If you own a Mega Drive or M-CD you'd be barking mad to miss this!

MEGA machines

WiN! A Mega-CD from Sony

At last- MeGa CD gaMEs With BiTe!

BOW WOW!

8 New CD GaMEs UnlEaShed!

GrrR!

SoNic 3 is HeRE!

Eight-page rEviEw!

impact MAGAZINES
9 771351 384002 03
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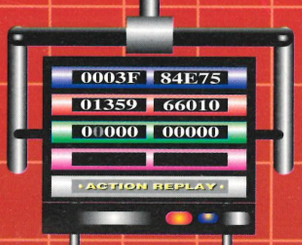
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MORE POWER

MORE LIVES

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BUSTING CARTRIDGE



MEGADRIVE & GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES.

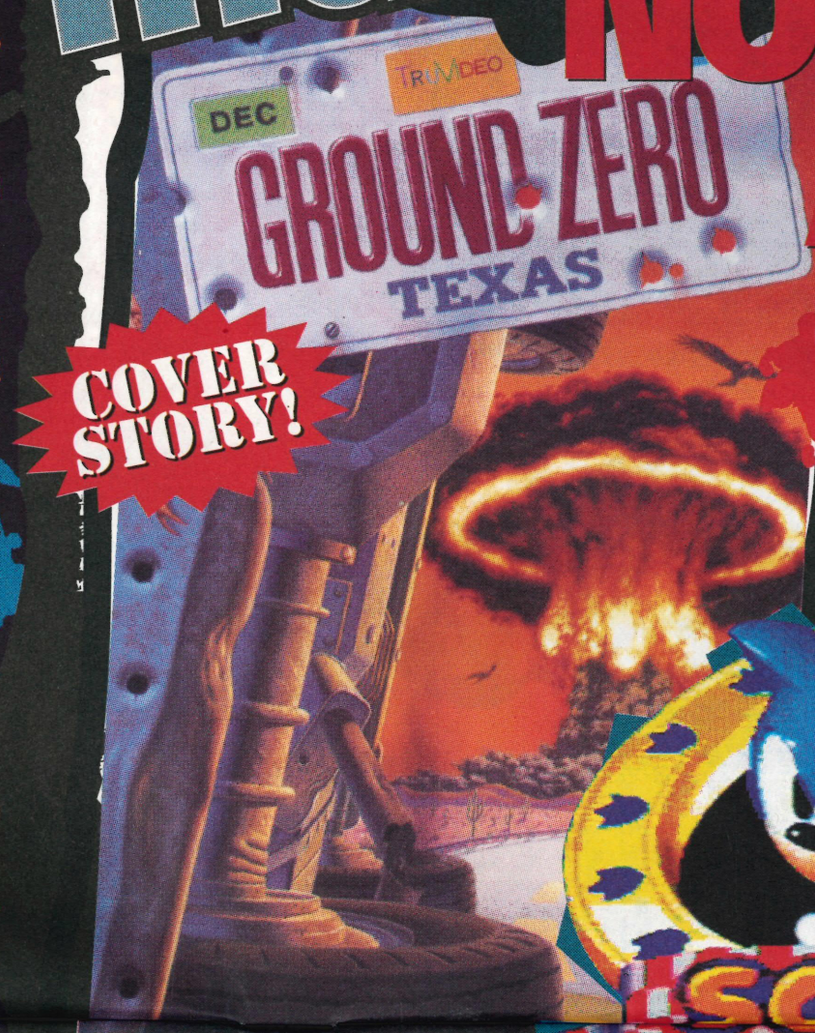
Phwoarr, it's...

MEGA machines

Issue Number FOUR

March 1994

COMPLETE



COVER STORY!

NOT SO SEEDY AFTER ALL!

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Finally, a bunch of Mega-CD games that are actually quite good arrive at the office (as well as the usual dogs), the best of the bunch being Sony's *Ground Zero, Texas*...



DON'T HOLD YOUR BREATH (YOU'LL TURN BLUE!)

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'Cos you're once, twice, three times a... hedgehog? The wait is over, geezers, *Sonic 3* is here! But is it any good?

THE REVIEW

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A new portable disc *and* cart-player from Sega is announced (oooh!), plus all the usual previews, Manga rubbish etc (aarrrgh!).

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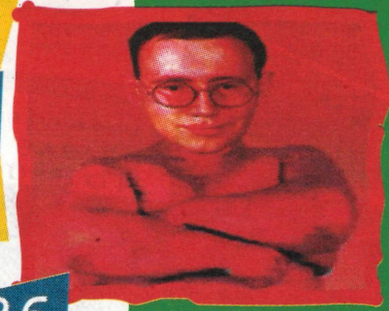
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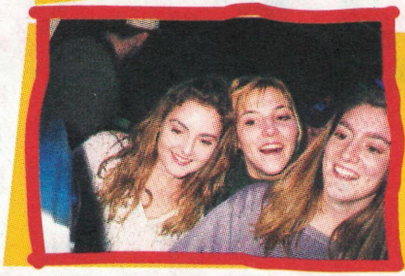
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After four issues we decided this feature was, well, pretty crap. So, to finish it off, we've done ourselves!





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Whether you're interested in becoming a pirate, wearing lycra tights and make-up, skiing, shooting fuzzy cowboys, obeying the Queensbury rules, making friends with small pieces of wood or just saving small Texan towns from marauding alien scumbags, you'll find more than enough to satisfy your crazy cravings here.

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...you tight-fisted little buggers!

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BRAIN-BUSTIN' BLASTERS... OR BIG BOG LOGS?

VIBES

WHAT A WONDERFUL LIFE!

I dunno, there's just something about working on a console mag that really agrees with me. Take this month, for example — it's been a blast-and-a-half! What with the dazzling *Sonic 3* sprung on us from outta the, er, blue, and *Ground Zero, Texas* turning out to be an unexpected winner — we were dreading it, believe me — it's been fun and games all the way...

I don't want to rub it in or anything, but genuinely, I LOVE THIS JOB! I mean, what else in the world could you do and actually be *encouraged* to play games? Of course, it's not all dossin' about; screenshots must be taken, reviews written, software sourced and pages laid out, but hey! It sure ain't all work-work-work.

And if you're interest-

Sega say... SIZE IS IMPORTANT!



6 9

The hottest news this month comes direct from the **Las Vegas Consumer Electronics Show**. **Sega** of America have officially announced that late March '94 will see the release of the **Genesis CDX Multimedia CD-ROM Entertainment System**, the world's first portable 16-bit games machine.

The Genesis CDX is roughly the size of a CD Walkman and has a built-in Mega Drive and Mega-CD. Yep, that's right: it plays the complete library of over 500 Sega Genesis (Mega Drive) and Sega CD games, as well as standard audio CDs and CD+G discs. The CDX links to your TV and can handle any of the existing Sega peripheral's such as The Menacer, Activator and remote-control joypads. The lightweight system is a remarkable piece of techno-wizardry (see Tech Specs). Sega's talented engineers have leapt light years ahead of the competition by combining their two most popular video game consoles in one compact package.

And how about...

If that's not enough to shock you, take a look at what's FREE with the Genesis CDX package: *Sonic CD*, *Ecco: The Dolphin CD*, *Sega Classics Arcade Collection* CD, a six-button joypad and an AC adaptor.

Sega themselves are quoted as saying, 'Genesis CDX combines the industry's top 16-bit and CD-ROM video game systems in one lightweight, integrated system. As Sega delivers more sophisticated, realistic game experiences, this is the machine for both serious gamers and older, more affluent consumer electronic enthusiasts.'

The CDX is scheduled for American release in March with a hefty $399.99 price tag. There's no news of an official UK release date or price, but if the CDX takes off in the States you can bet your

And if you're interested in pursuing a similar career, take heart: it's not as difficult to get into as you may think. We decided to nob off the Gameful Employment feature we've been running since Issue 1 and, to see it on its merry way, figured we'd do it on ourselves — check it out if you want the low-down on how *we* got to be where we are.

But before you get all excited, I feel it's only fair to point out some of the pitfalls of working within the software industry 'cos, fun though it is, it has its drawbacks. Like, for example, my recent dose of food poisoning.

It's true! I went down to Sega HQ in London to discuss various things with PR supremos down there and was kindly invited to join them for a slap-up Thai meal. 'Mmm,' you might think, 'lovely'. Not so. Try 'Huurrrghaaargh' instead! Yes, trust me to order the dodgy one.

Ah well, as least I got me bedroom redecorated for free — even if it is in textured shades of carrot-cube and noodle-beige! Oh yeah, and the office swivel seats are none too comfortable…

Ta-rah now,

Steve

Steve Shields
MANAGING EDITOR

VIRTUALLY PERFECT

Kids, get that paper round! Students, get an overdraft! Shoplifters, get those coats with the big inside pockets ready! But most of all: SNES owners, get ready to rue the day you bought that sorry-assed chunk of grey plastic, because soon ***Virtua Racing*** will hit the shops and Mega-Driving will never be the same again.

You've probably seen the arcade version of *Virtua* in all its multiple-angle glory and thought, 'Jesus, they're not gonna try fitting this onto a cart, are they?' And those early screenshots looked a bit blocky, didn't they?

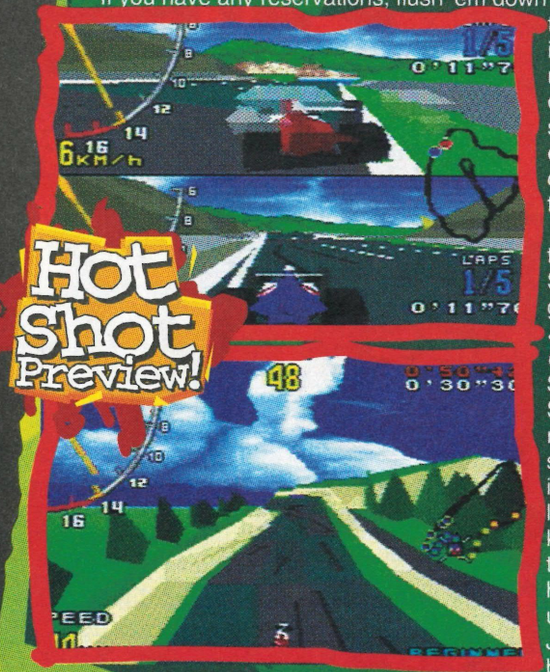
Fear not, friends. We've seen it, played it and performed various acts of worship over it. To be frank, it's the most accurate conversion of a coin-op we've ever seen, and it blows every other racing game off the track.

While the gameplay is simple and direct (choose from three tracks, race against 19 other cars in an attempt to reach various checkpoints before your time runs out), the presentation and smoothness make you want to rub yourself up against a cardboard cut-out of Blair from *Eldorado*. Check this out: according to **Sega**, the MD version of *Virtua Racing* is even faster than the coin-op!

A split-screen mode?!

The outstanding feature of *VR* is included — four driving angles altered at the press of a button — and has to be seen to be believed. It's triggered by the [C] button to cycle through on a three-button pad, which is a bit annoying, or a button per view on the six-button job.

If you have any reservations, flush 'em down the bog after you hear that on top of all that is a pants-staining split-screen two-player mode that wees in the mouth of anything on the console scene. Three tracks not enough for you? No sweat, a cheat mode allows you to flip the tracks for double the fun.



The problem is, as it utilises the all-new DSP (Digital Signal Processing) chip, it's gonna cost a packet, making *Street Fighter II* and *Eternal Champions* look Happy Shopper-like in comparison. Sega have already put the release back from Easter to some time in June and reckon it's gonna set you back at least 70 quid. Sad Day, we know, but we could easily be talking 'Game of the Year' here. If the Mega Drive continues to get product like this, the Jaguar and 3DO systems had better get spare underwear.

Battery Power	
	Width: 7.8 in.
Weight	1.3 lbs.

CONTENTS

Genesis CDX™ Unit, 6-Button Arcade Pad, AC Adaptor, and three CD games:
- Sonic CD™
- Sega Classics™ Arcade Collection CD
- Ecco the Dolphin™ CD

SONIC 3... OR IS IT?

Yes, it's official! The eagerly-awaited Sonic 3 is due for imminent release. But what you won't have heard — anywhere! — is that Sonic 3 may not, in fact, be Sonic 3 at all! Try Sonic 3.1…

Now we have to be a bit careful here, as the 'little bird' who told us about this alleged development could wind up in seriously deep shit if their cover is blown [don't worry, Tracey, I never reveal my sources —Ed].

Apparently, the situation is this: *Sonic 3*, the biggest, bestest Sonic game ever (see pages 46–53), is only half the story, for later in the year *another* Sonic game (allegedly to be called *Sonic 3.2*) should see the light of day. But what's the point?

Well, if our information is correct, not only will *Sonic 3.1* be able to link up to *Sonic 3.2* (the first cart is expected to be a special open-ended doo-dah), making three different games, but owners of the original *Sonic The Hedgehog* game **and** *Sonic 2* will be able to slot in their carts for yet more permutations!



Are we taking the piss? Is this an early April Fool jape? No! There is one snag, though; no bugger will *confirm* the rumour! Top PR bod at **Sega**, **Andrew Wright**, was stony-faced when confronted with our info, and steadfastly refused to comment. He didn't, however, deny it!

Ah well, we — like you — will just have to wait and see what develops. If it does come off, and we *have* got the story straight, remember where you heard it first, folks! (Oh yeah, an' if we have been fobbed off with a pile of steaming bullshit, just forget we even spoke, okay?!).

takes off in the States you can bet your butt it'll wing its way over here soon. We'll keep you posted with further news on the Genesis CDX Multimedia CD-ROM Entertainment System, so until then, stare at these pics and drool…

ITCHIN' FOR SKITCHIN'

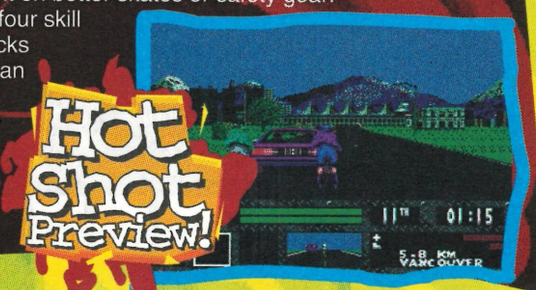
Apart from what half the MEGA MACHINES' staff do for the first half-hour of work, what is ***Skitchin'***? Any guesses? Give up? It's American slang for a cross between *sk*ating and h*itchin*g, and the subject of **Electronic Arts** latest 16-Meg cart.

It's based around the Skitchin' National Championship and takes place in 12 cities, from Los Angeles to New York, but don't expect the hitching part to involve wiggling an onscreen thumb. Rides are given involuntarily as Skitchin' competitors grab onto passing cars and are pulled along, much like Marty McFly in *Back to the Future.*

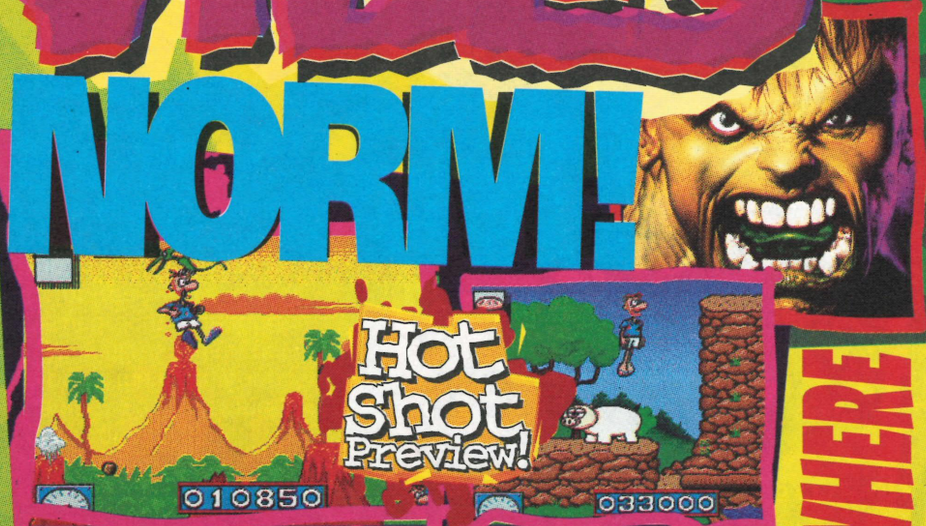
Skitchin' is from the same programming team who brought you *Road Rash* — and it shows. Rivals are fought off with punches, kicks and elbows or one of nine collectable weapons, including nunchukas, crowbars and chains. Like *Road Rash II*, a split-screen two-player mode spices things up.

Ramps are positioned at certain points, from which players can perform various stunts in return for cash. Money's also awarded for finished a race in the top four and is spent on better skates or safety gear.

The two-player action, four skill settings and 16 soundtracks of *Skitchin'* will hit the mean streets in March, priced £44.99, and we'll have a full review next issue. Better get ready with the 3-In-1 and disco rollers.



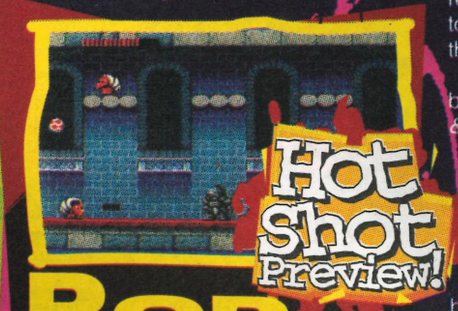
VIBES NORM!



Those busy, busy people at **Electronic Arts** keep churning out action-packed MD carts — but judging by the scenario for their latest cartoon adventure, the lads and laddesses have been overdoing it somewhat. In ***Normy*** — due in March at £44.99 — you play the title character, who delivers court summons' for the Push, Down and Turn group of solicitors.

Normy takes the important documents through seven different time zones and forces them into the sweaty hands of mad characters such as Shlomo (a would-be Tarzan), Luckless Lucky (a gunfighter from the Old West) and Ogg (a prehistoric caveman). Normy defends himself from these and supporting weirdos like gym instructors and Neanderthal graffiti artists with a bat-and-ball (or paddle-ball, as the Americans would have us say).

Later in the game, Normy can collect a magic wand, boxing glove, spears and stones for use as back-up weapons and collect bandages to restore health. If it deteriorates too much, too often, Normy gets the sack.



From the producer who brought us the ever-cool *ToeJam & Earl*, *Normy* features sketchy, bright graphics to match the unusual gameplay, which incorporates pool, *Pac-Man* and *Asteroids*-style sub-games. It's sure to score a high Originality rating but we'll have to wait till next month to see how it fares overall.

Pop tarts

BEING GREEN

Most of you will have heard of the **Hulk**, mild-mannered Bruce Banner's green alter ego, if not from his TV series and movies then the **Marvel** comics on which they were based. The mighty man's going from strength to strength, the latest issues of his comic acclaimed as some of the best superhero action ever and **US Gold**'s Mega Drive game lined up for imminent release.

The Incredible Hulk's five levels take you to The Leader's lair, the villain of the piece who's planning world domination. Whereas gamma radiation gave Banner incredible strength, it made The Leader super-intelligent, so he's scattered these stages with hostile robots of his own invention.

The impressively large, well animated Hulk sprite not only batters baddies, he can also smash through walls, stop trucks, wrench things from walls and chuck objects around the screen — lots of fun. But the best sequences occur at the end of each level, when he's set against one of his notorious villains, like the hideous Abomination and energy-sapping Absorbing Man.

To make short(ish) work of the tougher adversaries, collect Gamma pods to increase power; at its pinnacle the Hulk can unleash the sonic clap, a powerful uppercut (and certainly not a hedgehog's social disease). At his weakest, the Hulk transforms back into puny Banner, who can't dish out punishment so must find a pod quickly, else a life is lost.

We'd best leave it at that for now — being a comics fanatic, Warren's already over-excited at the prospect — but expect the MEGA MACHINES lowdown on *The Incredible Hulk* soon.

MANGA, MANGA, EVERYWHERE

Blimey, it only seems like yesterday that **Manga** were a fledgling video company, with only a few wild and wicked Japanese cartoons to their name. *Now* it seems there's a new release every day, yet Mat *insisted* we report on one of the latest, ***Fire Tripper***, in this issue's news.

Based on the Rumik World graphic novels of acclaimed Japanese artist Rumiko Takahashi, it follows the misfortunes of Suzoka, who's blown 500 years back in time onto a battlefield. Rescued by a similarly youthful warrior, the two attempt to unravel her mysterious journey.

At first glance, the most interesting thing about *Fire Tripper* is that the heroic duo sport the most massive sideburns you've ever seen. Forget Elvis, forget Noddy Holder, these babies would keep a theatrical company in false beards for years. Odd that both Suzoka and her mate have these hairy appendages — they *were* brought up 500 years apart, after all — but as Mat Yeo, Fashion God, is a sideburn fanatic…

Anyway, *Firetripper*'s available now for £8.99.

Freeman's hard and silly

That there Megalopolis is still *Doomed*, now reaching its fourth and final '15'-rated video. Its guardian spirit must be pretty tired of it by now, but sorcerer Kato continues his onslaught by employing Keiko, a psychic, to awaken the all-powerful Dragon of the Heavens.

With the Moon closing on the Earth, can 'demon child' Keiko stop his evil master's plan? Buy *Doomed Megalopolis: The Final Challenge* for £8.99 and find out — soon.

Crying Freeman also reaches its fourth episode, but this is a six-part gangland adventure.



The title character is the top hitman in the Chinese Mafia, but this time he may have met his match.

The Wong family's 60-year dominance of LA's Chinatown is under serious threat. Three of them were kidnapped, and although $3 million in ransom has been paid (a handy mill each, in other words), they haven't been released. Crying Freeman went to the rescue… but was taken hostage!

Crying Freeman: The Hostages is also £8.99 and has an '18' certificate, so some of you will have to blackmail your older brother or sister into getting hold of a copy…

Finally, from **Kiseki Films**, there are the latest instalments in the stunning *Macross II* saga. Episodes 3 and 4 are out now, priced £10.99, and feature more of the same cool Manga animation that made the first two episodes so popular.

Set in the far future, the videos follow the adventures of Ishtar, an alien priestess who uses her harmonic singing powers to control a fleet of powerful warrior ships. With plenty of superb space battles, robots transforming into spacecraft and people with psychic powers, *Macross II: Episodes 3* and *4* are ideal viewing for the wet, dreary weekends we have in this country.

MORE thAn mEEts tHe eYE

YOU'RE ABSOLUTELY



After interminable delays, **Sur De Wave**'s ***Pop 'N' Land*** is finally ready for release on Mega-CD in Japan. A cute platform game in the *Mario* mold, its storyline comes complete with wicked witch, fairies and other regulars from the Brothers Grimm.

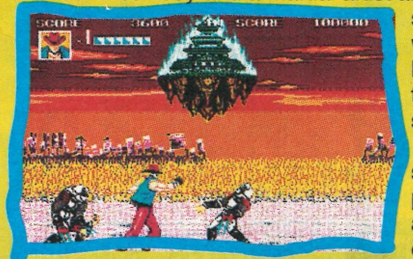
What sets *Pop 'N' Land* apart from others is its unique feature of customising characters. The player chooses from 16 kinds of head, body and weapon to put together a sprite — more than 4000 kinds of character are possible.

The different parts have different attributes. Some let the character jump higher but provide little resistance to hits, while others are tough yet heavy and slow. It's possible to assemble super characters who let you sail through the game and amazing dogs who are plainly useless unless you're into punishment.

There are over a dozen stages, complete with big end-of-stage nasties, in which to test your character's mettle. The 'dial a sprite' feature should guarantee days of intense gaming; we hope to get hold of an import copy soon.

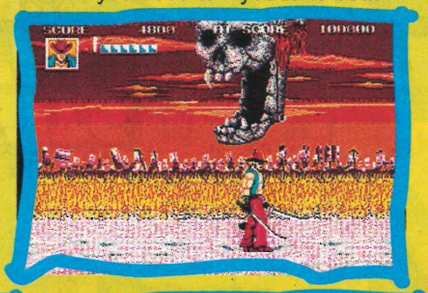
NINJA WARRIORS THE ONE

A translation of an earlier **SNK** walk-and-fight arcade game for their Neo-Geo system, Mega-CD ***Sengoku*** from **Sammy** stars two time-travelling heroes. A cowboy and a martial artist are summoned back in time to fight the spirit of an ancient warlord, who's wreaking havoc upon the land with his army of evil spirits and undead (a truly original and entirely plausible story).



Unlike the original, this is strictly a single-player affair (all the processing power and memory of a CD system and you can't have two characters at once?!), although obviously you can play as either warrior. Punch, kick and gouge enemies with handy swords and other deadly weapons conveniently lying around.

Along the way, you meet several characters which you can transform into later, provided you defeat them. Become a Samurai warrior, ninja and even a vicious dog with a whole bag of nasty tricks — you need to if you're to beat vile end-of-stage bosses taken straight from traditional oriental horror stories.



Essentially another remake of *Final Fight*, this didn't do too well for SNK at the arcades (but that didn't stop them making a sequel!). If you're a fan of the genre, check out *Sengoku* on import for your collection. Just don't *start* your collection with it.





SPRAYING LIKE A TOMCAT!



After the success of *Thunderhawk*, **Sega** have realised how popular realistic aerial combat games can be. Available in the US from March, ***Tomcat Alley*** gives Mega-CD owners the chance to experience all the thrills of air combat in an F-14X Tomcat fighter plane.

You're cast in the role of a Radar Intercept Officer, responsible for the weapons and defensive systems of the Tomcat, as well as the navigation computer and radio. All the characters and dogfights are shown in Full Motion Video, the Mega-CD accessing random film footage in real time.

Sega were so keen to present a 'true cinematic experience' that they employed film director **Sam Nicholson**, whose credits include *Naked Gun III*, *Highlander II* and *Ghostbusters*, to shoot the video clips. *Tomcat Alley* has already been rated at 13 by Sega, so expect real, gritty explosive action when it arrives in the UK later in the year.

Who's absolutely RrrRrrRr...

ISSUE ONE COMP WINNERS

In the very first issue of MEGA MACHINES, we ran a competition to win a Mega-CD II *and* ***Microcosm*** gold CD, along with ten copies of other **Psygnosis** games. The problem was, due to our chief designer's wife being a bit forgetful (she hadn't long got back off 'er honeymoon — aah), we neglected to print the question.

So, after a barrage of phone calls, it was decided to change the compo somewhat. Readers who took the time to call in were given the opportunity to cast Jehovan thunderbolts of disrespect upon us, the best one winning the prize.

And — ta-daaahhh! The goodies are on their way to **Chris Fairley** of **Mold**, for his superlative attack on the MEGA MACHINES team, which goes something like this…

You people down at MEGA MACHINES have done two firsts. Firstly, you print all your pages side-on (on purpose, I guess — anyone who did that by accident would be a total prat), and secondly, you forgot the question to the Microcosm *question.*

'Great!' was my first though upon opening the mag, 'someone has produced a refreshing new mag.' Then, I thought, 'Wow! What a brill prize for the first edition, a Mega-CD II and *a* Microcosm *Gold CD!' My excitement was short lived. No question.*

I know, I thought, the crafty buggers have hidden the question somewhere else in Vibes, because it's such an ace prize (I couldn't believe that someone could be so stupid as to forget to put the question in). And so my search continued from page 1 to 131 and even to the back cover.

And then it dawned on me. Some stupid, backward, flea-brained idiot had actually managed it. What happened? Did you get your brain swapped with a bowl of custard or did it simply fall out one day when your head tilted to one side?

I then started to wonder whether the same cretin was responsible for the page layout and whether it should be side-on, but decided to give the rest of your team the benefit of the doubt and credit them with some brains…

The letter goes on in much the same vein ('total and utter prat… probably has the IQ of a dead snail… the most useless and worthless thing on the planet') and has upset Mark's missus so much, she's chained herself to the coffee machine and can only clutch her cuddly Sonic, rocking and keening in a most embarrassing manner.

Thanks, Chris. Best laugh we've had in ages.

And commiserations to the following people, who *only* won themselves either a *Wiz 'n' Liz* cart or *Puggsy-CD*: **Timothy Forrester**, Stoke-on-Trent; **Mark Brown**, Herne Bay; **Mike 'Wish I had a Mega-CD' Maglinie**, Bury St Edmunds (looks like you'll have to wish a bit harder, mate! Ha ha HAA!); **Kevin Neish**, Huntly, Aberdeenshire; **K Bostock**, Stoke-on-Trent (or perhaps it's our old mate Tim trying to blag another prize, the greedy get); **Stephen Pooley**, Wembley; **Gavin Bradshaw**, Stockport; **Trevor Weavers**, Sudbury; **Phil Readman**, Cleveland; and **R Bricknell**, Portsmouth.

Congratulations! And celebrations! I want the world to know I'm happy as can be! (Er, thanks Al —Steve.)

Rrrrrrrrr... RIGHT!

Calling **Steve Warman** of **Birmingham**! Lock yourself in your bedroom and don't come out until you're 70, otherwise your life will be made hell by lust-crazed girlies! Why, we hear you ask? Because — yes! — *YOU'RE A WINNNAHHH!*

That's right, thanks to **Virgin Interactive Games**, a dead cow with **'RoboCop vs The Terminator'** tastefully embossed across the back is heading your way, along with a matching pin badge, T-shirt and a copy of the game itself! So don't knacker yourself out, Steve, you big ol' stud, you, and could you send the ones you don't fancy our way?

And if that wasn't enough benevolence and generosity for one day, here's the lucky folk who've copped themselves a copy of the game, a T-shirt and pin badge…

Wayne Powney, Midsomer Norton; **Steve Legg**, Dorset; **Clive Bilby**, Basildon; **Howard Dowper**, Southport; **Ian Taylor**, Birchington; **Lisa Church**, Brentwood; **David King**, Nottingham; **Gavin Bradshaw**, Stockport; **Patrick O'Neill**, Motherwell; and **Martin Graves**, Rainham. You lucky people!

And finally, it's *time* to announce the winners of the **Sonic watch** compo. Come to the front and collect your prizes, **Eve Wallace** of Aylesbury, **Julie Tunstill** from Whitstable, **Mark Pearson** of Ashton-under-Lyne, Flitwick's **Tim Bennett** and **Mona Corrigan** from Dungannon, Co Tyrone. Jammy sods! Anyway, time to clock off, check out Issue Two's winnahs necks mumph…

VIBES DON'T PUSH ME!

Based, not surprisingly, on the **Sly Stallone** film of the same name, **Sony**'s ***Cliffhanger*** boasts 20 minutes of digitised clips and all the rock-climbing, avalanche-dodging, baddy-killing action you need.

You are Gabe Walker, Rocky Mountain rescuer supreme, and boy, have Satan's hordes of Hell got it in for you! You and your spar, Hal, are minding your own business, scaling mountains and the like, when this Qualen geezer, nutter extraordinaire and leader of a fugitive gang, crosses your path. He's looking for $100 million in used fivers and wants you to lend a hand. Actually, he'll blow your face off if you don't help.

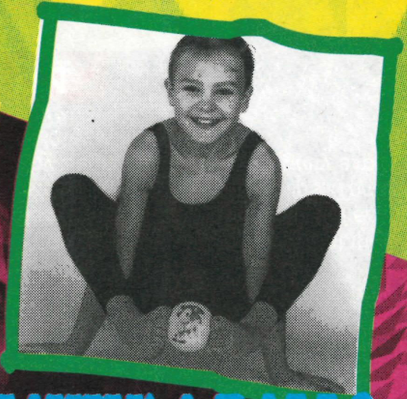
But just like in the film, you escape and attempt to find the cash before Qualen does. And away we go on a snow-laden adventure with little resemblance to Care Bears On Ice, with face-punching, crevice-jumping and baddy-kniving being the order of the day.



The most impressive features are the amazing 3D snowboarding levels, involving real-time scaling (ie, 'looks bloody ace'). You need split-second timing to avoid jutting rocks *and* stay ahead of the impending avalanche.



So, what's it like? Well, that's a cliffhanger in itself (oooff!) 'cos you'll have to wait till next month for one of those MEGA MACHINES full reviews you've come to know and love.



HAVIN' A BALL?

We here at MEGA MACHINES are real suckers when it comes to a pretty face, so we're delighted to show you this picture of young Tracy and her amazing talent. But it's not the girl that's special here, fellas, it's what she's holding, for 'tis the fabled **Tomy *Sonic Puzzle Ball***, known throughout the land for it's unique, er... puzzle-type abilities.

Actually, it's a bizarre 3D rotating jigsaw puzzle, guaranteed to drive you potty and possibly cause another outbreak of 'Rubikhand', which last struck the UK in 1982. The challenge is to twist and turn the ball until pictures of Sonic and Tails are lined up.

So there you go, hours of endless fun for only £1.99 (girl not included).

MEGA machines HITS THE AIRWAVES!

As if our egos weren't big enough already, you can now hear your favourite MEGA MACHINES characters on the radio! That's right, ***Mega Machines Live*** is being broadcast across the country on local radio stations.

Impact Magazines have joined forces with satellite radio station **Quality Europe FM** to present a unique show. It's a weekly series which aims to bring listeners the latest news, reviews, game info and the same kind of useless facts you find in these hallowed pages. Add a dollop of MEGA MACHINES humour in the shape of whatever stupid voices we feel like putting on time and you're left with a show that's gonna set the airwaves on fire (Classic DJ phrase No.241).

Stay tuned for more news on our awesome audio adventures next month, when we'll print a list of all the radio stations you can catch us on.

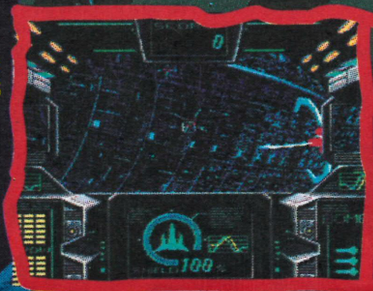
AX us no questions...

10 10









When we first saw screenshots of ***AX101*** CD, we thought, 'Wow, another Full Motion Video 3D shoot-'em-up, like *Sewer Shark* and *Silpheed*.' *AX101*'s looks certainly match those titles.

However, it's essentially an 'interactive movie', 3D shooting scenes tossed in to add the interactive part. It starts out promising, with a spectacular sequence where an invading alien force razes Earth's cities to the ground.

To save our planet from certain doom, a squadron of four space fighters flies to the stars to recover AX101, the ultimate war machine. After several minutes of this movie, the squadron meets a gaggle of unfriendly bogies.

Graphics: 33%

For combat, the screen switches to a 3D view out of a fighter's cockpit, but much of the screen is filled by the instrument panel which shows such vital data as weapons' energy and protective shield. The player's view, therefore, is limited to about a third of the screen.

There's no worry about colliding with obstacles — you don't fly the craft, you're just a gunner! Simply move the cursor and shoot. When you're hit, the shield goes down, but it recovers over time.

The first shooting stage ends as abruptly as it starts. It's not particularly hard, but there's a great shot of a wing-man's fighter checking out of action — permanently. After this comes more non-interactive full motion graphics.

Get the picture? Looks great, but not much in the way of gameplay. Will *AX101* keep players coming back for more? With import copies available next month, we'll soon find out.

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The Video Game

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The Jungle Book









Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village. Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on the Disney's classic! It'll drive you ape crazy!

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SEGA Master System

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The Write Brothers!



Nick: Well, friends, doesn't time fly? It only seems a wisp of the minute hand since we were last here with your correspondence. And now–

Nige: I'll kill 'em all! Tossers! You DIE!

Nick: Nigel! Whatever's the matter? What's the reason for the anger and barely-repressed venom?

Nige: They've cut us pages, Nick! We've only got three bleedin' pages this month! All 'cos of that friggin' hedgehog!

Nick: Come now, brother of mine, surely a review of the most awaited game of 1994 is more important than our little section.

Nige: My arse it is! Where's me death stars?

Nick: It's a shame we've had to lay Shop Your Mates, Naff Newsie and Nick'll Fix It to one side for this month, but fear not, there'll be opportunities a-plenty to win £50 next month. So just calm down, Nigel, and see to the mail.

Nige: Right. Let's have a look at what mongs have bothered to write to us, then...

The youths of today have got lots to say, it's our life, it's our future, so don't blame the youth, don't blame the youth. Sang bong bong bong biddley-biddley-bong, bong biddley-biddley-biddley-biddley-bong...

It Warrant Me Officer

Dear The Write Brothers
I have just finished reading the first issue of your so-called

A SAD OLD TOSSER WRITES...

Disrespect Going Out To Big Nige

12

Dear Nige Write
Here's a little poem I wrote especially for you. It's called...
The Day We Got Our Say

Please stop insulting all your friends,
We thought that we were chums,
But all your sad remarks are what comes out of bums.
We demand a bit of well-earned respect,
Or even a feeble clap,
But instead of giving compliments you keep on aiming crap.

In the past you've offended a few,
But now it's your chance to try the opposite view,
Okay, slimeball, let's get cracking,
And be prepared for your worst whacking.
We know you're not a pleasant guy by the way you always reply,
Your answers to our questions are always rude or fly,
I feel sorry for the people you annoy — they weren't the actions of a mature man,
It was replies from a little school boy.

Your date last night got a fright when you took off your Ram-Raider's mask,
But she started to laugh at a loaf you had and noticed you were carrying a flask.
She told you her name was Zelda but still you called her Emmelda,
She called you a dork in the darkness and you showed some sadness,
You started crying like the wimp you are,
So Zelda said 'You're dumped!' Ta-rah...

Okay, Nige, it's your turn now — but you'll have to be patient while I take a large bow. I hope you're not really upset or angry; I'm tough competition, I know. But please don't take it to heart, I just wanted to give YOU a bit of stick for a change.

To say 'no hard feelings', I've sent you a really cool Christmas card. Shake on it?
William McGinnis, Barmulloch, Glasgow

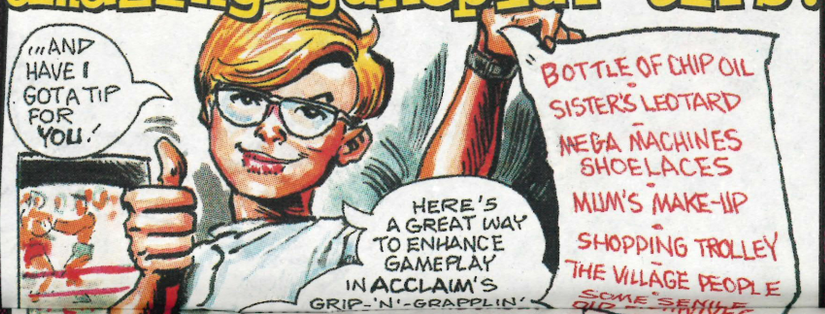
Nige: ***Well, 'ere's a haiku I just wrote–***
Nick: ***A haiku, Nigel? A 17-syllable Japanese 'tone poem' which encapsulates moods and moments in a tightly-structured format?***
Nige: ***Yeah, right Nick, I'm not a divvy, y'know. Anyway, it's called...***

The Day I Told Some Prat From Glasgow To Piss Off And Sort His Life Out

Oi, prat from Glasgow,
Piss off and sort your life out.
Prat prat prat prat prat.

Good, eh? And he only went and sent us a C&VG Christmas card! That's a bigger insult than the bleedin' poem!
Nick: ***Hmmmm...***

WaRwiCk HunT'S amaZing gaMeplaY tiPS!



MEGA MACHINES WRITES...

Dear Write Bros

I have a problem with my Mega Drive. When I first got it, it seemed perfectly normal, but then I borrowed *EA Hockey*. When I started it up it worked okay, but when I began playing the screen went black and white and flickered a lot.

I didn't think much of this at first, but then I borrowed *NHLPA '93* (which worked perfectly on my friend's Mega Drive). Once again, the playing screen went black and white, only very rarely giving colour. This also happened on *Fatal Fury*, the title screen on *Tiny Toon Adventures* and the first level of *Flashback*.

Now I can't get a new game without thinking that the same will happen again. I have checked the cartridges on my friend's Mega Drive and I have taken my Mega Drive to his house to try on his TV, but the same things happened.

What is wrong with my Mega Drive? How would I get it fixed and how much will it cost me?

On a lighter note, when will *Fatal Fury 2*, *Lemmings 2* and *Streets Of Rage III* be released? Please help me!

Neil Sayers, Omagh, N Ireland

Nick: ***Oh dear, Neil, what a tragedy! Obviously, your Mega Drive is at fault, so here's what to do:***

1. Have you owned your MD less than a year? If so, you are covered by a one-year warranty, and the best thing to do is take it straight back to the point of purchase.

2. If your warranty has expired, or you encounter any difficulty with the shop, ring Sega on 071 — if you're outside London (ha ha, just had to say that, sorry!) — 373 3000.

Nige: ***That's 071 373 3000...***

Nick: ***Thanks, Nigel. Anyway, give them a bell, and the customer support section will help you out. As for the games you spoke of, all we can say at present is that Psygnosis have no immediate plans to convert Lemmings 2 to the MD, but Fatal Fury 2 is currently in production and Streets Of Rage III is about to be released on import.***

your so-called 'magazine'. It is difficult to put into words how I feel about the content of the issue without resorting to 'gutter' talk, but I think it is fair to say that it is probably the worst console magazine on the market.

Whoever had the 'doggie toilet' idea of printing the text sideways over two pages should have the important parts of their anatomy removed (without surgery) and then ceremonially boiled in pigs' fat.

In the past I have always been a great fan of Oliver Frey's outstanding artwork: I remember the front pictures on classics like *Crash* and *Zzap!64* (oh, so you're not just a twat, you're an *old* twat —Nige). However, according to your 'credits' in this latest 'waste of good tree bark', it says that Mr Frey is responsible for the cover artwork of the aforementioned magazine. All I can say is, 'Get out now, Oliver, before your career takes another serious nose-dive'.

Pray tell me what age group this magazine is aimed at? Even youngsters of five and six would feel patronised by the verbal 'discharge' in the review pages and the 'lyrical gnats' vomit' found in the 'news' area.

Not to mention the childish review scores, mind-numbingly infantile and suggestive comments that tend to be attached to every screenshot and pathetic attempts at 'Mayall and Edmondson' toilet humour!

To say the magazine was 'elephant droppings' would be complimentary in the extreme. This explains how inexplicably (eh? — Ed) difficult it is to correctly outline just how bad the magazine is.

How long do you expect to get away with it? I mean, just how many 'freebie' advertisements were taken in the first issue? Do you really expect advertisers to break their necks trying to get an advert into yet 'another' Mega Drive magazine, especially when the reader has to adjust the pages whenever he wants to look at one. Sorry, but I think it's all rather sad.

Very sad indeed, actually.

Shamen Tramok, Margate, Kent

Nick: *Oh dear me, Nigel, we've been 'dissed' with cusses of razor-sharpness! I'll have to go for a lie down. You're perfectly right, Sadman — er, Shamen — we are a complete 'waste of good tree bark' and we'll close down the magazine this minute. Here's Oli's reply:*

'Gobsmacked, is all I can say — the cover can't have been all bad if it made you buy the mag. And wot's classic? Rembrandt. Me, I've got to keep up with the times — bet you bought the 'stuffed turkey' cover issue 2...'

Nige: *It's difficult for me to put into words how I feel about you're letter without resorting to 'gutter talk' as well, so I won't bother. You're a tosser of the highest order, geezer. Are you working for one of the shite Mega Drive mags or are you just a twat on your own time?*

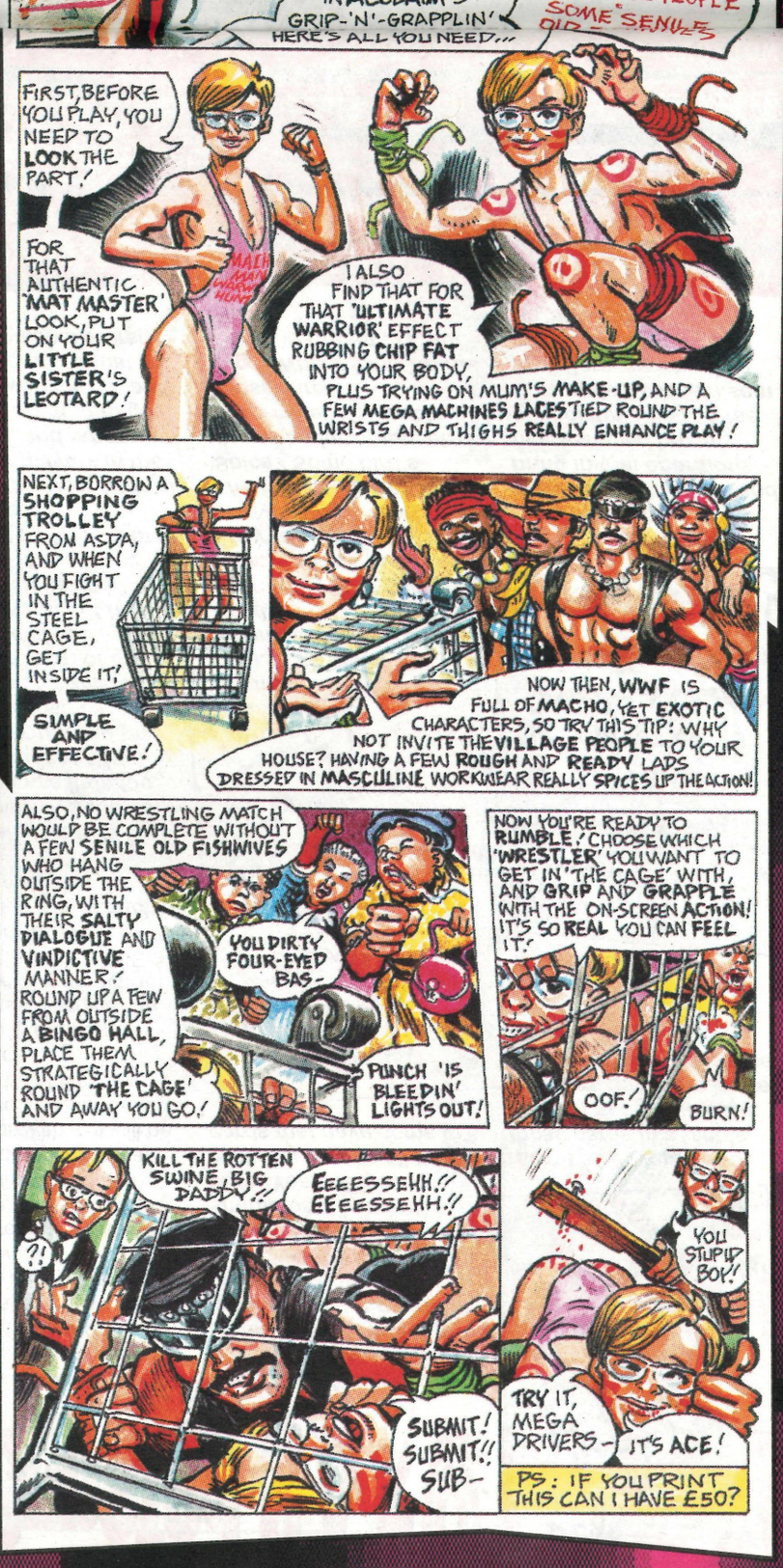
Nick: *Nigel! No need for 'Mayall and Edmondson toilet humour'! No, on second thoughts, there is. Sadman, I pick my nose in your general direction and offer to swap your mother for a chicken.*

Nige: *In other words, SUCK IT!*

Back Off, Daddio! We're Young And We've Got Big Boots!

Dear MEGA MACHINES

I don't know about you, but I'm getting bloody annoyed with these 'concerned parents' moaning all the time. Just because they think our minds are getting messed up from violent video games. Don't ▶▶▶



The Write Brothers!

they realise some people actually like games with a touch of violence in them? (Er, yes. That's why they're 'concerned' —Ed.)

If you ask me, a young person who likes playing with Barbie dolls and helping their mother bake cakes is either a poof or very strange indeed (or even, might I suggest, a girl? — Nick). Just because some parents cannot control their children from being psychopathic killers, they have to point the finger at someone else. At the same time, they ruin the fun for other people.

So I am now writing this letter to this most excellent magazine, who always writes stuff which I agree with, to get a message through to the 'concerned parents', which is: You have been controlling us for a long time, getting your own way all the time. But now it's all going to stop. This generation is not going to get pushed around any more. I, for one, am going to fight back. I know there are more people like me out there. So you parents have got a battle on your hands. I'm with you, Sega. 100% of the way!

Do you think evil people like Hitler and Saddam Hussein played too many violent computer games? I don't think so. Just turn your attention to the real violence in the world and not the fiction!

Christian Neathey, Bracknell, Berkshire

Nick: ***Yeah! Whoo! Let's man the barricades, bring down the system and, er, play on our Mega Drives all day!***

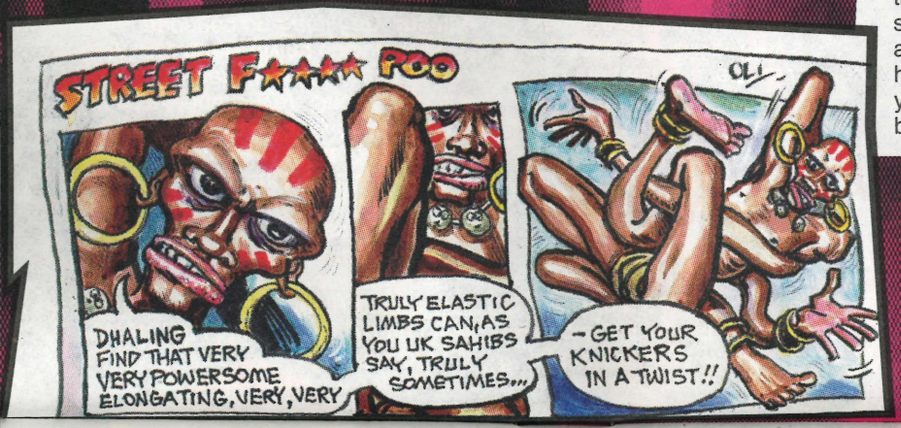
Seriously, Christian, you're quite right to cast scorn upon our so-called 'elders and betters' for their insensitivity and lack of 'street knowledge', er, man. The problem is, most of the money spent on games comes from the pockets of 'concerned parents', so Sega can't afford to rock the boat.

Nige: ***Yeah, can I say something, Nick?***

Nick: ***Of course you can, brother of mine.***

Nige: ***Shut your friggin' mush, 'cos you're boring the arse off me.***

Nick: **Siggghhhh...**



64-Bit — Overrated SΛ*@?

Dear Write Bros

I was looking through some of my old computer mags the other day and came across *The Games Machine*, published by your good selves about six years ago.

There were quite a few articles about a games console about to be released which would leave Sega and Nintendo standing. This ill-fated machine was the Konix console, which I'd totally forgotten about. Reading through my old back issues, the release date for the Konix kept on being put back for different reasons, until eventually it became a bit of a joke as to when it would arrive.

It got me wondering if the Konix ever made it onto the shelves, or if lack of money and backing forced them to abandon it altogether. It's a shame Konix didn't have the sort of backing the 3DO has at the moment, with major companies queuing up to be associated with it.

Having bought a Mega-CD a few months ago, it has finally dawned on me that as soon as you buy something new, there is always something on the horizon making you wish you'd waited a bit longer before parting with your cash. The 32-bit 3DO wonder machine hasn't even arrived yet and already Atari are about to overtake them with a 64-bit marvel of their own.

I don't regret buying my Mega-CD, but I have a nasty feeling that before software companies really get to grips with it, it will be too little, too late, and the focus will be shifted to other things.

If you don't remember *The Games Machine*, I'm sure Lloyd Mangram from COMMODORE FORCE will remind you.

Phil Squiggle, Redditch, Worcs

Nick: ***Well, this is it, Phil. In my opinion, Sega have been relying a little too much on independent software houses to produce M-CD games, and they haven't delivered.***

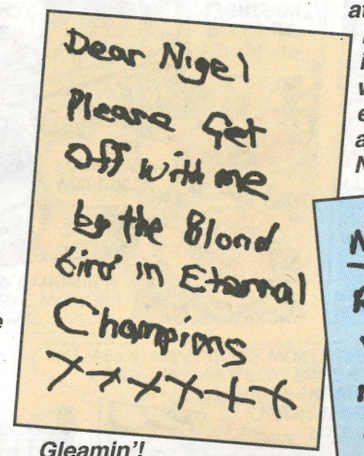
Nige: ***And most of the games are shite.***

Nick: ***Guttural but true, Nigel. But take heart, Neil, safe in the knowledge that a plethora of M-CD games are in the pipeline this year from all the major players in the business, and programmers are starting to get to grips with the capabilities of the CD format and its phenomenal storage space.***

Nige: ***And, like, y'know Nick, just 'cos a game's 32-bit, it don't necessarily mean it's not gunnu be crap, innit?***

Nick: ***Yes, that's a maxim all software houses should bear in mind.***

Nige: ***Yeah. Anyway, Nick, can I open all these cards that have come in?***



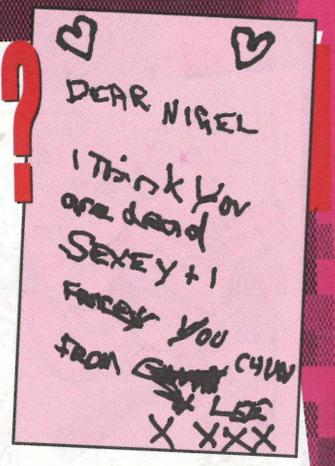
Gleamin'! Look at all these ace Valentine cards I got, Nick!

Nick: ***I beg your pardon?***

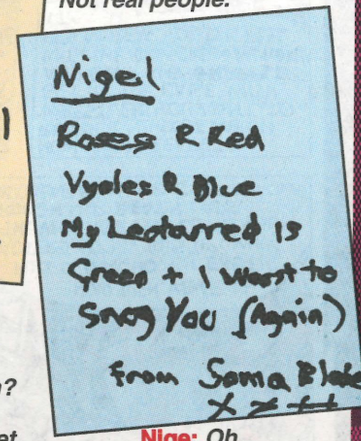
Nige: ***Check it out! They're all gaggin' to get in my pants! Right! Where's me dad's Old Spice? Some bird's gonna be lucky toneet!***

Nick: ***Nigel, you wrote those cards.***

Nige: ***Where's me Taurus Stamina Cream... Y'wot, Nick?***



Nick: ***I said, you wrote those cards in a feeble attempt to convince the readers that women are interested in you. These women, Nigel, do not exist. They're just characters in video games. Not real people.***



Nige: ***Oh.***

Nick: ***Now, could you make yourself useful and bring in that enormous heart-shaped box of chocolates Shadow the Corporate Assassin sent me? Scrawny chaps in glasses really turn her on, apparently.***

We'll leave our two desperate friends alone with their sprite-related fantasies. But don't forget, folks, a crisp £50 note has your name on it, if you send us a Mega Star Letter or an entry for the Shop Your Mates, Naff Newsie or Nick'll Fix It features. The address: The Write Brothers, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW.

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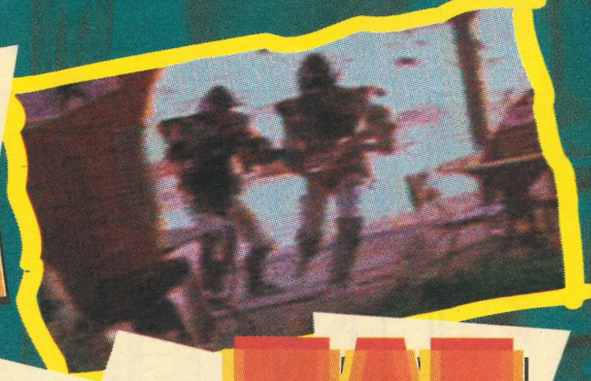
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ThE yeLLoW gloWs Of TexAs



If you'd told someone five years ago that in 1993 they'd interact with a movie in their own home, they'd have laughed you off the top of Blackpool Tower. Well, it happened. The Mega-CD's *Night Trap* and *Sewer Shark* made the gamesplaying boffins sit up and take note and now Sony go for the jugular with *Ground Zero, Texas*, not just a game but a movie shot exclusively for the Mega-CD. ADRIAN PITT dusts down his stetson and sets off to discover more about this awesome interactive experience...

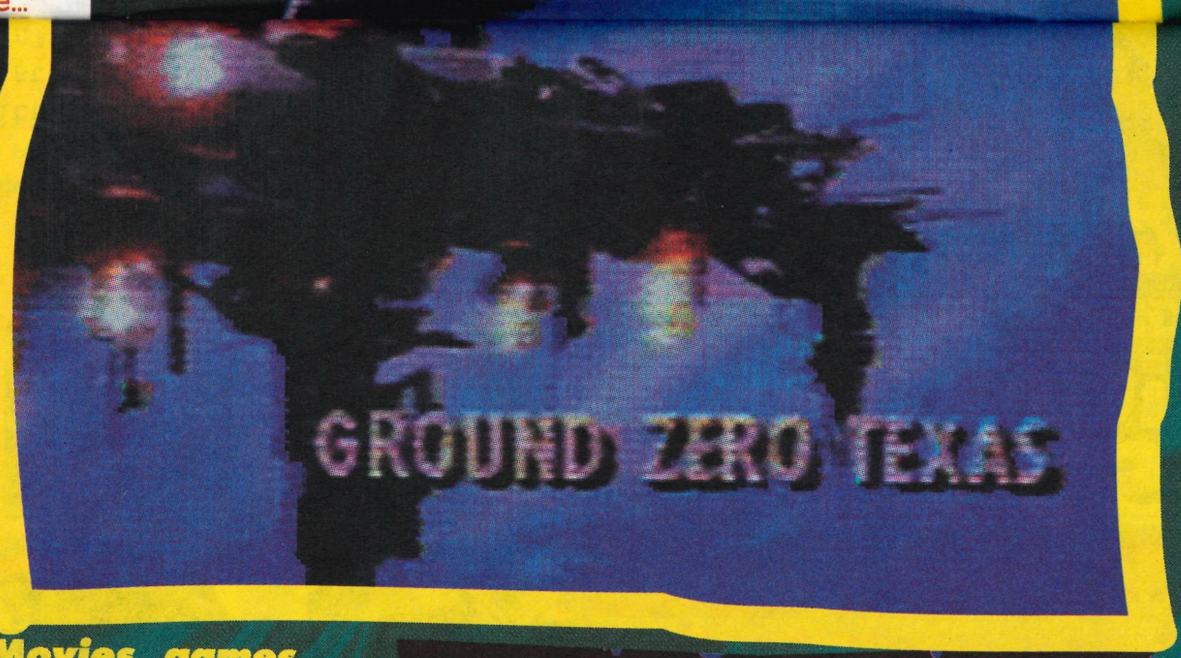


Men In

From the dawn of time, when men were men and sheep were nervous, the games-playing public have had to endure a glut of film licence games. The first one *I* remember buying was *Ghostbusters* on the Spectrum! Many years have zoomed past since then and a lot of paper's travelled around the U-bend, but film licence games *still* haunt us.

Enter, stage left, the wondrous Mega-CD. With the release of this technological tyrant, games designers and programmers have let their imagination run riot. Sure, we've still got film licence games creeping onto CD — *The Terminator* and *Cliffhanger*, for example — but now the clever folk in Game Production Land are making movies specifically for the Mega-CD!

Errr... Okay, let's stop and think about that for a minute. Do I really mean there are folk out there writing scripts, designing sets and scenery, hiring actors and scouring the land for some of the best film producers and directors to help create spectacular 'mini-movies' for Sega's CD console? Yep, I reckon I do!

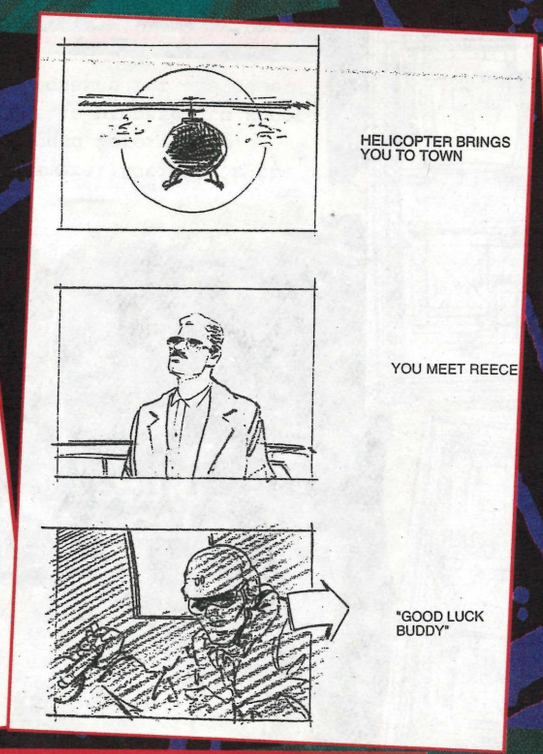


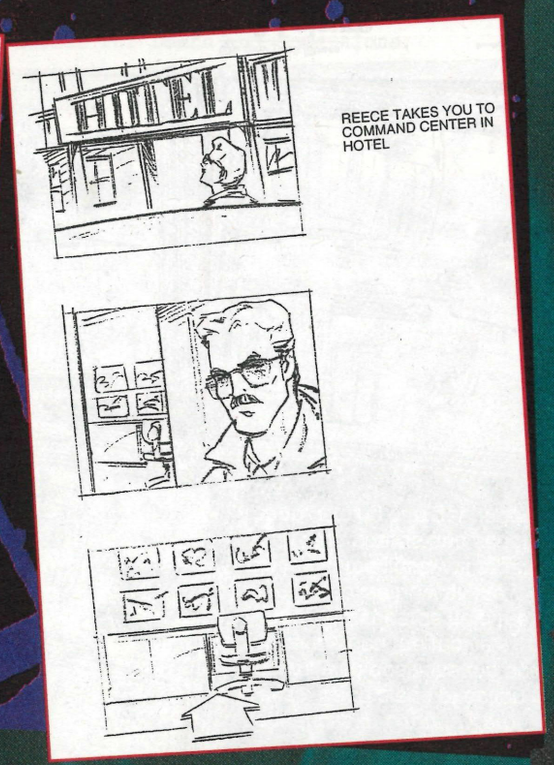
Movies, games and videos

Once such 'movie' is the forthcoming sci-fi action-adventure from **Sony**, ***Ground Zero, Texas***. Wanna know how much it cost to make?

After many brainstorming sessions, the scriptwriters turn ideas into words. Once the storyline is complete, artists start drawing-up storyboards — the actual sequence of events that will be filmed. Below are the first few storyboards and ideas for the intro sequence: The aliens return to Earth, there's a shot of the town, then the sequence where you arrive and meet Agent Reece.







Cahoots

So what's *Ground Zero, Texas* all about, then? What went into the making of the game? Who was involved? Time, methinks, to have a word with the producer of *GZT*, Dwight H Little, and its Executive Producer, Tom Zito.

Dwight, what's the storyline to *Ground Zero, Texas*?

Well, you're on a helicopter that lands in the Texas desert. You're greeted by Reece, agent in charge, and discover from him that you're a tactical expert sent in to tackle a mystery.

Because several other experts have vanished without a trace, cameras have been set up in the town. There are undercover agents disguised as telephone repairmen, delivery personnel and the like at each of the four camera locations.

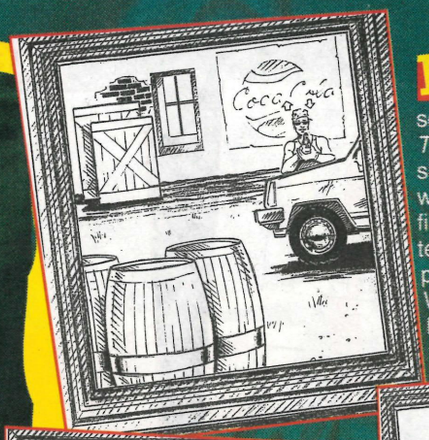
These agents offer advice and assistance if they can. Reece explains that they're not sure what to watch for yet, but you're the best they've got and time is running out.

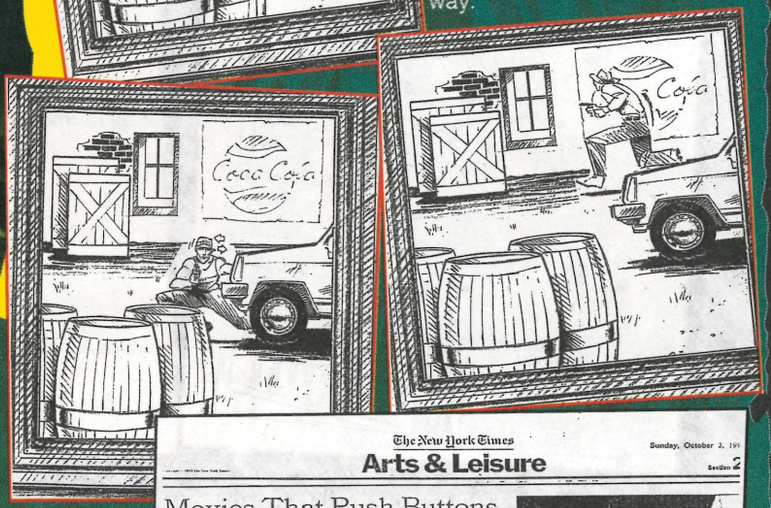
Reece drives you into town and you enter a run-down hotel. In one room, you see an array of computers, each one connected to a camera. Each camera has a state-of-the-art 'particle beam disrupter' mounted on its outer frame. Your computer screen gives you a full graphic profile of all cameras and your weapon capabilities.

Once briefed, Reece leaves and your viewpoint is now this on-camera world. You quickly realise the town is a criminal mecca: gun-running, illegal



Lights! Camera! Action! On the set of *Ground Zero, Texas*. Dwight Little prepares to shoot another sequence for the game.





Below are some of the storyboards for the shooting sequences in *Ground Zero, Texas*. Each piece of action is shown, with positions the actors will take when the movie's filmed. Storyboards help the team visualise how all the pieces of the jigsaw fit together. With storyboards and script in hand, filming can get underway.





The New York Times
Arts & Leisure
Sunday, October 3, 19
Section 2

Movies That Push Buttons

In the wings, a revolution in film making. Or maybe not.

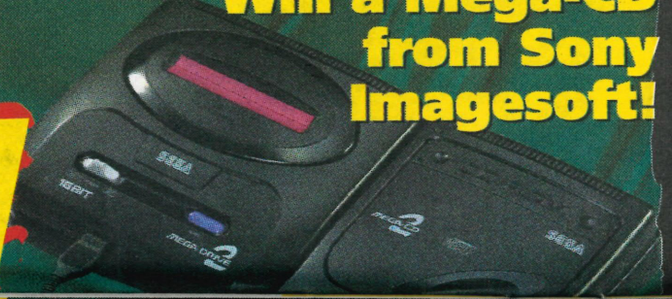
Steve Sanin in "Ground Zero Texas"—A whole new deal, says the director.

Ground Zero Texas sets the standards on which other games in the genre will be based. It's even making headlines in the States!



SOUND AS A GROUND!

Win a Mega-CD from Sony Imagesoft!



A measly $3 million, that's all! The game was developed by American company **Digital Pictures**. You may have heard of them; they're the guys 'n' gals responsible for Sony Imagesoft's stunning Mega-CD blaster, *Sewer Shark*.

What Digital Pictures have done with *Ground Zero, Texas* is incorporate the reality of live-action video — actors, special effects, extensive locations and custom sets — the end result being an interactive movie experience.

We've all been to the flicks at one time or another. We can all sit there, flicking popcorn and belching loudly, but what we *can't* do is change the storyline and determine the fate of the characters on the big screen. Well, with games like *Ground Zero, Texas*, we can!

'*Ground Zero, Texas* brings Hollywood production values and talent — directors, writers, actors and producers — to the video game market,' says **Olaf Olafsson**, President of Sony Imagesoft. 'Incorporating the highest production quality available with the ability to vary gameplay at any time, this will set the standard against which all future gameplay will be measured.'

'Game movies' are something *Ground Zero, Texas* Director Dwight Little finds new and exciting. But what of his history? Which feature films has he been involved in? Which stars has he mingled

immigrants, smuggling — it's all happening before your eyes.

There are also creatures disguised as humans, abducting people for their own insidious purposes. You have to stop these creatures at all costs.

Who came up with the concept for the game, Tom?
The concept was dreamt up by **Ken Melville** and the storyline was then put together by **Edward Neumeier** and **Joshua Stallings**.

Can you tell us a bit about the game's production?
One aspect of the game's development was full-scale Hollywood production. A script was written by an accomplished screenplay writer, the script was storyboarded, actors auditioned etc.

The movie was shot on location at Veluzat Ranch, about 40 miles north of Los Angeles. Special effects entailed blowing up a lot of the set! The total cost of the project was about $3 million.

How long did the project take to complete, from initial plot ideas to finished game?
The game was developed by a large team. The entire process took around nine months.

Does *Ground Zero, Texas* utilise programming techniques we haven't seen before?
Ground Zero, Texas uses proprietary Digital Pictures colouring software called *DigiChrome*. Individual pieces of video action are shown in a random order, so the player will *always* play a different game.

You have a number of BattleCams; which 'Cam shows activity and what activity you see is mixed from game to game. There are *some* scenes which always occur in a fixed order, to give the player something to hang onto. Within scenes, targets also vary from game to game.

The Mega-CD system was chosen for *GZT*. What do you

Little goes a long way

with? Let's find out...

Dwight H Little was born and raised in Cleveland, Ohio. He was always interested in films and came out West to attend film school at the University of Southern California. While at university, his senior thesis project, *Americano*, brought him much acclaim: he won the Focus Film Festival top prize, Chicago Film Festival Golden Hugo Award and Cine Golden Award.

After graduating, Dwight started directing second unit material, as well as short documentary films. An afterschool special for *HVO Showtime — Who Wants To Be A Hero?* — led him toward success with *Spies*, which won an Emmy award (the TV equivalent of an Oscar) for Outstanding Special Program.

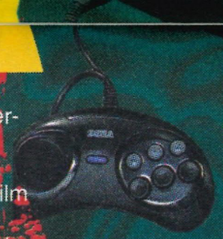
Dwight's first feature film was an espionage thriller, *KGB — The Secret War*, then he entered mainstream cinema with *Halloween 4: The Return of Michael Myers*. This addition to the highly profitable series was noted for its chilling camera work.

Dwight stayed with horror and success for the critically-acclaimed film adaptation of *Phantom of the Opera*, starring **Robert Englund**, then **Steven Segal**'s action-thriller, *Marked For Death*. Considered by many to be Segal's best work, the film was Number One at US box offices for three consecutive weeks.

Dwight most recently completed *Rapid Fire*, which stars **Brandon Lee** of *Dragon* fame, and is currently in development with *Tears of the Sun*.



The Executive Producer and Director of *Ground Zero Texas*, Tom Zito and Dwight H Little. Dwight's feature film credits include *Halloween 4*, *Marked For Death* and *Home Alone*.



As you've no doubt gathered, the MEGA MACHINES posse (yo!) are more than a little impressed with *Ground Zero, Texas*, **Sony**'s latest CD offering. But unless you own a Mega-CD, or your local Sega stockist has a CD set-up in-store and is tolerant enough to let you use it — unlikely in the extreme, in our experience — you'll just have to drool over the screenshots, read the review and weep. Well, *most* of you will...

One lucky reader will be able to dry their tears and jump for joy when they win this comp, as Sony have generously stumped-up a snazzy new Mega-CDII as a prize — and all *you* have to do to be in with a chance of winning it is this: Answer the following question correctly and send your answer on the back of a postcard (or sealed-down envelope), along with your own name and address, to **Sound As A Ground Comp, MEGA MACHINES, Impact Magazines Ltd, Ludlow, Shropshire SY8 1JW.**

The Question:

Who is the only female agent in *Ground Zero, Texas*?

Any entries arriving later than March 1st will be frowned upon!

make of the machine?
Well, according to the game's programmer, **Gene Kusmiak**, the system's pretty good. On the downside, the Sega colours are limiting and communication between the two CPUs is a bit of a pain.

When *Night Trap* was released in the UK, it generated a lot of adverse publicity, resulting in a '15' certificate. What is Digital Pictures' policy on game certification?
Digital Pictures fully supports the idea of rating games.

Tom, what projects are you working on next?
Digital Pictures is currently planning its products for 1994. You can look forward to more titles in the vein of *Ground Zero, Texas*, as well as educational products and sports titles.

Tom Zito is President and Chief Executive Officer of **Digital Pictures, Inc.** He's the Executive Producer for *Ground Zero, Texas*, which means he was ultimately responsible for everything in the movie and, more importantly, he got the *GZT* team together.



NIGHT TRAP VS GROUND ZERO, TEXAS

So, have full motion video Mega-CD games advanced since *Night Trap* appeared on the scene? It seems so.

The graphics in *Ground Zero, Texas* are sharper and more colourful than those in *Night Trap*, but the big difference between the *Night Trap* and *Ground Zero, Texas* is gameplay.

Each time you played *Night Trap*, the scenes and events were always in the same order. You knew very well when each bad guy would appear and what the critter would do.

In *Ground Zero, Texas*, most of the action is random. You never play the same game twice. Scenes change, dialogue changes and the bad guy who took a pot-shot at you last time may not be in the mood and his mate'll go for the gun instead.

You have to keep your wits about you at all times if you wanna bring peace and prosperity to El Cadron, Texas!





100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Make a cake

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

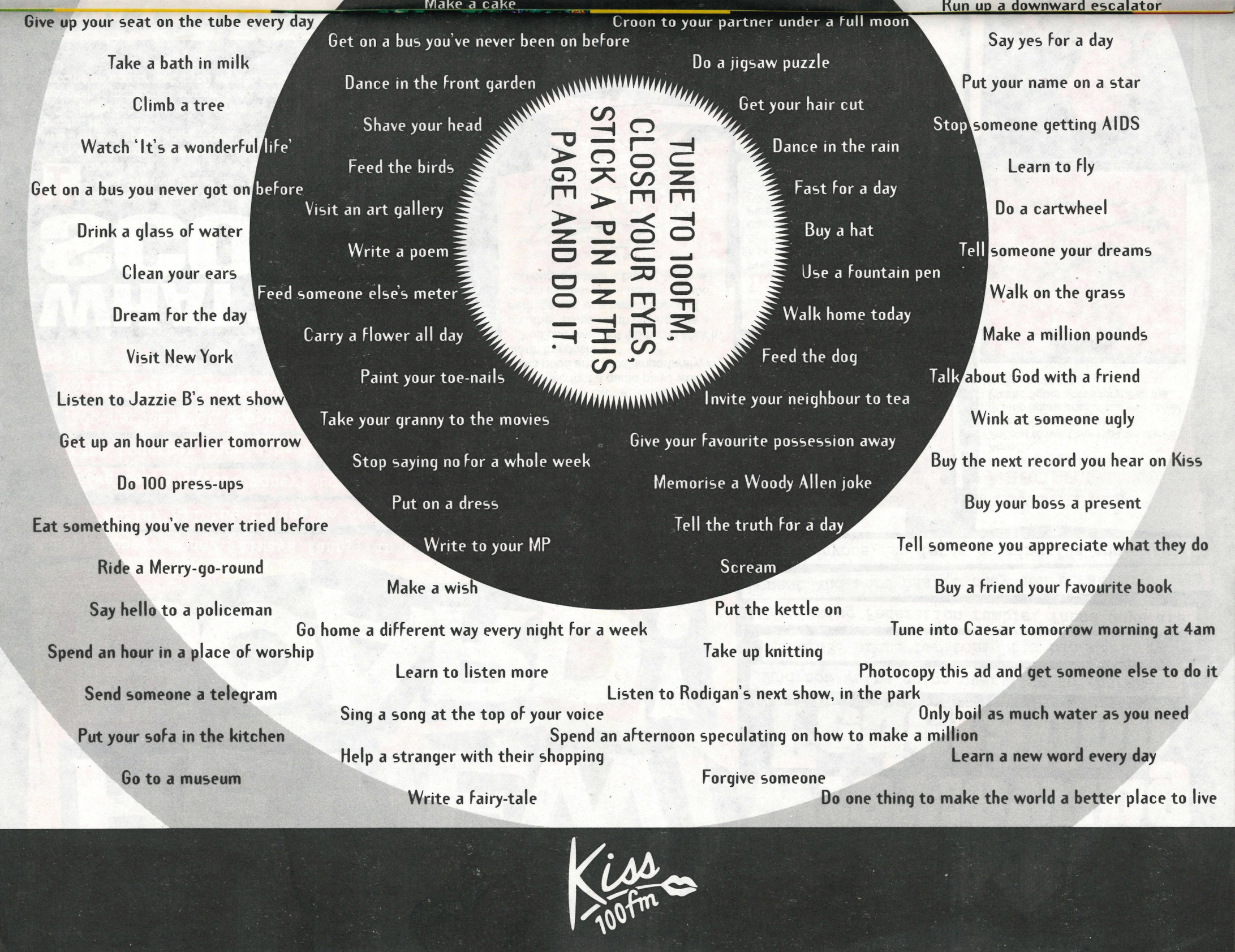
Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a downward escalator


TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Make a cake
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Run up a downward escalator
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss
100fm

THE REVIEW BOARD!

Money, money, money. Always funny, in a rich man's world. All the things we could do, eh, if we had a little money? So what we *do* scrape together should be spent on only the top-notchest of top-notch games. Heed our worldly-wise reviews and you won't go far wrong.

WHAT'S THE SCORE?

There are various ways you can grade a game. But ours is by far the fairest. We give you at least two opinions on every game, and you can be sure it's been played to death 'cos we're sad like that.

Once a piece of software is reviewed, *other* magazines (and they know who they are) spend ages decorating the score with pretty little lights and graphs. How quaint.

Our philosophy is: if you're gonna tell someone, tell 'em straight! Are these other magazines embarrassed about their views? If you want graphs, become an accountant; if you want to know what a game's like, check this out!

They won't buy it!

Waddayamean, they won't buy it? Of course they will — if it bares the MEGA MACHINES emblem of distinction. The 'Buy This Game' Award is your guarantee that a game plays well, looks good and, most importantly, is worth the dosh.

You can even cut it out and stick it on other things worth buying, like a heritage car, or a bargain pack of bacon pieces, or... (James, maybe you ought to take a break! —Steve).

The MEGA machines "Buy this game" Award!



The World Wreviewing Federation

...And now we're going over live to the MEGA MACHINES arena for tonight's big World Wreviewing Federation rumble. These guys are honest and word has it they don't take pay-offs from anyone, so let's go ringside and watch the games...



'Randy' Lapworth

Previous fights: None to date
Age: 24
Special move: Crisp-packet crush
Catchphrase: 'Have you finished yet?'
Plastic figure price: How much yer got?
Plastic figure accessory: Pickled onion Monster Munch



Yokozunal Needham

Previous fights: Newcomer
Age: 25
Special Move: Crap Hip-Hop stance
Catchphrase: 'Gleamin'!'
Plastic figure price: Free with cereal
Plastic figure accessory: Ben the Boffin spectacles

Mat 'Head Shrinker' Yeo

Previous fights: Kicked ten tons of crap out of the office *Street Fighter II* office champ
Age: 23
Special move: Invisibility
Catchphrase: 'No news is good news!'



GRAPHICS 92

SOUND 58

PLAYABILITY 76

LASTABILITY 42

ORIGINALITY 98

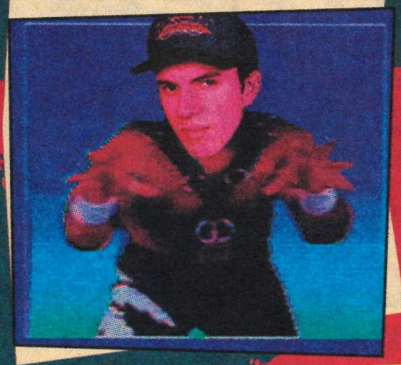
OVERALL 76



'Nasty Boy' Shields

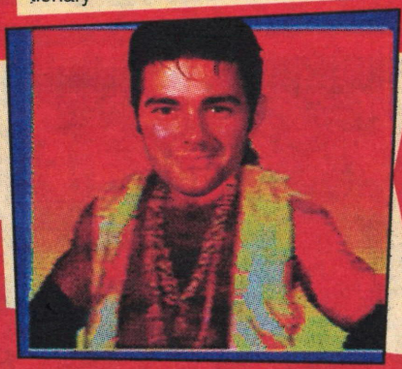
Previous fights: A minor scuffle with the Impact Financial Director over magazine budgets. He emerged unscathed, but unrewarded
Age: 28
Special move: Standing up
Catchphrase: 'Got a light, mate?'
Plastic figure price: £1000
Plastic figure accessory: Blue Rizlas

Plastic figure price: Discontinued
Plastic figure accessory: Christmas jumper



Milo 'Perfect' Jackson

Previous fights: On a climbing net at infant school, a lad chased after him — but Milo hoofed him to the ground!
Age: 18
Special move: The flea-scratch/leg-cock combo
Catchphrase: 'Woof!'
Plastic figure price: Check the bargain bins at Woolies
Plastic figure accessory: Medical dictionary



'Razor' Jim Beaven

Previous fights: Twatted the kid who played Oliver Twist in Sunday mini-series, who happened to be in the same class at school. He was a dick anyway
Age: 23
Special move: Swift-arm beer-drinking
Catchphrase: 'Phlerble-hic!'
Plastic figure price: £9.99
Plastic figure accessory: Spare liver

Culture Corner

Hello, and indeed, welcome. Once again, this is the part of the magazine that allows you to stand back, don a camp posture, and stroke your chin while going 'hmmm' a lot.

This month's selection are the best of the crop. But rest assured, the more we receive, the more space we'll give you. You can send in absolutely anything: poems, drawings, photos of your girlfriend naked (artistic ones, not involving large vegetables or buzzing instruments) or even a short story.

Let this grand nation become your gallery, write to **Culture Corner, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

Dear Culture Corner...

My son bought a copy of your magazine and I had the misfortune to read it. I thought, at the very least, the column entitled 'Culture Corner' would hold some vague educational value to my son. It did not!

How do you get away with–

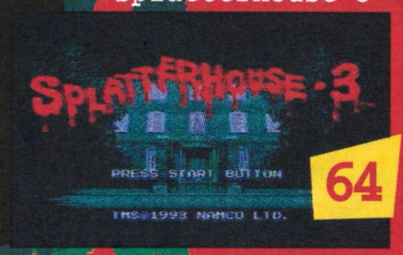
Ha! This is one of the advantages of magazines: if we think you're a complete tosser, we can say so and have the last word. You, **Mr Swanner** of Newport, fall under the aforementioned category.

And as for your suggestion of what we can do with our magazine, well, sitting on it is hardly the most imaginative we've received. If you decide to grace us with more of your charming correspondence, please enclose a photo (geek!).

Silly Billy

by William Randle

I've got a SNES,
Rah, rah, rah!
Aren't I stupid?
Er, ha.



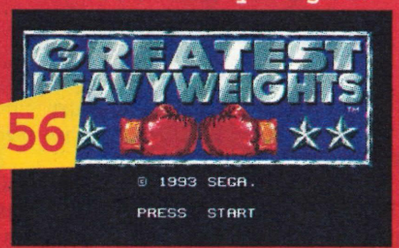
Splatterhouse 3 64

The games

Bubba 'n' Stix 60



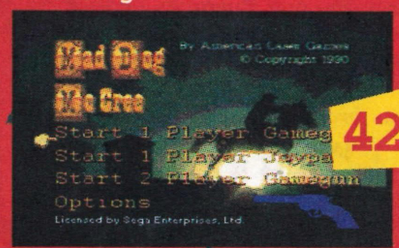
Greatest Heavyweights 56



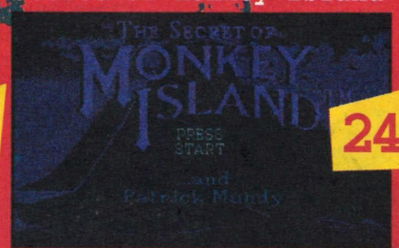
Ground Zero Texas 32



Mad Dog McCree 42



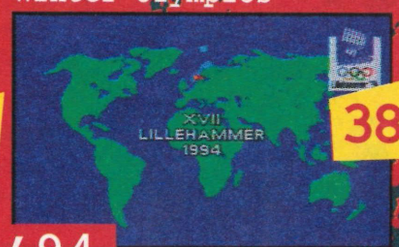
Secret of Monkey Island 24



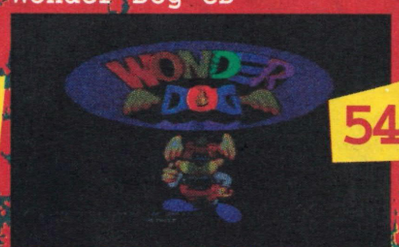
Sonic 3 64



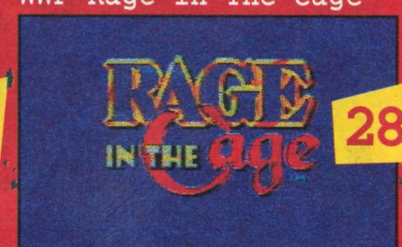
Winter Olympics 38



Wonder Dog CD 54



WWF Rage In The Cage 28



Import

Melee Island

Last issue's *Pirates! Gold* too simple for ya? *Puggsy*'s space pirates too flashy? Sod ya, then. You think we're gonna review, say, a top-notch 'point and click' graphic adventure just to keep *you* happy? In your dreams…

Oooo! Ooooo! It's an Adventure Review! Eeeek!

MEGA cd!

With so many people saying the Mega-CD is tailor-made for graphic adventures, it's surprising how few have arrived. Okay, there was *Willy Beamish*, but until this hit the shelves it was basically that or nothing.

The Secret Of Monkey Island is a conversion of the highly-acclaimed LucasArts adventure, though perhaps 'direct port' would be more accurate — the graphics and sound are almost identical to those in the Amiga version.

You play Guybrush Threepwood, a young pirate wannabe. Before the nautical crooks of Melee Island™ admit you into their swashbuckling brigade, you must pass three trials, testing your thievery, swordsmanship and treasure-hunting abilities.

Then your troubles really start — the pirates of Melee Island™ are scared stiff of LeChuck, a ghostly Captain whose skeleton crew rule the seas with fists of, erm… bone.

Have you got what it takes to discover the eponymous secret of

MILES 85%

I remember this. Wasn't it a 'classic' Amiga effort from yonks back? It *was* — cor! Lucasfilm's finest hour with manic point 'n' click mayhem(?!) to get your toes a-tumbling, and now it's on Mega-CD.

Wow… imagine the improvements this great new machine will allow. I can hardly wait: stereo sound, sampled speech, instantaneous access, sharper graphics… this is gonna be an experience an' no mistake.

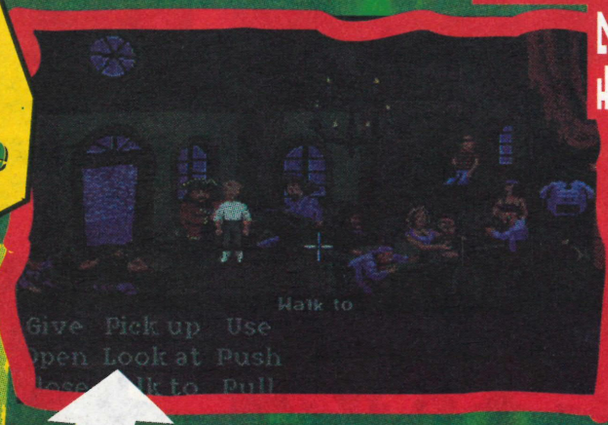
Right boys, unplug the Amiga and let's have a goosey at Mega-CD *Monkey Island*… Uh-oh, you *have* unplugged the Amiga, this *is* Mega-CD *Monkey Island*… hmm. Could I be alone for a while?

Some time later…

I've now been playing this game for the unspecified period of time mentioned above and can honestly say there is NO difference between this and the original, apart from a pictorial inventory and the omission of that drunken pirate swinging from the light fitting in the Scumm bar.

The CD access is no quicker than playing from floppies — minus the disk-swapping, of course. Even the sound is identical.

I see no advantage in releasing this on CD. A cart version would be *better*, eradicating access time completely. Even so, *Monkey Island*'s a must for puzzlers; it's a classic but loses brownie points for wasting the potential of CD. Bit more effort next time, eh guys?





To our disgust, there isn't a swinging pirate in the bar. What a crime against humanity!

Guy hangs around in the hope of seeing James Beaven undressing…







MONKEY ISLAND

THE SECRET OF

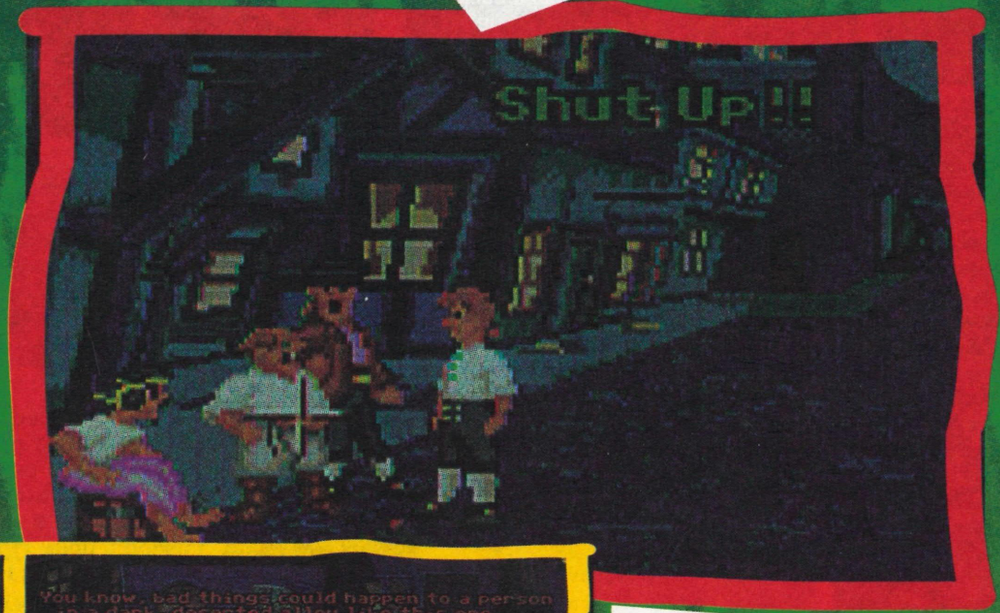
Monkey Island and rid the seas of LeChuck, once and for yourself (pirates aren't particularly altruistic)?

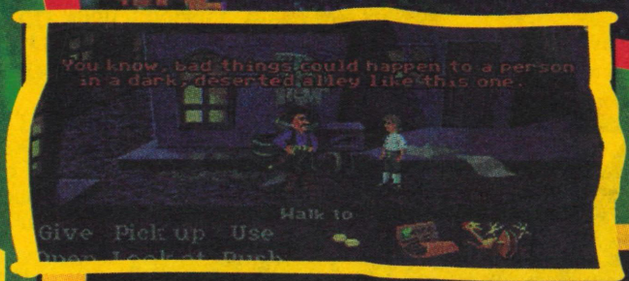
Dead man's vest

You interact with Guybrush's environment by highlighting commands on a panel at the foot of the screen and clicking on the relevant item or person in the main

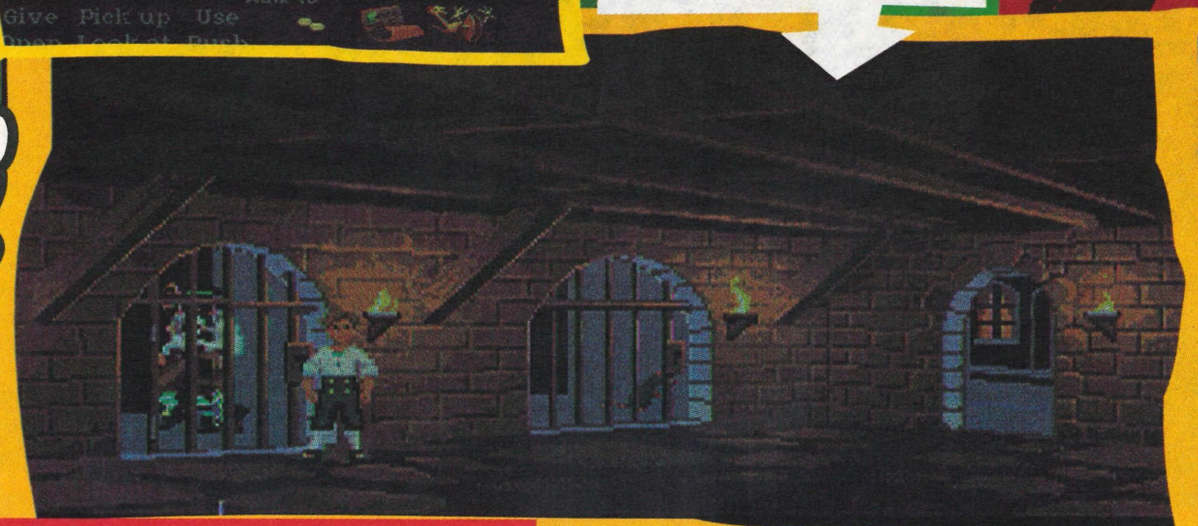
"Yeah, and I really think they should let you be Goro in Mortal Kombat… do you know how to do the gore code? It's ABACABB…







Every now and then Guybrush pays a visit to Ronnie Kray, along with his mates Mike Reid, Babs Windsor and Dana.





STEVE 83%

Look. I've got a confession to make. I'm pretty embarrassed about this, okay, so don't take the piss — but I used to be the editor of (*blush*) an *Amiga* magazine. I know I know, it's sad, but hey! It was a living, all right...

When I was at the helm of that floppy organ, I came across stacks of these 'point and click' adventures, and the *Monkey Island* games were without doubt the best of the bunch. Oozing atmosphere from every screen, liberally laced with droll humour, packed to the pixels with puzzling, er, puzzles and an absolute joy to play, they sold by the bucketload — and deservedly so.

Now it's the Mega Drive's turn to play host to the first instalment, but has it retained it's groovy greatness? Weeeeell, yes and no. Sure, it's virtually the same game (it's even got subtle ads for old Amiga releases!), but that's the problem: it's *too* much like its original incarnation — you could hardly say the technology's being pushed.

The time it takes the Mega-CD to access information always amazes me — I misguidedly figured the process would be instantaneous — but this particular release is ridiculous. The programmers have somehow managed to recreate the Amiga's crappy disk-accessing time lag on the Mega Drive, which really wound me up.

Also, seeing as the game *is* on CD, there's no good reason (apart from financial) why the text hasn't been replaced by sampled speech. Even the sound effects are the same as the Amiga's, and there's just no excuse for that.

This niggling fault aside, *Monkey Island*'s an out-and-out winner — if, as ever, you're into this sort of thing. You certainly won't complete it in an afternoon and, despite the fact that one or two of the problems are just the other side of tricky, I wouldn't hesitate to recommend it. Me hearties. (Well, I had to get *one* pirate-type reference in *somewhere*!)



AL 70%

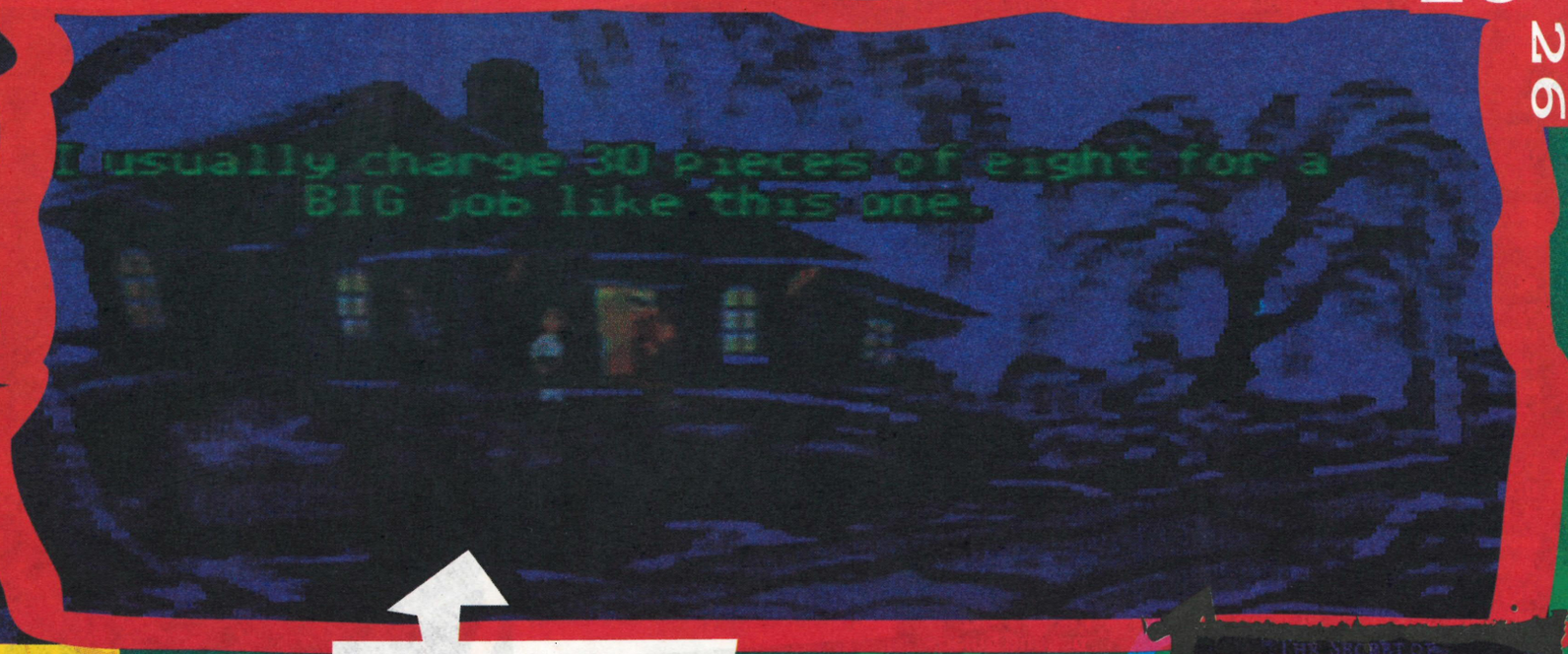
In a perfect world, I'd give this game a mark well into the 90s, no problem. It's an excellent adventure game with a perfect balance of puzzle and (genuinely) humorous elements; simple to get into, impossible to get out of. However, I've got to get me critical chainsaw out and hack down the mark...

It's an old Amiga game. Another one. That's not automatically a bad thing, but it's an Amiga game right down to the disc accessing. The graphics are the same, the sound's barely enhanced and references to other Amiga games are intact.

Secondly, could someone tell me why this is on CD? Am I missing something? The CD was designed to hold massive amounts of information, but this is the same as the Amiga version. Surely they could have put this on cart.

Finally, this game costs 45 quid. The Amiga version has just been released on budget for £17.

So, old game, not jazzed-up, on CD when it doesn't have to be and costs a packet — let's make that 5% each, take the total from 90%, and there you go. If you own an Amiga, *Monkey Island* is an essential purchase, but if you've got a Mega-CD (which is a tad more likely, seein' as this is a Sega mag —Sub Ed), I'd think twice.



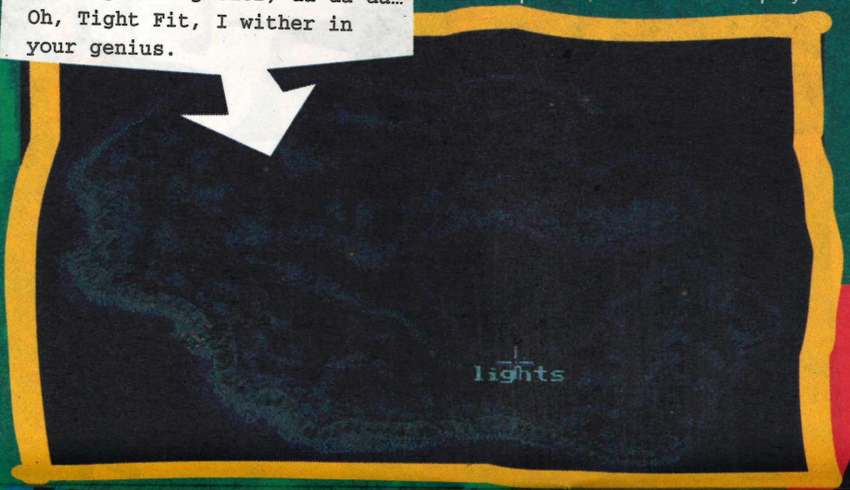
Now you know what the MEGA MACHINES staff do to supplement their meagre income.

window; eg, to talk to a pirate, drag the pointer to the Talk To command, press a button, move to the pirate and press again, creating a line in the sentence construction box.

Button [A]'s used for Walk To and when the pointer's over certain things, [B] offers the most obvious command — when on a person it's Talk To, on a door it's Open/Close etc. This extremely useful device never offers unwarranted clues. Button [C] skips the current animation sequence, a boon when replaying sections.

Monkey Island contains much character interaction. When you speak to islanders, there's a close-up graphic and a choice of comments or responses — just cycle through them with the joypad and hit [A] to say your piece.

Fantasy Island, all we ever dreamed of, truuue love, holding us together, da da da... Oh, Tight Fit, I wither in your genius.



Could you repeat that?

Like most LucasArts games, the design ensures you never find yourself unable to proceed because you've trashed the necessary object, or missed it completely and lack the means of retrieving it. This involves taking a few liberties with reality (one individual repeats the same action an infinite number of times, if you so wish), but these quirks are usually so well intertwined with the plot you're hard-pressed to notice them.

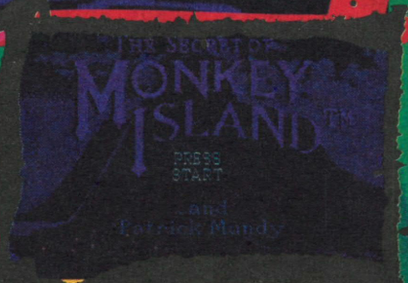
Clever design is evident in the map, too. You never have to rush from one end of the playing area to the other, only to run back again after carrying out a single action.

There's no time limit so you won't be stopped in your tracks with victory in sight, and although by no means linear, it's broken down into bite-sized pieces so you know you're making progress. In the absence of a disk drive, game positions are recorded using a password system.

It's seven bells and time to see what those salty sea-dogs reckon...

MM





PUBLISHER	LUCASARTS/SEGA
PRICE	£44.99
RELEASE DATE	OUT NOW ON IMPORT
SIZE	CD

OPTIONS

PLAYERS	1
SKILL LEVELS	1
LIVES	1
CONTINUES	YES
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	NONE

I sense the guilt of stealing my chicken grows.



ADE 79%

The Secret Of Monkey Island is, without a doubt, one of the best adventures of all time and the closest experience to an interactive movie. However, transition to the Mega-CD hasn't been entirely kind.

A few cosmetic improvements have been made, most notably a cleaner interface with objects displayed as icons rather than text. Even so, it could've been tweaked a lot more.

The graphics are identical, though at least one background animation has been REMOVED! Text-based conversations are all very well on floppy versions, where sampled speech would take up too much room and involve hellish amounts of swapping, but there's no excuse on CD. By all means retain the text, but the option to switch to speech samples should be there.

Joypad response time leaves a lot to be desired — ol' Guy shifts quickly enough, but during conversations it's easy to select the wrong sentence by mistake, as the sluggish selector lags behind the control pad.

It's not all doom and gloom, though. The game itself is an absolute blinder — I could hardly tear myself away long enough to write the review. The atmosphere and plot really draw you in, the puzzles are logical and well thought-out, and there are plenty of clues to keep you on your toes.

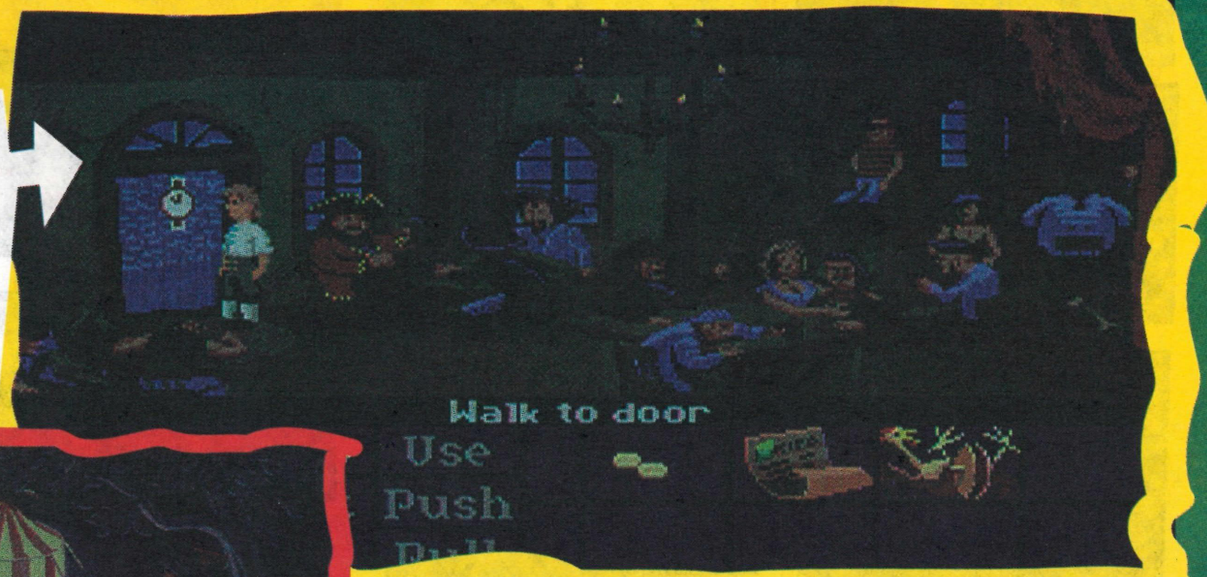
Perhaps this is its strength. Even when stuck, you have a pretty good idea what you need to do (though maybe not *how*), which makes it challenging rather than frustrating. There's bags of humour, too — genuinely funny, not the usual crap that no one outside the programming team finds amusing.

Had it made better use of the Mega-CD, *Monkey Island* would be a sure-fire contender for the 'dodgy orange cup' accolade. As it stands, it's a bit of a paradox — a brilliant game, yet still a missed opportunity.

Don't ask. Just don't ask. It's too complex, too ridiculous, and you wouldn't believe me.



Have you been in pubs yet, kids? They're ACE, aren't they? I could get served when I was 4, me. I had a moustache when I was 18 months. Honest. No lie, guv'nor…







GRAPHICS	83
SOUND	79
PLAYABILITY	89
LASTABILITY	80
ORIGINALITY	87
OVERALL	79

WWF Rage in the Cage

This is one of them BEAT-'EM-UP REVIEWS!



MEGA CD!

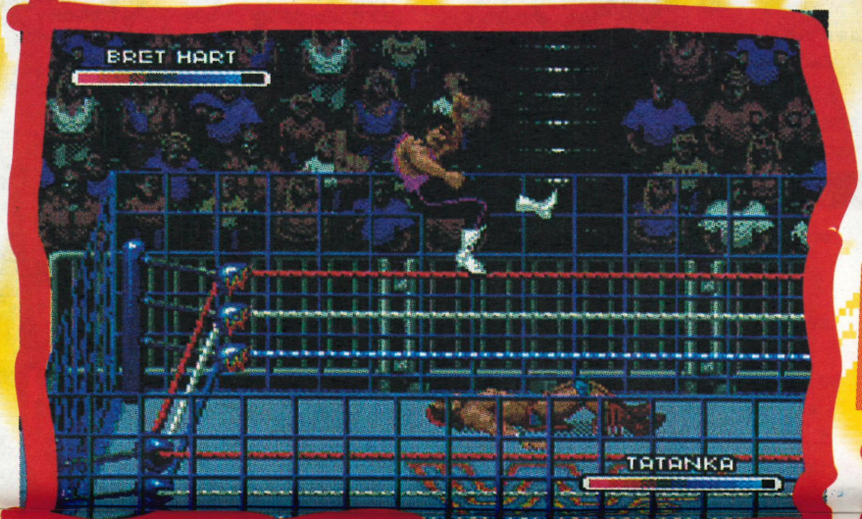
RAGE IN THE CAGE

PUBLISHER	ACCLAIM
PRICE	£49.99
RELEASE DATE	TBA
SIZE	CD

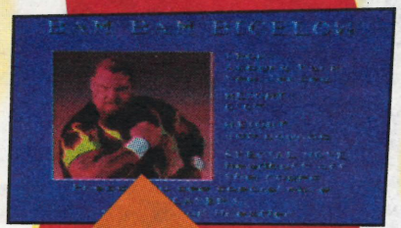
OPTIONS

PLAYERS	1-4
SKILL LEVELS	9
LIVES	1
CONTINUES	NONE
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	A BIG CAGE

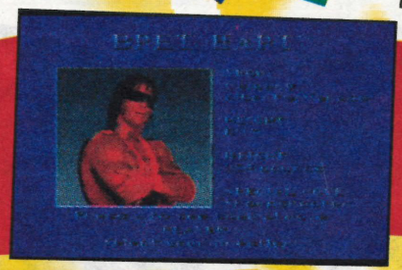
Sporting more lycra than an aerobics video, more baby oil than a Chippendales routine and more pre-rehearsed dialogue than *Blind Date*, WWF 'fights' are a bit of a joke. But Acclaim don't half take the business seriously…



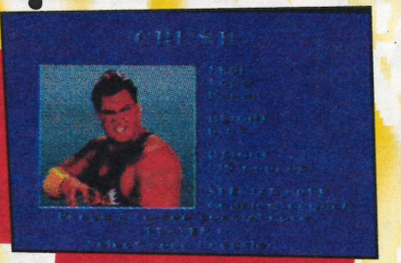


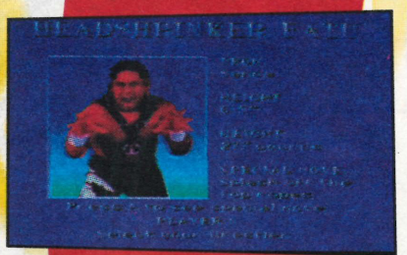


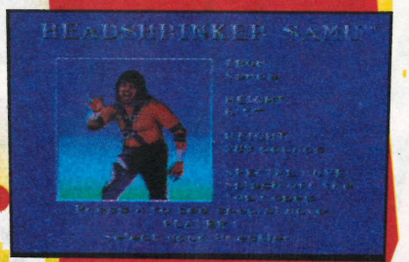
For all you saddies out there who toss and turn at night wondering exactly how many pounds Mr Perfect weighs, MEGA MACHINES presents this handy list. Enjoy!









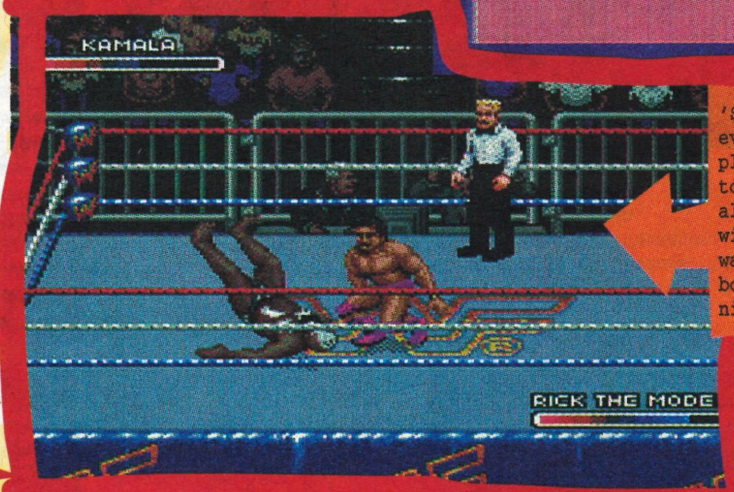


Remember MEGA MACHINES' first issue? If you have a copy, dig it out now and turn to page 72. That's our review for *WWF Royal Rumble*. Hmm, didn't think much of it, did we? Clocking in at a mediocre 58%, it didn't impress anyone.

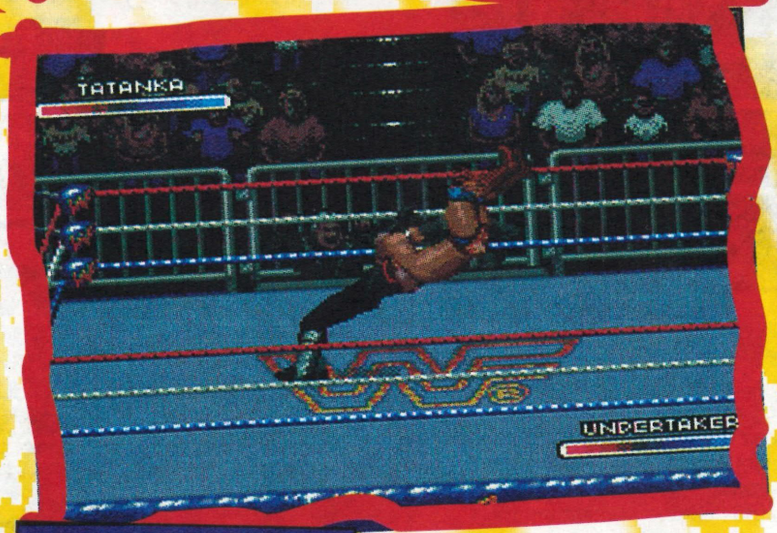
But does that stop Acclaim from bringing out licence after licence? Hell, no! Now they've set their sights firmly on the CD market with *WWF Rage In The Cage*. Oo-er, folks, dare we have a peek?

Well, there's not a massive amount of difference in gameplay, that's for sure. All three buttons are utilised in the same manner as all *WWF* games — [A] to run, [B] to punch and [C] to kick. Whenever two wrestlers lock horns for a bit of grip and grapple, a power bar appears over their heads and some severe joypad-jiggling is necessary if you want to pull off a nifty throw or suplex.

Every copy of *WWF Rage In The Cage* comes with a free copy of *The Undertakers Guide To Exotic Lovemaking*. Here, the spat-clad stud demonstates position 692. Oo la la!



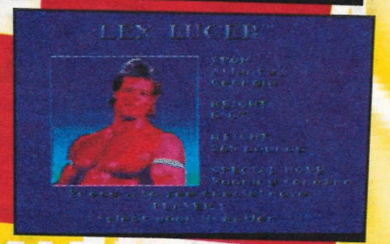
'Sniff! Noone ever wants to play "pretend to be an alcoholic" with me,' wailed the boy with the nice bow tie.





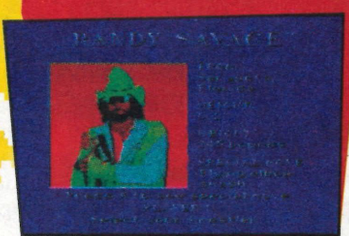


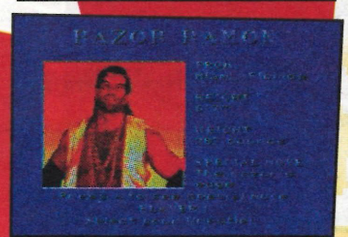


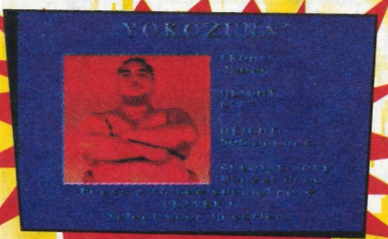


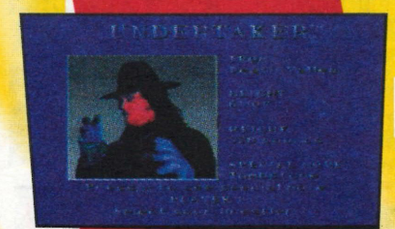


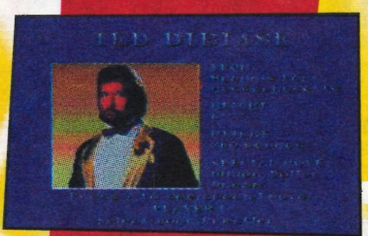


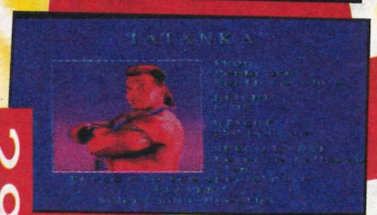


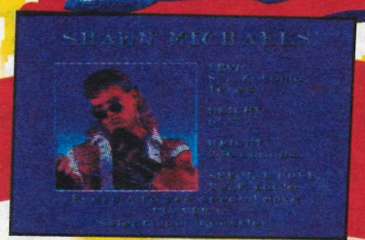


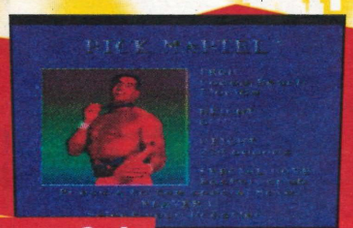














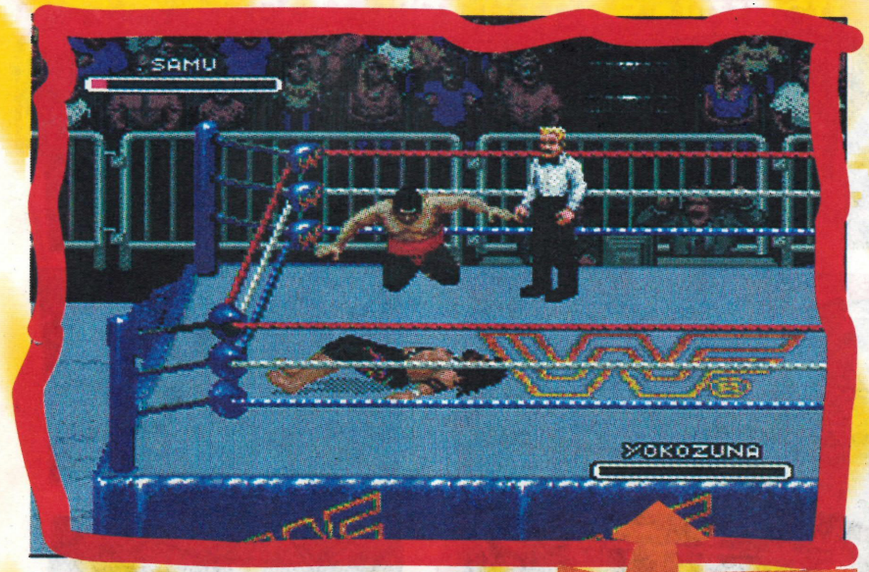
MAT 85%

Get ready to rimble! No, hold on a minute, that's not right. Get ready to womble? Never mind. I might not be the biggest wrestling fan in the world, but even I can see the appeal of this all-out slamfest. In fact, if I don't rate *WWF Rage In The Cage* highly I'm liable to get tons of aggro from Acclaim, their programmers and, worst of all, my girlfriend's sister, who's an out-and-out wrestling nutter (hi, Leonie!).

The truth is there's not a lot to slag off. The action is almost identical to that of the cart games, apart from the inclusion of extra wrestlers and Full Motion Video special move clips. These are pretty high quality and although they lack any colour, the frame rate is high enough to convince you it's as good as TV.

The gameplay might not be as complicated as, say, *Street Fighter II*, but most moves take some practice and special moves need to be mastered in order to beat tough opponents.

If you've got a Mega-CD and fancy some serious grappling, check out Acclaim's *WWF Rage In The Cage* for awesome action!



Ho Ho, lads! Wasn't it funny to stick my face on Yokozuna's body? Cos I'm really that fat, aren't I? MY ARSE I AM!

his energy is a nance and gets laughed at by everyone else), a tournament where you fight everyone else, one after the other, and the aforementioned Cage bout. This is where an enormous steel cage is assembled round the ring, so none of the wrestlers can escape.

With a multitude of digitised video shots (when you select a wrestler, you can view a clip of his special move) and sampled speech recorded by the wrestlers, *Rage In The Cage* is the biggest WWF licence yet. But is it any good?

MM

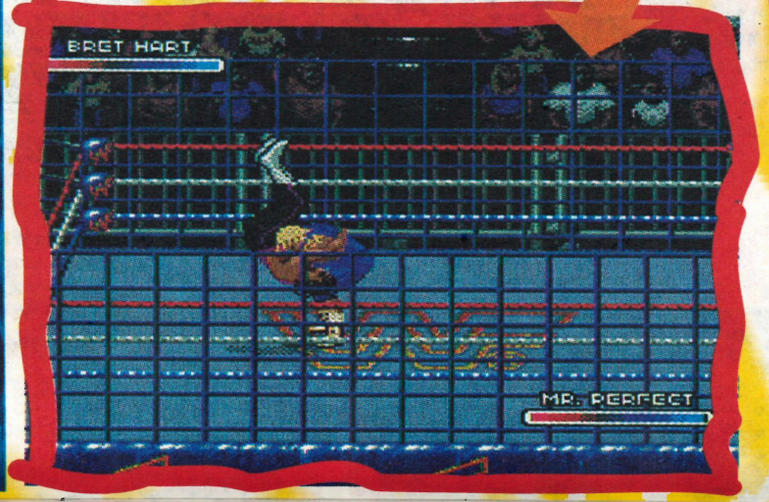


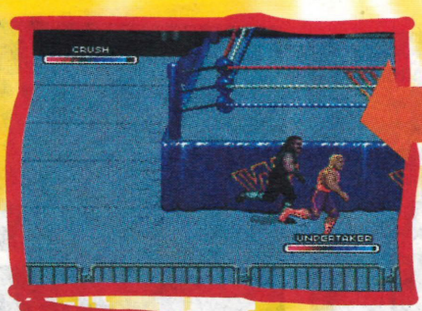
Keeping your wrestlers in a cage is a good idea, because otherwise they'd gnaw your furnature and wazz on the carpet.

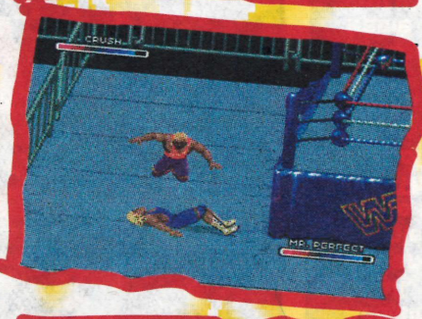
Mat and brawl

Once the other bloke is down on the floor, get stuck in with a few good kicks and knee-drops — that wears down his energy a treat. When his energy bar has been exhausted, you can go for the pin.

There are 12 wrestlers to choose from and a selection of bouts: the standard 'one fall' match, a Brawl mode (first one to lose all

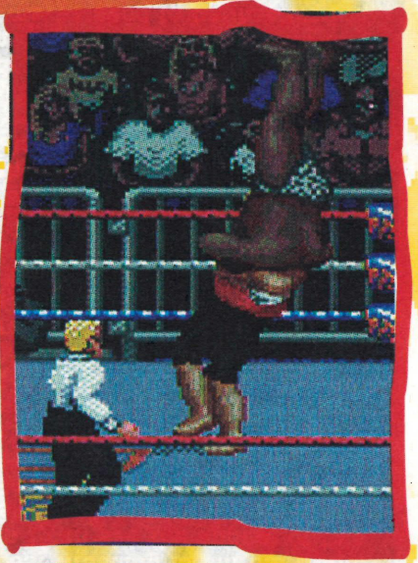








"Ooo, come on, chase me!" The lads in the WWF limber up by practising their Duncan Norvelle impersonations.



It's all too much for these fat oafs – time for a bit of a doss and a nice cake of lard. Mmmmm!



AL 55%

Hey, nice intro sequence! But WHAT'S THE BLEEDIN' POINT, ACCLAIM? Could you please tell me why you've even bothered to jazz up the already mediocre *WWF Royal Rumble* and stick it on CD? The only differences are a few new wrestlers, snippets of dialogue and a poxy cage round the ring.

Another thing, sometimes it's so friggin' 'ard to pin the other bloke, the only thing to do is to jump out the ring, kick seven kinds of kinky out of the geezer and nip back in the ring before the ref counts to ten. Crap or what?

And another thing! Why is it, when you're in the cage and have knocked off your computer opponent's energy but can't pin him 'cos the game's decided they're not gonna let you, if the big ponce legs it up the turnbuckle and out of the cage, *he* wins? Outrageous!

Is this the kind of morality we should be preaching to the youths? Perhaps this Jehovah's Witness-like attitude can be applied to other games, like the first one in *Street Fighter II* to run home and fetch their dad wins.

The sonics are all very nice, but if you love wrestling and want a CD, take a tip from your Uncle Al: buy *WWF Royal Rumble* (though it's not brilliant, it has virtually the same gameplay with more options) and with the money you save get *Black Sunday* by Cypress Hill.

GRAPHICS	73
SOUND	76
PLAYABILITY	69
LASTABILITY	52
ORIGINALITY	48
OVERALL	70

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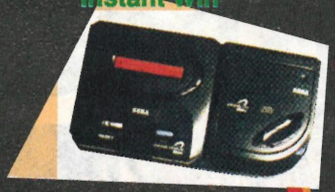
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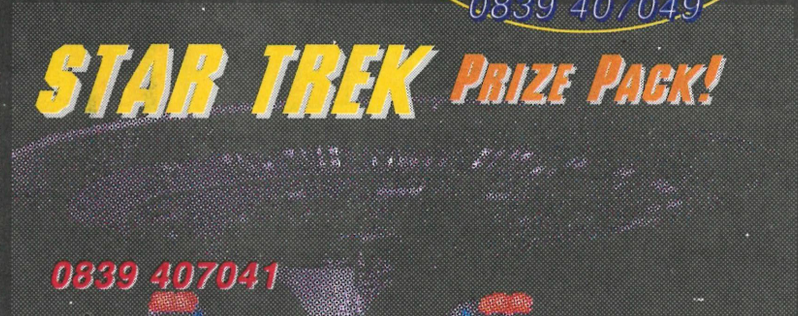
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GROUND ZERO, TEXAS



PUBLISHER	SONY
PRICE	£44.99
RELEASE DATE	FEB
SIZE	2 HEFTY DISCS

OPTIONS

PLAYERS	1
SKILL LEVELS	1
LIVES	1
CONTINUES	YES
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	A DECENT CD GAME!

Invasion of the Bodysnatchers meets *Battlestar Galactica* as the next level in interactive movies hits a Mega-CD theatre near you – soon! Settle down with a carton of Kia-Ora and view MEGA MACHINES' extended trailer...

Remember Sony's *Night Trap*? One of the first ever Mega-CD releases, a digitised orgy of violence and sinister alien-related japery? The one that caused all that grief in the papers for being a bit fruity and so never released in the UK, to the disappointment of many a M-CD owner?

You do? Well *forget* that sucker, 'cos heading your way pretty soon is another Sony CD which blows it off the park.

Ground Zero, Texas is similar to its controversial predecessor in the sense that once again you juggle a selection of video cameras in order to track down and destroy invading aliens. But instead of being confined to a house, you have a whole town to scour, and the aliens are cunning-on. Agents are mysteriously vanishing left, right and centre; the top brass have turned to you as their only hope.

Flash! Bang!

On landing, you get a cheery hello from Reece, gung-ho rednecked Field Agent, who gives you a lift to the tacky hotel which is to be a makeshift command centre. This consists of a computer terminal connected to four video cameras, crewed by four undercover agents.





This mad cowgirl looked just like any other normal citizen of down town El Cadron – till she whipped out her weapon and swung it in your direction!

The MEGA machines "Buy this game" Award!



STEVE 91%

Ooooh, I like it! A tricky game to sum up as, on paper, it sounds anything but excellent. In practice, however, it succeeds where many other FMV CD games have failed and genuinely stands out as a (warning — cliché approaching!) true *milestone* in console entertainment.

A word to the wise here: beware of back-seat gamers. Due to the random factors involved (the

ly disguised as honest, God-fearing townsfolk.

It's like this: 1999 is the year and you're a battle-hardened Vet (yes, tee-hee, let's have sticking-your-arm-up-a-cow's-arse jokes) with a reputation as a troubleshooter of the highest degree.

As the game begins, you're in a chopper over the Texas desert, bound for El Cadron, Smalltown USA, reason being that Mrs Weird has taken up residence there and strange goings-on are, well, going

HERE'S A SHOOT-'EM-UP WITH KNOBS ON!

Now, these cameras are a bit special. Known in the trade as BattleCams, these babies are equipped with particle beam disrupters, which come in handy whenever you feel the need to waste a few aliens. But how do you find them? ▶▶▶

The alien's armoury must be located in order to progress – those figures in the background are kidnapped townsfolk (or agents) who've been invited for dinner…



Innocent folk wander into view during shoot-outs. Kill too many and it's 'Game Over'.

gamers. Due to the random factors involved (the good guys and bad beggars switching allegiance from game to game), shouts of 'It's the fat guy! It's the fat guy!' can seriously hamper your progress — especially when it's the bird in the red hot-pants who turns nasty, *not* the chubby chap you've just gunned in the goolies…

What sets *Ground Zero* apart from others in the genre (*Mad Dog McCree*, *Night Trap* etc) is the fact that, for one, the storyline is truly engaging, and two, the random factor prevents *exactly* the same game from being played over and over till you get it right.

Realistic sets, fantastic special effects and decent performances from the leading characters are not usually things you'd associate with a computer game, but this *is* different. From the admittedly cheesy — but still relevant — intro, to the tense shoot-outs, the whole atmosphere is carefully wrought to elicit as much pulse-pounding suspense as possible… and it works a treat.

If you've got a Mega-CD, you'd have to be minus a brain to miss it. If you *don't* already own one of Sega's sexy devices, this has got to be the best advert for buying one yet. More like this, please, Sony.



JAMES 91%

Shooting Americans without repercussions is such an intriguing concept. Sadly, shooting the Americans is not the aim of the game. Instead, it's shooting Americans pretending to be aliens.

Am I bitter and twisted over our cousins from across the Atlantic? Er, well, yes. Their Sega gear is almost half the price it is over here, it's faster and the chances of getting a repeat on one of their thousands of TV channels is almost zero. Gits!

Everyone knows Americans have the right to bare arms (that's nothing to do with short-sleeved shirts, we're talking guns here), but it's a lesser known fact as to *why* this was written into the American constitution. The answer is simple.

Watch any movie involving beings from another planet and you'll see. *Where* are they most likely to land? *Who* are they most likely to impersonate? Hence the need for every red-blooded American to own a laser-sighted, fully-automatic instrument of death.

Although the laser-sighted, fully-automatic instruments of death have been replaced by Particle Beam Displacers, *Ground Zero, Texas* is a perfect recreation of the American nightmare — and it's brilliant! It seems complicated if you storm in without reading the instructions, but it ain't long before you're led by the hand into the storyline.

To say it's addictive doesn't come close. Even though the various scenes are repeated, which was my main worry, you *do* feel as if you're playing a different game every time. The control method takes a bit of getting used to (a light gun option would've been nice), but having said that, it ties in well with the game scenario.

***Ground Zero, Texas* is my kinda game. It's going to give *Lethal Enforcers* a run for its money, even though Konami's baby is more like blastin' mayhem, while this is strategic and involving.**

93

An alien lets rip with his laser – and another camera takes a hit. Damn!

These bars indicate how much damage your shields have sustained.

How many shots you've fired so far.

The number of alien scum stunned…

The location of the camera currently operating.

So far, you don't have any of the four-digit code…

The blue '2' shows which camera you're using, while the yellow and red bars indicate how much damage each camera has sustained.

Time elapsed in the game.



The cameras have been placed at four locations: The Cantina, local pub and home base of various criminal types; Main Street, in which rumours abound about the new manager of the discount store; Plaza Square, always busy at night due to the local festival; and the final one is mounted at the window of your hotel room. Flicking from camera to camera and receiving info from your agents as the plot develops, you're at the helm of a *deep* surveillance operation.

What picture?!

The blasting-related action comes on two fronts: a *Lethal Enforcers*-style romp, where aliens and innocents pop up from behind obstacles, and infinitely more tricky scenarios where the camera drops in on a scene and suddenly one of the characters whips out a piece and lets off a shot at you.

So you might think that the next time you play, you'll just train your sights on the villain and take him out straight away, right? Err-OR! For one thing, just before aliens' are revealed, the camera angle changes so you have to shift your aim damn quickly.

And secondly, aliens' secret identities are random. That's right, even after hours of play, you still don't know who to blast, and ▶▶▶



WARREN 85%

I like *Lethal Enforcers*-style shoot-out games as much as the next guy. Trouble is, the next guy's the Pope.

Now, I don't want to come across as square as Mr Strong (for those who know the Mr Men), but sliding a little cross around a screen, pressing fire as it hovers over a victim, isn't the pinnacle of interaction. Neither is it exciting — unless you're the sort who thinks The Menacer is a damn good light gun.

***Ground Zero, Texas* knocks *Night Trap* into a cocked hat — but that's not difficult considering the minimal gameplay**





MAT 92%

For the past year, the gaming world (and its public) have had one thing on their minds: interactive games. It was the 'buzzphrase' of '93, with so many products touted as 'the ultimate interactive experience' and games developers desperate to be the first with the next generation of software. CD-i has the stunning *Voyeur*, 3DO has *Crash 'n' Burn*, and so far the Mega-CD has had *Sewer Shark* and *Night Trap*.

Although controversial, *Night Trap* was the first Mega-CD game to feature Full Motion Video (FMV) throughout and blew away most people when they first clapped eyes on it. Since then, Digital Pictures have been hard at work producing this multi-million dollar sci-fi epic.

Let me say here and now that *Ground Zero, Texas* is brilliant. Forget comparisons with *Dragon's Lair*, in this game you really can control your own destiny.

My prediction is that a handful of magazine reviewers won't get too far into it and become bored with the basic *Lethal Enforcers* shooting sections. They'll slag it off and say, 'Yawn, it's *Night Trap* again, blah blah etc' but there's more to *GZT* than that.

With a terrific storyline and true feeling of suspense, this Mega-CD disc is worth its asking price. Buy it!

DON'T SHOOT THESE NICE PEOPLE — THEY'RE YOUR FRIENDS, AND THEY MEND YOUR CAMERAS WHEN THEY BREAK.





Ground Zero, Texas knocks *Night Trap* into a cocked hat — but that's not difficult considering the minimal gameplay and pitiful lastability of the controversial disc. Besides the digitised footage, their obvious similarity is that they revolve around switching from camera to camera in order to catch aliens in the act. The déjà vu doesn't score in *Ground Zero*'s favour.

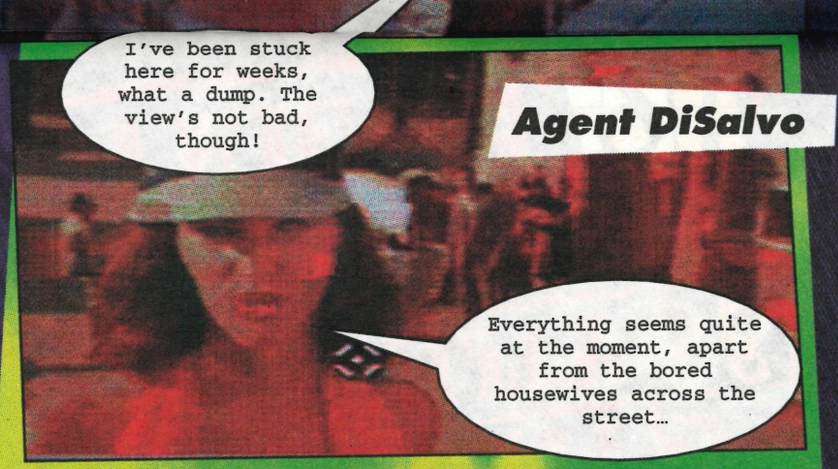
The graphics are a lot clearer and therefore more realistic than *Night Trap*'s, and there's around three times as much 'movie' squeezed onto two discs. The first level's scenes become *very* familiar — you'll be able to quote large chunks of dialogue before you reach Stage 2 — but differing troublemakers keep them fresh; a pity the four shooting gallery screens lack variety.

I can see the appeal of *Ground Zero, Texas* and appreciate the flashy effects, characters and so on, hence my rating. But flaws, such as repetitive sequences and the way aliens shrug off your shots when they're retreating from a scene, can't be ignored.





This scene could have been lifted straight from a Sam Peckinpar film – it's ace!







This little beauty is your eyes, ears AND weapon! Just like in real life, be careful who you point it at – they may get the wrong idea…

You only get to see the Reticulans in their natural form when you reach Level Two. *IF* you reach Level Two…!

It all happens in the Cantina: Dodgy gambling sessions, drug deals, male strippers every Thursday. Just like The Bull in Ludlow, really!





Above: Get the correct combination on the lock (don't worry, it's random – so this won't help you), otherwise, see below!







if you kill an innocent bystander, an enraged Reece takes you off the mission, punching your lights out for good measure.

Cameras are vulnerable to attack — after a few hits the alien scanner packs up, leaving you completely in the dark, then the picture fades to black and white, scrambles and eventually conks out. Luckily, all your agents did a YTS at Radio Rentals and can fix it; make sure the aliens don't kidnap them 'cos without your agents you get no clues and no repairs.

Wild Rover

So, all you do is kill the aliens, right? Wronnngggg! Sad to say, the Reticulans (for it is they causing all the badness) are impossible to kill.

Your best shot only stuns them for a few minutes, so it's imperative that you suss out where they're keeping their arsenal of weapons. All you can do is keep the baddies at bay until your man Reece gives you a much-needed break and rolls out the RoverCam.

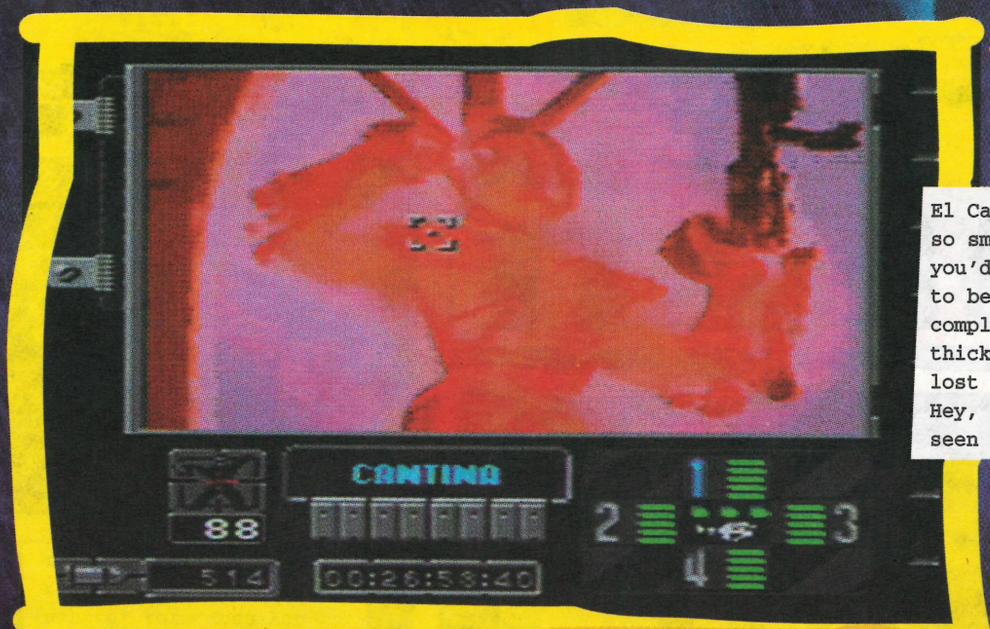
This miniaturised, mobile version of the BattleCam gives you the opportunity to roam the town and take out the arsenal, but it's down to you to pinpoint its location. Your agents offer a selection of possible targets; it's your job to sift through the clues and track it down...

Then it gets intense. The boffins at HQ have found out the arsenal is protected by a coded security device that will blow El Cadron to Hell if the wrong combination is entered. And even if you get the right combo, there are waves of robot stormtroopers to deal with. Reckon you're up to it?

To say that Sony are banking on this game to break open the Mega-CD market is a gargantuan understatement. The project was scripted, shot and edited like a Hollywood movie, cost a jaw-dropping $3 million to produce and features over 70 minutes of interactive footage.

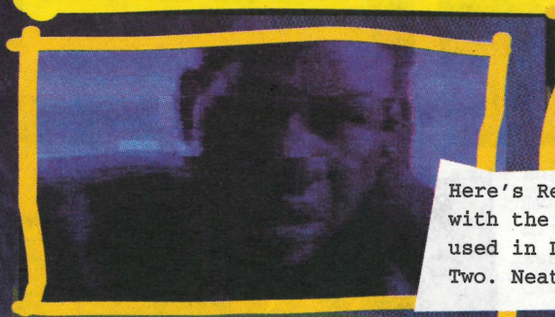
Not only that, but as the scenes are played in a random order, you'll never play the same game twice — even the alien targets pop up at random! Flippin' 'eck, folks! Does this mean that, Heaven forbid, it might be worth buying a Mega-CD?

MM



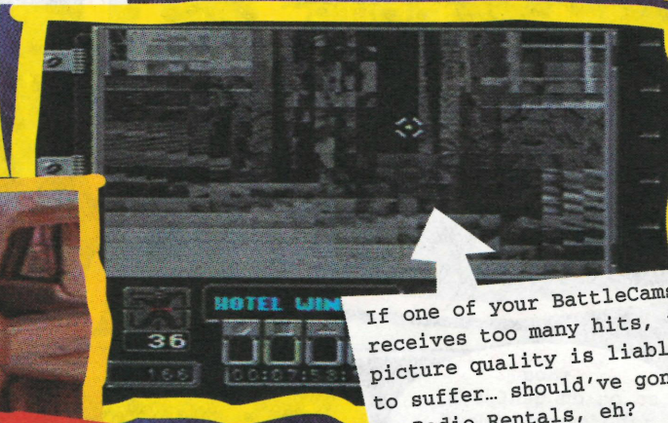


El Cadron's so small, you'd have to be a complete thicko to get lost in it. Hey, anyone seen Al...?





Here's Reece with the headset used in Level Two. Neat, huh?



If one of your BattleCams receives too many hits, the picture quality is liable to suffer... should've gone to Radio Rentals, eh?



AL 94%

Oh my lord! It's a miracle! An indisputable crotch-tingler of a game has finally been spawned by the Mega-CD, and what's more, there's no way this could've been put on a cart.

Digitised video sequences are ten-a-penny to the MEGA MACHINES massive (whatever that means; I think we're pretty svelte —Sub Ed) and more often than not followed by a game of ineffable crapness (yes, I'm talking about *you, Microcosm*), but the way they're utilised in *Ground Zero, Texas* — random retaliation by the aliens and genuine mood-heightening snippets — elevates it head and shoulders above any other CD release.

Another plus comes with the fact that this is one game you won't finish the evening you buy it, and even if you do, just play the damn thing again 'cos the random sequencing means you never play the same game twice. There's nowt more nerve-wracking than training your sights on one geezer, only to have a different one whipping out a piece and giving you some.

This is the first game I've ever played that's made me consider buying a Mega-CD, and if this is to be the standard of future CD releases, we'd all better start doing a paper round and save our coppers.

In my eyes, *Ground Zero* has practically justified the existence of the Mega-CD — no mean feat — and if you already own the hardware and can afford it, it's a must-buy.



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WINTER OLYMPICS

MEGA drive!

'Later programmes are likely to run late as BBC2 returns to Lillehammer now for further coverage of the 1994 Winter Olympics...'

Sports Sim



A hush falls over the MEGA MACHINES office. Clad in skin-tight lycra, ski goggles and the kind of woolly hat Benny out of Crossroads was so fond of, Al Needham hunches over the word processor.

The plucky lad from Nottingham has a tricky... no, mountainous *task ahead of him: to write an introduction to US Gold's* Winter Olympics *game without falling into the 'Well, it's another multi-discipline button-bash orgy, like all the other Olympic-related carts that have been created since the dawn of Mankind' trap that other, less able reviewers blunder into. Style and originality are of utmost importance and, after his shameless references to Roger Daltrey in his recent pinball game reviews, many experts are wondering if the lad's up to it.*

But the MEGA MACHINES team Olympics, and here they are again! By the time you read this, BBC2 will be clogged to suffocation with Scandinavians and the like, throwing themselves down ski slopes and ripping down icy tubes of death on a souvenir tray from Skegness.

Yes, another week or two of Britain being excessively crap in all the good, dangerous events (ice hockey, slalom, ski jump etc) and embarrassingly good in the poncy ones (figure skating, ice dance). And if you're that way inclined, your bedroom can host the Winter Olympics all year long!

...And it's a reasonably good start for Needham, successfully negotiating the awkward intro to the review. But here comes the difficult part! How is he going to describe the game and its workings without patronising the readership, who probably already know what it's all about? Here he goes...

You won't win any prizes for guessing that *Winter*



PUBLISHER	US GOLD
PRICE	£49.99
RELEASE DATE	OUT NOW
SIZE	16 MEG

OPTIONS

PLAYERS	1-4
SKILL LEVELS	4
LIVES	N/A
CONTINUES	NONE
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	NAAH!

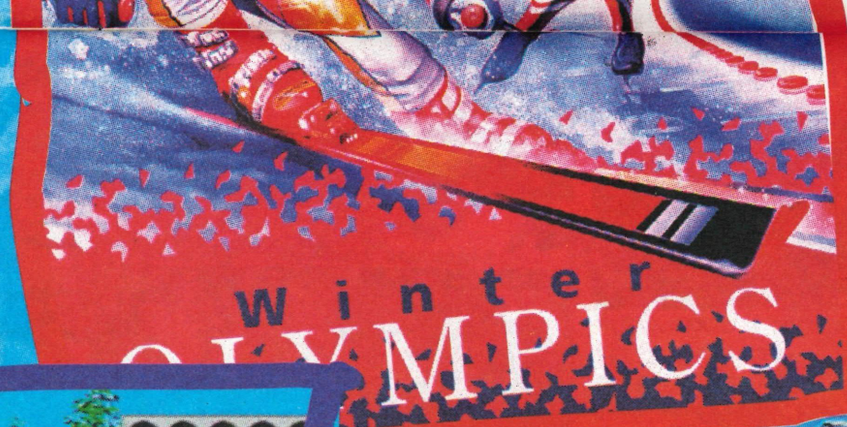


have faith in him, and are standing round his desk, cowbells in hand. He's getting ready to write... his fingers are on the keyboard... and away he goes!

'GogogogoGOGOGO!' (As they say during downhill races, for some strange reason...)

Needham on Ice

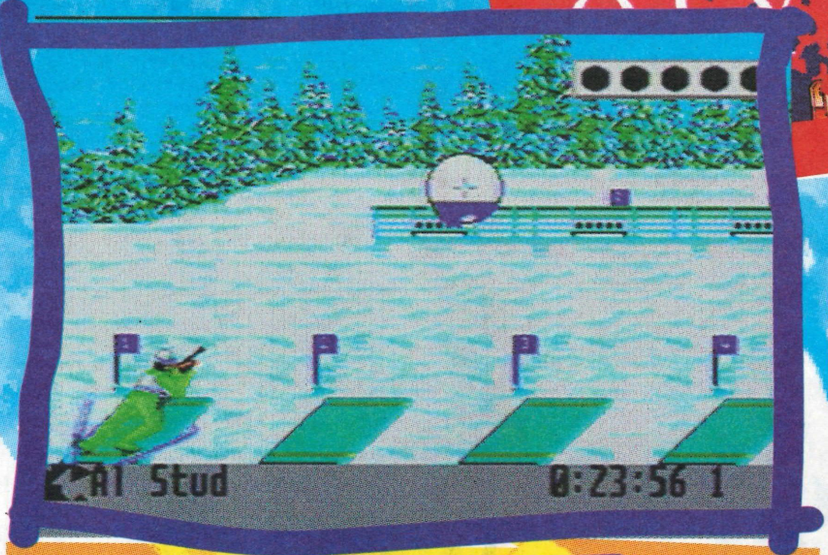
Would you believe it? Only two years since the last Winter



Olympics bears more than a passing resemblance to *Olympic Gold*, the multi-event joypad-destroying jobbo that sold loads in '92. There are ten events to choose from, all of which will be on BBC2 instead of those boring programmes about 'today's society' that social workers like so much.

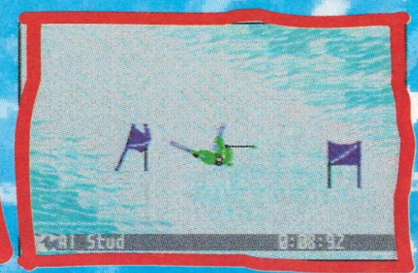


The speed! The thrills! The incredibly detailed sprites! Eh? Oh, sorry, I thought this was an EA game — oops!









The one-man sledging section, like the four-man jobbie, can really drive you up the wall...



Woah! We haven't seen presentation *this* good since, ooh, last year's Eurovision Song Contest. Nil points!



WARREN GO%

To keep up my tacky reputation (cheers, Mat), I'd better furnish this comment with yawnsome winter sports references. Okay, here goes... On the piste, Eddie Edwards, no medals for Great Britain, 'I bet his arse hurts!', *Ski Sunday*, David Vine and goats.

Now that lot's out the way, I'll have a go on the slalom. And we're off... Oo, ah! Wa-hey! *AAGH!* Bloody trees.

Bobsleigh: wheeeee! Whoosh! *AAGH!* Bloody tight bends. Ski jump: woah! Woooo! *AAGH!* Bloody skis. Etc.

And that's *Winter Olympics*' big problem — too much of it can be dismissed with 'etc'. On paper, there are ten events, but when you bear in mind the similarities Al and Mat pointed out, there are only six. Not stunning by today's standards — in fact, a bit average by 8-bit computer standards of six years ago.

How US Gold can proudly display '16 Meg' on the packaging is beyond me. The presentation's excellent, but there are no fancy graphics and sampled sound to take up memory space — *Winter Olympics* could've fitted on a cart half the size. Great animation, though...

If you regularly have two or three of your mates round for Mega Drive sessions, you'll get a lot out of *Winter Olympics* because competitive spirit soon comes to the fore and you'll have a lot of fun. Otherwise, take a serious look at Accolade's *Winter Challenge* first.



Wa-hey! You're lookin' mighty cute in that frock, Al — but you never told me you were a cross-dresser...

I'm gonna kill that designer when I get my hands on him — an' I'll probably break a nail doing it. Bah!

Those events in full: downhill, slalom, giant slalom, Super G (guess what? A longer slalom!), bobsleigh, luge (one geezer on a sledge), biathlon (long-distance skiing with a bit of shooting thrown in), speed skating, ski jump and Moguls (skiing over enormous bumps and showing off, basically).

Going for gold

…He's still going strong! A world record could be on the cards! All he has to do now is hold his nerve and finish the review without trying to be clever. Can he do it for Britain?

The options flow thick and fast, with the choice between a full Olympic tournament or mini-Olympics, where you choose which events you want to compete in, and a good old practice mode. You can also toggle your gender and country, personalise competitors' names and program your joypad for the tricky skiing events.

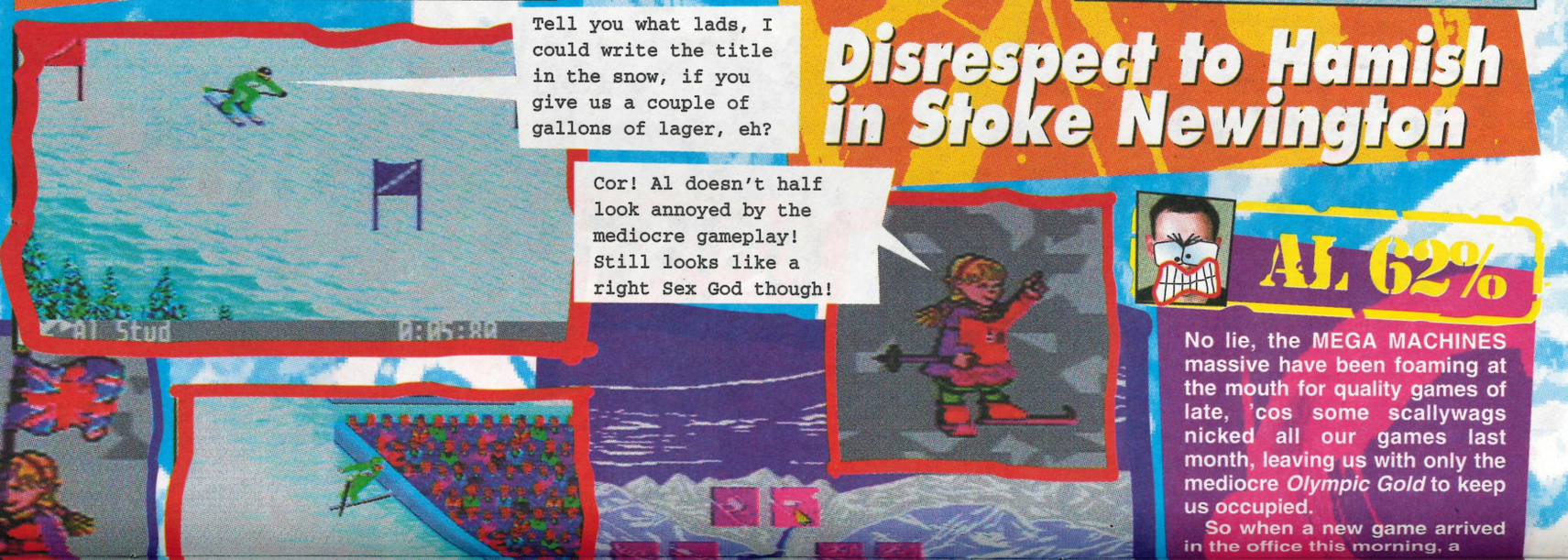
So there we have it. A simulation of the Winter Olympics, held this year in, er… where is it? Tell us, Woz (Norway —Sub Ed). Go on, mate, don't be cruel (I said, Norway —Sub Ed). Tell us, you little toe-rag, or I'll kick your head in!

OH NO! DISASTER FOR NEEDHAM! With that terribly pathetic play on the name 'Norway', he's blown his chances! What a catastrophe!

His colleagues can't bear to look as he crashes headlong into an abysmal attempt at humour. They turn away, faces contorted in masks of despair, unable to hold back bitter tears of disappointment.

And to make matters worse, he's got a mouthful of yellow snow! Serves him





Disrespect to Hamish in Stoke Newington

AL 62%

No lie, the MEGA MACHINES massive have been foaming at the mouth for quality games of late, 'cos some scallywags nicked all our games last month, leaving us with only the mediocre *Olympic Gold* to keep us occupied.

So when a new game arrived in the office this morning, a

of yellow snow! Serves him right, the stupid prat. And it's back over to Des...

MM

I have one burning question for you lot out there — where the hell is Lillehammer?! Of all places to hold a prestigious event like the Winter Olympics — a pokey town no one would want to visit, even if their life depended on it.

That aside, *Winter Olympics* sure lives up to its name: there are many challenging events and, er... it's snowing, so yeah, US Gold have got it right.

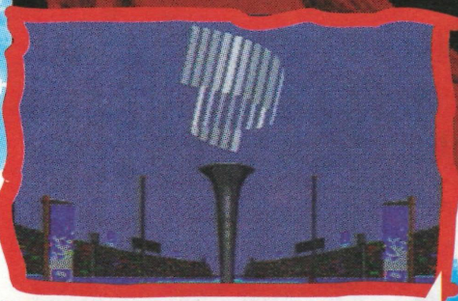
It's a sequel, of sorts, to the hugely successful *Olympic Gold*, and once again you take part in one of the world's top sporting events. Unfortunately, the cold white stuff gets in the way of your enjoyment and makes *Winter Olympics* a pain in the butt. In fact, you spend more time lying on your backside with your legs in the air than Warren does! (You're askin' for it! —Sub Ed.)

Some of the events — such as the bobsleigh, Moguls (?) and biathlon — are fun for at least a few minutes, but the slalom, downhill, giant slalom and Super G are virtually identical. When you've been skiing all afternoon, the deadly boredom factor creeps in and it's time to put that finger of yours on the power switch.



MAT 59%

I'm not exactly the biggest sports fan in the world so you'll have to read Al's comment before deciding whether to buy *Winter Olympics*. It isn't naff, it just ain't my cup of tea.



Aren't these the crappest icons you've ever seen since the ZX81? Yes they certainly are.





in the office this morning, a gargantuan brawl developed over who got to open the envelope and slam it in the 'Drive. But when we finally got our mitts on the cart, what was it? Only *Olympic Gold* on ice! Bah!

I love sports sims more than life itself (saddo —Sub Ed), but the Winter Olympics never turns me on in the special way that, say, the World Cup does. Apart from the ice dancing, we never win owt, and the only event I like watching is the ice hockey, in the vain hope the Yanks will get pasted.

Anyway, the game. Let's put it this way, it's not orgasm-inducing. Quite a few of the events bear a stunning similarity to each other (eg, the luge is more or less a one-man bobsled) and others are so hard they're not worth bothering with, really.

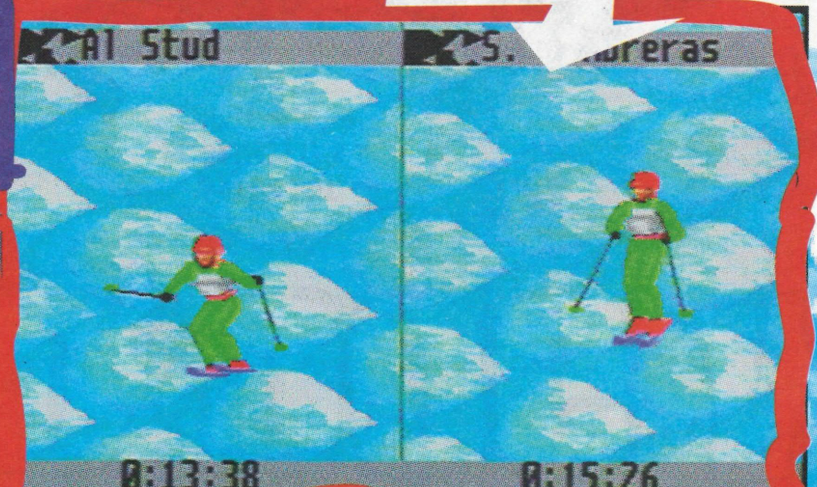
And as it's winter, what are you doing in the house playing with bleedin' video games anyway? Get yoursen out in the snow and throw a few slushballs at next door's window, you big jessie!



Time to go home, time to go home, Al & Steve are waving goodbye, goodbye, goooodbyeeee... Go on then you sad buggers, bog off home.



Here's a new Olympic event: the Zit Lookalike competition. The winner gets a fortnight on James Price's face...



GRAPHICS	65
SOUND	73
PLAYABILITY	69
LASTABILITY	52
ORIGINALITY	48
OVERALL	61

MAD DOG McCREE



You've watched the films, posed with a cap gun, eaten the beans and blamed the dog. Now experience Wild West gunfights in full, living colour – well, almost – with the first in a new series of light gun games.



MILO 49%

When I was a wee lad, knee-high to a coffee table, I loved playing Cowboys and Indians, so *Mad Dog McCree* was no problem for me to get into.

The graphics are lacking, which can be awkward — at times it's difficult to distinguish a person from a backdrop — but with me being an ex-cowboy I'm used to a murky screen that makes it look like it's raining all the time.

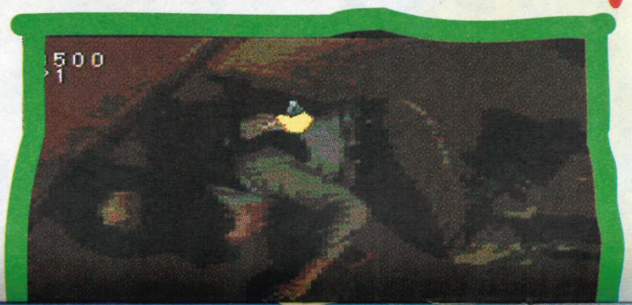
The sounds are rather original, from a decent hand pistol blast to the last breath of a dying cowboy — atmospheric samples are well in order. The bit I loved the most was after you shoot a man off the roof, you get a scene of him falling off in sheer agony. Well excellent!

It's easy to get into but can't arf get 'ard, especially if you change your rank to US Marshal. With endless continues, you'll play and play until your oil lamp runs dry (ten minutes, max).

I'll finish off my first ever comment by saying *Mad Dog McCree*'s a great game — if you want to empty your wallet in exchange for a good time with a gun.



You just wouldn't believe how much I loathe and detest cowboy films.



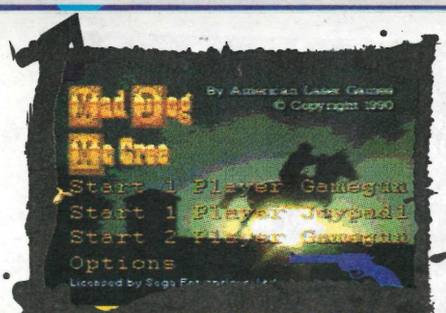
Cor blimey, Guv'nor, the fickle world of console gaming, eh? Only a few months ago light gun games were the console equivalent of Bros — ie, exceedingly dated and a bit laughable. People who admitted to owning a Menacer were ritually picked on at school, tormented to distraction and ended up having their own spot on *Kilroy*. Yes, back in those days, pointing plastic guns at TV screens was definitely not a cool and happening thing to do.

But hey! That crazy wheel of fashion just keeps a-turnin' and a-burnin' and a-yearnin', Daddio, 'cos with the conversion of *Lethal Enforcers*, the soon-to-be-released *Body Count*, *Space Pirates*, *Who Shot Johnny Rock?*, *Crime Patrol* and a plethora of other like-minded releases, there's never been a better time to make like Elvis and shoot your telly.

Mad Dog for Englishmen

And look what's coming over the horizon, death fans! Leader of the light gun revival, *Mad Dog McCree*, is hitting town. Lock up your chickens, check all your locks and hide all your nudey books…

Anyone who's frequented an arcade in the last couple of years knows what the deal is here, but for



All that flange about 'A man's gotta do what a man's gotta do'. I ask you!



AL 28%

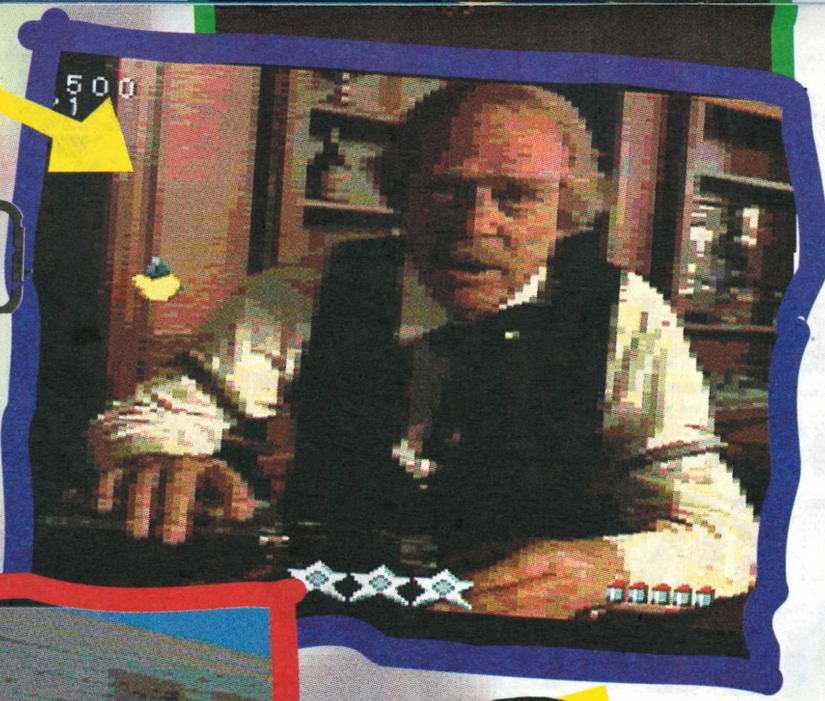
Mad Dog McShite.

PUBLISHER	AMERICAN LASER GAMES
PRICE	£TBA
RELEASE DATE	OUT NOW (IMPORT)
SIZE	SMALL AND ROUND

OPTIONS

PLAYERS	1-2
SKILL LEVELS	3
LIVES	3
CONTINUES	YEP
PASSWORD SYSTEM	NOPE
BATTERY BACK-UP	NOPE
SPECIALS	USES THE MENACER!

Of course, my Dad loved em. He once taped a John Wayne film over my collection of Steptoe & Son vids. I never forgave him…

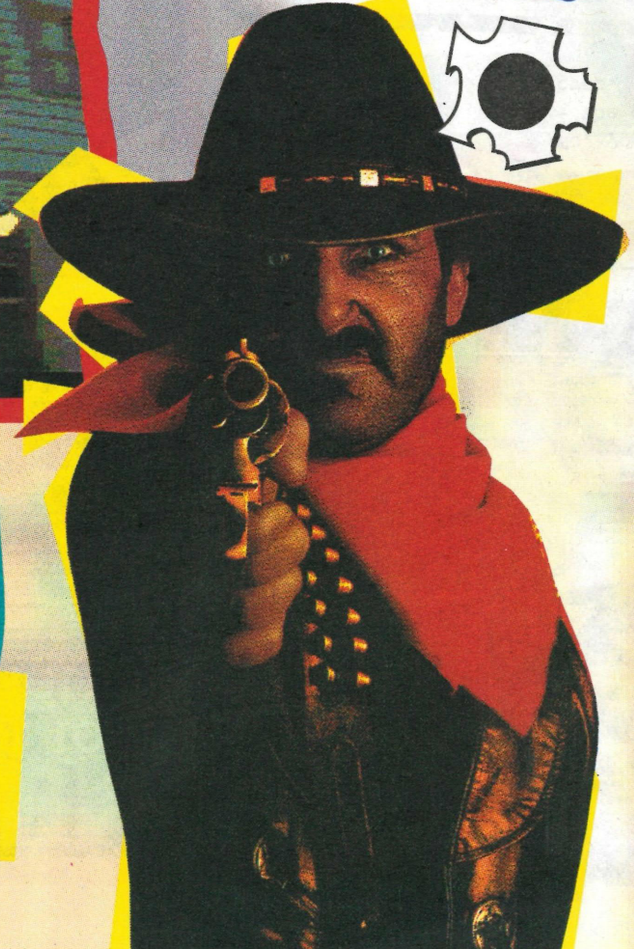








…and he still wonders why I cut his arms off. HA!



those who don't go in those sort of places 'cos their mam told 'em not to in case rougher lads took their dinner money, we'll explain.

Mad Dog McCree was the first arcade shoot-'em-up to utilise real motion picture action and cost an absolute fortune to play. You could never get on it, because fat pissheads in their late 30s would hog it in a vain attempt to impress their mates and any 14-year-old girls in shellsuits who happened to be hanging around while their mams lost at prize bingo.

For some reason, whoever played *Mad Dog* would spread their legs in a phenomenally wide gunslinger stance, as if they had a sack of tripe down their pants. Also, the bloke who introduced the game looked uncannily like Kenny Rogers.

How the West is fun

Arcade fans will be pleased to hear that the Mega-CD conversion is virtually the same game, with Kenny and all his chums intact and ready to be shot.

And what a choice of weapons! You can use the standard joypad (with four different crosshair speeds, which wees in the mouth of *Lethal Enforcers*' rather sluggish joypad manoeuvrability somewhat), American Laser Games' very own Video GameGun (which you have to buy separately, sad to say), the soon-to-be-released Mega Mouse and — hurrah! — that hitherto redundant Menacer that's been gathering dust underneath beds all around the country.

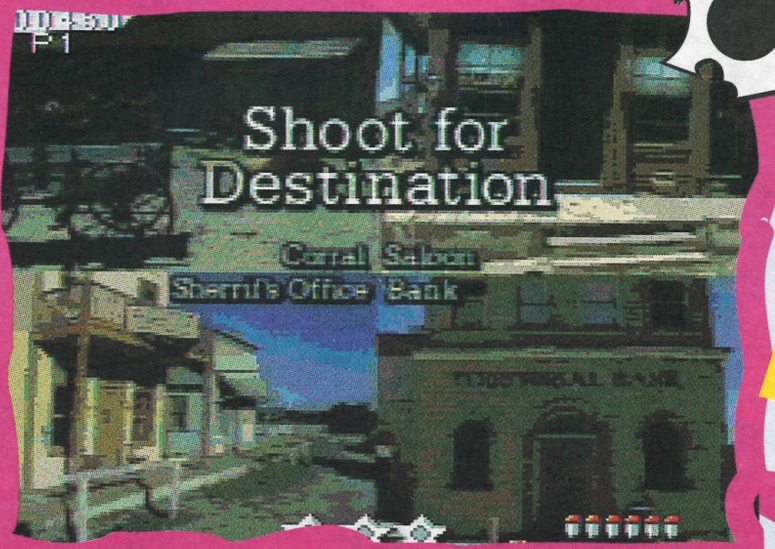
Basically, the scenario is that Mad Dog and his chums have taken over a frontier town in the Old West, where men were men and women were glad of it. The wee scamps have locked the sheriff in his own jail, kidnapped the mayor and his daughter, and are refusing to return their overdue videos.

The Old Prospector (who *is* Kenny Rogers, and we don't care what you say) is your guide and shooting the baddies before they blow away chunks of your anatomy is top priority. John Wayne lives!

MM



This corral doesn't look very OK, does it? I didn't realise you played the part of a fly...





Viewed from behind a bathroom window, I think...



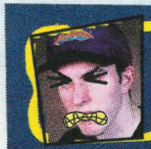
The programmer gets his just desserts. Throw away the key!



The mosaic effect gives the game an 'early 80's pop video' air. Blleakhh!



No, you can't blame us this time – the graphics really are that crap.



MAT 47%

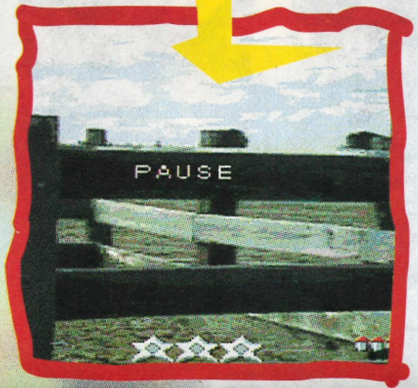
Blimey, what a let-down! There I was, expecting a state-of-the-art Full Motion Video extravaganza, and instead I get a poor quality *Bonanza* re-run. Still, what can you expect? *Mad Dog McCree* was bad enough in the arcades and if this is supposed to be a near-perfect conversion, it's bound to come with all the glitches and problems of the original laserdisc game.

But the naffness doesn't stop there. The developers, American Laser Games, haven't included a light gun, so you have to rely on your trusty joypad. The problem with this becomes evident when you move the gun cursor around the screen. 'Jerky', 'slow' and 'unresponsive' are just a few of the words that spring to mind as you attempt to blast your way through the Wild West.

As if that wasn't bad enough, the disc-accessing time is appalling. For instance, on the bottle-shooting section, your shot takes a few seconds to hit its target, and the same applies to moving targets. Hit a bad guy and he hangs around for a while, chats to you, moves into your house for a fortnight then drops down dead. Yep, it's that slow.

To be fair, American Laser Games have had a bit of a bad ride transferring their first arcade title to the Mega-CD, as it's an appalling machine to program for, but then *Mad Dog McCree* on the 3DO is just as bad so maybe they have no excuses after all.

Interesting screenshot No. 724: a fence.



GRAPHICS	31
SOUND	86
PLAYABILITY	41
LASTABILITY	23
ORIGINALITY	79
OVERALL	41

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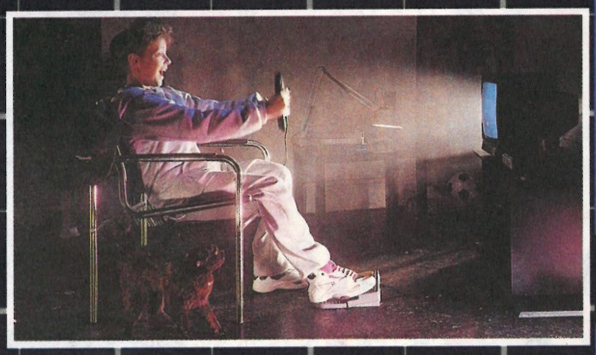
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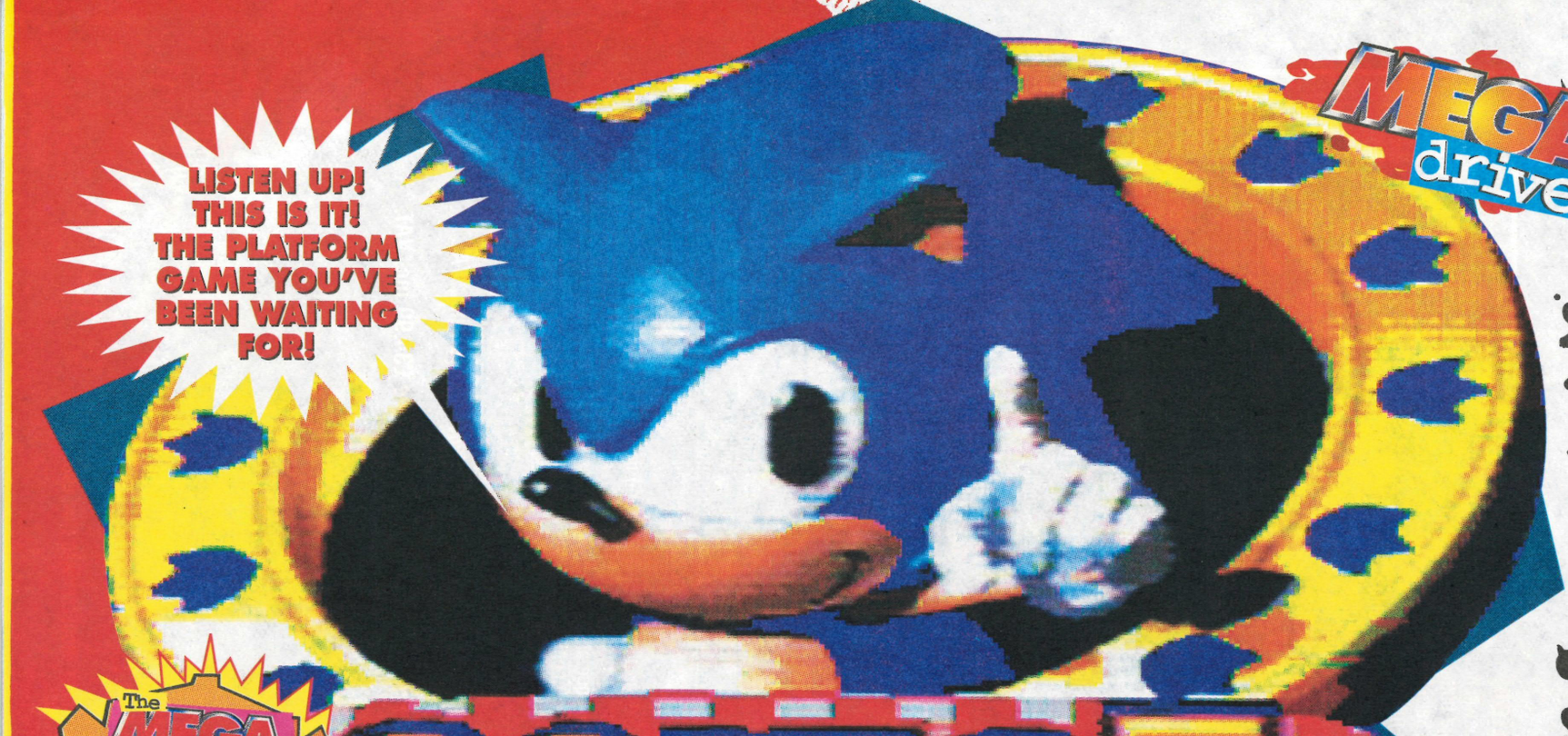
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SONIC 3



PUBLISHER	SEGA
PRICE	£59.99
RELEASE DATE	3/3
SIZE	16 MEG

OPTIONS

PLAYERS	1-2
SKILL LEVELS	1
LIVES	4
CONTINUES	YES
PASSWORD SYSTEM	NO
BATTERY BACK-UP	YES
SPECIALS	TOO MANY TO LIST

It's Sonic time once again and so, without further ado, we're gonna give you the lowdown on the hottest Sega game of '94. That's right, no long-winded witty intro that wastes valuable space, no naff Sonic-related jokes and definitely no poking fun at magazines who won't review this little gem for months.



Each level in *Sonic 3* is jam-packed with Robotniks' Badnik robots. Please give a big hand for this spiky bloke, who made his last appearence in *Sonic 1* before being revamped.





WARREN 92%

What, here already? Yep, with almost zero pre-review hype and build-up, *SONIC 3* is upon us. I have to write its name in capitals — a game this big and impressive deserves no less.

From the moment you switch it on, *SONIC 3* is a feast for the senses. Everything about it is so detailed, lively and, well, *big*.

A slightly rubbery 3D-rendered hedgehog swooshes onto the title screen to be greeted by a superb remix of the familiar Sonic theme music. The soundtrack as a whole is busier and bouncier than almost any other, including Mega-CD tracks — it almost convinced me the Mega Drive's a stereo console.

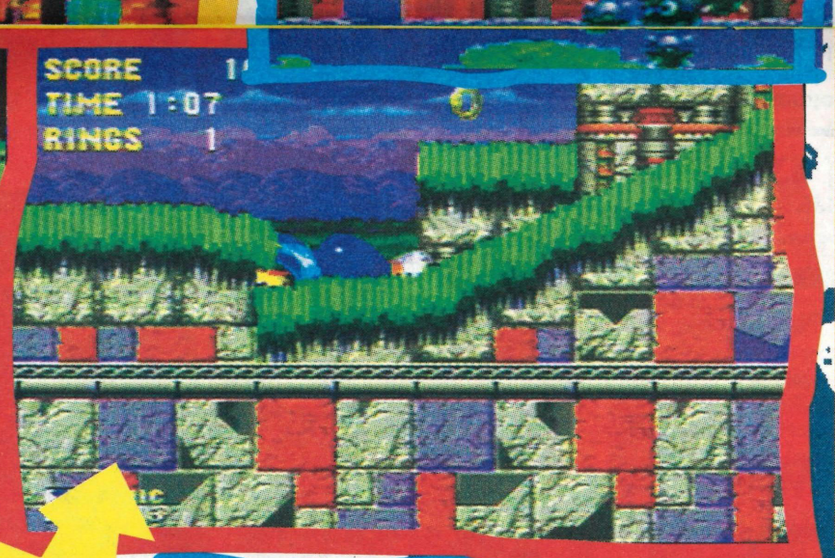
Like the end of *Sonic 2*, the intro shows Tails at the controls of a biplane, blue hedgehog standing on the upper wing. As they speed over the sea, our hero SuperSonics ahead onto dry land.



Lovely. A lush green island paradise for Sonic and Tails to wander through… pity it's about to be barbecued.

If you've been craving another dose of speedy hedgehog-type fun, hold onto your hats 'cos the best is yet to come. Let us tell you here and now that *Sonic 3* is everything you'd expect it to be: fast, playable, extremely addictive and massive! Sega have taken the Sonic theme to new levels and are aiming to top the phenomenal success of the last two Mega Drive games — a feat they'll easily achieve.

Sonic 3 sees the return of Sega's blue mascot and his furry buddy, Tails the Fox, as they set out (once again) to thwart the latest nefarious plans of the evil Doctor Robotnik. Old blue bonce thought he'd seen the last of his nemesis at the end of *Sonic 2*, but (as we all know) you can't keep a good villain down and the mad Doc has returned to cause even more grief to the inhabitants of Moebius. ▶▶▶



Super-spin against the gears in the Marble Garden Zone to reveal new scenery and hidden passages.



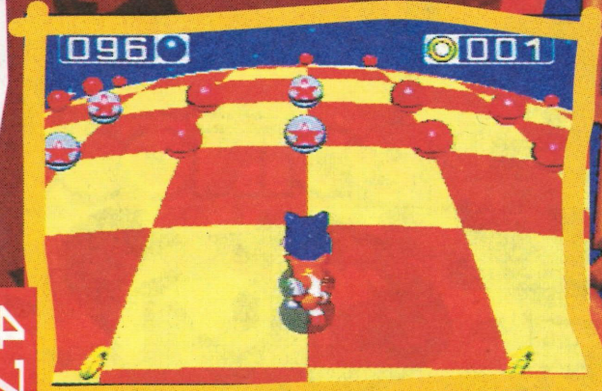
IT'S A BONUS!

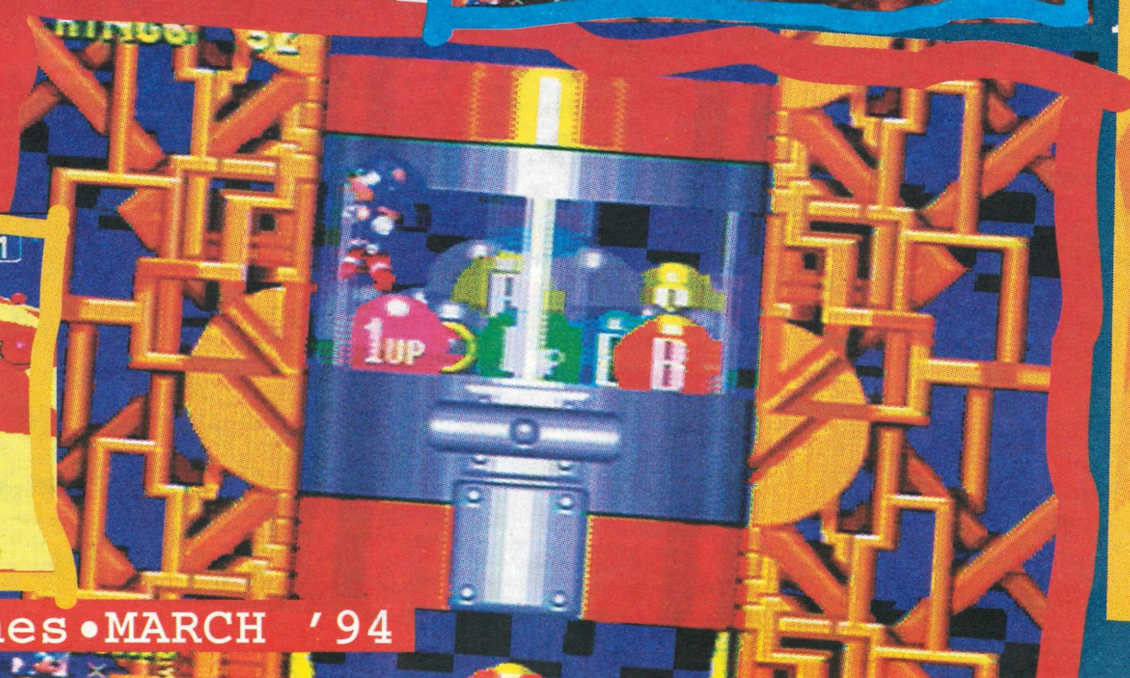
HHmm… bit of a strange one, this. The bonus levels resembles a giant bubble gum machine, loaded with goodies for Sonic and Tails. By bouncing off yellow deflectors on the walls, the pair work their way to the top of the screen and the machine's handle.

Touching it causes a globe to fall and inside is one of many different bonus items. To collect it, simply drop down — but remember to bounce off the yellow springs again as the floor disappears almost as soon as you arrive in this stage.

The more you bounce to the top, the more yellow springs vanish. The trick, then, is to time your jumps and collect as many items as possible before you're unable to go up anymore. When you fall through the floor, you're sent back to the main game at the exact position you left from, with the item and points you've collected.

So how do you get into this neat zone? Simple! As before, collecting 50 rings and touching a star post transports you to the bonus stage for free goodies and frantic fun.





SuperSonics ahead onto dry land, dashing through a tropical forest before slowing to halt in the first zone. Cool.

Sure, the gameplay basically involves negotiating platforms, collecting rings and spin-attacking baddies — it wouldn't be *Sonic* otherwise — but so many things expand *SONIC 3* above and beyond that, it's almost impossible to mention them all. Most obviously, the levels are *huge*, requiring much time and exploration. Arcade adventure-like tasks often have to be performed, building the challenge still further.

Not only have the zones been filled out, the graphics have a (*Sonic*) 3D feel, too. Sonic's various moves and gadgets he uses show all angles of the spiny one — he seems like a real creature, rather than a flat sprite, and the same goes for Tails and Knuckles. Only the slickest, smoothest animation makes this possible.

There are many opportunities to see Sonic from unusual angles because so many spinny landscape features are there to be exploited — appropriate, considering the hero's abilities. Water slides, rotating columns and cages, poles and tubes are just a selection, along with the amazing snowboarding — you won't believe it the first time Sonic rotates toward you.

Those tellies extend his abilities, too. I was never impressed by 'em before, but now… The fire shield's fearsome, bouncing the bubble up the screen's a lot of fun and the way rings are attracted to the lightning shield is well spooky.

I've never been a Sonic fan but this has converted me (as it were). The bonus stages, save option and two-player races are the rich icing on one of the largest, most delicious cakes ever to be served to Mega Drive users. My only reservation is the price — 60 quid's too much for *any* game, and that's reflected in my rating.

It doesn't matter if you already own any or all of the previous games — if you can afford it, buy *SONIC 3* and *enjoy*.



Pretty little Angel Isle

With the destruction of the Death Egg, Robotnik thought his number was up. However, he survived a crash-landing on the mysterious atoll know as Angel Island. Discovering the presence of six legendary Chaos Emeralds, Robotnik tricked their guardian, Knuckles the Echidna (sort of a pink anteater), into handing over the stones. He also convinced Knuckles that Sonic and Tails are a mean old pair out to trash the island.

Your task is to explore the island, collect the Chaos Emeralds and stop Robotnik, once and for all. As in the last game, you have the option to race through the zones as either Sonic, Tails or both together.

Sonic comes equipped with his usual powers of super-spin (for high-speed travelling) and spin attack for trashing Robotnik's Badniks, plus he can collect power-ups to endow him with special abilities (see box-out). Tails has roughly the same talents as his hero, but he can also fly for short distances, which often saves his furry hide from being fried. ▶▶▶



Blast through the five two-player zones in an effort to become Number One, the Big Cheese, Top Dog, the Head Honcho, the Main Man, Mr Big… etc.

WHAT A SAVE!

Even with loads of extra lives and continues, you'll find *Sonic 3* a tad tricky to complete. Even the best platform gamers will be hard-pushed to explore each level thoroughly, collect all the Chaos Emeralds AND finish the game.

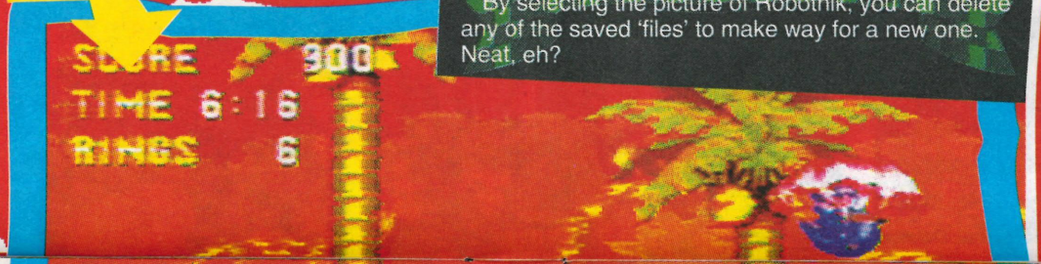
For this reason, Sega have included a handy Game Save option, which enables you to store up to six different game positions with the aid of battery back-up. Plug the cart in and go to the options screen. Select Game Save and choose a stored level by pressing Up or Down on the joypad.

By selecting the picture of Robotnik, you can delete any of the saved 'files' to make way for a new one. Neat, eh?

In two-player mode, there are three race options to choose from. Race times may be saved using the battery back-up facility.



End of the first zone and you're first boss to beat. Simply dodge the fireballs and flamejets while Super-spinning into the lethal contraption.







STEVE 96%

I've never understood people who claim to hate *Sonic* games. It's weird, but there's always *someone* prepared to diss the blue dude and his platform extrava-





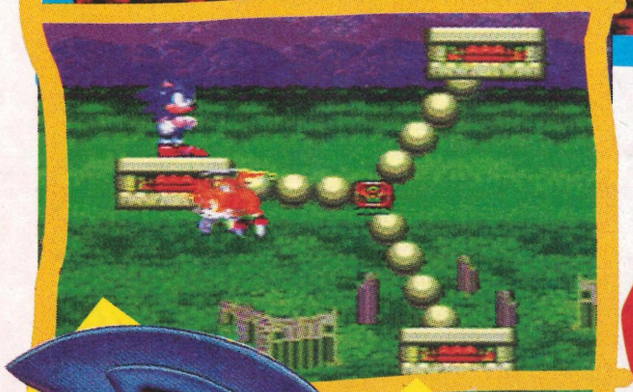
ganzas — many of them, I suspect, never having played one in their lives! Ah well, there's just no pleasing some people, is there?

The rest of us, though, can sit back and sneer at these deluded drongos, as Sega have just issued the biggest Sonic fix to date. It's HUUUUUUGE! But, as the saying goes, size isn't everything, so what else does it offer in the satisfaction department? Well, to be fair, it IS more of the same — but when you've got the very best format in town, what's wrong with that?

Many of the tweaks and additions *are*, if we're honest, merely cosmetic — although there are enough new ideas incorporated to shut the cake-holes of any would-be cynics. In fact, for many players (me included), the familiarity is kind of reassuring — you can get stuck right into the action without so much as a glance at the instruction manual, stumbling across the improvements as you go. Yeah, I'd definitely recommend that approach, as it makes the whole experience more rewarding.

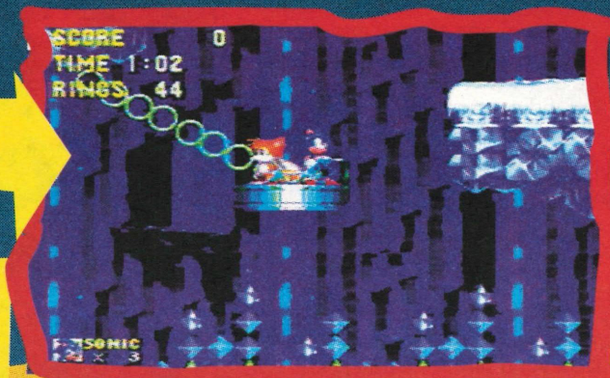
Don't just take my word for it, though, check out the comments of my colleagues here. Even Warren liked it, and he's notoriously difficult to please!

Forget invincibility power-ups and flame shields, how's about giving Sonic something useful like a bloody snorkel. Run out of air and you're a gonner folks.





There are many weird and wonderful ways for Sonic to travel in his latest adventure. To activate this swinging platform, run into it at high speed and let it carry you to higher levels.



It's a blast! The cannon on this level certainly comes in handy. Hop into it and blast upwards to reach other platforms and objects.



COMPULSIVE VIEWING



Super Ring: Worth ten golden rings. Useful if you need a few extra to reach the bonus stage



Flame Shield: Turns Sonic into a living fireball. Use this to blast across the screen for maximum damage.



Speed Boots: As in every other Sonic game, collect the super sneakers for top speed through tricky zones.



Lightning Shield: Projects an electro-magnetic shield around Sonic. It also draws gold rings toward it.







SO VERY SPECIAL

How do Sega top the stunning tube-racing special stage of *Sonic 2*? With a brilliant new one that's so smooth it'll make your eyes water.

In each level there's a hidden room which contains a giant golden ring, similar to the one found at the end of each zone in original *Sonic*. Leap into the ring and you're warped to another stage where one of the fabled Chaos Emeralds is located. To find the stone, the duo have to race around a 3D chequered globe, collecting a certain number of blue spheres.

Sounds easy? It ain't! There are red spheres to dodge (they bounce you around like pinball buffers) and white spheres which warp you back to the main game.

This section has a *Pac-Man* feel as Sonic and Tails make sharp 90-degree turns in order to collect the hard-to-reach spheres. Find 'em all and you're rewarded with one of the six Chaos Emeralds and a juicy points bonus. Ain't life sweet?



Cliffhanger features stunning snowboarding sequences that are only possible with the advanced technology of the Mega-CD, er… hold on. Wrong game. Never mind, this part of the game is still a blast.



Up, up and away

When both heroes are onscreen, the game takes off… literally! With Tails as the second player, rapidly pressing a button homes in and grabs Sonic, so you can airlift him out of trouble and up to higher (hidden) sections.

Sonic 3's split into six zones, each level having two sections. As before, the object is to race through to the finishing post, collecting golden rings and power-ups as you go. There are now two special stages to tackle (see box-outs), as well as tricky tasks to perform such as activating scenery in the Marble Garden Zone.

The play areas are massive and packed to the brim with tricky obstacles, lethal bad guys and huge end-of-level bosses. For example, once you've raced through the initial part of Angel Island Zone 1, a mortar cannon appears and sets fire to the island. The flames destroy the lush greenery and replace it with a burnt-out background.

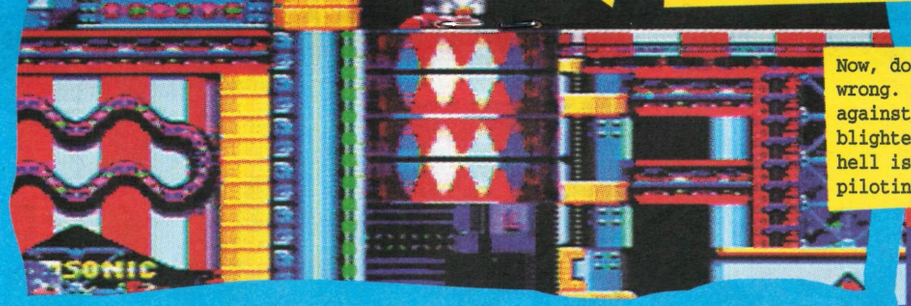
Sonic and Tails race through this section and eventually encounter a gigantic airship, which attempts to bomb them. After this you reach a rope bridge where Robotnik appears and attacks before disappearing behind a waterfall. Defeat him and rescue your imprisoned friends — and that's just the very first zone!





What a couple of dozy twats. There's danger all around and these two decide to take a gentle spin on a rotating platform. I mean, what the **** do they think they're doing?!





Now, don't get me wrong. I've nothing against the little blighters, but what the hell is a fox doing piloting a biplane?





AL 93%

The spiky blue Ayatollah does it again! He's only gone and come back with what must be the best platformer since the Dawn Of Time. After the non-event that was *Sonic CD* (bit of a fast one pulled by Sega to bully 'the kids' into getting a Mega-CD), we were preparing to write off Sonic as yesterday's sprite. But this is a quantum leap in blue-hedgehog-jumping-and-spinning technology.

When you come down to it, the highlights of any new Sonic game are: (a) Seeing what new gimmicky platformy bits there are; (b) What the bonus levels are like; (c) What Robotnik's end-of-level machines of badness are like; (d) Whether the two-player sub-games are worth bothering with; and (e) What new tricks spiky blue's learnt. So let me take you through it...

(a) Many of the old faves are there, such as the TV power-ups, but now Sonic can pull off an M Bison flaming torpedo move, as well as rolling around in a massive soap bubble — which is all right by me 'cos it reminds me of a really cheesy John Travolta film, *The Boy In The Bubble*. Sega take note: if you want a really good mark for *Sonic 4*, get him strutting around, swinging a can of paint.

(b) The bonus levels are nice to look at but a bit dull to play — probably the weak link of the game.

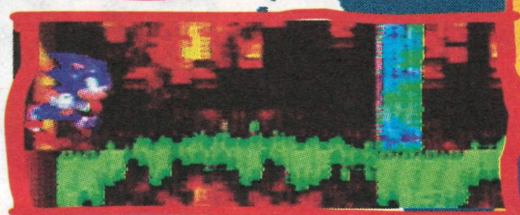
(c) As always, the end-of-level sprites can't fail to impress. And some are bloody massive! The bomber sprite is easily two screens wide and a sod to dodge. Another cool feature is that with some bosses, you aren't necessarily confined to one screen.

(d) The sub-games. Put it this way, if Sega felt like it, they could've expanded on the idea of the split-screen Grand Prix, thrown in loads of new courses etc and brought it out as a game in its own right. I'm serious. This farts in the face of *Sonic 2*'s sub-game.

(e) It can't be denied — Sonic's put on a bit of weight since last we met, and his head's starting to swell. Fortunately, he hasn't become Gazza-like in his demeanour, lumbering along with a permanent knee injury, but instead has picked up a few new tricks (he does a little Fosbury flop when he jumps! His quills wobble in the breeze!).

I could go on (especially about the snowboarding bit), but I think we all know what where dealing with here. Quite simply, it's get-your-hand-in-your-mam's-purse time, folks. Sonic proves once more that he's the Don Gordon of platfoolery, and no one else comes close. Nuff respeck, Spikemeister Blue!







Use these green bars to build up speed. Once you've hit it, the spring slams you up steep hills and walls. Use them wisely to get out of trouble.



The Fire Shield gives Sonic the ability to blast into his foes while encased in a flaming shield. If you're hit and *not* using it, you lose the shield for good so don't do it!







MAT 96%

What can I say? The folks at Sega have done it again! There's no doubt in my mind that when it comes to producing state-of-the-art, high quality video games, Sega are true leaders in their field.

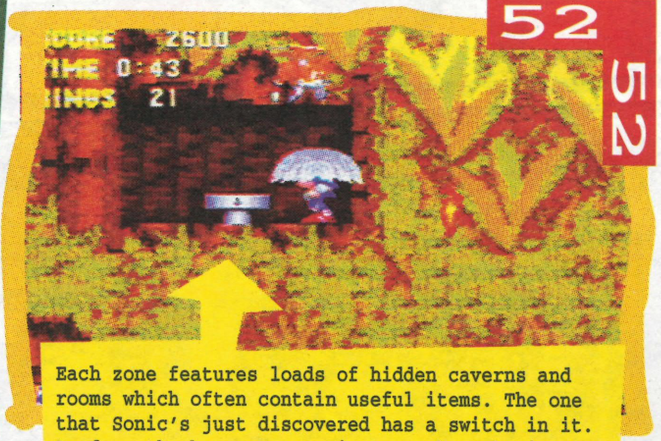
Sonic 3 takes what began with *Sonic the Hedgehog* and was expanded in *Sonic 2* and combines it to create THE game of the year. You're going to hear a lot of hype over the next few months — no doubt there'll be a Sonic backlash as the media slag off 'yet another' game featuring Sega's mascot — but just you wait till you've played it.

The first time you play *Sonic 3*, you'll be blown away by the size of the new levels, as they've been expanded both horizontally and vertically. You're gonna explore a lot more of each section, instead of simply bombing through, trying to find the end of the level. In fact, searching each level reveals a multitude of things, such as extra items, hidden rooms and other secret features guaranteed to make you go 'Whoo!'.

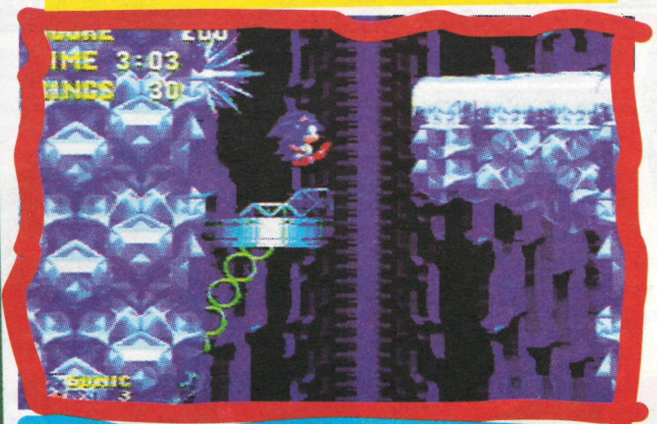
Visually, *Sonic 3* is outstanding. The little blue guy has been redrawn with a new sleeker, shinier, sexier look, and both Tails and Knuckles look truly t'rrific. The backgrounds are awesome to behold and there are so many unique graphical touches, *Sonic 3* will make you weep for joy and realise how lucky you are for owning a Mega Drive.

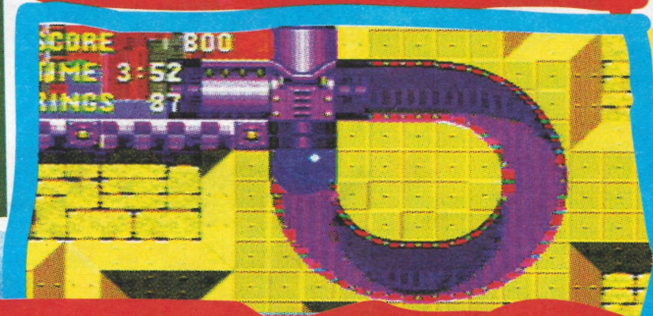
Check out the pictures, save up your pennies and prepare to get your mitts on the greatest console game ever... and that's official!

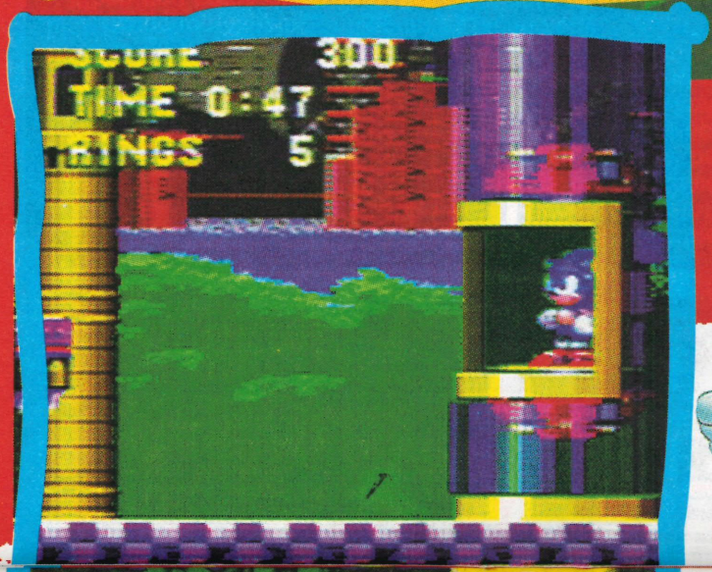




Each zone features loads of hidden caverns and rooms which often contain useful items. The one that Sonic's just discovered has a switch in it. Land on the button to activate such mechanisms as sliding doors, lifts and fans.





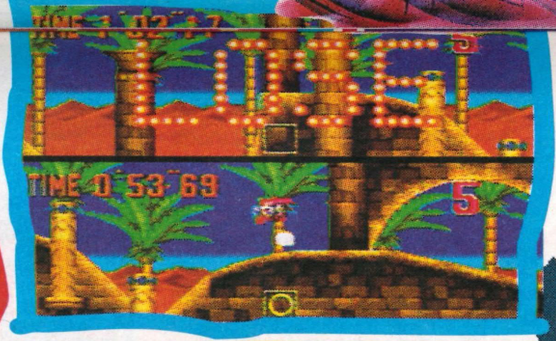


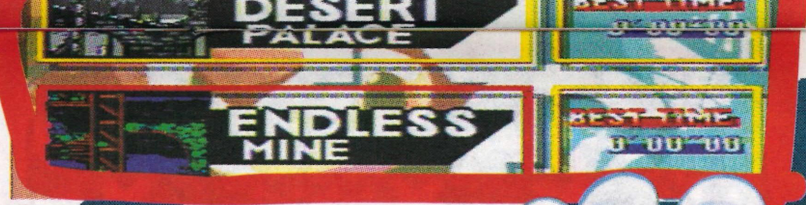






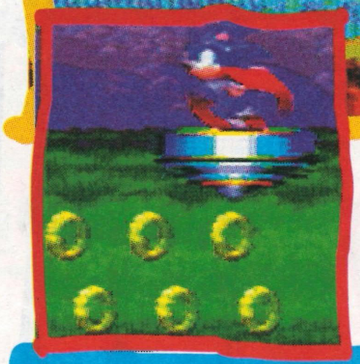
The Ice Cap Zone features loads of snow-based fun, including this snowboarding section.











The Star Posts are you're passage to bonus stages. Collect 50 rings and touch the post before leaping into the star warp.





Welcome the Competition

As you can see, this game's much bigger than *Sonic 2* and requires plenty of exploration. Rather than a high-speed dash to the finishing line of each level, you have to use your brain to solve arcade puzzles, find hidden items and figure out the best way through a stage.

The main complaint we hear is that *Sonic* games are way too easy. But the learning curve in *Sonic 3* is pitched just right, the zones getting progressively tougher. The inclusion of battery back-up is a blessing, as you can always restart from the last level reached (see box-out).

The other option on the title screen is Competition. This is basically a variation on the two-player game from *Sonic 2*, where players choose Sonic, Tails or Knuckles and a section then race against each other over five laps of a tricky course (see box-out).

With the success of Sonic on various formats, you might think his latest adventure would be a tad boring. Well, forget it! *Sonic 3*'s packed to the brim with new and original features which elevate it high above the humdrum selection of platform games already on the market.

Sega have done it again. *Sonic 3* will sell by the truckload — you've *gotta* have it. Anyone for *Sonic 4*? MM

THREE INTO TWO...

For thrilling, fast-paced head-to-head action, *Sonic 3* has the cool Competition option. Select this from the main screen and you're given the choice of racing in one of three different events: Grand Prix, Match Race and Time Attack. You then move to a player selection screen, where you choose Sonic, Tails, Knuckles or even the same two characters!

There are five levels to race on and none are included in the main game: Azure Lake, Balloon Park, Chrome Gadget, Desert Palace (one of the zones left over from *Sonic 2*) and Endless Mine. Start the race and you're treated to a speedy split-screen game in which you and a friend compete to be first to complete five laps of the circuit.

The tracks are fairly short levels, with a marker post at the start. Passing it counts as a lap and the winner is the first to reach it the fifth time around. Various obstacles are encountered on the way, some lethal, as well as power-ups such as speedy boots that can give you the winning edge.

Grand Prix is a standard race set over a few random courses, whereas Match Race is simply one chosen track. Time Attack has you racing against the clock as you try to beat previous time records, saved via the battery back-up feature.

GRAPHICS	91
SOUND	88
PLAYABILITY	98
LASTABILITY	92
ORIGINALITY	81
OVERALL	94

PLATFORM REVIEW



AL 70%

Apparently, *WonderDog* is an ancient game that was boxed with something called a WonderMega, a paving slab that took carts and CDs at that distant time when everyone thought Big Fun were rather talented.

If it's uncomplicated, straight-up platform japery you're after, go right ahead and check it on out, baby. It's nice to look at, and even though the music brought back hideous memories of Shakatak and Ford Escorts with beaded seat covers, the presentation as a whole is adequate.

I imagine WonderMega owners (both of them) had a right old fiddle with themselves when this was first released, but hey, it's the nine-quad (1994, to all you squares, man) and there are newer CD games to get excited over.

So if I were you, I'd give *WonderDog* a bit of a wide berth (unless you like the look of it, of course, and you're keen on Jazz-Funk). And I'd do something about those spots as well...

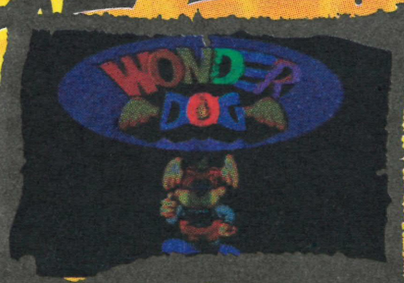


They stood. One alien facing another. It was tense, but a little Stilton broke the ice



WONDERDOG

MEGA CD!



PUBLISHER	SEGA
PRICE	£45
RELEASE DATE	FEB
SIZE	CD

OPTIONS

PLAYERS	1
SKILL LEVELS	1
LIVES	COLLECTABLE
CONTINUES	INFINITE
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	NONE

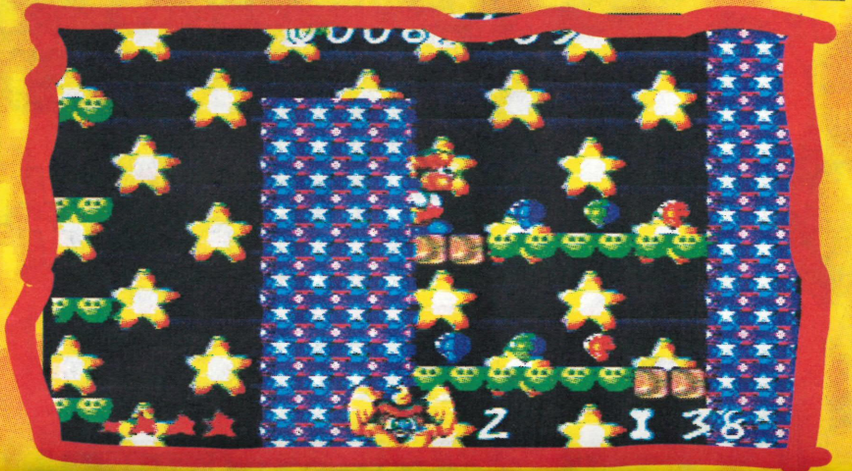
Here we go again, another game arrives in the post and, surprise surprise, there's no bumph with it. Once again, a software house expects us to have mind-reading skills akin to the Psi Division of Mega City One. WHAT ARE THEY *ON?* How do they expect us to do a proper review if all we get is the chips/cart/CD? Run our fingers over the grooves? Hold a seance, for Christ's sake?

But luckily for us, *WonderDog*'s on CD, so there's one thing you can bet your life on — an intro sequence practically the same length as an omnibus edition of *EastEnders*. So let's have a look at that.

Right. There's this dog planet, see, called — get this — K9. It's about to be overrun by the Pit Bullies, who are gonna enslave all the nice dogs.

But it just so happens that the

To those who follow the import market, this one's a bit of a crumbly, but the official version has only just been allowed out of quarantine. Trees: be afraid. Be very afraid.







This flag is a restart point. We didn't realise and consequently spent an hour trying to climb it.



leader of this planet has developed a serum that bestows supercanine strength, skill etc. So he tries it out on his new-born son, sticks him in a spaceship that looks uncannily like a nob and sends him to a strange and distant planet called, that's right, Earth. So far, so much a rip-off of Superman.

Boy meets dog, Dad disses dog

Cut to a youth with a nasty perm, playing in a field on his own (presumably because of his unfortunate hairstyle), when suddenly the nob-shaped spaceship crash-lands. The youth checks it out and finds a cute lickle puppy. Ahhhh!

The two of them become inseparable, blah blah blah, and we see lots of touching shots of stick-throwing, face-licking and other assorted dog–boyfoolery.

But — Sad Day! Along comes Dad (you can tell he's the dad 'cos he's got a 'tache and sensible jumper), who wags his finger in 'you can piss off if you think you're bringing that bloody dog home with you — crapping all over the floor, humping my leg and moulting all over my jumper' stylee.

The youth cries. The dog cries. Jesus, *we* were crying at this point in the story.

Eventually, Dad and youth get into their Ford Escort (which really impressed James, in a 'I'm a boring old tosser who reads car mags and dribbles over pictures of camshafts' kind of way) and drive off. There's only one thing a dog can do in this situation — get back into the space nob, put on a superhero costume, grab a pawful of throwing stars and jump around lots of platforms.

You heard right, folks, it's platform time again! One button makes you jump, another makes you run faster and the other casts spinny stars of Death. The longer you keep the fire button depressed, the more powerful the stars.

We'll leave it at that, because a picture tells a thousand words and all that, but we can only write about 500 before the irresistible pull of the coffee machine gets too much. MM



JAMES 70%

I've always been a bit dubious about super-type people. They're usually so vain or dim that they have an initial or symbol on their costume. Don't they realise the advertising potential? If you're zapping around fighting crime and bashing bad guys, people are gonna know your face, toy companies are gonna make tiny plastic dolls of you. So why not capitalise on this and get Carlsberg or Hitachi to sponsor you?

Anyway, putting aside my gripe about the superhero population, *WonderDog* is a platformer — and not a particularly brilliant one at that.

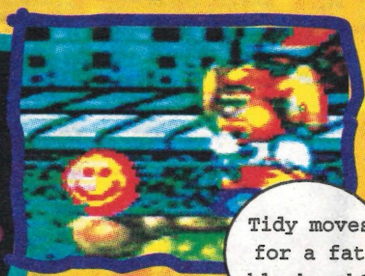
It plays as if it was programmed for a younger audience. Finding your way around ain't too tough and there's plenty of secret areas for those with short attention spans.

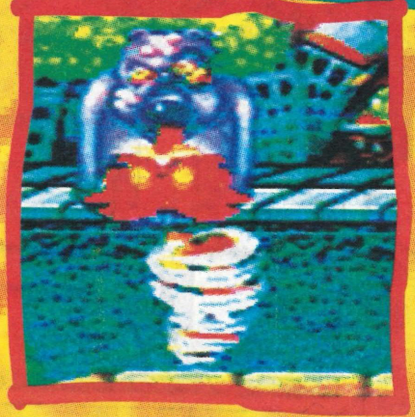
There's nothing particularly tricky and 99% of the time the hits you take are unavoidable or because you've got a bit cocky. Only e-o-l guardians pose a threat, and seeing as they all behave in much the same way, they don't cause many headaches.

My only serious complaint is that stupid energy icon! It's been plonked right in the middle of the screen, so when you leap from platform to platform you can't see where you're landing half the time. And it's difficult to tell at a glance whether you've taken two hits or three.

Its size and good sprite control are the only things *WonderDog* has in its favour; gameplay's easy to the point of becoming dull. Smart pooch, though.









GRAPHICS	65
SOUND	73
PLAYABILITY	69
LASTABILITY	52
ORIGINALITY	48
OVERALL	70

GREATEST HEAVYWEIGHTS™

Ah, the joys of being repeatedly beaten around the head and body! It really gets the blood flowing – and not just internally. All the colour of boxing, and more, is present for the launch of of a Sega sub-label.

So you wanna be a boxer? Wanna be the champ? There's a golden boy inside you, not a punched-out tramp?

That's right, sports fans, the lyrics from that fine piece of cinematic entertainment, *Bugsy Malone*, can mean only one thing: another opportunity for fist-on-face-foolery, thanks to *Greatest Heavyweights*, the first release from the newly-formed Sega Sports.

The sharper members of our readership will take a cursory glance at the screenshots and experience a blinding flash of déjà vu. Could it be? Surely not! Isn't this nothing more than a rehash of *Evander Holyfield's 'Real Deal' Boxing*?

Wellll, yes and no. The control system and game engine is virtually the same, but with the addition of eight of the heavyweight division's finest, from 'Brown Bomber' Joe Louis right up to current champ Evander Holyfield, you can find out for yourself who was the greatest boxer of all time. If you're really that bothered.

Black and blue

Not only that, there's a stable of 30 other boxers with various skills, physiques and hairstyles, just waiting for you to bash their skulls in and guide them towards a career in panto.

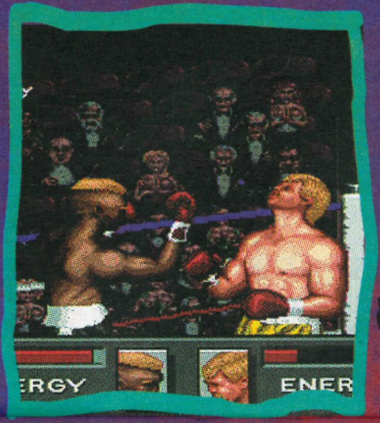
You can assemble two fighters yourself, with a veritable smorgasbord of bits to choose from. Sadder players will wet themselves as they create a fighter with blue skin and a green mohican, and call it 'Nob' or something like that, then convince themselves they're so incredibly amusing and original. Tossers!

Anyway, the point of the customising is so you can guide your lads through a full professional career, working your way up through the ranks in an attempt to become champ, building up your skills and strength on the way.

After each bout you put your boy through a training programme, which consists of choosing from a menu of options — roadwork, weights, vitamins etc — which bump up your



C'mon 'en, ya prat, laugh at MY hair-do, would ya?!



OOF! IT'S A SPORTS SIM REVIEW





© 1993 SEGA.

PRESS START

PUBLISHER	SEGA SPORTS
PRICE	£49.99
RELEASE DATE	NOW
SIZE	16 MEG

OPTIONS

PLAYERS	1-2
SKILL LEVELS	1
LIVES	1
CONTINUES	N/A
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	ALI SPEECH IS COHEREN



strength, stamina and chin. No, you don't end up looking like Jimmy Hill, but you build resistance to punches.

Trio bars

The other two modes available are your common-or-garden exhibition bout and a tournament mode, where you play the eight legends off against each other in a league sort of thing.

Controlling boxers is as easy as finding a nipple in the *Sunday Sport*: button [A] for a left-hander, [C] for a right one and [B] to block. Throwing a punch while pushing Up results in a head shot, pushing Down unleashes a body-blow. Also, pressing [B] and a punch button triggers a tasty uppercut.

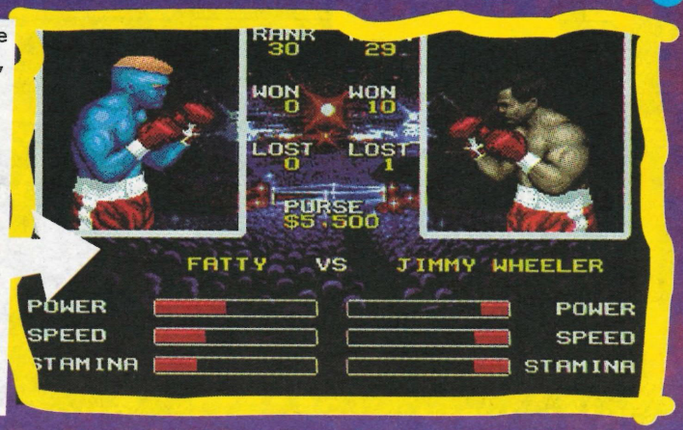
Not only that, if you press all three buttons you get to diss your opponent with a few choice cusses, which doesn't do much apart from getting on your mate's tits, but that's always a good thing.

There are three energy bars for you to keep an eye on, one for head shots, another for body blows and a main bar. The more damage head and body meters take, the more the latter's drained by punches. Obviously, when the main bar runs out, you're knocked down, and frantic button-pressing is required in order to get on your feet. So, *arrrre yoo* RRREADY TO RUMBLE?!

MM



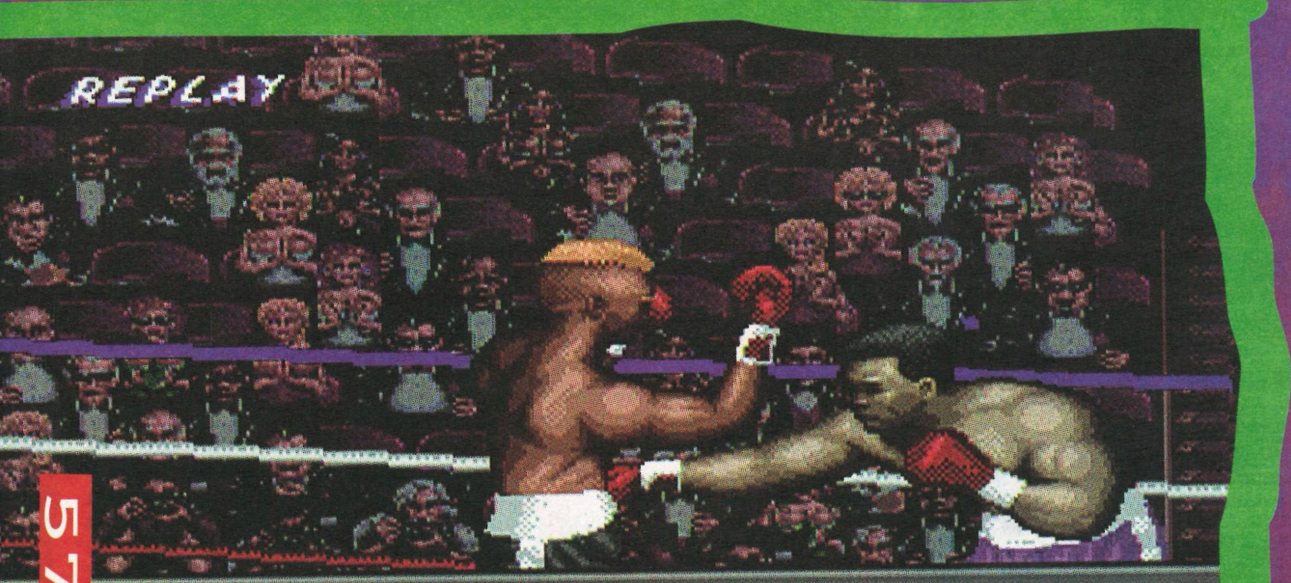
Roll up, roll up and watch the king-size skins of the ring...



Blue is the colour, er, boxing is the game? Apply the special woad mode to psyche-out your opponents. Well, it always worked for the Welsh!



Larry and Jack just couldn't agree on a wallpaper for their bedroom, so opted to settle the dispute in time-honoured tradition...





MAT 38%

Let's face it, boxing games simply don't work on *any* console. It's a fact. Where other sports games can show off a system's capabilities, boxing games are an excuse to latch onto a relatively untapped market.

At first it might seem a great idea to produce a cart which features two grown men pummelling each other to pieces. Unfortunately, as is the case here with Sega's *Greatest Heavyweights*, the action's often dull, repetitive and damn frustrating as well.

Now I know what you're saying: 'Mat thinks this game is crap because he can't play it.' The fact of the matter is that I don't *want* to play it — and if you have any sense, neither will you.

Greatest Heavyweights lacks any real lastability, playability or, most important, fun. What happened to the good old days, when all Mega Drive games carried the Sega seal of approval? This is the kind of cart you'd expect a naff American third-party developer to produce, not the top console company in the world.

To bolster the obvious lack of gameplay, Sega have included loads of 'clever' options to increase lastability, but even being able to play as the world's top boxers isn't enough to make me strap on my gloves and step into the 16-bit ring.

As far as future boxing games go, *Prize Fighter* from Digital Pictures looks vaguely interesting, but until then we're stuck with *Greatest Heavyweights*.



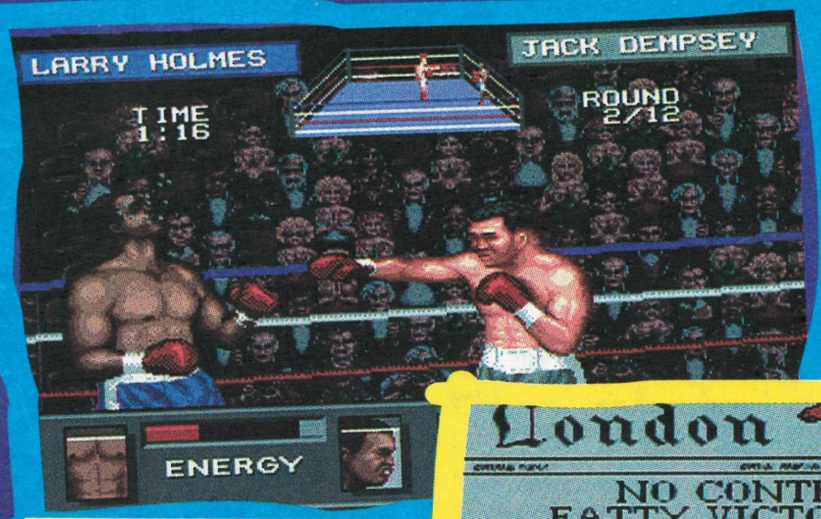
AL 77%

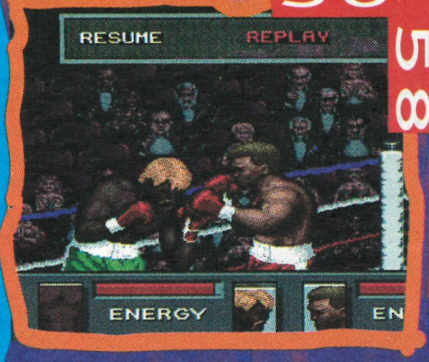
Boxing games on the MD have always suffered from being, well, a bit limited. While we were playing *Greatest Heavyweights*, no lie, we spent ages trying to work out how you could get Muhammad Ali to do a Spinning Bird Kick. In the end, we found out we could goad each other by pressing all three buttons, which kept us amused for ages.

One thing I will say is that in two-player mode — usually the litmus test for a sporty game —*Greatest Heavyweights* is a good crack. Being a bit of a boxing fan meself, I could quite happily fiddle away with this for a good while.

However, after 20 minutes' play *Greatest Heavyweights* makes your thumbs feel like you tied them to the back of a bus with a bit of string and were dragged around the M25, and like all boxing games, it suffers from the usual presentation problems (boxers cut off at the waist, circling the ring as if on a roundabout etc).

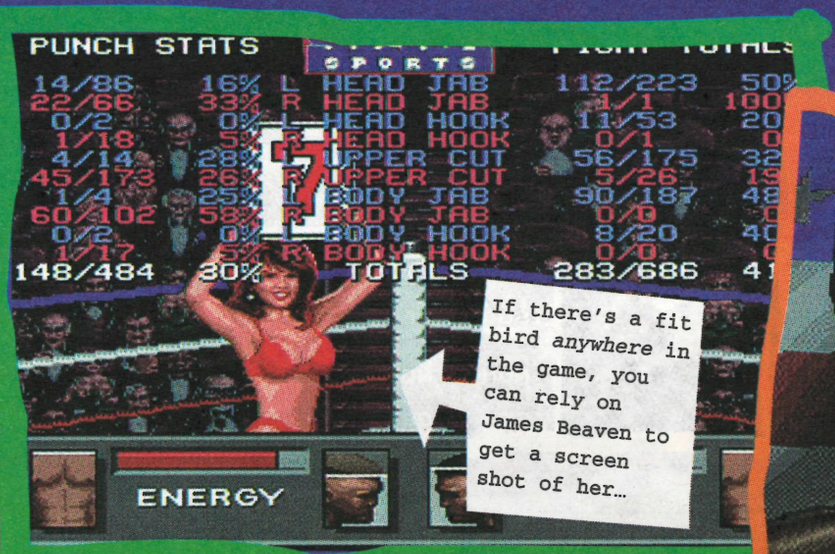
Boxing must be the hardest sport to convert to console and a gaming system hasn't yet been invented that captures the essence of pugilism, but if you're into the sweet science, check it out.



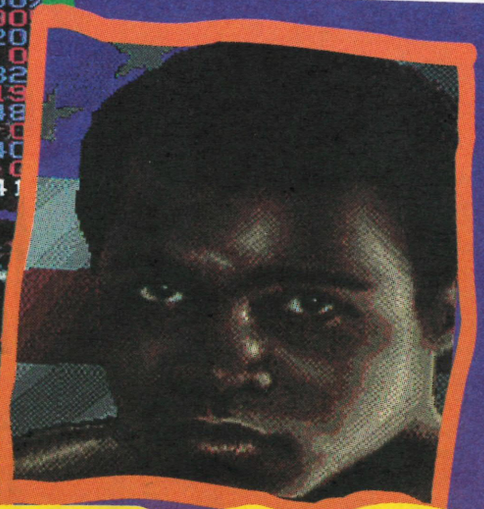


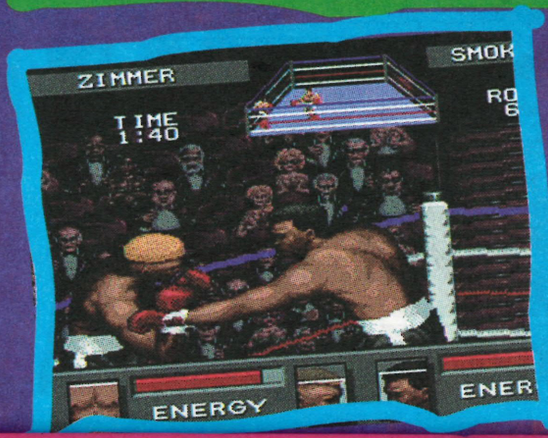
Typically tiresome, *The London Times* can't compete with *The Sunday Sport's* headline: 'Tub Of Lard Is Really Elvis In Disguise!'





If there's a fit bird *anywhere* in the game, you can rely on James Beaven to get a screen shot of her…







GRAPHICS	80
SOUND	84
PLAYABILITY	76
LASTABILITY	47
ORIGINALITY	36
OVERALL	58

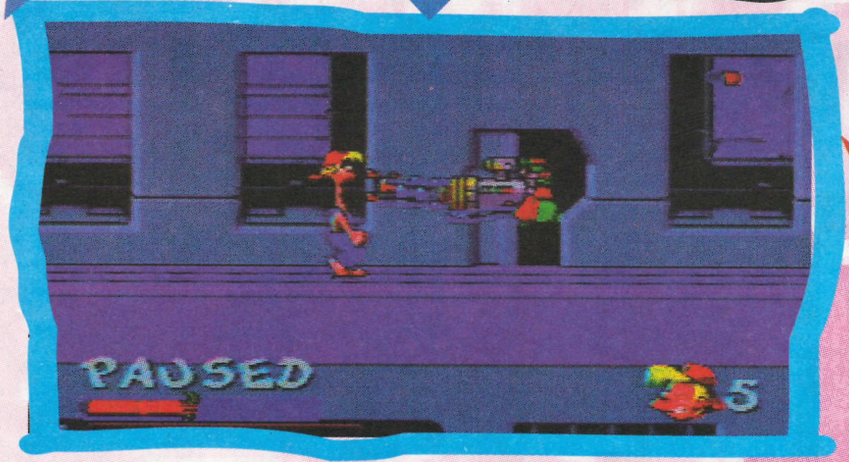
mortal combat for real.

Call the Laser Quest linkline now for your nearest Laser Quest arena on 0800 543210.



IT'S MORE THAN JUST A GAME

BUBBA 'N' STIX



MEGA drive!

PLATFORM PUZZLER REVIEW







AL 83%

Look out, Uncle Tony, it's another puzzly platformer jobbo! Yes, the suits at Core have realised that Mega Drive owners actually possess a few brain cells and don't mind exercising them now and then. Huzzah!

Along with the usual beat-'em-up and platform releases, we've recently seen *Cosmic Spacehead*, *Gods*, *The Lost Vikings* and now this un', which I reckon tops all of them. Of course, its very nature means that eventually you'll finish *Bubba 'n' Stix* and probably never return to it, but it offers enough of a challenge to keep you going for a good while.

The cunning deployment of the stick — wedging it into holes, chucking it at things, using it to help balance on a tightrope — brings a refreshing edge to *Bubba 'n' Stix*, and the arcadeyness blends with the puzzleyness as smoothly as the caramel in that barrel thing from a tin of Cadbury's Roses. It's better than a punch up the snotbox, that's for sure, Guv'nor!

Great title, *Bubba 'n' Stix*. Doesn't give away too much of the plot, though, does it? Much like reviews in certain rival publications, really. Read and feed...

We all know man's best friend is his dog, right? Wrong! Core Design are here to educate us all and inform you the greatest pal you could ever have is a stick. 'A stick?' you all cry in whiney voices, 'have you lost your crazy reviewing-type mind?' Not quite.

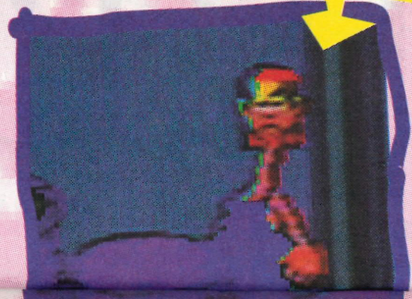
The stick in question is an alien and friend to the main character in Core's latest Mega Drive outing. It follows the adventures of Bubba, an ordinary delivery man who's kidnapped by aliens and must find his way back to Earth. However, his task is made easier by Stix, an enthusiastic piece of living wood that follows him around like a pet.

In this colourful platform game,

Bubba's been imprisoned for doing something quite unsavoury with his stick, but he cared not a whit...



...until he got his nob caught in a vat of toxic waste. oof!





you control the happy-go-lucky Bubba as he bungles his way through eleven levels of extra-terrestrial action. But this is no ordinary platform game.

The main controls are limited to left, right, crouch and jump, but the real fun comes when you use Stix. The stick can be thrown, used as a baseball bat, snooker cue, lever, platform, shield and balance pole.

Stick with it

The creatures which roam each level should be taken out with one swift swipe of Stix, as touching them causes Bubba to lose energy. After a few hits, Bubba loses one of his nine lives and is thrown back to the start of the level; lose all your lives and it's Game Over. Fortunately, a handful of continues and nifty password system keep frustration to a bare minimum.

The main difference between *Bubba 'n' Stix* and other platformers is the fact you must put your brain into gear and think about how to get off a level — as opposed to blasting through at high speed, destroying everything you see (ie, *Sonic*). Whenever this game's switched on, you can hear cries of, 'Where do I go now?' 'How do I get out of this?' and more often than not, 'What the **** am I supposed to do with this ****ing stick now?'!

With a unique mix of platform action and puzzle elements, *Bubba 'n' Stix* certainly has the potential to be a big seller for Core Design and should follow the success of *Chuck Rock 2*, *Thunderhawk* and *WonderDog*.

MM



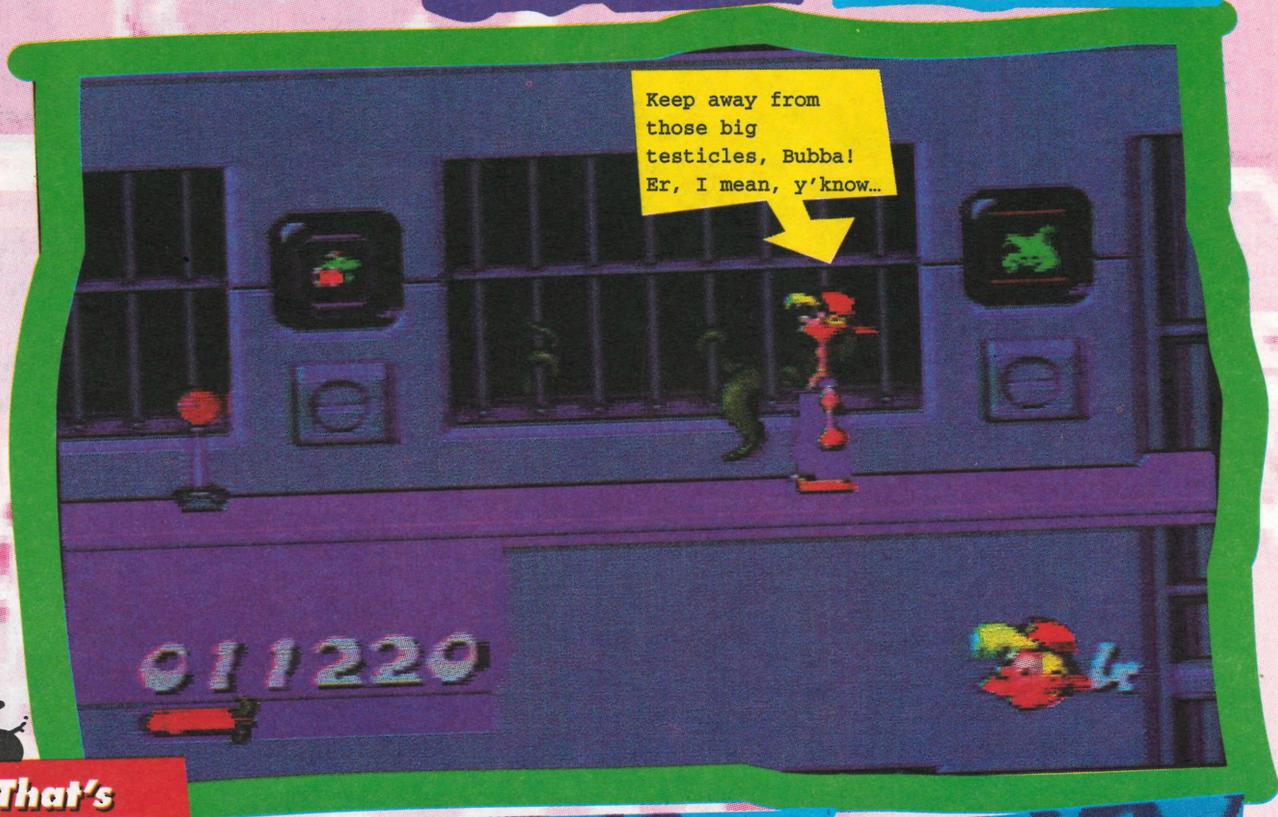




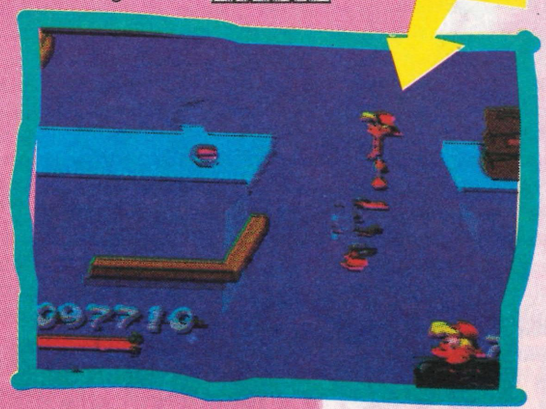
PUBLISHER	CORE DESIGN
PRICE	£39.99
RELEASE DATE	FEBRUARY
SIZE	16 MEG

OPTIONS

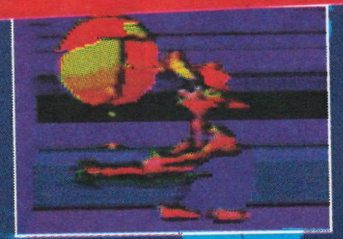
PLAYERS	1
SKILL LEVELS	1
LIVES	9
CONTINUES	YES
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	NONE



Sorry mate, dunno what's going off here.



But WAIT! That's NOT ALL the STICK MASTER can do!


It's a BAT!

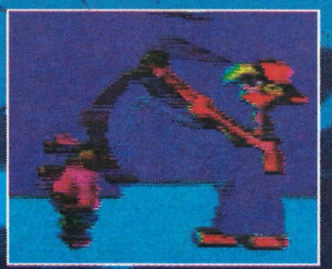

It's a CROWBAR!


It's ANOTHER BAT!


It's a PLATFORM!


It's a SNOOKER CUE!


It's a SPEAR!


It's a DEATH-DEALING HAMMER OF SATAN!!!


It's a S**T STIRRER!



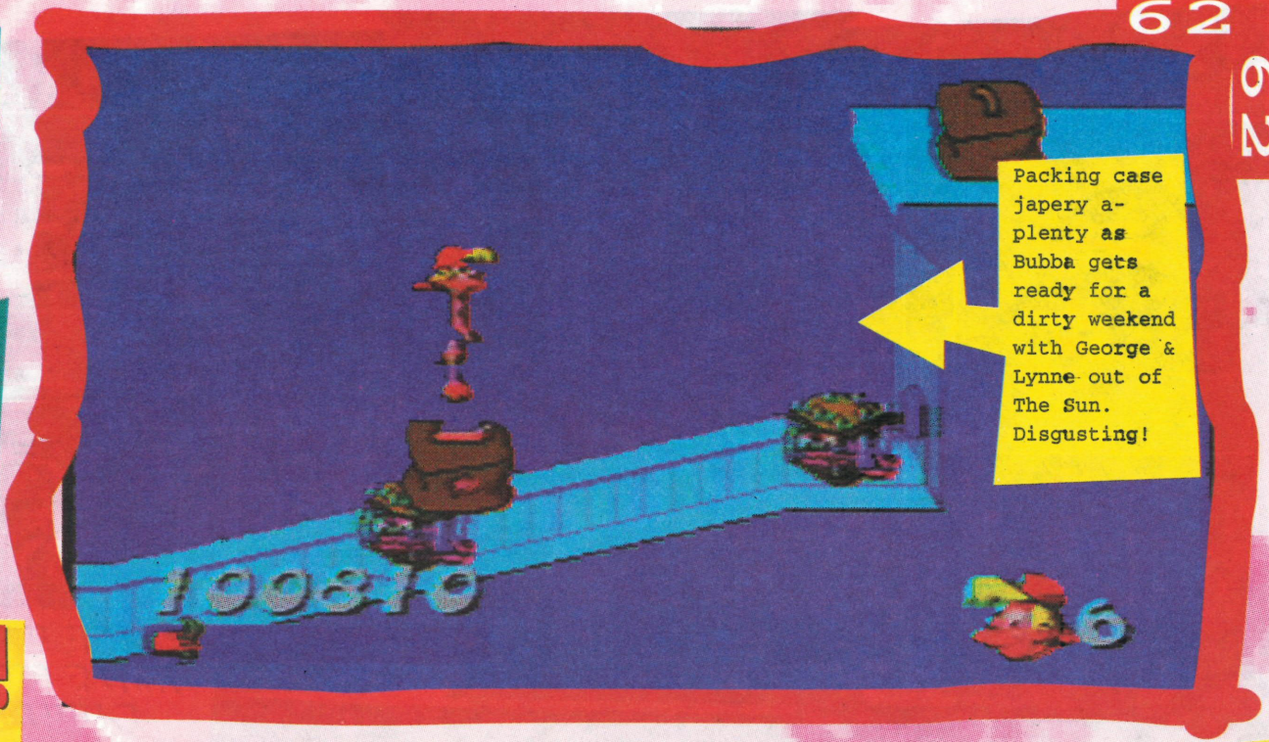
MAT 87%

Bubba 'n' Stix is the latest in what could be called the next generation of platform games. It seems that these days game designers and programmers actually put serious effort into producing games which get your grey matter bubbling. This has been the case with the recent release of *Puggsy* from Psygnosis and now *Bubba 'n' Stix*.

What makes *Bubba* so appealing is the fact you're constantly wondering what to do with that flaming stick! There you are, at an apparent deadend, you've done everything with the useless piece of wood, when suddenly your cogs start whirring and — hey presto! — your dilemma's solved. Unfortunately, at times it takes bloody ages to figure out what to do, but it certainly increases longevity.

But something's missing. I don't know what — call it the elusive 'X' factor that makes a game truly special. *Puggsy* certainly has it, with its gradually increasing difficulty level, but in *Bubba 'n' Stix* you can't help feeling you've been dumped in the middle of the toughest levels from the start.

Don't get me wrong, this is a great Mega Drive game and I highly recommend it, but there's better out there.



Stick it in yer fam'ly — album!

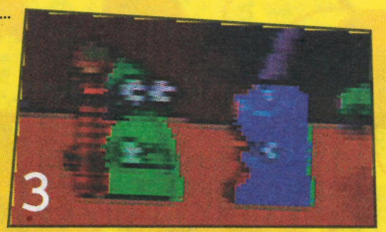
Da da da da duah da, Da da da da duah da, How's yer father? Aweight!



Here's a dilemma: There's this massive cliff you just can't jump onto to the right of those blob geezers. So what do you do? Time for a bit of pulsating stick action...



You hurl your trusty stick at the green blob while he has a quick sniff of his 'pits. That'll annoy him...



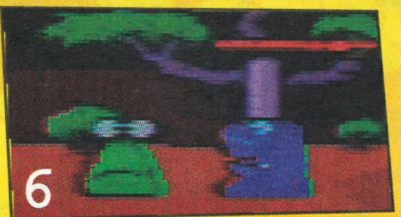
"Oi! You rotten sod!"



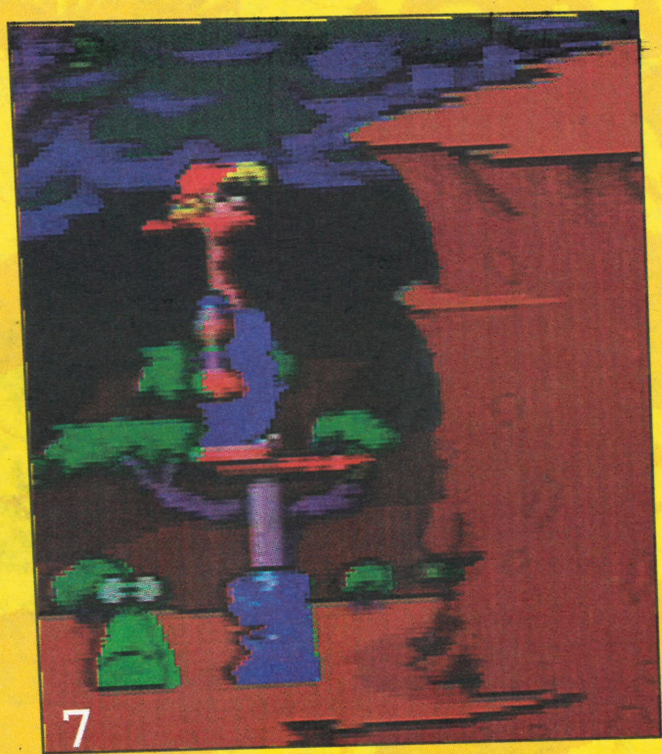
WHAM! BAM! I am! A man! (George Michael — all rights reserved)



Blue Blob understandably gets ready to retaliate...



...but instead, his arm extends...



Voila! Instant platform! Just add stick & blob!



This nifty transformer isn't a robot in disguise, but gets you from floor to shining floor. Nishin', guy! (eh? Ed)

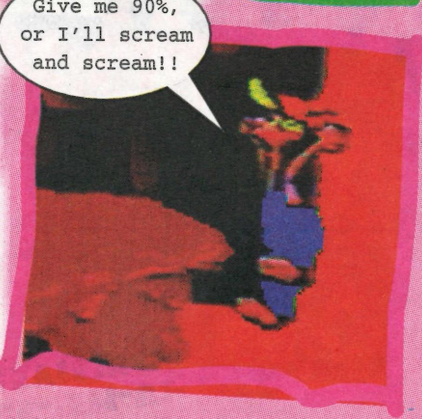
Thingies

Weird and wonderful, or just plain weird? Finding out who's friend and foe in *Bubba 'N' Stix* is half the fun – some'll help, while others hinder progress so, if in doubt, give 'em a clout!











STEVE 83%

I like this style of game. A lot. In fact, if I had my way, there'd be a whole lot more platform/puzzlers around — but with the exception of *Puggsy* Virgin's *Lost Vikings* and the *Shadow Of The Beast* games, you'd be hard pushed to find many of this ilk on the Mega Drive.

The only fault with this type of game is that, once solved, solutions to the puzzles that hamper your progress are easily remembered... seriously affecting lastability. But provided the conundrums are logical yet elusive, lastability should be the least of the player's worries.

Balance is the thing, then; for a game in this style to *really* work, there must be equal amounts of brain-teasing and button-bashing. And the good news is, *Bubba 'n' Stix* manages this delicate see-saw act with style.

Graphically satisfying (the cartoony atmosphere suits the plot perfectly) and sonically sound, my only major gripe is that occasionally a problem arises which *totally* does your head in! Luckily, I had two of Core Design's chief games-testers on the other end of the blower to offer advice — but most gamers aren't quite as fortunate...

So the trite 'try before you buy' throwaway line many reviewers use when they just can't make their minds up doesn't apply: you'll be hooked right away, only finding fault if you've a laid-back shop keeper who doesn't mind Segaphiles hogging his in-store Mega Drive rig for hours on end.

Ah well, I'll just have to wrap up by saying 'buy it' anyway. Unless you're a complete thicko like James.

GRAPHICS	92
SOUND	78
PLAYABILITY	85
LASTABILITY	80
ORIGINALITY	86
OVERALL	84

SLICE-'EM-UP REVIEW

64 94

SPLATTERHOUSE 3

Don't read this while eating your tea! Special 'Wipe Clean' pages

MEGA drive!

Eggs. Ripe tomatoes. Snails. Water bombs. Seven-foot monsters with fangs, tentacles and dirty fingernails. All of these things splatter, if you bash 'em hard enough...



Taking on the mantle of games reviewer means you have to become pretty hardened to the grotesque. Folk pulling each other's heads off. People running around without any limbs. Blood squishing against the monitor like a mouldy plum splattering against a bus window. And, worst of all, the smell of the Impact toilets after Steve's been in there. Yes, lesser men would cower behind their copy of *Nancy Boys' Weekly* and cry for their mam.

And yet, every now and then, a game infests the MEGA MACHINES office and gives one and all a severe case of the willies. At this very minute, Mat and James are going to the lav in pairs, just to make sure Satan doesn't pop out of the toilet and bite their goolies off; Steve is refusing to come down from the table — in case giant maggots glom into his flesh and fly out of his nostrils; and Al, after wetting himself, has been strapped down in a chair and is being slapped with wet towels. But hey, what he does in his lunch hour is his business...

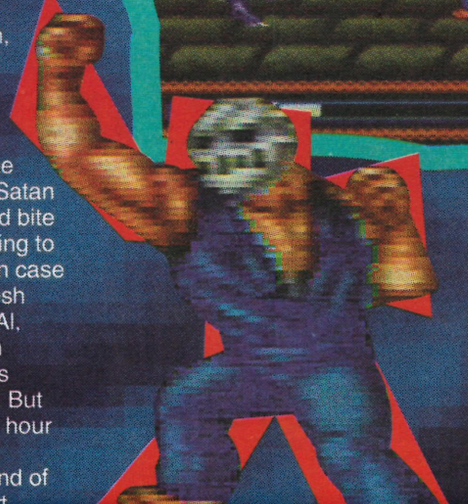
Splatterhouse 3 is not the kind of game to play when Auntie Gert

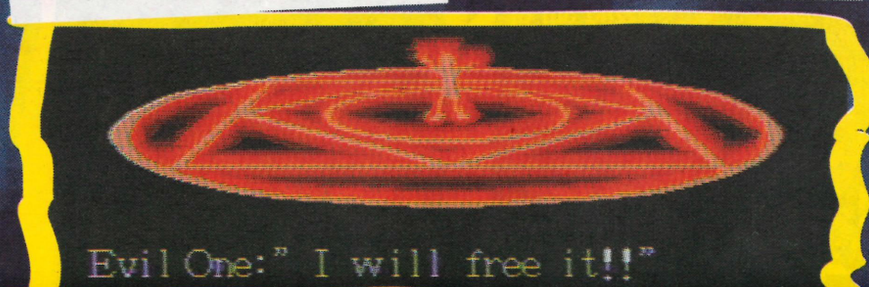


That's the last time I have a prawn balti and eighteen pints of lager before doing some serious monster twatting.



Coming soon...Friday the 13th Part 24: Jason meets the Elephant Man.







AL 46%

Well, this is going to pacify the 'Video Games Are Most Unsavoury And Make Your Child Hack Old Ladies With A Tin Opener' brigade, isn't it? I DON'T RECKON! I reckon Namco could do with a bit of tabloid outrage over this game, though, 'cos to be honest, it isn't much cop, Guv.

I hope I'm not insulting anyone's intelligence when I point out this is the third attempt to squeeze a few drops of gameplay from the same '80s-style arcadery, and to be honest, the words 'flogging' and 'dead horse' spring to mind.

Although there are a few good ideas lurking around (the map jobbos are helpful, and the time limit and sporadic storyline updates are interesting), the gory disposal of nasties inevitably becomes repetitive and tiresome. In fact, you could say it tends to *Double Drag-On* a bit. Crap joke, but hey! Crap game...



PUBLISHER	NAMCO
PRICE	£TBA
RELEASE DATE	TBA
SIZE	16 MEG?!

OPTIONS

PLAYERS	1
SKILL LEVELS	4
LIVES	3
CONTINUES	YES
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	ENCOURAGES BULIMIA

comes round for tea, oh no-no-no! 'Cos basically, the aim of the game is to maim.

Ectoplasm by the 'andful!

You, as Rick, have spent most of your adult life donning an ice hockey mask and squishing past battalions of, well, *things*, and dipping your hands in alien gore. Not the kind of career a normal geezer would be keen to pursue, but he's done all right out of it, with a nice big mansion, a wife and kid.

All well and good, but poor ol' Rick didn't count on The Dark One. No, not a leftover chocolate from a box of Terry's All Gold, but a manifestation of doom who sneaks in the house while Rick's at the pub and plays a few japes. Like infecting his missus with Boreworms, throwing buckets of offal around the house and invited a posse of alien chums for a party.

Understandably, Rick's a bit annoyed about this, so out comes the hockey mask, on goes that nasty sleeveless denim jacket Wham were so fond of and away we go on a voyage of death. Hurrah!

Set on different storeys of the mansion, the first three levels are races against time as you try to rescue your wife and child before they become slaves to the will of The Dark One. Loads o' rooms, loads o' doors, loads o' power-ups and a boss at the end to sort out.

After that little chore, it's down, down, deeper and down as we head to the basement for more of the same. Eventually, the final level whisks you to The Dark One's crib where you finish the evil git off.

Splatterhouse 3's periodically interrupted by updates on your bird's condition and advice from your mask (don't ask) — and the cheesy organ music *does not stop*, Bontempi fans!

So, let's check out those screenshots. Then go to the toilet. *BLEEURRRK!* MM



MAT 49%

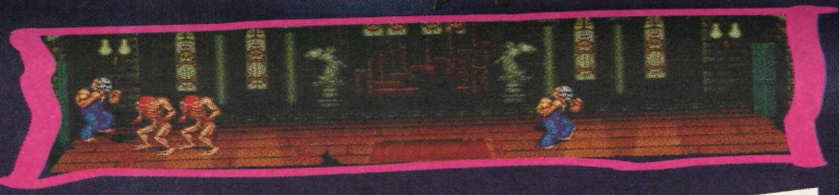
Donkey's years ago (when I was working for *Sega Force*), *Splatterhouse 2* bludgeoned its way into the office. Although not the most original of carts, it had buckets of blood, gore and a sick sense of humour. Massive sprites and over-the-top monsters made it great to play when you were bored (ie, every five minutes) and fancied a bit of mindless violence.

In fact, it's funny how nowadays *Mortal Kombat* gets a real slagging off from parents' groups and 'concerned' individuals, when *Splatterhouse 2* featured more blood and severed limbs than a bad Vincent Price flick — and no one batted an eye when *that* was released.

Now, a few years on, the latest in the gory series oozes its way onto the Mega Drive... and what a disappointment it is. *Splatterhouse 3* has none of the charm of the original and takes the form of a naff *Streets of Rage*-style beat-'em-up.

The main question I have to ask Namco is how they can claim this is a 16-Meg game. There's certainly no sign of it here. A few digitised stills and voices may take up a sizeable amount of memory, but 16 Meg?

The effort applied to the wonderful pics would've been better spent on greater gameplay and a wider variety of creatures to tackle. As it is, *Splatterhouse 3* is a poor game that only masochists will enjoy.

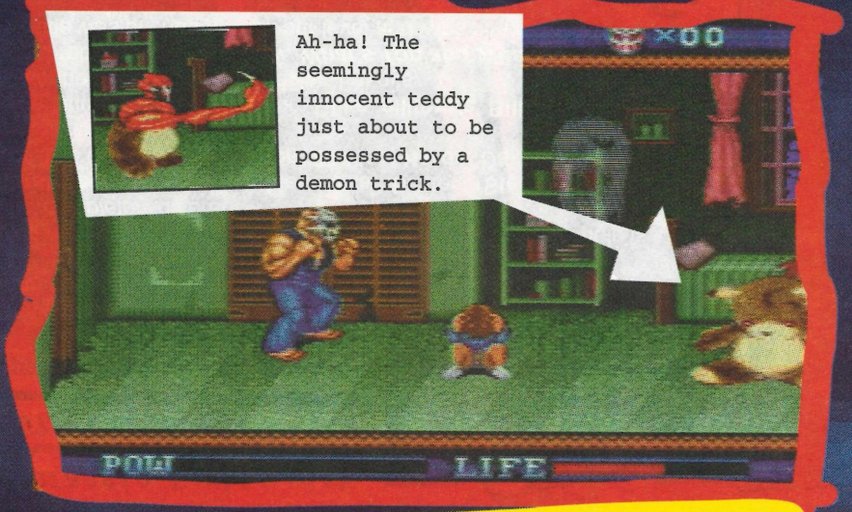




When in doubt, kill monsters with large pieces of masonry. They hate the stuff.







Ah-ha! The seemingly innocent teddy just about to be possessed by a demon trick.



"Pick a card, any card". The final boss reveals the extent of his dark powers.

GRAPHICS	65
SOUND	73
PLAYABILITY	69
LASTABILITY	52
ORIGINALITY	48
OVERALL	48

WHAT'S TOP AND WHAT'S PLOP

Christmas charts, mistletoe and carts, children whinging 'Buy *Jurassic Park*', with games so expensive – £60?! The cheek! – its time to rejoice the good ones they seek.

For a welcome change, 1993's Christmas chart was full of crackers — only a few farty bangs and torn hats among 'em. But it's worth noting the ever-rising price of carts... So much for 'good will to all men', eh?

At least you lot have a heart: alternative names for 'The Charts' page are at last rolling in. Trouble is, many failed to realise we want something *completely* different.

Charts For Carts (**Andrew 'no scissors' Gow**, Dunfermline), Mega Chart Busters (**Stephen 'double action' Pooley**, Wembley), Mega Top Of The Carts Charts (**Simon '23 tiles' Hardy**, Daventry)... Can you spot the common word, readers?

Food was popular for some reason: The Numerical Nutshells from **Clive 'alliterate' Bilby**, Basildon, and **Paul 'chocolate chip' Arthur** of Birkenhead sent The Cookie Jar. Fat gits.

But as **Stephen Flynn** of **Norris Green** probably knows by now, ***What's Top and What's Plop*** is another winner for *Li-ver-pool*! Stephen's title was pitched right at our level and wins him the Number One Mega Drive cart.

For a chance of being just as lucky, think of a charts page title, cut out the relevant letters (below) and stick 'em down. Send your masterpiece to **'The Charts' should *really* be called..., MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW**. If you run out of letters, just use your initiative, 'kay?



MEGA drive!

1 ALADDIN
2 NHL '94
3 MORTAL KOMBAT
4 BILL WALSH COLLEGE FOOTBALL

MEGA drive!

TOP 20 SEGA MEGADRIVE TITLES FOR THE 4 WEEKS ENDING 1/1/94

1	FIFA INTERNATIONAL SOCCER	ELECTRONIC ARTS	4499	MD
2	ALADDIN	SEGA	4999	MD
3	SONIC SPINBALL	SEGA	4499	MD
4	STREETFIGHTER 2 CHAMP. EDITION	SEGA	5999	MD
5	SENSIBLE SOCCER	RENEGADE/SONY	3999	MD
6	MORTAL KOMBAT	ARENA ENTERTAINMENT	4999	MD
7	SONIC THE HEDGEHOG 2	SEGA	3999	MD
8	JUNGLE STRIKE	ELECTRONIC ARTS	4499	MD
9	F1	DOMARK	4999	MD
10	MICRO MACHINES	CODE MASTERS	3499	MD
11	ROBOCOP V TERMINATOR	VIRGIN	4999	MD
12	WWF ROYAL RUMBLE	FLYING EDGE	4999	MD
13	ECCO	SEGA	3999	MD
14	PGA TOUR GOLF 2	ELECTRONIC ARTS	3999	MD
15	JURASSIC PARK	SEGA	4999	MD
16	LEMMINGS	SEGA	3999	MD
17	MICKEY & DONALD	SEGA	3999	MD
18	FLASHBACK	US GOLD	4499	MD
19	COOL SPOT	VIRGIN	4499	MD
20	WINTER OLYMPICS	US GOLD	4999	MD

TOP 10 SEGA MEGA-CD TITLES FOR THE 4 WEEKS ENDING 1/1/94

1	SONIC CD	SEGA	4499	MC
2	THUNDERHAWK	CORE DESIGN	4499	MC
3	LETHAL ENFORCERS	KONAMI	5499	MC
4	NIGHT TRAP	SEGA	4999	MC
5	SLIP HEED	SEGA	4999	MC
6	SEWER SHARK	SONY IMAGESOFT	4499	MC
7	FINAL FIGHT	SEGA	4499	MC
8	ECCO	SEGA	4499	MC
9	BATMAN RETURNS	SEGA	4999	MC
10	SHERLOCK HOLMES	SEGA	4499	MC

MEGA cd!

5 STREET FIGHTER II SPECIAL CE
6 MS. PAC MAN
7 SHINING FORCE
8 SPLATTERHOUSE 3
9 PGA GOLF TOUR II
10 JURASSIC PARK

Jap Mega Drive Chart — Jan. 1994

1	Night Trap CD	Sega
2	Aladdin	Sega
3	Shining Force 2	Sega
4	Dark Wizard CD	Sega
5	Street Fighter 2 SCE	Capcom
6	Puyo Puyo (Dr. Robotnik's Mean Bean Machine)	Sega
7	Gunstar Heroes	Sega
8	Arslan War Lore CD	Sega
9	Shining Force	Sega
10	Alshark CD	Sandstorm

Courtesy of Beep! Megadrive magazine

A	A	A	A	A	B	B	B	C	C
C	D	D	D	E	E	E	E	E	E
F	F	F	G	G	G	H	H	H	I
I	I	I	I	J	J	J	K	K	K
L	L	L	M	M	M	N	N	N	O
O	O	O	P	P	P	Q	Q	R	R
R	S	S	S	T	T	T	U	U	A
V	V	W	W	X	X	Y	Y	Z	Z

READER CHART

Hmm... this section's still a failure. It's *supposed* to be what you, the MEGA MACHINES readers, are actually playing. It's *supposed* to be composed from hundreds of your charts, to form an accurate picture of the best MD carts of all time. It's *supposed* to be at least half interesting.

Ah well, **Efrem Kirk** of **Beckton, London**, should find it amusing, 'cos his personal Top 10 — THE ONLY ENTRY WE RECEIVED — now sees print. Bask in glory, Efrem.

1 STREET FIGHTER II
2 MORTAL KOMBAT
3 JUNGLE STRIKE
4 ROAD RASH 2
5 MICRO MACHINES
6 MEGA-LO-MANIA
7 NHLPA HOCKEY
8 That's it, really — I'm not that rich!
9 Most of these were rented or borrowed
10 Oh yes — I HATE SONIC! Little blue git

FREE MARKET ECONOMY

Dunno about you, but we got fewer Christmas prezzies than we expected — this *should've* been a Top 10. Bah, Chewy Mints! (Er, that's 'humbug', mate —Ed.) So here are the Top *5* freebies we got our grubby hands on this Yule.

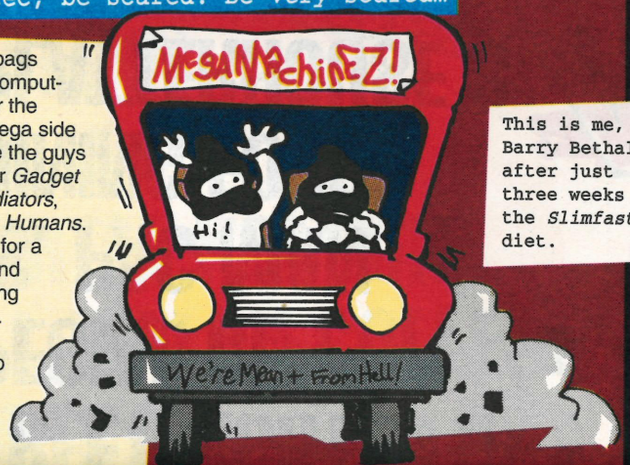
1 ***Marks 'n' Sparks Sonic cake — especially the blue icing***
2 ***Tengen pinballs — Steve plays with 'em in his pocket (allegedly)***
3 ***Fully-packaged EA carts — including the fintastic James Pond 3***
4 ***Gods keyring from Accolade — Jimmy B's most favourite thing***
5 ***Zool year planner — Gremlin and GamesMaster saved us the bother***

RAM RAID

TROUBLE AT T'MILL!

Okay, so we're talking stereotypes here, but what springs to mind when you think of Yorkshire? Flat caps, whippets, brown bread and *Emmerdale Farm* should come somewhere near the top of the list. How's about balaclavas, baseball bats, lengths of rope and chainsaws? Not the sort of stuff you usually find doing the rounds in Dewsbury, eh? But a trip up t'North by the Ram Raiders soon changed that.

Imagitec, be scared. Be very scared...

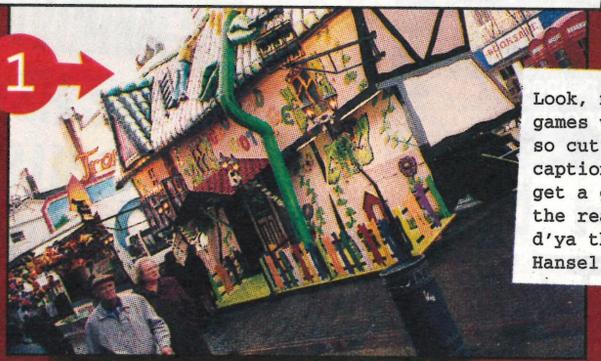


Imagitec have done bags and bags of stuff on computers and consoles over the years. As far as the Sega side of things goes, they're the guys 'n' gals responsible for *Gadget Twins*, *American Gladiators*, *Wheel of Fortune* and *Humans*. They never stand still for a moment, these folk, and they're already planning stuff for the Mega-CD.

The Ram Raiders knew what they had to do: Break down Imagitec's defences, one by one (isn't that some

A wet and windy day in Dewsbury. Yet through the dank, dismal scene, rising like a phoenix from the ashes, the Imagitec building, decked-out in all its glory. Here, people smile at each other, eat sweets all day, dress in pink and make dreams come true (yuk! —Ed).

1



Oh no! It's the Ram Raiders! Nasty, horrible people. How dare they even consider visiting such a tranquil, loveable place. Cripes! Stop them — they're going in...



2

Look, mate, it's games we're after, so cut the cutesy caption writing and get a grip. This is the real world. Who d'ya think we are — Hansel and Gretel?

Once inside, the Raiders preen themselves in front of the mirror, adjust their masks and get ready for a spot of hard raidin'.



This is me, Barry Bethal, after just three weeks on the *Slimfast* diet.

The route to the centre of the Imagitec building isn't an easy one. A whole host of surreal tricks and traps have been set for the likes of burglars, unwanted religious folk and door-to-door hoola-hoop salesmen.



3

AAARGH! Jesus! Me haemorrhoids are playing up something rotten!

Whhhheeeeeee!

The Raiders are getting closer...



5

Anyone seen me lunch box?

Don't just stand there, Al, I've superglued me ear to the wall!

Errrr, Al, think we took a wrong turn somewhere!

one (isn't that some

obscure line from a Bee Gees song? —Ed), then go to the pub.

Meanwhile, in one of the Imagitec offices, the staff are busy coming up with ideas for a Top Secret project.

7

Doh! I really want to scratch me ass, but just my luck, I'll turn around and some geezer'll be pointing a camera at me.

Like a couple of rejects from a Milk Tray advert, the Raiders find their way inside, none the worse for wear. Time to disable the office security system.

Hello Mum!

8

6

Parp!

Left a bit, Al. Right a bit, down a bit, apply a bit of pressure there and – ta-dah! We've just made sure every television in Europe is tuned to Jim Davidson's *Big Break*. Nyeh, heh, heh!

9

All Imagitec games start life as artwork on storyboards. The Raiders come across the layout for a forthcoming release.

Time for a complementary cheesy grin, methinks.

10

Hmmmm... looks like a treasure map. Start digging, Al, there's booty in them thar carpet tiles.

Moments later...

Doh!

12

Jimmy B finds one of the drawings for Evolution — the follow-up to *Humans* — and decides to add a couple of personal touches.

14

A Ram Raid wouldn't be a Ram Raid without... errrrr... Ram Raiders and, errrrr... time out to rough up a few employees. It's the only way to get them to show new products.

11

How's this? Does it look as though I'm totally clueless about what's going to happen?

I hope he's not going to shove me on that young man's head. It's an action that would cause considerable concern to parents of young children up and down the country.

At the other side of the office...

If I pull this, does the sequel to *Humans* come pouring out ya mouth?

Nah! But if you pull my fist, teeth come pouring outta *your* mouth.

13

And a fuzzy bit there. And a blobby bit there. Damn! If only I'd paid more attention in Biology, the female anatomy would be so much easier to get to grips with.

Quick quiz:

Which football team does this man support?

Time to play 'Tie Up The Designers'. A fine piece of work using the new Ram Raiding Knot-a-rama™ machine.

Complementary cheesy grin number two

Oh… errrr… right. I'm *supposed* to look scared. Well, errrr… sorry, didn't I tell you this was one of my pastimes? I'm used to it!

15

Rick Scott, Imagitec's Product Support star, auditions for the next Andrex commercial.

16

Look, you young pup, what sort of product *do* you support? We've seen nowt so far.

Okay, I'll own up, I don't actually work in the games publishing business. I had a tip-off there was a morale problem in this building, so I'm here to find people in need of severe fun. I'm a hoola-hoop salesman, actually. Wanna see me hoops?

The hunt for product, whether supported or not, was still on. James caught whiff of the scent.

17

Errrr… A, B, C… errrr… What comes after 'C'? There's *got* to be some *Space Junk* stuff in here. Hey! What's this? A recipe for suet pudding. Bah!

Just then…

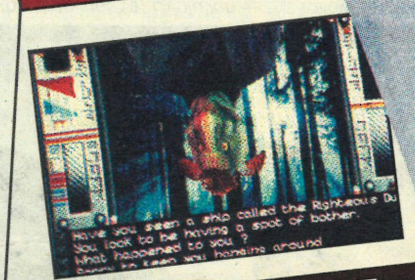
18

A-ha! Told ya! *Space Junk* screens. Right, I'm sure this is a cue for that namby-pamby caption writer to tell you about the game, so I'll just nip off down town for some tripe.

Watch out Mega-CD owners, *Space Junk* is on its way. It's too early to reveal much info but already the folk in Dewsbury are getting excited. *Space Junk* is a black comedy. It's an adventure game, packed full of irony, action, puzzles and loads of decision-making. Imagitec used puppets to create the effects you see in the game using a process called Imagimation™. Members of staff posed for each of the puppet masks and costumes, then each character's moves and facial expressions were filmed. We're going to keep tabs on *Space Junk* over the coming months and will see how work's progressing real soon.



SPACE JUNK



SPACE JUNK

Meanwhile, in the Imagitec music room, another amazing game theme tune is being produced…

This is my bestest pub pianist's grin! After three: one, two, three – *Roll out the barrel…*

Still no news on Evolution. *The Raiders ask the office elder for assistance. After all, two heads are better than one (hey! You're the caption writer — you're not meant to crack jokes —Ed).*

Hey! I'm kinda

Only to be interrupted by two of Kylie Minogue's backing singers…



SPACE JUNK

gettin'

attached to this guy!

Try on those shelves over there. They told me to talk in riddles and rhymes to make things harder for you. I told them, 'Look, I am NOT Anneka Rice and this is NOT a new series of *Treasure Hunt*.'

19

In my imagination there is no hesitation, I dream about you all the time...

What Crazy fops!

Here James, how's about this?!

20

21

At last, more screenshots! Could these be the ones the Raiders were after?

They don't half make screenshots small these days, Al. I can't see anything about the game from these.

Over by a fairly run-of-the-mill shelving unit...

22

23

24

The Raiders soon found the room where all the Space Junk *puppets and costumes are kept.*

Unbelievable! I had my lenses fitted in under an hour at Imagitec.

So, once again, that's eight ounces of flour, a teaspoon of Bicarb, a pinch of nutmeg and two flamin' big hand grenades. Sorted!

I never knew you could do *that* with a squirrel and a pipe-cleaner. Oh! The joy of books! Forget computer games, this is the life for me!

25

26

EVOLUTION



EVOLUTION



EVOLUTION



Following the success of *Humans* on the Mega Drive, Imagitec are currently producing the sequel, *Evolution*. The intro sequences and cut-scenes in the first game were so well received, Imagitec have produced loads and loads for the Mega Drive and Mega-CD versions, scheduled for release in mid-to-late 1994. Seven characters from different time zones have been kidnapped by aliens and plonked here, there and everywhere. It's your job to collect and build a time machine, the parts of which have been scattered willy-nilly through each zone. There are 80 or so levels in all, with lots of secret stages. *Evolution*'s jam-packed full of humour and slapstick; we'll let you know how it's progressing.

See this powder, it makes you see funny things, like aliens, folk with two heads and people with furry chests.

27

28

Told ya!

My pocket-size Hoover should do the trick.

Boy! This job sucks.

32

Damn! James always gets the gal (hey! You're not supposed *to have a girlfriend — you're just the caption writer).*

29

Quick, stitch him, Al, he's gonna phone 'the Fuzz'. Al? Al? Are you there, Al?

Just then, one of the Space Junk *aliens came to life.*

30

Al's 'totally scared witless, unable to speak' pose

But…

31

Cripes! This bloke doesn't stop talking. Gotta do something — fast!

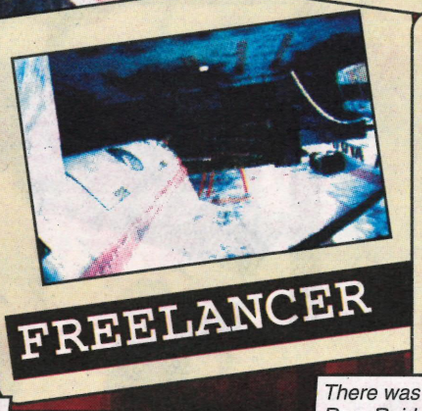
Gotcha! I am not, in fact, an alien. I am Piglet, Imagitec's designer, PR person, ideas man, receptionist, errrr… what else do I do? Musician, brain surgeon, lion tamer…

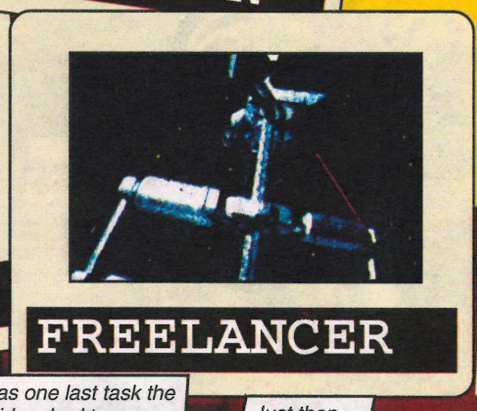
Piglet's the man in the know — the man with all the Imagitec info. The Ram Raiders tie him up in the hope he'll squeal about a Mega-CD game the company are producing for late 1994 called Freelancer.

33

Look, I know ya wanna tell us about *Freelancer*. It's written all over your face.







A combat game-and-a-half! *Freelancer* is played from a first person perspective. You are Jarrett Red, a mercenary employed by the Corporation. The Corporation's research station has been sabotaged and it's your job to clean up and get the saboteurs out. Go in, secure the station and stop the nasty basts from completing their objectives. More news later in the year.

Ever hungry for info, Al races down a corridor at break-neck speed. But…

What! I've been set up. Someone will pay for this…

34

All Al wanted to hear was the theme music to Space Junk. Anyone found listening to Queen had their ears severely blasted.

35

Take that!

No! Not Take That — Queen, remember?! *Ooowwwwwww!*

There was one last task the Ram Raiders had to complete: Find out the true identity of the lead character in Space Junk.

36

Time to clean up good and proper.

Just then…

37

Tum tum, tee tum. No one's EVER gonna find out who I am.

Just then again…

Ooowwwwwww!

38

Eeeeek! Woof! Woof! Eeeek!

And then again...

SUCK!

Oh no! My true identity revealed! I *am* in fact Bonnie Langford, star of stage, screen and, errrr... *Just William*. Well, I'm *not*, actually. My name's Pig and they just told me to say that for comedy effect. Didn't really work, did it?

Gee! I'm cute!

Quick, James – scarper! Nice action pose, please!

But it was too late. Time for revenge.

42

39

A taste of your own medicine, young man.

That was it. The de-masking of Pig was the last straw. The Imagitec crew could take no more. They started to fight back.

40

Well, thank the Lord I haven't tasted *your* medicine, mate – you had two heads earlier!

41

43

Watch the hair-do, man, it's not paid for.

During a moment's lapse in concentration by every member of the Imagitec staff, the Ram Raiders made their get-away (who's responsible for this script? —Ed).

45

Seconds later...

46

Easy! Easy! Easy! Easy! We like repeating the same word over and over again. Again! Again! Again! Again!

The onslaught continued...

44

Oi! That spike's dangerous. If you're gonna stick it in me, put a piece of Plasticine underneath so you don't make a hole in the floor.

A mad dash back to Ludlow.

The getaway driver

The getaway car

47

Errrr... no Al! Doh!

48

Errrr... did somebody say something?

CLASSIFIED INFORMATION

Oh great. A clueless relative thought they'd treat you to an extra-special birthday gift: Bart's Nightmare. For the SNES. Best sell it, then...

Yep, if you've an unwanted gift, why not get rid of it through our FREE classified ads section? Sell it or offer it as a swap; while you're at it, have a nose through the listings to see if someone's getting rid of something to bridge that awkward gap between meals. Errrrr...

Anyhow, to place an ad in any section — For Sale, Swaps, Items Wanted, Pen Pals, User Groups and the mysterious 'Other' — simply fill in the form, post it to us and... wait...

FOR SALE

Free catalogue with over 400 games for MD, SNES and Game Boy. We send all over Europe. SFII Turbo, £35. Call Greece 01-6439824-9596262.

Game Gear, TV tuner, two battery packs, magnifier, power supply, 23 games, £175 the lot. Also SNES with Super Mario, £100. Unwanted prizes. Tel (0429) 269344.

For sale, Wonder Boy for the Mega Drive, £20. Call Bury St Edmunds 810292.

Mega Drive with nine games (including Fatal Fury, Streets Of Rage 2, Sonic 2), £250. Contact Chris on 0603 810082.

Mega Drive (UK) runs all carts, with pads and 18 top games (Sonic, Speedball 2), all for £295 ono. Call Ben on 071 720 5053.

Mega Drive II, boxed, includes Jungle Strike, £100. Mega-CDII, Pro CDX cartridge, boxed, £210. No offers, original receipts, as new, genuine enquiries. Write to: Mr I Costa, 35 Garthorp Road, Manchester M23.

Game Gear, ten games, magnifier, adaptor. Will sell for around £160–170 or separate. For more details, call Gavin on 0756 748465, 5–7pm.

Mega Drive with arcade joystick, joypad, ten titles, extended guarantee, as new — jealous girlfriend forces sale! Worth £450 new, sell for £240 ono. Call Chris on 051 264 0237 please!

For sale, Game Boy £30, seven games £12 each, light £5, battery pack £7, carrycase £8, GB holster £5, or all for £120. Call Matthew on 0485 541605.

James Pond 2 & Taz-Mania for Mega Drive, £25 each. Indiana Jones And The Last Crusade £30. Write to: Mrs Roskell, 18 Parlick Ave, Longridge, nr Preston, Lancs.

Game Gear, £150 ono, eight games boxed with instructions. Worth £300, will sell for £150. Phone Grant on (0603) 737465.

C64 (old version) with two joysticks, 44 games on tape including shooting, racing, platform, user and games manuals, £70 ono. Phone Karl on 0785 815107.

Mega Drive for sale, three pads, three games, excellent condition. Sell for £130 or swap for SNES with games. Phone Daniel on 0283 716053.

Does anybody want Dick Tracy for Mega Drive? If interested, phone Mike on 0274 834176. Will sell for £15 ono, please phone before 3pm.

Game Gear games for sale. Taz-Mania and Lucky Dime Caper, £20, and Sonic £15. If interested, call James on 0257 271389 after 6pm, weekdays only.

Atari ST, 1Mb upgrade, serious and games software, including Lemmings 2 and Robocod, magazines, mouse, joystick. Excellent condition, worth over £1000, bargain at £400 ono. Phone 0483 31627.

Mega Drive, eight games all boxed and Master System converter and joystick, all for £150 (was £488). Ring Aberdeen 876791 and ask for Nigel.

Sega Mega converter as new, sell for £15 (RRP £30). Phone Eddy on 0842 761360.

Master System II with Sonic, World Class Leaderboard, Lucky Dime Caper, Populous and Golden Axe Warrior. All in good condition, £75. Tel 081 566 1543.

Sonic for the Mega Drive, £8 and £1 p&p. Write to: L Kitchen, 7 Kempton Rd, Ipswich, Suffolk IP1.

Mega Drive games for sale, B.O.B £30, Streest Of Rage II £25, Terminator 2 £18, all in perfect condition. Ring Neil on 0773 822144.

USER GROUPS

You want contacts? Free swaps? Tips? At Gamers-link, you got it! Send SAE for details to: Stu & Dave, 28 Churchfield, Ware, Herts SG12.

Sad Ad

Stand up Mr S Man! On second thoughts, you'd better sit down. This touching picture of Santa (complete with checked shirt and jeans as underclothes) delivering goodies at an Our Price store is your prize for sending the Sad Ad of the Month. Sorry, Mr S, but 'sheet music for the Stylaphone'?! You must be a very sad Man indeed!



SWAP

Swap Mortal Kombat for Ecco. Phone Stuart on 071 482 3521.

Will swap three £50 notes for a Mega-CD. Write to 16 St Peters Cl, Hutton, Cranswick, YO25 9YZ.

I will swap my last Rolo for a manual for the Acorn Atom computer or any sheet music for the Stylaphone. Write to Mr S Man, 115 Bridge Rd, Maidenhead, Berkshire SL6 8NA.

Swap Mega Drive including four games, joystick and two controllers for SNES and games. Contact Cass, 26 Galway Ave, Blackpool FY2 OLL.

Mega Drive games for swap only. Lots on offer. Phone 0483 236928. Ask for Tom, straight swaps! Do it right now!

Mega Drive games all complete. Joe Montana '93 £16, Euro Soccer £20, Jurassic Park £25 and a lot more. Write to: 43 Bridwell Rd, Weston Mill, Plymouth.

Ecco £20, Revenge of Shinobi £15. Write to; Mona Corrigna, 12 Meadowvale, Quarry Lane, Dungannon, Co Tyrone.

Sega games in MD, Mega-CD and GG formats, excellent prices. For free price list call 081 898 0918 mail order only.

Remote control car for sale with spares, was £270, now £170! Please contact David on 05395 63535.

Sega Game Gear for sale with four games, Wide Gear and car adaptor. Worth £150, boxed with instructions. Tel 0307 830334.

PEN PALS

Attention all Super Kick Off fans! Male, 32, seeks opponents for regular games, tournaments. Ring Alan on 051 652 609 after 7pm.

Hello. 15-year-old boy looking for pen pal. Please send photo to Mat Yates, 24, Charlton Rise, Ludlow, Shropshire SY8 1ND.

Join the international pen pal club! All interests and ages included, three magazines per year. For information, send SAE to The GRC, PO Box 71, Shoeburyness, Essex SS3.

Australian 14-year-old boy Sega-head, also phone card collector, would love pen pal with similar interest for swapping phonecards. Male or female, all replies answered. Write to Sean Carter, 1 Serrata Cr, Ferndale West, Australia 6148

15-year-old lad wants pen pal, doesn't matter what age. Someone who likes chart music, and sport. Write to: Neil Parkes, 8 Marples Avenue, Mansfield Notts.

Hi, my name is Neil Smeaton and I am looking for a 10–15-year-old male/female, so get the pens out and write to Neil Smeaton, 46 Longroyed Cresc, Beeston, Leeds 11.

Male 16-year-old looks for female pen pal 16–17 years old. Send photo to 56 Charlton Rise, Ludlow, SY8 1ND (has this guy got older since he first wrote? —Ed).

11-year-old cool dude wants male or female pen pals. Will answer all letters. Write to Kyle Pettigrew, 52 Hareshaw Drive, Kilmarnock KA3 2HF

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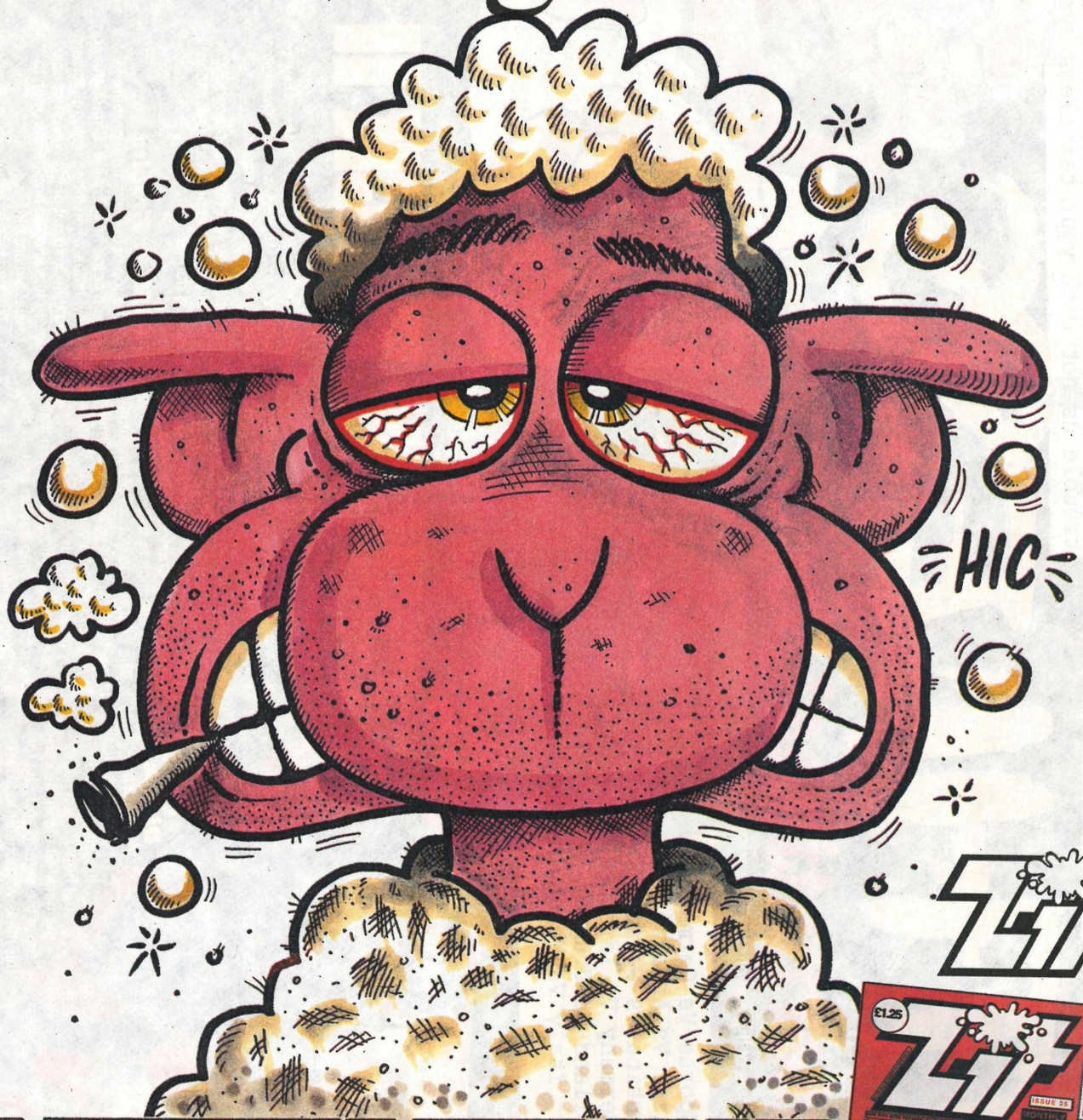
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ZIT

MUTTON KOMBAT



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DR. RUTHLESS

Doctor Doctor, can't you see I'm burning burning, Doctor Doctor, is this love I'm feeeelinngg… fear not, Thompson Twins, all your Mega Drive maladies are about to be soothed by the one and only Doctor Ruthless. Now sod off back to the bargain bin and trouble us not with your tasteless synthesised melodies…

FIFA International Soccer

Here's a few tasty codes for the finals of the playoffs…

0RYCW7PV	EA Sports Vs Germany
W45WH9J*	Brazil Vs Argentina
Z2NWC7PP	Argentina Vs Germany
0BVWW9PS	Germany Vs Israel
1J8BY8DW	Holland Vs Uruguay
0WKW38CM	Italy Vs Wales



Thanks once again to Ed Lomas.

ALADDIN



Here's a couple of tips which I recommend for those of you still struggling on this rather easy platform game. You probably already know about the washing line cheat (in the desert level, stand beneath the washing line so it looks as if Aladdin is wearing the Mickey Mouse ears, and a 1-up appears), but how about this? In the following level, look for a pillar with Goofy's portrait inscribed upon it, go behind it, and jump up. You will be shot up to a hidden platform where a market trader sells you lives and continues. Thanks to Eliot Bamford of Carlton for that tip,

CHUCK ROCK II

Beat the bosses

Dr Ruthless Official Warning: Never, EVER chuck rocks at people. Unless they're SNES owners. Or *DJ Boy* fans. Or *Sega Pro* readers, or… Anyway, to beat *Chuck Rock II*'s end-of-level monstrosities into submission, pay close attention:

BOSS 1: Big Dinosaur

Your first prehistoric foe isn't that much trouble, but he sure is a pain in the neck! Stand in the centre of the screen and wait for the massive monster to frown. When he does, get ready to move fast 'cos he wants a bite out of your baby butt. His head dives to the ground and if you're swift, all he gets is a mouthful of muck.

While his teeth are still munching the end of the first watery level. He pops his head up from beneath the waves and takes a chunk out of a hapless caveman. Spitting out the crazy Cro-Magnon, Dippy turns his attention to Chuck Rock Junior.

The best way to get out of this situation is to stand your ground and smash away like crazy with your club. When Dippy tries to snatch you, he should take loads of hits but unfortunately you'll also take a couple. Keep this up and six hits later Dippy's history.

BOSS 3: Ozric's Tentacles

This watery wascal is probably the toughest boss, but once you learn his pattern, he's a doddle. The best way to avoid being hit by flying fish is to quickly move to repeat the fish-dodging procedure.

Ozric needs to be hit six times then he's a gonner.

BOSS 4: Firebird

At the top of the lava tree, prepare to face a fierce feathery foe. Smash the egg a few times when it begins to roll toward you then leap out of the way. A couple more hits and the egg bursts open to reveal a giant bird.

The bird flies to either side of the nest, dives down into the lava and pulls out a massive molten boulder which he drops on you. This is your time to strike.

Stand on the edge of the nest when the bird swoops and whack it. Continue to hit it while it pulls out the flaming rock

Lagoon's brother, Sergei the Sea-Slug is fairly easy to beat. He stays in the centre of the screen and so should you. Leap across the ice blocks as the screen moves but remember to keep hitting Sergei in the face as you go.

Every so often, the monster swats at you with his large hands. Jump to one side to avoid hits and pummel away the moment you land. He takes tons of hits so be patient.

BOSS 6: Brick Jagger's Robot

Brick's most nefarious creation is this monster constructed from metal and wood. It has little brain so its attack pattern is easy to spot.

Stand in the bottom-left and when the robot takes a swipe, leap up onto the platforms holding your dad. Quickly leap to the right and use your club at the same time.

Repeat this attack method a few times and the robot's head explodes, spewing sparks and cogs. Whack away at its body and eventually it explodes. Inside there's the evil…

who also wants to know if anyone has discovered any other Disney-related cheats in the game, such as what do you do with the skeleton at the beginning of the dungeon level, and the crab chained to the wall in the same scenario? Anybody out there know?

While his teeth are still munching the ground, turn around and take a swipe at him with your club. If you can get a few hits in, all the better, if not, take this lizard apart piece by piece. You need to hit him 24 times.

BOSS 2: Dippy Dinosaur

Encounter this submerged 'saurus at being hit by flying fish is to quickly move your raft from side to side and jump at the last possible moment.

When Ozric begins to rise from the depths, move to the left-hand corner and wait for the last fish to be fired up. Let rip with your club and hit the fish across to the monster. He rolls his eyes and fires a blast of water before diving back down again. Leap over the water and prepare to hit it while it pulls out the flaming rock then leap out of the way when the boulder rolls toward you.

Repeat this 15 times and the bird dives into the lava, to emerge covered in flaming feathers. As with Dippy Dinosaur, stand your ground and hit away at the bird when he dives. You'll be hit but the flaming bird only needs a handful of hits to kill.

BOSS 5: Sergei the Sea-Slug

Looking like the Creature from the Black

BOSS 7: Brick Jagger

The final boss, and strangely he's very easy to beat. Simply aim for the centre of his body to score hits.

He takes hardly any of your energy and you can get in tons of hits. Do this and Brick Jagger only lasts about four seconds. With this vile villain out of the way, you've completed the game and get to view the appalling end sequence. Happy now?

WIZ 'N' LIZ

Tipmeister Ed Lomas is BACK! This time, he's gone to the trouble of compiling a chart which shows what combinations of fruits perform which spells. Take it away, Ed...

	APPLE	STRAWBERRY	BANANA	ORANGE	CARROT	POTATO	CABBAGE	MANGO	LEMON	ONION	PEAR	CHERRY	ADVOCADO	MUSHROOM
APPLE	FREE BONUS LETTER	DOOR OPEN EXIT	DOOR OPEN FRUIT SHOP	NOTHING AND STARS RETURNED	5,000 POINTS EXTRA	FRIENDSHIP SPELL	TIME DOUBLED	75 STARS EXTRA	100,000 POINTS EXTRA	MAGIC RUBY COLLECTED	ME AND MY SHADOW	150 STARS EXTRA	GRASS LAND SKIPPED	FRUIT RETURNER ACTIVATED
STRAWBERRY	DOOR OPEN EXIT	10 SECONDS EXTRA TIME	MAGIC DIAMOND COLLECTED	DOOR OPEN TOMATO GAME	POINTS DOUBLED	WED WABBITS	GWEEN WABBITS	DOOR OPEN WHEELSPIN	DOOR OPEN NICE COLOURS	STORMY WEATHER AHEAD	DOOR OPEN WHAT'S THAT PONG?	STARS DOUBLED	DOUBLE BONUS ROUND	1 POINT EXTRA
BANANA	DOOR OPEN FRUIT SHOP	MAGIC DIAMOND COLLECTED	OH NO! LEMMINGS	ABSOLUTELY NOTHING!	50 STARS EXTRA	DOOR OPEN HINT SHOP	SALE NOW ON	TEMPLE LAND RE-OPENED	NOTHING AND STARS RETURNED	DOOR OPEN WAINING WABBITS	NOTHING AND STARS RETURNED	THE WABBIT AND THE TORTOISE	45 SECONDS EXTRA	SLOW TIMER
ORANGE	NOTHING AND STARS RETURNED	DOOR OPEN TOMATO GAME	ABSOLUTELY NOTHING!	1 POINT EXTRA	BLOO WABBITS	DOOR OPEN CENTIPEDE GAME	CONFUCIOUS SAYS....	20 SECONDS EXTRA	DOOR OPEN WEIGHT GAME	30 SECONDS EXTRA	40 SECONDS EXTRA	LUNAR LAND RE-OPENED	10,000 POINTS EXTRA	DOOR OPEN TUBE SKIING
CARROT	5,000 POINTS EXTRA	POINTS DOUBLED	50 STARS EXTRA	BLOO WABBITS	DOOR OPEN SOUND TEST	20 SECONDS EXTRA	DIDDLY SQUAT!	NOTHING AND STARS RETURNED	80 STARS EXTRA	NOTHING AND STARS RETURNED	DOOR OPEN WABBIT INVADERS	1 STAR EXTRA	5 STARS EXTRA	STARS AHOY
POTATO	FRIENDSHIP SPELL	WED WABBITS	DOOR OPEN HINT SHOP	DOOR OPEN CENTIPEDE GAME	20 SECONDS EXTRA	WOOD LAND SKIPPED	GAME OVER	MAGIC EMERALD COLLECTED	DOOR OPEN WORD GAME	NOT A SAUSAGE	DOOR OPEN GOLD RUSH	MINE LAND SKIPPED	SNOW LAND SKIPPED	250 STARS EXTRA
CABBAGE	TIME DOUBLED	GWEEN WABBITS	SALE NOW ON	CONFUCIOUS SAYS....	DIDDLY SQUAT!	GAME OVER	DOOR OPEN BLOCK OUT	25,000 POINTS EXTRA	NO INVISIBLE LETTERS	5 SECONDS EXTRA	DEAD LAND SKIPPED	ENTER SHADOW LANDS	50,000 POINTS EXTRA	DOOR OPEN WABBITOIDS
MANGO	75 STARS EXTRA	DOOR OPEN WHEELSPIN	TEMPLE LAND RE-OPENED	20 SECONDS EXTRA	NOTHING AND STARS RETURNED	MAGIC EMERALD COLLECTED	25,000 POINTS EXTRA	TIME ICONS WORTH DOUBLE	50 STARS EXTRA	DESERT LAND SKIPPED	100 STARS EXTRA	1 SECOND EXTRA	HAHAHOHO NOT! (NOTHING!)	250,000 POINTS EXTRA
LEMON	100,000 POINTS EXTRA	DOOR OPEN NICE COLOURS	NOTHING AND STARS RETURNED	DOOR OPEN WEIGHT GAME	80 STARS EXTRA	DOOR OPEN WORD GAME	NO INVISIBLE LETTERS	50 STARS EXTRA	BONUS LETTERS SWAPPED	1 POINT EXTRA	STARS WORTH DOUBLE	DOOR OPEN ODD INFO!	1 STAR EXTRA	1 SECOND EXTRA AND 300 STARS
ONION	MAGIC RUBY COLLECTED	STORMY WEATHER AHEAD	DOOR OPEN WAINING WABBITS	30 SECONDS EXTRA	NOTHING AND STARS RETURNED	NOT A SAUSAGE	5 SECONDS EXTRA	DESERT LAND SKIPPED	1 POINT EXTRA	NO DYING WABBITS	FRUIT INCREASED	20,000 POINTS EXTRA	125 STARS EXTRA	DOUBLE CHEESE-BURGER TO GO
PEAR	ME AND MY SHADOW	DOOR OPEN WHAT'S THAT PONG?	NOTHING AND STARS RETURNED	40 SECONDS EXTRA	DOOR OPEN WABBIT INVADERS	DOOR OPEN GOLD RUSH	DEAD LAND SKIPPED	100 STARS EXTRA	STARS WORTH DOUBLE	FRUIT INCREASED	DOOR OPEN FINDERS KEEPERS	175 STARS EXTRA	200 STARS EXTRA	50 SECONDS EXTRA
CHERRY	150 STARS EXTRA	STARS DOUBLED	THE WABBIT AND THE TORTOISE	LUNAR LAND RE-OPENED	1 STAR EXTRA	MINE LAND SKIPPED	ENTER SHADOW LANDS	1 SECOND EXTRA	DOOR OPEN ODD INFO!	20,000 POINTS EXTRA	175 STARS EXTRA	DOOR OPEN BOUNCING WABBITS	NOTHING AND STARS RETURNED	LEVEL SKIPPED
ADVOCADO	GRASS LAND SKIPPED	DOUBLE BONUS ROUND	45 SECONDS EXTRA	10,000 POINTS EXTRA	5 STARS EXTRA	SNOW LAND SKIPPED	50,000 POINTS EXTRA	HAHAHOHO NOT! (NOTHING!)	1 STAR EXTRA	125 STARS EXTRA	200 STARS EXTRA	NOTHING AND STARS RETURNED	ALL BONUS LETTERS GIVEN	EXTRA LIFE
MUSHROOM	FRUIT RETURNER ACTIVATED	1 POINT EXTRA	SLOW TIMER	DOOR OPEN TUBE SKIING	STARS AHOY	250 STARS EXTRA	DOOR OPEN WABBITOIDS	250,000 POINTS EXTRA	1 SECOND EXTRA AND 300 STARS	DOUBLE CHEESE-BURGER TO GO	50 SECONDS EXTRA	LEVEL SKIPPED	EXTRA LIFE	MAGIC SAPPHIRE COLLECTED

Exit	Opens the door to the rollercoaster bit.
Fruit Shop	You can buy or sell fruits here (v. useful).
Tomato Game	You throw tomatoes at what we assume are the programmers, and Puggsy! Hold [A] down to power up the throw, aim and let go!
Wheel Spin	Press a button and you get what the wheel stops at.
Nice Colours	Press different buttons and directions for nice colours. Press Start to end.
What A Pong!	You get a boring old game of Pong!
Hint Shop	Buy a letter and you get a hint (not much cop).
Waining Wabbits	Wabbits fall and you must catch them before they splat!
Centipede	You must direct the centipede to collect the numbers before they reach '0' and disappear. You also mustn't touch your body or the wall and you get longer every time you collect a number. [B] makes you go faster.
Weight Game	You have three weights, each with a bonus underneath it. Pick one and hope the weight doesn't fall on you!
Tube Skiing	You fly along on a tube and and use Up and Down to fly around it. You need to collect the 'P's and avoid the cogs.
Sound Test	You get a sound test!
Wabbit Invaders	Use [A] to shoot the attacking Wabbits!
Word Game	You gamble your stars and guess the meaning of the word at the top.
Gold Rush	You press a button exactly when the top Wabbit of the row turns gold.
Block Out	Just keep bashing the blocks for points.
Wabbitoids	Collect the Wabbits and avoid the cogs.
Odd Information	A sort of programmers screen with some code on it!
Finders Keepers	Choose 2 tiles and remember what they are. Get 2 of the same and win it.
Bouncing Wabbits	Keep bouncing the Wabbits so they don't splat!
Friendship Spell	The other character follows you on the next level.
Me & My Shadow	Another one of you follows you!
Stormy Weather	A storm cloud follows you and gets in the way
Oh No! Lemmings	There are little lemmings walking about on the next level!
Sale Now On	All shop things are half price
Wabbit & Tortoise	Collect the tortoises for points
Confucious Says...	Useless saying!
Stars Ahoy	Your fruit has turned into stars
Shadow Lands	All scenery is a black shadow
Bonus Letters Swap	If you have one bonus letter, after the spell you will have all but one
Double Cheeseburger	All scenery is invisible (v. hard)
Door Open	Opens door! Or, if door is already open, 50,000 points!

Playing Tips

TIPPED TO DEATH!

Dear Doctor
Here's a guide to Landstalker on the Mega Drive. If possible, can I please have it returned when you're finished with it?

I hope you can understand the writing. Both me and my girlfriend have cramp now, Tracy with mostly writing, me because of playing with my pad for too long...
Andrew Storr, Bournemouth, Dorset

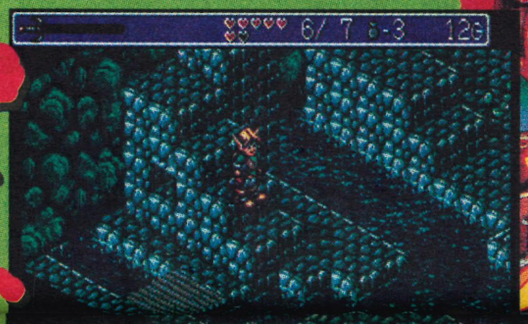
Yes, I certainly shall return your players' guide, RPG Consultant Storr – along with £50 for your troubles. *Landstalker*'s caused many a callus and bunion, but now lame gamers can put their feet up and soothe their troubles away...

As soon as you take control of Nigel, walk to the statue and jump onto the brown square. Any square like this fully heals you, but only once.

By the time you leave the cave, you should've found two lifestock and 15 golds. When you wake up, go and explore the village. Talk to everyone; some give you useless information, others tell you things you'll need later (or not, since you've got this complete solution).

Upstairs in the inn you meet **Pockets**. If you say 'Yes' to his question, he only calls you a liar and a thief.

While in the village, try and jump on the dog and chicken for practise later (eh!? —Ed). Before you leave, you should find another life stock and one Ekeeke. Save your game and leave.





sticking out).

Jump on the raft and it takes you to the thieves' hideout. Read the signs and head up to the top of the hill. Go past the ball for an Ekeeke.

Kill all the monsters then cross the bridge. Go past the waterfall to another exit, kill some more monsters. Avoid the balls and head up the stairs to two chests.

Again head up the stairs, avoiding the balls — be careful not to get pushed off the edge. When you reach the top there's another healing square in front of a statue. Jump *towards* the statue to block off the water.

Head back to the raft. Drop down the ladder and you see a chest. Collect the Ekeeke and enter the tunnel — at the end of the second passage there's a Monster-Knight!

Keep going and you meet **Golden Statue** then jump up the ledge to a boss worth seven golds. Enter the tunnel and the game takes over. Empty the chests and you find a **Lithograph**. Go back to town and the Mayor's house for a **Safety Pass** and 100 golds.

Save and heal up then go back to the two trees. One of them asks for help. Head straight to the top and kill the boss. If you're weak go back to Ryuma and heal and save again; if not, on to Mercator. Say 'No' to the guard at the entrance of the town.

Mercator

Once in town EXPLORE EVERYWHERE and eventually you find a girl who likes to watch her dad at the castle (she's on the right side of the castle). After the game gives control back to you, go to Madame Yards. Follow the maid's instructions then return.

Once **Friday**'s finished, leave the room and **Arthur** grabs you (saucy devil —Sub Ed). Hit him once then follow his instructions. Once in the castle, listen to the **Duke** and wait for the game to take over.

Explore the castle and Arthur tells you to eat at the banquet. Go to that room and listen to the Duke again. Watch and listen, then talk to everyone.

Go to bed and in the morning make sure you have five or six statues of **Gaia**! Save your game then enter the building next to the church.

The solutions to the eight rooms are as follows...

1. **Betty Ross:** Kill in this order — White, Red, Yellow.
2. **Ruby Silent:** DON'T MOVE at all..
3. **Jack Skywalker:** Hop on the floor next to the wall, where there are invisible steps.
4. **Maria Hysteria:** Pick up boulder and use the statues of Gaia until the monster's dead.
5. **Jim Bright:** Move the block to the lamp on the left then jump on it.
6. **Larson E:** Same as 2. Ruby Silent.
7. **Dirk the Dark:** Kill the brown

TIPS

THE TREASURES OF KING NOLE

16-BIT CARTRIDGE

Things to remember

1. Always be well supplied with Ekeekes, Dahls and other useful items.
2. Search around whenever possible — there are some things I haven't told you about!
3. Draw a map so you don't get lost too often.

Waterfall Shrine

As soon as you enter, walk past the eight suits of armour. In the next room are two bubbles (white), stairs and another door/exit. Go up the stairs to find a key, then go through the door.

Jump on the platform and use the key to open the doors. Go through and kill the monsters. In here you find five golds and a button. Jump on it then leave.

Back in the other room, jump on the button to reveal another room. Enter and go through to *another*, walk past the two guards and up the stairs. At the top are three monsters; kill them quickly, each is worth two golds.

Go through the doors and you meet **Prospero**. Talk to him and, in his chest, you find a life stock. Now go back home. On your way back you'll find another room and life stock.

Back at the village you learn that **Fara** has been kidnapped. Stock up on supplies, heal yourself and save your game.



Gumi

Near the signpost there's a chest with a life stock in it. Go to the wall and walk around — you find that part of the way is blocked. Jump on it and you soon get the chest.

As the music changes, go right to the trees and some steps. Jump up and walk close to a row of trees. If this is done correctly, the game takes over.

Enter the village and you run into **Pockets**. Explore the village and you should find a life stock. In the house with a skull on it, enter and you see a grey skull; walk up to it and press [B]+[A] to get it. Now heal up and save your game.

Next it's on to the **Shrine**, to rescue **Fara**. When you get there, open the door with the **Idol Stone**. You shouldn't have too much trouble finding her and you've met all the monsters before.

The puzzles are very easy to solve. Just take your time and don't rush. You must press at least one button and find three or four keys.

In one room there are four buttons and two boxes. Pick up a box and drop it on the top-left button; the other goes on the bottom-left and releases the ball. In another room there's a big rocky ball — be wary of it pushing you off the edge and of balls dropping from the ceiling. You must press all four buttons to proceed.

In the next room, get the orks to jump on the button long enough for you to go through the door. When you meet the ork kings, just keep slashing. Go home when you've got **Fara** (Massan).

Her father gives you a red jewel. Heal up, buy supplies if you need them then save your game and it's back to **Gumi**. Talk to everyone again and get your supplies.

On the way to the next town there's a cave. Enter it, climb up and go inside the house. Talk to **Kado** for a sword then equip it.

Ryuma

Continue your journey and you see two trees next to a signpost. You'll come back to these later. At the Mayor's house in Ryuma, you see a guy jumping up and down.

Talk to everyone and you're asked to kill some thieves. Save your game, heal up then leave town at the right-hand side of the screen (you'll see some grass **Pockets**. Empty the chests and head up again to the entrance you missed on the way down. Use the key and head up to a room with four exits.

Leave the moving platform 'cos you'll need it later. Go straight through the door ahead of you. Get on the moving platform and jump on the stairs. Jump on the next platform then the stone column, stairs and through to door.

Jump across the brown platforms to the stone column then quickly across three disappearing platforms. In the chest is a life stock. Continue onto two disappearing platforms and head for the large brown platform then the exit.

In the next room, kill three monsters and head straight across to the next exit. In here is a knight. STAY ON THE OUTSIDE RIM OF THE WHITE SQUARE. Kill him and the floor vanishes. Drop into the hole for a key and Ekeeke then onto the brown platforms. Jump onto the up/down one and you're back where you started.

Take the left room and avoid the big balls. At the top, use the key and enter. Go past the suits of armour and kill the white/grey one to open the door at the top. Open the two chests and climb the vine.

When you reach the top, use the



skeleton.

8. **Whodini:** Use the block to jump above the brown sign; search in the middle of the wall and you vanish.

Go and see the mummy when you've finished. At the far left is a life stock, then enter room nine through the exit. To do this puzzle, stand in front of the door and eventually the flame opens the door.

In the next room you must kill the mummy from behind. In the chest is the Armlet. Leave and heal then save your game. You're going to Mirs Tower!

Mirs Tower

Leave town through the back entrance of the town walls to get to the tower. Go straight to the entrance, read the signs then go through. The puzzles are slightly more difficult.

Find the garlic to proceed any further. Use it to get past **Miro**. Save your game if you find the priest but watch Miro at all times.

To kill Miro, ATTACK FROM THE SIDE, because attacking from the front means he can fireball you to death. You MUST go back to town, heal and save your game before seeing the **Duke**!

When you arrive back in town, talk to the guy in front of Greenpeas. Say 'Yes' and he gives you 200 golds. Keep heading up.

Problem Rooms

1. The room with a hole in the middle: run around as fast as you can and jump on all the buttons that appear.
2. The room with four suits of armour: kill the one on the far right.
3. The room with the button: jump on the button then run like the clappers to the door.

Keep heading up, past all the monsters (about ten), and you run into **Zak**. Jump off the top of the tower and talk to the maid. Now go to the soldiers' quarters in the castle and up to save **Arthur**. Follow Arthur's instructions. Go and save your game and it's off to Greenmaze we go!

Greenmaze

You mustn't leave Greenmaze with-

Playing Tips

LANDSTALKER

TIPPED TO DEATH!



out the **Einstein Whistle** and **Sun Stone** (heal the dog). Once you have the stone, head back to **Ryuma**. Replace it in the lighthouse then save your game. You can use two lots of trees.

1. Entrance to Greenmaze <> where the Sunstone was
2. Massan <> T-junction between Ryuma and Mercantor

Go back to Massam and talk to the mutt, who tells you a sad story. A witch lives on the way to Mercantor. Save your game before you enter her house. She changes you into a mutt so bite her butt.

There are no monsters in this maze, just work out the five or six puzzles then head down. You'll find her and…

When it's over, go up and use the box to collect the **Saturn Stone** on the big pink box. Equip the item then leave the building.

Head back to Massam, stock up and save your game. Go to the docks then to Varla by boat. As you enter town, beware of four monsters. Seeing as the town's empty, off you trot to the mine

At the top is the biggest, baddest boss so far. Just keep hitting him as hard as possible. You find a pair of boots afterwards. Equip them. You MUST find at least four keys.

The first key is in the room with four holes and three boxes, under six or seven moving brown platforms. You must get it to proceed! Put the three boxes in the holes then jump on the fourth for a chest with a key.

In the jug room, position the jug so you can jump and let a monster follow you. It must jump on the button so you can get to the door.

Once you've exited, go along the path to the lake. You see the signpost and when you come across the statue with two chests, use a statue of **Gaia**. Head back to Destrel to heal up and save your game.

Go back to the lake and you can now reach the **Shrine**. See if you can press the button near the lake. You pass a healing statue on the way — jump in front of it, onto the square.

Now you're going across the lava and into the Shrine after the **Duke**.



jump down to exit.
8. Five monsters and a button: jump onto the button, stop the second and fourth monster to get to life stock (jump on their heads).
9. Collapsable platform all around: pick up the box, jump around to the right and throw the box onto the monster's head to open the door. Keep jumping around to go through the door.
10. Purple ghost machine: you can't kill it but after a few hits a button appears at the bottom of the steps. Jump onto it and go through the other gate/door.

Before you leave you must fight the **Duke**… Once it's over, head back to Massan, save your game then cut down two trees and enter.

Drop down then work your way back up to the top, pressing all buttons along the way. Head toward **Green Maze** and a signpost tells you where to go.

Make sure you're well supplied because there are lots of monsters. There is a Heal square under the bridge in front of the statue.

Once you've won **Zak**, he gives you the Gola's Eye. Follow his instructions. When you land, you'll know the map. Keep going forward. After **Friday** and **Princess Lara** have stopped fighting, follow the **Duke**…

Talk to everyone, buy supplies and save your game. Once you're in the cave, find a lantern. Before you fight the first boss, you must have **iron boots** and the **Sword of Gaia**.

Return to **Mecantor** and see **Arthur** in the castle. Go back to the first boss and leave his room. Climb the rope for a **Venus Stone** — equip it!

Problem Rooms

1. Four spike balls, four buttons: move buttons near exit and arrange them like steps so you set them off and can leave.

2. Where you contin-

BUBSY THE BOBCAT

Another prescription for invulnerability wings its way into the clinic, this one for the wool-collecting feline.

FF0090000F



Sonic Spinball

Action Replay

Having not enough balls is a terrible problem, and one which most sufferers are too embarrassed to ask for help, so for all of you in need, here's a code which guarantees as many balls as you'd possibly need:

FF579E0003

B.O.B.

Bag Of Bumfluff? Big Orrible Bog? Whatever it stands for, here's a way to cheat its head off. When you see the 'Foley Presents' screen, hold down all the buttons, and you'll hear a sound (I won't tell you what sound, because it's a surprise). Anyway, full ammo, full remotes, and infinate lives rain down from the skies and all the little pixies dance around a tin of Batchelor's mushy peas.

Dan also had the decency to send in the level codes…

2	530237	19	481773	36	863769
3	960379	20	605237	37	103928
4	171058	21	652074	38	574471
5	670512	22	633059	39	605463
6	862341	23	683349	40	144895
7	950745	24	265648	41	704526
8	110674	25	302653	42	713852
9	901588	26	370439	43	775092
10	472149	27	462893	44	905781
11	072251	28	382975	45	575381
12	711984	29	103495	46	481376
13	361497	30	583172	47	635184
14	971255	31	752790	48	401139
15	672451	32	574132	49	845527
16	361687	33	923571	50	426081
17	570836	34	743690		
18	272578	35	614906		

From now on, the monsters you meet are stronger than previous foes.

Rear of Mercantor <> Varla

Problem Rooms

1. Nothing too hard to work out or perform.
2. Watch your jumps; use five vases to build a ladder near the exit.
3. Time your jumps carefully; pick up a Chrome Breast then equip it; look out for the secret room in the lift shaft!

Once you've rescued all nine people, return to **Varla** and talk to everyone. Someone tells you about the **Thunder Sword**. Equip it then save your game.

Destrel

In Destrel, buy all the supplies you can, then save the game and leave town by the top, through a shop.

Search around the hills to find the **Mars Stone**; equip it if you like. Jump from the stairs to collect a life stock. Jump through the trees on the right for a way through. Right at the top you should run into the **Duke** again.

Go back to Destrel. **Pockets** has gone so jump into the hole and follow him.

Problems

Look before you leap — some things aren't what they seem. This is the toughest cave yet. It's mostly a matter of timing your jumps.



Problem Rooms

1. The room with two platforms, a button and box: stand on the lower platform and throw the box, then jump quickly onto one that appears. Jump again and you get a key.

Top of Varla <> bottom of the hill

2. Jug and monster on spikes: put jug next to spikes, kill monster and a lift appears.
3. Brown platforms and box: jump across platforms, through the box at exit, jump onto it and walk through.
4. Two moving platforms in a cross shape: get the guards to jump on the button so you can go through the door (avoid the exit — go back across the bridge to the gate).
5. Ball and yellow mat: stand close to the gate with the ball, through the ball at the mat, then turn and go through the door. You must be VERY QUICK. Take the door straight ahead of you.
6. Three monsters: get box on the monster's head for the door to open.
7. Four golden statues: avoid the monsters until the button appears,

ue to fall: the snow spikes are here — don't leave till you've found them.

Equip the boots as soon as you find them and you can walk on ice. The missing ring is in the mountainous area — you don't have to leave the room.

Find a dwarf, who tells you to look for his son. Follow his instructions and pick up logs then go back to find his father. Before you use the logs again, heal up 'cos the second boss is at the bottom. Just keep hitting him. When he starts to roll, move out of the way.

Go in the tunnel to find and equip the **Hyper Breast**. You also find a key. Use the warp back to Kazalt, buy supplies and save your game. Head off to the locked door, for which you should have the key by now.

Continue down and eventually you find **Miro**, the third boss. This time he isn't scared of garlic. When he's defeated, go downstairs, take the left exit, head up and you're on your way to **King Nole**'s castle.

Puzzle Rooms

1. Two grey squares and a button: jump on the left square then quickly straight ahead. Be quick — the button has a short fuse.
2. Bouncing green statue: press the button then manoeuvre Nigel between the gaps so that the green statue presses the button and sets off the grey statue. Do the same with the grey statue and the skeleton vanishes.

When you get to the very top, drop onto a platform which carries you through the wall. On the second screen is a new boss — make sure you're at full strength. Two screens later there's another boss.

Keep going forward. Before you reach the top of the stairs, heal up because at the top you meet **King Nole**, followed by the **Duke**, followed by...?

CREATURE	How they move	Worth
White Bubbles	Slide on floor	One gold
Blue Bubbles	Bounce toward you	Two golds
Yellow Bubbles	Bounce a lot	Three golds
Walking Mushrooms	Attack your front	Two golds
Red Mushrooms	Same as others	Four golds
Yellow Orks	Jump around a lot	Two golds
Ork King	Same as others	Four golds
Cyclops	Walk straight toward you	Four golds
Worms	Head straight for you	Three golds
Skeletons	Straight at you	Four golds
Mummies	Straight at you	Five golds
Chest Mimit	Straight at you	Seven golds
Specter	Around in circles	Three golds

Thunderhawk

This tip, according to my good friend Dan Ball of Ealing, guarantees continued performance and endurance for your chopper, and is a damn sight cheaper than those creams you can buy in the Sunday papers. As soon as you take off, pause the game and press Up, Right, Left and Down. You are now endowed with unlimited armour and missiles.

DIAL-A-TIP
HINTS N' TIPS N' CHEATS N' POKES
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SHADOW OF THE BEAST 1, 2 & 3 ..... 0891 445 943
DESERT/JUNGLE STRIKE 0891 445 957
STREETFIGHTER 2 ..... 0891 445 940
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Playing Tips

poison

PUGGSY

TIPPED TO DEATH!

Have you been suffering from orange blobs before your eyes? Then you might try wearing boxing gloves to bed! If, though, you're having trouble completing *Puggsy*... the following should aid your optical orb problem, whether you're playing the CD or cart version.

Beach 1

Do I really have to take you through this level? It's so flippin' easy, a monkey could do it! Oh, all right then... go right, pick up the shell, keep going right and through the exit. Wasn't that a toughie, children?

Beach 2

Go right, pick up the gun, shoot the four bad guys and walk to the rocks. Drop the gun and use it as a step to go over the rocks and reach the exit.



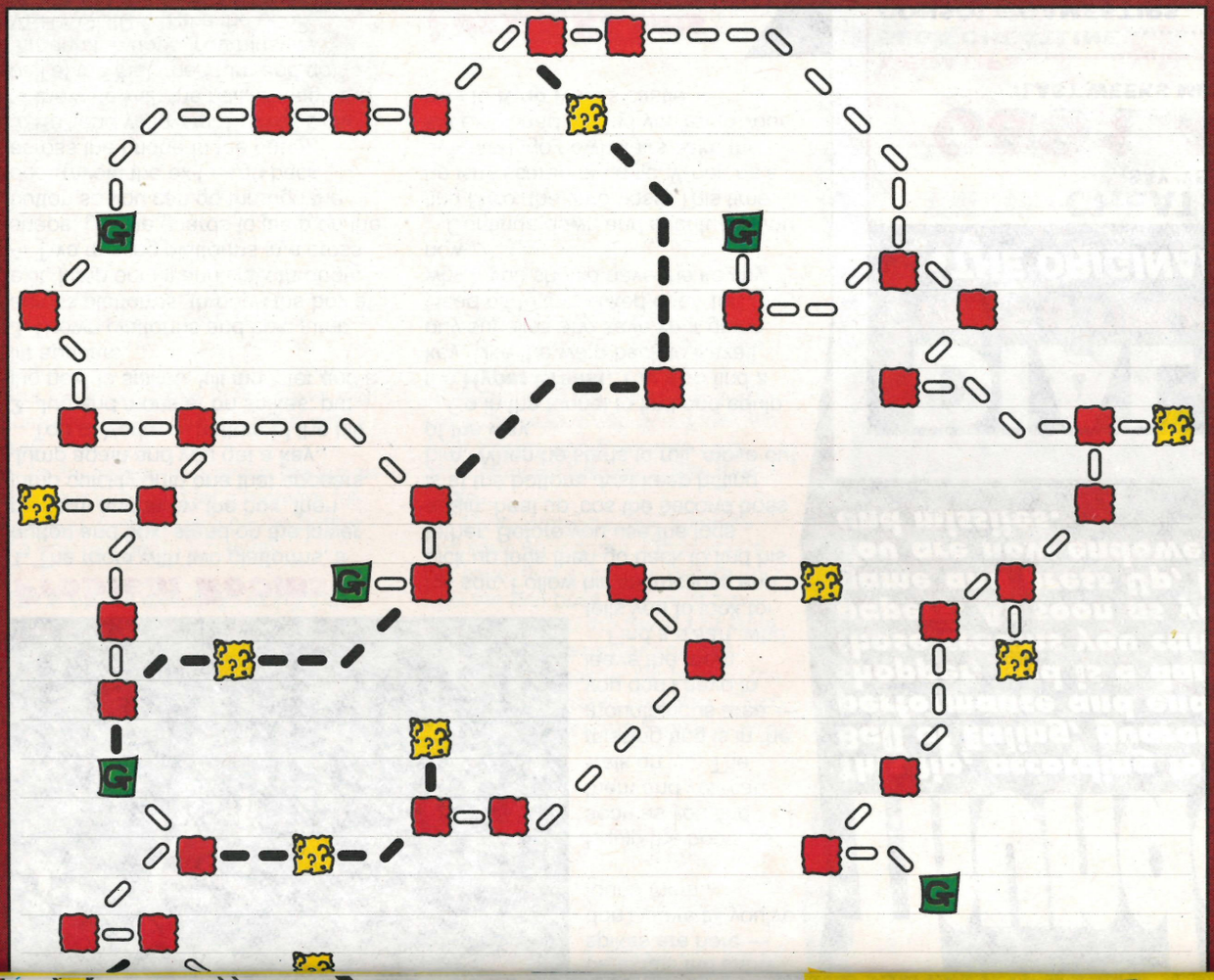
Beach 3

Go right and pick up the barrel. Go left, drop the barrel at the rocks and jump over. Head left, pick up the key and take it to the chest. Drop the key and a coin appears. Collect the coin and walk to the right to find a switch. Drop the coin on the switch to open the rock formation that blocks the exit.

Crab King

To defeat your first major foe, run left and right across the screen, trying to stay right in front of the Crab King at all times.

He stops and releases a green bubble every so often. Jump into the bubble and it breaks, releasing a seashell which drops onto the crea-



Redwood Keep 2

Go right and pick up the gun, turn left and shoot racoon guard. Go left and bounce on blue balls to get a key. Bounce back and go left.

Drop down and go right, killing a guard on the way. Head to the bottom-left of the level and throw the key at the lock. Blue balls spill out

Splinter Town 2

Head along the ground floor and pick up the trainers. Take another object with you and leap onto the first rooftop. Make your way across all the roofs, dodging the clouds that pop out of chimneys at regular intervals, to the exit situated at the top-right of the level.

Pyramids 1

Pick up and activate the remote control — this enables you to guide a racoon through the level to find the exit for you. There's no single way to find the exit, just keep working your way to the top of the level and be careful to time your jumps correctly. The exit is at the top-right of the section.



Pyramids 2

Pick up a ball at the start of the level and run right past the teleporter device. Stop, run back to the device and let go of the ball. It should hit the transporter and be teleported below to activate a switch. The switch opens the door to the exit on the far right. Watch out for racoon guards on the way out.

Pyramids 3

Another short and simple puzzler. All you have to do is collect the black shiny jewels and place them in the column at the start of the level. Collect the circle, triangle, square and cross, in order, to open up the wall.

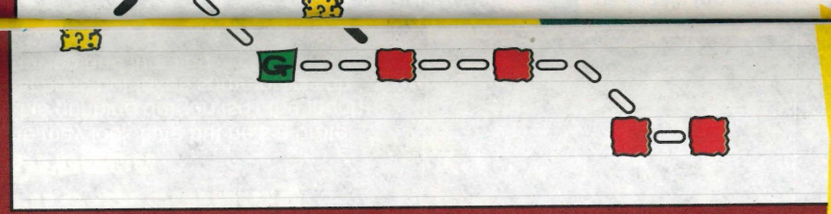
Flying Fox Head

The guardian of the pyramids is a smart piece of Mode 7-style rotating/scaling, but don't get caught out admiring him for too long.

As with the last guardian, the key to beating him lies in using the

seashell which drops onto the creature's head. As he flashes, run out of the way — his claws are lethal.

Avoid being leapt on, as this always drains energy. Repeat the seashell-breaking pattern and a few hits later he's history.



NORmal levEls
SecREt LevelS
WorLD GuardIAn

Cove 1

Go right and down the hill. Bounce on shrimp guard's head and walk to the chasm patrolled by a seagull. Drop down the shaft and head off to the right again. Get rid of the troublesome guards and walk through the main exit.

Cove 2

There's more to this level than meets the eye but here's the speedy version: Go left and pick up a barrel. Jump up onto the wooden platform and put the barrel down. Stand on it and leap up to the next platform.

On top of it is a brown item, which is actually a carved wooden beak. Collect the beak and go back to the start of the level. Stand beneath the wooden parrot's head, press Up and let go of the beak. It attaches to the statue and a rockface disappears, allowing you to leave.

Pirate Parrot

The second guardian is slightly trickier to destroy. The action takes place on a small wooden boat, Pirate Parrot standing at one end. He fires, leaps over to the other side of the ship and fires again. Every time he lands he rocks the boat and a fish is deposited on the deck.

These fish are the key to beating this bloke. When he lands, jump on the fish while pressing in the direction of the enemy. The fish flies through the air and strikes Pirate on the bonce. Keep repeating this and he won't last long — but remember to leap over his shots.

Red Woods 1

Head right, over the wooden huts, until you reach three stools. Pick one up and continue right, up the side of the hill. Kill the snail that's patrolling and place the stool on the switch, activating a fan which blows down a water pistol. Pick up the pistol and head back to the start.

Stand next to the fire and use the water pistol to extinguish them. When you need more water, go to the pump on the right of the level and press the handle. Put out the last flame and walk up the hill.

At the top, drop the pistol and go back down to collect two more items. Stack them and use the extra height to reach the exit on the far left.



Red Woods 2

Go right and jump onto the tree branch. Pick up the gun and shoot the bat before going back where you came from. Walk over the switch and a key falls below you. Drop down the tree and kill any enemies you encounter.

In the first hut is a handy pair of sunglasses to wear — they protect you from more than one hit. Jump on the hut and shoot the butterfly carrying a shield. Move the shield over the switch between the huts to activate a fan, which blows the key on the left within reach. Pick up the key and head right; kill the bear on the way but dodge the moles.

You eventually come across a giant padlock which matches with the key. Once the door's open, hit the bear and go left. Work your way up the trees until you locate an axe. Collect this and go back to the padlock.

Inside the castle, go as far left as possible, jump up and throw the axe. This causes a giant cannonball to drop down and activate a pulley system, which opens the door at the bottom-right of the level.

Redwood Keep 1

Go left and jump up to the next level. Go right and kill two rat guards, get the weight and go back to the left. Drop down, go right, kill two armour heads and hold the weight to get past the fan.

Drop down and knock blue balls across to the left. Jump on them and kill racoon guard. Go left, drop down, then right across the fans. Hit two fat women and exit far right.

Racoon Surprise

This guardian takes time to beat. In the centre of the screen, the giant racoon in a magician's cloak moves from side to side. Every so often he stops and his massive white hands drop to the floor to catch Puggsy.

The key to killing him lies in the tiles on the floor. Every few seconds, a ball is blasted up from the right-hand side of the screen and across the top. On its way, it rolls past four tiny trapdoors, activated by switches on the floor.

Timing is essential here as you have to make sure the racoon is positioned correctly and that a ball will drop through the right door before you're hit. Sometimes the ball drops through and you've got plenty of time to move out of the way, but at other times you have to leave it till the last second. If it looks like you're going to be hit, leg it and try again later.

When this guardian's beaten, his head and cloak fly off to reveal three small racoons standing on each other's shoulders. Weird, eh?



and need to be taken to switches above. Switches should be set as follows: ON/OFF/ON/ON/OFF/ON.

Get another ball and drop it into cannon in order to activate the door switch. Go back up and right, kill guard and exit.

Star Fall Lake 1

Head right, into the water and kill both diver racoons. Get sunglasses and put them on for protection.

Go right and drop down the shaft. There are a few fish to kill and afterwards you can go to an exit on the left or right. Go right for Star Fall Lake 2 or stack objects on the left and use that exit to go to Star Fall Pool.

Star Fall Lake 2

At the start of the level, collect an object from the water and take it to the larger pool of water on the right. You need to carry all the objects across and drop them in the water at regular distances. These are used as handy stepping stones to the exit.

Splinter Town 1

Start on the rooftops and grab the gun. Drop down onto the main street and shoot all racoons. There's one you can't kill, however, as he's the exit guardian.

Drop down into both the tunnels and finish off the guards there. Drop the gun in the left-hand tunnel below the big shaft. Go to the second tunnel and collect the object that looks like a spoon (it's a balloon). Take it back to where you dropped the gun, stand on it and throw the balloon up to activate the switch.

Repeat this and the racoon guard drops down, leaving a key behind. Collect the key and proceed to the exit.

switches in the floor. When the racoon head swoops in, stand on the switch nearest to him. A small creature pokes his head out of the racoon and tries to hit you. However, standing on the switch shoots out a lethal plunger which, if timed correctly, strikes the little blighter.

The only other thing to be aware of is that after the plunger hits the creature, it continues its journey to the switch you're standing on, so move or else!

Star Fall Pool

You should have arrived here from Star Fall Lake 1.

Go right, collect the duck and kill the sub (NO! —Sub Ed). Continue right until you reach a place where there are about five other ducks and it's too small for you to through. Throw the duck in there and it pushes the others along, activating a switch.

Head back to the start of the level and drop into the first pool of water. A hole has opened up which leads to the exit.



Badger Mill 1

This takes a while but it's the only way out: Pick up the silver coins at the start and throw them to the left so they fall down the tube. When enough coins are in there, the door to the right opens.

There's fire blocking your way so use the stools and any remaining coins to stand on and make it to the other side. Pick up the globe and throw it down the tube on the right. Pick up the remote control and you can see how the globe's kicked onto a switch by the racoon below. This allows you to exit the level.

Badger Mill 2

Pick up the remote and use it to see the sacks of flour falling. Use the switches below to drop the flour bags onto the three switches above.

Playing Tips

PUGGSY

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Badger Miller

This large guardian only takes a few hits but the way he has to be hit is tricky. You have to use three levels at the bottom of the screen to direct a grabbing device near the boss.

When roughly in the centre of the screen, the grabber catches one of the flour bags flung by the badger. When you're holding one, use the levers to move the grabber to the top-left of the screen.

Use the levers again to make the parts of the conveyor belt line up and the flour bag moves along and onto the guardian's head. Perform this action twice and he's beaten.

To avoid getting hit by the flying sacks, simply stand in the bottom-left of the screen and you're safe.

Darkblade Forest 1

Pick up the black ball on the left and take it to the water on the right. Drop it and pick up the shell. Bounce on the ball and leap to the right. Pull yourself up and head right.

Stand on the water skimmer and go right. Drop the shell and pick up the white ball. Go back across the level and replace the black ball with the white ball. Bounce on the white ball and take the black ball to the pillar where the white ball was. This activates the switch to the door.

Darkskull Castle 1

Pick up the remote and use it to see the black metal object you're now controlling. Move it left and right and when it reaches a fan, drop the remote then pick it up while walking over a switch. One of the switches is the right one for the fans and once activated it blows the black object up.

Guide the object down to you, then hop on it for a ride. Travel past the flames on the left for the exit.

Fire Heart 1

Run to the right and down the hill, dodging snowmen and snowballs as you go. Go left down the next slope and use the exit on the far left.



Fire Heart 2

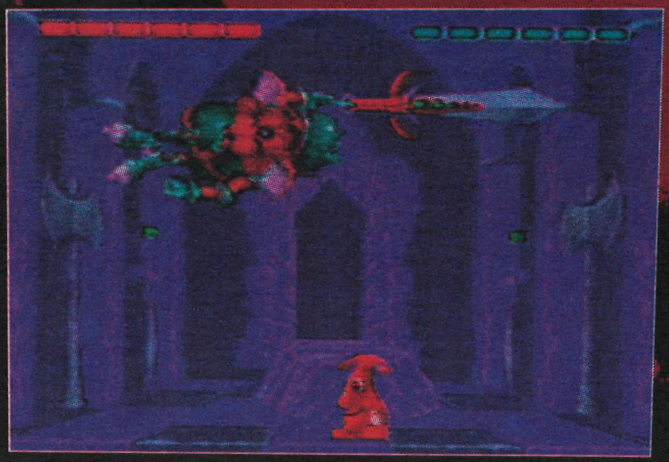
Pick up the sunglasses and use them for protection. Climb up the hill and trash the racoon guards, collect the dynamite at the top and throw it into the mouth of the volcano. Wait for the flames to shoot past then drop down it to find the hidden tunnel on the right.

Kill the bear guard and the old racoon miner. Pick up the balls and throw them up into invisible slots in the wall near the exit, where they act as temporary steps to the next level.

Fire-breathing Dragon

He may look cute but he's a brute! This grinning dragon isn't the toughest boss but takes some precision moving and jumping.

Puggsy move extremely fast and jump very high. Go right for the exit.



Flying Rat King

Another easy boss, this time what appears to be a strange parody of Sparkster from *Rocket Knight Adventures*! This guy requires split-second timing to conquer so get ready to move *fast*.

He follows this set pattern: he takes off, flies from left to right, then right to left, blasts along the bottom of the screen from the left, then the right. The time to hit him is when he shoots along the bottom of the screen.

Time your jump correctly and you hit his sword, the only vulnerable part of him. When hit he flies into the air and comes crashing back down again, first on the right then the left. Stay out of the way when he lands.

Repeat the procedure to finish him off.

Aztec Temple 1

Kill the rat guard and pick up the pistol. Go up and right and walk into the wind. Shoot the hummingbird and drop the gun. Collect the stone idol's head from below and use its extra weight to walk against the wind.

Make your way to the right and collect all the dynamite. Push it along with the stone head and take each piece of dynamite to the bottom of the level. Blow up the debris and locate the exit on the bottom-left.



and grab the key at just the right moment. Open the door on the right.

FMV Cat's Head

A bit of a strange guardian, this. Psygnosis have used a 3D computer-rendered model of a robotic cat's head as the boss, with Puggsy standing above him on a ledge.

Beat the cat by simply avoiding his flame-blasts when they come near. Leap over them to safety and stay out of trouble for as long as you can. Puggsy can take two hits before restarting the section.

If you stay out of the way long enough, the cat's head expends all its energy and sinks into the water below.



Raclantis Docks 1

Go right and jump on the racoon guard's head. Pick up the shell and go left until you reach a load of stacked barrels. Stand on the highest one and leap to the right — the shell catches onto the top of the building and you can pull yourself up.

Walk right, across the roof, killing flying creatures as you go. Leap to the next rooftop then take a massive leap of faith. You'll just catch onto the pillar is a small spiked ball. As you should still have a barrel, stand to the left of the ball, leap up and knock it from its perch. Move next to to the ball, get ready for the tricky part, and try to nudge it into the air.

To complete this level you must bounce the ball along, using the barrel, and get it back to where you started from. It isn't easy so take your time and avoid getting the ball trapped in a corner.

Once you've got the spiky thing to the right of the level, knock it onto the pillar near the exit. The wall guarding the exit disappears and you're on the last level!



Raclantis Maze

Go right as far as you can and pick up the box. Use it and wear the trainers inside. Go back left and down the slope.

Go right until you reach the first gap in the ground, covered with stones, and press Down. This causes you to drop through the floor, but remember to let go of the box to fall all the way down.

Go right, up the slope, up and up three short slopes then drop down the next one. You're on top of a platform with a slope on either side. Drop down the left one, go right, drop down, leap across to the platform on the left and drop down the left-hand side to locate the exit.

Giant Raclanti

The last challenge and, yep, he's a toughie!

Raclanti starts by rising from the floor then crashing down behind you. He fires lethal laser eye-beams, then rises off the top of the screen.

He does one of two things: uses his big feet to smash you or releases loads of metallic balls. If he uses the



Darkblade Forest 2

You're gonna have to be fast on this level! Run right, pick up the catapult, leap up and shoot the rock down. Repeat this while running and the falling rocks slow down the witch who's chasing you. The exit is on the far right.

Darkblade Forest 3

Go into the water, pick up the balls and stack them on the left so you can use them as steps. Continue left and pick up the water pistol. Shoot the candles, throw the gun in the water and pick up the balloon.

Go right and place the balls back in the water with the balloon under one of them. Activate the balloon and as it floats up, collect the gun and jump on the balloon. Ride to the next platform and leap to the right. Extinguish the fire and exit to the right.

Diamond Mines 1

This is too easy! Keep heading right and kill racoons and mice on the way.

See? Told you it was too easy.

Diamond Mines 2

Kill the bear miner and pick up a stool. Use it to knock the other stool to the left and drop down. Go right with the stools and stack them near the floating devices. Jump up and collect the key. Take it back to the start of the level and unlock the door.

Kill the mouse guard and pick up the dynamite. Transport all three lots down to the main mine-cart track and use it to blow up the objects on the line. Throw the last one into the tiny tunnel and let the next mine-cart carry it along so it blows up rocks obscuring the exit.

He starts on the right of the screen, with you on the left. Dodge his first flame-blast and when he runs to the right, dash under his mouth and leap up to score a hit. Run back to the left when he approaches and hide under his mouth when he does his next flame-blast.

Repeat the headbutt-in-the-mouth technique when he opens his gob a few more times and his scaly hide is no more.

Darkskull Castle 2

Use the electric gun and blast the ghosts carrying the letter blocks, which have to dropped in the right slots. Use the torch to locate the three holes: M is at the top, R is in the middle and C is at the bottom.

Darkskull Castle 3

Leap out of the cauldron and jump up the slope on the right. Go down the left tunnel and collect the sunglasses. Go up again and throw the box onto the switch. The bat below is killed and releases a green dragon's wing. Collect the wing and throw it in the cauldron.

Go to the top-right of the slope and use the objects to knock the knife from below the table. Collect it and go down to the frog. Cut its leg off and drop that in the cauldron as well.

Go right and collect the acorn. Drop this in the cauldron and you're rewarded with a potion which makes



Aztec Temple 2

Make sure you have trainers for this level. Go right, leap across two sets of plungers, pick up the wheel and leap to catch hold of the rope. Glide across to the exit on the right.

Racrock Forge 1

This level takes a while so stick with it.

For a clear run, get rid of all the guards first. Stand on the hover platform and ride up to the first platform on the left. Collect the object and get back on the platform. Ride to the top and throw the object down the pipe on the left.

Drop down to the start and collect the object that appears at the bottom. Take this up and drop it down the pipe at the top-right. Repeat this until the last object you have is a wheel nut, which opens the exit at the bottom.

Racrock Forge 2

Make sure you have the trainers for this level.

Go right and hit the bear guard. Go up to the right and collect both the balloon and key. Drop down and wait to kill the other three guards.

Take the balloon to just underneath the steam jets. Drop it and collect the key. Place the key on the balloon, activate it and as the balloon floats up, race to the left then right to intercept it. Leap the next roof, so pull yourself up and keep heading right.

Drop down through the next gap and bounce on the racoon's head. Let go of the shell and pick up the match instead. Go back left across the rooftops until you reach the cannon. Stand on the raised platform to the right and fling the match. When the match hits, a cannonball's launched which Puggsy must catch.

Take the cannonball to the barrels on the left and drop it on the top one. Stand on the ball and leap onto the roof. As before, travel over the rooftops to reach the right-hand side of the level. Collect any object from the floor and take it back to the cannonball. Replace the cannonball with the object and stand on it for extra height.

For the last time, go back across the rooftops and head to the place where you collected the match. With the extra weight of the cannonball, you can walk past the powerful fan and make it to the exit.

Raclantis Docks 2

This level is short, simple and very frustrating!

First of all, pick up one of the barrels and leap left onto the platform. Drop the barrel and go back down to collect another one.

Go left and you eventually come to a building with a pillar below. On

foot-stomping method, quickly run out of the way; if he drops balls on your bonce, wait for the first one to land then jump on it. The ball goes through the floor and you're safe from further hits.

When Raclanti lands and his face fills most of the screen, stand just to the right of the middle of his face. Leap up and down as he shoots at you — you'll bounce his eye-beams back up and into his face to score two hits. Move out of the way to avoid his attacks and repeat the same technique when eye-beams are fired.

A few hits later, Raclanti explodes and...

Because this player's guide has been designed to provide the fastest route through *Puggsy*, you won't be treated to the full end sequence. If you fancy a real challenge, go back through the game and discover all 51 levels, including secret bonus sections such as Lunar Jet Pug, Treasure Trove and Puggsanoid. Locate all the levels and there's a puzzling surprise for you.

If you follow this guide correctly, you can sit back and watch as Puggsy gets his ship back and takes off into outer space and his next adventure in *Puggsy 2*!



Right. I'm off for a slash now, but it goes without saying that all tips, cheats, maps and assorted vital organs are always welcome at this address: Dr Ruthless, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW.

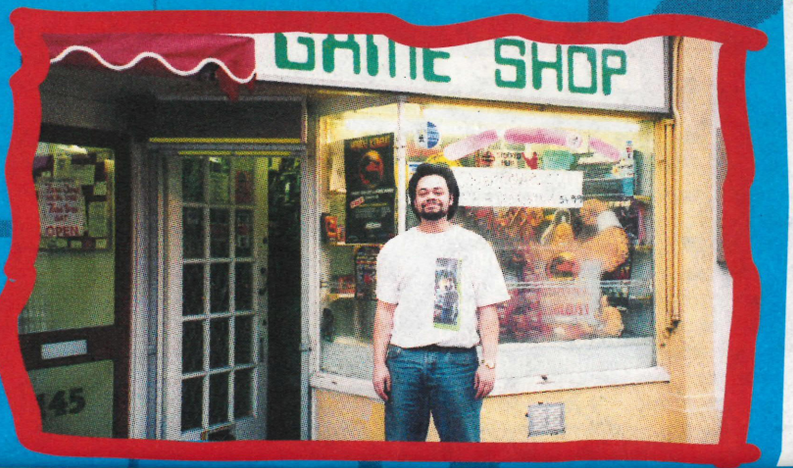
CAUGHT in the act!

Say cheese!

It's that time again! The MEGA MACHINES mob have been out and about, scouring this loveable land of ours in search of info from the streets. Not that Tarmac talks, mind, but gamesplayers do and the crowd we found in Edgware, Middlesex, were falling over themselves to get their wise words and mugshots in print. From the sublime, to the ridiculous, to the downright-flippin' pointless, we ask questions Bamber Gascoigne would cringe over. Time to lift the lid on AMS Electronics and the folk who shop there.

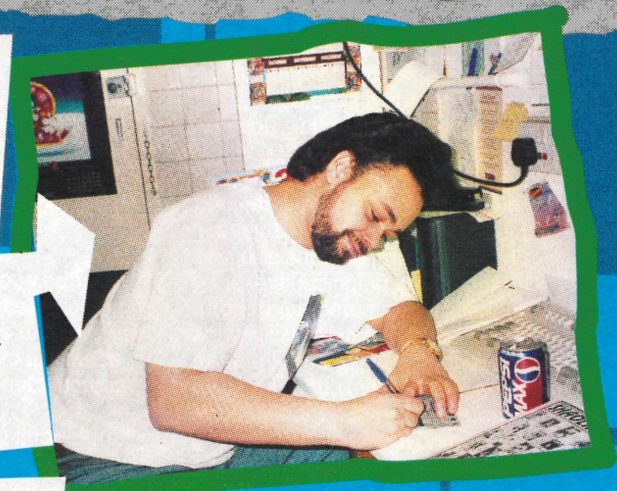
EdGwARe!

Tucked away in sunny Edgware (well, it was drizzly Edgware at the time! — Ade) is **AMS Electronics**. Owned by main man **Marc Storey**, the shop's been going for nearly three years and sells a wide range of computer and console software and hardware.



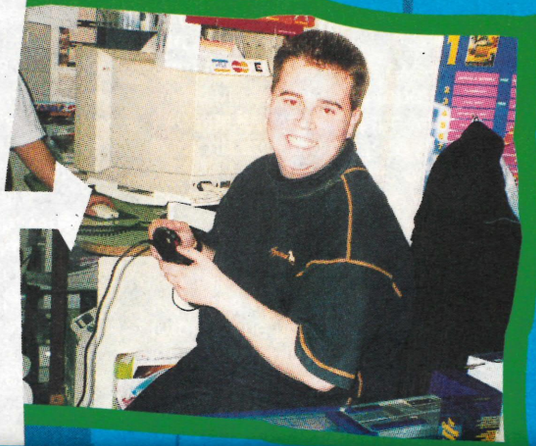
Here he is – the all-singing, all-dancing manager of AMS, Mr Marc Storey. We couldn't visit the shop without finding out what makes this hunk of a man tick, so let's get those questions rolling...

Errrr... how old are you, Marc? [Laughs, then says in a whisper...] 32.
Have you got a girlfriend? I've got a wife!
What are your hobbies? I'm into software, of course, martial arts, errr... software, movies and... software! Oh, and I'm a gadget man. I really like gadgets.
What's your favourite TV programme? *Star Trek: The Next Generation.*
What are your favourite Sega games? *Flashback*, *Jungle Strike* and, hmmmm... *Blockout.*
Is there anything you've played that was really dire? [Thinks long and hard] I could get sued for this, but I suppose *Batman Returns.*
What's your favourite type of game? At the moment, I love adventures. My second favourite are sports games. I love *EA Hockey.*
What elements make a good game? The gameplay is most important, playability and lastability. I like a game that creates an atmosphere.
What do you think of the Mega-CD? I think the machine's pretty good and the games show promise.
What do you reckon to the price of games? They're too high, definitely, but I understand why they're the price they are.
If you had to rush out and buy two games, what would they be? I'd say *Flashback* and *FIFA Soccer.*



Ladies and gentlemen, pray silence for Mr Lee Dowell. Lee is 17, comes from Edgware and likes to be known as the AMS Official Gamestester. 'He completes every game,' says Marc. 'I hate him!' Lee's claim to fame is he's been interviewed by Dominik Diamond on *Gamesworld*

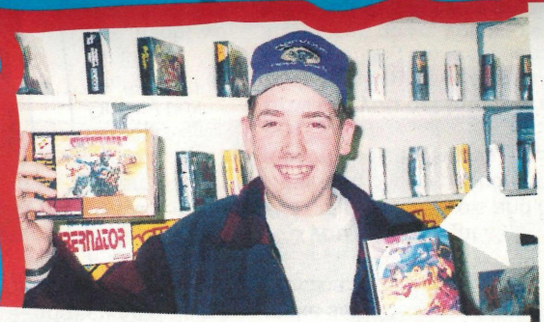
Do you earn lots of money testing games, then? No, but I get loads of freebies!
What are your hobbies? Playing computer games and reading magazines.
How long have you had your Mega Drive?
About three years, I think.
What do you reckon to the Mega-CD? It's good.
What are you favourite Sega games? *Shining Force* and *Sonic.*
Is there a game you *don't* like? I'd say *FIFA* [cries of 'No!' from all around the shop].
What games are you into at the moment? RPGs.
How many games do you buy a year? Maybe two or three.
What influences you when buying a game?
Reviews I've read in magazines and what I see in the shop.
In an ideal world, how much would you pay for a MD game? Probably about £35 [cries of 'No!' from all around the shop!].





Ali Noble is 13, comes from Mill Hill and is a complete Kit Kat fanatic – you won't see this man without one. He gets £10 a week pocket money and regularly hangs-out at AMS

Do you have a girlfriend, Ali? Er… that position's vacant at the moment!
What are your hobbies? I like football and playing computer games.
Dare we ask? What's your favourite food? Well, errrr… it's Kit Kat, actually!
Favourite TV programme? *Birds of a Feather.*
What Sega games really grab you? *FIFA Soccer, Flashback* and *F1.*
Any game you've seen that's really poor? *Universal Soldier* [everyone in the shop falls about laughing].
What type of games do you enjoy? Sports games.
What do you think of the Mega-CD? I reckon it's brilliant [Ali had bought one that very day!].
How often do you buy a game? Not often enough! I'd say about three or four times a year.
Any thoughts on the price of software? Terrible! Absolutely terrible!
Which game are you going to buy next? Hmmmm… *Demolition Man* on Mega-CD.
Anyone you'd like to say 'hello' to? Yes. Shabba Ranks if he's reading this, Raymond, Laurie, my dad and everyone at AMS.



Gary 'Blade' Dowell is 21. He comes from Edgware and, well, we're not too sure about his job. He *says* he's a Video Games Engineer, but were not sure what that entails!

What are your hobbies, Gary? I enjoy video games, wrestling and body-building.
What music do you like? I'm an Erasure fan.
Have you got a Mega Drive? Yes, I've had it for about three years. My favourite games are *Shining Force, Jungle Strike* and *Madden '94.*
Any game you don't like? I think *Street Fighter II* was a big disappointment.
Do you buy many games? I probably buy about two every month.
How do you decide on which games to buy? Usually I read about a game in a magazine. And if it's a wrestling game, I'll buy it!
If it was *your* decision, what price tag would you put on games? £25.
Which game will you buy next? Mega-CD *Dragon's Lair.*
Have you a motto? Yeah! Life's too short to be small! Can I say 'hello' to Shaun, Duncan and, er… Bill Anderson and Jesse Hernandez for being the greatest professional wrestling trainers ever?

Ahem! This, dear Sega gamers, is Jonathan Gregory. There's something a bit strange about Jonathan… he's a fan of the Super Nintendo (gasp! –Every Sega gamer in the World). So don't you think it's time we put young Jonathan on the spot and found out why he prefers the SNES to the Mega Drive? (Yes! Do it! Do it! –Every Sega gamer in the World.) Okay – let's go!

So, you fiend, you Philistine, why is the SNES better than the Mega Drive? [Hesitates, then says…] Well, I just prefer the choice of games on the Super Nintendo. They seem to suit my needs better.
We're not convinced are we, dear Sega gamers? So, what do you think of the Mega-CD, Jonathan?
Well, from what I've seen, it looks pretty good.
Which game really blew you away?
I think *Sewer Shark*, that looked really good, but I'd rather have *Secret of Mana* on the SNES (boo! Hiss! —Every Sega gamer in the World).
What types of game do you like playing?
RPGs.
What's your favourite food?
I'll eat anything that's put in front of me! (How about Super Nintendo on toast, then?! —Ed.)



Metin Ergin is eleven years old, lives in Mill Hill and goes to Fairway school. His favourite TV programme is *Bottom* (a man with taste! –Mat) and he loves noshing pizza.

Do you have any hobbies apart from Mega Drive gaming? Yeah, I like playing football.
How long have you had your machine? About two years.
Have you got a Mega-CD? No, but I think the machine's all right.
What are your favourite Sega games? Errrr… *FIFA* and *Street Fighter II.*
What's the worst game you've played? *Double Dragon.*
What do you look for in a game? The graphics and playability.
Do you buy a lot of games? I buy something about every four to five weeks.
What do you think's a good price to pay for games? About £20–22.
What are you thinking of buying next? *Street Fighter II.*
Anyone you want to make famous? Yeah! Hello to my mum, my dad and my brother!



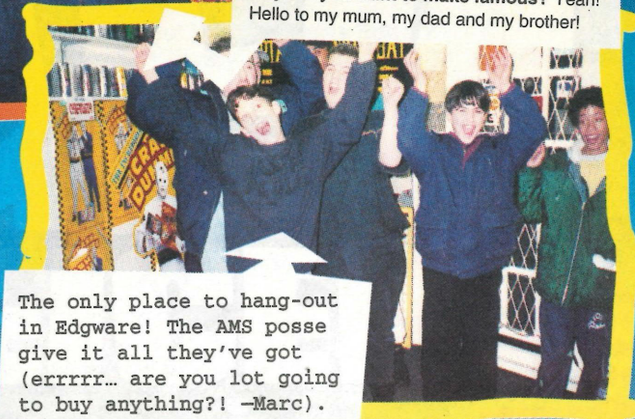
We just caught Darren before he jetted off to America to see friends and family. Darren is a computer games nut and also enjoys playing basketball. He says *Klax* is the worst game he's played

What's the *best* game you've played? I thinks it's *Street Fighter II.*
Are beat-'em-ups your favourite type of game? Yes, definitely.
What elements do you look for in a game?
The gameplay has to be good, as well as the graphics and sound.
Have you seen the Mega-CD in action? Yes. I haven't got one, but I think the machine's good and the software's getting better.
How often do you buy a game? I'd say I get about six games a year.
What about the price of games? They're a bit high. Well, no, they're a *lot* high, actually! The price definitely needs to come down.
Which game do you intend to buy next? *FIFA Soccer*, I think, then *Super NBA.* Oh, can I say 'hello' to Jeremy and the crew?
What's your favourite TV programme? *The Fresh Prince of Bel-Air.*
What music are you into, Darren? Hip-Hop and Ragga.

We leapt on Mark Hedges not long after he'd bought *Dragon's Fury.* Mark is eleven years old and is an Edgwarian, born and bred. He likes playing computer games and watching television. He wants to say 'hi' to his mum, dad and sister. Consider it done, Mark!

What's your favourite TV programme, Mark? Hmmmm… *Gamesworld.*
Are you thinking of buying a Mega-CD now you've got a Mega Drive? Not yet. I think the machine's all right, but it's a bit slow.
What are the best MD games you've seen? *FIFA* and *Mortal Kombat.*
Is there anything you've seen that's really rubbish? No, not really.
What is your favourite type of cart? Platform games.
Have you bought many games yet? No. *Dragon's Fury* is the first game I've got.
How do you know which games to buy? I read the games magazines.
What price tag would *you* put on Mega Drive games? £30.





The only place to hang-out in Edgware! The AMS posse give it all they've got (errrrr… are you lot going to buy anything?! –Marc).

Gameful Employment P45

You're sacked! Did you hear me? I said sacked!

Let's face it, the whole thing was crap. Not just an incy-wincy bit crap, but a big steaming pile of elephant pooh-type crap. We shouldn't have smiled and laughed and said, 'Hey! What a great idea for a regular feature!' But we did. We're *ever so* sorry. We won't do it again, honest. It's the wine gums, Guv, too many flamin' wine gums. Suffer no more. From this month, Gameful Employment is well and truly scrapped. Goodbye, cruel world...

THE MAGNIFICENT SEVEN and Clive

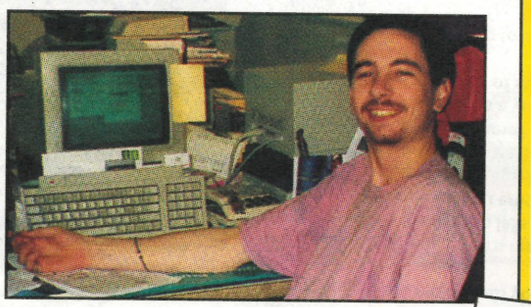


Well, it has to be said — been there, done that, bought the two-speed hammer drill. When you've discovered the qualities a PR person needs to do their job, you only have to read it once. They're all going to say the same bloomin' thing, aren't they?

So, Gameful Employment is no more. We hope we've given you an insight into the heady lifestyle of those wonderful peeps in the software industry, but we can't keep dragging this thing out like a dead dog on a piece of elastic. It *has* to stop right here and now.

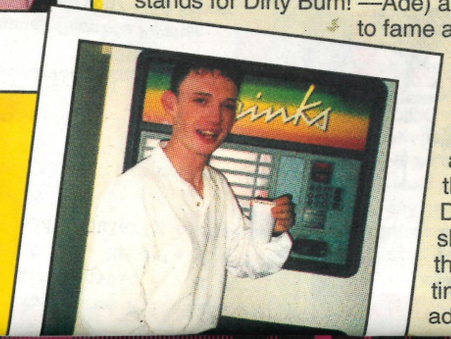
Well, errrr... we've told a bit of a porky-pie, actually, 'cos there *is* just *one* more. We've decided to call this a 'Gameful Employment Special' (in other words, we didn't have time to think of a replacement feature, so we'll just muddle through until Ade has a bright idea!). It suddenly dawned on us that you don't know much about the MEGA MACHINES family, the guys who live in peace and harmony almost every day of the week and use the same little hole in the corner to piddle in.

Well, grab yourself a Marmite sandwich, sit back, throw caution to the wind and have a butcher's at what the MEGA MACHINES crew have been up to over the years and what they do for the good of the magazine (apart from drink, belch and scrawl obscenities in the skin of their cocoa).



STEVE SHIELDS

S'pose we'd better put Steve's picture first, or he'll scream and shout and make us cry. This, if you don't already know, is **Steve Shields**, Managing Editor of MEGA MACHINES. He's 29 years old and has got where he is today by having a big mouth, the ability to bull a lot and ten years' experience



Here's the kind, considerate, suave, sophisticated... errrr... totally schizy Features Editor, Mr **Adrian Pitt**. Ade started life in Ludlow as a staff writer for *Sega Force*, then became Deputy Editor and moved to *Sega Force Mega*. He lives in Wolverhampton, has a dog called 'DB' (it stands for Dirty Bum! —Ade) and his claims to fame are presenting West Midland's radio programmes and falling through Dudley bus shelter (not at the same time, might we add!).

Do you want the clean answer or the dirty answer? Oh right, WH Smiths' would take us off the shelves!

Well, I have to write things like this and pretend I'm not really doing it! I compile and research MEGA MACHINES' features and liaise with software houses and shops to make sure the ideas I have can be put into practice.

Are you a brainy git?
I've got nine 'O' levels and I did a Media Course at college. I scored the highest exam mark in the UK (*swoon!* —Everyone).

How did you get into journalism?
Well, I'd always been good at English. I used to love writing stories, poems and all that jazz. Deep down, you know whether you've the talent or not. I saw an advert in the

whether on the phone or face-to-face. I'm fairly laid-back and easy going, which helps. I like to think I'm reliable, too; that gains respect.

What are the best bits of your job?
Chatting-up PR people, having dinner with PR people and seeing a feature you've written come together.

What are the worst bits of your job?
Trying to arrange all the elements of a feature. It only needs one thing to go wrong and you're completely stuffed.

What advice would you give someone who wants to work for a magazine?
Go for it! No two days are ever the same! Make sure you study English. If you've a flair for the English language you'll go far. Keep

in the magazine biz.

How long have you been a Managing Editor at Impact, Steve?
It's got to be about a year-and-a-half now.

So, come on then, spill the beans, what does the job involve?
I have to make sure everyone from the Publisher to the YTS saddo knows what they're s'posed to do — then make sure they do it!

How did you get your job?
I replied to an ad in the Monday supplement of *The Guardian*. I was already known by the company (they tried to lure me away from *Video World Magazine* four years previously), which helped!

What other jobs have you had?
I've been a greenkeeper, grave-digger, PR assistant, *Daily Star* reporter and bar manager.

What qualities does a Managing Editor need?
Well, I have to be able to think fast under pressure and have good organisational skills. Oh yeah — and lots of front (is that opposed to having lots of behind?! — Ade).

What are the best bits of your job?
Seeing all the elements that make up the mag come together in one coherent whole.

What are the worst bits of your job?
Seeing all the elements that make up the mag fall apart in one steaming mess!

What advice would you give to someone who wants to be a Managing Editor?
Gain loads of experience. Learn every aspect of magazine work, from ad sales to staff writer, lay-out artist to sub editor.

When you were little, what job did you dream of doing?
Much to my parent's embarrassment, I wanted to be a cat burglar.

Where do you see yourself in five years' time?
Koh Phan-Gan, a tiny island in Southern Thailand. Failing that, I'll be residing in a small silver urn on me mam's mantelpiece…



ADRIAN PITT

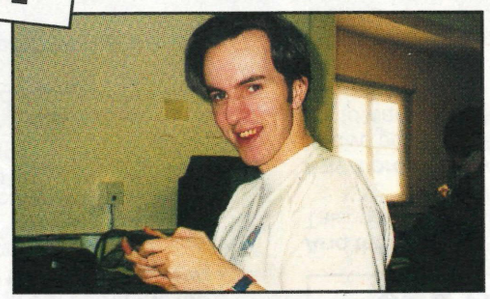
So, Ade, what does a Features Editor do?
Express and Star newspaper for a job on *Sega Force* and here I am!

What other jobs have you had?
I worked for the National Westminster bank for two years and I spent a few months at Top Man.

What qualities are needed for your job?
A good sense of humour and the ability to communicate well with people, hassling every company and send them pieces of your work, even if you've had nothing published.

What job did you want to do when you were younger?
To be honest, I never really knew. I went to work in a bank because I hadn't a clue what I wanted out of life. Banking didn't suit my personality at all.

Where do you see yourself in five years' time?
Either still in the industry or working on radio, which is one of my ambitions (he's got a lovely voice, y'know —Sub Ed).



MAT YEO

Here's another *Sega Force* 'game freak', 23-year-old **Mat Yeo**. Mat was part of the *Sega Force* team along with Ade, then became Production Editor and moved to *Sega Force Mega*. He was Deputy Editor on *Sega Master Force* before moving onto MEGA MACHINES as News Editor.

Tell us, Mat, how long have you been in your present position?
Well, errrr… I've only just sat down, actually. Oh, right! I've been News Editor for about four months.

What does the job involve?
I have to find interesting and relevant news stories for each issue then write each one up. I also compile the previews and source pictures for everything I write. I still review games from time to time and muck in with odd jobs.

What qualifications do you hold?
I've got four 'O' levels, a National Diploma in Graphic Design, a Higher National Diploma in Design Communications and a BA Hons in Combined Design Studies. I've also got a doctor's note saying, 'Please don't let Mat near any shiny objects, thank you'.

How did you get your job?
I was struck on the head by a radioactive meteorite, which gave me awesome powers and the ability to carry out my work! Errrrr… I saw an advert in a local paper.

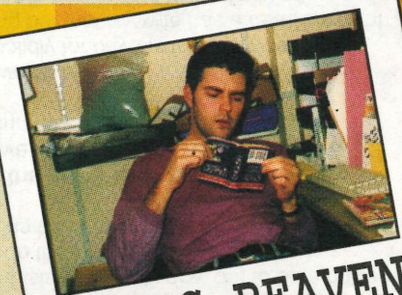
What qualities do you need to be a News Editor-type person?
I have to be kind and considerate to my colleagues. I have to be well informed; I've got to know what's going on in the busy world of Sega gaming (and he means that most sincerely, folks! —Ade).

What are the best bits of your job?
Getting hold of new games before anyone else, pestering our accounts people for money and, errrr… I can wear what I want to work — within reason!

What are the worst bits about your job?
Deadlines and I have quite a distance to travel to and from work.

When you were little, what job did you dream of doing?
I wanted to be a comic-book artist.

Any ideas on what you'll be doing in the future?
Well, I hope I'm in a position of authority which I won't abuse and still feel part of the team. I wouldn't mind working on TV. Oh, actually, I'd like to work in America one day and when I get enough money, I'd like to have a sex change and call myself Phyllis.



JAMES BEAVEN

James Beaven is the MEGA MACHINES Reviews Editor. He's 22 years old (ahem! I'll be 23 by the time this comes out — James) and moved to sunny Ludlow from sunny Bath at the start of Issue 1. James was 'poached' from another magazine (as we say in the biz).

Explain what a Reviews Editor does, James
I hob-nob with PR people, smerk tabs, get games in and make everyone else review them — occasionally I review them, too. Oh, and I keep the local public houses in profit!

Got any qualifications?
I've a HND in Electronic Engineering ('relevant' ain't the word!).

How did you get your job?
I own a gun!

What qualities are needed for your job?
A cast-iron liver and a high tolerance to caffeine.

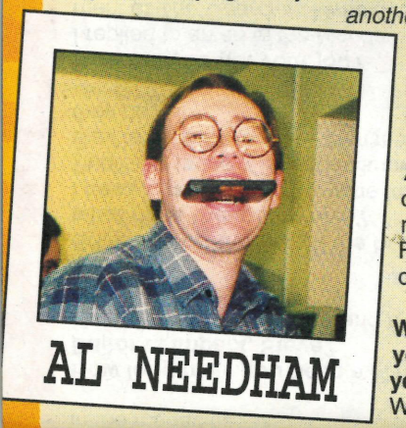
What are the best bits about being Reviews Editor?
Erm, taking the mickey out of everyone and anything. Oh, and the beer, tabs and birds.

What are the worst bits of your job?
Talking to PR people after telling 80,000 readers their company's game is crap and waking up believing you *can* do Sonic's Super-Spin!

What advice would you give someone who wants to follow a similar career?
Sit tight and wait for the ambulance!

Where do you see yourself in five years?
Either mad and rich, or as worm fodder.

AL NEEDHAM



Al 'Diss' **Needham** is 25 and a Staff Writer on MEGA MACHINES. He's been a bingo caller, croupier, bookie's clerk, shelf-stacker at Co-op, factory labourer and popcorn seller. Boy, this man has lived!

Got any qualifications, Al?
Loads — all completely useless. At least me mam's proud of me!

So, what does a Staff Writer get up to?
I play games, write body text (the unbiased intro bit) and comments for reviews, grab screenshots, write captions, lend a hand to Nick and Nige, sort out Dr Ruthless, skank around the coffee machine, diss other MD mags and play *Mean Bean Machine* when Steve's gone for a fag.

How did you get your job?
I'd just finished me Degree, saw an advert in *The Guardian*, bought loads of console mags, sent off me CV and a 600-word review of *PGA 2*, was offered an interview, spent ages preparing answers, turned up in me suit, everyone else was in shorts, I had an hour to write a review of *RoboCop vs The Terminator*, they were obviously impressed by my fresh-faced attractiveness and I got the job.

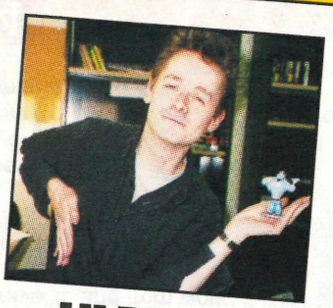
So, is being a Staff Writer an ace doss?
Yeah! I get to play all the latest games and write almost anything I like ('cos if I slag a game off, the software house hassles James and not me! Tee-hee!). I like being able to say playing *Sensi Soccer* for three hours is 'hard work'. Oh yeah! And being able to diss Fat Dave on a monthly basis and not lick Sega's ass as much as the other mags do.

What are the worst bits of your job?
Playing a really crap game is as much of a chore as stacking shelves and doing a paper round, believe me. Living miles away from me girlfriend and me mates really gets on me tits. Typing in a million Action Replay codes every month. Everything in Ludlow shuts after 5.30. I'm always skint. The music in *Zool*. The fact that I can't beat anyone at *Street Fighter II*. Trying to say something original about *another* platformer/beat-'em-up.

When you were little, what did you want to be?
A part of me still can't accept that I'll never play for Forest or be on Top of the Pops.

Where do you see yourself in five years' time?
Who gives a toss?

WARREN LAPWORTH



Warren Lapworth is the Sub Editor on MEGA MACHINES. He says, 'I've always been writing and subbing. I was too lazy a kid to have a paper round or weed gardens.' Now Woz weeds out our bad spelling and poor grammar and tries to 'fool the readers into thinking the rest of the MEGA MACHINES staff are shit-hot writers.' Thanks, Woz!

How did you get your job, Warren?
An ex-editor of *Zzap* (crumbly computer mag) wanted to buy some of me Star Wars toys and told me about a writing job. I applied, got the job then wrote and subbed for various leisure mags.

So, what qualities are needed for your job?
I have to be good at spelling, grammar, English usage and all that nonsense.

What are the best bits about working on a mag?
Erm, you mean things I ENJOY? That's a toughie. Some of the games are good. Mat's a good laff and is the only fellow comics fan in the office.

And the mean old, bad old, sad bits?
Writing comments when no one else can be bothered, Steve's bowel movements, having to get up in the morning and subbing tips. Oh, and SNES FORCE.

Any advice for those who think they could be a Sub Editor?
Basically, unless you're great at English already, forget it. If you *are* nifty, read all kinds of books and mags to pick up writing styles and buy those dull English language books.

When you were a young un', what job did you dream of doing?
A macho actor — sort of a cross between Harrison Ford and Arnie.

Where do you see yourself in five years' time?
Trying to remember what I said five years earlier when asked, 'Where do you see yourself in five years' time?'.

CLIVE JONES



Clive Jones is 21 and has been an assistant designer at Impact Magazines for six months. 'I do the jobs Markie doesn't want to do!' he says.

What qualifications do you hold, Clive?
I've got seven 'O' levels and I did a design course at polytechnic. (HA!)

How did you find out about the job?
I just phoned up the company and was told about the position.

What do you design?
I lay out many of the game reviews in MEGA MACHINES.

What qualities do you have to have to be a designer?
Patience, an eye for detail and a sense of humour.

What are the rewards of your job?
Seeing the end result in print and admiring my work!

And the pitfalls?
Taking flak from Markie and deadlines.

Any words of advice?
You've got to be committed. You've really got to want to do design.

What job did you always want to do?
Errrr... I wanted to be a professional footballer.

Where will you be in five years' time?
I think I'll still be in design, but earning loads more dosh.

MARK KENDRICK



Mark Kendrick must be coming up for his long-time service award — he's been with the company for seven years! Mark is the Art Editor on MEGA MACHINES. He does the jobs the editorial team don't do, which involve putting together the magazine after the editorial stage is completed, through to the print stage. This man never sleeps!

How did you get your job, Mark?
I saw it advertised in the Birmingham *Evening Mail*.

What other jobs have you had?
I've been an illustrator and visualiser, worked for a design agency, been a studio manager at a design agency and I've done a few dodgy things!

What qualities do you need to do your job?
Hmmmm... stamina, patience, got to be a brilliant designer, do the work of four people, have a multi-tasking brain and the ability to slag Clive off.

What are the best bits of your job?
Telling Clive what to do and seeing your very own CV printed every month!

And the worst bits?
Working solidly for days to finish an issue and then finding out that my wife has a deadline right after mine! No home life! Oh, and having to work by SNES FORCE!

Any words of wisdom for those hoping for a career in design?
It's brilliant, as long as you don't take *my* job! You've got to be one step ahead of everyone else in the design field.

What job did you want to do when you were little?
I wanted to be a illustrator for Disney.

Where do you see yourself in, say, five years' time?
Hopefully living in California with my wife and two kids, working for Disney.

STREET FIGHTER II™

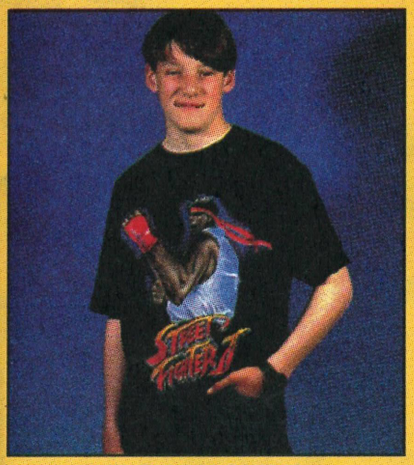
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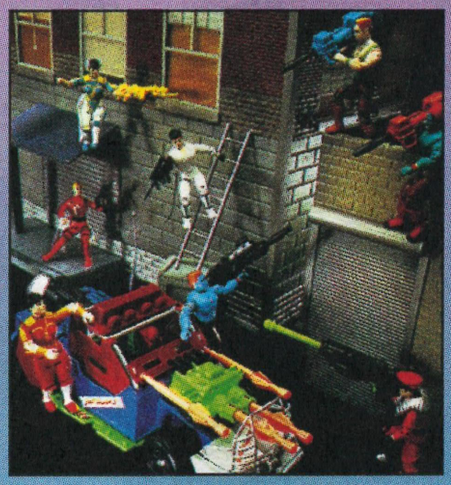
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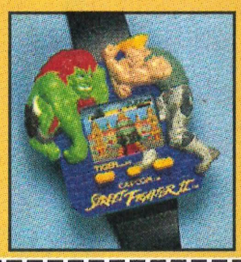
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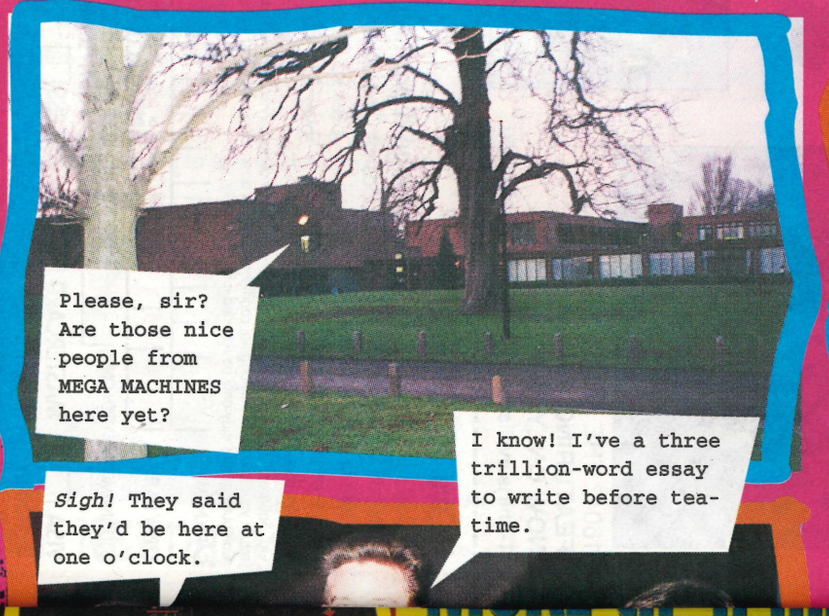
The ULTIMATE Challenge

MEGA BUCKS!

This month's Ultimate Challenge takes us to Buckinghamshire College of Higher Education in, errrr… Buckinghamshire. Electronic Arts are the stars with the goodies this time around as we challenged those eager beaver students to the most talked about footy game to date, *FIFA International Soccer*. Boots, balls and babes galore greeted us. Let the challenge begin…

Ask any shop in the country which game disappears off the shelves as soon as it arrives and you'll get the same answer: *FIFA International Soccer*. **Electronic Arts** are as pleased as punch with it, so we asked their top PR bod, **Michele Harris**, to trundle down to Bucks college with us and put the game through its paces with a gang of students.

With copies of the game, controllers, four-way adaptors and subscriptions to MEGA MACHINES up for grabs, all Biology, Chemistry projects and the like were soon dropped to make way for Mega Drive pads and footy scarfs. And remember, the caring, sharing people that we are, nobody loses in a MEGA MACHINES challenge. You're all winners! (Aaaaah! Ain't that nice? —Ed.)




Michele takes time out to explain the controls to the Bucks posse.

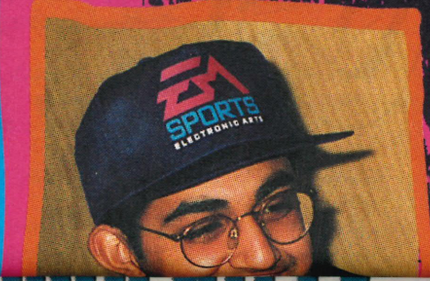


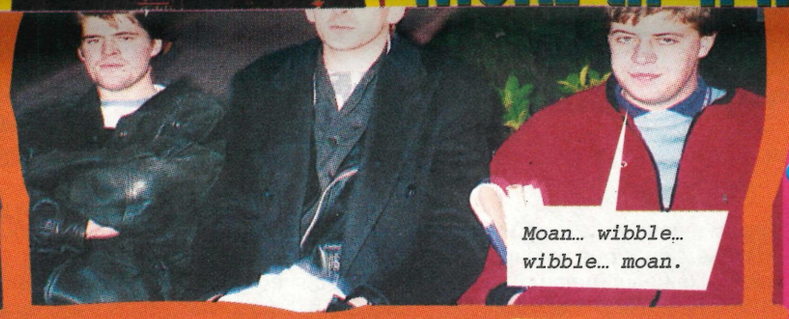
CHALLENGE 1

First to take up the challenge, **Fasil Mushtaq** and **Shakeer Dad** (yellow top). The challenge was to score as many goals as possible in four minutes.

The concentration on the lads' faces had to be seen! As the first two competitors, Fasil and Shakeer's job was made a little harder 'cos they had to get to grips with the controls and the way *FIFA* plays. There were plenty of near-misses, but it looked as though Fasil was the stronger player.

Shakeer's defence weakened, and after three minutes it was 1–0 to Fasil. That was the score after four minutes.



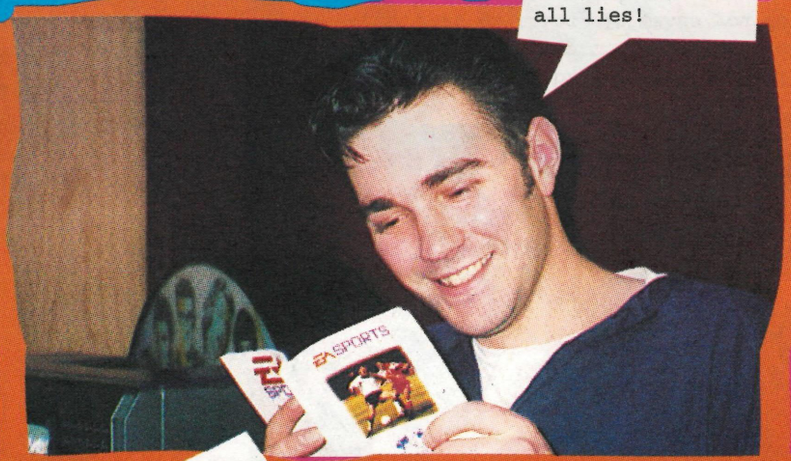


Moan… wibble… wibble… moan.



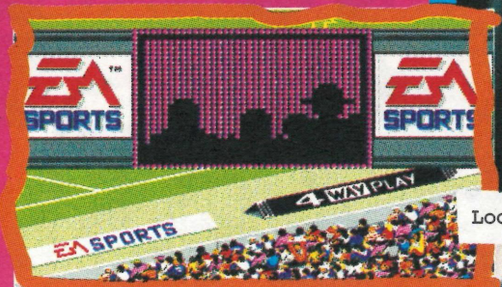
Michele Harris, Electronic Arts' usually incredibly reliable PR bod, turns up an incy, wincy bit late.

Look! Get lost! I've got a good excuse. The dog ate my instruction manual.



Lies, Michele – all lies!

James finds said instruction booklet intact and starts reading-up on FIFA rules and regulations. Brainy git!





CHALLENGE 2

Kev Shilling and **Glen Bloomfield** (he of red shirt fame) played till they dropped. The lads had kept a close eye on Fasil and Shakeer and were pretty nifty when it came to the controls.

The score at the end of four minutes: 1–0 to Mr Shilling.





CHALLENGE 3

Ladies and gentleman, roll up, roll up to witness Student Union bod **Simon Taylor** (right) against non-Student Union bod **Ajay** (left).

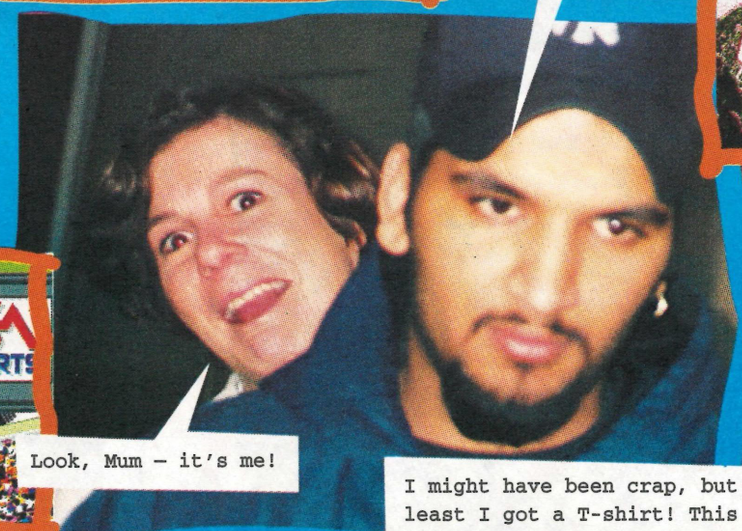
Not an incredibly intense game, this one. The lads were pretty evenly matched, as far as team strength goes. At the end of four minutes, the score was 0–0.





Errrr… yes, thank you, Michele!





Look, Mum – it's me!

I might have been crap, but at least I got a T-shirt! This is going towards the Student Union tombola!







Token babe shot (1)!

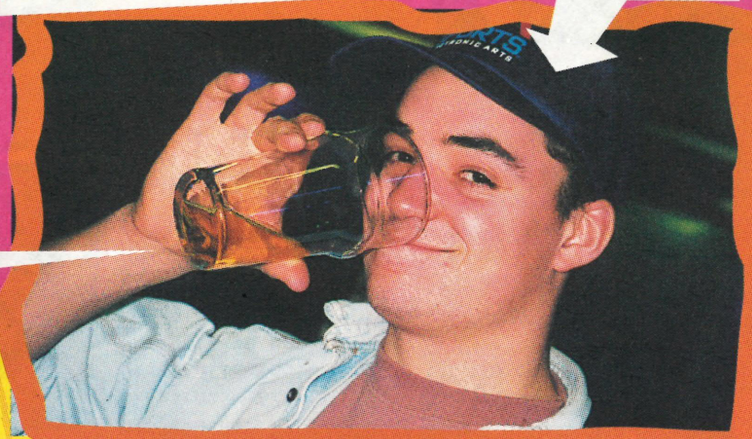
Erm, Jen Whitlock and her partner in crime haven't quite clocked-on to the computer age. Get a grip, folks, this is the 21st century!

CHALLENGE 4

Next on the pitch, **Patricia James** and **Austen Alland**, ably assisted by the luvverly Michele Harris. Look at those expressions. Look at the concentration on their mushes.

Plenty of fouling from Patricia. She liked playing dirty! Austen was the shy, silent type — not so aggressive. No score at the end of four minutes.

Time for a break. Who's the milk monitor round here? Errrr… excuse me, young man, should you be drinking that sort of thing? It makes you do silly things, like appear in console magazines.



Oh, right! Better stick to Ribena!

Token babe shot (2)!



CHALLENGE 5 The Ultimate Challenge

Erm, we'd struck upon a birrova problem. The challengers who got through to the next round had disappeared to their lessons. Thank heavens for **Danny Whelan** (the man in white) and **Rob Healey**.

Dan and Rob are both Mega Drive owners, gentlemen and scholars and great footy players. So, we felt it only right to shove a joypad in their hot little hands and give them a shot at winning some booty (is that *football* booty? Titter titter —Sub Ed) (Tit! —Man Ed).

These guys were ace! The atmosphere was electric. Well, a little statically-charged, anyway.

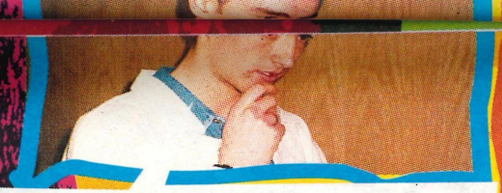




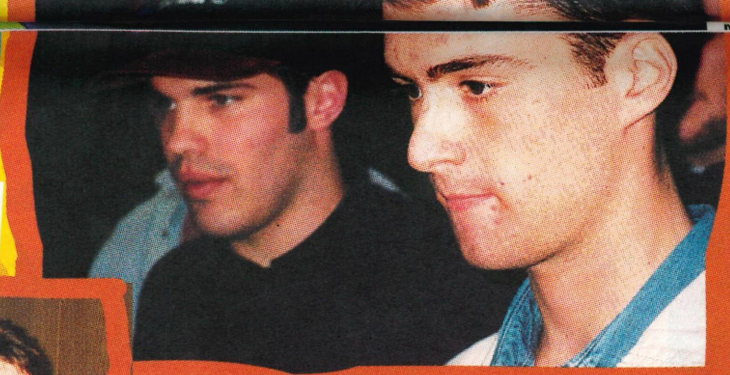
WE THROW DOWN THE GAUNTLET

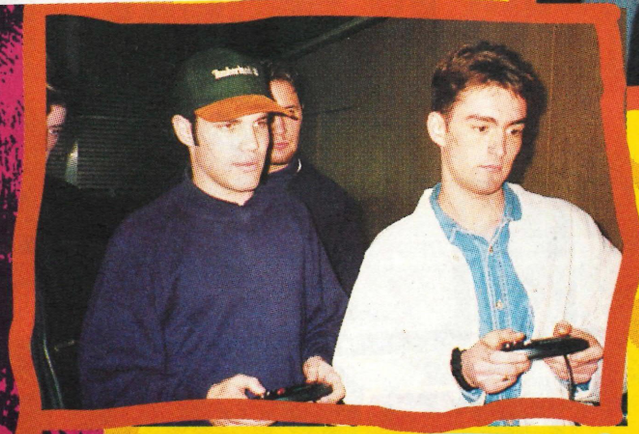
THE GAUNTLET, YOU TAKE UP THE CHALLENGE

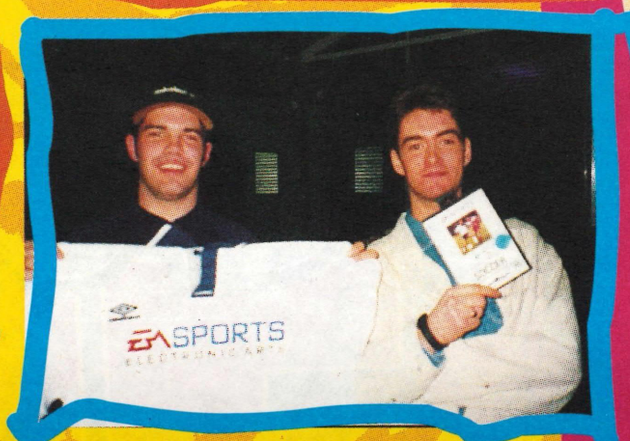
Listen here, you lot. How d'ya fancy playing the biggest and best console games before anyone else in the country? You do? Well, get scribbling. Every month, the MEGA MACHINES posse look for a different school or college to visit. If we don't hear from you, how can we come and see ya? So fill in this coupon, get it signed by your headperson (and don't pretend. No headperson is going to sign something in purple felt pen!), then send the thing to us and wait for a couple of centuries. Look forward to hearing from you.

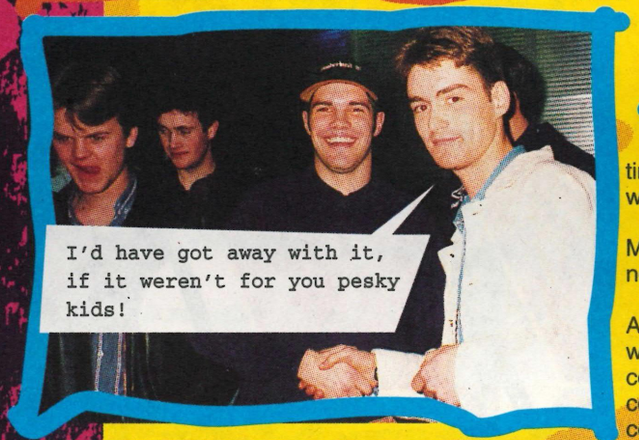


Erm, if X=Y, where Y is 3.275 and… oh heck! This sure ain't Algebra!









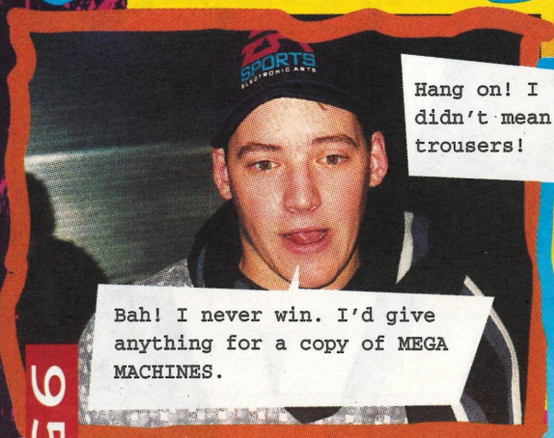
I'd have got away with it, if it weren't for you pesky kids!

After four minutes, neither had scored. After extra time, neither had scored. The sweat and the beers were flowing!

Into double-extra time and — YESSSSSSSSSS! Mr Robert Healey put one straight in the back of the net. And that's how it stayed up to the whistle.

They even shook hands. Told you they were gents. As the *FIFA International Soccer* superbeing, Rob won a year's subscription to MEGA MACHINES, a copy of *FIFA International Soccer*, two Mega Drive controllers and an EA four-way adaptor. Danny won a copy of the game and a year's subscription to *Pig Swillers' Monthly* (only joking!). And everyone agreed they'd had a luvverly, luvverly day!

Aye-up! There's a bit of tomfoolery afoot…



Hang on! I didn't mean me trousers!

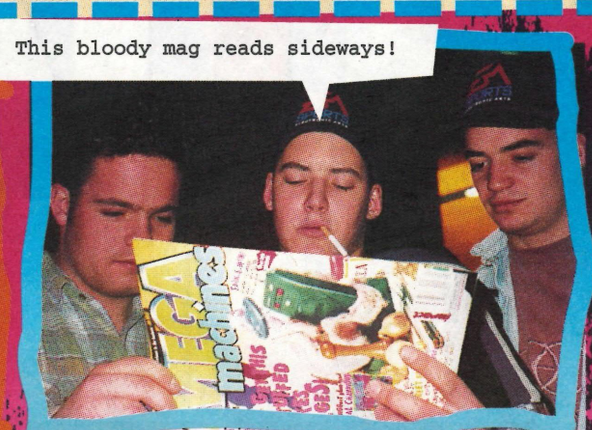
Bah! I never win. I'd give anything for a copy of MEGA MACHINES.





Titter! Titter! Tee-hee-hee! I've never seen one shaped like *that* before!

Must be drunk! This bloody mag reads sideways!



Dear MEGA MACHINES,

I've had a word with my headmaster/headmistress, and they said it'd be okay to miss a games lesson ('…just this once mind you') in order to thrash you so-called journalists at your own game. So please descend upon our humble primary/secondary school bearing free T-Shirts a-plenty and a decent Mega Drive game. We'll show you who's *really* got the talent when it comes to wielding a joypad, ya pansies! Oh yeah, and if you *do* decide to hold your challenge at our school, contact the head teacher to sort out the details will you? Ta!

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Please cut this out and send it in!

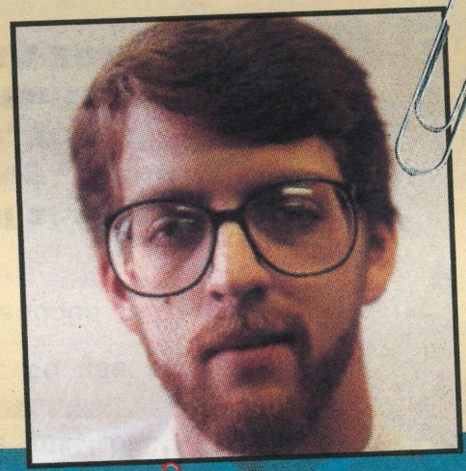
*Dear Head. If you would like more information about our National Schools Sega challenge before committing yourself, please phone Managing Editor Steve Shields on 0584 875851 during normal working hours. He'll probably be by the coffee machine having a fag (well, it makes a change from the bike sheds), so please be patient. Once completed, send this form to: **The Ulimate Challenge, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

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I want to receive a copy of MEGA MACHINES through my flap every month for the downright ridiculous price of just £25.00 per year (UK only). Rush me the next issue sharpish — before my face looks like a pavement pizza!

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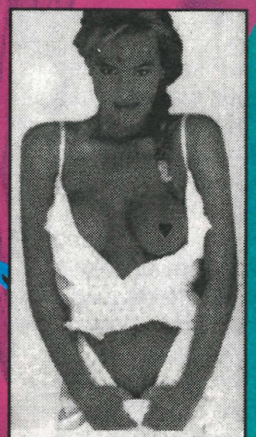
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Remember: chicks don't flip for guys with green skin

STRAY BULLETS

Most Mega Drive mags fill their last page with such obvious waffle, you wonder why they bother. 'Loads of great games, groovy compos etc' is just another way of saying, 'Sorry, we don't know what's going in next month's issue yet, but please buy it anyway.' Nah, we'd prefer to use the space constructively – and slag some saddoes off!



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'Try an-an-anoth-an-another-er one'
THE PROSPECTOR
Mad Dog McCree

'Don't get me wrong, it's not a new method'
Line from an excellent CYPRESS HILL song

'*Huuurrrghhhaalph!*'
STEVE SHIELDS
after getting food poison-ing at Sega HQ

'If you think I,m going to map Sonic 3, you can piss off!' Alan to Steve

'How d'ya spell graficks?' MILO JACKSON New Staff Writer

'We'll also be previewing... Ground Zero, Texas' Next Month page SEGA ZONE

'No comment' Sega's ANDREW WRIGHT on *Sonic 3* rumours

THE APRIL ISSUE OF MEGA MACHINES GOES ON SALE MARCH 3rd – AND YES, WE *DO* KNOW WHAT'S GOING TO BE IN IT BUT, JUST TO BE DIFFERENT, WE'RE NOT TELLING!

MEGA machines

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ANDREW WRIGHT (for giving Steve food poisoning)
JOHN MAJOR (for his 'Back To Basics' crap)
FAT DAVE ('coz he ain't gorra mention anywhere else!)

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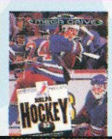
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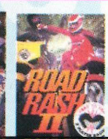












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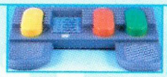
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