THE MAG FOR MEGA-CD!

SEGA

ISSUE 19 JULY 1993 ONLY £1.95

MEGATECH

MEGADRIVE AND MEGA - CD!



EXCLUSIVE!

JURASSIC PARK™





JURASSIC PARK!



MORTAL KOMBAT



SWITCH CD



ROCKET KNIGHT



BATMAN RETURNS CD

ROAR POWER!

MEGA PREVIEW WITH FIRST GAME PICS!

- ON MEGA-CD!
- BATMAN RETURNS
- SWITCH
- TERMINATOR
- THUNDERHAWK
- CHUCK ROCK II
- BUBBA AND SYIX
- ON MEGADRIVE!
- MORTAL KOMBAT
- ROCKET KNIGHT ADVENTURES
- RANGER X
- SNOW BROTHERS
- INTERNATIONAL RUGBY
- AND LOADS MORE!

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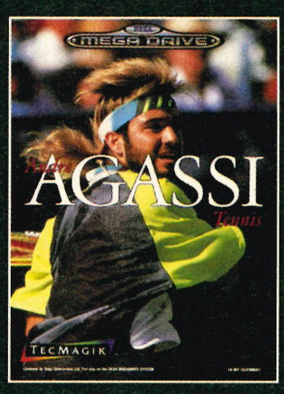


YOU'VE DARED TO CROSS THE LINE. YOU'RE STARING DOWN THE RACKET OF ANDRE AGASSI. HE SERVES. DEADLY TOP-SPIN. A HEART BEAT. YOU DRIVE HIM DEEP WITH A BACKHAND. HE DIVES. YES! A PERFECT DROP-SHOT. OR IS IT?

ANDRE AGASSI TENNIS FOR SEGA MEGA DRIVE AND MASTER SYSTEM. THE MOST REALISTICALLY CONCEIVED TENNIS GAME EVER. PLAY AGASSI. IF YOU CAN'T BEAT HIM, BE HIM. TAKE ON ONE OF SEVEN WORLD-CLASS CHALLENGERS. EACH WITH THEIR OWN STYLE OF CHAMPIONSHIP TENNIS. CHOOSE YOUR GAME. SINGLES. DOUBLES. MATCH. CALL YOUR COURT. GRASS. CLAY. HARD. AMERICAN INDOOR. THE UMPIRE WILL MAKE SURE YOU—AND EVERYONE ELSE—KNOWS THE SCORE. ARE YOU READY?



The tournament purse doubles with every stroke in a heart-stopping "skins" match (the "skins" feature is available only on Mega Drive, pictured above).



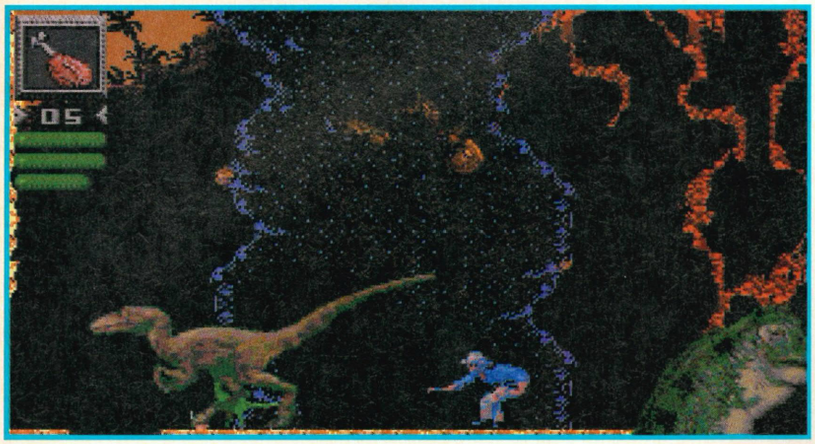
SEGA MEGA DRIVE

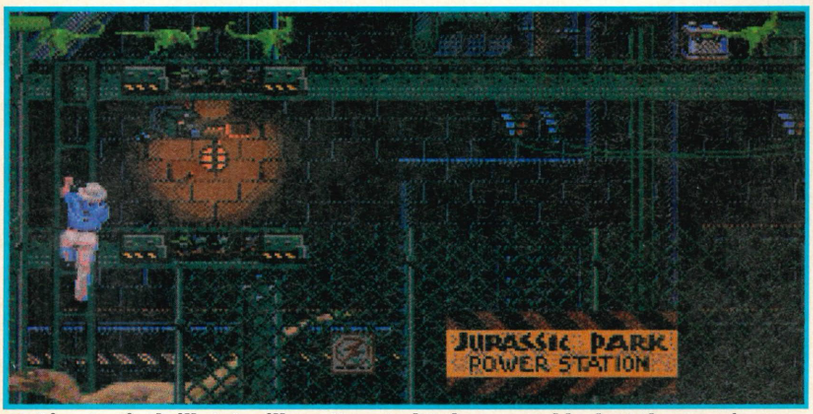
SEGA Master System™

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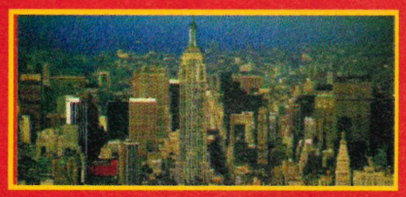
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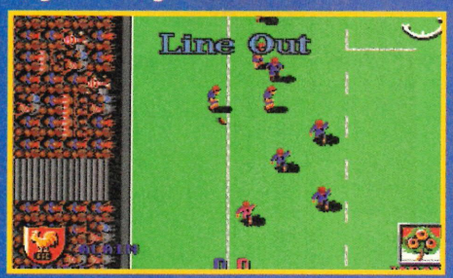
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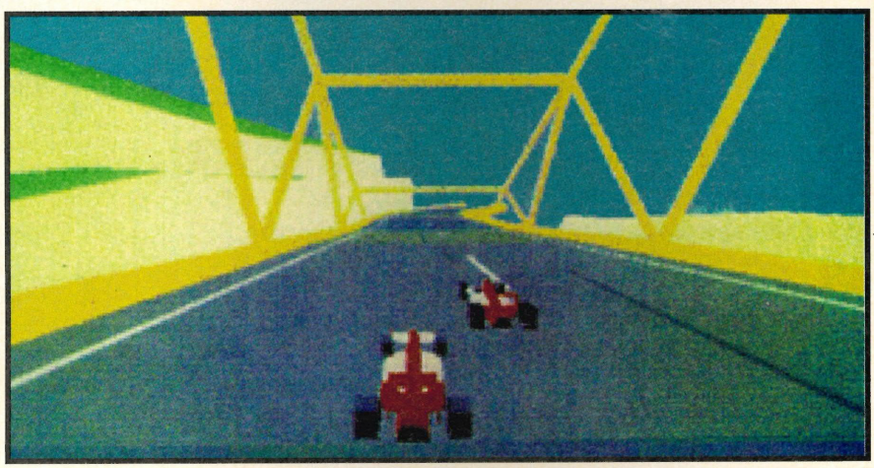
This month's proverb:
'History is made at night! Character is what you are in the dark! The greatest joy is the joy of duty!' J Whorfin (attrib).

MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

- virtua racing
- virtual reality
- sneek peeks
- virgin CDs
- sonic CD update
- cyberpad
- F1 for megadrive
- sony buy psygnosis
- compo results
- sonic cartoon!
- F 15 strike eagle
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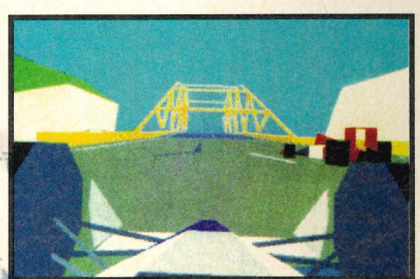
NEEEEOWW!!! VIRTUA RACING ON MEGADRIVE!



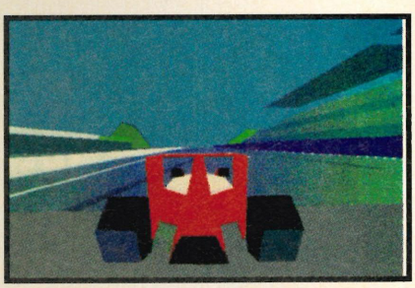
UK NEWS

Brilliant news for motor racing maniacs! The Megadrive conversion of Virtua Racing, the fastest, smoothest, most exciting arcade Formula One-type racing game in the world, has been confirmed, and here are the pictures to prove it. So crack an enormous bottle of champagne, spray it all over your mates, throw a wreath around your neck and give a scantily-clad young lady a big snog to celebrate! (Well, that's what we're doing, anyway!) Phew, sorry – suppose we'd better calm down so we can give you the full details. The most exciting aspect of the conversion is the fact that all the distinctive elements of the game, which make it such a buzz to play in the arcades, should be present in the finished version. In fact, Sega has made public it's intention to reproduce everything in the conversion. The speed and smoothness of the polygon graphics have been recreated thanks to Sega's new wonderchip, which is apparently even more powerful and produces even more flexible graphic effects than Nintendo's Super FX chip. The choice of the arcade game's three different winding tracks, complete with banked corners, bridges and other roadside scenery, and even the skid marks left on the track after violent braking manoeuvres, will all be present too in what is shaping up to be a near arcade-perfect conversion.

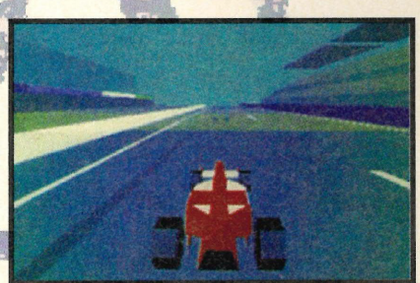
Probably the most striking feature of the game, the ability to switch between four different viewpoints at will during play, is also being programmed into the Megadrive version. As you can see from the screenshots, although the graphics aren't yet finished, the game is already a good way along in the development process, so we're looking forward to seeing the finished article in the not-too-distant future. Needless to say, we'll be bringing you more news as soon as we get it – we can't wait!



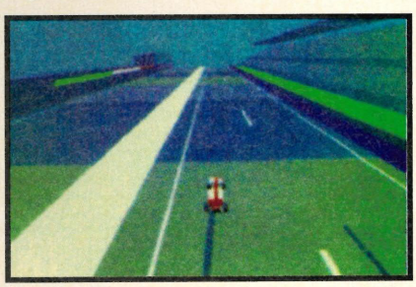
VIEW 1
The driver's view gives the best sensation of speed and excitement, simulating the view from the car's cockpit. The low-down view means you can't see very far down the track, so you have to be a bit of a budding Nigel Mansell with superhuman reflexes to manoeuvre around the track.



VIEW 2
Using the rear view, the back end of the car is visible as well as the track and scenery at the immediate sides of the car. You can still feel the incredible sensation of speed and it's easier to gauge the movements your vehicle will make, so this is a good position for the beginner.



VIEW 3
The elevated rear view. Playing the game in this mode, you can see the rear of the car and further down the track than in View 2, making it easier to see upcoming corners and execute overtaking manoeuvres.



VIEW 4
The helicopter rear view gives you the most elevated view of all, with a great deal of the course ahead all visible. Although the sensation of speed isn't as exhilirating, this position is ideal for getting to know the tracks.

VR FOR MEGADRIVE – IS IT A REALITY?



There's been a lot of speculation in other Sega-dedicated magazines just recently about – hush, hush, Top Secret, a nod's as god a a wink to a blind horse – a Sega Virtual Reality system for the Megadrive. "So what's the truth, o oracle that is Megaworld?" we can hear you pleading, "Will we be experiencing eye-boggling 3D game landscapes while encased in ridiculous headgear by the end of the year, or what?" Well, Megaworld has been in direct contact with the prime movers at Sega UK to ask that very same question, and the answer is... probably.

It's no secret that Sega have been working for some time with the massive American corporation, General Electric (who specialise in producing military simulators for the US forces), with a view to producing a practical Virtual Reality system which is compatible with the Megadrive. Although Sega UK are keeping their lips buttoned over the exact details of the development of this exciting new virtual gaming system, we understand that it will appear in the form of a relatively lightweight VR headset incorporating twin mini-screens and headphone-style audio outputs, which hooks up to the Megadrive via an additional piece of hi-tech hardware. Apparently, several games for the new VR system are also under development. Sources suggest that a whole range of Megadrive games with the 'VR' suffix are currently under development for release early next year, among them a tank combat simulator and a flight sim.

What Sega UK would tell us was that an 'important announcement' about the new virtual reality system would be made at the Consumer Electronics Show in Chicago. In fact, the show was underway as we went to press this month, so we should be able to give you the full lowdown on what to expect from Sega VR next month...

SEGA SNEAK PEEK SHOWCASE

Here's the first in a new regular monthly Megaworld feature, where we give you a sneak peek at some of the games Sega will be releasing in the not-too-distant future. As we go to press, these pics have only just received Security Clearance from Sega UK, so we don't have release details for most of them (but then neither do Sega at the moment), and information about some of the games is what you might call 'sketchy', but we thought you'd like to see them all the same...

SPIDERMAN CD

Guess what? It's old Spidey making his debut on disc! Much like the original cart version but with more levels and 'twixt-level animations.

ECCO CD

Supposedly more levels than the cart version and Q-Surround sound! Out in August.

SHADOW RUN

Some kind of 3D shoot 'em up by the looks of things. Looks unusual don't you think?

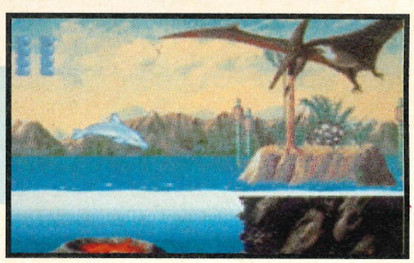
ROAD RUNNER

Similar to Sunsoft's Super NES title with excellent graphics (but hopefully massively improved gameplay). Out in September.

ETERNAL CHAMPIONS

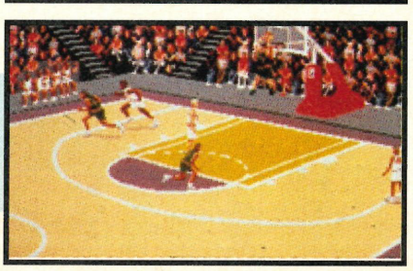
This one-on-one beat 'em up is what Sega call a double-A title which means they think it's going to be BIG! Just like those... sprites!







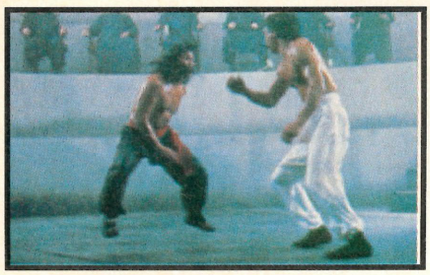






MEMORY PAD

New from Suncom Technologies is the Cyberpad, a joypad with a memory for moves. It may look like a alien musical instrument, but apparently this weird-shaped tool can be programmed to play combination moves with just one button! Powered by one AAA battery and featuring an on-board CMOS microcontroller, the Cyberpad apparently saves your programmed moves, even if your system is turned off. Rapid Fire and Slow Motion buttons are also present, as well as an eight foot cord.



VIRGIN ON THE CD

CD NEWS

Word has reached Megaworld's ears that Virgin are developing a couple of Mega-CD games licensed from upcoming action films (apart from Terminator, which is previewed on page 28).

Demolition Man is based on the film of the same name, based in the far future when convicts are held in prison in cryogenic suspension. One prisoner defrosts accidentally, so the authorities have to take the detective who was originally responsible for his arrest (played in the movie by Sylvester Stallone) out of the freezer too, so that he can be returned to jail.

The other title is Dragon: The Bruce Lee Story, which, strangely enough is the licence of the film of the same name, dealing with the life and times of the world-famous martial artist and actor.

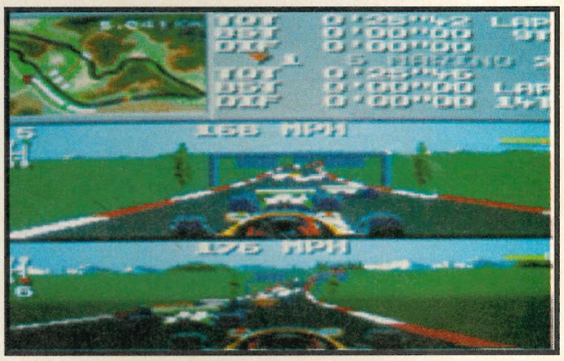
Sounds like they could be a bit of a treat for action game fans when they come out around autumn time. More pics soon!

SONY BUYS PSYGNOSIS

UK NEWS

These big businessmen from mega corporations love nothing more than going on a shopping spree, don't they? But when the big boys go shopping, they don't just go down to the local Sainsbury's to get the weekly groceries in, no sir – they like to spend their megabucks on purchasing other, smaller companies. The latest company to be bought out by a mega-corporation is Psygnosis, the Liverpool-based software house responsible for Lemmings, Shadow of the Beast and Galahad amongst others, which has been 'acquired' by Sony Electronic Publishing.

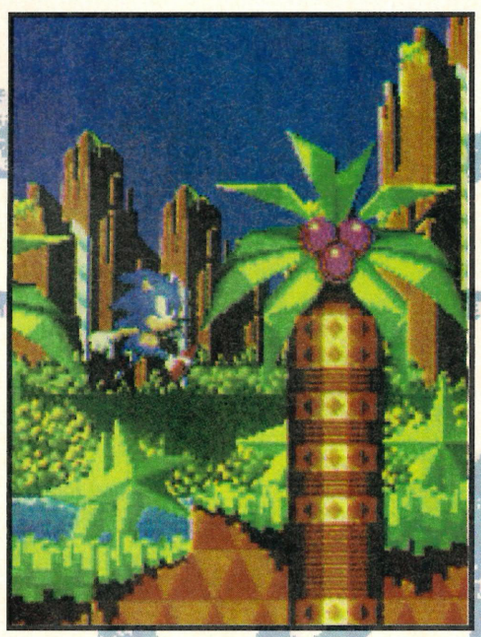
So how will this affect Psygnosis' games output? Well, it looks like they'll be working in conjunction with Sony to publish titles such as Sensible Soccer on Megadrive, Bram Stoker's Dracula, Microcosm and Sewer Shark on Mega-CD, and blockbuster movie licences including Last Action Hero and Cliffhanger. Psygnosis will continue to market and distribute software under their own brand name, as well as developing games for Sony's video game division, Sony Imagesoft. They reckon that: "Working with Sony will allow us to build and develop further our reputation as pioneers in the innovative medium of Mega-CD technology, taking the bounds of home entertainment beyond anyone's current expectations." Let's hope that's true, eh, everybody?

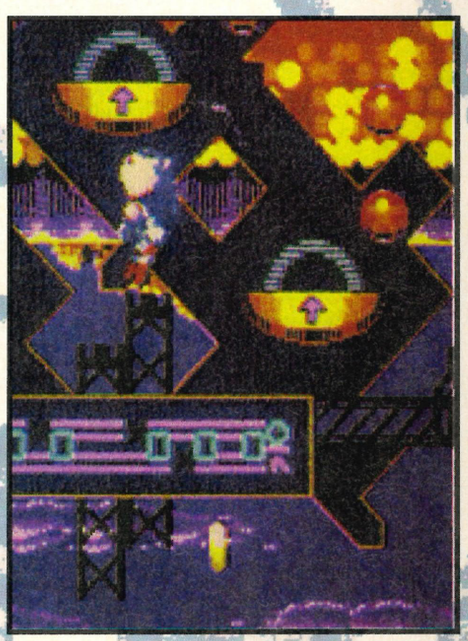


VROOOOM! F1 4 MD

UK NEWS

Virtua Racing isn't the only hot motor racing game due for release on the Megadrive in the near future – Domark's F1 is set to roar off the starting grid to a software shop near you in August. Timed to coincide with the climax of this year's Formula One season, the game is the first in a series of official Formula One games which the company plans to publish over the '93 and '94 seasons. F1 has been rigorously test-driven by professional drivers after a two year development period, and apparently captures all the speed and excitement of the real thing. We're looking forward to 'burning some rubber' when the game is officially launched at the British Grand Prix at Silverstone in July, but until then we've got hold of these screenshots for you to drool over.





SONIC CD UPDATE

CD NEWS

If you're a regular reader of Megaworld, you'll already know that Sega are currently programming a CD version of Sonic the Hedgehog. Although we don't have any news as yet on when it will be released, we can show you the latest screenshots of the game in development. We've heard from our sources in Japan that Sonic CD will use the increased capacity of the CD format to give an even greater sensation of speed, and the Sonic sprite will be larger with better definition. The game also features a reworked soundtrack with original sounds throughout. The stage shown here is a newly-created one which has a working title of "The Miracle Planet".

"So real I bought a Mega Drive."



SEGA MEGA DRIVE

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Product Test

Name: CDX
Type: Cartridge
By: Datel Electronics
Price: £49.99



If there's one thing Sega don't like it's people over here selling Megadrives, Mega-CDs and games from somewhere else, like Japan or the USA, for example. And hence, lurking deep within your Megadrive's or Mega-CD's plastic housing are the gizmoes which identify the country of origin of your console. If the Megadrive's doesn't match that of the Mega-CD you've just plugged in, no dice. Likewise, when you put a disc into a Mega-CD a little ID track on the disc is checked, and if it doesn't match what the Mega-CD was expecting (ie if it's an import) the game simply won't play.

This was a pretty effective form of protection (unfortunately) and the only way to beat it was to fit switches to your Megadrive and/or Mega-CD to switch it into a Japanese or American or European mode – and that modification doesn't come particularly cheap. However, Datel Electronics (of Action Replay fame), using all their technical cunning and wizardy have produced the CDX, a devious device which gets around most of the protection and claims to let you connect any combination of Mega-CD from any country to any form of Megadrive, and then let you play any CD from anywhere! Hurrah! And all for a penny less than £50! Hurrah again! But does it work?

HOW DOES IT WORK?

The CDX looks just like any other cartridge. No switches or buttons, just a plain cart which simply plugs into the Megadrive cartridge slot. Now switch on your Megadrive/Mega-CD combo and you get a brief CDX screen then the usual CD start-up screen takes over. Just put your foreign disc in the drive and Bob's your uncle! That's all there is to it! That's all the CDX was designed to do, and it seems to do it pretty well, at a price which is less than getting your machinery modified. So that's good isn't it?

SO, ANY PROBLEMS THEN?

Any problems? Well, it seems it might not work with every game (a European version of Sherlock Holmes: Consulting Detective crashed out straight away when we tried it) but Datel recommend that you 'check with your supplier' before handing over the moolah for an import game. The other slight problemette is with games which use visuals synchronised to a CD soundtrack. British Megadrives run at 50 Hz and the US and Japanese ones go at a slightly faster 60 Hz, so foreign games running on a UK Megadrive actually run a bit slower than they should, but the CD sound plays at the same speed. What this all means is that the sound and the vision end up being out of sync with each other, which could be a real pain in a game like Night Trap.

When it comes down to it, though, the CDX is just the job for you impetuous young things (and we know there's plenty of you out there) who just can't wait the extra month to get the latest American Mega-CD gear. We'll certainly be making good use of ours in the months to come!

AND NOW... WIN A CDX!

Oh dear. Frustrated Mega-CD owner, are we? Longing to play those exciting-looking Japanese games, but can't wait six months for Sega to convert it all into English and release it officially? Well, the CDX is just the thing that the doctor ordered for you, mate, and here's how you can get one for zero pounds Sterling. Datel have given us five of 'em to give away to (surprisingly) five readers, and those readers will have to be able to identify these three cleverly distorted pics of famous Mega-CD games. Send in the names of the games together with your name, address and... that's it... to: THE CDX DISTORTO-TRON COMPETITION, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All entries must reach us by July 10th or else.

YOU WANT PRIZES? WE GOT PRIZES!

Have you ever entered one of our stupendous MegaTech competitions? We bet you reckon they're all fixed so that we pocket all the stupendous prizes we offer, don't you? Well you're wrong, pal – every MegaTech competition is printed in good faith and we go to great lengths to ensure that each prize-winner gets his/her booty. But the office was getting so crammed with mega prizes this month that we thought we'd have a big compo clearout and went into a frenzy of pulling-entries-out-of-hats-related activity to clear the backlog. And boy, are there gonna be a whole load of booty-laden MegaTech readers this month when we've finished loading up our specially-trained flock of carrier pigeons with these prizes!

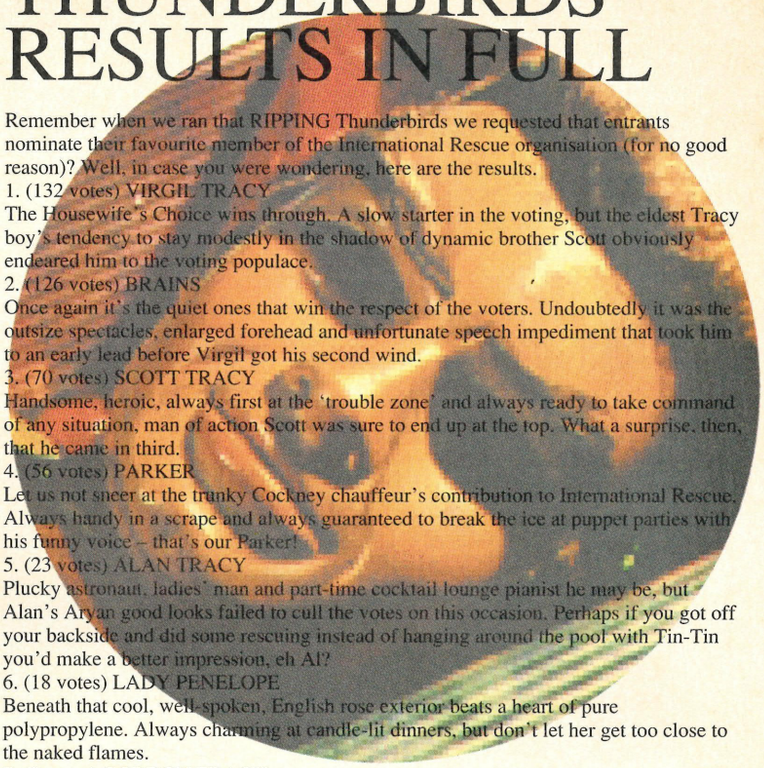
Gameplan Compo, April

First Prize: Andrew C Nash of Congleton, Cheshire wins an Ecco The Dolphin Special Edition Game Pack and a Sonic baseball jacket.
Runners-up: Miss G Bennett of London SW9 and Carlo Raffa of Twickenham win Sonic baseball jackets.

Special Reserve Compo, May

First Prize: Richard Bird of London SE27 wins a Game Gear, mains adaptor, carry case and six months' Special Reserve Game Club membership. Runners-up: R Brooksbank, Harwich, Essex; Wayne Turner, Coalville, Leics; Amir Nazir, London SE25; Mr P Petch, Kendal; A Speller, Wymondham, Norfolk; Andrew Muir, Livingston, W Lothian: Matthew Raff, Silsden, W Yorks; Craig Tornbal, Falkirk: Philip Hinks, Pontefract, West Yorks and Philip J Mountfield, Stoke-on-Trent all win a Turbo 2 joypad each.

THOSE THUNDERBIRDS RESULTS IN FULL



Remember when we ran that RIPPING Thunderbirds we requested that entrants nominate their favourite member of the International Rescue organisation (for no good reason)? Well, in case you were wondering, here are the results.

1. (132 votes) VIRGIL TRACY
The Housewife's Choice wins through. A slow starter in the voting, but the eldest Tracy boy's tendency to stay modestly in the shadow of dynamic brother Scott obviously endeared him to the voting populace.
2. (126 votes) BRAINS
Once again it's the quiet ones that win the respect of the voters. Undoubtedly it was the outsize spectacles, enlarged forehead and unfortunate speech impediment that took him to an early lead before Virgil got his second wind.
3. (70 votes) SCOTT TRACY
Handsome, heroic, always first at the 'trouble zone' and always ready to take command of any situation, man of action Scott was sure to end up at the top. What a surprise, then, that he came in third.
4. (56 votes) PARKER
Let us not sneer at the trunky Cockney chauffeur's contribution to International Rescue. Always handy in a scrape and always guaranteed to break the ice at puppet parties with his funny voice – that's our Parker!
5. (23 votes) ALAN TRACY
Plucky astronaut, ladies' man and part-time cocktail lounge pianist he may be, but Alan's Aryan good looks failed to cull the votes on this occasion. Perhaps if you got off your backside and did some rescuing instead of hanging around the pool with Tin-Tin you'd make a better impression, eh Al?
6. (18 votes) LADY PENELOPE
Beneath that cool, well-spoken, English rose exterior beats a heart of pure polypropylene. Always charming at candle-lit dinners, but don't let her get too close to the naked flames.
7. (9 votes) GORDON TRACY

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BATMAN RETURNS	34.99	CAPTAIN AMERICA	39.99
PGA TOUR GOLF 2	34.99	LITTLE MERMAID	34.95
ROAD RASH 2	34.99	CHUCK ROCK	34.95
JOHN MADDEN 93	34.99	WORLD CUP TROPHY SOCCER	34.95
ECCO	34.99	BART SIMPSONS VS SPACE MUTANTS	34.99
FLASHBACK	38.99	MEGA GAMES 1	35.99
SUPER KICK OFF	38.99	SPEEDBALL 2	30.99
FATEL FURY	38.99	DESERT STRIKE	35.99
TINY TOONS	38.99	FERRARI FORMULA 1	34.95
MICKEY & DOANALD (WORLD OF ILLUSION	34.99	WRESTLEMANIA	35.99
STREETS OF RAGE 2	38.99	SHADOW OF THE BEAST 2	34.99
LEMMINGS	35.99	CORPORATION	35.99
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HOME ALONE	34.99	BIO HAZARD	35.99
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GOLDEN AXE 1	17.99	GOLDEN AXE 2	17.99

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What a shame that the innocent youngster's many adventures into subaquatic danger earned him the praise of only five voters. Better luck next time son.

7. (5 votes) JOHN TRACY
The work of Thunderbird 5's reclusive Space Monitor is vital to the operation of IR, and who can deny what a damned fine job John does. Perhaps it was his strangely squawky voice that let him down on this occasion.

7. (3 votes) THE HOOD
The HOOD!? Why vote for this fiend? Obviously the three of you were under his vile, glowing-eyed influence when you cast your votes. What's this? All three entries from... KYRANO???

8=. (1 vote) JEFF TRACY
Who could fail to vote for the maturing, ex-astronaut figurehead of International Rescue? Everyone, it seems apart from you, Terry Lester of Shrewsbury.

8=. (1 vote) TIN-TIN
Pundits can only conclude that the charming seductress with the silky voice was let down by her comical flowery swimming cap.

Mysteriously, Granny Tracy polled no votes at all.

Oh, by the way, the winners of the competition were

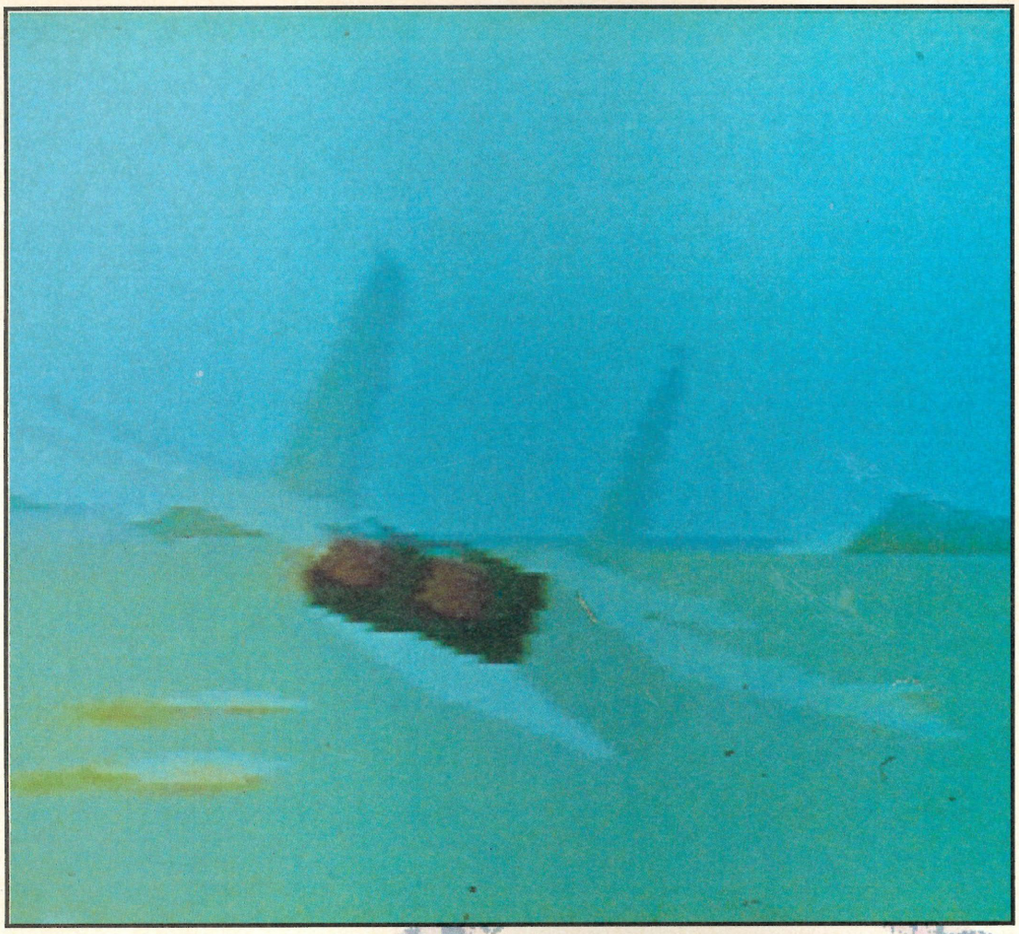
(GUNSHOT) Aaaaaaaakkkhh...

Ha ha, just kidding. They were...

First Prize: Samuel Fell of Mansfield wins a superb Tracy Island kit.

Runners-up: Mrs C Lodge, Skelmanthorpe; Martin Baker, Wingham, Kent; Daniel Jones, Shrewsbury; Daniel Heaton, Wakefield, W Yorks; Toby Hill, Sheffield; Mr C A Bone, Enfield; Kristopher Mullen, Sunderland; Matthew Edge, Whitchurch; Robert Read, Ipswich; S Baker, Hednesford, Staffs all win a complete set of Thunderbirds models each.

If you haven't received your prize by the time you read this, please don't ring us – Tom's got a lot of parcelling up and licking stamps to do, so give us a few weeks before you start hassling us, eh?



F-NUMBERS

Attention, Flight sim fans! Microprose's F-15 Strike Eagle which is, strictly, more 'combatty' than 'simmy', but definitely 'flighty', should be out in its Megadrive incarnation in September. Word is that the Tetbury-based company will be releasing the 'piratey', 'sword-fighty' Pirates (Dec) and 'old and gnarley' Impossible Mission (Feb, 1994) too. So there.

SONIC AND BUBSY IN TV SHOCK!

Well, it's not a shock really – let's face it, every popular animated character makes it onto the tube eventually – but it made you read this, didn't it (ho-bloody-ho). Anyway, an Italian company has apparently produced a Sonic TV prog in which Sonic does lots of unusual things (probably riding around on Vespa scooters, hanging round in piazzas eating pasta and whistling at female hedgehogs, that sort of thing). We understand the series has been bought up by Channel Four, to hit a telly screen near you by Xmas time, so keep 'em peeled if you can't get enough of the little blue speedhog.

Not to be outdone, Bubsy the Bobcat, star of the much-postponed Claws Encounters of the Furred Kind game, has his own animated half-hour special aired on American TV over the 'Thanksgiving' weekend. Featuring "A combination of classic slapstick animation comedy and various animation techniques as well as live action," the pilot episode is called "What Could Possibly go Wrong?" Next month: Chuck Rock gets a cameo role in the new series of The Flintstones... possibly.

MANGA MANIA

Are you mad about Manga? Can't get enough of those big-eyed, animated Japanese characters and the weird and wonderful things they get up to? Well, you're in luck then, because MegaTech has teamed up with those wild and wacky Manga people to bring you this great competition.

TO LUCKY MANGA MANIACS WILL WIN:
THREE OF THE LATEST MANGA VIDEOS! PLUS! A COOL MANGA BASEBALL CAP!



Lensman
Based on the third book in the famous Lensman series, written by celebrated sci-fi author E. E. 'Doc' Smith, this deals with the intergalactic conflict between the Lensmen (the heroic protectors of the Earth) and the Boskones (the nasty snail/crab/jellyfish/humanoid-type baddies).

The Heroic Legend of Arislan
Set in 320 AD, this is the animated tale of Prince Arislan's fight to avenge the betrayal and subsequent kidnapping of his father, King Andragoras. Aided and abetted by sexy holy warrior Pharanghese, philosopher/artist Narsus and con-artist Gieve, the prince must track down his father's mysterious, masked kidnapper.

RG Veda
The treacherous General Taifhakuten has overthrown Tenti, controller of the Earth, and six especially valiant warriors are the only ones who can restore peace to the world! Follow them as they each have to endure a test of endurance against foes such as sea serpents, ice skeletons and killer butterflies (!?)

HOW TO ENTER

Simply read the three Manga-related multiple choice questions below, write down your answers on a postcard or on the back of a sealed-down envelope and send them in to: Manga Maniacs Compo, MegaTech, 30–32 Farringdon Lane, London EC1R 3AU.

THE QUESTIONS

1 What is it about 3x3 Eyes that earns it its title?

a) It features a girl who is actually a humanoid with three eyes.
b) It features a girl who is actually a humanoid with nine eyes.
c) There's no good reason at all actually, and it's just a Japanese joke. Though that's probably a good reason in Japan. Or something.

2 Complete the following non-Manga joke: "A man walked into a bar..."

a) "...and ordered a glass of orange juice, freshly-squeezed because he was driving."
b) "...Ouch! It was an iron bar!"
c) "...and asked for a copy of Project AKO, not realising that this particular bar didn't sell those high-quality Manga videos."

3 What was the first film released on the Manga label?

a) Snow White and the Seven Dwarfs?
b) Seven Brides for Seven Brothers?
c) Akira?

Closing date for entries: June 20, 1993. On this date, 10 correct entries will be drawn from a medieval Samurai helmet. The Editor's decision is final, because he's got a big katana in his trousers.

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cosmos cleaner

long hours but

great

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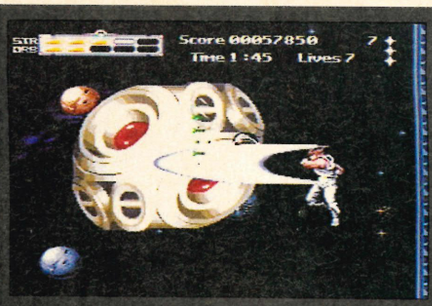
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WIN A PRO!

25 COMPETITION PRO JOYPADS TO BE WON!

If you're one of those poor people who bought themselves a Megadrive with only one joypad, could never quite afford to buy another one, and yearns for some simultaneous two-player action, this competition is for you! Even if you're already tooled-up for two-player action, but you just fancy getting your hands on another high quality 'pad to add to your collection, you'd have be crazy not to enter! We've teamed up with top joypad manufacturer Sonmax to give you the chance of winning one of their smart Competition Pro Series II pads – and we've got 25 of the little beauties to give away as prizes.

GET PADDED UP!

The Competition Pro II is almost exactly the same size as your everyday Sega joypad, but it does have several extra features which make it a more useful gaming tool than the standard pad. Design-wise, the areas around the D-pad and the A, B and C buttons are recessed to make mega playing sessions more thumb-friendly. Specification-wise, the Competition Pro boasts separate autofire options for each button and a slow motion switch on the back.

HOW TO WIN ONE

To stand a chance of winning one of these pads, all you've got to do is make as many different words of four letters or more as you can from:

SONMAX POWERPLAY COMPETITION PRO.

Yes, it's that simple – juggle the letters around, make up as many separate words of four letters or over, write them down and send them in to: I Wanna Wanna New Pad Compo, MegaTech, 30–32 Farringdon Lane, London EC1R 3AU. Closing date for entries: June 20, 1993 – after this date, the 25 entrants with the most words will win a joypad each.

MEGATECH INTERNATIONAL NEWS NETWORK

CHARTS

MEGAWORLD CHARTS

UK TOP 20 MEGADRIVE GAMES
Supplied by Kings of Mail Order Special Reserve

POSITION	LAST MONTH	GAME	PUBLISHER
1	1	SUPER KICK OFF	US GOLD
2	5	FLASHBACK	US GOLD
3	2	PGA TOUR GOLF	ELECTRONIC ARTS
4	3	ROAD RASH 2	ELECTRONIC ARTS
5	4	STREETS OF RAGE 2	SEGA
6	16	TINY TOONS	KONAMI
7	7	SONIC 2	SEGA
8	NEW	FATAL FURY	SEGA
9	6	LEMMINGS	SEGA
10	9	NHLPA HOCKEY '93	ELECTRONIC ARTS
11	10	MEGA-LO-MANIA	VIRGIN
12	8	MICKEY AND DONALD	SEGA
13		GHOULS 'N' GHOSTS	CAPCOM
14	12	DESERT STRIKE	ELECTRONIC ARTS
15	NEW	TOE JAM AND EARL	SEGA
16	15	ROLO TO THE RESCUE	ELECTRONIC ARTS
17	NEW	REVENGE OF SHINOBI	SEGA
18	18	WWF WRESTLEMANIA	FLYING EDGE
19	NEW	SPEEDBALL 2	VIRGIN
20	13	JOHN MADDEN '93	ELECTRONIC ARTS

USA TOP 10 GENESIS & SEGA-CD GAMES

1	1	STREETS OF RAGE 2	SEGA
2	3	NHLPA HOCKEY '93	ELECTRONIC ARTS
3	5	ECCO THE DOLPHIN	SEGA
4	4	JOHN MADDEN '93	ELECTRONIC ARTS
5	2	SONIC 2	SEGA
6	7	NIGHT TRAP (CD)	SEGA
7	NEW	BATMAN RETURNS (CD)	SEGA
8	6	NFL SPORTS TALK FOOTBALL	SEGA
9	8	ROAD AVENGER (CD)	RENOVATION
10	9	PGA TOUR GOLF 2	ELECTRONIC ARTS

MEGATECH TOP 10 MEGADRIVE & MEGA-CD GAMES

Chosen by Paul, Mark & Tom from games reviewed in the last six issues of MegaTech.

1	J LEAGUE PRO STRIKER	IMPORT
2	BATMAN RETURNS CD	IMPORT
3	FLASHBACK	US GOLD
4	RANGER X	SEGA
5	MICRO MACHINES	CODE MASTERS
6	FINAL FIGHT CD	SEGA
7	MAZIN WAR	SEGA
8	SWITCH	IMPORT
9	JUNGLE STRIKE	ELECTRONIC ARTS
10	MUHAMAD ALI BOXING	VIRGIN

MEGADRIVE & MEGA-CD RELEASE SCHEDULE

We get this info direct from Sega, so don't moan to us if the release date of any of the games listed slips past the date given below– these things just happen, you know. If the game's worth waiting for, it'll be worth waiting for...

JUNE

MEGA-CD

Afterburner 3: Sega's crap aerial shoot 'em up.
Robo Aleste (aka Nobunaga): Sega's smart shoot 'em up. MT 14: 92%
Final Fight CD: Near arcade-perfect beat 'em up. MT 17: 94%.

MEGADRIVE

Mazin Wars: Excellent slash 'em up. MT18: 90%.
Muhammad Ali Boxing: Best boxing game ever, programmed by Park Place for Virgin. MT15: 92%.
Strider 2: Follow-up to Strider by US Gold who still haven't sent us a review copy... suspicious, eh?
Outrun 2019: Futuristic driving game lacking in thrills 'n' spills. MT16: 59%.
Mutant League Football: John Madden with weirdness from EA. MT17: 84%.

JULY

MEGA-CD

Time Gal: Dragon's Lair-style Jap interactive cartoon. MT18: 59%.
Marky Mark: Make My Video time with the topless rapper.
INXS: More Make My Video larks with the Aussie heart-throb band.
Night Trap: Controversial but really rather tame FMV puzzle-type game. MT17: 79%.

MEGADRIVE

Ball Jacks: Weird game with crabs and balls. Reviewed page 64.
Captain America: Rubbish superhero licence. MT14: 57%.
King of the Monsters: Poor monster beat 'em up. MT17: 40%
X-Men: Superhero platform beat 'em up. MT17: 82%.
Shining Force: Excellent sword 'n' sorcery RPG. MT17: 90%.
Double Clutch: Below-par racing game. MT18: 63%.
Flintstones: Sad platform cartoon licence. MT 18: 45%.
Tecmo Cup Soccer: Weird RPG-style soccer game. Previewed MT17.
Jungle Strike: EA's storming sequel to Desert Strike. MT18: 95%.
BOB: Lost alien in shoot 'em up thing by EA. Previewed MT 17.
Superman: Superhero platform game from Virgin. Review next issue.
Cool Spot: Virgin's colourful, tuneful, well-designed platform game. MT17: 89%.

AUGUST

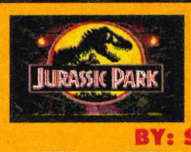
MEGA-CD

Batman Returns: Best Mega-CD game so far! Reviewed page 68.
Ecco the Dolphin: Same as MD version but with extra levels and Q-Surround sound.

MEGADRIVE

Ultimate Soccer: Simultaneous 8-player Striker-based game.
Indy: Sega's arcade adventure (which isn't the same as the poor US Gold game), which was originally called Young Indiana Jones.
Jurassic Park: Smart-looking dinosaur film licence. Previewed page 18.
Golden Axe 3: Latest in the Golden Axe beat 'em up series.
Ranger X: Excellent, weird and wonderful shoot 'em up. Reviewed page 56.
MiG-29: Domark's fast, realistic flight sim. MT17: 86%.
Two Tribes: Virgin's sequel to Populous – revamped with added acts of God. Previewed MT18.
Techno Clash: Explorey shoot 'em type game by Electronic Arts. Previewed on page 36.







BY: SEGA

price: TBA
developers: SEGA USA
release date: AUG. 1993

JURASSIC PARK

With Steven Spielberg's movie of Jurassic Park set to be the biggest thing since ET, Sega have been quick on the uptake and grabbed the licence to this Hollywood monster for production on the Megadrive and Mega-CD.

THE STORY SO FAR...

The film, based on the best-selling book by Michael Crichton, brings dinosaurs back to Earth 65,000,000 years after their extinction. An eccentric millionaire pioneers a project to genetically engineer dinosaurs from traces of blood trapped in amber. After several successes he instigates the building of Jurassic Park, a massive theme park populated with dinosaurs. Before he unveils it to the world he invites a select group of scientists and relatives to visit, including Dr Alan Grant, the paleontologist who did much of the research into just what dinosaurs like to eat. Not surprisingly the answer is other dinosaurs.

The park seems like a good idea at the time, until the owners realise that the dinosaurs are far more intelligent than they first though. The real villains are the velociraptors, man-sized carnivores with the intelligence of chimpanzees. Before long they work out how to open doors and, more importantly, how to cut the power to the main building. From there everything starts to fall apart. The electric fences which keep the herbivores apart from the carnivores are no longer effective so the exhibits start slaughtering each other. What's worse is that dinosaurs discover that humans are rather good to eat, which is bad news for Grant and his friends as they're in the middle of the T-Rex enclosure when the power goes out.

With you as Dr Alan Grant the object is simply to stay alive. The resulting gameplay and graphics lies firmly in the mould of Flashback, with the smooth animation being one of the key selling points. The levels are set in various parts of the park, ranging from the swamp to inside the main visitor centres. Many of the dinosaurs you face are of the small, ankle biting variety. These aren't necessarily dangerous, just inconvenient. Later dinosaurs include the fearsome tyrannosaurus rex, who plagues the heroes throughout the film.

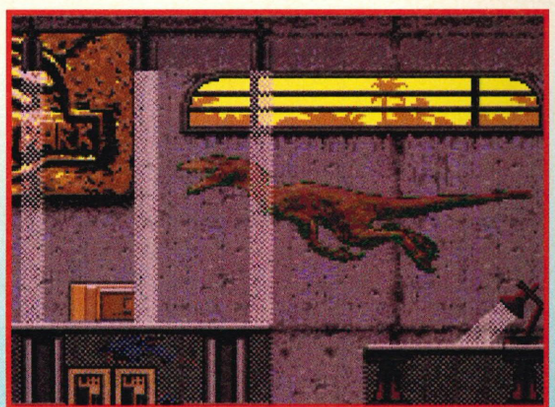
You're thrown straight in at the deep end. As soon as the game starts you find yourself facing a ten ton triceratops, which, despite being a



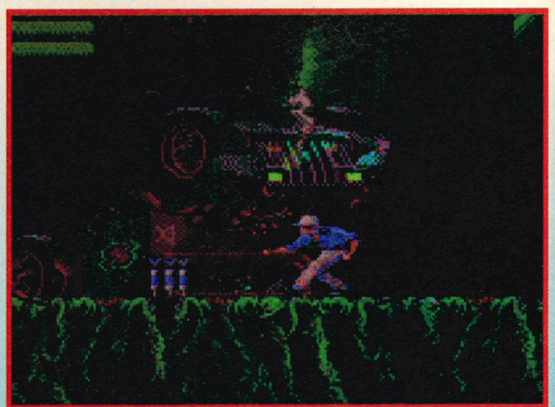
▲ **Kerpow! Tazer bolt to the Raptor family jewels!**



▲ **Remember kids, always wear a life jacket. Always.**



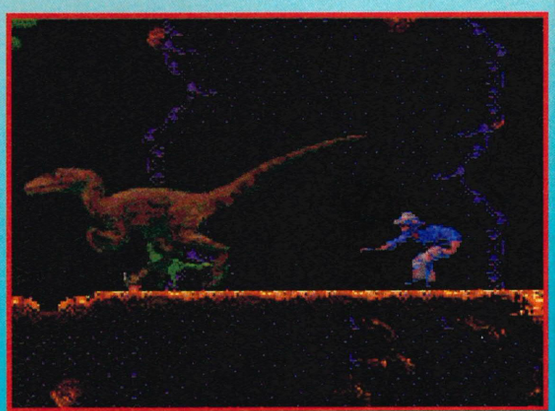
▲ **When you're controlling the Raptor you can hours of fun in the visitor centre – eating visitors!**



▲ **Remember kids, crawling under Jeeps to get poison darts is dangerous and can be inconvenient.**



▲ **Aiieee! Pteranodon attack! Back you fiends! Back! Or feel the power of my tazer!**



▲ **Remember kids, standing in this position six hours after Mr Velociraptor has had his lunch is a very bad idea.**



▲ Caption

vegetarian, seems intent on impaling you with its horns. To begin with the only defence you have is a tazer gun. This weapon is designed to stun dinosaurs with a bolt of electricity, but it has to be powered up first by holding down the fire button. Consequently there are plenty of areas where the difference between life and death is just a matter of how long you've got to charge up your tazer.

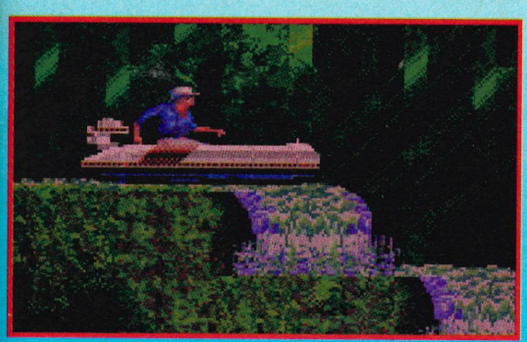
Later on you get to tool up with knock-out darts. These are similar to the sort of device conservationist shoot wildlife with, only in the game and the film the gun itself is bazooka sized. Apart from weapons Grant has only one advantage over the dinosaurs, hands. Consequently he can climb onto platforms and out of reach of all but the tallest foe, giving him time to charge up his tazer and blast his way to safety.

From what we've seen the game looks excellent. The humans and dinosaurs are superbly animated and could give the sprites in Flashback a run for their money, easy. The gameplay isn't all zapping dinosaurs though, there will be a number of puzzle of elements. Although most of them haven't been implemented yet, one of them we sneaked a peek at required Grant to to put a load of boxes together to build an escape route out of a room full of those darn velociraptors.

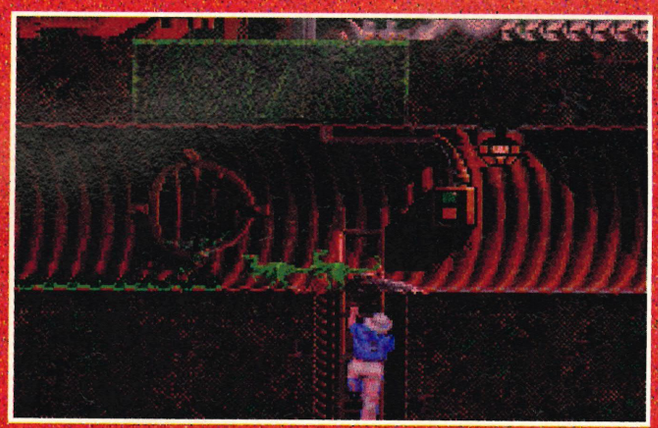
There are also several different actions sections, the most notable of which is the boat scene. Here you've got to steer Grant's dingy down a torrid river, avoiding the attentions of swooping pteranodons and other big lizards. The finished game is promising loads of levels alongside these so we could be looking at one of the largest games this year.



▲ Oops! Dropped my contact lens! Hey, did anyone see a big leathery bird-thing fly past?



▲ It's such a lovely day for a trip down the carnosaur-infested rapids. Tra-la-la...



▲ Dum-de-dum... Up the ladder I go... Ouch! What's that nipping at my fingers! HELP!! DINOSAURS!!



▲ Phwoar! Nice graphics on Mr Velociraptor, eh?

ALTERNATIVELY...

If you don't fancy the role of the good guy, Jurassic Park lets you swap sides and live life as a velociraptor. Along with this change of character comes a change of objective. Instead of staying alive you're now putting your carnivorous talents to good use by slaughtering the entire cast of the film. Not only do you get this change of scene but you also get a change of scenery. The levels themselves are altered slightly, so you'll have to keep an eye out on where you're going.

Now instead of keeping an eye out for razor sharp teeth, acidic spit and claws like claymores you'll need to dig out the dino-sized rubber wellies to protect yourself from tazer guns and the dino-sized body armour to protect yourself from grenade-lobbing security guards.

This twist in the plot of the game is something which is almost unique to film licences. Usually licence agreements come complete with stipulations as to what the company can and can't down with the characters (trade mark), and in some cases the licensee wouldn't grant the software company permission to make the main graphic anything like the star of the film.

MULTI-MEDIA MAYHEM!

As if a 16 Mbit cartridge wasn't enough, Sega's Multimedia Lab in California are also producing a CD version of the game. This could prove to be a major stepping stone in the CD software revolution. Steven Spielberg is allegedly well into multi-media software at the moment, after all, he's got the cash to afford the best machines. Amongst other things he's taking a major hand in the development of the 3DO console format. For the Mega-CD version of Jurassic Park he's not only waived copyright on the film he's also gone out of his way to shoot special footage exclusively for use in the game. The basic gameplay will remain the same, although you can expect to find more levels, the usual truck-load of CD effects and music as well as enough film sequences to keep movie buffs going for weeks.

Hopefully this could trigger a precedent with the major studios once they realise the lucrative profits that can be made from the games market, especially these days when many of the largest companies are recording massive losses. Virgin are already teeing up the Terminator for a CD debut later in the year, so who knows what other stars may be coming to a computer screen near you.

THE BOOK OF THE FILM OF THE GAME...

If you've read the book and are expecting the film to follow it closely, don't get your hopes up. Although Spielberg and co aren't releasing any firm details, it's widely know that they have made some changes to the original story. One of the reasons for this is that the book is so violent that it would be guaranteed an 18 certificate if the movie followed it blow for blow.

A large part of the book was wrapped up in the explanation of DNA replicating and Chaos Theory. The DNA samples used to genetically engineer the dinosaurs were found inside blood-sucking insects which were unfortunate enough to become trapped in amber. The chaos theory element comes in when one of the characters, Ian Malcolm (played by Jeff Goldblum) explains right at the start of the story that the park would become a disaster zone. Consequently the book features little incomprehensible diagrams which attempt to explain Malcolm's theories - with almost no effect.

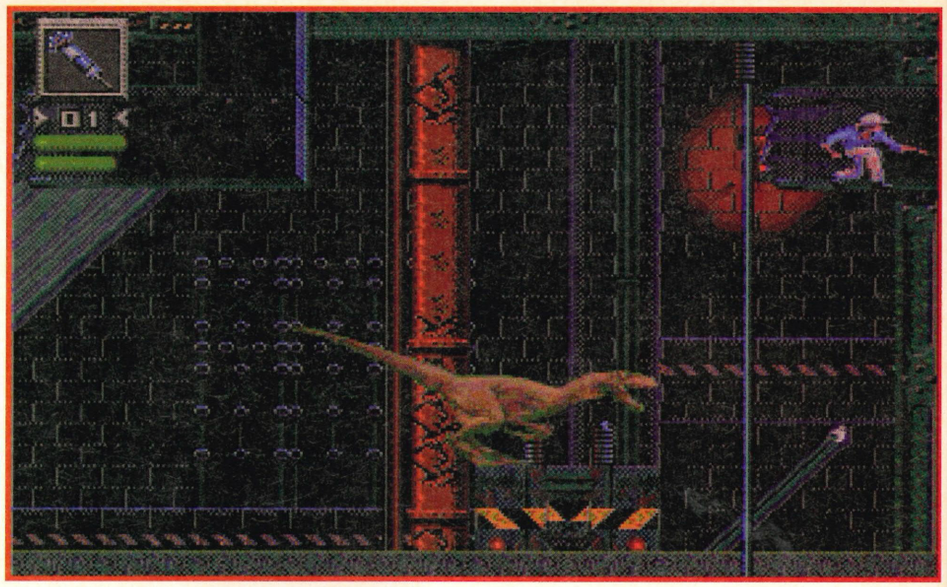
SPECIAL FX

Jurassic, the movie, is set to feature some of the most spectacular effects ever seen on screen. The team with the monumental task of creating dinosaurs (which don't, for once, look like iguanas with glued-on horns) includes Stan Winston, the man behind the stunning Terminator 2 effects as well as the collective talent of George Lucas' Industrial Light and Magic.

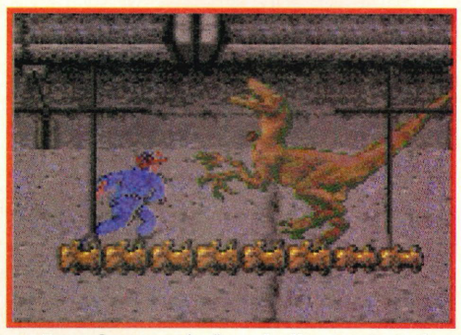
Nearly all the dinosaurs are made up from a combination of stop motion models, life-size replicas and computer graphics. The results are stunning. Obviously a lot of guess work had to be included for areas such as colouring because nobody actually knows what colour the dinosaurs should be.

The film was shot on the remote island of Kauai, which Spielberg hoped would capture the atmosphere of the mist-shrouded island where the book is set. It wasn't all plain sailing though, as just a short way into production the island was hit by hurricane Iniki, which flattened most of the island.

With help from the locals and the military the production team arranged to have 20,000 pounds of supplies air-lifted to the island. This coupled with their own generators allowed to complete filming without falling too far behind schedule.



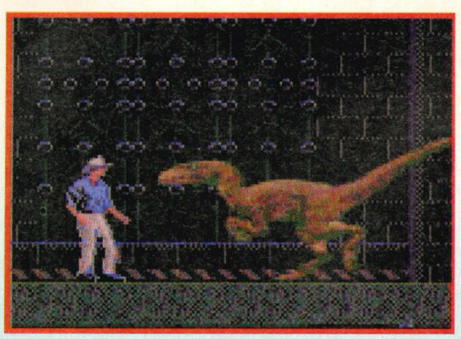
▲ **Quick! Quick, Grant! Through the pipe, or fall victim to the razor-sharp claws of the Raptor and be horribly mutilated in an orgy of on-screen gore! (Actually that's a lie).**



▲ **Even humans in baseball caps can give you a hard time in Raptor mode.**



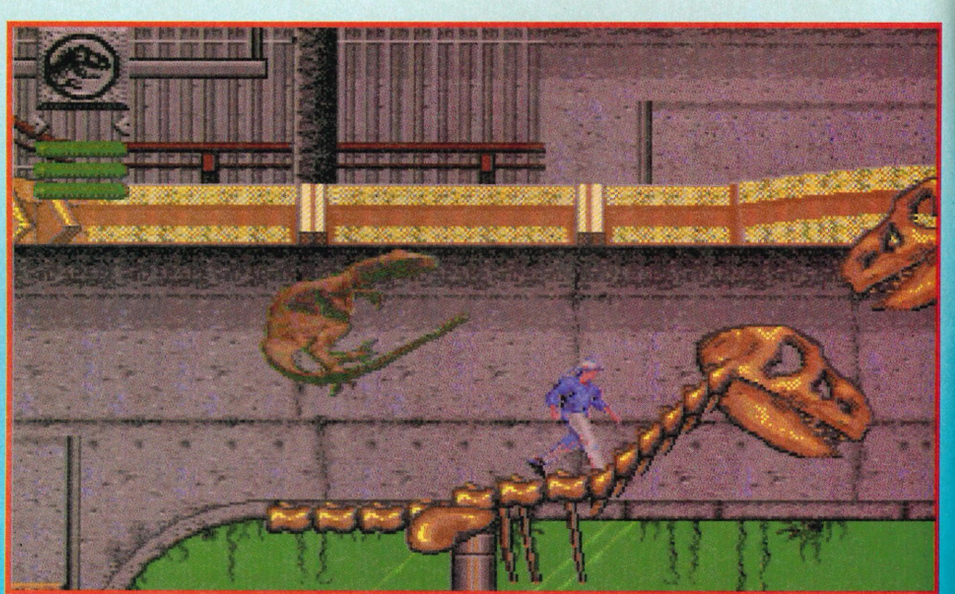
▲ **Oooh! And the grenade-lobbing soldiers are even worse!**



▲ **Here the protagonists try to talk out their differences in a civilised manner.**



▲ **Why, isn't this the fellah who pops up on the title screen and growls, 'SAAYGA'?**



▲ **'Hey! No walking on the dinosaur skeletons! Oh, it's you Dr Grant. Well, that's different. We can't just let anyone wreck the exhibits in the visitor centre, you know.'**



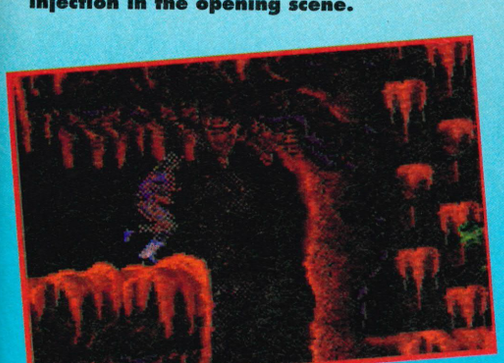
▲ Cor! See the dinosaur sprites breathe when you knock 'em out! Lovely!



▲ Pow! Tazer bolt to the soft underbelly! It's the only language these Dilophosaurs understand.

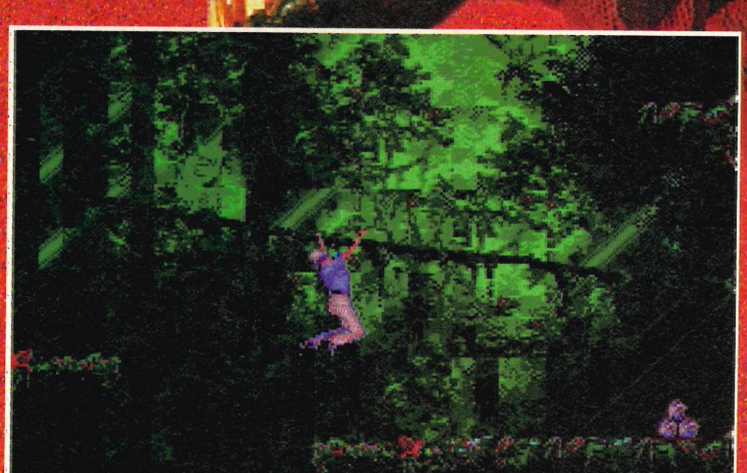


▲ The triceratops prepares for his injection in the opening scene.



▲ What Dr Grant doesn't realise he's running straight at a 90 foot drop! Haha!





▲ Hand-over-hand! Hand-over-hand like the wind, old paleontoligist! More Jungle Jim fun for poor old Dr Grant.



▲ Muther! Muther! There's a dinosaur at the bottom of the stairs and he wants to eat my floppily-doppilies!



MORTAL KOMBAT MORTAL KOMBAT

BY: ACCLAIM

price: £59.99
developers: PROBE
release date: SEPT. 1993

MORTAL KOMBAT

One-on-one beat 'em up fans are in for a real treat this autumn! Looks like we're heading towards a real Sadistic September, what with the final release (hopefully) of the Megadrive version of Streetfighter II and the recent announcement from Acclaim that they'll be releasing Mortal Kombat, their own version of the 'fighting freak with supernatural powers takes on a fellow fighting freak with supernatural powers' gamestyle, in the very same month.

IT'S ALL HERE!

If you're a fan of the coin-op, you shouldn't be disappointed by the Megadrive version, as developers Probe (of Terminator, Terminator 2 and Alien 3 fame) have managed to squeeze all the familiar features of the game into the cart. You get the same choice of seven different characters to fight with, and they can all pull off the same moves as in the arcade version, including their special moves. The special tests of strength, such as karate-chopping big lumps of wood, are also in there, cropping up every three or four levels.

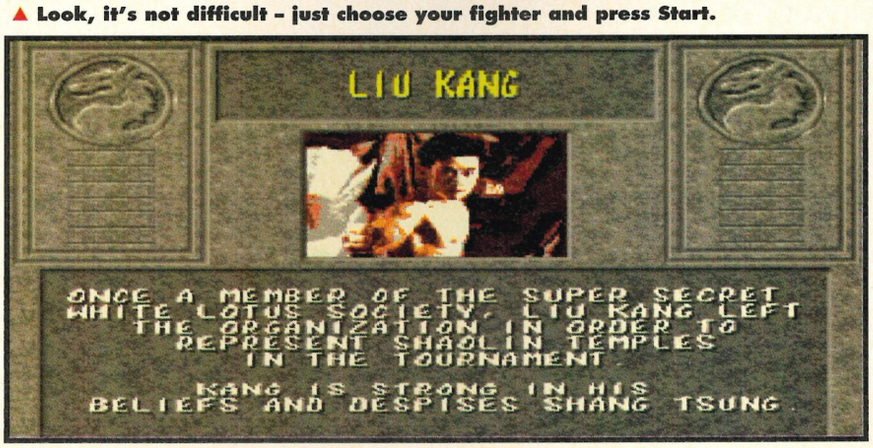
If you're not familiar with the game, this is how it pans out (although we haven't included the plotline because, well... what difference does it make to the gameplay anyway, huh?) In two-player mode, you and a mate can have endless fun pounding the crap out of each, with whoever comes out on top after three bouts being declared the winner. The loser can opt to either enter another three-bout competition or simply drop out, in which case the winner can continue against another human opponent or against the computer.

Enter into a one-player game and you take part in a five-stage tournament against a list of fearsome opponents. First you must fight and conquer all six other characters, followed by a 'Mirror Match' with a mirror image of your own character (but wearing different clothes – y'know, just like you can do in Streetfighter II Championship Edition).

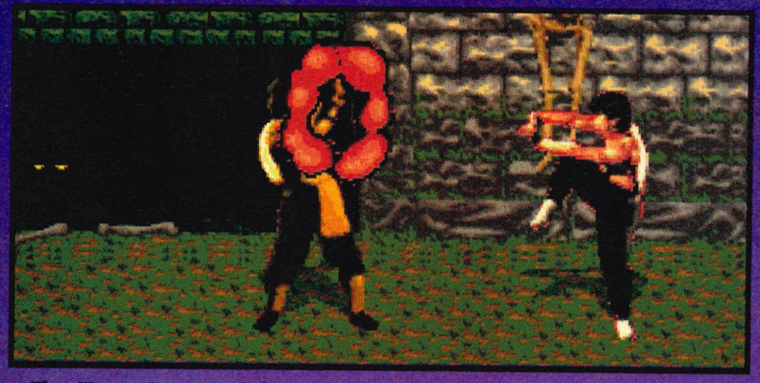
After that, you have to go through an endurance test where



▲ **Look, it's not difficult – just choose your fighter and press Start.**



▲ **You can get a full fighter profile for each combatant.**



▲ **The 'Bruce Lee Special Doughnut Attack.'**



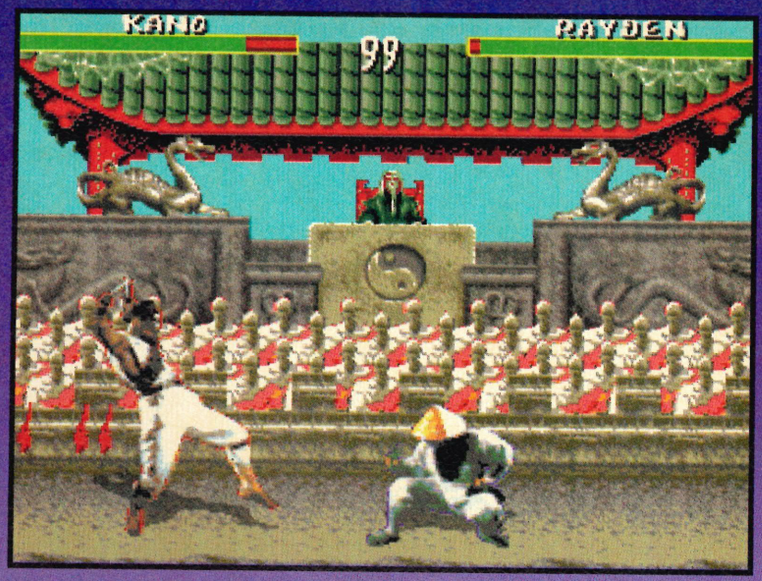
▲ **The hooded geezer thinks he's playing King Salmon!**

you have to take on two separate fighters in two consecutive sets of three bouts (and, just to make it interesting, you've only got one power ration to get through both sets of bouts). Get through all that and you're up against boss number one – Goro, the 2,000 year-old, half-human/half-dragon, four-armed beastie with chronic bad breath. If you're a truly ninjascopic beat 'em up merchant and kick Goro's ass out the back of your monitor, you're up for the final confrontation with the big boss of bosses, Tsang Tsung – sounds like he should be a Japanese karaoke machine, but apparently he's really dead hard and can adopt the form of any of the seven fighters featured at the start of the game, as well as reverting to his own form (that of a wizened old Japanese grandpa).

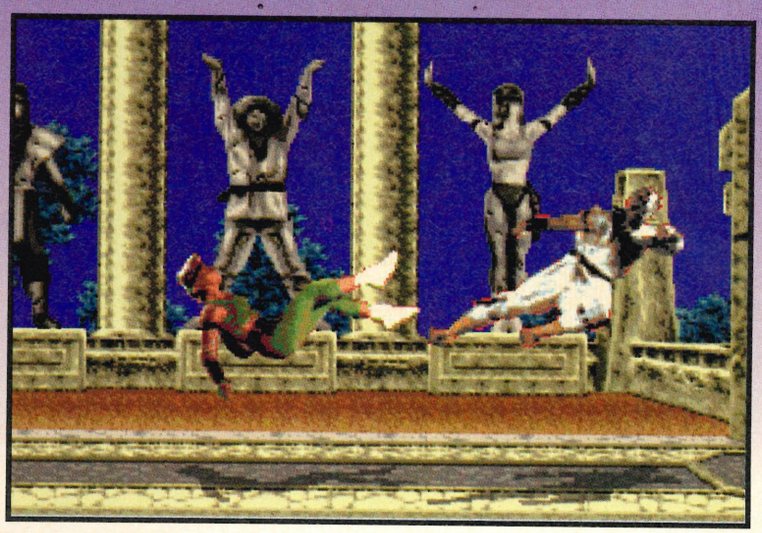
BLIMEY! THAT'S NOT CHEAP!



You'd better start saving your dosh
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ihe MegaTech
ıages for the next
hs and you'll find
as we do!



▲ **"Come on, let's play see-saw fighting."**



▲ **Sonya takes another one of her pupils through her especially strenuous martial arts-influenced aerobics course.**



▲ **"Come on the – hup, through the hoop, boy!"**





BY: KONAMI

price: £39.99
developers: KONAMI
release date: SEPT. 1993

ROCKET KNIGHT ADVENTURES

Deep in the secret laboratories of Konami a strange new creature is currently being created. From the people who gave us mutant turtles and blue bunnies comes another twisted animal product. A rocket-powered opossum. But hang on to your glass-filled baby food jars, this isn't another cruel experiment on helpless little animals. No, it's Konami's latest and possible greatest game, Rocket Knight Adventures.

The Rocket Knights are an ancient race of warrior marsupials. Since the dawn of time these fair knights have brought peace and justice to the distant world of Elhorn. That is until the Black Lord arrived. And he didn't come alone, nope, he brought his mighty legion of Cyborg pigs with him. With these ham-fisted warriors at his command he systematically wiped out the Rocket Knights and made the rulers of Elhorn kneel at his trotters. What a pig!

But our story doesn't end there. Enter the fair Komata, one of the Rocket Knight elders. It was he that found a baby opossum lying asleep in his dead mother's pouch. Taking the young child as his own he brought up the creature as a Rocket Knight and named him Sparkster.

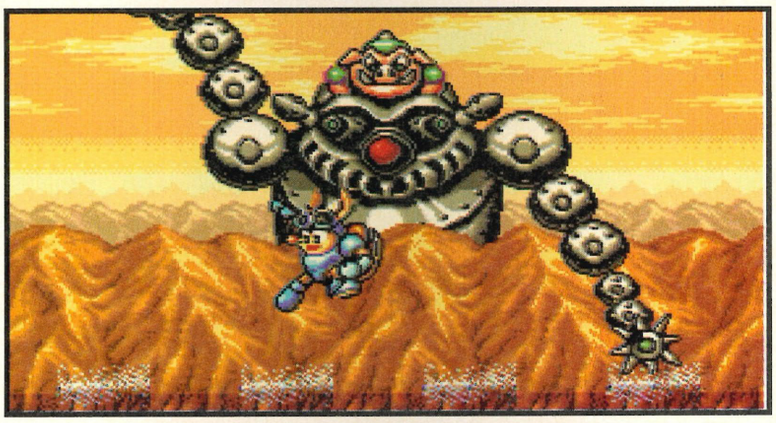
Now Komata too has been killed by the Black Lord and it's up to Sparkster as the last Rocket Knight to avenge his adopted father's death and restore peace to the galaxy. Taking the form of a eight-way scrolling platform game, Rocket Knight Adventures follows the antics of Sparkster as he battles against the evil pigbots in a quest to destroy the Dark King.

Armed only with his rocket pack and sword, Sparkster can perform a variety of moves from flying and bouncing off walls to releasing a high-powered super-spin attack. What's more, being an opossum Sparkster is also able to use his prehensile tail to hang on branches and swing from tree to tree.

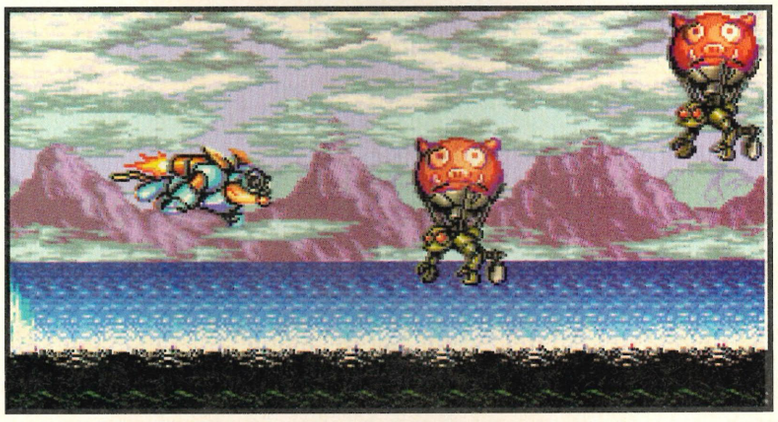
He's going to need all his little marsupial wits about him too because the Cyber-pigs are no pork-heads. There are hog-tanks, hog-trucks and even hog-air balloons all out to cook Sparkster's bacon.

The bosses in Rocket Knight are incredible too. Each of them is a fiendish mechanical construct. Robot sea-serpents, giant worms, massive pig-machines, there's even a hair-raising train boss that races along two sets of rickety mine-cart rails.

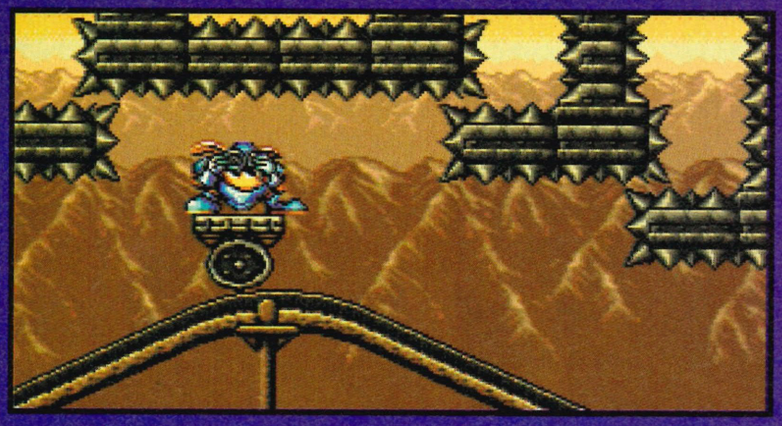
The MegaTech crew have had a bash on Rocket Knight adventures already, but is it any good or not? Well to find out the answer to that you'll have to stay tuned for the forthcoming MegaTech review because we're not giving anything away yet...



▲ **In spite of it's massive spiked arms this boss is pretty easy to beat. Just power up Sparkster's sword and shoot the porcine rider!**



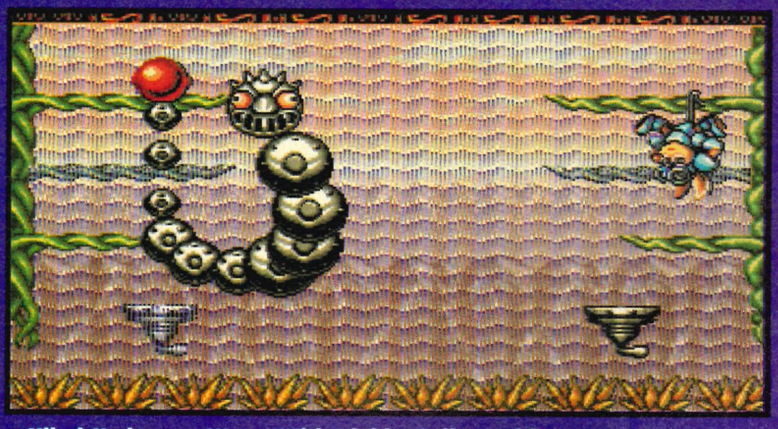
▲ **After the first level Sparkster has to rocket through this high speed shoot 'em up section. Zap the deadly balloon-mounted uglies.**



▲ These days you can't have a platform game without a cart level.



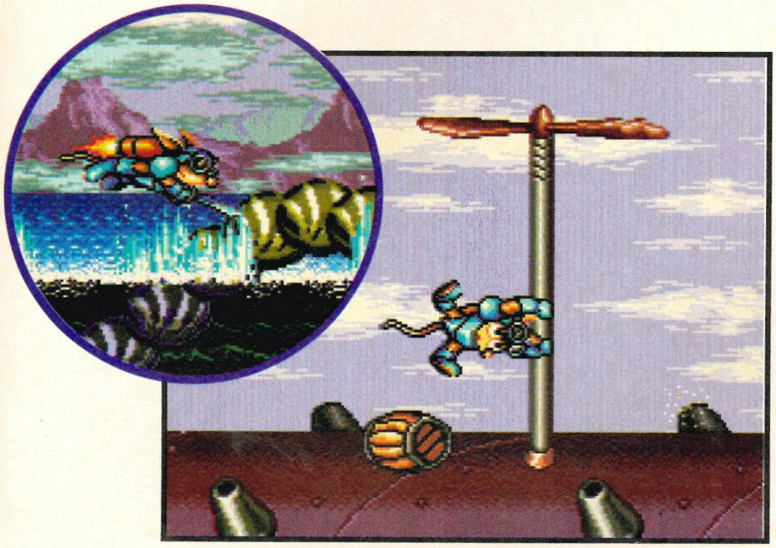
▲ Deadly Pig Tank! He'll regret tangling with this hard-ass oppossum!



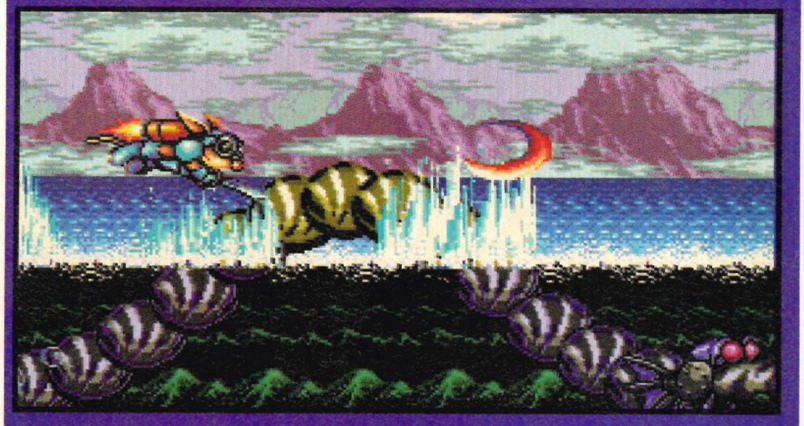
▲ Yike! Underater-Worm-With-Blobby-Tail attack!



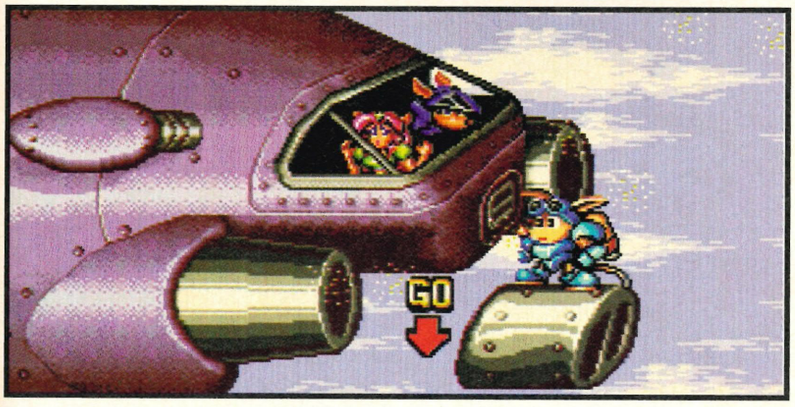
▲ Okay, so every platform game has a cart level, but this one's ace!



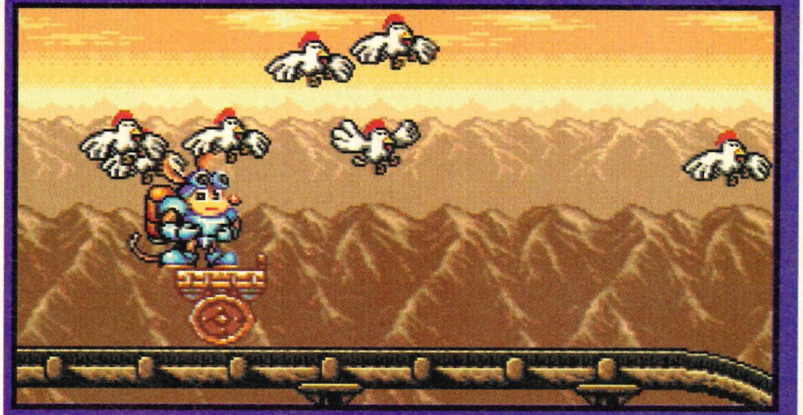
▲ There's quite a breeze atop the airship and Sparkster has to hang on if he doesn't want to fall to oblivion.



▲ Death to Water Serpents From Beyond The Planets!



▲ Uh-oh! Just like these jerry-built planes to fall apart underneath you!



▲ What other Megadrive platform game has a cart level with chickens?







BY: ELECTRONIC ARTS

price: £49.99
developers: EA IN-HOUSE
release date: JUNE 1993





ZOMBIES ATE MY NEIGHBOURS

Imagine every late night B-movie you've ever seen, all rolled into one nightmarish orgy of horror. Every monster, every ghoul, every hokey storyline, every pod. All combined together in the most terrifying tale of torment of all time. Well that's exactly what Konami's latest offering, presently under the working name of Zombies Ate My Neighbours, just happens to be.

Similar in style to Gauntlet, that classic coin-op of yesteryear, Zombies is a plan-view shoot 'em up in which one or two players, in the role of a pair of classic American teenagers, have to rescue the neighbourhood from a whole legion of supernatural creatures.

Designed by Lucasarts, the same corporation that produced all the Star Wars movies, as well as such fine games as The Secret of Monkey Island, Zombies Ate My Neighbours is definitely not going to harm their, nor publisher Konami's fine reputations. We've had a look at a pre-production copy with our shared third eye and it looks like this game could shape up to be supernaturally good. As always we'll give it the full MegaTech review as soon as we get our webbed claws on a finished copy. Until then, stay off the moors and beware the moon.

FROM BEYOND...

Zombies features over fifty levels of sheer horror and each one is based around a popular horror theme.There's the idyllic middle-class American neighbourhood, ancient Egyptian tombs, spooky gothic castles and even supermarkets. What's more, each level is billed in true horror movie-style with such names as the Pyramid Of Fear, Terror In Aisle Five and Dr Tongue's Castle Of Terror. Enter at your own risk, puny surface dweller.



▲ I'm going to complain to the manager – not only is this hotel half-built, it's haunted too!



▲ The friendly gardener about to "cut the hedge" or something...



▲ Hmmm... should I get some new trousers or buy a new cheerleader?

CREATURES OF THE NIGHT!

The local neighbourhood must have been built over an ancient Red Indian burial ground or something because it's definitely attracting an unsavoury crowd. Walking upon this earthly plane are some of the most grotesque and hideous abominations you'd ever wish to meet on a dark rainy night. Dogs, babies, barbecue chefs, American tourists, cheerleaders and even Mrs Mangle-type old ladies. Oh hang on, no those are the people you've got to save. Sorry, it's so hard to tell.



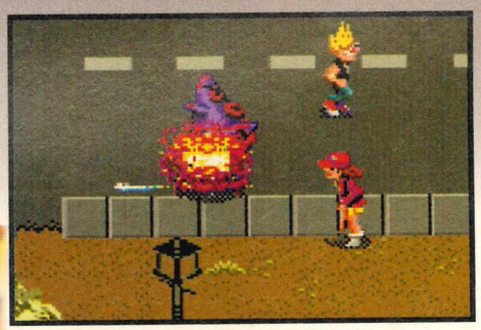
▲ **"Oh no, looks like we've stumbled upon a meeting of Ghouls, Ghosts and Vampires Anonymous. I'm scared!"**



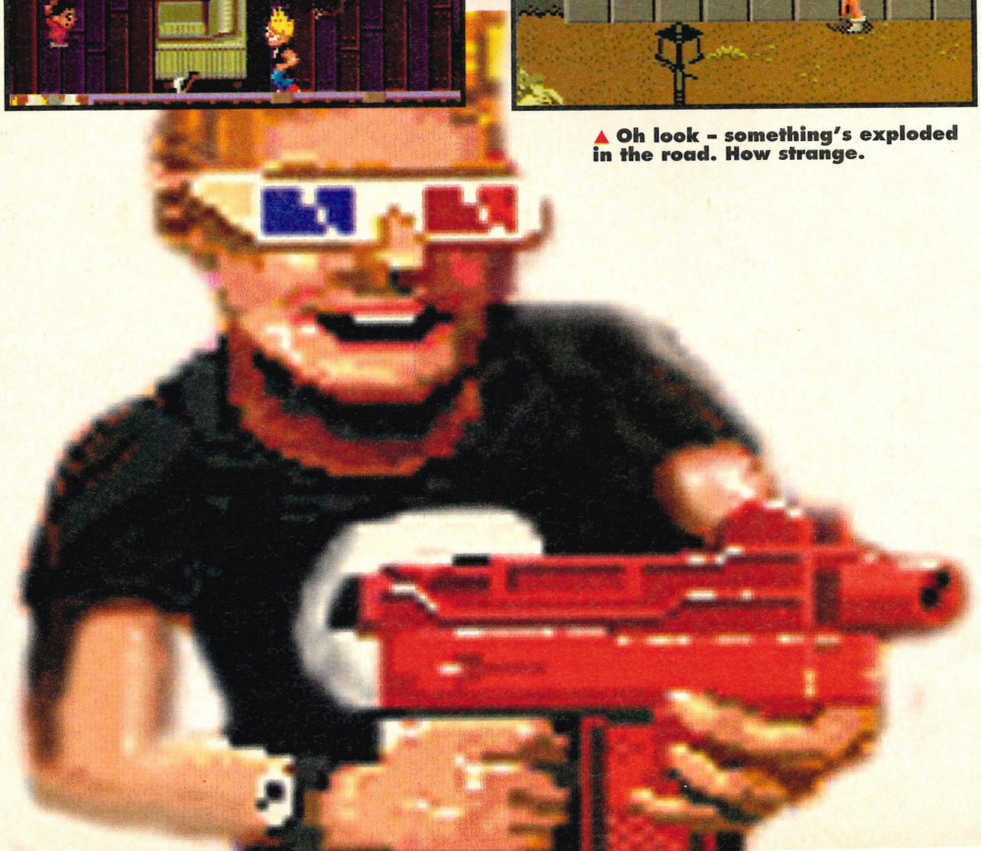
BEASTS OF BEELZEBUB!

The real monsters of the game are only a tad worse than the people you've got to save. Every single star of the silver screen horror movies are here for your delight. There are mummies, wolfmen, zombies, giant spiders, chainsaw maniacs, and vampires all walking amongst the living. More famous cameo appearances come from the blob (and family), the creature from the Black Lagoon, pod-people from Invasion of the Body Snatchers and even a forty foot kid. It's like a Hammer House of Horror reunion.





▲ **Oh look – something's exploded in the road. How strange.**

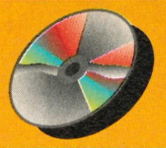


TOOLS OF THE TRADE

As any good exorcist knows it's always handy to carry a bottle of holy water, some sharp stakes and a couple of garlic bulbs on your person. Just in case, like. However, your average teenage psychic detective has to make do with what ever they can get their hands on and thus the heroes of Zombies sport some particularly bizarre weaponry. Water pistols are the standard side-arm, but later on such Generation Game prizes as knives and forks, plates, hedge strimmers, bubble gum shooters, fire extinguishers, footballs and rocket launchers can be used to great effect. In fact, inflatable clowns can even be used to decoy the creatures of darkness.



▲ **My word, what an attractive young lady.**





BY: VIRGIN

price: TBA
developers: VIRGIN USA
release date: LATE 1993

TERMINATOR CD

Hey, hey! He said he would "Be back" (yuk yuk!) and here he is! After enjoying moderate success on cartridge, Virgin games have re-energised the cyborg satan for their first Mega-CD game, which uses the CD hardware for more levels, more guns, in fact more everything.

Veteran MegaTech readers with good memories (16 Mbit at least) will recall that Virgin actually released a game of the classic Schwarzenegger thriller back in sunny '92, which was received warmly by many mags, but not by us because it was so easy that even little Mark Patterson could beat it on his first go. But let's put all that behind us now, because we've seen the updated Mega-CD version of the game, and it looks like it's gonna be looooads better!

The cartridge version of Terminator was put together by Guildford-based programmers, Probe Software, who went on to much better things (Alien 3 and Terminator 2 for example) but the updated version, which is a reprogrammed, enhanced version of the original, is currently being completed by Virgin's own coders in California.

ONE MAN, ONE WOMAN, ONE TERMINATOR

As before, in Terminator CD you play Kyle Reese, the future soldier who travels back in time to rescue Sarah Connor, the mother of his future commander before she's assassinated by a psychotic Terminator cyborg. Also as before, the game is a platform shoot 'em up set over four main levels taken from scenes in the movie.

First Reese has to breach the security of SkyNet HQ, where the time displacement equipment is hidden, then he travels back to 1980s Los Angeles where he has to get past crazed punks and dodge policemen to reach Sarah Connor in the Tech Noir disco before the Terminator gets there. From there the action switches to a nearby police station which is under Terminator attack and the final showdown is set in a factory full of power crushers and other hydraulic nasties.

SO WHAT ELSE IS NEW?

Okay, that much is the same as before, but the programmers have used the Power of CD to replace the rather titchy levels of the cartridge version with giant multi-stage sections of labyrinthine tunnels and staircases, with a lot more variety in the obstacles and enemies. The corridors of SkyNet, for example, are jammed up with gun-toting Terminators, in exoskeleton and skin-clad forms and fluctuating power beams and Aliens; Special Edition-style robot sentries block the route to the time displacement equipment. The whole impression is one of much more game than before.



▲ How to re-decorate your bedroom the Terminator way.

BETTER GRAPHICS!, BETTER SOUND!

The other major improvements are enhanced graphics, which are much more detailed as you can see from the pics. The Terminators and the scenery are very nicely drawn and animated and the only slightly ropey thing in the unfinished version we saw was the uniformed Reese sprite whose gait suggested he was waiting for a curry to take effect on his underwear.

The CD music which thumps away in the background is the other significant addition to the game. Not that the music in the ROM version wasn't excellent, but this is the real Terminator soundtrack coming through your speakers!

TERMINATOR – THE MOTION PICTURE

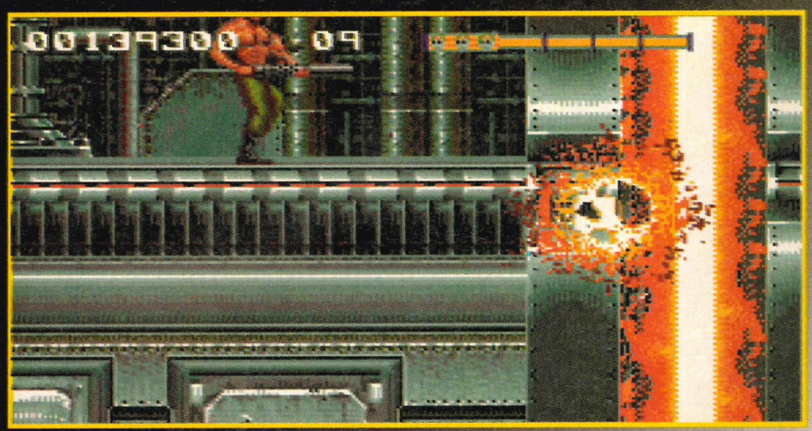
A Mega-CD game of a film wouldn't be complete without a bit of full-motion video, and between levels you get the standard 1/3-of-a-screen snatches from the film. When we saw the game there were only a couple of snippets included, of patrolling Hunter Killers and Reese in his battle dress leaping over dead cars, but Virgin apparently aren't happy with the graininess and speed of the full-motion video and promise the finished product will be much more classy in that department.

It'll all be finished in time for Christmas, so start saving now. We'll have the review of the finished product for you soon.

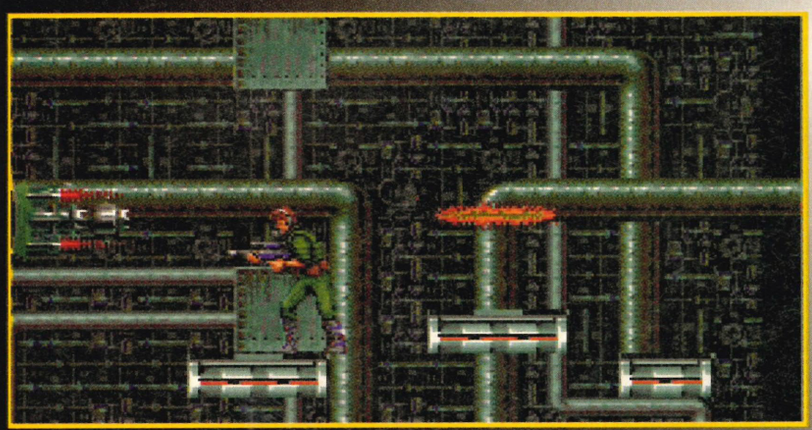
TERMINATOR CD



▲ I don't know what it is, but I'm gonna blast it all the same!



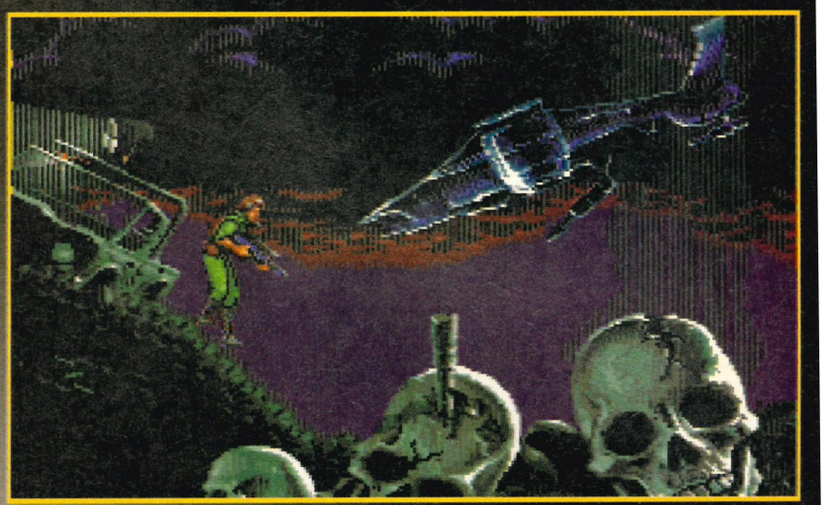
▲ Terminator in decapitation shock!



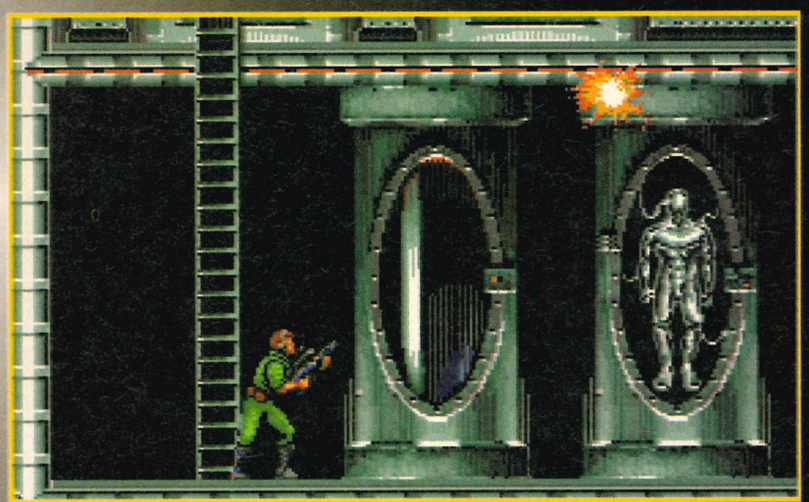
▲ Behind you! Behind you! Looks like Kyle is heading for a headache.



▲ One of the Full Motion Video sections of the game. (In fact, Virgin don't reckon this bit is up to scratch and are going to optimise it.)



▲ The very first level. There's some smart parallax scrolling in this section, with the skulls looming up in the foreground.



▲ Skynet HQ. This is where the Terminators are fleshed-up. Unfortunately, you can't shoot them.



▲ Kyle is transported into the past in the second stage - all he's got is a shotgun to ward off marauding punks and bikers.

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Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant" N-FORCE

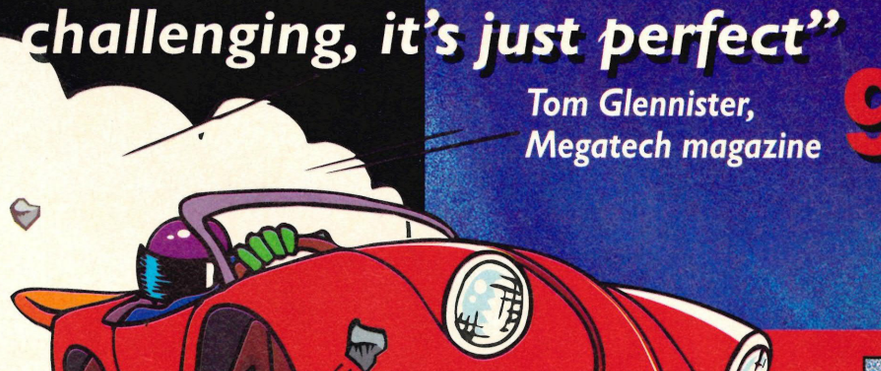
"A fantastically playable racing game"
Sega Force magazine

"Arguably the best race game ever written"
Neil West, Mega magazine **92%**

"So fast and furious, really challenging, it's just perfect"
Tom Glennister, Megatech magazine **92%**

THE ORIGIN
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SCALE MINIAT









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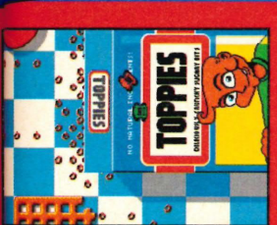
"One of the best and most original games ever"
Look-In

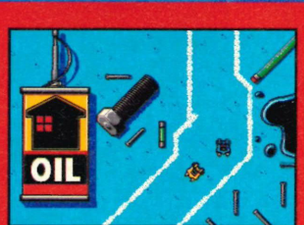
93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Gamesmaster magazine

Micro Machines
THE ORIGINAL SCALE MINIATURES

97 PERCENT PLAYABILITY
Mean Machines Sega

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









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CORE-KING STUFF!

Where do they make the best Mega-CD games? Is it Japan? The Sega Multimedia Lab in California? Derby, West Yorkshire? Could be... Paul and Tom took a trip to Core Design to see the Mega-CD game that knocks everything else on its butt, and much more. Read on and find out what wonders are yet to come...

THUNDERHAWK

FORMAT: CD
RELEASE: SEPTEMBER '93
PRICE: TBA



▲ Just hit the button and watch the radio mast explode! Boom! Hehehe!

This is the one you've probably heard about, and having played it we can definitely say that this Mega-CD title is going to knock your eyes out!

Thunderhawk was originally released as an Amiga and PC helicopter combat simulator, with vector graphics and with the emphasis more on the combat than the simulator... and when we went up to Core that was more or less what we expected to see. But as it turns out, the programmer of the original, codenamed Mac, decided that the Megadrive was more suited to being an out-and-out blast, and the Megadrive's hardware, even with the additional power of the CD unit, just wouldn't be able to handle the vector graphics fast enough for the amount of action he wanted to put in.

And so, he and graphic designer (we'll refer to him as 'Jason') scrapped the original designs and came up with something completely new. Lots of fast 3D action. Loads of sprite rotation and scaling. Ray-traced graphics. Powerful, thumping soundtracks and lots of digitised effects. And... they've done it!

Thunderhawk is set in ten different locations, jungles, river basins, cities, even the snowy wastes of Alaska, and in each of these locations you get between four and ten objectives to complete. Basically, this means following your direction indicator to your primary target and blasting the bejeezus out of it and everything around it using a chain gun and a supply of homing rockets. While you're doing that, the opposition are despatching armoured cars, tanks, helicopters and jet fighters, you name it, to see you off.

CHUCK ROCK

FORMAT: CD AND ROM
RELEASE: SEPTEMBER '93
PRICE: TBA

You were probably wondering what ever happened to Chuck Rock after his first prehistoric belly-butting adventure. Well, after settling down with the recently rescued Ophelia, Chuck turned inventor and actually constructed the world's first affordable automobile. Demand for these was understandably terrific, allowing Chuck to set up the Datstone car company and become immensely wealthy. Everything was coming up roses for Chuck, and to top things off, he even had a son.

Unfortunately, while Chuck was enjoying his new found idyll his arch-rival, Brick Jagger, head of the Fjord car company, was plotting against him, demanding that Chuck sell Datstone to him, or else. When Chuck continually refused, Jagger decided to take action and had Chuck kidnapped, threatening that only Ophelia's signature on the documents of sale would secure his release.

While Ophelia blubs, it's left to Chuck Junior to bust out of his playpen, grab a nearby club and set off to find his imprisoned dad. Like the original game, Chuck II is a platform/puzzle game, this time with a bit more emphasis on the puzzles. Junior has to get through six stages of caves, jungles and cityscape (which are broken up into numerous sub-stages) all populated with deranged dinosaurs which like to chew on babies, and stuffed with bizarre monster-based obstacles, traps and puzzles. For example, bash Eddie the Elephant with Junior's club and watch Eddie squirt water over any nearby fire hazards. Alternatively, get rid of any road-blocking rocks by judicious use of Reggie the Rock Eater who can also regurgitate his food on demand to fill up holes.

After defeating the bosses at the end of each level, Junior usually has to take part in little sub-games for bonus points. The first involves climbing on a dog/bear thing's back and knocking apples out of a tree, while others take the form of a button-bashing raft race, a bit of carving-a-statue-out-of-a-boulder-by-hitting-it-in-the-right-place, and a dinosaur and cart ride to the final level.

The original Chuck Rock team have returned to create the sequel, but this time, as well as a more advanced game design, they've got a few smart new programming tricks up their sleeve. One of the most impressive we saw is a simulation of major-league sprite rotation, which is done without any extra hardware. The entire second level is set on the back of a huge water dinosaur who wobbles up and down, mid-lake, but even more impressive is the lava tree. This rocks left and right as it sinks into a pit of boiling magma, but the whole effect looks like something out of Super NES Super Ghouls 'n' Ghosts.

This one's due out in September, and will appear on cartridge and CD. The CD game will include a long animated intro telling the full story of Chuck Rock rags-to-riches tale.

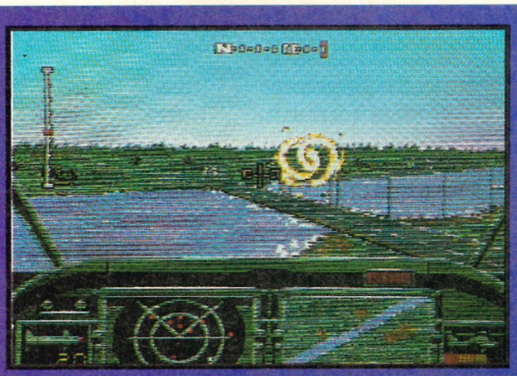
FEATURE PREVIEW



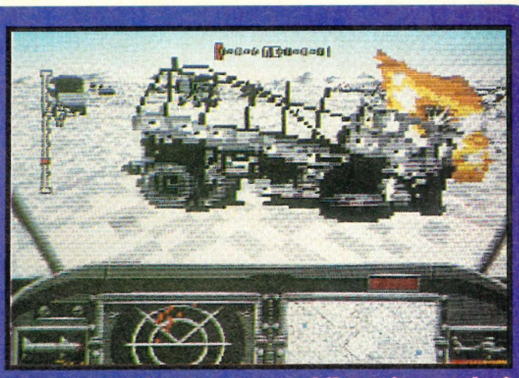
▲ The helicopter sprites are all ray-traced models for super-realism.

All these tanks and helicopters take the form of expanding sprites, ray-traced in 32 different planes to make them look extra-realistic when they streak towards you in 3D. The Mega-CD's sprite hardware is really put through the hoop in this game – the sprite expansion and rotation is so silky-smooth you could almost believe you're looking at the screen of a coin-op! The ground is done Super NES-style, with a vast background flipped into 3D and rotated and scrolled to give the impression of movement in perspective. But what makes it look better than any Super NES game is the way the landscape isn't just flat – trees, buildings and other ground features are produced using the sprite hardware too, so they look solid and if you don't get enough altitude you do crash into them. You can ogle these pics all you like, but you have to see it moving for the full effect! It really is amazing!

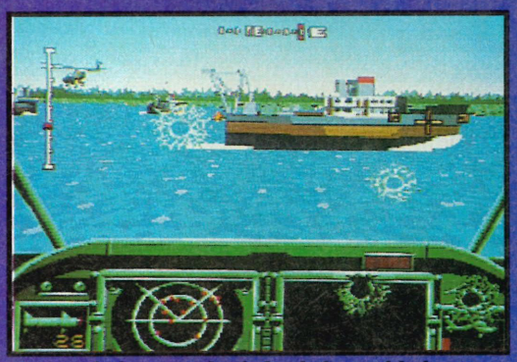
This one's out in September, and we hope to be reviewing this mega-game in the very next issue of MegaTech! Don't miss it!



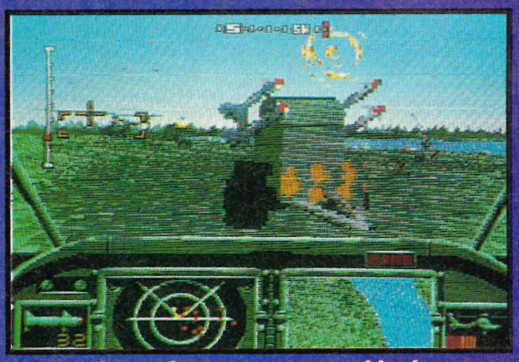
▲ Defending the bridge from enemy attack is the objective in this mission.



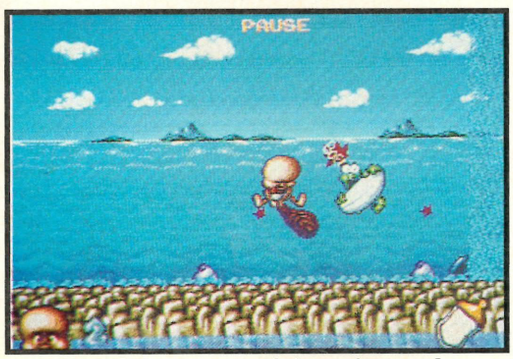
▲ Kabooma! Here we are obilterating trucks in Alaska. Hours of fun for all the family.



▲ Oops! If you make it back from this boat-wrecking mission you'll get a Purple Heart.



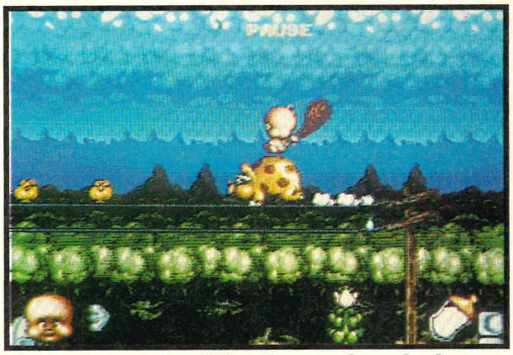
▲ Oops! You don't want to get this close to a SAM site.



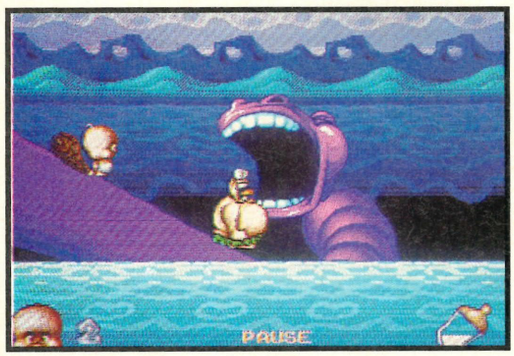
▲ WHACK! Have some of that mister ugly dinosaur creep monster fiend!



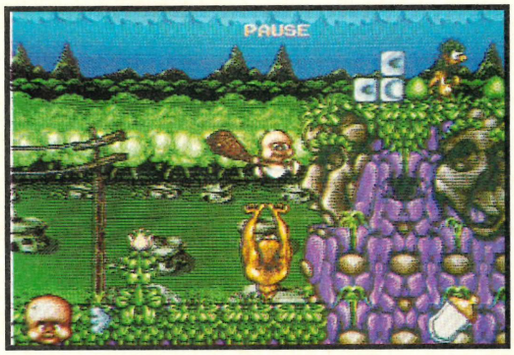
▲ Here's the first bonus game. From the back of the dog/bear Jr has to whack the apples.



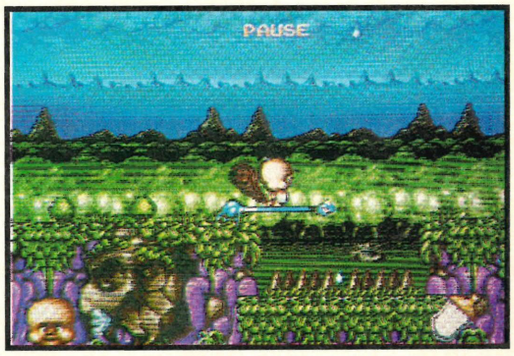
▲ More creature-riding fun on the telephone lines. Bash the beast on the bot and it goes!



▲ The whole of level two is played on this dino's back, but he's not too pleased about it by the time you get to his head!



▲ A quick smack on this strange creature's nut results in him springing Jr upward to an otherwise unreachable cliff tops



▲ Jr takes advantage of another strange dino trap, the little-known Extendingbridgeosaurus.

BUBBA 'N' STIX

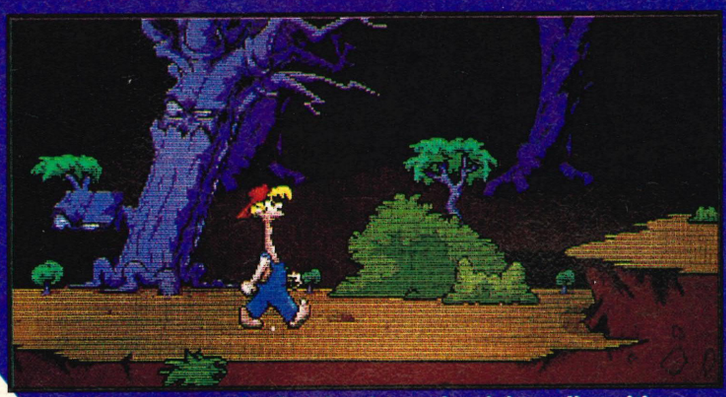
FORMAT: CD AND 8 M-BIT ROM
RELEASE: JANUARY '94
PRICE: TBA

According to designer Simon Phipps, this game was the result of Core's MD, Jeremy Smith, having a brainwave and deciding that the next thing he wanted Core to do was a game about a man with a stick. Creative types, eh? Thus lumbered he and his graphic designer partner, Billy Allison, set to work trying to come up with a game based on a bloke and a bit of wood. Completely stumped (minor 'wood' gag there) they ended up coming with some very strange ideas indeed and somehow they worked them all into a sort of platform/puzzle format. Man With A Stick became Bubba and Stix, and the game is set to be released on Megadrive and Mega-CD (with extra animations and levels) in January.

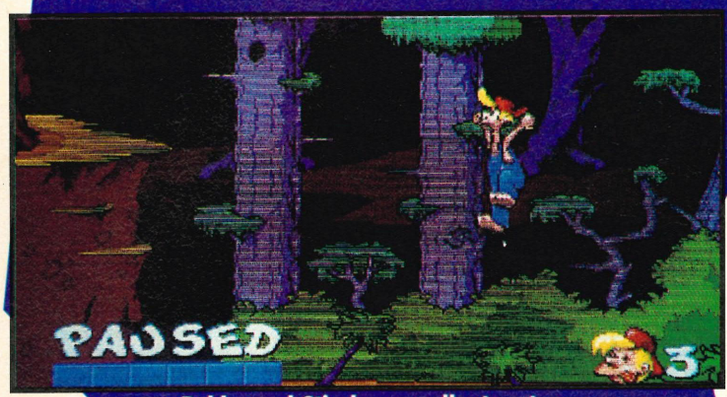
The idea of the game is that Bubba (a human) has been kidnapped by an alien zoo-keeper who wants him for an exhibit. As it turns out, said zoo-keeper ends up crashing his ship on a remote planet, allowing Bubba to escape, or rather fall out of his cage on to his head. He's revived by a friendly alien, who happens to be a mobile stick and enlists his/her/its help in returning to Earth and evading the returning zoo-keeper. The clever thing about having a living stick in a game is that it can be used for all sorts of things – Bubba can throw it at monsters and it will always come back to him – but Simon and Billy came up with much more exotic uses than that. Depending on where Bubba is, he can use Stix to breath through (if he's under water), climb onto, lever boulders, prod unreachable switches, stir pots of noxious liquids, and of course, as a weapon. Billy's previous life as a cartoon animator (he worked on famed children's programmes such as Spider!) has stood him in good stead for Bubba and Stix, and, combined with Simon's weird ideas, the result is a very strange, but very interesting-looking game. We only hope the team of brave Bubba programmers can make all of Simon's crazy ideas work!



▲ Bubba can bounce on just about anything (like this mushroom) to help him reach those unreachable niches.



▲ All the trees on the first level are of a sinister disposition, but when Bubba's facing them they all close their eyes!



▲ Bubba and Stix has excellent cartoon graphics in store.

CORE'S MEGADRIVE CART-OGRAPHY

CHUCK ROCK
Released by Virgin last autumn, this was a conversion of the original Amiga platform game and was later converted (a bit) for Mega-CD, though it's only available on import and Core have no plans to release it in Europe.

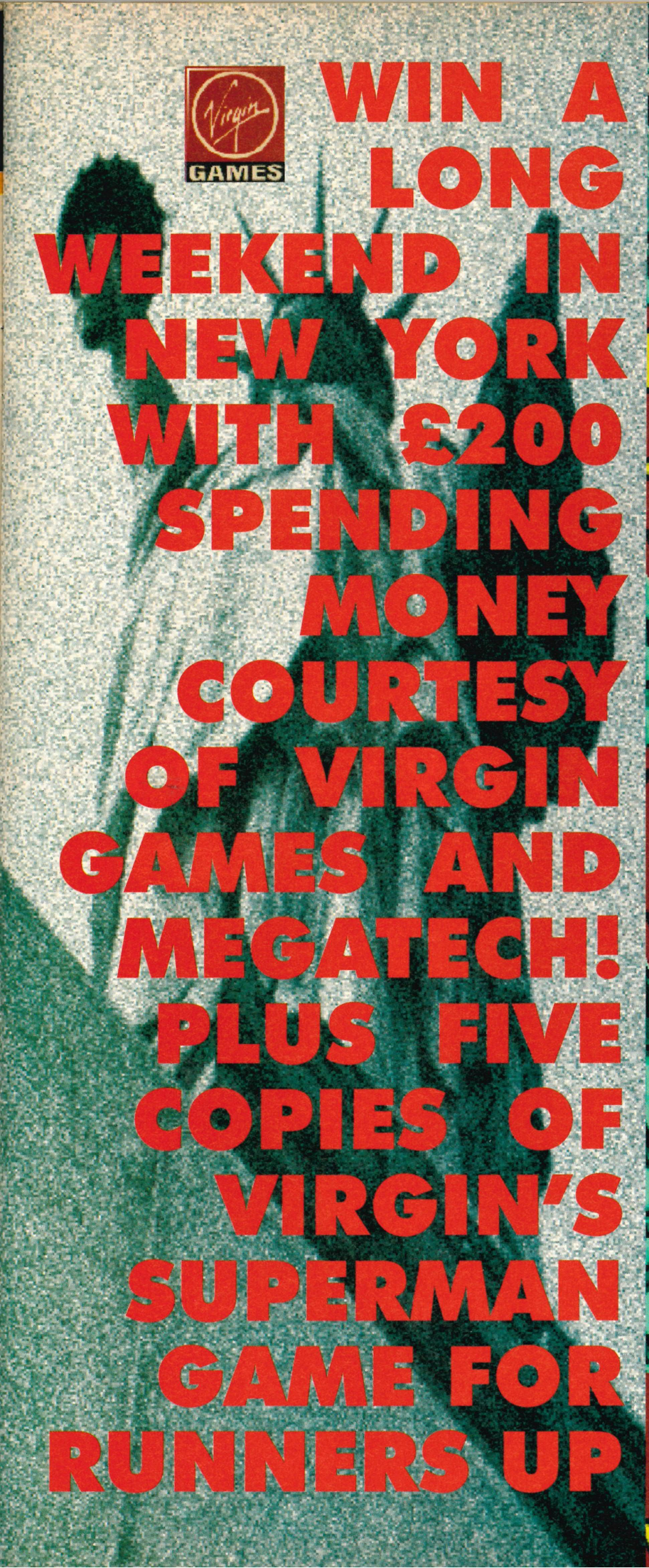
WONDERDOG
Core's first CD game, this cutesy platform game was actually commissioned by JVC to be the first game for their Megadrive/Mega-CD all-in-one console, the WonderMega. Soon to be released officially

JAGUAR XJ-220
Another conversion of one of Core's popular Amiga titles, this Mega-CD race game, complete with track designer, was one of the first official Mega-CD releases in Europe.

WOLF CHILD
Yet another Amiga-to-CD conversion which turns the player into a platform-bound wolfman confronted by evil insectoid aliens and robots. Also another early official CD release, which wasn't particularly well-received by the critics, mainly because it's not very original.



▲ Some of Billy Alison's sketches for the cartoon intro storyboard which will be on the Mega-CD version of Bubba and Stix.



WIN A LONG WEEKEND IN NEW YORK WITH £200 SPENDING MONEY COURTESY OF VIRGIN GAMES AND MEGATECH! PLUS FIVE COPIES OF VIRGIN'S SUPERMAN GAME FOR RUNNERS UP

Y'know, when those lovely Virgin games people said they wanted to give away a holiday for two in the Metropolis, just to get people excited about their hot new Megadrive Superman game, we couldn't quite believe it.

'Hang on,' we said, 'Metropolis is a fictional township supposedly on the eastern seaboard of the United States of America, created by Joe Schuster and Jerry Seagal, the creators of Superman, and not a real place at all.'

'Yes,' they said, 'we know that. What do you think we are – stupid?'

'Oh,' we said, somewhat embarrassed.

'We said A Metropolis. A Metropolis. As in, a big city. Like... New York, for example.'

'Mmm. Good idea.' we agreed. And so here we are, all smiles and with a mighty smart prize to give away to one lucky MegaTech reader.

That reader, plus a friend or relation, will be jetted from London Heathrow Airport to John F Kennedy Airport in New York by Virgin Atlantic, there to stay for three nights in a smart hotel (with breakfast thrown in – or even served on a tray) before being flown back again in fine Boeing 747 style, by the selfsame Virgin Atlantic. And if you're wondering what on earth you're supposed to do while you're there, Virgin are giving the winner £200 of spending money so that you're not left twiddling your thumbs in Central Park! Not bad, eh?

On top of all that, Virgin are handing over a copy of their Superman game (8 Mbits of platform action with all your favourite Superman characters in it, out July, only £39.99) to five runners up! And there's also a booby prize of a Superman Playsuit (inside leg approx 20", age guide 6+) for someone who can take a joke.

Okay, all you have to do to be up for these mega prizes is work out the answers to these three Superman-style questions, then detach your special Superman entry postcard (which is attached to the cover of this month's MegaTech) and tick the relevant answer boxes. Fill in your name, address and so on, stick on a stamp and sling it in a postbox to reach us by 20th July, 1993. Good luck.

IS IT (A) A BIRD, (B) A PLANE (C) THE QUESTIONS?

QUESTION 1: What is the name of Superman's alter ego?
(a) Margate Kent?
(b) Clark Kent?
(c) Post Office Clark?

QUESTION 2: What is the name of Superman's home planet?
(a) Argon?
(b) Krypton?
(c) Xenon?

QUESTION 3: What is the name of Superman's original Dad?
(a) Kal-El
(b) Jor-El
(c) El-Al

QUESTION 4: Who were the creators of Superman? (a bit easy this one)
(a) Mike and Bernie Winters
(b) Joe Schuster and Jerry Seagal
(c) He was the invention of President Roosevelt, to inspire patriotism in the American people at a time of crisis.

THE SMALL PRINT
1. Entrants under 18 should ask a parent or guardian to sign their entry.
2. If the winner is under 18 he or she must be accompanied on the holiday by a parent or guardian.
3. There is no cash alternative for the prize.
4. The editor's decision is final and no correspondence will be entered into.

PREVIEW



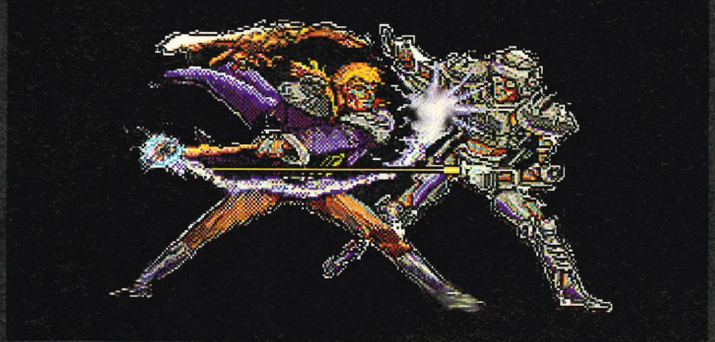




BY: ELECTRONIC ARTS

price: £39.99
developers: EA IN-HOUSE
release date: 9TH JULY

TECHNO CLASH



Royal families are always getting it in the neck, aren't they? Ask anyone and they'll tell you that, in spite of having all that treasure and squadrons of servants and the best brands of ice cream, it's no picnic being The Wizard Prince of the Inner Realm, and this shoot 'em up just goes to prove it.

The notorious Techlords are invading the Inner Realm and Ronaan (who actually is The Wizard Prince of that self-same Inner Realm) is compelled by tradition or constitution or something to defend his realm all by himself, driving the vile hordes of Engine Men back through a nearby inter-dimensional portal, then pursuing them to their source to ensure their utter destruction.

But he doesn't really have to do it all on his own. He's accompanied around the 60 levels of Gauntlet-type action by one of his two bodyguards (Chazz and Farrg) who will either faithfully follow him around or faithfully rampage into battle, seeking out the enemy and giving them a good seeing to. Surprisingly, EA tell us that there will be no option for a second player to control the bodyguard independently, but hey, you can't have everything.

Being a Wizard Prince of the future means that Ronaan doesn't have to weigh himself down with heavy weaponry because he can charge himself to the brim with psychic spells of destruction (nine of 'em , ranging from Three-Way Death Splats to Boomerangs of Doom) and a small collection of four defensive and movement spells.

In between blazing away at rogue Engine Men, Ronaan has to do things like track down keycards which close off security doors and finding hidden rooms where handy objects are hidden, so all in all the gameplay isn't a million miles distant from that of Gauntlet. And that's fine, because there hasn't really been a good Gauntlet game on the Megadrive to date, and after seeing it we have to say that this one looks like it could be pretty decent. Still, shame about the lack of a two player mode, though...

PREVIEW







BY: ELECTRONIC ARTS

price: £34.99
developers: EA IN-HOUSE
release date: AUGUST

GENERAL CHAOS

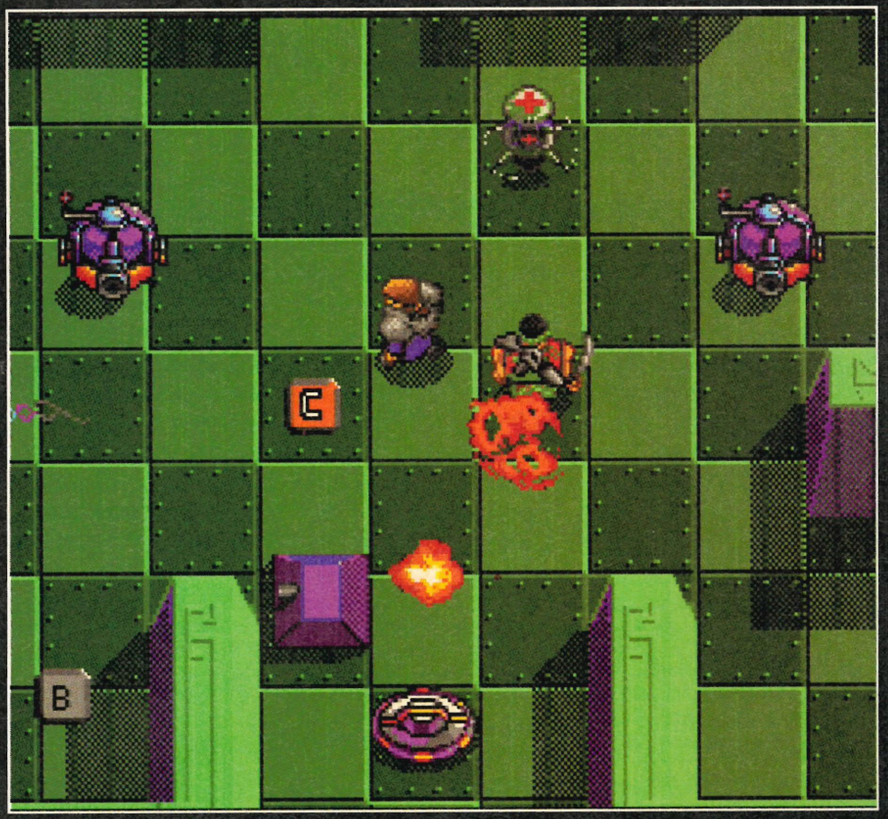


Killer Comedy Combat" is probably not what you'd expect last thing on a Friday afternoon, but that's just what we got when Electronic Arts came round for a mug of tea and a bun, and to show us this upcoming strategy/action game.

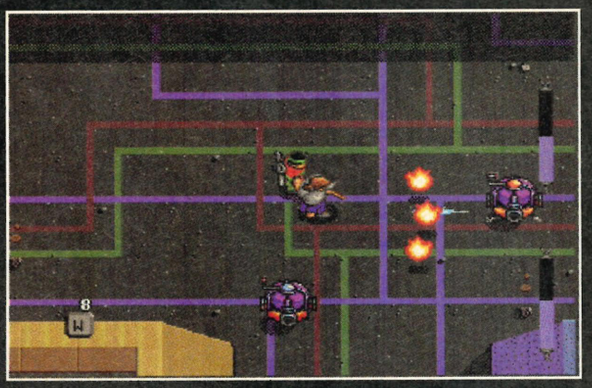
You play the commander of the armies (very small armies of about five soldiers, actually) of Moronica and the idea of the game is to work your way towards the central stronghold of your nearby enemies, Viceria, capturing all the provinces and countries in between. Put like that it sounds like another one of those stuffy old war games with hexagonal grids, little tank symbols and rolling dice and all that sort of thing, but with General Chaos nothing could be further from the truth.

After receiving your orders, you find your squad of grunts confronted by a bunch of similarly-armed enemy grunts, and your job is to wipe out the other lot before they get you. Just like real war (philosophical interlude). But anyway, the idea is simply to get your blokes to run around the screen to where they can shoot the opposition with their flame-throwers and bazookas. Rather than steering them around by joypad only, you have to use a roving pointer to place markers on the screen for them to run to, while keeping the bullets flying and hoping for the best. Most unusual.

Even more unusual are the graphics, which are quite comic and cartoony and are what really gives the game a quirky sort of appeal. But will that appeal be appealing enough to earn the game it glory in the review pages of this fine magazine? Aha, for that you'll have to wait until we review General Chaos next issue.



▲ It's deadly robots a-plenty but Ronan and his bodyguard buddy are more than men enough to take on these metal fiends who feel neither pity nor pain. Oh, the drama.





▲ More danger! More robots! More lasers! More deadly fireballs! More MMMPPH! AIIEEEEKK! GET OFF MEEEEEE!!!



▲ The heroic Blues take cover behind a nice rockery, hoping it will hold out against the Reds' bazookas, flame-throwers and grenades.



▲ This used to be a lovely neighbourhood until those noisy soldiers moved in.



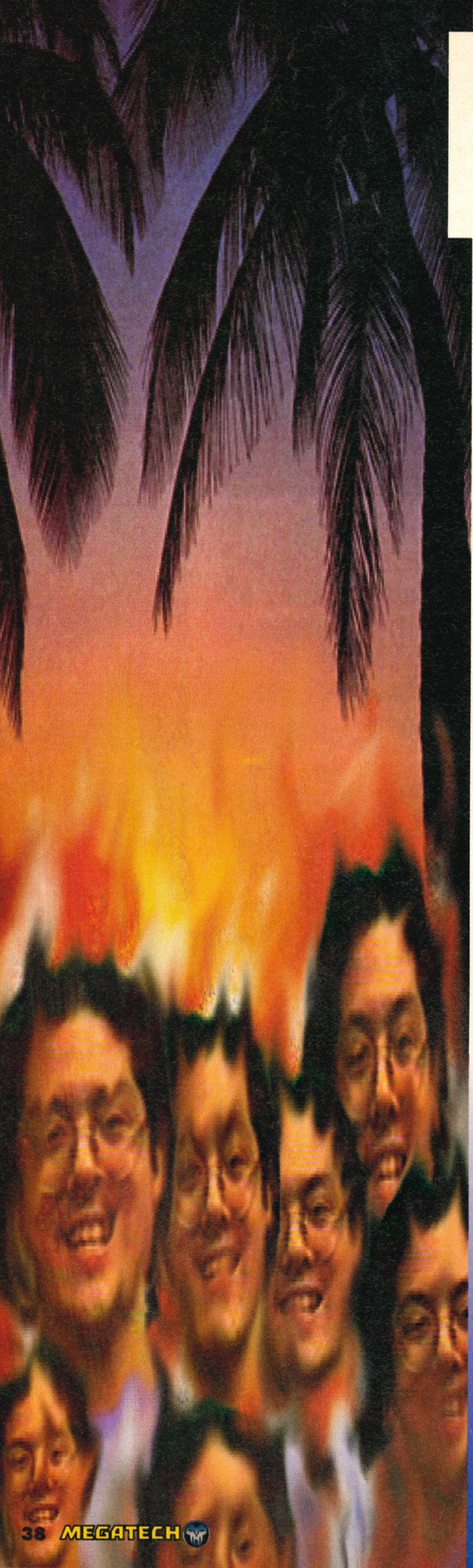
▲ Looks like those Reds got their just 'deserts'! Yuk yuk!



▲ Here the guys have to wipe out the enemy and (for a bonus) stop the train!



▲ Ladies! Choose your ideal mate from this selection of young professionals.



tom

Hi folks, it's me, Tom. The real Tom. Oh dear, what a mess I'm in. I'd better explain. The other night I was woken from my sleep by a terrible storm. How it shook my little tree-house – I even fell out of my junior hammock at one point. Never in all my days on this island have I experienced such demonic weather. Then I saw them. Peering through my little bamboo-frame window I saw strange glowing hailstones raining down on to the ground. I was dead frightened I can tell you. The next morning I awoke to a shocking sight. Where the hailstones had landed, strange vegetables were growing out of the ground. At first I could only make out the tops of the large black turnip-like bulbs, but each day they grew bigger and hairier. Then this morning I awoke to see them fully grown. Crawling out of the holes were the vegetables, only they looked exactly like... me! That's right – hundreds of vegetable-Toms. The scariest thing is, they only move when I'm not looking. Oh, somebody save me. You know the address, TOM'S ISLAND, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Please hurry, I can't keep my eyes open much longer...

MUM! FINISHED!

Dear TOM,
I am very distressed for two reasons. One, you called me Mark Maldane. It should be Hark Maldane.
Second, I am stuck on the 2nd level of Sonic 2. You may recall that in my first letter it was Sonic 1 (I got Sonic 2 from my Auntie Jane for my B-day).
I am afraid I am not very good at computer games. I hope you can help.
Hark Maldane, Pitlochry, Scotland.

TOM: I'm sorry I got your name wrong Hank, it won't happen again. Look, to make up for it I'll answer another of your pathetic pleas for help. The key to playing Sonic 2 is to use the joypad. It's easier if you use your hands. This top technique will enable you to control the blue hedgehog on the screen. Okay, Jake? Oh, and it helps if you face the screen too. Hope, I've been of some help, Clark. See ya!

JURASSIC ISLAND

It's tyranoriffic, it's fang-tastic It's totally reptomungous!! It's the essential Tom's Island dinosaur fact file showcasd by a select panel of top dinosaur experts! So welcome to Tom's Jurassic Island, folks.

FALSE ACCUSATIONS!

Dear TOM,
In issue 17 you reviewed Final Fight CD and you said Streets Of Rage 2 was no match for Final Fight CD. Well what do you expect if it is a CD game? All I am saying is that you were unfair to Streets Of Rage 2 comparing it to a CD game, that's all. Keep the good work up.
Steven Denholm, Haddington.

TOM: Get your facts right before you shoot your mouth off, Mr Wise-guy. If you read the review properly (here's a clue- try using the words) you'll see that it was

's island

actually Paul Davies who slagged off Streets Of Rage 2, not me. I said he was being unfair. Anyhow, Streets Of Rage 2 got a better mark than Final Fight CD, so what are you whinging about? Wipe your bottom before you speak to me next time, it'll stop all that crap coming out. (HMMM... THE REAL TOM WOULDN'T HAVE BEEN THAT RUDE – SUSPICIOUS ED.)

JURASSIC ISLAND 1





Rt. Hon. David Mellor QC MP tells us about his favourite 'terrible lizard'.

'Well, if I could just divert the question away from the Conservative Party's Arts policy and just address Mr Guise's question about my favourite dinosaur, it is without doubt the Stegosaurus or 'plate reptile', so called because of the two rows of armour plates that jutted from it's back. Standing room-high (although of course there were no rooms in those days, guffaw) this magnificent herbivore would defend itself using it's spikey tail. More incredibly, this giant had a main brain and an auxilliary in its torso to control its hind legs and rearward portions! I only wish I had such a facility!'

WHAT A LIFE!

Dear TOM,

What an easy life you and your cronies must lead, sitting around playing games all day long. Bet you've never done a hard days work in your life, eh? Bet your hands are as soft as Mystic Matthews backside, eh? Easy life. So how do you get into this racket then?

I'd love to get in on the scam so I've included below a few mini-reviews of games I've played recently. Tell me what you think.

Ecco: Fab.

Desert Strike: Wicked.

Terminator 2: Dead Hard.

Batman: Eezy-peezy.

Columns: Okay.

Man, this reviewing lark is a cinch. Anyway, I've had a great idea to encourage more interesting and constructive letters (like mine) to your mag. Why not award a free game cart to the writer of every letter published. The Star Letter could get a spanking new Mega-CD.

I would be honoured to be the first to benefit from MegaTech's generosity. Well, let's face it, this is the only way I'll ever get my hands on a Mega-CD, unlike you lot, who probably get a truck-load of freebies from Sega. Easy Life.

Yours enviously,

Russell Ferguson.

TOM: What a bunch of great ideas, Russell. Why we could give away flying capes and jet boots too for every letter. And the Star Letter winner could get a real batmobile for their very own, with a full-size batcave thrown in too perhaps. You know, my hands might be as soft as Mystic Matty's backside, but they're nowhere near as soft as your head. Ahaha, I kill myself! (HMMM... THE REAL TOM NEVER USUALLY SAYS "AHAHA, I KILL MYSELF!" – NOW QUITE CONCERNED ED)

JURASSIC ISLAND 2





Confused by all this Jurassic jargon? Chat Show king Terry Wogan reveals all...

'Fair lads and merry lasses, come hither. The Jurassic period took place between 135 to 200 million years ago and it was during this period that the largest and smallest of all dinosaurs existed, from the giant herbivores like Diplodicus to the smaller ground dwellers like Compsognathus. The first bird, Archaeopteryx also appeared around then. More famous dinosaurs like the Triceratops and the Tyrannosaurus appeared later on during Cretaceous period, although no dinosaurs survived beyond this period. Bizarre or what! Later, dudes.'

JURASSIC PLOP!

Dear TOM,

I am writing to you concerning the letter from Ian Towy (MT 18) under the title "Dinosaur Doo-Doo".

So you can't kill the silly old lumbering dinosaur in Revenge Of Shinobi without using three mijin magics in a row, thus losing 3 lives in the process? Shame on you, Thomas. Still, it could explain why you enjoyed World Of Illusion so much (only kidding, I loved it too).

Here's what you do. Make sure you've got a good few shurikens, and it's best to use the shield. Standing on the platform at the right of the screen, fire shurikens at the monster's head as he stomps toward you. When it stops jump to avoid the flames spewed at you. You may have to jump and somersault over its head. Judge it right and you should land unhit on the other side of it.

It will then swish its tail at you so jump to avoid (if this hits it can be devastating without a shield). If you're quick you can get another shot in before getting on the platform at the other end. Keep firing at its head and repeat above process until...well you know what happens. Simple eh? Well almost.

Keep up the high standard.

Russell Harris, Rugby.

TOM: Yeh yeh, I knew that. Fire, jump, fire. Sure, easy. Old news, Russ mate. I just wanted to test you other readers, bring the real gamesplayers out into the open. Er, but thanks anyway.

I'M FULL OF IT, ME!

Dear TOM,

I am writing to ask you a few questions and to tell you that my dad is studying the insides of a Megadrive and SNES. He has recently made a converter to play Megadrive games on a SNES and SNES games on a Megadrive. I have been playing Streetfighter 2 on the Megadrive and Sonic on the SNES.

Here are my questions:

1. Are there any cheats for Castle Of Illusion other than a solution. A level select would be a treat in the Technique Zone.
2. How can I convince my father to buy me a Mega-CD?
3. And lastly, I have sent in letters a few times and haven't had them published. One contained a neat little cheat to turn Tails invincible on Sonic 2 and when I didn't see it I was very angry. You have given me some very good cheats in the past so why didn't you publish my letters?

Neil Davies, Swansea.

tom's island

TOM: Wow, your dad must be a genius, Neil, but how did he find time to make that convertor in between perfecting his new flycycle and battling inter-galactic space-gods. Anyway, I'd better answer your questions.
1. It's dead easy this. First plug Castle Of Illusion into you SNES (you'll need a special Neil Davies bull-cack convertor for this one), then click your heels together three times and say 'I want a level select!' Can't fail.
2. Just get him to make you one out of an old cardboard box and a pen-torch. Surely if anyone can do it your dad can. He is Dr Doom after all.
3. Because they were all rubbish. Angry were you? Ha ha ha, I wish I could have seen your face. Serves you right for lying. Ho ho ho!

JURASSIC ISLAND 3





Those ex-bad boys of 80s pop, Wham, tell us about the greatest of all dinosaurs, Tyrannosaurus.

'The biggest of all the carnosaurs, the Tyrannosaurus roamed East Asia and North America during the late Cretaceous period. The most famous of these creatures was the Tyrannosaurus Rex ('King of the Tyrant Lizards') of North America. Measuring 47 feet from tail-tip to snout these creatures would have been tall enough to peer in to the upstairs window of a house. Incredible, hey George?'

'Yeh Andy, but did you know that each of it's immensly powerful hind legs bore a four-tonne load, more than the entire weight of a white rhinoceros?'

'Actually I did, George. I also happen to know that their narrow skulls measured over a metre in length and each eye socket was big enough to hold a human head.'

'Wow, that means that one Tyrannosaurus skull could contain the heads of one top pop duo. Right, Andy?'

'Right, George. Ha ha ha!'

LAUGHING BOY!

Bong Thang TOM,
Just thought I'd write and ask you lots of annoying questions like everyone else seems to, and I'm not going to go on about how utterly amazing and fabbo your mag is. So cut the crap and onto firstly...
a) Have you got hairy nostrils?
b) Is Flashback going to be released on Mega-CD, and if so how long and will it be any better?
c) When Streetfighter II is released (yawn, yawn, maybe in the year 2000) will there be a CD release to follow shortly???

If you haven't guessed already I am the not-so-sorry owner of a Mega-CD. Do you think I was a pillock to get one?
PS. By the time you read this letter I will have self-destructed
PPS. Sonic should be caught and used to test cosmetics.
Jerry Without His Pacemaker, Preston.

TOM: Ho ho ho. You sure do make me laugh Jerry, but I can't look at you all day. (THE REAL TOM WOULD NEVER HAVE CRACKED THAT GAG – BECOMING-MORE-WORRIED-BY-THE-MINUTE ED.) Questions, answers, here they come.
a) Yes, I do have hair in my nostrils. It helps filter out dirt particles. Look and see, you should have some too!
b) Yes, but not until next year some time. There may be some extra levels.
c) There will be a version of Streetfighter II on Mega-CD, but it may not be the same one...

By the way, I don't think you made the wrong move getting a Mega-CD, but I do think you're a pillock. Schwing Schlong, Jerry.

THE SATAN BUG!

'Dear' TOM,
It's me again. The parasite! In reply to your reply to my letter in Issue 17, I am a parasite (to my brother), but Tickhill isn't a fleahive. Check ya map bozo! Yes, it is great to have so few worries, but my brain capacity is greater than yours (much greater). At least I noticed his mistake, unlike you.

I will now quote the useless Clive Sinclair's real words: "A console is a console, a C64 is CRAP!"

About YOUR address, Farringdon Lane? Shouldn't that be Fart's Kingdom Lane?

Well, that's me done for the day. I must go and suck my daily 10lb lemon. Why don't you try it? A 10lb lemon might just fill the void between your ears.
Muggs 'Parasite' Malton, Tickhill (Fleahive to you).

TOM:Fart's Kingdom Lane? What a clever jape. Ha. Why you must have practised that little joke in front of the mirror. Like everything else you do. But, before we go any further why don't we take a look at the letter below, Muggs, or should I call you Stephen...

JURASSIC ISLAND 4





Why did dinosaurs die out? Film star Maurice Chevalier investigates...

'You know, when I was filming Gigi way back in 1958 I often pondered, what happened to the dinosaurs? Why did they become extinct? Who knows, but, by the late Cretaceous period the numbers of their species had slumped by half. Then about 65 million years ago they vanished forever. Some experts say it could have been the result of a distant star exploding, showering the Earth in cosmic rays that deformed the creature's unborn young. Others blame a mysterious devastating dinosaur plague. Moi? I believe that they left the Earth in large motherships and will return to inherit the planet in 1999. You puny Earth people will perish under the force of their mighty legions. Thank heaven for little girls!'

MUGGS REVEALED!

Dear TOM,
I would firstly like to apologise for my brother's behaviour. He's only just started to accept he can't beat me at Dactyl Nightmare in the arcade. So sorry.

Being the wiser of us I own a SNES, Now although he owns the Megadrive, I buy MegaTech. Hmm...weird!

Anyway, I have some quezzies.
1. Although Streetfighter II: Champion Edition is coming out for the Megadrive it's been announced that Turbo Edition is coming out for the SNES. My question is, will this come out for the Megadrive?

2. Do you like Star Trek: Next Generation? Do you have any news on the Mega-CD version?
3. How about Sword Of Vermilion 2 on CD? It would be a smash!
PS.' Muggs'? He sure is! He wasted 3 quid on VR machines trying to beat me! His real name is Stephen!
PPS. When I said I was wise , it was because I buy MegaTech (although the SNES is great — not taking anything away from the MD).
Rob Malton, Somewhere, A house.
TOM: Ha, dobbed in by your own brother Stevie-boy. Stevie-weevy! Bah, you parasitical leeches are all the same. Well, I shall reward your treachery, Rob Malton, with some answers.
1. No, not on the Megadrive.
2. Yes, there IS going to be a Mega-CD version of Star Trek: The Next Generation. Stay tuned.
3. No chance.
Now away with you, back to your Malton-hive or whatever it is you live in.

MAD PERSON: HERE!

Dear TOM,
Please, please, please,

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REVIEWS

Have we got some games for you this month! Have we got some games for you this month? (WELL? HAVE WE OR NOT? – ED) We certainly have, and here they are, in all their glory...

● 44 SWITCH ● 48 J LEAGUE PRO STRIKER ● 52 INTERNATIONAL RUGBY ● 56 RANGER X ● 64 BALL JACKS ● 66 CHESTER CHEETAH ● 68 BATMAN RETURNS ● 72 SNOW BROTHERS ● 76 DAVIS CUP TENNIS ● 78 AMAZING TENNIS

THE RATINGS PANELS

Here's the rundown – how the scores are put together and the lucky, lucky people who rate the games.



THE TECHOSCOPE
It's a weird, circular thing divided up into four quarters, but what does it all mean? Well, this is our strange little way of demonstrating which particular skills you'll need to be strong on to be able to play the game well. Each quarter of the circle represents a gaming skill – Reflexes, Strategy, Challenge and Thought – and each of these has a rating, shown by the distance that the coloured area within each quarter sticks out from the centre towards the outside of the circle. Got that?

PRESENTATION
Presentation covers the standard of the intro, intermediate and options screens, and whether the game has been put together thoughtfully and playtested seriously, or just thrown together carelessly.

GRAPHICS
The standard of the visuals – backgrounds, sprites and animation – is covered by the Graphics category

SOUND
The Sound department gives you a percentage rating for sound effects and soundtrack.

STP
The Short Term Play rating tells you whether the game under review is instantly playable or takes a while to get into.

LTP
If you want to know if the cart will probably stay in your Megadrive for months to come or if it's destined to gather dust on a shelf in your bedroom after a few plays, check out the Long Term Play score.

OVERALL
The final Oerall score is not arrived at by averaging out the scores in all the categories above – it is not an average mark, it is only achieved after heated debates between the members of the MegaTech Ratings Panel – many a voice is raised, tables are pounded by fists, and blood is often spilt as the panel make their considered judgements on the game in question.



PAUL GLANCEY
Such is the hard nature of MegaTech's herculean editor nothing scares him. He once took on the entire Bishop's Stortford police force after an argument down the local Indian because his tandoori with extra ground glass wasn't hot enough. And then he ate all the furniture in the restaurant after setting fire to it, just for fun.



MARK HOLMES
The big girlie that he is, Mark Holmes is scared witless about having his long sable locks destroyed in a freak Megadrive accident. As a result of this bizarre phobia, he is often found playing games adorned with a hair net and a funny hat like the one the woman in the Durex advert wears.



TOM GUISE
Poor old Tom is scared of just about anything. "Every night when I go to my special Thunderbirds bunk bed, I think that the closet monster is going to leap out and eat me," pipes Tom. He's often found cowering under his desk when it starts to rain because "The thunder is quite obviously one of Superman's enemies who is engaging in an evil plot to conquer the world."

RADION AUTOMATIC
Travelling in bad weather is a fearful experience for young Radion, for when it rains his Toxo-colour hair dye starts to run and make his eyes sting. The resulting stripes make him look like some sort of multi-coloured mutant zebra, so he has to spend the day avoiding African bush guides and Earnest Hemingway lookalikes armed with elephant guns.

MARK PATTERSON
Mark the Midget, as we 'affectionately' call him in the MegaTech office has one terrible and over-riding fear – one mention of the words "soap and water" has him running from the building in a fit of terror. We can always tell when the pint-sized reviewer is in the vicinity by the cheesy hum that wafts into MegaTech Towers when he's a hundred yards down the road.

ANGUS SWAN
An Gus is our resident arachnophobe – he can't stand spiders. In fact, the hairy, eight-legged creatures send the Scottish reviewer into fits of fear. From massive, bird-eating tarantulas to tiny money spiders, they're all the same to our Gus – as soon as he spots one, he rushes into the MegaTech toilet, swatting at the offending invertebrate with a copy of Just Seventeen as he goes.

MEGA-CD REVIEW

MEGADRIVE REVIEW



BY: SEGA

CASE

CD-ROM

STYLE

ADVENTURE

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

JUNE 1993

SWI



When you get a weird game in the office there's only one candidate for doing the reviewing. Take it away TOMMY O'GUISE!

Everyone likes a laugh don't they? I mean, who doesn't have a good old chuckle at the comical plight of others? I know I do. People slipping up in public, bird-plop landing in that businessman's lovely brylcreemed hair, little old ladies spilling their shopping, some fat woman dropping her ice-cream on the floor. Ha ha ha, what a laugh! No seriously, it's not good to have fun at the expense of other people. Of course it isn't, ahahaha. Meet Switch!

WACKY!

Switch has to be the most bizarre game ever seen anywhere. It's mad! Who would have thought you could make a game entirely out of visual gags, but that's exactly what this is. Imagine a cross between Monty Python's Flying Circus and Jeremy Beadle's You've Been Framed and you'll have some idea of what this game is like. It's all completely and utterly absurd!

CRAZY!

But what's it all about and why is it called Switch? Well let me tell you. It seems that all the machines in the world have gone haywire. The circuits linking the switches to the machines have gone nutty and as a result the world has been plunged into confusion. The only hope for mankind is to find the Master Switch and returning the world to normal. Simple right? Well, no.

You see the only way to get to the Master Switch is by negotiating a path through all manner of crazy situations, and when I say crazy, I mean CRAZY! Each time a new situation is confronted, a set of switches appears. From here, it's decision time. Press the correct switch and the game moves onto a new location, select a wrong one however and all manner of strange things can happen. And that's where the fun starts. Let the gag fest begin!

SUCH TRICKERY!

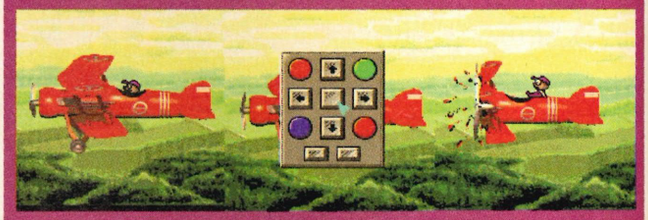
Being a Mega-CD game, you'd expect Switch to do things that a cartridge game doesn't. And it does, in massive amounts. Apart from the usual cartoon animation and CD-quality sound, Switch also uses a lot of pretty nifty hardware trickery that has been noticeably absent from previous Mega-CD releases.Here are some examples.



▲ I need the second floor, mens underwear...



▲ Hey, it's the Japanese Mega-CD title screen...

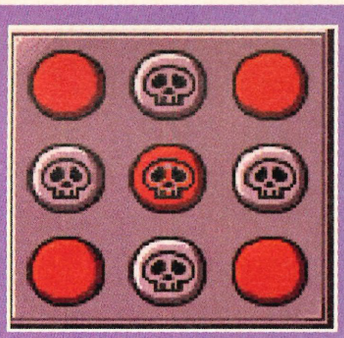


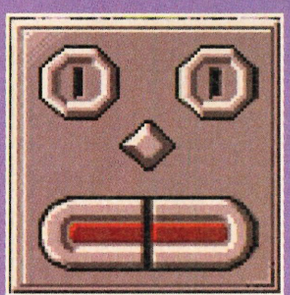
▲ Here's our hero flying the friendly skies. However, select the wrong button and it could be disasterous. Here the propellor eats the plane up. Yikes!

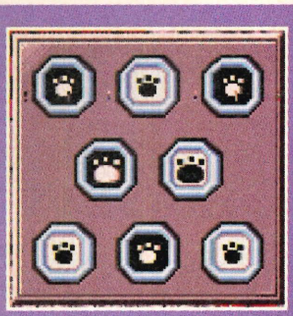
HIT THE BUTTON.

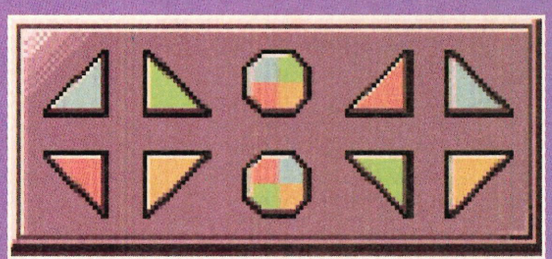
One nice feature of Switch, funnily enough, is the sheer variety of different switches in the game. Each time a set of switches appears it's always based on the present humourous situation. For instance, an elevator scene has elevator buttons, the Mona Lisa gag has facial feature buttons and the vending machine has, surprise surprise, vending machine buttons. One particularly neat set of switches appears in the typewriter gag. Here, the switches take the form of a beautiful Japanese keyboard complete with Japanese pictograms. Each time a switch is pressed, the pictogram on it comes to life and performs a silly act from puking to acting like a monster.

Unfortunately, none of the switches throughout the game give you any clue as to which one is the right one. It's all guesswork and with massive switch arrangements like the keyboard it can take ages to find the rightone. In this particular example the correct Japanese pictogram is the one that looks like a fish. You can thank me later.





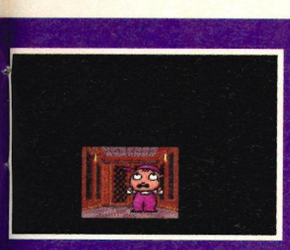




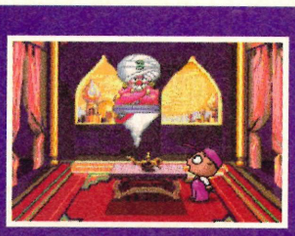


ITCH

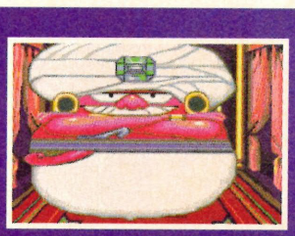




▲ ...the lift's shrinking? It's background scaling.



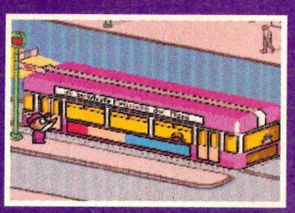
▲ What can I do for you, Oh Master?



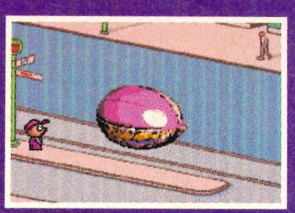
▲ Sprite scale? As you wish, Mighty one. Magic!



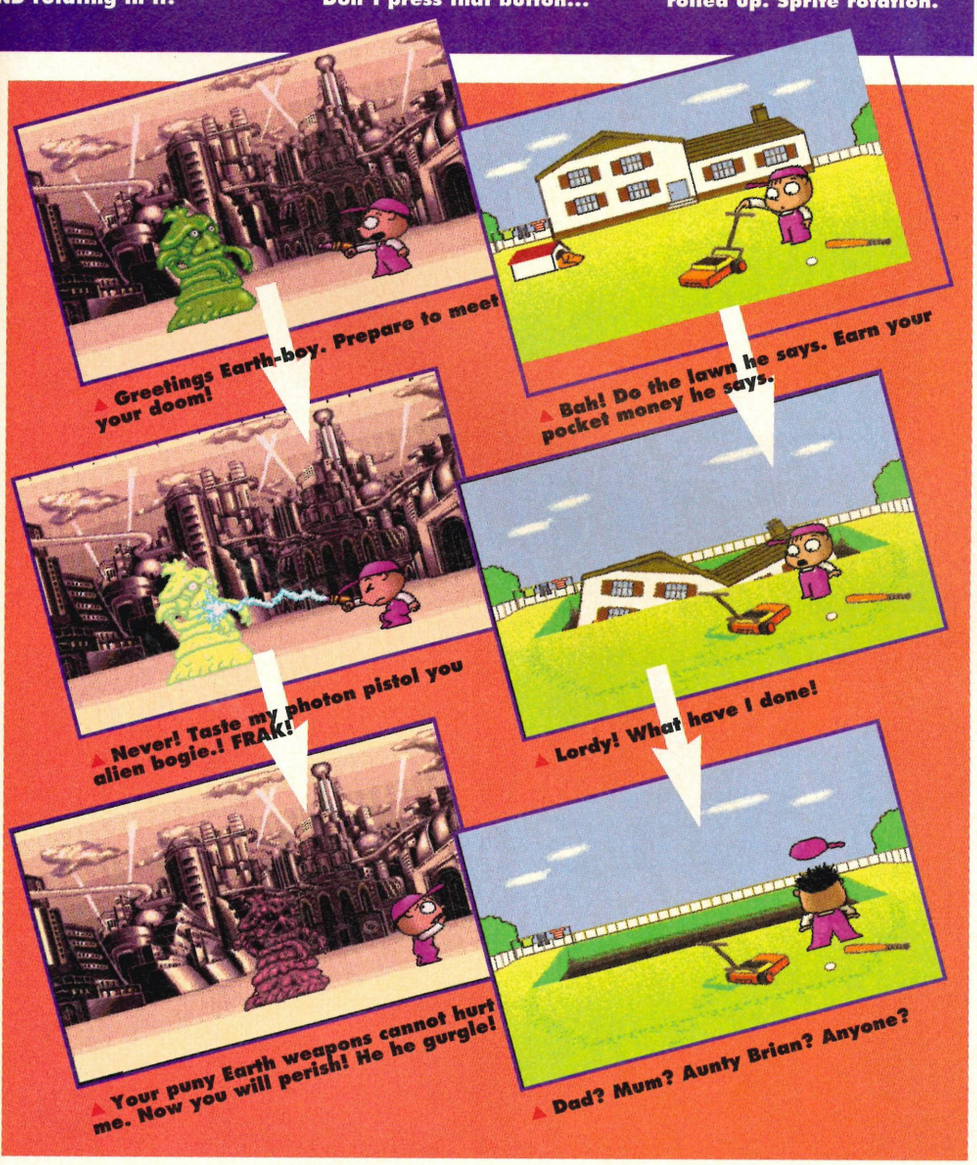
▲ ...and our hero is scaling AND rotating in it!



▲ Come on sonny, hop in. Don't press that button...



▲ ...urk. The bus has rolled up. Sprite rotation.



FRUITY!

Switch is packed with gags, over 1000 in fact and they're all completely barmy. The first few situations all take the form of everyday events. Hoovering the living room, mowing the lawn, using a photocopier. But from these innocent little actions chaos can ensue. The hoover can go crazy, sucking up the whole screen, the photocopier can spookily create reproductions of its user, the mower can eat up the whole garden and the house too, or in fact any of the objects could spew up vomit. You see, it's nutty!

As you get further into the game, the situations just get weirder and weirder. For example, the main characters, a boy and his dog, can find themselves on a flying rocking horse. And that's not even the gag! Nope, the gag is when the rocking horse's wings disappear and are replaced by flying fish with tow-ropes. Other situations see our heroes rapidly agedon an H G Wells time machine, squished by the screen folding over and even battling the Mega-CD title screen. Madness, complete madness. I tell you!

CRAPPY!

As you've probably worked out for yourselves the gameplay is very basic indeed. It's just a case hitting switches and watching the result. What's more, the correct switches always remain the same with every game. It doesn't test your reflexes and there's little in the way of thrilling action. Flick the wrong switch and you just get another go at the same situation, again and again, until you pick the right one. It can all get a little bit tiresome especially when you've seen the gags before.

FUNNY!

Right, now I've said all the bad stuff, I can get on to the good news. Switch happens to be top fun. Unlike other Mega-CD interactive cartoon-style games like Time Gal and Road Avenger, Switch benefits from one crucial factor, it makes you laugh. The gags are brilliant! The excellent cartoons graphics together with Kent Prick's superb vocal abilites really do make this game one big barrel of laughs. What's more, all the gags are really well thought out. Just when you think the jokes over another little perfectly-timed twist in the gag occurs.

PRICK UP YOUR EARS!

Switch makes use of the Mega-CD's massive memory capacity to store dozens of digitised sound effects all produced by the vocal cords of one Kent Prick. Born in Hollywood, Kent is an a bit of an all-round comedian with abilities ranging from tap-dancing to mime-artistry.



Using his super-elastic vocal cords, Kent created a vast array of peculiar sound-effects for the game from the 'peas-go-pop' cheek noises when lumps appear on people's heads, to strange 'blowing raspberries near the microphone' flying saucer engines. They're so bad they're good and actually add a lot to the humour of the situations.

PARTY!

This is definitely a game to play with a group of friends. It's just as enjoyable to watch as it is to play, with people shouting out which button they think should be pressed (at least that's how it was around here). In fact, it's better not to select the correct switch, because everyone wants to see what's going to happen. It can get quite tense when the situation looks particularly interesting. Once a switch is selected everyone waits with bated breath for the gag to start and it's a real downer when the switch picked is the right one. For some bizarre reason Paul had a knack of always picking the right switches and everyone kept booing him as he inadvertently skipped through all the interesting levels.

Like other CD games, the action in Switch pauses briefly when information is loaded from disc. But because this pause takes place just after you've pressed a button, the tension mounts while you wonder what the result could possibly be, and this actually adds to the fun!

HAPPY!

To date there hasn't been a game more suited to the Mega-CD than Switch. Not only does it show off the Mega-CD's abilities to a tee, but it also shows quite how different CD games are to cartridge games. It's all fine and dandy performing fantastic scaling and rotational tricks (which the Mega-CD does throughout the game to good effect), but a Super Nintendo can do all that at a much cheaper price.

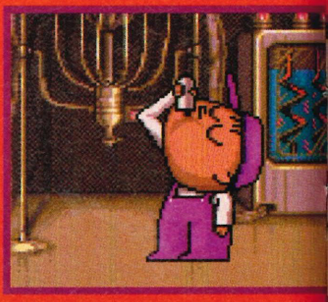
No, Switch comes into it's own by demonstrating abilities that only a Mega-CD game could perform. There's a vast amount of information stored on the disc as well as over 40 different soundtracks and all the digitised sound-effects (of which there must be hundreds individually designed for each gag). It would be impossible to produce a game of this quality on cartridge. On any console.

DODGY BITS

Switch is definitely one of the most impressive games to appear on the Mega-CD to date, but whether it ever makes it over here officially is another matter entirely. You see, Switch features a couple of scenes that Sega Europe might find a little unsavoury. For starters, there's a scene where the main character is confronted by a cigarette machine. Cigarettes, shocking! But, it's even more shocking when the machine ejects a giant Easter Island statue which proceeds to blow smoke rings. Then there's the bit where our hero pulls his parachute cord and instead of opening his parachute, he performs an intestinal prolapse on himself. But worst of all is when our hero's faithful hound drinks a strange potion and acquires ...erm...human breasts. Groinks!



▲ Crush cigarette machines. Save pregnant women!



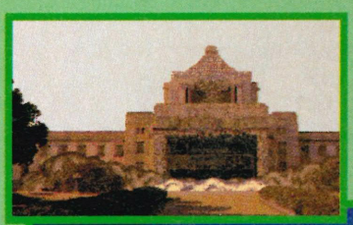
▲ Gee, I wonder why Dad keeps thi bottle on the top shelf. Glug glug.

BLOWING UP FAMOUS ERECTIONS!

It's not all one big laugh-a-minute. No sir. There's a slightly ominous side to the whole game. Although for the most part pressing the wrong switch just means facing a humiliating situation, there are certain switches which are connected to national monuments. Hit one of these and the monument is instantly destroyed in one of many fiendish manners. Should 30 monuments be destroyed a chain reaction causes all the atomic power stations in the world to explode annihilating the world and ending the game. Horrors!

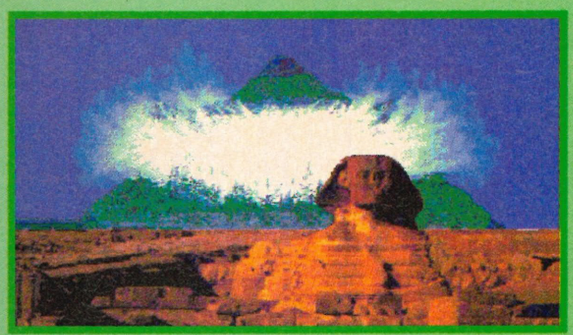


▲ Read all about it! The Great Wall Of China explodes!





▲ Don't take that tin from the bottom. The Empire State Building collapses. Exclusive!



▲ Pyramids in nuclear blast! Curse Of Tutankhamen blamed. After this...



▲ Good Gravski! Look Mikhail, zer Kremlin iz collapznik! Groinksk!



A LITTLE MOUSE WITH CLOGS ON!



Switch is the first game to make use of Sega's new mouse. Just released in Japan simultaneously with Switch, the mouse is a far easier device to use with this type ofpoint and click game than a joypad. Although as yet there are no plans to release the mouse over here it will no doubt find its way into the hands of importers. Future games lined up to make use of the Sega Mouse are Sim Earth and Might and Magic 2.



▲ One packet of Barrett sweet cigarettes please.

▲ Beat it sonny! (By the way kids, smoking's bad)

▲ Yoinks. No more jogging for me!

▲ Fresh milk. 10p a glass. Get it while it's warm!

LOVELY!

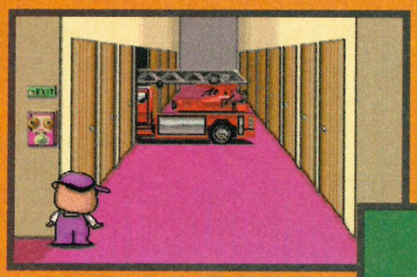
I can't even start to imagine how long it must have taken to produce a game like this. From designing all the gags, to drawing them in all their various styles. It must have taken ages. And the game is so well polished, from the opening sequence where the Sega logo is jumbled up and the Sega voice calls out 'Ga-se!', right through to the game over screen, where the TV is turned off in a crackle of white sound. This is one of the most carefully crafted console games I've ever seen.

TOPPY!

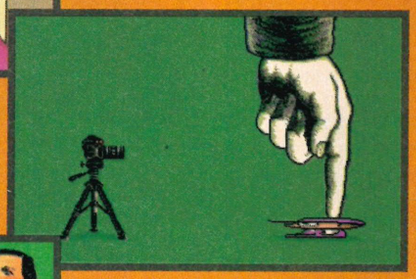
If you're looking for a Mega-CD game to impress your friends then Switch is certainly the one. What's more, it has to be the most original video game to appear for a long time, and it's the closest the Mega-CD has got to this new level of interactive-entertainment it claims to be promoting. It could start a whole new trend in the form of console parties, but the simple nature of the game makes it a fun Fisher Price sort of entertainment for kids (although concerned parents are advised that some of the Japanese humour is ever so slightly, how can I put this, 'toilet-based'). With quality games like this finally arriving on the Mega-CD I think the age of the Mega-CD is finally about to begin.

LOOKS FAMILIAR!

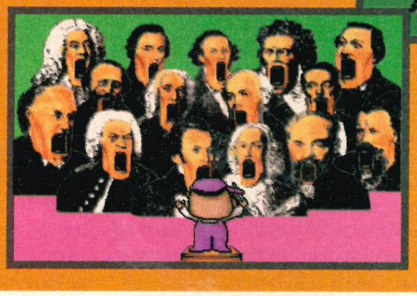
There are tons of gags in Switch, but some of them seem suspiciously familiar. In fact, it seems a lot of them have actually been stolen from famous sources. Don't believe me? Take a look at these.



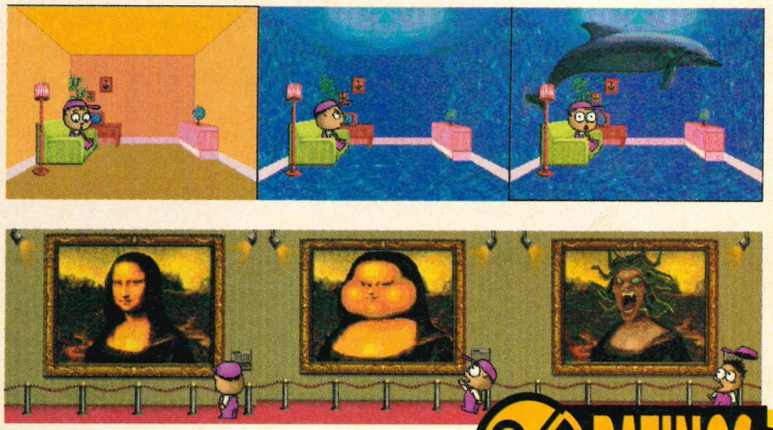
● **LEFT: What's this? A hallway where strange things keep coming out the doors? Hmm, that's familiar. Could it be Yellow Submarine, perhaps?**

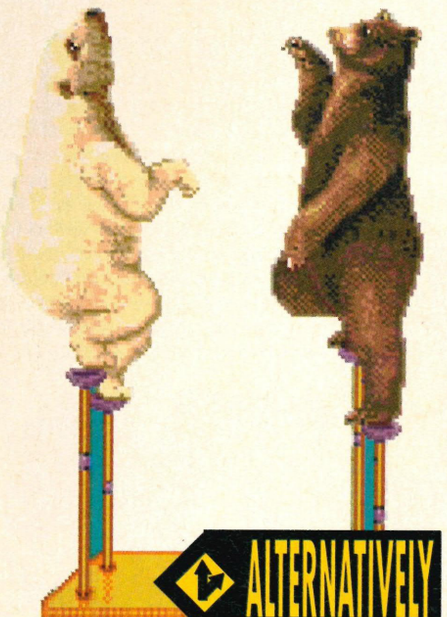


● **RIGHT: Yikes! A giant finger has crushed our hero. All very reminiscent of Monty Python's Flying Circus, don't you think?**



● **LEFT: Hello hello? Famous people with comical mouths, performing strange acts? Why, it's Monty Python again!**





THE SECOND OPINION



PAUL GLANCEY

There are some reservations about this game in the office, but just because Switch doesn't provide the same sort of entertainment as other Megadrive games doesn't mean it isn't entertaining at all. Maybe it says something about my sense of humour but I thought it was hilarious fun and even though I was probably missing some of the game mechanics, just going from room to room, pressing the buttons and watching very strange things happening was more entertaining than playing a lot of other Megadrive games I've seen lately. The issue of 'doesn't it get boring going through the same bits over and over again?' doesn't really apply because you can actually save your position in the game to memory and if you do happen to find yourself in a room for a second time you can always try one of the buttons you missed before and either watch a new gag or start on a completely new route through the game. I wouldn't expect this to appeal to everyone, but if you're into weird humour this is bound to keep you happy, and, as with J League Pro Striker, if you've got a bunch of like-minded friends around this is a perfect 'party' game.

ALTERNATIVELY



59 **TIME GAL**
by WOLFTEAM
PRICE: £39.99

Another fully animated Mega-CD game, Time Gal features the same elements of guesswork and memory recall as Switch, but with the added factor of reflex work. However it isn't as fun or as impressive.

RATINGS



PRESENTATION — **92%**
Excellent intro. Superbly put together from start to finish. A classy product.

GRAPHICS — **94%**
Fully animated cartoon sequences. Plenty of CD trickery too. A great looking game.

SOUND — **95%**
From Beethoven to bongo drums, there's loads of music. The sound effects are excellent too.

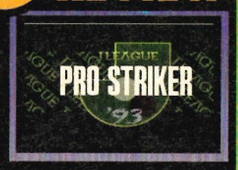
SHORT TERM PLAY — **91%**
Easy to play. It has universal appeal and is very original.

LONG TERM PLAY — **88%**
The fun lasts only as long as the gags, but there are loads of those. You'll come back to it.

OVERALL — **90**
The ultimate party video game. Switch is very original and highly enjoyable. Perfectly suited to Mega-CD and one of its best games too.

MEGADRIVE REVIEW

MEGADRIVE REVIEW



BY: SEGA



8 M-BIT

STYLE



SPORT

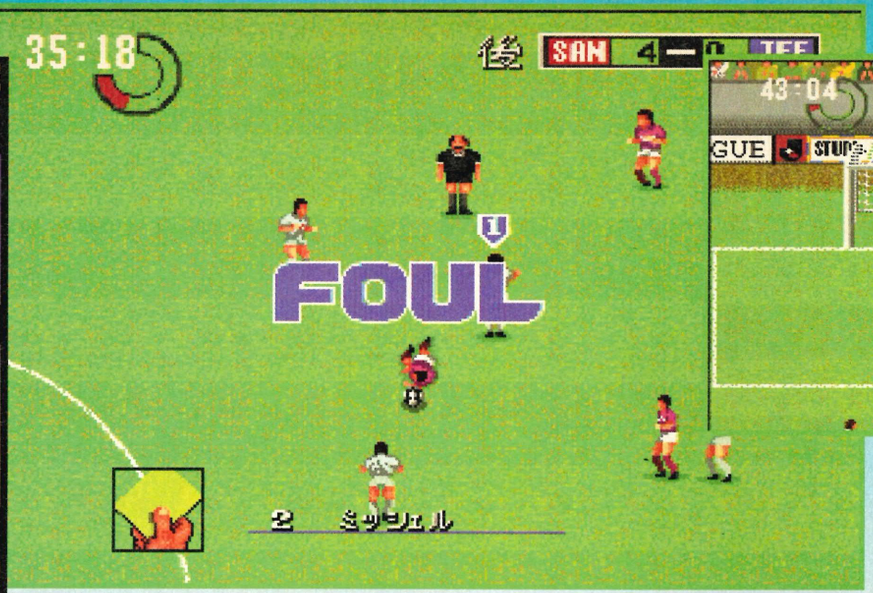
PRICE IMPORT

PLAYERS 1-4

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



▲ You dirty, rotten blighter. Yellow card? Send himoff!



▲ Send the goalie the wrong way with a diagonal shimmy into the box.



Japanese football? Gary Lineker? Football parties? Three-toed sloths in straitjackets? Terminal addiction? What can it all mean? Sounds like something out of a grotesque nightmare. On the other hand, it could just be MARK HOLMES reviewing J LEAGUE PRO STRIKER.

J.LEAGU

There aren't many games that unite the whole MegaTech office in mutual support, but this is one of them. Since we got our hands on an import copy of J League Pro Striker earlier this week, we've all caught a terminal case of football craziness.

FOOTBALL CRAVING

I now kick off my working day by challenging Paul or Tom to a quick two-player game, followed by a few mid-morning matches with anyone who's up for it at the time. Lunchtime is just one long and continuous J League session, with everyone trying to get in on the action (even our roly-poly Advertisement Manager, Jerry, joins in the fun). Any notions o work in the afternoon take a back seat as the cart heats up to melting point through virtually constant use. I can concentrate on anything else... the carts are piling up in the 'Games to be Reviewed' tray... it's no good, I'VE GOT TO HAVE ANOTHER GAME! Hey, Tom, fancy a two-player on J League? (Yeah, let's do it! Tom.) Sorry, folks... er, why don't you take a look at the screenshots for a while? I'll be back soon, honest.



We got our copy of J-League (with the Sega Tap) from ACE Consoles who can be reached on 071 4391185. MegaTech thanks you.

HALF AN HOUR LATER...

Hah! That's better – I've just given Tom a 5–1 thrashing! (That's not fair – you know I beat you earlier on! Tom.) Yes, but that was then and this is now, so let's have less of your excuses – get on with your work and stop whining! (I will not! I demand a rematch right now! Tom.) Oh, alright then, but I bagsy being Jef United again...

And so it goes. You see, J League is such an incredibly playable and addictive game you can't help but play it to death. And when you hook up the Sega Tap for four-player games, the fun really starts. Oh dear, it'll be a miracle if this issue of MegaTech ever gets to the shops – we're all turning into hopeless J League junkies and work is really taking a back seat. We've even taken the unprecedented step of actually buying the cart – forty five quid and twenty-five for the Sega Tap adaptor. This could be the end of MegaTech as we know it – we're even thinking of turning the mag into a dedicated J League fanzine... I'm dreaming of beatifully-animated little footballers in my sleep... I've got to have just one more game right now...

CLUB PLAYERS

Okay, I've now been banned from playing J League until I've finished writing this review. Our publisher has manacled me to my chair and refuses to release me until I've finished writing about it. So I suppose I'd better start off with a few facts about the origins of the game.

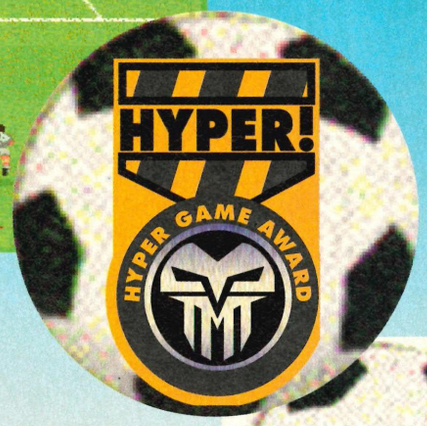
The J League is the official Japanese professional soccer league, which is made up from 10 teams, all of which feature in the game. Even though, with names like Red Diamonds and Yokohama Marinos, they sound more like baseball teams than football clubs.



▲ If you find the radar too obtrusive, it can be switched off. Although it makes playing long-ball tactics tougher.



▲ A quick chip into the box will free the attacker for a stunning goal.



J PRO STRIKER

The attention to real life detail is really impressive – not only have all the team strips been reproduced faithfully, the current team members are also all present. A file on each of the 16 squad members from each team can be accessed from the Team Screen, with a digitised pic of the player, his date of birth, height (and a few other details that I couldn't make out because they're in Japanese). Even our own dear old Gary Lineker is in there, as he now plays at number 10 for the Grampus team based in Nagoya. Phew!

MATCHING UP

There are three modes of play in J League – you can opt for a one-off match, enter into a tournament involving either four or eight teams which you can select yourself, or enter the J League itself, playing a complete season with matches between all 10 teams. Before each match, you're given a control option for the teams you've selected – each team can be controlled by either the computer, one human player or two human players (depending on whether you've got one or two joypads plugged in). So you can have two human players on each side.

So whether you're a solitary soccer player or someone who likes to challenge your mates, you're well catered for (in fact, if you're a real social animal you can actually get up to sixteen people involved in a tournament – see FOUR PLAYER FUN ON TAP). Compared to Super Kick Off, which is the only Megadrive soccer game I've played that's in the same league as this, there are less competitions/leagues to compete in, but J League does have its advantages over SKO, as I'll explain later.

ON THE BUTTON

Anyone whose played soccer games on the Megadrive before will be able to pick up the control method in minutes. The A Button gives you a wicked sliding tackle if you're not in possession or a shot at goal if you have the ball. Button B gives a big, hoofing pass down the field, while C is used for short passes and also for changing the player you're controlling. When passing or shooting, the more you hold down the relevant button, the more the ball will be hoofed skywards, and before long you develop the skill of lobbing and sharpshooting. Aftertouch can be used to swerve the flight of the ball, but I haven't been able to achieve the outrageous banana shots that are possible in Super Kick Off.

J League uses the device of highlighting the player you're controlling with a little marker which bears the player's number. When playing a four-player game, if you press the C Button before your team mate, your number will appear above your player who is nearest the ball and you'll take control of him. This is a really good way of controlling a team when you're playing in this way – much more fun than having one player as defence and the other as attack.

The goalies are controlled in the same way, and if you're under attack in a four-player game the tension really mounts as your opponents head towards your goal, because you're never quite sure whether it'll be you or your team mate who will end up being the goalie (unless you've been really boring and decided who's going to be the goalie beforehand, that is). However, if you've both got the co-ordination and reflex responses of a three-toed sloth in a straitjacket, the goalie will default to computer control (he might even save the ball if you're lucky). In fact, it takes a fair bit of practice to bring off those acrobatic saves, rather than leaping in completely the wrong direction.



J.LEAGUE PRO STRIKER

SUPERANIMATED SPRITES

The area where J League really excels is in the animation of the sprites. Apparently the player sprites were developed with the assistance of players from one of the J League's teams, Jef United, and it's really paid off. The range of moves is just incredible, and they're so beautifully animated it's just like watching a real game of football on the telly (well, very nearly). The players pass with the inside and outside of their boots, control the ball with their chests and volley it on afterwards, execute vicious sliding tackles, head the ball, trap the ball underfoot, and can even pull off incredible acrobatic overhead kicks.

The movements are so realistic you really do have to see it to believe it. In fact, I'd go so far as to say that the animation in J League is even better than that found in programmers Park Place's finest achievements in the world of the sporting sim, such as NHLPA Hockey, Muhammad Ali Boxing and the John Madden series – yes, it's really that good!

Other little animated touches and routines really put the icing on the cake. Score a goal and the whole team follows the jubilant scorer as he runs towards the side of the pitch, sliding down on his knees and punching the air in a victory salute. Knock the ball into touch and your player will hold up his hand, appealing to the referee for a throw-in, even if it's blatantly obvious that it should go to the opposition. Carry out a foul on an opponent and he'll writhe around on the floor in agony, while your player makes a 'come off it, mate' shrug at the referee (who'll reach into his pocket for a yellow or red card if he thinks you've been a really naughty boy). The referee himself is an excellent caricature of the type of fat, balding type that everyone loves to hate, and he back-pedals and follows the action in true style (although the ball goes right through him if he gets a bit too close).

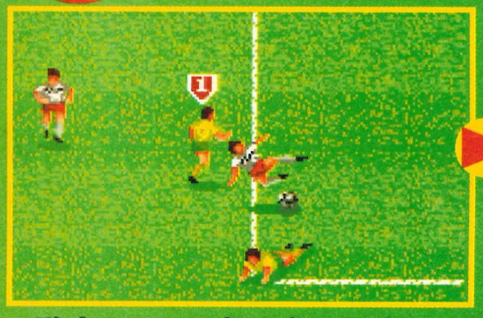


▲ It's Galy Rineker-san!

TIMED SEQUENCE

DURATION: 3 mins.

NOW, THEN HOLMESY, LET'S HAVE A LOO



▲ Hi there sports fans, it's Mark Holmes versus Red Diamonds. The whistle's blown and we're off!

It's only a few minutes into play and Mark's making a run for the goal – the defence is in tatters...



▲ He can see an opening. He shoots... and... aww, it's saved.

What a shot! (The tag above the player's head shows he's under human control. The goalies can be computer or human-controlled.)



▲ The Red Diamonds are coming back now. The ball is in Mark's half. Good gravy, he's all over the place! Thanks to tragic long-ball tactics the defence are nowhere in sight. The goalie's been caught with his trousers down. It could be... it is! Goooaaaal!



▲ And the cr
to the Red D
really is a lo
better get hi
only playing
there's not n
score an equ

FOUR-PLAYER FUN ON TAP!

The Sega Tap adaptor is a real godsend for those of us who like to get as many people involved in a game as possible. With a joypad plugged into port one of your Megadrive, this little black box of tricks plugged into port two, and more joypads connected to the Tap, you can enjoy a real multi-player soccer sensation with J League. If there's three of you up for a bit of footie action, one player can show off by taking on the other two, and if another mate turns up during the session he can plug in and make it two against two.

In fact, if you've decided you're going to buy J League and you've got loads of football crazy mates and don't mind shelling out an extra twenty-odd quid, you'd be a fool not to invest in a Sega Tap. We've got one in the MegaTech office and four-player games are always the most fun. If you want to take multi-player action to its logical extreme, you could hold an eight team tournament with each team being controlled by two people – that's SIXTEEN PEOPLE involved in one tournament – a J League party!



▲ For an extra twenty-odd quid you can pick up the Sega Tap for four-player action.

TOP OF THE LEAGUE TABLE

The question on the lips of every Megadrive-owning soccer fan must be how does J League compare with Super Kick Off?. The answer is: it's better in many respects, but not as good in others. Super Kick Off has more competitions to enter, options to create your own teams with their own strips, three variable speeds of play, two types of playing surface and a bad weather option. Both games have a Save Game facility (although I haven't been able to work out how J League's Save Game system works) and both games reward practice with increased skill, although SKO is more difficult to control initially.

For me, however, J League comes out just on top because it's just so instantly playable and because it really gives you that feeling of 'being there' that you get from the best sports sims. Although there is only one speed of play it's set just fast enough to make the action exciting, and that excitement is enhanced by the responsive crowd noises (the constant droning of European-style air horns during each game can be annoying at first, but after you get used to it, it really adds to the atmosphere).

But the two main reasons why J League has hit the top of my soccer games league table are the incredibly brilliant animation on the player sprites and the fact that, with the Sega Tap, you can have a riot of footie fun with three other players. If you're a solitary player who likes loads of options and different competitions to compete in, you'll probably disagree with me and prefer Super Kick Off, but if you're a 'party player' who enjoys a fun game of soccer with your mates, J League is tailor-made for you. The main point is that Sega really should release this game officially over here so that soccer-starved Megadrivers can make the choice for themselves!



▲ **Jef United and their stylish kit get ready for their next league game.**



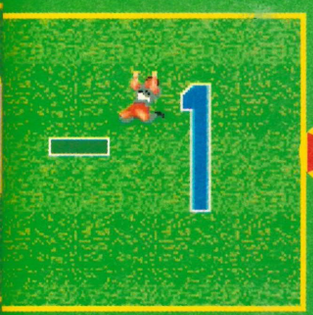
▲ **Tactics are all important. Here we have the bizarre Japanese 3-1-3-3 formation.**



▲ **Scored a goal and your team go into their over-the-top celebration routine.**



K AT SOME EDITED HIGHLIGHTS...



wd goes wild! One-nil amonds. Oh dear, Mark d of rubbish. He'd act together, as we're three minutes a half and uch time left for him to liser.



▲ **As we rejoin the action, late in the second half, the Red Diamonds are sizing up to take a corner against Mark Holmes Gibbon United. It's a dangerous dead ball situation and the defence, who have been poor up to now, look like failing again.**



▲ **It's another goal! Two-nil. The crowd go wild again. Mark's team are wetting their pants. It really is all over for that sad man. All they can do is hang their heads in shame while 'the lads' go wild. Pity there's not enough time for a third!**

THE SECOND OPINION



PAUL GLANCEY

I think we're all in agreement about this one. There was some deliberation required over whether or not J-League really was superior to Super Kick Off, but we've unanimously reached the decision that, while SKO has the features, J-League has the instant playability. In the single player mode it's good, but with two, three or more this proves to be the ultimate social video game. It might sound expensive, but buy this game and the Sega-Tap and you really have got a licence for a football party round your house every night! J-League is cleverly designed so that it gives the players the flexibility and versatility of those in Kick Off, but with none of the control difficulties which led to you running around the ball every time you wanted to kick it. This allows you to play very instinctively and makes this the most enjoyable football game I've ever played on the Megadrive. Hours of fun.

TMT RATINGS



PRESENTATION 92%
Excellent inter-game selection and formation screens.

GRAPHICS 96%
Superb sprites, gobsmacking animation.

SOUND 88%
Crowd noises add real atmosphere.

SHORT TERM PLAY 93%
Instantly playable, fun from the word go.

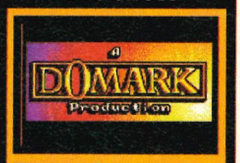
LONG TERM PLAY 94%
It gets even better the more skillful you get.

OVERALL 93
The best Megadrive footie game money can buy... probably.

MEGADRIVE REVIEW



BY: SEGA



8 M-BIT

STYLE

SPORT

PRICE £39.99

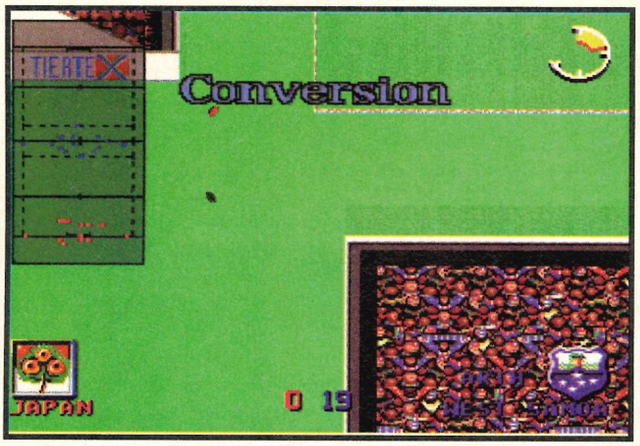
PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

INTERNATIONAL RUGBY CHALLENGE



▲ Oh no, the Jehovah's Witnesses have got onto the pitch.



After being given the boot from North London's William Ellis school before he'd even started there, it looked like Mark Patterson's rugby days looked over, until now. Now here he is getting to grips with balding fat men in the first ever Megadrive rugby game.

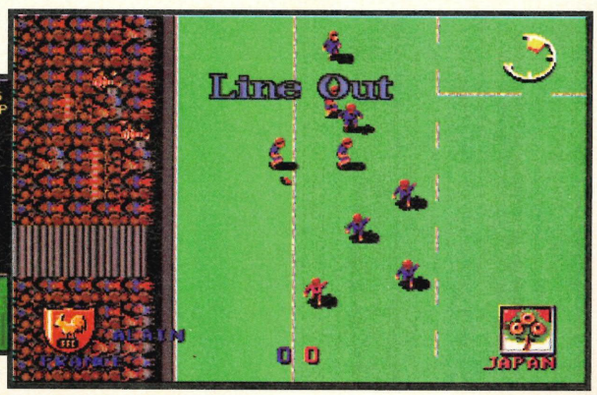
Most people's rugby experience is of the thoroughly unpleasant forced-to-stand-in-a-cold-field-by-sir variety. Only the school psychos would look forward to two hours of chucking each other around in a snow-covered field. Now you can experience the game without the pain, or the giant rugby teacher joining, in the relatively safety of your own home.

International Rugby is so called because it features the big three Rugby tournaments, the Triple Crown, the Five Nations and the World Cup, as well as many of the major international teams. Fortunately Rugby is one of the few games invented in this country which we're actually good at, so there's no need to choose any team other than England.

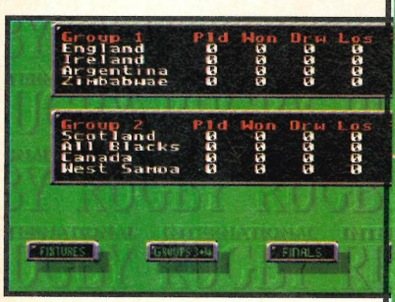
Your job isn't just confined to the pitch though, there's also a a managerial aspect. Before you take your team into a match you get to choose your team from the overall squad of 19. If that sounds a bit complicated the computer can do it for you, which is the way I played it because it didn't seem to make much difference to the outcome no matter who I chose.



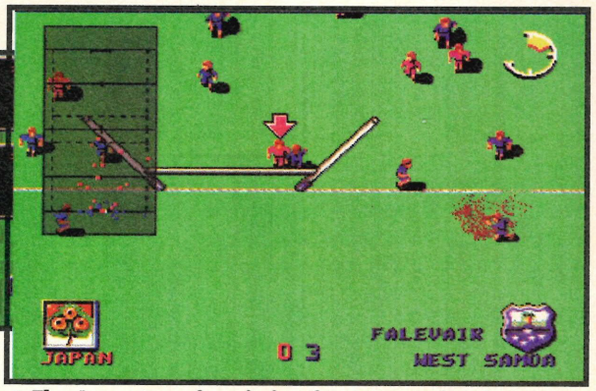
▲ Look at all these countries! This is truly an international game.



▲ The French line up for 'Le Formation Throwing-up.'



▲ International League Tables.



▲ The Japs storm in, aiming for a try under the posts.

BDM LAFFS

One of the integral features of the game is the BDM. This is the gadget which you use to set the power and accuracy of a kick. It works in a similar way to the swing-meter in PGA Tour Golf in that you have to hit the button once to power up the meter and then quickly hit a second time to prevent the ball spanging off at a ridiculous angle.

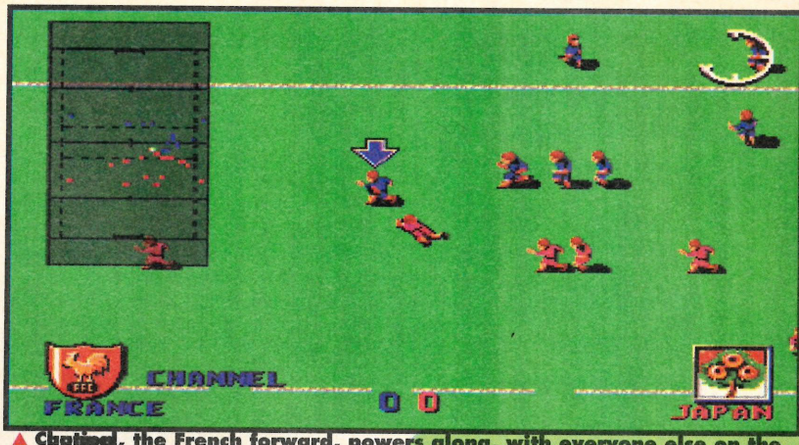
It comes into play in several areas. Firstly, when the players get into a scrum, which is where they square off shoulder to shoulder, you have to use the BDM to determine how well the ball is thrown in. Once you've down that it's a case of pounding the A button as fast as possible, or switching the autofire on, to win the scrum, then tapping B to get the ball to the scrum half. It's also used to determine the accuracy of place kicks such as conversions and penalties. Once you're used to it, it's surprisingly easy to judge the best positions to stop the bar in order to produce some spectacular shots.

SHOWER GAMES

Passing the ball couldn't be simply. To chuck the ball to your left you hit A, to the right B. The tricky bit is spotting an unmarked player and getting the ball to him. If you're feeling really confident and are playing a friend who's totally sad at the game the option of running with the ball is always open. This isn't too wise against the computer teams, unless you're in acres of space, as the computer players seem to have no trouble at all in making difficult tackles. Conversely, the tackling is a bit suspect when you're playing, as what seems like a perfectly feasible leap ends up with your player eating the boots of the guy he leapt for. This is hugely frustrating, especially when three failed tackles lets an opposing forward stroll across the try line with minimal hassle.

Hitting B while running executes a drop kick. A small arrow appears by the player to indicate direction and power which you have to position to determine the direction and power of the kick. As drop goals are worth an excellent three points, they're often the best way of settling a match. You don't even need to be in sight of the goal to execute one, just line up your player using the radar and let it fly.

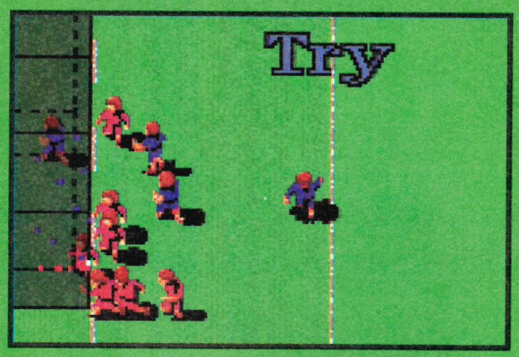
Another key element in Rugby is the line-out, which is their version of a throw in. Several players line up by the sideline while you heft the ball in. The BDM comes into play again for this. First you need to stop it at the right point to determine which player the ball goes to then, as it recedes, you have to stop it again between two lines to determine the accuracy of the throw. If you're up against a quality team such as Australia, who are excellent when it comes to line outs, these two bars are extremely close together, making it very difficult to accurately throw the ball.



▲ Clapisol, the French forward, powers along, with everyone else on the field in hot pursuit, following the heady scent of his strong after-shave.

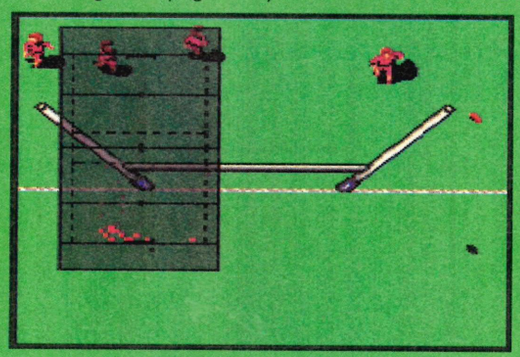
SCORE WARS

There are several ways of racking up points in rugby, although stamping on the faces of opponents isn't one.



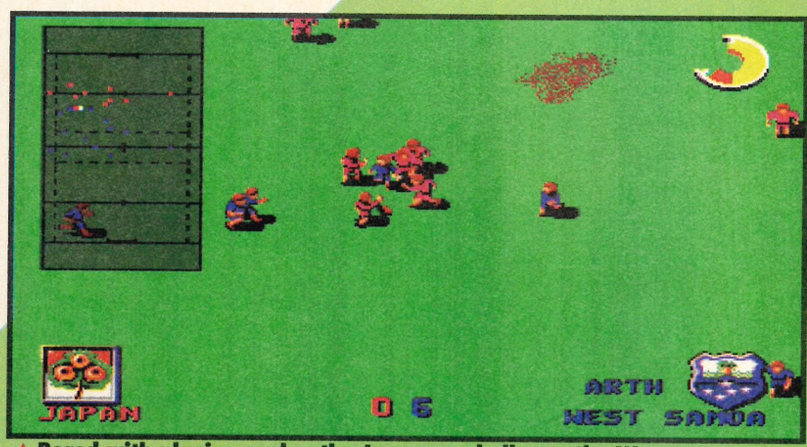
Try - five points: Get the ball, run like buggery and pass it as soon as another player comes bearing down on you. Place the ball over the try line and you've scored

Conversion - two points: When your team have scored a try you get to try converting it. All you have to do is kick the ball through the uprights 25 yards back from where the try was scored.

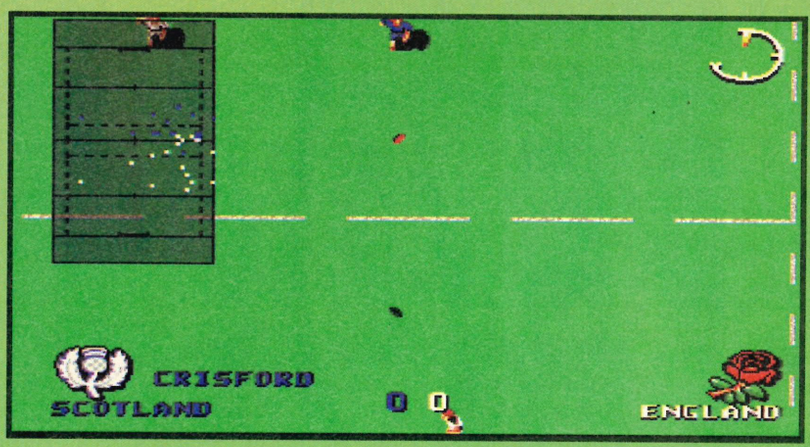


Penalty - three points: When, at last, the ref spots an infringement, you get a penalty. Like a conversion, you simply have to dump the ball between the uprights to score.

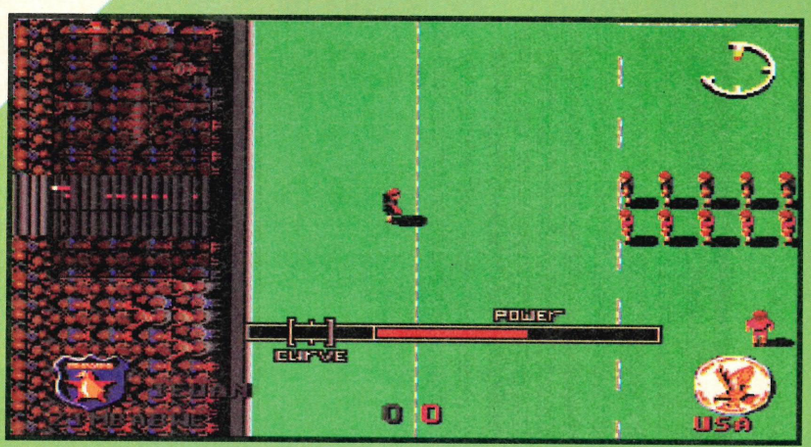
Drop goal - three points: If you're not looking good for a try, you can go for a drop goal instead.



▲ Bored with playing rugby, the Japanese challenge the Western Samoans to an on-field martial arts contest.



▲ The old Scottish tactical ploy of 'hoof the ball up the field and run after it' comes into play. Technical term: 'och aye, up and under.'



▲ Zimbabwe and USA line up for a line-up.

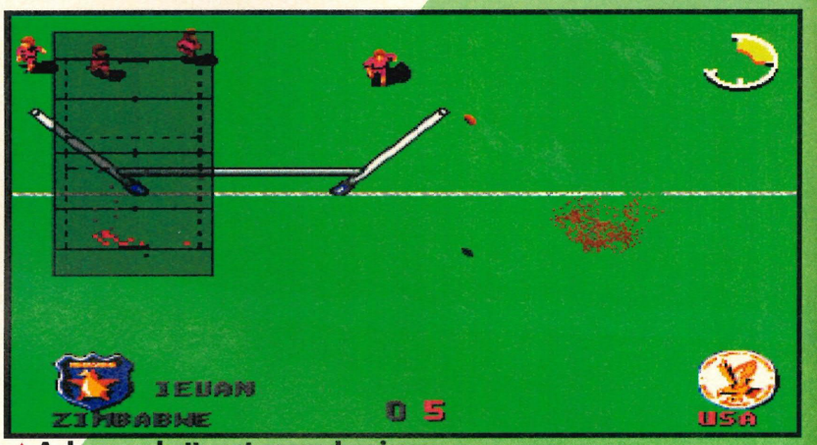


▲ Who let those dirty horses onto the field?

INTERNATIONAL RUGBY CHALLENGE



▲ A crazed American fan picks off a few opposition players with an AK47.



▲ A drop goal attempt narrowly misses.

OVOID-BALL FUN

Despite their piddly size the graphics actually work rather well. As there are 15 players per side things do get hectic, and the player radar comes in useful. It shows the location of all yours and the opposing teams members, and despite it taking up a large wodge of valuable screen space the game is very difficult to play without it.

I didn't think I was going to like this the game, but after few mauls and rucks I was surprised to find I was actually enjoying my self. This is definitely one of those games which is far better in two-player mode, the atmosphere's just not the same when you're up against the computer. I did find the game quite slow at times, and the size of the pitch often leads to long spells without any scoring, especially when you're up against one of the better computer sides.

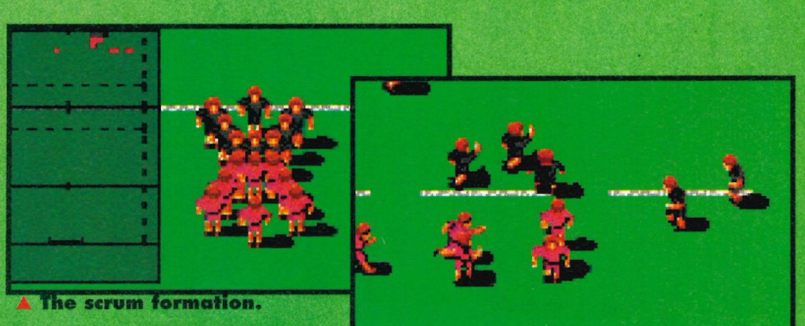
I do have my reservations about the long-term appeal of the game. It's certainly fun once you get the hang of it, but you can't do as much as can in football games. I may sound like a complete rugby hater, and there are probably plenty of fans out there cursing my name as they read this, but I do actually like the sport. Honest. It was the shower activities I hated. But the action is limited by the players simply being able to pass and kick. While using the BDM is an art in itself, it doesn't detract from the fact the rest of the game is just pass and run. This is something that can be remedied with a second player, so if you're the sad stay-at-home type with no friends you're probably better off steering clear of this.

AT THE END OF THE DAY...

At the end of the day if you're not fussy about what shaped ball your lads pass around you're better off with a footy game such as Super Kick Off or J-League, but if you're a genuine rugby fan, or just fancy a change, this is a good alternative.



▲ Oh dear, now the Scottish lads are throwing the ball like a discus!



▲ The scrum formation.

THE SECOND OPINION



Paul Glancey

Rugby? Phew, no thanks. I was the one who used to hide behind the goalposts in the torrential downpour and wish the games teacher would die. However, given time and ample opportunities to check the instructions I could learn to like this game, partly because it can be played indoors and doesn't threaten to induce pneumonia, but mainly because it's quite good. The options are Kick Off-esque in their comprehensiveness, but that's not surprising because this was programmed by Kick Off programmers, Tiertex. The gameplay certainly looks good because there are all these clever control devices for directing kicks and passing, but it has to be said that the odds are quite heavily stacked against human players. While the computer players run around in formation and get themselves into position for perfect passing play, but your blokes tend to run around all over the place making tactics a bit hard to fathom. Where it does fall down (or rather doesn't fall down) is in the tackling, which seems to be very hit or miss when you're in control, but works every time for the computer players. In two player mode it's good fun, though, and if that's how you're going to play it comes recommended.

% RATINGS



PRESENTATION 82%
Some managerial features and plenty of teams to play.

GRAPHICS 58%
Tiny sprites with minimal animation

SOUND 76%
Crowd noises and the usual sports game effects.

SHORT TERM PLAY 74%
It takes a while getting used to the backpasses.

LONG TERM PLAY 79%
Plenty of teams to beat and tactics to learn.

OVERALL 75
Good fun, but not as playable as the footy games.

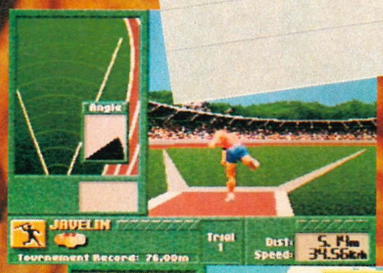
Dear Mr Henderson

Please can you excuse Brian Frome athletics as he has a terrible BLISTER from playing Summer Challenge on his megadrive

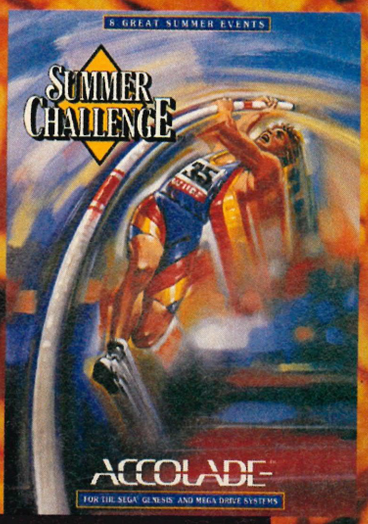
Cheers

Doreen

(his mum)







OVER 7 BLINDIN' EVENTS IN ONE GAME

GUESS WHAT? SUMMER CHALLENGE IS THE FOLLOW UP TO WINTER CHALLENGE

INSTANT REPLAY.

REPLAY.

REPLAY.

85% GAMESMASTER

SEGA MEGA DRIVE

ACCOLADE™

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MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: SEGA

SEGA

8-MEG

STYLE

SHOOT 'EM UP

PRICE TBA

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

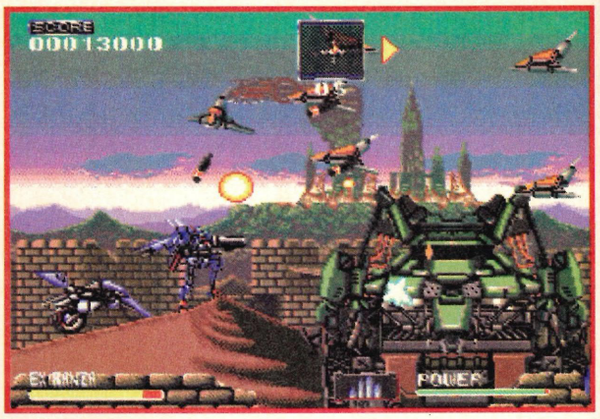
JUNE 1993



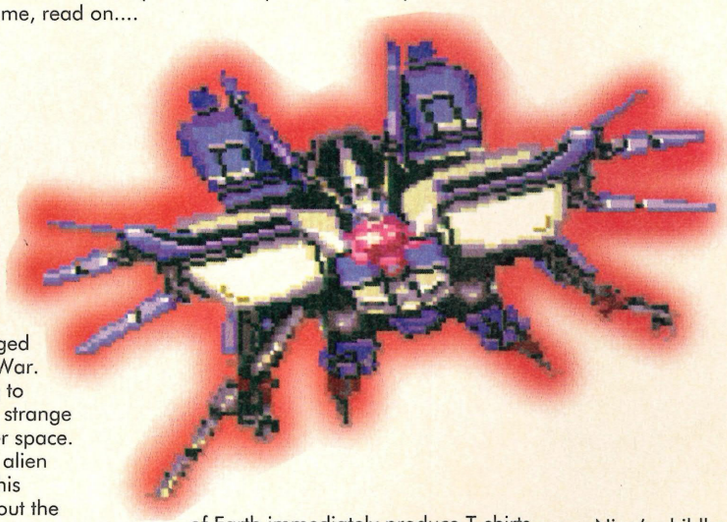
A rocket pack and a unicycle? Why, it all reminds TOM GUISE of his halcyon days in that freak-show circus. Take it away, Rocket-Chimp!

Hey, there's been a lot of loose talk about cartridge software of late. Ever since the Mega-CD arrived people have started claiming that carts are dead, that the future lies in CDs. Well, it's time for that kind of scurrilous gossip to stop right here, because here's the proof that the good old cartridge can fight the Mega-CD on its own terms and still win. So, who is this masked avenger? Would you believe it's a little 'ol 8-Meg cart called Ranger X.

Ranger X. So what's it all about then? Could it be a game about a park warden who's identity must be kept hidden from his enemies, lest they strike at him through his loved ones? Don't be daft. It's a shoot 'em up of course, better known as Ex Ranza in Japan and in the cleverest name-changing harangue since Steel Empire became Empire of Steel, Sega have decided to rename it for European consumption. So, now you know the name of the game, read on....



MEET THE AMAZING ROCKET MAN AND HIS JET UNICYCLE!

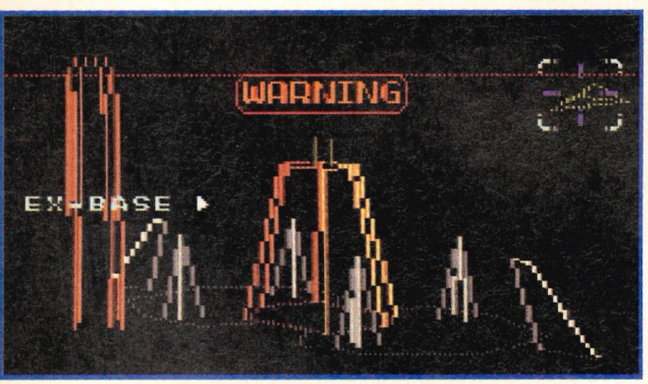


First up, the thrilling plot. It's the future and the Earth has been ravaged by a devastating World War. Just as mankind is trying to rebuild a better world, a strange artifact arrives from outer space. A helping hand from an alien race. Contained within this device is information about the galaxy, dating back over one billion years. However, only one person is able to communicate with the device, a girl called Ninaris. Knowing a good thing when they see one, the people of Earth immediately produce T-shirts, stationary and a Saturday morning cartoon about the object, before establishing a 'World Administration Bureau' with the intention of putting the device to peaceful uses.

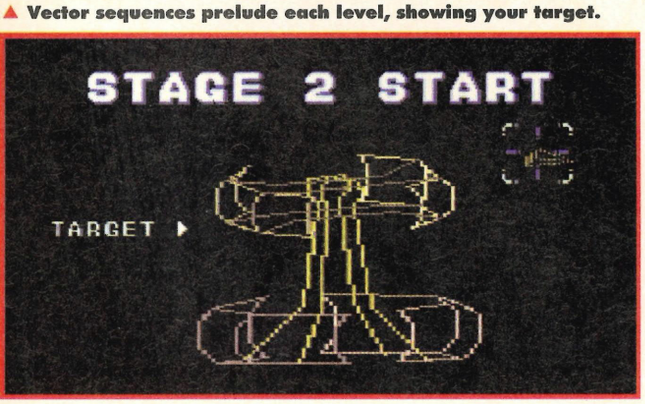
Enter the villain of the story, the dreaded Ogiiwise – a nasty, evil character who smells of wee. In a jiffy, he's kidnapped Ninaris and stolen the device, turning it to his wicked way. Why, with such awesome power in his grasp, none shall stand in his way. He is destined to become ruler of the Earth. Bwa-ha-ha!

However, all is not lost. There is one hope, Nina's childhod sweetheart, Kenta Kamino, just happened to be digging around in the desert (he'd probably lost his cuff-links or something) when he uncovered a giant robot warsuit, 'Ranger X', a relic from before the war. Just as Kenta was packing up his bucket and spade he noticed something else under the sand. Two massive war vehicles in fact. A unicycle and a hover-plane. Well I never! The things people leave lying around.

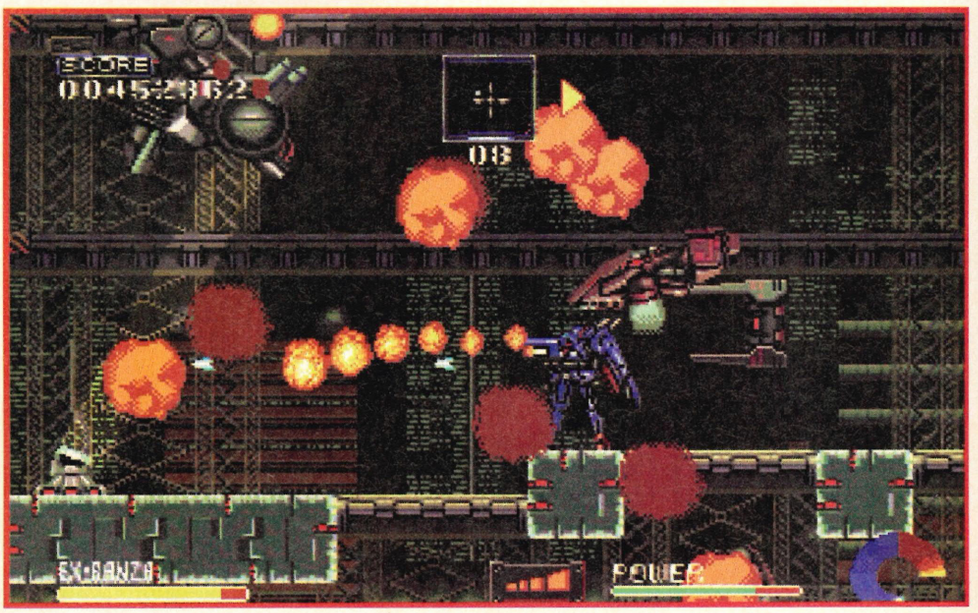
Donning the suit, our hero set off in search of Ninaris and the alien artifact and that's where our story ends and the game begins.



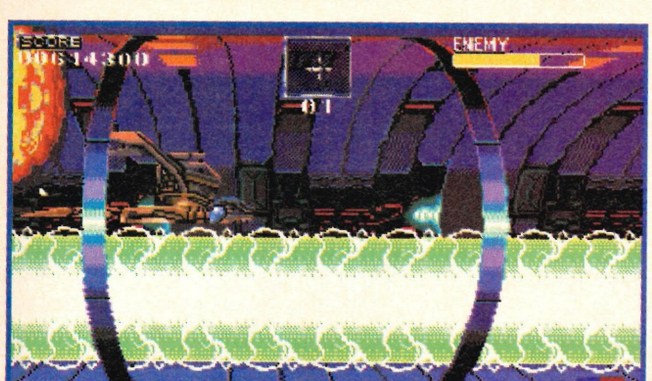
▲ Vector sequences prelude each level, showing your target.

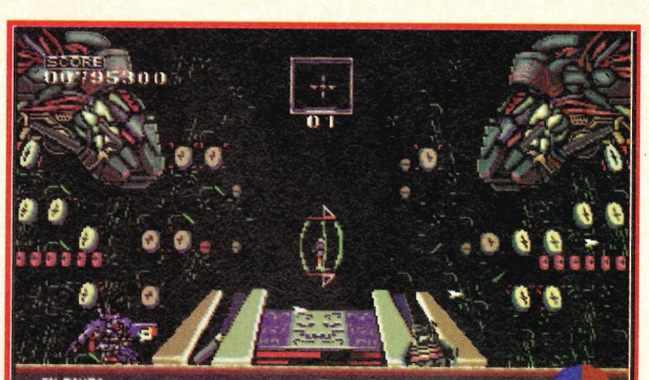


▲ Here's the rundown on the targets to take out on Level two.



▲ Level five and the city invasion. Take out the massive guns and recharge using the spotlights. And always remember this – Stay Cool!





HYPER!
HYPER GAME AWARD

NGER X



THRILL TO HIS ACTION-PACKED ADVENTURES!

Okay, so a scrolling shoot 'em up Ranger X may be, but it's a mite different from your everyday, run-of-the-mill blaster. For a start, it's not just a left-to-right, shoot-everything-in-sight, kind of thing. No sir. The aim of Ranger X is to hunt down and destroy specific enemy targets. There are six levels in all and at the beginning of each one there's a somewhat pooey vector graphics sequence displaying where and what these targets are. During the game each one of these target shows up on Ranger X's radar which can be found at the top of the screen. Destroy all these targets and the level is completed. And that's really all there is to it.

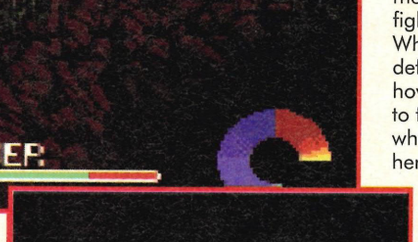
So, it's all pretty simple then? Not at all. You see, each level is jam-packed with enemy defences just waiting to make mincemeat (or mince-metal) out of our flying robot buddy. There are fighter planes, tanks and enemy walkers to face. What's more, each level has its own unique defences. The desert sands of level one conceal hover-droids which burst from their hiding places to fire homing rockets at the robotic ranger, whereas the giant skyscraper of level four pits our hero against wall-crawling gun turrets.



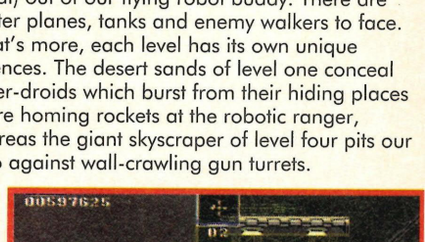
▲ Beneath the forest canopy of level three and an enemy target. Destroy!



▲ Watch out for the homing cannon, X!



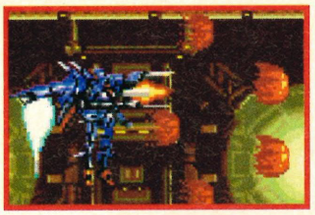
▲ The prelude to the city of level five.



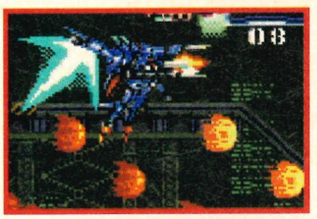
▲ Deep into the enemy base, level six.



▲ Coo-er! This looks like it could be right near the end of the game. Mum!



▲ Cheesy puff attack!



▲ Cheesy puff attack (reprise).

MARVEL AT HIS DEDUCTIVE PROWESS!

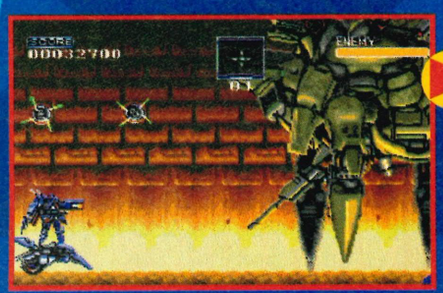
But it's not all blast, blast, blast. In some cases it's better to avoid confrontation altogether. For instance, the caverns of level two are packed with self-targetting gun turrets. They're extremely fast and accurate and it's almost impossible to stay out of their line of fire. However, each turret is connected to a power-line. Follow this power-line back to its source, eliminate the generator and hey presto, no more troublesome laser burns in your armour. Surely, a useful lesson in life there somewhere.

In fact much of the action in Ranger X is based around exploration. Hunting down the enemy targets, searching for light sources to power up your special weapons, returning to energy-rechargers, it's definitely not a game for the impatient. But just because the action isn't as fast

THE MIGHTY FOES!

The bosses at the end of each level are some of the most terrifying enemy constructs ever seen in a Megadrive game. Don't believe me? Take a look at these then!

LEVEL 1 BOSS



▲ The smoke clears and gulp! This monstrous thing appears. Aaargh!

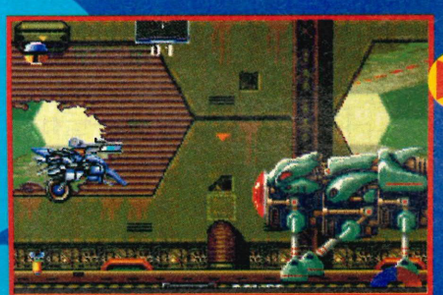


▲ Blast the legs! Blast the legs! Oh, they've already gone. Blast the body!

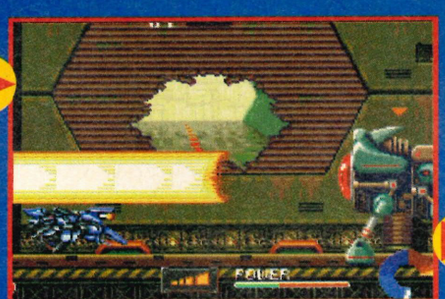


▲ He's down. Now hit the weapons turret. He's dead! (I think.)

LEVEL 2 BOSS



▲ Yikes! A crazy caterpillar. Reverse! Reverse! Oh, and blast the eye!



▲ He's only got two segments left. Yeouch, watch those eye beams!



▲ Ha, there's only his head left. Good grief, he's gone nutty!

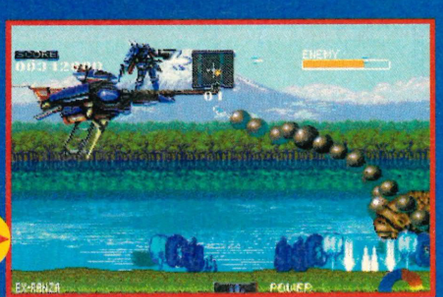
LEVEL 3 BOSS



▲ What's that below the water? Aargh! Flush the bog quick!



▲ Keep chucking grenades. Phew, he's going back down.



▲ Wait a sec...oh no, he's back worse than ever. Mummy!

as a sneeze that doesn't make the pace of the game slow or boring. Banish all thoughts of that from your mind, pronto! Believe me, this game is plenty big fun.

CHILL TO HIS FEAR-FILLED EXPLOITS!

Each level is completely different in looks and technique and this is what keeps the game so interesting. Continually returning to rechargers might seem like a boring aspect that could also make the game a tad easy, but it isn't. Dragging your almost dead Ranger back to the energy-restorer can be nail-biting, especially if you're real close to the end of the level and then you suddenly realise you haven't got any power to operate the charger. Aaargh! Why, level three doesn't even have any energy-restorers, so it's hectic blasting action from beginning to end.

And then there are the bosses. You know you've got a good game on your hands when the end-of-level bosses make you scream and these bosses will make you go hoarse.

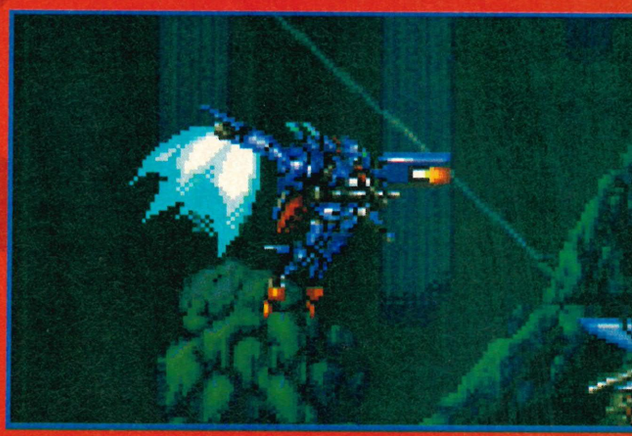
GASP IN AWE AT THE VISUALS EFFECTS!

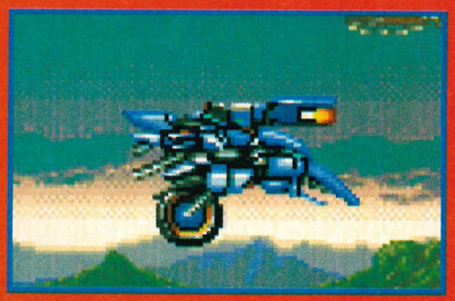
But what about all that better than Mega-CD garbage? What qualifies this game for such a comparison? Well in short, the graphics. Ranger X is an incredible looking game.

For starters, the animation on the main sprite is so smooth. When he takes off Ranger X's little

ROBOT CARNIVAL!

Stomping around in a huge robot warsuit can really be a chore, so it's lucky that Ranger X has a couple of nifty accessories at his disposal to make his job that much easier. Here are the latest bargains available from Robot Shopper.





THE ROCKET PACK

This little widget really takes the weight off the Ranger's back. Standard with every robot warsuit, this device allows our hero to fly short distances. However, the only way to recharge it is to return to the ground which can be quite annoying if it cuts out when flying over acid pools. Such is life!

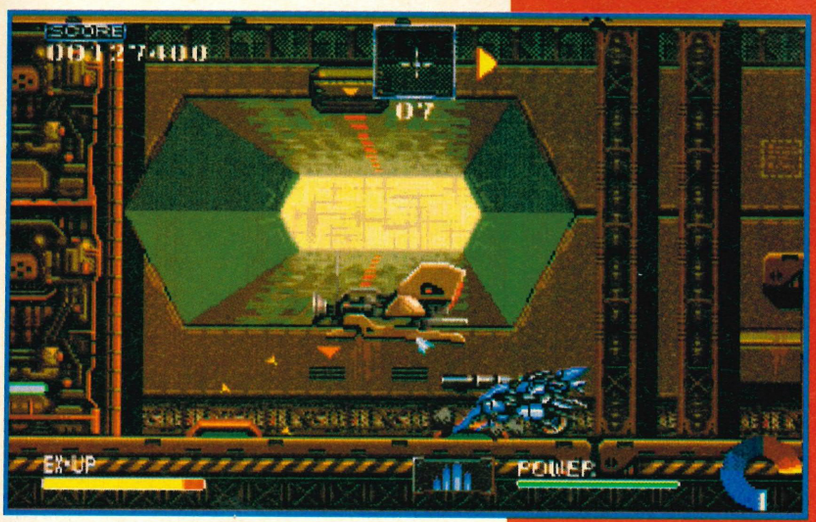
THE UNICYCLE

First made famous by juggling circus clowns, the unicycle is now a recognised vehicle of war. Used on three levels of the game, it sports a homing gun and an excellent suspension which allows our hero to jump to great heights. Not only does it protect the Ranger with it's armour, but it also follows him wherever he goes. Like a little lamb really.

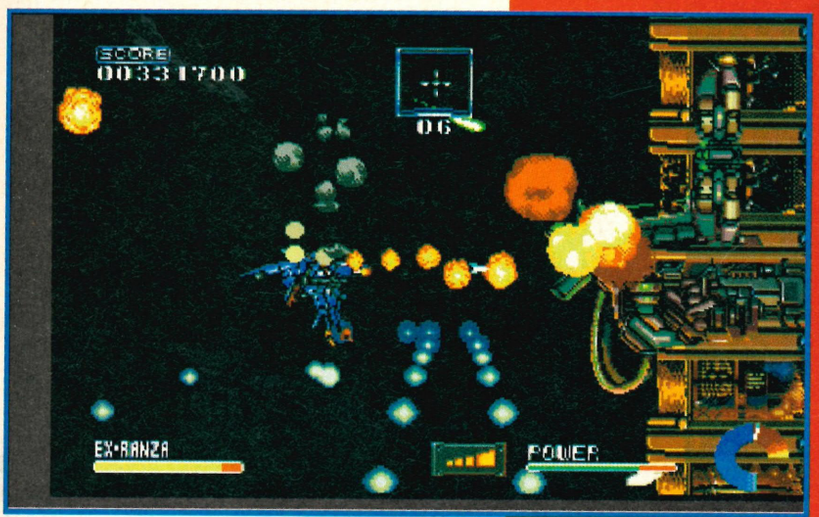


THE FORGE

Described as the Mother of the Skies this flying machine has a massive homing laser that fires simultaneously with Ranger X's own. It can't be piloted, but it does follow our hero about (like big lamb really). This machine is used on the forest and city levels only and replaces X's super scooter.



▲ **Pre-boss action on level two. Six more ships to destroy before we meet the Dad!**

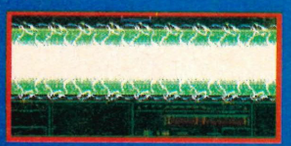


▲ **Blast at the massive enemy generators that cling to the side of this massive skyscraper.**

STICKS AND STONES!

What would a robot warsuit be without weapons? A tin coffin that's what. Lucky for Ranger X there are also loads of special weapons available throughout the game. Loaded into the unicycle and forge, these can only be changed over by climbing inside the vehicles. Come on, let's take a peek in the glove-compartment





WIDE BEAM

The ultimate weapon of all. This huge beam covers half the screen but consumes a lot of power.

METAL BIRD

The best weapon of them all, the Metal Bird homes in on the enemy and destroys them. Very effective against small enemies and excellent for locating a boss' weak spot.



BOMB

These grenades release a blue flame all over the ground when they explode. Lethal when they contact, but difficult

THUNDER

Emits two rays of lethal light which spread above and below the Ranger. A tricky weapon to get to grips with and no mistake





FIRE

Wide-ranging and continuous, even your gran could hit the enemies with this easy-to-use flame-thrower. Great against Werewolves and vampires (except there aren't any in this game).



BUSTER

It's as wide as a wall this mighty blast. A fair bit of damage and dead easy to use too.

LEVEL 2: CAVERN CAPERS!

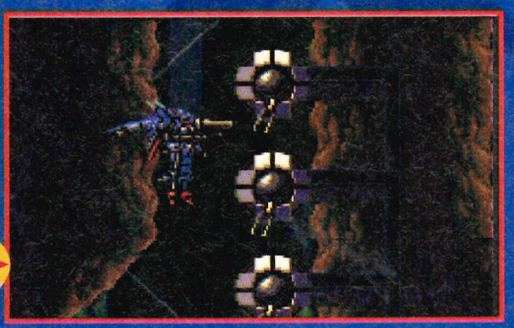
DURATION: 60 SEC.



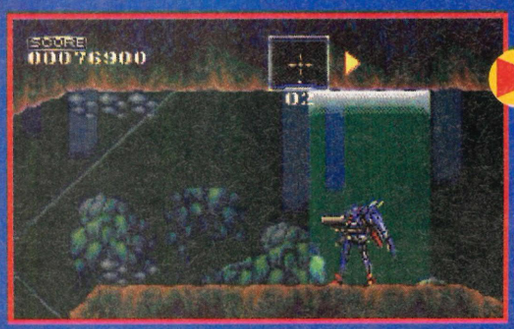
▲ We join Ranger X as he attempts to pass some remote-controlled homing cannons. Impossible!



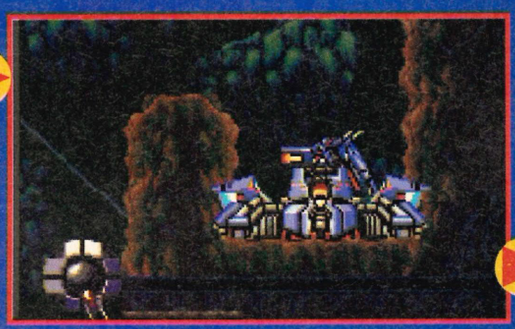
▲ But wait. Follow their power supplys and bingo! – he's located their energy source! Knock it out...



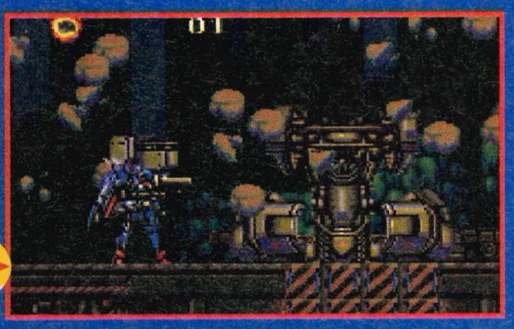
▲ ...and passing the now inoperative cannons becomes a simple task. Ha ha, see ya fellas!



▲ After all that, power's pretty low. Blasting a hole in the ceiling, Ranger can glean some vital light energy.



▲ And then use it to operate the life-energy recharger. Unleaded please, squire!

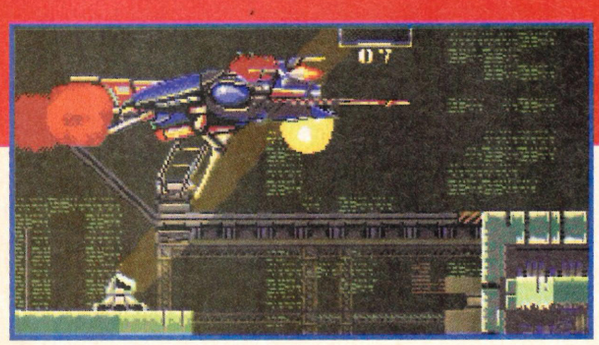


▲ Aha! An enemy target. All seven must be destroyed to complete the level. Die foul generator! Die!

A LITTLE LIGHT RELIEF!

Everytime Ranger X uses his special weapons it takes on a severe drain on his power. This power is vital because not only is it the fuel for the special weapons, but it's also needed to power the various life-energy restoring machines that are dotted around the game. Fortunately though, the robot warsuit has special solar-powered recharging cells built into it. Unfortunately though, this means that our hero has to find light with which to charge them.

On the first level this causes no problem at all, as the all the action takes place outside. However, venture further into the game and it all gets a mite tougher. In the caves of level two the only way to obtain power is by blasting holes into the ceiling sending light cascading through the gaps. On level three, Ranger X has to stay above the thick canopy of the forest in order to gain light and the only available light on the cityscape of level six is from the searchlights. But let's not forget that explosions let off extreme amounts of light, so the Ranger can actually gain power by destroying baddies. Smart eh?

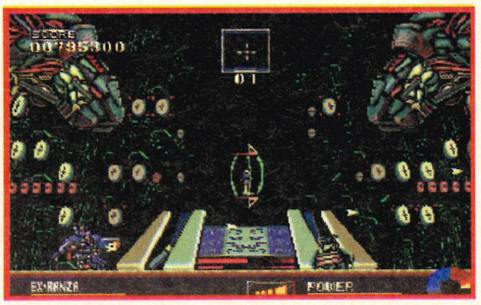


feet dangle below him and the rocket on his back flares and lifts up. Apply more power and the flare increases, Hey, and dust is blown off the ground below the rocket. The attention to detail is just amazing. On the forests of level three, when our hero flies above the canopy of the trees, leaves are blasted off the branches in his wake and flocks of birds rise into the sky. On level one, attacks from the enemy targets in the foreground fly off into the distance sending explosions up from the attacked city. Windows shatter on the skyscraper level sending shards of glass cascading downwards. Get the picture yet?

ALL IN GLORIOUS 3D COLOUR-VISION!

If I'd seen this game on Mega-CD I would have been impressed that the programmers had used some of the hardware techniques available to them, but all the graphical tricks seen in this game are merely the results of fiendishly clever programming. No fancy chips here, mate. Such amazing tricks as the 3D-scaling tunnels on the boss sections of level four, or when the rocket ships come blasting through the hangar doors on level 2 and the hangar can be seen behind the tattered entrance, scrolling past in perfect parallax. Perhaps Sega forgot to tell us that the humble Megadrive could perform these Mode 7-esque effects.

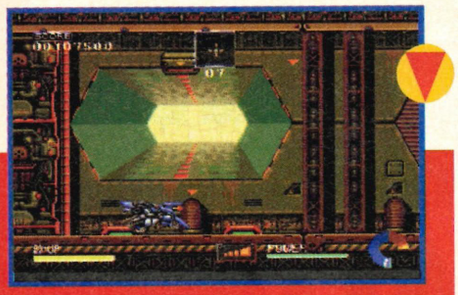
Hey, but don't go yet, there's more. You know how everyones been complaining about the number of colours that the Megadrive can put on screen. "Why couldn't Sega have increased the number of colours when they brought out the Mega-CD?" you all cried. Well sod that, the Megadrive can do it by itself. Yep, through the use of special shadowing and highlighting modes built into the cart's programming, Ranger X sports up to 128 colours on screen at any one time. That's twice as many as any other Megadrive game and something that even the illustrious Mega-CD hasn't done yet. To be honest though, the overall effect of these extra colours isn't really that dramatic. Still, nothing ventured, nothing gained eh?



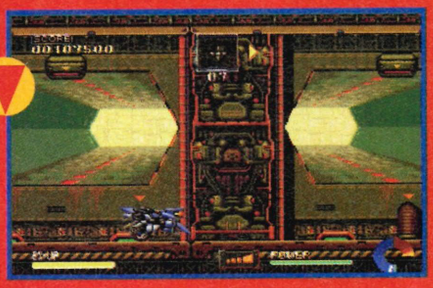
▲ **Could this be it? The alien artifact? This is the object of your quest!**



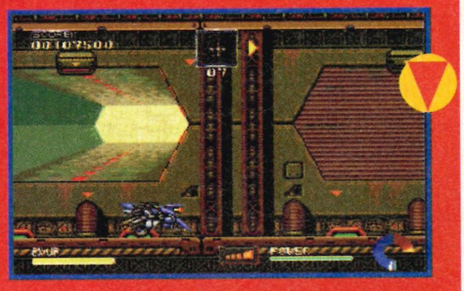
▲ **Yipes!I wasn't gonna touch the artifact. I was just looking, that's all. Nice doggy!**



▲ Hey, hey! Look at those hangars in the background. They're nice!



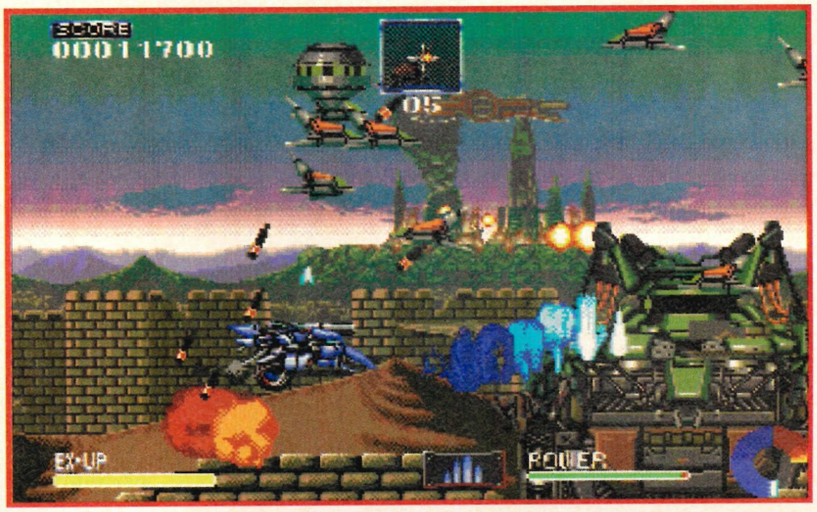
▲ Wow, check out how they move! It's like...like they're real. Amazing!



▲ Such awesome 3D and all on an 8-Meg cart. Will wonders never cease?

HEY GOOD LOOKING!

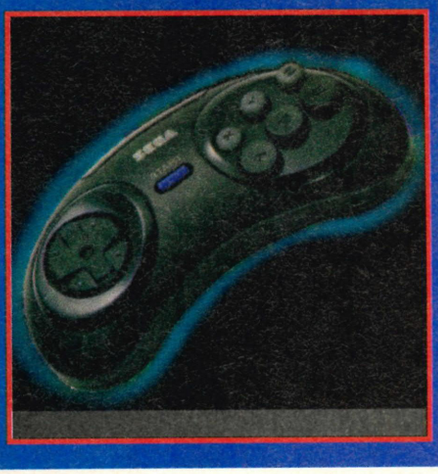
You can't fault Ranger X on looks. On some levels it features some of the most stunning 3D scrolling backdrops ever to grace the Megadrive. Although you can't see quite how fast and smooth the movement is, hopefully these pictures will nonetheless give you some idea of how incredible the whole effect looks.

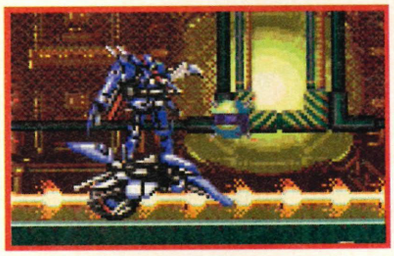


▲ Take out the enemy machine, Rangey boy! Hey, but look out for those fighters. And those hover-droids. And those heat-seekers. Come on, keep your eyeballs peeled!

A WIDE RANGER MOVES!

Ranger X is the first Megadrive game to utilise the six-button joypad that Sega are soon to release. By making use of the extra three buttons, the Ranger will also be able to control his unicycle seperate of his own movements instead of just having it follow him around the screen. Is there no end to the amazement?





▲ Bike-balancing while on the move. Wow! He can't juggle though. Nope!



▲ What an explosion. Still, it tops up the Ranger's power. Sun-block is advised!

AT A MEGADRIVE NEAR YOU- SOON!

You know, if someone had told me that this was a 16 Meg cart I could well have believed it, but it isn't. Ranger X is only an 8 M-bit cartridge and how they've crammed this much game onto a cart so small I'll never know. Six completely different levels packed with incredible graphics, huge bosses, brilliant animation, and excellent playability. It's highly challenging and extremely good fun. What more can I say? Ranger X is an unbelievable game. Sega have done it again and proved that just because the Super Nintendo has all those fancy hardware chips, it doesn't mean that it has instant rights to all the best software.

Ranger X is a superb shoot 'em up, together with Jungle Strike and Thunderforce IV it's one of the best. If you're looking for a game that'll make your Super Nintendo-owning friends sick or even your Mega-CD-owning pals cry into their empty wallets this is that game. Enjoy!

THE SECOND OPINION



Paul Glancey

At last a game that really shows what the Megadrive is capable of. Apart from the stunning graphics, this game has just all the ingredients of a classic. There's a huge variety of things to do, and a challenge is always present because you're not given all the special weapons to begin with. Like the graphics the presentation is almost faultless, with the odd, but interesting vector cut sequences The only disappointing feature of the game is the music, which seems to consist of short tunes repeated time and again. Ranger X is the first must-buy cartridge in ages.





▲ Shh! I think that massive battle-cruiser is still above.

ALTERNATIVELY



94 ALIEN 3
BY ARENA
PRICE: £39.99
Lacks Ranger-X's variety of action, but great fun and an excellent shoot 'em up, nonetheless.

ALTERNATIVELY



94 THUNDERFORCE IV
BY SEGA
PRICE: £39.99
A similar quality of graphics, action and challenge. A mind-blowing game!

RATINGS



PRESENTATION 93%
A neat intro. Smart vector graphic intermissions. A highly polished feel.

GRAPHICS 94%
More colours than ever before. Great animation. Incredible little touches.

SOUND 87%
Great blasting effects. Neat tunes. But it's the weakest part of the game.

SHORT TERM PLAY 92%
Initially quite fiddly. Very tough for beginners. Great fun all the same.

LONG TERM PLAY 93%
Highly challenging. Plenty of variety. You won't get bored and you will come back.

OVERALL 94
Just brilliant! This is one of the most incredble shoot 'em ups you'll find on any console. Ranger X laughs in the face of the Mega-CD.

AVAILABLE IN ANY COLOUR. AS LONG A BLACK.



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



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MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: SEGA

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PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW



No-one would know more about he subject of crabs nipping at your balls (OH DEAR – ED) than RAD AUTOMATIC, so who on Earth better to review the new 2 megabit Sega wonder?

BALL JACKS

If you had a bit of a think about the origins of the sport of the future, you'd think it would be descended from something incredibly popular, such as soccer or (if you're American) basketball. Or maybe something slightly more refined and upmarket, such as Death Polo, using tanks instead of horses perhaps. But according to this latest Sega release, the main sport of the future is a cybernised version of jacks. Yes, that old girls' playground favourite, the one where you had to bounce that red ball and pick up those metal blob. To be perfectly honest, I'd rather see Robo Hopscotch, but ours not to reason why, eh?

Anyway, there are a couple of difference between old-style jacks and the all-nu Ball Jacks. For starters, it's played by robot crabs. And those metal bits you were supposed to pick up have disappeared entirely. Instead, the game is played in a futuristic space arena, with one crab moving up and down on a rail on either side. Behind each crab is a conveyor belt bearing, not fondue sets, but four large spheroids and the object of the game is to steal all your opponents balls (fnarr fnarr yawn).

This action is made possible by the two rocket-powered claws mounted on each crab.To capture a ball, just fire a claw to either capture a ball and drag it back onto your conveyor belt or miss entirely and have your claw stuck to the opposite wall for a few vital seconds.

Should you lose possession of all your balls (yuk yuk tee ho), your Critical Time Meter starts to count down. Before it reaches zero, you have to recapture at least one ball or face robotic extinction. Lose three rounds and the match goes straight to your opponent. However, there's a lot more to the game than this.

SO WHAT ELSE IS THERE, EH?

For starters, it's just as easy to nab a ball from the grip of your foe's pincer as it is to steal from a conveyor belt. Simply aim for his claw and you can snatch it right back. And forth. And back. And forth again. The only real way to avoid this eternal tug o' war is to cleverly reposition your crab so your claw takes an unusual angle when returning, meaning your opponent's aim is often shot. There is another, more underhand way of stopping people reclaiming property which is rightfully theirs, and that's to kill them.

OH NO! VIOLENCE CORRUPTS THE KIDS!

Unlike the real thing, these crabs are a bit flimsy and if you drag your homing claw back through the opposing player, you damage them. First, they lose the use of one claw, then more structural damage is inflicted until they lose both claws, whereupon they need to crawl up to the repair port in the centre of their rail to be replaced by a fresh crab.

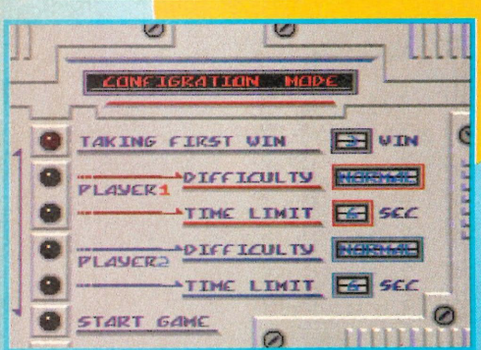
As you may have guessed by now, this is one of those games that was made for two players, despite the addition of training and even time trial options, as well as the league, to try and keep things peppy for single players, and should you and a pal fancy some futuristic sports action, well, actually, you'd be better off going for Speedball 2.

WHAT, YOU MEAN IT'S A LOAD OF OLD TROLLEYS?

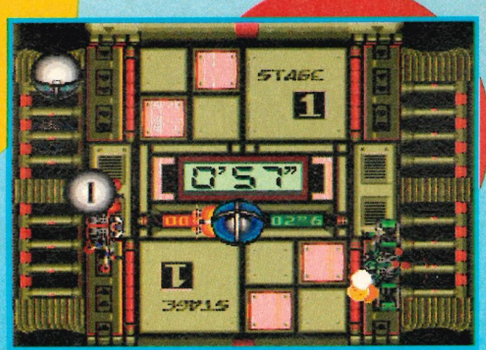
To be perfectly honest, it does have it's limitations. It's quite easy to see how Sega were sold the idea, because in theory it does sound like a bit of fun, but whereas Ball Jacks aims for the devastingly-simple-yet-incredibly-playable category (a la Tetris), it makes something of a hash of it.

The main problem is it's just too easy in all respects. It's far too easy to grab your rival's spheres, it's too easy to destroy the opposing crab, it's too easy to reclaim lost balls from the pincer of your opponent, and it's far too easy to whip all the computer crabs into submission in the one player mode. In two-player mode this works in reverse, too, meaning it's also too easy to lose your spheres, too easy to be destroyed and so on.

As you may gather, this means that the two-player games just go on forever until one person just gets fed up, and it means the single player version has no lasting appeal at all. The thing that makes Tetris so great is that it's pretty much infinite - it just seems to keep going forever, whereas Ball Jacks has a finite (and very small) number of games to win to get the league title. That's not to say there isn't something strangely compelling about the game – me and Paul got all macho and competitive about it for ages, but once we walked away from the console we had this strange desire never to see it again. Sure enough, once I tried it a second time it nearly made me sick. If you're a young, inexperienced player looking for a simple game with strong, bold graphics, this might be up your alley, but I'd say most gamers would find this appalling.



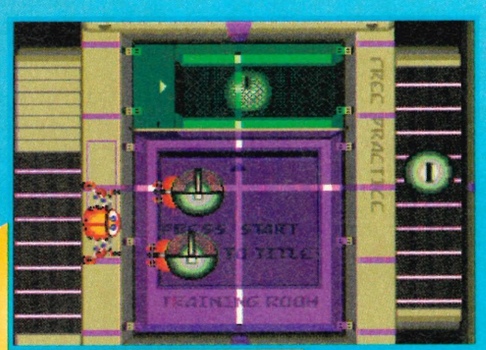
▲ **The options screen. Look at all the ways you can play the same boring old stuff.**



▲ **See the balls go left! And right! And left!**

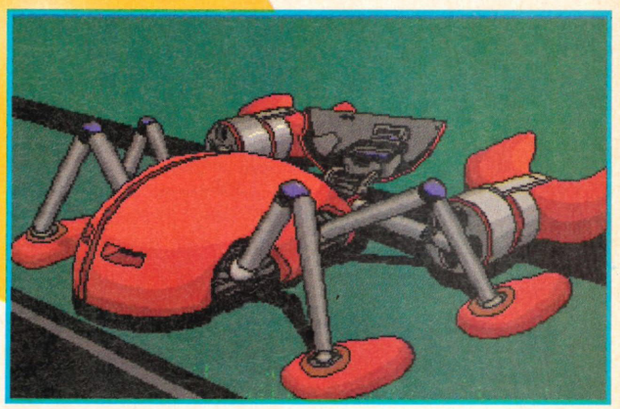


▲ **In the training room you can learn to be really good at sending balls left and right!**

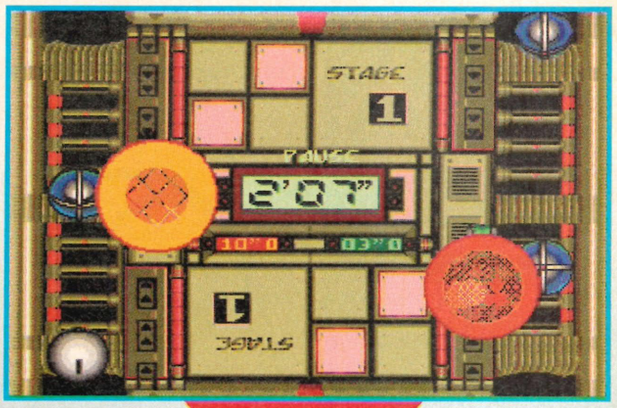


▲ **Look at that! Two balls grabbed *at the same time!* Quite unbelievable!**

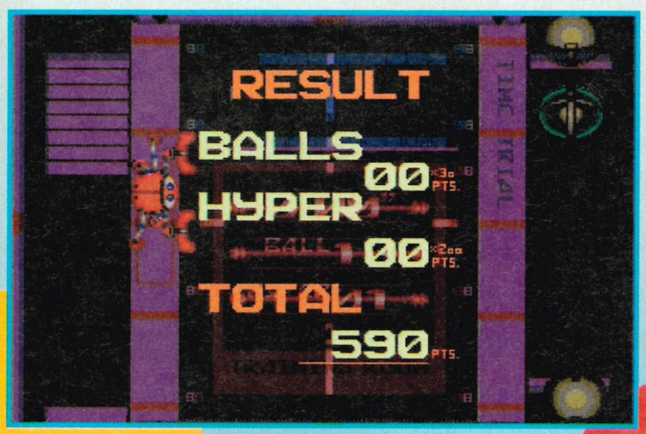
ALL CKS



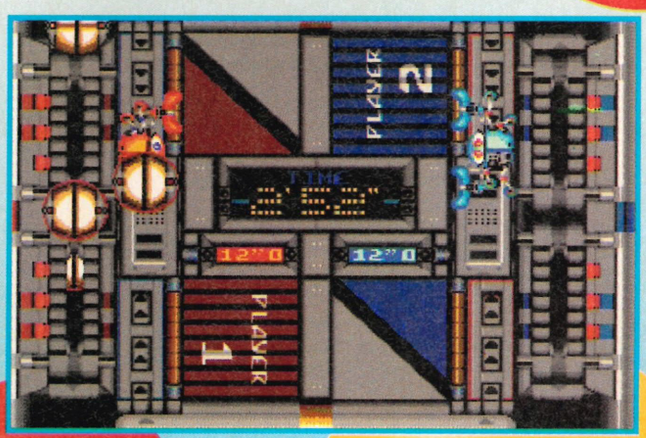
▲ Lovely pic, this. Best part of the game.



▲ Double explosion! Nobody wins, but who cares?



▲ Cor. There's the result. Now, was it worth the trouble?



▲ Look at that! The apex of left-right ball passing action!



▲ Phew! It's all over! Can we put J-League on now?

THE SECOND OPINION



You can't really do much in a two megabit cart (Art Alive – that was two megabits) and Namcot certainly haven't done much at all in this one. The only enjoyment I got from Ball Jacks was when I was playing against Rad and we were having a good old laugh at how hopeless it was, but then I can afford to do that because Sega didn't charge me £35 to play it. To say that there isn't much to the gameplay would be the winner of the British Understatement of 1993 competition and to be honest all there is that's worth saying, or rather screaming, about Ball Jacks is 'DON'T BUY IT!'.

%RATINGS



PRESENTATION 79%
Plenty o' options, and some decent intermission screens.

GRAPHICS 53%
Nice and chunky, but confusing and garish colour scheming.

SOUND 41%
Graagh! It's horrible! Mincey tunes and a couple of tinny effects.

SHORT TERM PLAY 42%
Quite enjoyable for the first five minutes.

LONG TERM PLAY 23%
It becomes incredibly irritating after more than about two goes.

OVERALL 38
A terrible, terrible game which is not at all recommended

MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: KANEKO



8-MEG

STYLE



PLATFORM

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS N/A

RELEASE DATE

OUT NOW

Based on a cheesy little character with a love of crisps, who better to review Chester Cheetah than Mark Patterson? No-one, that's who.

You know you're not onto a winner with this game the second you see the 'rap' on the back of the box. "But, stay cool and you can rule. Just find your bike and you can go where you like." Tragic, unfunny, and not even Oran' Juice Jones would touch it.

The game is based on the little-known character Chester Cheetah. Chester is the Sonic of the crisp world, fronting packs of Cheeto's cheese curls, and coining the phrase in the advert "It ain't easy being cheesy." He obviously hasn't met Tom Guise.

Being a cool cat, Chester spends most of the time driving up and down his cage on his motorbike. That was until Eugene the zoo keeper half-inched it and hid the parts. With the help of his friends, Chester has to track down his wheels while avoiding Eugene's animal chums.



▲ Chester uses his cheesy pump power to rocket his w
across a stretch of water when his outboard motor fail

CHESTER

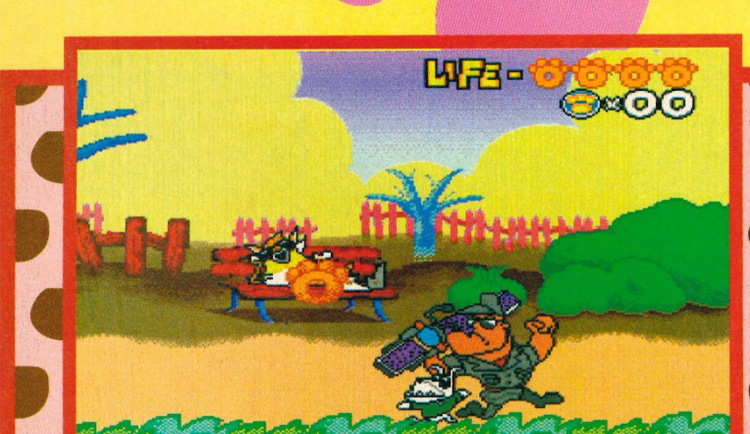


The first of Chester's allies appears on the second level in the form of monkey. It obligingly follows you around, albeit not doing much, until the end of the level, where it retrieves the bike part for you.

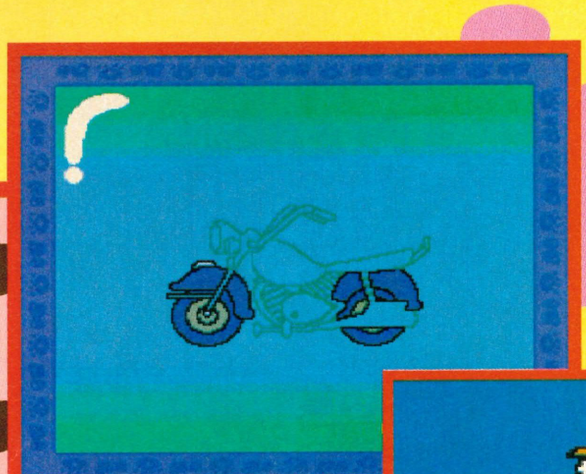
Level three's a laugh... I don't think. Here Chester passes through alternating sand banks and ocean, that latter of which is deadly. Here a hippopotamus is on hand to help Chester out by giving him a lift across the water. While he's on the hippo's back he has to avoid a strategically placed guitar – should he touch it, he'll start dancing, strut off the hippo and into the water. This triggers something well known to ex-Spectrum players – the repeating death syndrome. This is when you lose all your lives as a result of a programmer's incompetency. In this case Chester repeatedly drops into the water, losing his lives while you look on, helpless.

The 'action', for want of a better word, is minimal. Not much seems to happen, and the game relies on your gaming ineptitude to provide a challenge. Consequently it's very easy to complete the five short levels. It also suffers from a complete and total lack of fun, as it's phenomenally slow.

This is the kind of game that should be buried in a big, dark hole, then have its programmers burned as a precaution against future titles of this quality. It really is utterly awful with no redeeming features whatsoever. Distilled horse manure doesn't contain nearly the amount of crap that this game does.



▲ Motorcycle Emptiness. Eugene stole Chester's bike.



▲ A Photofit impression of the stolen motorcycle.



▲ A mad, bongo-playing beatnick monkey. And why not?

CHESTER MINUTE!

As with just about every game, there are collectibles in Chester Cheetah. None of them improve the game in any way, but here they are all the same



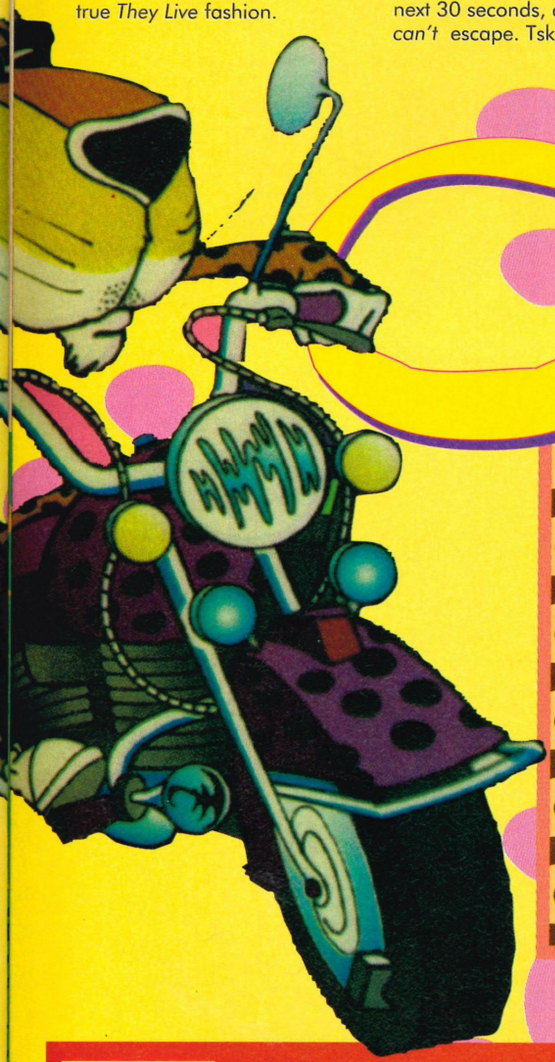
SUNGLASSES:
When Chester wears these, the game goes into black-and-white-o-vision. While it doesn't look very nice, all the hidden bonuses reveal themselves in true *They Live* fashion.

GUITAR:
Chester's strums and all nasties in earshot are stunned, allowing him (supposedly) to escape. But Chester just can't stop bopping so you can't control him for the next 30 seconds, and he actually *can't* escape. Tsk!

SNEAKERS:
Despite being a member of the most agile genus of the cat family, Chester is the ultimate slow-coach. Only by collecting the special trainers can he hope to outrun his enemies.

SKATE BOARD:
Find this and Chester's on a one-way trip to bonus round central, and he ain't gonna stop at no Little Chefs or nothing.

BADGES:
He don't need no stinking badges! Actually these do come in handy, because if Ches can find 100 he'll get an extra Continue.



CHEETAH

A MEGATECH EPILEPSY WARNING
It had to happen. When you open up Chester Cheetah's box a little slip of paper falls out warning about the hazards of playing games for anyone who could potentially suffer from photosensitive epilepsy. So, if you suffer any of these symptoms;
(a) Dizziness
(b) Altered vision
(c) Eye or muscle twitches
(d) Loss of awareness
(e) Disorientation
(f) Involuntary movement
(g) Convulsions
You should switch the machine off straight away and head for the nearest doctor. However, these symptoms could occur while you're watching Tomorrow's World, or staring at bright carpets, or loud shirts. Mind you, this copy of Chester Cheetah comes from America where they like to be extra careful about these sort of things (legal reasons, y'know).

RATINGS



PRESENTATION 34%
Poxy intro and two(!) control options.

GRAPHICS 60%
Backgrounds are mostly pretty good. The sprites look nice until you see the two-frame animation.

SOUND 54%
The tunes are truly awful and the effects are unmemorable.

SHORT TERM PLAY 36%
Not even good for a laugh.

LONG TERM PLAY 20%
You're not going to buy it, so forget about this category.

OVERALL 33
Sadly rather crap.



THE SECOND OPINION

Well, I've seen worse. Not much worse, mind. I suppose if there was one thing I actually liked about this game it was the colourful backgrounds. Everything else about it sucks. I can't believe that in this day and age programmers are still producing games with such annoyingly ropey collision detection. In the second level you can jump on the noses of the alligator platforms only to drop straight through them and into the deadly water. There are other frustrating instances where baddies knock you into other baddies and you can lose a life in the most ridiculous circumstances. The sound is rather ghastly. The sprites, though they might appear quite attractive in these pictures, have had very little effort put into their animation. The gameplay is boring and pointless. On the whole this looks very much like a Friday afternoon effort and I wouldn't touch it with my least favourite bargepole.



THANK YOU!
To the Tottenham Court Road Computer Exchange for the loan of the review cartridge. You can call them on (071) 388 2613.



BY: SEGA

SEGA™

8-MEG

STYLE

PLATFORM/DRIVIN

PRICE TBA

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

AUG. 1993





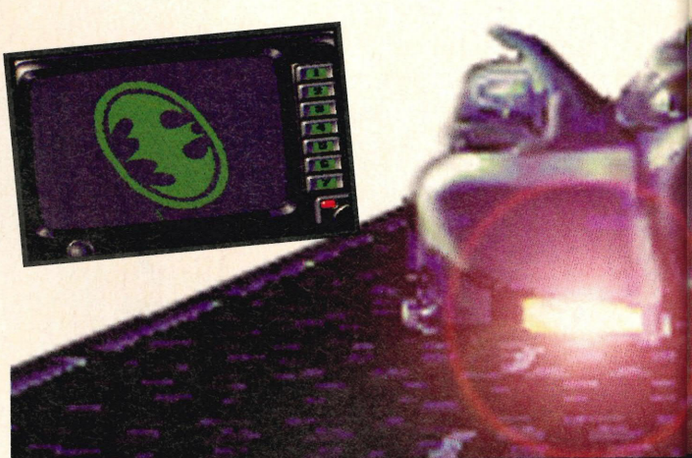


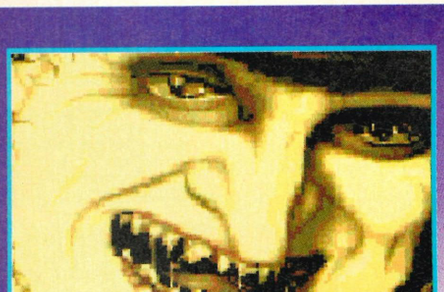
BAT RET



You know, it's funny how millionaire playboy TOM GUISE has never been photographed together with Batman, don't you think? Surely he couldn't be? Nah.

Batman Returns? Again? He does an awful lot of that doesn't he? First he appears, then he goes away and then he comes back for another go. Now he's popped back once more and this time he's on the Mega-CD. What a crusader! And a caped one at that. So what brings that cowled avenger of the night back now? What foul deeds are afoot in the fair city of Gotham? Well, whatever macabre form crime has adopted, we can rest assured that Batman is on hand to save the day. Now read on old chum...

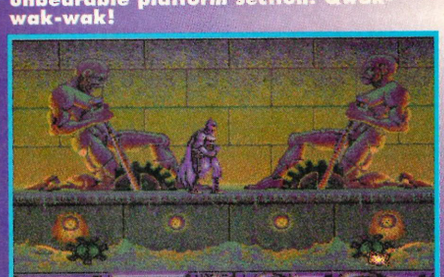




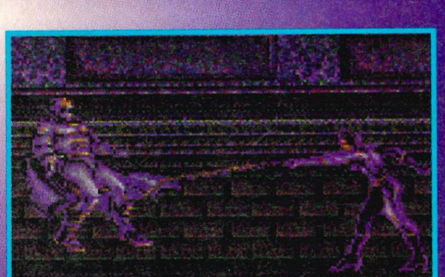
▲ Greetings citizens of Gotham, Penguin here. Meet your doom on my unbearable platform section. Qwak-wak-wak!



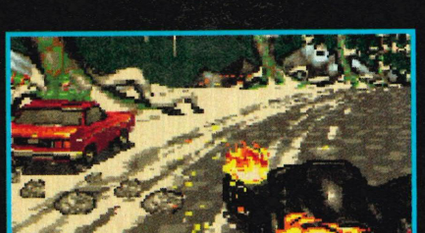
▲ The collapsing building level, just like it was in the Megadrive version. Condemned!



▲ The first end-of-level boss. Has it improved on Mega-CD? Not a chance!



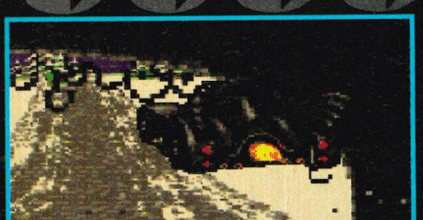
▲ Catwoman. As badly-animated as Henry's cat? No. Worse! Meow!



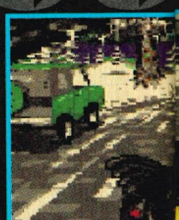
▲ Meanwhile, on the outskirts of Gotham City...Holy Flipper-action! It's the Penguin's goons!



▲ A suspicious fishy! Why it's The Penguin's fo



▲ Gosh Batman! We've left the road!



▲ Mind your la

MAN URNS



THAT FOUL FEATHERED FINK!

It's bad news Commissioner. The Penguin is back in town. Why, that devious waddling perpetrator of foul deeds. What fiendish plot has he hatched in his evil bird-brain this time? Nothing short of the complete annihilation of the Caped Crusader himself, that's what! Firstly he's framed Batman for the killing of the Ice Maiden and now he's sent a gaggle of his goons to do away with the Gotham Guardian once and for all.

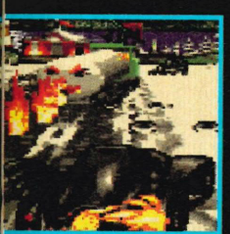
TO ACTION, OLD CHUM!

Taking the form of a scrolling platform adventure, Batman Returns follows the antics of the Dark Knight Detective as battles his way across Old Gotham Town in an attempt to prove his innocence and bring the Penguin to justice.
So it's ZAP as Batman uses his faithful bat-fists, POW as he kicks out with his trusty bat-boots, KER-BLAM has he clobbers the baddies with his good old batarangs, SHA-SHUNK as he fires off his bat spear-gun, PA-POO as he lets off one of his stinky bat gas-bombs, SKREE SKREE as a swarm of bats is released from the Caped Crusader's secret bat-pockets beneath his cape and KOO-ER as we wonder what else the Cowled Wonder keeps under his cape.

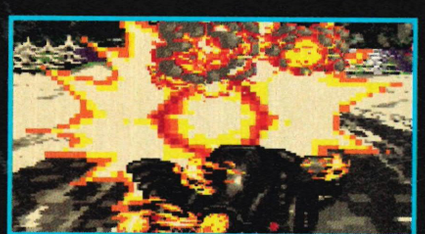
BIRDS OF A FEATHER!

There's all manner of rogues out there just waiting to make big bat-burgers out of our hero. Enter the Red Triangle Gang, that juggling, unicycling, flame-throwing band of villainous japesters. In another world they could have been honest members of Billy Smart's Circus, but here they're just scum and don't you forget it. From the rooftops of the city to the Penguin's underground lair Batman must face the likes of gun-toting dwarves, circus strongmen, rocket-launching penguins on parachutes and even strange bat-creatures.

Then of course there's that whip-wielding catress of crime, the Catwoman, and the twisted master-brain behind this whole affair, the Penguin. Appearing throughout the game from Gotham Cathedral to Schreck's Department Store these villainous rogues use any means at hand to defeat the Caped Crusader, from rolling giant balls down escalators, to attacking him with helicopter bombs.



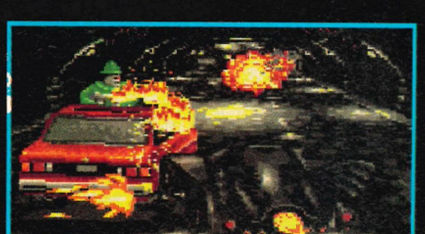
ertrol tanker. Smells
eleasing napalm.
l work, I'll bet!



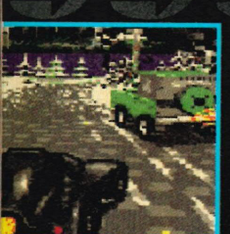
▲ Ka-Pow! Another job well done. But that all seemed a little too easy. Quickly, onward to the city...



▲ Road barriers hold no threat to the Caped Crusader. Sorry about the smell, Robin. I'm just tense.



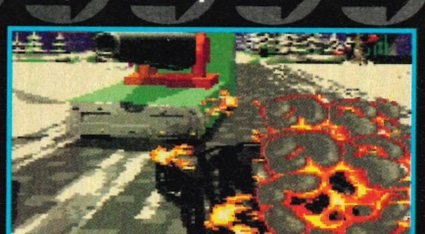
▲ Why you grinning cadaver. You'll be smiling on the other side of your face when I'm done!



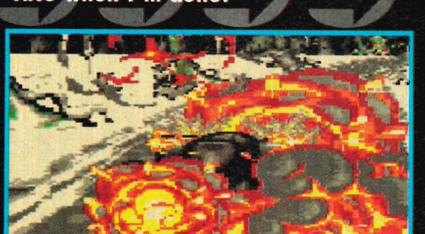
uage son!



▲ Bat-bins mean more rockets!



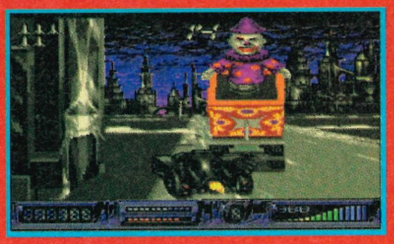
▲ Wha...that large cannon. I can't...



▲ Niyeeh!



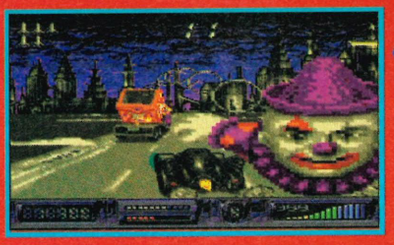
▲ An ordinary-looking circus truck, but wait...



▲ A Jack-In-The-Box! What devilry are we witnessing!



▲ Be careful Batman. That smiling loon. It's heading straight for you!



▲ Could this be curtains for Batman? To be continued!

BATMAN RETURNS

IT'S A CRIME!

Doesn't this sounds familiar? Why, if my trusty bat-brain serves me correctly this is all exactly the same as the pooey Megadrive version, also cunningly entitled Batman Returns. Holy Identical Games! Sure there's the movie-quality soundtracks as you'd expect from a Mega-CD game and to be honest the game seems a little smoother and faster than it's Megadrive counterpart. But nonetheless, it's still the same old Batman Returns which we reviewed in issue 12 and gave a disappointing 76%. But wait – all is not as it seems. There's more to Batman Returns than just the platform game.

TO THE BATMOBILE...

A driving game? Just a few short bonus levels interspersed between the duff main platform game, perhaps? But no – the Batman Returns driving game is a completely separate game in itself, and a brilliant one at that.

Controlling the Batmobile, your objective is to simply to destroy each level's-worth of Penguin goons either with the Batmobile's front bat-machine guns and homing missiles, or by bashing the enemy vehicles off the road. There are five levels of driving action, starting in the streets of Gotham City before moving onto the snow-covered countryside beyond. Later levels actually see you in control of the Batskiboat battling your way through Gotham's sewers on the way towards the Penguin's lair. There are six stages in each level, so if my maths serve me correctly, that's a monumental 30 different stages in the game. Wow!

GRAPHICAL ACRO-BAT-ICS

Being a driving game the action is viewed from a 3D perspective, but you've never seen a driving game as amazing as this on a home console. Batman Returns is the first Mega-CD game to really use the machine's graphical capabilities to such an awesome effect and the result is truly incredible. For starters, the background moves in perfect 3D utilising background rotation, an ability previously thought impossible on the Mega-CD. The overall effect is identical to that of the Super Nintendo's Mode 7 chip as seen in such games as Super Mario Kart and F1 Exhaust Heat. But the Mega-CD is capable of far more than mere background trickery, it can also perform the same magic on sprites and with Batman Returns it does.

When I said the first level was the streets of Gotham City I meant it. There aren't just the occasional two-dimensional lampposts or billboards on the sides of the road as we've seen in previous driving games. Nope – buildings, bridges and massive Gotham City-style industrial scaffolding scoots past the Batmobile all in full 3D. Not only do they look convincingly solid, but they also scale towards the screen with perfect smoothness. Perfect. I kid you not, there isn't one iota of jerky movement. I've never seen scaling like this on anything short of a arcade machine. It's gob-smacking. Then there are the vehicles. From grenade-throwing Range-Rovers and rocket-launching Skull-rider motorcycles to flame-spewing purple Joker cars the roads are packed with enemies. And it's not just vehicles that line the roads. There are road barriers to smash through, sending bits of wood spinning towards the screen, traffic cones to smash all over the place and when a vehicle is blown up, tyres and wreckage bounce all over the road. This is one hectic game and no mistake.

BUT BENEATH THE MASK...

It's not just the graphics that are amazing either. The Batman Returns driving game is excellent fun. It's fast, furious and bloody hard. Just when you think you've got the hang of the game you reach the end of level boss and things blow up in your face all over again. The time limit also gets really tight as the game progresses, especially when you've got a particularly persistent baddy who just won't get off the damned road. Bat-tastic!

GOSH BATMAN!

You know, the more I look play this game the better it gets. All the little graphical touches, the incredible fairground in the distance on level two with the giant ferris wheel spinning away, the underground tunnel with bats flying towards the screen, the way the flames lap of the back of the Batmobile when it's in trouble. Even the continue screen with the Batmobile rotating on the turntable in the Batcave with the Penguin's voice echoing in the background. It's all so atmospheric.

ANOTHER JOB WELL DONE!

Okay, so the platform section is a bit duff. It may be an improvement on the original cartridge game, but it's nonetheless a very unpleasant affair. But forget that platform plop, just think of it as some added bonus. Batman Returns on Mega-CD is a driving game and it's superb. No kidding, if this game had come out in the arcades with a fancy Batmobile driving cabinet it would have been very impressive indeed, but it isn't, it's a Mega-CD game. This is the most amazing looking Mega-CD game yet and the also the most enjoyable. What's more, it proves that the Mega-CD can do far more than the Super Nintendo is ever capable of. After seeing this I actually believe that the Mega-CD could do straight translations of arcade games like Radmobile or Rail Chase.

In short, If you've got a Mega-CD you've got to have this. It's the best Mega-CD game yet.

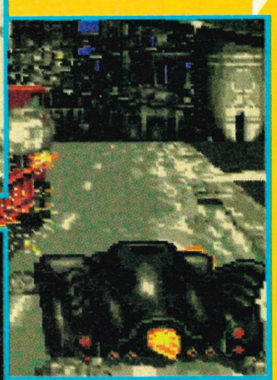
THE SECOND OPINION



Tom hasn't really left much for me to say except 'EXCELLENT!' This is what Mega-CD owners have been waiting for. I agree that the platform bit is still iffy (though I'm sure it plays a little bit smoother than the cartridge version), but the driving game is a knockout. Not only does the road scroll like a Super Nintendo game, the player is treated to superb 3D scenery which the Super Nintendo CAN'T do! And they aren't the usual cardboard cut-outs flashing past – these buildings are really detailed and look completely solid. The effect is outstanding! If you want a Mega-CD game that will really impress your mates and keep you occupied for ages, this is definitely the one to go for!







▲ Take care, old chum!

ALTERNATIVELY



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The only other driving game available for the Mega-CD. Jaguar is a more serious race game. With two-player action though, it's great fun nonetheless.

RATINGS

HYPER GAME AWARD



PRESENTATION 88%
Few options, but well put together and highly polished.

GRAPHICS 94%
The driving game would look at home in an arcade.

SOUND 94%
Orchestrated music throughout. Plenty of spot effect – even speech!

SHORT TERM PLAY 92%
The platform game is very poor. The driving game is easy to get into.

LONG TERM PLAY 94%
The platform bit is frustrating, the driving game is challenging.

OVERALL 94
Ignore the platform bit, and Batman Returns is the best game available for the Mega-CD so far. Amazing!

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MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: TENGEN



8 M-BIT

STYLE



PLATFORM

PRICE IMPORT

PLAYERS 1-2

SKILL SETTINGS 2

RELEASE DATE

OUT NOW

Snow? In July? Shurely shome mishtake! But chilly bits and brass monkeys seem to be the order of the day with Toaplan's arcade conversion of the Snow Bros coin-op. So is it cool, chillin and frosty? Gus Swan probes deeply with his game thermometer...

It's a well worn review path, and you and I have walked it many, many times in the past. But bear with me and I'll scoot through the main points again. You see, there's this Princess. Actually, it's two Princesses in this case, probably because one of the players would feel a bit short-changed if he got to the end of the game and there wasn't a Princess of his own to rescue. I know I'd be miffed. Anyway, this pair were at that difficult Princessy stage: you know, white cotton dresses with blue satin sashes, ballet lessons, love-bites from snowmen. Well, is it any wonder that some old witch comes and spirits them off to some multi-level dungeon brimful with denizens? None whatsoever. And you, as one (or both) of their icy paramours, take it upon you to retrieve the abductees and live happy ever after...well, until the central heating comes on.

ARCADE ANCESTRY

Snow Brothers originated as a Toaplan coin-op, about three years back, and represents a particular type of arcade game that's quite rare on home consoles. The game plays like a platform game, but in a series of screens or sheets, scrolling down from above. Gameplay itself is pretty simple, with the emphasis on speed and action, rather than deep strategy or a complex control method. Other games that fit into this select genre are Rainbow Islands, Tumblepop, Diet a Go Go and Bubble Bobble. In Snow Brothers there are only two functions to execute. Jumping and firing ice-wedges. There are 80 different screens, each one with a different platform arrangement, and a smattering of nasties. All you need to do to advance is to snowball every nasty and toss them off-screen. The game is split into eight stages of ten screens, each with their distinctive decor and Boss in Residence. In theory the game should have a slowly increasing difficulty curve, but this is not so. Some of the toughest and most frustrating levels are found in stage two and three.



▲ 'Honey! I'm ho-oome!'

ICE ON COMMAND

Nik and Tom (you may as well be introduced) have the ability to throw ice at their enemies. It doesn't look like snowballs, but like a procession of ice wedges. Should these touch an enemy it stops in its tracks and curls up, as a large snowball forms around it. In this state the enemy is quite harmless, and the brothers can then use it as a platform to higher levels, seeing as their own jumping powers are limited, or they can give it a shove to catapult it down and around the screen so that it knocks the crap out of anything it hits. Don't leave iceballs lying around for too long though, or they'll thaw out and release their captives, but it's sometimes a good idea to freeze up a few baddies, then knock them into each other for more points and bonus items.



▲ 'Hahaha! No more domestic bliss for YOU!'



▲ 'Hey, forget them. Come to the pictures with ME!'

ARTIFICIAL SWEETENERS

The mere action of making balls and tossing them would become a bit monotonous, were it not for the sweet prospect of the bonus. These appear frequently when a ball disappears, offering one of three prizes. The first, and most common is a point prize. These are pies or eatables of some description, and boost your point total. Much more desirable are type two — the vials. There are four vials of different liquid with seperate effects on the snowmen. The darker blue powers up the ice wedges, so they freeze a baddie quicker; beige (best way to describe it) increases the range of the wedges; orange speeds up the brothers (who are, it must be said, annoyingly slow in their natural state); and light blue, which has the startling effect of blowing the snowman up to Michelin proportions. In this state he's invincible, and can happily float around the screen causing havoc. The final power up is a snowman face, which ushers in a bizarre group of pac-man wannabes. Turning these into balls releases a letter of the words 'Snow Brothers'. Collecting them all reveals a suitably special treat.



SNO BROT

TIMED SEQUENCE DURATION: 60 SEC. **GETTING IN**



10 seconds: The odds don't look good for young Nik, but the power of Snow is on his side!



20 seconds: Ha ha! Catch dragons of ill-repute! You



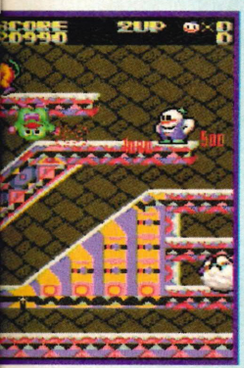
45 seconds: But what's this!? A pink toad creature, with dorsal-mounted mortar tubes!



55 seconds: So it's bombs away with that while troub

OW HERS

ITO SNOW BUSINESS!



this in the mush foul
can't stand honest snow!



20 seconds: There! That's seen the last of them off.
They won't be causing trouble round here again!



ow is it? He won't get
-bashing Nik's around!



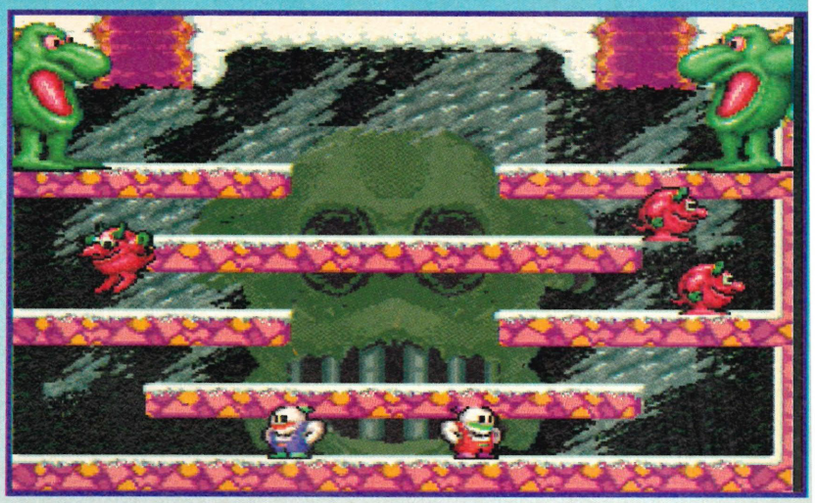
60 seconds: SPLAT him! With a snowy SPLAT!



FLUFFY HEADACHES

The game's presentation deserves a mention. Snow Bros is unavoidably cute in every aspect. Behind the screen a variety of sugar-candy backdrops are slotted in. Some are abstract shapes, snow-topped hills or factories, but all give the game its bizarre feel. The baddies are also in character, with squat red devils, green fire-breathing dragons, and blue fuzzy bugs with Norman Lamont eyebrows, whose party trick is whirling themselves into fiery tornadoes and floating round the screen. Not bizarre enough? What about Mr Pumpkinhead who appears when you've lingered on a screen for about five milliseconds, and chases you in his blue cape.

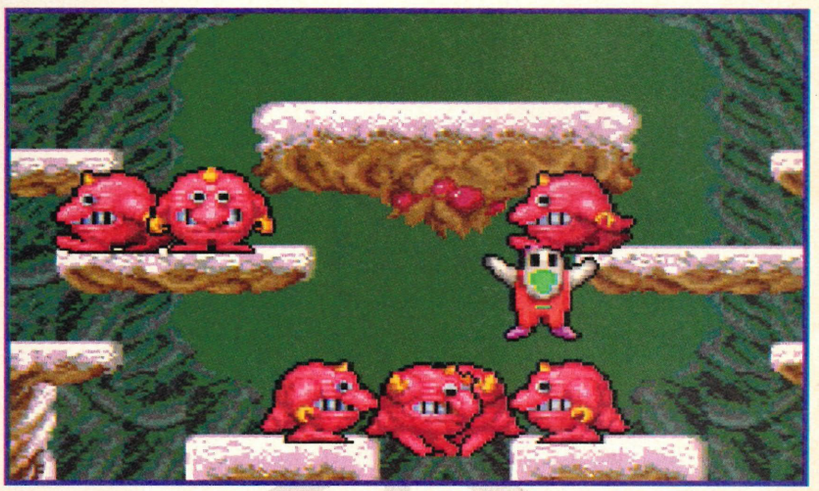
Every tenth screen promises a boss surprise. Bosses succumb to a mixture of snowballs and wedges. As you'd expect, they all possess bizarre defence mechanisms and look anatomically dubious.



▲ **Hey! It's Nik and Tom, together again. Two player mode is definitely the best way to play. Take it from us. We know.**



▲ **Nick's just killed a boss and look at all those bonuses! The things at the bottom yield 10,000 points apiece!**



▲ **Ooch! Tom's struck down by the Horny Tomato Men. Poor little bloke.**

GOOD COMPANIONS

As with many games of this type, extra interest is added with the two-player option. Playing Snow Bros on your own is good fun, since the gameplay is involved, but playing with two adds a teamwork element that lifts the game higher. Importantly, the two-player option here makes you feel you are interacting, it's not just cosmetic. The gameplay doesn't slow down, but remember that with two it's going to be even easier to complete.

This is a stunningly faithful conversion of the coin-op of some years back. It was never an A-list



SNOW BROTHERS



▲ **Woah! The excitement mounts as Nik reaches the snowy climax! Ooh! Ooh! Aagh! Ooh!**

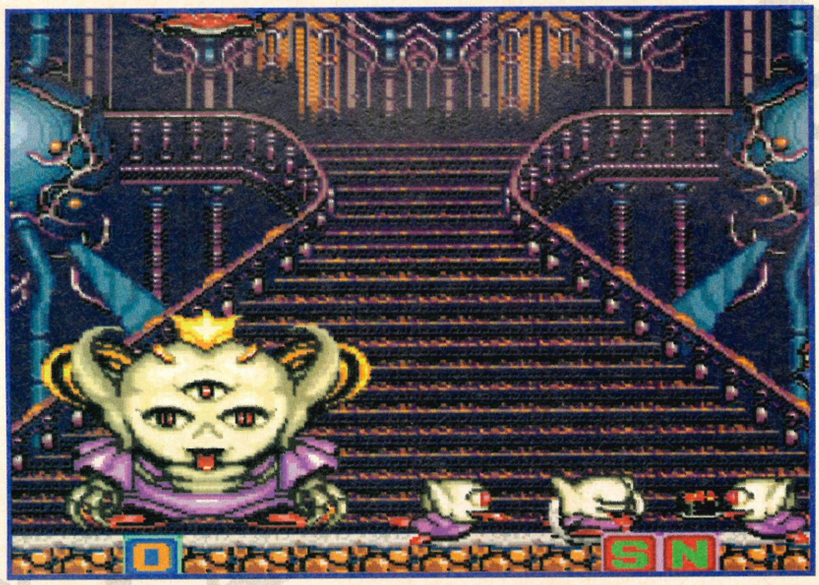
game for me, but I've pumped a few ten pees in my time. Graphics and sound are perfectly crisp and there are some imaginative designs in there. The gameplay is instantly endearing, just by being so simple, and intially it's great fun as you rocket through sheet after sheet. Unfortunately, I felt I was rocketing through too many sheets for my liking, and was appalled to reach level 60 in a single sitting. The problem lies in giving you passwords and continues (a deadly duo which has undone many a game in the past). Pity that, as this was shaping up to be one of the best two-player arcade games for the Megadrive, certainly the slickest and most agreeable to the eye. But I can't unreservedly recommend a game that seems to get easier as it progresses.



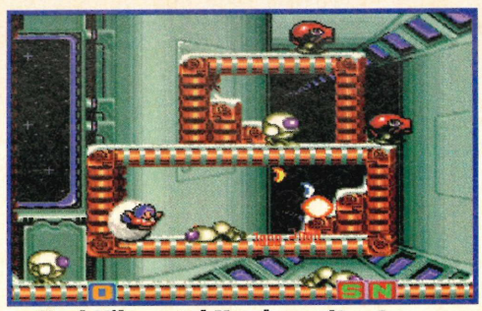
▲ **Nick in floaty mode is unmeltable!**



▲ **'I've got you now my little snow-buddy!'**



▲ **Y'see that fat snow lady with the three eyes and the tentacles and the entourage of little snow cyclopses? She fancies you. And your mum.**



▲ **Hey! Nik, mate! You haven't got a snowball's chance! Hahahahahaha! Ouch!**



▲ **Nik! Tom! You appear to have turned into ladies. And hey! Very attractive ones too!**

THE SECOND OPINION



Toaplan and Tengen have come up with the goods here! I'm obviously not as adept as Gus because I found this to be one of the most enjoyable two player games on the Megadrive. Just like the original coin-op it's great fun – not at all complicated, but really fast and furious stuff with bad guys jumping at you or firing from all angles. The graphics are pretty much arcade-perfect and the jolly tunes are excellent. Even if you don't have a partner to play with you needn't worry about any decrease in action because the pace seems to be upped slightly and by the time you get past level 20 you really have got your hands full. Unlike Gus, I found the credits and password system pretty good because it gives your average player (like me I suppose) the best opportunity to enjoy yourself, but doesn't give the game away completely by giving you a code after every single stage. In short, one of the best Jap import games we've seen in many a month, and I think this is a very worthy buy indeed.

%RATINGS



PRESENTATION 90%
Arcade perfect. Excellent two player option.

GRAPHICS 89%
Nicely done scenery and well animated sprites.

SOUND 84%
Agreeable hillbilly soundtrack and jolly effects.

SHORT TERM PLAY 91%
Easy to get into and proper good fun an' all.

LONG TERM PLAY 80%
Doesn't present an enormous long-term challenge.

OVERALL 86
Excellent conversion and one of the better two player games.



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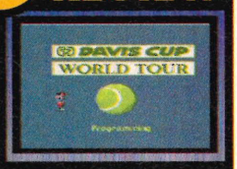
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MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: DOMARK



8 M-BIT

STYLE

SPORT

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

JULY 1993



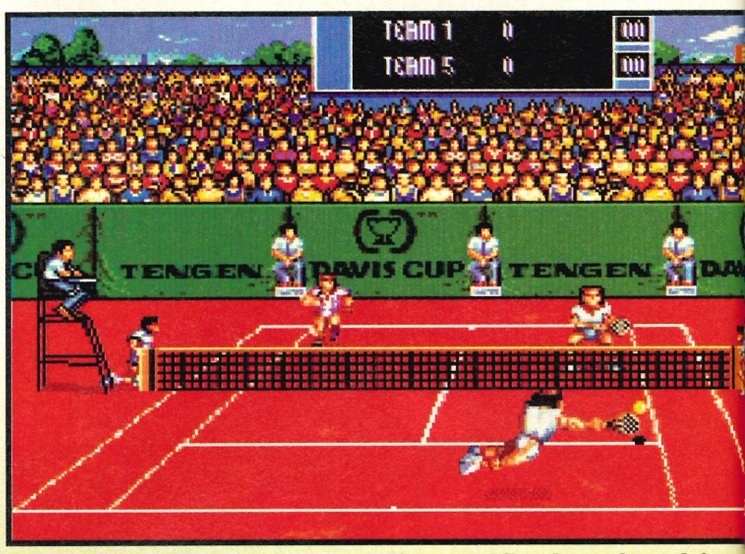
Wimbledon fortnight nears us once again so could this be the reason for the recent rush in Megadrive tennis games? Once it was a barren console for tennis action, but Domark's Davis Cup Challenge is just the latest contender. Gus Swan dons whites once more...

DAVIS TEN

It was a great puzzle to me why the Megadrive lacked a tennis sim for no less than three years. In those benighted days, the only option was Sega Tennis for the Master System played through that abominable piece of Dalekry, the Power Base Convertor. At last Grandslam Tennis appeared, but it was a case of lukewarm like it or lump it. This was all the more surprising considering how apt tennis is to conversion, with all the action located in a confined space, and the games' mechanics pretty simple. It's also a speedy sport, and one we British like to think has a particular place in our sporting heritage, even if we are now totally crap at it. It may come as a shock to realise this particular game is from across the channel, as programming house Loriciel manage to succeed where Tecmagik recently spooned with Andre Agonies' Torturous Tennis.

HEY, APPROPRIATE NAME!

The competition event which the game centres on is the Davis Cup. This event is a yearly challenge between national teams, with sixteen tennis nations from the US to Australia taking part. This makes the game a little different from its rivals who concentrate on individuals taking part in the tennis circuit. That option is open to you too, but piloting the Brits through to improbable world victory is the main thrust of the competition game. The tournament option is only for one player, so most games will be played in exhibition mode, over one to five sets. The international circuit on Davis Cup has subtle differences to the usual set-up. The player is offered a sponsor's sum at the beginning of the season, and then picks an event each week from a global map. Entering each event requires a fee and transport expenses, so a rotten player will soon be out on their ear, especially if they insist on playing all the exotic South American and Australian tournaments. Although this is only a slight aspect of the game, it adds a strategic element to picking events, and typifies the attention to detail that makes Davis Cup superior.



▲ **"Look, why don't you just pose off-court while I leap about doing**



▲ **"Oh no, there's a big yellow bee attacking me – I'd better swat it!"**

HIGH RANKINGS

There are fifty players in the rankings, which is loads more than most tennis games. What's more, they actually do seem to have tactics of their own. Some are happy at the baseline, others rush the net at the first opportunity. It's worthwhile concentrating on a few opponents to break the code of their game strategies. I say this because one of the immediate features of Davis Cup is that it is very hard. The difficulty originates from the computer players' skill, as playing shots themselves is not too hard, and the ball rarely goes out. Serving is particularly easy. But at first everything you pass over the net comes straight back at you. The game also plays extremely fast, so much so that doubles can be a headache to follow. I usually sat back and had an orange barley water while my computer partner charged around the course like Pat Cash on Pro Plus.

JUST LIKE THE REAL THING!

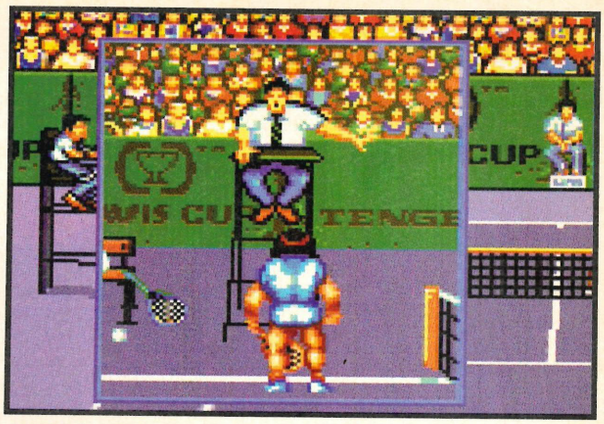
The graphics and sound are of a very high standard, exhibiting a degree of detail unseen in other tennis games. The programmers have opted for pseudo-3D effect, with parallax scrolling for the court. Players' sprites are large and well animated, and the human player always occupies the foreground, making distance easy to judge.

In two player games, the screen splits neatly into two. This doesn't cramp the play area as you might think, as the crowd and other space-occupying ornaments are removed.

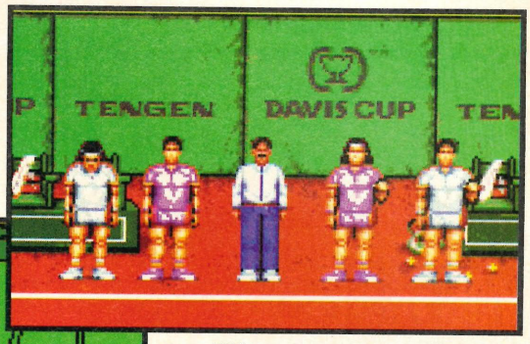
There are plenty of neat touches, like ball persons and linesmen who indicate. You can even contest calls with the umpire, and see a close-up shot of your argument!

The excellent sampled sound matches the graphics, with full scoring, neat racquet sounds and realistic grunts for those extra exertions.

S CUP
NNIS



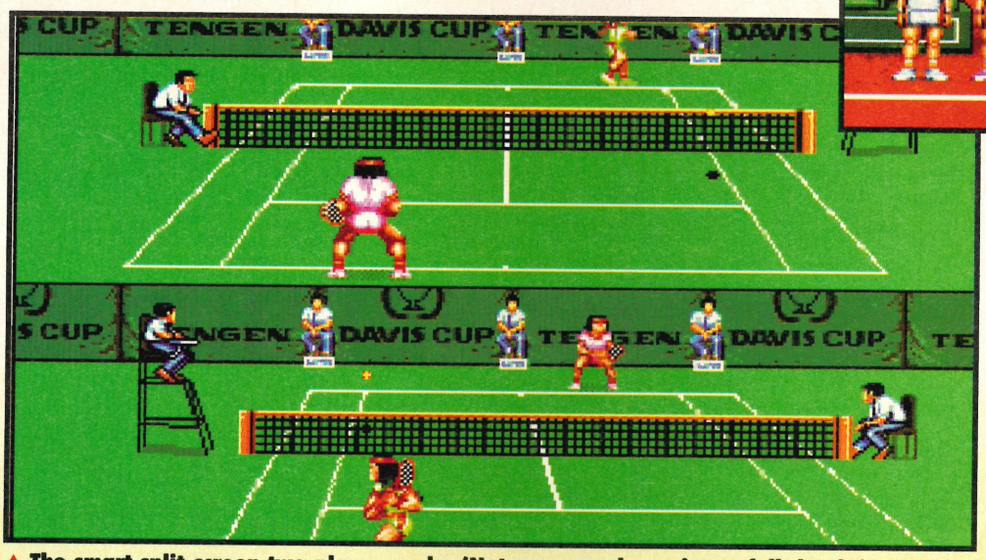
▲ Work out your stroppy MacEnroe fantasies with the 'Question the Umpire' option.



▲ "Hi, my name's Geoffrey Smith (I'm the one in the middle), and I invite you to 'Spot The Winners.'"



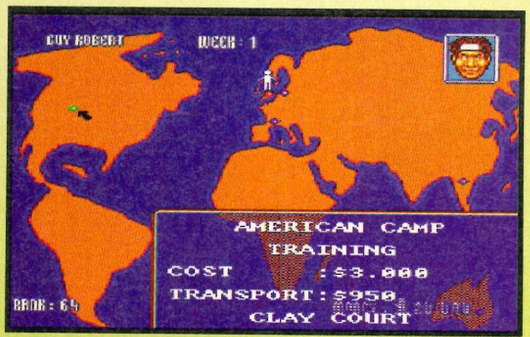
the work, eh?



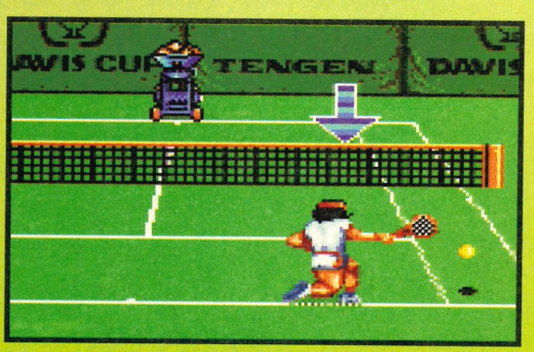
▲ The smart split-screen two-player mode. (Note: screen shown is not full-depth.)

THE BEST THING WE'VE HAD SERVED TO US ALL WEEK!

Davis Cup compares favourably with the on-court antics of its competitors. its slick presentation makes a mockery of the ham-fisted effort that is Andre Agassi Tennis. Comparing the training modes that both games offer, Davis has five different types of play practice, while Agassi possesses just one. There is a whole host of other features, like the beginner level and doubles, missing from Grandslam and Amazing tennis. However, it's the solid playability of Davis Cup that crowns it unchallenged master of the centre court, and it may hold on to that title as long as Martina did.



▲ This tennis lark's not cheap, you know.



▲ A sharp object thrown from the crowd lands on the net. These tennis crowds are psychotic!

THE SECOND OPINION



Paul Glancey

Two tennis games in one month – but which is better? Personally I think Amazing has a slight edge on the graphics, but Davis Cup really scores on the range of options (such as the Question The Umpire's Decision bit, which really works), the speed of play and, well, just playability in general. The two player mode is much better than Amazing's simply because the split screen mode let's you see more of what's going on. The range of shots is good but they're not easily mastered. However once you've got them licked you can really pull off some devastating plays – just as well really because the computer players give you a hard time right from the start. Even the sound is well done in this game and I particularly liked the distinctive effects which indicate whether your opponent has just

HYPER GAME AWARD RATINGS



PRESENTATION 92%
Loads of training modes, play options and in-game fripperies.

GRAPHICS 89%
Fine animation, good movement and the split-screen works perfectly.

SOUND 91%
Top notch sampled speech for the Megadrive, sounding clear and natural.

SHORT TERM PLAY 90%
Davis Cup has an excellent feel for two players, even if its tough to play.

LONG TERM PLAY 89
A birrova classic for two players, and a big solo challenge.

OVERALL 90
A many-featured thing, Davis Cup is the cream of tennis games.

MEGADRIVE REVIEW



MEGADRIVE REVIEW



BY: ABSOLUTE



8 M-BITS

STYLE

SPORT

PRICE IMPORT

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



New balls please, and Mark Patterson certainly needs them as he gets court in the act with Davd Crane's Amazing Tennis.

With Wimbledon once more upon us, the tennis bug is biting the unfit again and our TV screens are populated with athletes banging balls to each other, and more recently trying to avoid knife-wielding maniacs. With all this going on, it seems timely that Absolute's latest cart just happens to be a tennis sim.

Programmed by software veteran David Crane, Amazing Tennis is designed to be the most realistic thing this side of the centre court. Unlike the current trend with Jennifer Capriati and the soon to be released Andre Agassi's Tennis, this game doesn't rely on any current personalities or events. Instead you're dumped in at the deep end, with no difficulty options and a succession of expert opponents.

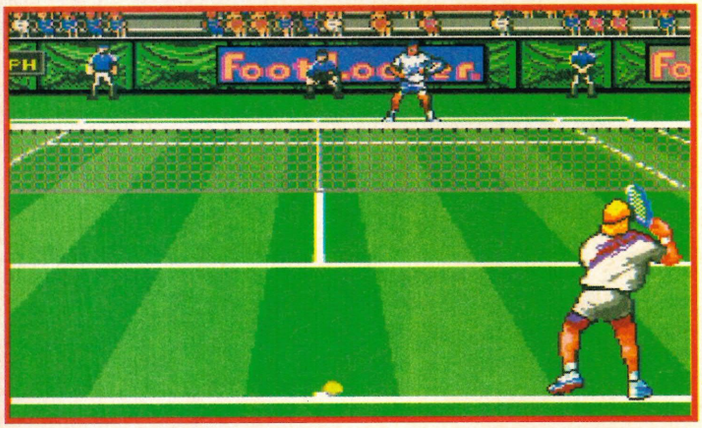
The first thing you notice about the game is the view-point. Instead of the usual top-down view, you see the action from behind the player. This interesting turn on the action is what gives the game much of its realism. The size and animation of the player graphics is striking, but once you've played a few games and realised that nothing really changes, the initial effect wears off.

SERVES YOU RIGHT

Serving is the first thing to master. There are two types – fast and top spin. Hitting B makes your player throw the ball into the air, and the trick is to time the second press just as the ball starts to drop. Too early and you'll serve long, too late and the ball will go crashing into the net. The direction of the serve can be altered by pressing left or right as the racquet connects with the ball, although this doesn't seem to be very accurate and more often than not the ball misses the service box by a mile.

There are three different courts to play on: hard (ie sports-carpet), grass and clay, each of which affects the ball in a different way. The hard court is the best as the ball bounces normally, so all you have to do is worry about getting the ball over the net. Playing on grass slows the ball down and reduces the height of the bounce, so you need to be prepared to run into the net to return tricky shots. Finally, clay courts cause the ball to bounce much faster, which means that you need the plumb the depths of your reflexes to get to many of the shots in time. The computer players, however, don't seem to be affected by these conditions and happily fire shots past you while you adjust to the new surface.

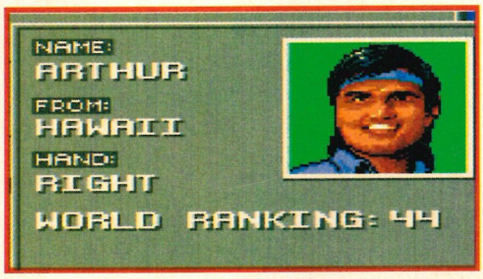
After two games the players swap ends, but the viewpoint remains the same. This means that you're now controlling the scabby little player at the top of the court. Because of the perspective of the court you need to seriously readjust the timing of your shots to compensate. In the end I actually found it easier playing at this end rather than at the bottom of the court, as it gives you more time to line up your shots.



▲ Oops! Wrong-footed – say bye bye to that point, matey.



▲ Pick me! I've got a lovely red headband.



▲ Come off it, my blue band's much cooler.



▲ Hi, I've got a daft name and I'm crap.



▲ I'm so cool I don't need a headband.





CARE FOR A SLICE, VICAR?

Your arsenal is limited to four main shots, but the trick is to use the D-pad as you hit the ball to direct the shot beyond the reach of your opponent.



Soft Slice: T
which sends the b
net. You don't ha
execute it.



RANE'S

ZING

NIS

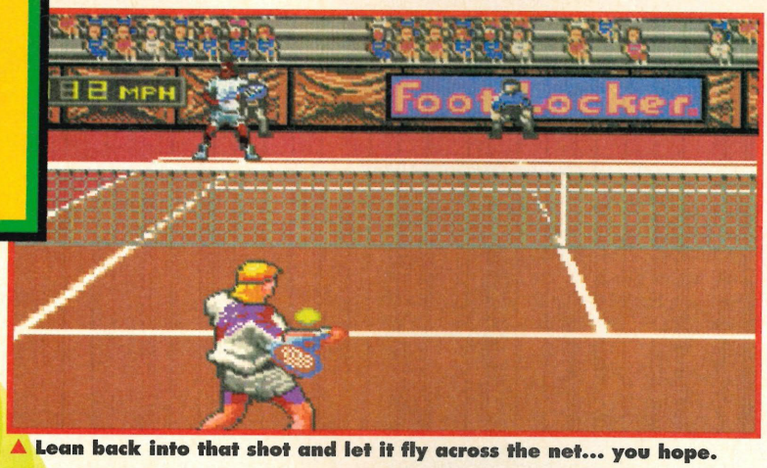
THE HAZARDS OF NET PLAY

There are two basic types of tactics, depending on your reflexes. If you need time to think about a shot, your best bet is to hang around the baseline and bang in long shots. On the other hand, if you fancy yourself as a bit of a Jim Courier, you can move up to the net for a spot of reflex play, which is a lot tougher, but far more effective.

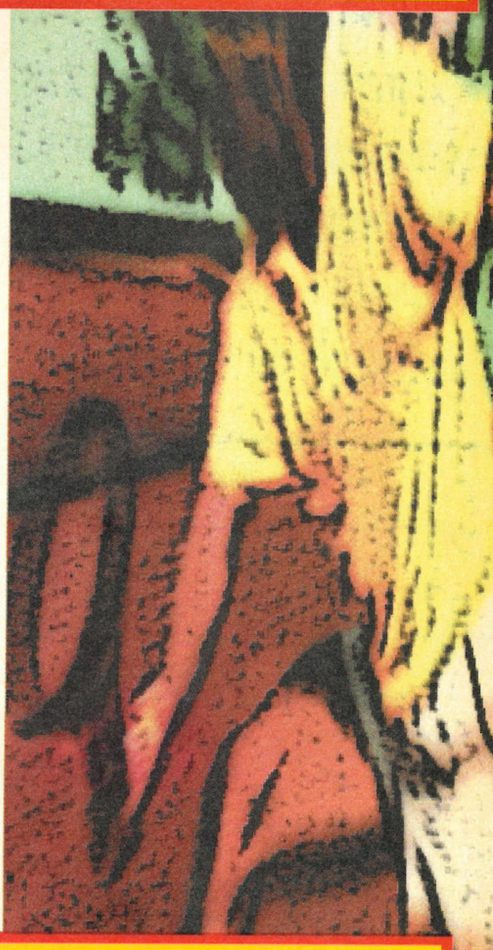
One of the hazards of net play when you're at the bottom of the court is that you often can't see the ball because your player's body is in the way. Don't waste time by moving him to the side, but execute the shot regardless. Nine times out of ten, the racquet will connect and you'll pull off an unplayable shot.



▲ **The player at the net is beaten by a well-placed shot.**



▲ **Lean back into that shot and let it fly across the net... you hope.**

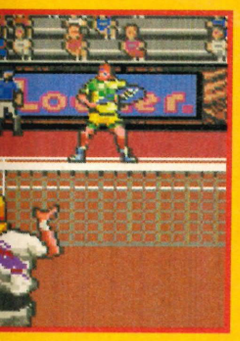




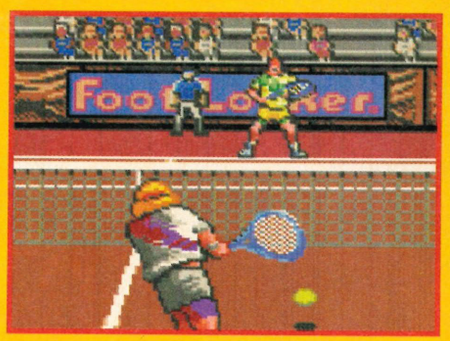
▲ **Double-handed backhand gives extra power.**



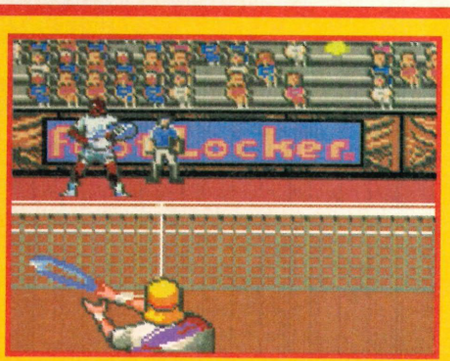
▲ **A crafty lob will get your opponent scurrying.**



s your standard shot
gliding over the top of the
be accurately placed to



Hard Topspin: The advantage of this shot is that it's much faster and travels lower over the net. So you need to be dead accurate if you don't want to put the ball in the net.

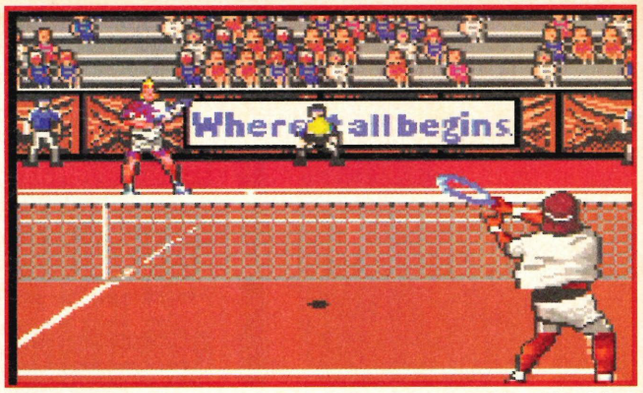


Lob: This shot is only worth using when your opponent is at the net, as it sends the ball sailing high into the air. If you use it at the wrong time he can reply with a...

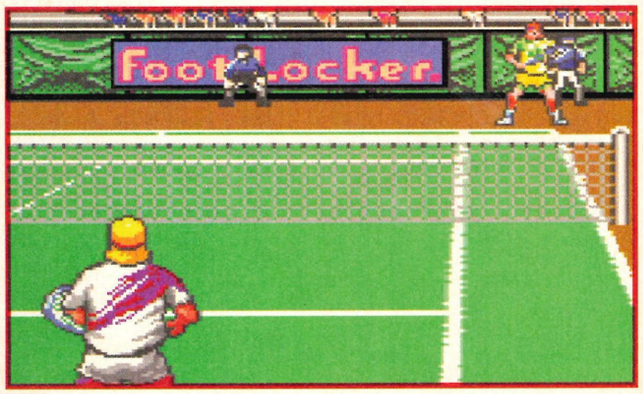


Smash: You can only use this blasting overhead shot against a lob, but if you get it right it's impossible to return.

DAVID CRANE'S AMAZING TENNIS



▲ Player's tennis shirt shrunk in washing machine shock!



▲ Er... I've lost track – whose turn is it to serve?

SMASH AND GRAB

My only real complaint about his game is that it often looks as though your guy has missed the ball when he's actually hit it. Once you get used to this situation it becomes bearable, and gives you an upper hand over an unsuspecting second player. I would also have liked to have seen a doubles mode, as that would have helped the game's longevity no end. As it is, I can imagine becoming bored with the standard singles game as soon as I've got a decent way into the tournament.

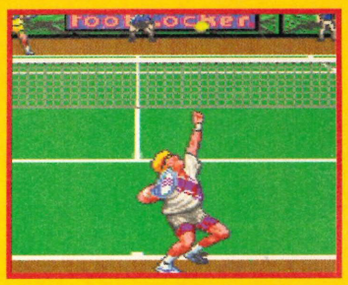
Amazing Tennis isn't that amazing once you get over the initial impression made by the nice graphics. It is, however, extremely challenging. Once you get the hand of the moves there are still fifteen different opponents to overcome. There isn't a better tennis game on the Megadrive, but if you're not a fan of the sport you're probably better off sticking to something else.

SERVICE WITH A SMILE

Serving is darn tricky, and without a decent first shot you'll never win a game. Here's a quick guide to getting the ball over the net almost every time.



1. Hit B or C to make your player throw the ball up.



2. Just before it reaches its apex, hit B for a power serve.



3. Move to the centre of the court to pick up the return. If your first serve's rotten, use C for your next one – it'll be a lot slower, but more accurate.

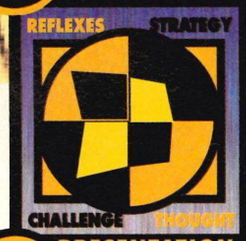
THE SECOND OPINION



Paul Glancey

I had this down as a loser when I first started playing it. How could a tennis game work when you can hardly see the far end of the court past the enormous sprite at the near end? It took a few games, but amazingly I did get to grips with it all and it is actually very playable. Don't expect an incredible array of shots and super-versatile players, but the action is fast and smooth and you get a good feeling of control. It's the 3D effect and the excellent animation on the sprites that really makes the game, though. It's true that the collision between racquet and ball gets a bit vague if you're playing at the far end of the court, but it didn't result in any annoying errors while I was playing. All in all then, a pretty smart tennis game which just has the edge over Grandslam.

%RATINGS



PRESENTATION 66% – Few options and little in the way of intro screens.

GRAPHICS 85% – Large characters and a smooth-moving court.

SOUND 78% – Crowd roars and some scratchy speech.

SHORT TERM PLAY 78% – Frustrating as you try to learn the moves.

LONG TERM PLAY 84% – Lots of competition and a good two-player mode.

OVERALL 82 – Looks good and plays very well. Probably the best Megadrive tennis game at the moment.

GREAT GUY

JUST ANOTHER DAY...

Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to CVG!

ON THE WAY HOME...

Hmmm, the bus is a bit late today.

BUT THEN...

Yes, indeed we are.

INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm ... somewhere completely naff!

GREAT GUY LEAPS INTO ACTION...

OH NO YOU'RE NOT!

CVG! AAIEEE!

THE NEXT DAY, AT NUMBER 10...

That's right, Mr Prime Minister

Well done, Mr Guy! And it's all due to this CVG magazine, I believe.

CRASH! BANG! WALLOP! ETC!

AND SO, AT MI5's SECRET SPY HQ...

Mr Guy, yet *more* crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!

Leave it to me, Mr Spy – I won't let you down!

BACK IN LONDON...

AMAZING! How do you do it, Great Guy?

Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – *and* I've eliminated world hunger and poverty as well.

LATER, IN THE YOUTH CLUB...

It's all thanks to CVG!

Excuse me, do you come here often?

Bog off, urchin!

GUMPH!

Have you noticed I read CVG?

Oh, that's *different*, then. Can I have a wet snog?

AND SO ON...

AND THE MORAL IS...

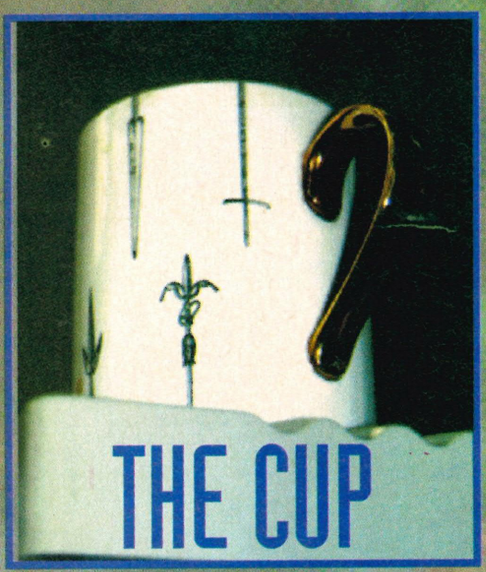
HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

ON SALE

15th OF EVERY MONTH



GAME PARTY



THE CUP

THE J-LEAGUE PARTY

You join us at the MegaTech Stadium for the final rounds of the MegaTech Expensive Coffee Cup Competition. Six of the best J-League Pro Striker players who happened to be around the office at the time have been roped in to represent... er, themselves in this exciting competition of two-a-side Megadrive football. The teams have been drawn and the first semi-final is about to begin, so we'll go directly over to the commentary box for the full report.





FIRST MATCH: RED DIAMONDS vs ANTLERS

TEAM LINEUPS

RED DIAMONDS
1. J ZIE
2. J HALL

ANTLERS
1. P GLANCEY
2. D EMMETT

It's a warm and sunny day at MegaTech Stadium and as the teams take to the pitch the home crowd begin their traditional bongo salute. Both sides have chosen to play in the South American formation which puts the bias on offense. The players have taken their positions and the kick off is awarded to the Red Diamond duo, Jeff and Jerry.

It's not until the seventh minute that the action really starts. The Diamonds, with Jeff on the ball, suddenly make a break for it, but Jeff's downfield charge is short-lived as Paul slides in behind him and tries to take possession by whipping his feet away! Fortunately, the ref has seen it and... yes... it's a yellow card for Glancey. The MegaTech spectators also show their disapproval, throwing empty Coke cans and rotten tomatoes at their disgraced leader.

But it isn't long before the screw-in-studded boot is on the other foot. Cries of 'Fix!' and 'Outrageous!' are heard as Jerry blatantly hacks down the about-to-score-surely Glancey, while the ref calls play on. These cynical tactics don't do the sturdily-built salesman-turned-striker any good though and Jerry wastes no time in booting the stolen ball over his own goal line for a corner.

It's Glancey to take the corner. The forwards are jostling for position in the box, waiting for the cross... but ohhhhh! Unbelievable! Paul has side-footed the ball, hooking it straight out of play before it gets near Dave who is waiting at the far post. Hoots of derision from the crowd.

'I didn't kick it like thaaaat! It's this bloody joypad!' yelps Paul, suddenly surrounded by, good heavens, could it be a gang of chin-rubbing Jimmy Hills?

The 'keeper recovers the ball and sends it upfield where it's received by the willing boots of the boy Emmett who quickly switches the ball to Glancey running down the right of the pitch. The Diamonds defense appears to be in disarray, allowing Paul to dodge between two backs and slide the ball into the bottom right corner of the net!

First blood to the Antlers! The crowd settles and Jerry takes the ball back to the centre circle to kick off. The whistle blows aaand Jerry passes toooo... Jerry who then takes it upfield, dribbling past the sliding opposition. The tension mounts. The Antlers scream as their defense are left sprawling but oooh! Jerry's shot rebounds harmlessly off the upright.

But Hall swiftly recovers the ball, and just as swiftly passes it straight to Jeff as soon as the Antlers' full-back starts bearing down on him. 'All yours, Jeff – no pressure,' he piffles as Jeff takes possession, but a yell of lewdly-expressed displeasure wrents the air as Jeff spoons it wide.

'Unlucky,' sneers Glancey, momentarily forgetting about Jeff's black belt (3rd Dan) in Karate.

'Yours Jerry!'

'Yours Jeff!'

The Diamonds continue to treat the ball as if it's radioactive, until Paul 'The Hatchet' Glancey interrupts their switching tactics by slicing down Jerry just outside the box.

The injured party steps up for his free kick and, never one for half



▲ Look at that, Zie removes the ball – and Dave Emmett's legs by the look of it!



▲ AAAWWW! Jeff's cracking shot turned harmlessly aside by the computer keeper!





▲ **Dave takes his penalty... and scores a blinder...!**

measures, Jerry hoofs it over the wall and straight at the net. It's... No, it's straight into the hands of 'keeper Dave.

'Safe hands save the day,' intones Glancey, Motson-like, as the whistle blows for half-time, with the score at 1-0 to the Antlers.



▲ **...But Jeff quickly returns the favour!**

embarrassed Glancey, feebly seeking a scapegoat.

But the Antlers are unfazed. They kick off and take the ball directly to the Diamonds' goalmouth where Paul shoots! The ball hits the crossbar! But Dave is following him in, takes the rebound and... skies it into the crowd. The seconds tick down and with the scores at one apiece it looks like it's all going to have to be decided by sudden-death in extra time. Yep, there goes the whistle.

WELCOME BACK...

Dave Emmett takes to the centre circle to kick off. He passes to himself then takes the ball downfield, dodging the defense beautifully until he realises that the teams have changed ends and he's actually going the wrong way and is about to score an own-goal.

'Dave. Up, Dave. UP, DAVE! UP!' yells his colleague, and following his advice, Emmett suddenly switches direction and takes it, just as ably up the pitch. He crosses the ball, but alas there's no-one in the centre to receive it! Dave quickly retrieves the ball and heads for goal again. The defense appear to be taking a tea-break! There's only the 'keeper to beat, surely he can't fail to... But no! He's let it go straight across the face of the goal! An opportunity tragically wasted, and the Diamonds cheer at their own pure jamminess.

It's 23 minutes into the second half when the Diamonds finally get within sight of a goal, Jeff approaching slightly from the right. Paul quickly takes control of the 'keeper as Jeff shoots and...

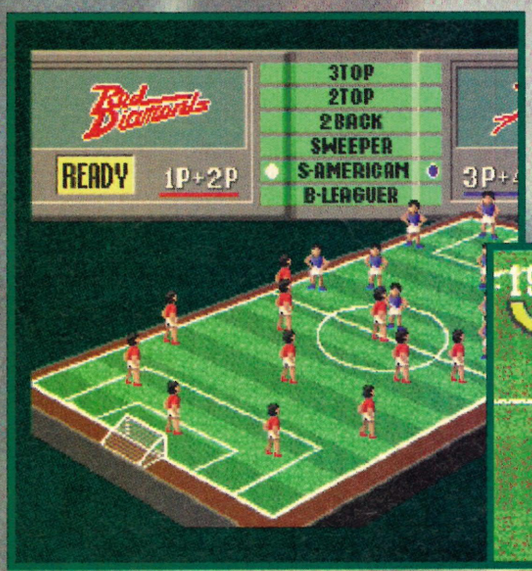
UNBELIEVABLE! Paul is face down in the mud as the ball trickles over the line. One all, and the Antlers won't be pleased about that. 'There's definitely something wrong with these controls,' moans the



▲ **Man of the Tournament, Tom Cox, who turned in a cracking performance in spite of his broken wrist. What a hero!**

EXTRA TIME!

Sticking with the same formations, the teams take the field. The Diamonds kick off, but play is uninspired, with no real openings in the first 15 minutes and nothing worth reporting. The second half of extra time is more exciting, though, with another dazzling Emmett-Glancey one-two resulting in a frantic goalmouth scramble at the Diamonds' end. But again Paul hoofs it wide and complains once more, and rather rudely this time, about the quality of his controller, earning much scorn from the crowd. He responds with the traditional footballing gesture made famous by Brian Clough. What a bad sport.



▲ **Choosing tactics. Look what you get if you go for the South American formation!**

PENALTIES!

As the clock counts down it's clear that this match will have to be decided on penalties. The whistle blows and the teams line up to take their shots. The pressure has obviously affected the players' nerves and the first four shots at goal land squarely at the 'keepers' feet.

For the fifth shot, Jeff squares up to Paul in goal, but while Paul is confirming the state of play with slowcoach notetaker Guise, Jeff runs up and boots it straight into the back of the net before Paul can even turn around! Hardly fair, but the ref didn't see this unsportsmanlike play and in spite of appeals from the boy Glancey the goal is allowed and Red Diamonds go one up! With the next penalty, the roles are reversed, and with revenge evidently on his mind, Paul hammers the ball into the bottom-right of the goal, while Jeff sends his keeper diving in the opposite direction. The equaliser! Two-all! Next up for the spot kick is heavyweight Hall, but he can't get the ball past the lightning-fast reactions of ringer Emmet and when Dave steps up to take his shot against Jerry, the plucky part-timer just can't stop the ball from slipping through his fingers. An almighty kick sends the ball screaming into the top-left of the net. Could this be the winner?

The score now 3-2 to the Antlers, the pressure is on Jeff and Paul to settle the outcome of this nerve-wracking match with the remaining two penalties. All Paul has to do is save this shot and victory for the Antlers is secured.

Jeff steps up and, oooooh! the ball thuds straight ahead and into the keeper's hands! And that's it. It's all over. The Antlers don't need to take their final shot and, well the numbers on the scoreboard speak for themselves. The outcome, 3-2 to the Antlers, who go on to the finals. Quite remarkable.

THE FINAL: SCORE:
ANTLERS 3
DIAMONDS 2



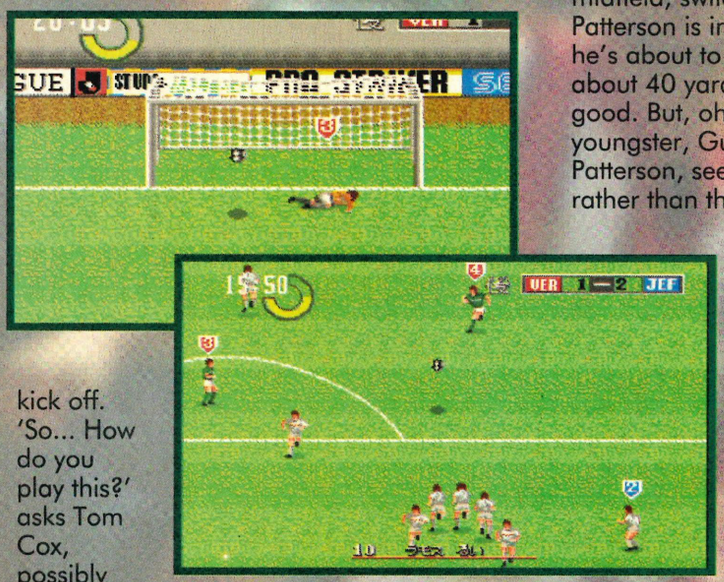
SECOND MATCH: VERDY vs JEFF UNITED

TEAM LINEUPS

VERDY
1. TOM GUISE
2. MARK HOLMES

JEFF UNITED
1. MARK PATTERSON
2. TOM COX

It's Mark and Tom versus... errrrrr.... Tom and Mark, in this second semi-final. Who'd have believed it? Quite extraordinary. Guise and Holmes have chosen to play the Verdy lads in the midfield-based Bundes League formation while the Arsenal-loving Patterson and Cox stick to the tried and tested South American, up-front formula. After eight minutes of Monkees-style slapstick working out who is holding which joypad and which number they appear as on the screen, the teams make ready to get the game underway. JEF United win the toss and kick off.



▲ Guise saves it and Holmes goes on the attack!

'So... How do you play this?' asks Tom Cox, possibly too late.

Luckily Patterson is already in possession, until...

Good grief! He's cut down in midfield and immediately accuses Guise of foul play and something else which we can't print because Tom's mum will be reading this.

Unfortunately, after a short court of enquiry during which each player has to establish his own identity and an alibi, Mark Holmes is actually found to be the culprit and is warned that there will be no ice cream waiting for him in the dressing rooms afterwards if he doesn't watch it.

Patterson takes the kick and legs it downfield, but runs into a staunch defense run by Guise, who steals the ball and takes it back upfield. 'Kill 'im! Kill'im!' screams Patterson at the Cox-powered defenders, all to no avail!

Guise targets the goal and shoots! But it's wide! As Cox takes the goal kick, Patterson expresses doubt at his teams chances. 'We're gonna lose this. I haven't seen their goal yet. Where's their penalty area? What does it look like?' Such a lack of faith seems suddenly unjustified as JEF Utd steam down the pitch. Could the Arsenal buddies be making progress at last? No, they run into that Guise defense again, and TG and MH take possession again. Cox is obviously not going to sit still for this outrage and takes one of his men charging into Guise leaving him flattened 40 yards out. Free kick! Guise takes the kick but lets it run wide and the crowd demonstrate their disgust by launching into a rendition of The Big Breakfast's 'Egg On Your Face' theme.

United's keeper hurls the ball back into play. The defender takes it, passes it through the midfield, switching the ball left then right. Patterson is in possession, finally looking like he's about to get into a scoring position. He's about 40 yards from goal and it's looking good. But, ohhh! Cynical play by the youngster, Guise, who slides straight into Patterson, seemingly going for the player rather than the ball. And the referee isn't going to let that slip. Yes, it's a yellow card for Guise. What a disgraceful display.

The Verdy wall lines up as Patterson sets up for his free kick. He's quite a long way out so he'll probably have to pass it. But no! He seems to have gone for the shot! What's he doing!?

The ball has cleared the wall and the entire Verdy defense. It's bouncing towards the 'keeper who appears to have it covered, but NO! He's slipped! He's gone the wrong way and the ball trickles over the line!

It's a GOOOOOOAAL! 'Paul Gascoigne, eat your lungs out!' screams the jubilant Patterson, suspiciously.

The stunned Verdy pair kick off, but they soon recover their cool. Excellent passing skills here. Guise is coming up to the goal. Cox can't seem to get the ball off him.Guise shoots, and IT'S IN! Unbelievable! Mere seconds after United went one up, the scores are equalised!

Cox and Patterson argue over which of them was in control of the inept goalie, then get round to kicking off. Guise quickly relieves them of the ball and starts another of his pushes up the right wing. He seems unstoppable! It's a long run, he pulls it into the centre and shoots! But it's well wide of the mark.

There's the goal kick, straight to the feet of Patterson, who turns and... down he goes as Tom Guise slides into him from behind. The referee awards the free kick and Cox runs up to take it.

Cox smacks a long one all the way in... My word! It's over the heads of the defenders! Is it going to go in? No! It hits the crossbar, but Patterson is running in for the rebound. He collects the ball and shoots! 'IN! IN! IN!' screams Cox, but Mark ALSO hits the crossbar! The United boys can't believe their bad luck, and the Verdy boys can't believe their own spawniness.

The clearance comes just as the whistle goes for half time. The score, 1:1.

WELCOME BACK...

JEF Utd are obviously fired up to win, as they immediately launch a savage attack on the Verdy goal, only to be beaten off by an excellent Holmes-based defense. The ball is cleared, but Guise at the front loses possession and Patterson runs it back down the wing. Oh, dazzling solo effort by young Mark. Holmes' is beaten! Patterson has only the 'keeper to beat! AND IT'S THERE!

Fourteen minutes of the second half gone and it's two-one to JEF Utd! Guise and Holmes can't believe it. And that could spell disaster for Verdy.Verdy's confidence is almost visibly draining away. Their kick off results in the ball quickly falling into JEF hands. Tom Cox takes it past the midfielders. Even Holmes can't stop him, until... Oh yes he can. Holmes brings Cox down just yards outside the penalty area. A desparate and cynical ploy in action there for sure.Cox takes the free kick. He seems to be looking for a repeat of their first goal and hits a long ball netwards.It's a good shot. This looks dangerous! But Holmes and Guise breath a sigh of relief as the 'keeper snatches the ball from the jaws of a United victory.

With time fast running out, the Verdy players rush the ball upfield, only to find themselves in a similar situation to Verdy's. Holmes is brought down at the edge of the box, uses his free kick for a shot at goal, and it's only thanks to some excellent goalkeeping that



▲ Double knock-out! Guise's tackle leaves Holmes and Patterson on the deck. Free kick, surely?



THE FINAL

TEAM LINEUPS

RED DIAMONDS
1 MARK PATTERSON
2. TOM COX

ANTLERS
1. P GLANCEY
2. D EMMETT

United maintain their lead.
The ball is thrown out. Tom Cox takes it, but, what's he doing? He passes back to the 'keeper, who seems to be out of control! Holmes and Guise dash in, and this looks like a certain goal, but Patterson swiftly takes command of the 'keeper and just manages to cover the ball before it crosses the line! The seconds are counting down, but the thrills aren't over yet. Here's Tom Guise making a long run up the left wing.He sidesteps the backs and shoots! The goalmouth is empty... except for the goalkeeper who runs in for a dazzling save. But he can't hold on to it! Ten seconds left, and Guise is still running on! He collects the rebound and shoots again! AAAGH! The crowd screams in agony as he misses a sitter! And there goes the whistle! The victorious JEF United are through to the final, an it looks like Guise will be getting a good thrashing in the showers from his team mate after that performance.

THE FINAL: SCORE:

ANTLERS 3
DIAMONDS 2



There's quite an atmosphere as the teams take the pitch for the MegaTech Expensive Coffee Cup Final.
Kick off. JEF United launch a strong offense, but they're beaten back into midfield by the Antlers. For the first ten minutes of this half we are witness to some disgraceful football, and the referee's whistle is kept wet by an almost non-stop series of offences. Surprising to see this sort of play at such a high level. There's nothing dirty about Emmett's superb tackle on Cox, though. He takes the ball and hits it upfield where Glancey collects it. 'That was well off-side!' moans Patterson, not realising that this game doesn't recognise off-sides, rendering his trap impotent, and his penalty area free of defenders!
'WAAAGH!' The crowd can't believe it as Glancey whacks the ball over the bar. The action moves to the other end of the pitch, where Tom Cox is running rings around the defense, reaches the goal and... Oh no! His old crossbar-hitting problem rears it's ugly head again! And – who'd have believed it? – there's the return of his old catching-the-rebound-then-hitting-it-over-the-top problem! The ball is tossed out. Glancey takes possession, but he's brought down by Cox. 'Play on,' says the ref as Tom takes his chances from 20 yards out! It's a long, floating ball... and IT'S IN! United go one up!
Something has definitely gone wrong with the Antlers. They kick off and lose possession almost immediately. It's Cox again, apparently unaffected by his broken wrist, who races downfield with the ball and seemingly without a care in the world, he bangs ANOTHER screaming shot into the back of the Antler's net! JEF United 2 - Red Antlers 0. After this the Antlers lose their grip on the game, as demonstrated by some confusion in their defense during which Emmett tries to clear the ball, but ends up almost scoring an own goal. 'It's definitely these controls!' screams team-mate Glancey to the derision of everyone else. And that half-time whistle no doubt comes as relief to the Antlers players.

WELCOME BACK...

It's hard to say what advice the Antlers were given in their dressing room, but they seem to be resorting to desperation tactics in this second half, resulting in some heinous offences against football and the heels of the opposition.
It's left to Patterson to teach them a lesson when he steals the ball and finds his route to goal unimpeded! He runs! He shoots! He scores! United go three up, surely sealing the Antlers' fate.
But the Antlers haven't given up yet. This is end-to-end stuff, with more bone-crunching tackles on both sides. But it's in the seventy-fifth minute that the Antlers make their final mistake. Patterson takes advantage of a Glancey defensive foul-up in the Antlers' 18-yard box. He steals the ball and shoots! The 'keeper doesn't even see it hit the back of the net and that looks like it for Glancey and Emmett.
As a last desperate effort, Glancey puts in a promising run from the halfway line, up the wing which ends in two shots, both tragically off target. It would be true to say that both teams are glad to hear the final whistle, and while the Antlers' leave the field in disgrace, JEF United climb the steps to receive their trophy, the MegaTech Expensive Coffee Cup. The final score, JEF United 4, Red Antlers, 0. But it has to be said that today, football was also the loser. Now back to the studio for comment from Ian and Kevin.



▲ **Patterson mocks as Glancey spoons another open goal. The hand gesture says it all really.**

COME TO OUR PARTY!

...Would you care to take part in such a hard-fought Megadrive gaming competition as the one featured above? Or perhaps even better? In which case, send your name, age, address and telephone number, and which games you reckon you're good at to the usual Priory Court address (marking your envelope 'I WOULD LOVE TO COME TO YOUR PARTY'), and we may well pay to have you whisked round to our place where the first proper MegaTech Game Party, full of pageantry (and a free lunch with the MegaTech boys at least) will be rigged so that we always win, or at least don't look as foolish as we actually are. No, no, that's not true.
We can only hold MegaTech Game Parties during the week though, so if you're currently bound by the law to attend school on weekdays we'll need the OK (or the signature) of a parent or guardian before you can take part. None of this 'Oh, can't you do it on Saturday instead?', all right?

TECHNIQUE ZONE

Tips, tips, tips! You want 'em, we got 'em! Big ones! Small ones! Some as big as your head! Or should that be 'hat'? Never mind because they aren't actually 'big' in that sense anyway. We've got your CD tips, your cartridge tips, everything you could possibly want in the Megadrive tips department. In fact, maybe we should change the name of Technique Zone to 'Megadrive Tips Department'? Or maybe not.

But where would we be without the brave contributions of high quality, shiny-bright MegaTech readers who actually hunt down these tips and send 'em in? Nowhere. And where would they be if we didn't print this address for them to send their contributions to? They'd be writing to some other magazine, so here's the address: Technique Zone, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

CD – ROAD AVENGER

Somehow this recent Mega–CD release slipped through the MegaTech reviewing net, which is a shame because it's not bad. Any road up your father's garden path, here are some luscious (mmmm slobber) cheats for all you gorgeous avengers out there. Oh by the way, Justin Leahy of Eltham and Anthony Pugh of Tylorstown sent these in.

LEVEL SELECT: At the title screen press UP (that's not DOWN) and enter the options mode. Highlight PLAYERS then press A six times and start the game. You can now zip to any stage you like! Just keep pressing right to change the level.

VISUAL MODE: Do the same as above, but this time press A five times and B once. When the game starts this time you can just watch the game all the way through without having to touch the controls. Good for impressing your mates, this.

DEBUG MODE: This is simlar to the Visual Mode, but after pressing A five times, press C once. Exit options and while the game is playing press all three triggers to see the screen fill up with useless (to you anyway) programmers registers which change as the game does. Not terribly exciting, it's true, but it's interesting for a few seconds. Possibly less interesting is that you can do a similar trick with Cobra Command if you use the level skip cheat printed last issue and press A, B and C during play.

ROAD RASH 2

We've already printed quite a few tips for this popular little 'number', but in case you're still interested in codes and stuff, here's the guide to creating your own, cunningly devised by the two separate brains of Ed 'Pinky' Lomas (of Team MegaTech) and David Cochrane of Harthill.
First you need a password – any one will do – then we'll label the numbers and letters as ABCD EFGH
Get the idea? Now, you're ready to change things



CASH: Change both A and D at the same time. Ad to A, subtract from D. Both can only be changed by multiples of 2 (ie 2, 4, 6, 8)

BIKE: Add 2 to B, subtract 2 from F. Experiment to find the bike you want.

LEVEL: To change the level, add or subtract from E but do exactly the same to H. You may have to do the opposite to H as to E.

SONIC 2

Yes, it's time for this month's Sonic 2 tip! Keith Johnstone of Beccles says that after you've killed the boss on Wing Fortress Zone you can run along and jump across the gap down to the space shuttle where you find yourself in a room in the front of the Wing Fortress. Now jump and, Hey McPresto! You have yourself an extra life, which comes in very handy in the next bit of the game.
Oh, and we've just been handed this late piece of tippery frommmm... Robert Prior of Waldeslade which requires an Action Replay but lets you play any stage you like in the split–screen, two player mode. Here it is, comin' atcha!
FFFE1000XX
You the player have to replace the XX with one of these sumptuously styled codes to select your level : 00, 04, 07, 06, 0A, 0B, 0C, 0D, 0F

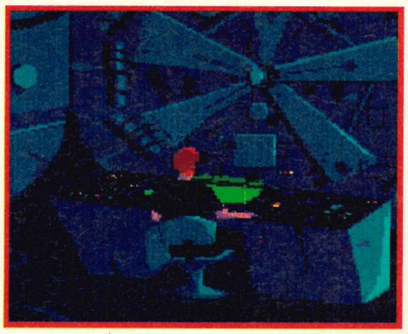


TECHNIQUE ZONE

ANOTHER WORLD

Other mags reckoned this was too easy, but not having played the original versions we found some parts a bit tricky and judging by the 'phone calls so did some of you. Mayhaps these codes and tips from Dale Thomson of Newcastle will help

SECTION	CODE
2	HTDC
3	CLLD
4	LBKG
5	XDDJ
6	FXLC
7	KRFK
8	KLFB
9	BFLX
10	BRTD
11	TFBB
12	TXHF
13	CKJL
14	LFCK





And now, some general tips

1. RUNNING AND SHOOTING: Lester can't run and shoot at the same time but practice running then take your thum off the D–button. Lester should stop and shoot in one action. Now try this as he runs off screen. If you've done it properly Lester should crack off a shot as he appears on the next screen. This is helpful against guards who are quick on the draw.

2. ENERGY SPHERES: A few guards carry these weapons which they bounce along the floor to disintegrate everything in their path. Energy shields won't stop them, but try closing a door on one when the opportunity arises and watch the result.
Also, watch what the energy spheres do to the floor later in the game. It's important. (SUCH SUBTLE CLUES! – ED)

3. ELECTRICAL VEINS: Find the weak spot and stop the flow with a laser burst to lock guards behind doors, shut off lights, etc

4. DEAD ENDS: Aren't always what they seem. Sometimes a high powered laser burst can create interesting results.
OTHER THINGS OF NOTE ARE: Chandeliers (big, blobby, reflective ones) and the bat creatures in the caverns. The rest is best discovered by yourself (HEAR! HEAR! – ED, BREAKING IN ONCE AGAIN)



CD – TIME GAL

You want a level select? Well, to use wise old Mr Burger King's words once again, 'You got it!' D Somerset is the initialed human who discovered that by getting onto the Game Start/Options/Visual Mode screen the pressing UP, LEFT, RIGHT, RIGHT, UP, that level select is just what you get. Oh, listen out for the chime which tells you the deed has been done correctly.
Not only that, D also sent in the list of Visual Mode passwords if you please! And here they are!

BC 70,000,000 – DODZILLA
BC 65,000,000 – DINOSAUR
BC 30,000 – STONEAGE
BC 1300 – ELEPHANT
BC 44 – OSIRIIYA (Blimey, you'd never have guessed that, would you?)
AD 500 – HARDWORK
AD 666 – DEATHOUL
AD 1588 – SOUTHERN
AD 1941 – WORLDWAR
AD 1991 – LANDMINE
AD 2001 – RECKLESS
AD 2010 – ASTEROID
AD 3001 – MURDERER
AD 3999 – BRANCHER
AD 4000 – STARWARS
AD 4001 – THANKYOU (No no, thank *you*!)



DEADLY MOVES

The delectable Chris Mills of Nottingham brings you these magical, mystical passwords to let you play any of the characters in this beat 'em up. These work on the Genesis version of the game, but we're not too sure about the Japanese one (not having a copy close at hand).

LEVEL 1 - XX1 E4TB NNY
LEVEL 2 - WBY E42H RN1
LEVEL 3 - HB8 64DD 1NV
LEVEL 4 - HB8 3FDJ DKW
LEVEL 5 - HB1 Y9J2 64W
LEVEL 6 - HY6 Z9JF W17
LEVEL 7 - QY1 GGW5 M9
7
Chris also advises that before you take on the last fighter you have another go at someone you've already beaten. That way you get more power and energy which comes in right handy when you actually fight Ranker (the final bloke).

TECHNIQUE ZONE



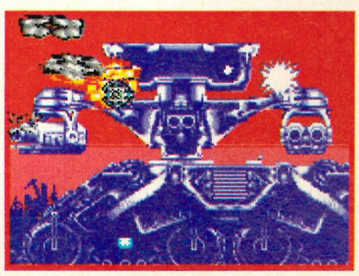


MEGA–LO–MANIA

We received a garbled communiqué from Duncan Clapham which seems to suggest that he has discovered a bug in the game allowing you to place men on an island without having them deducted from your total. To do it, get onto the men-selecting bit, put as many men as you like on the island by pressing B, then go up to the island map and select your sector. Now quickly zip back to the men counter and press and hold C to decrease your forces. This actually doesn't decrease your forces at all and to check it you just have to look at the number of men you have when the game actually starts. If you're quick (because you only have until your opponents place their bases to press the C button) you can play every island with 98 men, and yet never lose any from your original total of 100.

You may have heard that there's a hidden game in the Megadrive version of Mega–Lo–Mania but do you know how to find it? Well, if you do you may as well read the next bit because this is where we tell you. All you have to do is enter the code 'JOOLS' and as the great Eric Morecambe used to say, 'Wa–hey–hey!', there you are in a sort of Asteroidsy game. We'll say no more, except that this was sent in by Andrew Sawyer of Crewe, famous, of course, for its wonderful stations. 'Oh mister porter, tra–la–la–la–la!' Oh dear, what *do* they put in these Venezuelan crisps?





CRACKING CART CODES

Try these on your Action Replay Pro!

TERMINATOR 2

'GET A LOAD OF THIS, MEGATECH,' wrote Adam Hickling of Nottilingham, and boy, did we? Yes, we did and here they are, those handy codes.

INFINITE ENERGY – FF801E00FF

INFINITE ROCKETS AND BULLETS – FF80190025

INFINITE CREDITS – FF80CA0004

INFINITE GUNPOWER (almost typed FUNPOWER there, imagine that!) – FF801C00FF

SONIC 2

Chris Mills, he say:

FFF65F0047 – makes Sonic flash pink, yellow and blue. How nice.

REVENGE OF SHINOBI

Chris Mills, he also say:

FFE00C0001 – Permanent super shuriken power

FFC00C0000 – Speeds up character animation

FFC01CFFFE – Activate the Action Replay and up you go to the top of the screen!

YOUR TEN POINT GUIDE TO WAR IN POWERMONGER

It took the joint military genius of Mark Wing and Gudrun Nikodem to put together this guide for would–be conquering megalomaniacs.

1. As the game plays in real time speed is vital as ther may well be an enemy army somewhere on the map who are also conquering and recruiting men, so you have to beat them to it.

2. As in a real war good intelligence is vital, so while your army is marching to conquer yet another town don't just follow them but use the time to look at other towns and keep tabs on opposing armies. Also look out for towns on high ground whic can often make helpful cannons and swords.

3. When choosing which town to conquer first consider the meagre ration of food the game gives you to start with. So if at all possible attack a town that has a plentiful supply of sheep or has a large amount of food stored, although towns of this nature are often difficult targets and fight fiercely.

4. Attack small towns first on minimum aggression level as this leaves plenty of recruits for the more difficult towns. If you want the maximum number of recruits take all the town's food first, then recruit on maximum aggression level.

5. If you see a small enemy army near the start of the game and feel capable of defeating it then do so as leaving them alone may mean that they go on to conquer towns, recruit men and eventually become unbeatable.

6. Don't bother inventing until any marauding enemy armies have been dealt with, or you are satisfied that they are no threat, eg. if a stretch of water separates you or they have been camped in one location for a long period.

7. Occasionally you will find a map with a severe food shortage. The answer to this problem is often to recruit as many men as possible then attack a small army who, when defeated, will leave a large stockpile of food to be scoffed.

8. Very occasionally a seemingly insurmountable map can be solved by simple inaction. Although this is not to be recommended usually there are some maps which have both large red and blue armies which would be difficult to beat. However if you avoid attacking either and instead go slyly about your business conquering small towns and getting men, the red and blue will eventually meet to fight and when the battle is over the odds against you will be halved! Similarly, if a large army is attacking a town and is in attacking range then attack the army as they will then have to fight both the townspeople and yourself.

9. Don't forget to pack some warm underwear.

10. Don't talk to any strange men, puppies or not.



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£1

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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.

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ADDRESS.....

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TELEPHONE NUMBER.....

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

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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.

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MEGASELL

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.

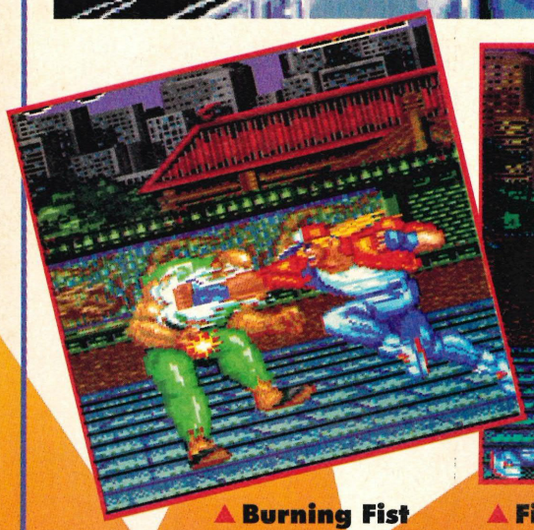
ATTENTION! MEGATECH MegaSell is for private advertisers only. Anybody sending in a trade

FATAL

Leave it to the hardest bloke in the MegaTech office (nay, the world) to sort out a complete guide to smacking people around in Fatal Fury. Yes, recently returned from starting riots in Los Angeles, here's Mark Patterson to teach you, the lovable readers, how to fight like a real man. Remember, these are for use in the game only and you should not try them out in real life because you'll probably get your face smashed in (v nasty).



TERRY BOGARD SPECIAL MOVES



▲ **Burning Fist**



▲ **Fire Wall**



▲ **Body Slam**:



▲ **Flying Kick:**

Burning Fist: Down, Down/Left, Left and A
Fire Wall: Down, Down/Right, Right and A
Body Slam: Down, UP and A
Flying Kick: Down, Down/Left, Left, Up/Left and B

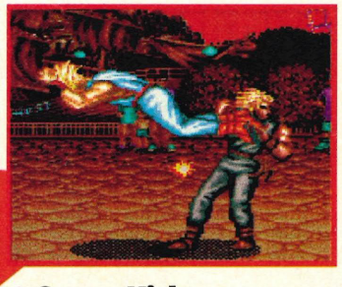
TO BEAT: Terry often seems reluctant to use the Fire Wall, which is his best move. Punish him with your own special moves, get in close with a flying kick and throw him

ANDY BOGARD SPECIAL MOVES



Super Kick: Down/Left, Up/Right and B
Energy Shot: Down, Down/Right, Right, Up/Right and A
Shoulder Barge: Down, Down/Left, Left and A
Spin Attack; Down/Left, Right and A

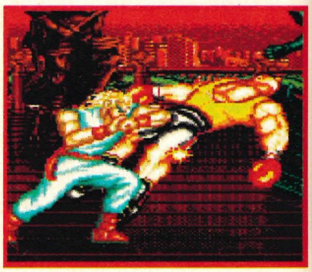
TO BEAT: Andy usually puts up a better fight than his brother - and watch out for that energy shot. Get in close as soon as possible, preferably when Andy is in the corner, and keep whacking the throw button to put him on his butt as many times as possible.



▲ **Super Kick:**



▲ **Energy Shot**



▲ **Shoulder Barge**

TECHNIQUE ZONE

FURY





JOE HIGASHI SPECIAL MOVES



▲ **Hurricane Shot**



▲ **Hundred Fist Punch**



▲ **SpinAttack**



▲ **Fire Kick**



▲ **Tiger Kick**

Hurricane Shot: Left, Down/Left, Down, Down/Right, Right and A
Hundred Fist Punch: Keep pressing A
Fire Kick: Down/Left, Up/Right and B
Tiger Kick: Down, Down/Right, Right, Up/Right and B

TO BEAT: Joe often turns out to be the toughest of the three. Watch out for his hurricane shot and fire kick. He's at his weakest when you get in close. So do just that and open up with the punches.

THE CONTENDERS

As a general rule always try to get your hits in as early as possible as some characters start using their special moves more frequently when the clock starts running out.



Michael Max

Providing you can keep Mikie at a distance you should be OK. Use ranged attacks such as the hurricane shot to keep him away. If you do get in close use low kicks and punches to take him down. Watch out for his dashing punch. It's almost impossible to avoid so resign yourself to losing a little energy and block instead.



Raiden

He's fat and he's tough. Don't attempt a flying kick unless you're at the back of the screen and he's at the front, otherwise he'll smash you out of the air with one of his own. When he leaps at you reply with a flying kick and you'll drop him every time. Otherwise just keep close to him and he won't be able to use his breath attack as he has to pause beforehand, allowing you pummel him before he exhales.



Tung Fu Rue

In his crumbly old bloke state just get in close and wallop him repeatedly. Hang around the sides of the screen and when he comes spinning over hit him and get in close for the throw. If you stay near the centre you won't be able to get as many attacks in.



Richard Myer

All the fancy leg work is only to distract your attention from the fact that he's utterly crap. When he hangs off the bar get close and duck. As he drops unload with your character's fastest move. If he tries that bizarre handstand kick, get in as close as you can and pulverise him when he turns the right way up.



Duck King

Throws are your most potent weapon here. If he rolls at you block and grab him when he lands. You'll always get the chance to throw him again when he gets to his feet because he isn't exactly the fastest character in the game.



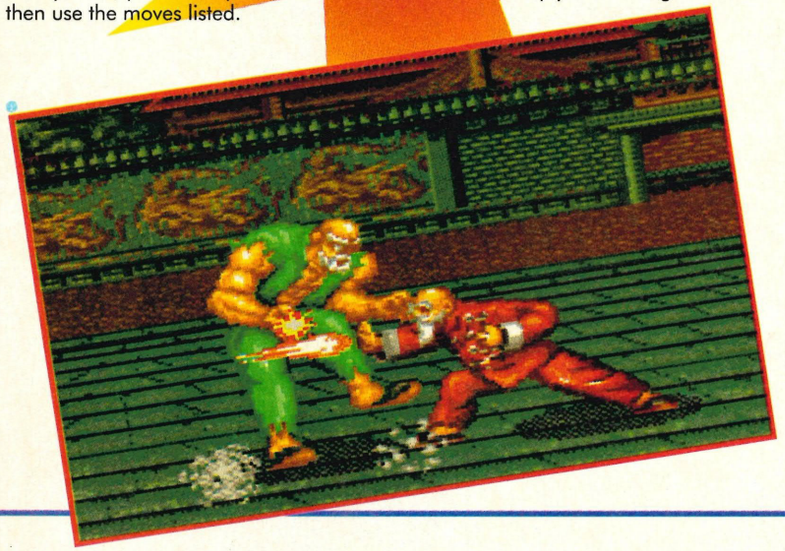
Geese Howard

Geese's two most potent attacks are his version of Terry's fire wall and his flying kick. If you have enough confidence in your joypad abilities you can negate the wall with a special move of your own. Always block the flying kicks instead of trying to counter them. This way you won't get hurt and you'll be able to get a few sneaky shots of your own in.

TECHNIQUE ZONE

THAT AT-A-GLANCE COMBAT ANALYSER IN FULL

When you're playing a two player game, get one up on your mate with this handy table, provided by Thomas Giles of Chichester. Simply find the right match then use the moves listed.





INFINITE CONTINUES!

Paul Jones of Worcester and Alan Vickers of Leeds sent in this cheat which allows you to up your continues to 9 every time you lose. Wait until the continue screen appears after losing a match and while it is counting down keep the up button pressed on the D-pad and then press A, B and C simultaneously. Each time you press the buttons you get an extra continue.



FATAL FURY

ENEMY	ANDY	JOE	TERRY
Duck King	Flying kick Burning Knuckle	Body spin/fireball Low kick	Slash kick/low kick Tiger knee
Richard Meyers	Flying kick Low kick	Flying kick/fireball Body spinning/low kick	Slash kick/low kick Tiger knee/throw
Tung Fu Rue	Flying kick/low kick Burning knuckle	Body spin/fireball Flying handstrike	Machine gun Flash kick
Michael Marx	Flying kick/low kick Standing kick	Body spin/fireball Low kick	Low kick/throw Flying knee
Raiden	Supershot kick Flying Kick/knuckle	Dragon bullet Body spinning/low kick	Slash kick/throw Tiger knee/high kick
Geese	Flying kick/low kick Supershot kick	Flying kick/punch Dragon bullet	Slash kick/throw Tiger knee/high kick
Terry		Body spin/fireball Low kick/throw	Slash kick/throw Tiger knee
Andy	Flying kick/low kick Burning knuckle		Slash kick/throw Machine gun
Joe	Flying kick/low kick	Flying kick/low kick	Standing kick/knee Fireball/throw

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TECHNIQUE ZONE

A whole plethora of Tiny Toons players have sent in their cheats and tips for this cuddly game, so here, for those less fortunate treasure hunters among you, are some words of advice.

TINY TO

BUSTING THE BOSSES!

Having trouble with those end-of-level bosses? Well, no more! Here's Gaz and Nolan from Newton Aycliffe to tell you how they do it.

MONTANA MAX

When Max pops up, move about four blocks away from him so you can hit him perfectly and on the way down try and land on the squids.



HAMTON PIG AND DR GENE SPLICER

Let yourself get sucked in and jump on the platform when you're next to it. Just go for Dr Gene and you should be able to hit him three times before you are sucked in too far. Kep doing small jumps till you're back on the platform and hit him twice more.



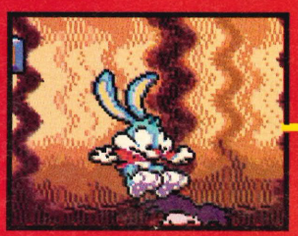
ELMYRA

Don't run too fast to avoid getting smoke around you're feet and keep jumping back over her so she can't get near you. Get a bit of a lead before going into the small tunnels but don't go too fast or you'll end up hitting a wall.



ROBO-MONTANA MAX

When he fires, jumps so that you just clear his shots. Stay quite far from the wall and when he charges take a run and cling to the wall then pounce on his head. Do this five times and when his head explodes and he fires the fist don't go to hit the fist. Just jump it and cling to the wall, then pounce on his head again. Just do this five times and there's the game completed.





ONADVENTURES





PLUCKY DUCK AS THE TOXIC AVENGER AND DR GENE SPLICER

This one's rather easy. Spot the tube that Plucky Duck is popping out of, then simply stand on another one, jump on Splicer's head, then repeat the process. Actually, you can usually stay in the middle of the screen and keep hitting Splicer from there.



PLUCKY DUCK AND DR GENE SPLICER

You can avoid the danger of falling spikes and hammering Plucky just by staying right in the bottom right corner of the screen. Then all you have to do is wait for Splicer to swoop down on you so you can whack him one.



CALAMITY COYOTE AND DR GENE SPLICER

There are two ways you can do this.
1. You can either stay on the top block and jump on Splicer when he pops up, watching out for the bombs
2. Or stay on the middle block and when Calamity Coyote closes in, jump on to the next block on the right. Keep an eye out for flashing boxes which indicate where Splicer is going to pop up next, but if he's too far away don't bother as you'll more than likely get hit and lose energy.



DIZZY DEVIL AND DR GENE SPLICER

Just stand in the bottom right hand corner and wait for Dr Gene. Then jump on his head and he will continue walking along the bottom of the screen. Wait until he stops flashing and jump on his head again. If you time it right he will never be able to leave the bottom of the screen and so is really quite easy to beat.

TECHNIQUE ZONE

TINY TOON ADVENTURES



CRACKING THE MAZE

Use the last password and it should be plain sailing to the end... except that to reach the very end you need to pass through a maze of passages and doors which is enough to boggle the mind of any bunny. So here's the solution, sent in by Gaz Chatwood of Barnsley. Go right to the second door from the end. Go through and then take the third door to the left. Crawl to the right and take the first door. Then just take the door on the right and there you are, face to face with Montana Max!



ACTION REPLAY CODES

Chris Mills, famed for his Action Replay skills, came up with these codes which you can use to make the game easier, harder or weirder!

FFF78D000A – Makes Buster invulnerable
FFF770000F – Makes Buster face forward all the time
FFF780000F – Makes Buster keep his ears down
FFF78D0000 – Every hit removes two hearts instead of one
FFA8A500XX – Replace the XX with one of the following to put a special object on the screen when you activate the Action Replay.
D0 – switches
AE – rakes
0E – Gogo Dodo
E0 – Wackyland Rainbow
12 – Cans
CC – Turbo springs
E2 – Doors
16 – Up springs
0A – Bubbles

THE PASSWORDS

We've had loads of end-of-level codes sent in, but these were provided by Fred Collins of Team MegaTech. Thanks Fred!

STAGE	PASSWORD
1	RBB TYLL DDBB TGDL DDNM
2	GNBB TXLL DLBB TYLD LLNP
3	YRBB TXBD DLBB TXKD LDVZ
4	YHBB TXBL LLBB TXKD DLVZ
5	QBBB TXBG DLBB TXBD DLRJ
6	GRBB TXBB DLBB TXBK LDRY
7	XBBB TXBW DDBB TXBB DDRG
8	MHBB TXBQ KDBB TXBW GDJH
9	HZBB TXBQ ZLBB TXBW KLMN
10	YZBB TXBQ ZGBB TXBQ ZDTZ
11	JZBB TXBQ ZKBB TXBQ ZGTT
12	PJBB TXBW ZKBB TXBQ ZGTT

This last password takes you as far as a password can, which is three stages away from the last boss.

THAT'S ALL FOLKS!

Yep, that brings us to the end of another Technique Zone, and what a fine Technique Zone it was. Next month watch out for a guide to Prince of Persia on Mega-CD (providing our nerves can stand the controls – honestly, it didn't seem that bad when we reviewed it first time around) and, following the desperate pleas for help we've had from readers this month, the first part of a player's guide to that classic of classics, Flashback.

Remember, if you've got some tips and you want your name in print, send 'em to: TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We're still giving games away to really outstanding tipsters, and of course, if you're a regular mega-tipster you might be called up for regular service in Team MegaTech, where we give you games and you send us tips for 'em. Till next time then! B'bye!

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beat 'em up BA

Once more MegaTech venture where most reviewers fear to tread. No, not Tom's bedroom, but into the archives to bring you a definitive guide to the best games in a certain class. This month we tackle the beat 'em ups to tell you which one gives you the most action.

THE CONTENDERS

FINAL FIGHT CD BY SEGA



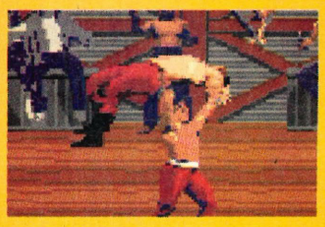
Converted from the classic Capcom coin-op, this Mega-CD game actually has more features than its arcade original. The two-player mode lets and a partner take on Mad Gear, the game's villainous gang, together.

STREETS OF RAGE 2 BY SEGA



This follow-up to the massively successful Streets Of Rage, features more moves, more enemies, new characters and plenty of new gameplay features. The format is generally similar to Final Fight, but overall the two games are worlds apart in gameplay.

PITFIGHTER BY DOMARK



Boasting digitised sprites, this coin-op conversion is getting on a bit now. One or two players enter the combat arena with a view to beating the hell out of a number of strange leather-clad opponents.

FATAL FURY BY SEGA



In the continuing absence of Streetfighter 2, this one-on-one beat 'em up is the closest thing in the terms of two-player action. with big graphics and plenty of special moves.

ROUND 1: ACTION

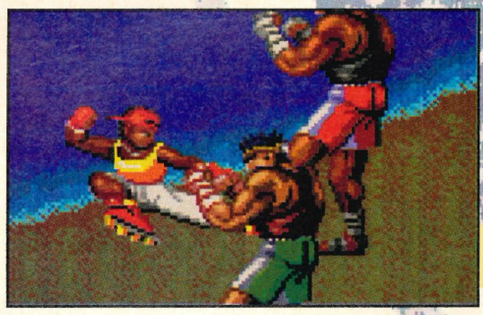
What good's a beat 'em up if you don't get to do much beating? This category rates just how much you get to exercise your pugilistic abilities.



Final Fight CD

At any given moment you're assailed by at least three enemy characters, with more following right behind them. There are occasional periods of inactivity, but these act more as an excuse for a breather rather than something which is detrimental to the action. By the end of a level you're left with a very satisfying body count.

★★★★★



Streets Of Rage 2

The bad guys just don't know when to quit in this game as they attack en masse. There's hardly room to rest your overheated joypad before the next legion of street punks step forward, then just as things do start to calm down you're confronted with a boss. The pace is relentless, just giving it the edge over Final Fight in this category.

★★★★★

Pit Fighter

Two things weigh against Pit Fighter here. First the enemy fighters don't always put their hearts into an attack, taking a pause between moves.



Secondly you never face more than two people at once, which means you're often stamping on the prostrate form of your foe. Aggressive it may be, but it doesn't make for action-packed gameplay.

★★★★★



Fatal Fury

With a one-on-one beat 'em up there's always the danger of the lack of things to hit making it boring. Fortunately Fatal Fury gets around this with the cracking pace of the battles. Special moves mean the fighters are constantly winging across the screen to deliver blows to each other. Plenty going on, with hardly a pause between blows.

★★★★★

ROUND 2: INVENTIVENESS

Once thing many beat 'em ups suffer from is an utter lack of originality. Here we rate the kind of features that are on offer to make the game stand out from the crowd.

Final Fight CD

The action takes place across a series of levels, including one on an elevator. As the levels unfold you end up fighting for survival in a wrestling ring, on a subway and in a variety of urban settings. The bosses are all varied with different moves and need different tactics to overcome. On the whole there are loads of features, although it doesn't

TTLE!

quite match up to Streets Of Rage
★★★½★

Streets Of Rage 2

The characters, enemies and levels combine to make this the most of original beat 'em up in this test. It's worlds apart from the first game, and packs in so many new features that you couldn't possibly compare the two games. It just pips Final Fight CD, mainly because it's a lot newer and contains many things you wouldn't have seen before.
★★★★★



Pit Fighter

The digitised graphics are the most original feature of the game. The simultaneous two-player mode is novel, but not ground-breaking. Between levels you get to batter your human partner, which is a good laugh, but apart from those the game is a very normal indeed.
★★★★★

Fatal Fury

This is about as stoic as it gets. One-on-one beat 'em ups are extremely old hat now, and the only inventive thing about this game is the special moves.
★★★★★

ROUND 3: MOVES

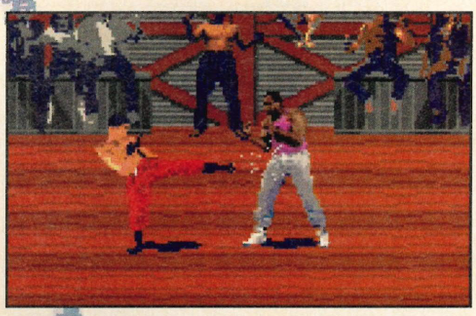
If you're going to take on drug lords, street scum and other martial artists, you're going to need a formidable repertoire of fighting manoeuvres, but is one on offer?

Final Fight CD

The characters all have similar punching and kicking moves. If they get in close they can lob their foe or get them in a cumulative damage move, where they dish out a barrage of hits. The special moves are limited, and costly, requiring a small amount of energy every time they're used.
★★★★★

Streets Of Rage 2

If you want plenty of moves, look no further. Each character has their own attacks, with speed and power depending on who they are. Additionally, they also have a number of well hard special moves, which are not only devastating, but good to look at. Even better, two players can get together for the odd swinging kick.
★★★★★



Pit Fighter

Each fighter has their own bag of punches and kicks, although Buzz, the wrestler, is substantially slower than the other two. The special moves are good, although the characters pose after they execute one, which leaves them vulnerable to attacks.
★★★★★



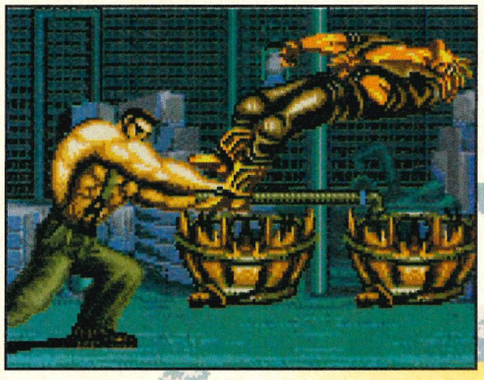
Fatal Fury

This game oozes moves. Each character has a set individual to them along with several special moves, some of which are decidedly Streetfighter-ish, but most of which are extremely difficult to pull off, especially if you're joypad is no longer in prime condition.
★★★★★



ROUND 4: GRAPHICS

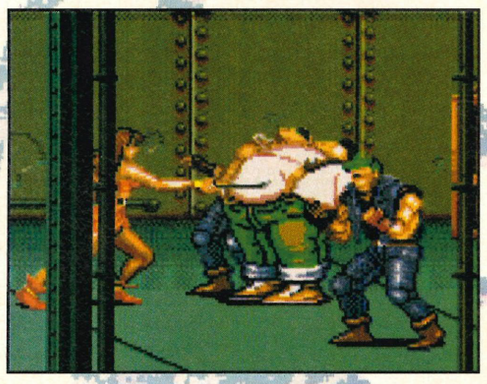
It's nice to see what you're battering, so good graphics are essential.



Final Fight CD

Despite the age of the coin-op, Final Fight's graphics are still great. The sprites are large, although the animation is a little dodgy in places. The backdrops, especially those missing from the SNES version, are excellent.

★★★★★



Streets Of Rage 2

While not quite up to the standard of Final Fight, SOR 2's graphics are without a doubt the best on any cartridge beat 'em up. The animation is fluid and there are some massive characters for you to ruck with at the end of each level.

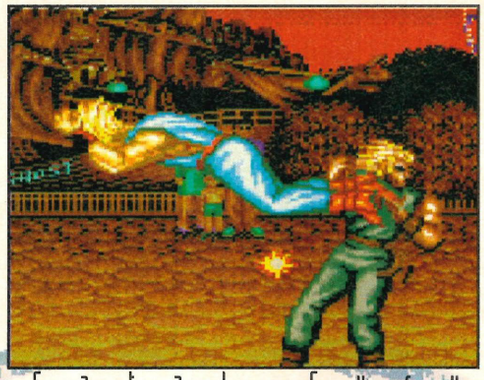
★★★★½



Pit Fighter

Although the graphics are digitised, they are very rough looking. The characters are blocky and near indistinguishable from each other. However, there is some very nice animation, especially when they execute a special move.

★★★½



Fatal Fury

Despite the ropey backdrops, Fatal Fury's still offers much in terms of characters. The fighters are large and colourful which gives the game an excellent feel.

★★★★½

ROUND 5: CONTROLS

Many games require fiddly controls to execute the special moves. Unfortunately your enemies won't stand still while you try execute a double back kick with a half axle and crunchy bits.



Final Fight CD

All the basic moves are easily accessible, not requiring anything more taxing than a single button press. The special attacks are just as simple, and are performed by pressing two buttons.

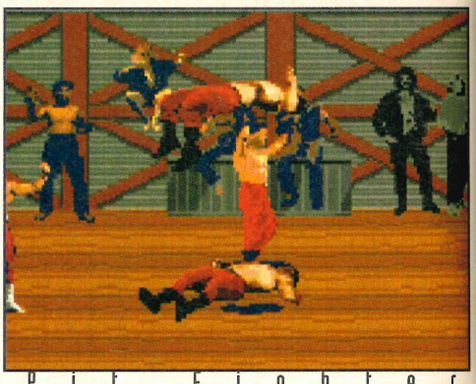
★★★★½



Streets Of Rage 2

Despite the number of moves for each character, the controls are extremely straightforward and responsive. The all-important special moves are easy to access and once you get going you can dish out plenty of damage without having to worry about fiddly joypad juggling.

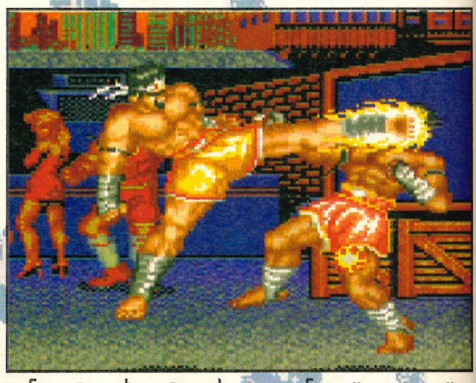
★★★★★



Pit Fighter

In theory it's easy to execute every move in the game, in practice the controls are often a bit fiddly and unresponsive. Special moves sometimes takes several goes to get right, which is frustrating when you're up against the bigger characters who appear towards the end of the game.

★★★½★



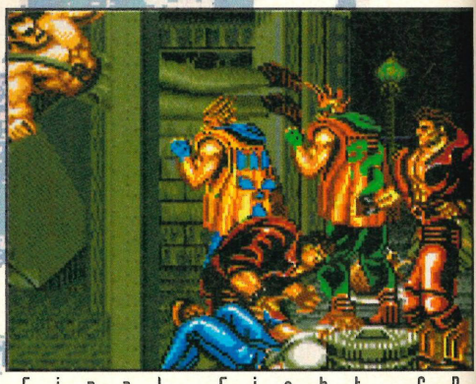
Fatal Fury

Being able to use the special moves is the key to doing well in this game. With a joypad some are very tricky to execute, especially at speed, until you're used to them. The story changes with a joystick, which makes pulling off fireballs and rolling attacks a piece of cake.

★★★½★

ROUND 6: LASTABILITY

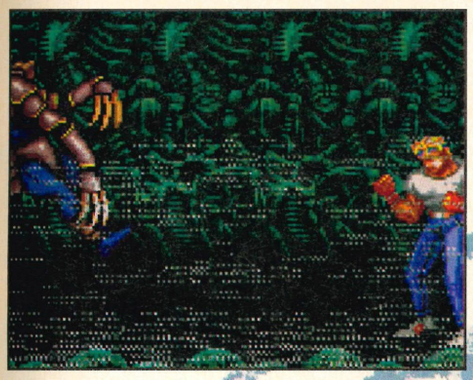
For all its good points, there's not much point in a beat 'em up that can be complete in a couple of hours.



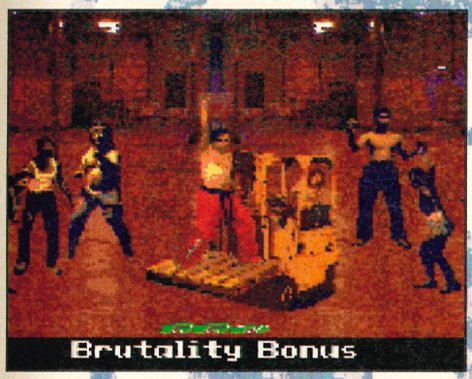
Final Fight CD

There are so many levels, bosses and general characters that you're guaranteed to be working your way through this game for a good time to come. The two-player mode makes the game slightly easier, but the challenge is still there when you play on your own.

★★★★½



Streets Of Rage 2
It's bigger than the first game, but not particularly difficult. In fact, a competent player will be able to get through it in a couple of credits, first time around. But when you complete it, much tougher, hidden difficulty levels are revealed, and you can always take command of a different character (or even playing alongside another person).
●●●★★



Pit Fighter
Once you get the knack of using two of three key moves in a sequence, this a fairly easy game to complete. The only sticking points come on the last two levels, which are tougher than the rest put together.
●●★★★



Fatal Fury
It's essential to master the special moves, and Joe Higashi has one move which will wipe out the entire army of villains. If you're going to avoid such ungentlemanly tactics, though, the game offers enough challenge to keep you playing for some time, and as with Streets of Rage 2, playing with two is pretty much non-stop fun.
●●★★★

VERDICT

➲ TOTALLING UP THE SCORES WE FIND THE WINNER IS...

	Action	Inventiveness	Moves	Graphics	Controls	Lastability
Final Fight CD	4	4½	4	5	4	4
Streets Of Rage 2	5	5	5	4	5	3
Pitfighter	2	2	2	3	3	2
Fatal Fury	4	3	5	4	3	3

➲ STREETS OF RAGE 2

With 27 points out of 30 this scores a 90% on the Vs Mode-ometer.
With almost everything going for it, this Sega classic has all the ingredients necessary in a beat 'em up – and that's on cartridge. The vastly different moves of the characters means that once you've mastered one you have to go right back to square one when using another.

➲ FINAL FIGHT CD

Scoring 25 1/2 points, making an 85% on the Vs Mode-ometer
Not quite up to the standard of Streets Of Rage 2, but still a darn good beat 'em up and a classic in its own right. There's not much more you could ask for in a game, but its age just weighs on it a little.

➲ FATAL FURY

With a plucky 22 out of 30 this rates 73% on the old 'ometer'.
As a one-on-one beat 'em up, there's no beating this. It loses out because it doesn't have the long term gameplay of SOR 2 or Final Fight. With a second player the fun level is increased, but even then it still pales in the long run.

➲ PITFIGHTER

With a punch-drunk 14 'punktes' this one rates a mere 47%.
Compared to the competition, Pitfighter just doesn't have what it takes. The action is sluggish and the gameplay is just too linear for this kind of game. You're much better off sticking with one of the other three games.



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GAME INDEX

Ladies and gentlemen, here it is! The MegaTech Games Index! Quite literally the best index of Megadrive games you'll find in this wonderful magazine or indeed any other similarly priced publication on the news-stand. Herein, not only do we review and rate the best Megadrive games which are readily available in a shop near you, we also give you at no extra charge, a fine selection of cheats to go with their respective games, along with the current highest scores. And on the subject of high scores, if you can beat any of those listed here we want to know about it. So fill in the form below and mail it to MEGATECH'S VERY OWN HYPERPLAYERS, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And no cheating, because it's not big and it's not clever and you're only kidding yourself and Santa Claus won't visit your house next Christmas.

NAME:
ADDRESS:
GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

GAME:
DIFFICULTY SETTING:
LEVEL:
SCORE:

MEGA-CD GAMES

Disc games official and unofficial here revealed. Backwards writing already enough of this! Forward gear engage!

AFTERBURNER III

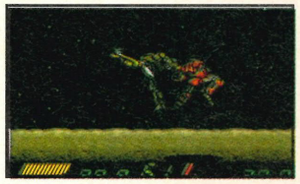
BY CSK
PRICE: IMPORT ONLY
REVIEWED: MT 15

Hey! It's G-LOC! Well, it's not really, but it's near enough to make no odds. Fly your deadly fighter de jet through wave after wave of oncoming planes. Lots of Mega-CD sprite scaling and rotation in evidence here.

▲(Sound of scratching heads)...Um, well, it's about the only Mega-CD game which actually makes much use of the sprite scaling and rotation hardware. Supposedly.

▼Ghastly music, hopeless graphics, hardly any action at all and the fact that the guns fire automatically means that even a concussed iguana could play it on a cold day when it was feeling lethargic.

MT RATING: 22%



BLACK HOLE ASSAULT

BY SEGA
PRICE: £39.99
REVIEWED: MT 14

Robot beat 'em up in which you can either go head-to-head against another player (on various planets) or go on a mission to free the Solar System from robo-domination.

▲Fast action, smartish graphics, good clanging sound effects and smart intro bits.

▼Not enough variety in the combatants to keep you hooked. Cyborg Justice is actually better and that's on a 4 meg cart.

MT RATING: 61%

EARNEST EVANS

BY WOLF TEAM
PRICE: IMPORT ONLY
REVIEWED: MT 3

Ernie is a sort of Indiana Jones-type adventurer, complete with whip and (occasionally) hat, who is on a platform-going mission to recover some lost magic book from an evil agency of some description. Anyway, it's wacky occult platform action a-go-go in this game, which is unusual insofar as Earnest himself is actually made up of about nine different sprites, two for each limb, which makes him look like a sort of butch Pinocchio whenever he moves.

▲Well... the game designers obviously had some nice ideas.

▼It's just that the programmers didn't share the same, inspired vision. Yukky graphics and lots of gameplay glitches cause the problems.

MT RATING: 50%

FINAL FIGHT CD

BY CAPCOM
PRICE: IMPORT ONLY
REVIEWED: MT 17

The arcade game comes to your Megadrive. A one or two player beat 'em up in which you have to recover a nice young lady from a vile, slobbering gang leader who probably has rude things on his mind. All the levels of the coin-op, as well as all the characters, the bonus rounds and a new time attack mini-game as well.

▲It IS the arcade game... and more!

▼It's not out officially till June.

MT RATING: 94%

HOOK

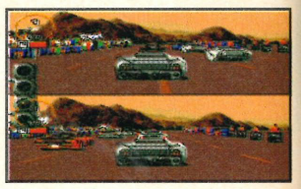
BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

Join up with the lost boys and help old Pete back to his former Pan status so that he can track down his own kids, kidnapped by Cap'n Hook. Of course, it's the top-grossing film of 1991 turned into a platform game, in which Pan has to fight, leap and occasionally fly his way past Hook's henchmen.

▲Really nice graphics and the CD music is most impressive. Plays quite well too.

▼It's a bit frustrating at times, and it's a shame that the voices of the original actors weren't used in the cut-scenes, as they seem rather amateurish.

MT RATING: 80%



JAGUAR XJ-220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Much like EA's Lotus Turbo Challenge, this game lets one or two players drive Megadrive replicas of British sports cars either in tournaments or in split-screen, head-to-head races.

▲Lots of tracks, smart 3D graphics, ace music and the two player mode is great.

▼Single player mode gets a bit boring after a while.

MT RATING: 90%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

The Mega-CD provides a new form of entertainment. You have to run a video request TV show by splicing together three constantly running 'tracks' of full-motion video to fit one of three Kris Kross track and the whims of a caller. You can even add rudimentary special effects.

▲It's fun in an unusual sort of way and some of the video clips are quite wacky.

▼There are only three songs to mess around with and unless you're well into Kris Kross the novelty soon wears off.

MT RATING: 80%



NIGHT TRAP

BY SONY IMAGESOFT
PRICE: IMPORT
REVIEWED: MT 17

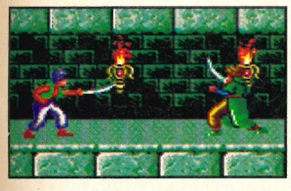
Svelte young ladies are being lured into a house where they are drained of blood to be used in the manufacture of a (gulp!) soft drink. Luckily, SCAT (the Sega Covert Action Team) are onto this and they've given you control of the house's security cameras and hidden traps. You have to use

the cameras to keep up with what the girls are doing and watch out for the vile kidnapping Oggers who are lurking around the house, and capture them before they nab the lovely damsels.

▲Two whole discs provide an hour and a half of fairly entertaing full-motion video exploits.

▼The gameplay is mostly trial and error and one mistake can lead to disaster.

MT RATING: 79%



PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10

Escape from your dungeon and run, leap and swordfight towards the the luvly Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level platform game which demands fine control and route-learning from the player.

▲Brilliantly animated characters and cunning traps make this gripping from start to finish.

▼It's a bit short-lived. Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 89%



SEWER SHARK

BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

As the pilot of a high-speed sewership, you have to find your way through a vast maze of smelly tunnels populated by nasty sewer critters to the sunny climes of Solar City. Fast 3D flying and blasting is the order of the day.

▲The Mega-CD's full-motion video capabilities are used really well and the atmosphere created really makes the game. Once you get into it, it's good fun.

▼The actual gameplay is pretty basic stuff and if you make one mistake it's Game Over.

MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA
PRICE: £44.99
REVIEWED: MT 16

There are three chilling cases for Holmes and Watson to solve in this full-motion video extravaganza. Sherlock has to interview all the suspects and piece together clues from his many sources to identify the murderers before bringing them to justice.

▲A good idea for a game, nicely presented.

▼Holmes is a bit limited in his investigative abilities. It would have been good if he could do more than just talk to suspects. Oh, and the acting in the video clips is somewhat ropey, but hey, we're game reviewers, not drama critics.

MT RATING: 79%

WOLFCHILD

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

A conversion of an old Amiga game, this puts you inside the hairy skin of a lad who's prone to transforming into a fireball-shooting werewolf. Handy, this, because on his quest to rescue his kidnapped dad he has to shoot a lot of monsters and robots and stuff.

▲Quite a playable platform shoot 'em up with decent music.

▼Nothing really new and the pseudo-Anime graphics in the intro are a bit naff.

MT RATING: 82%

WONDER DOG

BY JVC
PRICE: IMPORT
REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet of K-Ninus by hopping around platforms and dodging hostile weirdoes on various planets. This is on CD only and will be available officially in the summer.

▲Great graphics and sound.

▼There just aren't any really smart or innovative features in the game and it's quite easy to beat.

MT RATING: 82%



MEGADRIVE GAMES

These are the ones that are worth watching out for.

688 ATTACK SUB

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Submarine simulation in which you can captain a US or Soviet nuclear sub, navigate hazardous waters and play havoc with your torpedoes.

▲Lots of depth and a good simulation feel.

▼The Thrills per Second gauge barely twitches so it won't appeal to everyone.

MT RATING: 85%

MT SECRET TECHNIQUE

Try this method to complete the final Hit and Run mission, in Beginner and Standard modes. First activate the top-down map and zoom out until a target appears. Arm a missile and head to periscope depth. You will probably be detected by a patrolling sub and have a missile launched at you, but concentrate on launching all four missiles as soon as they're ready and once they're on their way, run for it! There's no way you can check on the missiles' progress so don't hang around. Set speed to 1/3 to effect a turn to 330 degrees, and head for the edge of the continental shelf. Activate contour mapping and as soon as you reach the drop-off, dive as deep as you can and increase speed to full or flank. Head NW, using the contour mapping to steer around obstacles while occasionally checking the top-down map to make sure you're going in the right direction. Don't risk diving too deep, though, as the last thing you want is to scupper yourself on the sea bed. As you approach Denmark the enemy will try to find you on sonar. Do not use your own sonar or try to attack them. Just keep going and by the time the mission clock reaches about 25 minutes you should have reached safety and the mission is over.

A

AFTERBURNER II

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Conversion of SEGA's 3D, warplane-shooting which gives you wave after wave of warplanes to shoot at (in 3D).

▲Whizzy graphics and thumping music provide a bit of a buzz.

▼Gameplay is a bit samey all the way through.

MT RATING: 72%

MT SECRET TECHNIQUE

When GAME OVER comes up try the following sequence – LEFT, LEFT, LEFT, B, B, B, C, C, C. Then hit START to carry on from where you died. Alternatively, on the second title screen hold down A, B, C and START to choose any level up to 20 as your starting stage.

CURRENT HIGH SCORE

27,861,520 by Daniel Sullivan, Coventry

ALIEN 3

BY ARENA
PRICE: £39.99
REVIEWED: MT 9

Nothing like the film, this puts you in control of a megaweapons-toting Ripley on a platform crusade to waste the aliens and rescue the cocooned humans.

▲Excellent sound effects, music, graphics and gameplay. Really challenging too.

▼It's so good it's suspicious.

MT RATING: 94%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

15,570,450 (Hard level) by Robert Guthrie, Galashiels

ALISIA DRAGOON

BY SEGA
PRICE: £39.99
REVIEWED: MT 4

Become mistress of a multitude of mythical monsters in this lengthy and unusual platform shoot 'em up.

▲Superb graphics + novel gameplay = good fun.

▼Hardly a downer in sight.

MT RATING: 85%

MT SECRET TECHNIQUE

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 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

CURRENT HIGH SCORE

Elven Mage (level 7, normal) by Anthony Dowd, Telford



ANOTHER WORLD

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 14

Lester Chaykin (scientist) is transported by a twist of fate and a particle accelerator to Another World where he has to somehow evade death at the hands of evil spudhead aliens and get back home for tea.

▲Ace graphics and animation, and the way puzzle, adventure, platform and shoot 'em up action is combined is great.

▼Controls are a bit dodgy, and once you've finished the game you won't come back to it.

MT RATING: 86%

ARNOLD PALMER'S GOLF

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Choose your clubs and join the famous golfer of yesteryear on a round or in a tournament.

▲Nice big golfer sprites and decent golf action.

▼Doesn't feel as good to play as PGA Tour 2.

MT RATING: 75%

MT SECRET TECHNIQUE

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!

ATOMIC RUNNER

BY SEGA
PRICE: £39.99
REVIEWED: MT 10

A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels.

▲Great background graphics and a decent, if unusual blend of shoot 'em up and platform action.

▼Atomic Runner sprite is a bit weedy.

MT RATING: 80%

CURRENT HIGH SCORE

310,000 by Russell Halford, Bracknell, Berks

AYRTON SENNA'S SUPER MONACO GP 2

BY SEGA
PRICE: £49.99
REVIEWED: MT 6

Update of the excellent 3D race game, with extra tracks, better sounds, slightly tweaked gameplay and digitised pics of Ayrton Senna looking grumpy.

▲Best Megadrive race game.

▼A bit pricey. The extra features don't make it THAT much better than the original Super Monaco.

MT RATING: 93%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

160 driver's points by Wayne Pearce, Haddlesey

B

BATMAN RETURNS

BY SEGA
PRICE: £39.99
REVIEWED: MT 12

Based on the second Batmovie, this pits the Batman against Catwoman and The Penguin in a variety of platform beat 'em up scenarios.

▲Lots of levels and quite a lot to do.

▼Graphics are big but grainy so it's sometimes hard to see what's happening and the action is v frustrating. Not for novices.

MT RATING: 76%

BATMAN: REVENGE OF THE JOKER

BY SUNSOFT
PRICE: IMPORT
REVIEWED: MT 16

This Batgame's based on the comics rather than the movies, but it offers similar platform beat 'em up action to the others. Fight off The Joker and his cronies with your flying batfeet and wrist-mounted bat laser weapons.

▲Enjoyable blend of platfom and shoot 'em up with a fair amount of variety in the levels/

▼Graphics are pretty garish, and not altogether wonderful. Unlimited continues make it quite easy to finish.

MT RATING: 75%

MT SECRET TECHNIQUE

You don't lose your Invincibility bat capsules when you die so you can keep collecting them, dying, then going back and collecting them again, thus storing up dozens and making it very easy to conquer the bosses.

BATTLE SQUADRON

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

A vertically scrolling space shoot 'em up of the old school. Aliens, aliens, aliens. And invisible aliens. And more aliens. Two player mode adds a spark of variety.

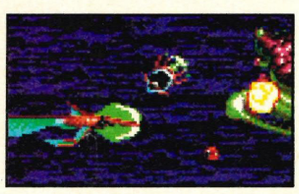
▲Wonderful for its age. Well, maybe not wonderful but the graphics still look okay and the action is challenging and enjoyable in two player mode.

▼Just a bit old-fashioned, really.

MT RATING: 79%

CURRENT HIGH SCORE

8,912,101 (Easy level) by Asif Akhtar, Wimbledon



BIO HAZARD BATTLE

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast.

▲Spectacularly gross graphics, two player option, unusual scenario and good extra weapons systems make this a winner.

▼0896

MT RATING: 88%

BLOCK OUT

BY ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH

A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. These completed layers then disappear which is good, because if they didn't the blocks would spill over the top of the well and that would be the end of the game.

▲Tons of options (including two players, head-to-head) make for loads of game variations, all of which are excellent fun.

▼Sometimes the game slows down and the controls go a bit dicky resulting in the occasional misplaced block.

MT RATING: 91%

CURRENT HIGH SCORE

435,311 (Level 0-!, Flat Fun) by Lee Nixon, Sheaford

BUCK ROGERS

BY ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 4

Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles, strategy-based spacecraft battles with a soupçon of puzzle solving.

▲Good plot and quite enjoyable, even for players with only a passing interest in RPGs.

▼Rather basic graphics may put off your standard Megadrive fan.

MT RATING: 88%

BULLS VS LAKERS

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Probably the best of EA's basketball simulations, featuring all the American big name players, replete with their speciality moves.

▲Good graphics and feels like a realistic simulation.

▼Not as instantly accessible as David Robinson's Supreme Court Basketball.

MT RATING: 80%

C

CALIFORNIA GAMES

BY SEGA
PRICE: £39.99
REVIEWED: MT 3

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.

▲Makes a pleasant change from the usual sports sims. All the events are quite playable, moreso with two players.

▼Could have done with some extra events, even the Master System version has more!

MT RATING: 79%

CURRENT HIGH SCORE

Footbag: 854, 370 by T Philips, Cardiff
Surfing: 10.0 (Turbo setting) by Yuen Aw, Birmingham
Skating: 12,530 by Martin Charles, Cardiff
Half Pipe: 47,398 by Martin Charles, Cardiff
BMX: 146,760 by Martin Charles, Cardiff



CHAKAN

BY SEGA
PRICE: £39.99
REVIEWED: MT 15

Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest.

▲Excellent graphics and lots of variety in the later levels.

▼A bit too much challenge and not enough fun.

MT RATING: 73%

MT SECRET TECHNIQUE

Put the game in practice mode and find the air portal (at the bottom right of the navigation screen). It's the only portal with a small platform above it. Jump on the platform and you'll find that, though you've collected no potions, you can activate the portal spell. Do so and you are given a full complement of potions, all the weapons and Chakan is warped past the first twelve levels.

CHAMPIONSHIP PRO-AM

BY TRADE WEST
PRICE: IMPORT
REVIEWED: MT 14

A straight translation of an old NES game in which you get to race radio controlled trucks and cars around hazard-laden tracks. The addition of rocket and bomb launchers on the cars livens things up.

▲Good and whizzy, just like the real thing, and the weapons are fun.

▼After the 20th race it does grow tedious and it's surprising more wasn't done with the Megadrive conversion.

MT RATING: 78%

CHIKI-CHIKI BOYS

BY CAPCOM
PRICE: £39.99
REVIEWED: MT 14

A conversion of the Mega-Twins coin-op in which two young fellah-me-lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons.

▲Pleasant enough game with nice graphics and enjoyable action.

▼Lacks the arcade game's two player mode which would have made it something special.

MT RATING: 80%

CURRENT HIGH SCORE

288,330 by Andrew Thorne, Dorking

COLUMNS

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game.

▲Hypnotic music and graphics make this almost unputdownable. Two player competition mode is superb.

▼Sometimes success is as much down to accident as design (which may not be that bad).

MT RATING: 88%

CURRENT HIGH SCORE

97,633,647 by James Montague, Chelmsford



CORPORATION

BIY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4

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.

▲Good graphics and unusual and absorbing gameplay.

▼Doesn't quite achieve it's potential because some of the best ideas in the game aren't used quite as well as they might have been.

MT RATING: 87%

MT SECRET TECHNIQUE

To finish the game the easy way use this method. Get to level five and update your access before descending to level four. Update your access on level four and go back up to level five. Once in the lift, take down the password and reset the game. When you start again enter the password and repeat the process. You should find you can update your card seven times and con now go to any level you like, so go to level -3 where the embryo chamber is to be found. Collect an embryo and head straight for the car park on the ground floor to complete the game.

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY SEGA
PRICE: £39.99
REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action.

▲ Good graphics and strikes the right balance between realism and fast arcade action.

▼ The way the court flips round as you cross the half-way line takes a bit of getting used to. Real basketball fans my prefer something more simulationy, like Bulls vs Lakers.

MT RATING: 83%

DECAPATTACK

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Rather large platform game in which you play a sort of Frankenstein's Monster creature who gets rid of the baddies by throwing his head at them.

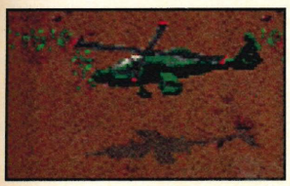
▲ Unusual gameplay makes it fun to play.

▼ Not particularly flash in the graphics and sound departments.

MT RATING: 79%

MT SECRET TECHNIQUE

You can pick up extra lives by jumping straight down onto the springy poles. As you hit the top, keep springing up and down and the pole segments should light up. When they're all lit an extra life is yours.



DESERT STRIKE

ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3

Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot 'em up.

▲ Lots of variety, great graphics and terrific gameplay make this one of the best shoot 'em ups on the Megadrive.

▼ Slightly dodgy 'No, no, nothing to do with the Gulf War, honestly' premise.

MT RATING: 93%

CURRENT HIGH SCORE

6,220,200 by David Morgan, Seaford, Sussex

DICK TRACY

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Shinobi-style beat\shoot 'em up game starring 'The World's Greatest Detective'. Take on the likes of Lips Manlis and other deformed gangsters as Dick tries to get to the bottom of a bomb plot.

▲ Challenging and good fun, with a good mix of game styles.

▼ Perhaps not quite enough variety in the beat 'em up bits.

MT RATING: 79%

CURRENT HIGH SCORE

339,900 by David Rowntree, Devon

DJ BOY

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

A beat 'em up in which the hero has to do battle against all sorts of mobile meanies while on roller skates. Crazy, eh?

▲ Unusual concept and nice looks.

▼ Tedious and easy to complete.

MT RATING: 51%

CURRENT HIGH SCORE

9,835,700 by Jonathon Tilbrook, Sheffield

DRAGON'S FURY

BY TENGEN
PRICE: £39.99
REVIEWED: MT 1

Originally reviewed as Devil Crash (the Japanese version) this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks.

▲ Superb graphics and sound and it has a superb pinball feel to it.

▼ Religious fundamentalists may not approve of a pinball game with Agents of Satan sprites.

MT RATING: 91%

MT SECRET TECHNIQUE

Try entering TECHNIQUE NOSOFT as a password to start the game with ten balls and a 2,000,000 points bonus. Entering DEVILCRASH starts you with seven balls, and ALCLAE8ECK gives you 21 balls and enough points to take you right to the final screen.

DYNAMITE DUKE

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

An Operation Wolf-style 3D blast\beat 'em up based on a semi-popular coin-op of yesteryear.

▲ Smart graphics and fun to play.

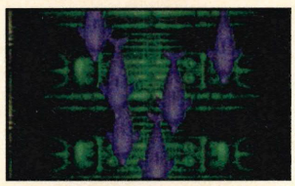
▼ Yet another of that 'All Too Easy' breed of Megadrive games.

MT RATING: 70%

MT SECRET TECHNIQUE

On the title screen press C ten times then go to the options screen. Press C another ten times and you should find you can select SUPER OPTIONS which lets you start on the later levels with extra credits.

E



ECCO THE DOLPHIN

BY SEGA
PRICE: £39.99
REVIEWED: MT 13

Become a dispossessed dolphin which has to solve the puzzles which block his way in over 20 undersea mazes so that he can find his mates who have all mysteriously disappeared.

▲ Original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

▼ Hundreds of people rang us up asking how to beat the Helix in the Darkwater level. Hey, it was a downer for US.

MT RATING: 94%

MT SECRET TECHNIQUE

With this game you don't need any others. When the name of the level appears press A, B and START and Ecco will be invincible.

E-SWAT

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

A single player conversion of the old cop shoot-out arcade game in which the player gets to enforce the law from inside an armoured flying suit with flame throwers and lasers.

▲ Lots of platform action, decent graphics.

▼ Nothing special these days. It's a shame you have to play several levels before you get the armoured suit as this could have been a super-destruction game.

MT RATING: 79%

CURRENT HIGH SCORE

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

EX-MUTANTS

BY SEGA
PRICE: £39.99
REVIEWED: MT 12

A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes.

▲ Challenging and fun, and captures the atmosphere of the comic well.

▼ Graphics are mostly a bit cheesey.

MT RATING: 89%

F

F22 INTERCEPTOR

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

The first Megadrive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world.

▲ Fast and fun, simple to get to grips with and loads of little missions to complete.

▼ More of a simple shoot 'em up than a flight sim.

MT RATING: 88%

MT SECRET TECHNIQUE

You can beat all the aces using this simple tactic. Simply pull a very steep climb straight into the sun and keep going with your afterburners on. The enemy plane will follow you and when you see it levelling off in the monitor dive straight down onto it, shooting as you go, and you'll be able to dust it, no trouble.

CURRENT HIGH SCORE

USA: 35,577 by Dean Lloyd, Rugeley
USSR: 35,577 by Dean Lloyd, Rugeley
IRAQ: 36,477 by Dean Lloyd, Rugeley
KOREA:36,477 by Dean Lloyd, Rugeley

FORGOTTEN WORLDS

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

One or two players participate in this conversion of the unusual Capcom coin-op in which two floating blokes have to decimate loads of fantastic monsters with meaty weapons.

▲ Good weapons, smart graphics and pretty good fun to play.

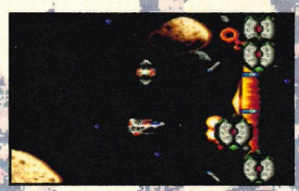
▼ A bit easy, that's all.

MT RATING:79%

CURRENT HIGH SCORE

1,991,800 by Daniel Gallop, Essex

G



GAIARES

BY RENOVATION
PRICE: IMPORT
REVIEWED: MT 2

Yet another horizontally-scrolling space shoot 'em up, but this one has loads of weapons, enemies and levels to keep you occupied as you go on a mission to free the universe of space pirates.

▲ Smart graphics with lots of variety, loads of everything and it's pretty tough to beat.

▼ The only thing wrong with this is that perhaps it's not amazingly original.

MT RATING: 84%

MT SECRET TECHNIQUE

Plug in two controllers and press START and B on pad one to bring up the options screen. Select tune 18 and hold down A on



pad two then select EXIT with pad one. Still holding A press C on pad one and keep them held down until the SEGA logo disappears. Now hit START and you've got a level select.

CURRENT HIGH SCORE

1,608,352 by Asif Akhtar, Wimbledon

GHOSTBUSTERS

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the city into the seventh level of Hell.

▲ Jolly graphics, lots of variety, it plays well and it goes on for ages.
▼ Music is a bit iffy.

MT RATING: 86%

CURRENT HIGH SCORE

17,758,000 by Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS

BY SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up.

▲ Looks great, plays great, great music. Just great.
▼ Price is also great.

MT RATING: 93%

MT SECRET TECHNIQUE

If you've got the official version of the game you can use this for invincibility. Go to the options screen and exit four times. Then on the title screen press A four times, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT. Then hold down B and press START.

G-LOC

BY SEGA
PRICE: £39.99
REVIEWED: MT 15

Conversion of the Afterburner-like coin-op (see AFTERBURNER, if you like) in which you get to blow aeroplanes out of the sky from the cockpit of another aeroplane.

▲ Fair 3D graphics, considering there's no sprite-scaling hardware being used.
▼ Alas, it's all rather boring.

MT RATING: 69%



GODS

BY MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11

Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in his quest to solve puzzles and generally embarrass the gods of Olympus.

▲ Really slickly done, with excellent graphics and decent puzzle/shooting/platforming gameplay.
▼ Would have been frustratingly difficult even without the dodgy control system. Torn-out hair may be a side effect of playing this.

MT RATING: 89%

GREY LANCER

BY MASAYA
PRICE: IMPORT
REVIEWED: MT 11

More horizontally-scrolling shoot 'em up excitement in yet another horizontally-scrolling shoot 'em up... set, surprisingly, in space. This one's from the makers of Gynoug (see GYNOUG) that other famous horizontally-scrolling shoot 'em up.

▲ Looks good. Plays good.
▼ And by golly, it's very unoriginal. Steals a lot of bits out of other games and doesn't use them to do anything particularly new.

MT RATING: 72%

MT SECRET TECHNIQUE

To activate the hidden MANIA skill setting wait for the title screen to appear then press UP, DOWN, LEFT, RIGHT, B then A. The title should turn gold and you can access the new level from the options screen.

GYNOUG

BY SEGA
PRICE: £39.99
REVIEWED: MT 5

Angelic Gynoug (angelic because he's an angel) has to rid the underworld of all sorts of nasty demons in what appears to be a horizontally-scrolling shoot 'em up. Uncanny.

▲ Fast gameplay, lots of power-ups and some of the graphics, namely the bosses, are spectacular.
▼ Errr...

MT RATING: 91%

MT SECRET TECHNIQUE

On the options screen go down to DIFFICULTY and press A, B, C and START together to get a secret EASY setting. Alternatively, go down to CONTROL and hold down A until a stage select option appears.

CURRENT HIGH SCORE

2,345,760 by Wesley Thomson, Fife

H

HELLFIRE

BY SEGA
PRICE: £34.99
REVIEWED: MT 5

It's surprising that a little-known Toaplan coin-op should become such a popular Megadrive game, but then life's full of surprises. What makes this different from other horizontally-scrolling blasts is the unusual rotatable guns fitted to the player's ship.

▲ Weapons system works really well and leads to clever, tactical blasting. Graphics, of course, are great and it's all just very good fun.
▼ What downers?

MT RATING: 92%

MT SECRET TECHNIQUE

Go to the options screen and set the game to HARD. Now select tune 1 on the sound test and leave it to play until YEA RIGHT appears. You now have 99 credits, but the game difficulty is set to super hard.

CURRENT HIGH SCORE

19,478,220 by Robert Guthrie, Galashiels

HOME ALONE

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Tour the neighbourhood, foiling the plans of a pair of burglars with weapons and traps made from whatever the little Macaulay Culkin sprite can find on his travels. Based on the movie, of course.

▲ Weapon-building is quite novel and occasionally comical.
▼ Runs out of gameplay a bit too quickly. One for younger players?

MT RATING: 60%

I

ISHIDO

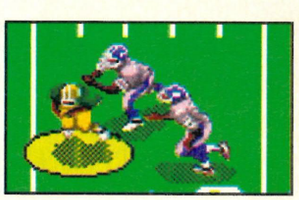
BY ACCOLADE
PRICE: £35.99
REVIEWED: MT 2

A board game based on some other ancient puzzle game (presumably not on a computer) in which you have to fill squares on a board with tiles by matching shapes and colours.@EXTRA:

▲ Unlike most Megadrive puzzle games it doesn't appear to have its roots in Tetris.
▼ Blimey it's difficult. One for real puzzle maniacs only.

MT RATING: 80%

J



JOE MONTANA 3

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

More Amerian football action in a game which combines all the features of the first two Montana games, including the full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game.

▲ Good fun, smart graphics and the speech is just gob-smacking!
▼ Unfortunately still not as good a Gridiron simulation as John Madden '92

MT RATING: 78%



JOHN MADDEN '92

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American Football game is arguably the best of the lot. A 3D pitch display, and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you're really in the thick of it.

▲ Such a smart game that you'll enjoy it even if you don't care much for the sport. The two-player game is superb.
▼ Nowt.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this has over JM'92. Apart from that it's practically the same game, so don't consider buying this if you've got the other. Unless you're a real gridiron nutter.

▲ It has all those extra features, so if you really follow the sport closely you'll appreciate the additions.
▼ Most players won't spot the differences. Besides, this is slightly slower than '92.

MT RATING: 91%

K

JUNGLE STRIKE

BY EA
PRICE: £49.99
REVIEWED: MT 18

Over one year on, and EA have finally produced the sequel to their awesome Desert Strike. Following on from the last game, you're now pitted against drug lords deep in a South American jungle and on the streets of Washington DC. The graphics are stunning and you now get to pilot a number of different vehicles, including a stealth fighter and a hover craft.

▲ Impressive graphics and tons of missions action. Even better than the first game.
▼ Shock, horror! None at all!

MT RATING: 95%

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin to make point-scoring patterns.

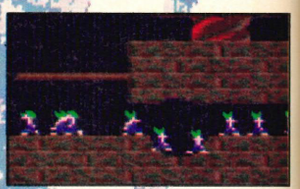
▲ Lots of scope for developing strategies make this extremely playable.
▼ Nothing much, but it's not quite as playable as Block-Out.

MT RATING: 85%

CURRENT HIGH SCORE

9,754,765, (Largest Klax 11x67,000) by Sharon Mitchell, Fraserburgh

L



LEMMINGS

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

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.@EXTRA:

▲ Tons of levels to beat, and the idea of the game is terrific, though sometimes it's more fun watching the Lemmings die than it is saving them.
▼ Who can say?

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Split screen two player mode.

▲ Very playable 3D racing game. Two player head-to-head game is excellent.
▼ The weather effects are nice but as a whole the graphics look like they could have been better.

MT RATING: 85%

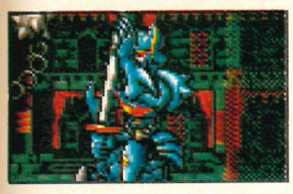
MT SECRET TECHNIQUE

Try entering MANSELL as a password and you should qualify in every race you drive in.

CURRENT HIGH SCORE

83,996,539 by Darren Turner, Milton

M



MAZIN WAR
BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of increasingly difficult levels hacking apart everything you encounter. It sounds simple, but you're presented with challenge after challenge including some completely massive bosses. It could be better looking, but it plays fine as it is.

▲ Lots of action in the Golden Axe vein and incredible bosses.

▼ If anything the game is too difficult and apart from the bosses offers few surprises.

MT RATING: 90%

MEGA-LO-MANIA
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races.

▲ Very easy to get into and the quantity of features and the quirky touches make it fun from start to finish.

▼ There are only nine levels, but they should keep you going for quite a while

MT RATING: 92%

MERCS
BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Commando-style shoot 'em up in which you have to gun your way through hordes of soldiers, destroying tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation not found in the arcade game in which you have to recruit new allies to fight alongside you.

▲ A really good blastfest.

▼ Lacks the arcade game's two player feature.

MT RATING: 90%

MT SECRET TECHNIQUE

Finding the game too easy? Just activate original mode, then hold down A, B, C and START to make it even harder!

CURRENT HIGH SCORE

1,407,500 (Arcade) by Neil Kendall, Birkenhead

5,107,950 (Original) by Stu Gorlner, Gorsley

MICK AND MACK: GLOBAL GLADIATORS
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game.

▲ Smart graphics and gameplay is fast and jolly.

▼ Alas, it's all a bit too simple to be interesting for very long, and it actually comes across an 8 megabit McDonalds ad.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION
BY SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious mouse has to rescue his missus, Minnie, from evil witch Mizrabel in this cute and cuddly platform adventure with lots of Disneyesque monsters.

▲ Wonderful graphics and very playable.

▼ A bit easy to complete, so it's best for kids.

MT RATING: 84%

MT SECRET TECHNIQUE

There are at least three hidden treasure rooms in this game. One is in the third part of level one and another is in the first part of level three. To find both of them just fall down the pit and walk through the wall on the left to find loads of goodies.

CURRENT HIGH SCORE

2,824,500 by Nathan Preston, Mid-Calder

MICRO MACHINES
BY CODE MASTERS
PRICE: £34.99
REVIEWED: MT 15

Now that all legal problems between Code Masters and Sega have been cleared up you should be able to get hold of this one or two player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more.

▲ Tremendous fun in single or double player modes. Really recreates the childhood feeling of driving toy cars around the garden.

▼ A bit simple, but that doesn't really count against it too much.

MT RATING: 92%

MIDNIGHT RESISTANCE
BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on.

▲ Good guns 'n' destruction action, with a good level of control over your bloke.

▼ A bit easy to complete, and it doesn't have the arcade game's two player mode, which would have been fun.

MT RATING: 85%

MT SECRET TECHNIQUE

On the title screen, wait until START is highlighted in red then hold down C and press START. Once the game has begun press START and then A to warp to the next level!

CURRENT HIGH SCORE

2,104,100 by Dan Towes, Gillingham

MIGHT AND MAGIC
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Absolutely gigantic role-playing game with 3D graphics in which you have to get your party of thieves/warriors/wizards around cities and countryside populated by an incredible range of monsters and villains (dinosaurs? ferocious cats?).

▲ Vast depth should keep hardened role players going for ages.

▼ Iffy monster graphics and long-winded combat system may be off-putting to non-RPG veterans.

MT RATING: 79%

MT SECRET TECHNIQUE

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
BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Watch in awe as 'The King of Pop' braves zombies, mad dogs and men in white coats (actually they're gangsters in white coats) to rescue a bunch of adoring kids who have been mercilessly hidden in platformy levels.

▲ Great renditions of Michael Jackson tracks from the Bad album, and fairly jolly gameplay.

▼ It's all a bit basic, though, so it doesn't hold its appeal for too long.

MT RATING: 72%

MT SECRET TECHNIQUE

Plug in two joypads and go to the screen with the 1P START option. Push the D-button on joypad one diagonally up and left while holding down A and START on pad two. Press START on pad one and a level select appears.

CURRENT HIGH SCORE

949,00 by Philip Butler, Cramlington

MUHAMMAD ALI BOXING
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing simulation in which you can help the legendary Ali recapture his title by beating off nine other heavyweight challengers.

▲ The 3D boxing ring graphics, the controls and the whole feel of the game captures the atmosphere of boxing better than any other boxing game.

▼ Ummm... Rather naff 3D intro sequence, but that's about it.

MT RATING: 92%

N

NHLPA HOCKEY
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two player options, league championships, and that essential ingredient in any hockey game, a punch-up sub-game when the players start to get under each others' feet.

▲ Superb, fast, end-to-end hockey action, with a wonderful two-player option.

▼ Pretty much the same as the first game, so don't buy it if you have the original.

MT RATING: 89%

PGA TOUR GOLF 2
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the setting for this prime golf simulation. Multi-player and skins tournaments, on-screen advice from the pros, battery game save – this cartridge is just loaded with features.

▲ Superb control method provides a perfect feel, as do the excellent graphics.

▼ Like a lot of EA's sports sims, it's a bit similar to its predecessor, PGA Tour Golf.

MT RATING: 94%

CURRENT HIGH SCORE

SCOTTSDALE: 242 Strokes (best 72) by Darrell Simmonds, Cirencester

SOUTHWIND: 242 strokes (best 72) by Steve Jones, Portsmouth

PHANTASY STAR III
BY SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes so it really does take ages to conquer.

▲ Sheer vastness is its best quality.

▼ Graphics aren't particularly inspiring and the combat by rounds system doesn't make it too attractive to RPG non-veterans.

MT RATING: 89%



PIT FIGHTER

BY TENGEN
PRICE: £39.99
REVIEWED: MT 2

Venture forth into the seedy underworld of illegal fist-fighting in this conversion of the Atari beat 'em up coin-op. Two players can participate as any of three different characters, all of whom are portrayed in (rather chunky) digitised people sprites.

▲ Good, violent fun.

▼ Graphics look a bit over-chunky.

MT RATING: 77%

CURRENT HIGH SCORE

2,449,350 by Stephen Gallimore, Bournemouth

POWERMONGER

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy on a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-Lo-Mania only it takes a much more serious tack.

▲ Technically it's excellent and feels very simulationy.

▼ It's the serious approach that makes it less enjoyable than Mega-Lo-Mania, plus it's very samey from island to island.

MT RATING: 81%



PREDATOR 2

BY ACCLAIM
PRICE: £39.99
REVIEWED: MT 11

Play the part of Captain Harrigan, a vice squad copper who has discovered most of his suspects butchered, apparently by an alien hunter. Harrigan has to run around mini-maze-like levels, shooting drug-dealers and other street thugs, while rescuing helpless hostages before the Predator trains his sights on them. Take on the Predators themselves on later levels.

▲ There's a sort of mindless fun to be had from this.

▼ Pitifully easy to beat and the graphics are pretty dismal.

MT RATING: 62%

MT SECRET TECHNIQUE

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

CURRENT HIGH SCORE

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



PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10

Escape from your dungeon and run, leap and swordfight towards the the luvly Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level Mega-CD platform game which demands fine control and route-learning from the player.

▲ Brilliantly animated characters and cunning traps make this gripping from start to finish.

▼ It's a bit short-lived. Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 89%

Q

QUACKSHOT

BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald (famous Disney Duck) is after treasure and lots of it. This lust for gold leads him on a massive around-the-world treasure hunt on platforms, in which he has to enlist the help of various Disney characters and do over various other Disney characters (but nastier ones).

▲ Superb graphics, like all the other Disney games, and quite a testing game overall.

▼ Or at least it would be testing if you didn't have infinite continues to play with.

MT RATING: 82%

CURRENT HIGH SCORE

10,077,000 by Martin Hunt, Maidenhead

R

RAMPART

BY TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Line your cannons up on approaching galleons full of invaders in this unusual medieval shoot 'em up with a hint of Missile Command. Meanwhile, the invaders have got your castle in their sights, and after they've knocked your walls down you have to rebuild them by dropping oddly-shaped bricks into the gaps, almost like Tetris. The two player game is similar, only instead of ships, your enemies are other players in other castles.

▲ Superb blend of different game styles which plays brilliantly in one and two player modes.

▼ Nothing. It's lovely.

MT RATING: 90%

REVENGE OF SHINOBI

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Joe Musashi, top ninja, is out to rid the world of a band of gangsters with bases on both sides of the pacific. Eight lengthy levels of platform beat 'em up action lie afore the player, in which he has to get the mighty Joe past all sorts of supernatural soldiers (some of whom are more supernatural than others) with only (only?) the power of his fists, sword, shurikens and mystical ninja magic.

▲ Excellent graphics, gameplay and sound (music is by Yuzo Koshiro of Streets of Rage fame).

▼ Downers? Nein danke!

MT RATING: 93%

MT SECRET TECHNIQUE

For infinite shurikens (yes, this old chestnut) go to the options screen and set the shurikens to 00. Wait a bit and, after a wibbly-wobbly sound, the 00 changes to a ∞ (ie. an infinity symbol) meaning infinite shurikens are yours.

CURRENT HIGH SCORE

9,999,900 by Daniel Sullivan, Coventry

RISKY WOODS

BY ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 12

A fantasy platform game in which you steer a knight armed with flying swords across lengthy levels rescuing petrified monks (ie monks who have been turned to stone, rather than monks who are frightened at being surrounded by loads of monsters, which they are). Power-ups! Magic bits! Large bosses! They're all here.

▲ Very smart graphics. Mmm. Lovely. Yes.

▼ Not very original and, though playable, it's not particularly addictive.

MT RATING: 79%

ROAD RASH 2

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

More no-holds-barred motorbike racing action from EA, this time with an extra weapon for your biker (a heavy chain) and AND a split-screen two player mode.

▲ First rate combination of 3D race game and beat 'em up (though, to be honest there's not much beating 'em up). Good fun.

▼ Two player mode doesn't add that much to the gameplay, surprisingly so it's not actually much of an improvement over the original.

MT RATING: 89%

MT SECRET TECHNIQUE

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

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Nasty Dr Maybe (ever noticed the bad press doctors get in video games?) has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels, dodging Maybe's multitudinous monsters as only a fish can.

▲ Ace cutesy graphics and loads of levels and hidden bits.

▼ Despite lots of graphical variety there really isn't that much to the gameplay.... Still that didn't seem to bother too many people when it came to this game.

MT RATING: 85%

MT SECRET TECHNIQUE

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

CURRENT HIGH SCORE

13,780,300 by Simon Shone, Heywood



ROLO TO THE RESCUE

BY ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant (you don't get much cuter than that) out to find the circus owner who kidnapped his Mum and apparently locked up all the other country animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc, and use their varied skills (rabbits can jump, squirrels can climb) to find him points bonuses and, more importantly, the keys and bits of map which can lead him to his pilfered parent.

▲ Excellent graphics, puzzle gameplay is simple but well thought out and enjoyable.

▼ There are over 100 levels and because there's no password system it'll takes hours and hours to go through the whole game in one sitting.

MT RATING: 89%

ROLLING THUNDER 2

BY SEGA
PRICE: £39.99
REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who's at the bottom of the plot and eliminate them. This is yer actual shoot 'em up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation, preferably without getting themselves perforated in the process.

▲ A great conversion of the arcade game, with lots of levels and action.

▼ Potentially even better Rolling Thunder 3 is coming soon on import, though that may well be blocked from working on official machines.

MT RATING: 89%

CURRENT HIGH SCORE

554,180 by Scott Hazel, Trunch, Norfolk

S



SIDE POCKET

BY SEGA
PRICE: £34.99
REVIEWED: MT 17

An American Pool simulation, this, in which you can play solo or two player games, 'pocket' games, nine ball games or mess around with a trick shot option. There's also a tournament mode in which you get to tour the bars of America looking for competition.

▲ Good ball movement and control and it's interesting the way the programmers have combined arcade elements (such as hitting certain targets for extra shots) with the traditional green baize action.

▼ Pool and snooker purists may turn their noses up at it.

MT RATING: 80%

SONIC THE HEDGEHOG

BY SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

Vile Dr Robotnik is capturing woodland creatures, turning them psychotic and putting them in heavily-armed robot suits. Sonic has to put a stop to this by jumping and dodging over colourful platform landscapes packed with hidden hedgehog traps, freeing his mates as he goes.

▲ Really smart and stylish graphics, and a fair bit of action.

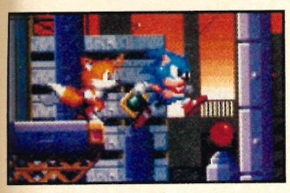
▼ Lacks gameplay depth, unfortunately, and it's very easy to finish.

MT RATING: 83%

MT SECRET TECHNIQUE

On the title screen press UP, DOWN, LEFT,

RIGHT, then hold down A and START to get a level select.



SONIC 2

BY SEGA
PRICE: £39.99
REVIEWED: MT 11

Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle with Robotnik, but this time there are more traps, more levels, more monsters and... more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails.

▲ Looks, plays and sounds brilliant. The 3D bonus game is a real wow!

▼ A bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

1,143,030 by Kevin Broughton, Woolwich

SMASH TV

BY FLYING EDGE
PRICE: £39.99
REVIEWED: MT 10

A conversion of the terrificm, destruction-packed coin-op. The scenario puts you in a futuristic gameshow in which you and a mate (this can be a two player game) have to wipe out hordes of cyborgs with various exotic weapons to win prizes.

▲ Captures the speed and frantic nature of the coin-op very well.

▼ Doesn't capture the coin-op's double-joystick control method, nor does it seem that the Megadrive controllers are able to simulate it. This results in many an annoying death as you let rip with your gun in completely the wrong direction.

MT RATING: 70%

SPIDERMAN

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York, and blamed your friendly neighbourhood Spiderman! As Spidey, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel supervillains.

▲ One game that really makes good use of the character. Loads of levels and they're all challenging and excellent fun.

▼ Nary a downer to be seen.

MT RATING: 91%

CURRENT HIGH SCORE

23:03:42 remaining (Nightmare level) by Scott Hazell, Norfolk

STAR CONTROL

BY ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH

The evil Ur-Quan empire are out to enslave the populations of Earth and her allied planets. It's up to you to take on the twelve spaceships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. All the ships are wildly different and success is down to mastering the many different weapons and special weapons at your disposal. Of course you can take on a friend, head to head, or play a drawn-out strategy game variation.

▲ One of the best two player Megadrive games ever. Learning the tactics and using the wild weapons is great fun.

▼ Not quite as much fun in single player mode.

MT RATING: 90%

MT SECRET TECHNIQUE

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 2

BY SEGA
PRICE: £44.99
REVIEWED: MT 13

Sequel to the excellent urban beat 'em up, with two new characters, more moves and much improved graphics. One or two players can brave the scrolling back alleys and back bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies.

▲ Amazing graphics and sounds (music by Yuzo Koshiro) and really enjoyable gameplay.

▼ Sadly, rather easy. Make sure you play it in hard mode (or MANIA, as explained below)

MT RATING: 92%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

708,480 (Normal) by Craig Wilkins, Northampton
724,490 (Hard) by Kevin Golder, Malvern
969,790 (Hardest) by Aaron Seddon, Wigan



SUPER KICK OFF

BY US GOLD
PRICE: £44.99
REVIEWED: MT 15

Conversion of that seminal piece of soccer software. Loads of options for different tournaments, weather conditions, strip colours – the lot. And real teams, British and Continental (though not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory.

▲ Super Kick Off's feel and playability is unrivalled by any other football game on the Megadrive at the moment.

▼ £45? Seems a bit steep, isn't it?

MT RATING: 94%

SUPER OFF-ROAD

BY ACCOLADE
PRICE: £34.99
REVIEWED: MT 6

Once an obscure coin-op by Leland, this Super Sprint-style race game has been converted to every format imaginable. Drive your little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

▲ Starts off as really good fun, and there are loads of different courses.

▼ It's quite easy to wipe the floor with the opposition during the first 20 or so races, get a fully tooled-up truck, then keep winning for a while before the computer catches on and gives its best drive 66 nitros, suddenly leaving you with no chance. What a bummer.

MT RATING: 83%

CURRENT HIGH SCORE

199,000 (no continues, 48 races won) by Mike Houghton, Stockport

SWORD OF VERMILLION

BY SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

As a dispossessed prince you have to regain your kingdom from the evil forces which have usurped it. This amounts to lots of travelling between towns and through hidden caves, fighting trolls and the usual fantasy RPG fiends while solving the odd puzzle.

▲ Very well put together; the plot is good and the combat is more arcadey than usual, so less experienced players should enjoy it. Oh, and the music is ace too.

▼ It seems a bit pricey for an old 6 megabit game.

MT RATING: 87%

T



TAZ MANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 6

Another Saturday morning cartoon becomes a Megadrive platform game. Taz (the Tazmanian Devil) has to whirl his way around the deserts, jungles, and abandoned mines of the Tazmanian islands on the hunt for some giant eggs for his breakfast.

▲ Marvellous cartoon graphics and the music and sound effects are spot on.

▼ This is one of the easiest Megadrive games ever.

MT RATING: 82%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

1,534,480 (Hard) by Imelda Khoo, Hailsham

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

BY KONAMI
PRICE: £39.99
REVIEWED: MT 16

Vile Shredder is using his new-found Hyperstone to shrink down New York, building by building, and only the Turtles can stop him. Much like the popular coin-op, this is a scrolling beat 'em up in which

one or two players can take their favourite Turtle on a Foot Clan-smashing mission.

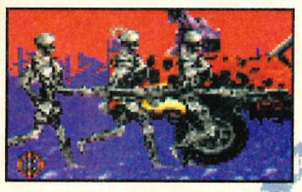
▲ Tremendous graphics (the Turtle sprites are just great) and sound and loads of fighting action. Great fun.

▼ The fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

CURRENT HIGH SCORE

1,103 by Chris Biggar, Accrington, Lancs



TERMINATOR 2

BY ACCLAIM
PRICE: £39.99
REVIEWED: MT 13

This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game.

▲ Good graphics and good fun too, with one or two players. With the Menacer it's excellent.

▼ The third level is so hard it's mega-annoying!

MT RATING: 86%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

6,702,800 (Normal) by Peter Davis, London, SE5
4,274,350 (Hard) by Gavin Pinkett, Abertillery

THUNDERFORCE III

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Six level space shoot 'em up by Tecnosoft (programmers of such cracking games as Dragon's Fury and Thunderforce IV) with loads of extra weapons, massive boss monsters and weird scenery to keep the player occupied.

▲ Brilliant graphics, sound and gameplay. A very addictive blast.

▼ Recently superseded by Thunderforce IV.

MT RATING: 89%

MT SECRET TECHNIQUE

Pause the game at any point then press UP ten times, then keep pressing B, then DOWN, then B, then DOWN. You'll know if it's working when the weapons start appearing in the boxes at the top of the screen. You should now be endowed with all the weapons and the next power-up you come across will be a Claw.

CURRENT HIGH SCORE

11,528,100 by Hywel Llewellyn, Pentyrch.

THUNDERFORCE IV

BY SEGA
PRICE: £39.99
REVIEWED: MT 9

More space shoot 'em up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

▲ The graphics really are a knockout and the gameplay is just ace. Definitely the best Megadrive shooter at the moment.

▼ Lots of new effects, but the basic gameplay is nothing original

MT RATING: 94%

MT SECRET TECHNIQUE

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.

CURRENT HIGH SCORE

6,134,410 (Easy) by Daniel Gidman, Bristol
509,697 (Normal) by Lee Harrison, King's Lynn
5,280,880 (Hard) by Gay Fairholm, Dumfries



TOE JAM AND EARL

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Toe Jam and Earl are two 'spaced-out' (ho ho! What a laugh) aliens who happen to have crash landed on a strange world of 20-odd levels arranged like floors in a department store. Their objective is (either on their own or together this being a game with a two-player option) to avoid getting knackered by all the crazy inhabitants of the planet and find the bits of their spaceship so they can escape.

▲ Lots of wacky noises, kooky graphics and the two player option make it fun.

▼ Very basic gameplay which is only propped up by all the wacky noises and kooky graphics.

MT RATING: 82%

MT SECRET TECHNIQUE

There are secret islands accessible from level one. To reach both you need to find either Icarus Wings or Rocket Skates or a Float on one of the levels above, then fall down to level one. Activate one of these presents and go either towards the top-right corner where there's an island loaded with presents or to the bottom-left, where there's an island with a hole in the middle. Fall through the hole and you land in level 0 where you can replenish your energy and enjoy a few new sights. Also, when you finish the game, don't follow the yellow brick road as instructed but explore the bottom-right and the very top of the level to find a few extras.

CURRENT HIGH SCORE

1,802 (as Earl) by David Hall, Birmingham

TWINKLE TALE

BY WAS
PRICE: IMPORT
REVIEWED: MT 11

It's that old story of the little witch going on a scrolling shoot 'em up adventure against all sorts of creepy beasts who are turning her local Green Belt area into a steaming cesspit of unrefined malevolence. She only knows three monster-killing spells, but she can power them up a couple of times so she gets by.

▲ Nice graphics and it's a really good example of an unusual shoot 'em up.

▼ We'd buy it for a dollar.

MT RATING: 88%



TWO CRUDE DUDES

BY SEGA
PRICE: £34.99
REVIEWED: MT 5

One or two players can be the crude dudes, fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comedy beat 'em up action is the order of the day, with out two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission.

▲ Great graphics and great fun.

▼ Dead easy, though.

MT RATING: 84%

MT SECRET TECHNIQUE

Play a one player game and plug in a second pad. When you start to run out of lives in single player mode, press START on pad two and you'll be able to continue.

U

WANI WANI WORLD

BY KANEKO
PRICE: IMPORT
REVIEWED: MT 4

An update on that old game of Space Panic in which you had to bash holes in platforms to trap monsters, then smash them on the head until they fell through and died. A bit cruel, perhaps, but there you are. This one casts the player or players as cute little dinosaurs who have to dodge around the platforms and ladders, wielding their mallets and picking up bonus points.

▲ Colourful graphics and simple, fun gameplay.

▼ Not a vast amount of variety between levels so it does induce boredom if played in large doses.

MT RATING: 80%

MT SECRET TECHNIQUE

To start the game with 200 lives press reset twice when SEGA appears on the screen. If it's worked you should see question marks on the lives counter.

W

WARSONG

BY TRECO
PRICE: IMPORT
REVIEWED: MT 4

A fantasy strategy game in which you have to lead your army of wizards, warriors and assorted mythical beasts into battle in several scenarioes with the overall goal of regaining your throne.

▲ Simple controls and fun battle scenes make this enjoyable even for someone who's usually not that keen on this sort of game.

▼ Graphics aren't super-duper.

MT RATING: 85%

WONDER DOG

BY JVC
PRICE: IMPORT
REVIEWED: MT 12

Wonder Dog has just crash-landed on Earth and has to get back to his home planet of K-Ninus by hopping around platforms and dodging hostile weirdoes on various planets. This is on CD only and will be available officially in the summer.

▲ Great graphics and sound.

▼ There just aren't any really smart or innovative features in the game and it's quite easy to beat.

MT RATING: 82%



WORLD OF ILLUSION

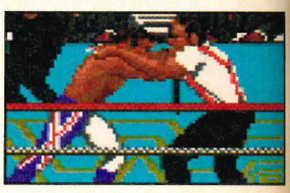
BY SEGA
PRICE: £39.99
REVIEWED: MT 12

Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters (most of whom seem to have come from Alice in Wonderland) and if they're ever going to get back to their Hollywood penthouses they'll have to get around numerous levels of platforms and other obstacles, helping each other out if your playing with both characters in two player mode.

▲ The best graphics of any Disney game yet and you can play slightly different games by choosing to play as Mickey or Donald or both together (in which they have to co-operate).

▼ This is definitely aimed at younger players and is very easy to finish.

MT RATING: 90%



WWF WRESTLEMANIA

BY FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13

Become your favourite fat wrestler (providing their one of the eight included) and use their own special moves in this game of the phenomenon. Recreates pretty well the in- and out-of-ring shenanigans which make this branch of the sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship.

▲ Looks great and successfully gets across the excitement of the 'real' thing.

▼ There are ways to beat all the opponents with one move... but we won't ruin it by telling you what that move is here.

MT RATING: 84%

Z

ZERO WING

BY SEGA
PRICE: £19.99
REVIEWED: MT 5

Evil space pirates have reneged on a treaty they signed with us Earthlings and have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls, so now you have to pilot your Zig into enemy territory and give them some hot laser death right where they live.

▲ The sprites and backgrounds look really sharp.

▼ There are only three weapon types to play with and the action isn't particularly varied.

MT RATING: 82%

MT SECRET TECHNIQUE

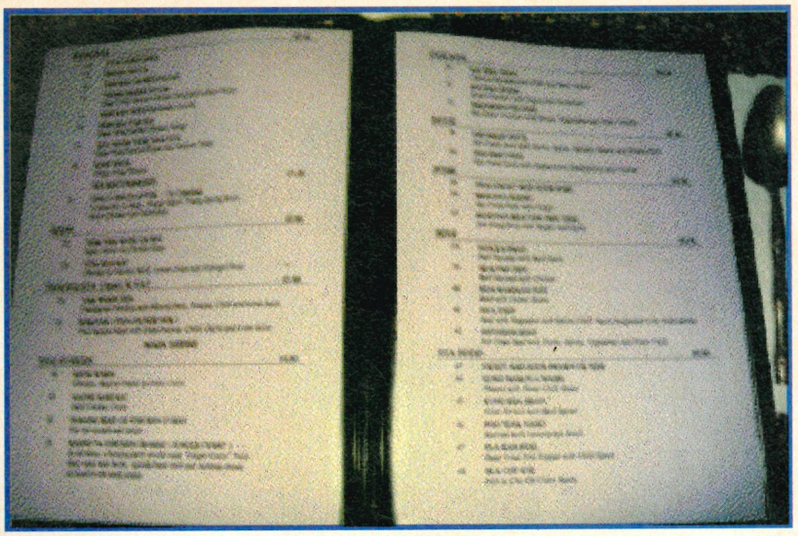
Watch all of the intro screens then start the game and collect all the green power ups and nothing else (not even speed-ups or smart bombs) then when the next green is due to appear the purple mega power-up should come on instead. If it doesn't, change weapons and try it again with the new weapon. Occasionally it doesn't work and you get a 1-UP or a 10-UP instead.

CURRENT HIGH SCORE

2,584,700 (Easy level) by Craig Wilkins, Delapre

OUT TO LUNCH

A brand new, regular feature where we take a prime mover in the games scene out to lunch, ply the unsuspecting victim with food and drink and then fire a stream of probing questions at them while their resistance is low, and it's certainly not a thinly-veiled excuse to go out and get bloated at the company's expense, oh no, never. This month's diner is Offical Segaman, Andrew Wright.



THE MENU



DINER'S PROFILE

Name: Andrew Wright
Position: Software Product Marketing Manager, Sega UK
Duties: Responsible for marketing of Sega software; liasing with games magazines and public relations and advertising agencies; basically to know everything about all Sega software.
Status: Birthday boy, just in the mood for a slap-up celebration meal.

(The Scene: The One-2-One Thai Restaurant, Earls Court. We've ordered, the starter has just been served and our tongues are just loosening up...)

MegaTech: So when are we going to see some really smart Mega-CD games that'll really knock our eyes out then, Andrew?

Andrew Wright: Well, I know some of the games are not really anything special, but there are a few good ones coming up soon. As far as I'm concerned, Mega-CD titles break down into three main categories. First you've got the flashed-up cartridge titles, which just treat the Mega-CD as another format to put out an existing game on. The second type is film or cartoon footage which you interact with – Night Trap, Sewer Shark, Road Avenger, Time Gal, that type of stuff. The third type – and there are only a couple of games of this type around at the moment – use the Mega-CD's dedicated on-board chip to achieve tricks like sprite rotation and magnification. Thunderhawk is the most impressive one in this last category so far, Batman Returns is in there too, and that's where I get really excited about Mega-CD software, because these are the games that are actually using the machine's capabilities to produce far better games. There's also something called 'Q-Surround' music being developed for the Mega-CD – it's like 'spatial' sound, so if you hook up your machine to your hi-fi you'll get a 'surround sound' effect – Silpheed has got it, and it looks really, really good too. You'll start to see the really interesting Mega-CD stuff around Autumn/Christmas time... and there's a lot of exciting Megadrive stuff in the pipeline too.

MT: So which Megadrive stuff in particular are you most excited about?

AW: What I've currently got a buzz on is Jurassic Park. Some of the animation is really neat – when you stun a dinosaur it doesn't just go 'FZZZAMMM' and disappear, it falls over on its side and you can see it breathing. You can even play a dinosaur and eat humans! Not all of the releases Sega have brought out just recently have been stunning – there's been one or two really good games, but it's been a sort of... quiet patch. Mind you, I think a lot of games now are becoming, you know... boring, across the board. The attitude seems to be like: "Streetfighter II sold a shitload, so let's do a beat 'em up."

MT: Hmmm... yeah, things are getting really formularised. Anyway, Andrew, do you have any games machines at home?

AW: You know what? I've got two Megadrives, two Master Systems and a Game Gear... but I don't play games at home – it's like a Busman's Holiday, you just don't want to do it. I only use my Game Gear with the TV Adaptor to watch telly in the kitchen... but I do enjoy playing games at work.

MT: So how did you get into the video games industry – what's your advice for the kids who want to get into the business?

AW: Well, when I was doing my O-Level re-takes and a few A-Levels I got a Saturday job in Hamley's (the massive games store on London's Regent Street), which was brill, really neat. Gradually I started dropping out of classes – 'cos you can when you're in the Sixth Form – and then I got a full-time position and got transferred to the Games Department, which in those days included board games and very, very primitive computer games. I'm talking about Binatone stuff, Nintendo Game And Watches... this was around 1989. Then I got demoted for kicking someone in the goolies, got demotivated and eventually left 'cos all my mates left. Then I got a really boring job in the HMV on Oxford Street for a while, spent 13 months on the dole – which was brilliant, 'cos I didn't have to go on any training courses like you do now – and then landed a job advertised in the Evening Standard, which turned out to be demonstrating Activision games. After that, I did loads of different jobs within the computer games industry, until one of my old bosses offered me a job at Virgin. I worked my way up to become Marketing Manager of Virgin Games and then I was offered a job at Sega because I'd worked with some of the guys there. So my advice is that you don't have to have masses of O-Levels or a degree or anything – if you can approach the business at an early enough age, you're articulate, you know what you're talking about, you have an interest in what you're doing, have good ideas and can keep in touch with what people want from games, you're in with a better chance than most people.

MT: What do you think of the latest Sega TV ads for the Mega-CD?

AW: I think they're just trying to stun people and confuse the hell out of them. They're not designed to be taken in on the first go – with most ads, you see them once and after that they just wash over you. With our ads it's like reading comics like Watchmen – you read through it and you don't understand it and then halfway through you notice some little detail in the background that refers to something earlier on and you go: "Wow, cool – I've made the connection!"

MT: When will the Megadrive 2 and Mega-CD be released over here officially, and will they be as relatively cheap as they are in Japan?

AW: They'll be out over here in September, but the price really depends on the exchange rate of the pound against the yen.

MT: But isn't it simpler and cheaper to produce than the original Megadrive?

AW: Yes, I believe it will be marginally cheaper, but not as cheap as we'd like it to be, because there's a very poor exchange rate between the pound and the yen. We'd love to sell the hardware for next to nothing, because if people have the hardware they'll buy the software. But at the end of the day, Sega Europe has to buy hardware from Sega Japan and we get charged a certain amount of yen. That might have been a really minimal amount a few years ago, but as this country's in a recession it suddenly becomes a lot more than we'd like it to be.





LOST IN SPACE

All this month, we've been trying to re-establish satellite contact with Mystic Matthew, the incredible infant who regularly predicts the contents of next month's issue of MegaTech. Last time we heard from him he was orbiting the Earth, recharging his psychic batteries by draining energy from the nutrinos produced by White Dwarf activity in the Crab Nebula.

We suspect he's been head-hunted by NASA, who've probably forced him to use up all his newly-restored mystic healing powers in an attempt to fix the lens on the Hubble Telescope. We can only hope that, when he finally does try to return from outer space, he will he make a safe re-entry into the Earth's atmosphere. If you can hear us out there, Matthew, our thoughts are with you (you little squidgy bunny, you). In the meantime, we'll have to rely on our own inferior powers of prediction (and the official Sega Release Schedule) to foresee what the August MegaTech could contain...

Er... (rustle, rustle)... where's that flamin' release schedule gone? I could have sworn it was at the bottom of this enormous pile of paper a minute ago... oh no, I've lost the damn thing... (fzzzzzzt, fzzzzzzt... goo-gooo-gooo-gooo... crackle)... hang on, what was that strange noise coming from the MegaTech Communication SatelliteMonitor? Surely, it couldn't be, could it? (Fzzzzzt... poo-poo nappy... ploppy-plop botttty... crackle)... It is ! It's Mystic Matthew – he must be attempting re-entry. The signal's weak, but I can just make out the words... come on, lad – spit it out...

Potty... pottteeee... ECCO CD... SUPERMAN... squidgy bot-bot... TECMO CUP SOCCER... BOB... fzzzzzzt-crackle... MARKY MARK & INXS... ULTIMATE SOCCER... full nappyyyyy... INDY... GOLDEN AXE 3... TWO TRIBES... TECHNO CLASH... waaaaaah, nappy rash...

We'd better fill up the MegaTech swimming pool ready for splashdown. And as he's been floating in orbit for a whole month, we'd better clear the decks ready for a mega nappy-changing session too. See you next month when we've cleaned up the mess...

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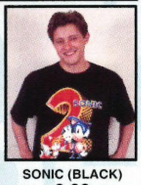
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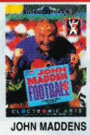

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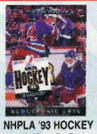

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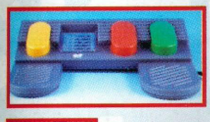

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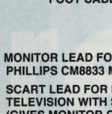

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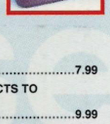

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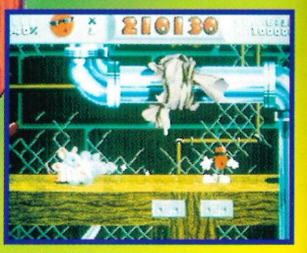
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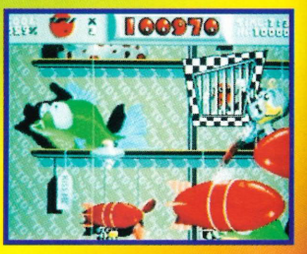
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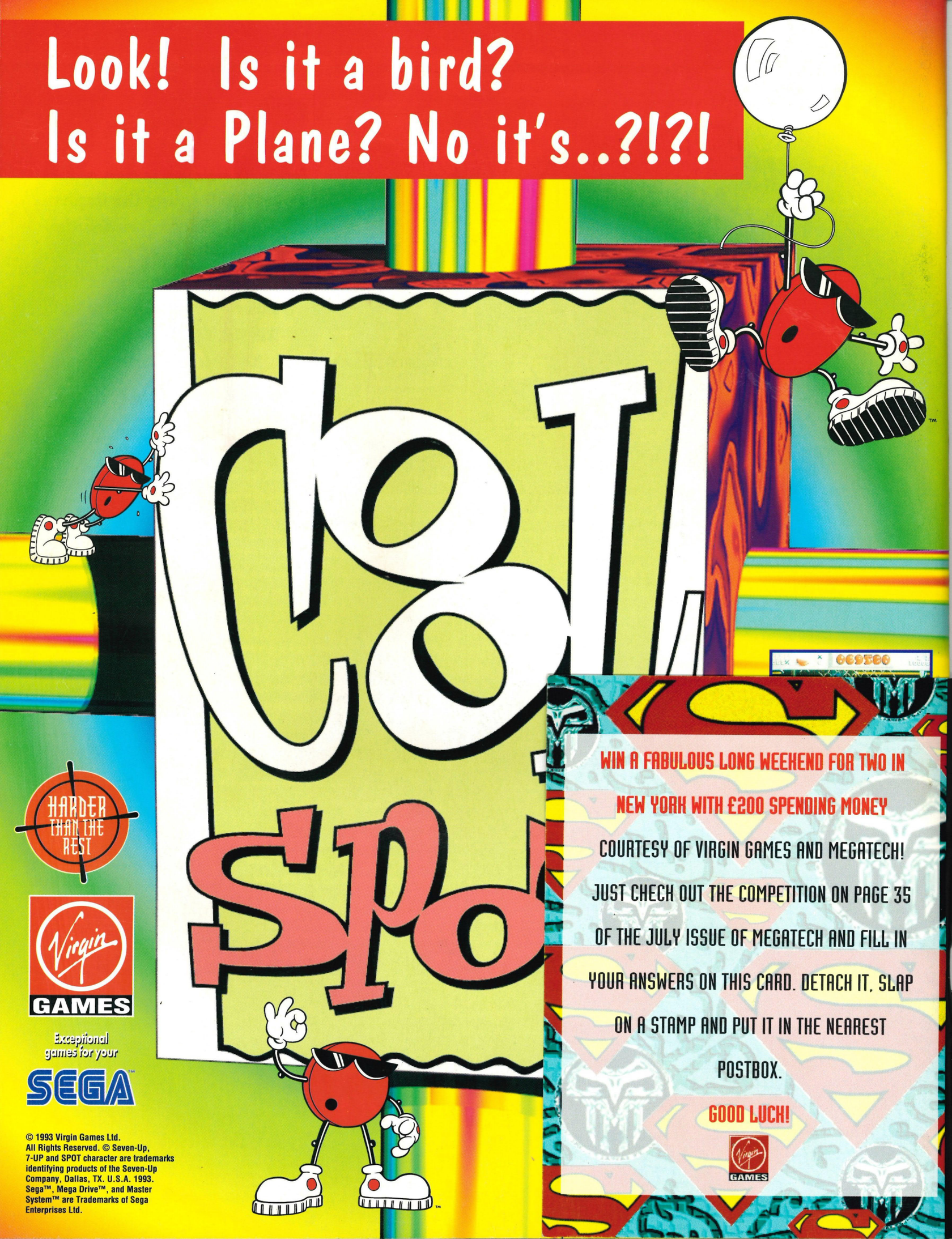
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Look! Is it a bird? Is it a Plane? No it's..?!?!



HARDER THAN THE REST

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