles of death into a quiet world.

Firstly, let's start by saying that this war offering from Electronic Arts is a comedy. A slight humorous edge makes the tasks ahead, of wiping out platoons, just that little bit more acceptable wouldn't you say? Well, all right then, we won't push this point...

General Chaos and General Havoc are two slightly crazed leaders of some really quite unconventional armies. Each leader has taken upon himself the task of removing the other from the battle plan spread out in front of them. To do this the forces of Morinica and Viceria are at their disposal, each providing a dedicated and specialised squad to command.

The idea of the game is to win each battle scene by individual control of a selected squad. Within the squad are the elemental soldiers, all experts in their fields – like explosives,





Carnage and destruction litter the killing fields in any direction you care to mention. Such is life in a war.

ERAL CHAOS



Left: Let the battle begin! And don't think this is going to be a minor skirmish either – be prepared for some serious bloodshed!



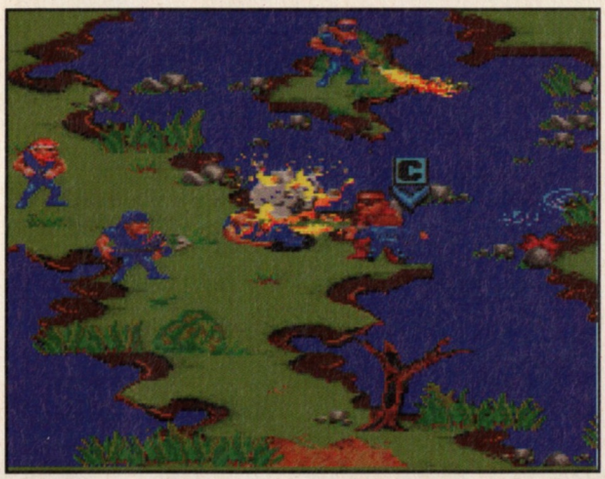




Just like the old fairy tale. Who's afraid of the Big Bad Wolf? Remember to watch out for shaded paths in cool forests – or don't you remember your Brothers Grimm?

flame throwing, grenade tossing, plain close-quarter combat or just plain scalping off when the going gets tough. Highlight each player, move him to a strategic position on the battle screen then give the command to open fire. The range should be taken into account as should the type of weapon held by the soldier. With careful planning you should be able to defeat an opponent with your force still somewhat fresh from the ordeal.

Working your way across the board puts you (victory by victory) nearer to the capital of your enemy and so the final fight decides the victor. Now don't go thinking that all you do is blast the opponent – far from it as bonus targets can be found in things like the destruction of power stations or the demolition of helicopters. Should a player fall in combat and assuming that your bonuses are healthy, then a medic can be called to revive the character and allow him to live through the mayhem. I'll bet he'll thank you for it too, considering most people's war ambition is to get just injured enough to allow a trip home and not so hurt that you hear the angels.



The landscape looks scarred and severely damaged by the previous battling. As you can see, this is not a game for environmentalists.

The game selection option allows the standard "against the computer" or "against an opponent" mode or, what is relatively unusual in this type of game, an option to play side-by-side in defeating the computer. Should all this seem a tad complicated then Boot Camp provides the answer in training you up with the Assault, Demolition, Brute and Commando squads.

Warfare on the Mega Drive appears to be an under-exploited area of gamesplaying compared to other computer formats (like the Amiga) so it's good to see Electronic Arts attempting to fill this gap. It's just as well that *General Chaos* isn't some heavy strategy number – war is bad enough without having to make it boring too, so this should go down well. We look forward to reviewing it in the next issue.





Things start to get nasty as the battes turn more violent. Can you survive for long?



Disrupt an opponent's supply lines and maybe you can bring this wretched war to a quick end. After all, logistics are vital in any well-run campaign.

MEGA VIEW

Yeah! This is original, funny, challenging. I couldn't find many faults in this title AND it is the first game I have seen of its kind! The graphics are well detailed, nicely animated and contain all the flavour of surreal warfare within the realms of Moronica and Viceria. The mission objectives and bonuses to collect make this a real panic situation when playing people you really want to defeat. All in all, buy it! Or rather wait for our full review then buy it. ■ *STEVE*

RELEASE: AUGUST **PRICE:** £33.99

EA provides a game for technofreaks everywhere

TECH

■ Giant battle machines clash and make war in EA's new release. Can you control this power?



Your collection of warriors is a sufficiently mean-looking bunch to get the job done. You hope. Well, there's only one way to find out...

The obsession of mere mortals towards creating and controlling awesomely-powerful futuristic combat machines has fuelled a few games, while the mysterious world of magic and lore has spawned countless titles. To date, both of these genres have remained inextricably separate, save from sharing a common bent towards strategy-orientated gameplay, highlighted by spurts of action. But perhaps for the first time ever, *Technoclash* bids to combine both in an impossible juxtaposition – maybe.

Whether this bizarre, somewhat-uncomfortable mixture is a successful formula is difficult to quantify, as no reliable yardstick exists. The game scenario is equally difficult to swallow, describing the arrival of the Inner Realm via an inter-dimensional portal. The folk have nicknamed him "The Engine Man", half-man and half machine. His coming marks the Technoclash War between technology and magic. Before long, more Engine men join him, destroying the beautiful Inner Realm with their pollution... somehow I get the feeling that the game designers aren't celebrating the invention of the combustion engine!



Time to go in search of a few mystical nasties and technological terrorists. Have you got what it takes though?



The player controls Ronaan, the Wizard Prince, whose overall task is to assemble an army and rid the Inner World of this damaging technological intrusion.

Ronaan is equipped with various spells and during his travels he will collect so-called spell tokens for both combat and non-combat purposes which are in effect, rounds of ammunition. Ronaan also carries a staff which like a Moses/Ninja combo he can use to strike foe and fend off life-threatening projectiles.

Non-combative tricks include the ability to heal, levitate, teleport and become invulnerable for a limited period of time.

As one might expect in a battle of magic over technology, spells play an integral role in the mission and an inventory enables the player to survey a spell and select it at will.

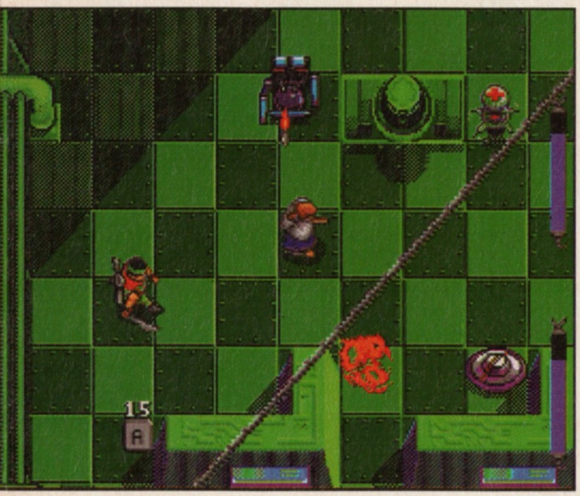
Meanwhile, the management and use of your followers is also integral to the success of the mission. The

Some people may liken this game to *The Chaos Engine* on the Amiga. Both games could be said to contain warnings about rampant technology gone mad.





HNOCLASH



Look down on the action, if not the attitudes of your crazy bunch of warriors and brigands. What is a brigand anyway? Write in...

player can instruct these so-called bodyguards to behave offensively or defensively... in reality these wallers are merely canon fodder attacking the enemy and defending Ronaan from retaliation.

Spell-casting skill is fundamental to the mission with effective selection and usage being crucial. Basic spells are a rudimentary defence while Lightening has more pep for potentially dangerous situations. Meanwhile, so-called Angle spells are more of a hindrance with the effectiveness and unpredictability of a boomerang. But Time Bomb spells are valuable and very destructive.

The enemy is technologically advanced with various forms of rocket launchers and missile silos. Meanwhile mobile enemies stalk the planet and so the Hold spell is handy to immobilise these destructive creations while Ronaan bashes them with his staff.

Finally, the most devastating combat spell is the aptly-named Death spell which, although it moves slowly, can destroy many an enemy in a stroke.

Non-combative spells, quite predictably, include the ability to levitate and teleport, usual magic-style antics really. As discussed, management of the bodyguards means the difference between success and failure. But let's face it, these guys are little more than cranium-denting barbarians; Faarg hacks the bones while Chazz is a whirling dervish with his staff, cracking skulls with wild abandon.



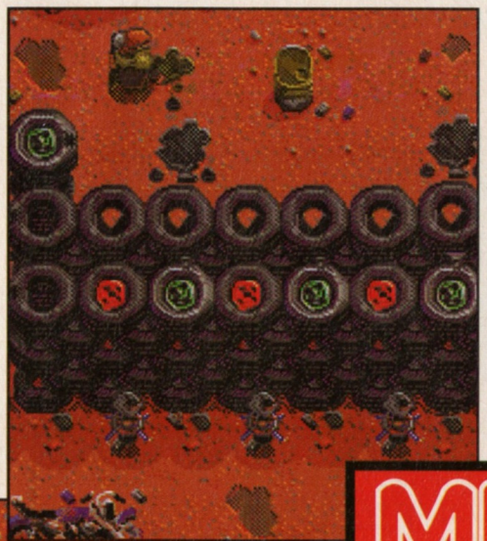
We video-games journalists are always complaining of a lack of originality in games and so *Technoclash* looks set to give us something to chew on. It is an original idea but I also think there is something more relevant that the design team is trying to convey – that technology in all forms is destroying civilization. While I understand this, I don't think I'd like to be mincing around in furry underpants *(Not more than usual anyway – Ed.)* in the Jurassic era, let alone sliding around on my stomach in the mud. Progress is evolution and nothing but nothing can stop it! And the fact that the programmers have access to a machine like the Mega Drive to make this point is kind of ironic really! We'll be bringing you a review of *Technoclash* near its release date, so keep an eye out for that.

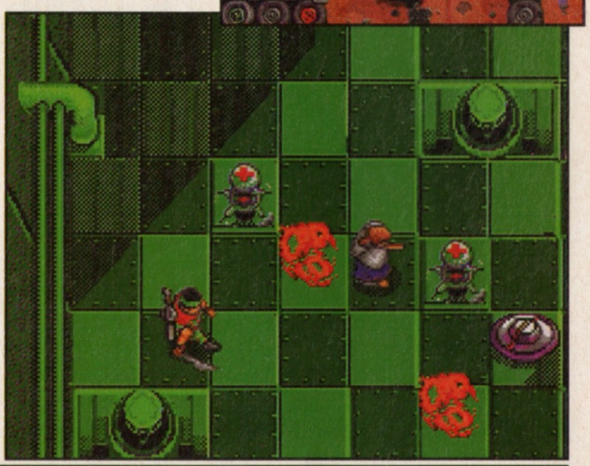
As you can see, the landscape is in a pretty bad shape, not a good testament towards technology.



Chillin' out after a hard day's monster mashing seems like a good idea. Could I be said to be on Cloud Nine perhaps...?











MEGA VIEW

Us games reviewers like original games concepts. An interesting idea for a game is contained within *Technoclash*, and anyone who's been following the science vs. religion debates of late will enjoy setting aside the intellectualising and blasting a few legions of crazy technology and mad magicians into the ether. Still, even if you don't give a damn about the argument either way, it'll make for a good bit of entertainment anyway. Watch out for it soon. ■ ***JASON***

RELEASE: TBA **PRICE:** TBA

FREE

CHUPA CHUPS LOLLY!



ONLY 99P

HEY DUDES! WHEN YOU BUY THE NEXT ISSUE OF GB ACTION YOU GET A TOTALLY FREE CHUPA CHUPS LOLLY!

PLUS ALL THE LATEST NEWS, REVIEWS, PREVIEWS, FEATURES, TIPS AND CHEATS! ALL THIS FOR JUST 99p!

KEEP ON SUCKIN

LIGHT RELIEF



If you reckon you're a fancy shot, get down to the Laserquest coral and test out your gunslingin' skills...



Laserquest comes to your town! You too can dress up like this and wave an enormous blunderbuss about in semidarkness – and it's safe as well!





You may well have noticed a rather fancy little voucher attached to the front of this copy of MEGA ACTION. Well, it's not there by accident, we can assure you – in fact, it allows you to experience the latest thing in games entertainment – Laserquest!

How does the thought of running around a huge smoky room in semi-darkness playing a game of paintball with lasers grab you? No, it's not some crazy *Star Wars* game up for grabs – this game really works!

What you essentially have here is the ultimate in role-playing games, where you adopt the role of a futuristic galactic stormwarrior with a penchant for fast spaceships, quick trigger fingers and ridiculous and impractical Judge Dredd-style shoulder pads. Unfortunately, you only get 20 minutes or so to indulge yourself before you are brought back to Earth by the necessity of handing over some more cash for another game.

Before you enter the arena each player is equipped with a laser gun which is linked to a computerised body harness. This harness records how many hits you take from co-stalkers and ex-friends. Unfortunately, there's a flippin' great light on the front of the harness, so any thoughts of stealthy and cunning hunting, creeping out from partitions and silently striking an opponent can disappear. You see, that light is for other people to aim at.

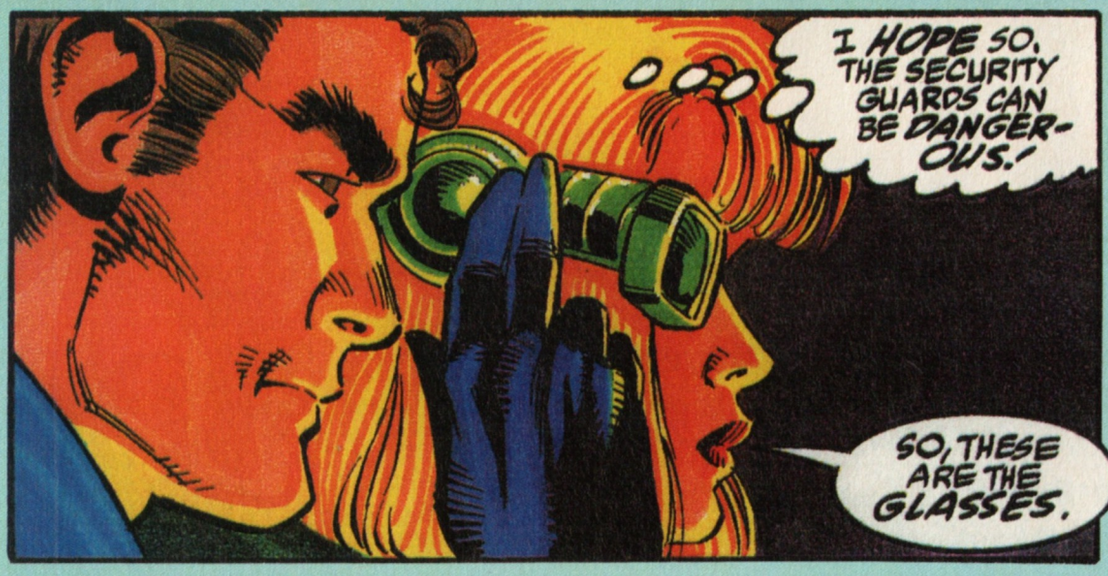
If you are unfortunate enough to get hit, the light on the front of your harness glows green and you're out of the game for seven seconds, giving you enough time to skulk off and plot your revenge.

Each Laserquest game can be played with between two and 22 willing individuals, as team or singly, so warriors of the night can relax knowing that there's bound to be someone with an assassin fantasy playing the game.

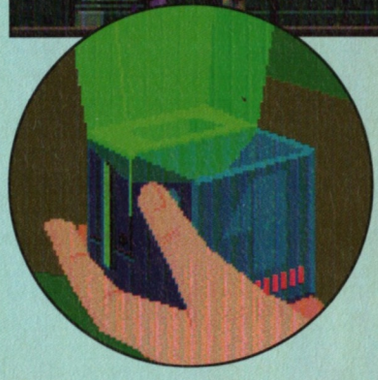
Once the game is over, you receive a little printout telling how closely reality matched your fantasy – ie how badly you did. Listen as dad forever banish their 12 year old sons from the house because they only scored half as many hits.

All in all then, Laserquest is fine 'clean' paintball without all that horrible red mess and mud all over your trousers, and surely that's got to be good.

Remember to use your MEGA ACTION coupon and give your nearest Laserquest centre a phone!







When Conrad Hart came to us, we felt that we just had to help. Nick spoke to him...

QUICK AS A FL

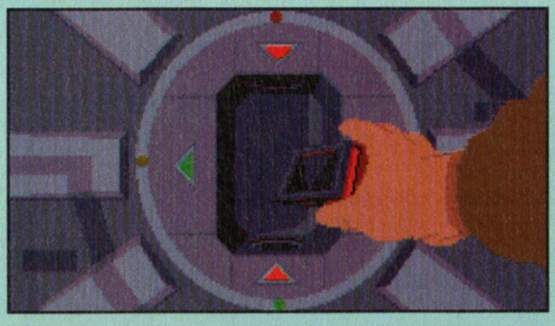
We first met Conrad when he dived in through the window and rolled behind the fax machine, which seemed a rather extravagant way of entering the office, particularly when you consider that it costs about £300 to replace each pane of glass.

He seemed upset about something – in fact, after listening to his ridiculous story about aliens and holocubes for a bit, we were all prepared to send him on his way with a patronising pat on the back and a free copy of *Another World* if it hadn't been for the fact that he wouldn't put his gun down.

So when he asked us for our help we felt we just had to find out a bit more about the guy's history. And the more we found out, the more astonished we became...



Conrad sits down at the desk and picks glass out of his nose. "You see, I've been having a few problems recently. My memory hasn't been what it was. It's been wiped, I've woken up injured on a strange planet and had to escape from a labyrinthine nightmare."



Conrad Hart prepares to make his escape from the alien nightmare that is slowly enfolding him. Great.

We instantly recall the times that has happened to ourselves on MEGA ACTION, usually on a Saturday morning. Conrad's eyes gleam menacingly and his gun shifts a fraction. "I'm not noted for my sense of humour," he says. Steve Atherton leaves the room, complaining about needing the toilet.

Conrad continues: "I mean, it's all a bit far-fetched isn't it? I've been doing a spot of investigating – it's a hobby of mine – and I've discovered that all that business with my memory is a cover up! *Project Flashback*, it was called, and they wiped my mind to prevent me from leaking the info to the public!"

'Unconvincing' is a word that springs to mind on hearing this, but Conrad's earnestness is persuasive. As is the .44 Magnum.

"Delphine Software is the name of this organisation. They had 10 people working on *Project Flashback* for 18 months. Paul Cuisset was the bloke in charge."

The start of Conrad's troubles can be traced back to his experiences on Titan. The aliens have left him here while his memory gets erased. Or so he tells us.

We spoke to Paul Cuisset later about this. He was willing to acknowledge Conrad Hart's involvement in the Project, but hinted strongly that Conrad had got completely the wrong idea. "It's a computer game," he said. "Delphine designed *Flashback* for the Mega Drive, pushing the machine to its limits. The game has been warmly received by the public and has already sold over 140,000 in the USA alone!"

This was interesting. Conrad's story was already showing holes and we'd hardly even started to check it out. So we asked Paul where he'd got the idea for *Flashback*.

"It came from the popularity of *Terminator 2* and *The Running Man*, especially since everyone in the programming team loves this type of film."



Back to Conrad: "You're welcome to check my story out by the way. They were ruthless at Delphine, you







Flashback utilised many new techniques, using rotascoping, polyons and an 'intelligent' sound track.

ASH

know. They used this technique called 'rotascoping' on me. Have you any idea what that does to a man?" Conrad looks at us hysterically and we start to wonder when Steve Atherton will be back.

Paul Cuisset was unrepentant about the rotascoping. "Disney invented it! How bad can it be? Besides, it's a technique used to film real actors. The frames are then animated and the end result is an animated, fluid, life-like character on screen inspired by the movements of the filmed actors. We used 25 movements per second for most of the *Flashback* scenes – incidentally, Japanese cartoons on TV only use seven images a second."

Conrad was starting to sound like an extremely paranoid man. "And you think the rotascoping was bad, well get this! They used polygons on me too! The barbarians!" A dribble of spit oozes from his lips and his eyes glow like someone's set fire to the inside of his forehead. "They broke me down into small mathematical shapes – the polygons – and made me leap all over the place. Trapped, I was, in this weird landscape, with no way of getting out!"

When we asked Paul about this, he shook his head. "We hardly used polygons. Only the intro and cinematic sequences are done in polygons. It accounts for less than 10% of the game. For most of the rest, the screen is composed of an array of different small bits of graphics assembled in different ways. By changing the composition of this array of the sprites, you create a new scene. This technique is used in about 90% of *Flashback* as well as in *Sonic* and other games."

Conrad is sweating heavily now. "And they want me back to go through the whole disgusting process again! Have these people no heart?" He spits on the carpet, burning a hole in it. "Scum!"

Paul Cuisset won't deny this part of Conrad's story. "*Flashback* was a very difficult game to complete, and we had to omit numerous special effects we would like to have included. We would very much like to use these features in a possible future project."

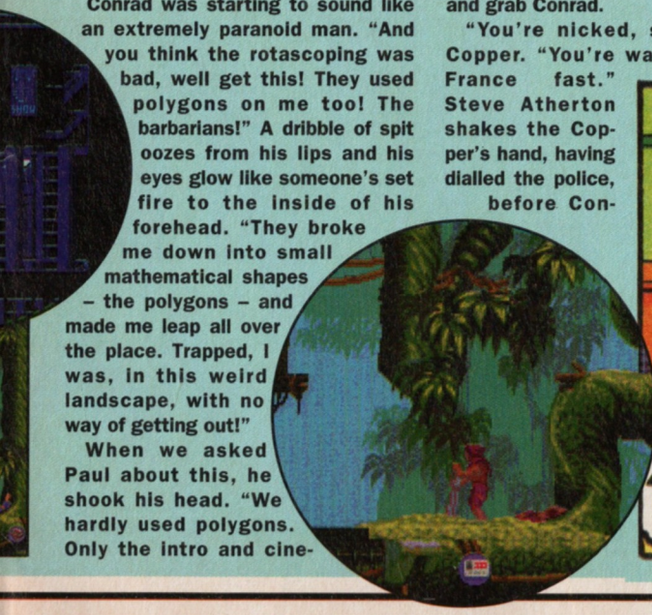
Making *Flashback* was obviously a strain for poor Conrad and we begin to get alarmed at the thought of him imagining that he might have to go through the whole process again. "I won't do it... I can't do it!" he screams, waving the gun around. Suddenly, 18 policemen dive in through the rest of the windows, causing approximately £5,500 worth of additional damage, and grab Conrad.

"You're nicked, son," says a Copper. "You're wanted back in France fast." Steve Atherton shakes the Copper's hand, having dialled the police, before Conrad is dragged out into the back of a strangely-shaped Police van.

Steve swears the van took off straight into the air, but who knows? It was a trying day. When we speak to Delphine later, they deny any knowledge of these events. "We're only a software house, you know." Paul tells us, "After all, *Flashback* was my first console game, although we've also done *Future Wars* and *Cruise for a Corpse*." Delphine eventually hang up, asking us that if we do happen to bump into Conrad again, to be sure to let them know.

Who knows what we'll do?

Marvel are producing a *Flashback* comic with US Gold, so expect to see more of Conrad soon!







mega market

if you want to advertise in the pages of the mega market, then simply phone this number...

0625 850874

GAMESMASTER CONSOLES

FOR ALL CONSOLES & CARTS

Megadrive, SNES/Famicon, Gamegear, Gameboy, GX4000 Carts Only.

We will try and match any price in this magazine subject to availabilty.

3 West Alley, Hitchen, Herts. SG5 1EG.
Tel: 0462 422225/731364

DIAL-A-TIP

THE ORIGINAL & BEST FOR HINTS N' TIPS N' CHEATS N' POKES

CHEATS GALORE (say yes for Sega).....0891 101 234
SEGA CHEATS N'TIPS.....0891 445 933
CONSOLE CHEATS N'TIPS.....0891 445 991
CONSOLE HOTLINE 0891 445 990
NINTENDO CHEATS N'TIPS 0891 445 913

ALL CHEATS UPDATED EVERY WEEK

INTERACTIVE GAME SOLUTIONS

SONIC 1 & 2 8BIT & 16BIT 0891 445 929
CHUCK ROCK 2: SON OF CHUCK.....0891 445 946
DESERT STRIKE: RETURN TO THE GULF ..0891 445 953
STREETFIGHTER 2: WORLD WARRIOR 0891 445 927
SHADOW OF THE BEAST 1 & 2 .....0891 445 949

FOR INFORMATION ON ALL OUR SOLUTION SERVICES AND CHEATLINES DIAL
0891 445 904
WIN FULLSIZE ARCADE MACHINE

THE ULTIMATE QUEST??
0891 101 255

IF YOU'RE STUCK WITH A GAME CALL OUR QUESTIONS AND ANSWERS LINE
DIAL: 0891 668 012

GUIDING LIGHT COMPUTER SERVICES LTD
FOR FULL COMPETITION DETAILS SEND S.A.E. CALLS CHARGED AT 36p / MIN CHEAP RATE & 48p ALL OTHER TIMES. MAX CALL CHARGE £3.60
PO BOX 17, ASHTON-UNDER-LYNE, OL7 0WW.

ARMSTRONG VIDEOS

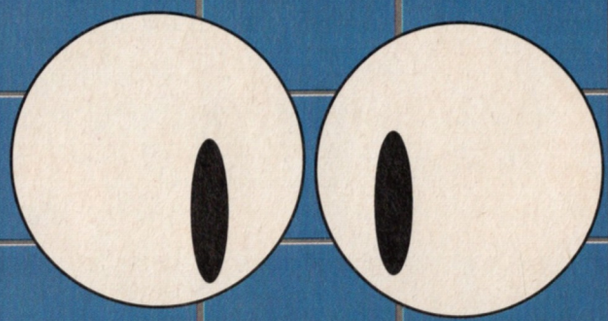
GAMES BOUGHT SOLD & EXCHANGED

WANTED FOR CASH

YOUR OLD BORING SEGA MEGADRIVE GAMES
PLEASE SEND LIST AND PRICES TO ADDRESS BELOW!

TEL: 091 377 3090 FAX: 091 377 9735
3 SANDERSON STREET, CORNFORTH LANE, COXHOE CO DURHAM DH6 4DG

OPEN 7 DAYS A WEEK 12.00 NOON UNTIL 8.00PM



look out for all the groovy bargains on offer!!

HOTLINE 0732 351220

MEGA MIX Software

ALL SOFTWARE SENT 1st CLASS

(Dept ACT), 46 Ashden Walk, Tonbridge, Kent, TN10 3RL

ORDERS TAKEN FROM 8.00am - 8.00pm

'SELECT & EXCHANGE' SCHEME AVAILABLE FOR £6 PER GAME INCLUDING NEW RELEASES
CALL FOR DETAILS

Just look at our latest Special offers on the MEGADRIVE and the MEGA CD

"MEGA CONVERTER NOW IN STOCK" ALLOWS YOU TO PLAY AMERICAN SCART GAMES ONLY ON PAL-MEGADRIVE ONLY £14.95

SEGA MEGA DRIVE
MEGADRIVE + SONIC 104.95
(As above + Sonic 2) ONLY £129.95
Many games at 1/2 RRP!!!
Hundreds of games in stock.
Please call or sends.a.e. for our latest Special Offers.
P/X SERVICE AVAILABLE

SEGA MEGA-CD
MEGA CD + 7 GAMES NOW ONLY £249.95
MEGA CD CONVERTOR IN STOCK NOW PLEASE CALL FOR DETAILS ONLY £39.95

WE WILL ALWAYS TRY TO MATCH ANY OTHER LEGITIMATE PRICE IN THIS MAGAZINE

MEGA MIX SOFTWARE, 46 ASHDEN WALK, TONBRIDGE, KENT, TN10 3RL
P&P £1 GAMES £5 CONSOLES

MEGA GAMES

MEGA SALE

Many used & new items at Bargain Prices
Sale on while stocks last
Please write or telephone your orders in NOW!!
Hurry Limited Stock
TEL: 071 372 4356

SHOP OPEN 7 DAYS A WEEK
213a BELSIZE ROAD, LONDON NW6
SEND ORDERS TO: **MEGA GAMES, MERLIN HOUSE, 122 TO 126 KILBURN HIGH ROAD, LONDON NW6 4HY.**
CHEQUES/PO's/ACCESS/VISA TO: **MEGA GAMES**

BEARSTED GAME ZONE!

14 SANDY MOUNT, BEARSTED, MAIDSTONE, KENT ME14 4PJ
CALLERS WELCOME - BY APPOINTMENT . OPENING TIMES 11AM-9PM

SONIC 2
ECHO
CHUCK ROCK
SUPER WRESTLEMANIA
MICKEY & DONALD
} £27.95 EACH
TAZMANIA - £24.95

ALL OTHER TITLES ARE AVAILABLE AT OUR NORMAL DISCOUNT PRICES

MEGADRIVE & SONIC & 2 PADS £114.95

e.g. PGA TOUR GOLF 2 - £34.95
TURTLES - £37.95
STREETS OF RAGE 2 - £37.95

MEGA CD £249.99

PLEASE CALL FOR ANY OTHER TITLES!

Cheques/P.O's to "BEARSTED GAME ZONE"
P&P 95p per game (RECORDED DELIVERY)
Consoles £5.95

PART EXCHANGE WELCOME
LARGE SELECTION OF USED TITLES AVAILABLE
ALSO SNES, GAME BOY & GAME GEAR
TEL: 0622 631068

look out next month for even more amazing bargains!

WIN! WIN!

MEGA IN CONTROL

A radio-controllled helicopter can be won thanks to those folks at Electronic Arts...

The greatest goal of any remote control fan is to pilot a remote control helicopter. They can cost anything up to £5000... that's five thousand big ones!!! Remote 'whirly birds' are notoriously unpredictable to control with the slightest joystick joggle causing the aforementioned kit to pummel into terra firma with horrible wallet-emptying results. So only the elite few (with practically nothing else to do with their money) are likely to experience the ecstatic thrills and eye-moistening spills of piloting a remote-control helicopter.

Or at least, until now. Yes, you get the chance to win one of these fine beasts! To stand a chance of winning this superb remote-control helicopter or three runners-up prizes of Super Soakers water pistols, here are some jungle/helicopter movies. Can you match the actors with the films?

The actors: Martin Sheen, Schwarzenegger, Robert De Niro, Stallone.

The films: Predator, Rambo 2, The Deer Hunter, Apocalypse Now.





Send your entries to: In Control 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!

In control compo

My answers are:

Martin Sheen: .....

Schwarzenegger: .....

De Niro: .....

Stallone: .....

Name: .....

Address: .....

.....

Age: ..... Tel: .....

❑ I do not wish to receive promotional material from other companies

All employees of Europress and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

Rules:

All entries should reach us by the 17th July at the latest. Any late answers will be forcefully thrown at Steve Atherton.

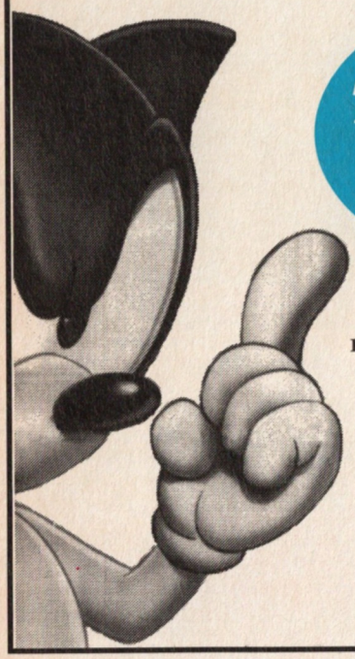
The first correct answers out of a hat win the prizes! By the way – no multiple entries are allowed (nice try folks), and the Editor's decision is final. So no whingeing because you didn't win.

Britain's first SEGA™ games rental mail order club

☆ **Free Postage** ☆ **Nation-wide Service**

☆ **Free Packaging** ☆ **Games from 36p per day*!**

Call or write for details



TRY before you BUY!

We'll give you half your rental fee back if you buy it after you rent it!

SoftCentre Club

Ariondale Computer Services Ltd
Unit 2, 16 Borras Road
Wrexham LL12 7EG
Telephone 0978 312523

SEGA™
Mega Drive
Master System
Game Gear

SPECIAL OFFER WHILST STOCKS LAST:

MEGA DRIVE £119.99 PLUS £2.50 P&P.
MEGA CD (INC 7 GAMES) £243.99 PLUS £2.50 P&P (FREE 2 YEAR MEMBERSHIP)

Membership is simple!

£5.00 for 2 year membership

£19.95 for life-time membership (includes one free games rental voucher)

We are licensed by SEGA UK to rent SEGA™ Games

*Minimal rental period is 14 days once you have joined our club

SOFTCENTRE
MAIL ORDER GAMES RENTAL

AMS ELECTRONIC GAMES

GAMES DIRECT FROM OUR SHOP AT MAIL ORDER PRICES

VISA **081 201 0535**

ORDER FROM THE LIST BELOW OR VISIT OUR SHOP AT 145b DEANS LANE EDGWARE MIDDX.HA8 9NY



SEGA MENACER LIGHT GUN

£59.99 + £5.00 P&P.

"BEAT THE CROWD"

GAMES MARKED * MAY NOT BE IMMEDIATELY IN STOCK DUE TO DEMAND & RELEASE DATES. PLEASE CALL TO RESERVE, AND /OR CONFIRM AVAILIBILITY. THANKYOU.

LOOK

OFFICIAL UK MEGADRIVE

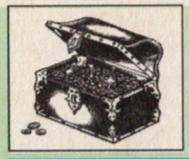
Inc Sonic; PSU; RF lead + 2 joypads
= £124.99 + 10.00 p&p
Game Gear inc Coloumns
+ AC Adaptor
= £99.99 + 10.00 p&p

SHOP HOURS 12am-7pm MON-FRI
10am - 6pm SAT

MEGADRIVE (UK/US)

ALIEN 3	37.99
*ANDRE AGASSI TENNIS	CALL
*AMAZING TENNIS	CALL
*AMERICAN GLADIATORS	CALL
*ANOTHER WORLD	CALL
ARIEL THE LITTLE MERMAID	37.99
AQUABATICS	29.99
ATOMIC RUNNER	34.99
BATTLETOADS	39.99
*BUBSY	CALL
*BULLS V BLAZERS	CALL
CADASH	34.99
*CAPTAIN PLANET	34.99
*CHAKAN: THE FOREVER MAN	38.99
*CHAMPIONSHIPPRO AM	39.99
*COOL SPOT	CALL
CORPORATION	38.99
CRUE BALL	37.99
CYBOURG JUSTICE	37.99
DRAGONS FURY	37.99
DESERT STRIKE	34.99
*DOUBLE CLUTCH	34.99
DUNGEONS & DRAGONS	44.99
*ECCO THE DOLPHIN	39.99
EURO CLUB SOCCER	38.99
*FATAL FURY	CALL
*FLASHBACK	CALL
FINAL ZONE	34.99
FLINTSTONES	CALL
GAME GENIE	44.95
*GLOBAL GLADIATORS	CALL
GRAND SLAM TENNIS	34.99
G-LOC	34.99
HIT THE ICE	34.99
INDIANA JONES 3	34.99

HURRY WHILE STOCKS LAST



A TREASURE CHEST OF TITLES

MEGADRIVE (UK/US)

JAMES BOND 007	34.99
JOHN MADDEN 93	37.99
*JUNGLE STRIKE	CALL
KID CHAMELEON	34.99
KRUSTY'S FUN HOUSE	29.99
LAKERS VS. CELTICS	29.99
LHX ATTACK CHOPPER	37.99
LOTUS TURBO CHALLENGE	37.99
LEMMINGS	38.95
MEGA LO MANIA	44.99
*MICRO MACHINES	34.99
* MIG 29	39.99
MOONWALKER	19.99
*MUHAMMED ALI BOXING	CALL
NHLPA HOCKEY '93	37.95
* OUTRUN 2019	CALL
*PGA TOUR GOLF 2	39.99
PITFIGHTER	34.99
PREDATOR 2	29.99
POWERMONGER	34.99
QUACKSHOT	34.99
RAMBO 3	19.99
*ROAD RASH 2	39.99
ROLLING THUNDER 2	39.99
ROLO TO THE RESCUE	38.99
SHADOW OF THE BEAST 2	34.99
SHINING FORCE	CALL

MEGADRIVE (UK/US)

SIDE POCKET	37.99
SMASH TV	29.99
SONIC HEDGEHOG 2	36.99
SPEEDBALL 2	34.99
* INTERNATIONAL RUGBY	CALL
* JACK NICKLAUS GOLF	CALL
STAR CONTROL	19.99
STEEL TALONS	29.99
*SORCERER'S KINGDOM	CALL
*STREETFIGHTER 92 CE	CALL
STRIDER	19.99
STRIDER 2	CALL
STREETS OF RAGE 2	42.99
* SUMMER CHALLENGE	CALL
*SUNSET RIDERS	CALL
*SUPERMAN (scart)	38.99
*SUPER KICK OFF	CALL
SUPER MONACO GP 2	19.99
SUPER OFF ROAD	29.99
TAZMANIA	34.99
TEAM USA BASKETBALL	34.99
TERMINATOR 2 (ARCADE)	38.99
THE SIMPSONS	29.99
THUNDERFORCE 4	39.99
TINY TOON ADVENTURES	38.99
TURTLES - HYPER STONE HEIST	44.99
TWO CRUDE DUDES	39.99
UNIVERSAL SOLDIER	19.99
* WARP SPEED	CALL
WHEEL OF FORTUNE	34.99
WORLD OF ILLUSION (Mickey & Donald)	38.99
WWF WRESTLEMANIA	37.99
*X-MEN	CALL

ALL GAMES ARE NEW



UK MEGA-CD
£269.99 + £10.00
NEXT DAY DELIVERY.

MEGA CD TITLES

* BATMAN RETURNS	CALL
BLACK HOLE ASSAULT	34.99
* DRACULA	CALL
* FINAL FIGHT	CALL
*HOOK	CALL
* JAGUAR XJ 220	44.99
* JOE MONTANA FOOTBALL	CALL
* MICROCOSM	CALL
* MONKEY ISLAND	CALL
*NIGHT TRAP	49.99
PRINCE OF PERSIA	39.99
* RISE OF THE DRAGON	CALL
ROAD AVENGER	39.99
* SEWER SHARK	39.99
SHERLOCK HOLMES	44.99
* TIME GAL	CALL
WOLF CHILD	CALL
* WONDERDOG	CALL

A RANGE OF 2ND HAND GAMES AVAILABLE FROM £10.00. CALL FOR LATEST TITLES.

GAME GEAR TITLES ALSO AVAILABLE PLEASE CALL!

ORDER COUPON *PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO* ***AMS ELECTRONICS*** *145b DEANS LANE EDGWARE MIDDX. HA8 9NY*

NAME.....
ADDRESS.....
.....
.....
TEL.....

PRICES INCLUDE P+P ON ALL SOFTWARE SENT WITHIN THE U.K..GAMES SENT BY RECORDED DELIVERY.
PLEASE ADD £3.00 PER TITLE P+P TO EUROPE

ITEMS — COST

.....
.....
.....
.....

EUROPEAN ORDERS WELCOME — TOTAL.....

ELECTRONIC ARTS JAP/US/UK

JUNGLE STRIKE

COMPLETE SOLUTION

There isn't going to be any sort of 'chopper' joke on the next few pages! So, without delay here are the tips for you and your chopper. *(Sigh – Ed.)* Look out for the rest of the guide next month!

Mission 2

With Washington back in safe hands, you're now able to chase the culprits back to their base. But there are a few jobs to do on the way, such as securing these waters and clearing the shores of plutonium deliveries.



Before you rush off into the ocean you'll need to recover two lost Navy SEALs and return them to their helicopter. They'll then show you the co-ordinates of the plutonium speedboats.

Mission 1

Before anybody realised that the deceased madman's son was plotting revenge, he takes Washington by surprise with huge arsenal and cunning tricks. Only your chopper can save the day and defeat his arsenal.



Looking at your status map you'll notice the monuments are under siege. Fly towards the most southern monument and waste the trucks with your hydras, shoot the ground troops with your chain gun and take care not hit the monuments!



The next task on your radar indicates a sneaky plan to demolish the enemy's confidence. This entails capturing the commanders that are directing this assault, so shoot the sides of the building with your guns until it explodes, pump a few bullets into the man with the bazooka that runs out of the building and then winch the escaping commander into your aircraft.



Your next objective is the destruction of the car bombs. The best way to deal with these cars are with your trusty hydras – about four hits will see them off, but make sure it's not a civilian car you're aiming at!



A radio message informs you of Akbar's capture. You must rescue him coz he holds invaluable information. The house isn't well guarded but take care not shoot Akbar as he runs out – and watch those fuel drums!



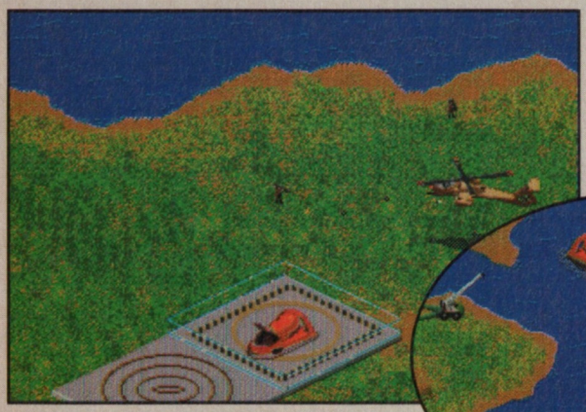
Now you must escort the President as his limousine makes its way to the White House. Remember: Stay ahead to destroy all of the obstacles that the limo can't get by and watch for those terrorist vans. If successful, the President will decorate you for your fine chopper-handling.



If you are unable to find the sniper then fear not! Look closely at this map and you'll see him just there. (See?) But don't shoot Patsy *(Who? – Ed.)*, fortune favours the brave!

With a quick Hellfire, blow the building, direct your chopper over the sniper and eradicate this foe.





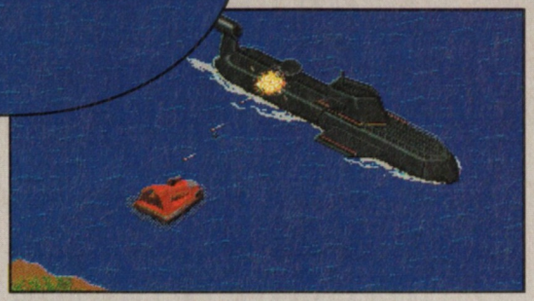
It's hard work fighting these terrorists! Now that you've established the whereabouts of the speedboats, you'll need to obtain the XL-9 hovercraft that's being guarded on this island by four troops armed with rocket launchers. If you are opposed to violence, now's the time to change your spots!

When pursuing the speedboats, try to rely on your missiles rather than mines, but be warned, the drivers of the speedboats will lead you past some tricky situations like these two field guns.





With all of the plutonium gathered and the speedboats put out of action permanently you can go and rescue Faceman that awaits you by his recently crashed F-14. Move quickly because he's under enemy fire.



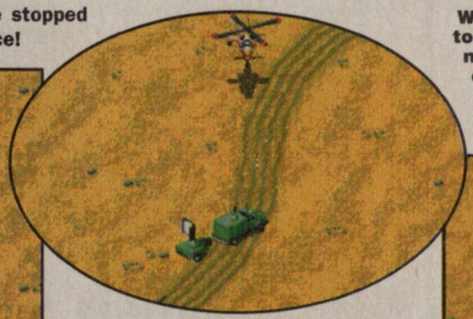
The best and sometimes only way to deal with the nuclear subs is to lay down millions of mines, well about four of them at least! Then watch as the sub sinks upon contact with your deadly bombs.

Mission 3

Leaving the shore lines you'll see a training camp. Residing in this pretend battle ground are the future legions of the madman's army. They must be stopped now – if not, the world will suffer your negligence!



When your taking down the watch towers be sure to destroy all of the ground forces' tents as they tend to hide fuel and weaponry. Your chain gun will suffice for this mission.



Before you rescue the communications expert you have to destroy the radar units. The best way to do this is to fire at the front part of the lorry. Continue to demolish the radar on the trailer.

With the airwaves cleared you're now able to enter the prison camp as the enemy will not be expecting a visitor this early in the day. Once the comm expert is aboard, fly him to the telegraph poles on the other side of the camp so he may tap the madman's phone lines.





Before you go to pick up the awaiting Green Beret in the jungle outskirts, you should secure the landing area to the east of the watch towers. Once done, you're clear to bring the soldier in to keep the landing zone clear.



Hiding within the these wooden huts are three radio operators. You need to capture all of them to learn all of the radio passwords.

To weaken the madman's forces further you should obliterate the tank depot with a few Hellfires and Hydras. To earn extra merit points capture the fleeing tank drivers as they leave their burning wreckage.



Now that the security has been breached with the aid of the recently- acquired passwords, the location of the buildings that contain the nuclear reactor has been revealed. Hit the surrounding ground forces with everything you can muster, and then take the volatile reactor back to base for investigation.



ERONIC ARTS JAP/US/UK

JUNGLE STRIKE

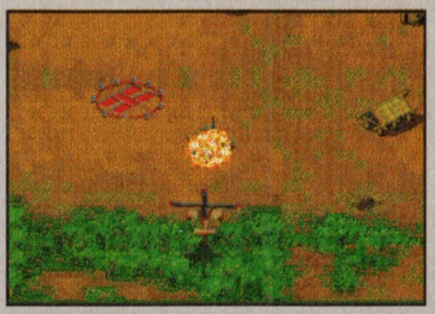
COMPLETE SOLUTION

Mission 4

As far as the sun is concerned, the day is over but for you it's not! There's no time to rest on this job, you need to fly into the jungle during the night and destroy all of the madman's helicopters and rescue some scientists that have been taken hostage. Ease your troubles by letting us shed light upon this task...

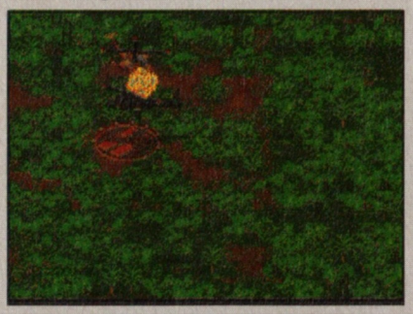


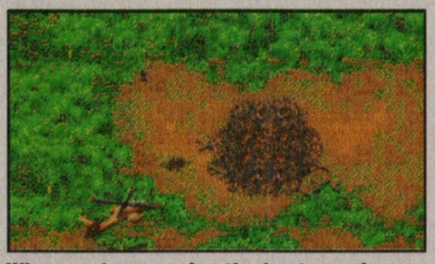
When you're trying to bring down the lookout towers always try to stay inside the circle, otherwise you may stray into an enemy's Hellfire and that wouldn't be very good would it?



You can now go and secure the landing zone by dropping the Green Beret into it. He can be found in the jungle holding a flare.

When destroying the fleet of helicopters and their respective landing pads, attack from the rear – they can't react fast enough before it's too late.





When you're rescuing the hostages from their bamboo prisons be extra vigilant as several ACARS will trundle into the fray and cause you endless amounts of grief.

With Roz rescued from the cages you can now get on with the destruction of the weapons plant to the west. Make sure you hit every target the first time.





Once the plant is demolished and no longer in operation you can now concentrate on the capture of the group commander for this battalion. He can be found in the collection of barracks to the south-west of the weapons factory.

Mission 5

Chasing the madman and the drug lord's army further into the mainland your secret intelligence units pick up reports of a whole city under siege! The city in question is Puloso; here you'll find all sorts of drug warehouses and counterfeit money presses. Destroy all of these targets whilst rescuing innocent civilians.



The United Nations are standing by waiting for you to airlift the first lot of hostages. When approaching the buildings, always take out the watch towers that are placed on the outside of the walls – this will reduce the amount damage you receive.



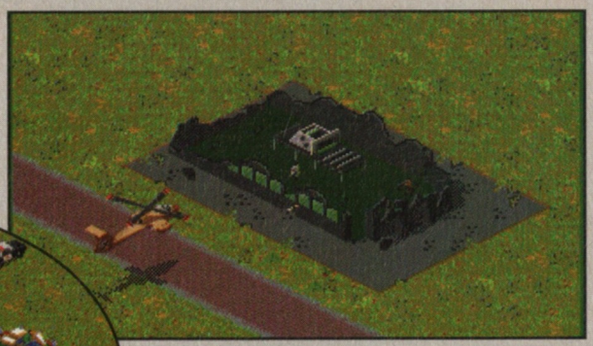
Like all similar camps and depots, work on the outer line of defences before rushing in with all guns blazing. This routine may take longer but it's the best!



Okay, you're familiar with these mobile radars by now, so all you need to do is keep shooting the front truck. But keep an eye out for those wandering tanks.



With all the hostages freed you're now clear to destroy the druglord's warehouses. Be extra-careful not to shoot all of the scientists that roam around the building, they may hold information.



With the next year's supply of drugs destroyed you can move on to the counterfeiting operations. The buildings are clearly marked on your map but the tanks and guns are very well hidden.



With the labs brought down to rubble your next task is to stop the armoured cars from leaving the city. This can only be achieved by acquiring the special motorbike at the police station, and this is very close to the power lines if you didn't know



When you're trying to shut down the power lines remember to shoot down the infantry first or you'll suffer by receiving a rocket up the rear port.

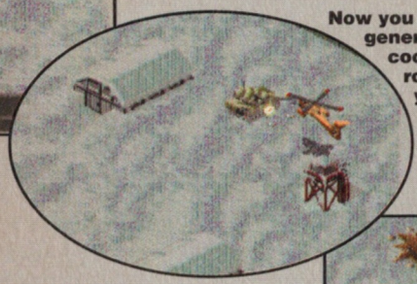


When you do tackle the armoured cars, use your mines to full effect for this tactic is about the only one that works! With the impossible done, you're ready to deal with the drug lord himself. Make sure you're fully armed, with loads of fuel and most importantly, the location of those armour repair kits!

Mission 6

It's amazing isn't it? One minute you're basking in the sun and then you're in tundra wastelands! But if this is where the secret armaments are kept, so be it. This mission does bear good news though! Wild Bill is rumoured to be in the vicinity, but he's a prisoner! So you know what to do.





Now you must capture the Soviet general to gain the coordinates of the SA-6 rocket launchers. Whilst you're picking up the general, blow open a few of the other huts to find some secret goodies.



With all of the launchers' coordinates punched into your aircraft's computer you may begin the annihilation. Good luck!

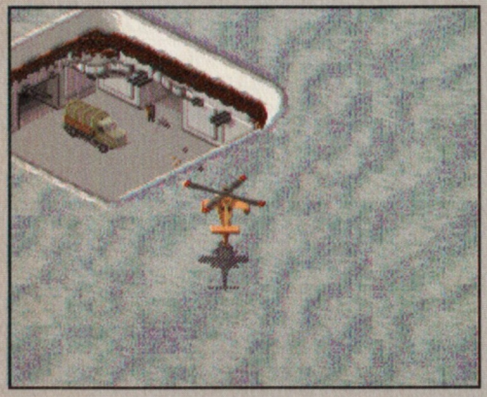
NEXT ISSUE PART 2



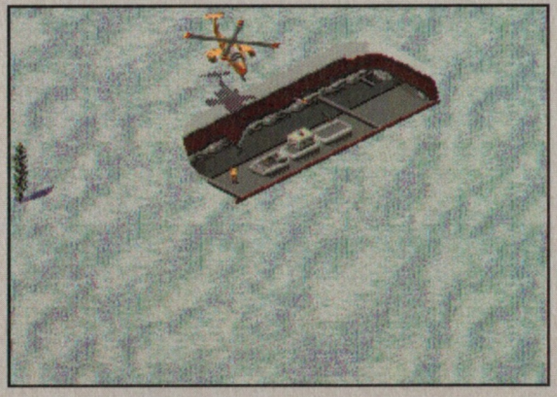
Next on your ever-increasing hit list is the missile depot, fairly straightforward if it wasn't for M1 battletanks joining the fray from time to time so keep those Hellfires nice and handy.



When attempting to bring down the power lines make sure you don't engage the tanks. For some unknown reason they're harder to kill and they pack a far from normal punch.



Moving into the central areas of the map you should be on the lookout for small rocks. When you find one, shoot it – it will then explode revealing a secret base containing warheads. Winch these into your chopper.



Concealed inside a snowdrift is another collection of secret bases – when you find one blow it to smithereens. And once you've completed this mission return to base to be briefed on your next dangerous encounter.

MEGA TIPS

MIXED AND CRACKED

Welcome to MEGA ACTION's cheats pages! Whatever games you enjoy, you'll be sure to find something here for you. So read on...

DESERT STRIKE

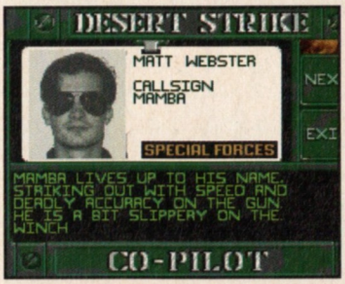
Electronic Arts

Superb game this one, if you don't have a copy. To start the game with more of a chance of completing it enter TQQQLOM on the password screen to have five lives instead of the usual three. But you should have graduated onto *Jungle Strike* by now, so what's going on, eh?





It's a great game, *Desert Strike*, which you should have ditched by now in favour of the sequel! Still, nothing's perfect in warfare...





MEGA LO MANIA

Virgin

Here are some Epoch codes to help the passage of time and evolution. A special thanks to Andrew Storr from Winton for these:

2nd Epoch	200 men	QNZCKXROPNH
3rd Epoch	300 men	OJQDKVXTSCZ
4th Epoch	400 men	EBPDIQRPDVD
5th Epoch	500 men	ORHDGLLIVPX
6th Epoch	600 men	ADICUKXMLEB
7th Epoch	700 men	USACGHXHGLT
8th Epoch	800 men	KKZBECRZXFX
9th Epoch	900 men	MGTCMTQSPAF
Mother of all Battles		LVEDOUOOKOSR

Secret Asteroids affair level: Enter JOOLS

ARNOLD PALMER'S TOUR GOLF

One of the original Mega Drive games still causes consternation. A handy tip for useless putters: Should you take over 100 shots to complete a hole then the GAME OVER screen will appear. Well don't despair too much – by pressing A,B,C then UP all at the same time you will enter a hidden zone, so now you can lose your balls some more.



ECCO THE DOLPHIN

Sega

It's done well, has old Ecco. Goodness knows why, we hate it. Anyway, here, at great time and expense are the entire level codes for this Tuna-friendly underwater experience.

Level:	Code:
UNDERCAVES	ABOAINCM
THE VENTS	VLHEINCO
THE LAGOON	NXUQBMJQ
RIDGEWATER	JGSPLYMR
OPEN OCEAN	PXXAMYM
ICE ZONE	ZWAQOYMJ
HARD WATER	PGIMOYMN
COLD WATER	HPPIOYMR
TAP WATER	HOHOHOHO
DARKWATER	TBLUXRAN
DEEP WATER	KCOTLYMO
MARBLE SEA	SJMXNYMH
THE LIBRARY	GEGBOYMP
DEEP CITY	OKUTNYMI
CITY OF FOREVER	HGAFOYMQ
JURASSIC BEACH	GDNMJKMN
PTERANODON POND	ZEGQJKME
ORIGIN BEACH	VWZTJKMO
TRILOBITE CIRCLE	SZSXJKML
DARK WATER	OEMBKKML
THE TUBE	YUNGMYDY
THE LAST FIGHT	GGWSBTGA
THE MACHINE	SOKGCYUQ

SONIC THE HEDGEHOG 2

Had to reprint this one due to demand. So YOU CAN STOP PHONING THE OFFICE NOW, ALL RIGHT?!

Go to the options by pressing DOWN twice on the control pad during the title screen. Make sure you are playing Sonic and Tails. Now, go into the game using controller two, move the pad in any direction or press any button to discover you can now move Tails yourself.

It is now real easy to work as a team but more importantly Tails, being invincible, can take on the task of defeating the bosses. To return to the usual format, leave Tails alone and pretty soon he will return to his former ways. Nice one, eh?

Now, some more Sonic 2 shenanigans. Amazing how this game is so popular...To make your Sonic invincible, you'll need all the Chaos Emeralds from the bonus stages. And in case you think this is going to be easy, forget it!

The bonus stages can be found after you've picked up 50 rings and cruised over a marker post. Quickly dive into the warp and you'll find yourself there. Now you need to have one player controlling Sonic and another, Tails. This way, you can collect the maximum number of rings.

Most rings can be found in the centre of the tube. They then flow from one side to the other. Watch out for mines!

There are four opportunities to enter bonus stages on the first stage which should make life a little easier. After you've collected the seven emeralds you need, you'll need to pick up an additional 50 rings before you can become invincible. Sonic will turn yellow, so that's your cue! Thanks to James Parker from Croydon for this one.

ROAD RASH











Most of what you require for this game can be foound in the Game Genie section at the bottom of the page.

SPEEDBALL 2

Virgin

Wild game, this one, especially if you're into *Rollerball*-type mayhem. To get you and your team into division one enter the following easy-to-understand code:

LCLI CWAF 06XE ya3q 2bs+-isl gGVC MQMQ

Hopefully, this will be enough to keep the Brutal boys off your back for another season!



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 a freebie of some sort in it for you if the tip is good enough!
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!

ACTION REPLAY/GAME GENIE CODES

Pro ACTION REPLAY

AFTER BURNER II™ US

002D506004 Infinite lives.
00381C600A Infinite missiles.

DESERT STRIKE™

FF10B70003 Infinite lives.
FF10AB0064 Unlimited fuel.
NON PASSWORD GAMES ONLY!
FFACDC00XX Armour X256. (XX ranges from 0-FF).
FFACDD00XX Armour. (XX ranges from 0-FF).
FFAE9D009A Unlimited chain guns.
FFAEDD0026 Unlimited Hydras.
FFAF1D0008 Unlimited Hellfires.
To get to the end of the game try the following:
FF10AB0064 Unlimited fuel.
FFB61C03E7 Unlimited armour. *
FFB7DD009A Unlimited chain guns.*
FFB85D0008 Unlimited Hellfires. *
Enter the following *Desert Strike* password: KTVBWAF (for level 4).
* Note: – These codes will only work with the above *Desert Strike* password.

GAME GENIE

ROAD RASH

BTTAAAD4 (Player B) Start with Banzai 750
BYTAAAD4 (Player B) Start with Shuriken 1000
B2TAAAD4 (Player B) Start with Diablo 1000
AESTAAER Player A pre-qualifies Alaska
AESTAAE0 Player A pre-qualifies Hawaii
AESTAAE8 Player A pre-qualifies Tennessee
AESTAAFG Player A pre-qualifies Arizona
AESTAAFR Player A pre-qualifies Vermont
AETAAAEC Player B pre-qualifies Alaska
AETAAAEL Player B pre-qualifies Hawaii
AETAAAEW Player B pre-qualifies Tennessee
AETAAAE4 Player B pre-qualifies Arizona
AETAAAFC Player B pre-qualifies Vermont

MEGA LIBRARY

If you are confused by the vast quantity of Mega Drive games available and find choosing a game almost impossible, look no further! We have compiled the most definitive guide to all the best Mega Drive games around. These have been Mega Action tested for total playability and addictiveness. We'll be updating the Library each month, so stay tuned!

DRIVING GAMES

MICRO MACHINES
CODEMASTERS
Just how original is this game? The gameplay and playability is second to none with head-to-head options, 12 characters to choose from and a hectic one player option.
90%

ROAD RASH 2
ELECTRONIC ARTS
Very similar to Road Rash but with an added two player option. The game, to be fair, is quite a bit tougher than the original, with added gangs and faster graphics with the odd enhanced bit of scenery.
90%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS
Well it all sounds a bit dull doesn't it? Driving through various terrains at top speed! Well it isn't. It is fast and furious with the added head-to-head option. Beats the pants of any other drive-at-top-speed Outrun-type offerings.
88%

F1 CIRCUS
NICHIBUTSU
Looks a tad odd but plays well. Second on the grid to the successful Super Monaco series. Graphics have suffered only in the course of providing you with a greater simulation of F1 life, which seems a pretty reasonable compromise.
88%

SUPER HANG ON
SEGA
Climb into the leathers and hit the tarmac. It seems more relevant as this is a true F1 motorbike simulator and it is quite difficult to control accurately around the twists and turns. On saying that, the game runs fast and furiously and ranks as one of the best driving games for the Mega Drive.
89%

TEST DRIVE TWO
ACCOLADE
Climb aboard something demonically fast and race your heart out through the wastelands of America. The computer throws some pretty daring adversaries at you, and that can't be bad!
84%

SUPER MONACO GP 2
SEGA
A dressed-up version of Monaco GP, this second offering gives improved handling and a bit more to think about while screaming around the cobbled streets. Definitely recommended.
90%

SPORTS GAMES

JOHN MADDEN FOOTBALL 93
EASN
Play all-star teams, compete in the Super Bowl or just hammer your best friend. Without a doubt, the best!
92%

NHLPA HOCKEY
EASN
The sequel to EA Hockey, this appears as the benchmark in ice entertainment. The skill level is reduced to a degree of luck but the fight sequences seem to be a winner.
90%

PGA TOUR GOLF 2
ELECTRONIC ARTS
It would appear sports are the territory of EA and this offering is again a classic among classics. Just about every course and player lives in this cartridge – play tournaments against them or do it all for money.
91%

SIDE POCKET
DATA EAST
You will no doubt have seen this in the arcades, maybe you were even tempted to play it. This is addiction immortalised on the Mega Drive with added bits to boot. Pub Pool without the wait and tipless cues.
88%

SPEEDBALL 2
VIRGIN
OK! OK! Maybe not exactly a recognised sport but regardless of the dateline this is still a game with a ball – handball with spikes. Reduce your aggression and whip your friend in this, the best of its kind.
90%

JOE MONTANA 3
SEGA
Not as user friendly as the mighty Madden counterpart. A few nice touches which include a league and a change in viewpoint of the game. But the overall result is a tad complicated. For the serious fan only.
85%

TEAM USA BASKETBALL
EASN
The best way to shoot hoops on the Mega Drive. Although just a bit easy, this still stands out as the best basketball simulation, especially with the special moves.
88%

OLYMPIC GOLD
US GOLD
Ouch! Do my fingers hurt! This is the best way to destroy those perfect little buttons on the joypad. Although it looks good, the overall opinion is one of quite a dull game.
78%

WORLD CLASS LEADERBOARD
US GOLD
Sitting quietly in the shadow of the PGA series, this offering suffers in comparison. Nice to look at but playability lacks somewhat. Perhaps for the Golf fanatic only.
80%

SPORTS TALK BASEBALL
SEGA
A blow-by-blow live commentary makes this stick out from the crowd but baseball was never meant to be on the console, as numerous offerings now indicate.
78%

AQUATIC GAMES
ELECTRONIC ARTS
Ermm.... We suppose it should be here. Pond is back is this olympics-style game. Button bashing mayhem amongst juicy graphics and some quite challenging events. A place amongst the medals certainly. Oow!
90%

BEAT'EM-UP GAMES

WWF SUPER WRESTLE MANIA
FLYING EDGE
Quick, spout long golden hair and talk with an amazing degree of confidence about sitting on people! Wrestle mania hits the Mega Drive big time. All in all, it's two player canvas mayhem, though the single player option tones it all down a bit. A good effort at simulating the ruff and tumble aspects of this great, and extremely popular sport
89%

CALIFORNIA GAMES
SEGA
Find out what every American does in their spare time. Well, every long-haired, BMXing foot-bagging patriot anyway. Great multi-player challenge but alone, nothing to get excited about. A worthy try at a difficult theme but one that fails to make the grade.
78%

EUROPEAN SOCCER
VIRGIN
Manchester United in Europe reborn on the Mega Drive, this particular version of soccer is really quite exciting. Although quite easy to beat, the two player option gives months of enjoyment. Whether a two player option warrents the purchase of a game is entirely up to you.
84%

BUDOKAN
ELECTRONIC ARTS
Choose your weapon, be it nunchukas, or one of those long bamboo sticks. One or two player options, loads of different weapons available to you and martial arts galore all ensures longevity.
75%

DOUBLE DRAGON
BALLISTIC
An arcade conversion perfect in every way. One of the minus points is that all the bugs remain. Whoops! If you're a bit partial to giving out a good hiding left, right and centre, you'll love this.
82%

GOLDEN AXE
SEGA
Double Dragon with swords and magic! Your quest is to kill the Death Adder, a really big muscly bloke with a fabulous Golden Axe. Two player fun with the added bonus of being able to hit each other. Yep, a definite thumbs up from us.
85%

GOLDEN AXE II
SEGA
Bigger? Yep. Better? Yep. This sequel came out a long time after the original so therefore the programming is better. But, to be perfectly honest, it has nothing much more to offer. If you want more of the same then this is for you.
90%

PIT FIGHTER
DOMARK
Digitized graphics grace this brilliant beat'em-up. Set in the deadly world of illegal pit-fighting, it's one of those games that people slag off but it grows on you the more you play.
89%

SPLATTER HOUSE 2
IMPORT
Sick, slick scrolling beat'em-up. You're a complete madman roaming around a house teeming with monsters. All manner of weapons can be found, chainsaws and baseball bats being the best. Disturbing gameplay. Not for kids.
88%

STREETS OF RAGE
SEGA
A scrolling Streetfighter is the best way to describe this smart cart. You can choose between three characters, all of which have different attributes and skills. There are plenty of moves to keep you occupied. Great stuff!
89%

STREETS OF RAGE 2
SEGA
Those same streets are causing trouble again. The good-guy posse reunites and goes on the rampage, kicking and punching anybody or anything that stands in their way.
68%

TWO CRUDE DUDES
SEGA
Hmmm, another one of those old chestnuts which everybody seems to love. The nuclear holocaust has arrived and the survivors are forced to fight for food and their lives. Features chunky graphics and some bizzare weapon pick ups, such as your team mate. Probably 'nuff said.
80%

WRESTLE WAR
SEGA
Way before it was even considered that WWF would become a console game, Wrestle War was being programmed. Unfortunately, it doesn't have the same pazazz as those big boys in the WWF. Well, big something.
81%

WWF
FLYING EDGE
Hulk Hogan is no doubt the selling point for this first grapple with the likes of the World Wrestling Federation team. This might not be to everyone's taste, but the graphics and moves are really rather good. Worth a look if you're a WWf fan.
83%

PLATFORM GAMES

ALIEN 3
FLYING EDGE
Imagine, if you can, Shinobi with Aliens and face huggers running around. Well, that's what Aliens 3 is about as you take control of the bald babe Ripley, as she tries to repel the increasing amount of deadly beasts. 'Slick' is the word!
89%

ANOTHER WORLD
VIRGIN GAMES
A strange scientific experiment sends you spinning into another world. It's very rare you get a game that has it all, the looks, the sound, the gameplay. This is a classic in every sense of the word. Buy it, and leave the real world behind!
90%

BART Vs THE SPACE MUTANTS
FLYING EDGE
Bart's back and this time he's poorer than ever before. Yep, it was a sad day when we first set our trained eyes on the screen. Never mind, the cheeky Bart sprite adds the humour. Unfortunately, it hardly really warrants the £40 price tag.
71%

BATMAN
SEGA
This game's a pile of tosh! Saying that, the graphics are quite dreamy, although you'd have to be a real Dark Avenger fan or extremely stupid if you were to fork out hard cash for this.
83%

CASTLE OF ILLUSION
SEGA
You've sung the song, you've watched the film, now put yourself in the ears of the world's most famous mouse. A classic game with a massive playing area. Graphically brilliant and sonically sound, why not treat yourself and bring the little kid out in you?
90%

CHAKAN – THE FOREVER MAN
SEGA
Chakan, the undead swordsman, has been granted his wish for immortality. His quest takes him throughout the living world. Excellent mix of cutesy and platform bits.
88%

DECAP ATTACK
SEGA
A platform game that's so good you'll probably lose your head! Yep, as you can probably guess, you only have one weapon in your arsenal – your head, and you've got to throw it at the baddies.
76%

ESWAT
SEGA
We remember the first time we set eyes on this classic game. We must say, everything about it was superb but that was then and this is now. The graphics are looking dated but the gameplay has stood the test of time.
81%

FANTASIA
SEGA
Cartoon-like animation shows exactly what the Mega Drive can do. It's also priced at a tenner less than most other games which can't be bad. One major problem is the difficulty level which is set far to high, but don't let this put you off.
80%

GALAHAD
ELECTRONIC ARTS
If you've ever played a game on the 16bit computers called Leander then you'll know all about this. Sir Galahad sets off on a quest to rid the world of dragons and other evils, and does it all with style.
87%

GHOULS AND GHOSTS
SEGA
The game that launched a thousand Mega Drives and one of the first official releases to hit our shores. A classic game that is not showing any signs of its age. A fine example of what the Mega Drive can really do when someone has a go.
90%

GODS
IMPORT ONLY
Those Bitmap Brothers get everywhere. The masters of code have had their Number One computer hit converted to the Mega Drive. Incredibly huge and very playable indeed, make it a definite addition to your games collection.
83%

JAMES POND
ELECTRONIC ARTS
James Pond does for fish what Sonic does for hedgehogs. As much a platform game as a puzzler, it features some really cute baddies, making this game a real joy to play.
82%

JAMES POND II
ELECTRONIC ARTS
Better than the original and a massive playing area to boot. This features all the ingredients that its predeccessor offered, plus plenty more.
92%

KRUSTY'S FUN HOUSE
FLYING EDGE
Krazy klown kapers in what appears to be a kind of Lemmings variant with Bart Simpson thrown in for good measure. Your goal is to rid the levels of disease-ridden rats by leading them into all manner of weird and wonderful traps.
86%

MICKEY AND DONALD
SEGA
Mickey and Donald join forces in this smashing jumping jaunt. Amazingly, everything about this new release is far superior than Mickey's Castle of Illusion. A definite contender for cuddly game of the year.
92%

MICK AND MACK
VIRGIN
Why not get a decent take away from McDonalds for once and buy this! A brilliant game with some really nice sprites. Check out Mick and Mack, those guys look like they've come straight off the set for Boyz in the Hood.
93%

RAINBOW ISLANDS
IMPORT
A hugely overrated game which is supposed to be the unofficial sequel to Taito's timeless Bubble Bobble. Do yourself a favour and have a good old play before you shell out any serious cash!
81%

REVENGE OF SHINOBI
SEGA
This is the original game that all good platform games have stolen elements and ideas from. Loads of different, oriental baddies and wicked ninja magic. Trust us when we say that this is one heck of a good title.
90%

ROLLING THUNDER 2
IMPORT
Spy-related platform tomfoolery. Infiltrate an enemy base and proceed to eliminate anything that stands in your way. Violence is paramount and there's no shortage of bloodletting, especially when you manage to find the sub-machine gun. It's fantastic!
90%

ROLO TO THE RESCUE
ELECTRONIC ARTS
Four cute animals, one cute game. What a fabulous number this really is! Without doubt, Rolo to the Rescue will become a classic. The only gripe seems to be that the levels are too long and there's no save facility. Ah, diddums. Some people are never happy, eh?
92%

SONIC THE HEDGEHOG
SEGA
If you don't know how good this game is you're obviously reading a Nintendo (pah!) magazine. Sonic the Hedgehog is the ultimate platform pastime that launched Sega into the stratosphere. A legend that can't go unnoticed.
93%

SONIC THE HEDGEHOG 2
SEGA
The game that launched a thousand Mega Drives! And as for the original Sonic, the fastest just got faster! Those programming dudes at Sega have smoothed out all the problems that the original had and thrown in a two player option so now you have the ultimate platform game ever. Well, unless you preferred Another World. Anyway, nice variation in levels and Sonic looking annoyed too!
94%

SHOOT'EM-UP GAMES

STRIDER
SEGA
Its good! Its bloomin' good. Set somewhere in Russia, sometime in the future, you are a young Rusky who has decided to bring the Communist government down. Your mission starts with a handglide onto their top secret nuclear base, and it's fun from then on.
89%

BATTLE SQUADRON
ELECTRONIC ARTS
Two player shoot'em-up games don't come much better than this. Loads of levels, loads of enemies and loads of collectable weapons ensure that this blast will remain in your Mega Drive for a long time to come.
85%

DARIUS 2
IMPORT
All right, so it's not got three TV screens linked together like it's arcade brother but you can't have everything. If you reckon you're a bit of an arcade whizz then why not try and complete all 26 levels of this ultimate underwater adventure.
87%

DESERT STRIKE
ELECTRONIC ARTS
If you can only afford one Mega Drive game a year make sure your first choice is Desert Strike. Controlling an Apache helicopter, you must fulfill your mission directives and take out a maniac dictator. Don't miss it — you will never forgive yourself.
94%

LHX
ELECTRONIC ARTS
LHX is one of the best, and only, helicopter sims around on the Mega Drive. LHX has a massive simulator slant and all the action is viewed in lovely polygons. Great value.
90%

STAR CONTROL
BALLISTIC
Underrated shoot'em-up cum strategy game. You can look forward to many late nights, duelling with various enemy space craft. You'll either love it or hate it. We love it!
89%

TRUXTON
SEGA
This has to be one of the most exhilarating shoot'em-ups on the Mega Drive today. It successfully combines frantic action with impressive sound effects and beautifully detailed graphics to offer unrivalled playability and a fabulous two player gaming orgy. Splendid!
88%

THUNDERFORCE IV
SEGA
Amazing graphics and some really weird programming techniques make this the fourth, and best Thunderforce to date. But we wouldn't put money on the up-and-coming sequel, because it's got very little chance of being superior to this gem!
92%

XENON 2
VIRGIN
A massive game with a massive soundtrack. All the ingredients of a good game have been squeezed into this cartridge. If it's nail biting action you want this is for you.
88%

GOT A GRIPE?

We at MEGA ACTION constantly strive to keep our readers up to date with the latest library of software available for your trusty machine – and the Mega Library is going to be an integral part of that policy. Nor are these just going to be any old crummy couple of pages – we're only going to cover the best in the Mega Library! (Not like a few other mags who like to waste space – and your money – on shameless fillers!) If you have any comments about the Mega Library, feel free to drop us a line at:

In the Library, Mega Action, Europress Interactive, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.


Phew. What an issue. And no sooner do we reach the end of one MEGA ACTION, it's time to find out what's going to be in Issue Three! In the next issue of Britain's fastest-growing Mega Drive mag, we review Sega's latest - Exranza, Batman Returns (a bit late really) on Mega CD, Switch and J-League! Cracked next month is the rest of Flashback and Jungle Strike - you won't find better guides anywhere else! And up for grabs will be a set of Flashback Compact Discs for the discerning audiophile.
And as the cinema world girds its loins for the upcoming duel between Arnie's The Last Action Hero and Jurassic Park, we take a look at Steven Spielberg'sn latest monster movie and ask - so when does it come out on Mega CD?
So now there's no excuse for not being at the front of the queue! Remember to buy Issue Three of MEGA ACTION, out on sale on the 15th of July. For only 99p.
MEGA
ACTION
ON SALE 15th JULY

THE QJ ProPad

IT'S SO HOT...



IT'S COOL...!

AVAILABLE FOR BOTH NINTENDO SNES AND SEGA MEGADRIVE

- 8-Direction thumb control
- Multiple fire buttons
- Autofire
- See-thru casing
- Slow motion
- Rapid fire mode

SUGGESTED RETAIL PRICE £16.99 INC. VAT.

Another winning product from . . .

SPECTRA VIDEO

TEL. 081-902 2211

Available from

BEATTIES • BOOTS • CURRY'S • DIXONS • FUTURE ZONE • GAME • HMV • W.H.SMITH • TANDY • VIRGIN • *and all the Best Computer Shops*



SUPER OFFERS MEGA-DISCOUNTS AND FREEBIES ONLY AT THESE SHOPS

MAIL ORDER HOTLINE: 081 741 9050 or 0708 736663

WEST LONDON
Computer Games
309 Goldhawk Road, London W12
Tel: 081 741 9050

LAKESIDE
That'z Entertainment
Unit 616, Pavillion Building, Lakeside Shopping Centre West Thurrock, Essex. Tel: 0708 890800

WALTHAMSTOW
That'z Entertainment
231 High St., Walthamstow, E17
Tel: 081 503 6633

ROMFORD
That'z Entertainment
Units 33-34, Romford Shopping Hall, Market Place, Essex.
Tel: 0708 744338

That'z Entertainment
6 Moray Way, Romford, Essex.
Tel: 0708 736663

WEMBLEY
Wembley Stadium
Sunday Market 9.00am - 3.00pm

CRAWLEY
Gamesville
18 Springfield Road, West Suusex.
Tel: 0293 541953

BRIGHTON
Gamesville
152 Lewes Road. Tel: 0273 620814

COVENTRY
Coventry Computer Centre
62 Lower Precinct, Coventry
Tel: 0203 223081

SOUTHAMPTON/HAMPSHIRE
PrimeTime Home Entertainment Corporation
Shakespeare Avenue,
Andover, Hants.
Tel: 0624 334400

Games Master
342 Shirley Road, Shirley,
South Hampton
Tel: 0703 511546

KENT
4A Granada House
Gabriels Hill, Maidstone,Kent.
Tel: 0622 672646

N. IRELAND
Megamania
10 South Street, Newtownards.
Tel: 0247 820688

Megamania
219 Castlereagh Road, Belfast.
Tel: 0232 453071

SCOTLAND
C&A Games
Marketplace, 61-63 South Street.
Perth. Tel: 0738 440669

C&A Games
6 The Parade, Stirling Central.
Tel 0786 447470

C&A Games
De' Courcys Arcade,
Cresswell Lane, Glasgow
Tel: 041 3343901

BUY-BACK
All shops will buy back your unwanted console games. Absolutely none refused.

All shops listed here are independent.

A2Z VIDEO GAMES



FREE MAG

FREE VIDEO



SEGA TIPS

*Only on selected items

£1 OFF

Discount Voucher

£1 Off our rock bottom prices when you next purchase games at the shops listed on this page.

This voucher cannot be used in conjuction with any other offer or promotion. NOT TRANSFERABLE. Offer ends 31st July 1993.