メガテク

16

MEGA TECH

MEGADRIVE HYPER GAMING

NUMBER 16 APRIL 1993 £1.95

100% MEGADRIVE + MEGA-CD

MEGA-CD REVEALED!

16-PAGE REPORT ON UK MACHINE AND GAMES INSIDE!

EXCLUSIVE!

SPOT THE COOL DUDE! IS THIS THE NEXT SONIC?



STILL ONLY £1.95

THIS MONTH!

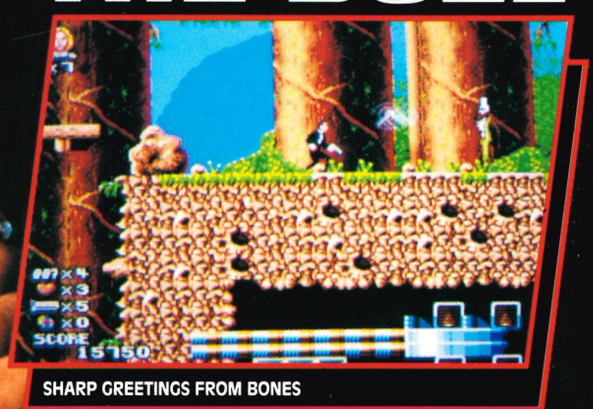
● FATAL FURY ● JAGUAR XJ-220 ● SEWER SHARK ● KRISS KROSS ● HOOK ● TURTLES ● WOLF CHILD ● SUNSET RIDERS ● DEADLY MOVES ● PAPERBOY 2 ● BATMAN – REVENGE OF THE JOKER ● OUTRUN 2019 ● CYBORG JUSTICE ● ANDRÉ AGASSI TENNIS

9 770964 576002 04

NOT AN OFFICIAL SEGA PUBLICATION

HE'S BACK... JAMES BOND

007™ In THE DUEL



SHARP GREETINGS FROM BONES



BE CAREFUL ODDJOB DOESN'T TAKE HIS HAT OFF FOR YOU



MAYDAY, NOT ONE TO CALL ON IF YOUR IN TROUBLE!



BOND, A GAME TO HOLD YOU IN ITS GRIPS TO THE BITTER END!

RELEASE DATE

007

APRIL

SEGA

MEGA DRIVE

DOMARK

© EON PRODUCTIONS LTD. MAC B. INC. 1992 GUN SYMBOL LOGO
© 1962 DANJAQ SA AND UNITED ARTISTS CO.
SEGA IS A TRADEMARK OF SEGA ENTERPRISES LTD.

BIG prizes to be won on the MegaTech Megalines!



We're giving away more prizes than you could safely shake a joypad at, and as if that wasn't enough, there's a helpline packed with cheats for all the latest games. All you have to do is dial the relevant number and listen to the instructions. It couldn't be easier, so get on the blower - NOW!

WIN A MEGA-CD

On line one we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games. Just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. The Mega-CD's 16-bit processor runs alongside the one in the Megadrive, allowing extra graphic effects such as sprite scaling, rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough, recorded music and speech can be incorporated directly into the game from the disc!

0839 900 039

WIN A STEREO MONITOR WORTH £300!

On line two you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

0839 900 040

WIN £200's WORTH OF SOFTWARE!

On line three you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

0839 900 041

THE HYPER TECHNIQUE LINE!

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

0839 900 042



Calls are charged at 36p per minute (cheap rate), and 48p per minute (at all other times). If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call! Cost of call should not exceed £2.

Closing Date for calls: 20th day of the month preceding the cover date of this magazine

CONTENTS

ISSUE SIXTEEN APRIL 1993

cover story

MEGA-CD.....21
Sega's new wonder machine finally hits the streets officially on April 3rd. We analyse the machine, the games and the future.



NEWS & PREVIEWS

MEGATECH NEWS.....8
What's happening? All the latest developments in the crazy, hazy world of Megadrive and Mega-CD gaming.

PREVIEW: CYBORG JUSTICE.....13
Let the fight begin! Sega's vicious new robotic beat 'em up unveiled.

PREVIEW: ANDRE AGASSI TENNIS.....14
Not content with being star of centre court and Nescafé ad, the long-haired heart-throb goes for glory on the Megadrive.

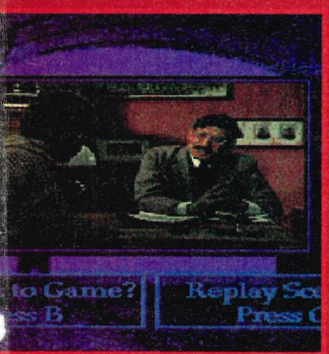
PREVIEW: SPOT THE COOL DUDE.....16
He's fast, smooth and bubbly – could Virgin's new platform character steal Sonic's crown?

PREVIEW: TINY TOONS ADVENTURES.....18
Meet Buster Bunny, Dizzy Devil and the rest of the Tiny Toons crew in our sneak preview of Konami's cutesy caper.

TECHNIQUE

TECHNIQUE ZONE.....61
MegaTech's hyperplaying readers send in their top tips – Streets of Rage II, Terminator 2, LHX, Thunderforce IV, Ecco, Chakan, Alien 3, WWF, Sonic 2 and many more make an appearance this month.

GAMES REVIEWED



ERLOCK HOLMES P32



FATAL FURY P42



RTLES P46



DEADLY MOVES P56

REGULARS

MEGAMAIL.....68
Opinions, pleas for help, demands for information and advice, topped off with a bit of controversy just to make things interesting – that's the mix for the MegaTech letters pages.

HYPERPLAYERS.....72
Is your hi-score good enough to earn yourself a place in the MegaTech Hyperplayers roll of honour? Here's where to find out.

GAMES INDEX.....76
What's good, what's bad and what's just crap? Is it worth playing or is it a bin job? A buyer's guide to Megadrive and Mega-CD games.

COMPETITIONS

WIN!!! MEGA-CDS..... 27
WIN!!! SONIC BASEBALL JACKETS..... 54

MEGA-CD

JAGUAR XJ220....31
We test drive this supercar racing game to see if it's firing on all cylinders.

SHERLOCK HOLMES.....32
Think you could step into the shoes of the great detective? Well point 'n' click your way to this review then.

WOLFCHILD.....33
Awooooooooo! Is the transformation of Core Design's platform game to CD worth a wolf-whistle or is it just a sheep in wolf's clothing?

HOOK.....34
The game-of-the-film reaches the Mega-CD. You'll believe a boy can fly... or will you?

KRISS KROSS: MAKE MY VIDEO... 35
And... action! We get the tapes runnin' with the band who wear their flies on their backsides.

SEWER SHARK.....36
Full-motion video? Brain-eating monsters lurking in the sewers? MegaTech investigates!

MEGADRIVE

SUNSET RIDERS..... 38
We hit the saloons and shoot it out with the outlaws in Konami's Wild West gunfight.

FATAL FURY..... 42
All the poultry puns come home to roost as we try to 'do over' Geese Howard in Sega's well hard beat 'em up.

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST..... 46
Those feisty amphibians are back! We test out their martial artistry in Konami's new turtle 'em up.

PAPERBOY 2.....50
MegaTech gets a round on a pushbike, spreading the news about Domark's follow-up to the old paper-round sim.

OUTRUN 2019.....52
The car racing game of the future or a bit of a non-starter? We get under the bonnet of the latest instalment of Outrun.

DEADLY MOVES....56
Taste the delights of the 'Big Wednesday' in Kaneko's new eat 'em up... sorry, beat 'em up.

BATMAN: REVENGE OF THE JOKER....58
The Joker's back on the rampage and Batman's gotta stop him. How? Batflick to this review to find out.

CONTENTS

EDITOR
PAUL GLANCEY

ART EDITOR
JEFF ZIE

DEPUTY EDITOR
MARK HOLMES

STAFF WRITER
THOMAS GUISE

ADDITIONAL LAYOUT
FRASER GRAY

ADVERTISEMENT MANAGER
JERRY HALL

ADVERTISEMENT PRODUCTION
REMZI SALIH

PRODUCT MANAGER
SARAH EWING

MANAGING EDITOR
JULIAN RIGNALL

PUBLISHING DIRECTOR
DAVID KELLY

EDITORIAL AND ADVERTISING OFFICES
PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

OUR TELEPHONE NUMBER
071 972 6713

OUR FAX NUMBER
071 972 6703

COLOUR REPRODUCTION BY
COLOURTECH, LONDON, EC2
PREPRESS, LONDON, EC1

PRINTED IN THE UK BY
BPCC MAGAZINES (COLCHESTER) LTD

DISTRIBUTED BY
BBC FRONTLINE, PETERBOROUGH

MEGADRIVE IS A TRADEMARK OF SEGA CORPORATION

MEGATECH IS NOT AN OFFICIAL SEGA PUBLICATION

THANKS THIS MONTH TO THAT'Z ENTERTAINMENT (0708 736663) FOR THE LOAN OF THE WOLF CHILD CD USED IN THE REVIEW.

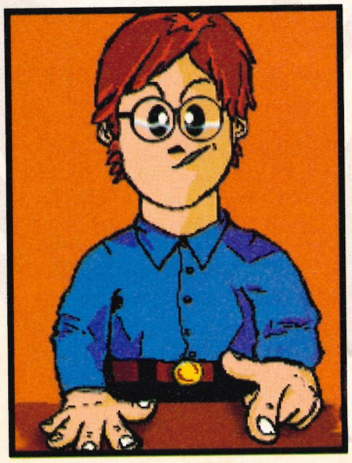
MEAN MACHINES FOR THE LOAN OF THEIR DESIGNER. HEY, WE LOVE YOU GUYS.

COPYRIGHT EMAP IMAGES LTD ALL RIGHTS RESERVED. NO PART OF THIS MAGAZINE MAY BE REPRODUCED, STORED IN A RETRIEVAL SYSTEM OR TRANSMITTED IN ANY FORM WHATSOEVER WITHOUT THE PRIOR PERMISSION OF THE PUBLISHERS.

PLEASE ADDRESS SUBSCRIPTION ENQUIRIES TO: PETERBOROUGH MAILING, 21 THE SQUARE, VICARAGE FARM ROAD, PETERBOROUGH, PE1 5TT

editorial

I FEEL LIKE A NEW MAG



Exciting things are afoot, dear readers. Here we stand on the edge of a new age in Megadrive entertainment, heralded by two momentous events.

On April 3rd Sega finally releases the official version of the Mega-CD, the Megadrive add-on which is the first step into bringing a new form of video game entertainment into our homes.

I must admit, when I first saw the Mega-CD last year I wasn't so sure. The brave souls who paid £400 for an imported Japanese unit last year must have been somewhat cheesed-off to find that the only games they could play were platform games and shoot 'em ups which the Megadrive could've handled on cartridge. Now, having seen the official CD games with their spoken soundtracks and full-motion video action, I'm sure that Mega-CD is going to make quite an impact on Megadrive players. Now you really CAN feel like you're part of the game! And the best part of it is that this is just the beginning. In a year's time, well, who knows what sort of games we'll be playing!

As if that wasn't enough, on April 23rd we'll be launching the new MegaTech. Yep, from issue 17 MegaTech will be bigger and better than ever before with more of the information you want to read about the Megadrive and Mega-CD. Believe me, with a copy of MegaTech you won't need to read any other magazine. Well, maybe it'd still be worth getting the Radio Times or something because we won't be featuring TV listings... or gardening hints... or, er, quick and easy recipes for single people. So, anyway, watch out for it with the new logo and a smart free gift on the front cover!

See yers all next time,

Paul Glancey.



It's obviously true what the papers say. Video games do have a bizarre and not altogether healthy effect on the player as these photographs prove. After prolonged exposure to Kriss Kross: Make My Video, the MegaTech team became tragically... tragic. Like everything else in the world, this is all Tom's fault, Tom who was so profoundly effected that he has even started wearing his trousers backwards and now won't stop saying things like 'Sorry I'm late for work, but at least ah'm a lovable, huggable kinda guy, boyeeeee!' and 'Sorry I'm late for work, but the Northern Line was just totally krossed out!'. As the person responsible for his behaviour Paul would like to say he regrets any harmful effect this gross sadness might have had on our beloved readers. He also says he regrets wearing the hat.

NEXT: Playing Sega's X-Men conversion results in Paul getting a wheelchair, while the rest of the MegaTech team develop superhuman powers and embark on a crusade against criminals who operate above the law.

gus says...

"vinny beat the c!*? out of me... but he didn't get my fizzin' super kick off!!"



"Yo!...Gus...here! Attention all gamers, the waiting is over - the most HAPPENING soccer game ever... is now out - Super Kick Off! Play head to head and whup all-comers...or take on any team in Europe and join the draw for cup competitions galore. You can foul, get sent off, powerblast penalties home - in fact, do just about anything you can do on a soccer pitch - apart from spit or kiss the striker! The speed is mesmerizing... use REAL ball control, spray pin-point passes around, dribble past defenders then... BAM...! let go a screaming swerve shot into the top corner."

"Super Kick Off... Check it out... Buy it... It's WELL SORTED..."

Also available on:

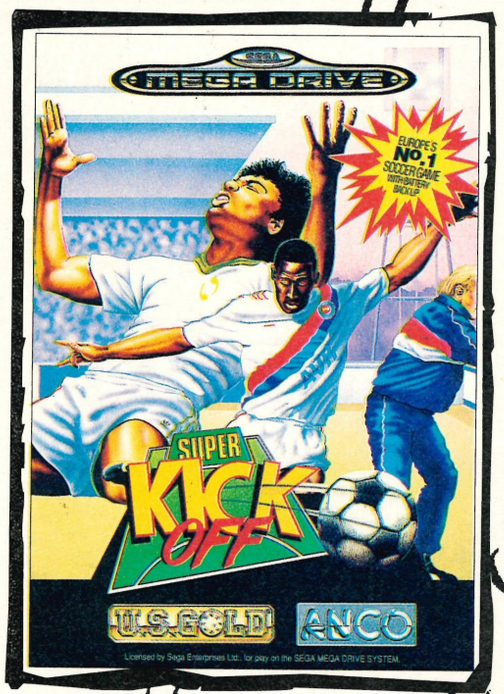
GAME GEAR™

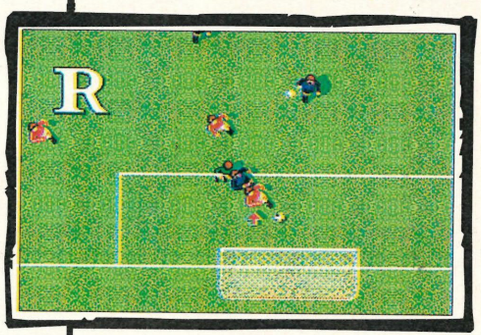
Master System™

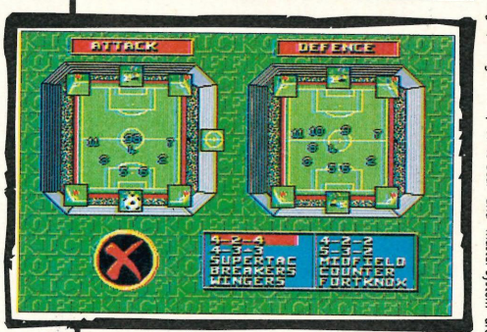
ANCO

U.S. GOLD®

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. England. Tel: 021 625 3366.









Screen shots from Mega Drive version.

© 1991, 1992 Anco Games. All rights reserved. "Sega", "Mega Drive", "Game Gear" and "Master System" are registered trademarks of Sega Enterprises Ltd.

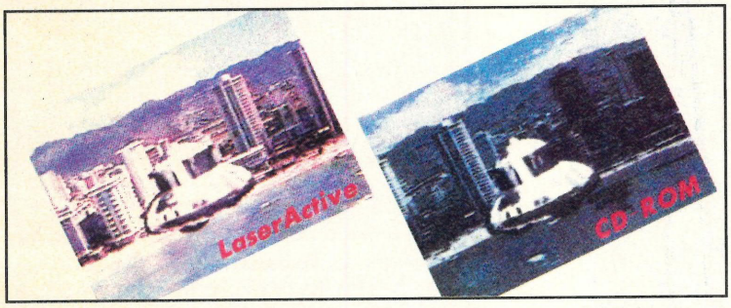
to be this good takes ... AGES

NEWS!



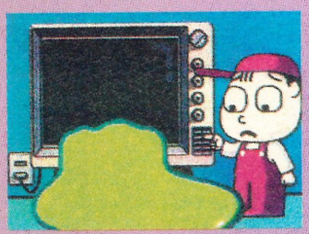
BACK TO THE FUTURE

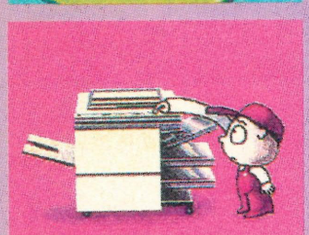
Remember those LaserDisc devices that appeared during the mid-eighties only to vanish into the Tomorrow's World twilight zone. Well, obviously us Brits don't know a good thing when we see one, because it seems that the rest of the world is still just as hot on the machine as ever. In Japan, LaserDisc is as popular as VHS video is over here, due to the higher quality of visuals and sonics that the machine provides, and realising the potential of this medium, Sega of Japan have brought out a Megadrive add-on to be used in conjuction with Pioneer's LaserActive Disc player.

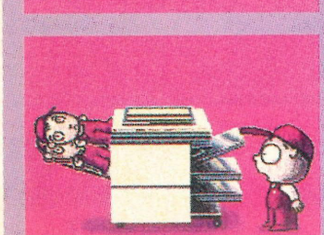


Basically, the LaserActive has a special access port into which the specially constructed, compact Megadrive unit locks-in. This unit not only plays cartridges like a normal Megadrive, but also has access to the Laser Disc system allowing Mega-CD games to be played through it. The Laser Disc machine is able to take normal 12cm CDs, CDV (music CDs with video tracks on them), 20cm and 30cm LaserDiscs. However, it seems that through this new hybrid device, special LD-ROM games, constructed to work in conjuction with the Megadrive unit, will be designed. These Mega-LD games will not only have access to the larger storage capacity of the LaserDisc, but also benefit from the far superior picture resolution and sound properties that LaserDisc has over standard CD. Also, because the Megadrive unit is removable, the LaserActive will be able to take a special PC Engine unit which can play PC-Engine, PC-Engine CD and LD-ROM games. Plus, in true Japanese style, there is a Karaoke add-on for any budding crooners.

Although at present it's unlikely that we'll see the machine on these shores, the recent upsurge of popularity in the LaserDisc coupled with the official release of the Mega-CD means that it may be a glimpse of things to come.



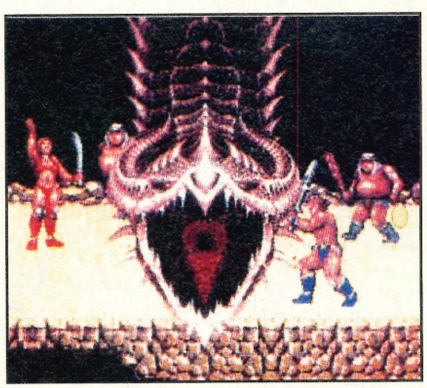




IT'S TIME TO SWITCH

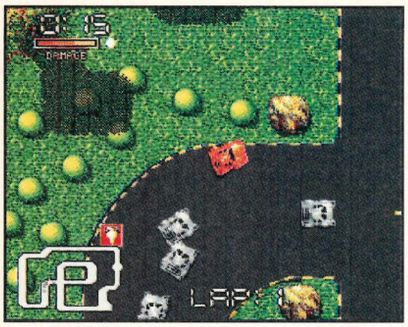
Soon to be released on Mega-CD in Japan is a somewhat bizarre game known as Switch. Featuring cartoon-style animation, Switch follows the adventures of a number of cute little cartoon characters as they attempt to overcome various everyday problems. Depending on which decisions are made, all manner of slapstick catastrophes can occur. Hairdryers can blow up in their owner's faces, photcopiers can duplicate people and whole cities can be levelled. It looks most amusing, which is hardly surprising as Sega have built in what they call Gagamation. Switch is currently scheduled for a late April release in Japan and we'll definitely give you more news on this one when we get it.

KISS MY AXE!



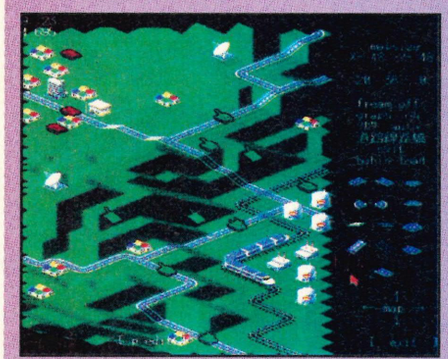
Just released in Japan is the third of Sega's long running Golden Axe saga, Following the age-old hack and slay format of its predecessors, Golden Axe 3 sees that loveable threesome, the Barbarian, Amazon and Dwarf, back in their fighting loins as they once more battle against the minions of the evil Death Adder across deserts, mountains and even atop the wings of a giant bird. Skeletons, fat boys, dragons, they've all returned for the fight and there's plenty of ridiculously over the top magic available to liven up the party. Graphically it looks great, but there doesn't seem to be anything new to the game. Nonetheless, look for a full review in a future issue of MegaTech.

X-RATED CLUTCH ACTION!



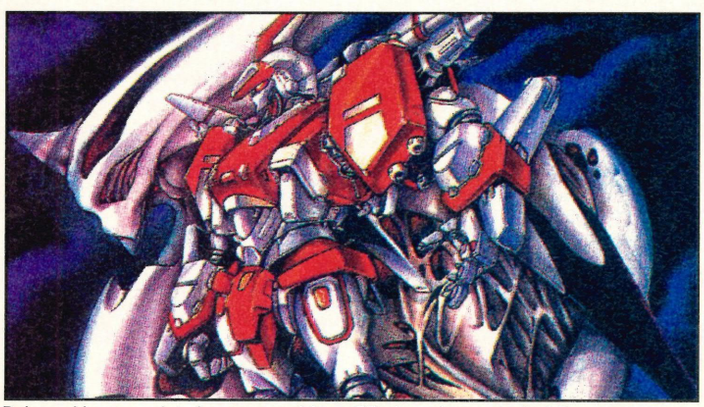
Just as this issue went to press, two games arrived in the office from Sega themselves. The first one, X-Men is basically a conversion of the famed X-Men coin-op. The coin-op was a standard horizontally-scrolling beat 'em up with the novel twist of having a screen made up of three linked monitors. The second of the pair, Double Clutch is a plan-view racing game, similar in style to Micro Machines. We'll give these two the full review treatment next month.

THIS TIME IT'S WAR!



Among the many recent Mega-CD releases over in the Land Of the Rising Sun is a highly involved strategy game, The 3rd World War. Allowing you to take control of any nation, the aim of the game is simply to rule the world and destroy any opposition. Control of the globe is displayed via a colour-coded world map, however, for that more detailed ground assault the game takes on the form of a Sim City-style game in which you're able to lay down roads and railway lines and even create factories to build your foul weapons of war. Whether it'll be too complex to play due to the Japanese text will be something we'll find out when we get our hands on it. Watch the skies for this one.

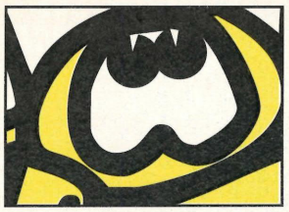
OH SHOOT!



Released last month in Japan was a Mega-CD shoot 'em up called Devastator. Programmed by Wolf Team, the people behind Heavy Nova and Black Hole Assault, it looks vaguely similar to Konami's excellent Super Probotector game, with the hero of the game taking the form of a gun toting robot. The game seems to be split between platform-related shooting action and sky-born horizontally scrolling destruction.

Similar in style to Devastator is an 8 Meg game also released in the Land of the Rising Sun this month. Its name roughly translates from the Japanese as X-Ranza and with the main sprite taking the form of a flying robot, it's horizontally scrolling shoot 'em up action ahoy again. We'll give you the full lowdown on both these games as soon as we get our hands on them.

BOB A JOB



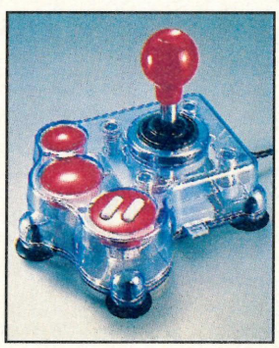
Coming to a Megadrive near you soon is Bob, the coolest alien android in the universe. Harking from the stables of trusty programming house, Electronic Arts, The Adventures Of Bob is a platform adventure designed by Chris Gray, who veteran players will remember as the co-creator of that C64 and Atari classic, Boulderdash. In this game the aforementioned Bob has to battle against all manner of nasties in his attempt to make a hot date with his sweet heart. A neat feature of the game are the intelligent enemies who can be scared away without confrontation. Should these baddies be unnecessarily killed, the bosses at the end of the level will treat Bob far more harshly than if he'd just let them go. Presently scheduled for a late June release, Bob will be given the full MegaTech probing when we get hold of him.

VIRGIN BIRTH

With the Mega-CD well and truly landed here in good old blighty, many software houses are preparing to release their CD games onto the nation and among the many is Virgin Games. The first of their planned releases are Mega-CD adaptations of Arnold Schwarzeneggar's latest action movie, The Last Action Hero and aging cult movie, Dune. Not much is known about exactly what form the games will take, but they will no doubt feature plenty of footage from the movies. We'll keep our ears to the ground for these two.

BORN AGAIN

Can you feel the buzz in the air? Or smell that strange odour like brimstone? It is the work of the Old Gods. They have worked their ancient magic on the magnificent tome that is MegaTech and the results are going to be incredible. New, exciting, erotic things are about to happen to your favourite Megadrive magazine. Terrible, forbidden things. Even as you read this, the MegaTech crew have entered their cocoons for the final pupation stage. For more information on this fiery rebirth turn to pages 74 and 75. But be warned, you may awake screaming on the midnight of April the 23rd. The future has taken root in the present. it is done.



STARS IN YOUR EYES

From Spectra Video, fine purveyors of see-through Joypads, comes their latest naked offering, the MegaStar. With its industrial strength micro-switches, autofire and slow motion options, shock absorbant transparent casing and steel shaft control stick, the Megastar is temptingly described as eight-directionable. Can you believe it? Retailing at £29.99 , this could just be the joystick you've been looking for, especially if you want to see the intestines of the thing while you play.

IN THE BAG



Having trouble lugging your Megadrive from one friend's house to another? Well, the Console Carrier from Silica Systems could be the answer. Described as a high quality, nylon holdall that offers 'protection and style for your console', the Console Carrier sports a wrap-around dual-zip fastener, a huge expandable outer pocket, large inner pocket, 3 small pockets for game cartridges, tough luggage stitching and quick release clips to remove the shoulder strap. Golly! Retailing at £14.99, the Console Carrier can be bought direct from Silica Systems. For more information, call 081-309 1111 and console carrying fun and frolics could be yours.

Also leaping onto the bag-wagon are Spectra-Video with their Multi-Case. Retailing at £16.99, it will hold your console and games and hang quite neatly from your shoulder , all thanks to it's handy shoulder strap. Also, unlike everything else from Spectra Video, it isn't see-through. Fancy that!

intradoocin'... gus

the world's greatest gamer

favourite food: melted snickers
favourite pet: hedgehog!
favourite film: wayne's world
favourite sport: mountain biking
mission: to play the world's greatest games
hates: spiders and shakes (milk shakes)
favourite sounds: ugly kid joe
favourite computer game: super kick off
favourite clothes: big big shirts
favourite mag: this one



are you cool enough to join • gus's super cool fan club? • send for details today!

£1000 WORTH OF GUS

Just give us your ten personal choices for the above categories and send
console type owned to: Gus Cool Competition, U.S. Gold Ltd., D
The ten most original and humorous answers will win a



PRIZES TO BE WON!

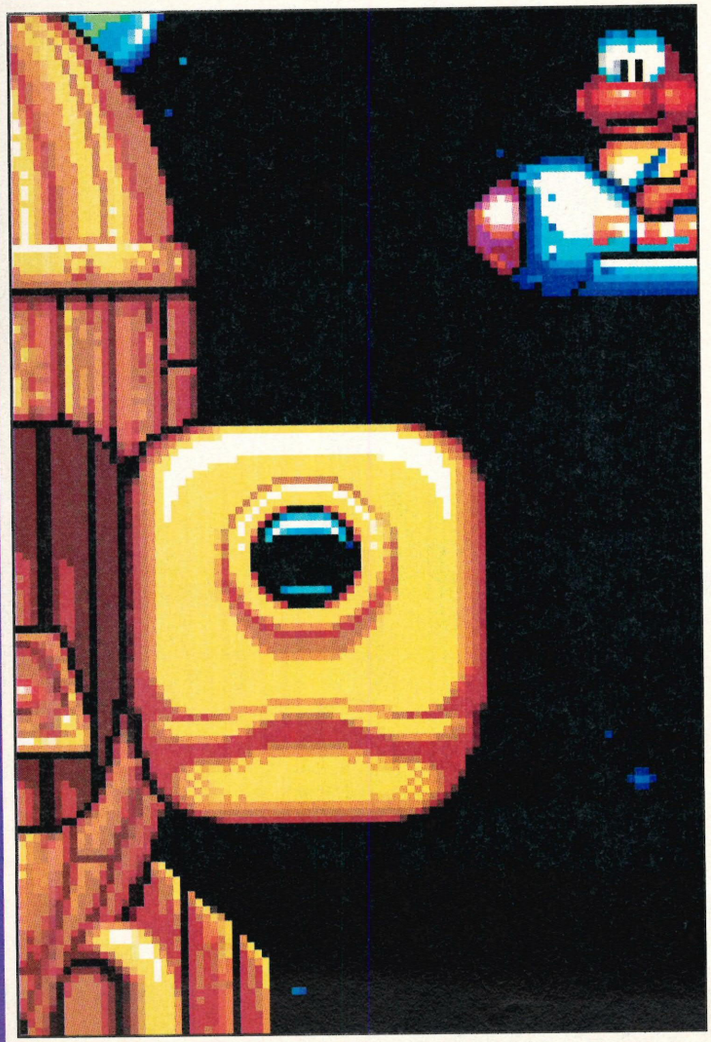
them on a postcard along with details of your name, address, age and
ept MT, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.
nd there will also be a hundred consolation prizes.

THE CHARTS *Special Reserve*

Hi there Pop Pickers. Thanks to those helpful bods at Special Reserve Mail Order, we are able to bring you the top twenty chart of what's hot and what's not in the world of the Megadrive. So if you're looking for a new game, here's the definitive list of climbers and fallers.

1.	SONIC 2	by SEGA
2.	STREETS OF RAGE 2	by SEGA
3.	MICKEY AND DONALD	by SEGA
4.	ECCO THE DOLPHIN	by SEGA
5.	JOHN MADDEN '93	by ELECTRONIC ARTS
6.	ROAD RASH 2	by ELECTRONIC ARTS
7.	DESERT STRIKE	by ELECTRONIC ARTS
8.	WWF WRESTLEMANIA	by FLYING EDGE
9.	LEMMINGS	by SEGA
10.	NHL PA '93 ICE HOCKEY	by ELECTRONIC ARTS
11.	EUROPEAN CLUB SOCCER	by VIRGIN
12.	DONALD DUCK: QUACKSHOT	by SEGA
13.	SENNA SUPER MONACO GP	by SEGA
14.	ROAD RASH	by ELECTRONIC ARTS
15.	THUNDERFORCE 4	by SEGA
16.	LOTUS TURBO CHALLENGE	by ELECTRONIC ARTS
17.	DRAGONS FURY	by TENGEN
18.	TERMINATOR 2	by ACCLAIM
19.	STREETS OF RAGE	by SEGA
20.	SPEEDBALL 2	by VIRGIN





HOT SHOTS, SPOT THE LOT!

Each and every month, we give you the chance to win the Electronic Arts game of your choice (well, except for last month and on one other occasion in our sordid past, but apart from those skeletons in our closet we've done all right). So, sticklers for tradition that we are, we're going to give you that chance once more. Ten EA games are up for grabs and if you want to win one, you're going to have to identify which game this shot is taken from. Send your answer together with your name and address on the back of a postcard to EA SPOT THE SHOT, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The ten lucky winners will be hung by their hair in the blazing sun until they are little more than shrunken shadows of their former selves. Actually, it's a lie. They'll just receive the EA game of their choice.

SPOTTINGTON SHOTNESS

The answer to February's Spot The Shot was, of course, Mutant League Football and most certainly not John Madden Football or Powermonger as some of you poor misguided fools were led to believe. As with all things in life, MegaTech is cruel on losers, but kind to winners and here are the chosen ten. Andy Grosvenor of Worcester, Peter Holloway of Hanwell, Chris Rayment of Hemel Hempstead, John Waters of Norwich, Martin Mulhall of Athy, Dean Brunton of Fakenham, Robert Butcher of Biggin Hill, Adam Rayner of Thornton-Cleveleys, David Anderson of Upper Stratton and Michael Purcell of Chester-Le-Street.

MT 16
STATUS:
PREVIEW

CYBORG JUSTICE

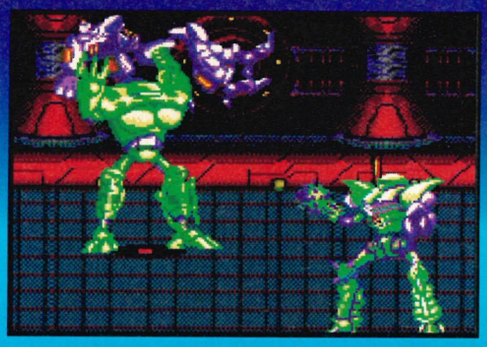
PUBLISHER
SEGA

PRICE
£39.99

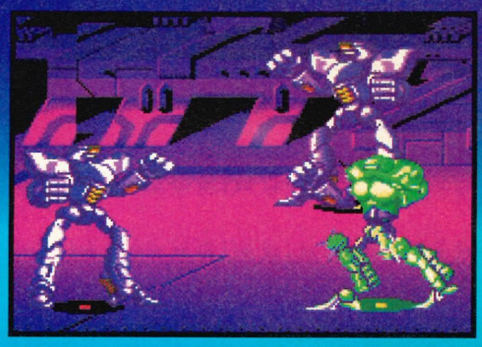
FORMAT
4 M-BIT ROM

DEVELOPERS
NOVOTRADE

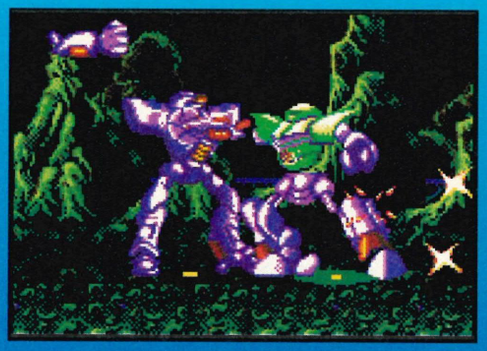
RELEASE DATE
APRIL 1993

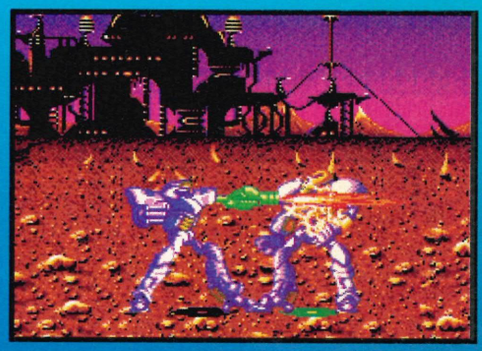


▲ "OKAY, ROBOTS... THROW, TWO, THREE..."



▲ "AND FLEX, TWO, THREE... AND... "





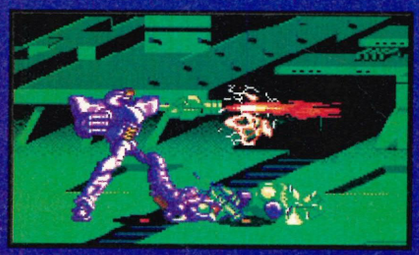
CYBORG JUSTICE

Imagine crash landing your spaceship on an alien planet and awakening only to find that your body has been replaced by robot parts and your brain is about to be washed in preperation for your total integration into a mechanoid society. Well, soon you'll be able to play through this nightmare scenario, because it's the plotline behind the latest beat 'em up from Sega.

From the boffins behind Ecco the Dolphin comes Cyborg Justice, a futuristic Final Fight style beat 'em up that is about as different from the programmers' previous ecological extravaganza as you can get. The main game allows two players to battle against all manner of lethal robots in true horizontal scrolling beat 'em up style. However, there is also a duel mode, where you can construct your own custom robot and battle one-on-one against a human opponent.

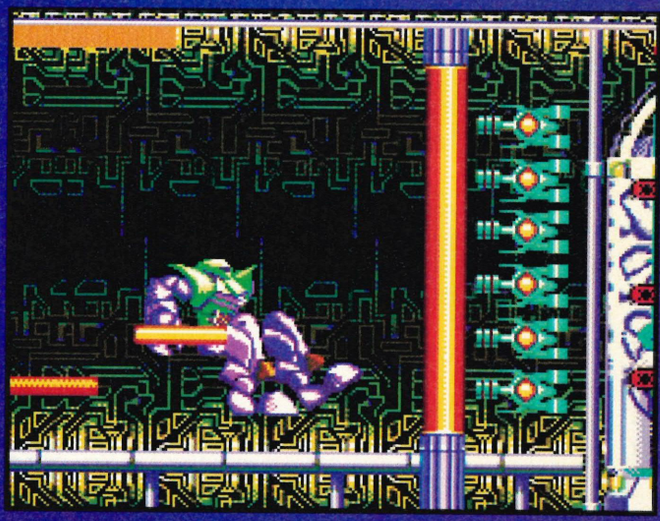
Featuring an incredible amount of weaponry and moves, Cyborg Justice even allows you to rip body parts off your opponent and fit them onto yourself. In fact, once you've beaten your rival, you can even put them back together and duff them in all over again. The animation on the main sprites is just breath-taking and as for the gameplay... well, if you want to find out all about that, you'll just have to read the full review in next month's MegaTech, won't you?







▲ ROBO MAYHEM A-GOGO.



MT 16
STATUS:
PREVIEW

ANDRE AGASSI'S TENNIS

PUBLISHER
TECMAGIK

PRICE
£39.99

FORMAT
4 M-BIT ROM

DEVELOPERS
IN-HOUSE

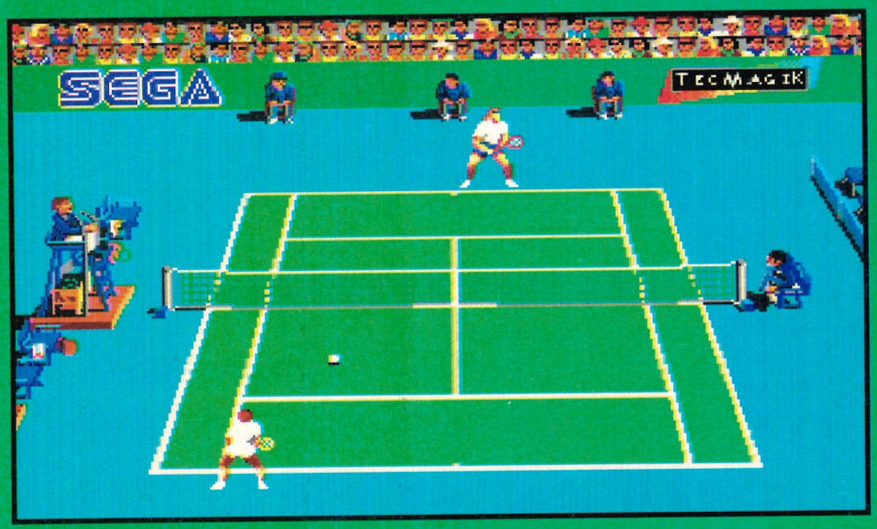
RELEASE DATE
JUNE 1993

ANDRE AGASSI'S TENNIS

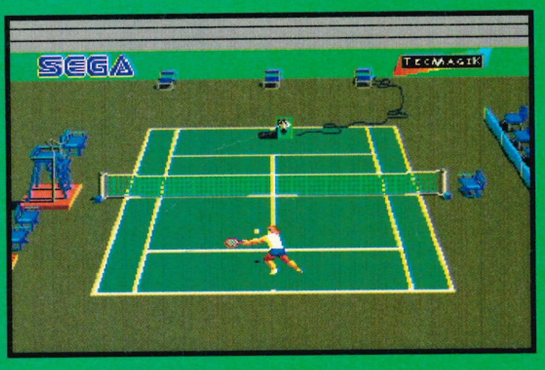


Well, we've finally said goodbye to the dark days of Winter – Spring's finally here and a young man's thoughts turn to... tennis? Well, if Tecmagik have anything to do with it, they will – just in time for the Wimbledon fortnight, they'll be releasing Andre Agassi Tennis (nice timing, boys). Yes, the long-haired, headband-wearing, racquet-wielding glamour boy has agreed to put his name to a Megadrive game so that we can all enjoy the pleasures of pumping our balls close to the baseline and drinking loads of Robinson's Barley Water without going to the toilet. You can choose from four different playing surfaces: grass, clay, hardcourt or America indoor and take charge of eight different players, each with their own individual abilities and strategies (it says here). There's also a special practice section with one of those mental machines which fires tennis balls at you like a machine gun. But the most unusual feature is the 'Skins' feature, never see in a tennis game before. In fact, this is based on the way Agassi used to make himself some extra cash when he was playing around the tennis courts of Las Vegas, before he became a major star. He used to bet on his own ability to win a point, with the stake doubling each time the ball was returned over the net. So the longer the rally, the higher the stakes you're playing for become. Sounds pretty exciting, eh?

Will it be the best thing served to us all year or what? Tune in next month and find out.



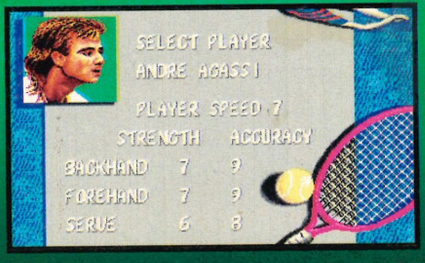
▲ "HEY, THAT'S THE BEST THING I'VE HAD SERVED TO ME ALL DAY!"



▲ "WATCH MY 'JUGGLING A BALL ON MY BICEP' TRICK"



▲ "WHERE'S THE BARLEY WATER?"



▲ "AND THE STRAWBERIIES AND CREAM?"



▲ "YEAH, LET'S GO AND GET 'EM!"

WARNING:

THIS ADVERT CONTAINS EXTREMELY GRAPHIC SCENES



The new Sega Mega-CD, including 3 discs featuring 7 games. On sale April 2nd for £269.99. End of warning.

WOOLWORTHS

FOR VALUE, IT'S RIGHT UP YOUR STREET.

SPOT



THE COOL DUDE

MT 16 STATUS:
PREVIEW

SPOT THE COOL DUDE

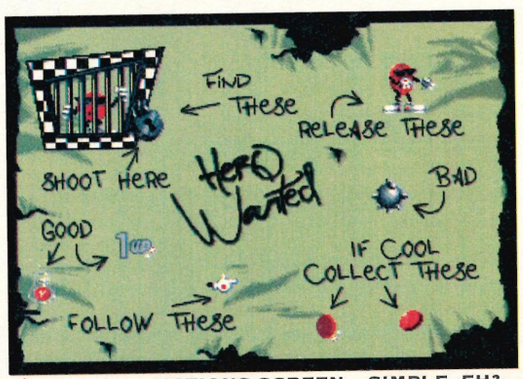
PUBLISHER
VIRGIN GAMES

PRICE
£TBA

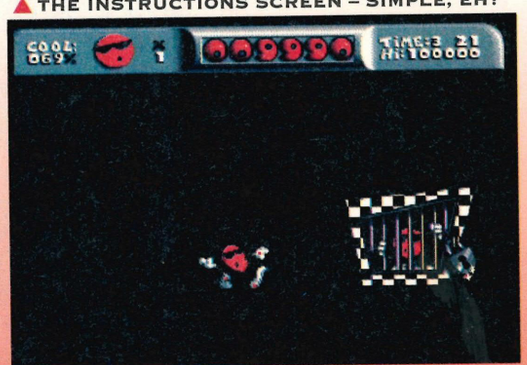
FORMAT
8M-BIT ROM

RELEASE
JUNE 1993

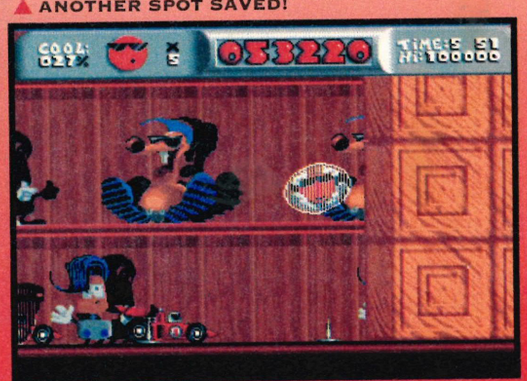
DEVELOPERS
VIRGIN IN-HOUSE



▲ THE INSTRUCTIONS SCREEN – SIMPLE, EH?



▲ ANOTHER SPOT SAVED!



▲ OOPS! CAPTURED IN A BUBBLE!

The trouble with video games is that all software houses come up with are shoot 'em ups and beat 'em ups, when of course what players really want is a fizz 'em up.
Whether you agree with that sentence or not, it at least got the preview started. While it's good to have games with unusual concepts appearing on the Megadrive it presents a problem for your average jaded previewer who has to come up with something to say about it. Okay then, let's start with the plot.

Apparently, the evil Wild Wicked Willy, in a bid for world spot domination has kidnapped eleven mates of Spot (the spot, and the cool dude of the title) and locked them up in eleven locations which would strike terror into the heart of even the bravest circular rescuer.

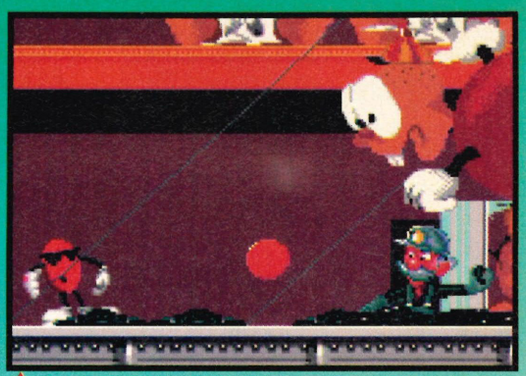
Our Spot, though, is quite an extraordinary... er... spot... being equipped with high-powered, springy legs and arms and sunglasses (which aren't high-powered and springy but do supply the coolness for which he is so famous) allowing him to jump around all the platforms and hazards which stand in his way. To get his tiddlywink-esque pals free, Spot has to collect a certain number of the inanimate spots which are lying around before a time limit runs out. Once his pockets are full he can follow the arrows to the caged hostage, release him (or her - it's difficult to tell the sex of spots) and move on to the next level.

What's that you say? 'But this sounds like a platform game! Where does the fizz 'em up bit come into it?' Well, it is a platform game really, but Spot does have something else up his sleeve, namely his ability to shoot fizzy squirts of bubbles at his adversaries, thus knocking them out of the game for good.

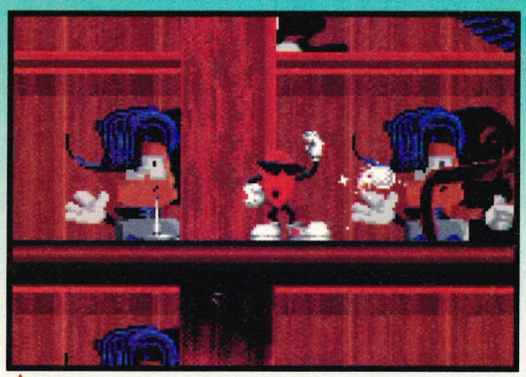


▲ MIND YOU DON'T CATCH A CRAB, SPOT!

Now you're probably also wondering where the connection between spots and fizziness comes from. Well, in the USA where the license for this game was set up, Spot is the promotional character for 7-Up and over there it'll be released as a 7-Up game. Of course, in good old Blighty, Fido Dido does the 7-Up ads so it wouldn't have made sense to keep up the 7-Up connection over here. Hence, Spot is just a cool but fizzy dude, and all references to 7-Up have been stricken from the game. Crazy world, eh?



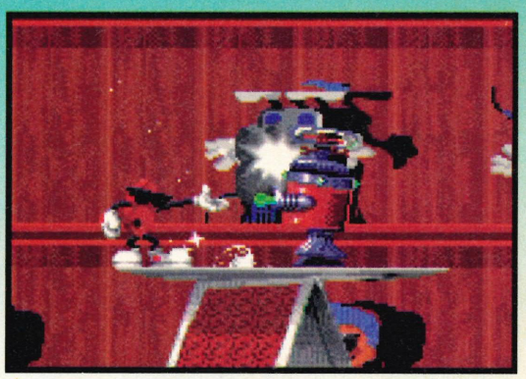
▲ GET THE SPOT, BUT DODGE THE MANIC MINER!



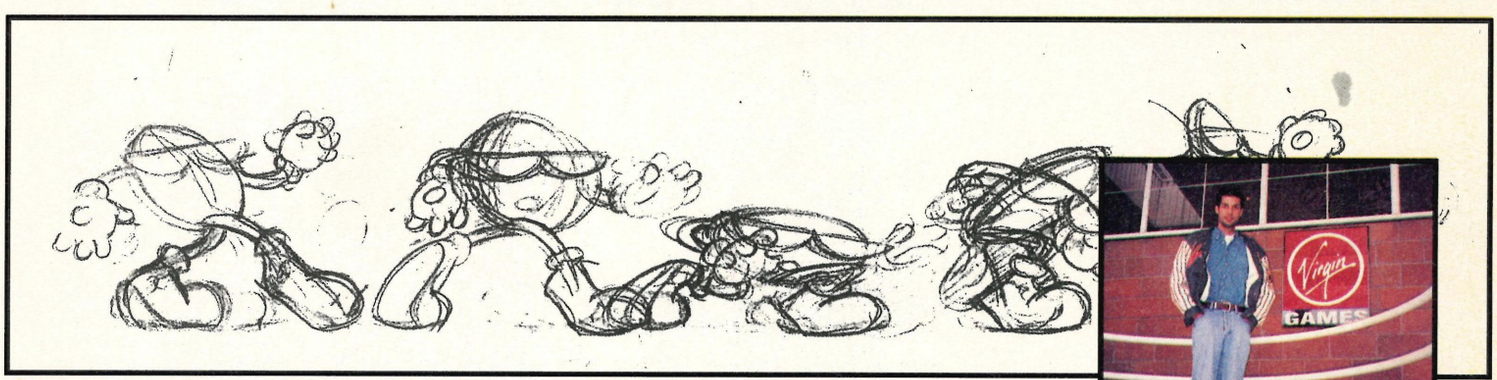
▲ THAT'S THE POWER OF FIZZ IN ACTION.

Anyway, when Virgin came to see us, the thing that got your MegaTech previewers ooh-ing were Spot's graphics which are super smart. Simple circular being he may be, but the animators at Virgin Games USA have gifted Spot with 250 animation frames, allowing him to strut around the scenery to the funky background vibes with excellent style. The graphics on the eleven different levels are equally impressive, ranging from the beach, to smart bathroom scenes, to colourful toy shelves.

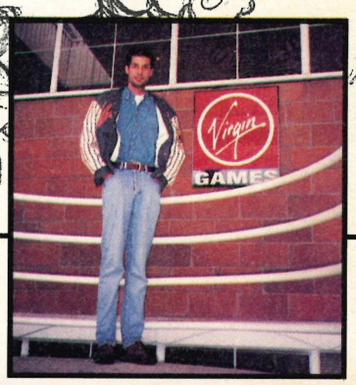
We'll be reviewing this one in the all-new MegaTech of next month, so if you want the full low-down on the gameplay join us then.

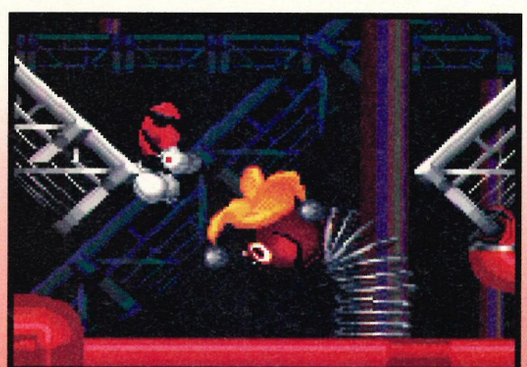


▲ "DANGER! DANGER, WILL ROBINSON!"



▲ THESE ROUGH SPOT DRAWINGS (AND ALMOST 250 MORE) BECAME THE ANIMATION FRAMES IN THE GAME.



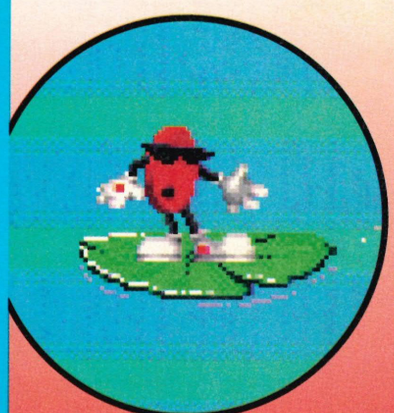


▲ A MEGA-SLIDEY LEVELS, COMPLETE WITH SLINKY!

SPOT THE PROGRAMMER

Spot programmer David Perry (pictured on the right) is one of that sort which seem to be the hard core of the video games business. He started programming on his Sinclair ZX81 in his bedroom back when he was knee-high to a grasshopper and now, several dozen successful games later, he's one of the most sought-after programmers in the industry.

Of course, at the moment he's currently signed to Virgin, for whom Spot is his second game. His previous assignment was Mick and Mack: Global Gladiators (reviewed in MT 15), a platform game with excellent graphics and sound, just like Cool Spot. Before that he worked for just about every developer you could think of. Mikro-Gen, Sega, Elite, Encore, US Gold, Ocean, Infogrames, Mirrorsoft, Digital Integration, Disney, Mindscape and Firebird have all had the benefit of his talents, but after all those years of working on Spectrums, Amstrads and so on, he is definitely a Sega man these days, his favourite machine being the Megadrive and his favourite games being Ecco the Dolphin and Super Monaco GP.







SPOT UNLEASHES FIZZ POWER AND THE SPARKS FLY!

MT 16 STATUS:
PREVIEW

TINY TOONS

PUBLISHER
KONAMI

PRICE
TBA

FORMAT
8 M-BIT ROM

DEVELOPERS
IN-HOUSE

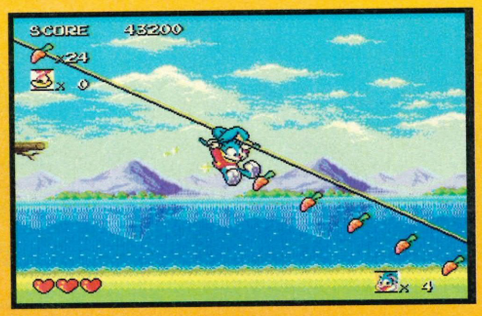
RELEASE DATE
MAY 1993

TINY TOONS

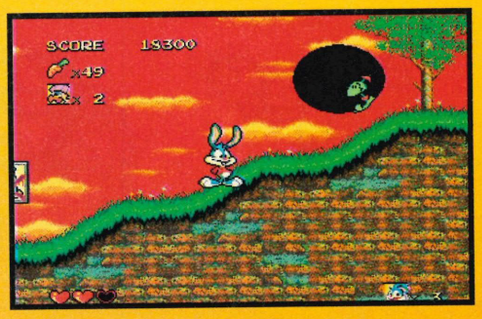
Not ones to rest on their laurels, Konami are set to follow up their first wave of Megadrive games (Turtles and Sunset Riders, reviewed in this issue) with the release of Tiny Toons Adventures, a completely original version of their hugely successful Nintendo title.

It's rabbit season once more as Buster Bunny, nephew to the legendary Loony Tooner, Bugs Bunny, has to avoid the wiles of the evil Montana Max and Dr Gene Splicer. In true cartoon conversion style this means taking Buster on a hazard-filled journey through over 20 frenetic levels of platform-related action as he runs, jumps, swings, slides and even swims his way across Toon World in an attempt to rescue his brainwashed pals, Dizzy Devil, Calamity Coyote and Plucky Duck from a fate worse than being crushed by a twenty-ton anvil.

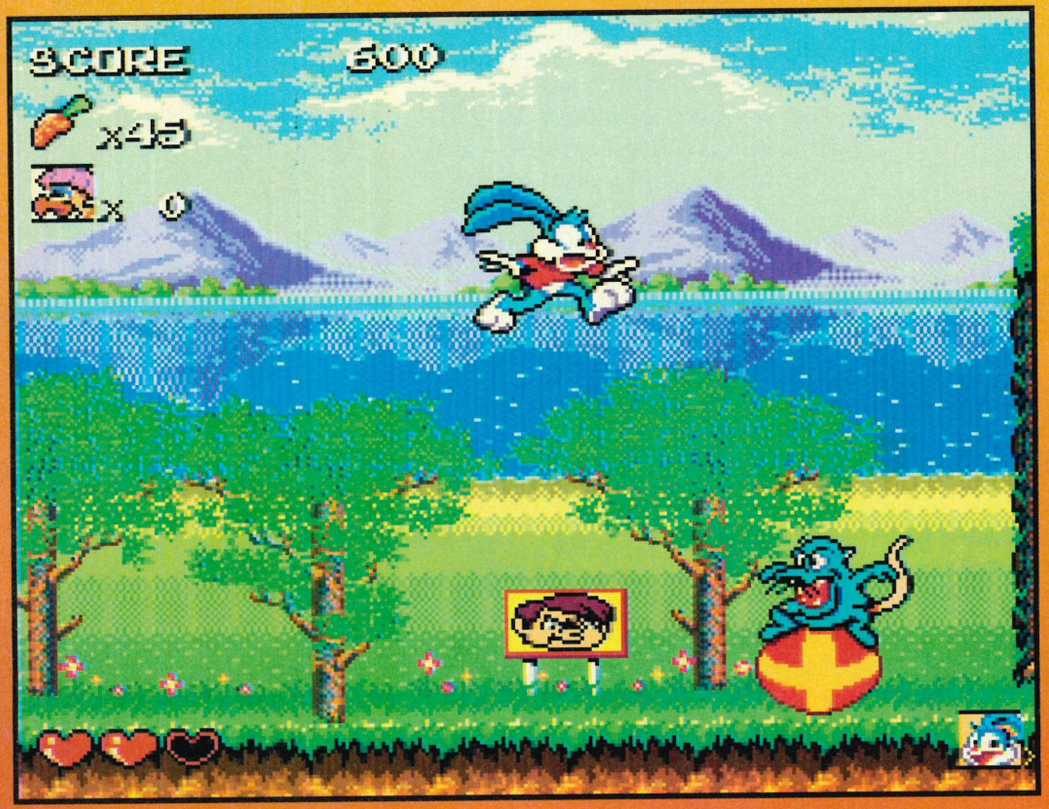
With some of the most incredible visuals and sonics ever seen on Sega's 16-bit console, Tiny Toons could be the Megadrive platform game of 1993. Only by reading next month's MegaTech review will you find out for sure. Until then, that's all folks!



▲ BUSTER 'BURNT EARS' BUNNY ON THE SLIDE.



▲ AND ABOUT TO ESCAPE TO THE NEXT LEVEL.



▲ BUSTER LEAPS OVER A PIC OF MONTANA MAX AND A RAT ON A SPACEHOPPER. WELL, WHY NOT?



▲ THUCKERIN' THUCKERTASH!



▲ CARROT-CRUNCHING FUN.



▲ UH-OH, IT'S DR. JEAN SPLICER!



VIDEO GAMES AT MAIL ORDER PRICES THAT CAN'T BE BEATEN



MAIL ORDER HOTLINE 081-741-9050

MAIL ORDER HOTLINE 0708-757775

FREE 1st CLASS POST-SAME DAY DESPATCH



SEGA MEGADRIVE

AGASSI TENNIS.....£39.99
ALIEN 3.....£34.99
ALIEN VS PREDATOR..... CALL
ALISIA DRAGOON.....£29.99
AMERICAN GLADIATORS..... CALL
ANOTHER WORLD..... CALL
AQUATIC ROBOCOD 3..£24.99
ARIEL THE LITTLE MERMAID.....£34.99
BATMAN RETURNS.....£34.99
BIO HAZARD.....£34.99
CAPRIATI TENNIS.....£39.99
CAPTAIN AMERICA.....£39.99
CHAKAN.....CALL
CHASE HQ 2.....CALL
CHUCK ROCK.....£34.99
CORPORATION.....£34.99
CRUEBALL.....£29.99
DEADLY MOVES..... CALL
DESERT STRIKE.....£34.99
DRAGONS FURY.....£34.99
ECCO.....£34.99
EUROPEAN CLUB SOCCER..... £34.99
EX MUTANTS.....£39.99
FATAL FURY..... CALL
GADGET TWINS.....CALL
GEM FIRE..... £34.99
G FOREMAN BOXING.....CALL
GLOBAL GLADIATORS....CALL
GODS.....CALL
HARDBALL.....£19.99
HELLFIRE.....£29.99
HIT THE ICE.....CALL
HOME ALONE.....£34.99
HUMANS.....CALL
INDIANA JONES..... £34.99
JOHN MADDEN 93.....£34.99
JORDAN VS BIRD..... £24.99
KRUSTYS SUPER FUN HOUSE.....£39.99
LAKERS VS CELTICS.....£29.99
LEADERBOARD.....£39.99
LEMMINGS..... £34.99

Sorry
No Aspirin
No Dishwashers
No Books
No Barbie Dolls
JUST WALL TO WALL GAMES

LHX ATTACK CHOPPER.....£34.99
LIGHTNING FORCE..... CALL
LOTUS TURBO.....£34.99
MEGA LO MANIA.....CALL
METAL FANGS.....CALL
MICKEY AND DONALD.....£34.99
MIG 29.....CALL
MUHAMMAD ALI'S BOXING.....CALL
NHLPA HOCKEY.....£34.99
ONSLAUGHT.....£19.99
P.G.A. 2.....CALL
POWER MONGER.....CALL
PRINCE OF PERSIA..... CALL
PRO QUARTERBACK.....£39.99
RBI BASEBALL 4.....CALL
RISKY WOODS.....£34.99
ROAD RASH 2.....CALL
ROAD RIOT..... CALL
ROLO TO THE RESCUE.....CALL
SIDEPOCKET.....£39.99
SHINOBI 2.....CALL
SONIC 2.....£34.99
SPEEDBALL 2.....£29.99
SPLATTER HOUSE 2.....£34.99
STAR CONTROL.....£19.99
STREET FIGHTER 2..... CALL
STREET OF RAGE 2..... CALL
SUNSET RIDERS..... CALL
SUPERMAN..... CALL
SUPER PHANTASY ZONE.....CALL
TAZMANIA.....£34.99
TEAM USA BASKETBALL..... £34.99
TERMINATOR 2.....£34.99
THUNDERFORCE 4.... £34.99
TOXIC CRUSADER..... £34.99
TURRICAN.....£19.99
TURTLES IV..... CALL
UNIVERSAL SOLDIER..£29.99
WOLF CHILD.....CALL
WWF.....£34.99
ZOMBIE HIGH.....CALL

ALL PRICES LISTED ARE BRAND NEW TITLES
1000'S OF USED GAMES IN STOCK:PRICES TOO CHEAP TO PRINT

MEGADRIVE EXTRAS

MEGADRIVE PAD.....£9.99
PRO 3 TURBO PAD.....£12.99
CORBA M/D
JOYSTICK.....£12.99
A/C MAINS ADAPTOR. £9.99
ACTION REPLAY.....CALL



FREE

FREE 16 PAGE COLOUR MAGAZINE WITH EVERY PURCHASE

WANTED
$ CASH $
PAID FOR ANY UNWANTED CONSOLE GAMES
NONE REFUSED

BE FIRST WITH THE NEW RELEASES RING NOW!

FREE MEMBERSHIP
FREE POSTAGE
ABSOLUTELY NO EXTRAS



SEGA MASTERSYSTEM

ALIENS 3.....£29.99
ASTERIX.....£29.99
BATMAN RETURNS.....CALL
CHAMPIONS OF EUROPE.....£29.99
LEADERBOARD GOLF..£24.99
LEMMINGS.....£26.99
MICKEY MOUSE 2.....CALL
NEW ZEALAND STORY.....£29.99
PRINCE OF PERSIA.....£29.99
SONIC 2.....£26.99
SPEEDBALL.....£26.99
TAZMANIA.....£26.99
TOM & JERRY.....£26.99
TERMINATOR.....£29.99



GAMEGEAR

ALIEN 3.....£24.99
BATMAN RETURNS.....£24.99
INDIANA JONES.....£24.99
LEMMINGS.....£24.99
OUTRUN EUROPA.....£24.99
PREDATOR 2.....£24.99
PRINCE OF PERSIA.....£24.99
SHINOBI 2.....£24.99
SIMPSONS.....£24.99
SONIC 2.....£24.99
SPIDERMAN..... £24.99
STREET OF RAGE.....£24.99
SUPER OFF ROAD.....£24.99
SUPER SPACE INVADERS.....£24.99
TAZMANIA.....£24.99
TERMINATOR.....£24.99

GAMEGEAR EXTRAS

MAINS ADAPTOR.....£6.99
MASTER GEAR CONVERTORS.....£12.99
WIDE GEAR.....£9.99

WHY ARE WE SO CHEAP ?

AS THE UK'S LARGEST GAME DISTRIBUTOR SELLING DIRECT TO THE PUBLIC WE STOCK IN BULK AND NEGOTIATE THE BEST POSSIBLE PRICES.

ALL OUR SHOPS ARE SMALL, BUT STACKED TO THE CEILING WITH GAMES, IN FACT, A LARGER RANGE THAN ALL THE OTHER MULTI STORES PUT TOGETHER.

ALSO OUR SHOPS ARE PLACED IN CHEAPER LOCATIONS, BUT WE FEEL IT'S MORE IMPORTANT TO KEEP OUR OVERHEADS DOWN TO THE ABSOLUTE MINIMUM, ALL THESE SAVINGS WE PASS ON TO YOU-OUR CUSTOMER.

VISIT OUR SHOPS AND DISCOVER FOR YOURSELVES WHY WE ARE SEGA AND NINTENDO'S NUMBER ONE STOCKIST.

VISIT OUR STORES AND DISCOVER MORE

LAKESIDE
That'z Entertainment
Unit 616 Pavillion Building,
Lakeside Shopping Centre,
West Thurrok, Grays.
Tel: 0708 890800 10am-8pm

ROMFORD
That'z Entertainment
Unit 33/34 Romford
Shopping Hall,Market Place,
Romford,Essex RM1 3AB.
Tel: 0708 744338 9am-5pm

WEMBLEY
Computer Games
Wembley Stadium Market.
Sunday 10am-2pm

WEST LONDON
Computer Games
309 Goldhawk Road,
London W12 8EZ.
Tel:081 741 9050 10 am-8 pm
Retail Sales and Mail Order

ROMFORD
That'z Entertainment
6 Moray Way,
Romford,
Essex RM1 4YD.
Tel:0708 736663 9am-7pm

WALTHAMSTOW
That'z Entertainment
231 High Street,
Walthamstow,
Tel:081 503 6633

We reserve the right to change prices without notification E.+O.E. All shops are independent. Shop prices may vary.

CALLING ALL COMPUTER WHIZZ KIDS...

GET THE LOWDOWN ON ALL THE LATEST SIMULATED SOCCER ACTION IN MATCH - THE UK'S NO. 1 FOOTBALL MAGAZINE.

MATCH IS CONSOLE-CRAZY WITH A WEEKLY HINTS, TIPS AND CHEATS FEATURE FOR SOCCER GAMES AS WELL AS SONIC AND STREETFIGHER 2.

IT'S ALSO PACKED WITH GREAT ACTION POSTERS OF TODAY'S BIG NAME STARS ALONG WITH FACTS, FUN, FEATURES, PUZZLES, PRIZES AND PREVIEWS.

NOW ON SALE EVERY TUESDAY WITH A HOT NEW LOOK - MAKE SURE YOU PICK UP A COPY OF THE NO. 1 EVERY WEEK!



WELCOME to the next level.
WELCOME to the Mega-CD.





On April 3rd, Sega's Mega-CD will finally be officially released in Britain and the rest of Europe. After over a year of waiting for a Mega-CD game he could actually understand, Paul Glancey excitedly investigates the hardware that promises to take Megadrive players to a new world of video gaming entertainment and answers the questions you've been asking. ➤➤➤➤➤➤➤➤➤➤

WELCOME to the next level.
WELCOME to the Mega-CD.

Dear MegaTech,

I think your mag is great, but please can you answer these questions.
1) When's the Mega-CD coming out?
2) How much is it going to be?
3)...
24) And finally, when is Streetfighter II coming out on the Megadrive?

Yours sincerely, Tommy Cox's-Orange-Pippin, Somerset

PS My T-shirt size is M.

If I had a penny for every time I'd been confronted with a letter like Tommy's I'd be able to buy one Mars bar and a can of Coke for every member of the MegaTech team for a whole week.

As you may well know, the Mega-CD is a potentially powerful add-on for the Megadrive which has been causing a semi-stir since it came out in Japan over a year ago. It was supposed to bring new features to games which would really make the player feel like they were at the controls of their space ship or really surrounded by slavering orcs, but it has to be said that in a year not many programmers have come up with a game which uses the Mega-CD's power to actually do that.

Now, though, Sega are satisfied that they've got game production up to speed and they have enough good titles ready to let British gamers get their hands on the Mega-CD. April 3rd is the release date. The price is £269.99. Now, any other questions? Yes, sir, you at the back? With the cowboy hat?

WHAT IS CD-ROM?

'Ah!' as the Games Master would say, 'That old chestnut'. CD-ROM stands for Compact Disc Read Only Memory, and what THAT means is basically a method of storing computer data (such as games) on a compact disc. Yes, a compact disc. Like the ones you've got stacked in that precarious-looking pile on the living room floor next to the hi-fi.

The thing about these CDs is that they're like gigantic versions of the floppy diskettes used in computers except for the facts that: (a) the information on them is much more tightly packed so that one CD can hold over 500 times as much stuff as a standard floppy disk. (b) they're not over 500 times as big. So they're not gigantic versions of floppy diskettes in that respect.

All CDs store information in the same way, as circular tracks of little pits which are scanned by a laser then turned into the sort of on-off signals that computers understand. It's just that the computer inside your standard CD player translates the pits on audio CDs into high-quality sound and the pits on a CD-ROM disc are translated into a computer program. Excited yet?

WHY SHOULD I BE EXCITED?

Oh, you innocent thing, you. The games you've been playing on your Megadrive to date have been on plug-in cartridges, correct?



Inside these cartridges are a bunch of memory chips which contain the program that tells the Megadrive how to make the game work. Simpler games with less levels and maybe cruder graphics and sounds take up 4 megabits of space on the memory chips, better ones take up 8 megabits and the best ones (which are the most expensive) occupy 12 or even 16 megabits.

A Mega-CD disc could hold a 40,000 megabit game.

Excited now?

IT CAN'T BE THAT GOOD, CAN IT?

We-e-e-ll, no, not actually, I was just engaging your enthusiasm. But, hey, would I lie to you? There IS at least 40,000 megabits-worth of space on a Mega-CD disc. The trouble is it would take a few centuries for a team of programmers and designers to put together a 40,000 megabit game.

TECHNICAL SPECIFICATIONS MADE EASY

Don't think I'm trying to baffle you with jargon here. It's just that a lot of people like to know things like how many times the Digital to Analogue Converter oversamples. Anyway, for those who wouldn't know a CPU from a Signal to Noise ratio, I provide a sort of explanation.

CENTRAL PROCESSING UNIT

Motorola 68000, running at 12 MHz

The CPU is the chip that runs the show by ensuring that the right information is fed into the Megadrive so that it can run the game, display the graphics, handle the player's input and so on. This is a 16-bit processor, like the Megadrive's, but, for all you confused would-be techies out there, this DOESN'T mean the two combine to create a 32-bit machine.

GRAPHICS PROCESSOR

Custom ASIC

This is a specially designed bit of hardware that interprets how

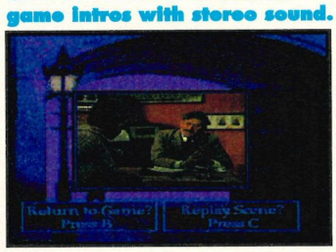




Switch on and watch the hardware go through its paces.



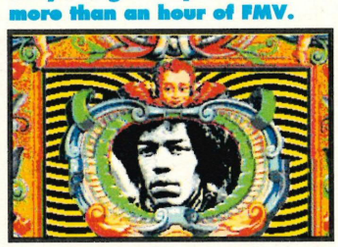
CD's can store vast cartoon game intros with stereo sound.



Full-motion video is perfect for character-driven games.



Sony's Night Trap contains more than an hour of FMV.



The Jimi Hendrix Experience brought up to date on CD+G.

What it does mean is that games which are much larger than 16 megabits are now possible. So what happens to the other 39,984 megabits? The rest of the space on the disc is perfect for storing things like data for a vast number of level layouts, graphics and audio soundtracks of standard CD quality.

SO HOW DOES THE MEGA-CD WORK?

Like I said, it's like some kind of gigantic disk drive which plugs into your Megadrive and sits underneath it. Instead of slotting in a cartridge, you put your game disc in the Mega-CD and it transfers the program on the disc, piece by piece, into the Megadrive.

So, if you finish the fifth level of a game, say, the Megadrive instructs the Mega-CD to find the information on the disc that describes level six and load it in. Then the game continues.

CAN YOU SAVE GAME POSITIONS ON THE DISCS LIKE YOU CAN WITH AN AMIGA?

The Mega-CD can only read from the CD, not write data onto it. However, Mega-CD titles can have a save game feature because the CD unit itself has a sizeable battery-backed memory chip inside it which works like the battery-backed memory in, say, the John Madden '93 cartridge. You can even access this memory on the Mega-CD's options screen to see which games you've got stored in there, and erase them if you like.

This does mean, though, that if you wanted to impress your Mega-CD-owning mate with how far you'd got on Prince of Persia you'd have to take your own Mega-CD (which contained the saved game data) around to his house. However, Sega are releasing a cheap memory cartridge which would take the form of a load of empty memory chips with a battery attached. All you would need to do is plug it into the Megadrive's cartridge slot and use the options screen to transfer saved positions from the Mega-CD's memory to the cartridge or vice versa.

the info on the disc is turned into a steady stream of moving images on the screen. Particularly handy for dealing with all that full-motion video stuff.

RAM

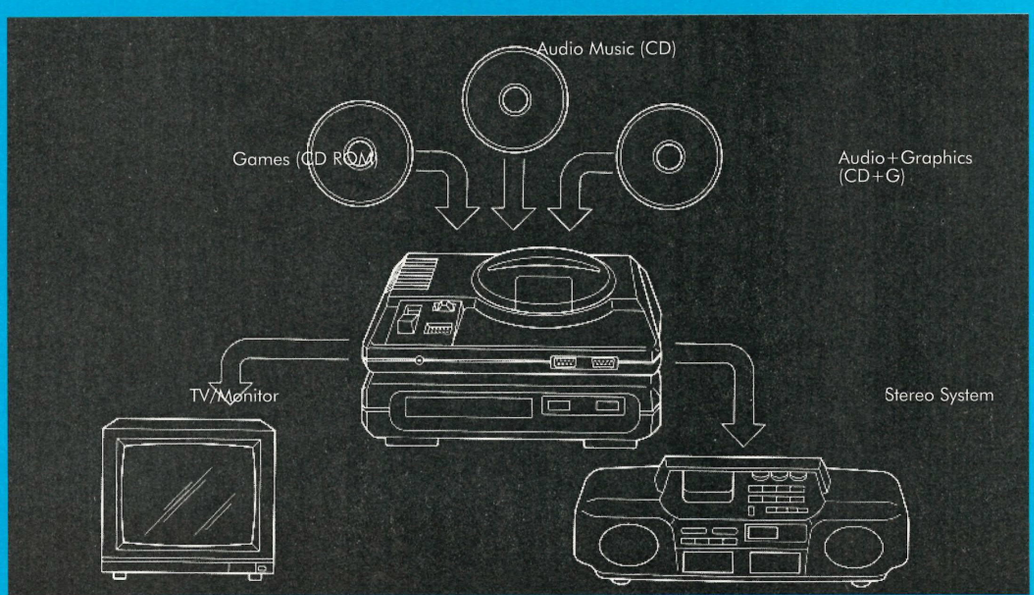
6 megabit (program, picture and sound data)
128 kilobits (CD-ROM data cache memory)
512 kilobits (PCM waveform memory)
64 kilobits (backup memory)

The Mega-CD can read information off the CD and temporarily store it in its own memory until its processor or the Megadrive's processor decides it needs it. Then it can access the data instantaneously and you don't have to hang around waiting for the disc to spin a couple of dozen times. The backup memory is where the Mega-CD stores saved games (like the battery save in some cartridges) and PCM waveform memory is where the Mega-CD generates those high-quality sound effects (better than the Megadrive's!).

BOOT ROM

1 megabit (CD game BIOS, CD player software, CD+G player software)

This is the permanent bit of the memory where all the programs which get the machine going are kept (the whizzy intro, the CD-player screens, that sort of thing).



MEGA-CD

CAN'T IT DO SOMETHING AMAZING THAT THE MEGADRIVE CAN'T DO ON ITS OWN?

Yep. Inside the Mega-CD there are a few new graphics and audio features which the Megadrive can call upon to enhance the way a game looks and sounds.

Scaling and rotation are a couple of graphics tricks allowing the Megadrive to take a sprite and instantly shrink it down or blow it up to any size, and then spin it to any angle or even flip it into three dimensions.

These make the potential for 3D games enormous. For example, when you're playing a driving game on the Megadrive the feeling of 3D is created by having tree sprites or whatever apparently zooming out of the screen towards you. Normally this is done by the programming team designing maybe five or six versions of the same tree, all at different sizes, then when the game needs to show you a tree in the distance it picks the smallest one, and flips through progressively larger ones to give the impression of it coming closer. The trouble with this is, to have six versions of every sprite takes up a lot of memory and it doesn't always give a smooth 3D effect. Using the Mega-CD's sprite scaling trick there only needs to be one design for that particular tree and the size at which that design appears on the screen can be adjusted very finely resulting in a very smooth effect.

The other gadget the Mega-CD has inside it is a new sound chip. You might have thought the Megadrive's own sound hardware was good enough but it worked by a method known as Frequency Modulation (FM) which was hot stuff about ten years ago but has since been outclassed by the much more versatile Pulse Code Modulation (PCM). The Mega-CD's PCM sound chip can produce a wider range of sounds which means you can have a more realistic guitar solo or screaming monster.

Oh, and then there's Full Motion Video...

WHAT IS FULL-MOTION VIDEO?

Good question. Now I know what you're thinking. You're thinking, 'Blimey it's like a super-high quality laser disc player or something.' Well, if you were, I'm sorry but it's not.

Mega-CD Full-Motion Video (FMV) is almost as good as it sounds, but not quite. A CD, you'll recall, has over 40,000 megabits of storage space on it, which is a lot of space for a program to fill, but nowhere near enough for high definition or even VHS-quality video. However, one of the great features of some Mega-CD games (particularly those programmed in the USA) is that the action throughout the game is portrayed, not by sprites, but by real actors with real voices, on what are obviously real sets. This is done by filming the action and digitising the footage, frame by frame, into a form that the Megadrive can cope with. That data is then put on the CD and while the game is playing the Megadrive is reading the pictures off the disc, frame by frame, and playing them on the screen with the relevant sounds.



Full-motion video brings the ship-to-ship communications in Sewer Shark to life.



Make My Video gives the player snatches of film to splice together to make a full three-minute pop promo.

Unfortunately, the Megadrive isn't quite geared-up to handle full-screen, super-smooth, super-crisp video, nor does a single CD have the space to store it in any sizeable quantity. The compromise that has been reached is that (generally) full-motion video sequences are restricted to about one-third of the screen area, are quite grainy and are played at 14 frames per second. If this sounds bad, it is... when you first see it. The games which make best use of it are those in which the player is drawn into a plot and where the characters in that plot need to be very strongly portrayed. The addition of high-quality speech makes for a new level of interaction which home video games haven't been capable of until now.

Sega are chucking a lot of money at this technique, and have set up there own film studios in California where new Mega-CD games can be put together. In the future you can expect to see Mega-CD versions of laser disc arcade games such as Mad Dog McCree and Who Shot Johnny Rock, as well as a game of Star Trek:The Next Generation which will feature all the actors from the show (except, possibly the bloke who plays Data who,

SOUND CIRCUITRY

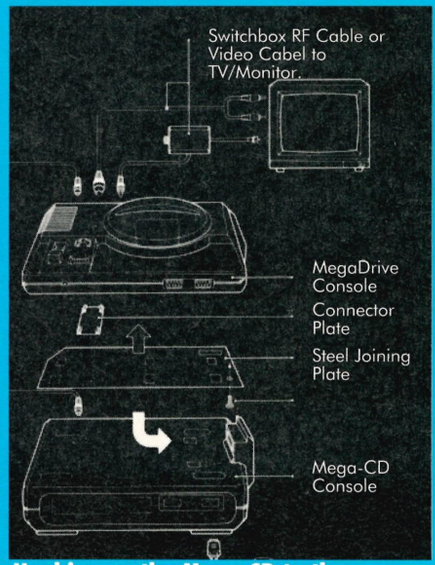
PCM sound source: stereo, 8 channels, sampling wave length 32 KHz maximum
16 bit D/A convertor: 8x internal over-sampling digital filter, PCM and CD sound mixing, mixing with mixing terminal possible

PCM stands for Pulse Code Modulation, which is a pretty sharp method by which computers synthesise sounds. The Megadrive's sound came to you via the aging miracle of FM (or Frequency Modulation) which was good, but doesn't have the versatility of PCM. Eight channels of that means it can fill the stereo sound picture with up to eight different sounds simultaneously.

AUDIO CHARACTERISTICS

Frequency range: 20 Hz – 20 KHz
Signal to noise ratio: >90 Db at 1 KHz
Channel separation: >90 Db

Hey, what is this? What Hi-Fi? This stuff is to do with the way the sound from the CD is processed, and what it adds up to is that, well, it's not exactly your top of the range Marantz, but it'll play your Simply Red or your Kriss Kross and it'll sound good. I can hardly tell the difference between CD players anyway, and they tell me it's all to do with the quality of your speakers and stuff... or something.



Hooking up the Mega-CD to the Megadrive is a piece of cake.

AUDIO OUTPUT (STEREO)

Line out: RCA pin jack x 2 (left and right)

This means that if you don't want to listen to that high-qualidee stereo sound through the Megadrive's headphone socket (passable) or the TV speaker (less so) there are two standard phono sockets on the back which let you plug the unit into an external amplifier or the back of your hi-fi if it has an AUX input, and thence into a pair of lovely loudspeakers for the stereo effect (highly recommended for the full Mega-CD experience).

Incidentally, RCA cables not included.

when we last heard, wasn't too keen on the project). In Britain, Psygnosis are working on a game of Francis Ford Coppola's Dracula, due for release in May, which will include 14 minutes of full-motion video displaying scenes from the film across the whole screen and at 24 frames per second.

PRESUMABLY IT PLAYS NORMAL AUDIO DISCS?

It does. Put an audio disc (single or album) in the tray when the machine starts up and you're presented with a screen displaying a selection of CD player-type controls. Play, stop, pause and track search are all here, plus a pair of level meters for each stereo channel and controls for programming a selection of tracks, intro scans, repeats and random play. There are no controls on the front panel so you have to activate the on-screen controls by using your joypad to move a pointer over them and hitting a button to activate them. If you don't want to keep your TV switched on while your listening you can use combinations of joypad buttons to select tracks and play them.

Plugging the Mega-CD into an amplifier via the stereo outputs on the back of the unit result in pretty good sound (though real audiophiles probably won't be impressed). You can also listen through headphones, by plugging them into the Megadrive's headphone jack, but I've always found that the Megadrive emits a quiet buzz whenever I've used this output, which isn't what you want when you're expecting perfect sounds.

WHAT'S CD+G?

The Mega-CD also plays CD+G (Compact Disc plus Graphics) discs which contain information for a computer to turn into graphics that appear while the track is being played. CD+G is something that never really got off the ground and hardly any such albums exist. Sega actually supply a pair of sampler music CDs with the Mega-CD, one of which is CD+G and has ten tracks of music from Chris Isaak, Fleetwood Mac, Information Society, Something Feat and Jimi Hendrix. Watching and listening to these demonstrates why CD+G never got off the ground (though the psychedelic Hendrix tracks are quite cool).

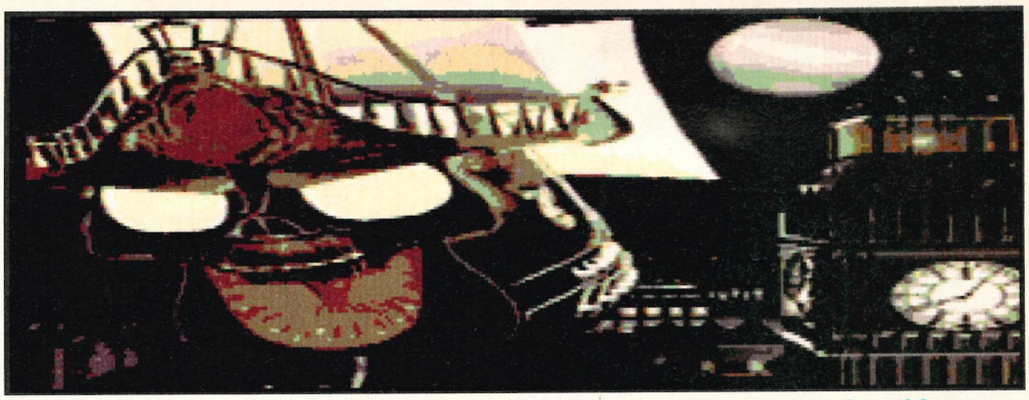
WHAT ELSE COMES IN THE BOX?

Apart from your Mega-CD unit you naturally get the power supply, as well as a pair of metal plates which slot onto the bottom of the Megadrive and help connect the two units together, a stereo mixing lead which runs from the headphone jack of the Megadrive to a mixing socket on the back of the Mega-CD. There's also a pack of CDs containing the two audio discs mentioned above and three game discs, namely Sol-Feace, Cobra Command and a Sega Classics disc.

The Japanese version of Sol-Feace was reviewed in issue 2 of MegaTech, where it was received quite warmly. It's still a pretty decent space shoot 'em up, but, mysteriously, the English and US versions seem to have had half of the opening cartoon sequence lopped off, and some of the nice mechanical sound effects created by the game's bosses are missing. How odd.

Cobra Command is the renamed Thunderstorm FX (rated at 87% in MT 11), a copy of a laser disc arcade game with cartoon graphics. Though the gameplay is simple it's a good example of how a well-programmed combination of graphics and sound can create an engaging game.

The Sega Classics disc bears a varied selection of five top quality cartridge games from a couple of years back all of which sport a few sound enhancements. Golden Axe has a slightly improved title tune and uses the PCM sound chip for more realistic (and slightly disgusting) screams for the characters. Judging by the improved speech in Super Monaco GP, the pit crew have shaken off their laryngitis and the sound effects in Streets of Rage have also been spruced up (they couldn't have improved upon the music). Revenge of Shinobi is the same as it ever was (ie brilliant) but a new soundtrack has been added to Columns, but this doesn't sound half as good as the original music that plays through the game.



The intros and between-level sequences in Sony's Hook feature numerous snatches of footage from the Spielberg movie, and some specially designed ray-traced graphics.

ON THE SUBJECT OF GAMES, ARE CD TITLES GOING TO BE CHEAPER THAN CARTRIDGES?

It would appear not. The first batch of releases are priced at between £40 and £45. You may have heard that CDs cost much less to mass-produce than cartridges. Sega argue that after retailers and everyone else in the chain takes their cut they don't see an enormous percentage of the money you pay for cartridge games anyway. CDs do cost less to produce, but they require loads of extra cash to produce, an investment which goes into getting all the extra programming and designing done, the fully orchestrated soundtracks composed and the actors filmed. So £40 it is.

I'VE GOT A JAPANESE MEGADRIVE, DOES THAT MEAN I WOULD HAVE TO BUY A JAPANESE MEGA-CD?

Unfortunately yes, and if you're running a Genesis you'd need to buy an imported American Sega-CD. Connect an English Mega-CD to a foreign Megadrive and all you get is a message saying that the two aren't compatible with each other. Similarly, if you put an English disc in a foreign drive nothing happens. It's all part of Sega's policy of doing everything they can to put the block on grey imports.

As ever, you can get your hardware converted to get around these problems. Advanced Console Entertainment (071 439 1185) is one firm that does it, but the full conversion is a complicated job which requires work on the Megadrive and the CD unit, and it certainly isn't cheap.

WHY HAVE SEGA MADE US WAIT SO LONG TO GET OUR HANDS ON THE MEGA-CD?

Like most console hardware, the Mega-CD was first released in Japan and that was at the end of 1991. Sega say that it's taken so long to reach Europe because, basically, in that year and a half, there have been maybe four Mega-CD games which European players would understand and would actually enjoy. Sega US put together some good stuff for release in the States when the machine came out late last year, and the translation and reprogramming required to get all the Japanese stuff up to scratch had to be done, so it's taken this long to get together a sufficiently healthy batch of titles to launch the Mega-CD with.

I'VE HEARD THAT SEGA ARE GOING TO BE CHANGING THE SHAPE OF THE MEGADRIVE AND MEGA-CD SOON, SO WILL I HAVE TO BUY ONE NOW TO MAKE SURE THAT I GET ONE THAT FITS ON MY OLD-STYLE MEGADRIVE, OR WILL THE NEWER ONE BE EVEN BETTER?

The official word from Sega Europe is that this revamp, which is purely a scaling-down so that the Megadrive and Mega-CD are actually smaller, squarer units, won't be happening to UK machines for ages yet. The fact that the new versions will apparently be designed to fit together side by side (as opposed to one on top of the other) won't affect compatibility between older and newer Megadrives and Mega-CDs.

THE VERDICT: IS IT WORTH THE MONEY?

For an add-on to a £120 console £270 does seem a bit steep, even if you do get a CD player. In fact, compared to other, similar technology it's quite a cheap CD-ROM unit, but that's not going to cut much ice with the bloke who buys it expecting 100-level shoot 'em ups and gets 16 level shoot 'em ups which look they could have been on a cartridge. Of the first batch of titles, the stuff that definitely couldn't have been produced on cartridge is completely different in a gameplay sense from anything seen before and it certainly doesn't look like it's aimed at the standard, set-in-his-ways video game player whom I would suspect would turn his nose up at them. If you're looking to get something REALLY new from a Megadrive game, apart from simply more levels, Mega-CD is definitely something worth considering.

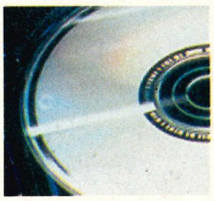
IS IT REALLY THE NEXT LEVEL?

Yes it is.

I doubt if anyone's going to use all that disc space to produce a 100-level blaster, or a beat 'em up with 30 incredibly versatile characters. The standard size of cartridge games is already increasing from 8 megabit to 12 and 16 megabits and you can get a damn good arcade game on a cart that size. So if those are the sort of games you want to play you may as well hold off from buying a Mega-CD until I'm proved wrong.

What the Mega-CD will do best will be the stuff that is something different from Megadrive games that have gone before, something that will attract all sorts of new players. I can see fans of role-playing games doing particularly well out of owning a Mega-CD, but the possibilities of full-motion video, real characters talking to you in high-quality stereo sound, all combining with non-stop player interaction really does have a lot of potential for console games the like of which we have previously only been able to imagine. Believe me, this is the start of something big.

Compact Disc
the shape of home entertainment to come



CD-ROM is nothing new as a medium for video games, though it started out as a tool purely for business use, the vast storage capacity making it perfect for storing large amounts of data in compact and very cheap form. The first console producer to try to take advantage of these facilities and put them to use on video games was NEC with their unit for the PC Engine (TurboGrafx in the USA). This is a pretty neat widget which sports some excellent shoot 'em ups and adventure games, and unlike the Mega-CD you can actually use it as a portable CD player when you aren't playing games on it. Interestingly, Turbo Technologies who sell the TurboGrafx in the USA have recently been running large cartoon ads in the American games mags questioning how FEKA (Sega?) could sell Sherlock Holmes: Consulting Detective as a new game when it was released on the TurboGrafx CD two years ago.

The other console CD unit is Nintendo's for the Super NES. This is expected in Japanese and American stores at the end of this year and in Europe some time in 1994. This promises to add amazing effects to Super NES games, though exactly what kind of amazing effects is mostly the subject of rumour and Nintendo aren't exactly forthcoming with the facts because their opinion at the moment seems to be that the Super NES' hardware is so good that its players don't need CD-ROM.

However, if you've strolled into your local Dixon's recently you will have seen three CD-ROM machines that are here now: the Philips CD-i machine, the Kodak CD and the Commodore CDTV.

Like every other CD-ROM player, the CD-i (Compact Disc Interactive) plays audio CDs as well as video games, but, priced at £700, it's not surprisingly a more sophisticated machine than the Mega-CD. The range of titles Philips have released is very broad, suggesting that they want this to be the multimedia experience for the whole family, something to sit next to the TV and the video in everyone's home, but at this price that seems a vain hope. You won't find any shoot 'em ups in the CD-i software catalogue, but there are a couple of good titles available, such as the golf simulation with film graphics and the digitised trip around the exhibits at The Smithsonian Institute in Washington DC. Younger players can try various learning games based on the Sesame Street characters, and board games such as Connect 4 (though why anyone would spend that much money on a CD-i only to end up having their kid playing Connect 4 on it is a mystery to me).

The CDTV was produced with a view to bringing the next level of computer entertainment and (gulp!) 'edutainment' to the masses, but to date it has had little success. It's more or less a Commodore Amiga with a CD-ROM drive and while there are plenty of good Amiga games that you can play on it, there are no good CD games, so you might as well pay £300 for the Amiga. The two-year-old demo of Psygnosis' Planetside (the actual game is still in the works) is probably the best thing you'll see on this machine and all you can do is watch that.

Kodak's Photo-CD machine isn't intended to bring you hours of fun. Well, maybe it is, but only if you enjoy looking at photographs on your TV screen. Yep, take your holiday snaps into your local Kodak CD developers and they'll process the pics into computer data on CD. The advantage is... um... well, CDs are so much easier to store than those big old photo albums, aren't they? And the pictures come out nice and big on the TV screen so there's none of that tedious 'Passing The Photos Around The Family Group So That Everyone Gets A Look'. And of course CDs are much more durable than paper prints. Oh, and, AND, you can even zoom in on bits of the pictures, like Harrison Ford did in that sequence in Blade Runner (but no, you can't talk to the machine yet). And all for just under £300. Hmmm.

So it looks like, even after a couple of years of working at it, nobody has really made a success out of bringing CD-ROM to the man in the street. While the idea behind the technology (giving people easy access to massive amounts of visual and audio information in one minuscule package) is brilliant it seems that this isn't something everybody is too bothered about at the moment, at least not when they have to stump up £700 just to get started. Nintendo's theory about the punter being happy to make do with the console hardware he's already got might well be proved right unless someone can come up with a low-priced CD-ROM unit which really does give him something he wants to play. And of course, that's where Sega hopes the Mega-CD comes in.



Sega's Mega-CD: This could be the start of something big in home entertainment.



Amiga + CD-ROM drive - decent CD games = CDTV



The Kodak Photo-CD - Holiday slideshows in a Blade Runner style.

MEGA-CD – FREE!*

COMPETITION



Argos

*If you're one of the two winners of this tremendous MegaTech/Argos competition!**

The time has come. The Mega-CD is here. CD-day is April 3rd, and to mark this monumental landmark in videogaming history, MegaTech have teamed up with those generous bods at Argos to give you a chance of winning one of the first official Mega-CDs.

If you've read our Mega-CD feature, you'll know that the Mega-CD is the first of a new generation of console peripherals. Retailing at £269.99, the Mega-CD, combined with Argos' new lower-priced Megadrive (now only £115), is the ultimate in 16-bit gaming technology. We've got two of these self-same Mega-CD units (complete with their packs of terrific free discs) up for grabs!

All you have to do to stand a chance of winning one is to answer the easy-peasy questions on the right and fill in the tie-breaker. Nothing – no, nothing – could be easier.

THOSE OH-SO EASY QUESTIONS

1. Packaged with the Mega-CD is a compilation CD featuring classic games from the Megadrive's past. Which of the following games does NOT appear on the disc?
a) Revenge Of Shinobi.
b) Golden Axe.
c) Altered Beast.

2. One of the first games available for the Mega-CD stars the Great Detective himself. What is his name?
a) Sherlock Holmes.
b) Mark Holmes.
c) Barratt Holmes.

3 Who recently released a cover version of Led Zeppelin's famous song 'Stairway To Heaven'?
a) Rolf Harris.
b) George Formby.
c) Elvis Presley.

Send your answers on a postcard, together with your name and address, to: The Altered Beast/Sherlock Holmes/Rolf Harris Competition, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU. The deadline for all entries is April 19th, so get sending!

**You'll have to pay for a stamp, but then 24p is a lot less than £269.99, so you're getting a good deal if you win.

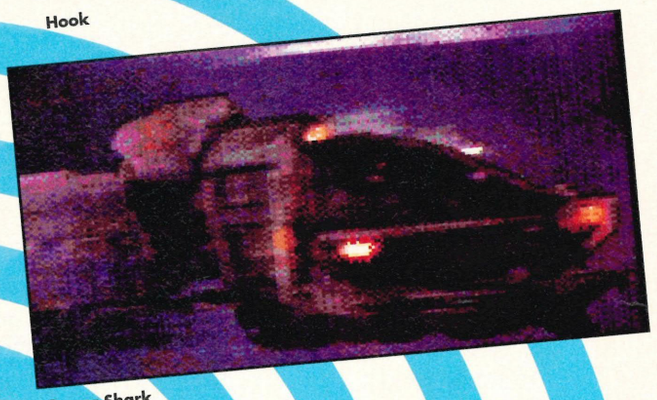
MEGA-CD

COMIN

Sega are planning to have a catalogue of 36 CD games by the end of this year some of which are original titles, some of which are upgraded versions of existing cartridge games. As ever, dates and prices are subject to change at short notice but at time of writing here's a preview of how it's going to be:



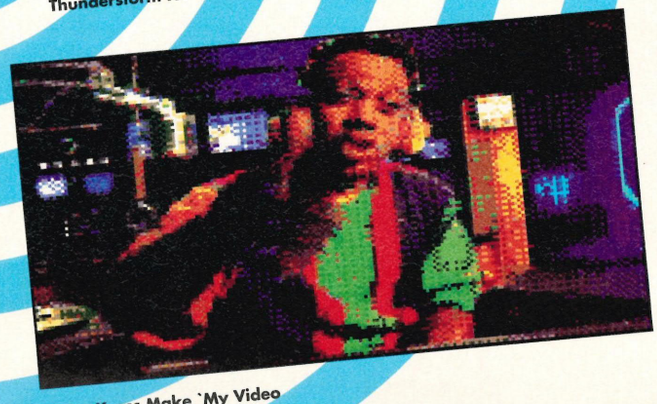
Hook



Sewer Shark



Thunderstorm FX



Kriss Kross Make `My Video

G UP on the EGA-CD



APRIL

➤ROBO ALESTE
By Sega
£39.99
The anglicised version of the top robot shoot 'em up we reviewed as Nobunaga and his Ninja Force in issue 14.

➤WOLF CHILD
By JVC
£39.99
Interesting platform romp reviewed on page 28

➤JAGUAR XJ-220
By JVC
£39.99
Interesting driving romp reviewed on page 31

➤PRINCE OF PERSIA
By JVC
£39.99
Translation of the classic platform puzzle game with great graphics and CD sounds. Reviewed in issue 10.

➤ROAD AVENGER
By Wolf Team
£39.99
Manic full-motion cartoon driving game from the creators of Cobra Command.

➤BLACK HOLE ASSAULT
By Micronet
£39.99
Fair sci-fi beat 'em up starring big robots, rated at 61% back in issue 14.

➤SHERLOCK HOLMES: CONSULTING DETECTIVE
By ICOM Simulations
£44.99
Game of deduction and crime-solving with full-motion video interrogations. Reviewed on page 30.

MAY

➤CHUCK ROCK
By Sony Imagesoft
CD-enhanced version of Virgin's popular platform game starring the cuddly caveman.

➤HOOK
By Sony Imagesoft
Colourful platform adventure based on the Spielberg movie, reviewed on page 34.

➤SEWER SHARK
By Sony Imagesoft
Full-motion video 3D shoot 'em up reviewed on page 32.

➤NIGHT TRAP
By Sony Imagesoft
Protect a party of teenage girls from humanoid aliens in this very unusual game. TWO discs(!) packed with over an hour of full-motion video will make this one of the more expensive CD games.

➤THE SECRET OF MONKEY ISLAND
By LucasFilm
One of the best adventure games ever to appear on a computer, with superb graphics and a plot which is as hilarious as it is engrossing.

➤WONDERDOG
By JVC
Pretty (but easy) platform game starring cute doggy characters which was rated at 82% in issue 12.

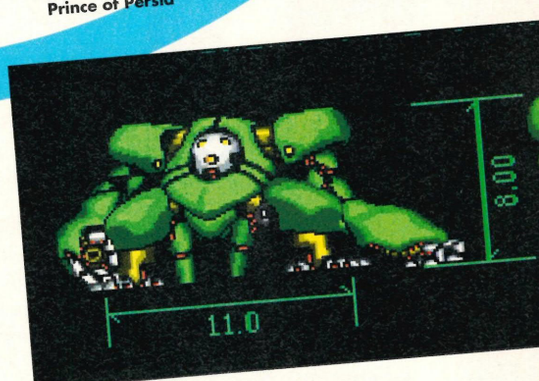
➤OUT OF THIS WORLD
By Virgin
Enhanced version of the smart space adventure game reviewed in issue 14.

➤DRACULA
By Psygnosis
Beat 'em up adventure based on the recent smash movie. Features 14 minutes of full-screen, full motion video from the film!

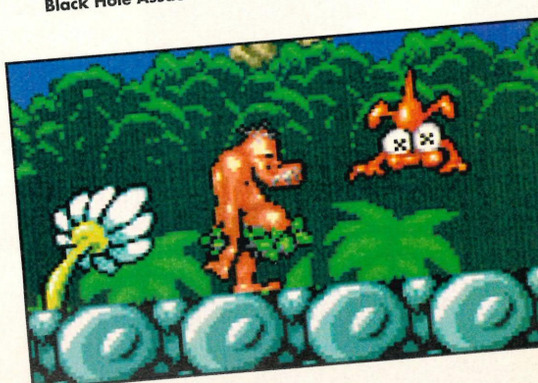
JUNE

➤FINAL FIGHT
By Capcom
Full-featured version of the smart arcade beat 'em up, with all three player characters and all the original levels. Should be mega!


Prince of Persia



Black Hole Assault



COMING UP on the MEGA-CD

BEYOND...

This list of titles is pieced together from US release lists and what we've heard from keeping our ears to the ground, hence no release dates at all, but it would be surprising if Sega Europe decided they wanted to leave any of these games out of the UK lineup.

SEGA

➤**RISE OF THE DRAGON**
Superb graphic adventure set in a Blade Runner-style city of the future.

➤**WING COMMANDER**
3D space shoot 'em up with great cinematic intro sequences.

➤**SPIDERMAN**
No details on this one yet. Could it be an enhanced version of Webhead's first Megadrive game?

➤**BATMAN RETURNS**
Enhanced version of last year's platform game, with full-motion video from the movie and excellent sprite-scaled 3D driving sequences.

➤**CITIZEN X**
Likewise, no details, but the word on the street is that it's some kind of adventure game.

➤**STAR TREK: THE NEXT GENERATION**
Potentially amazing action/adventure game based on the hit TV show, with specially filmed full-motion video footage.

➤**SHERLOCK HOLMES II**
A trio of further baffling cases for the Baker Street Boy to beat.

➤**SONIC CD**
How could we forget this guy? Steer His Hedgehogness across the platforms, and enjoy lengthy cartoon intro bits in which Sonic speaks!

SONY IMAGESOFT

➤MAKE MY VIDEO: KRISS KROSS
➤MAKE MY VIDEO: INXS
➤MAKE MY VIDEO: C+C MUSIC FACTORY
➤MAKE MY VIDEO: MARKY MARK
➤MAKE MY VIDEO: U2

Take the tracks from your fave bands along with loads of clips of video and make your own promo! Check out page 35 for more info!

SIERRA ON-LINE

➤STELLAR 7
An advanced version of that tank-blastin' classic, Battle Zone, with lots of flash graphics.

➤LEISURE SUIT LARRY
Help sad-bloke Larry find some fun in this graphic adventure aimed at adults.

➤MIXED-UP MOTHER GOOSE
A graphic adventure with a nursery rhyme theme, aimed at youngsters.

➤KING'S QUEST V
Another superb graphic adventure from Sierra in which you travel an enchanted land and clear up evil-doers.

VIRGIN

➤THE TERMINATOR
Snatches of the movie abound in this update of the rather easy shoot 'em up reviewed in issue 6.

JVC

➤HEIMDALL
An action-packed Viking RPG with great graphics from the creators of Wonderdog, Chuck Rock and Jaguar XJ-220.

➤DUNGEON MASTER: SKULL KEEP
Mega-CD version of one of the best role-playing games ever, with superb 3D monster graphics.

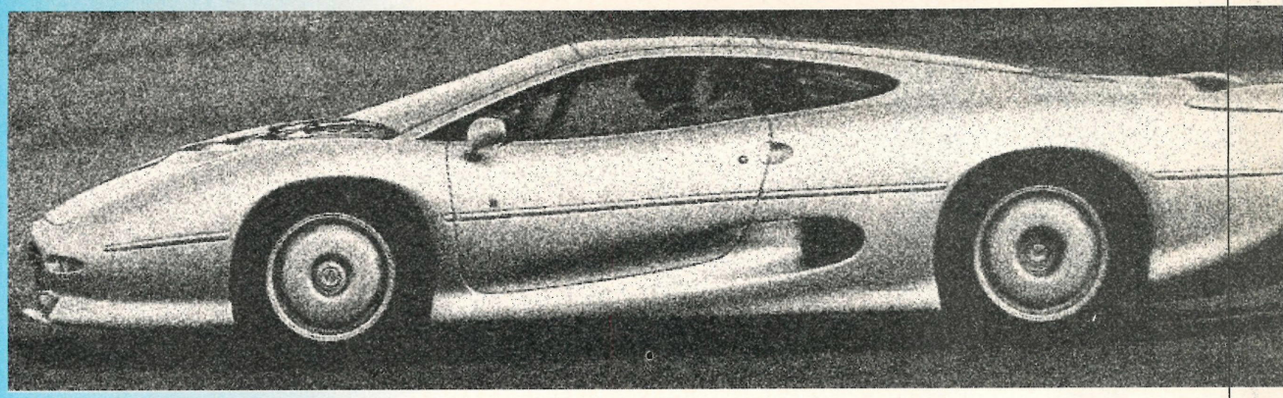
➤THUNDERHAWK
3D Helicopter shoot 'em up which is about halfway between Steel Talons and LHX Attack Chopper, gameplaywise, but should be better than both!

➤US GOLD
FLASHBACK
A suped-up version of the astonishing arcade adventure from the designers of Another World.

AMERICAN LASER GAMES

➤WHO SHOT JOHNNY ROCK, SPACE PIRATES and MAD DOG MCCREE
Two conversions of the laser disc arcade games which let you shoot it out with gangsters, intergalactic outlaws and no-good cowpokes respectively.

JAGUAR XJ-220



BY JVC
PRICE: £39.99
RELEASE DATE: APRIL

NEEEEEOW! PAUL GLANCEY takes the wheel of Sega's big CD sports car game. And he hasn't passed his test, either.

Want to drive the second fastest production car in the world? Well, you can't. The four-wheeled silver starcruiser that is Jaguar's XJ-220 (so named because it can tip the speedo at 220 kph) would cost you both arms, a leg and a few of the other parts of your anatomy that you were saving up for a rainy day. Get a Mega-CD, though, and you can sort of capture the dream by playing this conversion of the 3D driving sim which made Amiga players so happy last year.

OutRun-style, this is a racing game that puts the car's steering, brakes, accelerator and gear shift on your joypad and gives you the job of taking the XJ-220 around 32 racetracks from around the world. Naturally there's an element of competition provided by the field of 30 computer drivers and you have to dodge around them for the required number of laps to make sure you beat them to the chequered flag.

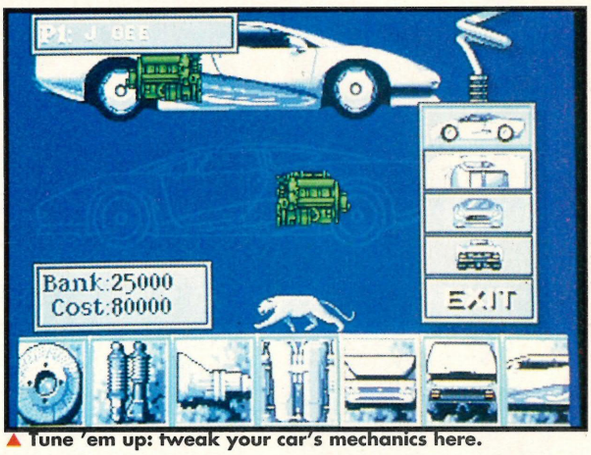
Don't want to test your driving mastery against feeble computer oppos? Well, plug in another joypad and two can play, split-screen style. Cue the bumping and barging as you try to nudge your ex-fellow into the roadside scenery, but hey, there's no danger here because these Jags are evidently made of rubber and bounce back on the track after a few precious seconds have slipped by.

'But this sounds just the same as Lotus Esprit Turbo Challenge, and I didn't need a Mega-CD for that!' is what you're no doubt thinking. True, it's a lot like EA's well-liked race game and the gameplay is certainly as good, especially in two-player mode. The graphics, though, are better and the sprite-scaling hardware is put to work (though not to amazing effect) making the roadside objects whizz past in smooth 3D.

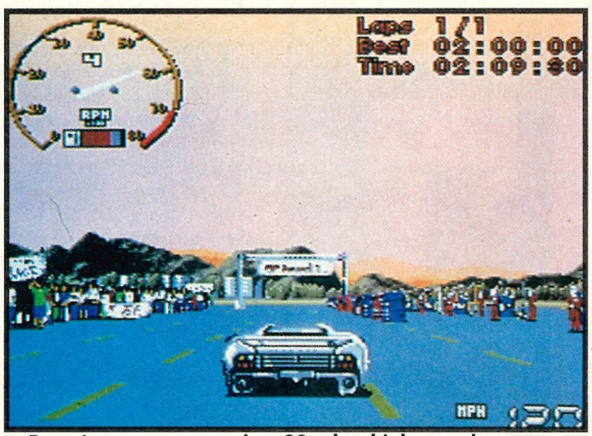
Aside from being a pretty good driving game, XJ-220 has one really good feature, the circuit editor, which lets the player create new tracks to race on and even store them in the Mega-CD's battery-backed memory.

But much as I enjoyed XJ-220 and its flash presentation, I have to say that it wouldn't convince anyone that buying a Mega-CD would be opening the door to all-new thrills. If you've already got your £270 ready, though, it would be a good first purchase.

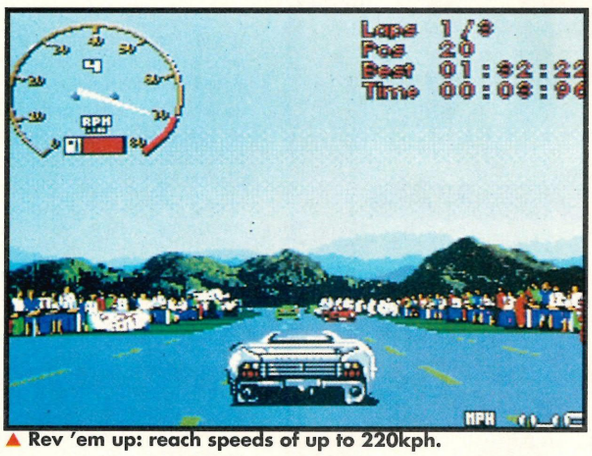
PRESENTATION	**92%**
GRAPHICS:	**89%**
SOUND	**88%**
PLAYABILITY:	**88%**
LASTABILITY:	**89%**
OVERALL:	**90%**



▲ **Tune 'em up: tweak your car's mechanics here.**



▲ **Burn 'em up: race against 30 other high-speed motors.**



▲ **Rev 'em up: reach speeds of up to 220kph.**

Sherlock Holmes Consulting Detective

BY ICOM SIMULATIONS
PRICE: £39.99
RELEASE: APRIL

PAUL GLANCEY tries to solve The Case Of The Unwritten Sherlock Holmes Review without mentioning the lemon curd gag. Er... never mind – you don't want to know.

The investigation wasn't going well. I seemed to have interviewed everyone on the disc and though I was convinced it wasn't the 4,000 year old Egyptian mummy who had offed the famous archeologists, all I'd really ascertained was that the killer was probably a bloke with big hands. Surely the real Holmes wouldn't be flummoxed by this?

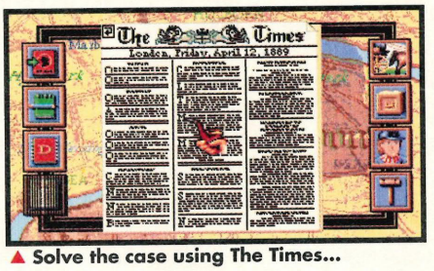
The Mystery of the Mummy's Curse is just one of the three murder intrigues for you to solve in Sherlock Holmes, and all of them follow the same format. After the outline of the case is explained, you get to peruse Holmes' voluminous contact book and choose someone to visit. The interviews are viewed in full-motion video, but this being an American game the inhabitants of Victorian London either sound Australian or like Dick Van Dyke in Mary Poppins. If you can penetrate the accents and listen carefully, though, you can pick up some decent clues such as names of people who might also have some light to shed on the evil-doings, so it's wise to have a note pad close at hand while playing.

Other sources of information include Holmes' own extensive files of notes and the Baker Street Irregulars, a bunch of young lads who can get into places that would elude normal private investigators.

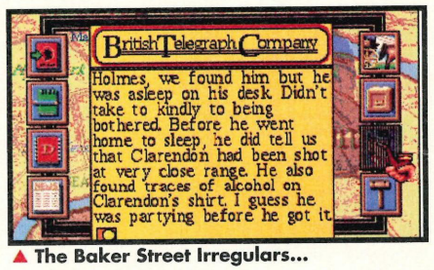
While the presentation and the atmosphere is pretty good (dodgy acting aside) the structure of the game isn't quite so cleverly structured. Each of the characters you interview only have one piece to speak, and when I found myself wanting to be able to ask them about some new clue I had just uncovered elsewhere, they just rambled on about something I already knew. It all got a bit confusing when I ran out of people to interview, Holmes announced that he'd cracked the case and I still hadn't pieced together any real idea of who the killer was. By this time I have to admit I was losing interest and the idea of having to interview all these people again in case I'd missed something wasn't too appealing.

Anyone who's really into the idea of matching wits with the great detective will probably sit there, pencil in hand, scrutinising every video sequence for a clue, but myself I found it all a bit too long-winded to be big fun.

PRESENTATION:	**89%**
GRAPHICS:	**83%**
SOUND:	**80%**
PLAYABILITY:	**73%**
LASTABILITY:	**83%**
OVERALL:	**79%**



▲ Solve the case using The Times...



▲ The Baker Street Irregulars...


▲ And Holmes' gallery of informers.


▲ Solve the case and take it to the Judge.



WOLF CHILD

By JVC
Price: £39.99
Release: April

With a bloodcurdling howl and a hungry glint in his eyes, MegaTech's lone wolf MARK HOLMES gets his teeth into JVC's lycanthropic platform game.

The plot of Wolfchild is another one of those 'world-famous scientist gets kidnapped by an arch-villain who forces him to use his skills for evil purposes' stories. Dr Kal Morrow, renowned biogenetic scientist, has been abducted by Draxx, the leader of a notorious terrorist group, and has been brainwashed into creating an army of mutant warriors. But the doctor's heroic-type son, Saul, is determined to save his father (and the rest of mankind), so he loads the Doctor's top secret Wolfchild program into the computer in his lab, enters the transmutation booth and emerges as Wolfchild, hell-bent on revenge!

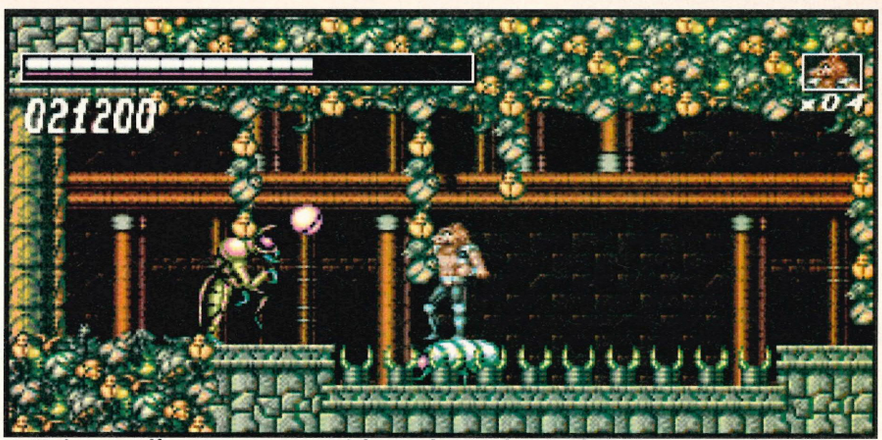
This game was originally released on Amiga, and in the conversion it has gained an animated intro sequence which tells the story of Dr Morrow and his son, but the clumsy cartoon comes across as a feeble attempt to make this straight port a more attractive buy for Mega-CD owners. The beefed-up music and sound effects are a definite plus, on the other hand, and go some way to making up for the fact that the game does nothing to display the Mega-CD's graphical capabilities.

The game plays as a traditional platform blaster. The nine levels are big enough to get lost in if you haven't got your wits about you, with high climbs up enormous trees in the early jungle levels and deep catacombs to fathom out in the Ancient Temple later on. There are plenty of Draxx's mutant warriors to contend with, ranging from humanoid lizardmen to grotesque, slimy bugs, as well as hazards like killer pendulums and rolling boulders to hinder your progress.

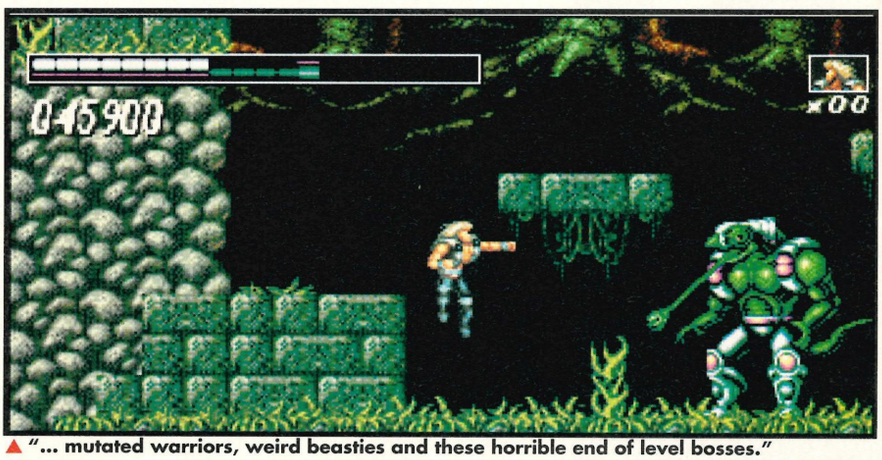
You start off playing Saul in human form – he's only a little sprite, but he can run and jump about like a young gazelle and 'do over' the nasties with a furious flurry of punches. Pick up the right capsule when you've got enough energy and Saul transmutes into Wolfchild with a bloodcurdling howl – in this form, he can fire an unlimited number of basic shots or make use of the many weapons that can be picked up throughout the game.

Although Wolfchild doesn't use any of the sprite-scaling or rotation tricks that the Mega-CD is capable of, the sound and the responsive feel of the zippy main sprite help to maintain your interest.It's nothing new, but it's good fun all the same.

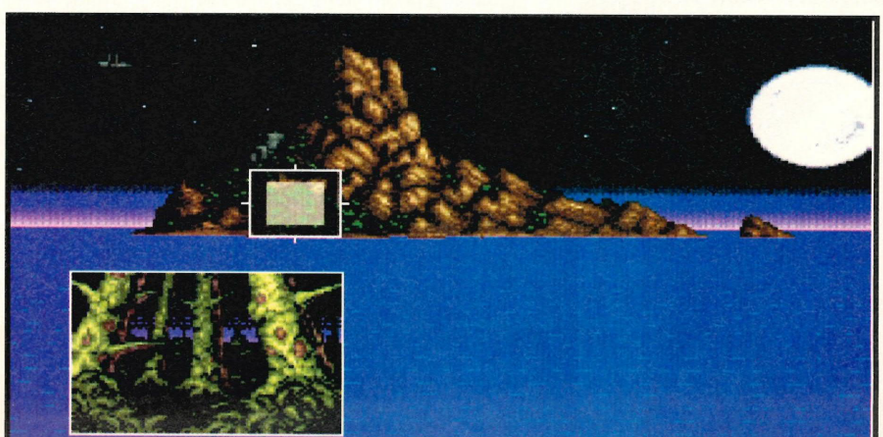
PRESENTATION: 60%
GRAPHICS: 84%
SOUND: 82%
PLAYABILITY 84%
PLAYABILITY: 80%
OVERALL: 82%



▲ "Being a wolfman's not an easy job, you know, there's always someone after you..."



▲ "... mutated warriors, weird beasties and these horrible end of level bosses."


▲ "Stuff it, I'm going to retire to a mystery holiday location – I've had enough. Awoooo!"

MEGA

Hook



BY: SONY IMAGESOFT
PRICE: £TBA
RELEASE: TBA

PAUL GLANCEY, MegaTech's own little boy who never grew up, buckles his swash in Sony's colourful platformer.

It's been a long time since Peter Pan moved out of Never Land and entered the real world – so long that he's forgotten his origins, grown up and had a family of his own. The whole fairy tale business all comes back to him when evil Captain Hook sails onto the horizon in his flying galleon, and by way of revenge for all the swordfights he lost and the bit with the crocodile, he's kidnapped Pete's kids and made off back to Never Land! If Pete wants to attempt a rescue he's going to have to become his old self again and find his old gang of lost boys to help him out.

And this he does in this sizeable platform adventure which starts with Peter braving all the tricks and traps that the lost boys can throw at him, just to prove to them that he really is 'The Pan'. From there begins the eleven level journey around Neverland Island towards Hook's pirate ship where the kids are being held. Being empowered with pixie-dust, Peter is transformed from his podgy, middle-aged form to the lithe athlete of his younger days, allowing him to run, leap, swim, and with the aid of Tinkerbell's special fairy dust, even fly for a limited amount of time. Until he can find his magic sword which sees off baddies with blasts of pixie-energy, Peter has to make do with whacking Hook's cohorts off their perches with his dagger.

Though this platform adventure is based on the top-grossing Spielberg movie, don't expect to have Robin Williams, Julia Roberts and Dustin Hoffman on your Mega-CD screen. There are a few brief snatches of film footage, but the voices in the animated section are provided by a pretty dismal bunch of actors who create an amateur dramatics atmosphere.

Luckily the graphics and sound in the game itself make up for these deficiencies. The sprites and backgrounds are wonderfully designed and are really colourful and the each level's soundtrack is a full symphonic rendition of music from the film which is extremely impressive. The action is simple (there's nothing the Megadrive couldn't handle on its own here) but it's quite nicely put together. The collision detection does seem a little too vague and you can sometimes find yourself taking hits from objects which look like they ran past you. On the whole, though, it's decent fun and worth checking out.

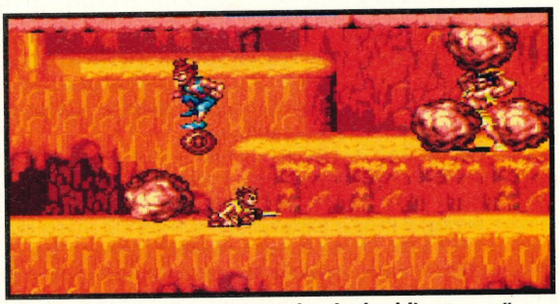
PRESENTATION	**70%**
GRAPHICS	**89%**
SOUND	**89%**
PLAYABILITY	**80%**
LASTABILITY:	**79%**
OVERALL:	**80%**



▲ **"I'm Peter Pan, and I can swish my sword..."**



▲ **"... And I can leap up trees – hup! – like this... "**



▲ **"... Wahay! – I can duck under the baddies too... "**



▲ **"... I'm brilliant, and every body loves me so much!"**

KRISS KROSS MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE:TBA
RELEASE DATE:TBA

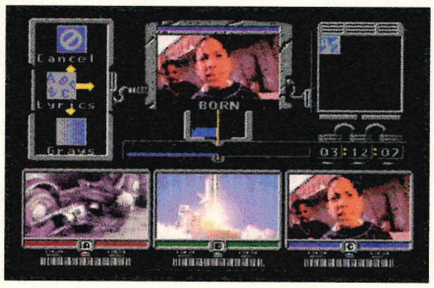
MegaTech's cream-puff Mac Daddy Wannabee, TOM GUISE, pulls his trousers on back to front and makes some videos with Kris Kross. Break it down, Tom!

Yo! My homeboy, check it out! Those little boyz 'n' the hood, Kris Kross, are soon to move and groove their way onto the Mega-CD in one of the first of Sega's Make My Video series. Featuring three of Kris Kross' hit singles, Jump, I Missed The Bus and Warm It Up, this interactive movie game allows you to cut and edit film footage and paste it together to make a new music video. Apart from the original music videos featuring the capital K's themselves you can also use clips from a whole plethora of other archive footage ranging from old horror movies, news films and old black and white comedies. What's more, there are over 30 effects that you can overlay onto the video. Everything from basic colour changes, screen freezing and strobe light effects, to flipping and splitting the screen and even completely mirroring the action. Totally Krossed Out!

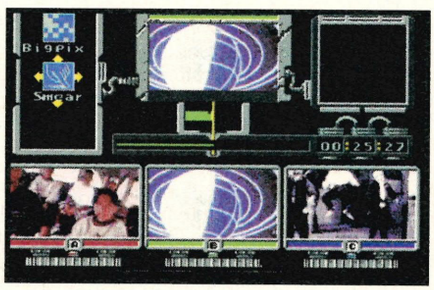
Believe it or not, there is also a game behind all this. Using the theme of a video request show, your host, VeeJay, is asked to produce custom videos for callers and it's up to you to make their videos. Some callers want to see plenty of cars, others don't want to see any clocks, some just want to see those lovable, huggable kinda guys strutting their stuff. Really demanding callers actually show you specific clips of what they want included or excluded from their video. There are eight callers to satisfy, however if you perform particularly badly you have to take part in a sudden death 'Make My Video' with requests from old movie characters like the Hunchback of Notre Dame. Failure to produce the goods results in you being severely insulted by your caller, much to the delight of anyone else in the room. Only one video can be saved onto back-up RAM, however Sega will eventually be bringing out a range of RAM cartridges to allow you to save a whole collection of your works of art.

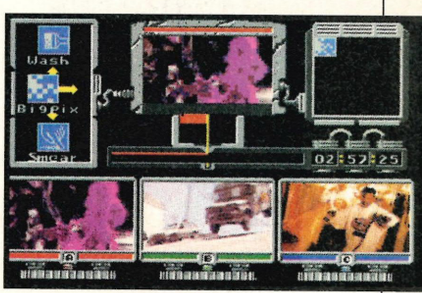
If you like Kris Kross, Make My Video is extremely good fun. The mixing system is extremely simple to use and although the control you have over the editing is very limited, it still results in a very novel and playable game, although more for the mucking about element than for any serious challenge. Make My Video is definitely one of the more original and entertaining Mega-CD's I've seen and a good example of the Mega-CD's potential.













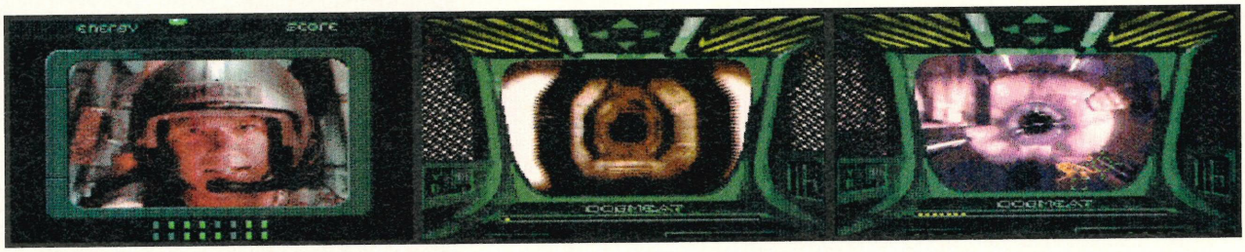
Presentation	**93%**
Graphics	**94%**
Sound	**97%**
STP	**92%**
LTP	**84%**
Overall	**87%**

SEWER SHARK

BY SONY IMAGESOFT
PRICE: £TBA
RELEASE DATE: MAY

It's down to PAUL GLANCEY to shoot the tubes in this 3D full-motion video extravaganza.



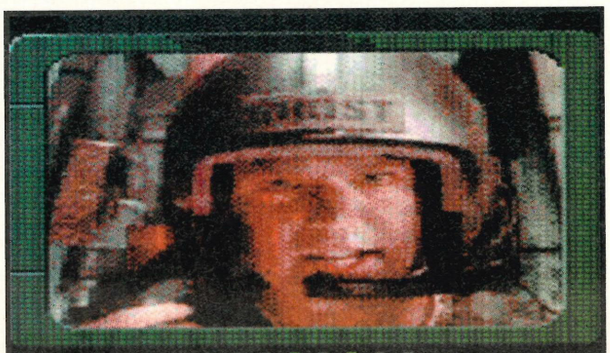


There's something nasty living in sector 19 of the Solar City tuberoute network, and it's sucking the brains out of any Sewer Shark pilots it runs across. In this game you're in the unfortunate position of being the newest recruit to the Sewer Sharks, and it's your job to navigate your freighter, The Hole Hog, through the vast network of mutant-infested sewers to Solar City.

Being part delivery-man, part pest-exterminator it's important that you eradicate as many mutants, such as the giant ratigators, as possible along the way. But that's no sweat because they just crawl around the walls waiting for you to line them up in your sights and blast them inside-out with your particle cannons.

What makes this such a dangerous ride is that it's non-stop, so while your bombing through the tubeway you have to make sure you don't take a wrong turn or the results will be fatal. A robot drone flies ahead, picking out the safest routes and telling you the three tunnels where you must turn off. But forget these directions, or skim past one and you slam straight into a wall.

The action is displayed in smart 3D video which gives you the feeling of piloting an X-Wing through the Death Star. That's not surprising because all the footage in this game was directed by John Dykstra, the brains behind the special effects in Star Wars and plenty of other classic SF movies.

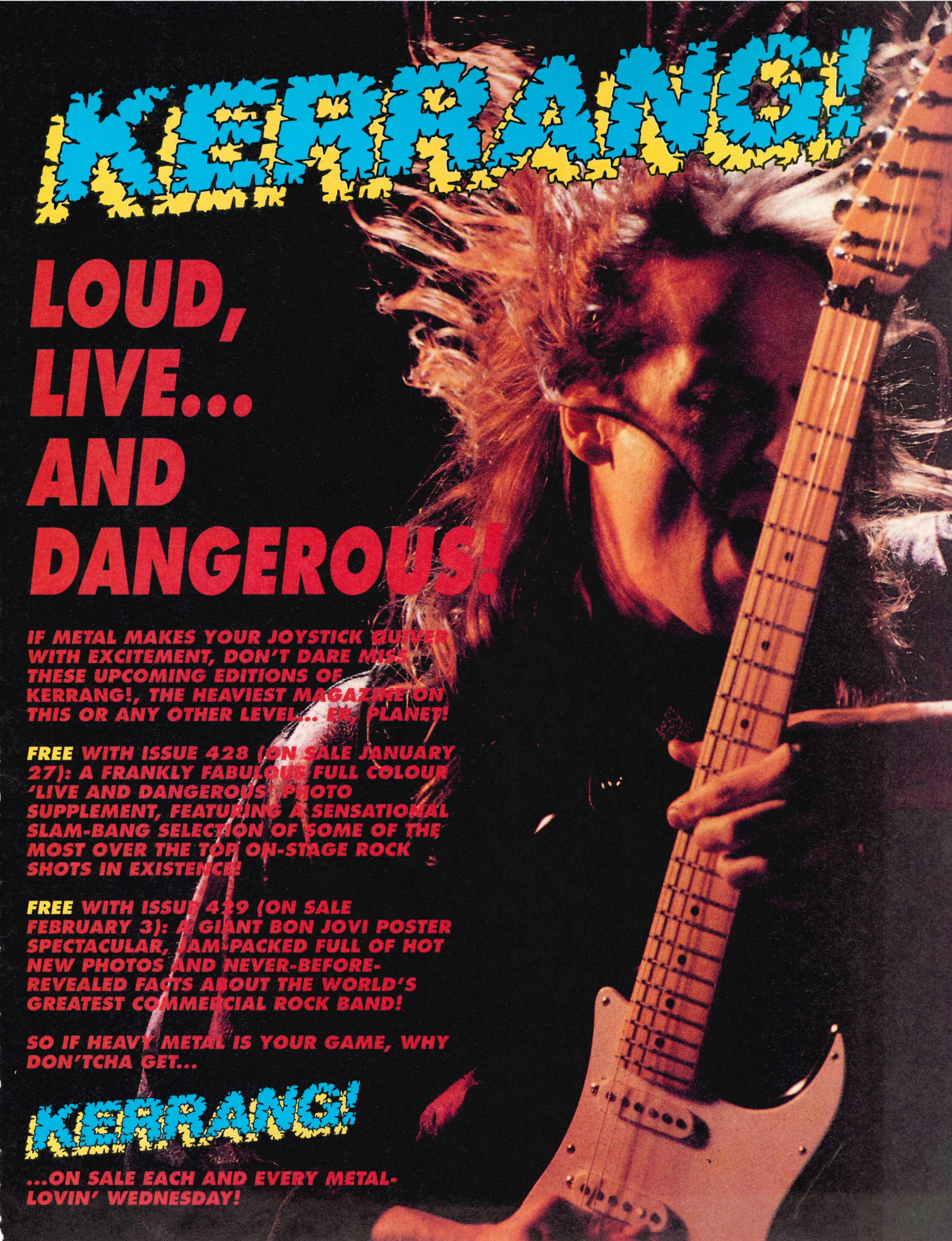


The actors also make a major contribution to the excitement. Your veteran co-pilot, Ghost, doesn't tolerate mistakes from rookies and is constantly yelling at you over the video intercom. At intervals you also hear from your boss, the vile Mr Stenchler, who is living it up in Solar City. And finally there's Falco, a fellow pilot on a separate mission, who calls you to warn you of a mysterious discovery before coming to a chilling demise!

The actual action in Sewer Shark is very basic indeed. There's hardly any variety, and it can be really annoying to get way into the game, miss one turn and have to start from the beginning. Yet I found it strangely enjoyable. The 3D video is good enough and fast enough to make you feel like you could almost be there, and the input from the different characters and the way the plot unfolds complete the illusion brilliantly.

This certainly isn't video game fun in the traditional sense, so it definitely won't be to everybody's taste. But give it a chance and you could find that just being part of the experience is fun enough.

RATINGS
PRESENTATION: 93%
GRAPHICS: 95%
SOUND: 93%
PLAYABILITY: 80%
LASTABILITY: 89%
OVERALL: 87%



LOUD, LIVE... AND DANGEROUS!

IF METAL MAKES YOUR JOYSTICK QUIVER WITH EXCITEMENT, DON'T DARE MISS THESE UPCOMING EDITIONS OF KERRANG!, THE HEAVIEST MAGAZINE ON THIS OR ANY OTHER LEVEL... ER, PLANET!

FREE WITH ISSUE 428 (ON SALE JANUARY 27): A FRANKLY FABULOUS FULL COLOUR 'LIVE AND DANGEROUS' PHOTO SUPPLEMENT, FEATURING A SENSATIONAL SLAM-BANG SELECTION OF SOME OF THE MOST OVER THE TOP ON-STAGE ROCK SHOTS IN EXISTENCE!

FREE WITH ISSUE 429 (ON SALE FEBRUARY 3): A GIANT BON JOVI POSTER SPECTACULAR, JAM-PACKED FULL OF HOT NEW PHOTOS AND NEVER-BEFORE-REVEALED FACTS ABOUT THE WORLD'S GREATEST COMMERCIAL ROCK BAND!

SO IF HEAVY METAL IS YOUR GAME, WHY DON'TCHA GET...

KERRANG!

...ON SALE EACH AND EVERY METAL-LOVIN' WEDNESDAY!



SUNSE

FORMAT: CART
M-BITS: 4

BY: KONAMI

PRICE: £39.99

PLAYERS: 1-2

GAME TYPE: SHOOT 'EM UP

CONTINUES: 1-5

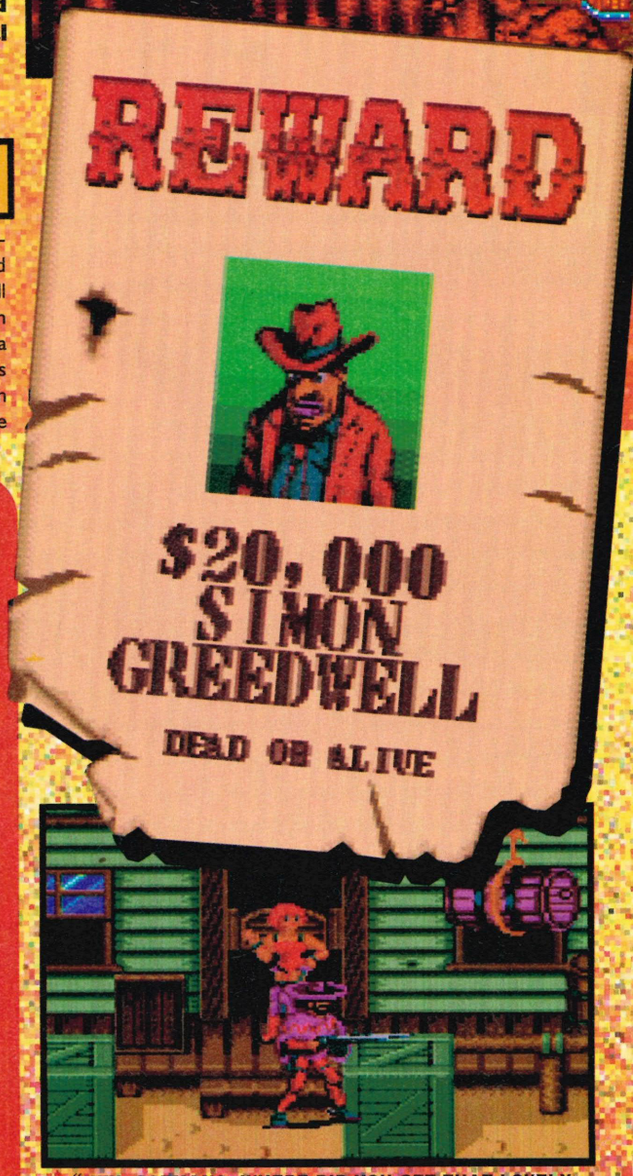
SKILL SETTINGS: 3

Get the wagons into a circle, cut a hole in the middle of a blanket and throw it over your head, while you practice rolling that cheap cigar from one side of your mouth to the other. Then load up your shooting irons, get yourself a big hat and get those bangers 'n' beans on the go. Now you're ready to play Konami's Sunset Riders. If you haven't guessed already (you dumb varmint), this here's a rootin'-tootin', horizontally-scrollin', Wild West shoot 'em up. And listen up, pardner – you'd better make like Clint Eastwood or you'll end up with a bellyful of lead. Yessiree!



WANTED: DEAD OR ALIVE

You can either team up with a compadre or go it alone in your quest to bring the most wanted outlaws in the West to justice. In fact, it's not even a case of bringing the evil human vermin in dead or alive – there's no chance of them giving up their guns peaceably, so you just have to fill 'em full o' lead. There are four wanted men to track down, and each of the four separate areas is teeming with that particular bad guy's cronies. You'll have to defeat two waves of these murderous henchmen, saving a kidnapped woman along the way, before you come face-to face with each end of level varmint. Each boss has a high price on his head, and the only way you're gonna pick up that fistful of dollars is by gunning him down. If you're playing a two-player game, the player who fills the Boss with the most bullets grabs the whole of the reward.



KILLING FOR COMPANY

To take on the bad guys, there's a choice of two characters. It's a dirty job, but these gun-totin' bounty hunters will do it for you.



Cormano Wild

The sombrero-totin', pink poncho-wearing hombre packs a blunderbuss-style 'riot gun'. This fearsome, death-dealing piece of hardware kicks out a spray of pellets which can kill over a wide radius, making Cormano the obvious choice for going the distance in one-player mode. Unfortunately, the rough Mexican doesn't get many snogs from the saloon gals because his five o'clock shadow gives them a terrible face rash.



Billy Cool

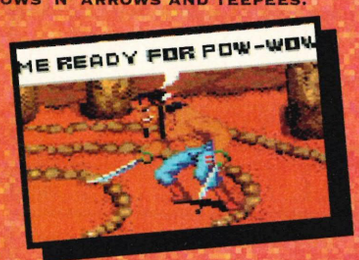
Blond-haired, blue-eyed Billy is a card-carrying, Wrangler-wearing Wild West gunfighter. His pistol doesn't pack as much of a punch as Cormano's 12-bore – he's more of a sharpshooter than a blaster. But despite his lack of punch in the weapon department, the women really go for him because he has a bath and shave every two hours to maintain his clean-cut image.

"HEY, CORMANO, WHERE DID YOU GET THAT LOVELY PINK PONCHO FROM? I WANT ONE TO GO WITH MY STOCKINGS AND SUSPENDERS."

T RIDERS



"FIRST FLOOR: TOMAHAWKS, BOWS 'N' ARROWS AND TEEPEES."









THEY WENT THATAWAY!

In your quest to rid the West of the human vermin, you'll have to shoot your way through four different types of terrain, each one dominated by a different baddie and his men.

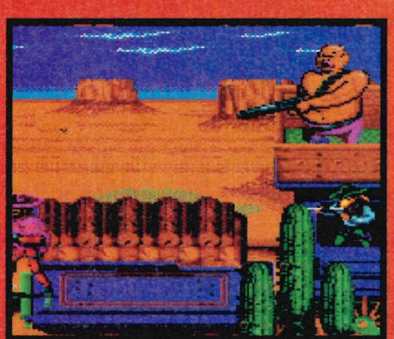
Reechforem Gulch

Once a peaceful town on the goldminers' trail, this mix of shacks and saloons has been corrupted by the evil Simon Greedwell. His black-hatted henchmen shoot at you from windows, throw sticks of dynamite and Molotov cocktails and try to stab you. Watch out for the cattle stampedes – you'll have to ride 'em, cowboy, or get stomped by a thousand beefburgers on the hoof!



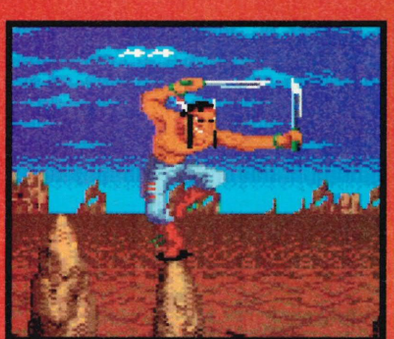
The Chatahoochie Choo-Choo

Forget curled-up sarnies and stroppy Ticket Inspectors, this train's packed with something even more horrible – the evil Paco Loco's henchman. The south-of-the-border slimeball has hijacked the 10.15 from Tombstone, which carries the Reechforem Gulch payroll, and the fat pig's cronies will try anything to stop you reaching the front carriage for a pot-shot at him.



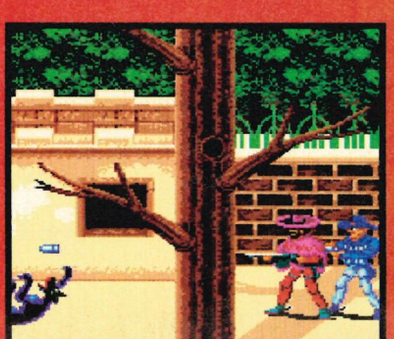
T.P. City

The Indians in this area used to enjoy friendly relations with the settlers, but a serious translation error at a get-together caused hostilities to erupt. Chief Scalpen has led many raids on nearby towns and his braves are out to get you with flamin' arrows and knives. If you avoid getting frazzled or scalped, you'll be up for a pow-wow with the Big Chief... and he's not smoking his pipe of peace!



The Rose Mansion

Home to British bad egg, Sir Richard Rose, the mansion is set in Powder Keg Pines. Sir Richard has been logging this area illegally for wood to make cheap tourist souvenirs. His employees are pretty quick on the draw, and they're not the only thing out to stop you reaching the baddest of the bad guys – watch out for the massive black guard dogs too!



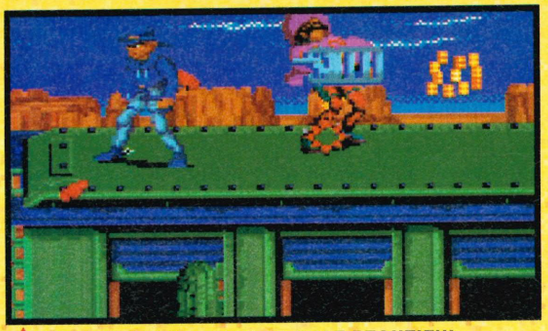


mark's comment

Being a bit of a fan of all things cowboy, I had a lot of fun playing Sunset Riders. Whether you're playing the lone gunslinger or teamed-up with a compadre to fight the evil varmints together, the game really captures the feel of a Spaghetti Western. Although there were apparently more characters to choose from in the coin-op version, the difference between blastin' Cormano and sharpshootin' Billy gives some variety in fighting styles. Both characters move in a convincingly bounty hunter-like way and once you get the hang of the controls, you can get them hopping on and off roofs, trains and bridges like acrobats, shooting as they go. The Indian-killing level might be seen as distasteful in these more enlightened times, but hey, these guys ain't racially-prejudiced – they'll fill anyone full o' lead, regardless of their race or creed, if they get in their way. The only drawback is the game's longevity – it's pretty easy to get a long way into the game. So unless you've got a whole posse of cowboy-crazy mates to enjoy it with, once you've finished the game a few times I'd imagine the fun aspect of the game would diminish quite rapidly.

A FISTFUL OF DOLLARS

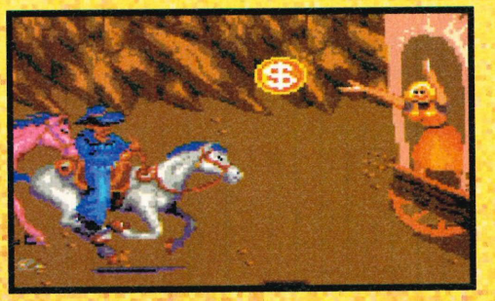
As you're playing the part of a Bounty Hunter, you'll want to get your hands on as much cash as you can. There are a few different ways to pick up dosh, apart from picking up the bounty on a wanted man's head. Each time you kill a baddie, a $200 coin falls out of his pocket, just waiting for you to pick it up and add it to your cash total (displayed at the top of the screen). You can also pick up a fistful of $2,000 from one of the booty sacks which are littered throughout the game – just shoot the sack and pick up the money. Extra guns and 'rapid fire' bullet power-ups, throwable sticks of dynamite, and the stars that allow you to enter the Bonus Stage can also be found in the sacks.



"HEY, CORMANO, LOOK AT THAT BEAUTIFUL SUNSET... CORMANO?... CORMANO??"

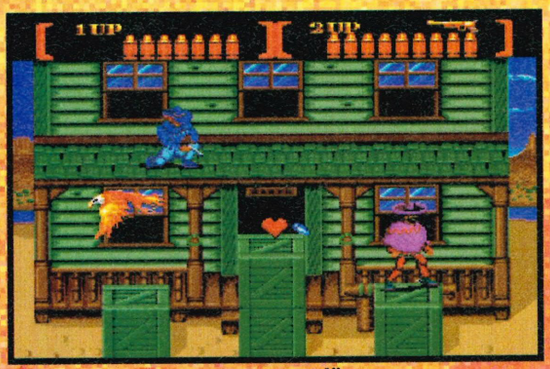
WAGON TRAIN

If you've picked up a star on your travels you'll get into the bonus stage, in which a woman throws dollars and extra lives out the back of a wagon, and you've got to catch them. Just to make things interesting, you're on horseback – Billy has a white stallion, while Cormano rides a pink steed to match his pink poncho (hmmmmm... nice).



IT'S A SHOWDOWN

Versus Mode gives you the chance to sharpen up your shooting skills in a one-on-one gunfight in front of the saloon. Each player starts off with ten bullets, one of which is lost each time you take a direct hit. An American eagle flies across the screen regularly, dropping... no, not what you're thinking of, Mr Fester-Brain... it drops either bullet-replacing hearts or life-endangering sticks of dynamite. Lose all your bullets and you're dead, but don't worry – it's a 'best of three' shoot-out, so you could still send your lowdown compadre to Boot Hill in the last two rounds.



"HEY, CORMANO, BEHIND YOU!"

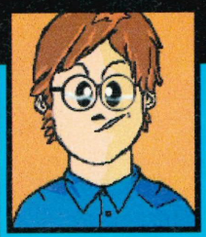
WATCH OUT FOR IMPORTS!

Konami have put import protection in Sunset Riders and Turtles, so if you have an official Megadrive you can only play the official UK versions of these two games. Japanese versions of the game will only work on Japanese Megadrives and US versions will only work on a Genesis. Something to bear in mind if you were considering buying the game from an importer.



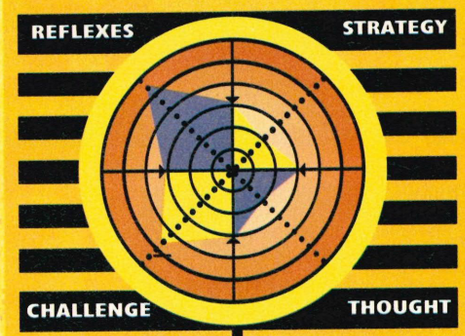
BILLY AND CORMANO BOTH HAVE A ROVING EYE FOR THE LADIES. THEY SPECIALISE IN RESCUING KIDNAPPED DAMES AND SNOGGING SALOON GALS IN RETURN FOR POWER-UPS.

paul's comment



I expected a lot from Konami's Megadrive games and they certainly haven't disappointed me yet. As with Turtles, Sunset Riders looks very much like the coin-op original, and has obviously had a lot of attention paid to every aspect of its production. The graphics and sound are excellent (though I'm not too sure about Cormano's pink horse) and though the gameplay is much like Rolling Thunder 2's, I found it much easier to get into. The game seems to have been playtested to the point where it has a very arcade game-like feel. The levels are well structured and the action is non-stop blasting, which is tremendous fun, and as you might expect, with two players it's superb. Mark's right when he says it wouldn't take that long to finish (maybe a few days of non-stop playing), but it is a game I would come back to, because while it's not that difficult to get to the end it's quite a challenge to earn enough points to get your name on the high score table.

GAME TITLE
SUNSET RIDERS



% RATING

PRESENTATION

85 Neat intro and inter-level screens. The Versus option is an added bonus.

GRAPHICS

89 The scenery is well implemented and perfectly-suited to a Wild West game, complemented by well coordinated sprite movement.

SOUND

86 Great, corny, Spaghetti Western-style soundtracks, but could do with beefier gunshot sounds.

SHORT TERM PLAY

87 Simple to pick up, with plenty of target practice to be had for shoot 'em up fans.

LONG TERM PLAY

82 Once you've beaten all the baddies, the fun starts to diminish.

MEGATECH RATING

87 Fun scrolling shoot 'em up for Spaghetti Western lovers, but lacking in the lastability stakes.

GAME ZONE

438 Bethnal Green Road, E2. Tel: 071 613 5876

GAMES AVAILABLE FOR:

MEGADRIVE
MASTER SYSTEM
GAME GEAR
GAMEBOY
NINTENDO
SUPER NES
AT DISCOUNT PRICES

£1.50 OFF!

This Voucher entitles you **£1.50 off** any game advertised from **SPECIAL RESERVE** ad on page 83.

Only one Voucher per purchase allowed.

Closing date 20.4.93.

DRAGON GAMES

Tel: 0592 643311

BUY AND TRY...BUY YOUR FIRST TITLE - IF WITHIN TEN DAYS YOU WISH TO EXCHANGE IT, RETURN AS NEW WITH YOUR RECEIPT, AND WE WILL ALLOW 75% YES 75% AGAINST YOUR NEW CHOICE.

FREE MEMBERSHIP TO THE EXCLUSIVE DRAGON GAMES CLUB WHEN YOU SPEND OVER £20.00.

100'S OF GAMES IN STOCK AT ALL TIMES - CANT SEE TI...JUST PHONE & ASK FOR LES.

ALL ORDERS PLACED WILL BE GIVEN A LUCKY ORDER NUMBER...ALL ORDER NUMBERS WILL BE PLACED IN OUR FREE PRIZE DRAW.... WIN A NEW SEGA GAME...ORDER NOW!

ALL GAMES ARE NEW UK/USA ONLY

SPECIAL OFFER-GAMES

Alien 111	37.50	Road Rash 11	37.50
Dragons Fury	34.50	Rolo to the Rescue	32.99
Greendog	34.50	Sonic 11	32.99
NHLPA Hockey 93	37.50	Super Monaco 11	32.99
PGA Golf 11	37.50	World Class Leadership	34.50
Revenge of Shinobi	29.99	World of Illusion	37.50

WE WILL ONLY CASH CHEQUES OR PO'S IF YOUR ORDER IS IN STOCK AND READY TO BE DESPATCHED.

DRAGON GAMES

16 Link Street, Kirckaldy, Fife, KY1 1QE

FAX: 0592 643322

TIPS "N" CHEATS SUPER PRIZES

GET YOUR SCORE SORTED

EEEEEZZZEEEEE!!!

WITH

MEGASUS SOLUTIONS

NO "CALL TIME" WASTED WITH VERBAL RUBBISH !!

LINES UPDATED EVERY MONDAY WITH THE HOTTEST TIPS AND CHEATS AROUND

RING:

SNES	0336 42 03 24
NES	0336 42 03 25
GAMEBOY	0336 42 03 26
MEGA DRIVE	0336 42 03 27

WIN ANY OF THE TOP FIVE GAMES OF YOUR CHOICE ON ANY FORMAT

RING:

COMP-LINE 0336 42 03 28

(Multi-choice with tie breaker)

IMPORTANT

Please ask the permission of the person who pays the telephone bill before making any calls: CALLS COST 36P/MIN CHEAP RATE AND 48P/MIN AT ALL OTHER TIMES. Calls cost a maximum of £3.60

Full rules from this address:
Megasus Solutions, Globe House, Headley Road, Grayshott, Surrey, GU26 6LB



FATAL FUR

FORMAT:CART
M-BITS: 8

BY: SEGA

PRICE:TBA

PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

CONTINUES:9

SKILL SETTINGS: 1-3

Foul deeds are afoot in Fury City. Geese Howard, top crimelord and all-round bad-egg, has seized the reins of power and in his first step towards ruling the roost he has killed his worst enemy, local hero and all round good guy, Turkey Bogard. After celebrating his new-found power over a cup of egg-nog, Geese's feathers have been ruffled by the discovery of the existence of Bogard's sons. Knowing that they will avenge their father's death, a fiendish plan has formed in his evil bird-brain. He will host a martial arts tournament with big money as the prize. Chicken feed to a man as rich as he, but a veritable nest-egg to anyone else. However, the competitors in the tournament will be a careful selection of Geese's deadliest gangsters. Such chick-anery! This way the chicken-livered villain can kill two birds with one stone. However, perhaps he shouldn't count his chickens before they're hatched, because our birds of feather may just win and Geese's goose could yet be cooked.

THE BATTLE OF DESTINY

A conversion of the highly successful Neo Geo beat 'em up, Fatal Fury is SNK's answer to Streetfighter II. Rumour has it that some of the people who helped contribute to Streetfighter II were behind the creation of Fatal Fury. Whether true or false, the theme behind the game is very similar. Fighting one-on-one against various opponents, the winner of each bout is decided by a two-round victory.

In the role of either of the Bogard boys, Terry and Andy, or their pal Joe Higashi you must compete in the martial arts tournament against five of Geese's sinister agents. Only then can you face the big bird himself. Each character has their own set of lethal special moves which are extremely difficult to perform. Here's a look at our heroic trio and their fighting abilities.



TERRY

The easiest of the main characters to get to grips with, Terry is adept in the ancient Chinese art of Kung Fu, as well as being able to perform a powerful spinning kick, a super-powered punch and draw lightning from the ground.



ANDY

Similar to brother Terry, Andy is a kung-fu artist and can perform the trademark Bogard super-powered punch. However, he can also pull off a devastating lightning charge and lethal leaping roundhouse punch.



JOE

Thai Boxer Joe can fire a whirlwind across the screen. On top of this he can also perform a super-fast repeating punch and an incredible leaping tiger knee-charge. However, Joe's simplest move, a sliding kick, is one of his most effective.



▲ TICKLE MY FEET. THEY WON'T BITE BACK!



▲ HEY? WHO? WHAT? WHY?



▲ LOOK AT THE SIZE OF THAT SNOWBALL!







tom's comment

If there is one game that could possibly challenge Streetfighter II for the beat 'em up crown on the Megadrive, then Fatal Fury is that game. This is a very good conversion of the classic Neo Geo beat 'em up. Admittedly the graphics have suffered due to the Megadrive's limited on-screen colour palette, but apart from that they're really quite good. The backgrounds are less detailed than they could be, but the sprites are massive and very well defined, even if there are a few frames of animation missing. As for the sounds, the tunes are pretty well translated and the spot effects are superb. But gameplay is where it counts, and thankfully it's excellent. Fatal Fury plays extremely fast and the control method is very responsive. The special moves are very hard to get to grips with, especially with the joypad, but once you get the hang of it, the game plays beautifully. With three different difficulty levels there is a fair amount of challenge and the two-player game with eight selectable characters is great. Overall, Megadrive Fatal Fury is far superior to it's Super NES counterpart and we can only hope that Streetfighter II follows suit. This game certainly shows that the Megadrive has the ability.



▲ HELLO! I'M THE MAP!



▲ WHAT BANANA SKIN? WHERE? YIKES!

KING OF FIGHTERS

In order to reach Geese Howard for the final confrontation, our heroes must travel to various locations in Fury City to battle against each of the the mighty rooster's foul feathered finks. Let's take a gander at Geese's gaggle of gangsters.



WEST SUBWAY

Following strongly in the theme of bird-related names is the Monarch of the Mallards, Duck King. Sporting a spiffy pair of swimming goggles and a smart mohican, Ducky-boy specialises in roundhouse and flying kicks as well as performing a cannonball attack.



HOWARD ARENA

Living in decaying temple on the edge of town is the master of tongue kung-fu, Tung Fu Rue. Although initially a little Mr Miyagi clone, fluster him enough and he'll transform into a massive hulk with a two-way fireball attack and helicopter punch attack.



SOUND BEACH

Sun, sea, surf and sock to the chin! Sound Beach is where you'll meet boxer Michael Max. Although he only uses his fists, Max can perform some incredible moves including a dashing punch and a deadly tornado uppercut that throws you across the screen. He must have chunks of rock in those gloves.



PAO PAO CAFE

The Fatal Fury equivalent of 'Daphne's Coffee Shop', the Pao Pao Cafe is the favourite hang-out of one Richard Meyer. Obviously a fan of Saturday Night Fever, flarey-trousered Rich is one hot shoe shuffler, performing such incredible moves as a hand-stand helicopter kick and an across-the-screen somersault kick.



DREAM AMUSEMENT PARK

No time to enjoy the water rides and fun slides, not with Raiden around. Looking like an over-weight superhero, Raiden attacks with leaping belly flops and flying head stomps. However, most disgusting of all is his puke attack straight from the gut. Barf Central!



GEESE BUILDING

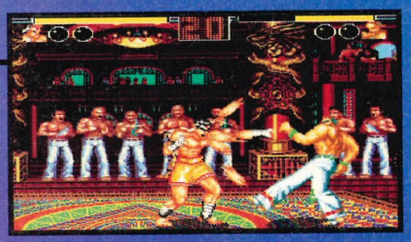
The final destination, Big Bird's coop. Awaiting you here is Geese Howard himself. Will he make chicken-feed of you or will you knock the sage and onion out of him?

FOGHORN VS LEGHORN

As with all good beat 'em ups, Fatal Fury allows you to battle against a human opponent in two-player duel mode. However, unlike in the Neo Geo version, the Megadrive version allows you to take control of any of the baddie characters with the exception of Geese Howard himself. Moreover, you can pit the same characters against each other and select which location you wish to fight in.



MISSING IN ACTION



▲ PICK A HAND, ANY HAND!



▲ AUNT EM, THERE'S A TWISTER BREWING!

Unfortunately, two of the original Fatal Fury characters and locations are missing from the Megadrive version. Sorely missed are Thai boxing Hwa Jai from the Happy Park level and Billy Cane in the South Town Village level. To compensate for this, the programmers have included a plotline where you are challenged to fights by the two other main characters at various points during the game. Also, the bonus level from the original game, where you have to kick and punch tyres for bonus points, is gone. In fact, the Megadrive version of Fatal Fury doesn't have a points scoring system at all. However, you'll be pleased to know that this version allows the characters to jump in and out of the background – a feature that was noticably lacking in the Super Nintendo version.



▲ TAKE ME, RICHARD. I'M ALL YOURS!



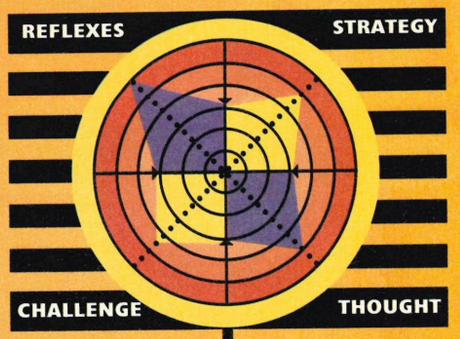
▲ POLLY MEET DOLLY. ER...DOLLY, THIS IS POLLY.



mark's comment

:Before I make any comment on Fatal Fury, I'd better come clean and say that this type of game does very little for me. The one-on-one Streetfighter II style gameplay just doesn't get me excited in the way that it seems to affect the vast majority of video games players. Having said that, Fatal Fury seems to be a pretty well implemented example of the genre and I'm sure that fans of this type of game will get a lot of enjoyment out of it. The graphics are pretty smart and the whole thing plays fast enough for armchair streetfighters to get their high-speed kicks. The biggest problem I had with playing the game was getting my street warrior to perform his special moves – it was hard enough using an arcade power stick, but with a joypad? Forget it! No doubt many hours of button-stabbing and D-pad wangling will bring off the desired moves effortlessly, but to be honest this type of game doesn't make me want to spend any more time on it than I have to. So if you want to read a one-on-one beat 'em up fan's verdict on this game, you'd better read Tom's Comment.

GAME TITLE
FATAL FURY



%RATING

PRESENTATION

92 Smart intro screen and excellent options with eight selectable characters.

GRAPHICS

90 Large well defined sprites and good backdrops. It looks great.

SOUND

88 Decent tunes and excellent spot effects. Top-notch.

SHORT TERM PLAY

86 Very playable from the onset although the special moves are impossible to begin with.

LONG TERM PLAY

82 With the different moves and various characters it'll take ages to master. A great two-player option too

MEGATECH RATING

85 The best one-on-one beat 'em up on the Megadrive. Streetfighter II has a lot to live up to.

MEGADRIVE (UK)
+ SONIC
+ 2 CONTROL PADS
£112.00
(£5.00 Post & Packing - £10.00 Overnight)

MEGADRIVE UK
WITH SONIC, JOHN MADDEN
+ EA HOCKEY
£136.00
(£5.00 Post & Packing - £10.00 Overnight)

GAME GEAR
+
4 GAME CARTRIDGES
£93.00
INC 1ST Class Post

MEGADRIVE TITLES

EUROPEAN CLUB SOCCER	34.00	MICRO MACHINE	CALL
WARRIORS OF INTERNAL SUN	41.00	GREEN DOG	29.00
DRAGONS FURY	34.00	TEAM USA BASKETBALL	34.00
ALIENS 3	34.00	CHAKAN	34.00
PREDATOR II	34.00	ECCO THE DOLPHIN	34.00
SIDE POCKETS	30.00	TALESPIN	29.00
SUPER SMASH TV	34.00	DESERT STRIKE	34.00
BART VS SPACE MUTANTS	32.50	STREETS OF RATE II	38.00
BULLS VS LAKERS	34.00	ROAD RASH II	34.00
MEGA GAMES 1	34.00	SHADOW OF THE BEAST II	34.00
TAZMANIA	32.50	SPEEDBALL II	29.00
SUPER MONACO GP II	33.00	ARIEL LITTLE MERMAID	29.00
LEMMINGS	35.00	PGA GOLF II	34.00
NHL HOCKEY 93	34.00	SUPER FANTASY ZONE	34.00
SONIC II	33.00	RISKY WOODS	34.00
TERMINATOR II	34.00	ROLO TO THE RESCUE	34.00
PGA TOUR GOLF	34.00	WORLD CLASS LEADERBOARD	34.00
AQUATIC GAMES	34.00	*ALL TITLES BEST PRICES...CALL*	
SPLATTER HOUSE II	29.00		

GAME GEAR

OLYMPIC GOLD	24.00	POPILS	24.00
COLUMNS	18.00	CHESSMASTER	24.00
WONDERBOY	25.00	LEMMINGS	26.00
SONIC	25.00	PRINCE OF PERSIA	24.50
SONIC II	24.50	TAZMANIA	26.50
SUPER KICK OFF	25.00	DEFENDER OF OASIS	30.00
DONALD DUCK	25.00	SHINOBI II	24.50
SUPER MONACO GP II	25.00	*ALL TITLES - CALL*	

MASTER SYSTEM

ASTERIX	27.50	TOM AND JERRY	25.50
SUPER KICK OFF	29.50	POPULOUS	29.50
DONALD DUCK	27.50	CHAMPIONS OF EUROPE	29.00
TERMINATOR	27.50	LEMMINGS	26.00
OLYMPIC GOLD	27.50	SPEEDBALL II	28.00
BART VS SPACE	29.50	TAZMANIA	25.00
SONIC	25.50	CHUCK ROCK	28.00
SONIC II	26.00	*ALL TITLES - CALL*	
PRINCE OF PERSIA	27.50		

SUPER NINTENDO GAMES AT *BEST* PRICES

ALL GAMES PRICES INCLUDE POST & PACKING

MEGABYTES

081 335 4224

VISA

22 CENTRAL ROAD, WORCESTER PARK, SURREY

Access

SHOP PRICES MAY VARY

SONIC SHOP

Official SEGA VIDEO GAME Rentals

RENTAL MEMBERSHIP £3
*** £1.50 PER NIGHT PER GAME**
TWO FORMS OF I.D. REQUIRED

NO JAPANESE OR U.S. GAMES.
GUARANTEED OFFICIAL U.K. GAMES ONLY

OFFICIAL SEGA HARDWARE

Megadrive + Sonic 1 & 2 Joypads	125.00	Gamegear Car Adaptor	11.99
Megadrive Convertor	27.99	Power Arcades	32.99
Mastersystem Convertor for Gamegear	11.99	Menacer	57.99
Gamegear + Columns	84.99	Sega Joypads	11.99
		Attache Case Game Gear	15.99

ORDER FORM

NAME: .....

ADDRESS: .....

.....

ITEMS: .....

TOTAL COST: .....

CHEQUES & POSTAL ORDERS PAYABLE TO THE SONIC SHOP,
157 ROBERT STREET, LONDON. NW1 3QR
7 days for normal delivery, but please allow up to 14 days.

UK Mega-CD's released 1st April 1993

*** SPECIAL OFFER ***

Mega-CD includes 3 CD's containing 7 great games.

*** CD 1 – COBRA COMMAND**
*** CD 2 – SOLEFACE**
*** CD 3 – SHINOBI, GRAND PRIX, COLUMNS, GOLDEN AXE II, STREETS OF RAGE**

RRP – £269.99

*** SONIC SHOP SPECIAL – £249.99 (while stocks last) ***

Also until stocks last, Mega-CD with 3 CD's plus Megadrive including Sonic + 2 control pads – £366.99.

Important: **UK CD players will only work with UK Megadrives and will only play UK CD's.**
CD Player will work with Menecer Gun and will play Music CD.

ALL PRICES ARE SHOP & MAIL ORDER PRICES. ALL CALLERS ARE WELCOME AT SHOP.
OPENING TIMES: 10AM - 9PM; 7 DAYS A WEEK

PHONE: 071 916 6662

157 ROBERT STREET, LONDON, NW1 3QR



TEENAGE MUT
THE HYP

FORMAT: CART
M-BITS: 8

BY: KONAMI

PRICE: TBA

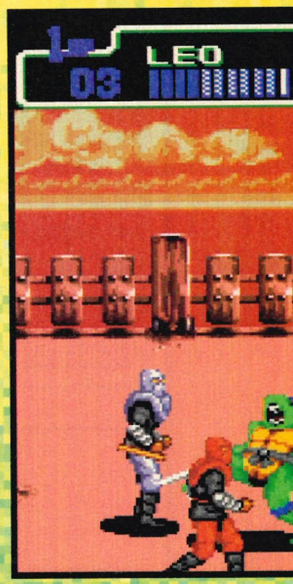
PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

CONTINUES: 1-5

SKILL SETTINGS: 3

Hey buddy, let me tell it from a turtle's point of view, because that's exactly what I am, a turtle. None of this Teenage Mutant Hero nonsense. What self-righteous tripe! Why, I knew them when they were no more than terrapins. They used to live with me in this very tank, right here in McGruder's Pet Store. There were six of us: myself, Mike, Don, Raph, Leo and Barry. It was a simple life, every morning Mother McGruder would feed us our daily quota of fish, and in the afternoon the kids from the local school would come in and peer at us, their revolting, greasy faces pressed up against the glass, snot dribbling out of their noses. One of them, a fat, freckly brat, would always reach in and turn us onto our backs. Then one day, he kidnapped Barry, hid him under his coat and ran out of the shop. We never saw Barry ever again. It wasn't long afterwards that some rich kid bought Mike and the others. A couple of weeks later I saw them on the telly, heroes in masks, but I recognised them. Now, I hear, Konami have brought out a Megadrive game of their adventures, a horizontally-scrolling beat 'em up. Bah, what makes them so special? They go to the toilet like the rest of us. Well, mark my words, one day I'll be a rockin' vigilante like them too. In fact here comes someone now. Why, it's Mr Yung from the Chinese Restaurant. I'll bet he'll make something decent out of me. Cowabunga Dudes!



THE SECRET OF THE OOZE

The evil Shredder is back. Having taken a brief vacation in Dimension X, he has returned with a dreaded new device, the Hyperstone. An incredible artifact that can warp the very fabric of the universe. Using this all-powerful gem he has kidnapped the Statue of Liberty, shrunk it to minuscule proportions and held New York City to ransom. Once more, this is a job for the Teenage Mutant Hero Turtles.

Following a similar format to the highly successful Turtles coin-op, The Hyperstone Heist is a horizontally scrolling beat 'em up, allowing one or two players to take on the roles of the Turtles as they track down Shredder from the sewers of New York to his island hide-out. What this makes for is plenty of kicking, punching, slashing and bashing as the hordes from Dimension X seek to souply our turtlesome pals.



▲ "BLIMEY, I'VE GIVEN BIRTH TO A TINY TURTLE! WHAT A SHOCK – I MUST BE FEMALE, AFTER ALL."

TURTLEY AWESOME!

As any pizza-loving turtle fan knows, the fab four won't go anywhere apart. Unfortunately though, they're going to have to let go of each other this time around, because the game only allows two turtles on the screen at any one time. Still, all four turtles are up for grabs, so just in case you're the kind of person who can't tell their heroes in a half-shell from their peanuts in a crispy shell, here's a rundown of the crew.



LEONARDO

Fabled inventor of the helicopter and creator of the most famous smile in history, Leonardo is better identified as the turtle in the blue bandana. Highly skilled in the use of the twin katana swords, Leo (as he is known to his friends) is the self-appointed leader of the team.



RAPHAEL

Hard, heroic, hot-headed and half-shelled, Raphael is definitely the most temperamental member of the team. Dressed in his finest red bandana, Raph uses the blades of his sai to mete out his own particular brand of painful justice.



DONATELLO

He of the purple headband, Donatello is famed in the use of the quarterstaff. Using it as a polevault to propel himself in the air, Don also enjoys spinning it around like a turtle possessed and cracking evil-doers over the head with it. Way Cool!



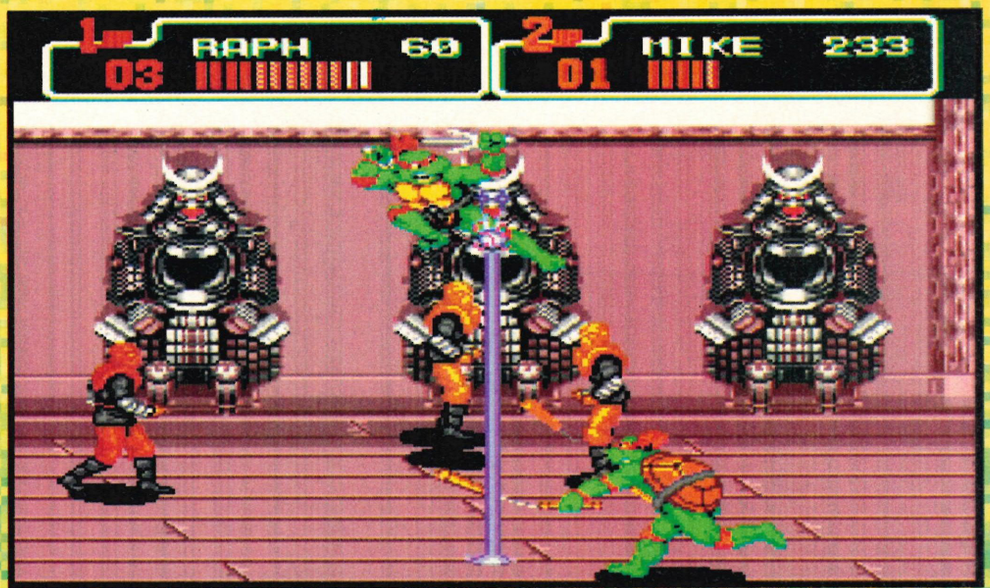
MICHELANGELO

Unfortunately lumbered with the gross orange headband, Michelangelo more than makes up for his bad colour taste with a pair of nunchukas. Gripped in his three-fingered paws, these lethal flails are truly in the hands of a master. Mike swings and clubs with them, even deflecting projectiles at times.

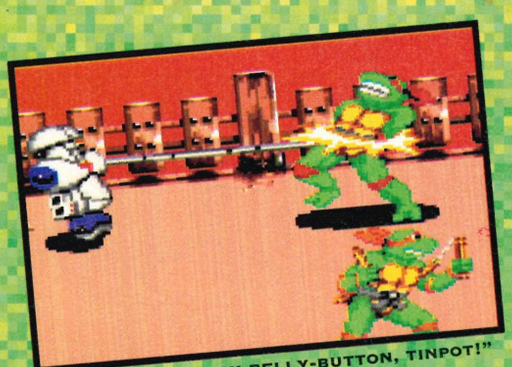
TANT HERO TURTLES: PERSTONE HEIST



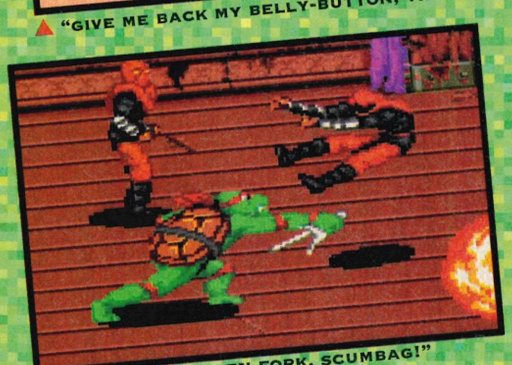
▲"OH NO... I THINK I'M GOING TO... GOING TO... GOING TO... SNEEEEEEEEEEEEEZE!"



▲"MAYBE IF I HURL THIS JAVELIN FAR ENOUGH, I MIGHT REACH THE NEXT LEVEL."



▲"GIVE ME BACK MY BELLY-BUTTON, TINPOT!"



▲"TASTE MY GARDEN FORK, SCUMBAG!"



▲"I WANT YOUR PURPLE WELLIES – GIMME!"

HIT THE HUT!

Be it pepperoni, pineapple, spinach or double chocolate toppings, those crazy amphibious dudes just love their pizza. It's fortunate then that scattered throughout the game are just such deep-panned delights waiting to be troughed down by the hungry half-shellers. Normal pizzas just restore our ninja pals' energy to maximum, but munch on a tasty Mexicano with extra bombs on top and your turtle will be transformed into a whirling dervish of Turtle Power, invincibly spinning around the screen claiming all who get caught in your path. Aye Carumba!

A WORD IN YOUR SHELL-LIKES

The trail to Shredder's hide-out is a long and deadly one. Starting in the bowels of New York City, our green-skinned compadres track the Hyperstone using their high energy heat detector. This leads them onto the streets to battle foot soldiers and robots, before they take to the waves on their surf-boards for a confrontation with yet more of Shredder's legions, whilst avoiding floating debris such as logs and crates. After exorcising a ghost ship of its dread occupants, our heroes move onto Shredder's hideout where hidden bamboo spears and giant barrels make their journey even more dangerous. Finally, boarding the Terror-Dome, our intrepid turtles must end the invasion from Dimension X once and for all. Once they get inside the craft, they must face freeze-rays, electrocution beams and even T-1000 foot soldiers who emerge from the floor.

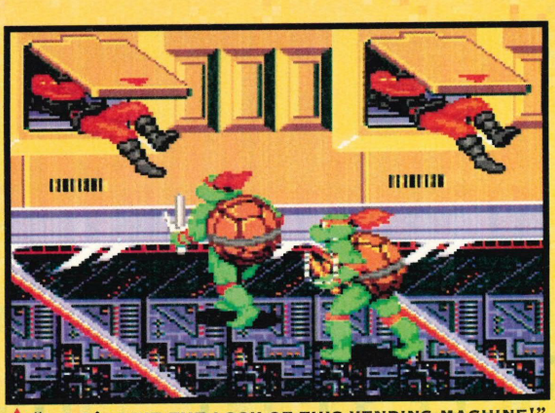
tom's comment



There's no doubt about it, Turtles really is a visually stunning game. The animation on the main sprites is superb. There are so many frames of movement, it's just breathtaking. The Turtles really do look and behave just like they've been lifted straight out of the cartoon and some of their poses are great. For instance, when one of them gets shot in the foot, he prances around yelling 'My toe! My toe!' The whole comedy atmosphere of the game is just spot-on. With racey Turtles sound-tracks and plenty of speech, the whole game really is visually and sonically splendid, and it's excellent fun to play too. There's always plenty of action and it all moves so fast and smoothly. The only problem with the game is that it's all very samey. All the levels are set out in a similar way and the enemies are nearly all the same. i.e. foot soldiers. This makes the game quite monotonous after a while. It's also quite easy. Although there are a lot of moves, repetitive button tapping suffices against nearly all the baddies. Having said that though, Turtles really is a fine game and definitely one of the best beat 'em ups on the Megadrive. Not quite Streets of Rage, but certainly not un-cowabunga.

VILLAINS IN NO SHELLS

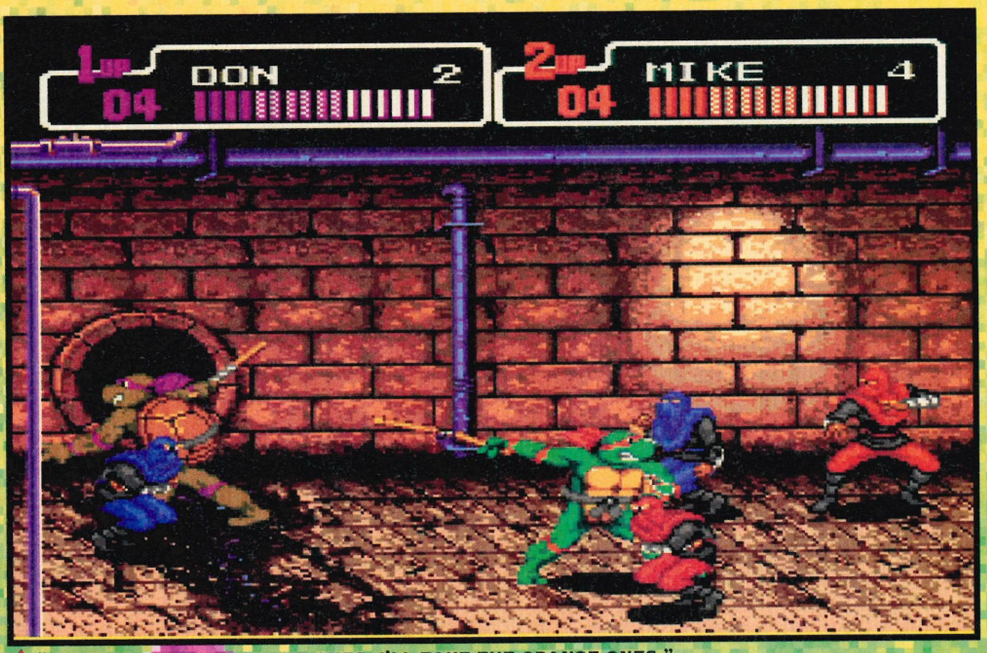
Many are the dreaded foes from Dimension X that the Turtles must face on their quest to confront the Shredder. For the most part, this means battling against his accursed Foot Soldiers. These masked martial artists come in more colours than M & M's, and each brand has their own special attack. For instance, blue foot soldiers attack using swords, whereas red ones just use their fists. Later levels see the appearance of shuriken-throwing purple soldiers, orange fire-breathing troops and even robots and giant aliens. Reach the end of a level, though, and you'll confront the bosses. On the first level this means taking on the likes of a giant, knife-wielding alligator called Leatherhead. Next up are Rocksteady, a gun-toting Rhino-mutant, and Tatsu, the baldie sergeant of the Foot Clan, before the final confrontation with Krang, the brain in an android body and Shredder himself. Transformed into Super Shredder, he now possesses an anti-mutagen ray that can turn our heroes back into little turtles.



▲ "I DON'T LIKE THE LOOK OF THIS VENDING MACHINE!"

THE GREENS ARE GREENER

Any fan of the Turtles comics will know that the the Turtles in the Saturday morning cartoon show are a different colour from the ones in the books. Sure, they're all green, but in the comics the Turtles vary in shades from a light olive to a dirty brown, whereas in the cartoon series they're all a garish pea-green colour. So what does this have to do with the game? Well, there is actually an option that allows you to select between these colours, so you can play Turtles you want in the colours you love. Totally far out, man!



▲ "OKAY, YOU TAKE THE BLUE ONES, I'LL TAKE THE ORANGE ONES."

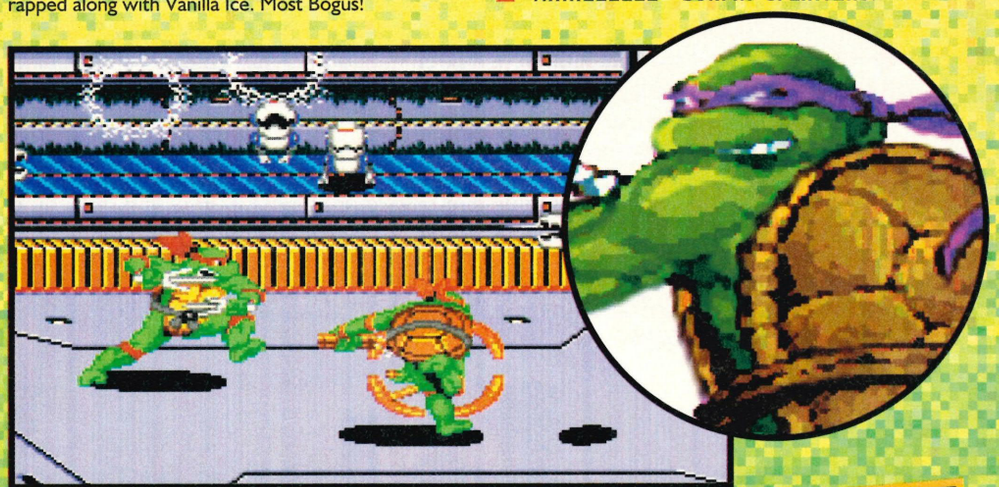


FROM SLIME TO STARDOM

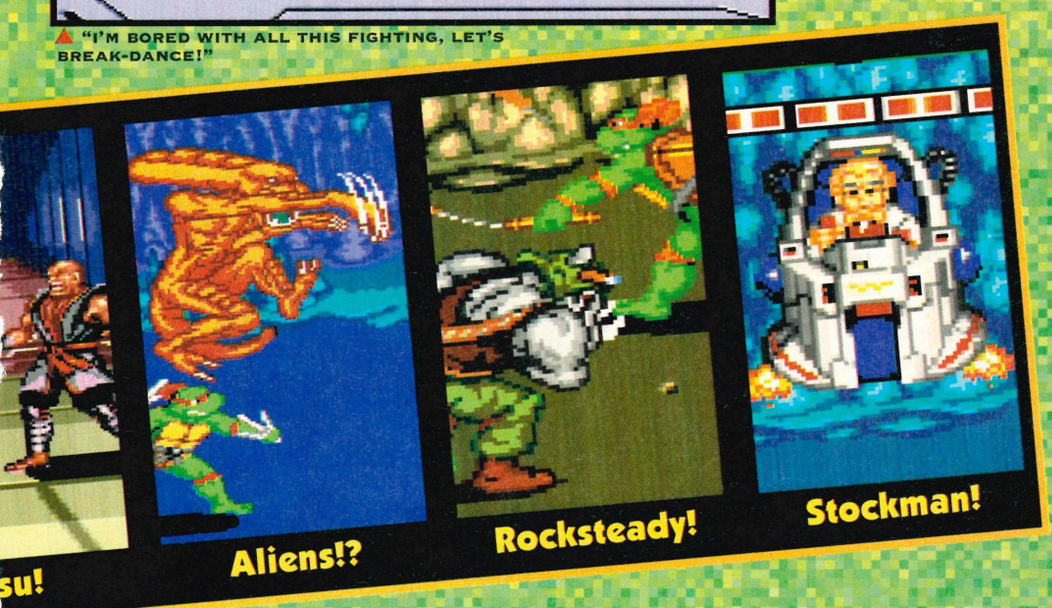
Unless you've been living on a desert island for the past five years, you could not have failed to notice the incredible merchandising phenomena that is the Teenage Mutant Hero Turtles. Originally a cartoon strip parody of many comic book genres, the Turtles were created by Kevin Eastman and Peter Laird. After a successful transition to the world of Saturday morning cartoons, the Turtles became a massive hit with their action figures exceeding the sales of all other toys. Next followed a big-screen movie of their adventures which was quite poor, but still reaped in loads of cash, spawning a sequel where the fab four rapped along with Vanilla Ice. Most Bogus!



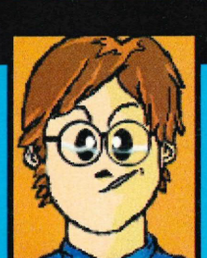
▲ "AIIIIIEEEEEE – SURFIN' SPLINTERS!"



▲ "I'M BORED WITH ALL THIS FIGHTING, LET'S BREAK-DANCE!"



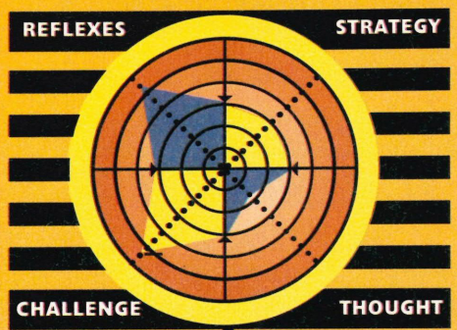
paul's comment



This is certainly an auspicious Megadrive debut for Konami. Graphically it's just superb and the Turtle sprites are much better animated and packed with far more action than even the player sprites in Streets of Rage 2! They can copy all the crazy acrobatics and fighting moves of the cartoon Turtles and they're definitely the best thing about this game. The action itself is entertaining, particularly with two players, but unfortunately the similarity between the enemies does make it samey and, apart from the scenery and the actual number of Foot soldiers on screen, the action in the last level is almost the same as in the first. There's not much finesse to fighting the bad guys either, and you can obliterate most of them just by approaching them and bashing the buttons while the Turtles do their own moves. Even so, I did enjoy playing TMHT, and Turtles fans and anyone who liked Konami's Turtles coin-op should have a lot of fun with it too.

GAME TITLE

TMHT



%RATING

PRESENTATION

90 An entertaining intro and some standard options, including a colour select for the Turtles. A very polished game.

GRAPHICS

91 Excellently animated main sprites and colourful clearly defined backdrops. A very good-looking game.

SOUND

87 A thumping Turtles soundtrack with some decent speech and spot-effects. Well suited to the game.

SHORT TERM PLAY

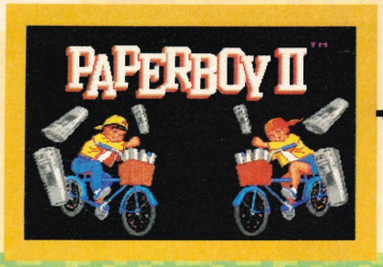
90 Instantly playable with simple controls and easy to operate moves. The fast-paced action will have you glued to the game.

LONG TERM PLAY

81 Simple on 'Easy' mode, but quite challenging on 'Hard'. However, a lack of variety makes this game a bit boring after a while.

MEGATECH RATING

87 A highly polished beat 'em up that lacks the depth of gameplay to really make it tops.



PAPERBOY

FORMAT:CART
M-BITS: 8

BY: DOMARK

PRICE: £39.99

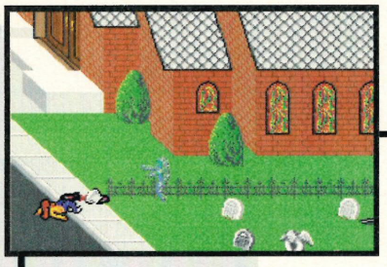
PLAYERS: 1

GAME TYPE: NONE

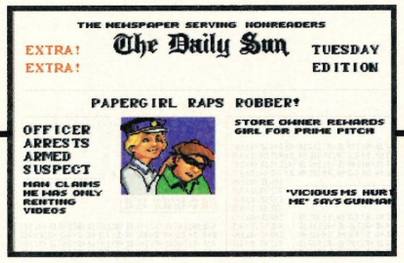
CONTINUES: UNLIMITED

SKILL SETTINGS: 3

Read all about it! Paperboy Returns! Police warn public to stay indoors and seal their letterboxes. Ten years ago Danny Muggins took a newspaper delivery job in the hope of earning extra pocket money – an innocent enough pursuit, but then strange things began to happen. Each night Danny heard strange hypnotic voices urging him to deliver more papers. He tried to resist, but eventually his mind weakened. First he began to sneak rolled up newspapers into school with him, then one night he awoke screaming, a soiled copy of the Daily Sun clutched tightly in his sweaty paw. With each morning's paper-round his behaviour became more erratic. Newspapers were found nailed to doors, put through windows and local pets were found bludgeoned to death with Sunday colour supplements. Driven by fear, the locals tracked him down to his hide-out in a disused power-station and burnt him to death. But his restless soul was never destroyed. Now he has rebuilt himself from the body-parts of non-subscribers and returned to the streets with a vengeance. Let the paper-round commence once more.



▲ SEE ME, SEE ME NOW!



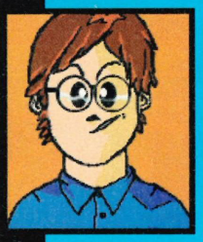
▲ YOU MEDDLING KIDS!

● A GREAT TOSS!

Closely following the format of its predecessor, Paperboy 2 puts you in the role of the Paperboy himself as he attempts to deliver the local rag, The Daily Sun, to its faithful subscribers. In true American news-round fashion this means pedalling your BMX through the streets of the neighbourhood, tossing copies of the paper onto the correct door-mats, while avoiding various hazards that get in your way. Extra points are awarded for putting the papers into the mailboxes and for vandalising non-subscribers' homes. Failing to deliver to a customer means a cancellation of their order, and that's bad for business!

● IN THE MAILBOX!

Paperboy's job is certainly no milk-round. Amongst the regular annoyances of cars, skateboarding young rapscallions and jay-walking oldsters are a whole new breed of lethal perils just waiting to de-bike our daring delivery dude, such as the man taking the rubbish out, the fellow who rolls out the tyres and even barbecue man. In a sinister feat of outdoor cooking, this budding chef has a live pig skewered over an open-flame. In fact it's quite possible that Paperboy's neighbourhood has been built over an ancient Red Indian burial ground or a gate to Hades or something, because there are ghosts haunting the graveyards, living scarecrows stalking the local allotment and there's even a horrid beastie lurking in the sewer. It must be something they put in the water.



Paul's comment

It was a good idea of Atari's to dream up coin-ops with unusual subjects, such as Toobin' and Paperboy, but while they were original they weren't particular thrill-packed, and Paperboy is the proof. This update of the first Paperboy game is a very slight improvement with a few more targets to shoot at, but it's hardly bubbling with excitement. There's not much to the gameplay at all, and there's not much variety either because there are only the three streets and the action doesn't vary enormously from day to day. Presumably the little visual gags are supposed to supply an instant laugh riot, and though they're amusing the first time you see them, the chuckles aren't forthcoming after the third time you've dropped the car on the bloke's head or knocked the old couple off the bench. Even the lady who supplied the digitised speech doesn't sound very interested in this game, and after half an hour of playing it I don't blame her.





▲ CHEWIE! PASS ME THE HYDRO-SPANNERS!

DAILY SUNS AND DAUGHTERS

The paper delivery service was very much an old boy's club in the Eighties, but with Paperboy's entry into the Nineties that chauvinistic machismo has disappeared. Meet Bride of Paperboy, better known as Papergirl. In complete non-stereotypical fashion, Papergirl can be distinguished by her ponytail and the absence of a crossbar on her bike (maybe). No doubt she goes home to do the cooking and vacuuming afterwards as well.



▲ ALL THE FUN OF THE FAIR!

GRINGO BINGO

In between delivery rounds, Paperboy can take a ride past the Mondo Mart or through the local fairground, where our pedalsome half-pinter can beat up unicycling clowns, good ol' Uncle Sam and even robbers. At the end of each day's delivery he can also take a ride to the local BMX track in order to negotiate a hazardous race course for extra points. So infamous is this dirt track that completion of it warrants front page news in The Daily Sun.

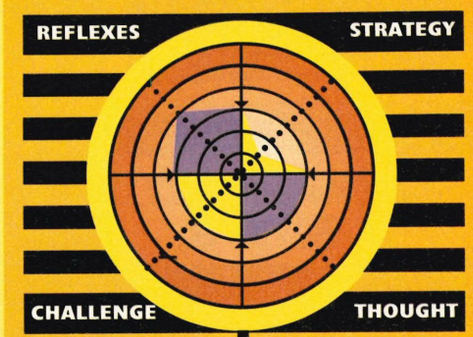
tom's comment



When Paperboy first came out it was quite entertaining and certainly original, but that was nearly ten years ago. I'm not saying that the old classics aren't still good games, I just don't think you could justify paying forty quid for them today. As Paperboy goes, this is a good version. The old format works well and the new hazards are all very challenging and amusing. However, as with the original, once you've seen the silly gags once, they're not really funny a second time, and this game is very repetitive. The streets are basically made up of the same three or four different houses, alternating respectively, and the extra hazards added each day are too minute to provide continued enjoyment throughout the game. I can't say I think much of the graphics either. Sure, they're faithful to the original, but making a game look like a piece of 8-bit budget software for the sake of ten-year old authenticity doesn't cut any mustard with me. There's no reason why Paperboy couldn't have been brought up to date with snazzier graphics and longer, more varied levels. If you're a Paperboy fan you'll certainly like this revamped version. For the rest of us though, this game just isn't what the Megadrive is about.

GAME TITLE

PAPERBOY



%RATING

PRESENTATION

71 — Some simple options and some pleasantly amusing Daily Sun intermission screens.

GRAPHICS

69 — Clear, practical graphics, but they look like they could be on an 8-bit machine and the 3D effect is awful.

SOUND

82 — Some smart, but corny speech and neat spot-effects. Annoying music though.

SHORT TERM PLAY

70 — Pleasantly entertaining and simple to get to grips with. The little gags are amusing too.

LONG TERM PLAY

54 — It doesn't take long to see all there is to offer. There's just no variety or progression.

MEGATECH RATING

58 — A good revamp of Paperboy, but the game has passed it's sell-by date.



OUTRUN 20

FORMAT:CART
M-BITS: 8

BY: SEGA

PRICE: £39.99

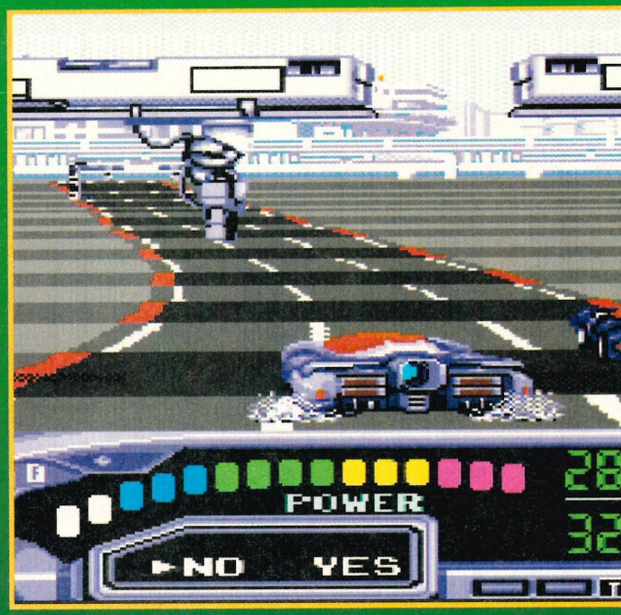
PLAYERS: 1

GAME TYPE: DRIVING

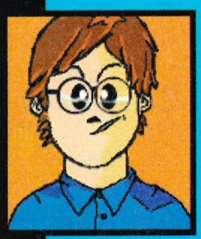
CONTINUES: UNLIMITED

SKILL SETTINGS: 3

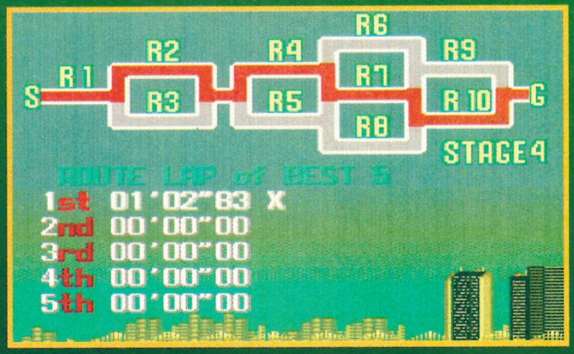
The OutRun family of Megadrive games continues to grow. OutRun (1991) and Turbo OutRun (1992) have already driven onto the Megadrive, and this latest spawn of OutRun brings the family into the future. So is the OutRun 2019 vehicle packed with more thrillpower than last year's models or is it just a case of built-in obsolescence bound for the scrapheap? A wheelspinner or just a moneyspinner? Let's see, shall we?



Paul's comment



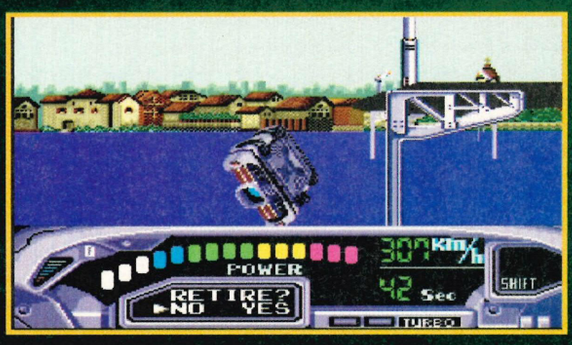
As far as technical achievement goes, OutRun 2019 is pretty good. The smooth 3D road routine and the effect of the tunnels, bridges and flyovers make this look superior to most of the other Megadrive racers. The trouble is, none of these really have any impact on the gameplay at all, and the fact that there's hardly a soul on the road means that this is a game which has nary a thrill to its name. The differences between the levels are... well, there aren't any, actually, except that some seem to have more jumps and flyovers than others and maybe a different colour scheme. They all look a bit bleak which sort of fits in with the futuristic theme but doesn't really go along with the nice, sunny, free 'n' easy jolliness of the previous OutRun games. The only thing which could possibly keep you playing is the possibility of beating your best time through a level and, yeah, well, gripping it ain't. With that in mind the decision to put a battery in the cartridge so you can save your best times and keep full replays of boring races seems very strange. If I were you I'd spend the forty sovs on Electronic Arts' Lotus Turbo Challenge and forget this trip into tedium.



▲ WAY TO GO! IT'S THE NUMBER 19 BUS ROUTE.

BOTTOM GEAR

Controlling the car in OutRun 2019 is so easy a one-toed sloth could do it (if such a creature existed). Push B for throttle, A for brake, while C changes gear (from high to low or vice versa – there are only two of 'em) if you're using the manual gearbox . There is a turbo, but it just cuts in automatically when you reach maximum revs – unfortunately, you can't control your turbo thrusts.



▲ "OH NO, WHERE ARE MY WATER WINGS?"

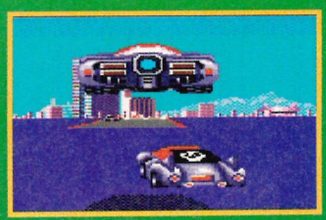
SUNDAY DRIVER

With the difficulty setting on Easy, it's just like taking a Sunday drive – there are only a few vehicles on the road (all going the same way as you), and it's merely a case of keeping your wheels on the tarmac to reach the checkpoints. There are more cars about on the Hard setting – they do tend to block you out when you're trying to pass them, but their ramming antics aren't psychotic enough to keep up any road-hogging duels. Come off the track on a bridge or after a heavy shunt with another car or immobile piece of roadside scenery, and you'll have to resume from a standing start (usually the kiss of death for reaching the checkpoint). Usually, however, you can bounce off other cars, roadside telegraph poles, etc if you don't hit them head-on – your rubber car bounces off, only suffering a loss of kph as a result.

19



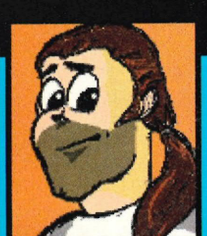
ALL THE WORLD'S A STAGE



You can select which one of the four available stages you'd like to play before starting, but you'll have to start off in a tunnel whichever stage you choose. The amount of checkpoints increases gradually as you progress from Stage One through to Four, and the variety of routes you can take increases accordingly. The roadside scenery varies from checkpoint to checkpoint, taking in many different world locations. In some sections you can start off driving through Egypt, cross a bridge and end up in Greece – a testament to the incredible high-speed travel of the near future, perhaps? There are also some night-time driving sections, but if you love the challenge of driving in bad weather conditions you're going to be disappointed – it's dry roads all the way.

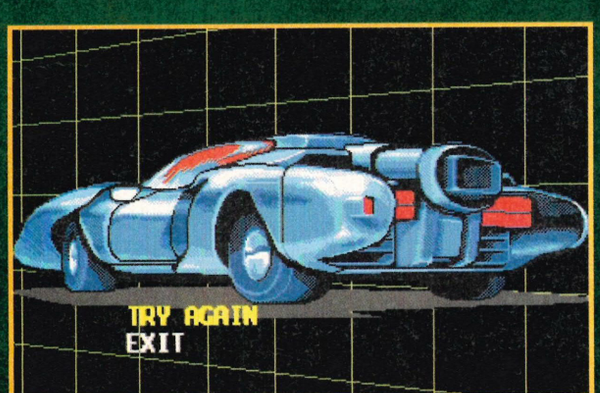
CHECKPOINT CHARLIE

OutRun 2019 uses the familiar 'checkpoint' system of against-the-clock racing. The four stages are broken up into a gradually increasing number of sections, each of which has a set time limit. Reach the checkpoint within the time allowed and you can motor on towards the next one, but if you run out of time you'll come to an embarrassing halt in the middle of the road with a distinct lack of 'very nice men' from the AA around to help you out. If you fail to complete a stage, you're flipped right back to the start of that particular stage to try again, because you're obviously so crap you need to be taught a lesson.



mark's comment

It seems that the programmers of OutRun 2019 have thrown all their eggs into one basket, putting all their efforts into producing a driving game with a convincing 3D 'driving into the screen' effect and good scenery to give a realistic sensation of speed. They certainly succeeded in that, but in the process they seem to have forgotten about the sound and gameplay elements. Compared to Lotus Turbo Challenge, there is definitely a greater impression of speed in OutRun 2019, but there's a distinct lack of any race feeling too – it hasn't even got a two-player mode! It also shares the 'checkpoint' system which is used to make you pump cash into the machine. I really don't feel this system has a place in car 'racing' games released for use on home computers – invariably, it turns the gameplay into a joyless, frustrating time trial, as it does here. After driving through a few stages, there's a real danger of falling asleep at the wheel – the crummy background tunes, crap sound effects and boring crashes are barely enough to keep you awake. As for the Battery Save/Replay option for races, it seems completely pointless – the game isn't complicated enough to warrant needing it. You can't re-enter a race using this Replay option, you can just watch it and enjoy that full 'stuck in the back seat on a long car journey' feeling. Snore.

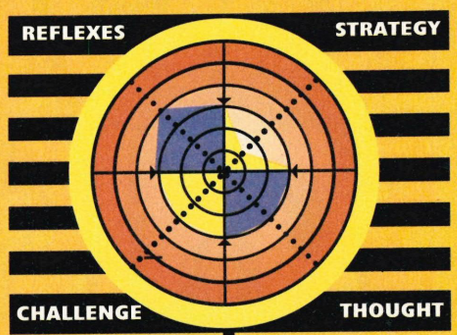


BATTERY CHARGER

Each time you finish a game, you're given the option to save it to a battery back-up, which can store up to five games and record times for each stage. It is then possible to replay the whole game, while you sit back and watch, for that full 'back seat driver' effect. Phew!

GAME TITLE

OUTRUN 2019



%RATING

PRESENTATION

60 Poor options screen, no two-player mode and pointless save game feature.

GRAPHICS

75 Smart scrolling scenery, good sensation of speed, but hardly any other cars around.

SOUND

50 Crap tunes, feeble sound effects.

SHORT TERM PLAY

69 The speed sensation might draw you in for a start...

LONG TERM PLAY

50 ... but the dull gameplay could send you to sleep at the wheel.

MEGATECH RATING

59 Technically proficient driving game with little to offer in the thrills 'n' spills department.

WIN YOURSELF SOME SONIC STYLE!

THREE SONIC THE HEDGEHOG BASEBALL JACKETS UP FOR GRABS IN OUR GREAT GAMEPLAN COMPO





If you went to Gamesmaster Live!, you'll know that the guys on the Sega stand were the coolest at the show . Why was that? Well, they were all decked out with a super stylish Sonic the Hedgehog baseball jacket like the one pictured here, that's why. Now MegaTech, in conjunction with the master of mail-order games clubs, Gameplan, is giving you the chance to win one of these mega-hip items in this simple-to-enter competition.

FIRST PRIZE

A Sonic Baseball Jacket PLUS An Ecco the Dolphin Special Edition game pack.

RUNNERS-UP

Two lucky runners-up will get a fabulous Sonic jacket each.

HOW TO WIN

It's easy – just check out the questions below and write down the answers. Make sure you state the number of each question followed by the letter of the correct answer (eg if you think the answer to question 1 is c, you'd write 1–c, and so on). You must also state the size of jacket you would like to win – they come in 'Sega Kids': Medium and Large; or Sega Adults: Small, Medium, Large and Extra Large. Send your answers, not to us but to: MegaTech/Gameplan Compo, Gameplan, PO BOX 331, Reading, Berkshire RG7 5JG (oh, and don't forget to include your own name and address too). The closing date for entries is April 19th, 1993.

QUESTIONS

1 Which animal is the star of Sega's top-selling Megadrive game?
a) Irving the Water Buffalo.
b) Sonic the Hedgehog.
c) Kevin the Duck-Billed Platypus.

2 What is the name of the sea creature featured in a recent underwater-based game?
a) Nobby the Narwhal.
b) Bruce the Killer Whale.
c) Ecco the Dolphin.

3 What implement do you use to hit the ball in the game of baseball?
a) A bat.
b) Your head.
c) A pair of trousers.

SEGA SELLERS

EDINBURGH, SCOTLAND

KINGBIT GAMES

TEL: 031 225 7682
FAX: 031 226 2182
OPEN MON - SAT 10 - 5PM

EDINBURGH'S CONSOLE SPECIALIST

57 GEORGE STREET, EDINBURGH, EH2 2JQ

Megadrive (UK) inc Sonic, EA Hockey + John Madden 145.00
Megadrive (Jap) inc Sonic Hedgehog + 1 Game (to value £35).....130.00

MEGADRIVE GAMES		GAME GEAR GAMES	
Ecco	£38	Bonanza Bros	£21
Road Rash II	£38	Golden Axe 11	£25
Powerball	£20	Lemmings	£37
Klax	£20	John Madden 93	£38
Universal Soldier	£28	PGA 11	£38
Predator 2	£35	NHLPA 93	£38
Smash TV	£33	Speedball 2	£33
Green Dog	£25	Batman Returns	£34
Crossfire	£18	Crue Ball	£33
Stromlord	£25	Gynoug	£23

WE OFFER A MIAL ORDER SERVICE. P&P GAMES £1.50, CONSOLES £10

BERKSHIRE

FREE £2 VOUCHER

USE THIS AS AS A VOUCHER TO CLAIM £2 OFF VIDEO GAMES AT DANIEL OF WINDSOR

SEGA LYNX SUPER NINTENDO

THIS DOES NOT INCLUDE GAMES ALREADY REDUCED OFFER ENDS 4.6.93

DANIEL DEPARTMENT STORES
120 - 125 PEASCOD STREET
WINDSOR
TEL 0753 862106

FIFE, SCOTLAND

DRAGON GAMES CENTRE
TEL: 0592 643311

FIFE'S NUMBER 1 VIDEO GAMES SUPPLIER

WE SUPPLY GAMES - ACCESORIES AND EXPERT ADVICE FOR THE FOLLOWING MACHINES :-
SEGA, NINTENDO, AMIGA, ATARI, IBM/PC, COMMODORE, SPECTRUM, AMSTRAD

WE ALSO OFFER A 24 HOUR ORDER SERVICE, REPAIRS AND ADVICE, SWAPS/PART EXCHANGE, A FANTASTIC MAIL ORDER SERVICE. AN EXCLUSIVE CLUB - WITH EXCELENT OFFERS FREE COMPETITIONS, AND A GREAT MANY OTHER THINGS.
(NOT TO MENTION OUR FRIENDLY HELPFUL STAFF)

SO IF YOU WANT A PIECE OF THE ACTION WITH FIFE'S NUMBER ONE FOR VIDEO GAMES, THEN PHONE THE ABOVE NUMBER OR CALL INTO THE ABOVE ADDRESS (WE'LL EVEN LET YOU TRY SOME GAMES) YOU COULD ALSO CHECK OUT OUR MAIL ORDER AD ELSEWHERE IN THIS WONDERFUL MAGAZINE FOR MORE DETAILS OF OUR SPECIAL OFFERS

DRAGON GAMES
16 LINK STREET, KIRKALDY, FIFE, SCOTLAND, KY1 1QE
FAX - 0592 643322

LONDON, NW1

SONIC SHOP
157 Robert Street, London NW1
071-916 6662

RENTAL

RENT YOUR SEGA GAMES
Try before you buy!
Megadrive and Master System
£3.00 Membership.
£1.50 per night per game.
(Two forms of ID required)

SALES

Advance orders for new releases.
£3.00 discount off RRP for all members.

ENGLISH CARTS ONLY

LANCASHIRE

IMAGE CONSOLES UK

PRESTONS LEADER IN NEW AND USED CARTRIDGES FOR ALL CONSOLES.
EXCHANGE SERVICE FOR SEGA, MEGADRIVE AND SUPER NINTENDO OWNERS – SEND S.A.E. FOR A FREE EXCHANGE PRICE LIST FOR YOUR MACHINE OR GIVE US A CALL TODAY AND CHECK OUT OUR PRICES!!!

WANTED

YOUR OLD CARTS FOR CASH

UNIT 87, UPPER MARKET HALL, MARKET STREET
PRESTON PR1 2EL TEL 0772 883598
SHOP OPEN 9am to 5pm Monday to Saturday

LONDON, NW9

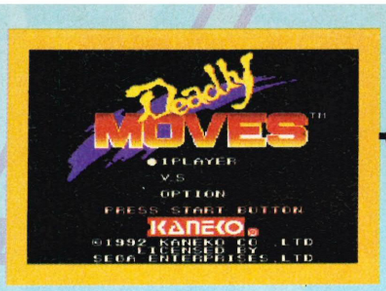
A M S ELECTRONICS

AUDIO * VISUAL * COMPUTER & ENTERTAINMENT SYSTEMS

We offer a 'Treasure Chest of Titles' Specialising in Megadrive, SNES, Game Gear & Gameboy. All the new and latest titles arriving on a daily basis as well as large stock of existing titles always available. (UK US & JAP Titles) Get them Faster & Cheaper.

- ★ SENSATIONAL SOFTWARE AT SENSATION PRICES.
- ★ A SPEEDY MAIL ORDER SERVICE FROM ONE OF BRITAINS MOST EXPERIENCED AND LEADING INDEPENDANT COMPUTER GAME RETAILERS.
- ★ CALL OUR MAIL ORDER HOTLINE ON (081) 201 0535 OR VISIT OUR SHOP BETWEEN 12.00 - 7PM EVERY WEEKDAY AND 10.30 - 6.30PM ON SATURDAYS AT :

145B DEANS LANE, EDGWARE, MIDDLESEX. HA8 9NY
EUROPEAN ORDERS WELCOME



DEADLY MO

FORMAT:CART
M-BITS: 8

BY: KANECO

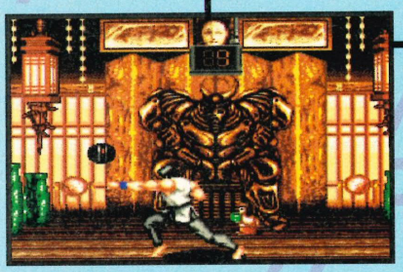
PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: BEAT 'EM UP

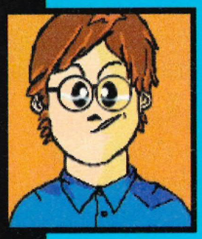
CONTINUES: 5

SKILL SETTINGS: 1-8



Here is the tale of Joe and how, from being a bed-ridden weakling he became a mighty warrior. As a child he would stare through his bedroom window and dream. All young boys have heroes and Joe was no exception, although his hero was slightly different. It wasn't a film star, a rock singer or even a boxer. No, it was his granny. She who baked the finest cookies in the county and was also a rippling powerhouse of muscle. Each morning she would come in from toiling in the fields and, after spoon-feeding Joe her special gruel, she would lift his dainty body onto her shoulders with one arm and take him for a walk in the countryside. For ten long years Granny cared for Joe in this way, until eventually he was nurtured into health. In her later years, it was Granny who was carried on the shoulders of the now mighty Joe. When her time came, she called Joe over to her bed and told him to take on the greatest warriors in the world – he must become the top fighter. 'Go get 'em Sonny!' she gasped before expiring.

Paul's comment

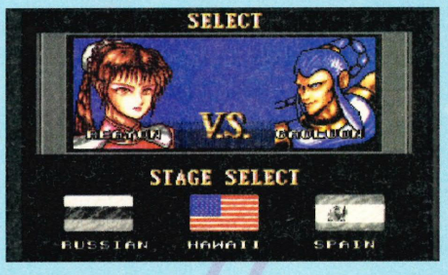


Having just finished playing Fatal Fury, I didn't think much of Deadly Moves when I first started playing it. Compared to Fatal Fury it looks pretty ghastly (except for the backdrops, which are very well done) and the fact that each character only has two special moves counts against it as well. However, I suppose its simplicity is its strength – all the moves are pretty simple to pull off, so it's a very easy game to get into and after a while I found myself quite enjoying it. Unless you have another player to beat up, the fun doesn't last too long, though, because it doesn't take long to master two special moves and it's just too easy to get to the last guy. If you really can't wait for Streetfighter II spend your money on Fatal Fury, because that's got far more to it.

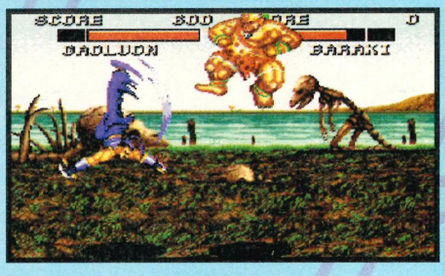
'AVE THE LOT O' YERS!

Each character in Deadly Moves is equipped with two unique special moves which can be performed with devastating results. These special moves can be operated by pressing punch and kick together whilst moving in a specific direction. For Joe, this allows him to produce a devasting fireball from the palms of his hands and also to perform a flying charge. Other characters like Gao Luon use weapons like razor sharp boomerangs, whereas the fearsome Baraki can fire himself across the screen like a cannonball. One of the most impressive special moves is Bu-oh's incredible Dancing Smoke move which teleports him to a new location on the screen. However, for sheer panache the loveable Warren comes up trumps with his strangely-titled 'Big Wednesday' shoulder charge (best served with medium fries and a small soft drink).

COME ON THEN!



▲ BOYS AND GIRLS COME OUT TO FIGHT.

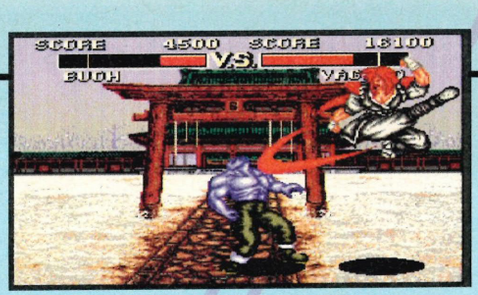


▲ LET'S PLAY SPOT THE DINOSAUR.

In order for Joe to become the number one warrior in the world, he must first defeat eight other opponents in mortal combat. In true beat 'em up style, this means battling against each opponent in a one-on-one fight with the first combatant to claim a two-round victory being declared the winner. With opponents harking from all four corners of the globe, each battle takes place in a different exotic location. In Africa, there awaits the mighty chieftain of the mysterious Opa Opa Tribe, Baraki Kimera. Spain have their star matador, Nick, up for grabs. All clicking heels and maracas this fellow. But a big Aloha to Hawaii and their very own master fighter, Warren. A more cheery, beery fool you could never wish to meet.

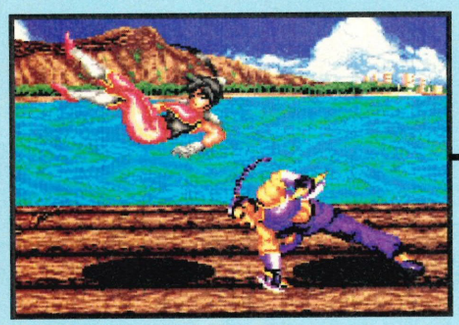
Thanks to Interactive Consoles for their loan of the Deadly Moves cartridge used for this review. For more information, they can be contacted on 0206 369421.

UES



YEAH? YOU AND YOUR MATES!

In one-player mode you can only control Joe as he fights his way to final battle against the world number one, a mighty warrior known as Ranker. However, in two-player mode both players can select from the full compliment of eight fighters complete with their special moves, and pit any combination of them against each other. Unfortunately though, you and your opponent cannot select the same warrior. This is a shame, because it means that only one person at a time can taste the full delight of the 'Big Wednesday'.



▲ "ARE YOU SURE YOU'RE DOING IT RIGHT?..



▲ ...THIS POSITION WASN'T IN THE MANUAL!"

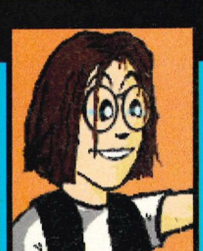
YOU'RE ASKING FOR IT!

Whenever an opponent is defeated in Deadly Moves, Joe's fighting statistics are bumped up by various degrees. This means that as the game progresses, he becomes more and more adept with increased speed, harder punches and extra energy. Previously defeated opponents can also be re-challenged in order to specifically enhance a partic-ular fighting quality. So if you're having trouble defeating a certain opponent it may be worth going back to old oppo-nents to increase your fighting calibre.



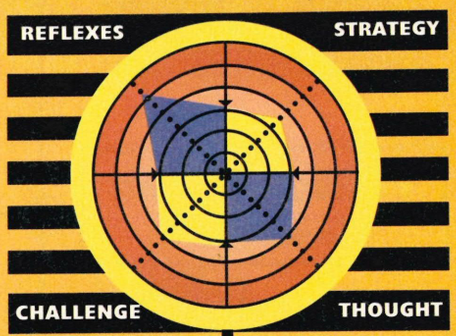
▲ "THE GOLDEN JOCKSTRAP IS MINE!"

tom's comment



I first played Deadly Moves in its Super NES incarnation as Power Athlete. It was an okay game then and that's all it is now. The fighting action is initially quite entertaining and the special moves are extremely easy to pick up. The problem is, the game is quite simple. There's very little variety in the moves and the special attacks are extremely basic. It doesn't take to long to see what all the characters have on offer and then there's little more to learn. Also, the game is very easy, I completed it in a couple of hours and with the password system, you can go right back to the final boss any time you like. Graphically, the game isn't bad. The Mode 7 backdrops have been faithfully translated from the Super Nintendo, but they are all a little boring and the main sprites, although quite large, are quite jerkily animated and slow. With Streetfighter II slated for Megadrive release, any other beat 'em up needs to be extra special to make its mark. Good as Deadly Moves is, it isn't particularly special. Fatal Fury is a far superior choice to go for right now, but I'd save my cash for the big one, Streetfighter II.

GAME TITLE
DEADLY MOVES



%RATING

PRESENTATION

78 — Basic options and a password system. The standard character selection screens are there too.

GRAPHICS

79 — Big sprites, but they move quite jerkily and slowly. The backdrops are quite boring too.

SOUND

81 — Some reasonable tunes and the usual punching, kicking and screaming effects.

SHORT TERM PLAY

85 — With extremely simple moves the game is very easy to pick up and quite a laugh.

LONG TERM PLAY

76 — This game won't keep your interest for long, but the two-player option's quite a laugh.

MEGATECH RATING

79 — A fairly decent beat 'em up, but it doesn't compare to the likes of Fatal Fury



BATMAN REVENGE OF THE JOKER

FORMAT:CART
M-BITS: 8

BY: SEGA

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES:INFINITE

SKILL SETTINGS:NONE

BAT ATTACK

The Caped Crusader has several different types of attack at his disposal. There's the Batkick, which can be combined with the Batjump to produce the baddie-defeating Flying Batkick (or alternatively, if you time it wrong and get touched too many times by a baddie, the Batdeath). However, for ducking below enemy fire and getting at those hard-to-reach baddies in a hurry, the Batslide is just the ticket – our favourite superhero does a bonecrunching slide-tackle that Vinny Jones would be proud of, dispatching all the evil henchmen in his way (that's if you time it right, of course).



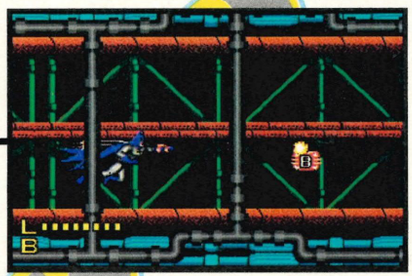
▲ OH NO, I FORGOT MY BAT THERMALS!"



▲ LIGHT BAT TOUCHPAPER AND RTETIRE!

Holy Hatstand! That crazed comical criminal The Joker is on the loose in Gotham City again. The mental super-villain and his crooked cohorts have been stealing toxic metals that could be used to make explosives for missiles, and the city police are at the end of their tether. They've tried every possible way to thwart the evil prankster, but to no avail. There's only one thing left to do – call Batman for help! Playing the part of the Caped Crusader, you must track The Joker down to his secret hideaway and put an end to the madman's mischief-making. Seven levels of platform-based mayhem have to be battled through, with the Joker's henchmen and bosses making your progress through each one as difficult as possible. And you've got to do it without the help of Robin or Commissioner Gordon!



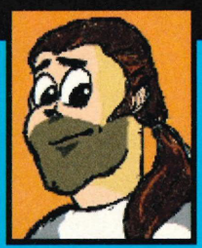


▲ BATMAN GOES SUPERSONIC.

BAT BACKPAGE

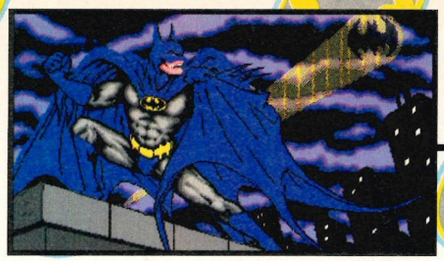
When Batman blasts certain baddies, they'll leave behind a glowing capsule. These can be picked up and saved in the Caped Crusader's backpack. Each time one of these Backpack Energy Capsules is picked up, it will register on the gauge at the bottom-left of the screen and when he's got eight his energy gauge starts to flash. Pressing A, B and C at the same time makes Batman glow gold and become invincible to any enemy... but only for a short while.

marks's comment



This is the third Batman game to make its way onto the Megadrive, but it's the only one to show Batman as he was depicted in the classic comic books and TV series. The main sprite, with blue cape, cowl, pants and boots over the grey body stocking emblazoned with the Batman logo really looks the business, and his superhero pose when you leave him with nothing to do for a while is just excellent. In fact, the graphics are pretty good all round, especially the level where the Caped Crusader flies smoothly through the air at great speed (unfortunately it's just a short flit). So I reckon that any fan of the original Batman worth his/her salt will love the look of the game, but what about the gameplay? Well, I'm afraid it's fairly standard fare – hop onto platforms and over obstacles, pick up a series of weapons and blast the baddies with 'em. The invincibility factor from the Energy Capsules adds a certain something but, added to the fact that unlimited continues are available, it means that the game can be a bit too easy to finish. I do love that Batman sprite, though!

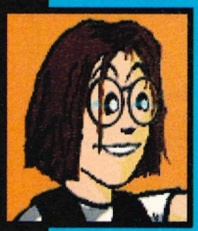
ENGE OF JOKER



▲ CHECK OUT THIS SUPERHERO BAT POSE!



▲ JUST THE CURE FOR THAT SORE BAT THROAT – GARGOYLE, GARGOYLE.



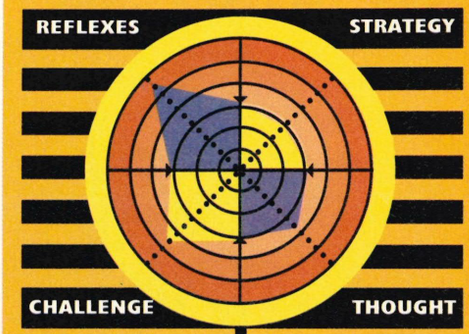
toms's comment

Of all the Batman games I was looking forward to this one because it's actually based on the comics. I can't say I'm that impressed with what I've seen. The graphics are okay, but, it all looks very grainy and the colours are particularly garish. Apart from this sad colour scheme there are few other comic book elements to the game. However, the action is pretty good fun and the flying sections help break up the game a bit, but it's very frustrating. Batman slides all over the place when performing his kicks and it's very easy to accidently slide off a ledge. Also, there's a major playtesting fault regarding the invincibility Bat capsules. With unlimited continues, Batman can just keep dying and build up a massive horde of these items. This makes defeating the bosses very easy if you've got the patience and it takes all the challenge out of the game. A shame really, because it wasn't for this fault and the password system, Batman would be a rock-hard challenge. As platform beat 'em ups go, this is a pretty good example, but when it comes to Batman games I think Batman Returns wins for variety and challenge.

BAT PROJECTOR

Besides his physical attacks on the Joker's thugs, the saviour of Gotham City can also use his Wrist Projector. No, it's not a device with which he bores the baddies to death with home movies, it's Batman's special wrist-mounted, weapon-firing gadget. He starts off each level with a basic weapon, but can pick up various exotic forms of ammunition by giving the packing cases littered around each level a good booting and picking up the ammo icons they leave behind. Each type of ammunition can be powered-up in the time-honoured fashion by holding down the fire button for a few seconds and then releasing a good blast.

GAME TITLE
BATMAN REVENGE OF THE JOKER



%RATING

PRESENTATION
75 — Excellent intro screen. Passcode option is good, but options are limited.

GRAPHICS
80 — Excellent Batman sprite. Well-drawn, chunky baddies. Good flying level.

SOUND
70 — Some good stomping backing tracks, but generally not beefy enough.

SHORT TERM PLAY
75 — With cool graphics and simple gameplay, it's easy to get into.

LONG TERM PLAY
68 — Unlimited continues & the invincibility factor means it won't take long to finish.

MEGATECH RATING

75 — A good-looking, nasty-blasting platformer with a great Batman sprite. Nothing new in the gameplay department,

25% OFF

ANY SEGA GAME!

FULL DETAILS BY MAIL

CALL 0459 123999

ALL CALLS CHARGED AT LOCAL RATE 24 HOURS !

NO MEMBERSHIP FEES

Game Plan

THE BEST GAMES BY MAIL

FREE CART DRAW - CALL NOW !

HOME GROWN PRODUCTIONS LTD

PRESENTS CONSOLE HELPLINE

0891-318-400 .....INFORMATION/HELPLINE
0891-318-401 .....GOLDEN OLDIES (MEGADRIVE/CHEATS & TIPS)
0891-318-402 .....WORLD OF ILLUSION (MICKEY MOUSE)
0891-318-403 .....DESERT STRIKE/THE TERMINATOR
0891-318-404 .....STREETS OF RAGE 2&1 CHEATS & HINTS
0891-318-405 .....SONIC 2 & 1 CHEATS & TIPS
0891-318-406 .....QUACKSHOT FULL SOLUTION & CHEATS
0891-318-407 .....NEW RELEASE CHEATS (ECCO,GALAHAD,ETC:)
0891-318-408 .....MEGADRIVE CHEATS (SMASH TV, LEMMINGS,ETC;)
0891-318-409 .....MASTER SYSTEM CHEATS (FULL COMPILATION:)
0891-318-410 .....SUPER NES CHEATS (FULL COMPILATION:)
0891-318-411 .....AMIGA CHEATS & POKES
0891-318-412 .....GAME BOY (HANDHELD) CHEATS HINTS & TIPS
0891-318-413 .....SUPER NES (IMPORT) OLD & NEW CHEATS HINTS TIPS
0891-318-414 .....GAME GEAR (HANDHELD) CHEATS HINTS & TIPS

No frills, No music
please have a pen and paper ready for information.
Calls at 36p per min cheap rate 48p at other times

MICRO - TRONICS

VISA

27A MARKET STREET, TAMWORTH, STAFFS
OPEN MONDAY TO SATURDAY 9.30am TO 5.00pm WEDNESDAY CLOSED
TEL : 0827 66818 FAX : 0827 66818

MAKE CHEQUES & P.O'S PAYABLE TO MICRO-TRONICS

SEGA NINTENDO COMMODORE IBM COMPUTER

SEGA NINTENDO COMMODORE

SEGA MEGADRIVE

TERMINATOR 2 - THE ARCADE GAME £32.99
THUNDERFORCE 4 .....32.99

MANY MORE TITLES AVAILABLE PLEASE RING
ALSO AVAILABLE - GAMEBOY, C64, IBM COMPATIBLE, ATARI ST SOFTWARE & HARDWARE

HARDWARE

AMIGA 600 .....299.00
(WITH 4 GAMES AND ART PACKAGE)
SUPER NINTENDO WITH MARIO 4 .....109.99
WITH STREET FIGHTER 2 .....134.00
SEGA GAMEGEAR WITH COLUMNS,TENNIS, GRAND PRIX, SOCCER, SONIC 2 & MAINS ADAPTOR 119.00
SEGA MEGADRIVE WITH SONIC & 2 PADS.....120.00
WITH SONIC & ANY GAME.....149.99
SEGA MENACER GUN WITH 6 GAMES.....49.95
SEGA PSU 9.00
SG PRO PAD 11.00
MEGA FIRE PAD 12.99

MEGA CD PLAYER.....254.99
INCLUDES 7 GAMES ON 3 CD'S
UK OFFICIAL SYSTEM
Released first week of April.

SEGA MEGADRIVE

SONIC 2 .....35.00
BATMAN RETURNS 34.99
PGA TOUR GOLF 2 .....34.99
ROAD RASH 2 .....34.99
JOHN MADDEN 93 .....34.99
ECCO 34.99
MICKEY & DONALD (WORLD OF ILLUSION) 34.99
STREETS OF RATE 2 .....38.99
LEMMINGS 35.99
LOTUS TURBO CHALLENGE 34.99
HOME ALONE 34.99
SUPER MONACO GP 2 .....34.99
GREEN DOG 29.99
CHAKAN 34.99
TENNIS 34.99
TAILSPIN 34.99
POWERMONGER 35.99
HOLO TO THE RESCUE 30.99
CHAMPIONSHIP RC PRO AM 34.99
WORLD CLASS LEADERBOARD 34.99
INDY JONES THE LAST CURSADE 34.99
AMERICAN TEAM BASKETBALL 34.99
CAPTAIN AMERICA 39.99
LITTLE MERMAID 34.95
CHUCK ROCK 34.95
WORLD CUP TROPHY SOCCER 34.95
MUTANT FOOTBALL 35.99
BART SIMPSON VS SPACE MUTANTS 34.99
MEGA GAMES 1 .....35.99
SPEEDBALL 2 .....30.99
DESERT STRIKE 35.99
FERRARI FORMULA ONE 34.95
WRESLTEMANIA 35.99
SHADOW OF THE BEAST 2 .....34.99
CORPORATION 35.99
KRUSTY SUPER FUN HOUSE 34.99
BIO HAZARD 35.99

ARCH RIVALS 34.99
AQUATIC GAMES 34.99
MUHAMMAD ALI BOXING 34.99
TEENAGE MUTANT TURTLES REL APRIL 34.99
SUPER KICK OFF REL APRIL 34.99
FLASHBACK REL APRIL 34.99
ANOTHER WORLD RE L APRIL 34.99
MEGLOMANIA 34.99
FATEL FURY REL APRIL 34.99
CHIKI CHIKI BOYS 34.99
CAPTAIN PLANET 34.99
BATTLE TOADS 34.99
CYBORG JUSTICE 34.99
OUTRUN 2019 REL APRIL 34.99
ECCO SPECIAL PACK REL. 27.03. .....43.95

SEGA MEGADRIVE BUDGET GAMES

SPCAE HARRIER 2 .....17.99
SUPER THUNDERBLADE 17.99
MYSTICAL DEFENDER 17.99
ALISIA DRAGON 17.99
GOLDEN AXE 1 .....17.99
GOLDEN AXE 2 .....17.99
TOKI 17.99
SPIDERMAN 17.99
STRIDER 17.99
TURBO OUTRUN 17.99
ALIEN STROM 17.99
TOE JAM AND EARL 17.99
SHADOW OF THE BEAST 17.99
CALIFORNIA GAMES 17.99
MERCS 17.99

ABOVE PRICES ARE MAIL ORDER, SHOP PRICES MAY VARY. PLEASE NOTE WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT OUR ABOVE ADDRESS AND SEE OUR FULL RANGE OF CONSOLES AND COMPUTERS ON DISPLAY.
POSTAGE & PACKING - £1 ON GAMES. SEND FOR A FULL LIST OF OUR ITEMS
PLEASE MAKES CHEQUES AND PO'S PAYABLE TO: MICRTO-TRONICS



TECHNIQUE ZONE

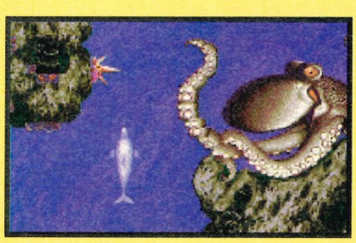
And the tips just keep on coming! Yes, once more we've been inundated with sackloads of tips from all you people out there in MegaTechland, and you're living up to the reputation that you're simply the best players around. But don't just take our word for it – check them out and feel the quality for yourself, from Streets of Rage II to Ecco, via Chakan, Alien 3 and all points in between, they're the cream of the crop.

And don't forget – this is YOUR TIPS SECTION, so if you think you've discovered something new and special, send it in to us, whether it's a tip, cheat, map, complete solution or even just an weird little quirk you've found in a game. The place to post your stuff to is: TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30–32 FARRINGDON LANE, LONDON EC1R 3AU.

GALAHAD
TZ11/14
JASON LAKE

Jason has donned his suit of shining armour and nipped in to save gamers in distress over Galahad. "For infinite lives," quoth he,"use the code LTUS. Now press A, B, C and Start, then you'll skip to the next level." Short but sweet, eh?

ECCO THE DOLPHIN
TZ7/14
JUSTIN WORTLEY, YORK



"Hello," says Justin, "if you put in the following codes, not only will you be able to go to almost any level, you will not have to keep looking for more air.
AAAAAAAA = The Undercaves
AAAAAAUU = The Vents
AAAAAAOO = Open Ocean
AAAAAAWW = Marble Sea
AAAAAAII = Origin Beach
AAAAAAFF = The Machine
Type six A's and any two letters to send you to a different level, and these codes are really quick to enter." Good work, Justin.

CRUEBALL
TZ6/14
KIRK, AYLESBURY

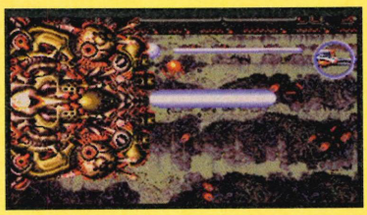
Kirk plays in a band called Spidereen, and has sussed a way to notch up loads of balls in this rockin' pinball game. (By the way, thanks for the jolly card and sorry we couldn't make it to the gigs, Kirk.) Anyway, here's his eight-point plan on how to 'do it'.

1 Complete level one.
2 As the ball returns to the top screen, the gate raises to block the ball from falling into the middle screen.
3 Craig appears and starts to move back and forth between the two rail openings.
4 Now, as Craig crosses the central notch, jam the ball between the flippers and the side wall, release the ball and fire the ball at the far side of the wall to the flipper you're using. As Craig returns, the ball should jam between him and the wall, hitting him 3–5 times.
5 Carry on doing this until Craig explodes and you get a free ball.
6 Another Craig appears!
7 Repeat this process until you're bored stupid – you shouldn't lose the ball, you're not shooting at the feeder rails and the gate stops the ball from falling down.
8 Now use all these balls (10–15 is ample) to the best advantage and shoot down everything you can see.

So there you go – it's that simple.

THUNDERFORCE IV

TZ4/14
LEON EVANS, ABERDARE



Thanks to Leon for providing this tip, which is a follow-up to issue 14's loadsaweapons tip. Once you've got all the weapons, press Right and you'll get the claw (or the Thundersword, if you've already got past level five). In the Bio-base, there is an enclosed room at the top of the screen, after the blue mini-boss with the swing tail. To make the items appear, use Hunter or Freeway – you'll get killed trying to get into it unless you've got a shield, but once you're in there are numerous items to be had, including 1-up, shield and claw.

STREETS OF RAGE II

TZ1/14
TIM CREAMER, JON GOULD, CHRIS WOOLCOCK & OLIVER MOULD

Tim 'Unfortunate Surname' Creamer of Romford has sent in a tip to help you get further in Sega's top-class beat 'em up. In fact the same principle can be used to give a similar effect in most two-player games. What you do is plug in both joypads, but select One Player mode and start playing. The "2-Up Start" message will appear in the top-right corner, so when you're about to die press Start on joypad two (or switch your joypad into port two if you've only got one) and you'll be able to carry on from where your first character bit the dust.

Oliver 'Fun Guy' Mould of Guildford and Chris Woolcock of Wolverhampton have both tracked down the secret locations of extra lives in the same game – all you have to do is find them and then press B to pick them up. There's one right at the start of the first level, hidden behind a bin at the bottom-left of the screen. On level two, as soon as you come out of the truck, walk to the top-left corner of the screen to score another 1-up, and finally, on level three, an extra life can be found in the ghost house, just below the mid-level boss who's chained to the wall and swings from side to side. Cheers for those, chaps.

Ad here's an interesting little morsel from Jon – a KO count for Sega's streetsy beat 'em up. Apparently, if you press C, B and then A on the high score screen, it will show you how many people you KO'd during the game. Punchy!



JOHN MADDEN '92

TZ5/14
LEON EVANS & ANDY

Leon steams in with more smart tips for Madden '92... he takes the ball, and he's running: "For a long pass, choose Normal, Pro-form and Cross Pass, snap the ball, roll out to the left by the sideline, and Receiver A will run directly up the screen. Wait until he goes off the screen, lob the ball to him and hey presto! – a huge gain. For a long run, choose Fast, Near, Toss Right or Fast, Pro-form, Toss Left, run as close to the sideline as possible and make sure to spin off the defense. If you want an easy sack, choose any formation, stay as the player you are and move him to the line of scrimmage. Now move the other defensive linemen away from the middle to leave a big gap. Move away from the line just enough, so that you're not crouching down, and when the ball is snapped the offense go to the edges at the line of scrimmage, leaving a huge gap down the middle for you to run through and stamp over the quarterback's face." Yeah, very nice, Leon.

And here's another quirky little tip for what the mysterious Andy of Roudham calls "the best sports sim so far". Here's what he has to say: "I only recently discovered a little trick which occurs 'AFTER' winning the play-offs. Using the code DSKCPLCP to play as Chicago in the final, at home to Houston, you will find that once you've beaten Houston and the final score appears over the view of the stadium, the crowd will run onto the pitch and push over the nearest set of goalposts. Wait about five seconds and the sky above the stadium will erupt with a fairly smart-looking firework display." Crazy.

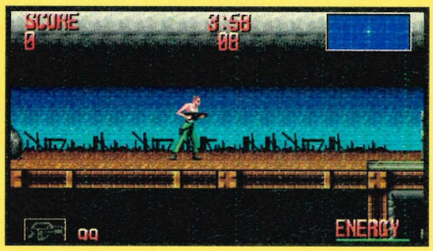
TERMINATOR 2

TZ2/14
MARK WOOD, CRAWLEY

Mark has proved he is worthy by sending in this level select cheat for Termie 2. When "Press Start" appears onscreen, press Up, Down, Left and then Right three times (or until you hear Arnie say "Excellent"). Start the game as normal and then, during play, pause the game and press B and C together. This will take you to the end of the level, where your performance is analysed. This can be repeated on every level.

ALIEN 3

TZ10/14
ENDA MCELDUFF, IRELAND

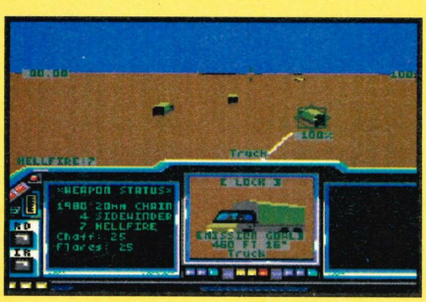


Enda has sent in a smart level advance cheat for Alien 3. Here's how it goes: "When the game starts, go to Options, plug in a second joypad and press C, Up, Right, Down, Left, A, Right, Down. You should hear a noise. Select what you want from the Options screen and then start the game – now you're on level one. If you don't want to be on level one, just pause the game and press C, A, B – lines should come down the screen – unpause and you should now start on level two. You can keep on doing this to see the end of the game, if you want."

LHX ATTACK CHOPPER

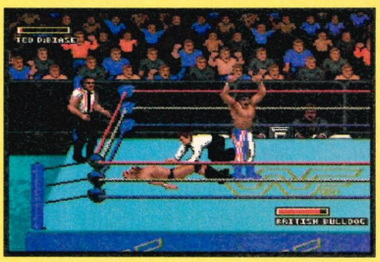
TZ3/14
MARK BRETT, BRADFORD

Mark's sussed out a way of shooting down aircraft when you've run out of Sidewinder rockets, so it's over to you, Mark: "From the 'Cockpit View', select Sidewinder and get a lock on the aerial target. Now change to 'Plane to Target View' and you should see your LHX and the target aircraft. Change selected weapon to Hellfires and these will remain targeted on the aircraft, regardless of any ground targets in range. You're now free to deal out some laser-guided death! The only problem is that the 'P to T' view doesn't give a per centage hit chance, so you'll have to guess when the target is in range. Oh well, c'est la vie." Tres bon, Mark, tres bon!



WWF WRESTLEMANIA

TZ13/14
RICHARD BARTLETT, GARETH PEMBERTON



Richard 'Spangly Trunks' Bartlett of Stalbridge, Dorset enters the ring with a tip for how to beat a computer-controlled player when you've selected Shawn Michaels or Papa Shango. "When the bell goes, go straight to the corner and climb up on the ropes and wait until the computer makes its man walk away. Then walk down off the top rope and press A and C to get your opponent with your special move. Keep on repeating this until he has no energy left."

Gareth Pemberton of Parts Unknown (sorry, we can't seem to find your address, but you know who you are) sent in this tip for defeating a computer-controlled player with any wrestler you care to choose. Grab your opponent near the ropes and throw him out of the ring by pressing C continually. Once you've he's on the floor, go out of the ring yourself, run to the middle of the screen in front of the ring and stand there. Your opponent will get up and run along the front of the ring at you – you must drop-kick him and walk to the other side of him. This time, when he gets up and runs at you again you can drop-kick or clothesline him. Now, when he's on the floor, walk round to the side of the ring and stand in the middle – your opponent will not be able to get past you. As he went out of the ring before you, his time will be longer than yours, so you can get into the ring before your time has expired and he will be counted out." Devious, Gareth, devious!

EVANDER HOLYFIELD BOXING

TZ9/14
GRAEME DICKSON, STIRLING



Graeme 'The Beast' Dickson has come out fighting with these heavyweight hints for Evander Holyfield. Okay, Graeme, sock it to us: "To get a boxer as good as Holyfield, choose Career mode and create a new fighter called "The Beast", then go to End. A green boxer should appear, with full energy bars. To win a match without fighting, press Start and go to Resume, press Start and then go to Quit. You should win the fight and get to choose three items in the gym." Knockout, Graeme.

CHAKAN
TZ8/14
NEIL ROWNTREE

Neil has proved himself to be a true Forever Man by sending in these smart Chakan tips.
Firstly, he's found out what the different combinations of potions do...
2 Blues: Invisibility
1 Blue, 1 Green: Slow Down Enemies
1 Green, 1 Red: Fire Bombs
2 Clears: Restore Energy
1 Red, 1 Clear: Cold Fire Sword
2 Green: Air Sword
2 Red: Fire Sword
1 Blue, 1 Clear: Super Jumping Boots
1 Blue, 1 Red: Earth Sword
2 Clear: Reverse Hour Glass
1 Red, 1 Clear: Creates a Restart Point
1 Green 1 Clear: Invincibility.

Secondly, he's sussed out where to find the weapons...
Grappling Hook: Water Part 1
Hamer: Air Part 1
Scythe: Fire Part 1
Axe: Earth Part 1

	Level	Green	Clear	Red	Blue
EARTH	1	2	1	0	1
	2	0	1	1	0
	3	1	1	0	0
WATER	1	1	1	1	6
	2	1	1	1	0
	3	1	0	0	2
AIR	1	1	7	1	0
	2	1	1	1	1
	3	1	0	0	0
FIRE	1	0	2	2	0
	2	0	1	1	0
	3	1	1	4	1

Thirdly, he's compiled a table showing which potions can be found on each level of the Terrestrial Plane (although he points out that some of these potions only appear when you kill the bosses)...





Finally, he rounds off his Chakan spectacular with a hint on killing those hard-to-remove bosses: "Use either the Invincibility or Invisibility potions and aim for the head. After about eight hits, the boss should die."

SONIC 2
TZ12/14
A CAST OF THOUSANDS

Every other letter to Technique Zone this month seems to have contained these cheats for Sonic 2, so we guess we'd better print 'em. To get Supersonic without having to collect all the Chaos Emeralds, enter the level select cheat printed in last month's issue (FIG 1) and go to the level select Sound Test menu. Now select the following tracks in this order: 04, 01, 02, 06. Now select the level you wish to play. Collect 50 rings and Voila! – you're Supersonic (FIG 2).

Also, here's how to get yourself 14 continues. Go to the normal options screen (FIG 3), select the Sound Test and choose the following tracks in this order: 19, 65, 9, 17, 1, 1, 2, 4. Start the game by moving up to the player select and pressing START. Now should you lose all your lives, you'll find yourself with 14 continues (FIG 4).

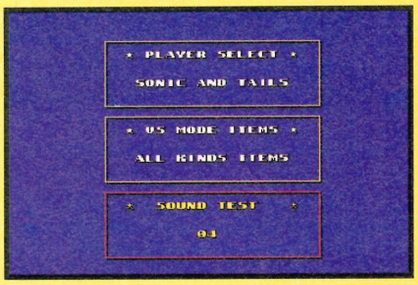
STOP PRESS! A cheat for Sonic 2 that we haven't heard of before just rolled into the office, sent in by Sonic slaves Steven Hatton and David Smith of Stockport. "For extra lives on the first level, first activate the Level Construction cheat (also printed in last month's issue) with Sonic and Tails. Then go to the first level and go to the first bridge. The person playing Sonic should turn Sonic into a masher (the fish) and press C continuously and rapidly (FIG 5). Then get a friend to play Tails with joypad two and make Tails bounce on all the fish – see your lives go up as he does it."



▲ FIG 1: THE LEVEL SELECT



▲ FIG 2: SUPERSONIC IN EMERALD HILL ZONE!



▲ FIG 3: THE NORMAL OPTIONS SCREEN.



▲ FIG 4: 14 CONTINUES!!



▲ FIG 5: GET TAILS TO SMASH THE MASHERS!

AJM SOFTWARE U.K.

061 707 7230 — 061 707 7230

VISA — Access

ALL CARTS AVAILABLE - PLEASE CALL

Proprietors A&J Machen

GOING RETAIL IN SOUTH MANCHESTER SOON

.....UK/US FROM	
AM Gladiators.....37.25	
Another World.....Call	
Batman R.O.J 36.99	
Battletoads.....37.99	
Best of Best.....Call	
Blastmaster 2 .....Call	
Bubsy.....Orders	
Coolspot.....Call	
Double Dragon 3 ...37.99	
F Fury.....Call	
Flashback.....Orders	
Flintstones.....Call	
Glob. Gladiators ..Orders	
King Salmon.....33.49	
Mig 29 .....37.99	
PGA 11 .....36.99	
Megalomania.....37.99	
Tiny Toons 37.99	
Chakhan.....35.99	
T2 Arcade .....Call	
ECCO 36.99	
Madden 93.....37.99	
Greendog 29.99	
Growl.....29.99	
Micro Machines.....Call	

Megadrive - Pal + Sonic 2, Pad + PSU	120.00
Megadrive - Scart	99.00 to 120.00
Megadrive UK	
Megadrive + Sonic/or Gold	129.00
Mega CD Scart/Pal	295.00
Cds Pal/Scart	
FTR Stick	
JAGXJ220	
Double Dragon III, Sewer Shark, Kriss Kross, Make Own Music, Wolf Child, Chuck Rock, Joe Montana, Hook, Prince of Persia	

Mad Max 34.99	
Dins For Hire .....Call	**PERIPHERALS AT COST.**
Genesis Pad 12.99	**ADVANCED ORDER PRIORITY.**
Dualist 25.99	
Voyager 12.49	
UK MEGA CD - ORDERS PLEASE.	**ALL PRICES SUBJECT TO CHANGE - PLESE CALL.**
ASK FOR DETAILS OF OUR SPECIAL RESERVATION SCHEME.	**OPEN 10AM - 10PM MONDAY - 4PM SAT + SUN**
CONSOLES AT TRADE.	**FREEPOST FACILITY.**

WE SELL ALL NINTENDO, GAMEGEAR PLUS GAMEBOY. WE ALSO STOCK A FULL RANGE OF ATARI, AMIGA, IBM, CD ROM, NEO GEO, CD-TV.
P&P £1.50 PER GAME, ORDERS OVER £50 FREE

1 MONTON MILL GARDENS, MONTON ECCLES, MANCHESTER M30 8BQ

DIAL-A-TIP

SEGA CHEATS N' TIPS	0891 445 933
NINTENDO CHEATS N' TIPS	0891 445 913
CHEATS GALORE (ALL FORMATS)	0891 101 234
CONSOLE HOTLINE	0891 445 990
CONSOLE TIPS LINE	0891 445 991

ALL CHEAT LINES UPDATED EVERY WEEK

INTERACTIVE GAME SOLUTIONS

SONIC THE HEDGEHOG 1 & 2	0891 445 929
SHADOW OF THE BEAST 1, 2 & 3	0891 445 949
IMMORTAL	0891 445 928
STREET FIGHTER II	0891 445 927
DESERT STRIKE	0891 445 953

FOR FULL INFORMATION ON ALL OUR HELPLINES DIAL

0891 445 904

PLEASE ASK PERMISSION BEFORE USING THE PHONE. YOU WILL BE GIVEN INFO REGARDING RELATED SERVICES
GUIDING LIGHT COMPUTER SERVICES LTD
P.O. BOX 17, ASHTON -U- LYNE, LANCS, OL7 0WW
CALLS COST 36P A MIN AT 'CHEAP' RATE AND 48P A MIN AT ALL OTHER TIMES.

Premier Mail Order

SEGA MEGADRIVE

JAP/ENG CONVERTER	9.99
688 ATTACK SUB	32.99
ALEX KIDD-EN-CASTLE	16.99
ALIENS 3	32.99
ANOTHER WORLD *	32.99
AQUATICS	28.99
ARCH RIVALS	16.99
ARIEL THE LITTLE MERMAID	28.99
BACK TO THE FUTURE 3	31.99
BARTS VS THE SPACE MUTANTS	31.99
BATMAN (THE ORIGINAL)	28.99
BATMAN RETURNS	32.99
BONANZA BROTHERS	28.99
BURNING FORCE	28.99
CHAKAN	32.99
CHUCK ROCK	32.99
CORPORATIONS	32.99
CRACKDOWN	16.99
CRUE BALL	24.99
CYBERBALL	16.99
DARK CASTLE	16.99
DEVIL CRASH *	31.99
DJ BOY	16.99
DOUBLE DRAGON	24.99
ECCO	32.99
EMPIRE OF STEEL	16.99
FANTASIA	24.99
FAERY TALE	16.99
FERRARI F1	32.99
FIRE SHARK	16.99
FLASH BSCK *	32.99
FORGOTTEN WORLDS	16.99
GAIN GROUND	16.99
GALAXY FORCE	16.99
GOLDEN AXE	16.99
GHOSTBUSTERS	16.99
GREEN DOG	24.99
INDY JONES 3	32.99
ITALIA 90	16.99
JOE MONTANA FOOTBALL	16.99
JOE MONTANA FOOTBALL 3	32.99
JORDON VS BIRD	15.00
JOHN MADDEN 1993	32.99

SEGA MEGADRIVE

KLAX	16.99
LAST BATTLE	16.99
LEMMINGS	32.99
LHX ATTACK CHOPPER	32.99
LOTUS TURBO CHALLENGE	32.99
MARBLE MADDNESS	24.99
MEGA LO MANIA *	32.99
MEGA GAMES 1	32.99
MICKEY + DONALD	32.99
NHL PA 93 HOCKEY	32.99
OLYMPIC GOLD	32.99
PAPERBOY	16.99
POWERMONGER	32.99
PREDATOR 2	24.99
RINGS OF POWER	24.99
RISKY WOODS	32.99
ROLO TO THE RESCUE	32.99
SMASH TV	16.99
SONIC 2	32.99
SPACE HARRIER 2	16.99
SHADOW OF BEAST 2	32.99
SUPER HIGH IMPACT	29.99
SPLATTERHOUSE 2	34.99
STEEL EMPIRE *	32.99
STREET FIGHTER 2 *	**32.99**
SUPER HANG ON	16.99
SUPER HYDLIDE	16.99
SUPER KICK OFF *	32.99
SUPER THUNDERBLADE	16.99
TAZMANIA	32.99
TECHNOCOP	16.99
TERMINATOR 2	32.99
THUNDERFORCE 4	32.99
THUNDERFORCE 11	16.99
TWIN HAWK	28.99
TWISTED FLIPPER	31.99
WRESTLE WAR	28.99
WWF WRESTLEMANIA	31.99
WARRIORS OF THE ETERNAL SUN	41.99
WHERE IN THE WORLD IS CDS	16.99
WHERE IN TIME IS CARMEN	16.99

SEGA MASTER

MASTER SYSTEM II	54.99
* AGASSI TENNIS	25.99
ASTERIX	26.99
ACES OF ACES	27.99
AERIAL ASSULT	24.99
ALIENS 3	27.99
BUBBLE BOBBLE	23.99
CALIFORNIA GAMES	23.99
CHASE HQ 2	27.99
CHUCK ROCK	29.99
DRAGON CRYSTAL	24.99
DARIUS II	27.99
DONALD DUCK	24.99
FLINTSTONES	24.99
G-LOC	24.99
GAIN GROUND	24.99
HOME ALONE	25.99
INDIANA JONES	23.99
JO MONTANA FOOTBALL	24.99
LEADERBOARD	26.99
LEMMINGS	25.99
MERCS	27.99
MICKEY MOUSE	26.99
* MICKEY MOUSE 2	25.99
NEW ZEALAND STORY	29.99
OLYMPICS	27.99
* PITFIGHTER	25.99
POPULOUS	29.99
* ROBIN HOOD	25.99
SPEEDBALL	24.99
SUPER TENNIS	8.99
SEGA CHESS	28.99
SCI	24.99
SONIC THE HEDGEHOG 2	24.99
SUPER MONACO GP	27.99
TENNIS ACE	24.99
TOM & JERRY	29.99
* WIMBLEDON 2	25.99
WIMBLEDON TENNIS	27.99
* WORLD TOURNAMENT GOLF	25.99

SEGA GAME GEAR

ALIENS 3	23.99
AXE BATTLER	24.99
BATMAN RETURNS	23.99
CHESSMASTER	23.99
CHUCK ROCK	20.99
CRYSTAL WARRIORS	24.99
CLUTCH HITTER	16.99
COLUMNS	16.99
DEVILISH	20.99
DONALD DUCK	24.99
DRAGON CRYSTAL	20.99
HALLEY WARS	20.99
INDIANA JONES 3	23.99
JOE MONTANA FOOTBALL	20.99
KLAX	23.99
LEMMINGS	23.99
MARBLE MADNESS	23.99
NINJA GAIDEN	20.99
OLYMPIC GOLD	23.99
* FROGGER	16.99
FANTASY ZONE	23.99
G-LOC	19.99
GEORGE FORMAN BOXING	24.99
* GREEN DOG	19.99
MICKEY MOUSE 1	20.99
MICKEY MOUSE 2	24.99
PRINCE OF PERSIA	23.99
PENGO	12.99
PUTTER GOLF	12.99
POPILS	23.99
PSYCHIC	16.99
SENNE MONACO GP	23.99
SHINOBI 1	20.99
SPACE HARRIER	20.99
STREETS OF RAGE	20.99
SHINOBI 2	23.99
SLIDER	14.99
SOLITAIRE POKER	19.99
SONIC 2	24.99
SUPER KICK OFF	24.99
TAZMANIA	23.99
THE SIMPSONS	24.99
* TOM & JERRY	19.99
WIMBLEDON TENNIS	23.99
WOODY POP	8.99
WORLD CLASS LEADERBOARD	20.99

GAMEBOY

BATTLE BULL	10.00
DOUBLE DRIBBLE	10.00
GO GO TANK	9.00
NAIL n SCALE	8.00
NINTENDO WORLD CUP	8.00
PITFIGHTER	10.00
PLAY ACTION FOOTBALL	8.00
SPY V SPY	10.00

TO ORDER PLEASE SEND CHEQUE / PO / ACCESS / VISA NO. AND EXPIRY DATE TO:- TRYBRIDGE LTD. MT03 10 TINKLER SIDE, BASILDON, ESSEX. SS14 1LE
TELEPHONE ORDERS: MON- FRI 9 AM - 7PM 0268- 271172 24 HOUR FAX LINE 0268 271173
TITLES MARKED * MAY NOT BE IMMEDIATELY AVAILABLE PLEASE RING FOR INFORMATION
POSTAGE + PACKING: UK: FREE. EUROPE: £1.00 PER ITEM, OUTSIDE EUROPE: £3.00 PER ITEM.NEXT DAY SERVICE ADD £2.50
CHEQUES MADE PAYABLE TO PREMIER MAIL ORDER
WE ARE OPEN SATURDAYS AND SUNDAYS 10AM - 4PM

AVAILABLE IN ANY COLOUR. AS LONG A BLACK.



THE MEGATECH '93 SHIRT. MORE STYLE (AND SLEEVE) FOR Y

S IT'S



R MONEY!

There are few things in life as truly beautiful as the MegaTech T-shirt. Woven from 100% cotton, the shirt is ingeniously possessed of long-sleeves and cleverly sports the colour black. Okay, so perhaps it there are quite a few things in life as beautiful as a MegaTech T-shirt, but how could you resist the exquisitely embossed MegaTech skull that festoons the chest, or the superb MegaTech logo that runs down the left arm? Why, those factors alone elevate this shirt above any other ordinairy shirt you may happen to have seen. Are other shirts knitted by ancient elf-smiths? Are other shirts magically endowed with the blessings of the love goddess Aphrodite? No, of course they aren't and if we're honest, neither is ours, but what the MegaTech T-shirt does have over every other shirt is the fact that it's the epitome of good taste and you'd look well cool wearing it. So stop reading this mindless drivel and fill in the coupon below, pronto!

HOW TO ORDER

Please complete the coupon below and return to MEGATECH T-shirt Offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leicestershire, LE16 9EF.

Please ensure your cheque/Postal Order/ International Money Order is made payable to Emap Images Ltd.

UK ORDERS

Please include a postage and packing charge of 50p per item within your payment.

If you wish to pay by VISA, you can phone our order hotline on 0858 468 888.

EUROPEAN & OVERSEAS ORDERS

If your order is to be delivered within Europe, please include a postage and packing charge of £1.00 per item with your payment.

If your order is to be delivered overseas (rest of world postal zones 1 & 2), please include a postage and packing charge of £2.50 per item within your payment.

We suggest that overseas readers pay by International Money Order.

Offer closes on June 20th 1993.

Please allow 28 days from receipt of order for delivery. Order enquiries, please call 0858 468 811.

Send to : MEGATECH T-shirt Offer, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics. LE16 9EF

I enclose my cheque (address on back) made payable to EMAP Images Ltd.
or please debit my Access/VISA account with the sum of £.....
my card number is:

Please use block capitals Card Expiry date ..... /19.....

Mr/Mrs/Miss
.....

Address
.....
.....
.....Postcode .....

Signature .....

(Please enter quantities required in boxes)

ITEM		SIZE	PRICE	TOTAL £
☐	Megatech T-shirt	M	£6.99	☐
☐	Megatech T-shirt	XL	£6.99	☐

Please add 50p per item, postage & packing
(Euro/overseas readers see 'How To Order')

TOTAL.....

Please allow 28 days for delivery

MEGA MAIL

MEGAMAIL

Howdy Folks, Tom here! Spring has arrived and you sure can feel it.
Even as I sit here in MegaTech Valley, the birds are twittering in the trees and the rabbits are frolicking in the long grass. Boy, do they look frisky. Hey, I think I just saw an Imp of Spring collecting the dew from inside a daffodil. I hear that they sell the bottled dew to Jack Frost and he uses it to make snowflakes. It's just a rumour, mind.
Well, Easter is coming and the eggs are getting fat. In fact on the MegaTech Ranch we've got special Fortune Hens, free-range of course. These wonderful chickens lay eggs with MegaMail letters inside. It's true you know. In fact, I'm off to collect a basket of mail-eggs right now. I'm quite fussy though, I throw away all the odd-shaped or funny-coloured ones. They always smell pooey when I open them. Mind you, sometimes my favourite hen, Gerty, lays golden eggs. Don't tell Paul, but I pocket those ones for myself. I'd never sell them though, because I love Gerty. Anyhow's your father, here's the address to send your letters and questions: MegaMail, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Why, I think I just heard the first cuckoo of the year. Ha, ha, I love spring.

A SLAP ON SEGA'S BACK

Dear MegaTech,
I can forgive you for putting a picture of Nigel Winterburn on your front cover (we're all entitled to our delusions). I can forgive you for rating Mickey and Donald so highly (we're all entitled to our illusions-geddit?). And I can even forgive you for (apparently) binning all my competition entries. But how could you possibly 'lose' my name in printing my letter? Lax, boys, lax.

Your comments about Sega's new reviewing policy were very interesting. Most other magazines behaved like children who'd been sent to bed without so much as a sniff of an intro screen. This churlishness is especially strange since the cavalier attitude of such magazines probably contributed in no small way to Sega's decision in the first place. When a magazine like Mega prints six pages of Sonic 2 tips before the game is even on the shelves and then has the cheek to agree with everyone that it's far too easy must sincerely p*ss Sega off.

Being sent pre-release cartridges was always a privilege and never a right. To bleat on about editorial independence and reviewing integrity doesn't fool anyone- all they're concerned about is losing their street cred (which only sad people do nowadays). To say that accurate reviews under the present circumstances are impossible is simply untrue. QED your reviews of Ecco and Ariel.

Well done boys. And (for once) a slap on the back for Sega as well.

ERIC CHAPMAN, NORWICH

Admittedly, certain other magazines did whinge a bit about Sega's review policy, but I wouldn't go as far as to pat Sega on the back. Due to the lack of access to the games, it meant that we had to spend a lot more time and effort to review games to the same standard, but that's our problem and not yours. I wouldn't buy a magazine that didn't cover the games I wanted, no matter how much they made excuses. After all, just because there may be a lack of news on a particular day, it doesn't mean that the newspapers can get away with printing no news and explain it away as a bad day. As journalists, we have a duty to bring you the information you want and that's what you pay for.

Thankfully though, Sega have seen sense and have recently relaxed their restrictions on the access to new games and as such, we have been able to review all their new games right here in our own offices. So, that should put an end to this sorry business for good.

Oh, and sorry about losing your name. It was all my fault. If you could see how messy my desk is you'd understand.

Q + A

Dear MegaTech,
I have a few questions for you.

1. When will the Mega-CD be coming and what software will you get with it?

2. My friend Matthew Scott has got some money and he reckons that he should buy a game now. I keep on telling him not to and to wait for some really good games to come out. Please can you say if he should get a game now or not.

3. Will you send me a signed photo of the crew at MegaTech?

4. I swap games a lot. My parents think it is a waste of money to swap a game for a fiver. Do you think it is worth it?

P.S. Your magazine is brill, smart, sorted and wicked.

PETER MAYBURY, HALESOWEN

I have a few answers for you.

1. Take a look in our Mega-CD feature this month for all the information you need.

2. It's up to your mate whether he wants to buy a game now or not. There are plenty of really good games out right now (check out the games index) and if he sees one he likes he may as well get it. If he hangs around waiting for better and better games to come out he'll be waiting forever.

3.What?!! You must be sick in the head. What do you want one of those for? Gross!

4. I'm unsure of what you mean. Do you use the facilities of a cartridge exchange club at a five pound fee or do you sell your games for a fiver? If you're swapping your old games for new ones and feel that you're getting a better deal than if you bought new games at full price, then of course it's worth it. However, if you're selling games that you previously paid £35-40 for, at only five pounds each, then you're mad as a bicycle. Mind you, bearing in mind question three I'd say we'd already established that fact.

FLASH IN THE PAN

Dear MegaTech,
I've seen several screenshots of Flashback and I think it looks quite good. I read last month's review of Another World as well as all the others and it said that Flashback would be out in the spring . Have you got a certain release date and if so how much will it cost. I would also like to know how much the special joypads for Streetfighter 2 are.
P.S. I think your mag is brilliant.

S PARSONS, CRADLEY HEATH

Flashback is presently scheduled for a May release and it looks like it's going to be completely brilliant. The price for the game has yet to be announced. As for the six-button joypads, they're not available yet, so I don't know how much they'll cost.

LOST ALIENS!

Dear MegaTech,
I am writing with a plea for help. I bought Alien 3 when it was first released. I hadn't played it for ages so I decided to have a go. I plugged in the cartridge and flicked the switch, but nothing happened. The screen stayed black, like the Sega logo screen , but with no logo. There is a ninety day warranty on the cartridge, but I have to have the receipt and I don't. What should I do? Please help.

PS. Your mag is the best and I hope Tom's remains are found soon!

BRIAN BEAMISH, DINGLE

MORE ALIENS LOST!

Dear MegaTech,
I am the proud owner of a Megadrive console, I received a copy of Alien 3 as a present about four months ago. It has been working fine during this period, but now it won't work at all. I've tried it dozens of times. Can you answer these questions.

1. Is the cartridge repairable?

2. Do I have any legal rights?

3. Is this a common fault on most cartridges?

P.S. All my other games work ok?

RAYMOND HOWAT, UPPER ACHINTORE

Normally, the only thing you can do is take the cartridge back to the shop you bought it from. If your warranty has expired then it's unlikely they'll replace it, but they may be able to give you the address of a place that could repair your game. Bad news eh? Well here's the good news. I spoke to the consumer department at Acclaim and they said they'd be more than willing to replace both your cartridges if you send them in. The address is Acclaim, 4 Walcote Place, Winchester, Hants, SO23 9AP. Don't forget to include your names and addresses and a note explaining the problem.

JUST FOR KICKS

Dear MegaTech,
In issue 13 of 'THE' mag you published a review of the Menacer. In the same issue you published a review of Terminator 2 and said that when the Menacer was used with the game there was a mechanism inside which gave a sort of kickback action to the gun. I have since purchased both the Menacer and T2, but my gun does not kick. Could it be that the Menacer you reviewed was some sort of prototype which did contain the mechanism or do you think I have a faulty one? My local supplier says he knows nothing about this kickback effect.

Hoping you can shed more light (no pun intended) on this problem.

ALAN ROBINSON, STIRCHLEY, BIRMINGHAM

There is nothing wrong with your Menacer, Alan. Originally, Sega's light gun was going to have a kickback mechanism inside. However, due to reasons unknown (probably cost), this mechanism didn't make it into the final product. The light gun we used for our review purposes didn't have the mechanism either, although we mentioned it in the review before we acquired the gun. Due to an oversight, the incorrect information was left in and we forgot to put a correction in the next issue. Ah, confession is good for the soul, you know.

EVIL GENIES LETTER:

Dear MegaTech,
Your mag is brilliant and I read it every month. The reason I wrote this is because I own a Game Genie for my Megadrive and my mate says it wrecks my console and games using the Game Genie. Is this true or is he talking out of his arse. Please print this.
JOHN HUMPAGE, LITTLE BLOXWICH

Your mate hasn't got a clue what he's talking about. The Game Genie won't damage either your Megadrive or any of your games. It is completely safe to use, so you can tell your pal to wash his foul mouth out.

THE PRICE IS WRONG

Dear MegaTech,
I just have a couple of little queries to put to you.

1. What has happened to the dead smart 'Alternatively' sections in your reviews? I found them really useful to give a better idea of a game than the game index can.

2. Why have Sega slapped a £45 price tag on the most excellent Streets Of Rage 2? Is it because of the incredibly new and expensive, top-secret technology used in this game and not, say, that Sonic 2 has forced them reluctantly and against their will to put up the price to pay for their poor ailing grandmothers or are they all tight gits?

STEPHEN WORTHY, ESHER

The reason for the extortionately high price of Streets Of Rage 2 lies in its 16 Megabit memory size, the largest capacity of any official Megadrive game. Admittedly, it is very expensive, but when you consider that the only other game sporting this massive memory capacity is Streetfighter II on the Super Nintendo and that retails for £65, then maybe it'll help ease the pain a bit.

As for the 'Alternatively' section, we still put it in when the fancy takes us. Why, Chakan had one in the last issue. Sometimes though, there isn't space in a review to fit it in.

HELP US, MEGATECH!

Dear MegaTech,
For a while now my friend Peter and me have been thinking about starting our own Megadrive fanzine. When we stumbled across some problems my mind turned immediately to the awesome journalistic prowess of the MT team. If anyone can help us, it's you.

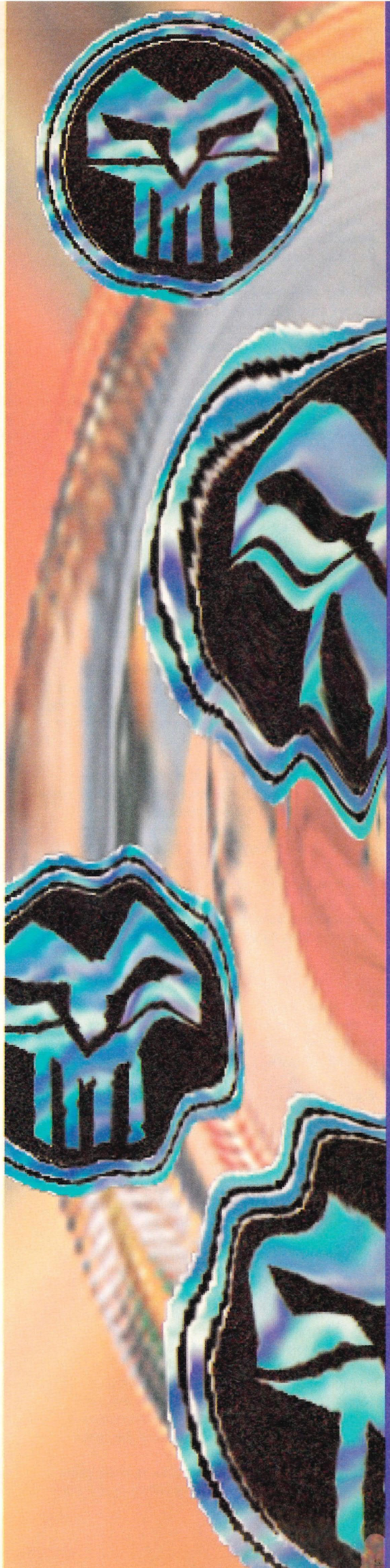
1. How do you go about getting screenshots (keeping in mind our limited budget and lack of equipment)?

2. How can we obtain review copies of new games? Is a 'taster issue' sent to software firms a good idea?

3.What do you think would be the cheapest and easiest way to print the fanzine?

4. Please suggest some witty, but relevant titles for our embryonic 'zine.

I deeply and sincerely hope you can help us.



CHRIS PENNELL, PETERBOROUGH

There's one thing you should remember before embarking on a project like this, and that is it's 'Peter and I'. 'PETER AND I'! Not 'Peter and me'. Honestly.

Anyway, most of the fanzines we've seen are photocopied which is fairly cheap (using a library's photocopier usually costs about 10p per page) and is probably the best way you could produce yours.

As for screenshots, it seems cutting them out of magazines is the standard practice, which isn't strictly legal, but most mags don't seem to mind. Don't expect quality pics using this method, though, because colourful pictures, once photocopied, always come out dark (and sometimes completely black!).

You'll have trouble getting review copies of Megadrive games out of the software companies. Many of them were stung pretty badly by the wealth of fanzines a couple of years ago and the higher cost price of Megadrive carts means that they hardly ever send out production copies these days. Probably your best bet is to strike up a deal with the manager of your local games shop whereby he lends you new games for a week while you review them, and then give the shop a credit or an ad in the review. Strike the right deal and you might even get your fanzine on his shelves.

If you want to make the fanzine your own you're best off coming up with your own title, but I'd suggest using 'Megadrive' or 'Mega' something or other (not 'MegaTech', though or we'll have you) just so people know what you're talking about straight away.

Good luck, and don't forget to send us a copy of the first issue!

A HIGH PRICE TO PAY

Dear MegaTech,
In the news section of the Feb issue, you said to write in and let you know what we think about the price of software.

Well I have.

Yes the prices of games are high, mostly because Sega and Nintendo will not let the software writers make their own cartridges and make them buy these cartridges from the big 2. But people always moan about the price of the games. Back when I had a spectrum, games started at about £5.00 in 1984, then by 1987 the average price was £10.00 and the magazines were filled with letters complaining about the price increases.

But the other side of the argument has to be, why should Sega and Nintendo reduce their prices? If people don't like the price of the games, why do they buy the consoles to start with (750,000 Sega Megadrives, we are told, were sold during the 1992 period)? I believe we (the consumers) are partly to blame, by buying the consoles, therefore showing that we are willing to pay the price of the games.

The final point I would like to make is, if the game is really worth it, most people are willing to pay the asking price (ie. Mega-Lo-Mania).

ASHLEY PRICE, LEWES

I can see your point, after all, nobody's making people buy the games. However, although people may not like the prices of the games, that doesn't mean they don't want to play them and there isn't really any choice except to pay the prices that Sega and Nintendo charge. Also, I feel that a lot of games aren't worth the price charged. As a consumer I don't care whether cartridges are expensive to manufacture, or whether they take a long time to develop. All that matters to me is whether they're good games and in my books a lot of them aren't. Poor quality titles or games that take just a few hours to complete are extremely bad value for money and their high prices can't possibly be justified. That's my opinion anyway. However, the next letter may help ease the pain.

CHEAP GAMES

Dear MegaTech,
I'm writing to you with some information on lower priced games as no-one seems to know about them. W H Smith's game section always has a good selection of games for the Megadrive, but today I noticed they had a range of games at a price of £19.99. I spoke to a W H Smith assistant, but they couldn't enlighten me as to whether the new price was a Smith's reduction or a Sega one. Anyway, I've included a list of the games they have, so perhaps you could inquire further. Thanks!

SAM POCOCK, CHARLTON KINGS

It's true. It seems that WH Smith are selling the older Sega titles at budget prices. Many of them cost less than twenty pounds and a few are even under fifteen quid. They've got quite a wide range of titles and a lot of them are very good games indeed. So, if your looking for a new game and you don't mind the fact that it may be a couple of years old, Smith's budget range is the place to look. Let's hope this trend towards cheaper titles continues.

THE VOICE OF GOLFAN

Dear MegaTech,
I am writing with regards to your review of PGA Tour Golf 2 in the January '93 issue. You mentioned that there is digitised speech within the game, but in fact there is not.

After contacting Electronic Arts, they explained that the reason behind this is that the US PGA would not authorise the use of speech, fearing that the shouts of "Good Drive", "Fore" and "How did you miss that 12 incher, you donkey?" would bring the game onto a level with John Madden '93 for 'unnecessary additional crowd participation', whatever that means (football crowd mentality perhaps?).

Anyway, just thought I'd let you know. Keep up the work.

IAN HORNE, PURFLEET

Thanks for ironing that problem out for us, Ian. We've had a lot of enquiries from readers wondering about the lack of speech and we didn't realise that it had been removed from the final version. It's a shame because I really liked the speech. First they remove 'It's Good!' from John Madden and now this. It's such an outrage, video games characters should speak out. Oh, they can't.

THE CURSE OF THE LEMMINGS

Dear MegaTech,
In issue 13 you printed codes for Lemmings on Megadrive (they didn't seem to work). When on reading into issue 14, I read the bit about not checking the tips and that they were in fact for the Jap version. But wait! More codes, but for official Megadrive, but I can't seem to get them to work. These and other questions must be answered.
1. Are these codes also wrong or is it just me?
2. I'm stuck on Mayhem level 6. Can anyone give me some advice?
3. Why haven't you printed instructions on how to make Tracey Island (everyone else has)?
4. Sorry, but I haven't heard of any circus around here, but there's certainly plenty of puppets though.

CHIKE, KIRKUDBRIGHT

It's a month for confessions isn't it. I think I'd better explain. When we tested the Lemmings codes from issue 14 we used the office copy of the game (which, unbeknownst to us at the time was American) on a UK machine thinking that the codes would be the same for the official version. Alas, we were wrong. The codes printed in issue 14 were only for the US version. Boy, are there red faces all round in the MegaTech offices at the moment. (YEAH TOM, YOU AND YOUR BIG MOUTH – PAUL).

Hey, and if you want to build Tracey Island, Blue Peter have a spiffing video out at the moment, priced at only £3.99. Top value!

BLAZE IN STOCKINGS REVELATION!

Dear MegaTech,
I'd just like to say what a great magazine you produce and could you answer a couple of questions for me please.

1. This new Super FX chip Nintendo are putting in their new games which puts the games miles ahead of its rivals. Why don't Sega do this?

2. We all know that the Mega-CD can do full motion video games. So why don't Sega bring out a golf game like the one on the Philips CD-i.

PS. Streets Of Rage 2 is excellent and did you see that Blaze was wearing stockings. This is the first time I have sent a letter in to any magazine, so be honoured.

NIGEL VEASEY, ST LEONARDS ON SEA

That Super FX chip sure is good and I'm sure that Sega know it. I wouldn't be too surprised if Sega aren't squeezing in some work some super-chip research in between all their Mega-CD work and the 32 bit machine. As for the CD-i golf game, it's quite likely that we'll see a game similar to that on the Mega-CD some time in the future.

£ MEGASELL

I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:

£1

£1

I WOULD LIKE MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX):

☐ FOR SALE ☐ PEN PALS ☐ WANTED ☐ SWAP ☐ WANTED ☐ SWAP

FILL IN THE TOP BOX FOR £1.00 (20 WORDS), OR FOR A LONGER MESSAGE, FILL IN BOTH BOXES FOR £2.00 (40 WORDS).

PLEASE NOTE: ONLY ONE WORD PER BOX. PHONE NUMBERS COUNT AS ONE WORD. WHEN FILLING IN YOUR MESSAGE, USE BLOCK CAPITALS, AND WRITE NEATLY TO AVOID MISTAKES.

NAME.....

ADDRESS.....

.....

POSTCODE.....

TELEPHONE NUMBER.....

FOR SALE

Megadrive games, hardly touched (metaphorically) Sonic 2 (Jap) £25. English Robocod swap for ECCO. Both boxed phone after 5pm: (0934) 876344.

Megatech issues 1 to 12. All gifts included, £30 no offers 081 650 8075 ask for Mark.

Megadrive games for sale. From £10. UK, US + Jap. Euro Soccer, Eswat, Moonwalker, Hellfire, Gynoug, over 25. 081 657 3716 Steven.

Megadrive (Jap) Sonic 2, Road Rash 2, NHLPA Hockey, Madden 92, Hardball. Eight months old £220.00 ono Tel: 0709 581873 (Doncaster area).

Amstrad 6128 with Cruiser Power Play joystick and tape player, 41 disc games, 36 tape games. Tel: 0271 883834 (N. Devon) £190.00.

Jap megadrive for sale with 10 games, everthing boxed. Also stereo speakers worth £30 2 joypads plus loads of mags altogether worth £500 sell for £320 everything in good condition Tel: Simon 0684 563712.

Fantastic megadrive games for sale or swap. Prices from £12 - £30 will also swap for SNES. Details, Tel: Micheal 0232 844473.

Loads of old but good MD games at cheap prices from £10, also some newer games for sale. Ring (021) 459 7576.

Streets of Rage 11, £36 inc Megatech issue 2 perfect condition boxed with instructions. Loads of mags, 60p each. Call D Thomas 0287 660183.

SWAP

I have Space Harrier 2 and John Madden 92 for Quackshot, Toki, Aquatic Games, Taz and Chuck Rock. Tel: 0264 356242 (Rich).

Megadrive games to swap. Seven in total, any games considered. Phone 0436 76788 and ask for Nikolai. Please phone after 4.00.

Wanted, Rainbow Islands or New Zealand Story. Swap for Strider or DJ Boy. Others considered, call David (05613) 78054.

I will swap Super Thunder-Blade for Lotus Turbo Challenge, Green Dog, Road Rash 2 & Strider. I will consider all games. Call Stuart on 0206 578691.

English megadrive, swap Gaiares, Super Monaco, Robocod, F-22, Immortal and Sonic for good games. Phone Paul after 6.30, (0272) 686461.

Megadrive/Super NES games collection for swap. Loads of great titles - will sell some too!! For details or prices etc, tel: 0232 844473.

Swap Sonic 2 for Streets of Rage 2 or any other game considered. Phone: 07048 75408 (ask for Phil).

WANTED

Wanted: your used Megadrive games. I will pay between £10 to £15 for your games. Contact Colin on 0475 686282.

I want to buy issues 1 and 2 of MegaTech. Phone Rick and name your price if interested. Evenings (0734) 421606.

PENPAL

Gamer - Link! The only Pen-Pal club for gamers! Over 200 members world wide! Free swap service, long list of contacts, tips 'n' cheats help & more! For full details send SAE to: Stu & Dave, No 28 Church Field, Ware, Herts, SG12 0EP.

Gamer - Link! The only Pen-Pal club for gamers! Over 200 members world wide! Free swap service, long list of contacts, Tips 'n' cheats help & more! For full details send SAE to: Stu & Dave, No 28 Church Field, Ware, Herts, SG12 0EP.

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

What do you have to do? Fill out the form (or a copy of it) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

ATTENTION! MEGATECH MegaSell is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed, and no correspondence entered into!

HYPERPLAYERS



This is the place where the elite Megadrive warriors, strategists, role-players, puzzlers, drivers, sportsters, pilots, racers and just plain players celebrate their highest achievements. The Hyperplayers hi-score roll of honour is a testament to the skill of our readers – you have to be a truly ninjascopic games player to get your name in print on these pages, but once you're accepted as a Hyperplayer instant fame will be yours. Offers from Holywood to appear in blockbuster movies, a marked increase in advances from members of the opposite sex and maximum respect from fellow gamesplayers the world over are just a few of the benefits that new members of the chosen few can expect. So if you think your hi-score is impressive enough to earn you a place in this elite band, fill in the coupon on this page (making sure that a witness signs it) and send it in to: HYPERPLAYERS, MEGATECH, PRIORY COURT, 30–32 FARRINGDON LANE, LONDON EC1R 3AU.

NAME.....
ADDRESS.....
.....
.....
.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....

witness.....

AFTERBURNER
27,861,520
Daniel Sullivan, Coventry

ALIEN 3
15,570,450 (Hard)
Robert Guthrie, Galashiels

ALIEN STORM
100 Supreme Ruler
Jim Graham, Stevenage

ALISIA DRAGOON
Elven Mage (Level 7, Normal)
Anthony Dowd, Telford

ATOMIC RUNNER
112,600
Alan Sainty, Kings Lynn, Norfolk

BATMAN
561,900
Danny Kenmure, Edinburgh

BATTLE SQUADRON
8,912,101 (easy level)
Asif Akhtar, Wimbledon

BLOCKOUT
435,311 (Level 0-I, Flat Fun)
Lee Nixon, Sheaford

BONANZA BROTHERS
12,741,100
Tom Knight, Girton, Cambridge

CALIFORNIA GAMES
Footbag: 854,370
Timothy Phillips, Cardiff
Double Footbag: 379,500
Jonathan Philips, Cardiff
Surfing: 10.0 (Turbo setting)
Yuen Aw, Birmingham
Skating:12,530
Martin Charles, Cardiff
Half-Pipe: 47,398
Martin Charles, Cardiff
Double Half-Pipe: 74,699
Richard Lee and Anthony Davison, Darlington
BMX: 146,760
Martin Charles, Cardiff

CAPTAIN AMERICA AND THE AVENGERS
685,454
Alan Sainty, Kings Lynn, Norfolk

CHUCK ROCK
433,675 (Completed)
BarryPowell, Newport

COLUMNS
97,633,647
James Montague, Chelmsford

CRUEBALL
115,860,000 (Level 6)
Rev of Spidereen, Aylesbury

DARIUS 2
6,530,390
Mark Hogg, Burton-on-Trent

DESERT STRIKE
4,995,700
Liam Cullen, Welwyn Garden City

DICK TRACY
339,900
David Rowntree, Devon

DJ BOY
9,835,700
Jonathon Tilbrook, Sheffield

DOUBLE DRAGON 2
51,280
Bob Payne, West Bromwich

EARNEST EVANS
1,480,050
David Wheeler, Caerphilly

ELEMENTAL MASTERS
356,530 (completed on Normal)
James Terry, St. Albans

ESWAT
642,900 (Completed on Normal)
Harry Weichers, Ferndale, S.Africa

F-22 INTERCEPTOR
USA: 35,577
Dean Lloyd, Rugeley
USSR: 35,577
Dean Lloyd, Rugeley
IRAQ: 36,477

Dean Lloyd, Rugeley
KOREA: 36,477
Dean Lloyd, Rugeley

FANTASIA
11,683,600 (hardest level)
Chris Maginnis, Linlithgow

FATAL REWIND
3,658,180
Jody McLarty, Aylesbury

FIRE SHARK
7,122,130 (Completed)
The Wonderful Sharon Mitchell, Fraserburgh

FLICKY
3,334,800
Stephen Gallimore, Bournemouth

FORGOTTEN WORLDS
1,991,800
Daniel Gallop, Essex

GAIARES
1,608,352
Asif Akhtar, Wimbledon

GALAHAD
2,071,300
Lawrence Simpson, Walthamstow

GHOSTBUSTERS
17,758,000
Wayne Lockwood, Boroughbridge

GOLDEN AXE
984.0 (Hard level)
Ben Tucker, Catford
247.0 (Duel)
Kevin Shirley, Cheshire

GOLDEN AXE II
992.0 (Normal)
Mick & Barry Gosling, Coventry

GRANADA X
23,563,545
Carl Bown, Bournemouth

GREENDOG
496,400
Karl Smith, Long Lawford

GYNOUG
2,345,760
Wesley Thomson, Fifef

HELLFIRE
19,478,220
Robert Guthrie, Galashiels

JAMES POND
1,829,560
Wayne Turner, Chelmsford

KID CHAMELEON
1,409,960 (Normal)
Mick & Barry Gosling, Coventry

KLAX
8,064,580 (import version)
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh
6,376,775 (official version)
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh

KRUSTY'S SUPER FUN HOUSE
999,990
Michael Steward, Milton Keynes

LOTUS TURBO CHALLENGE
83,766,72
Paaul Thompson, Gillingham

M1 ABRAMS BATTLE TANK
702 (First Lieutenant, 100 kills)
Stewart Parker

MARBLE MADNESS
205,360
Darren Neale, Helston

MERCS
Arcade Mode: 1,407,500
Neil Kendall, Birkenhead
Original Mode: 5,107,950
Stu Gorlner, Gorsley

MICKEY MOUSE
2,824,500
Nathan Preston, Mid-Calder

MIDNIGHT RESISTANCE
2,104,100
Dan Towes, Gillingham

MOONWALKER
949,400
Philip Butler

MUSHA ALESTE
133,896,380
Rodney Scotland, Northampton

NEW ZEALAND STORY
522,360
Nigel Weston, Wilmslow

OLYMPIC GOLD
Archery:171
Ben Mills, Peterborough
Diving: 473.50
Meredydd Wilson, Swansea
Hammer Throw: 93.45m
Angus Poland, Scotland
110m Hurdles:12.73 sec
Angus Poland, Scotland
Pole Vault: 6.40m
James Ward, Huthwaite, Notts
100m Sprint: 9.23 secs
Kirk of Spidereen, Aylesbury
200m Swimming: 1:41.37
Ben Mills, Peterborough

OUTRUN
37,004,160 (Hyper level)
Justine Miller, Sutton Coldfield

PACMANIA
1,000,111 (Hard level)
Lee Tooze, Brixham

PGA TOUR GOLF
Avenel: 235 strokes (best 72)
Dean Lloyd, Rugeley
Avenel: 50 strokes (best 18)
Simon Osborne, Rotherham
Sawgrass:200 strokes (best 72)
Gareth Watson, Pontypridd
Sawgrass: 47 strokes (best 18)
Gareth Watson, Pontypridd
West Stadium: 218 strokes (best 72)
Stewart Bonner, Hemel Hempstead
West Stadium: 50 strokes (best 18)
Peter Norman, Corringham
Sterling Shores: 222 strokes (best 72)
Jody Osman, Warwickshire
Sterling Shores: 51 strokes (best 18)
Simon Shone, Heywood, Lancs

PITFIGHTER
2,449,350
Stephen Gallimore, Bournemouth

POPULOUS
515,090 (Genesis level)
Philip Best, St Austell

PREDATOR 2
12,355,340 (Easy)
Nathan Preston, Mid-Calder

QUACKSHOT
10,077,000
Martin Hunt, Maidenhead

RAIDEN TRAD
2,072,650 (Easy level)
Neil Morgan, Reading

RAMBO III
999,999,995 (Hard level)
Tim Burton, March

REVENGE OF SHINOBI
9,999,900
Daniel Sullivan, Coventry

ROBOCOD
13,780,300
Simon Shone, Heywood

ROLLING THUNDER 2
554,180
Scott Hazel, Trunch, Norfolk

SHADOW DANCER
2,650,965
Asif Akhtar, Wimbledon

SONIC 2
1,143,030
Kevin Broughton, Woolwich

SPACE HARRIER 2
29,107,690
Gavin Creber, Sussex

SPEEDBALL 2
453 Points (Division two winners)
James Holmes, Kent

SPIDERMAN
23:03:42 remaining (Nightmare level)

SPLATTERHOUSE 2
878,910 (Hard)
Wayne Turner, Chelmsford

STREETS OF RAGE
9,999,000
Nathan Preston, Mid-Calder

STRIDER
236,800
Mick & Barry Gosling, Coventry

SUPER HANG-ON
99,076,560 (Expert level)
Stuart Ramsey, Lutterworth

SUPER MONACO GP
6,002 Driver's points
Neil Boswell, Pembroke Dyfed

SUPER MONACO GP II
160 Driver's points
Wayne Pearce, Haddlesey

SUPER OFF ROAD
199,000 (no continues, 48 races won)
Mike Houghton, Stockport

TASK FORCE HARRIER
765,000
Neil Brockhouse, Bolton

TAZMANIA
1,360,260 (Hard)
Michael Hornby, Buckley, N. Wales

TERMINATOR
4,274,350 (Hard)
Gavin Pinkett, Abertillery

TERMINATOR 2
9,573,510 (Normal)
Gavin Pinkett, Abertillery

TEST DRIVE 2
411,384 (Desert in Porsche)
Andrew York, Bolton

THUNDERFORCE II
2,689,719 (Hard level)
Steven Cooper, Fife

THUNDERFORCE III
11,528,100
Hywel Llewellyn, Pentyrch, S. Wales

THUNDERFORCE IV
4,632,910
Leon Evans, Aberdare (Hard)

TOE JAM & EARL
1,802 (As Earl)
David Hall, Birmingham

TOKI
334,200 (Hard)
Sven Chesters, W.Sussex

TROUBLE SHOOTER
669,780 (Normal level)
Ben Randell, Hastings

TRUXTON
30,300,503
Lawrence Simpson, Hackney

UNIVERSAL SOLDIER
1,441,987 (Hard)
James Dudley, Solihull

WARDNER
1,290,900 (Normal level)
Richard Lunt, Bagillt, Clwyd

WINTER CHALLENGE
Speed Skating: 19.75 seconds
Gary Nunn, Chesham
Cross Country:3 mins 25.6 seconds
Barry Bucker, Ripon
Downhill: 1 min 24 seconds
Gary Nunn, Chesham
Ski Jump:117.6m
Gary Nunn, Chesham
Biathlon: 4 mins 7.3 seconds
A J Walsh, Romiley

WONDERBOY IN MONSTERWORLD
657,731 (Gold)
Stephen McCormick, Birmingham

ZANY GOLF
18 strokes (completed)
Yuen Aw, Birmingham

ZERO WING
2,584,700 (Easy level)
Craig Wilkins, Delapre



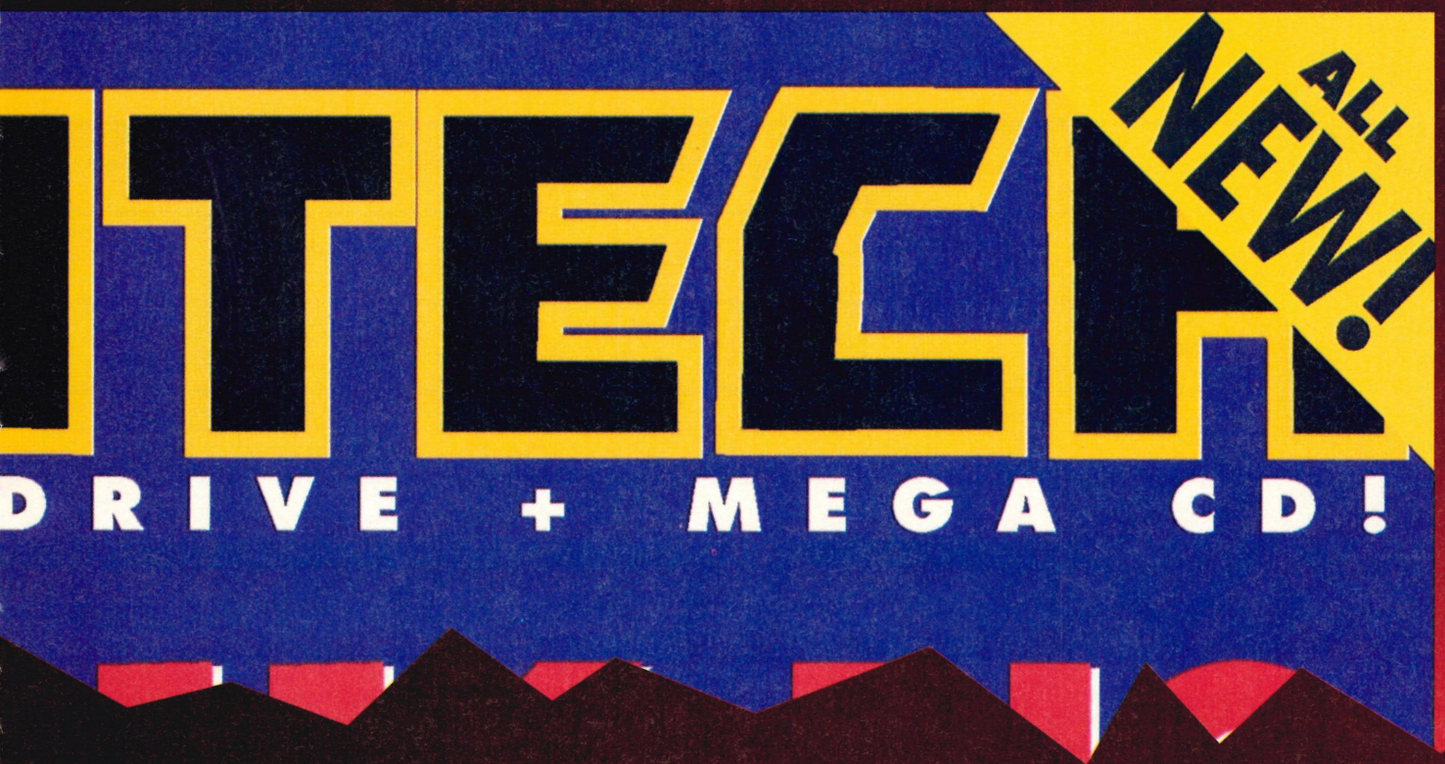
NEXT MONTH



- NEW OUTSIDE, MORE INSIDE!
- AND IT'S STILL ONLY £1.95!

DON'T MISS THE MAY ISSUE !

LOOK OUT FOR THE ALL-NEW MEGATECH...



For longer than any other magazine we've given you the latest, high-quality, Megadrive news, reviews and tips.

Open up next month's NEW, IMPROVED MEGATECH and you'll find we've given you even more than ever before. More pages mean more of the hottest 100% Megadrive and Mega-CD info, and our stunning new look will blow your socks off!

OUT FRIDAY, APRIL 23
BIGGER, HARDER AND BETTER THAN THE REST.

NEXT MONTH

TIPS INDEX

Here's the all-new MegaTech Game Index which contains more information than ever before to make it the best game buyer's guide there is. As well as full marks, prices, and publisher's details we've now incorporated the issue number in which MegaTech gave a game a full review so you know where to look if you want the full story.

Additionally, we've added an alphabetical mini tips index containing the best tips and cheats for as many of the listed games as we can fit on the page!

AFTERBURNER II



On the second title screen hold down A, B, C and START to choose any level up to 20 as your starting level.

ALIEN 3



When the game starts, go to the options screen and, using the second control pad, press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN. You should hear a noise. Leave the options screen and start the game. When you wish to skip a level, pause the game and press C, A and B. Lines should run down the screen. Now when you unpause the game, you should move onto the next level.

ALISIA DRAGOON

Switch on and after 'SEGA' disappears from the screen hold down A until 'GAME ARTS' has disappeared. Now hold down B until 'GAINAX' has disappeared. Now hold down C until 'MUSIC COMPOSED BY...' has disappeared. When the stars come out of the crystal press START and you should hear a sound. Start the game and press C on the second controller to blank the screen. This warps you to the next part of the current level, or you can warp even further using these button

game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
688 Attack Sub	Electronic Arts	£39.99	PM	80	80	89	85	86	87	An excellent, compelling submarine simulation which is thoroughly recommended to someone who's after something different with plenty of 'depth' (har har).
Afterburner II	Sega	£19.99	PM	75	77	80	75	70	72	Of the three Megadrive Afterburner-style games this is the most fun to play. Fast shoot 'em up action, and good sounds, but unfortunately it does get a bit boring after a while.
Alien 3	Arena	£39.99	MT 9	92	94	93	92	93	94	A superb platform shoot 'em with lots of levels and plenty of challenge. One of the best games of 1992 and still a must-buy.
Alien Storm	Sega	£34.99	PM	84	84	80	89	69	70	A good one or two player Golden Axe Of The Future sort of shoot 'em up which suffers from being very easy to complete.
Alisia Dragoon	Sega	£39.99	MT 4	83	88	80	85	88	85	A strange platform shoot 'em up starring a sorceress who commands the deadly powers of her animal friends. A good, unusual game.
Another World	Virgin	£39.99	MT 14	95	92	84	86	85	86	Combines puzzles, adventure, platform and shoot 'em up action in a great-looking and highly original game. Enjoyable, but once it's finished you won't come back to it.
Aquatic Games	Electronic Arts	£34.99	MT 10	76	89	82	70	50	59	A disappointing attempt at a funny sports game. The jolly graphics will appeal to younger players but really the action in the events is just too boring.
Arnold Palmer's Golf	Sega	£34.99	PM	85	75	69	72	69	70	Decent enough golf game with plenty of options and nice graphics, but it has been bettered by PGA Tour Golf 2 which has far more of both.
Atomic Runner	Sega	£39.99	MT 10	83	88	89	78	82	80	A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels. Great graphics, quite challenging and good fun too.
Ayrton Senna's Super Monaco GP 2	Sega	£49.99	MT 6	91	90	77	94	92	93	All the little touches (more tracks, better sound, etc) make this slightly superior to Super Monaco 1 so this is the best Megadrive racing game available.
Batman	Sega	£39.99	MT 7	79	79	75	70	65	70	Quite a smart game of the first Batmovie, but not only is the gameplay very basic (walk around, punch some blokes, jump on a platform) it's very easy to complete.
Batman Returns	Sega	£39.99	MT 12	69	73	70	75	80	76	Big graphics and more involved platform punch-up gameplay make this the better Batgame but sometimes it goes beyond challenging and becomes frustrating. Not for novices.
Battle Squadron	Electronic Arts	£39.99	PM	78	83	79	82	81	80	Not a very original shoot 'em up, but it does look good, is challenging and has the novelty of a simultaneous two player option.
Bio Hazard Battle	Sega	£39.99	MT 11	73	93	86	87	86	88	Spectacularly gross graphics and enjoyable, challenging gameplay and a two player option help set this apart from the bulk of Megadrive shoot 'em ups.
Black Hole Assault	Micronet	Import	MT 14	85	79	83	70	52	61	A one-on-one robot beat 'em up, but it's no Street Fighter II. The action is fast and there are loads of moves but there's not enough variety in the combatants to keep you hooked.
Block Out	Electronic Arts	£34.99	PM	89	75	49	90	92	91	A 3D shape-sorting game which is the best puzzle game on the Megadrive. Tons of options (including a two player mode) and highly addictive gameplay make this a must.
Bonanza Bros	Sega	£34.99	PM	82	88	84	79	55	69	A nice-looking coin-op conversion in which one or two players have to burgle houses. However, it fails to deliver because it's another Megadrive game that is extremely easy to complete.
Buck Rogers	Electronic Arts	£49.99	MT 4	88	76	58	89	89	88	A good role-player based on a TSR board game. Lead your six rookie troopers around numerous scenarios in a quest to vanquish the evil RAM organisation. An absorbing game which is a must for RPG fans.
Bulls vs Lakers	Electronic Arts	£39.99	MT 10	94	85	83	75	83	80	Probably the best of EA's basketball simulations, featuring all the American big name players, replete with their speciality moves. The action is fast and realistic too.
California Games	Sega	£39.99	MT 3	80	88	70	80	79	79	An unusual sports game in which the five events are surfing, roller skating, BMX, half-pipe skateboarding and footbag juggling. Good, as far as it goes, but it could do with more events.

game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
Captain America & The Avengers	Data East	Import	MT 14	82	46	54	65	39	57	If the graphics in this Marvel beat 'em up weren't so bad, it wouldn't matter that the gameplay was hopelessly easy. But they are. So it does.
Chakan	Sega	£39.99	MT 15	85	89	90	75	72	73	Chakan has to hack up all supernatural evil in this platform game with superb graphics and an interesting plotline, but frustrating gameplay. A bit too much challenge and not enough fun.
Championship Pro Am	Trade West	Import	MT 14	51	76	69	84	71	78	A neat little racing game which captures all the whizzy fun of racing radio-controlled cars, but lack of variety means that after the 20th race it does grow tedious.
Chiki-Chiki Boys	Capcom	Import	MT 14	84	89	89	86	84	86	This conversion of the Mega-Twins coin-op suffers from the lack of the original's two-player mode but otherwise it's quite a pleasant platform adventure.
Columns	Sega	£19.99	PM	76	69	93	88	87	88	Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game. Not quite as good as Tetris, but entertaining nonetheless and the music is perfect.
Corporation	Virgin	£39.99	MT 4	80	76	84	76	91	87	A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building. Different and absorbing.
Cyberball	Sega	£34.99	PM	79	79	82	81	72	76	A good conversion of the robotic American Football coin-op. Decent graphics and sound but the John Madden games are better for gridiron fans.
David Robinson's Basketball	Sega	£39.99	MT 6	81	86	77	85	80	83	Not quite as much of a simulation as Bulls vs Lakers, but fast and fun gameplay make this just about the best Megadrive basketball game.
Decapattack	Sega	£34.99	PM	74	80	70	83	81	80	Rather jolly platform game in which you play a sort of Frankenstein's Monster creature who throws his head at the baddies. Good fun.
Desert Strike	Electronic Arts	£39.99	MT 3	92	91	85	95	93	93	Superb helicopter shoot 'em up in which you have to lay waste to a mad dictator's desert army. Lots of missions with lots of variety and lots of blasting excitement. A must.
Dick Tracy	Sega	£34.99	PM	83	78	70	82	84	79	Shinobi-style beat\shoot 'em up game starring 'The World's Greatest Detective'. Challenging and good fun, with a good mix of game styles.
DJ Boy	Sega	£34.99	PM	78	75	70	60	50	51	A beat 'em up on roller skates which sounds quite novel but is actually quite tedious. It's very easy to complete too.
Double Dragon	Accolade	£29.99	MT 5	65	70	67	50	30	53	We completed this game within half an hour of receiving it and it's not much like the coin-op either, so it's best avoided.
Dragon's Fury	Tengen	£39.99	MT 1	90	92	90	93	91	91	Originally reviewed as Devil Crash (the imported version) this is still one of the best computer pinball games available. Superb graphics and sound and it has a superb pinball feel to it.
Dynamite Duke	Sega	£34.99	PM	80	79	74	79	60	70	An Operation Wolf-style 3D blast\beat 'em up which looks good but is another Megadrive game which suffers from lack of challenge.
Ecco The Dolphin	Sega	£39.99	MT 13	97	96	90	94	93	94	A superb, original game in which you play a dolphin which has to get through over 20 undersea levels to find his mates. Excellent graphics and engrossing action. A classic.
E-SWAT	Sega	£34.99	PM	80	79	70	80	79	79	A good, single player conversion of the high-tech cop shoot-out game. Lots of platform action but it's nothing too special these days.
Ex-Mutants	Sega	£39.99	MT 12	92	80	72	89	92	89	An action-packed platform game in which you play a heavily-armed hero or heroine on a mutant-mashing mission. Graphics aren't superb but it's good fun.
F22 Interceptor	Electronic Arts	£39.99	MT 1	94	80	76	89	87	88	The first Megadrive 'flight simulator' is a pretty simple air combat game. The action is fast and fun, though, and there are loads of little missions to complete.
Fantasia	Sega	£39.99	PM	72	89	44	52	39	40	The second Disney game, and definitely the worst. Excellent graphics, but dismal renditions of the movie's music and the action is bland and massively frustrating.

TIPS INDEX

combinations:
C - Stage one
B - Stage two
B and C - Stage three
A - Stage four
A and C - Stage five
A and B - Stage six
A, B and C - Stage seven
START - Stage eight

ARNOLD PALMER'S GOLF

Hit 100 shots on any one hole without sinking the ball and 'GAME OVER' appears. Wait a bit and a miniature, playable version of Fantasy Zone appears!

AYRTON SENNA'S SUPER MONACO GP 2

Select Japanese text from the options menu, then go to Free Practise mode. Press the D-button down to scroll through the text and a flashing red arrow appears to indicate the most difficult corner on the circuit.

BATMAN



When you're being attacked press START to pause the game. Hold down B and START again and you shouldn't take any more hits from that baddie.
CHAKAN
Select practice mode and start the game. Climb on to the small platform above the sky portal and press START. Now use the passage spell to effectively complete the next twelve levels and gain all the weapons!

DRAGON'S FURY

To start the game with extra balls use these passwords:
DEVILCRASH – seven balls
TECNOSOFT – ten balls and 2,000,000 points bonus
UUBV99BQRE – 73 balls and over 500,000,000 points bonus!
ALCLAE8ECK – 21 balls and start on the final stage

ECCO



Use SHARKFIN as a password and you'll start the game at The Lagoon with unlimited air and the ability to kill enemies by pressing B then A in rapid succession. You can also make Ecco invincible by pressing A and B together when the title of the level is shown before the action begins.

GREY LANCER

To play the game on MANIA level, wait till the title screen (where it says

TIPS INDEX

setting is now on the configuration screen.

KRUSTY'S SUPER FUN HOUSE

Use SMAILLIW as a password to access all the levels.

LOTUS TURBO CHALLENGE



The level passwords are as follows:
Level 2 – Sleepers
Level 3 – Herbert
Level 4 – Business
Level 5 – Applepie
Level 6 – Standish
Level 7 – Mallow
Level 8 – Teacup
Always progress to the next race – Mansell
Infinite turbos – Slugpace

MIGHT AND MAGIC 2

For free gold, gems and powerful weapons at any time of the day or night use this secret technique. Choose 'VIEW CHARACTER' and when 'VIEW WHICH' appears hold down left, A and C on the joypad. Let all three go simulataneously and when the character menu appears keep pressing left and you should see a load of odd characters which should mean the cheat has been activated.

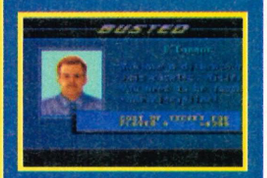
MOONWALKER

Go to the screen with the 1P START option then push the D-button on joypad 1 diagonally up and left while holding down A and START on pad two. Press START on pad one and a level select appears.

PREDATOR 2

The level codes are as follows:
Level 2 – Killers
Level 3 – Camouflage
Level 4 – Los Angeles
Level 5 – Subterror
Level 6 – Total Body

ROAD RASH 2



To start racing with any bike you like start by selecting the Mano A Mano game then choose the bike you want. From the bike shop, go back to the game select and choose two player Take Turns game. Then select the solo game and start and you're astride your chosen machine.

ROBOCOD

Select your starting level by switching on the game, then holding down A, C, diagonally down and left and START. You can also

game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
Fatal Rewind	Electronic Arts	£34.99	PM	72	80	81	77	70	70	Platform blast which is at first fast and furious, but can quickly become frustrating (thanks to iffy controls) and tedious (thanks to lack of gameplay depth).
Forgotten Worlds	Sega	£19.99	PM	70	80	79	80	79	79	Decent coin-op conversion of an unusual fantasy shoot 'em up. Good graphics and enjoyable action, particularly in two player mode.
Gaiares	Renovation	Import	MT 2	81	88	75	80	85	84	An undeservingly obscure space shoot 'em up with loads of weapons and levels, great graphics and plenty of action.
Ghostbusters	Sega	£34.99	PM	84	82	79	84	88	86	Excellent platform shoot 'em up which looks a bit cheesy at first but gets better and better as it goes on.
Ghouls 'n' Ghosts	Sega	£39.99	PM	88	92	93	93	92	93	First class conversion of the superb ghost-slaying coin-op. Very challenging, great graphics and sound and a must for your collection.
G-LOC	Sega	MT 15	£39.99	88	79	62	72	60	69	Decent conversion of the 3D jet fighter shooter, which unfortunately wasn't that good originally. Looks good but lacks variety.
Gods	Mindscape	Import	MT 11	80	91	88	89	88	89	Solve puzzles and beat off monsters in this great platform shoot 'em up.
Golden Axe II	Sega	£34.99	PM	79	80	67	72	67	67	Fair two player barbarians vs monsters beat 'em up, but the sequel isn't as good as the original. Watch out for Golden Axe 3 appearing soon.
Green Dog	Sega	£39.99	MT 10	77	84	86	62	52	56	Trek across six Caribbean islands in the hunt for a wasted surfer's surfing powers. A rather dull platform game which looks great but is actually v. dull.
Grey Lancer	Masaya	Import	MT 11	89	80	70	80	60	72	Slick space blast from the creators of Gynoug looks good but is very unoriginal. Seen it all before.
Gynoug	Sega	£39.99	MT 5	89	93	86	89	92	91	Fantastic, unusual graphics and fast and challenging gameplay make this an excellent shoot 'em up.
Hellfire	Sega	£34.99	MT 5	60	85	81	93	89	92	Very slick and playable blast with testing action and a unique four-way weapons system. One of the best Megadrive shoot 'em ups.
Home Alone	Sega	£39.99	MT 11	70	71	64	69	55	65	Tour the neighbourhood, setting traps to foil the plans of a pair of burglars in this fair arcade adventure which should appeal to junior players.
Ishido	Accolade	£35.99	MT 2	76	65	76	74	81	80	Interesting, but very difficult puzzle game in which you have to place fill a 96-square board by matching colours and shapes on tiles.
Joe Montana 3	Sega	£39.99	MT 11	88	86	93	82	72	78	Combines all the features of the first two Montana games (including the superb speech) in a game that is good but still not as good as John Madden '92
John Madden Football '92	Electronic Arts	£39.99	MT 1	90	95	93	92	96	95	The best American football game going. Great graphics and spot-on gameplay make this fun even if you're not into the sport.
John Madden Football '93	Electronic Arts	£39.99	MT 12	92	90	87	92	93	91	Classic teams, more speech, battery save and extra moves are what this has over JM'92, but it's also slightly slower and the advances aren't enough to justify having both games.
Kid Chameleon	Sega	£34.99	MT 4	60	65	78	77	60	64	A novel platform game in which you can change the character by picking up different hats for him. Lack of challenge lets the game down, though.
Klax	Tengen	£34.99	PM	90	74	85	84	82	85	Good Tetris-derived puzzle game based on making patterns out of coloured tiles. Lots of scope for developing strategies make this extremely playable.
Lemmings	Sega	£39.99	MT 11	91	89	85	89	93	92	Get the suicidal lemmings across obstacles and into their home in this conversion of the classic puzzle game, which has all the features of the original and more levels.

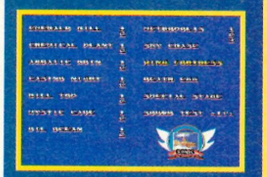
game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
The Little Mermaid	Sega	£34.99	MT 13	85	88	87	66	40	57	Lovely-looking collect-the-objects game based on the movie. Just about enough gameplay for young players but too easy for more seasoned gamers.
Lotus Turbo Challenge	Electronic Arts	£39.99	MT 12	89	80	70	87	89	85	Smart driving game in which you get to take an Esprit or Elan around a variety of courses beset by various weather conditions. The two player split-screen game is particularly good.
Marble Madness	Electronic Arts	£29.99	MT 2	73	80	78	86	55	73	Steer a marble around tortuous 3D courses in this accurate arcade conversion. Six levels aren't enough, though, and this doesn't hold its challenge for very long.
Mega-Lo-Mania	Virgin	£39.99	MT 13	92	90	92	86	95	92	Take your colony of islanders out of the stone age by teaching them to build weapons and conquer their neighbours in this fun strategy game.
Mercs	Sega	£39.99	MT 1	89	85	84	91	85	90	Superb Commando-style blast which comprises an accurate (single player) version of the coin-op and a new Original mode.
Mick and Mack: Global Gladiators	Virgin	£39.99	MT 15	92	89	92	86	75	81	Smart platform game in which your chosen Global Gladiator has to wipe out environmental threats. Fun, but lacking in depth.
Mickey Mouse in Castle of Illusion	Sega	£39.99	PM	88	90	79	90	70	84	Recently superseded by World of Illusion, but still an excellent platform game with superb graphics, perfect for younger players.
Micro Machines	Code Masters	£34.99	MT 15	81	80	71	92	91	92	Simple but very playable race game starring the famed toy cars\boats\helicopters. One of the best two player Megadrive games available.
Midnight Resistance	Sega	£39.99	PM	80	85	90	88	78	85	All the commando-on-platforms gameplay of the coin-op, minus the two player mode. Excellent fun, but slightly lacking in challenge.
Might and Magic	Electronic Arts	£39.99	PM	85	77	50	79	85	79	Massive RPG which should appeal to die-hard role-playing fans. Neophytes will find the lengthy combat system heavy going, though.
Moonwalker	Sega	£34.99	PM	84	79	90	79	70	72	Basic platform game in which Michael Jackson rescues kids and beats up gangsters. Notable for the superb renditions of Jackson tracks which play in the background.
Muhammad Ali Boxing	Virgin	£39.99	MT 15	90	90	91	91	92	92	Park Place (programmers of the John Madden and EA Hockey games) present the only computer boxing game which really captures the atmosphere of the sport. A superb one-on-one beat 'em up.
NHLPA Hockey	Electronic Arts	£39.99	MT 10	88	85	86	90	88	89	Update of EA Hockey is nearly identical to the first game. Hockey fans might notice the subtle differences, but save your money if you have the original.
Nobunaga & His Ninja Force	Compile	Import	MT 14	78	94	93	87	92	92	Excellent, tough, megaweapons CD shoot 'em up. Great graphics (though not much in the way of Mega-CD effects) and the music is superb.
PacMania	Tengen	£34.99	MT 1	82	82	73	80	60	70	Perfect conversion of the arcade update to PacMan. The simple gameplay is dull though, and it's easy to go round the whole game on your first go.
PGA Tour Golf 2	Electronic Arts	£39.99	MT 13	92	93	91	94	96	94	Amazingly playable golf simulation, featuring seven real courses, great 3D graphics, multi-player tournaments and battery game save.
Phantasy Star III	Sega	£49.99	PM	89	84	77	85	92	89	Absolutely vast role-playing game which is high on exploration, but, for non-veterans anyway, low on thrills thanks to the combat by rounds system.
Pit-Fighter	Tengen	£39.99	MT 2	90	78	70	76	80	77	Though the digitised graphics taken from the coin-op look a bit ropey, this still manages to be an enjoyable beat 'em up, particularly in two-player mode.
Powermonger	EA	£39.99	MT 14	70	79	78	70	85	81	Lead your people to conquer an entire archipelago of islands in this strategy game, which, though cleverly presented, is heavy going and occasionally dull.
Predator 2	Arena	Import	MT 11	80	65	79	85	54	62	Naff graphics and a complete absence of challenging gameplay marr what could have been an enjoyable shoot 'em up.

TIPS INDEX

gain a very long-lasting shield by starting the game and collecting these objects (which are on the roof near the start of the game) in this order: cake, hammer, Earth, apple, tap. Once this is done you can activate another cheat which opens all the doors in the game by going through the first door you come to, collecting the nearby star then leaving through the exit on the left.

SONIC THE HEDGEHOG
On the title screen press UP, DOWN, LEFT, RIGHT, then hold down A and START to get a level select.

SONIC II



Go to the sound test on the options screen and select these tunes in this order, pressing C after each one: 19, 65, 09, 17. Press START and when the title screen appears press A and START to be greeted with a level select.

Now go to the sound test on the level select screen and select tunes 01, 09, 09, 02, 01, 01, 02, 04. Choose the stage you want to play and hold down A and START to start a level construction cheat. Pressing B changes Sonic into a scenery graphic, pressing A cycles through the graphics available and C places it on the landscape. Press B to start playing your new level.

On the same screen select 4, 1, 2, 6 on the sound test. Now select the level you wish to play, collect 50 rings and, hey presto, you're Super Sonic!

To give yourself 14 continues go to the normal sound test and choose 19, 65, 9, 17, 1, 1, 2 and 4 before starting the game. You'll know the cheat has worked if the background music throughout the game is track 4 and there are no sound effects.

STAR CONTROL
If you're playing the strategy game you can get loads of special items using this method. Start Full Game mode then hold the D-button diagonally down and left and keep B pressed until the star map appears. You should find every unexplored planet now has a precursor relic on it.

STREETS OF RAGE
If you find you've run out of continues press LEFT, LEFT, B, B, B, C, C, C and START on the game over screen to keep on fighting. Also, if you're about to run out of lives in a single player game unplug your joypad and put it into port two. Hey presto, an extra four credits are yours for

TIPS INDEX

STREETS OF RAGE II



When you get the chance to start the game or access the options menu put a controller in port two and highlight OPTIONS. Hold down A and B and press START. Keep them held down until the options screen appears and you can now start the game on Very Easy or Mania skill levels, with up to nine lives and on any level up to level 8.

SUPER FANTASY ZONE

When playing, hit START to pause the game.Plug a controller into port two and hib B while holding down START and diagonally down and left on the D-button. Do this correctly and the word PASS appears. Now press the following buttons for these effects.
C – Go to next stage
B – Infinite credits
B again – Immortality
Once you've done this and have started playing again pause the game once more and press these buttons on the second controller:
C – Unpause and go to boss
A – Maximum gold.

TAZMANIA



On the title screen press A, B, C and START on both controllers at the same time and you should hear a sound. Now start the game and when Taz appears press START and C to pause the game. Push left or right to alter the bottom number which has appeared and you can choose a different level. You can use a similar method to make Taz invincible, but instead of pressing C and START, pause the game, press B and unpause it.

TERMINATOR 2



When the T2: THE ARCADE GAME title screen appears press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT until you hear the Terminator's voice say, 'Excellent'. Now when you're playing the game just press A, B, C and START to go straight to the next level.

THUNDERFORCE III

Pause the game at any stage and press UP ten times, then alternately press B and DOWN

game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
Prince of Persia	JVC	Import	MT 10	85	89	90	80	89	90	Doesn't make much use of the Mega-CD's facilities (apart from the great music) but the fiendish platform puzzles and twelve levels of swashbuckling make for compulsive playing.
Quackshot	Sega	£39.99	MT 1	80	92	89	83	80	82	Challenging platform treasure hunt starring Donald Duck and numerous other Disney characters. Superb graphics but infinite continues make it easy to complete the quest.
Rampart	Tengen	Import	MT 13	85	77	83	93	90	90	A playable blend of Tetris, Qix and Missile Command! Train your cannons on raiding ships and enemy castles, then rebuild your fortress after the battle. Good fun, especially in two player mode. .
Revenge of Shinobi	Sega	£34.99	PM	85	92	93	95	91	93	A slick and very playable platform beat 'em up set over 20 long, varied and challenging stages. Something of a Megadrive classic.
Risky Woods	Electronic Arts	£39.99	MT 12	80	88	78	83	80	81	A fantasy platform game starring a knight who has to rescue monks from monsters. The action is nothing new but it's quite entertaining.
Road Rash 2	Electronic Arts	£39.99	MT 12	88	89	69	88	84	89	Similar to EA's first no-holds-barred motorcycle racer, but with one more weapon and a split-screen two-player mode, which, surprisingly, doesn't add much to the game.
Robocod	Electronic Arts	£39.99	MT 1	65	91	66	85	86	85	Jolly platform game with wonderful graphics and loads of levels, but the action is a bit samey all the way through.
Rolo To The Rescue	Electronic Arts	£34.99	MT 14	70	90	79	93	88	89	Very cute platform puzzle game in which a cuddly elephant has to rescue his cuddly animal friends. Over 100 levels, but could have done with a game save as it takes ages to play the whole game in one go.
Rolling Thunder 2	Sega	£39.99	MT 2	89	89	85	86	86	86	Excellent one or two player spy shoot 'em up on platforms. Loads of levels and it's all good, testing fun.
Side Pocket	Data East	Import	MT 11	82	85	70	85	83	83	Based on American Pool, this boasts a single and two player mode, a nine ball game, a pocket game and a trick shot game. Good fun.
Sol Feace	Wolf Team	Import	MT 2	85	75	76	84	74	80	A decent CD shoot 'em up which doesn't put the Mega-CD hardware to much use but is still very playable. Soon to be packaged free with the official Mega-CD.
Sonic The Hedgehog	Sega	£34.99	PM	85	93	81	93	80	83	The blue hedgehog's original platform outing is a fun and visually stunning game which just lacks long-term playability.
Sonic 2	Sega	£39.99	MT 11	94	98	85	94	90	95	Sonic takes to the platforms again, with Tails (his two-tailed fox cub mate) in tow. Superb graphics, loads of levels and an excellent two player mode put this head and shoulders above Sonic 1.
Smash TV	Flying Edge	£39.99	MT 10	74	80	81	78	72	70	Conversion of the destruction-packed Williams coin-op would be good were it not for the annoying control method which results in many an undeserved death.
Spiderman	Sega	£39.99	PM	88	84	86	92	90	91	A licensed game which actually makes good use of the character. Spidey webs his way around loads of levels, fighting off various Marvel super villains in this challenging platform beat 'em up.
Star Control	Accolade	£39.99	PM	86	68	90	93	90	90	Two space empires battle for supremacy with loads of different ships in this superb space blast. With two-players going head-to-head it's unbeatable.
Streets of Rage 2	Sega	£44.99	MT 13	91	95	98	95	90	94	The ultimate Megadrive beat 'em up with superb one or two-player action, amazing graphics and sounds. Not difficult to finish, but then you get a new Mania skill level to try.
Super High Impact Football	Arena	Import	MT 11	93	87	89	85	45	62	Zany American Football game in which the emphasis is on the violence rather than the strategy of getting the ball up the field. Fun for a while, but ultimately tedious.
Super Kick Off	US Gold	£39.99	MT 15	90	80	88	93	96	94	The only Megadrive football game worth buying at the moment. A superb computer representation of soccer, with all the feel of the sport and enough options to maintain variety required for long-term play.
Super Off-Road	Accolade	£24.99	MT 6	82	79	84	88	78	83	An enjoyable race game for four trucks (two of which can be player-controlled) set on 16 rough tracks. You can customise your truck, but once you've got all the parts it's easy to win every race.

game name	by...	price	when?	ratings %						general comments
				presentation	graphics	sound	short term	long term	overall	
Super Volleyball	Video Systems Co.	Import	PM	77	80	55	69	50	61	Although it looks good, Volleyball's fiddly controls mean that only the most ardent volleyball fan will want to persevere with this.
Sword of Vermilion	Sega	£49.99	PM	85	79	94	85	90	87	Big RPG with good plot and smart graphics. Arcade-style combat system makes it easier to get into and more instantly enjoyable than most role-playing games.
Tale Spin	Sega	£39.99	MT 12	72	70	82	74	57	63	Lots of irritating little glitches, iffy graphics and dull and frustrating gameplay make this the weakest of the Megadrive Disney games.
Taz Mania	Sega	£39.99	MT 6	70	90	89	89	75	82	Great-looking platform game based on the Saturday morning cartoon show. Very easy to finish, though, so it's best left to younger players.
The Terminator	Virgin	£39.99	MT 6	84	85	90	73	50	60	Platform shoot 'em up based on the film starts off well, but after the first level it goes downhill and is very easy to finish. Disappointing.
Terminator 2	Acclaim	£39.99	MT 13	77	85	92	86	84	86	Menacer-compatible conversion of the popular Operation Wolf-style shoot-out. Great graphics and sound and a two-player mode make this good fun.
Thunderforce III	Sega	£39.99	PM	82	88	86	91	86	89	Good six-level shoot 'em up with excellent graphics and sound. Very challenging too, so it's still one of the best Megadrive blasts around.
Thunderforce IV	Sega	£39.99	MT 9	90	96	91	94	94	94	The most spectacular scrolling shoot 'em up on the Megadrive with loads of levels, weapons and hours of challenging gameplay. A must.
Thunderstorm FX	Wolf Team	Import	MT 11	93	94	97	91	85	87	One of the most impressive Mega-CD titles available. Pilot your helicopter through ten levels of pseudo full-motion video graphics, shooting at enemies and dodging missiles and buildings.
Toe Jam and Earl	Sega	£39.99	PM	87	80	89	85	90	82	Bizarre one or two-player exploration game in which two aliens have to find bits of their crashed space ship. The action is slowly paced, but the visual gags and odd sound effects carry it along.
Turrican	Accolade	£39.99	PM	65	71	72	77	68	69	Mediocre platform blast which is infuriatingly difficult to begin with and gets easier as you progress!
Twinkle Tale	WAS	Import	MT 11	83	88	85	89	86	88	An unusual but appealing shoot 'em up which stars a fireball-chucking witch on a mission to dispose of large numbers of monsters.
Two Crude Dudes	Sega	£34.99	MT 5	88	89	76	88	79	84	Fun one or two player urban beat 'em up which has lots of neat touches and great graphics but is a bit too easy to complete.
Universal Soldier	Accolade	£34.99	MT 12	70	60	79	79	59	60	From the creators of Turrican comes a very similar platform blast with hardly anything to do with the film. Not as annoying as Turrican but incredibly easy to complete.
Wani Wani World	Kaneko	Import	MT 4	65	77	80	87	70	80	Good, old-fashioned platform game in which two dragons have to bash holes in the floor and knock monsters through them while grabbing bonuses. Very playable, but lacks long-term appeal.
Warsong	Treco	Import	MT 4	84	64	75	77	88	85	Command your army in 20 sword and sorcery scenarios in this enjoyable fantasy strategy game.
Wonder Dog	JVC	Import	MT 12	89	93	90	88	79	82	Pleasant CD platform game with plenty of levels and lots of cute monsters but not much in the way of long-term challenge.
World of Illusion	Sega	£39.99	MT 12	92	96	90	96	86	93	Marvellous one or two player platform game starring Mickey Mouse and Donald Duck. Super graphics, music and gameplay and low difficulty level make this especially suited to young players.
WWF Wrestlemania	Acclaim	£39.99	MT 13	65	86	59	86	79	84	A fine fighting game with smart graphics, lots of different moves, tag matches, survivor series and a WWF championship starring a selection of WWF stars.
Zany Golf	Electronic Arts	£34.99	PM	79	85	70	80	60	70	Super-weird obstacles abound in this crazy golf game (and that's just how a computer crazy golf game should be), but it could have done with more than nine levels.

TIPS INDEX



repeatedly and as you keep pressing the weapons will appear in the boxes at the top of the screen. Restart the game by pressing START and the next weapon you should come across will be a Claw.

THUNDERFORCE IV
Set the SHIP STOCK on the options screen to 00 and you'll start the game with 99 lives. You can also start with all the weapons with this method. Start the game without altering the options then, when the stage select appears don't press anything and wait for the action to begin. Pause the game and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

THUNDERSTORM FX



On the title screen, push LEFT, RIGHT, A, B, C. You should hear a sound every time you push the pad and an explosion at the end of the sequence. Start the game and when the words STAGE 1 appears, push left and right to select a new starting stage. If you get bored, just press START to go to the next one. Alternatively, press RIGHT, UP, LEFT, DOWN and A on the title screen, then go to the configuration screen and you can now select EASY mode.

TURRICAN
Go to the options screen and put the arrow on EXIT. Then, pushing down on the D-button press A, B, B, A, B, A, A, B, A, A, B, A, A. Another options screen should then appear which lets you set various game parameters to infinity and provides a level select. Press START to switch the various cheats on and off.

UNIVERSAL SOLDIER



These codes provide invincibility, and make all the hidden bonus blocks visible. For the former input PWRZS at the password screen and to reveal the bonuses use SHBXZ.

CVG

BRITAIN'S BEST SELLING MULTI-FORMAT MAG

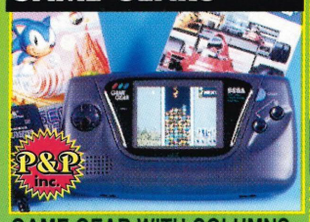
CVG is the biggest and brightest multi-format mag around, covering the hot games for the hot computers and consoles, each and every month.



And when you buy CVG you don't just get one magazine - you also receive GO!, the definitive guide to hand-held video gaming - FREE!

Forget the rest and join the BEST ! ! Unbeatable prices and NO hidden charges ! !

GAME GEARS



GAME GEAR WITH COLUMNS

FREE MEMBERSHIP, MAINS ADAPTOR, CARRY CASE

99.99

GAME GEAR SONIC 1 BUMPER PACK

WITH SONIC THE HEDGEHOG AND MAINS ADAPTOR

STAR BUY

FREE MEMBERSHIP, COLUMNS GAME, SUPER MONACO GRAND PRIX GAME

129.99

GAME GEAR SONIC 2 PACK

WITH COLUMNS GAME AND SONIC 2 GAME

FREE MEMBERSHIP, MAINS ADAPTOR

117.99

SAVE — UP TO £6 OFF RRP ON GAME GEAR GAMES

ALIEN 3	23.49
ALIEN SYNDROME	20.99
ARIEL - THE LITTLE MERMAID	23.49
BATMAN RETURNS	23.49
CHAKAN	25.49
CHUCK ROCK	20.99
COLUMNS	17.99
CRYSTAL WARRIORS	25.49
DEFENDERS OF OASIS	28.99
DEVELISH	20.99
DONALD DUCK	25.49
EVANDER HOLYFIELD BOXING	25.49
G-LOC	20.99
GEORGE FOREMAN BOXING	23.49
INDIANA JONES 3	23.49
JOE MONTANA (U.S.) FOOTBALL	20.99
KRUSTY'S FUN HOUSE	23.49
LEADER BOARD	20.99
LEMMINGS	23.49
MICKEY MOUSE	20.99
NINJA GAIDEN	20.99
OUTRUN EUROPA	23.49
PENGO	17.99
PREDATOR 2	23.49
PRINCE OF PERSIA	23.49
PSYCHIC WORLD	17.99
SENNA SUPER MONACO	23.49
SHINOBI 2	23.49
SIMPSONS	23.49
SMASH TV	23.49
SONIC THE HEDGEHOG	25.49
SONIC 2	24.99
SPIDERMAN 2	25.49
STREETS OF RAGE	20.99
SUPER KICK OFF	25.49
SUPER MONACO GP	19.99
SUPER OFF ROAD RACER	23.49
SUPER SPACE INVADERS	23.49
TAZMANIA	23.49
TERMINATOR	23.49
TOM AND JERRY	25.49
WIMBLEDON TENNIS	23.49
WONDERBOY - DRAGONS TRAP	25.49

GAME GEAR EXTRAS



BEESHU GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM CARTRIDGES ON GAME GEAR) 12.99

SEGA MASTER GEAR CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) 14.99



BLACK CARRY BAG FOR GAME GEAR WITH GAME AND ACCESSORY COMPARTMENTS 9.99



CARRYBAG FOR GAME GEAR 10.99



SEGA BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) 29.99



BEESHU MAGNIFIER FOR GAME GEAR (WILL WORK IN CONJUNCTION WITH BEESHU GEAR MASTER) 11.99



WIDE GEAR MAGNIFIER FOR GAME GEAR (ALSO ACTS AS SUN VISOR) 14.99



STEREO EARPHONES FOR USE WITH GAMEBOY, GAME GEAR OR LYNX (ALSO FOR USE WITH PERSONAL STEREOS) ... 3.99



STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99

GAME GEAR PROTECTOR CARRY CASE 11.99

SEGA GEAR TO GEAR CABLE (LINKS TWO GAME GEARS) 5.99



SEGA TV ADAPTOR (TURNS GAME GEAR INTO HANDHELD TV) 54.99

SEGA CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 13.99

MAINS ADAPTOR FOR GAME GEAR 7.99

SONIC THE HEDGEHOG CUDDLY TOY 12.99



For a FREE 8 page colour catalogue call 0279 600204

MEGADRIVES

SAVE AN EXTRA £10 OFF ANY MEGADRIVE GAME*



MEGADRIVE SONIC PACK

WITH 2 SEGA JOYPADS AND SONIC

FREE MEMBERSHIP, £10 OFF ANY MEGADRIVE GAME*

129.99

MEGADRIVE SONIC BUMPER PACK

WITH CONTROLLER, SONIC THE HEDGEHOG, SONIC 2

FREE MEMBERSHIP, EXTRA TURBO 2 JOYPAD OR £10 OFF ANY MEGADRIVE GAME*

STAR BUY

149.99

£10 OFF A GAME OFFER*

You can buy one Megadrive game at £10 off our catalogue price when you buy a Sega Megadrive. Please order the game at the same time as the Megadrive.

You can choose an extra Turbo 2 Joypad instead if you're ordering the Sonic Bumber Pack.

SAVE — UP TO £20 OFF RRP ON MEGADRIVE GAMES

ALEX KIDD IN ENCHANTED CASTLE	17.99
ALIEN 3	31.49
AQUATICS WITH JAMES POND	28.49
ARIEL - THE LITTLE MERMAID	28.49
ATOMIC RUNNER	28.49
BATMAN RETURNS	31.49
BUBSY BOBCAT	29.99
BULLS VS LAKERS	31.49
CAPTAIN PLANET	28.49
CHAKAN	31.49
CHIKI CHIKI BOYS	31.99
CHUCK ROCK	31.49
CORPORATION	31.49
CRUE BALL	31.99
D. ROBINSON BASKETBALL	31.49
DESERT STRIKE	31.49
DONALD DUCK - QUACKSHOT	31.49
DRAGON'S FURY	31.49
ECCO (DOLPHIN)	31.49
EVANDER HOLLYFIELD BOXING	31.49
EX MUTANTS	28.49
F22 INTERCEPTOR	31.49
FLASHBACK	31.99
GHOULS N GHOSTS	23.99
GLOBAL GLADIATORS (MC KIDS)	31.99
GOLDEN AXE 2	31.49
HARDBALL 3	29.99
HOME ALONE	28.49
INDIANA JONES 3	31.49
JACK NICKLAUS POWER CHALLENGE GOLF	29.99
JAMES BOND - 007	31.49
JOE MONTANA'S (SPORTSTALK) U.S. FOOTBALL 3	31.49
JOHN MADDEN '92	31.49
JOHN MADDEN '93	31.49
KRUSTY'S FUN HOUSE	31.49
LEMMINGS	31.49
LHX ATTACK CHOPPER	31.49
LOTUS TURBO CHALLENGE	31.49
MEGA-LO-MANIA	31.99
MICKEY AND DONALD	31.49
MICKEY MOUSE	31.49
MUTANT FOOTBALL	31.99
NBA '93 BASKETBALL	31.99
NHL ICE HOCKEY '93	31.49
OLYMPIC GOLD	31.49
OUTRUN 2019	31.99
PGA GOLF 2	31.99
PGA GOLF TOUR	31.49
PITFIGHTER	31.49
POWERMONGER	31.99
PREDATOR 2	28.49
REVENGE OF SHINOBI	28.49
ROAD RASH	31.49
ROAD RASH 2	31.49
ROBOCOD (JAMES POND 2)	31.49
ROLO TO THE RESCUE	31.99
SENNA SUPER MONACO	31.49
SIDE POCKET	28.49
SMASH TV	28.49
SONIC 2	31.49
SPACE HARRIER 2	17.99
SPEEDBALL 2	28.49
SPLATTERHOUSE 2	31.49
STREETS OF RAGE	28.49
STREETS OF RAGE 2	35.99
STRIDER	25.99
STRIDER 2	31.99
SUPER FANTASY ZONE	31.99
SUPER HANG ON	17.99
SUPER KICK OFF	31.99
SUPER MONACO GRAND PRIX	20.99
SUPER OFF ROAD RACER	22.99
SUPER SHINOBI 3	31.99
SUPERMAN	31.99
SWORD OF VERMILION	29.99
SYLVESTER AND TWEETY	31.99
TALESPIN	28.49
TAZMANIA	31.49
TERMINATOR	31.49
TERMINATOR 2 (MENACER LIGHT GUN GAME)	31.49
TESTDRIVE 2	22.99
THUNDERFORCE 4	31.49
TOE JAM AND EARL	20.99
TWO CRUDE DUDES	28.49
UNIVERSAL SOLDIER	25.99
WINTER GAMES	22.99
WORLD CLASS LEADERBOARD	31.49
WORLD CUP ITALIA 90	17.99
WWF WRESTLEMANIA	30.49

MEGADRIVE EXTRAS



STRIKER JOYPAD FOR MEGADRIVE (WITH RAPID FIRE AND STEREO HEADPHONE SOCKET) 16.99



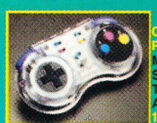
TURBO 2 RAPID FIRE JOYPAD FOR MEGADRIVE 12.99



TURBO TOUCH 360 TOUCH SENSITIVE JOYPAD FOR MEGADRIVE (WITH AUTOFIRE) 16.99



SEGA ARCADE POWER STICK FOR MEGADRIVE 34.99



QUICKJOY SG PROPAD FOR MEGADRIVE (WITH SLOW MOTION AND TWO SPEED AUTOFIRE) 13.99



QS135 PYTHON JOYSTICK FOR MEGADRIVE 9.99



QS162 MAVERICK JOYSTICK FOR MEGADRIVE 12.99



SEGA MENACER LIGHT GUN FOR MEGADRIVE WITH SIX GAMES *FREE* MEMBERSHIP 59.99



GAME GENIE FOR MEGADRIVE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS, ETC. BOOK OF CODES INCLUDED) 38.99

STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99



CARRYBAG FOR MEGADRIVE 17.99

What you see is what you pay, when you're buying in the UK !*

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99

MONITOR LEAD FOR MEGADRIVE TO PHILLIPS CM8833 MK 2 MONITOR 7.99

SCART LEAD FOR MEGADRIVE - CONNECTS TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) 9.99

DUST COVER FOR MEGADRIVE 4.99



QUICKJOY FOOT PEDAL (TRANSFERS JOYSTICK FUNCTIONS TO FOOT PEDALS. IDEAL FOR DRIVING AND FLYING GAMES) 24.99

SONY KVM1410U 14" FST COLOUR TV/MONITOR 199.99

WITH REMOTE CONTROL. ENABLES MONITOR QUALITY PICTURE VIA SCART CONNECTION. INCLUDES REAR SCART/EURO OR FRONT A/V INPUT TO A/V CHANNEL. 60 CHANNE TUNING, BLACK TRINITON SCREEN, LOOP AERIAL.

FREE SCART LEAD (STATE AMIGA, ST, MEGADRIVE OR SNES) MEMBERSHIP

*(excluding telephone orders - add 50p per item)

FOR A FREE 8 PAGE COLOUR CATALOGUE PHONE 0279 600204

We only supply members but you can order as you join. Annual Membership: UK £6.99 EC £8.99 WORLD £10.99

NRG also contains competitions to win £££s worth of prizes. Currently on offer; An autographed copy of Nigel Mansell's World Championship, 10 Lethal Weapon Videos and Games, Bubsy T-Shirts and pin badges, Sonic Cuddly toys and your chance to design the front cover of NRG!

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST and IBM PC.

Over 150,000 people have joined Special Reserve, so don't delay, join today! The club with no obligation to buy!

You can phone in your order or use this coupon ➤

Special Reserve Games Club

0279 600204

The Biggest and Best computer games club in the world. Probably.

Join now for £6.99 (UK) and get all this:

- **Save £££'s on games** — hundreds of special offers every month
- **NRG – CLUB MAGAZINE** — 48 page colour bi-monthly magazine
- **Over £30 worth of coupons** — in each issue of NRG to save even more money!
- **Latest News and Reviews** — NRG keeps you up-to-date on games and hardware
- **WIN over £2000 worth of prizes** — Free to enter competitions in every issue of NRG
- **Advance Order System** — Order early. New games sent day of arrival
- **Credit Card Orders** — Phone lines open to 8pm Mon-Fri & to 5pm Sat & Sun
- **No obligation to buy!** — & all prices include UK Postage and VAT



We only stock official UK products

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG. Inevitably, some games may not yet be released. Please phone Sales on 0279 600204 for latest release dates and stock availability. We reserve the right to change prices and offers without prior notification. E.& O.E.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS. (PLEASE PRINT IN BLOCK CAPITALS) JOG

Name_____

Address_____

_____

_____ Postcode _____

Phone _____ Machine_____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No_____

Credit card expiry date_____ Signature_____

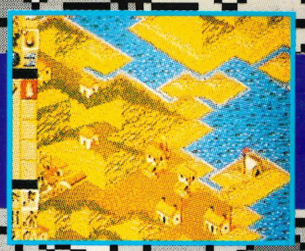
Cheques payable to: SPECIAL RESERVE

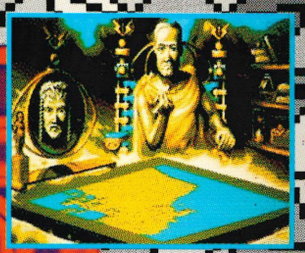
P.O. BOX 847, HARLOW, CM21 9PH

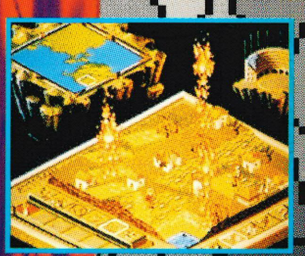
Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. *Overseas orders must be paid by credit card.*

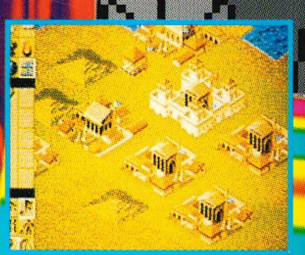
SPECIAL RESERVE SPECIAL RESERVE SPECIAL RESERVE

WHEN TWO TRIBES GO TO WAR...



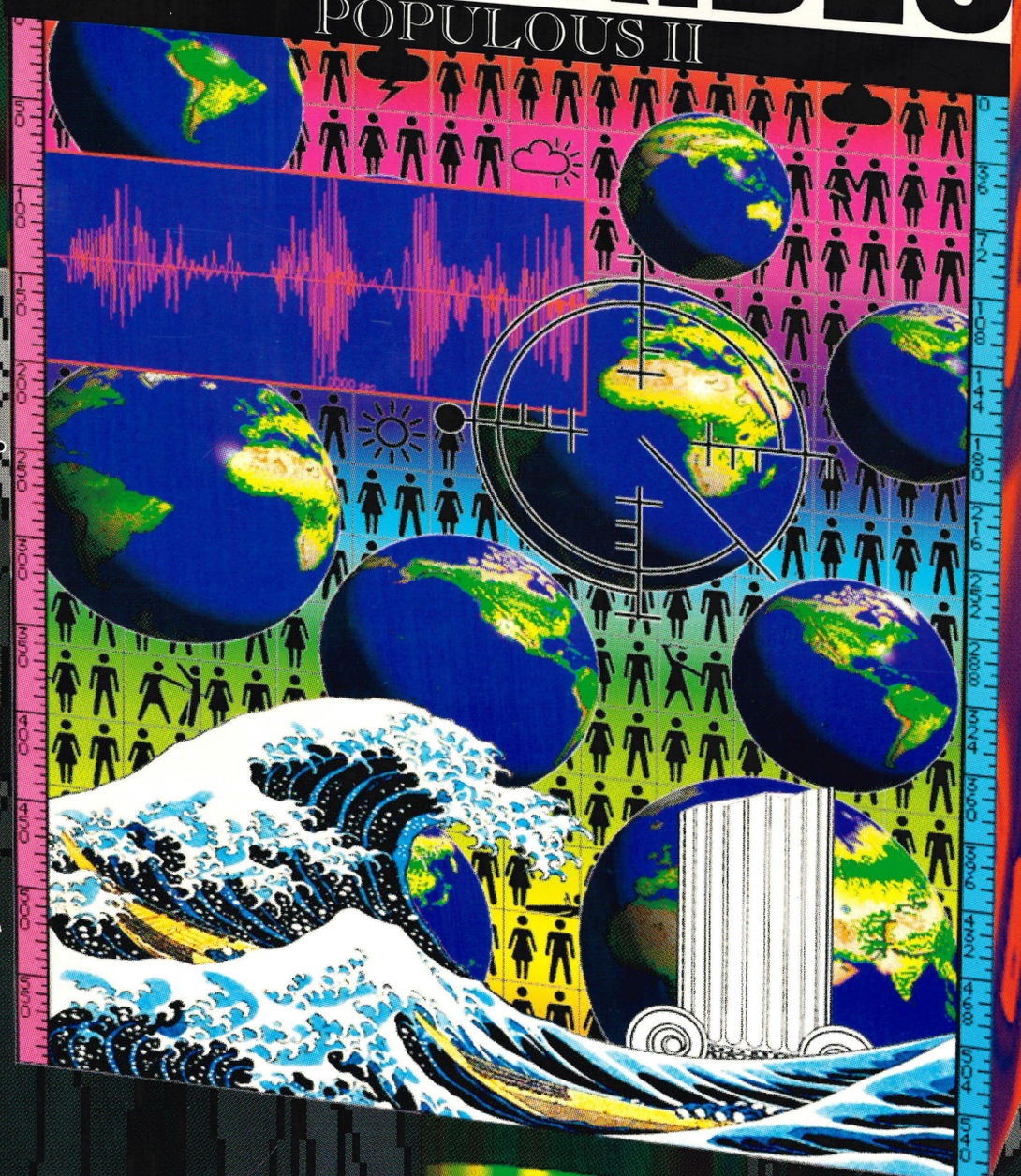






TWO TRIBES

POPULOUS II



HARDER THAN THE REST

Virgin GAMES

Exceptional games for your

SEGA

BULLFROG

Life itself becomes a **game** in which Good and Bad gods attempt to settle their differences. At stake: the world - **winner takes all!**

People and land are carefully created in minutes and then **destroyed** in seconds by all manner of natural and supernatural events.

Command over 25 new **powers** - raze civilizations with **catastrophic** quakes, set their seas to a **boil**, rip their skies with lightning, hurl downpours of fire, **plunge** their lands to the depths of the ocean, inflict **violent** volcanoes, spin off titanic whirlpools to swallow hapless vessels, unleash a stream of **deadly** tornadoes to ravage the land, concoct a series of diabolical plagues to paralyse the populace - and you're just getting warmed up!

Crush the most powerful of the greek gods and claim your **rightful** seat atop Mount Olympus!

Avaialble for the **Sega Mega Drive** TWO TRIBES: POPULOUS II includes...

- THE ABILTY TO CREATE AND CUSTOMISE YOUR OWN GOD
- TWO DIFFERENT STYLE GAMES: CONQUEST OR CUSTOM
- OVER TWENTY FIVE NEW POWERS
- NEW MONSTERS!

TWO TRIBES: POPULOUS II
Another **immaculate concept** from **Virgin Games.**

© Bullfrog Productions.
© 1993 Virgin Games Ltd. All rights reserved.
"SEGA" and "MEGADRIVE" are trade marks of Sega Enterprises Ltd.