WARNING: This mag contains material some bores may finf offensive!

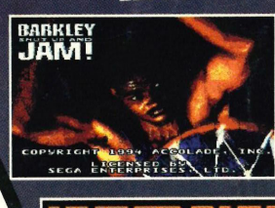
Mind bending 3D poster inside!

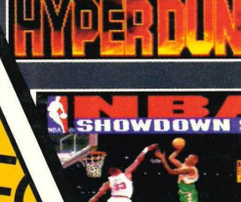
MEGA machines

SEX & VIOLENCE!

PG

SLAM DUNK?
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WhO Decides whicH GamEs YoU plAy?

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The late great Enid Blyton presents...

MEGA machines

The Famous FIVE Edition

April 1994

COVER STORY!

MAKES NO CENSOR TO US!

Someone, somewhere, has the power to decide what you can and cannot play on your Mega Drive — who are they? Why are they there? And do we really need their 'protection' anyway?

18

PG

HOT SHOT SPECTACULAR!

You wanna know what hot Mega Drive games are lined up for release during the rest of the year? Then look no further! Well, actually, you'll have to look a *little* further to fin out...

CONTENTS!

06 **VIBES** The latest info on Sega's sexy new portable, plus a bunch of other stuff that Mat had press releases on...

THE TIPS CLINIC 76 The door to Doctor Ruthless's surgery is always open. Well, it has been ever since three *Lost Vikings* tore the bugger off its hinges!

THE ULTIMATE CHALLENGE London's annual Toy & Hobby Fair was the location, *Zool* the game, and scoring as many points in five minutes the challenge. Reckon *you* could have done better Then fill out the form and prove it! 90

THE REVIEW BOARD 22 There are no less than *four* new basketball games out this month, as well as a corking golf sim, mediocre FMV adventure, a coupla' platformers (quelle surprise!), a weird roller skating-come-fighting game from EA and, er, some other stuff an' all. Dig in, chums!

THE WRITE BROTHERS Nick 'n' Nige pick their way through this month's post bag, and call in the D.O.S.S. to sort out one of the saddest souls in all Segadom! 22

26 **CAUGHT IN THE ACT** In a lame excuse to get free goes on all the latest coin-ops, Ade decided to pay a visit to London's Trocadero Centre.

POSTERS Part four of your giant Sonic poster is here (after his vacation last issue), plus a mind-boggling 3D doo-dah like you see on sale down the market... 49

RAM-RAID! 68 The creators of *Bubsy The Bobcat*, Accolade, sure didn't expect their console star to join forces with the balaclava brigade — but that's just what happened!

SUBSCRIBE! We'd like to offer each new subscriber a brand new Sega Multi Mega when they sign on the dotted line — only our publisher won't allow us. Bah! 96

THE CHARTS 88 Each month we give the top-selling Mega Drive cart to the sender of the best title for our charts pages. A pity they're all crap then, innit?

STRAY BULLETS 98 Find out who's been shooting their mouths off this issue, and who's shot themselves in the foot!

WORTH YOUR DOSH... OR JUST PLAIN TOSS?

CASTLEVANIA: THE NEW GENERATION 40



DRACULA UNLEASHED 32



HYPER DUNK 62



MUTANT LEAGUE HOCKEY 60



NORMY 44



NBA JAM 36



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PGA EURO TOUR 30



PRINCE OF PERSIA 56



SHUT UP AND JAM! 64



SKITCHIN' 46



THE TERMINATOR CD 54



VIBES

Full of easter promise

Sega are all set to continue their intensive retail assault over the next few months as they prepare to release the brand-spanking new CDX machine. As reported last month, the CDX was exclusively revealed at the Las Vegas Consumer Electronics Show to an astonished crowd. The machine is compact and portable and has the ability to play audio CD's, Mega Drive carts and Mega CD games. Re-named the **Multi-Mega** for Europe, the machine has been given a price of £350-£399 and a release date of Easter week.

The Multi Mega will be bundled with up to six games, one of which is likely to be their appalling *Sega Classics* disc (can't they get rid of 'em?) and the others could *be Road Avenger* and *Sonic CD*. Although the machine carries a high price tag, Sega are confident that the Multi-Mega will appeal to 'the 18-30 market'.







If all this excitement wasn't enough for your dicky-ticker, Sega are intending to release a *Sonic 3* hardware bundle on February 22nd. The pack will include the game, a Mega Drive II and two joy-pads... and retail at £139. Time to start saving those pennies!

THE PRICE IS... WRONG!

Ever heard the one about the really amazing games system that disappeared because the software was too expensive? It's not funny, 'cos if Sega ain't careful that's exactly the way I can see the Mega-CD going.

I dunno, the solution seems so simple that I can't believe Sega haven't sussed it — greedy, thick or both, if you ask me. Y'see, the way I look at it is this: The more Mega-CDs there are in bedrooms throughout the land, the greater the chances it'll survive the onslaught of the competition (3DO, Jaguar etc). Now in order to play a Sega CD title, you must already own a Mega Drive so, if Sega want to sell more of their CD add-ons, all they need do is re-issue a number of previous hits — two to a disk — which they could flog for £30 a throw.

Because CDs are cheap to produce (70p each is the best estimate I've uncovered),

CHEAP SH... OT?

Warwickshire based software company, **Codemasters**, have just announced a range of **budget value games** for Sega game systems. As we all know the price of software is way too high, so shouldn't somebody out there bring out top quality games for half the price? Absolutely! And that's just what Codemasters are going to do. The games to be featured in the range are 'not re-releases but original games that have gone through the same quality control-process as *Micro Machines*' say Codies. The range is launched at the end of March with the release of *CJ — Elephant Fugitive!* on the Game Gear at £21.99. Following games include *Dino Basher* (Game Gear and Master System — £21.99) and the recently signed Archer Maclean classic shoot-em-up, *Drop Zone* (Game Gear and Master System — £21.99). The first **Mega Drive** title is *Captain Dynamo*, scheduled for release in October costing £29.99. Although the range are said to feature '100% originality, 100% game play and 100% game value' it's a known fact that *Drop Zone* has appeared on many other systems years ago, and *Captain Dynamo* was an old Amiga title that was *originally released at a budget price* [and it's not very good —Milo]. Still, shouldn't grumble I suppose. The cost of games may not be coming down overnight but at least it's a start.

Damn, not again! One picture to look at and no text at all. Oh, well, I'll have to waffle on about something totally meaningless

TWIST AND SHOUT

Just before Christmas we received a weird toy from **Tomy** known as **Sonic's Puzzle Ball**, which is based on the classic Rubik's Cube puz-

they'd still make a tidy profit. As they'd be previously-released games, there'd be no development costs as such, and with top-notch games being made available for the first time at £15 each, a big marketing spend wouldn't even be necessary.

Think about it. There are literally hundreds of excellent games knocking about in Sega's archives which they refuse to dust-down and re-release. This way, not only would these 'dead' titles be given a new lease of life, but thousands of Mega Drive owners would finally be tempted to upgrade to the Mega-CD, as even at £200 the savings on software would more than make up for it.

In addition, why are *new* CD games so expensive? Okay, so *Street Fighter II* is £60 on cart because of the price of the chips within it (24-Meg games aren't cheap to produce). But the CD would only cost about 70p to manufacture, whatever the game size.

So if Sega were to offer the CD version of *SFII* at just £30, Mega Drive owners who have been considering the M-CD may be swayed into buying one. After all, if they intended to get *SFII* anyway, this would present a real cash incentive — almost like getting a £30 discount on the machine.

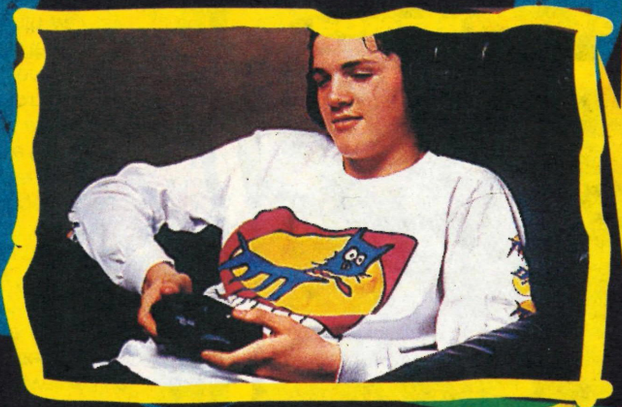
Ho-hum, if only it was ME in charge, eh?

Steve x

Steve Shields
Managing Editor

SUN, SEA, SAND AND... JOYPADS?

for a few lines until Steve finally cottons on to what I'm doing and chips in with a scathing remark (cue Steve). Oh good, he's not about at the mo — must be having a crafty fag by the drinks machine. Still, I won't have to worry about the news in MEGA MACHINES any more 'cos I'm moving on to pastures new. That's right, no more tight deadlines, annoying PR people and poor software to review. It's the high life for me now. It's gonna be sun, sea, squid and sex all the way! Anyway, I suppose you want to know about these 'ere joypads. Okay, if you insist. The **Micro Genius Infra-Red Controller** is a nifty new joypad that's perfect for all types of game. It's got plenty of buttons in all the right places and a unique 'cable' that connects the pad to your games machine. Clever, huh? The Micro Genius Infra-Red Controller is available now and you can find out more about it by contacting MSU on 0908 232100. [Er, Mat, can I have a quiet word with you? —Steve].



zle that we all loved so much back in the early eighties. Being game for all things puzzly, the MEGA MACHINES team set to work unravelling the mystery of the fabled Sonic ball. We spent hours twisting and turning the device, working out Einsteinian combinations and then finally taking to it with a large claw hammer. Funny how they come apart so easily. Anyroad, we've just got our mitts on the **Official Sonic Puzzle Ball Book**, and it gives you all the info you need to solve this tricky puzzle as well as diagram's that you would only usually find in a textbook on advanced mathematics. If you fancy winning the only one we've got, just answer this simple question:

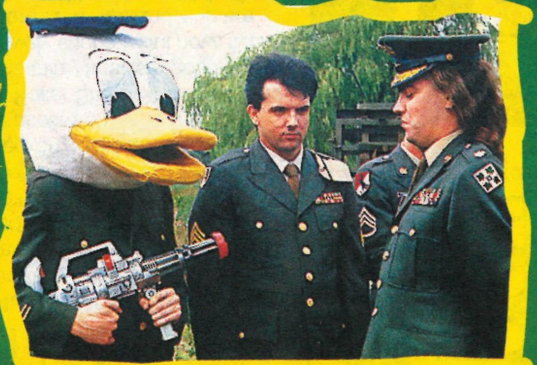
Why did we run this dreadful news piece?
Was it:

A) Because we were bored
B) Because Mat has already spent two weeks staring at press releases and decided to pick the daftest news story that he could find.
C) Because Tomy toys are wonderful people and deserve the best all-round news coverage we can give them (PS. Can we have some freebies please, Tomy?)

send your answers to the usual address so we can finally get rid of this thing once and for all. Now, where did we put that tube of Super-Glu?



SENSIBLE VIRGINS



After the tremendously successful *Mego-lo-Mania*, and the more recent blockbuster Christmas hit *Cannon Fodder* on the Amiga, **Virgin Interactive Entertainment** have once again joined forces with **Sensible Software** to launch a full frontal assault on the games industry — and come out on top!

First up is the news that Virgin will be releasing Sensible Software's *Cannon Fodder* on the Mega Drive. The conversion promises to be as good as the home computer version, with the same addictive gameplay that grabbed so much attention at the end of last year, but incorporating the superior graphics and sound capabilities the MD has.



Going for the double, Virgin have also signed up Sensible's latest masterpiece-in-the-making, ***Sensible Golf***. Following in the wake of the illustrious *Sensible Soccer*, *Sensible Golf* is preparing to set the sports genre alight once more with a golf game that will offer all the playability and addictiveness that is seen as standard in Sensible's products. *Cannon Fodder* is scheduled for a Christmas '94 release and **Sensible Golf** should also appear around the same time.

It Disney end there...

While we're on the subject of Virgin tie-ins, the company have also just announced that they and Disney are planning a co-production of Disney's forthcoming animated extravaganza, **The Lion King**, for the Mega Drive. This convergence of Hollywood and interactive gaming marks the second teaming of Virgin Interactive Entertainment and Disney Software. Their first co-production, *Aladdin* for the Mega Drive, has been praised as one of the most impressive visual action games ever produced and was one of the top-selling Mega Drive titles released in 1993.

The Lion King will be designed to follow the storyline of the movie, expected for theatrical release this summer, with video game releases to follow shortly after.

Set in the jungles of Africa, *The Lion King* is the tale of the coming of age of Simba the lion cub, who learns to outgrow his carefree royal lifestyle and accept the responsibility, danger and challenge of his role in 'the great circle of life'. But the burning question is, will the young lion prince return to overthrow the evil monarchs, freeing his compatriots from their iron-fisted imperialistic rulers (and torching the palace into the bargain)? We do hope so! [Okay Mat, that's it. I said 'no politics!' —Steve]

VIBES

MILO HAS HIS SAY

Please wish a hearty welcome to the new MEGA MACHINES staff writer… Milo Jackson! Milo has been hanging around the Impact offices like a bad smell for over a year now, starting out as YTS lad on Commodore Force magazine, cutting his teeth on crappy cassette-based 8-bit games.

During his time here, Milo has calculated that he has taken 7,382 screen shots, spent 147 hours making maps, and fetched a staggering 37.4 million coffees from the drinks machine (although we reckon he's over estimated a little — surely 120 hours mapping would be more accurate!)

When MEGA MACHINES launched, Managing Editor Steve Shields insisted that he have Milo for an Editorial Assistant ('he certainly knows a good screenshot from a lousy one, *and* he makes a lovely cuppa'). But now, five issues later, Milo has expressed a desire to become a writer, and who are we to argue? After a brief pep talk from our publisher, Milo stepped blinking into the the spotlight and began his journalistic career.



Here's what to watch for when aiming to locate Milo's wicked (man!) words of wisdom…

While Al, James and the rest of the team try to outdo one another in the clever-clever writing department, Milo assures us that he'll simply 'tell it like it is'. Honest, forthright opinion will issue forth from the youth's fingertips, as he struggles valiantly to locate the 'B' key on his shiny new Apple Macintosh. Look out for his first comments this issue, next month we may even let him have a crack at doing a whole review…

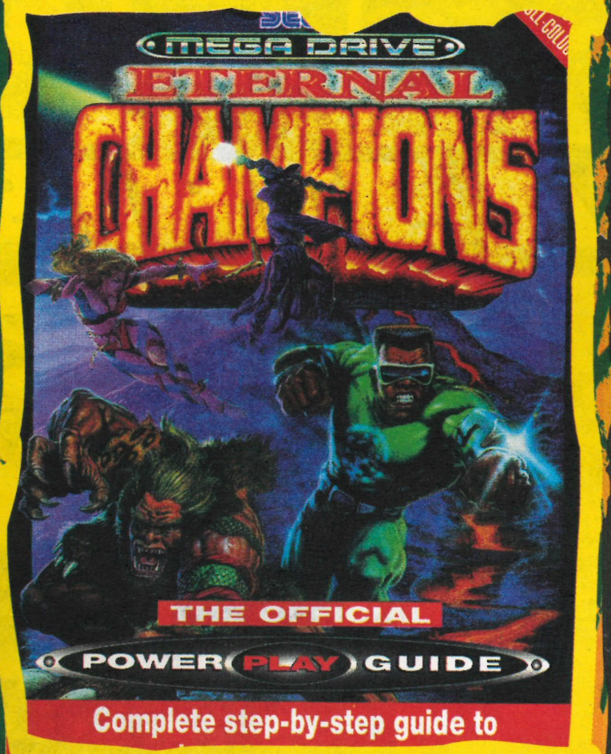


BEFORE: Witness the wide-eyed innocence that was Milo Jackson – YTS Lad. Little did he know that promotion was just around the corner…

AFTER: Two days on the job as Staff Writer and this is the result. Hey, nobody said it was gonna be easy!

HE'S OUR MATE!

See this 'ere guide to *Eternal Champions* on the Mega Drive? Well our mate wrote it, he did. Honset! His name's **Mark Succamore** an' he works downstairs from us. What you'd call 'a nice bloke', Mark has been working for Impact for a fair few months — in which time we all wondered just what in Hell he did! But now we know, eh? He's been locked away in a tiny room with only a copy of *Eternal Champions* for company, and has been slaving away at it in order to produce the definitive guide. It's out in the shops now and, judging from the amount of calls we've had from readers struggling with the game's finer points, the £7.99 price tag will be a small price to pay. Eternally grateful, Mark!



Complete step-by-step guide to

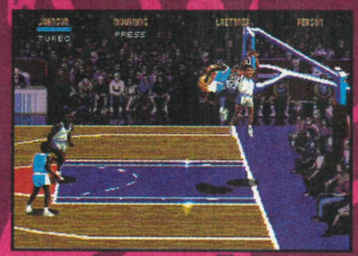
HELP! YOURSELVES

There's been this five-game compilation on sale in **Dixons** since the end of January called ***Help!***. It costs a penny under 50 sovs and the games are *Sonic 1*, *Space Harrier*, *WWF*, *The Simpsons* and

DOSSES OF THE MONTH

You've come to realise by now that the MEGA MACHINES reviewing squad pull no punches when they tell you what's boss and what's toss on the Mega Drive scene, but the real crunch comes when it's time to chill in the office, either at dinner time, or after half five, or when we just can't be arsed to do any work. What games do we go back to again and again? Here for your delectation and delight are the MEGA MACHINES Dosses Of The Month – the top five games that are currently turning us on in that special way…

1 NBA Jam



Practically glued into the cart slot, this one, especially in 4 player mode. Steve actually took it home with him and played it all weekend in a vain attempt to be the MEGA MACHINES 'JamMaster'. Isn't that the saddest thing you ever heard in your life?

2 Sensi Soccer

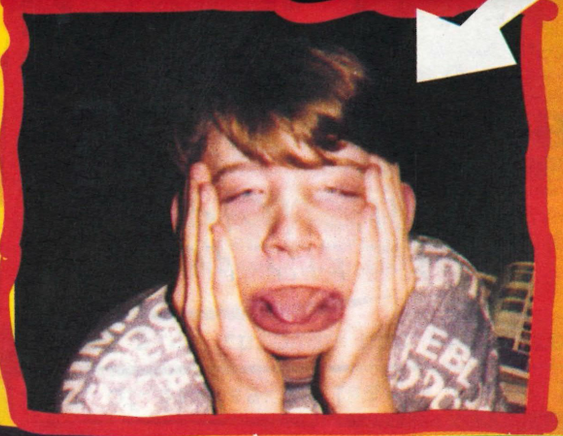


Still one of the office faves (and thankfully locked away in the filing cabinet when we got burgled, praise be!), but the lads are getting sick of having to tell the Amiga Force sadboys how superior it is to their version (different skill levels, don't have to wait three days for it to load up, etc). James can't be bothered with it, so he's obviously not much of a man, is he?

3 Super Street Fighter 2



Yes, we've got the coin-op in our



WHAT THE HELL IS IT?

ndiana Jones (if you ain't seen it yet). We mentioned it yonks ago, but since all proceeds are going to children's charities — we do a lot of charity work ourselves, of course, but don't like to talk about it — we figured we'd mention it again.

The organisers claim they're gonna get a gargantuan £400,000 from the sales, which means they'll have to flog no less than 8001.6 copies of the compilation. Anyway, abstract mathematical equations aside, check it out if you don't already own more than one of the games... and do your bit for kids less fortunate than Milo's mates.

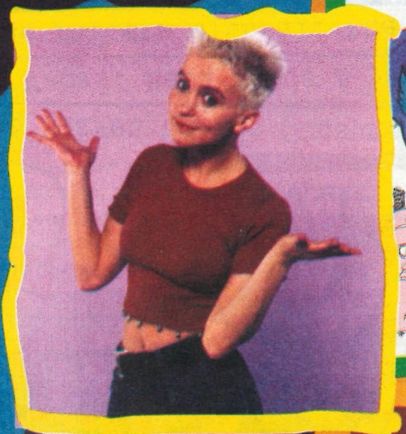
Excuse us, readers, but we could think of no better way to open this item than by quoting **Dark Horse Comics**' advert: 'Is it a comic...? Is it a gaming mag? It's BOTH!'



Dark Horse have been around since 1986 and are best known for comic series based around big name action movies such as *Aliens*, *Predator* and more recently *Star Wars*, so ***Max Overload!*** is a complete change. It's much like a console mag, featuring reviews, news and tips for the major systems, but four regular comic strips give that something extra.

Stories based on *ToeJam & Earl*, *Lemmings*, *Chuck Rock* and *GreenDog* grace its colourful pages, and though the strips in *Sonic the Comic* are dodgy, these are amusingly quirky and better drawn. The first issue's available now, costs £1.95 and includes a free set of Lemmings stickers.

Remember the name: *Max Overload!*, where comics and consoles collide.



UUURGH, IT'S VILE!

Good news for fans of **Bad Influence** presenter **Violet Berlin** — you'll both be able to read her words of wisdom on Teletext! Seriously, our Vile's supplying all the latest news and reviews from the console world for **Channel Four**'s ***Digitiser*** slot, available to Teletext users.

She's bloomin' gorgeous and we all fancy her like mad (except Al, who's a bit odd anyway), so wish her well and urge you to tune in. Now if, as a result of this news item, *Digitiser*'s viewing figures double, she may just give us a snog each at the next trade show. Wouldn't that be lovely?

STARGATE: The Movie

We've hot news this month from our film sources in the US. Forget *Jurassic Park*, we've got the scoop on what could be the biggest motion picture ever — and that's official! According to reliable informants, a film called ***Stargate*** is currently in production from **Ryan Films**, and with a budget of over £60 million could easily overtake other blockbusters such as *ET* and *T2*.



Directed by **Roland Emmerich**, of *Universal Soldier* fame, and produced by **Mario Kassar**, *Stargate*'s out in America towards the end of the year. Sega already have the rights to produce Mega Drive, Mega-CD and Game Gear *Stargate* carts.

As for the plot, Ryan Films are being extremely secretive so we can't yet give you any info on story, characters, who's starring in it or how impressive the special effects are. We'll keep you posted with more movie news.



office! Ner ner na ner ner! And it's onFree Play! The dinner hours seem to fly by as we jostle for a go against the combined might of SNES Force, Commodore Force and Amiga Force. Would have been placed higher if it weren't for the fact that the publishers have ordered it to be turned off during work hours. Bah!

4 PGA Tour Europe



Steve and Al *lurrrve* this game! Steve happens to go under the name of Arthur Flange as he potters around the greens of Europe, and is joined by the illustrious Horsey McFish. Complete strangers have been grabbed roughly by the shoulders, dragged towards the monitor and had the words 'Check out that instant replay, man! Gleamin'!' bawled at them. Also, it goes without saying that chairs are kicked over, tables are trashed and spit is, well, spat at the screen when a four foot putt is cocked up. Those crazy lads, eh? They're so intense!

5 Skitchin'



Weird! No one actually likes the game, but there's something about it that makes you wanna have a go. Baseball caps are turned back to front, heads are shaken frantically, Steve gets on the top of the monitor and dives into people, and Al thinks it's really amusing to turn the cart on and turn the volume up to the max, resulting in an eardrum shattering SKITCHINNNN'!!! (which nobs off everyone else big style). Of course, after five minutes of being ground into the road by passing cars, the novelty wears off and NBA Jam takes its rightful place in the Mega Drive.

Be sure to tune in next month to find out who the *real* titans of Mega Drivery are, as we rub it in just that little bit more about how we get to play all the latest games, and you don't.

Hot Shot Preview!

Ces special

We spent a big wedge sending James Beaven to the Consumer Electronics Show in Las Vegas. Held twice a year, it's packed to the rafters with all the latest Sega stuff, and good ol' Jimmi B brought details back on most of it (as well as a nasty little rash). Mat pics through the press releases.



American Softworks

SNOW WHITE HAPPILY EVER AFTER

Nope, not a clue I've got one pic to look at and not a bleedin' clue what this game's about. Oh well, such is life.

Okay, it's based on the story of Snow White and you just *know* it's gonna be a platform game. Never mind, eh? Next!

BARBIE: SUPER MODEL

Can you believe it? A Barbie game! Whatever next — *Super Sindy Fighter II*?!

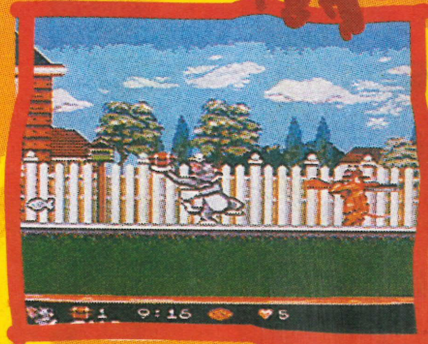
Anyway, apparently, Barbie has to jet around the world, take part in fashion parades, spend obscene amounts of money and get enormous silicon implants. Sounds like a girl's game to me, lads (so Milo should like it).



TOM & JERRY: FRANTIC ANTICS

Hi Tech Expressions

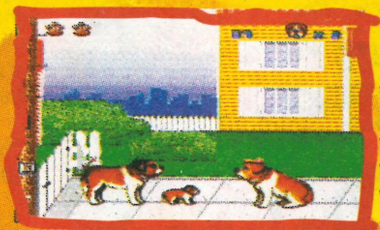
The chaos continues! The world's wildest cat-and-mouse team returns in an all-new animated adventure full of action! This time, players help both Tom and Jerry save their new friend, Robyn, from perilous situations based on *Tom & Jerry: The Movie*.



Together they have to conquer eleven chaotic levels filled with awesome obstacles and incredible enemies — all while grabbing as much cheese or catnip as they can get their paws on (Crap Cliché No.46).

BEETHOVEN

What is it with **Hi Tech Expressions**? Are they hoping to win the 'Most Crap Licences Owned by a Software Company' award or what? First *Barbie*, now *Beethoven*. Don't even try to tell me, 'Oh Mat, but *Beethoven* was such a funny movie and that dog was so cute,' because it wasn't.



And I've seen the SNES version already — it had everyone in the office rolling around with laughter, screaming 'This is the worst game I've ever seen'. And yes, it's another platform game.



BEST OF THE BEST CHAMPIONSHIP KARATE

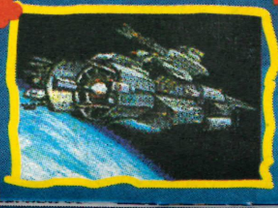
Electro Brain



Already available on import for the SNES, ***Best of the Best Championship Karate*** is all set to spring onto the Mega Drive in '94. Although not in

ALEXANDRIA

EduQuest



Er... a tricky one, this. I don't appear to have much info on this one either, but what the heck, it's never stopped me before!

EduQuest are a relatively new software developer who intend to produce sophisti-

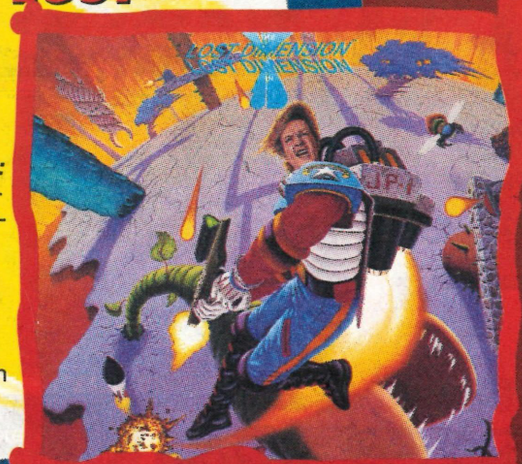
the same league as *Street Fighter II*, *Best of the Best* features digitised fighters equipped with a dazzling array of 55 martial arts moves. There are 16 opponents to tackle and a training room to test out moves and combos.

As well as top-notch fighting, it's compatible with Sega's new Activator peripheral, so you too can stand in the middle of your bedroom, wave your arms around and look like a complete berk. Expect *Best of the Best Championship Karate* to hit the shops any day now (But not the Activator; its not getting a UK release — Steve)

JIM POWER: THE LOST DIMENSION IN 3D

This cracking new cart features a stunning graphic technique never before seen in console games (gosh!). ***Jim Power: The Lost Dimension*** is a neat enough platform game, but wear the 3D glasses (included free in every box) and you'll be amazed at the incredible world you enter.

Set across eight sprawling levels, Jim Power must blast his way through the evil hordes of Vaprak and save our planet from being reduced to so much cosmic dust. With or without the glasses, this game's going to keep you coming back for more. Expect to see it on import about now.



BARKLEY: SHUT UP AND JAM!

Accolade's new sports label is about to unleash a smart basketball game into the already crowded Sega arena.

Barkley: ***Shut Up and Jam!*** ('But I don't like jam!' ***slap!*** 'You'll eat bloody jam!') focuses on tough head-to-head action as you and a mate shoot baskets until the cows come home. This cart may have a tough time, as it's due for release around the same time as both Acclaim's *NBA Jam* and Virgin's *Jammit*.

cated educational games for the Mega-CD. Obviously aimed at a younger gaming audience, ***Alexandria*** gives players information on the solar system and acts as an interactive guide to all things space-related.

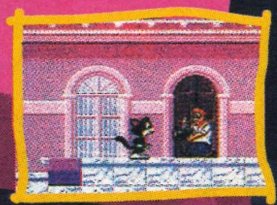
SOCKS THE CAT

Kaneko

Kaneko seem to have a knack for producing colourful platform games such as *Fido Dido* and *Chester Cheetah* and their latest attempt is no exception. Based on the adventures of President Clinton's favourite feline (!), ***Socks the Cat*** takes you behind the scenes of the White House.

Someone's out to disgrace America's President and only you can stop them (so a mouse is causing all this trouble, then? —Sub Ed). Race through the Oval Office, fight for the flag and Mom's apple pie, and make sure the Democrats stay in power.

Hmm... influence the youth of today through subliminal video games. Not a bad idea.



POPEYE

Technos

He's Popeye the Sailor Man, he lives in a caravan; He only goes swimmin' to see the bare wimmin, he's Popeye the Sailor Man!

Aaah, memories of my schooldays come flooding back when I hear that old rhyme and the good news for all you Popeye fans out there (are there any?) is that **Technos** are putting the finishing touches to a Mega Drive cart featuring the famous cartoon character. It's a platform game (surprise surprise) and stars Popeye and Olive Oyl in a race against time to stop nasty Bluto. One for the kids, methinks.



HEART OF THE ALIEN: OUT OF THIS WORLD PART II

Virgin Interactive Games

After the phenomenal, system-wide success of *Another Out Of This World*, it was inevitable **Virgin** would release a sequel. *Heart Of The Alien* is set for release soon and looks like one of the best Mega-CD games available.

For a start, the disc contains the original game in its entirety, spiced up with an awesome musical score and real voices. Complete the first adventure and you're propelled into the follow-up.

This time around you control Buddy, the alien friend of genius scientist Lester Knight Chaykin. Buddy's village is under threat from an evil force and only he can help them (of course). Armed with a shooting whip, make your way through perilous levels, solving puzzles and tackling tough enemies.

Heart Of The Alien features more of the same stunning rotoscoped animation that made the original game so popular, plus CD music and digitised speech for added realism. If you're a fan of *Another World* and *Flashback*, check out our exclusive preview of *Heart Of The Alien: Out Of This World Part II* in the next issue of MEGA MACHINES.

NFL FOOTBALL TRIVIA CHALLENGE

CapDisc

Let's face it. In America, Football is big news. With games like *John Madden* selling like hot cakes, **CapDisc** hop on the Yank Footie wagon with a brain-bursting puzzle game called ***NFL Football Trivia Challenge***.

Select categories, answer questions and become a real big-head as you show off your knowledge of dull facts. Due out on the Mega-CD in late '94.

VAY

Working Designs

Produced by the same folk who brought you *Lunar, the Silver Star* (never 'eard of it — Everyone in the UK), ***Vay*** is set in a fantasy world of goblins, elves, pixies... I think I'm gonna puke!

Anyway, expect to see tons of smart Manga art, listen to digitised speech and make your mates jealous when you blab about how good this latest Mega-CD effort is.

LUNAR THE SILVER STAR

Apparently, ***Lunar the Silver Star*** is a massively popular Mega-CD RPG in Japan (oh, *that* —Everyone seeing the light). It's selling by the bucketload so it's gotta be good, right? In fact it's so popular in the Far East that *Lunar 2* is already in development. Coo.



Hot Shot Preview!

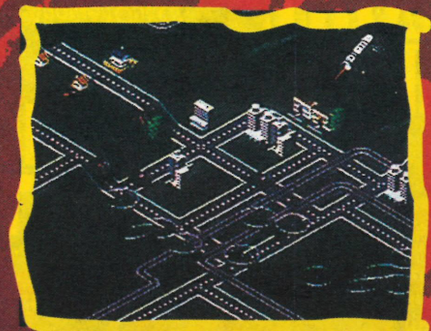
Ces Special

THIRD WORLD WAR

Prepare to lead your nation into global conflict with the nerve-fraying action of ***Third World War***, a Mega-CD game of economic power-plays and gunboat diplomacy.

As the leader of one of 16 nations, you must develop your economy and military in a bid for world domination among other countries bent on the same goal. You'll have to adapt and alter your strategy based on realistic and ever-changing world events, and carefully plot each move on over 80 interactive maps.

It's an international strategic challenge that isn't for the weak-kneed or the faint of heart (it says here)!



BATTLE FANTASY

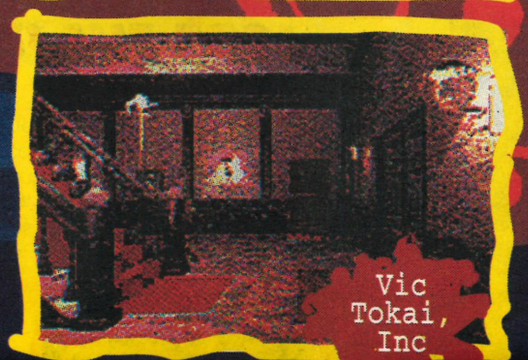
Far away, in a castle nestled in mist-shrouded mountains, X-Dark plots his conquest of the world. No one has ever dared to challenge his awesome power — except you!

Battle Fantasy is a Mega-CD game combining the intrigue of fantasy roleplaying with the non-stop battle action of head-to-head combat. Three modes of play for one or two players and ten selectable characters give a multitude of fantastic options.



MANSION OF HIDDEN SOULS

This weird game was previewed ages ago in



BATTLETECH

Based on the highly successful RPG books of the same name, ***Battletech*** is a robotic combat game set in the 28th century. You're a warrior from the Bandit Kingdom and take on all-comers in a battle to the death.

Your Battle Mech suit is armed to the teeth with the latest in high-tech weaponry but that's not necessarily going to save your hide from becoming cannon fodder. Select terrain, targets and one of 25 different missions before setting out to prove yourself; a two-player option enables you and a mate to fight head-to-head.

Battletech should be out on import any day now and we'll hopefully have a full preview next ish.



CHOPLIFTER III

...and getting your hands on a big chopper. (No, we'd prefer original gags, Mat —Everyone.) Now you can! ***Choplifter III*** places you in the cockpit of a sophisticated rescue helicopter as you fly deep into enemy territory.

World leaders have been kidnapped by a terrorist organisation known as the New World League and it's up to you to stop them. Find and infiltrate assorted NWL camps and use a formidable arsenal to blast the enemy to pieces. Rescue POWs for extra points and stay alive to make it to the next mission.

Choplifter III is in the same vein as both *Desert* and *Jungle Strike* but will it be as big a hit? Find out when it's released later this month.







previewed ages ago in

Sega Force Mega and it's now out in America. Featuring stunning 3D-rendered graphics, ***Mansion of Hidden Souls*** sends you into a world packed with chilling spectres, scary puzzles and buckets of ectoplasm, where you explore a (seemingly) deserted house in an effort to rescue your missing sister.

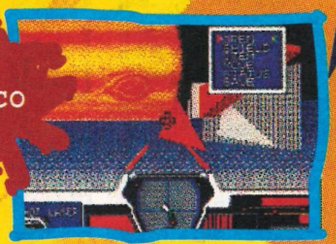
This new CD title is also compatible with the new Mega Mouse. Expect a full review in an upcoming issue.

COLUMNS 3

Not satisfied with the bean-blocking action of *Mean Bean Machine*? Fret not, puzzle fans, 'cos those lovely folks at Vic Tokai have created *Columns III* for your Mega Drive. We don't know what they hope to achieve in a third game but we *do* know that up to five players can participate at the same time. Gosh!

STAR QUEST

Namco



Are you ready for Freddy? Tough luck, *Elm Street* fans — *this* Freddy is your robotic side-kick in **Namco**'s up-and-coming sci-fi RPG, ***Star Quest***. You're out to save the galaxy from marauding aliens known as Void, who've infiltrated more than 30 planets in four solar systems.

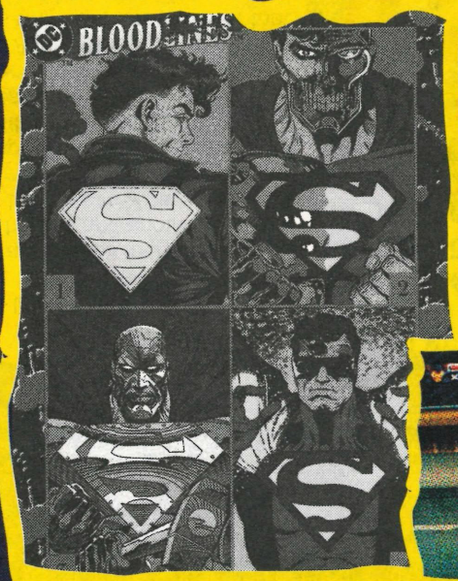
Although there are the usual Japanese RPG elements — bordered read-outs for conversation, squarish boxes filled with doe-eyed portraits, strobing intro sequences etc — much of *Space Quest* is a 3D shoot-'em-up on the ground or among the stars, using filled polygons to portray the action. You have to interact with many characters to achieve your goal of galaxy-wide peace and a battery back-up stores all your hard work.

If the sword and sorcery scenarios of *Shining Force*, *Landstalker* and *Hollow World* don't appeal, you may want to prepare for the *Star Quest*.



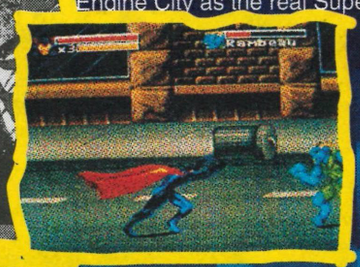
DEATH OF SUPERMAN

Sunsoft



As any comic-book fan will tell you, the recent adventures of Superman have been some of the best stories ever told about the Man of Steel (not too difficult —Sub Ed). The 'Death of Superman' storyline from last year received critical acclaim, as did his resurrection.

With his popularity sky-high at the moment, **Sunsoft** are all set to release a Mega Drive game based on the 'Doomsday' and 'Reign of the Superman' storylines. In this 16-Meg platform game, you take control of each of the would-be Supermen (the armoured Man of Steel, Superboy the teenage clone, the Eradicator and Cyborg Superman) and face taxing enemies and obstacles.



The final battle takes place in Engine City as the real Superman takes on the combined might of alien warlord Mongul and the renegade Cyborg. Expect a late summer release.



THE EXO FAMILY



Anyone who enjoys movies like *RoboCop*, *The Terminator* and *Robo Jocks* (a strange low-budget flick favoured by Mat) will warm to one of **Playmates** first ever games. They're usually toy manufacturers but the success of their ***Exo Squad*** action figures and the battle-packed American TV series on which they're based has led them to spread their creative wings.

Exo Squad's heroes and many of its villains stride along in hefty mechanical suits, a bit like the lifters from *Aliens* crossed with RoboCop 2 (y'know, the nasty one with the computerised face), while larger characters resemble ED-209s and giant Japanese robots. Universal's TV programme, Topps' comic and now Playmates' Sega game feature fierce, spectacular battles between these mega machines.

Up to four players choose one of three ExoTroopers (draw the short straw and get a clone, s'pose) and explore parallax-scrolling levels, wiping out foes as they go, then take to the air for a space shoot-'em-up or stay earthbound for one-on-one, *Street Fighter II* style.

But wait! If the sprites ain't big enough for ya (unlikely) or the animation a tad jerky (maybe), just wiggle the *free LIMITED EDITION* JT March action figure in front of the screen! Yep, you won't even need to switch on the Mega Drive to play *Exo Squad* when it arrives this autumn.

PIRATES OF DARK WATER

You must have seen this cartoon on Children's BBC some time last year, and if you didn't, shame on you! *Pirates of Dark Water* is a unique animated fantasy adventure starring a strange band of adventurers as they take on the evil forces of a sea-covered world.

Expect the Mega Drive game to be a platform-based affair with plenty of sword-fighting, massive levels and huge bosses.



Hot Shot Preview! Tokyo Special

Finally, here's a run-down of all the Mega Drive games we've uncovered that are due for release sometime this year. Obviously it ain't gonna be 100% accurate, but hey! We're only human...

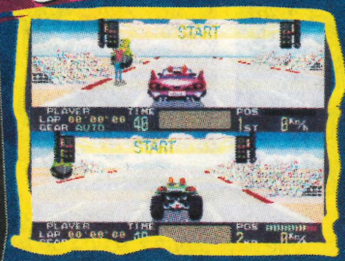
- **ABSOLOUTE**
  - Goofy's Hysterical History Tour
  - Speed Racer in the Challenge of Racer X
- **ACCLAIM**
  - Mortal Kombat 2
  - Ryan Giggs Champions
  - Itchy 'n' Scratchy
  - Mortal Kombat CD
  - Spiderman & Venom: Maximum Carnage
- **ACCOLADE**
  - Unnecessary Roughness
  - Brett Hull Hockey
  - Bubsy 2
- **ACTIVISION**
  - Shanghai II: Dragon's Eye
- **AMERICAN LASER GAMES**
  - Mad Dog II CD
  - Crime Patrol CD
  - Jeopardy! Deluxe Edition
  - Jeopardy! Sports Edition
- **HI TECH EXPRESSIONS**
  - Mickey's Ultimate Challenge
  - We're Back
  - Beethoven
  - Barbie Super Model
  - Tom & Jerry Frantic Antics
- **EDUQUEST**
  - Alexandria CD
  - JVC
  - Rebel Assault CD
  - Rise of the Robots CD
  - Indiana Jones & the Fate of Atlantis CD
  - World Championship Rally CD
  - Rise of the Robots
  - Heimdall CD
- **KANEKO USA, LTD**
  - Chester Cheetah 2
  - Fido Dido
  - Socks the Cat
- **KOEI CORP**
  - Nobunaga's Ambition
  - Romance of the 3 Kingdoms
  - Operation Europe
- **KONAMI**
  - Hyperdunk: The Playoff Edition
- **MICROPROSE**
  - Impossible Mission 2025: The Special Edition
- **NAMCO**
  - Star Quest
- **PARKER BROTHERS**
  - Risk
- **PLAYMATES**
  - Star Trek: Deep Space Nine
  - Exosquad
- **PSYGNOSIS**
  - Shadow of the Beast II CD
  - Magician's Castle
  - Rescue
  - Lemmings 2: The tribes
  - Bill's Tomato Game
  - Walker
  - Globdule
- **READYSOFT**
  - Dragon's Lair CD
- **RENOVATION**
  - Revenge of the Ninja CD
- **REVELL-MONOGRAM, INC.**
  - European Racers CD
  - Backroad Racers CD
  - Operation Airstorm CD
- **SADDLEBACK GRAPHICS**
  - My Paint CD
- **SEGA**
  - Sub-Terrania
  - Star Trek:
  - The Next Generation
  - Tomcat Alley CD
  - NBA Action '94
  - World Series Baseball
  - Pebble Beach Golf Links
  - Shadowrun
- **SOFTWARE TOOLWORKS**
  - Super Battleship
  - Championship Pool
- **SONY IMAGESOFT**

OUTRUNNERS

Sega

Sega's hip racer that's smoking at the arcades is already in development for the Mega Drive. This is shaping up as a very faithful rendition of the intense coin guzzler, including the spectacular crashes. About the only thing missing is the super hot eight-player option. Not to worry, the cool two-player split screen mode will have the fans squealing at home. Like the original, eight machines are available, from Mad Powers, Wild Chaser, Road Monster and Bad Boy. Fans of the *Outrun* series can rest assured, Speed Buster, that red machine, is also featured. The cars all drive differently so be sure to pick the right machine to leave your opponents in your wake and not have to eat anybody's dust. You get your choice of manual or automatic transmission, but it's best to start with auto. When you're sure of what you're doing, switch to manual and really burn rubber.





Besides the arcade one or two-player modes, there is Vs. computer mode for you to drive one-on-one against a computer driver in timed competition. The happening soundtrack that made the original coin-op so great is also retained for you lucky Mega Drivers. Keep your eyes on these pages for more news about this promising arcade conversion.

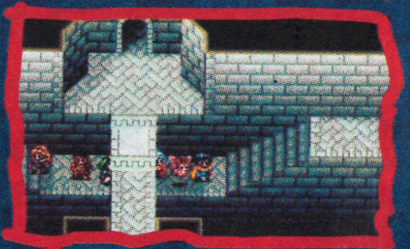
STREETS OF RAGE III

Brace yourself. The latest instalment in Sega's over-the-top street brawling series weighs in at a hefty 24 megs. Sega allocated 8 megs for the graphic patterns of the heroes and another 6 megs went to the graphics of the bosses. That's 14 megs just for the graphic patterns of the main characters! The movements of all sprites, therefore, are amazingly fluid and lifelike without the cheap jerkiness.

The story, well, it doesn't really matter, does it? It's a year after *SOR2* and another evil organisation's up to no good; so Axel, Blaze and Sammy (all from *SOR2*), join forces with Zan, a researcher that escaped the clutches of the bad guys. Zan is a bald, whiskered old dude who remade himself as a cyborg with outrageous power moves like thunderbolt punches and power spark (like Blanka's). Zan should make up easily for the loss of Max who isn't around for this criminal-bashing outing. Sammy, that breakdancing mini-dude, has done some growing up, oh about 15 dots, but he's still much shorter than even enemy knuckle fodder. Everyone has a whole bunch of new moves, some that become more powerful after repeated use, sort of like in RPGs. Conveniently placed objects like Molotov cocktails, lead pipes, knives and so on can be used too. For instance, Sammy can plant a stick into the ground and do a 360° spin kick around it to wipe out of anything within reach (too bad he's so short,

LUNAR 2 – ETERNAL BLUE





The sequel to the biggest Mega-CD RPG is on the way from Game Arts, best known for the graphically outstanding *Silpheed*. The two main characters from *Lunar* — the Silver Star (translated

Crime Patrol CD

Space Pirates CD
Who Shot Johnny Rock? CD

■ **AMERICAN SAMMY CORP.**
Sorcerer's Kingdom

■ **AMERICAN SOFTWORKS CORP.**
Snow White Happily Ever After

■ **AMERICAN TECHNOS, INC.**
Popeye the Sailor Man

■ **ARENA**
MLBPA Baseball
USHRA Monster Truck Wars
The Simpsons: Virtual Bart

■ **CAPCOM**
The Magical Quest Starring Mickey Mouse

■ **CAPDISC**
NFL Football Trivia Challenge CD

■ **CODEMASTERS**
Tennis All-Stars
Excellent Dizzy Collection
Kevin Codner in Sink Or Swim
World Soccer '94
Psycho Pinball
Smaartvark!

■ **CORE DESIGN INC.**
Soulstar CD
Battlecorps CD
Skeleton Krew
Heimdall CD
Chuck Rally CD

■ **DATA EAST**
Mega Turrican
High Seas Havoc
Dashin' Desperados

■ **DOMARK**
Harrier CD
Marko's magic Football
Superbike Challenge

■ **DYNAMIX, INC.**
Sid & Al's Incredible Toons CD
Stellar Fire CD

■ **ELECTRO BRAIN CORP.**
Jim Power: The Lost Dimension in 3D
Best of the Best Championship Karate

■ **ELECTRONIC ARTS**
NHL Hockey '94 CD
Bill Walsh College Football CD
NBA '94 Showdown
PGA Tour Golf
Wing Commander II
Andretti Racing

■ **EXTREME ENTERTAINMENT GROUP, INC.**
Battle Fantasy CD
Third World War CD
Battletech
Choplifter III
Riddick Bowe Boxing

■ **FLYING EDGE**
Champions World Class Soccer
Spider-Man & Venom: Maximum Carnage
The Simpsons: Virtual Bart

■ **GAMETEK**
Brutal CD
Family Feud

STREETS O

wish he had a bit more reach). You can play alone, of course, or bring along a partner, which is definitely recommended against bosses.

With great graphics, superb gameplay and outstanding music by Yuzo Koshiro, *SOR3* should be huge.

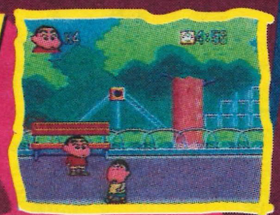




Lunar — the Silver Star (translated version available in America from DTMC) are again at the centre of a long and arduous epic of swords and sorcery. Although details of the story have not yet been revealed, the script writer claims that the two games compose the *Lunar* trilogy, *LSS* being the first two parts, and *L2* to serve as the grand finalé.

The game style is in a typical Japanese RPG setup much like Sega's *Phantasy Star* series. On their quest, the heroes are joined by a rotating cast of supporting characters who help them in text command-based fighting against hordes of enemy monsters. Making full use of CD capacity, the graphics and sound quality of this major title should be nothing short of superb. If *LSS* does well on the Sega CD, there's no question that *L2* will be translated. In the meantime, check the original *LSS* out, it's an excellent introduction to a still relatively unexploited segment of games outside japan. That is, of course, if you own a Sega CD

CRAYON SHIN-CHAN



Believe it or not, Shin-Chan, a precocious pre-schooler who's Japan answer to Dennis the Menace, is currently one of the biggest manga and anime stars. The weekly anime series regularly pulls in viewer ratings of about 30% , and spin-offs such as T-shirts, toys, CDs, books and so on generate *over a billion pounds* of revenue on their own. ***Bandai***, the Japanese toy industry giant, holds a huge chunk of the business, and racked up sales of close to half a million units with the Super Famicom version of this game. Ma-Ba, a Bandai subsidiary, is porting over the SFC version to the Mega Drive.

This generic side-scrolling action game covers the antics of Shin-chan over four cartoony stages. Each stage is composed of five areas. There are sub games and mini games during stages that add variety to Shin-chan's repertoire of tricks. These side games can earn Shin-chan useful items if he's successful. On the other hand, he could easily lose items, too.

With music taken from the anime series and digitized voices by the anime narrators, this game should go down a storm in Japan among it's legions of fans. To be honest though, there isn't all that much in the way of new or original features, but as a collector's item for Shin-Chan fans it's good enough to please. Consider it a souvenir item. Much like a lot of games based on movies!



■ **SONY IMAGESOFT**
Jeopardy! CD
Wheel of Fortune CD
ESPN Baseball Tonight CD
ESPN Sunday Night NFL CD
Cliffhanger CD

■ **SPECTRUM HOLOBYTE**
Balls
Tinhead
Soldiers of Fortune

■ **SUNSOFT**
Bubble & Squeak
Death of Superman
Pirates of Dark Water
Kung Fu: The Legend Continues
Beauty & the Beast — Belle's Quest
Beauty & the Beast — Roar of the Beast
Zero the Kamikazee Squirrel
Justice League

■ **TAITO AMERICA CORP.**
Rainbow Islands

■ **TAKARA CORP.**
Joe and Mac
Fatal Fury 2
Knig of the Monsters 2

■ **TECHNOS INC.**
Popeye

■ **TECMAGIK INC.**
Sylvester & Tweety in Cagey Capers
Steven Segal is the Final Option

■ **TECMO, INC.**
Tecmo MLBPA Baseball

■ **TENGEN**
Grindstormer
RBI Baseball '94
Dick Vitale's "Awesome baby!" College Hoops
Interplanetary Lizards of the Texas plains
The Lawnmower Man

■ **THQ INC.**
Total Carnage CD
Akira CD
Time Killers
Time Trax
SeaQuest DSV

■ **TRADEWEST**
Battletoads/Double Dragon
Fun'n'Games

■ **US GOLD**
World Cup USA '94 CD
The Incredible Hulk

■ **VIACOM**
Beavis & Butt-Head

■ **VIC TOKAI, CORP.**
Mansion of Hidden Souls CD
Columns 3
Top Gear 2

■ **VIRGIN GAMES**
Heart of the Alien: Out of This World II CD
Caesar's Palace
Jammit

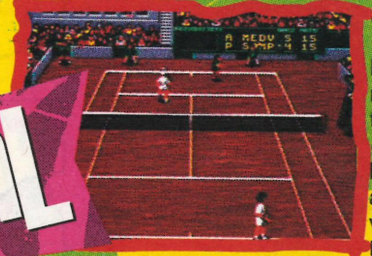
■ **WORKING DESIGNS**
Lunar: The Silver Star CD
Vay
Lunar 2 CD

Hot Shot Preview!

Ces Special

TENNIS ALL-STARS

Play singles, doubles or, if you're not in the mood, even a game of *tennis* in Codie's forthcoming arcade simulation! A variety of top tennis stars (male and female) are there to be controlled — and each has their own 'special move' to be (code) mastered.



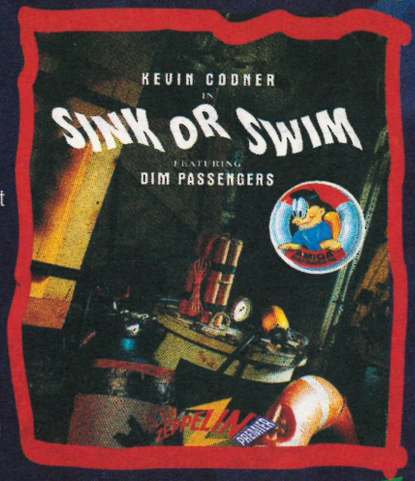
A choice of playing surfaces has been thrown in for good measure, and we're told there'll also be a special ***Crazy Tennis*** sub game, with bonus pick-ups and a special appearance from 'a leading video game character' (Dizzy, then, in other words…)

Codemasters

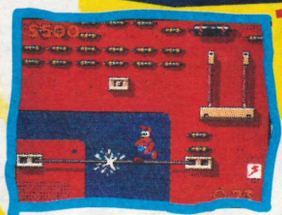
SINK OR SWIM

This ex-Amiga puzzler is a hair-tearer and no mistake. Due out in June, it features a character called Kevin Codner who must negotiate, wait for it… a series of tricky platforms if he's to escape the sinking SS Lucifer.

An up-against-the-timer type jobbie, we'll have a full review soon (although don't hold your breath!).



SMARTVARK!



Penciled in for an Autumn release (so expect it to appear the Christmas after next!), in this one you'll play a TV repair, er, aardvark. Each level is based on a different TV channel, and the only thing they've got in common is that they're all on the blink. Nasties such as vampires and mad scientists roam the playing area, '…suck 'em up your snout and blow them into oblivion!' says the press release — and who are we to argue?

A simultaneous two-payer option is included but, other than that, little else is known. Tune in next issue then, when we probably still won't have a clearer picture, but it's a nice way to round off 'cos it fits in with the TV theme, don't you think?



PSYCHO PINBALL

From the dudes who programmed the marvellous *Micro Machines*, this looks like it'll be one weird release when it hits the shelves in October.

Psycho is a silver-plated armadillo (how predictable, eh?) who rattles his way around six different pinball tables ranging from Wild Western to Under Sea (via a Ghost Town and Safari), between which he'll be faced with a sub game tied in to the table's theme. It all sounds remarkably odd, but hey — we're talking Codemasters here!



BATTLECORPS

Remember Core's excellent CD helicopter shoot-'em-up, *Thunderhawk*? Well when you've got a good thing going like that, why not flog it death, that's what we say!

In this game (which uses the same engine as *T'hawk*, and similar textured bit-map graphics), you take control of a two-legged twin-cannoned war machine. Working for an intergalactic mining organisation, you must navigate your way around four different moons, blasting merry hell outta, well, anything that looks remotely threatening.

Core Design



A rival mining company will be pulling out all the stops to halt you in your tracks, so study your radar carefully for enemy activity and keep those cannons cool. So far, we've played a *very* promising-looking demo version — but the final game should also feature the following: Nine 3D bosses with their own 'personalities', a CD-quality heavy metal soundtrack, 12 different weapons and mid-mission save points.

From what we've seen so far, expect to be blown away when this mutha finally arrives — we just hope the control method is tweaked a bit, though, as 'walking' in one direction while firing in another was a tad confusing…



SOULSTAR

The first Sega CD to feature all 64 colours on-screen (according to Core) plays like a cross between *Silpheed* and *Microcosm* — only with better graphics!

Again, we've only played an early demo and, once more it must said, it's lookin' goooood. With three different vehicles to control, some of the most stunning textured landscapes in town and a simultaneous two-payer option, expect a big buzz before its street date.



The story, quite frankly, is crap. Once more the amassed hoards of an evil alien race are ranged against the player — but with visuals as slick as this, who gives a flying fart? A frantic 40 levels will be included, accompanied by a rousing CD-quality soundtrack swelling to suit the action. More info when we get it…



GAME TIME

WIN!

JAGUAR



World's first 64-bit console, hot from the USA!

0839 407051

WIN!



SUPER NINTENDO

+ game of your choice

0839 407058

WIN!

STAR TREK PRIZE PACK!

0839 407041

Includes: Starfleet Academy Jacket
Videos- 6 movies in original widescreen version
Captain's Log - the full story of the Enterprise voyages!
Star Trek watch - tell the time in space!
Plus - alarm clock, caps and more...!

WIN!

SONIC 3

+SEGA MEGADRIVE

0839 407057

WIN!

STREETFIGHTER II turbo



+ Super Nintendo or Megadrive II

0839 407043



AMIGA A1200

+ game of your choice

0839 407059

AMIGA CD-32

+ CD games

0839 407042

SEGA MEGA CD

+ CD games

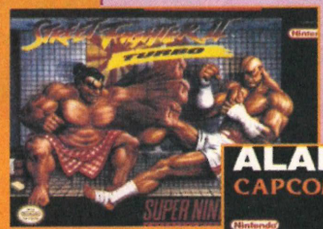
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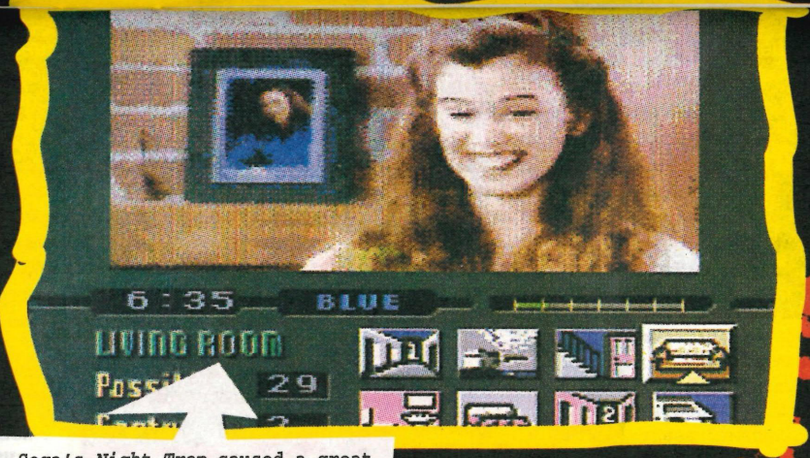
Calls cost 36p per min cheap rate 48p per min other times. After 31.3.94 calls cost 39p cheap rate 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 31.5.94. All competitions have six multiple choice questions and tiebreaker. Nintendo/Sega/Amiga/Gladiators/Jaguar & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to InfoMedia Services Ltd, PO Box 28, Northampton NN1 5DS.

ImpactApr

CENSORED

It's a black plastic box with a slot in the top. It looks innocent enough. It doesn't have spikes, doesn't ooze blood and it won't leap from the table, grab you around the throat and try to throttle you. Nevertheless, your humble Mega Drive is causing a bit of argy-bargy in high places. The 'violence in video games' war has been raging for months. Now, it's reached its peak. Ladies and gentlemen, pray silence for the great games classification debate. Game ratings. Why are they here? What are they for? And is anyone taking any notice? ADRIAN PITT rolls up his sleeves and enters the censorship arena...


18
18
PG
BBFC BBFC BBFC



Sega's *Night Trap* caused a great deal of controversy when it was released a while back. Doesn't look too risqué to us, to be quite honest…

'The Sega Sickener' screamed the *Daily Mail*. 'Outrage at video nasty that makes a game out of "real life" women being mutilated' (what's the opposite of a 'real life' woman?! —Ed). The tabloids had a field day. The MPs had a field day.



…Oh! See what you mean! Bra-clad women being hassled by alien ninja types *is* a bit dodgy, actually. Bit of a cock up by Sega, we reckon, glamourising that sort of thing. And the game was as sad too!

require classification) when they're 'designed to inform, educate or instruct, is concerned with sport, religion or music, or it's a video game'.

A-ha! So, all video games are exempt, then? Video games don't need ratings, then? Phew! Great! End of feature. We can all go and play *Night Trap* to our heart's content.

Errrr… not exactly. The body responsible for rating movies and video works is the **British Board of Film Classification** and Assistant Director **Guy Phelps** told us: 'Video games are specifically exempted from the act unless, broadly speaking, they include, to a significant extent, human sex, violence to humans or animals, or human genital nudity — or are designed to encourage sex and violence. If these elements are present in a video game, that game *must* be classified by the BBFC.'

Sega reacted to the Video Recordings Act. *Night Trap* was referred to the BBFC and given a 15 certificate. 'It was the first game we'd ever rated,' says Guy. 'With the event of Full Motion Video, we envisaged we'd start rating video games. However, the legislation is now ten years old and changes are urgently needed to take account of these technological developments and certain grey

to the software house,' says Guy. 'The ball's in *their* court. If they feel their product isn't exempt, they send it to us to look over. We've had ten or eleven games so far.

'The same process applies to the rating of a video game as to any video work. We have 13 part-time examiners at the BBFC. With a video recording, a team of two people would view it and give it a rating. We usually get more than two examiners to play a video game then give it a BBFC rating.'

Is Guy worried that some

Can the BBFC really trust shopkeepers to determine the age of the people buying that game? Guy says, 'It *is* a case of trust, as with buying films on video. The same policing system applies whether it's a film or a video game. Trading Standards and the police can be called in.'

Couldn't games with higher ratings have a higher price tag? Then the customer decides and younger gamers could possibly be deterred from shelling-out? 'Maybe,' says Guy, 'but unfortunately the BBFC doesn't determine software prices.'

▶▶▶



That Acclaim game...

So, scary old *Night Trap* set the games classification ball rolling. All was quiet for a couple of months, then — wham, bam, thank you, ma'am — up popped a fleshy offering entitled *Mortal Kombat*. Players being spiked and incinerated, spinal cords and hearts being ripped out — surely it needed a rating?

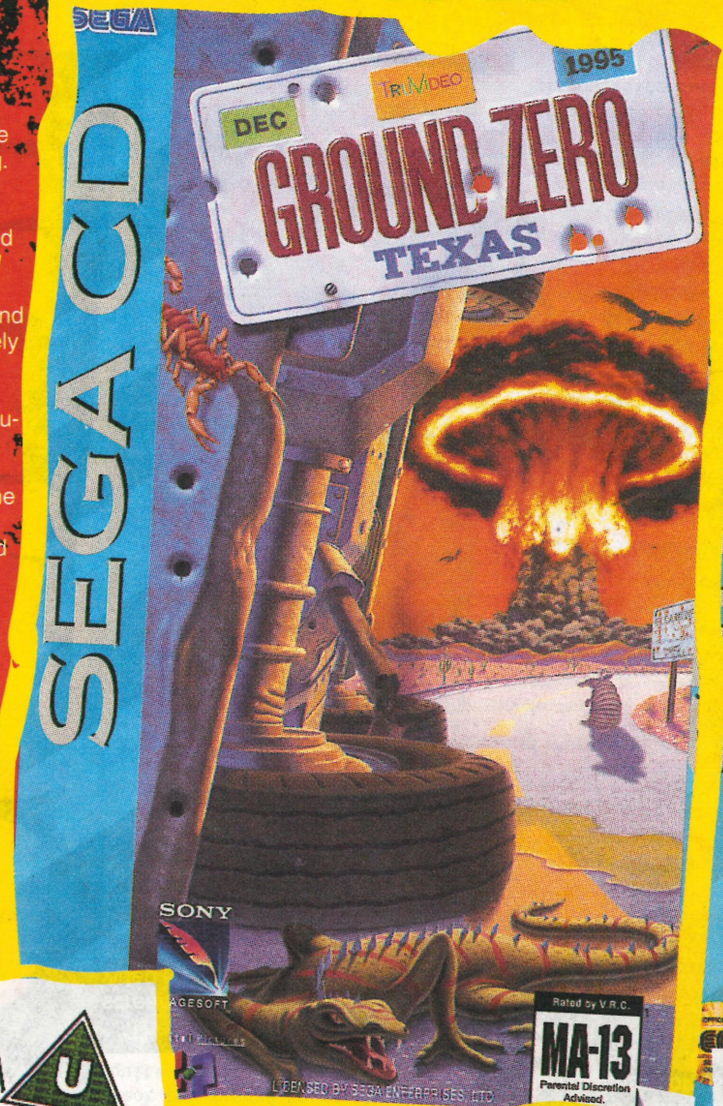
'No,' says Guy Phelps, 'because the fighters aren't actually human. I think **Acclaim** *thought* about a rating, but the players controlled sprites, so the game was exempt.'

Partridge and Storey handled the PR for *Mortal Kombat*. Director **Rob Partridge** explains, 'We recommended Acclaim have a sticker on the Sega version. The game didn't qualify under the BBFC rulings as it contains no video footage of humans, even though the characters are digitised. The stickers were produced before the controversy arose.

'I think games classification is difficult. You can't expect one manufacturer to grasp it; it's going to require the whole industry to sit down and talk it through. Stores are going to have to gear themselves to classification, too.

'Parents should have the right to determine the suitability of games for their children. Acclaim were responsible for advising parents. At 60 quid a time, it was more than likely the parents who were buying the game.'

In the good old U S of A, things seem a little more sorted. **Sega America** have set up the video game **Rating Council**, an independent body of educators and child psychologists who rate games according to age — GA for general audience, MA-13 for mature audiences and MA-17 for adults and



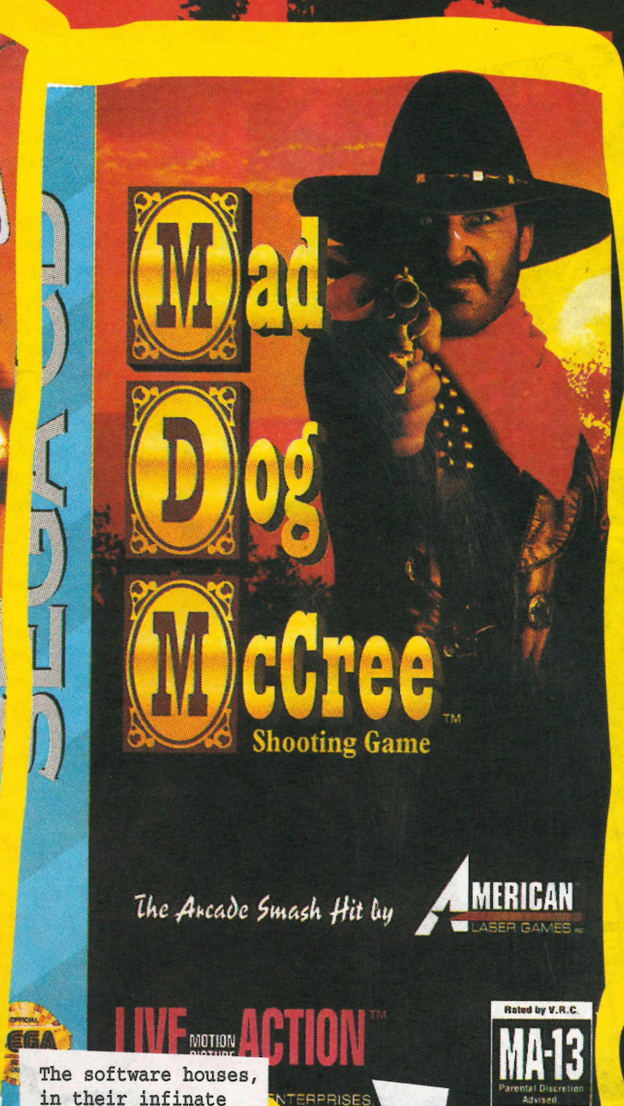


becomes an industry standard. All Sega third-party software developers in the States use this system.

System addicts

Talking of systems, let's zip back to the UK and clock a system of our own. On Wednesday, 9 February, the **European Leisure Software Publishers' Association** (ELSPA) held a meeting. ELSPA are the good guys who address issues which affect the software industry as a whole. Top of their 'issues list' at the moment is this thorny subject of games classification.

ELSPA have announced their own



The software houses, in their infinate wisdom, reckon that under 13s shouldn't be allowed to play these games. Responsible move or a token gesture to the Mary Whitehouse massive? You decide...

each, indicating the game's suitability. This is a voluntary system; software houses must decide which category their games fall into.

General Secretary for ELSPA, **Roger Bennett**, told us, 'We'll send assessment forms to relevant members so they can determine the suitability of their products for the different age ranges. They have a responsibility to the Video Standards Council, who are ELSPA affiliated. Any software publisher who flouts the system could have their licence withdrawn.'

awarded a 15 certificate. The rating came about as a result of the *Mortal Kombat* backlash and Virgin saw classification as the best way to warn parents that their game contained elements which may be unsuitable for younger gamers. Now the ELSPA system has come about, other companies will follow Virgin's lead.

But is ELSPA's system enough? Are the BBFC's ratings fair? The Video Recordings Act, as we've seen, is loophole city, with its loose terms of phrase. Were

The Ed gets on his Soap Box!

I abhor censorship in all its ugly guises and, for the past ten years, have been waging my own campaign to update this country's archaic ratings system. Did you know that we are the most heavily censored country in Europe? It's true.

In fact, if it weren't for the rulers of certain South American countries wishing to keep sensitive facts about their actions secret, we'd be the WORLD's most heavily censored territory! Think you'll sleep safer in your bed knowing that? Nah, I didn't think so.

It is my firm belief that instead of *encouraging* violent behaviour in individuals, gory games and films can, in fact, help to satiate a person's violent tendencies. Feeling a bit mean and moody? Don't go out looking for trouble, vent your frustrations on a game of *Mortal Kombat* instead.

And before you start with the old 'but *I* don't have any violent tendencies' line, think again. The propensity to commit acts of violence lies within us all — without exception. Some are better at dealing with their feelings than others, it's true, but even his holiness the Pope has a vicious streak somewhere, I guarantee.

Many eminent philosophers have addressed this issue, and it is now a commonly regarded fact that human beings have a genetic propensity for violence. When our ancestors left the caves and

games not appropriate for minors. *Aladdin*, for example, falls in the GA category. *Mortal Kombat*, on the other hand, was given an MA-13.

Sega believes it's the parents' right to choose what's best for their children and have installed a comprehensive parental information program. A rating is clearly marked on the front of each game box, there's a freephone hotline for parents with queries and a booklet entitled *Everyone Wins: A Message To Parents About Video Games*.

Sega hope the Rating Council classification system, devised by the Video Standards Council. From May, all members of the association (which includes the **Virgin**s and **Domark**s of this world) will highlight all disk, cartridge and CD games boxes shipped to European countries.

There are four age ranges: 0–10, 11–14, 15–17 and 18-plus. Each game box will show all four age categories with a tick or a cross next to

ELIZAB. c. 39

Video Recordings Act 1984

1984 CHAPTER 39

An Act to make provision for regulating the distribution of video recordings and for connected purposes.
[12th July 1984]

BE IT ENACTED by the Queen's most Excellent Majesty, by and with the advice and consent of the Lords Spiritual and Temporal, and Commons, in this present Parliament assembled, and by the authority of the same, as follows:—

c. 39 *Video Recordings Act 1984*

2.—(1) Subject to subsection (2) below, a video work is for the purposes of this Act an exempted work if, taken as a whole—

(*a*) it is designed to inform, educate or instruct;

(*b*) it is concerned with sport, religion or music; or

(*c*) it is a video game.

(2) A video work is not an exempted work for those purposes if, to any significant extent, it depicts—

(*a*) human sexual activity or acts of force or restraint associated with such activity;

(*b*) mutilation or torture of, or other acts of gross violence towards, humans or animals;

(*c*) human genital organs or human urinary or excretory functions;

or is designed to any significant extent to stimulate or encourage anything falling within paragraph (*a*) or, in the case of anything falling within paragraph (*b*), is designed to any extent

This bit of paper is the reason why you don't see Edward Honda urinating on his opponents, or Sonic having a sexy threesome with Tails and Doctor Robotnik. Phew! Thank God for our wonderful legal system, eh kids?

Games must *still* be submitted to the BBFC if they're not exempt from the 1984 Video Recordings Act. Does the BBFC welcome ELSPA's system? 'It's a great idea,' says Phelps, 'as long as everything is clear. The system is only a guideline. If a game's *not* exempt, it still needs to fulfil its legal requirements.'

Does he foresee any problems? 'I don't think so. Everyday toys and games have a guideline on them — "Not suitable for children under five" etc. It's a sensible, helpful system. Video games are *so* much in the public eye at the moment, I think game companies will welcome this positive step.'

there no violent video games before the act was drawn up? Seems not! *Night Trap* has a lot to answer for!

Do we need a universal games rating system? If there *is* to be one, can we rely on games companies to submit their product and the BBFC to rate them fairly? Heck! We started this feature asking a boatload of questions and we're at the end, *still* asking a boatload of questions!

One thing's for certain, this monster certainly ain't gonna lie down and go to sleep. The men in suits will be chewing this one over for many months to come.

Question is, when are *we* — the gamesplayers of the world, the ones who this whole classification thing affects — when are *we* going to have *our* say? Answers on a postcard, please. A blood-splattered one, preferably!



Virgin on violence

One company that's taken the step of rating certain products is Virgin Interactive Entertainment. Their Mega Drive game, *RoboCop vs The Terminator*, was

our ancestors left the caves and learned to farm and hunt, it was imperative that they spread themselves as far and wide as possible. Not only would this provide a fair share for everyone (and prevent the depletion of local resources), but it also ensured a healthy gene pool. The dangers of inbreeding and starvation, so it seems, led Mother Nature to develop a 'fighting spirit' within our species. Thanks, Mam!

Now, many centuries down the line, our so-called 'moral guardians' appear to deny the clear evidence that's staring them in the face each time they switch on their TV, open a newspaper… plug in a Mega Drive cart? Fear of the unknown is what drives these people to desperate measures. The fact that the moral fabric of Britain is decaying all around us is self-evident. Nobody truly understands it and so, fearful of the consequences, they start looking for a scapegoat.

How simple it would be if outlawing violent games and videos were all that was necessary — but how naive to believe this would solve anything. Violence in games is a symptom, not a cause. If the high and mighty leaders of this land would stop and think for a minute, they would see that censorship is not a solution. They should be asking themselves *why* young gamers would want to play such games, *not* whether they should be allowed to.

Anyway, I'm glad to have got that orf me chest — whaddya reckon? Do I have a point or not? MEGA MACHINES welcomes viewpoints on the great violence debate and, while I seem fairly set in my beliefs, I always try to keep an open mind on the subject. So if anyone out there *can* find a link between the things we see onscreen and the things we *do* in our day-to-day lives, I'll be more than happy to hop aboard the censorship bandwagon and bury my head in the sand.

Until then, heed these words of wisdom: ***YOU ARE YOUR OWN BEST CENSOR!***

The Write Brothers!



dropped it last issue 'cos he got hold of Sonic 3 and wanted to use every available page for the review. Part four is here this ish, though, and since there are eight parts to it, that means, er…
Nige *Just a couple of hands, one foot and an ear to go!*

It's a tough life being a stupid cartoon character in a Mega Drive mag… just ask the editor of [Snip! Let's not get personal now –Ed]. See what we mean? Everyone keeps acting as if yer, like, a real person. Oh well, could be worse – imagine being Milo Jackson! Uuurrgh…

Little Reptiles

Equal Fights For World Warriors!

Dear Nick & Nige
When you play *Street Fighter II*, which character do you play? Eight out of ten players said they preferred Ryu/Guile/Ken.

As I gaze across these boys' pimple-ridden faces, I think, get a life! Do they think that by playing these poseur boys, they too will be transformed into superhunks endowed with good looks and moody expressions, able to destroy their opponents with a single fireball?

Why is the only South American character they could think of a monster? There are no fighters from Africa (only one of the biggest continents on Earth) and what about having more

MEGA MACHINES, break from peer group pressure, make a statement.
Shimoan Rafiq, Sudbury

Shop your mates!

Nick: Oh dear, readers, the D.O.S.S. (Department Of Sega Sadboys) have outdone themselves this month in their quest for the baddest and the saddest Mega Drive users. This one's so bad, I don't really want to print it.
Nige: What's he done, Nick?
Nick: No, Nigel, it's too embarrassing…
Nige: Go on, tell us.
Nick: Nigel, if this ever got out, it would ruin the young man's life…
Nige: Tell us, right, or you get this bulldog clip on your n–
Nick: LEAVE ME! I'LL DO IT! Take your hand from my lower regions!

This month's victim is a **Colin Mitchell** of **Manchester**, who has been nominated by his soon-to-be ex-friend, **Terry Wilson**. He sent in a letter which reads as follows:

Dear Nick & Nige
I would like to shop my mate Colin Mitchell for being one of the saddest men ever. I swear I'm not making this up, but after Torville and Dean were back on the telly, he invented a sub-game for *Mortal Kombat* with his little sister which goes like this: You control both characters with the joypad, and make them 'dance' to the music by using kicks and jumps etc. Then his sister gives him marks out of six for artistic interpretation and technical merit!

His sister told me that he plays it with her for ages, and he couldn't deny it because his face was as red as a beetroot. If you can find a sadder person than that for your feature, you're a better man than I.

Nige: Ha ha ha haaah! Ha ha ha! HAHAHA*AAHH!*
Nick: Well, Terry, the D.O.S.S. are very impressed with you. Thanks for dobbing your mate in and have this **£50** as a token of our esteem.
Nige: HAHAAHAHAAHAA! *HUR HUR HUR!*
Nick: Yes, readers, if you know of any consolically-challenged friends, why not betray them for 30 pieces of silver (current value in sterling: a whopping 50 quid)?

Just send the Dept Of Sega Sadboys the relevant information and a photo to: **Shop Your Mates, MEGA MACHINES, Impact Magazines, Ludlow SY8 1JW.** All correspondence will be dealt with in the utmost secrecy. Well, it won't really, it'll be read out to everyone in the office for a laugh.
Nige: I think I've just wazzed in me kegs.



Dear Nick & Nige
Please would you answer a few questions for us:
1. Is there a cheat to be Reptile Man in *Mortal Kombat*?
2. How do you kill the e-o-l boss on Level 4 of *Sonic Spinball*?
3. Do you reckon *Street Fighter II* or *Mortal Kombat* will get beaten by *Eternal Champions*?
4. What kind of a name is Nige?
I have bought every issue of your magazine and am still wondering why you print it sideways. How many issues will I have to buy to get the full Sonic poster?
Wayne & Steve Darn, Bradford.

Nick: ***Oh, boys! So many questions!***
Nige: ***You thick or summat?***
Nick: ***Anyway, it's our duty to answer, so here we go...***
Nige: **1.** ***Yes, there is a way to play Reptile — wait till next Xmas and buy*** **Mortal Kombat 2!** ***Hur hur!***
Nick: **2.** ***Try harder!***
Nige: **3.** ***My arse they will. And*** **4!** ***You tekin' the mick, youth?***
Nick: ***So there we have it, friends. Oh yes, we print the mag sideways because we feel like it, and as for the Sonic poster, the Ed***

One kid I know even told me, and I quote, 'I like to be called Ryu'! He is short, pimple-faced, black and weighs about six stone! How far from the truth can you get?

Have Capcom got no social conscience whatsoever? Don't they realise the impression they're making on teenagers, the adults of tomorrow? Why is it the only Asian ever to be represented in a computer game happens to wear a voodoo necklace made up of skulls (what the hell has that got to do with Yoga?), is emaciated and staggers round the screen as if he's had 15 pints?

women?

I hear you saying, this guy's a bore, a party-pooper, these games are just entertainment. WRONG! Teenagers, by nature, are very impressionable. Why are all the cool, good-looking, muscle-bound yet trim fighters from America? Why are there no weirdos from the USA?

And what is MEGA MACHINES, a magazine which claims to be different, doing about it? I wonder if you'll print my letter, or are you scared the readership won't agree? Go on,

£50 Winnahhh!!!

Nick: ***Well, Shimoan, the problem is that Capcom have aimed the game very directly at the Japanese and American markets, and therefore the characters in both those countries are presented in a good light.***
I agree with you somewhat regarding people wanting to 'be' Ryu and Ken — the number of times Nigel has thrown a lit toilet roll soaked in lighter fuel at me you would not believe — but what can you do, eh?
It's surprising there hasn't been an African Street

Al Makes A Boob!

Dear Nick & Nige
I am writing to comment on the February issue of MEGA MACHINES — page 17, to be precise. In this, you had a feature on breasts. I am confused.



Are these meant to be a pair of mammillary protuberances? If so, something is very wrong with my anatomy. Or is it the couple in the car you were referring to (a pair of tits)?
Just had to get that off my chest (ha ha!).
Clare Salik, Stevenage

Nick: ***Whoops! Over to Al Needham, writer of said feature, to see if he can wriggle his way out of it...***
Al: ***Cheers, Nick. Er, what can I say? The feature wasn't about breasts*** **per se,** ***but a telling (some would say*** **damning***) comment on the fact that programmers like chucking in pictures of attractive ladies to disguise the fact that their games are a bit poor.***
The offending screenshot was supposed to refer to the blonde who sits in the passenger seat and does sod-all else, but it was a crap one. Sorry for any confusion. If I'd done a breast-oriented feature, I would have featured Eddie Honda — he ain't 'alf got some jugs on him!
Nige: ***What he means is he's never seen a pair of knockers in his life, the specky twat!***
Nick: ***Nigel! Oh, on second thoughts, you're probably right...***
But that's not all from Clare! She's been gazing into her crystal ball and come up with this horoscope for the month of March.
Nige: ***Sounds like Mystic Smeg to me...***

ARIES (The Ram) March 21–April 20

You will experience a lot of changes in the next month, both at home and with friends. You'll have to stop rushing things, though, or it will all end in tears. You may think that winning is everything, but completing *ThunderForce IV* kinda defeats the object. Give *Silpheed* a go instead.

TAURUS (The Bull) April 21–May 21

Okay, so you've planned carefully and been patient but SOD ALL HAS HAPPENED! *GROWL!* Hold on a bit longer and, as well as completing *Wonderboy V*, you will find life as you know it changes dramatically. Especially if you get *ToeJam & Earl 2* this month.

GEMINI (The Twins) May 22–June 21

Maybe you should consider buying a zip or two, you seem to have upset a Virgo! (Gasp, shock, horror!) On the good side, things at home are changing for the better, and the Virgo will forgive (eventually). Take your frustration out on *Dragon's Revenge*.

CANCER (The Crab) June 22–July 23

You've been in a good mood lately! Everyone likes you at the moment — even those Leos are being nice. Strange... Stop taking things so personally — just because Dr Robotnik keeps killing you, it doesn't mean he really hates you. He's a little fat sprite, for Christ's sake!. Play something non-violent — like *King Salmon* (?!).

LEO (The Lion) July 24–August 23

You're brimming with self confidence at the moment, yet you're finding it very hard to relax because of a recent decision. For relaxation, dramatically pirouette on your younger brother's head or partake in some *Street Fighter II*-ing.

VIRGO (The Woman?) August 24–Sept 23

Cheer up! That Gemini might actually be nice to you soon! And stop blaming yourself for the world's problems. Stop playing *Mega-lo-Mania*, it'll make you feel even worse — save the world with *Global Gladiators* instead.

LIBRA (The Scales) Sept 24–October 23

Yes, you've had problems — we all do — and surely that Aquarian should've been more sympathetic?; talk to a Piscean instead. Don't get involved in any other rows, avoid *Mortal Kombat* and play *FIFA Soccer* instead.

SCORPIO (The Scorpion) October 24–Nov 22

Things haven't stopped; it's been complete chaos over the past few weeks. Life should start to settle down so invite a few friends around for a round of boxing — *Muhammad Ali Heavyweight Boxing*, to be precise.

SAGITTARIUS (The Archer) November 23–Dec 22

You're being very secretive at the moment... are you hiding something? You haven't moved that GX4000 from your shelf yet, have you? It's still sitting comfortably next to your sleek, sexy Mega Drive. Oh dear! Plug *Aladdin* in (your Mega Drive!) and observe what a decent console can do. (GX4000. Tsk!)

CAPRICORN (The Goat) Dec 23–Jan 20

The new moon has left you confident, fighting fit and ready to take on the world. But is the world ready for you? Just to test the water, play *Powermonger* for a while!

AQUARIUS (The, er... Jug Pouring Water?) January 21–Feb 19

At the moment, you wish people would stop hassling you with their problems. You've got *your* troubles but no one wants to listen. Life's a bitch, eh? Either phone the Samaritans or have a bash at *Mean Bean Machine*.

PISCES (The Fish) Feb 20–March 20

You've come across a real challenge which you've really got your teeth stuck into, but you'll have to drop everything to help a friend in need. Maybe they're stuck on *Dune 2*... better get some practice in!

The Write Brothers!

Fighter, but I wouldn't be surprised to see one in the third instalment. Meanwhile, Capcom have become a little more right-on with their four new characters in Super Street Fighter *— another female, another black character and a Native American fighting to save his homeland — which should redress the balance somewhat.*

Nige: *Jesus, we're even getting letters from social workers! 'Ere, didn't you counsel me after I crashed that Sierra through Asda's windows?*

TOO MUCH, TOO SOON

Dear Nick & Nige

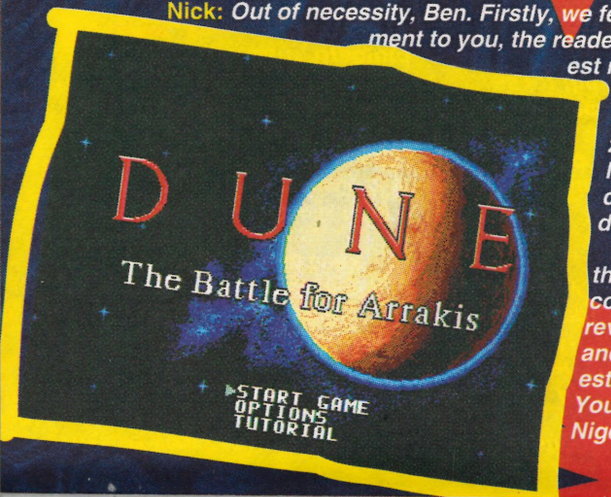
Although I reckon MEGA MACHINES is, as you put it, gleamin', I've got a bit of a gripe, not necessarily about you but all the mags in particular.

After buying Ish 2 before Christmas, I was well impressed by the look of *Dune II* and, as I was looking for a game to spend me Xmas dosh on, set off out in search of it. Of course, not noticing the small print, I didn't realise that it wasn't out until January and my hopes were dashed.

You can guess what happened next — now the game's released, me cash has been frittered away on other things and now I can't afford it!

Tell us the truth, lads — why do you review games so god-damned early?

Ben Todd, Derby



Nick: *Out of necessity, Ben. Firstly, we feel a strong commitment to you, the reader, to bring you the latest releases as soon as we get hold of them. Also, because other magazines review games long before their official release, we have to do the same to keep up.*

Rest assured, though, that unlike others we could mention, we never review unfinished games and always give an honest, unbiased opinion. You're strangely quiet, Nigel.

Ooo I sAy!

Dear Nick

Here is a poem which I have composed that I'm sending to you, because I don't want it to reside in the spiritually inept morass that is your so-called 'Culture' Corner. I know that you have the intellect to appreciate it.

Sonic, Free

Round and blue and proud,
Feminist, pacifist and LOUD.
Yo, Sonic!
Bow before my roséd pole,
Spike-laden Chieftain of the Dawn.
Roll, Sonic, roll,
Grab the Ring of
Despair
And stand
there.
It's not fair,
The Bitchmonger
Robotnik will rue
the day he spat
on your true
love's
grave!
Grab the
final ring,
Become the
Pinball King,
You're Sonic!
Your son,
Nick,
Has been causing
trouble in Albert Square
again
Mrs Cotton.
Isn't he rotten?

Thank you.

Marc C, Luton



Nick: *Well, Marc! What can I say?*

Nige: *Worrabout 'bog off'?*

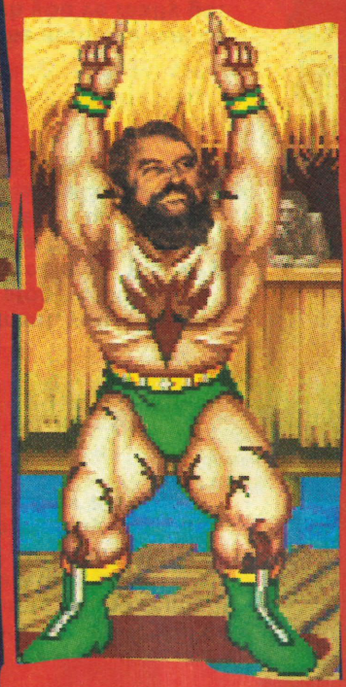
Nick: *That was a stupendous piece of art! Only the shallower readers will fail to see the link between Sonic the Hedgehog and urban violence in the inner cities of post-Thatcher's Britain.*

Nige: *You wot?*

Nick: *See what I mean?*

Oh No It Isn't!





Dear Nick & Nige

Seeing as it's panto season, I think it would be a good idea to have a *Street Fighter II* panto, and here's who I would have in it:

- **Ken** — Ken Barlow out of *Coronation Street*
- **Ryu** — Gary Lineker
- **Sagat** — Brian Glover
- **Honda** — Christopher Biggins
- **Chun-Li** — Dana
- **Balrog** — Frank Bruno
- **Dhalsim** — Sanjay out of *EastEnders*
- **Vega** — Manuel from *Fawlty Towers*
- **M Bison** — Windsor Davies
- **Guile** — Pat Sharp
- **Blanka** — Billy Idol
- **Zangief** — Brian Blessed
- **Cammy** — Felicity Kendall
- **Dee Jay** — Floella Benjamin
- **Fei Long** — Bryan Ferry
- **T Hawk** — Adam Ant

What do you think?

Chris Parker, Bath

Nige: *I think you should sort your life out.*

Blimey! We've run out of space here! You'd better turn to Page 74 for more Write Brothers japery!

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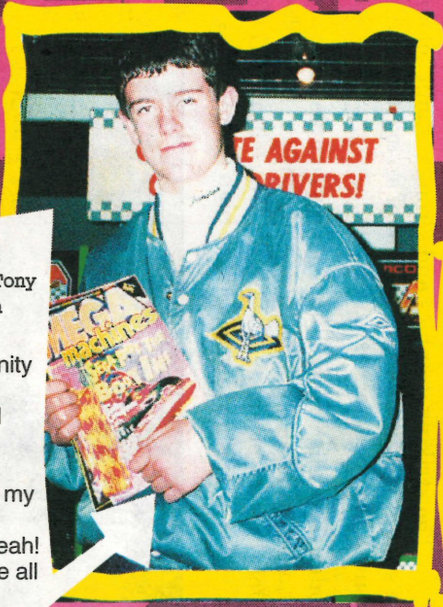
CAUGHT in the act!

Say cheese!

Welcome to The House of fuN!

Let us take you by the hand, and lead you through the streets of London. If you should ever find yourself lost in France (shoot that Bonny Tyler fan!) – errrr… lost in London, make a point of asking a world weary tramp the way to Leicester Square. Not a million miles away, you'll find the shopping and entertainment complex, The Trocadero Centre. Inside is *Funland*, an area chocful of arcade machines and, more importantly, arcade gamers. Time to ask a few questions and take a few piccies…

If you want the best in arcade games, Funland in the Trocadero is the place to be. With stunners like *Virtua Racing*, *Virtua Fighter*, *Ridge Racer* and *Mortal Kombat II*, the folk in 'arcade heaven' pride themselves on being the first in the country to nab the latest and greatest arcade machines. If there's a new game out, you can bet your life it'll be exclusively revealed at Funland. And, if you wanna take a break from arcade games, the complex has dodgem cars, a laser bowling alley, laser tag centre, Virtual Reality and the best simulator rides in the business. So, the next time you're down in the 'big smoke', fill your pockets with 50 pees, grab a few mates who are disillusioned with their Super Nintendos (it doesn't take much, let's face it!) and nip off down to the Trocadero. You won't be disappointed.



Live, from Chingford – it's Tony Sadowski! [Poor sod, what kinda name's *that*? –Ed]. Tony is 14, he's a football fanatic and a pizza addict. He gets £7 pocket money a week.

What school do you go to, Tony? I'm at Trinity School. Can I say 'hello' to the Trinity posse?
What's the best MD game you've played? I reckon it's *Streetfighter 2*.
And the worst? Errrr… *Mortal Kombat*.
How much do you spend on games? I rent my carts. It only costs £3 a night.
So, you think games are expensive, eh? Yeah! Far too expensive. I wouldn't mind if they were all in the region of £40.
What are you looking forward to playing here today? *Super Streetfighter 2* and *Mortal Kombat 2*. It's ace!



This ladies, gentlemen and others is Jimmy Clarke. Young Jim is 13 and hails from Loughton – wherever that is! He goes to Loughton Trinity school and reckons karate and rugby are his favourite pastimes. A man not to be messed with!

What are your favourite Mega Drive games then, Jimmy? (Looks puzzled). Errrrr… *Streetfighter 2* and hmmmm… *Mega-lo-Mania*.
Is there a game you've played you don't like? *Streets of Rage* isn't all that good.
What's your favourite type of game and what elements do you look for? I like beat-'em-ups. The graphics and sound have to be good.
Would you buy a Mega-CD? I think so. The graphics look pretty good. I can't really afford one. My parents would have to buy it for me. The machine's a bit expensive. The games are, too.
What do you go for when you come to Funland? I usually have a go on the Virtual Reality machines.

We couldn't get Louis and Jack off *Virtua Racing* it's *that* good, so they shouted the answers from the driving seat! These crafty geezers are both 16. Louis comes from Stretham and Jack from Clapham. They're pupils at William Penn School. We could sense Louis was going to be a handful! Jack (the quieter one) has a Saturday job. He works in a

Geoffrey Weller, (he's the one on the left) is from Northamptonshire. Our mate Geoff is 16 and spends most of his spare time playing in his Indie/Punk band, Super Model.

What's the best Sega game you've played, Geoff? Got to be *Sonic*.
And the worst? I hated *Streetfighter 2*
What are your favourite type of games? I'm into platform games.
What in your opinion makes a good game? The gameplay,

Séan Nash, (make sure you put the accent over the 'e'! –Séan) is 14. He gets £10 pocket money per week, which, hopefully he spends on his girlfriend Lauran and not on arcade machines, or there'll be trouble! Another sporty gent, Séan enjoys playing football, rugby and badminton.



quieter one) has a Saturday job. He works in a shop. Turns out they're both charming young men. The kind of lads you'd take to the vicar's house for Sunday tea. Ahem!

So, Louis, have you got a job? Yeah! I'm a pimp and a teenage gangster! ['Ere, he wasn't one of Milo's mates, was he? —Ed]
Have you got a girlfriend, Jack? Errrr... I've got 10, [they say it's the quiet ones you should watch! —Ade].
And you, Louis? Nah! You don't ask 'em out, you just get a bit of each of 'em!
What's your favourite music, lads? Snoop Doggy Dog, soul and Hip Hop.
Favourite Sega games? Hmmmm...*Fighting Masters* and *Mortal Kombat*.
And your worst Sega game, Louis? *Sonic the Hedgehog*.
What's your favourite type of game, you two? We like fighting games. Yeah! Put fighting games.
What elements make a good game do you reckon? (They both snigger). Plenty of women and violence. [They didn't actually say 'women', but the 'alternative' is unprintable! —Ade].
Have you got a Mega-CD, Jack? No. They're too expensive and the games look as though they play really slowly.
How often do you buy a game, Louis? Hardly ever! They're far too expensive. I usually rent them.
And you, Jack? I usually get one a year.
What games are you looking to play today in Funland? We want a go at *Virtua Racer* and *Super Streetfighter 2*.







The game everyone was crowding round at Funland, *Virtua Fighter*, Sega's Silicon Graphics wonder machine. (Do we have to tell 'em what it's about, Steve, surely Mat's done a news item on it by now?!). For the technical buffs among you, the game utilises 180,000 polygons a second and a 32-bit Central Processing Unit, (not a lot of people know that! –Ade).



We interrupt this feature to bring you a few wise words from Edward Moulton and Jamie Warriner, bestest buddies from Wimbledon. After a quick game of *Final Lap 2* we bombarded 'em with questions.

How old are you Jamie? I'm 10. I'll be 11 in June.
And Edward? I'm 11, but I'll be 12 in October.
Which school do you go to? We both go to Wimbledon Chase Middle School.
How much pocket money do you get a week, Jamie? Usually only about £5.
What do you like to nosh, Edward? Hmmmm... chips.
Have either of you got a games machine at home? I've got a Super Nintendo and Edward's got an Atari ST.
Oh dear! So, why are they better than the Mega Drive, Jamie? Errrr... I dunno really. I suppose the games are a lot better than those I've seen on the Mega Drive.
Have you seen the Mega-CD? Yeah. It looks OK. The games look pretty good.
What do you reckon to the price of Sega and Super Nintendo games then? They're far too dear.
What is your favourite type of game, Edward? We both like football games.
And what do you usually play when you come to Funland? Our favourite is this one, *Final Lap 2*.
sprites and music.
Have you got a Mega-CD? No.
Have you seen the machine? No. I wouldn't buy one. I think they're expensive.
What's the next Sega game you're going to buy? *Sonic 3*.

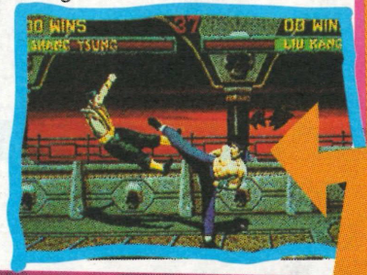
What's your favourite TV programme? I like *Gamesmaster*.
What are your favourite Sega games? Got to be *FIFA* and *Micro Machines*.
Any crap games you've played? No. Can't think of any.
What do you look for in a game? It's got to have good graphics and gameplay.
How much do you spend on games a month? Well, I actually buy a game probably once every *three* months. They're a bit expensive.
Anyone you'd like to say 'hello' to? My brother Lee, Lauran, Tony and the rest of the Trinity posse.
How often do you visit Funland? Oh, about four or five times a week. I like playing *Sonic Blastman* and *OutRun*.





Tom Parker is 16 and goes to Warwick School. He has a part-time job working at a hotel. When he visits Funland, he enjoys playing driving games. We advised he have a blast on *Virtua Racing* and *Ridge Racer*. Check them out at your local arcade. Well smart!

Have you any hobbies, Tom? I enjoy drumming, music, going to concerts especially and, erm... tennis.
Favourite TV programme? Has to be *Eastenders*.
Favourite music? I love the Manic Street Preachers.
What do you think of the Mega Drive? It's a pretty good machine. My favourite game's *Sonic*. I don't think I've played a game that's really bad.
You like racing games, why? Because they're usually fairly tough. I like games that are fast and last a long time.
How often do you visit Funland? Ooooh... about once a week. I haven't always got that much money, so I find some of the machines a bit expensive.



Funland has loads of *Mortal Kombat II* machines. The game features twelve deadly fighters, advanced colour graphics and a killer Digital Compression Sound system, (and believe us, the noises this thing makes are *wicked!*).

Another blinder from Namco, *Ridge Racer*. With steering wheel, six-speed manual change, accelerator, brake and clutch pedals, the speed of this thing has to be seen to be believed. Funland were expecting the huge Full-Scale *Ridge Racer* system a couple of days after our visit. The Full-Scale jobbie incorporates and actual Mazda MX-5 convertible and a curved 20ft by 5ft screen! It's down at Funland – now!



THE REVIEW BOARD!

It's official. Earth is under attack from basketball simulations. Are they safe? Which ones should you allow into your home? What is a Jam, and should we blow the lid on it? Read on...

GRAPHICS	19
SOUND	47
PLAYABILITY	33
LASTABILITY	25
ORIGINALITY	17
OVERALL	42

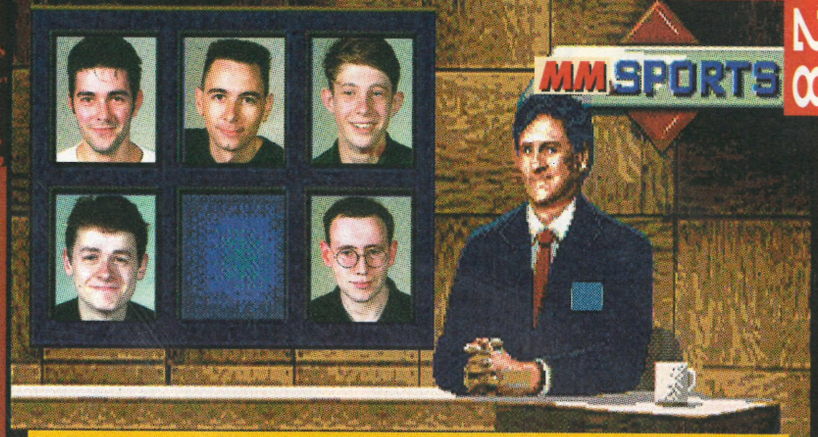
Culture Corner

What's the Score?

So how exactly do we rate games here at MEGA MACHINES? Well, we thought of plucking a figure from thin air, multiply it by how much they spend on advertising with us, divide it by a hundred and there you have it, the percentage. But then we thought, 'Nah, too many magazines do that already.'

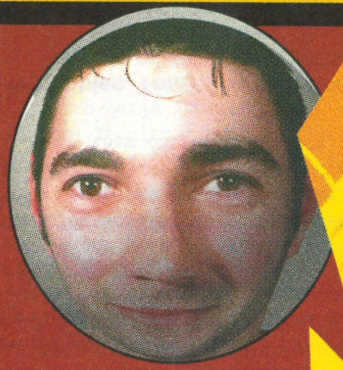
After an entire weekend in the pub, we decided the best way would be to have at least two people passing judgement on a game, then averaging their marks. What could be fairer?





'... The lead story again: Earth has been invaded by simulations, the likes of which have never been seen before. Top scientists believe that beings from another planet are replacing popular sports like basketball, golf, and hockey, with computer-generated simulations, in a bid to destroy the human race.
'Earlier today, the Government Press Office released details of what they believe to be these alien simulations, along with pictures of four suspected operatives. Study them well, they could be in your area!'

Culants



Name: James 'Gimme the ball and I'll run with it' Beaven
Age: 23
Height: 8' in heels
Special Dunk: Dunno, but it looks good
Special Dunk Cry: 'Ssshiiii...'



Name: Steve 'Basket Case' Shields
Age: 29
Height: As a kite, mate
Special Dunk: The Ring-stinger
Special Dunk Cry: 'Vinda-looooo!'



Name: Milo 'The amoeba' Jackson
Age: 18

Culture Corner

Amidst the hustle and bustle of the magazine, we set aside a corner each month that allows you, the reader, to explore certain urges within. Not the kind that would lead to imprisonment. We're talking bollo… (Oops, typing error.) We're talking art. It's a popular misconception, that's right, miss-con-sep-shun, that art is all about pictures. Deary me, no. Art is an expression of the soul. This can take the form of literature, paintings, drawings, models, women with no clothes on, you know the sort of thing.

Anyway, this is the section where you can send absolutely anything in and we'll print it. Address those envelopes to: ***Culture Corner, Mega Machines, Impact Magazines, Ludlow, Shropshire SY8 1AP***. And now, this month's petite offering…

I love you – by Milo Jackson

(We found this on Milo's mac whilst trying to find a piece of his work that was grammatically correct. It touched our hearts and we hope it will touch yours. The girl's name, and especially her age, have been changed for obvious reasons.)

Dear Dorris,
I know you likes me because I likes you and cars and I have got one. All your friends fancy me because Iv'e got a car and its fast. I'm a bass head. Thats because my stereo is lowd and I turn all the nobs up. American footballs great I might get the gear! My dad knows your mum and I think he fancies her so it would be a good idea if you come round my house and listen to tapes. I can copy the ones you like. Im getting a barp exhaust for my mini to make it go faster so if you want to go out with me phone me after school so can your friend.
Milo

Deathsong of the Plumber of Satan – by Ham, Portland

Ho, Mario
No, Mario
You've plugged your last leak
Last week.
A tear runs down your cheek
Moustachioed freak
You're sad
I'm sad
We're sad
But not as sad as Fat Dave.

The MEGA MACHINES National Anthem – N Sloan, Glasgow

Everywhere you go, everything you see
Someone's saying 'No'
It's a tragedy
Find another place 'cos you can't play here
Don't want any lip
So there
You know it's gonna be alright
If we stick together
We're gonna have a fine, fine time
If we stick together
No more mindless empty days
(clap hands eleven times)

And finally, here's a quick and easy snack sent in by Mrs Dawson of Bristol:

Put a Mars Bar in a bowl then microwave it until it melts. Now stir in some Rice Crispies and eat it. Yum.

"Buy this game" Award!

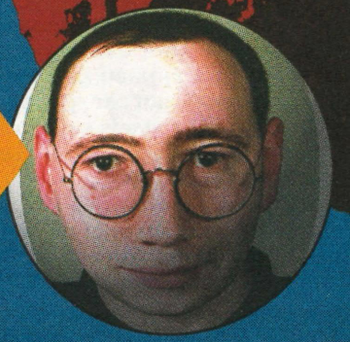
If you see this tacked on to a review, don't just sit there and look at it! Grab whatever wad you can lay your hands on and buy the game. If we say it's that good, it means the magazine almost went late because we couldn't stop playing it. What more of a guarantee do you need? How about a twee gold star with the magazine logo on it?

The gAmes

The Sim



Name: Al 'The Quiche' Needham
Age: 25
Height: Knee high to a grasshopper
Special Dunk: Never scored — at anything
Special Dunk Cry: Not applicable



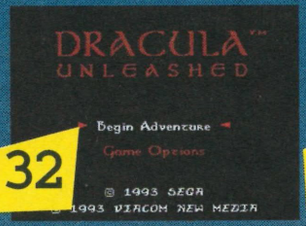
Name: Al 'The Quiche' Needham
Age: 25
Height: Bigger than you, pal
Special Dunk: The soggy Rich Tea
Special Dunk Cry: 'More tea Vicar?'

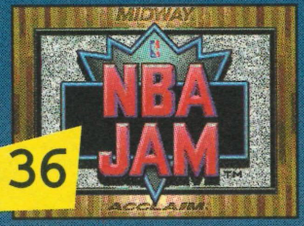


Name: Warren 'Not even slightly Magic' Lapworth
Age: 24
Height: About… this big!
Special Dunk: Ooh, yes please!
Special Dunk Cry: 'Harder! Harder!'

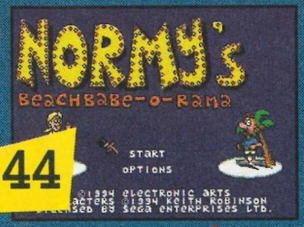
PGA Euro Tour Golf — 30
Dracula Unleashed — 32
NBA Jam — 36
Skitchin' — 40
Normy — 44
Castlevania — 46
The Terminator — 54
Prince Of Persia — 56
Mutant League Hockey — 60
Hyperdunk — 62
Barkley's Shut Up and Jam! — 64
NBA Showdown '94 — 66

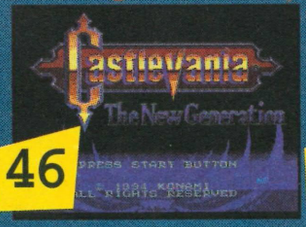




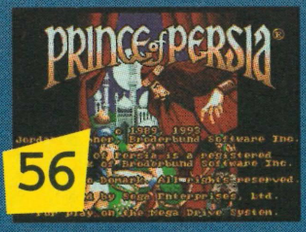


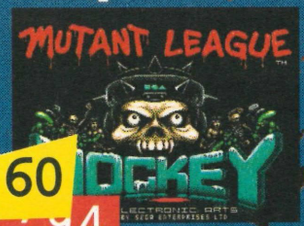


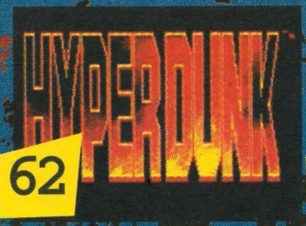


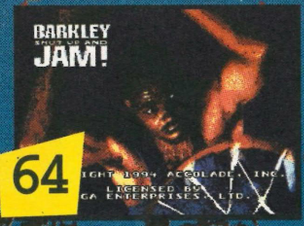


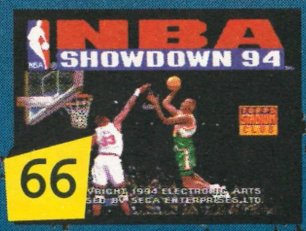












PGA EURO TOUR

MEGA drive!

Phwoarr! It's a Sports Sim!

Love 'em or loathe 'em, golf sims are here to stay – and here comes another one from, you guessed it! EA...

There was a time when golf sims were simply a tool for convincing your dad to buy you a Mega Drive. You know the score: in the shop you get the assistant to put a golf game on, then you leave dad to play while you go and fiddle with the portable phones.

Everyone knows what these golf games are about. Basically, you pick your course, some top pro geezer barfs on about how to play it, then you choose your club and twat the ball. Sounds easy, dunnit? Actually, no.

The hitting part works in a *triple-tap* kinda way. The first tap starts your swing, the second begins the down-stroke and controls how hard you hit the ball, and the third is where you connect with the ball. The PGA games also have pull-down menus for different types of shot, quitting, saving, making the tea, checking what's on the telly that evening, finding cheap holidays to... Er, maybe not. Anyway, there's loads of options.

Oh, how coarse!

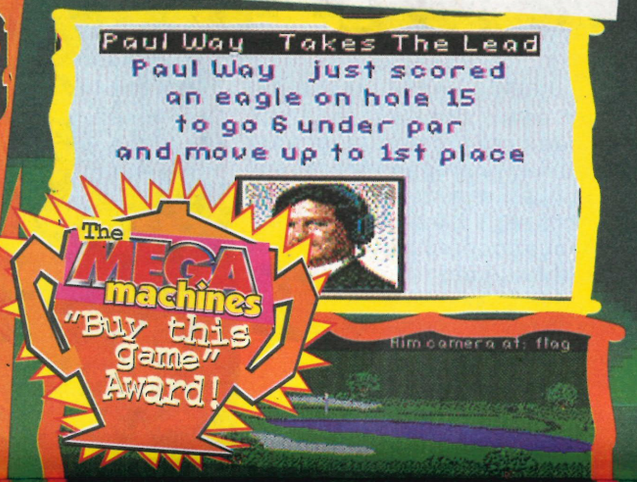
If you've got either of the two previous PGA releases, you'll probably want to know what this newun has to offer. Well, there's five new courses, ten European pros to play against or have around for advice and moral support. There's also a variable weather control — if you *really* enjoy making life difficult for yourself — and two new types of match: Matchplay and the Cannon Shoot-out.

All this is bundled up with battery back-up, plus the graphics and sounds have been enhanced since the last two games. Hurrah!

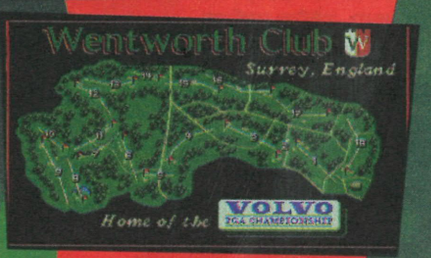
MM



Excellent shots are sometimes rewarded by an instant replay; this was one of Milo's better efforts...











STEVE 91%

I like golf games. I dunno why, exactly, but they're kinda relaxing — and against a few pals after a good night out they're unbeatable. Even when your reflexes and co-ordination seem to have been biologically (or alcoholically?) removed, you can still have a pretty decent game, and this one's no exception (I should know, as it'sh Friday afternoooon, hic!).

Many other Sega mag's, I presume, will slag this release off 'cos it's 'just more of the same', but if you don't already own *PGA 2*, what's wrong with that? And even if you *do* own the original, er, sequel, nobody's actually *making* you fork out for this one. On home computers such as the Amiga,



AL 93%

So what if it's another PGA game? For starters, there's no such thing as 'another' one: EA know precisely what they're doing when they release updates of their sport sims — they're aimed specifically at the American market, who take them so seriously they demand constant updates year by year. And anyway, the PGA series are targetted at the 'older' (ie more affluent) user, who doesn't mind forking out for the extras. In a perfect world of course, EA would be able to bring out data add-ons, just like they do on the Amiga, but, hey ho.

The newer players don't make a difference to the gameplay, but with five new courses (the Swiss one in particular is bee-yootiful), two new modes of play, and extra little touches like set weather conditions, more than a few experienced PGA-heads will be heading for the cashpoint as we speak.

I can't lie — I love this game to distraction, and heartily recommend it to anyone looking for the kind of game you can just kick back and chill with all afternoon with your mates and a few cans, and basically, when EA can bring out such a seminal game engine as this, who gives a toss if they bring out more of the same? All I want them to do now is bring out a PGA CD with

this one. On home computers such as the Amiga, *PGA Euro Tour Golf* would be classified as a 'data disk'; if you already owned the main game, extra courses and golfers etc could be bought for little extra cost. Oh well, at least you won't have to wait for yonks for the bugger to load (or, for that matter, wear an anorak while playing).

It isn't *exactly* the same game, of course. A match-play option has been included, along with variable weather and (very slightly) improved sound and graphics. Oh yeah, and the courses themselves are dif'rent, natch.

So there you have it. If you *don't* already own *PGA 2*, and you want a decent golf game for your Mega Drive, you really can't do any better than this. If you *have* got *PGA 2* though, the prospect of owning this one too will hardly make you shout phwoarrr!

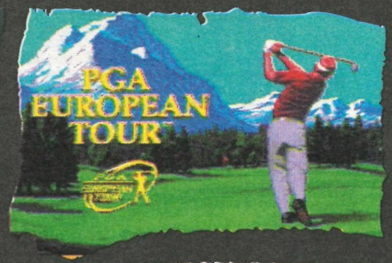


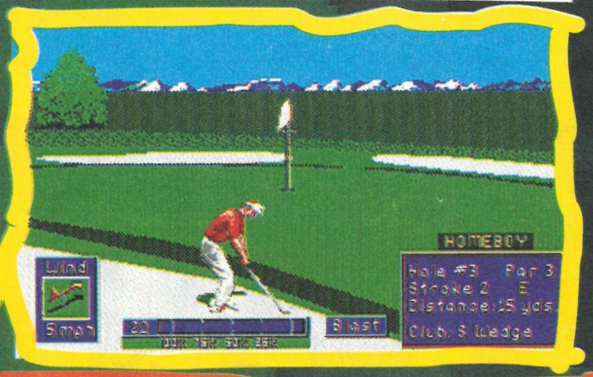
The phenomenal 'Hole Browser' option alows you to see the lay of the land, from nearly every conceivable angle. It also provoked a filthy caption from James, hence this hasty replacement. Urgh, what a mucky pup.



now is bring out a PGA CD with a course architect option, but until then, this'll do quite nicely thank you.







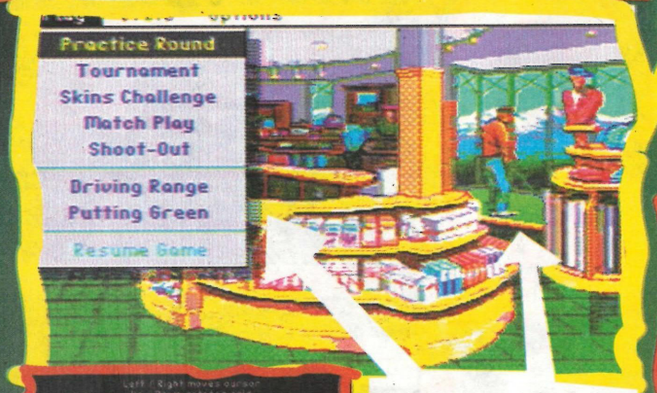


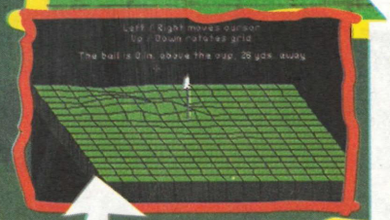
Okay, let's have a big round of applause for the five new courses. Ta-da! The Forest of Arden one is a tough beggar, according to Al…

PUBLISHER	EA
PRICE	£44.99
RELEASE DATE	MARCH
SIZE	8 MEG

OPTIONS

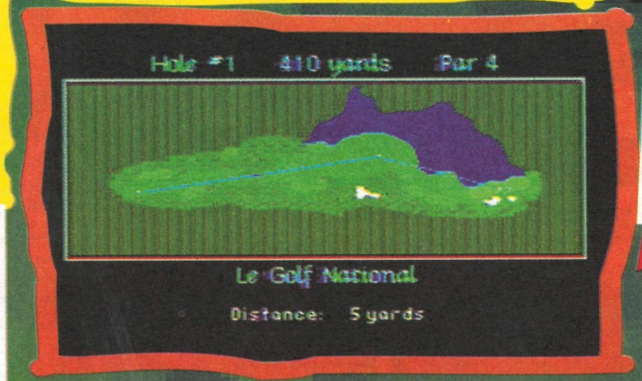
PLAYERS	1-4
SKILL LEVELS	2
LIVES	N/A
CONTINUES	N/A
PASSWORD SYSTEM	DON'T NEED IT
BATTERY BACK-UP	YOU BETCHA
SPECIALS	MULTI PLAYER ADAPTOR

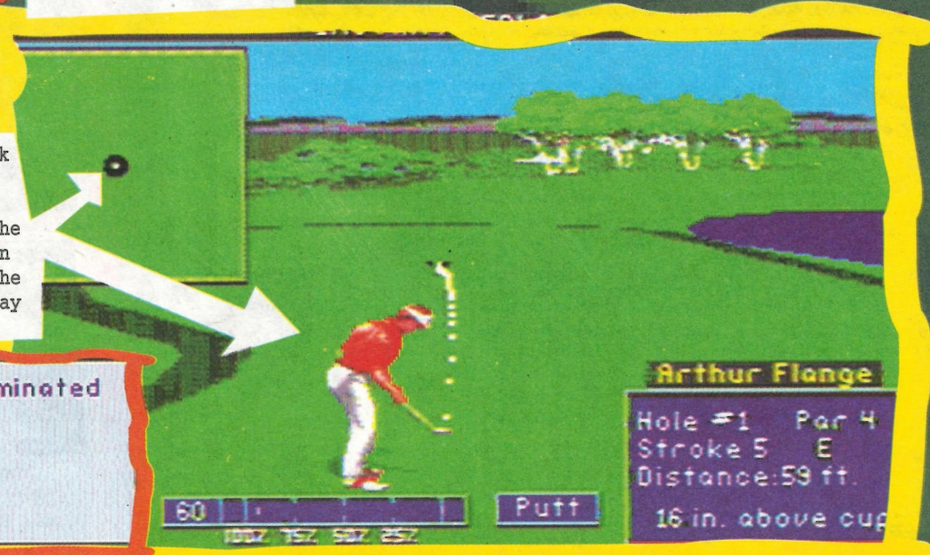




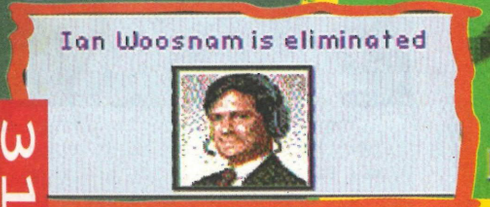
Use the pull down menus to select options, or laugh at this guy taking a slash outta the window! He IS, isn't he? Ha ha ha ha…

How green is *that* valley!? Judging the contours can be difficult at first…



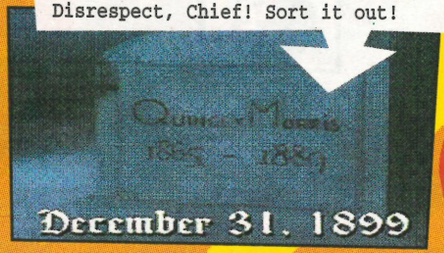


Arthur Flange makes it look easy! Steve was so chuffed with this 59ft putt, he wouldn't let anyone near the Mega Drive until he'd taken a screen shot of it. Oh, the wonders of an instant replay function, eh?



GRAPHICS	79
SOUND	31
PLAYABILITY	95
LASTABILITY	98
ORIGINALITY	12
OVERALL	92

Trying to caption FMV sequences is a nightmare, especially when our dick'ead designer just slaps 'em downn in no particular order. Big Disrespect, Chief! Sort it out!

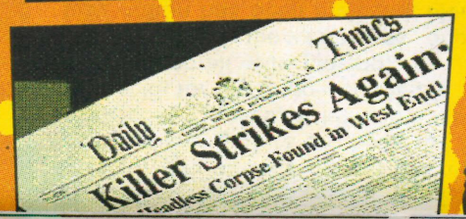
















PUBLISHER	SEGA
PRICE	TBA
RELEASE DATE	MARCH
SIZE	HEFTY

OPTIONS

PLAYERS	1
SKILL LEVELS	1
LIVES	1
CONTINUES	NO
PASSWORD SYSTEM	NO
BATTERY BACK-UP	YES
SPECIALS	CHEESY PERFORMANCES

MEGA cd!

POINT AND CLICK ADVENTURE REVIEW

DRACULA UNLEASHED

Cor blimey, Guv'nor! 'Ere's a right pea-souper of a mystery an' no mistake! This Yank geezer Alexander Morris, 'is bruvver only went and snuffed it in a most queer manner, din't 'e? So orf 'e goes to dear ole Lahndan Tahn ta foind aaht fer 'imself wot's bin 'appenin'.

An' strewth, would you Adam 'n' Eve it? It's only Peck an' puttin' the willies up people. Well aaht uv ordah!

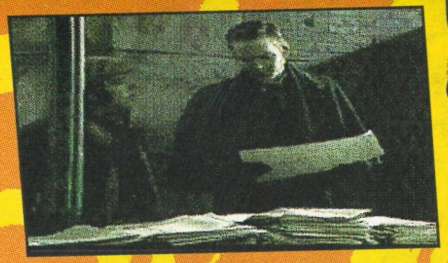
Oh, sod it, we can't be arsed with crappy Cockney accents anymore. *Dracula Unleashed* is Sega's latest attempt to bring the wonders of Full Motion Video to the masses, in the guise of an adventure full of rolling out of the barrel, knocking folk down the Old Kent Road, doing the Lambeth Walk, strolling down The Strand and having a banana. Oh yeh — and sinister fiends with big

A hand grasped the edge of the coffin lid… from the *inside*. The dark slab of wood rumbled as it was pushed aside, the ashen figure within sat up… It was Drac-lee-er!!

Milo's ex (sorry, *only*) girfriend gave him some really nasty love bites. None as bad as this one though…



AL 58%





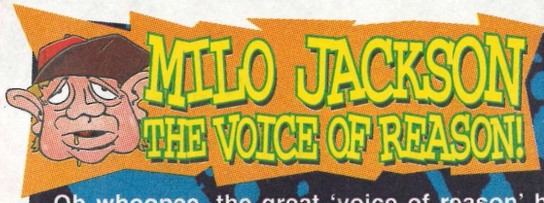








that Dracula geezer, innit?! Boitin' folk in the Gregory fangs sucking the blood out of folk. Ooo! I'm scared, Mam!



65%

Oh whoopee, the great 'voice of reason' has been given another comment to do, and this time it's on the Mega-CD. You play an American — Alexander Morris — and have come to England to investigate your brother's mysterious death. Throughout the game you're given different objects to help your mission and tack like that. Anyway, I'd better get on with the comment itself.

The graphics are quite amazing — well, it should be for an Full Motion Video disc. Travelling is surprisingly done by a horse and cart — or rather a picture of the inside of one. After selecting your destination, the driver says 'Good day, sir' in a cocky London accent. Depending on the time of your visit, you're shown a film sequence on arrival.

The sound is amazing: in some locations you get low, kickin' bass tunes, which create a scary mood. Or if you sod off home, it eases off a bit.

Dracula Unleashed can keep you playing for hours on end, as the pointer-driven control system and battery back-up make it easy to get into. Lastability's bloomin' great, mate... until you solve the game, when there's no reason to play again.

Dracula Unleashed is a must for vampire fans (where's me cheque book? —Sub Ed) but us mere mortals should think carefully before getting a stake in it.









Hey, nice intro sequence! Using the Old Spice music really builds tension, Sega!

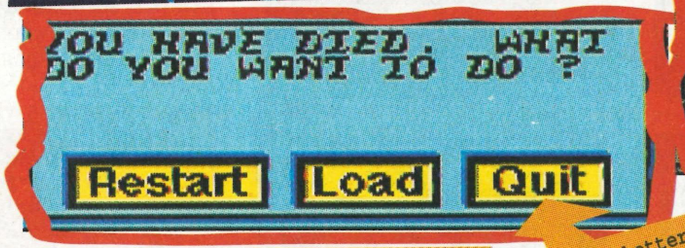
I love Americans who can't do Cockney accents to save their lives and *Dracula Unleashed* piles up the mangled London dialects big stylee. The acting's also quite excellently poor, in an *Eldorado*esque manner, so tack fans, check it out.

Those of you who are actually bothered about gameplay, well, just put your money away, mate. Like most games boasting FMV, they shatter into nothingness when shorn of the video bits. What *Dracula Unleashed* boils down to, when the novelty wears off, is an extremely limited point-and-click adventure in which the only elements within your control are which location to visit next and which object from the inventory you want in your hand. Deep and complex it ain't.

For example: After saving my position (one of the better aspects is the rapid and simple disc access), I went to the Saucy Jack (pub, that is) and died — just like the death sequence featured somewhere on this page. So, I reloaded and tried another location.

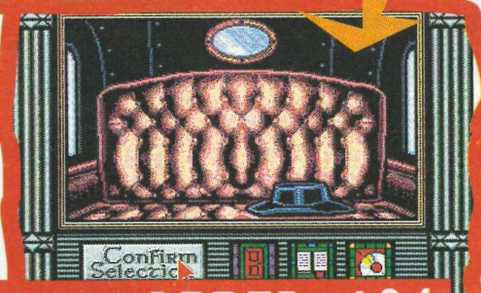
Not only did I die again, but via the very same sequence as before! Buy an apple — see me bird — get bit on the neck! Slack or what? In fact, I tried every available location and the same bleedin' thing happened! I never knew there were so many 'barrer' boys in the London area.

Right now, just as the Mega-CD is gaining credibility, the system's crying out for a decent adventure game to show off its outstanding memory storage, but Sega haven't delivered. A simple, straightforward adventure, suitable for younger gamers, but priced and censored out of their range. Dracula, not very Spectacular.





Get used to this screenshot of the carriage interior, 'cos you'll be seeing quite a lot of it. If you're sad enough to buy the game, that is.



Or play a better game, perhaps?

Can anyone come up with something amusing and original to say about this drab little screenshot? No? Me neither. Time for a fag, methinks...





"You can shove your Watchtower up your bum! Obey Satan!" An extra from *You Rang, M'Lord* shows the proper way to deal with Jehovah's Witnesses...

Give us a clue, mister

'Point' and 'click' are two words you'll do well to remember, friends, because that's how you feel your way around this quest to discover who — or what — killed your bro'.

Simply put, you get from location to location in a hansom cab, nip in, watch a bit of FMV, maybe get a clue in the guise of a new address or object, and off you go to the next spot. We'll leave it at that and let you browse through the screenshots because, hey, we know you only get halfway through our body text (ie, this part of reviews) before giving up and looking to see if there's any gore/offal/fit birds in the screenies.

Bet you haven't even got this far, have you? We're wasting our time writing this bit, aren't we? Tsk tsk.

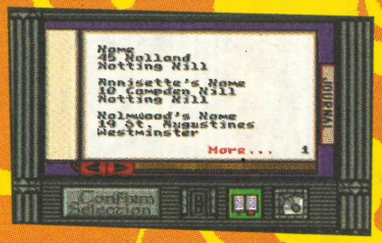
MM



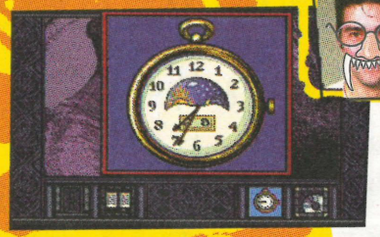




SOME MORE DULL SCREENSHOTS



Address Book



Say kids. what time is it?



Too boring to mention, really



Map Of London



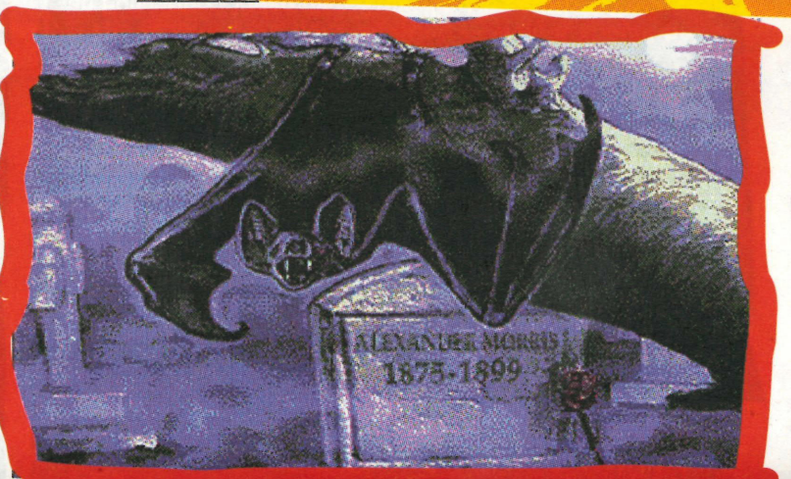
Inventory



Save/load screen



Read Mail & Sleep icons





JAMES 65%

This isn't the easiest of adventure games to get into. I'm not saying it's instantly difficult, more... *ungripping*. The video clips are of a very high standard — unlike the performances, which are the cheesiest I've ever seen.

With my meagre attention span, adventures really have to grab me by the scrotum and give a damn good squeeze. *Dracula Unleashed*, I'm sad to say, didn't even manage to unbutton my trousers before I lost interest. Still, I played on, albeit halfheartedly.

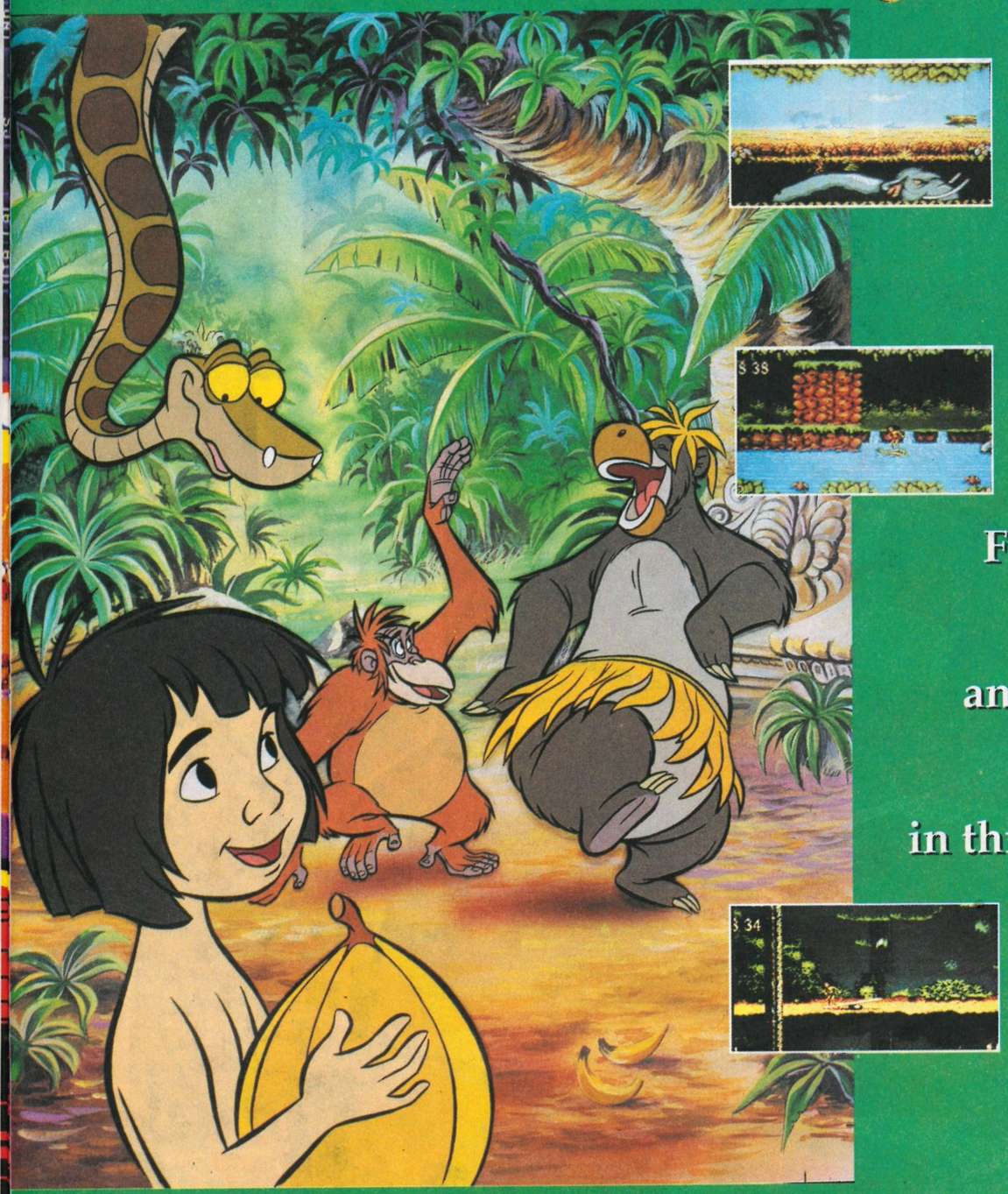
It's a slow adventure which yields little, the majority of the time. The 'Pass Time' option helps a lot, but at the end of the day there's far too much of this clicky icon business and waiting for things to happen. Maybe if there was more to keep you on the edge of your seat, the gameplay wouldn't seem so stale.

There are some weirdos who enjoy this sort of thing, but not me. Quite frankly, I'd rather memorise the London A–Z than play this game again — I'd be guaranteed more action.

GRAPHICS	83
SOUND	92
PLAYABILITY	61
LASTABILITY	53
ORIGINALITY	64
OVERALL	63

Virgin Presents
The Video Game

Walt Disney's Classic
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!

SEGA GAME GEAR

SEGA Master System

Available on Sega Game Gear™ & Master System™ soon.

Sega™, Game Gear™ & Master System™ are trademarks of Sega Enterprises Ltd. The Jungle Book™ © Disney
℗ Virgin Interactive Entertainment (Europe) Ltd. All rights Reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD. 338A Ladbroke Grove. London W10 5AH

NBA JAM

SPORTS SIM REVIEW!

You've had UEFA marmalade, WWF sauce and NHLPA chutney, now try MFI furniture! Erm... *NBA Jam*...



The MEGA machines "Buy this game" Award!



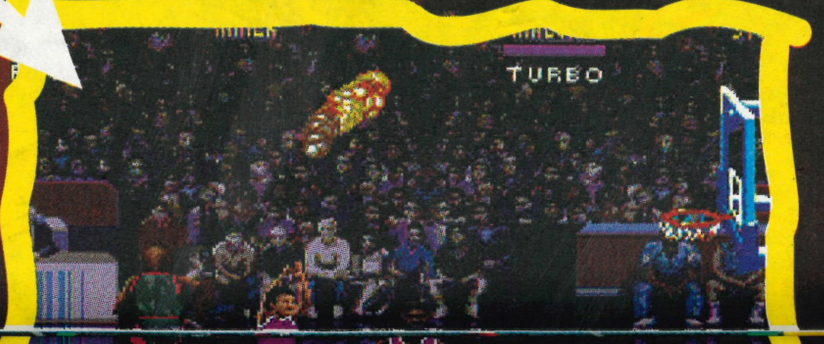
AL 92%

The Mighty Nish-lord is pleased! *NBA Jam* holds many fond memories for me, after being physically dragged out of a Skegness arcade by my girl-friend one fine summer afternoon after spending a fiver on it, and I'll tell you what, Vanessa, you'd better pray I don't bring this baby home with me, cos we'd be featured in those nasty Deidre's Photo Casebook stories in The Sun.

As a sports game, this ranks way up there with *Sensi* and *NHL '94* for its instant hookability, and, amazingly, plays smoother than the original coin-op! I can't say it enough — they've cut out all the boring bits that turn off all but the most intense B-ball fiend and boosted the playability to the limit. I love it to death, and the only thing stopping it from getting an even higher mark is the fact that they could have used the battery back-up to even better effect, with a league and playoff option.

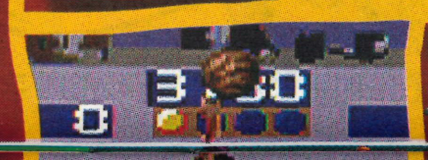
Apart from that *NBA Jam* just can't be faulted, especially in 4-player mode; and if you can afford it, get it, okay? It's on fire!

He's on fire! Any player scoring three consecutive baskets goes 'on fire' – their turbo bar doesn't diminish, shots are more accurate AND the ball leaves a fiery trail behind it! Flash or wot?



MEGA drive!

There have been 'nuff basketball games for the Mega Drive — so many, in fact, that if you piled them up on top of each other, they'd be as tall as the average beanpole NBA star.

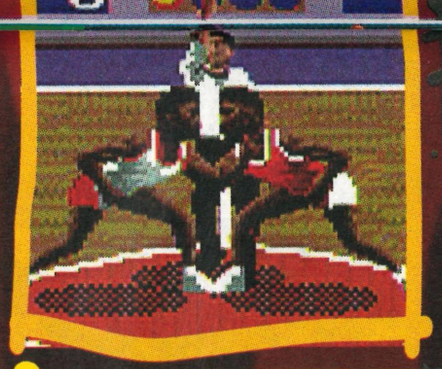




Bulls vs Lakers, David Robinson's Supreme Court, Jordan Vs Bird, NBA All Star Challenge and the soon-to-be-released *Jammit*, to name but a few.

But the one game b-ball fans have been chomping at the bit to see is coin-op sure-shot *NBA Jam* and... good lord! What a coincidence! Here it comes, pimp-strutting down the road in an enormous pair of Air Jordans! Good show!

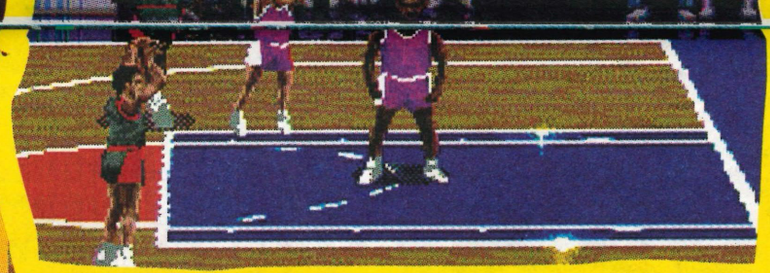
For the uninitiated, *NBA Jam* is an official licensed game involving all 27 teams in America's National Basketball Association, but its main selling point is that it cuts out all the boring bits (too long, too many players clogging up the court, endless incomprehensible rules) and hypes up the cool bits (fast breaks, tight games and slam-dunks) in big-time style and fashion. ▶▶▶

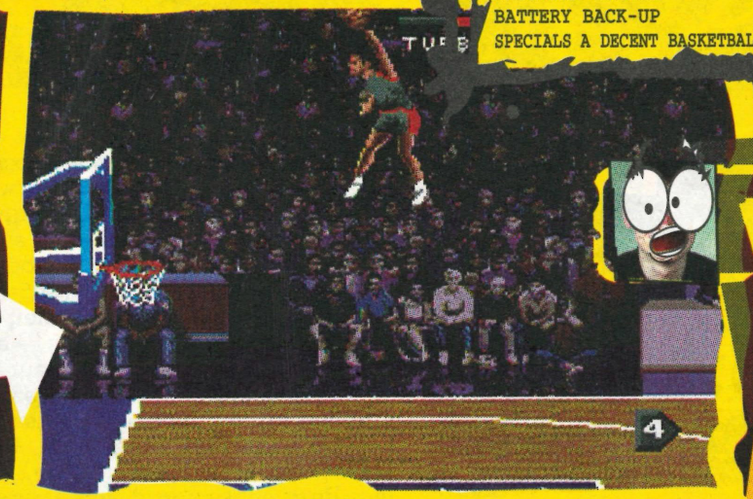


PUBLISHER	ACCLAIM
PRICE	£49.99
RELEASE DATE	4TH MARCH
SIZE	16 MEG

OPTIONS

PLAYERS	1-4
SKILL LEVELS	1
LIVES	NONE
CONTINUES	NO
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	A DECENT BASKETBALL GAME

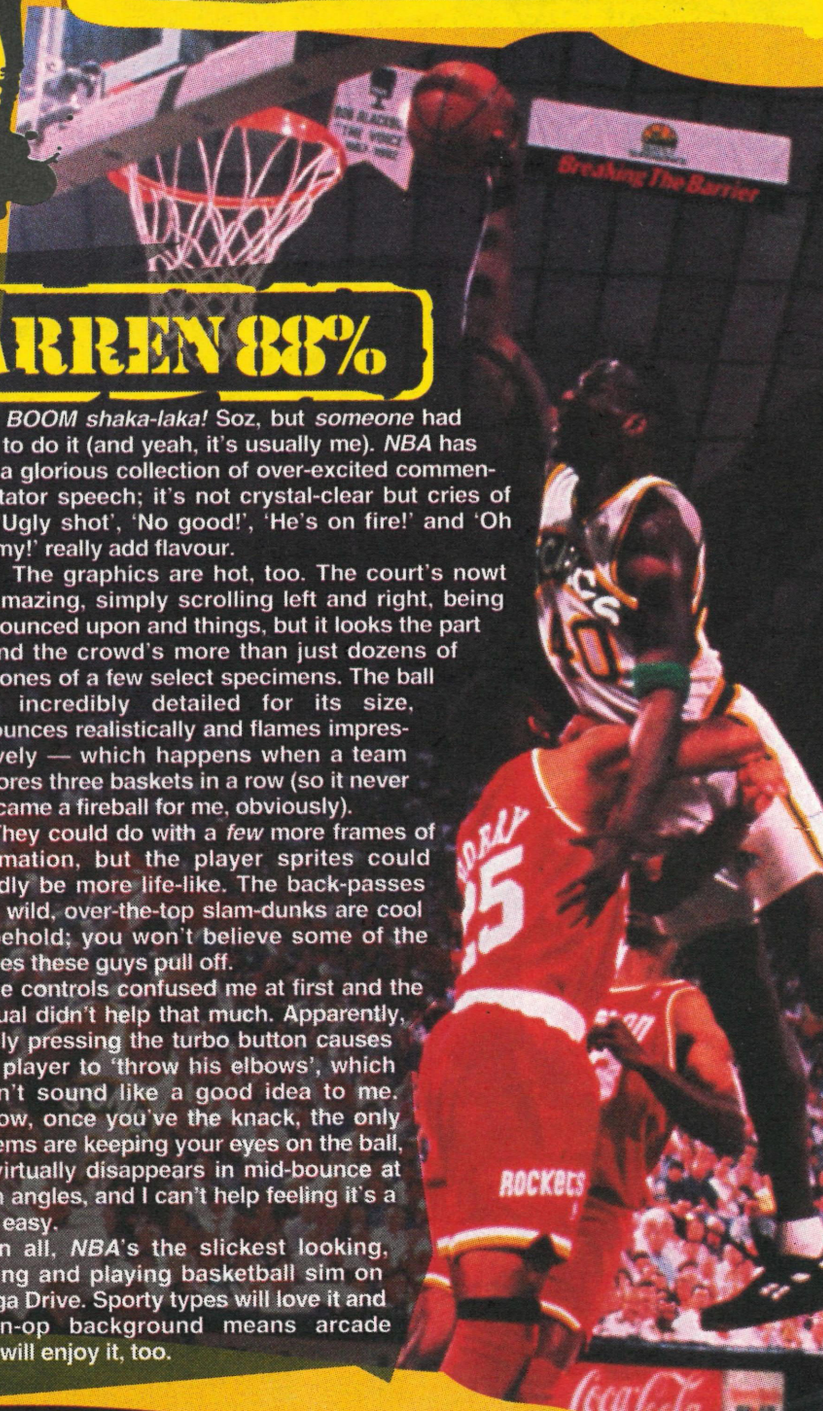




Hey, realistic huh? No, it's true, American BB players really *can* jump that high; by using the latest steroid-souled trainers, almost any height is attainable.

Once a player is 'on fire', even passing the ball can become a spectacular event. Well, unless Milo leaves the 'Paused' bit in the middle of the screen, of course. Stupid boy...





WARREN 88%

BOOM shaka-laka! Soz, but *someone* had to do it (and yeah, it's usually me). *NBA* has a glorious collection of over-excited commentator speech; it's not crystal-clear but cries of 'Ugly shot', 'No good!', 'He's on fire!' and 'Oh my!' really add flavour.

The graphics are hot, too. The court's nowt amazing, simply scrolling left and right, being bounced upon and things, but it looks the part and the crowd's more than just dozens of clones of a few select specimens. The ball is incredibly detailed for its size, bounces realistically and flames impressively — which happens when a team scores three baskets in a row (so it never became a fireball for me, obviously).

They could do with a *few* more frames of animation, but the player sprites could hardly be more life-like. The back-passes and wild, over-the-top slam-dunks are cool to behold; you won't believe some of the moves these guys pull off.

The controls confused me at first and the manual didn't help that much. Apparently, rapidly pressing the turbo button causes your player to 'throw his elbows', which doesn't sound like a good idea to me. Anyhow, once you've the knack, the only problems are keeping your eyes on the ball, as it virtually disappears in mid-bounce at certain angles, and I can't help feeling it's a bit too easy.

All in all, *NBA*'s the slickest looking, sounding and playing basketball sim on the Mega Drive. Sporty types will love it and its coin-op background means arcade junkies will enjoy it, too.

NBA JAM





STEVE 92%

It's not often that we run out of decent software around here, but last week was a *bitch!* Hell, we didn't have *anything* to keep us amused — only *Normy* and *Skitchin'* from EA, and they didn't hold our attention much past Tuesday lunchtime!

Luckily, SNES FORCE, our sister magazine, had a copy of *NBA Jam* which we played to death — marvelling at the incredible animation, sampled speech and sheer speed of the thing. Trouble was, we'd been expecting the Mega Drive version from Acclaim for nearly a fortnight... so alarm bells started clanging.

Al reckoned that the Sega version was probably so crap that Acclaim weren't going to send it *EVER*. James (trusting soul-sucker that he is) reckoned it had simply 'got lost in the post' (can you believe he *still* falls for that old chestnut!?). Would it arrive and, if it did, how would it compare to the excellent Nintendo version?

'Yes' and 'very well indeed' were the answers: All the speed, animation and, yes, even speech are here — along with the gloriously addictive gameplay. Basketball games have come and gone in the past, rarely raising an eyebrow among Mega-Drivers, but this is special.

Put it this way, I'm certainly no sports fan, know b-all about basketball, and I still wanna have 'just one more go'. In fact, the only problem I can see is that it's *too* faithful a conversion of the arcade machine. Had the programmers incorporated a league option — it's got a largely redundant battery back-up anyway — and a slow-motion action replay facility, I'd have gone as high as 97%. Ah well, you can't have everything I suppose...

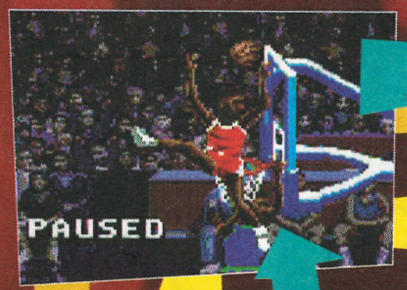


This is the ball. To score 'points' it must be thrown (or, as is the case here, 'dunked') into the round hoop thing.

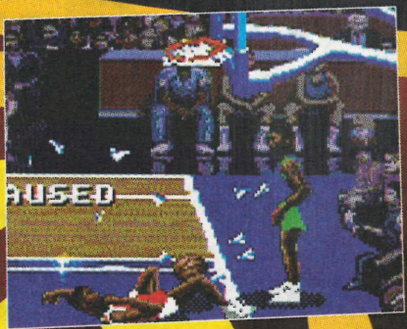
This is the 'basket'. Of course, it's not really a basket, as that would be silly. A step ladder would have to be used to retrieve the ball after each point.

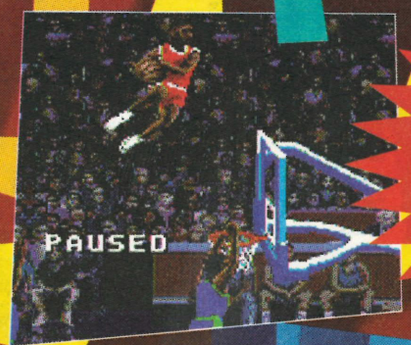
This fellow is about to score two points for plopping the ball in the hoop. If he'd thrown it in he may have score three points!

But what is this!? In our review copy of NBA Jam, there are only two players per team, so this chap is obviously an impostor...



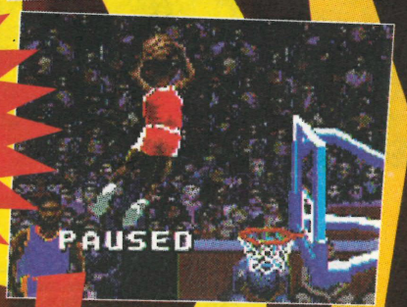


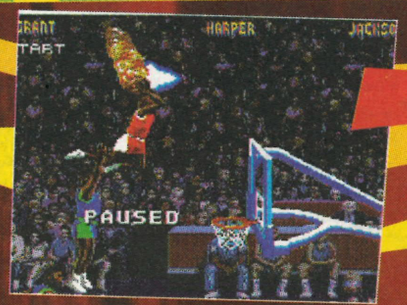


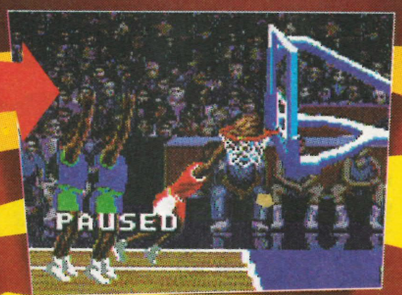


DUNKIN' GO-NUTS!

With the [B] button held down for turbo, a quick jab of the [A] button (shoot) can illicit some truly spectacular slam-dunks. Summersaults, 720° spins and even back-glass shattering smashes can all be achieved — and most players even have their own individual specialties. Magic, eh! (Er, as in Johnson? —Ed)







Supermatch

This is how they do it: the teams consist of a mere two star players (with the surprising exclusion of





ADE 90%

Acclaim were hyping this one up at the Las Vegas

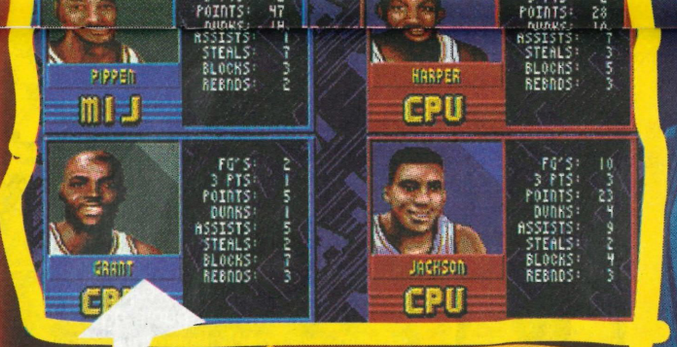
recently-retired Michael Jordan and the latest superstar, Shaquille O'Neal), each with different speed, three-pointers (baskets from outside the area), dunks and defence ratings.

Selecting a Head To Head or Team game determines whether the second player (if there is one) is your opponent or team-mate; plugging in a four-way adaptor expands the human/computer combinations.

Button [A] shoots or blocks, depending on whether you have the ball, and [C] passes or attempts a steal. [B]'s turbo, for sprinting, fast passes and superhuman slam-dunks, but use it too often and it's out of commission for a while. Keep an eye on the shot clock, too: if you hold onto the ball for longer than 24 seconds (game time), possession's given to the opposition.

Options allow you to set clock speed, the skill of computer players, tag mode (stick with the same sprite or switch to your team-mate when he gets the ball), computer assistance (you stand a better chance of scoring when you're trailing), controls and delete or view the 15 battery backed-up team records.

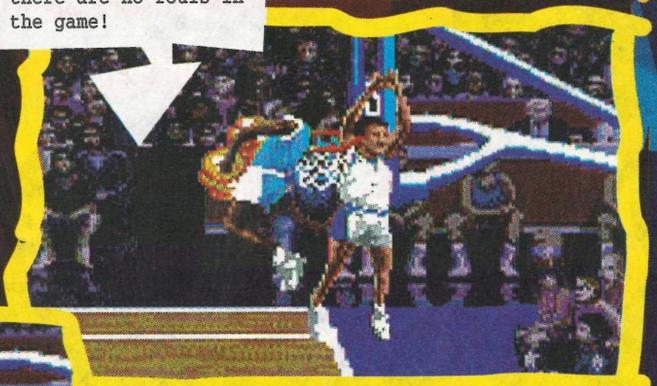
And now it's time to record what the MEGA MACHINES team thinks…

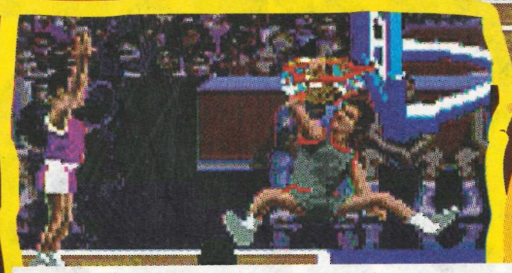


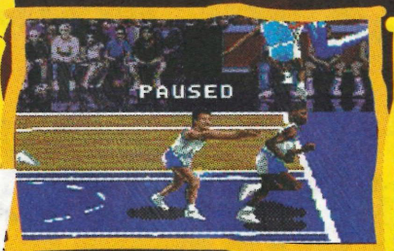
The half-time report shows how each player is doing – from passes intercepted to points scored…

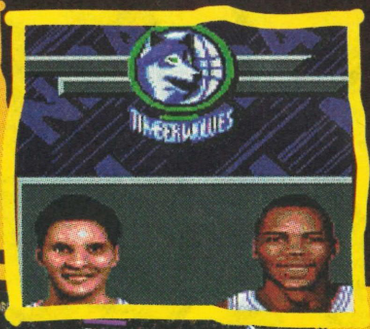


Even at this stage the ball can often be intercepted – as there are no fouls in the game!









Milo joined these screens together… hasn't he done a poor job, eh readers? He gave us some flange about the way the court scrolls at different rates, but we weren't fooled. It's just a basic ineptitude…



Acclaim were hyping this one up at the Las Vegas CES show — a whole host of basketball impresarios were cavorting about on unicycles, showing their prowess and ability to sweat a lot. I didn't take too much notice 'cos, like Steve, I'm no basketball fan. The Harlem Globetrotters could come knocking on my door and I'd mistake them for very tall double-glazing salesmen.

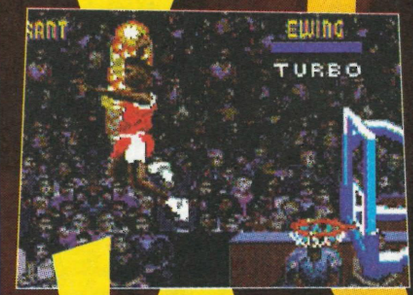
So, sitting in front of the screen, preparing for a game of *NBA Jam*, I felt like a fish out of water. Many moons ago, when I started work in the heady world of games reviewing, there were a glut of basketball games. Electronic Arts, Sega and Acclaim were the culprits and I can only remember a couple that were any cop.

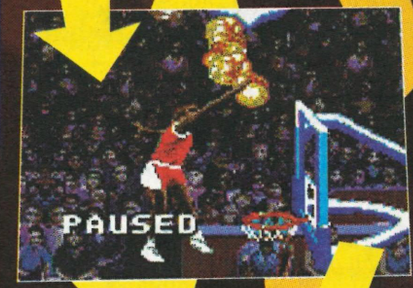
(*Cue fanfare*) Wanna know something? *NBA Jam* is superb! Yep! I surprise myself. It took me a matter of 15–20 minutes to master the moves and then, well, bloomin' heck — I was well away! I played against the CPU to start with, but gameplay comes to the fore when you compete against a mate or, ultimately, three other geezers with the four-player tap.

Animation is excellent, smooth and silky to the last. *NBA*'s fast, controls are responsive and the court scrolls like a dream (not that I've ever had scrolling dreams, mind, but you get what I mean!). Sound is stunning, with some great sampled speech and crowd FX.

NBA Jam is addictive, extremely playable and really brought the competitive streak out in me. I was swearing like a good un', let me tell you. If you're into basketball, you'll find this a real corker. If, like me, you're not, it's still worth a play. By the end of the fourth quarter, you'll be a basketball fan through and through.



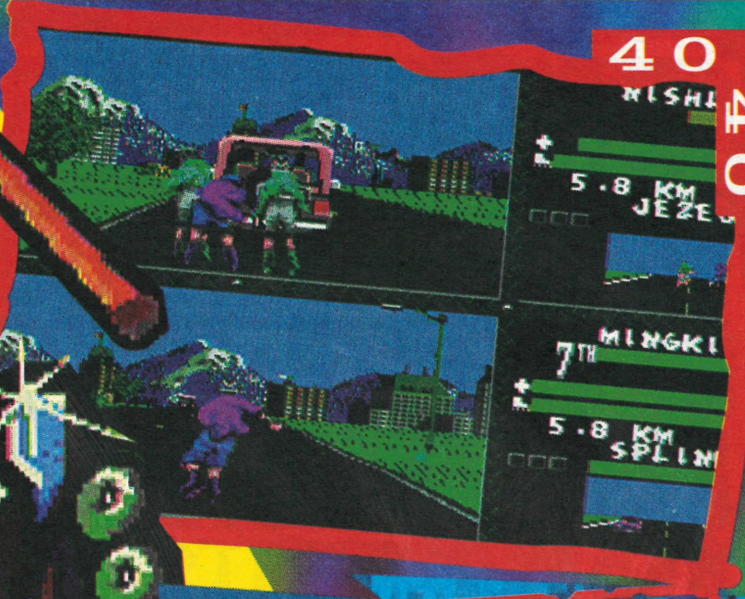






GRAPHICS	87
SOUND	84
PLAYABILITY	91
LASTABILITY	90
ORIGINALITY	61
OVERALL	90





MEGA drive!

Imagine a cross between *Road Rash 2*, *Back To The Future* and the video for Cliff Richard's *Wired For Sound*. Go on, you know you want to. Right then, you're ready for...

KITCHIINNNN'! DUH-DUH-DUH-DUH-DUH-DUH-*DUUUUHHH!* DUH-DUH-DUH-DUH-DUH-DUH-*DUUUUHHH!* DUH-DUH-DUH-DUH-DUH-DUH-*DUUUUHHH-DUUUHHH-DUUUHH-DERR-DUHHHH!!*

Whoo! Rock 'n' Roll, eh kids? That's what it sounds like when you fire up the latest spawning from Electronic Arts, entitled ***SKI***... sorry, *Skitchin'*. Radical, dude! Bodacious! Awesome to the Max, and other tire-city. By keeping your finger on the [B] button, you speed up and, keeping an eye on the road behind, press [A] to stick your arm out. With precise positioning, you latch onto a passing vehicle and awayyyy you go!

Obviously, with eleven other skitchers in the race, you ain't always gonna be alone, so what do you do when you're sharing a bumper? That's right! Chin the get! Button [C] takes care of all your fist-on-face requirements, and with loads of crowbars, baseball bats and the like littering the track, the possibilities for hurting folk are endless.





Bitchin' Gear



JULIAN 64%

Because we're getting on a bit and failed to understand why anyone would want to hang onto the back of cars, we asked one of our hard-livin', death cheatin' YTS lads (well, anyone who dares get a lift off Milo in his Mini Of Death has got to be a dangerfreak) to offer his thoughts on the game. Take it away, Julian...

The only skaters I know wear very large clothes, drive Triumph Dolomites and skate in car parks, not down main roads and *definitely* not hanging onto the back of cars.

My initial impression of *Skitchin'* was one of dismay, thinking 'this is *Road Rash*' — one game I hate — but thankfully, after taking on the 'Nishlord' a couple of times, I got used to scrambling down a road, desperately trying to hitch a lift, and my opinion altered. And I soon gained the title 'MingKing', thus creating '*Skitchin'* fever'.

Word spread quickly and soon people came from miles around to watch and even compete in the tournament — and maybe, just maybe, take the title of 'SkitchQueen'. Most of the skating lingo hasn't changed, like Slam, Thrash, Burnt and not forgetting Rad, and they've thrown in a few new ones to confuse the real skaters out there who haven't done anything all winter apart from go to the pub and complain about the weather being too cold.

But it's still not as much fun as a pressure flip off the top of a six-storey car park (whatever *that* means... —Sub Ed).

some cliches aging console journos use in a pathetic attempt to relate to 'The Kids'.

What occurs is this: You happen to be an annoying little prat who spends a good deal of his 'life' on rollerskates and, with a few other like-minded chaps, think it's a good idea to race up and down the highways of North America, hanging off the backs of cars and jeeps (Skitchin' = skatin' + hitchin'), punching each other in the face and falling off ramps. Kids, eh?

Reckless in Seattle

All over the country right now, thousands of MEGA MACHINES readers are looking at the screenshots and their hands are mysteriously rising to their chins. 'Cor blimey O'Reilly!' we can hear you say. 'Isn't this remarkably similar to *Road Rash*?' Yes, folks, you'd be right!

You race through 12 north American cities, such as LA, Seattle and Denver, and have to finish in the top five to progress to the next

Daffy from a truck

The real skill involves slingshotting from car to car — getting in the slipstream of your ride and zipping ahead onto a faster one. The vehicles travel at different speeds and sometimes your ride stops for no apparent reason (which gets on your tits, big style). Combined with the fact cash is awarded on a per-skitch basis (a bit necessary, seeing as you need to upgrade your skates, equipment and pads in order to compete with the big boys in higher levels), it means flitting from car to car is essential.



And that's not all, roller freaks! There just so happens to be a multitude of ramps along the road, just waiting for you to jump, Evil Kineval-style. Points (and cash) are awarded, according to how well you manage to avoid scraping your face along the floor, and the styles of jump are many: the Karate Kick, the Daffy, Mobieus and our favourite, the Collect-Your-Nuts-Off-The-Floor-With-A-Dustpan-And-Brush.

There's also saucy split-screen two-player bladefoolery on offer, and a tournament mode offering road-related death for up to eight players. It goes without saying that hanging off the back of a car on roller skates isn't a sensible thing to do, and EA have slapped in a hefty warning at the beginning of the game. MEGA MACHINES agrees entirely with these sentiments and would like to add a further warning: Whatever you do, folks, please don't wear a bandanna. You'll only end up looking like the sad journo who's been on *GamesMaster* a couple of times, and what a terrible tragedy that would be.

MM

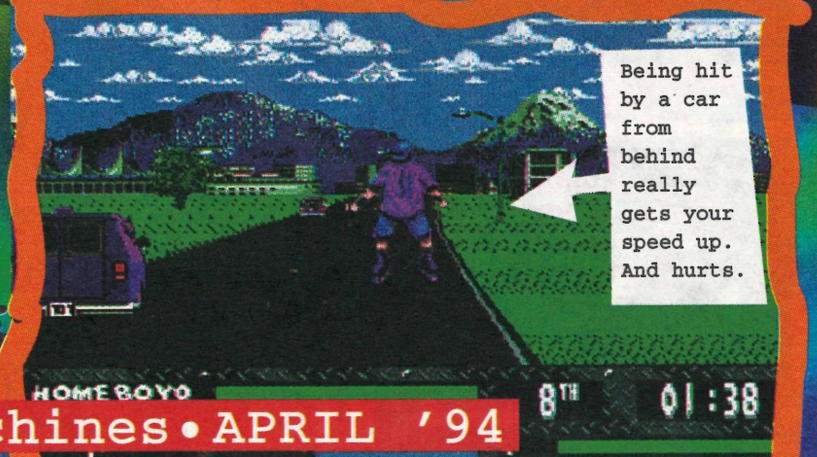




PUBLISHER	ELECTRONIC ARTS
PRICE	£49.99
RELEASE DATE	MARCH
SIZE	16 MEG

OPTIONS

PLAYERS	1-8
SKILL LEVELS	1
LIVES	1
CONTINUES	YES
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NAH
SPECIALS	

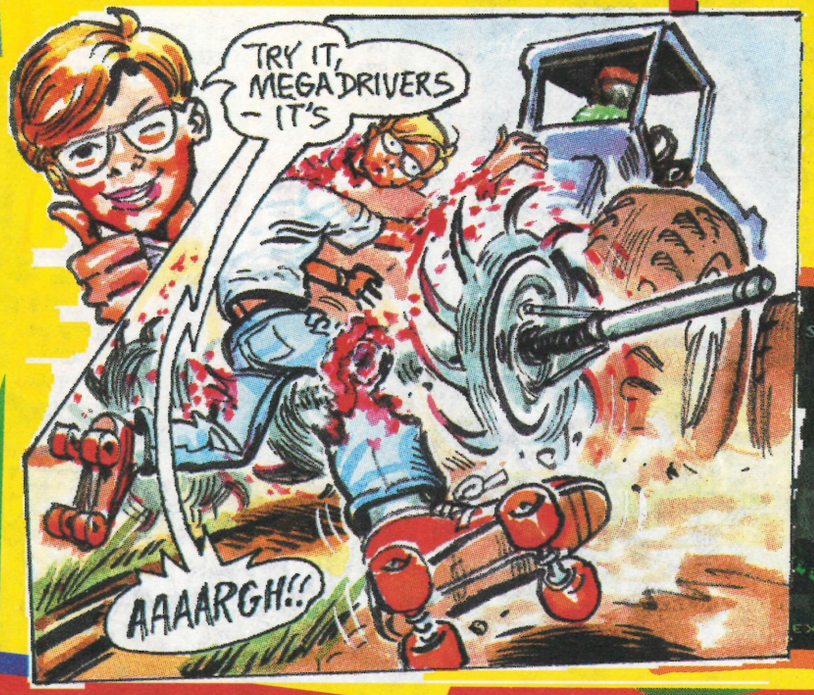


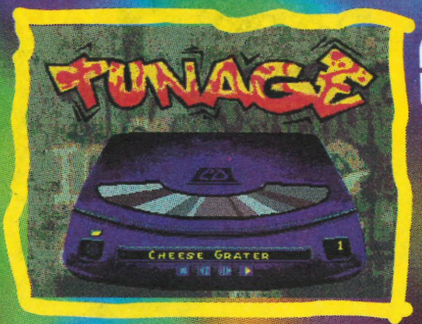






Warwick Hunt Says:









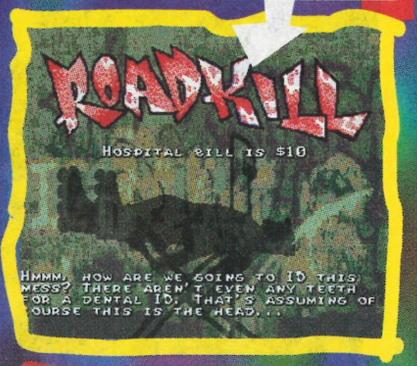
AL 35%

When I first saw preview shots of *Skitchin'*, I thought, 'Nishin'! This game looks like it's gonna be slammin'! I always thought *Road Rash* was a bit nangin', so the idea of it on skates is just, well, chippin'. When I first had a go, the presentation and set-up was so gleamin', I was frothin', foamin' and spazzin' out to have a go. It looked bangin'!

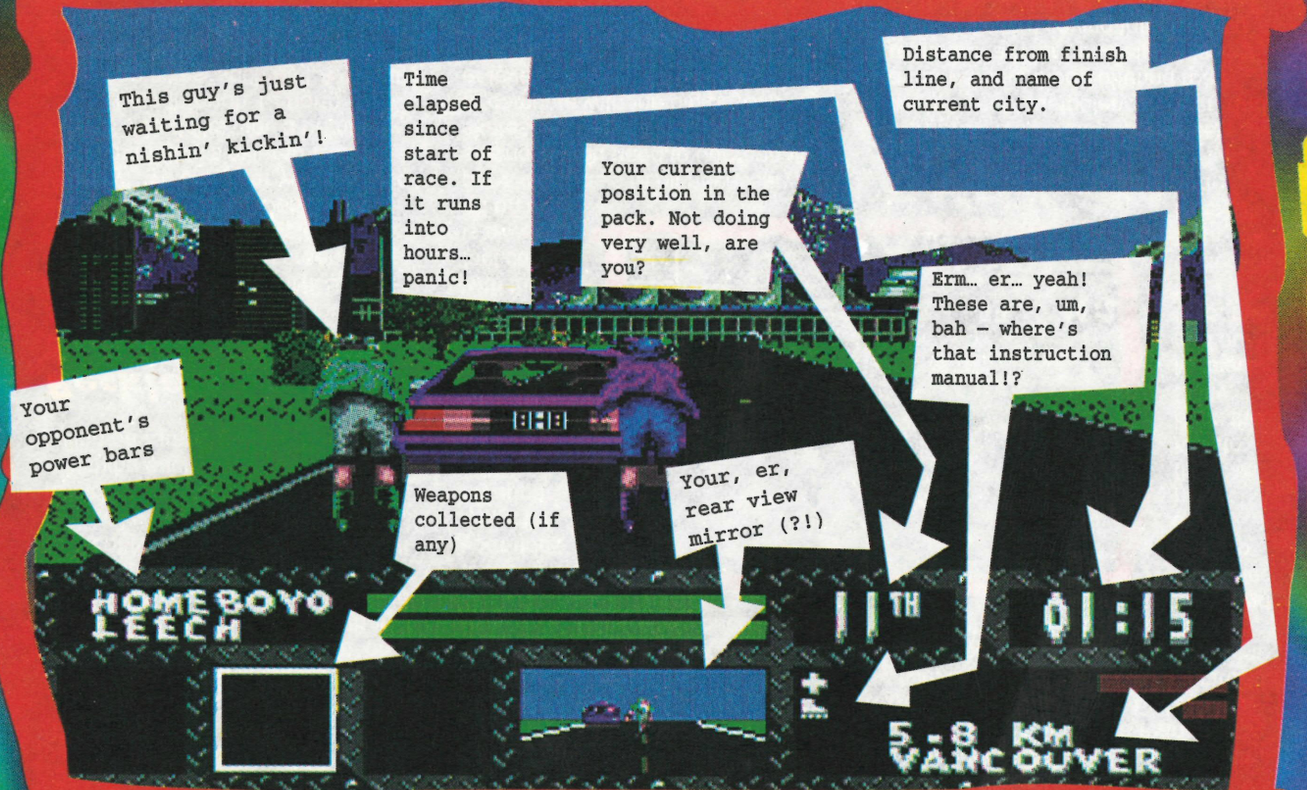
But something unexpected happened. The gameplay wasn't in the slightest bit ripplin'. In fact, to be blunt, it was mingin'! You either grab hold of the first car that comes along and go zippin' home in first place, or the cripplin' controls keep stickin' and nothing happens till you're squelchin' under the wheels.

Sorry for all the dissin' and bitchin', but the chuffin' crap grunge music left me cringin', and the wangin' fiddling around left me nashin'. Perhaps they should call it *Shorin'*, 'cos it's b*orin*g and *sh*ite.

Sad Day! Too much road related grief leaves a hefty dent in your BUPA account.







GRAPHICS	73
SOUND	81
PLAYABILITY	75
LASTABILITY	65
ORIGINALITY	52
OVERALL	50

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- Select/Start buttons
- Independent Autofire (Plus selectable rapid-fire)
- Six-foot connector cable
- Six button version for Sega available end '93.

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£18.99 inc. VAT.



FreeWheel

Can you imagine Nigel Mansell using a joystick to control his car around a high-speed track? Probably not. That's why we came up with the FreeWheel. Just plug it into your computer joystick port and experience the real sensation of driving!

- Suitable for all types of driving and flying games
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LG4 08 10 93

NORMY

Oh no! The beach babes who scruffy Normy leches after have been scattered throughout time, and only his court summons' can retrieve them from their captors.



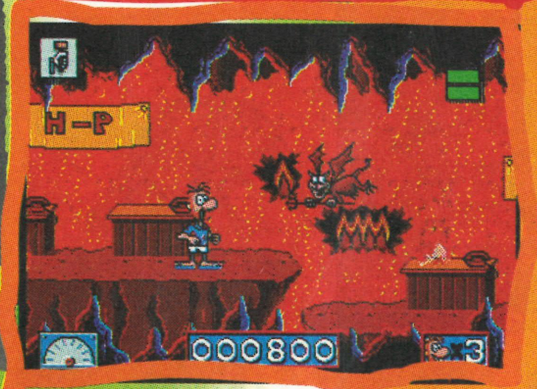


PUBLISHER	ELECTRONIC ARTS
PRICE	£39.99
RELEASE DATE	OUT NOW
SIZE	8 MEG

OPTIONS

PLAYERS	1
SKILL LEVELS	1
LIVES	3
CONTINUES	2
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	YOU WOT?!







AL 63%

Oh dear, folks, it's another platformer come to rain badness upon my day. Perhaps it might be a good idea to go and get my hand stuck in the coffee machine for a couple of hours, or spend the rest of the day on the utterly nishin' *Super Street Fighter II* machine ensconced in the office not ten feet away from me. Oh sod it, I'll give it a go, but I'm not gonna enjoy it...

Two hours later...

See? Told you I wouldn't like it! The problem with *Normy* is the same one all platformers suffer from — the same baddies and platforms in the same places at the same times (this comment's getting a bit 'samey', Al —Sub Ed). Of course, better platformers like *Sonic* get around this by giving us more to do, lots of secret places to explore, an interesting central character and generally being big and sexy. Normy, by and large, isn't.

It's the same ol' game every time, and it's made worse by the hair-pullingly frustrating pixel-perfect positioning required on certain bits. This isn't automatically a bad thing for expert platform freaks, but I mean, who's gonna buy this when *Sonic 3*'s about to hit the shelves? Not me. And not you, either.



JAMES 62%

Let's face it, the legal system is boring and no amount of episodes of *LA Law* is gonna convince us otherwise. Hands up all those people who did Law GCSE 'cos they thought they'd be doing projects on the Kray Twins and the electric chair, only to be bored senseless by test cases about some prat moaning about next door's poxy apple tree hanging over his fence?

Yaawwwwwwn! Time for a good doss in the bogs, or nip home to watch *Going For Gold*, eh folks?

Anyway, up pop our our old mates Electronic Arts with *Normy*, in an attempt to make the legal system a tad more interesting. Norman's a part-time process server from the Push, Down and Turn law firm, which is a job comparable in its crapness to shelf-stacker in Satan's Supermarket.

It's Cilla 'ere

Basically, he has to deliver summons to eight different geezers from the mists of time, 65,000,047 BC to 1973 Transylvania, and to do that — can you guess? He has to navigate a load of platforms. Surprise Surprise! The unexpected hits you between the eyes!

There's the obligatory array of weaponry strewn over the assorted levels, such as a mallet with a dead chicken inside it (we kid you not), exploding stones and spears, and a dollop of puzzlyness lumped in for good measure.

For example, there's this hefty dinosaur's head blocking the way, and the only way you can past it is by giving a woolly mammoth a good pasting and smashing the egg underneath it to reveal a baby dinosaur, which you then lead to its mother. Oops! Spoiled it for you! Never mind.

MM

Supermarket.

weaponry strewn over the assorted

smashing the egg underneath it to

for you! Never mind.

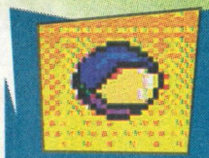
Take away the fact that *Normy* doesn't play very well, scrolls badly and isn't particularly exciting, and it'd be quite a good game. Er, but it's not!

What we have here is a run-of-the-mill platformer — the kind that rears its ugly head between major releases. I find it very difficult to get worked up about games which involve running from left to right, with the occasional bounce thrown in. Even the weaponry, usually my favourite part, is a complete non-event.

Your comedy spring-loaded boxing glove-hammer is all very well and good the first time you encounter something nasty. After a few glasses of Auntie Mable's home-made wine, it might even give you a laugh. But it's not the most controllable of weapons, and the unpersevering will give up long before decent firepower comes into play.

The graphics aren't bad at a glance, but the animation isn't up to scratch. The scrolling, for instance, does a funny little leap every now and then, which makes your eyeballs bounce in opposite directions.

Normy isn't my idea of fun. This one won't even tickle the underside of the Top Ten.



Bonus points



Hammer thingy



Health points



Keys



Restart point



Stone weapon

FINGS WOT YOO CUN GET



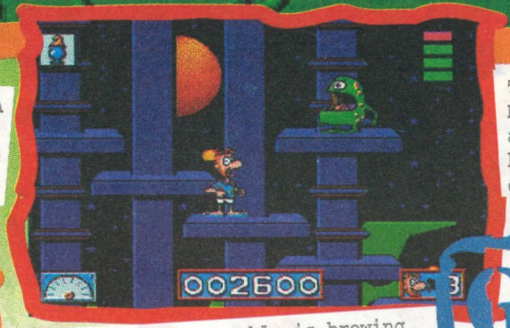








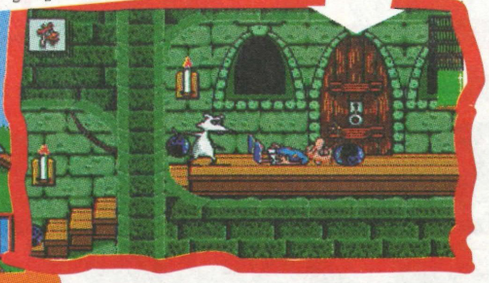
Perhaps 'Get A Life!' would have been more appropriate?



There's just something about Normy that screams 'Rolf Harris' at you. Hmm, maybe it's the way he bores seven shades of shite outta anyone he meets?



Deep inside Dracula's castle, trouble is brewing. The rats have formed their own union and are demanding more squalid living conditions. 'We want better graphics, too!' is their battle cry…



GRAPHICS	80
SOUND	76
PLAYABILITY	70
LASTABILITY	65
ORIGINALITY	58
OVERALL	63



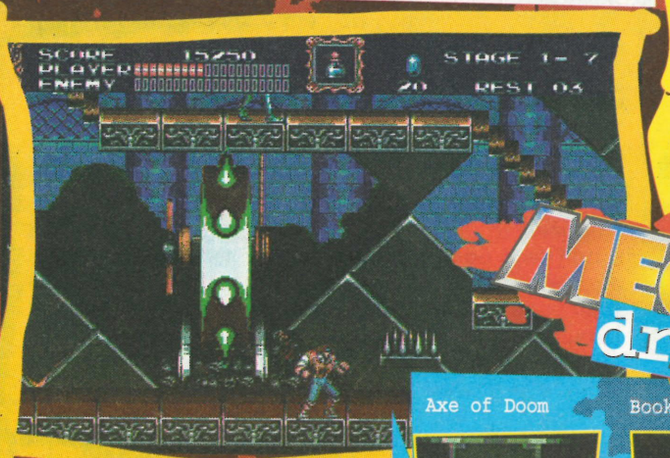


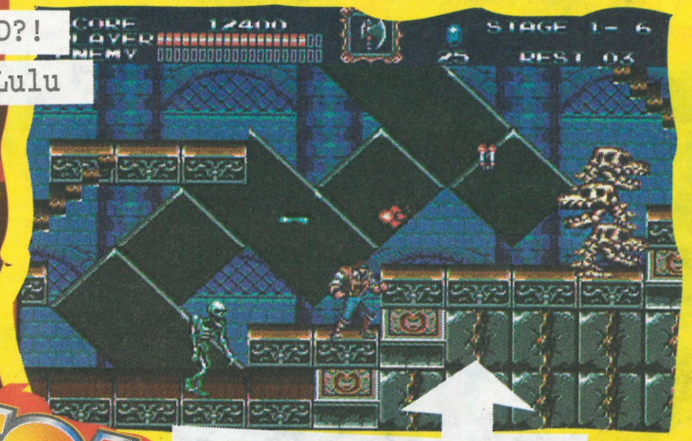


platform review

Castlevania The New Generation

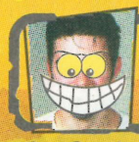
What's this? A Nintendo fave on the MD?! Gobsmacked, we were. What next, eh – Lulu singing on a Take That record? Um...





All the world's a stage, so the saying goes, but in *Castlevania* you'll find that most of it's made up of platforms...

MEGA drive!



JAMES 83%

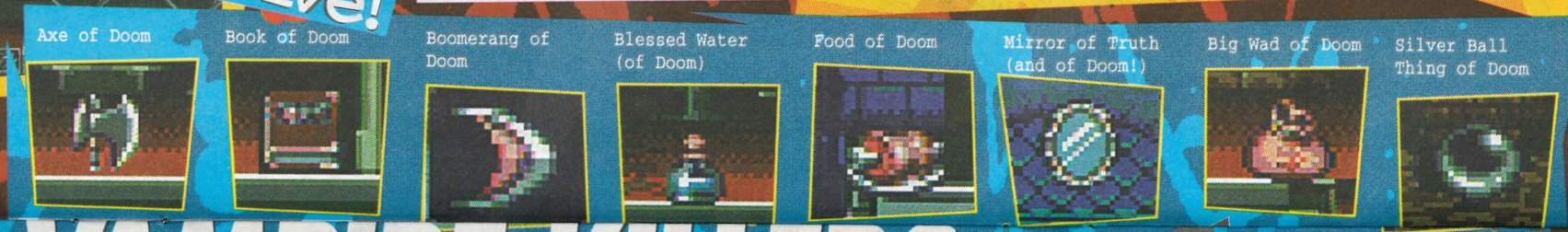
Yay, top slice 'n' dice action. I'm no stranger to the *Castlevania* clan (he says in a bragging, I've-been-there-and-bought-the-T-shirt kinda way). Yes indeed, my sad, dim and distant past involved a certain 8-bit grey lunchbox.

Like a lot of Konami games, it doesn't look that impressive during early stages. Things usually hot up from the first boss onwards. And if there's one thing Konami are good at, it's making end-of-level guardians that would be perfectly at home in a Clive Barker movie or your average metropolis of doom. They're big, hard to beat and scare the hell out of young children.

Castlevania has been well thought out. I only found a couple of bits where you couldn't avoid damage (a major plus) and the secret bits are so well hidden you're most likely to find them by accident.

If the weaponry was a bit more controllable and there was an occasional drop of gore, this would be a right stunna. It ain't perfect, but it's still a bloody good game.

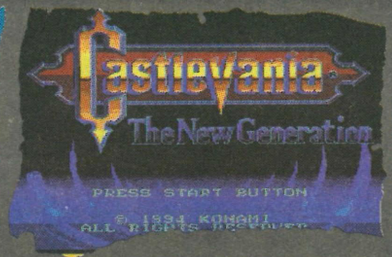
Remember *Animal Magic*? That ye olde children's programme presented by the loveable Johnny Morris?



VAMPIRE KILLERS



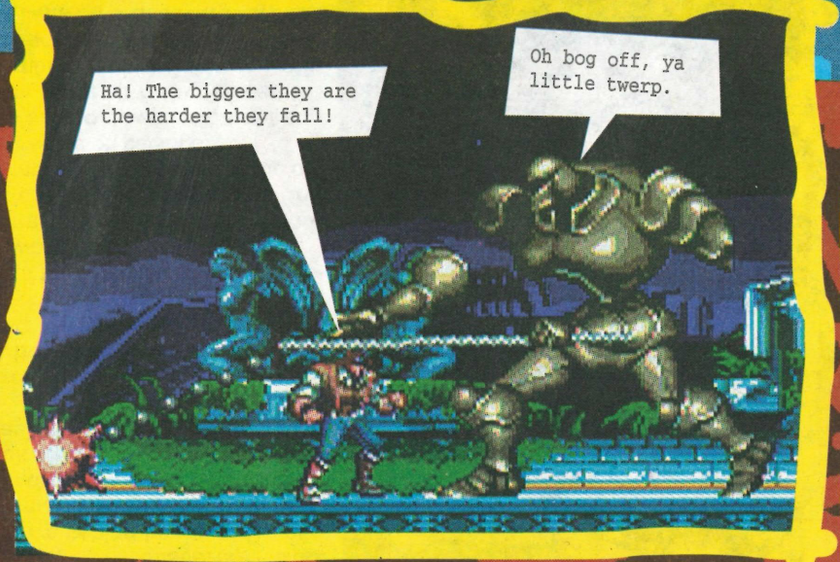
Doomed if I know, mate, but it sure makes your whip more of a cracker…

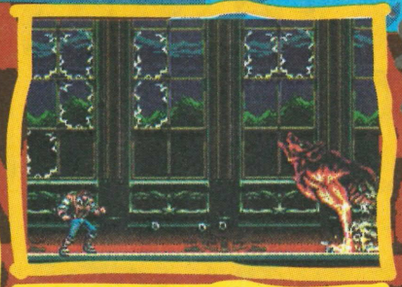


PUBLISHER	KONAMI
PRICE	£39.99
RELEASE DATE	MARCH
SIZE	8 MEG

OPTIONS

PLAYERS	1
SKILL LEVELS	2
LIVES	1-5
CONTINUES	1-3
PASSWORD SYSTEM	UH-HUH
BATTERY BACK-UP	IS THE POPE WELSH?
SPECIALS	A MATTER OF OPINION







Wholesome viewing, wasn't it? The short, rounded Johnny would take us on a violence-free walk through the animal kingdom, pausing to examine fluffy animals which he'd give comedy voice-overs. It was brilliant! Sheer entertainment! And it never frightened the kids.

The aforementioned Mr Morris has been keeping pretty much to himself for the last ten years or so, until… WHAT THE DICKENS?! Could this really be? Mr John Morris takes the lead in the Mega Drive's *Castlevania* adventure?

Actually, it's not him at all, they've just got similar names — but you can hardly keep a red hot jape like that under your belt, can you? Ahem. Suppose we'd better start again.

Aaaand go!

Er… At last, Konami's fabled *Castlevania* series has made its way to the Mega Drive. Prepare to enter a twilight world of vampires, monsters and the undead. Prepare to face creatures from your worst nightmares in a unique platform adventure which takes you from deepest Transylvania to the fog-shrouded streets of London as you attempt to destroy Count Dracula himself.

The *Castlevania* series has spawned some of the most popular Nintendo games over the past few years and it was inevitable Konami would eventually produce a version for Sega. With NES and Super NES versions receiving rave reviews (and the PC Engine game *Dracula X* going great guns in Japan), you can bet that *Castlevania: The New Generation* is packed to the brim with special features.

Set many decades after the adventures of famed vampire hunter Simon Belmont (no relation to the Vauxhall Astra saloon of the same name), it focuses on two new heroes: the whip-wielding John Morris — subject of the cruel, yet humorous joke earlier in the review — and the staff-twirling Eric Lecarde. ▶▶▶







At the end of each level you get a password screen like this. Odd, isn't it?







AL 59%

Can you believe that another, poorer quality magazine gave this 90%? What are they *on?* They must have reviewed a different *Castlevania* to me — or perhaps, as I suspect, I've played the finished game and I'm not obliged to lick the software house's bum, because this is nothing more than another dull, repetitive and (quite aptly) lifeless platformer with only one redeeming quality: the excellently fluid end-of-level bosses.

There's nothing particularly wrong with *Castlevania*, but Jesus! Where's the fun in playing games like this, eh? I should be having a whale of a time, getting paid to play the latest releases, but this bog-standard lurch through level after level didn't turn me on in the slightest.

After the release of such killer games as *Lethal Enforcers* and *Zombies*, this has let the side down rather badly and, speaking personally, any mag who recommends its readers to lash out a hefty amount of wages or birthday/pocket money on something as mediocre as this needs a broomstick up its arse.

First a film, then a Chinese...

These two blokes have got a date with destiny as they set out to stop the fiendish Elizabeth Hartley before she can resurrect Dracula. If the Count is revived, he'll spread his reign of terror throughout the land once more (not to mention go around biting people).

Your task is to guide one of the heroes through six fiendish levels, tackling ghoulish creatures, tricky traps and massive guardians. The style of play varies from level to level; some scroll vertically while the room slowly floods, others scroll left to right.

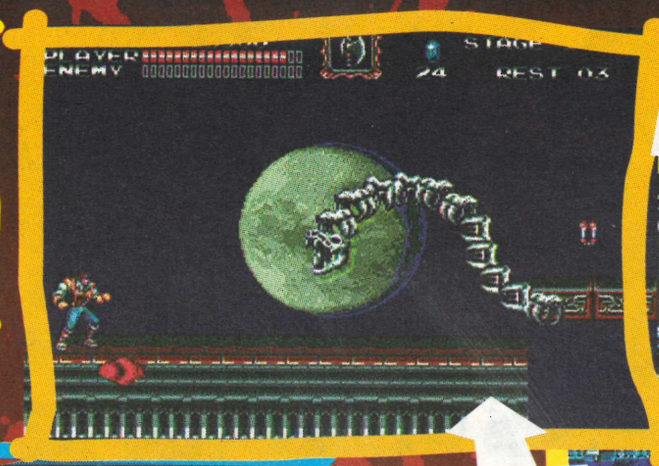
You never know what to expect. One minute you're happily walking along, then without warning the sodding floor starts to explode.

Most of the levels boast end and mid-level bosses. All are big, bad and highly unlikely to appear on TV before the nine o'clock watershed. But enough of this meaningless waffle, let's find out what everyone thought.

MM

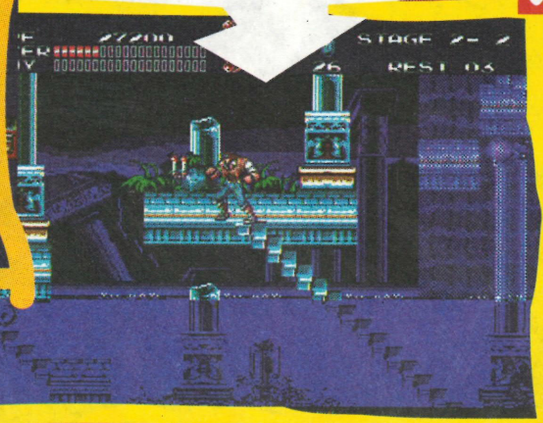


Now that's what you call edutainment! Kill baddies, collect goodies, AND learn about the European continent as you go! Ooh, mum *will* be pleased...

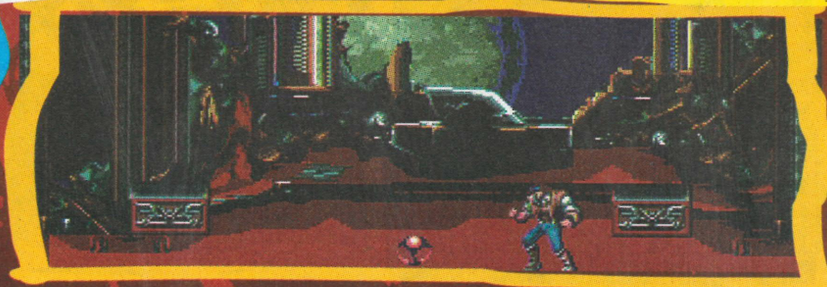


'Ere, Johnny. I swear that girt big snake-type thing just mooned at you!

The watery levels are by far and away the trickiest – one slip and into the drink you go, losing 'uge wads of energy by the second. Jump out quick!









ADE 67%

Well, well, well. I think James is a member of the 'Be Nice To *Castlevania*' club. It's not bad, but if he plonked a Mega Drive behind hoops of fire and offered me 50 quid to jump through 'em and play the game, I'd employ a stunt double and get *him* to risk life and limb while I went in search of a platform hack-'em-up that didn't look so outdated.

I mean, get a grip. Was that a Mega Drive I was playing or a Commodore 64?

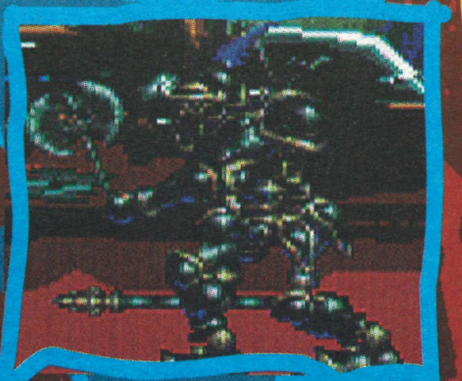
There's a real mish-mash of sprites in *Castlevania*. The majority are small and hardly worth shouting about, but every now and again a big bleeder bounds out of the water, or struts his funky stuff at the end of a stage, and wows us with nifty animation and a splash of colour.

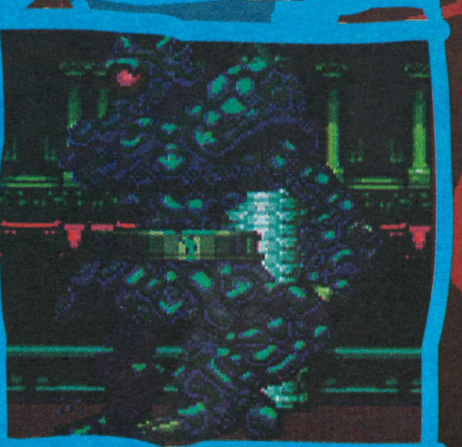
The backgrounds are nice and some of the foreground stuff is really well drawn. Check out the Leaning Tower of Piza, for example.

The whole caboodle *is* playable — one of those you can get your fangs into straight away. Both characters are easy to control. Eric uses his spear to lift himself off the ground and avoid attack, while old Johnny boy uses his whip and hook to grapple on ceilings.

Sadly, halfway through Level 3 I was stifling yawns left, right and centre. There *are* variations in gameplay, such as racing across the screen as the ground crumbles and climbing dizzy heights as water rises, but all in all, things got a little too samey for my liking and, after a few plays, I wasn't tempted to visit Dracula's decaying fortress again.

Reading back over this comment, I'm *still* not sure about *Castlevania*. There's just something about it that doesn't shout 'Excellence'. I've seen some folk rave about it; maybe they're on something. Thanks, but no thanks.



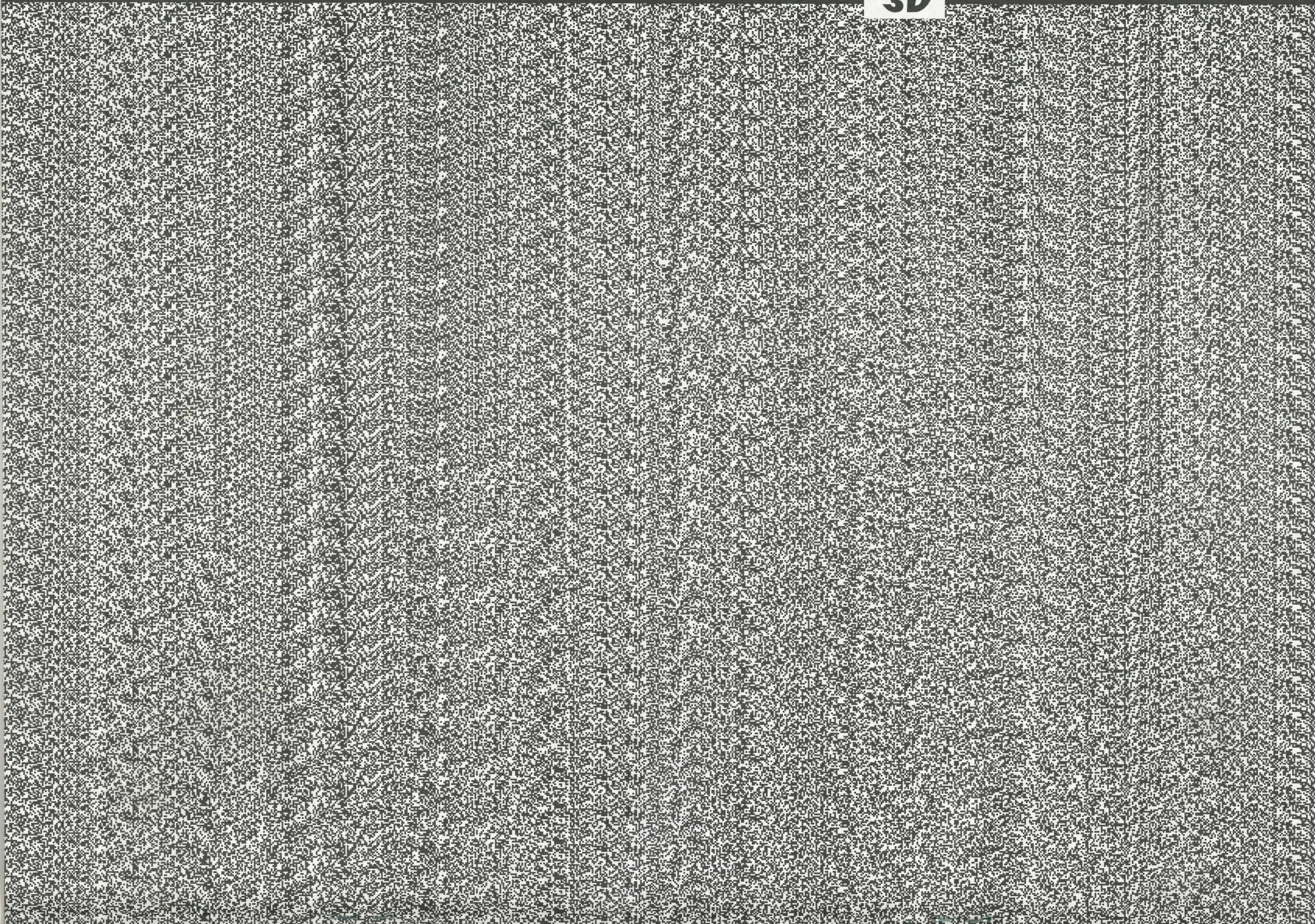


GRAPHICS	92
SOUND	83
PLAYABILITY	77
LASTABILITY	69
ORIGINALITY	72
OVERALL	70



This special MEGA MACHINES 3D Poster was only made possible by the fact that we're too ruddy clever for our own good! To get the most from it, stick it to a flat surface, and stand about three feet away — the image you will see should look like this:

MM 3D

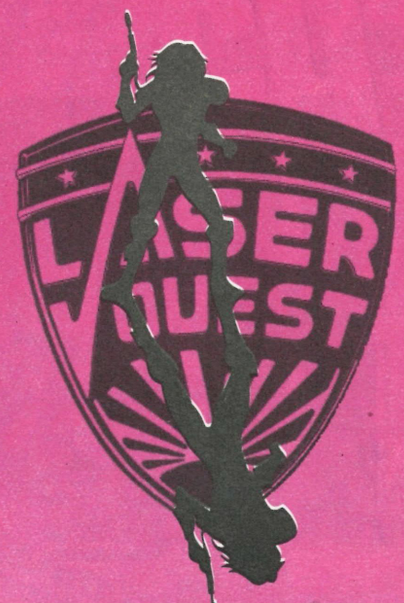






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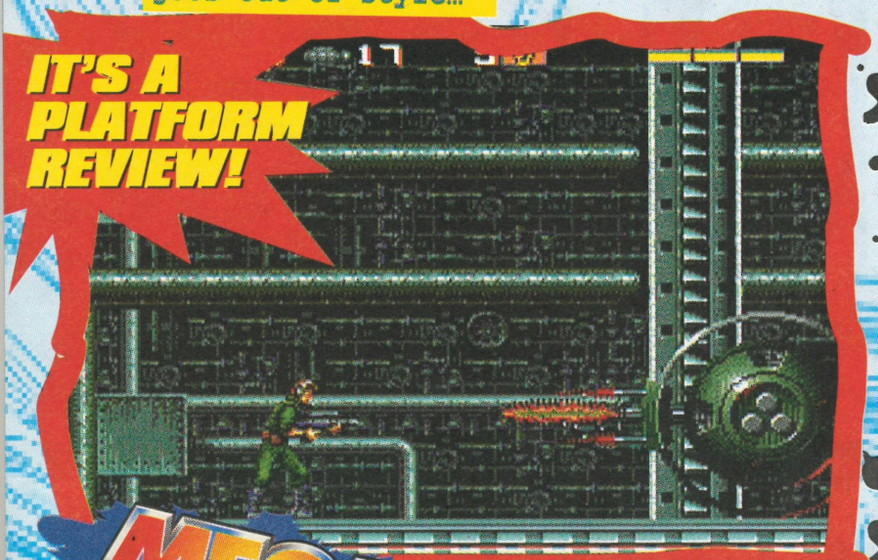


IT'S MORE THAN JUST A GAME

THE TERMINATOR

CD

Hang on, Virgin – wasn't the *Terminator* movie released TEN YEARS AGO? A little late for a tie-in, then, but luckily nostalgia never goes out of style…







PUBLISHER	VIRGIN
PRICE	£40-ish
RELEASE DATE	APRIL
SIZE	SMeg (heh heh!)

OPTIONS

PLAYERS	1
SKILL LEVELS	4
LIVES	4
CONTINUES	YES
PASSWORD SYSTEM	NO
BATTERY BACK-UP	NO
SPECIALS	CD-QUALITY SOUND



JAMES 75%

By 'eck, I love these run-around blastin' larks. And *The Terminator CD* is a smashing example.

In some areas, gameplay could be a bit more demanding. For instance, on a couple of levels it seems like you're playing an elaborate game of hide and seek with the level exit, not on a quest to save the human race. There isn't a big challenge and under no circumstances should players tweak the

The *Terminator* game more or less follows the plot of the film — with some use of artistic licence, of course. You start in the year 2029, in downtown Los Angeles. The all-powerful Skynet computer has got its chuff up about something and is trying to wipe out the human race… Whaddayamean, you haven't seen the film?!

Okay then, let's go back a bit further. Skynet was designed by Cyberdyne Systems as protection against nuclear attack. But the system got wise (god, this is good stuff) and realised the real enemy was the human race. Skynet launched a nuclear strike on the Soviets, knowing that their retaliation would wipe out its enemies over here. And it almost did.

Out of the rubble emerged a resistance group, led by John Connor. They began to kick Skynet's butt, so as a last line of defence, the super-computer thought, 'I know, I'll totally kill John Connor's mum!' But John is hip to Skynet's groove and sends his mate, Kyle Reece, to protect her.

Time for action

First he has to trudge around the future, destroy a nuclear reactor and find the time travel gear. Then he zips back to 1988, and from then on it follows the plot of the film. Er, kind of.

This arcade platformer is packed with punks and Skynet's

are some fancy video clips from the movie, too, but as for the way it plays, hey, my job's done. It's time for the reviewers to earn their money…

MM







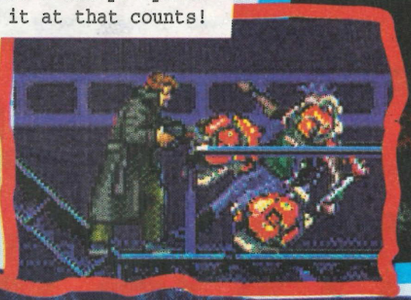
difficulty setting below Medium. If you do, it's possible to breeze through on your first go.

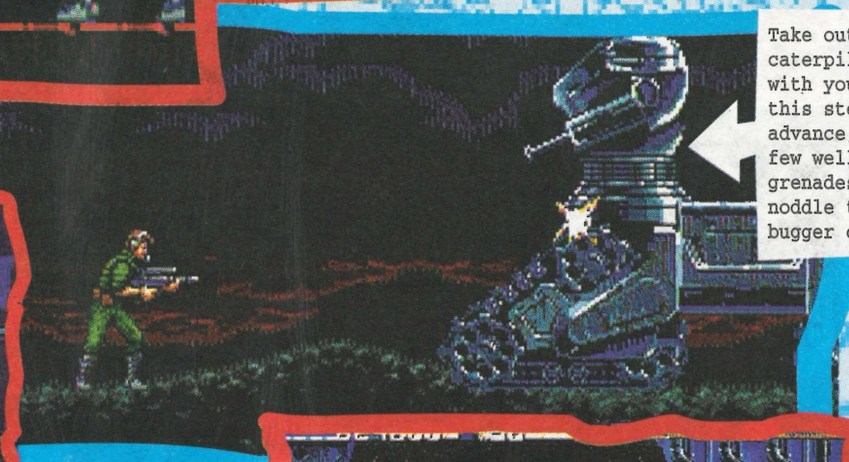
As for the full-motion video bits, they're not only pointless but look, er, shite. But the soundtracks, wow! They're not your average, run-of-the-mill bleeps and thwerbles, we're talking actual music, played on real instruments. Whatever will those Virgin bods think of next?

I wouldn't say this is the best platform game I've played and it's by no means the biggest — that's the only thing I can hold against it, in my book. Unfortunately, it's a major factor when you want value for your 40 quid. Shame, really, 'cos what's there is bloody good.



It's not how big a weapon you wield, it's who you point it at that counts!





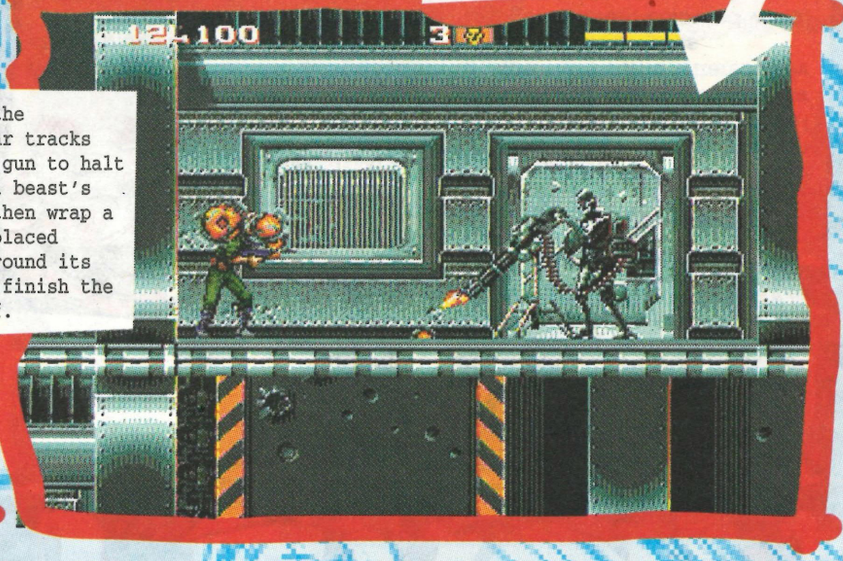
Take out the caterpillar tracks with your gun to halt this steel beast's advance, then wrap a few well-placed grenades round its noddle to finish the bugger off.

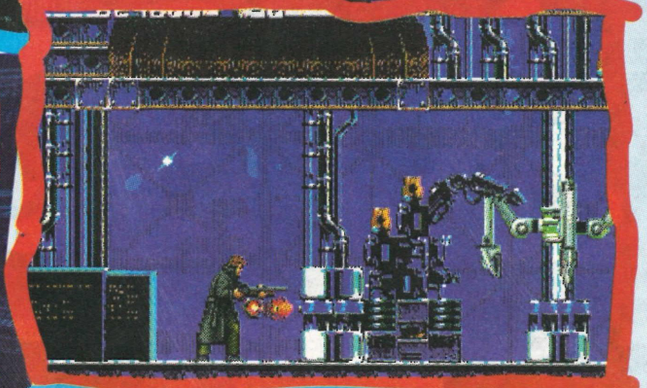


Terminator robots, all gaggin' for a couple of rounds from the collectable weapons. The levels are almost maze-like and your job is to get to the end safely, where you invariably find something big with slightly larger guns than you.

The soundtracks come to you in glorious CD stereo, and needless to say they're all bloody great. There

'Let's see you dance, sucker!' Kyle confronts a terminator with a sense of humour, and performs his exploding head trick to break the ice…









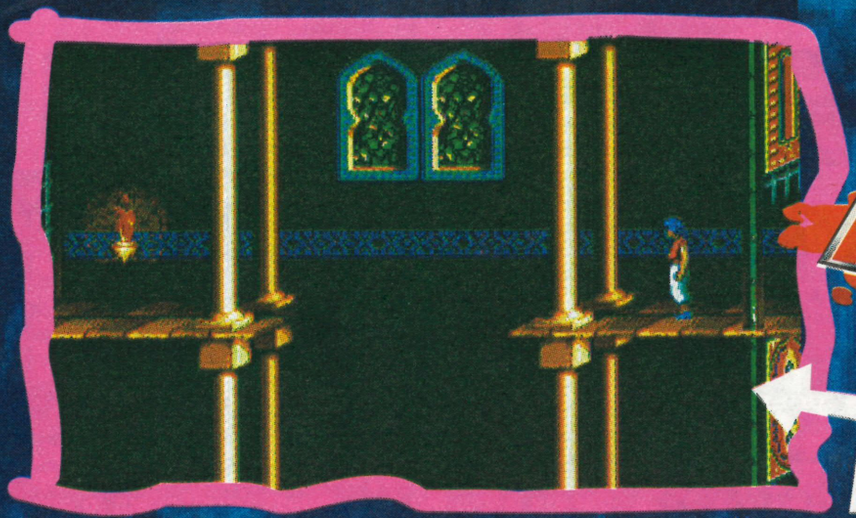
STEVE 79%

What a neat little game, but there's one burning question that I *have* to ask: *why CD!?* As far as I can see, it's only the soundtrack and FMV film clips that need the space a CD can offer and, seeing as every last one of the digitised scenes from the movie are rendered practically unwatchable (due to the colour limitations of the Mega Drive), it's only the admittedly snazzy rock soundtrack which benefits.

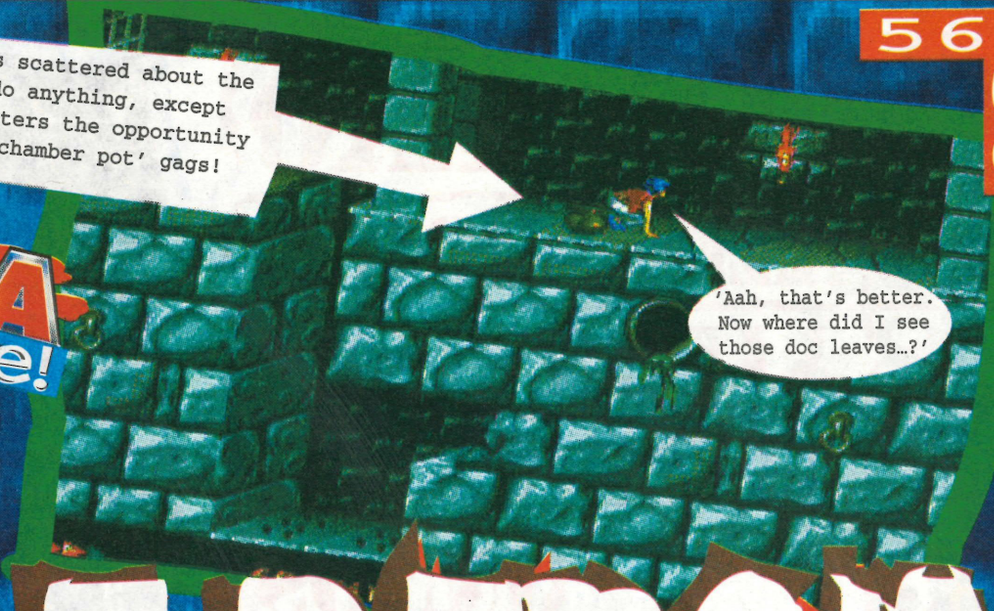
The game itself is a straightforward platform shoot-'em-up — and what it lacks in firepower (the available weapons are sadly unimpressive) it makes up for in other departments; levels are large and well thought out, while the graphics ain't too shabby either (although animation is pretty unremarkable).

As it stands, *Terminator-CD* is a bit of a mish mash. I wouldn't go so far as saying that the licence has been squandered, although playing it you get the feeling that many opportunities have been missed. A pity, really, as the foundations for a really cool blast are clearly there, only they haven't been built upon as well as they might. Shame.

GRAPHICS	78
SOUND	95
PLAYABILITY	79
LASTABILITY	51
ORIGINALITY	30
OVERALL	77



The various pots scattered about the chambers don't do anything, except give caption writers the opportunity to crack a few 'chamber pot' gags!



MEGA drive!

Being a window cleaner in those days was a *bitch*...

PRINCE OF PERSIA

No way, Mr Loon Pants! You can't pass yourself off as a new hero, regal or otherwise. We've got your number, sonny...

PLATFORM REVIEW



PUBLISHER	DOMARK
PRICE	£39.99
RELEASE DATE	OUT NOW
SIZE	8 MEG

OPTIONS

PLAYERS	1
SKILL LEVELS	15
LIVES	INFINITE
CONTINUES	NONE TO SPEAK OF
PASSWORD SYSTEM	UMM... YES
BATTERY BACK-UP	ER... NOPE
SPECIALS	ELECTRIC WINDOWS

Prince of Persia has been around for what seems like years. It's available on virtually every format under the sun and has finally cropped up on the Mega Drive. Video game veterans will groan upon hearing its name, but for the rest of the world, this is what it's all about...

Once upon a time there was a fit bir... er, princess. And one day, the... No, sod it. These fairy tale scenarios are too cheesy for words. Basically, the main geezer has hopped off to trash something or someone, and won't be back for a while.

The bad guy of the plot has been left in charge. In this case, it's Jaffar



A nasty scrape here, in fact, *he's got to pray just to make it today!* Hee hee hee!

Don't go near that corpse, mate - *U Can't Touch This!* Ah ha ha ha!





MILO JACKSON THE VOICE OF REASON!

55%

While on an archeological dig in Egypt, I came across an extremely old object. Believe it or not, it was a game cart. Enscribed on its side were some letters. They said *Prince of Persia*, so I played it and here are my discoveries...

The graphics are just a tad repetitive. You get different coloured walls, spikes that dissect you, fresh swordsmen who try to stop you in your path and that's about it.

Hang on, I forgot that good old sprite himself. He can jump and he can run, but it's the way he does it that makes him so special, from massive leaps to tip-toeing between deadly spikes. Sound is a bit crap — a little tune in the background and a few sound effects when collecting the sword or a potion — and when you're killed, of course.

The gameplay can be a bit of a let-down. Misjudge a jump and fall and you lose lots of energy or die, which sends you all the way back to the beginning of the stage. You have endless lives and a password at the end of each level, so lastability ain't too hot, either. *Prince* is a bit of a dog.

— aptly named for his huge orange turban, bitterness and being a bit of a fruit. He's stashed your bird in the top of the palace and used his magicness to, er, magic an hourglass from thin air — and that acts as your timer.

Our guy, sporting the latest Nike turban and baggy Hammer pants, has been thrown in the dungeon by this Jaffar fella. This narks him off somewhat, 'cos he loves the Princess and digs the idea of marrying her, which would make him a prince — even better than her father owning a brewery!

Once again, the sands of time have run dry

Your task is to endure what will seem to be endless running, leaping and death sequences by guiding our geezer through the palace dungeons, then on up to rescue the Princess.

But nay, there is more. Thoust willeth find magic potions and a blade to stabbeth thine enemyth (or something like that).

Prince of Persia is therefore an elaborate maze-type puzzler. Invariably, things have to be collected in order — for instance, you won't be able to get past a certain bit without finding the right object. You know the score.

There's no messing around with lives. They're infinite. The only thing that holds you back is the timer, and once that runs out, well, what Jaffar does to your future missus upstairs doesn't bear thinking about.

MM



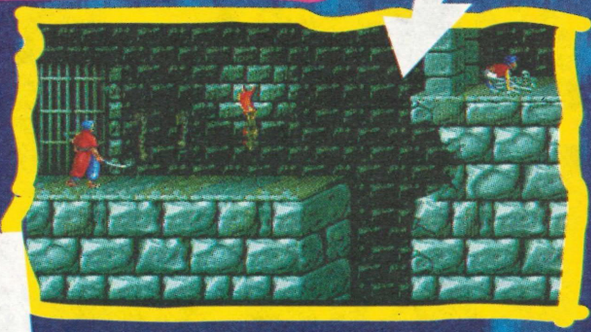
Obligatory Map Bit

(Well, you gotta give the YTS lads summat to do, innit?)





Startling, eh? Different coloured bricks!



Ha! Silly Sword-man. I fart in your general direction!



JAMES 62%

The toughest things to get to grips with here are the controls. First impressions are that they suck! It's difficult to judge step and jump distances, which invariably sends you charging off the end of platforms, lunging into palace guards and jumping from completely the wrong place. I've got to admit, after the first 20 minutes of play, I was thinking this guy had better get used to celibacy, 'cos the chances of me reuniting him with his bit o' shag were virtually non-existent.

Graphically, *Prince of Persia*'s starting to show its age. The platforms are clear enough, but up against the likes of *Another World* and *Flashback*, it looks like it had the same decorators as most 1970s shopping malls. That's not to say the dungeons should be kitted out like a heritage home, just the odd touch to break the monotony.

To me, the challenge didn't seem to be one of finding your way around, more getting to grips with the erratic controls. Your path through the game is simple; getting the bits you need to see you on your way, though... that's a different matter

The Ponce of Persia is too dated and lacks the detail to stand it in good stead on the shelves. Had it been jazzed up a bit for its late arrival, maybe I'd be singing a different tune — one with a slightly quicker tempo and a tambourine in the background, something by a popular rock band. Status Quo, perhaps? Oops. It's medication time again.

Even walking through these spikes is fatal — you must use the soft shoe shuffle to avoid injury...





AL 53%

Aw, nooooooooooo! Another cack game limps its way onto the Mega Drive, the place where old Amiga games go to die, but this one well and truly takes the biscuit, if not the whole packet. *Prince of Persia* may have been praised to the skies in its original format, but that was around the time that Bros were, too, and Mega Drive owners have the right to expect better, seeing as they're expected to fork out 25 quid extra (*Prince of Persia*'s been released on budget for the Amiga).

But deary me, Uncle Tony, if it isn't the same old puzzly platform flange we've grown accustomed to over the years, without the interesting playable bits that separate the good from the poor and about as welcome as a repeat showing of *Albion Market* — ie, not very.

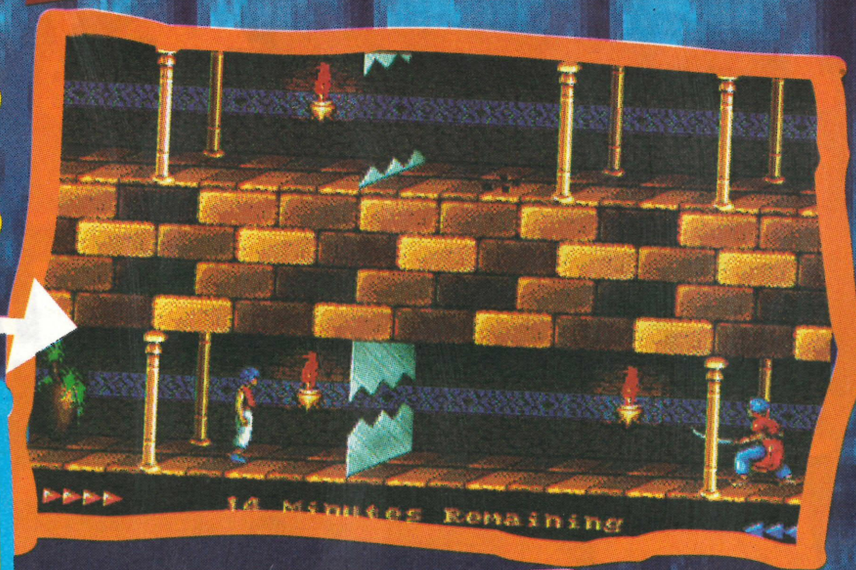
Straight up, I can't think of any reason for anyone to buy this game, *ever*. Not even the Prince of Persia's mam would be arsed with it. I dunno, why do they bother sometimes, eh, these software houses? Don't buy it, don't buy it, it stinks when you fry it.



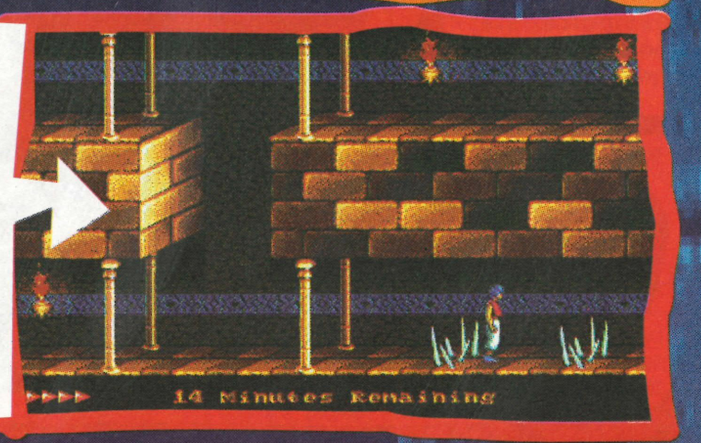
GRAPHICS	65
SOUND	62
PLAYABILITY	54
LASTABILITY	71
ORIGINALITY	30
OVERALL	59

Here we see the Iranian version of *Fun House*, where Pat Sharp has to wear a turban to hide his offensive hairstyle.





Columns like this are hard to fill cos you can't use big words or you run out of s



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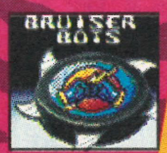
HE IMP 9

sports sim review!

mutant league hockey

Is *Mutant Hockey* in a *League* of its own? Or are EA just skating on thin ice? And why haven't we used the word 'puck' to comic effect in this intro?















Ooo, that looks like a bad one. The other problem with falling over is that it leaves an embarrassing damp patch on you trousers.

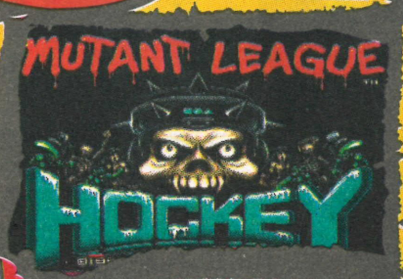
ooh, let's say, that really annoying one in East 17, it'd be rather amusing. Well, hilarious to the power of 10, actually.

Anyway, less of our button to either shoot, or charge at the other geezers. That concept has stayed the same, with a few new tricks. Using the [A] button makes your bloke swing a punch (or an axe, or a ball on a chain, or a chainsaw, or whatever weapon you manage to pick up off the ice), and all of your players (be they trolls, robots or skeletons) opposition away in a fashion not usually deployed by the nastiest NHL player.

Not only that, but the crowd are Millwall-like in their demeanour and lob onto the rink various speed-up and health power-ups, money with which to bribe the ref, and your common-or-garden Molotov cocktails, which you can kick around to your heart's content (or until you get your stat's? You got it! You want 4-player action? You got it! (if you have EA's 4-way tap, that is). You want a league? You… don't got it, unfortunately, but if you like the sound of it, don't worry, we won't think any less of you. Honest. (muttering) Sick bas…

MM





PUBLISHER:	EA
PRICE:	£44.99
RELEASE DATE:	MARCH
SIZE:	16 MEG

OPTIONS

PLAYERS:	1-4
SKILL LEVELS:	N/A
LIVES:	N/A
CONTINUES:	NO
PASSWORD SYSTEM:	YES
BATTERY BACK-UP:	NO
SPECIALS:	FOUR-PLAYER ADAPTOR



AL 70%

I dunno. Perhaps I was expecting too much from the company who brought out the phenomenal *EA Hockey* series, and the impressive *Mutant League Football*. Perhaps I was expecting them to take the standard *EA Hockey* game engine and glom it up big stylee. But sad to say, it didn't turn out that way, and I was a teensie-weensie bit let down to say the least.

Its main flaw is its speed. Or lack of it. After being bowled over by the smoothness of its more authentic predecessors, I wasn't prepared for the jerkiness of the sprites. Obviously, with all the extra badness going on, it's bound to slow down a bit, but lordy! Them sprites were staggering and wobbling all over the shop in a most disheartening manner which, after being used to *NHL Hockey*, was a bit like playing a single at 33 rpm (ask your dad).

Also, the carnage on the rink means the game gets bogged down, with players searching frantically for the puck. The novelty element of the game makes for an interesting proposition, but I'm a self-confessed sports saddo and I don't need all that tarting up.

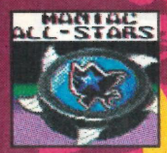
Having said that, it's a good laugh, and a guaranteed good doss when your mates chip round for a sexy foursome, and it just so happens to be the second best ice hockey cart for the 'Drive. If only they'd kept it as smooth as *NHL 94*…



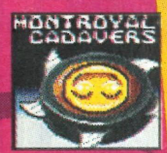


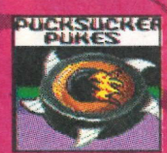




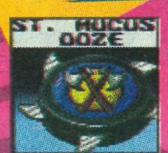




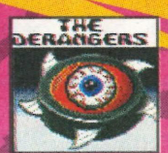














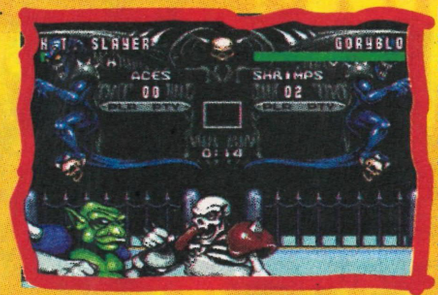






Violence, eh folks? Can't live with it, can't live without it. On one hand, it's a Bad Thing (folk hitting each other in real life is a bit of a downer and shouldn't really be happening in a so-called 'civilised' society), yet on the other hand, it's a Good Thing (horror films, explicit lyrics in Hip Hop jams and, of course, violent computer games are a top doss of the highest order). Bit of a razor's edge we're treading here, ne'st pas? For example, if one of your close relations got punched in the face, it'd be quite traumatic, wouldn't it? But if it was someone like, Anyway, less of our tiresome philosophical meandering, and on with EA's latest offering in the Mutant League series, *Mutant League Hockey*, which offers up a hefty sacrifice to the God of Nastiness. Fact No. 1: EA are responsible for one of the finest carts in all of Segadom, the mighty *EA Hockey*. Fact No. 2: The previous release in the ML series, *Mutant League Football*, took the standard *John Madden* game engine, bolted on teams of, well, *things*, turned the goryness up to eleven, and was pretty damn saucy. Therefore, we should be expecting great things from, *MLH*, right?

Anyone who isn't aware of the workings of *NHL '94* and its ilk is in urgent need of a life, but let's go through it again: Basically, [B] button to pass (while in possession of the puck) or toggle between players (when not in possession), and the [C] (be they trolls, robots or skeletons) have a heath rating which decreases the more shots to the dome they take. The health runs out — he snuffs it! And on comes another gullible get...



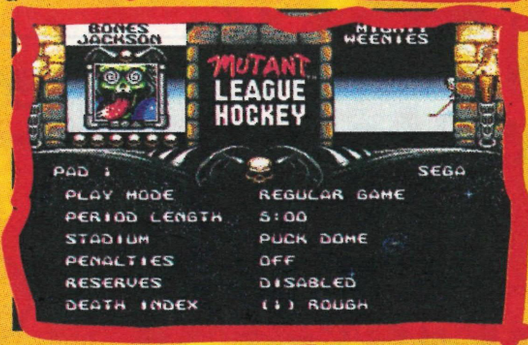
Blades of vengeance!

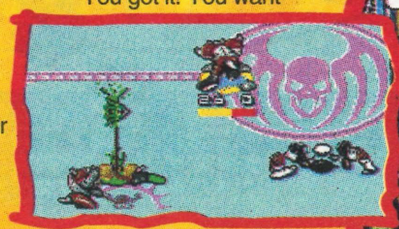
The ways to die are manifold and varied. Each of the 23 teams has its own home stadium, with its own special way of greeting the visitors (be it with mines, thin ice, spike-laden goalmouths, fires and even sharks swimming around!) One of the highlights of the game accurately recreates the only good bit in *Omen 2* — when a player falls through a hole, you can see him floating underneath the ice. Don't fret though, victims of this plight are given a Cup-A-Soup and are ready to play for the next period.

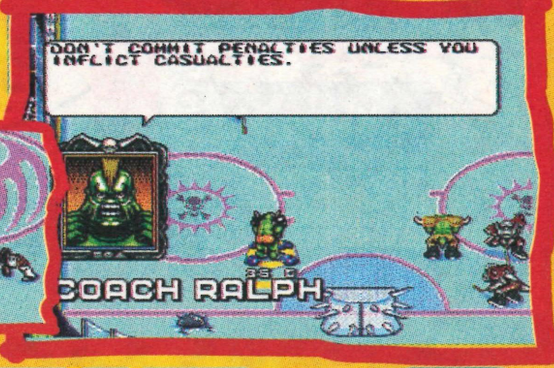
Another cunning touch allows for each team to have their own special plays, such as bribing the ref (or killing him), breaking your penalised players out of the sin bin, equipping all your team with weapons, making the puck explode, or (our favourite), giving your players a chronic attack of the farts, blowing the legs blown off, whichever comes first). Not surprisingly, with all that death and the like going off, certain matches are forfeited by the team with only a couple of players standing, so substitutions are included, featured a bizarre demon goalie, which can only be described as a cross between a standard hockey goal, The Horned One himself, and an explosion in a snot factory. It's a swine to score against, cos it shuts its gob every time you shoot (ooh, the temptation to make a Bernard Manning-like joke about 'the missus'! It's almost too much to bear!), but when you *do* score, it explodes and ends up as a nice mess on the ice.

You want play-offs? You got it! You want











JAMES 75%

I've never been able to get to grips with these team games. Ask anyone in the office. Even the likes of *Sensible Soccer* is a mystery to me. I find that my eyes follow the ball and not the players. And passing a ball off-screen to a CPU-controlled player that you *hope* is there, well, it just seems to defy all logic. By the way, I'm not trying to talk my way out of being crap at games! [Yes he is —Ed]

Putting aside the fact that *Mutant League Hockey* confuses the crap out of me, I didn't find it particularly playable. The gameplay's slow and the puck kept on disappearing under something or other, and I'd have to wait for the opposition to get it. In fact, I seemed to spend *most* of my time chasing them around the rink. The special plays work well (I just wish Al had told me about it sooner), and they breathe new life into the game when you're losing horribly.

Ummmmmm, it's a bit slow, no I've said that, er... Sod it! Look, I gave it my best shot, okay? That's all anyone can ask of me. And I wasn't much cop at it, alright? So if Al and that little runt Milo have got a problem with that, they can puck off!

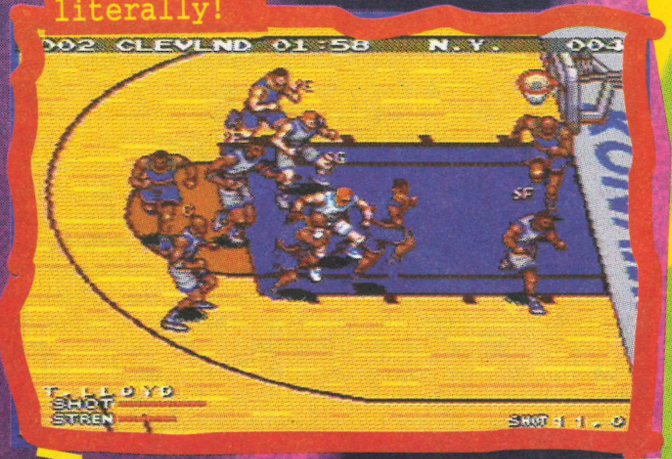
GRAPHICS	65
SOUND	79
PLAYABILITY	69
LASTABILITY	52
ORIGINALITY	88
OVERALL	74

SPORTS SIM REVIEW!

MEGA drive!

DUNK

What is it with basketball games this month, huh? Every morning, it seems, another plops through the MM letter box – this one almost literally!



It's a basketball game. (Jim, get back here and finish off the review! — Steve) (It *is* finished — James) (So are you if I don't see another 250 words on this game! — Steve)

Erm, yes well, here we all are again, and yes, *Hyperdunk* is still a basketball game. But what does this one have to offer over the others? Ha! You don't know, do you? (Christ, this a tough one to drag out).

You basically control a team of tall people, and bounce a spherical-shaped object around until someone takes it off you, or until you give to someone else to bounce around. The object is to get the 'ball' into a hoop laid on a horizontal plane, know as a 'basket'. Have you got it yet? 'Ball', 'basket', 'basket-ball'? Hurrah!

You control the team (chosen earlier from a *huuuuuuge* list-type thing) by highlighting the chap you want to play. If you're in possession of the ball, this switches automatically when you pass to another player. When you think you're in with a fair chance of getting the ball in the hoop, simply jump up and lob it. With a fair bit of luck (and an opponent that isn't paying attention) it should sink sweetly through, and your score goes up. I thank you.

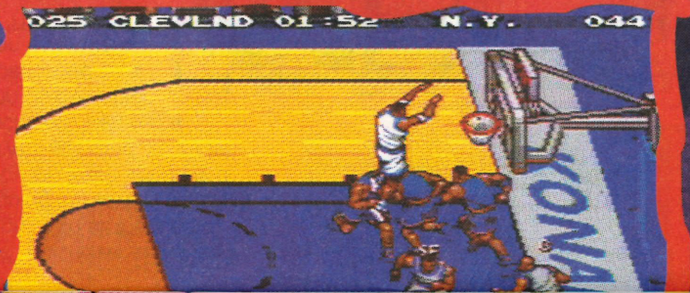
Here's a shot of something you'll be seeing quite a lot of this issue – a 'dunk'. Get used to it.













AL 63%

Well, *NBA Jam*'s got the arcadeyness, *NBA Showdown* caters for the more serious B-ball fan, so what's *Hyper Dunk* got to make you want to offload your gelt? Not a lot, on first impression, its outstanding feature being it looks exactly like one of those Nintendo multi-game-limited-time coin-ops that you have a go on at the pub 'cos someone else is hogging the fruit machines.

It's a basic, straightforward affair without the flash of *NBA Jam* or the depth of *NBA Showdown*, with big bulky sprites putting in some serious graft as they judder up and down the court. One of the better touches of the game is when your player has the ball, you can see his strength and shot ratings in the corner, which helps considerably.

It's a compromise between the other two B-ball games, really, as it offers some depth as well as a mindless dunk session, but I don't fancy its chances on the shelves against the NBA backed games. Right then, I'm off to the bogs for a Hyper *Dump*

HYPERDUNK

92

PUBLISHER	KONAMI
PRICE	£44.99
RELEASE DATE	MARCH
SIZE	8 MEG

OPTIONS

PLAYERS	1-8
SKILL LEVELS	1
LIVES	EH? IT'S BASKETBALL!
CONTINUES	ER, DITTO!
PASSWORD SYSTEM	YES
BATTERY BACK-UP	NO
SPECIALS	MULTI PLAYER ADAPTOR

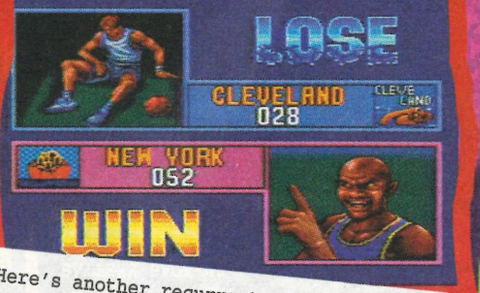
HYPER

Hyperdunk makes use of Sega's latest gadget: the multi-player adapter. Yup, you can have up to eight players on this baby — which means you'll have to buy a bigger sofa.

It also has three different styles of game for you to play with: Play off, Exhibition and Mutliplay — each allowing one, one or two, and two-to-eight players to join in respectively.

And there you have it: a basketball game.

MM



Here's another recurrent theme – a 'Three Point Shot'. By the time you get to the end of this mag, you'll have basketballs coming out your ears. If they're as big as Milos that is!







MILO JACKSON
THE VOICE OF REASON!

41%

***Hyperdunk*: What a bloomin' pile of dung! I tried locking myself in a small chest with loads of chains, and I even chopped my hands off — but good old James Sellotaped them back on and forced me to have another game.**

You can have up to eight players playing at once, but the way the sprites are designed you wouldn't know who's who. With some teams the colours of their players are very hard to distinguish from the court; all you can see is their little heads appearing everywhere.

Scoring baskets is a very simple — just tap the [A] button. After playing the first half a presentation screen comes up with all the game stat's. I don't know why, because they're all a pile of letters that I never understand.

The sound in this game is appalling. You hear things like 'it's good' and 'from down town', but it says it with a very crackly grumble. The only sound I liked was at the beginning of the game; it's very bass heady music — I call it *driving music*.

Playability is also very poor due to not being able see which player you are until you hit the jump button. Hyperdunk is a right let down.



JAMES 65%

Let's face it, had *Hyperdunk* come out six months ago, it wouldn't have rated that badly. But with *NBA Jam* setting a new standard, it puts this game in a slightly different light.

Even without *Jam's* presence, *Hyperdunk* was unlikely to top any charts. Despite it's numerous features, there's an unforgivable flaw that, in my book (a leather-bound, limited edition called 'What makes a good game') should send Hyperdunk to cart hell! My beef is about the way the characters are highlighted. If you're in possession of the ball, it's quite easy to spot who you're controlling because, er, he's got a ball in his hands. But if the other team are in possession, the chap you control gets his strip slightly highlighted. It's not a bad idea, but it doesn't work all the time. Because of some strip colours, it's impossible to tell which player is highlighted, so you end up frantically pressing the jump button and shouting, 'Where are you, you [Snip! —Ed]?'

I haven't got a clue how you're supposed to recognise you player in an eight-player match, but I wouldn't count on keeping your friends.

***Hyperdunk* has the basis of a good basketball game, but even with the novel eight-player option, it ain't in the same league as *Jam*.**

GRAPHICS	61
SOUND	73
PLAYABILITY	64
LASTABILITY	80
ORIGINALITY	50
OVERALL	57

Charles Barkley: SHUT UP AND JAM!

Sports Sim Review

With so many B-ball games about this month, we decided some expert help was needed to sort 'em out – so Al phoned his old mate, Jim Bowen…

Jim Bowen: Smashing! Super! I'm Jim Bowen, and welcome to *Rustle Up A Body Text*, the new quiz show that all the console magazines are playing! Here're the rules: Each magazine has to knock out body text to describe Accolade's latest sports sim, *Barkley: Shut Up And Jam!* There's a slight catch though — it's another basketball game! That's right! The fourth one to be released this month! By this time, all the reviewers have used up all those clichés such as 'Rim-rockin', slammin', jammin', mega-dunkin' action', so they're gonna have a job on their hands producing an original — yet descriptive! — body text. This take your time, listen to Tony…

Steve: Er, right, urm… Yes! Sometime during the late 19th century, a Mr James Naismith, an American YMCA official, tried to get round the thorny problem of what his lads could do to amuse themselves in the way of sport during the winter, when it was too cold to play outside. So, he knocked the bottoms out of a pair of wicker baskets, nailed them to the walls of his gym, and hey presto! The game of basketball was invented!

Jim Bowen: Lovely! Smashing! Nice intro by Steve there. Let's have a look at the marks… Well! Eight out of a possible ten on the Rustleometer! James?

James: *Barkley: Shut Up And Jam!* is endorsed by Charles Barkley, NBA superstar, and brings to mind the recent Wesley Snipes and



AL 58%

OK Accolade, do you want the good news or the bad news? The good news is, Charles Barkley's appearing in an absolutely fantastic basketball cart this month — the bad news is that it's called *NBA Jam*.





PUBLISHER	ACCOLADE
PRICE	£TBA
RELEASE DATE	MARCH
SIZE	ABOUT THIS BIG!

OPTIONS

PLAYERS:	1 TO 4
SKILL LEVELS:	NONE
LIVES:	NONE
CONTINUES:	NO
PASSWORD SYSTEM:	YES
BATTERY BACK-UP:	NO
SPECIALS:	DON'T MAKE ME LAUGH

MEGA drive!



MILO JACKSON THE VOICE OF REASON!

64 78% 64

If there's any type of game I like it's sport games, they just drive me wild. So when *Barkley: Shut up and Jam* arrived in the office I got straight into it. In fact, basketball reminds me of when I was at school, playing it in the hall with all the girlies watching. It's one of those games that if you jump about twenty feet in the air, spin around and shoot a basket, all the girls run after you and they want some.

Barkleys Jam game (eh? — Al) has got pretty good graphics, and you can choose which courts you want to play on. Once you've got the game running you have to select what players you want on your team, and there's a heap of guys to choose from with individual skills.

The sound on the game is flippin' great mate, a nice tune plays as you beat the poo out of the opposition. If you don't have any sound on when you play you get the players trainers screeching everywhere, just like the real thing. Or just like James Beaven's ass.

The game is really pimp (Excuse us? — the entire population of the Universe) to get into, with an easy menu at the beginning for you to select which type of match you want to play. Also at the end of each match you get a password so lastability is up to scratch. Oh boy this comment is very boring, I want to work on *Amiga Force*. [But we swapped you with them for a can of Lilt and a box of day-glo shoelaces, Milo. Remember? — Steve].

You've blown it, I'm afraid to say. Here's what you could have won… (wheels on a speedboat) and it could have been yours all for the turn of a phrase! well, that looks like all we have time for this month, so be sure to tune in next month for… *Rustle Up A Body Text!* Be nice to each other!

(The MEGA MACHINES staff shuffle off to the coffee machine after their slapdash excuse for an introduction to another basketball game nothing but a mere half-thought lingering in the breeze. Suddenly, the world seems a nicer place to live in. Until they remembered they had to comment on the damn thing). MM

One of *Barkley's* more impressive dunks, it's just a pity that *NBA Jam* is out at the same time (well, for the programmers at least; the rest of us are well 'appy!)











JAMES 69%

Well whaddayaknow? One last basketball game for the review pile. Why is it you don't get four versions of Sonic released at once?

Anyway, Accolade have opted for a two-on-two format for their release and it's easily the fastest of the foursome. But instead of going for a clean-cut celebrity approach, they've used the tougher street game.

We have our suspicions that when you pick your two players, you also get a complementary poltergeist, from the basketball spirit world, thrown in for free. You'll find your paranormal player is an invaluable part of the team. Even though you can't see him, you'll spot his handy work. For instance, when the CPU player tries to pass the ball to you in completely the wrong direction, this poltergeist will retrieve it, run back up the court, and place it securely in your hands. Not only that, the ghostie has also been known to try and pluck the ball from the basket before the points are racked up — once again, putting the ball in your player's hands to avoid suspicion. Spooky, eh?

Like the others (bar *Hyperdunk* which allows up eight players to join in) this 'un can accommodate up to four players. This seems to be a more realistic number, and only having four players on the court will appeal to more people ('cos it ain't so confusing). Maybe if there weren't so many glitches, *Shut Up and Jam*'s new angle on the game could've given *NBA Jam* a run for its money. But as it is, it ranks as an average sport sim [with 'rank' being the operative word! —Sub Ed]

GRAPHICS	76
SOUND	72
PLAYABILITY	74
LASTABILITY	57
ORIGINALITY	59
OVERALL	68

called *NBA Jam*.

After the *Pelé* debacle of late, when they missed the footy boat considerably, Accolade have rushed this out onto the shelves along with the other B-ball games, and Lordy, it shows. The thing is riddled with niggly bugs, especially when you pass the ball to your spar and it acts like a guided missile. Also, it's surprisingly easy to shoot a three pointer from your own basket, which virtually eliminates the hustling, in-your-face attitude the game is so desperate to promote. Don't get me wrong, it's not excessively crap, but when you play it back to back with *NBA Jam*, it looks as if was released about three years ago. Granted, it's quicker, but so what? It'll be a very misguided punter who chooses this.

NBA Lemon Curd.

week, it's the MEGA MACHINES team! Steve Shields, James Beaven and Al Needham are their names, and… oh look! They've brought a rather grotesque stuffed mascot with them!

Steve: Nah, that's Milo Jackson, our fourth member…

Jim Bowen: Oh! Smashing. Anyway, the lads will take it in turns to *Rustle Up A Body Text* on *Shut Up And Jam!*, without deviation, and without resorting to all the clichés they used in the previous reviews. They have 30 seconds each. Steve's going first, so off you go,

Woody Harrelson movie, *White Men Can't Jump*. You know, two-on-two player action played out over a series of different courts in the USA, be it the concrete jungle of Brooklyn, NY, the rooftops of Seattle or the asphalt of Houston. You get to choose from 16 of the top streetball players in the US, including the man himself, each with separate ratings for shooting, dunking, speed etc.

Rather similar to *NBA Jam*, we know, but *Shut Up And Jam!* has a distinct speed advantage — the players fairly zip around the court with nary a pause for breath. The [A] button makes you shoot or jump, the [B] button's used to make your player pass or steal, but the [C] button sets off the turbo mode. Each player has six turbos per quarter, and when one is triggered, his speed quickens considerably and he is able to pull off an awesome rim-rockin' slammin', jammin' hyper-dun-

Jim Bowen: Ohh, unlucky James! He was doing so well before falling into the *Pit of Clichés*, and the Rustleometer gives him a rather disappointing five out of ten. Step up to the oche, Al…

Al: Er, yeah, there's a quite nishin' array of options to be had, like, er, oh yeah, you can either choose two geezers from the same town, or two from, er, different towns. You got this one-player tournament, right, and you got the chance to play a series of games against the same geezers, and, oh aye, you can toggle the length of each quarter or have a first-to-21-or-50 mode sort of thing. Gleamin'!

Jim Bowen: As always, an illuminating (if a little simplistic) contribution from Al, there, and the Rustleometer gives it a none-too-shabby seven out of ten! And finally, it's over to the Voice Of Reason…

Milo: Shurrup, I'm not playing anymore.

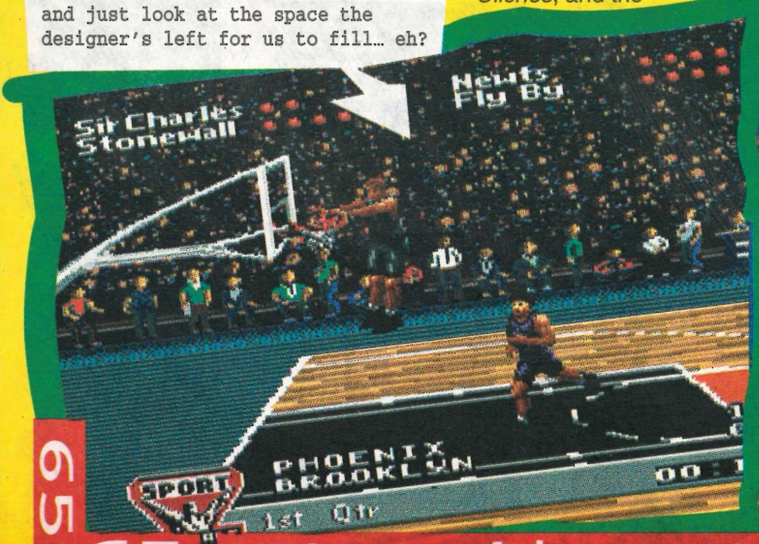
Jim Bowen: Excuse me?

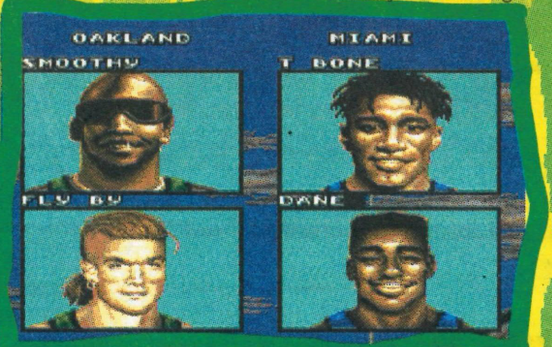
Milo: It's a crap idea, and you're all benders!

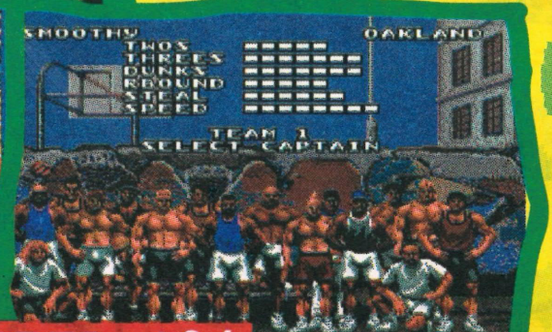
(Milo lollops off to his Mini and splutters away in the distance)

Jim Bowen: Er, lovely! Smashing!

Well, here we are again. Another B-ball screen shot needs a caption, and just look at the space the designer's left for us to fill… eh?







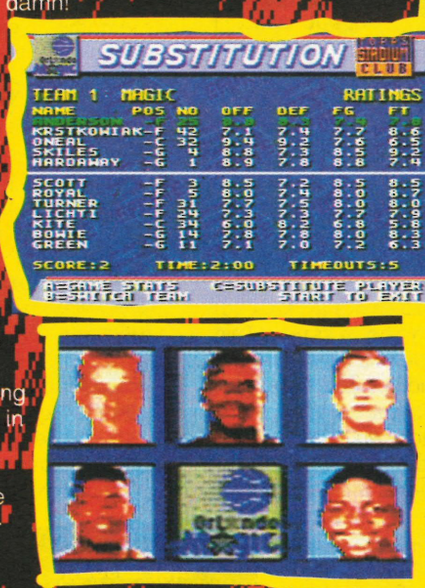
NBA SHOWDOWN '94

MEGA drive!

It's funny, isn't it? You wait all day for a bus to turn up… then four basketball games all arrive at once! Oh well, better hop aboard…

There have been 'nuff basketball games for the Mega Drive — so many, in fact, that if you piled them on top of each other, they'd… you what? We've already used that intro for *NBA Jam*? Damn, damn, damn!

You see the trouble we've had this issue? Absolutely snowed under with basketball carts. The office is seething with lanky geezers bouncing their balls all over the place. They've punched a hole in our waste paper bin and stuck it on the wall, and are ramming their balls through it in a most aggressive fashion. And now, here comes a whole league of the bleeders. Oh: *great*…



However, when Electronic Arts, sport sims overlords, bring a new cart out, it's worth having a good look at… so let's do that very thing, eh folks?

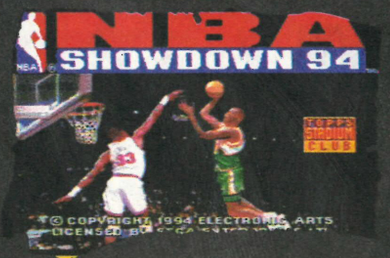
NBA Showdown '94 stuffs an entire 82 game season and 27 teams each with 12 players with their own individual honest guv'nor true to life statistical rating into a cart, and lets you tinker away with it to your heart's content. All the stars of the NBA are there, each with their own trademark dunk (such as Shaq O'Neal's Gorilla Slam and Hakeem Olajuwon's Windmill Slam), and they perform pretty well to their real life abilities.

A completely new game engine to decisions are the order of the day), and a somewhere-in-the-middle Arcade Custom option which allows you to toggle on and off all the various elements of play. And it goes without saying that the 4-Way Play tap enables three other chums to join in the pulsating dunkfoolery. All this plus the return of the mighty Ron Barr!



This may look like a family tree, but that would mean all basketball players were related. Wait a minute! They're all tall and play sports. The scandal unfolds…





PUBLISHER:	EA
PRICE:	£49.99
RELEASE DATE:	MARCH
SIZE:	16 MEG

OPTIONS

PLAYERS:	1 TO 4
SKILL LEVELS:	3
LIVES:	NONE
CONTINUES:	NO
PASSWORD SYSTEM:	YES
BATTERY BACK-UP:	NO
SPECIALS:	DECENT BASKETBALL GAME!



AL 88%

Oh dear, I've got a feeling that the others are gonna give this one a bit of a slagging. After playing the extremely saucy *NBA Jam* to death, we come back to earth with a bump with the more realistic *NBA Showdown '94*. The dunks are a lot less spectacular, the action less frenzied, and the game as a whole is a damn sight more complex. However, as designated

MM

A completely new game engine to

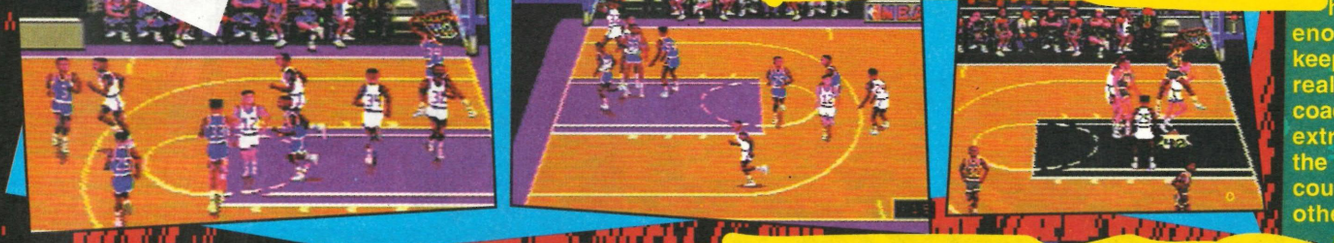
their previous *Bulls Vs Lakers/Suns/Stenhousemuir* series, *NBA Showdown '94* lets you pick a team and take them through a season of either 82 or 26 games (with an option to simulate games with the press of a button), or just go straight into the playoffs. None of this password nonsense here, m'lad, the battery back-up working overtime to save your season.

What a (coach) trip!

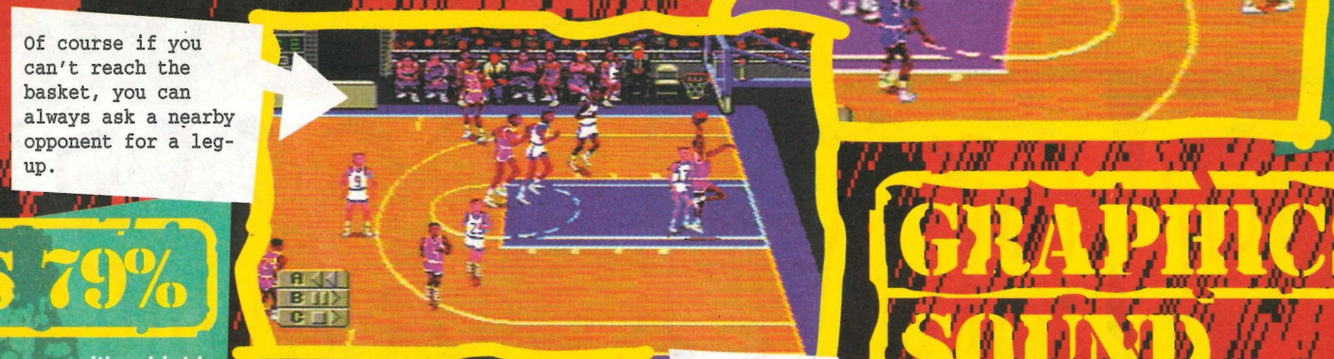
Another rather deep and meaningful option allows you to coach your team, assigning man-on-man matchups, and choosing offensive tactics such as give 'n' go and pick 'n' roll (I fort 'at wuz wot you do wiv a bogey — Nige), and defensive tactics such as the full court press. Don't ask what they mean, you'll find out if you buy the cart...

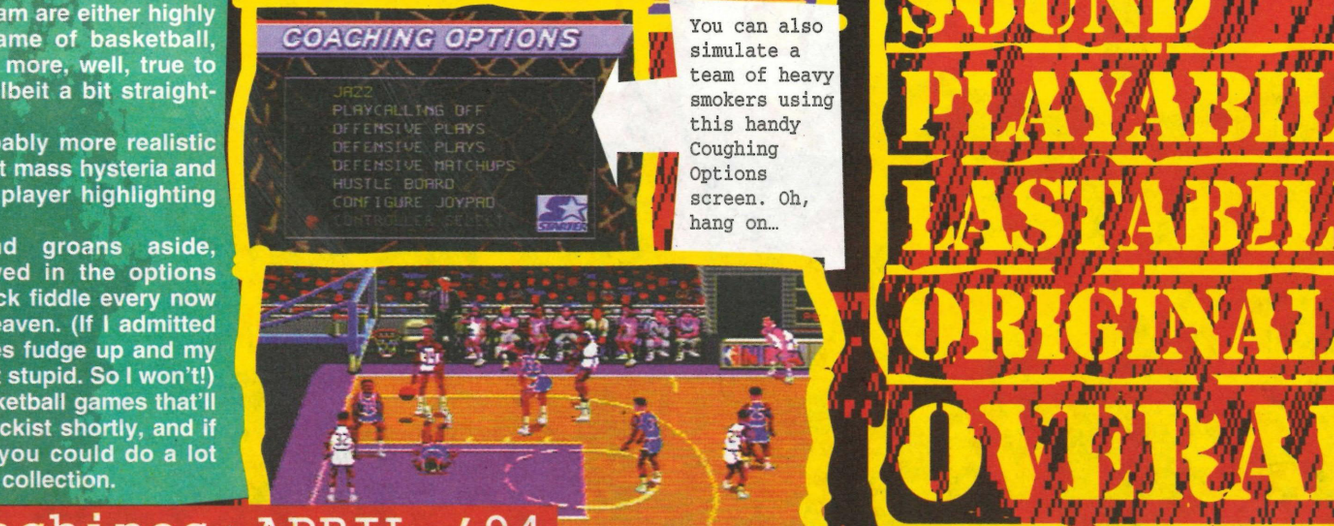
And those options keep on coming, sports fans! You can also assemble your own Dream Team from the cream of the NBA, and even clone the best players, so you can have five Shaqs vs five David Robinsons. There are a plethora of game modes, Arcade (no-nonsense action), Simulation (full range of fouls, injuries and fatigues, meaning that coaching













JAMES 79%

It would appear that EA's NBA team are either highly religious or respect a clean game of basketball, whereas the *Jam* team are a bit more, well, true to life. Still, it's an accurate sim, albeit a bit straight-faced.

The four-player option is probably more realistic than *Hyperdunk*'s eight — without mass hysteria and confusion reining free. And the player highlighting was a bit clearer.

Putting all the moans and groans aside, *Showdown* is very well endowed in the options department. So, if you like a quick fiddle every now and then, consider this fiddle heaven. (If I admitted that all the options made my eyes fudge up and my brain re-format itself, I'd look a bit stupid. So I won't!)

Anyway, you've got four basketball games that'll be gracing your local Sega stockist shortly, and if you're a spec 'n' tech freak, you could do a lot worse than add this 'un to your collection.

However, as designated Sports Sim Saddo of MEGA MACHINES, I took it upon myself to take the cart home for the weekend and have a serious sesh. And I don't give a toss what the others say, I reckon it's a bit fine.

Obviously, it's aimed at the hardcore B-ball fan, with enough stats and options to keep them happy, and if you're really that way inclined the coaching option gives the game extra longevity. The realism of the whole thing means that the court gets pretty cluttered, and other niggly things that would annoy someone looking for a quick fiddle, but hey, *NBA Jam* more than adequately caters for that department.

I'd only recommend this to the serious basketball nutters, but those of you in that particular bracket ought to check this one out, cos it'll offer a lot more long-term enjoyment than *NBA Jam*. Of course, in a perfect world, you'd be able to get both, but you probably can't, so choose wisely!

GRAPHICS	78
SOUND	75
PLAYABILITY	80
LASTABILITY	89
ORIGINALITY	72
OVERALL	84

RAM RAID

ACCO-LADE BARE!

Is there no stopping the Ram Raiders? (we wish somebody would! – everyone in the computer games industry). Not content with churning up the cheery folk of Chipping Sodbury and committing dirty, daring and dastardly deeds in Dewsbury, we now find 'em larking around in London at Accolade's headquarters. The folk who brought you *Gods*, *Bubsy*, *Winter Challenge* and errrr…*Pelé* hadn't a clue what was about to smack 'em in the chops on a wet and windy Tuesday afternoon. While we give the raiders chance to put on their make-up, don their balaclavas and zip up their fly 'oles, let's join the 'oh so innocent' Accolade staff going about their daily tasks…

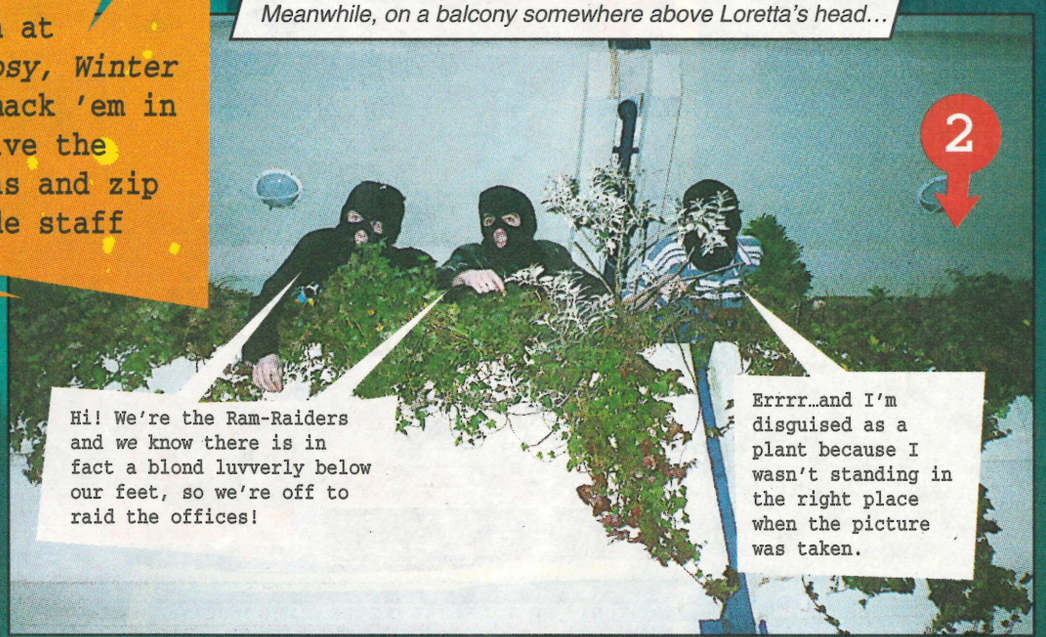
A wet and windy Tuesday afternoon. We join the Accolade staff going about their daily tasks, (we've already said that, blimpo —Ed).

1

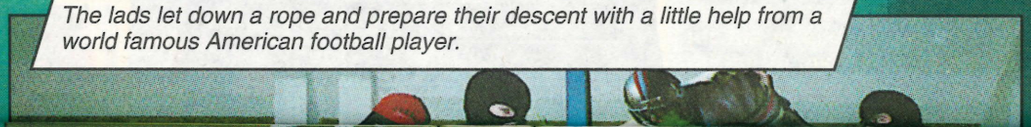


Meanwhile, on a balcony somewhere above Loretta's head…

2



The lads let down a rope and prepare their descent with a little help from a world famous American football player.



Tea up! Hi! Welcome to Accolade! I'm Loretta and I'm not supposed to know that there is in fact a team of Ram-Raiders somewhere above my head on a balcony about to storm the office. So, I'll say something like, 'Jesus! What was that noise? Must have rats in the attic!'

Cheers, Mr Ditka, you're a pal.

Look, you lot, I lent you a cotton bud which I haven't seen back.

3

The rope's not long enough, so the raiders use a drainpipe for the remainder of the descent.

4

5

Bloomin' heck! Who put superglue on me hands?!

6

As usual, this is our token 'disable the alarm system' shot, (we don't pay you to be sarcastic — Ed).

Oooowwww! Me Brain!

7

This is it ladz!

The staff sense danger and start to retaliate.

8

Look, I tried this at Hallowe'en and it scared the kids witless.

Not us! We're the Ram-Raiders and we ain't scared of nothing!

Pretty poor grammar there, James.

With the reception staff well and truly out of action, James gets down to business.

BRINNNG! BRINNNG!

Hello, Accolade? I'm sorry, can I call you back? I'm a bit tied up at the moment.

Is that 071 or 081? And you'll be in after nine tonight?

9

The raiders make themselves quite at home.

We'll sit 'ere a while and wait for our new recruit. Any ideas who it is?

Nah!

Boo!

Big clue!

10

Yes indeedy! Bubsy The Bobcat had been enlisted as the new Ram-Raider!

Welcome to the team, Bubsy!

God! I bet I don't arf look a dick 'ead!

11

Bah! I bet he gets all the attention now.

Listen! Tell me where your suave Euro PR Manager is, or your shirt and the carpet become firm friends.

With the new 'man' on board, the raiders set forth to find some juicy info on future Accolade games. A chance meeting with Product Marketing Coordinator, Mark Cochrane, led them to their goal…

12

Look, I know I said I was on a staple diet, but this is ridiculous! He's over there. You can't miss him. He's just come from filming the latest episode of *Take The High Road*. Clock that tie!

Usually cool, calm and collected, Accolade's Euro PR Manager, Mikah Martin-Cruz, has a birrova problem.

13

You've heard of tie and dye, well this is tie or die! Tell us where the *Brett Hull Hockey* screenshots are or you'll never shop at 'Tartans R Us' again.

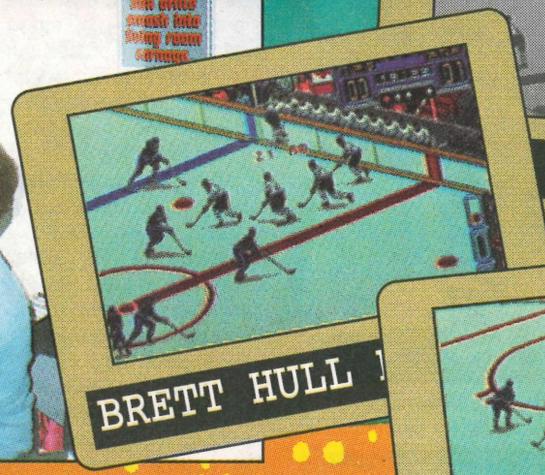
Eeek! No! You can do anything to *me*, but don't hurt my tie. The shots are in my top right hand drawer.

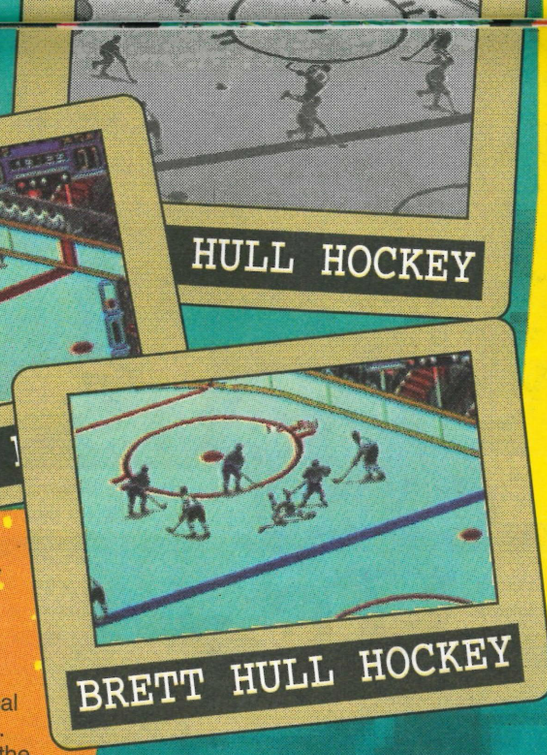
VICTORIOUS! Cue Mr Caption Writer. Tell us about the game…

14

What we know about Brett Hull





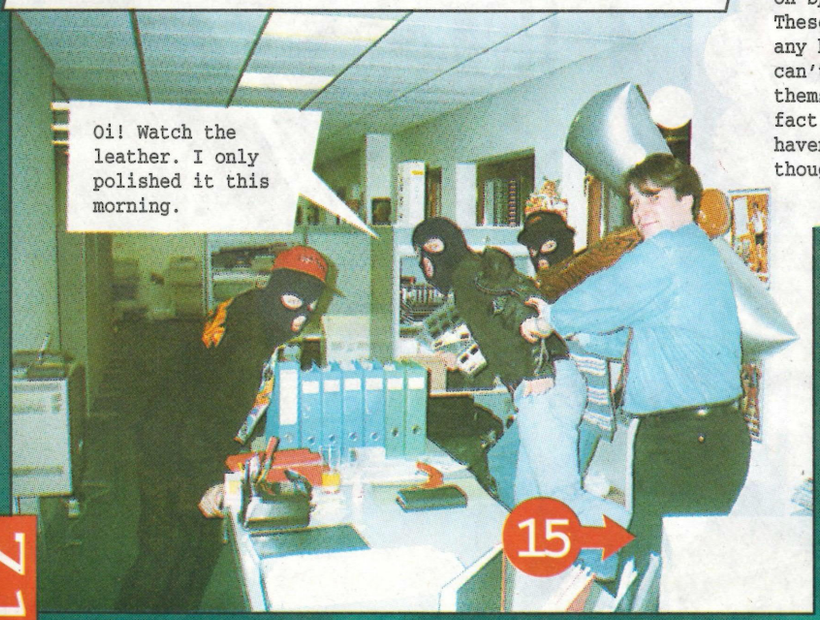


Born: August 9 1964, Belleville, Ontario.
Height: 5' 10"
Weight: 201 pounds
Shoots: Right
Acquired: From Calgary along with Steve Bozek in exchange for Rob Ramage and Rick Wamsley on March 7, 1988.

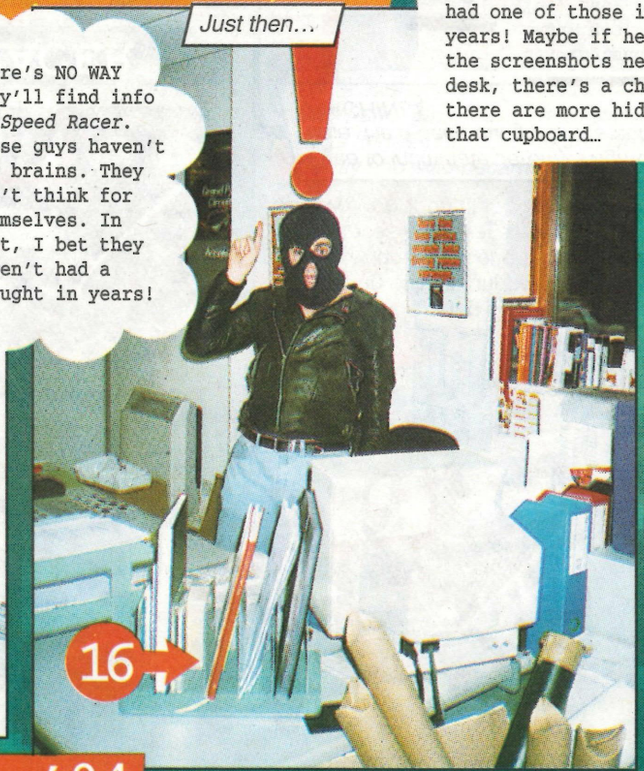
■ Brett is right winger for the St. Louis Blues [but is he a Tory? — Ed]. He's fourth on their all-time regular season scoring list with 552 points and second with 329 goals. He's the Blue's all-time leader with 17 hat tricks, 123 power play goals, 40 game-winning goals, 48 playoff goals and is second with 80 playoff points. Brett has scored more goals in one season than any other NHL right wing and only Wayne Gretzky has scored more goals in one year than Brett's 86 goals in 1990-91.

Our mates down in Wandsworth continue their Sport Accolade range with the release of *Brett Hull Hockey* on the Mega Drive, just in time for the summer. It's Accolade's first hockey sim and they're hoping it's gonna be a biggy, seeing as ice hockey's one of the fastest growing spectator and recreational sports in the country. The game includes an exhibition mode, an 11 game short season, 42 game half season and an 84 game full season. Accolade boast that no other computer or video game offers these features. They've also managed to cram in the play-offs and a partial All Star competition. The designers of *Brett Hull Hockey*, Radical Entertainment, videotaped skaters — including the main man himself — and then digitised them for the game. 'Hullie' played a part in advising the programmers which features the game should include. There's a 'behind the player' perspective, full instant replay, the ability to turn on and off penalties and great sound FX, including the noise of the skates carving the ice. And there's more! You can change line settings, sit back and watch fighting sequences for players ranked as aggressive, allocate playing attributes to each team and take full advantage of the game's battery back-up system.

With info gleaned on Brett Hull Hockey, next in line was Accolade's forthcoming corker, Speed Racer, but not before Mikah tried to stop the raiders getting away.

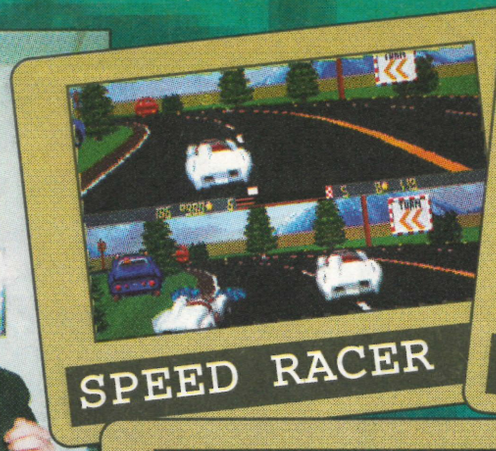


Just then...

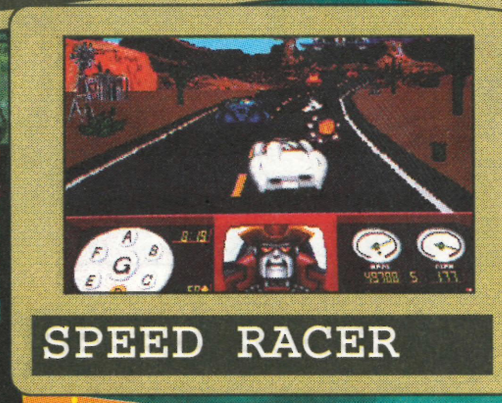




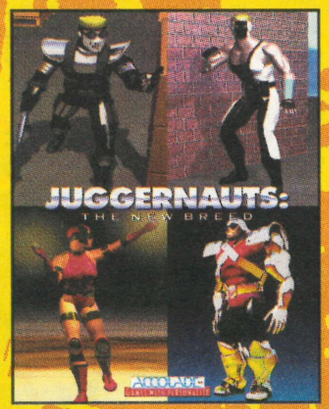








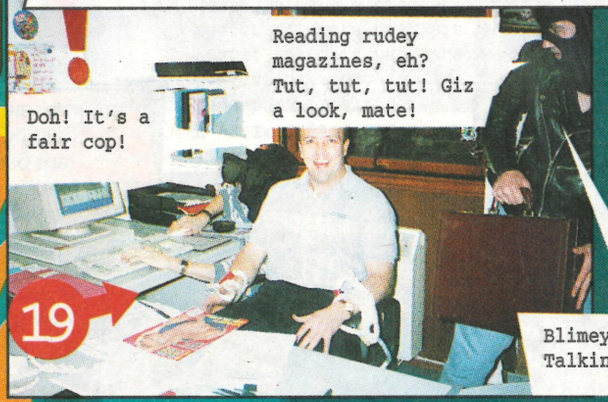
Speed Racer is one of the most successful cartoons in the good ol' U. S of A and is shown twice daily on MTV. It's been going since 1967! Accolade are the geezers responsible for the soon-to-be-released Mega Drive blast *Speed Racer: The Challenge of Racer X*. In this high-speed romp, you assume the role of the hunky, chunky teenage driver, Speed Racer, in his Mach 5, or play the mysterious Racer X in his Formula 1 dream machine, 'The Shooting Star'. There are seven difficulty levels for each of the six high-octane racing tracks. A gruelling 42 legs in all based on the plots and episodes of the original series. Zoom through the likes of Danger Pass, the Snake Track and the Valley of Destruction. There's a split-screen option, so you can race head-to-head with a mate. The villains from the cartoon show are included in the game; Captain Terror, Snake Oiler and the Gang of Assassins. There are 16 bad guys to compete against in all. During play, you can upgrade you racing machine. A canopy protects the car from ricocheting bullets, gripper tyres are useful on slippery corners and oil slicks and chopper blades help mow down opponents and slash through objects. Throughout each race, you'll see the animated faces and hear the digitised voices of Speed Racer, his young gal Trixie, Racer X, Captain Terror and his cohorts. Friends cheer you on, enemies taunt you on approach.

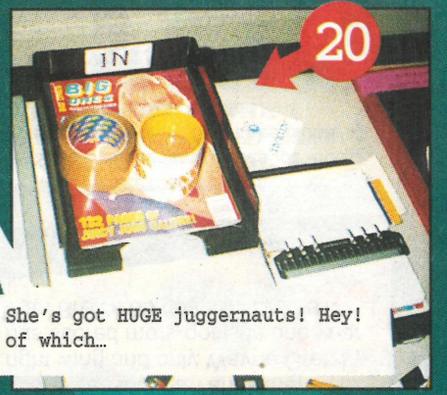


Dig this for an excellent game. *Juggernauts: The New Breed* features state-of-the-art Silicon Graphics and Motion Capture Technology which literally captures the movements of martial arts masters. All the kicks, punches and mind-blowing moves performed by each of the superheroes onscreen were created by some of the best martial arts experts in the field. It's the same whizz-kid technology used to create the dinosaurs in the movie *Jurassic Park*. The game takes place in a world where cybernetic surgeries are commonplace. Crime has escalated to alarming proportions. Thankfully, due to a bit of nifty DNA research, a gene has been discovered that gives individuals incredible strength, near invulnerability and numerous other, as yet undiscovered, powers. Eager to test out the gene, the government stimulates the gene in a select group of people. This creates the unique parahuman force, Matrix Alpha. These four super beings are sent to kick the crap out of the crimewave and blast their way to justice. Some of the folk set to be part of the team went their own sweet way and set up a rival force called Overlord. Dedicated to a life of crime, this evil offshoot plan to overthrow Matrix Alpha. In the game, you've a choice of eight characters, four villains, or four heroes. Battle in one-player mode against increasingly difficult opponents, two-player mode against a friend, or sweat it out in the Combat Training Room. Put some of those

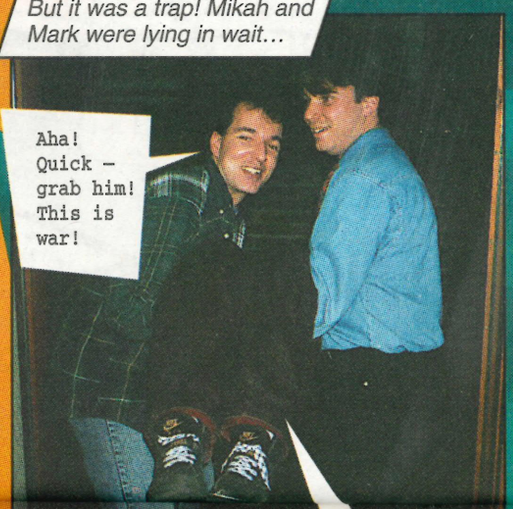


Time to intimidate Jeremy Wigmore, Accolade's Director of Sales for the UK. Not before time. He'd been caught in the act reading a magazine… and it certainly wasn't MEGA MACHINES!

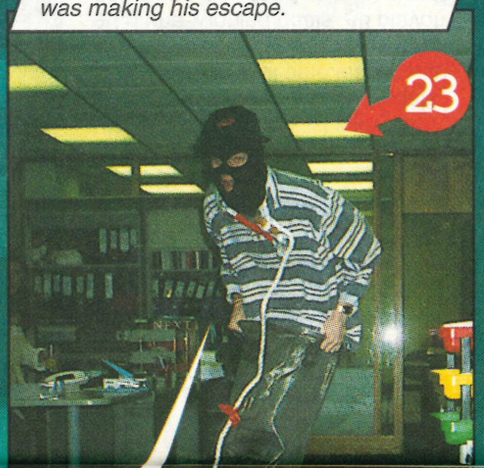




But it was a trap! Mikah and Mark were lying in wait…

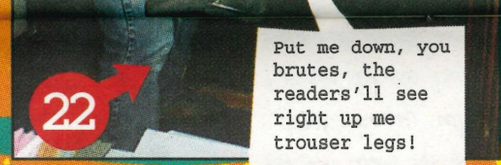


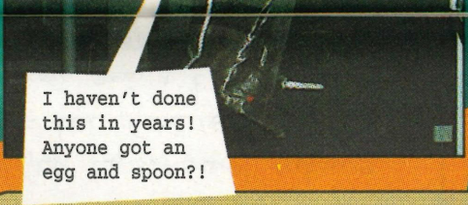
Over the other side of the office, Gavin was making his escape.



Room. Put some of those superhuman skills to the test.







Since we last saw the frivolous feline, Bubsy's appeared on loads of swanky merchandise and has his own cartoon series, the first episode was aired in America a couple of months back. Fingers crossed, we *may* get the series over here. We'll keep you posted. Well, now Bubsy's back on the Mega Drive in a stunner of a game. Bigger and better than the first incarnation, *Bubsy II* sees our mate pitting his wits against the capitalist boar, Oinker P. Spamm. Spamm has struck up a partnership with scientific genius, Virgil Reality, inventor of the World Origination and Matter Projection Unification Machine (WOMPUM). This incredible gizmo has allowed old Oinky babes to create the ultimate amusement park — the Amazatorium. It's an amazing place, where guests can experience all the wonders of the real world through the miracle of simulated reality — or so it seems! In fact, the WOMPUM doesn't really simulate reality — it *steals* it! If left to his own devices, Mr Spamm will hog all the reality and then charge the world and his wife to come and see it. Things go from bad to worse as Bubsy's niece and nephew manage to get lost inside the park. Bubsy must make his way through five different worlds, three mini-games and oust a whole host of Spamm's cohorts to save the twins and civilisation as we know it. In *Bubsy II* you decide which levels you play and in what order, choose your aim on each level; whether it's lives, points, time or marbles, interact with the environment; raise secret walls, open pits and put out fires, plus there are loads of objects to utilise including a portable hole (!), a diving suit and biplane. We can't wait to get our mitts on this belter. More news as and when we get it.

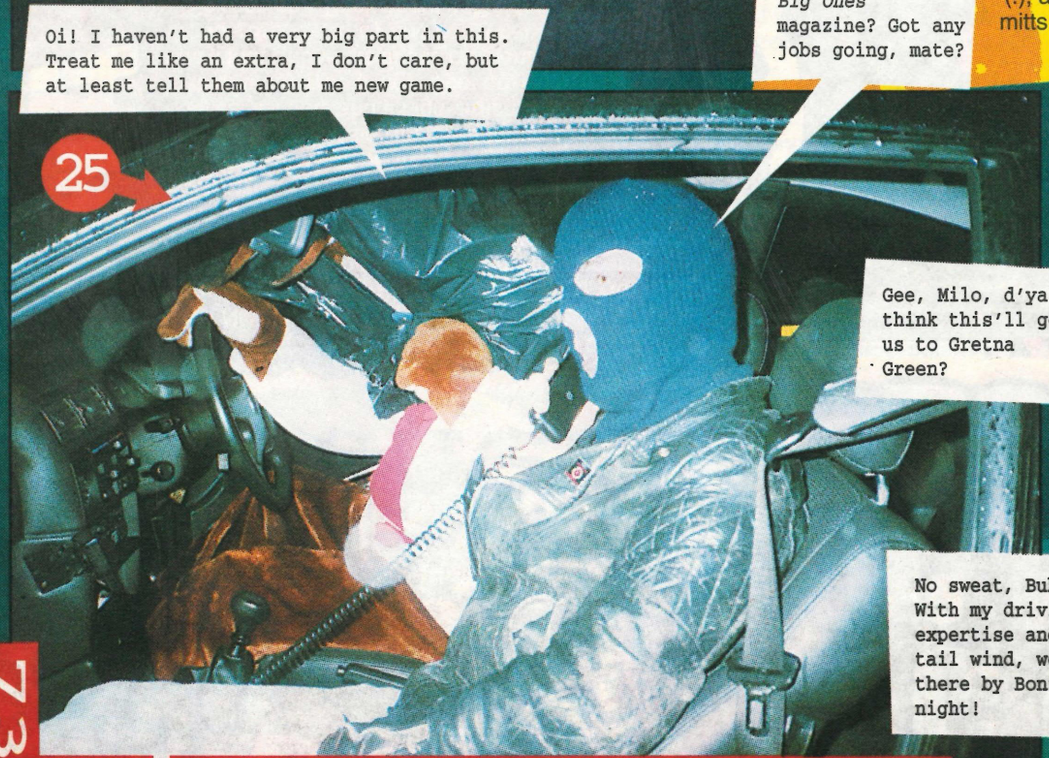


BUBSY II



BUBSY II









The Write Brothers!

GimMe SFII — or Next TimE It'LL Be FruiT SaLAd!

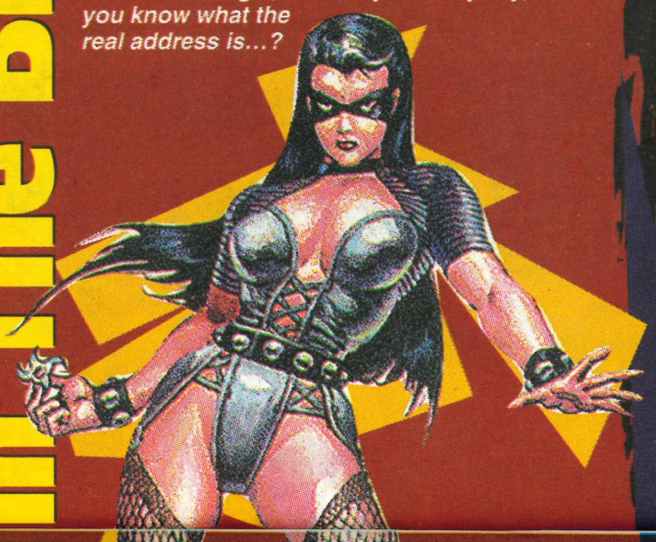
In The Bristol Area

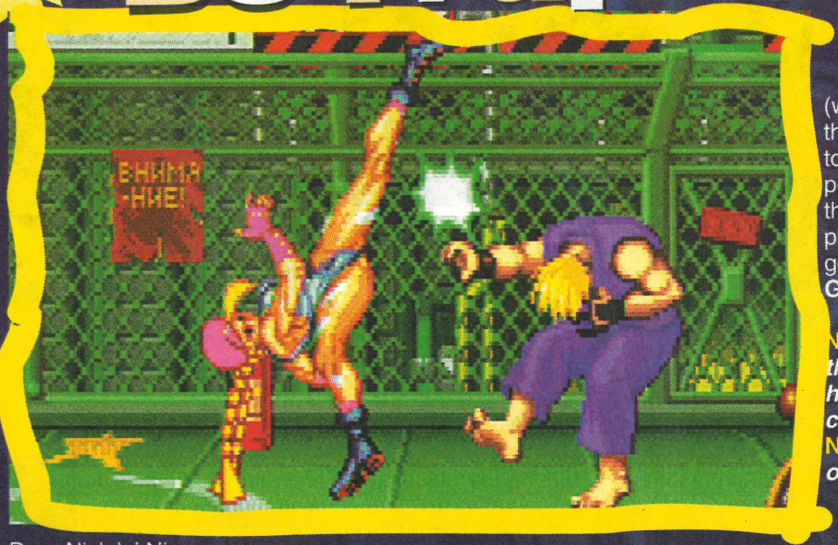
Dear Nick 'n' Nige
How about that *Eternal Champions*, then? No, no, not the game — that Shadow bird. Phwoooarrgh! You know, I get the strangest feeling (and it's nothing to do with sheep) that the character was designed by a man.

Of course, when he was designing her, he realised a corporate assassin would wear thigh-length booties, fishnets and a high-crotch, low-breasted leather teddy-type thingy! Spot on, mate! Rumour has it that Chun-Li is at this moment purchasing a WonderBra(™), to try and boost her meagre assets.

Sexism, eh? Think about it: *Golden Axe*, *Blades of Vengeance*, *Dragon's Revenge*, oooohh, and loads more I expect. Not much clothing, huge knockers and a big sword — now that's a character!
Alan Holloway, Bristol

Nick: ***Yes, Alan, well spotted! Perhaps other readers would like to write in with their sexual fantasies about computer sprites. The address is Razzle, 69 Letch St, Soho.***
Nige: ***Hey! That's not the right address, it's...***
Nick: ***JOKE Nigel, it was a joke! Anyway, how do you know what the real address is...?***





Dear Nick 'n' Nige
I'm in a slight predicament, even as I write. I must be the only Mega Drive owner on this planet who hasn't got *Street Fighter II* (except for my cousin in Bognor Regis)!

Yes, I know what you're thinking: 'Haven't got *SFII*?' (No, I was thinking about having a bath with those birds in *Gladiators* —Nige). I thought I'd get it for Christmas, but to no avail — it weren't in my stocking. Even the people around here won't lend me a copy.

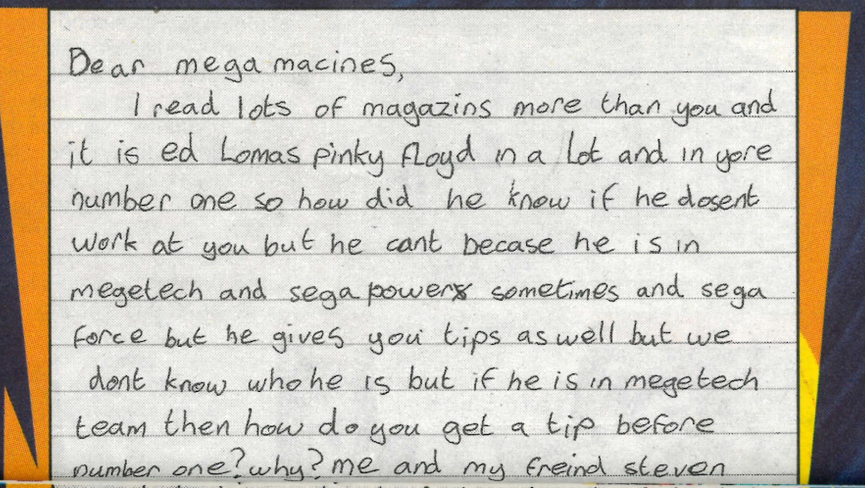
I got a SNES *SFII* but it wouldn't work (why?). So I got around to thinking, if you print this letter and give me 50 notes, I won't have to resort to a life of crime and start pilfering penny Bubblies and selling them to kids down the road for 5p! It'll take time, I know, but please print this letter because I don't want to go to prison if I get caught.
G Willmott, Middlesborough

Nick: ***What a shame, 'G', surely if you had the SNES version for Christmas, you could have exchanged it at the point of purchase, hmm?***
Nige: ***Unless he nicked it out of the Impact offices, the thieving toe-rag!***
Nick: ***Don't be so quick to point the finger, Nigel, or stick it up at passing motorists. Seriously, 'G', the lads at MEGA MACHINES were touched by your plight and were going to send you the pulsatingly-brilliant*** **Super Street Fighter II** ***coin-op that resides in the office, but unfortunately they couldn't find a jiffy bag big enough.***
Nige: ***Tell you what, though, if you're gonna have to turn to crime, could you nick us some bottles of Merrydown?***

FIGHTING TALK!

Dear Nick & Nige,
I'd like to add my tuppenceworth to the arguement that video games encourage violence. Contrary to what you say, I am convinced that it does. Only last week, I pushed a blokes head through a car windscreen, threw my little sister down a flight of stairs, headbutted my father, and threw a pan of boiling chip fat over a passing nun. Boy! That'll teach me to buy *Microcosm*.

Cheers, Barry Broadmoor, Birmingham



Dear mega macines,
I read lots of magazins more than you and it is ed Lomas pinky floyd in a lot and in yore number one so how did he know if he dosent work at you but he cant becase he is in megetech and sega powers sometimes and sega force but he gives you tips as well but we dont know who he is but if he is in megetech team then how do you get a tip before number one? why? me and my freind steven



Cheers, Barry Broadmoor, Birmingham.

Nick: *Thank you, Barry, for that enlightening contribution to our debate over video game violence. I'm going to have to deal with Nigel now, because he's shaking quite erratically and grinning in a most disturbing manner. Where are those tranquilisers?*

Man Ed: *You made this one up, didn't you Needham? I don't recall reading this particular letter before, when pray did it arrive?*

Al: *Aw don't spoil it, mon, it was a good one that...*

want to know who he is is ed pinky but what is he like please. From Peter Johns in chatham.

p.s. can I have a job and is Fifa on gsme master good.

Nick: Thanks for your letter, Peter. It was so imaginatively written that we asked the designer to print it in full.
Nige: Yeah, an' the punkchewayshun wuz spot on an' all!
Nick: Oh right, like *you're* a fine one to talk Nigel — your spelling is atrocious! Anyway, to your question: Ed 'Pinky' Lomas is a very nice young man from Rochester in Kent. Sadly, Ed has been really quite poorly for a while, and subsequently has had to spend a lot of time indoors. And what better to do if you're stuck in the house all day than play Mega Drive games?
Nige: Every time I'm orf school, I like to play with m-
Nick: ThankyouNigel! That'll be quite enough of that. Anyway, where was I? Oh yes, the reason we managed to feature some of Ed's tips in *MEGA MACHINES* Issue 1 was because he sent them to *Sega Force Mega* Magazine, and...
Nige: ...I nicked all their post! Har ha ha ha!
Nick: Borrowed, Nigel. You *borrowed* them, remember? Finally, Peter, with a little practice and some tuition, your written work *could* find a place in MEGA MACHINES. Just look to Milo Jackson for your inspiration. And as far as *FIFA Soccer* on the, I presume you mean Master System, goes — we don't have anything to do with Sega's 8-Bit console so can't really comment.

Nick'll Fix It



Nick: Urm, now then, guys and gals, etc, here's another lucky reader about to have his dreams come true. I received a lovely letter from a Mr **James Boston** of **Dunstable**, who says younger brother **David** likes nothing better than pretending to be Sonic the Hedgehog. He runs around the house, up and down the stairs, and rolls about the floor shouting, 'I'm Sonic! I'm Sonic!'
Nige: Ahh, in't that cute?
Nick: Yes, it would be, Nigel, if it wasn't for the small fact that David is 17 and a trainee bank clerk at Nat West.
Nige: Jesus! Worra mong!
Nick: Indeed, brother of mine. So, David, here's your life-long dream come true — and try to get yourself checked in that clinic as soon as possible. Perhaps your brother can invest the £50 he's won for sending your photo in a straitjacket and some tranquilliser darts.

Keep sending in those requests and photos, guys and gals, to this address: **Nick'll Fix It, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW.** *Uh-ur uh-ur uh-ur!*



Well, that's it for another month. Get your letters to us at: MEGA MACHINES, Impact Magazines Ltd, Ludlow, Shropshire SY8 1JW.

And spel 'em rite else I'll duff ya wun!

DR. RUTHLESS

Dr Ruthless: He's a doctor. And he has absolutely no ruth whatsoever. Got a few tips, though.

CODE IN THE HEAD

Got a code? I've got hundreds. For those of you with access to a Game Genie or Action Replay cart, these little beauties are just the job for a tickly cough, sore throat, runny nose, headaches, shivers, and so aids restful sleep. All in one little measure. Marvellous.



DDIN

RGJBY604	Infinite lives
ATFB0A32	Infinite continues
ATBV0A6G	Infinite apples
ATCB0A30	Invincibility
HEAB0ADW	Start with nine lives
ECXBYAFY	Start with 32 health units
D51VYA4Y	Genie hearts restore no health
CM1VYA4Y	Genie hearts restore maximum health
HGXBZWN4	Start with 99 apples
6ABV095A	Each apple found is worth ten apples
BMYVYA7C	Thief won't steal your apples
HGXBZWNC	Start with 99 gems
6JBV0978	Each gem found is worth ten gems
HH4BZA1Y	Each Genie token found is worth eight tokens
ATNV0A74	Genie tokens never decrease in bonus round
ATPB0A7R	'Lose' doesn't count in bonus round
GD9BZAME + CM9BYA6A + GD9BZAP8 +	Tries are free at peddler's stall

F22 Interceptor

RH9TR60T	MASTER CODE — must be entered
AHAAAAEE	Start with two lives
AXAAAAEE	Start with five lives
7CPAGGA8	Start with a thousand ammo
NW1AGAAG	Start with a hundred chaff
1B7TBLYW	Fuel burns twice as fast
1B7TBGZA	Afterburner burns twice as fast



SONIC SPINBALL

AW7T4A5L	Infinite lives
AXNA8A94	Infinite balls in all bonus rounds
AE8A5N58	Start on Level 2: Lava Powerhouse
AJ8A5N58	Start on Level 3: The Machine
AN8A5N58	Start on Level 4: Showdown
AE8A4AGG	Start with one life
A68A4AGG	Start with seven lives



ALA

E59BYA8R	Wishes are free at peddler's stall
ARWBYADJ + TLWBYAXA	Start at The Desert
AWWBYADJ + W4WBYAXA	Start at Sultan's Dungeon
A0WBYADJ + XLWBYAXA	Start at Cave Of Wonders
A4WBYADJ + X4WBYAXA	Start at Abu In The Cave
A8WBYADJ + YLWBYAXA	Start at The Escape
BCWBYADJ + Y4WBYAXA	Start at Rug Ride
BGWBYADJ + ZLWBYAXA	Start at Inside The Lamp
BLWBYADJ + Z4WBYAXA	Start at Sultan's Palace
BWWBYADJ + OLWBYAXA	Start at Jafar's Quarters
BRWBYADJ + 04WBYAX[A]	Start at Jafar's Palace

FIFA International Soccer

RZZB66XE	MASTER CODE — must be entered
GBVADJZY	Each goal is worth two (both players)
GBVADNZY	Each goal is worth three (both players)
GBVADTZY	Each goal is worth four (both players)
GBVADYZY	Each goal is worth five (both players)
GBVAD2ZY	Each goal is worth six (both players)
GBVAD6ZY	Each goal is worth seven (both players)
GBVADAZY	Each goal is worth eight (both players)
PYNADEYJ	Start with two points (player one)
PYNADJYJ	Start with four points (player one)
PYNADNYJ	Start with six points (player one)
PYNADTYJ	Start with eight points (player one)
PYNADYYJ	Start with ten points (player one)
PYNAD2YJ	Start with 12 points (player one)
PYNAD6YJ	Start with 14 points (player one)
PYNADAYJ	Start with 16 points (player one)

James Bond: The Duel

AECAAAGC	Start on Mission 2
AJCAAAGC	Start on Mission 3
ANCAAAGC	Start on Mission 4
ATCAAAGC	Start on Mission 5
AF6AAAFR	Start with one life
AK6AAAFR	Start with two lives
BF6AAAFR	Start with nine lives
ATGAAA56	Infinite lives
BF6AAAF2	Start with nine clips
AYCAAAGL	Start with five continues
ATGAAA70	Infinite continues
AE8AAA9N	Infinite ammunition
AMKAAA56	Cannot be harmed by enemy fire
9CPTB98E	Jump lower
7LPTB98E	Jump higher

B65T4AG2 + B65T4AGG	Extra man at every million points (approx)
KT5T4AG2 + KT5T4AGG	Extra man at every 5,000,000
XA5T4AG2 + XA5T4AGG	Extra man at every 10,000,000
3J5T4CG2 + 3J5T4CGG	Extra man at every 30,000,000
9N5T4EG2 + 9N5T4EGG	Extra man at every 50,000,000

Alien 3

AACTCA6J / AACTCA6Y	Infinite time
A2EAAA8R	Infinite lives
AJNAEA3R	Infinite machine gun ammo
AJMAEA7C	Infinite flamethrower ammo
AJJTEA2J	Infinite grenade-gun ammo
AJKAEA88	Infinite hand grenades ammo
RG2TC6W4	Maximum energy on First Aid
AJFTAA66	Never lose radar
5DXAD93N	Ripley jumps higher
YDXAD93N	Ripley jumps much higher
AMDACA4J	Long falls don't reduce energy
ADEACAGJ	Turbine fans don't reduce energy
AJBTAAEY	Start on Stage 2
ANBTAAEY	Start on Stage 3
ATBTAAEY	Start on Stage 3 Guardian
AYBTAAEY	Start on Stage 4
A2BTAAEY	Start on Stage 5
A6BTAAEY	Start on Stage 6
BABTAAEY	Start on Stage 6 Guardian
BEBTAAEY	Start on Stage 7
BJBTAAEY	Start on Stage 8
BNBTAAEY	Start on Stage 9
BTBTAAEY	Start on Stage 9 Guardian
BYBTAAEY	Start on Stage 10
B2BTAAEY	Start on Stage 11
B6BTAAEY	Start on Stage 12
CABTAAEY	Start on Stage 12 Guardian
CEBTAAEY	Start on Stage 13
CJBTAAEY	Start on Stage 14
CNBTAAEY	Start on Stage 15
CTBTAAEY	Start on Stage 15 Guardian
8ACTCADY	Game clock runs much slower
NC2ACAG0	Machine-gun recharge reloads to maximum
NC2ACAHY	Flamethrower recharge reloads to maximum
NL2TCAAW	Grenade-launcher recharge reloads to max
NW2TCABT	Hand grenade recharge reloads to maximum
LBRTJAEJ	Machine-gun capacity is 50
GBRTJAEL	Flamethrower capacity is 50
EBRTJAEN	Grenade-launcher capacity is 50
GBRTJAER	Hand grenade capacity is 50

Jurassic Park

AVDAAA24	Infinite energy
BVDAAA5G	Infinite lives
B3JAJAB8	Raptor starts on Level 2
B7JAJAB8	Raptor starts on Level 3
CBJAJAB8	Raptor starts on Level 4
CFJAJAB8	Raptor starts on Level 5
CKJAJAB8	Raptor starts on Level 6
CPJAJAB8	Raptor starts on Level 7
CVJAJAB8	Raptor starts on Level 8
CZJAJAB8	Raptor starts on Level 9
AD7AHTBC	Each gas can worth 150% of normal amount
AD7AGAKC	Each gas can worth 200% of normal amount
AD7AHAKC	Each gas can worth 300% of normal amount
J3DAAAG2	Start with 70 blue-banded darts
NPDAAAG2 + AKDAAAG4	Start with 99 red-banded darts
NPDAAAG2 + AVDAAAG4	Start with 99 gas grenades
NPDAAAG2 + AZDAAAG4	Start with 99 flash grenades
NPDAAAG2 + A7DAAAG4	Start with 99 concussion grenades
NPDAAAG2 + A3DAAAG4	Start with 99 rockets
NPDAAAG8	Start with 99 stun-gun shots

Bart vs The Space Mutants

AJRTAA6R	Invincibility
A2RTAA8R	Infinite lives
AAXTBJ2E	Infinite rockets after you buy one
AAXABJ9G	Infinite bombs after you buy one
FJ0AAA6N	Infinite paint after pick-up
AJBTAAET	Start on Level 2
ANBTAAET	Start on Level 3
ATBTAAET	Start on Level 4
AYBTAAET	Start on Level 5

Cool Spot

ATHA4A26	Infinite health
RG7T2614	Infinite lives
REHA460T	Infinite time (switch off after round)
GEFA4AA8	Start with nine lives
A1HA2AB4	Start with five health points
GDHA3AJC	Five points needed to enter bonus round

Asterix And The Great Rescue

Suffering from Gaul stones? Need to Getafix? Not to worry, here's a suppository of complete passwords sent in by **Tony Leonard** of **Swansea**. Open wide...

World 2 INSULA
World 3 CONDOR
World 4 VIENNA
World 5 AVALON
World 6 DULCIS

G O D S

Yes, even omnipotent beings check into the clinic so I can see to their ailments (I prescribed a year's supply of Slim-Fast to Buddha the other day). Here are the passwords to the game of the same name...

World 2 NASHWAN
World 3 COYOTE
World 4 FOXX

And for infinite lives: MESIENTOTALFELIZ

SONIC SPINBALL

0003226600	Allows you to play UK version on Japanese and US machines
FF579E0003	Infinite lives
FF579E1003	Boss room is open

Flashback

0017D44E71	Use with code below to allow you to find cheats
0018E86000	Use with above code

B.O.B

FFCB670032	Infinite time
FFCB470032	Infinite single shot
FFCB450019	Infinite three-way shot
FFCB430032	Infinite flamer
FFCB410014	Infinite rockets
FFCB3D0003	Infinite wave gun
FFCB3F000A	Infinite light gun
FFCB330003	Infinite helicopter hats
FFCB310001	Infinite bombs
FFCB390001	Infinite shields
FFCB3B0001	Infinite flash (gimme! —James)
FFCB350003	Infinite springs
FFCB730003	Infinite lives
FFCC070020	Infinite health

Street Fighter II (USA version)

FF96D600FF	One player practice
0004EC4E75	No music
0005264E75	No sound effects
0005884E75	No fireballs or Sonic Boom
00062E4E75	No background sprites

Sensible Soccer

018B36601E	Lets you play the UK version on Japanese and US machines

Gauntlet IV

01FAA26002	Use with code below to allow you to play UK and US version on Japanese, US and UK machines
FFE7910000	Use with above code
FF00F900C8	Unlimited energy (Warrior)
FF010D0005	Unlimited keys (Warrior)
FF010F0005	Unlimited potions (Warrior)
FF03BD00C8	Unlimited energy (Valkyrie)
FF03D10005	Unlimited keys (Valkyrie)
FF03D30005	Unlimited potions (Valkyrie)
FF068100C8	Unlimited energy (Wizard)
FF06950005	Unlimited keys (Wizard)
FF06970005	Unlimited potions (Wizard)
FF094500C8	Unlimited energy (Elf)
FF09590005	Unlimited keys (Elf)
FF095B0005	Unlimited potions (Elf)

ROBOCOP VS THE TERMINATOR

Not so much of a cure as a well-timed piece of advice, really — rather like 'don't go outside when you're hair's wet' or 'don't rub sandpaper on your nipples'. Quite simply, to avoid losing your nifty power-ups when you die, switch to them rather sharpish. There. Simple as Milo.

As is this handy little cheat. Pause the game and press [B], [A], three [C]s.

0006906006	Use with code below to allow you to play

The cd clinic

Every month, there are always a handful of apprehensive-looking types milling around the surgery in raincoats and dark glasses, hoping that no one recognises them and laughs at their, er, 'discomfort'. So for all of you with an itch you find hard to scratch, step inside, I guarantee complete confidentiality...

Jaguar XJ220

Name your driver MAR. If you

As is this handy little cheat. Pause the game and press [B], [A], three [C]s, [A], [B]. If entered correctly, a machine gun sound is heard. Release Start but hold down [A], [B] and [C], and by pressing Down, any weapon may be selected.

CUDDLY SONIC WON!

At last, the cuddly Sonic whose spent most of its short life wedged in the corner of the MEGA MACHINES office has found a home! Clare Salik of Stevenage wins the coveted hunk of stuffed blue material for being the first girlie to send in a tip. And here it is... "In FIFA Soccer, when the ref runs over to book your player, run away so he can't book you til he catches you"

According to Clare, it's a tee and a hee., and after sending us that all important photo proving her girlieness, the cuddly Sonic was despached pronto. Ta very much, Clare, may you be only the first female to pay a visit to Doctor Ruthless...



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Zo...

	the UK version on Japanese machine
0001F04A20	Use with above code
0006906006	Use with code below to allow you to play the UK version on US machines
0001F05520	Use with above code
FFED530004	Unlimited energy
FFEB030000	All candy has been collected
FFEB690010	Unlimited time

James Pond 3

Suffering from cheese-related ailments? Don't come to me about it, because I don't want to know, but if this industrial-strength password for *James Pond III — Operation Starfish* relieves the discharges, all the better. This password allows you to backtrack and revisit over 80 locations, and if you face imminent death, you can pause and quit the level without dying.

```
Yellow Boot, Blue Boot, Blue Boot,
Blue Umbrella, Blue Boot, Blue Boot,
Blue Pickaxe, Red Heart, Yellow UFO,
Yellow Umbrella, Blue Boot, Blue
Skull, Red Umbrella, Red UFO, Green
Book, Red Boot, Blue Boot, Blue
Mushroom, Yellow Mushroom, Red
Pickaxe, Yellow Cheese, Green Frog
```

The Lost Vikings

Our extensive guide to the tougher levels of this bowel-basher of a puzzler should sort you out, but just for good measure, here's the complete list of passwords, all in easy-to-swallow capsules, courtesy of Colin Dunnet of Derby...

1. STRT	2. GR8T
3. TLPT	4. GRND
5. LLMO	6. FLOT
7. TRSS	9. CVRN
10. BBLS	11. VLCN
12. QCKS	13. PHRO
14. C1RO	15. SPKS
16. JMNN	17. TTRS
18. JLLY	19. PLNG
20. BTRY	21. JNKR
22. CBLT	23. HOPP
24. SMRT	25. V8TR
26. NFL8	27. WKYY
28. CMBO	29. 8BLL
30. TRDR	31. FNTM
32. WRLR	33. TRPD
34. TFFF	35. FRGT
36. 4RN4	37. MSTR

The Waiting Room

A big 'thank you' to all of those people who sent in tips this month which, due to space, time and the fact that Sister Spoon's been off this month (to catch up with *A Country Practice*) didn't make this issue. Thanks again...

Keith Crabtree of Tipton; **Gary Nolan**, Newton Abbot; **Les Behan**, Vange; **Dave Brewster**, Southampton; **Willy Bowen**, Chichester; **Nick Yates**, Isleworth; and **Jim Pope**, Walsall.

pause the race at the start, before the lights turn green, you automatically qualify for the next race.

Wolfchild

On the options screen, press [A], [B], [C] then [A] and [B] together. Now you can select a level...

Level 1 Start
Level 2 [B] & Start
Level 3 [C] & Start
Level 4 [B], [C] & Start
Level 5 [A] & Start
Level 6 [B], [A] & Start
Level 7 [A], [B] & Start
Level 8 [A], [C] & Start
Level 9 [A], [B], [C] & Start

Ecco CD

Enter ANWXCHBQ as the password and get a FMV sequence of (surprisingly enough) dolphins.

Final Fight

To enable Guy to pull off a rather saucy rapid punch manoeuvre, go to the options screen, highlight 'Exit' and hold Right, [A], [B] and Start. Select Guy and away you go...

Night Trap

To see a previously unattainable snippet of video footage, complete the game and when the words 'In memory of Stephen D Hassenfield' appear, press Up and [A] five times.

Chuck Rock CD

Slightly lumpy, chalky codes...

Level 2 **GJFKFN**
Level 3 **PDPKKN**
Level 4 **JWNTXF**
Level 5 **TSFNVP**

Keio's Flying Squadron

For an extra, albeit primitive game of *Super Catch*, press Left, Left, Right, Right, Up, Down, Up, Down, Up, Right, Down, Left and Start.

Playing Tips poison

The Lost Vikings

TIPPED TO DEATH!

THE THREE NORSEMEN OF THE APOCALYPSE

Three smelly Vikings shuffled in to my clinic yesterday. Ugly bleeders they were, too, all hairy an' 'orrible. Claiming they were lost, I told 'em to bugger off sharpish, 'fore I called the fuzz. 'Listen,' I said, 'I'm a doctor, right, not a soddin' tour guide!' Thing was, though, they were bigger'n me... and Sister Spoon weren't there to help neither. So I ended up prescribing the following...

NORSE CODES

When you see these codes marked on the map, instruct the relevant Viking to perform the specified action. Simple, really, just like the first three parts of Level 1 — that's why I've skipped over them to get right onto the hard part...

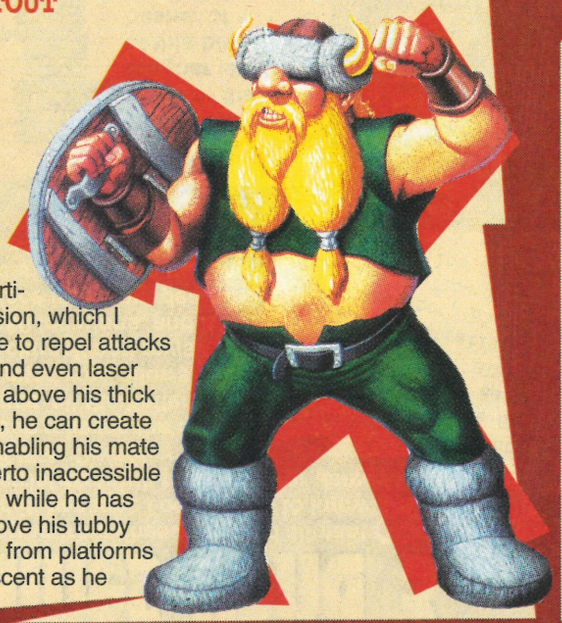
OSF = Olaf Shield Forward
OSU = Olaf Shield Up
BSA = Baleog Shoot Arrow
BUS = Baleog Use Sword
ERA = Erik Run Ahead
EJU = Erik Jump Up
EHB = Erik Head Butt



BALEOG THE BERSERKER

AGE: 25
HEIGHT: 6'0"
WEIGHT: 220lbs
SPECIALITY: Combat
EQUIPMENT: Sword and bow & arrows

Although this beardless wonder turned out to be a bit handy with his sword, he's a bit of a prat when under attack — having no defensive skills whatsoever! Hide 'im behind Olaf's shield and he can work wonders with his bow, though. I advised that he should use his arrows to flick switches from a distance... and he went and jabbed me in the bum with one for being cocky!



OLAF THE STOUT

AGE: 23
HEIGHT: 6'2"
WEIGHT: 320lbs
SPECIALITY: Defence
EQUIPMENT: Shield

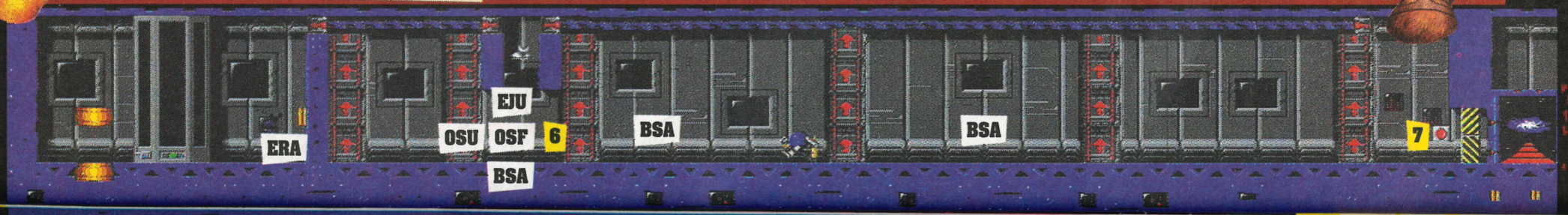
This tub of lard couldn't hurt a fly. His shield was the only notable artifact in his possession, which I advised him to use to repel attacks from enemies... and even laser bolts! By raising it above his thick skull, I discovered, he can create a vital platform, enabling his mate Erik to reach hitherto inaccessible areas. In addition, while he has his shield held above his tubby form, he can glide from platforms controlling his descent as he goes...

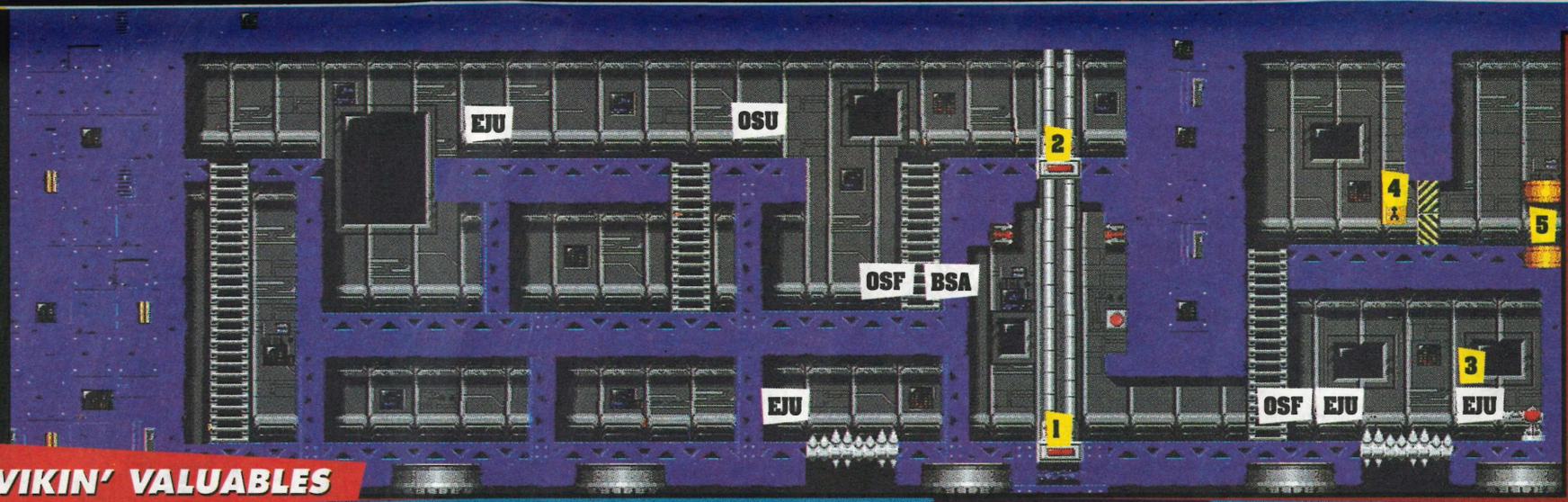


ERIK THE SWIFT

AGE: 19
HEIGHT: 5'8"
WEIGHT: 160lbs
SPECIALITY: Gettin' about
EQUIPMENT: Well 'ard helmet and no brain!

This guy was in need of a psychiatrist when I examined him, not a medical doctor like myself. Although he was able to jump gaps and run faster than a Mega Drive owner who's stumbled into a ZX Spectrum User's Club, he wouldn't stop charging the waiting room walls and demolishing 'em with his head! I gave him a handful of Smarties and prescribed a brain transplant.





LEVEL 1.4

1 Get Erik to go up on this lift, and have him jump before the electricity gets him. Now hit the switch…
2 Move Baleog and Olaf onto the lift, and send 'em down.
3 Use Erik to collect the key…
4 …and use it in this hole.
5 Now transport the smelly beggars in this order: Erik, Baleog and Olaf.
6 With the gravity boots on, make Erik run and head butt the enemies along the passage.
7 Hit the switch to stop the anti-gravity devices and escape.

VIKIN' VALUABLES



BOMB: Drop it next to unwanted things like computers, Fat Dave, etc.



FOOD: Eat it, sucker! Restores one hit point.



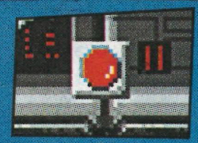
KEY: Unlock the mysteries of the universe? Nah, but they can open doors…



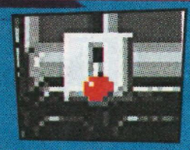
GRAVITY BOOTS: Prevent the wearer from suffering the effects of anti-gravity (and help him look smart).



SHIELD: Awards the Viking picking it up with a bonus blue health point. Allegedly.



BUTTONS: A crap panto character, also useful for opening doors and shutting off force fields.



SWITCHES: Do just the same as buttons, but don't shout 'look out behind you!'



SMART BOMB: Annihilates every enemy onscreen. Not bad, eh?



FLAMING ARROW: Kills enemies with a single shot and looks pretty flash an'all.



LEG OF HAM: Restore two hit points, but it's probably full of stale steroids.



LEVEL 2

1 This is a doddle, so take it easy and relax… it's good for your blood pressure. Simply use the red key here…
2 …and the yellow here. See? Told you it was a piece of pi(Ruthless! —Ed).

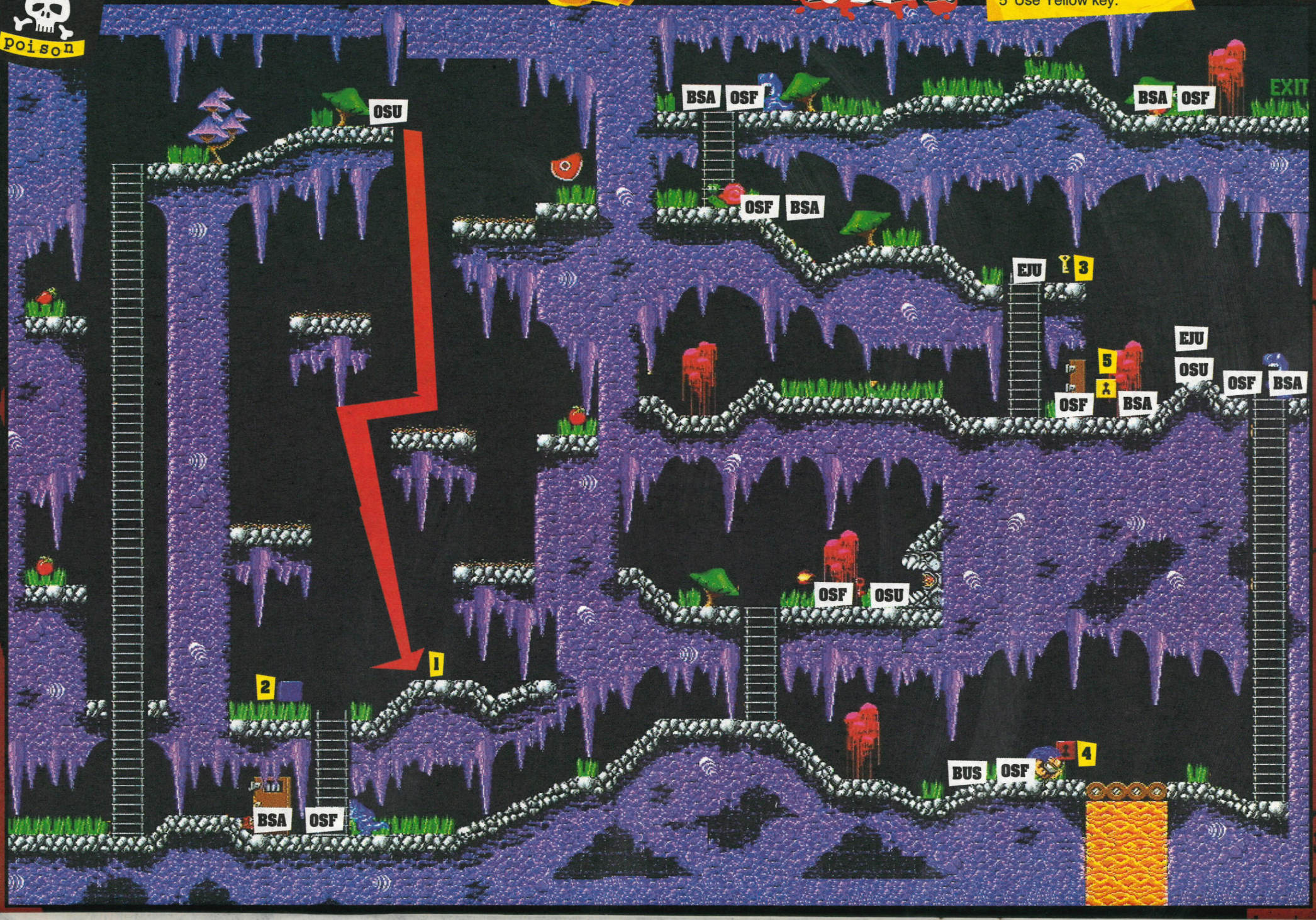
Playing Tips
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The Lost Vikings

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LEVEL 3

1 Collect key.
2 Use Blue key.
3 Collect key.
4 Use Red key
5 Use Yellow key.



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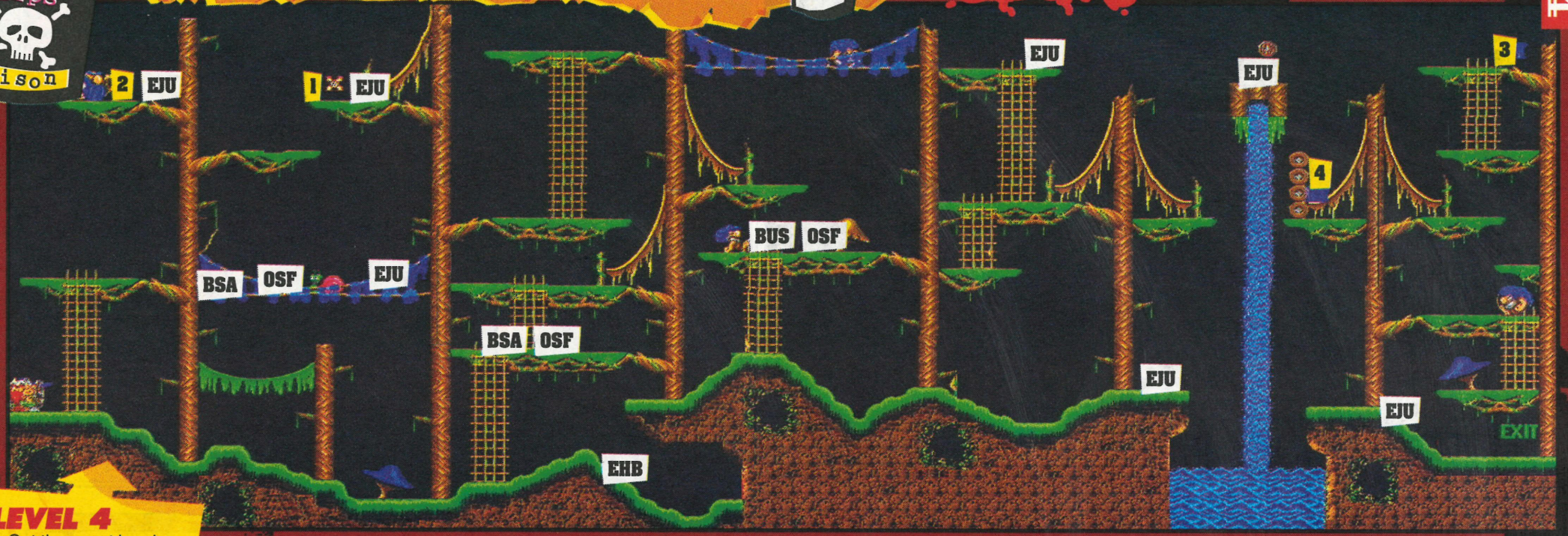
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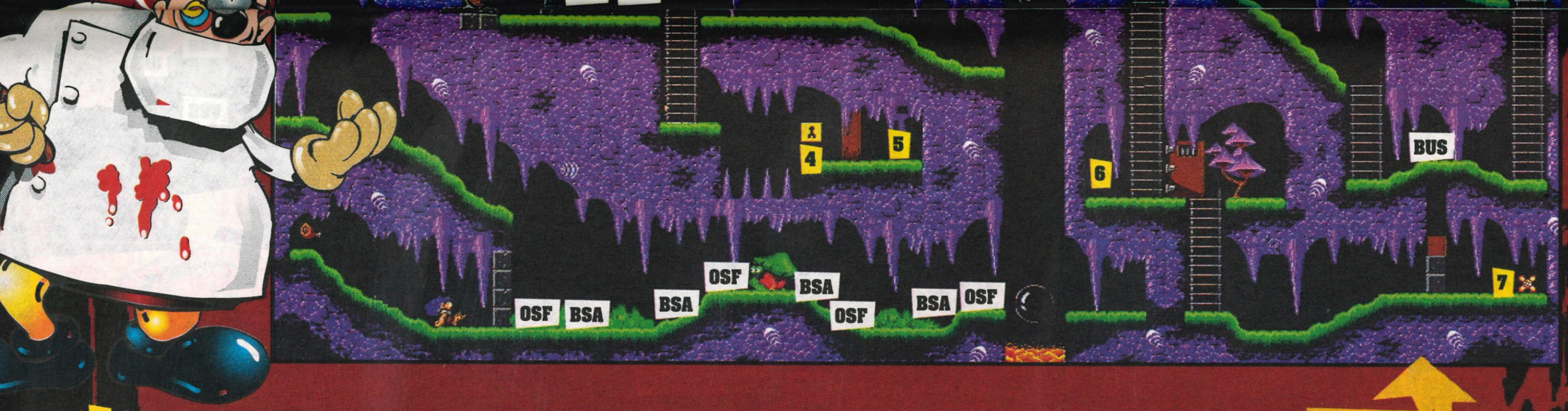


LEVEL 4

1 Get the smart bomb.
2 Talk to this geezer.
3 Collect key.
4 Collect key.

Well that should have got you heading in the right direction – levels five through eight should present few problems now. Things start getting well tricky around the ninth level, though, so here are solutions to that level, plus ten, eleven and twelve (which is a right pain in the posterior, I can tell you).







LEVEL 9

1 Pick up the Red key…
2 …and use it here.
3 Collect key (again).
4 Use the Yellow key here.
5 Collect the Blue key…
6 …and guess where you use it?
7 Now hurry up and collect the smart bomb. Quickly, come on, you haven't got all day y'know!

LEVEL 10

1 Ruddy difficult this, as you 'ave to time your jumps *exactly*. Practice makes perfect, so they say, but snuffin' it just before you reach the other side every time can soon cause stress and foul language. You have been warned!
2 Collect key.
3 Use the Red key just… about… here!
4 Glide down t'here, then use the Smart Bomb.
5 Collect the Yellow key…
6 …then wang it in this hole here.

Playing Tips

poison

The Lost Vikings

TIPPED TO DEATH!

LEVEL 11

1 Smack this lock off and 'ave a natter with the bird in the cage — be prepared, however, she's got a gob and a half on her.
2 Collect key.
3 Use the Red key.
4 Shove this block over to the left. That's the hand you *don't* write with if you're right handed. Comprende?

LEVEL 12

Get ready for some repetitive instructions. Get ready for some repetitive instructions. Get ready for some repetitive instructions…
1 Collect key.
2 Use key.
3 Collect key.
4 Use key.
5 Er, that's it! There isn't a number five. But I've put one in anyway, just so's I can say ta ra till next month. Just remember: The door to my surgery is always open, and I welcome one and all to enter. See ya…







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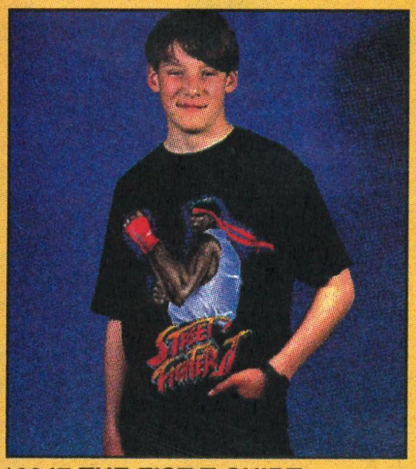
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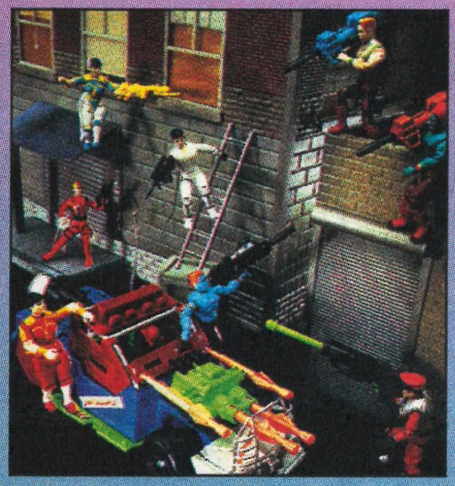
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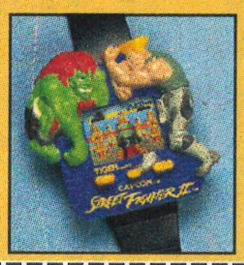
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CRAP TITLE, EH?

Oh dear, another reader lets the side down with a poorly concieved heading for the charts page. And he actually won the No.1 cart! Money for old rope...

Tony Leonard of Swansea, you ought to be ashamed of yourself! Lukily for you, all the other entries we recieved this month were just as pathetic, and we're only giving you the No.1 cart because, well, at least you were honest and we sorta admire your bare-faced cheek. Perhaps other readers might like to have a go at thinking up a better name for our humble charts page, and here's how you do it: Simply cut out the relevant letters from the simple-to-use-cut-out section below, stick 'em on a postcard or the back of a sealed down envelope, and mail it to Come And Have A Go If You Think You're Hard Enough, MEGA MACHINES, Impact Magazines, Ludlow, Shropshire SY8 1JW. Anyway, iiiiiiiiittt's Charrrt Tiiimme!

ReAdeR ChArT

The MEGA MACHINES massive were thrown into a veritable maelstrom of excitement this week when it turned out that – wait for it – *another* reader had

MEGA drive!

TOP 20 SEGA MEGA-DRIVE TITLES FOR THE 4 WEEKS ENDING 5/2/94

1	ALADDIN	SEGA	4999	MD
2	SENSIBLE SOCCER	RENEGADE/SONY	3999	MD
3	SONIC SPINBALL	SEGA	4499	MD
4	STREETFIGHTER 2 CHAMP. EDITION	SEGA	5999	MD
5	MORTAL KOMBAT	ARENA ENTERTAINMENT	4999	MD
6	JUNGLE STRIKE	ELECTRONIC ARTS	4499	MD
7	MICRO MACHINES	CODE MASTERS	3499	MD
8	TOE JAM AND EARL 2	SEGA	4999	MD
9	ROBOCOP V TERMINATOR	VIRGIN	4999	MD
10	ZOMBIES	KONAMI	3999	MD
11	SONIC THE HEDGEHOG 2	SEGA	3999	MD
12	MICKEY & DONALD	SEGA	3999	MD
13	WINTER OLYMPICS	US GOLD	4999	MD
14	F1	DOMARK	4999	MD
15	ETERNAL CHAMPIONS	SEGA	5999	MD
16	NHLPA HOCKEY 1993	ELECTRONIC ARTS	3999	MD
17	PGA TOUR GOLF 2	ELECTRONIC ARTS	3999	MD
18	COOL SPOT	VIRGIN	4499	MD
19	WWF ROYAL RUMBLE	FLYING EDGE	4999	MD
20	JOHN MADDEN 1994	ELECTRONIC ARTS	4499	MD

TOP 10 SEGA MEGA-CD TITLES FOR THE 4 WEEKS ENDING 5/2/94

1	LETHAL ENFORCERS	KONAMI	5499	MC

that – wait for it – another reader had actually bothered to send in his Top Ten! Alan Holloway of Bristol, we're biggin' you up large style, geezer, for providing us with this little list...

READER TOP TEN

1) FIFA INTERNATIONAL FOOTBALL
(FOOTY GAME - NOT REALLY SURPRISING)

2) SONIC SPINBALL
(NOT A CRAP RIP OFF!!)

3) DAVIS CUP TENNIS
(WINNER: "BEST GRUNTING" SEGA OSCAR 1993)

4) MORTAL KOMBAT
("E LOOKED AT MY PINT, DAVE - RIP HIS BIGGIN' HEAD OFF!)

5) F1
(BROOM BROOM - HOUSEKEEPING SIM)

6) TEENAGE MUTANT NINJA TURTLES - THE HYPERSTONE HEIST.
(NO. REALLY. IT'S GOOD FUN!)

7) ALADDIN
(FORGOT ABOUT THIS. IT SHOULD BE HIGHER, ACTUALLY)

8) GUNSTAR HEROES
(RUN OUT OF BULLETS? JUST LOB YOUR MATE! BWAH HA HA!)

9) MAZIN WARS
(YOU STILL HERE?)

10) SUNSET RIDERS
(WIBBLE, WIBBLE, WIBBLE)

...Whooo! Cheers Alan, and thanks for those incisive comments. Pity your suggestion for the chart page (The Orson Cart Show) was crap, or you'd have won something. Keep 'em coming, Mega Drivers!

MEGA cd!

1	LETHAL ENFORCERS	KONAMI	4999 MC
2	NIGHT TRAP	SEGA	4999 MC
3	THUNDERHAWK	CORE DESIGN	4199 MC
4	SONIC CD	SEGA	4499 MC
5	SLIP HEED	SEGA	4999 MC
6	ECCO	SEGA	4499 MC
7	BATMAN RETURNS	SEGA	4999 MC
8	WONDER DOG	SEGA	4499 MC
9	SEWER SHARK	SONY IMAGESOFT	4499 MC
10	FINAL FIGHT	SEGA	4499 MC

Import MEGA cd!

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

Free Market Economy

Oh dear, readers, the wheels of goodwill are not being oiled by the software houses as well as they might. Not that we'd be swayed by a nice little backhander, natch, but let's just say 'you scratch our backs and we'll scratch yours', eh? Here's the rather pitiful rundown on what we blagged this month...

1. Milo Jackson — poached from Ludlow Job Club
2. Speed Racer T-Shirts from Accolade
3. Sonic Puzzle Ball from Tomy
4. Great lunch from Domark (cheers!)
5. ...er, that's it!

The ULTIMATE Challenge

Fair Play!

Each year, the action men (and women) of the toy industry get together to show what *they* believe kids (or rather their parents!) will buy over the coming months. From stationery to Star Wars figures, ZBOTS to Zig and Zag, Barbie dolls to Biker Mice, you name it, the International Toy and Hobby Fair at Olympia had the lot. On a couple of spacehoppers, Mat and Ade made their way down the M40 to a) see just how far they could yank Stretch Armstrong and b) grab a load of eager beaver Sega nuts and challenge them to a game of *Zool* on the Mega Drive.

Choose one of the following: a) Mat and I are incredibly thick, b) some clever geezer had switched all the signs, or c) there were *two* toy fairs being held in London on the same day. Well, only *one* of those answers is guaranteed 100% correct and I'm not putting my neck on the line telling you which. Thing is, having reached our lubbly jubbly capital city, it took Mat and myself over three quarters of an hour to find Olympia. 'Toy Fair: Next Left At Lights' screamed the signs. We *went* left and left again and errrr…left again! Eventually, due to a complete and utter fluke, (in other words, we ignored the signs and did our own thing!) we spotted Olympia's dome on the horizon. This is a special year for the British Toy and Hobby Association. It celebrates it 50th anniversary. Trust Mat and I to spoil the party! We set up in the press office and waited. The idea was to grab as many kids as possible and challenge them to a game of *Zool*. The prize for the winner — a year's free subscription to all the mags us luvverly peeps in Ludlow produce. Annoying thing was, all the kids appeared to be taking tea with the Mighty Morphing Power Rangers and the Biker Mice from Mars. After a bit of gentle persuasion, though (ie. bribes of free Mars Bars and trips to Eurodisney) we managed to entice half a dozen or so game fans to the TV screen…







THE ZOOL DUAL

Ok. This time around, the Ultimate Challenge was to score as many points on *Zool* as possible in a five minute time limit. The aim on each level is to nab the specified number of sweets, then locate the exit. Those looking for a big score, should grab the big sweets (these are worth mega points), collect the smaller stuff in the fastest possible time and race to the exit, without wasting precious seconds. There's a time and level bonus for those who manage to complete a stage. Let's see how our victims got on…





CHALLENGE 1

Cue music. Cue black swivel chair. Recognise this little chap? Yep, you got it! It's Joe 90, (well, actually, it's a young lad by the name of Ashley Pearl!) but today, he had his Joe 90 VIP badge on. Would Ashley dent the TV hero's reputation?

Cool, calm and collected, young Mr 90 soon got to grips with the controls. [A] to fire, [B] to jump and [C] to leg it and spin. Not a bad score after the first 60 seconds, 3672. Joe managed to locate the Two Zool, a mirror image of the ninja, which makes our sprite-ly friend all the more agile and allows twice as many shots to be fired over a limited period. Three minutes on the clock and Joe had notched up 6022 points. He hadn't grabbed the huge sweetie, so no biggo pointo bonus, but the main man only had five more sweets to collect to leave the level. The annoying this was, those five sweets were incredibly difficult to find. Time was ticking away, (as it usually does!). There were only 60 seconds to go. But, what was this? Having had to retrace his steps, Joe located the big sweet bonus. With only 10 seconds remaining, he leapt through it and his score zoomed to 16172. And that's how it stayed up to the gong. An excellent first attempt and a score that would take some beating.



Shame he's not an Action Man Deserter. He'd bugger off this page and we wouldn't have to write this bloomin' caption.





CHALLENGE 2

James Button was next in line to take up the challenge. This man needed no encouragement. He was well into the game. Slipping and sliding his way through the sweet level, after 60 seconds, our young button basher had scored a highly commendable 3216 points. Not far behind Joe 90's score after the same time period. Was James on course to beat the boy wonder? After three minutes, James' score hadn't climbed all that far. The sweets were proving difficult to locate and James was having problems climbing walls. The Sweet Beasties and the Humble Bees were having a field day with poor old Zool and James tried hard to smile as his lives diminished fast. With just one life *and* one minute to go, his score showed 6213. Even a little encouragement from those Biker Mice From Mars couldn't help salvage things. The big sweet bonus eluded Mr Button, and, at the end of five minutes, his final score was 6818. Not a Joe 90 beater.









The ULTIMATE Challenge



CHALLENGE 3

Our first and only female gamer of the day, this is Grace Dewhurst from Kingston. With the Biker Mice well 'n' truly out of the way, Grace could concentrate on the task in hand. And boy — did she concentrate! Ms Dewhurst got off to an excellent start. She zoomed through the first half of the level in under two minutes and managed to leap through the sweet bonus. After three minutes, Grace's score was a staggering 14416. She was well on the way to beating our puppet friend with the big number after his name! Grace found the Two Zool, which helped bump up her score to 15741. With just 16 sweets left to collect, her tally now read 15741. Even though her score was pretty nifty, Grace had to retrace her steps way back to the start to find those missing sweets and, with only 30 seconds to go, it didn't look as though she'd find them all. If she *did*, it was unlikely she'd make it to the end of the level and grab a big bonus. Nevertheless, all was not lost. Half a dozen more sweeties and, at the gong, Grace has scored 17438 points. She was in the lead!

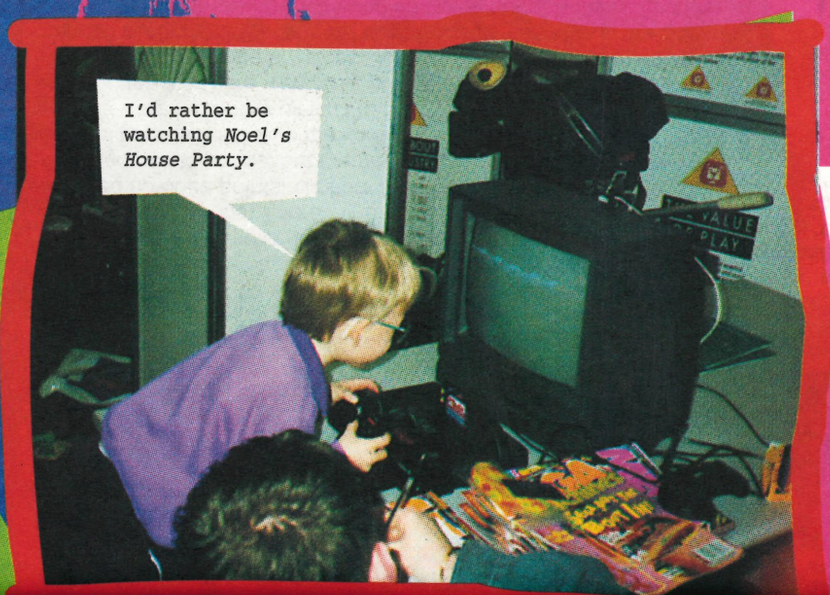


CHALLENGE 5

Elliott Rose from Petersham (the cool dude in the red shirt) was next to take the joypad. Elliott was a whizz when it came to collecting sweets. One minute into the game and he'd already overtaken Grace's score at this stage with a massive 15591 points. Things were looking very, very good. Elliott was steaming 'I' for leather through the level. He'd only a few sweets left to collect at the end of two minutes! His score at this point was 16288. Still higher than Grace's at this stage in the game. Then things went from good to downright bloomin' terrible. Those last few sweets were proving impossible to find. Elliott's score had risen to 16838, but the screen was completely devoid of all things sweet-like! At the end of five minutes, he'd located the odd one or two more, but — yes, ladies and gentlefolk — Grace was *still* in the lead, 'cos, as the sands of time ran dry, Elliott had scored 16888. Bad luck, mate.







CHALLENGE 6

What a gentleman! Tom Dewhurst consoles (no pun intended!) Elliott. Tom's sister Grace reigns supreme. Until young Mr Dewhurst had an MD joypad thrust into his hot little hands. Make way for a touch of sibling rivalry as Tom attempts to beat his sister at her own game!

Tom got off to a bit of a shaky start. With just 30 seconds on the clock, he'd lost two lives and scored a mere 2044. But, from then on, things got decidedly better. An extra life helped him on his way, along with the Two Zool and the bonus sweet. After three minutes, his score was 15141. It then rose to 15910. Grace was panicing. She had every reason to. With only six sweets to collect, after four minutes, Tom had scored 17783. Whatever happened now, he could rest assured he'd beaten his sister. Tom was the only contender who managed to get off the first level in the time limit. With just 30 seconds in Music World (level two), Tom achieved a final score of 19008. Roll out the red carpet. Prepare yourselves for a fanfare — Tom Dewhurst from Kingston is THE WINNER!

Roll out the red carpet. Prepare yourselves for a fanfare — Tom Dewhurst from Kingston is THE WINNER!
Congrat's all round and free subscriptions on their way.

CHALLENGE 4

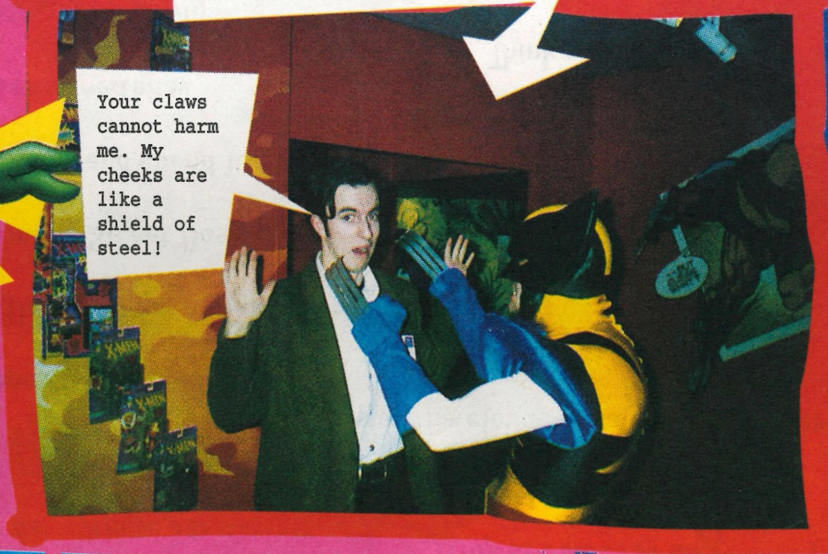
Young Tim fancied his chances against our wonder woman, Grace. This guy meant business. The man in purple managed to notch up a well wicked 12547 points after just a minute. Same as Grace, he'd found the big bonus. After two minutes, Tim had reached 12897. At this stage, Grace had notched up 14416. Things were starting to slow a little for Tim. He'd missed a few sweets early in the level and had to zoom back to find 'em. His score steadily rose. After three minutes, 13097. After four minutes 13197. It was gonna take some nifty footwork to reach Grace's 16913 and beyond. Sadly, it was not to be. Up until the gong, Tim desperately searched for the booty, but the disintegrating platforms were a hassle, making those hard-to-reach goodies nigh impossible to get to. At the end of the time limit, Tim had scored 14722. Grace was *still* in the lead...



One of the Mighty Morphing Power Rangers. These guys gonna be big this year. Love the cut of that suit, mister.

Mat forgot to stipulate at the start of the challenge that anyone dressed in blue and yellow was not allowed to take part. Biggo mistako!

Your claws cannot harm me. My cheeks are like a shield of steel!



WE THROW DOWN 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.

Please cut this out and send it in!

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!

MY NAME: .....

SCHOOL NAME: .....

SCHOOL ADDRESS: .....

.....

.....

POST CODE: .....

SCHOOL PHONE NUMBER: .....

***HEADPERSON'S NAME:** .....

HEADPERSON'S SIGNATURE: .....

*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.**

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

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


TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Phone someone you love
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
Photocopy this ad and get someone else to do it
Listen to Rodigan's next show, in the park
Only boil as much water as you need
Spend an afternoon speculating on how to make a million
Forgive someone
Do one thing to make the world a better place to live
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
Learn a new word every day
Kiss 100fm

SubScriBe tO MegA MacHiNes And geT an aMaziNG SeGa MuLTi megA AbsoLuteLY FreE!*

Sounds too good to be true? Well that's because it ***is***, dummy! You don't ***really*** think we're going to give away a £300 state-of-the-art Multi Mega with



Mega with

each subscription, do you? 'Course not... but it *did* grab your attention! What we WILL stump up, however, is a genuinely free, glossy, plastic envelope each issue – and we'll even pay the postage! That can't be bad now, can it? Add to that the fact that you'll receive your copy of the mag almost a week before the rest of the planet get theirs, and we think you'll agree it's a bargain not to be dissed... AND you won't have to suffer looking at the hairy mole that your local newsagent has on the side of their nose (they've all got one, haven't they?).

So, just fill out the coupon and send it to us along with a cheque or postal order to the value of £25, made out to **IMPACT MAGAZINES LTD**, to the following address: **MEGA MACHINES SUBS (5), IMPACT MAGAZINES, FREEPOST, LUDLOW, SHROPSHIRE SY8 1JW** – and don't bother with a stamp, okay? It's freepost...



***Multi Mega not included...**

MEGA machines

Okay, you got me. I didn't want a Multi Mega anyway — a year's worth of MEGA MACHINES will do nicely, thankyouverymuch!

NAME: .....

ADDRESS: .....

.....

.....

.....

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SIGNED: .....

Please tick this box to prove you hand-eye co-ordination is up to muster ☐

STRAY BULLETS

Well here we are again, as happy as can be – all good friends and jolly good company! Yep, the issue's over and so it's time once more to pour scorn on the individuals who really put their foot in it during the making of this mag. Lawyers ready? Good! Let's go...

'Utterly addictive stuff and definitely the best FMV title for the Mega CD — 90%' Dracula Unleashed review in Sega Magazine

'My arse it is' Al Needham, Defender of Truth, MEGA MACHINES

'Do you think it's wise to encourage your readers to saw their legs off then drink their own urine?' Irate parent on the phone to Steve after seeing Warwick Hunt in his son's copy of MEGA MACHINES Issue Three

'*****! *******! ******* *****!' Steve 'Arthur Flange' Shields misses another 2ft putt in EA's PGA Euro Tour

'I'm a pimp and a teenage gangster' Louis from Streatham replying to Ade during this issue's Caught In The Act

'Take the mick out of my ears again and I'm going home' Milo Jackson, MEGA MACHINES whipping boy, feels the pressure of console journalism

'Set up the controls just the way you like 'em, or check out the cool music and sound effects' LINE FROM THE NORMY INSTRUCTION MANUAL

'That James Beaven, he always hogs the best photo opportunities on the Ram-Raids. He makes me sick' Milo Jackson, Voice Of Reason, bitching by the coffee machine

'Milo gets right on my nerves on the Ram-Raids — he just dosses around and leaves me to do all the poses' James Beaven, five minutes later by the same coffee machine

'Hey, check it out! A basketball game!' The MEGA MACHINES staff welcome the appearance of *NBA Jam*

'What? Another basketball game?' The MEGA MACHINES staff rejoice at the arrival of Hyperdunk

'Eh? Not *ANOTHER* one? The MEGA MACHINES staff get all excited at the arrival of *NBA Showdown*

'NO WAY! You must be joking. Aren't you? Please?!' The MEGA MACHINES staff praise the skies on the arrival of Barkley: Shut Up And Jam

MEGA machines

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BIG RESPECT DUE THIS ISH: Accolade (for being such a good laugh) The Monopolies & Mergers Commission (for finally getting their arses in gear) The Butthole Surfers (for making life bearable)

BIG DISRESPECT DUE THIS ISH: Tim Walton from Chichester (because his two 'mates' phoned up and asked us diss him for 'buying crap games') Fat Dave (for being a nudey book-stealing turd who only pretends to be a feminist in a vain attempt to cop off with gullible girls) The BBFC (for the 1984 Video Recordings Act – thanks for nuffin' ya squares)

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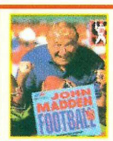
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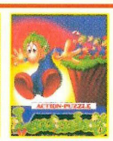
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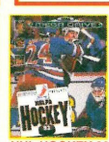

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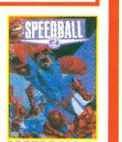

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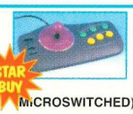
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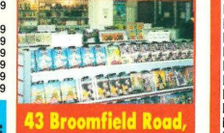
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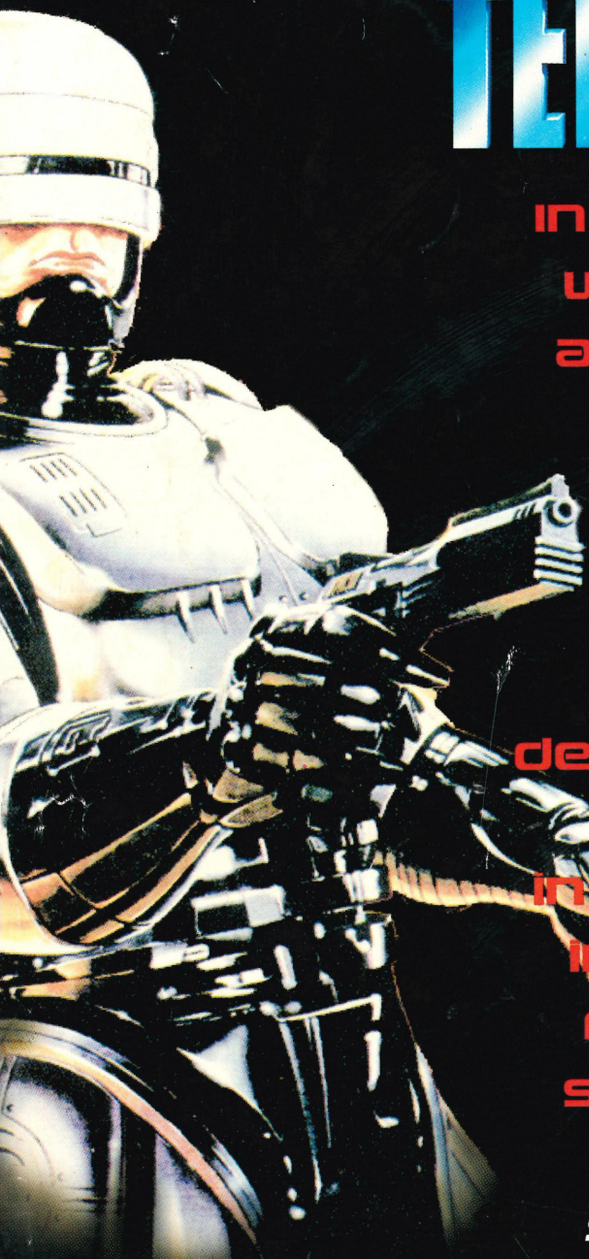
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