THE MAG FOR MEGA-CD!

SEGA ISSUE 23 NOVEMBER 1993 £2.25 US$5.95

MEGATECH

MEGADRIVE AND MEGA-CD!



MEGADRIVE & MEGA CD!

WORLD EXCLUSIVE!

DRAGON

FIRST LOOK!

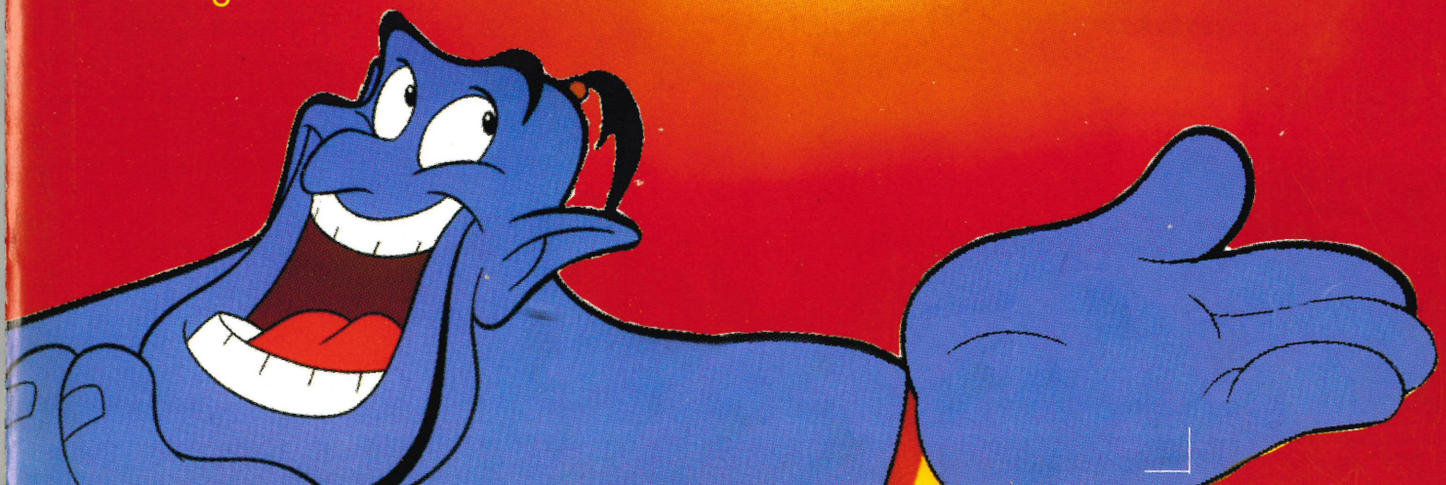
REVIEWED!

STREET FIGHTER II'

REVIEWED!

- SONIC CD
- ALADDIN
- DUNE CD
- POND III

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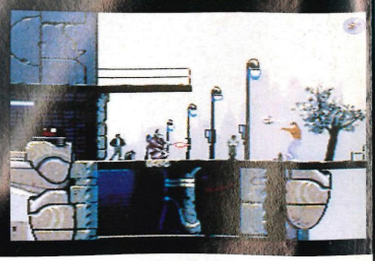
super kick
flashba













Flashback puts the 'MEGA' into Mega Drive. There's hardly an Earthling left who hasn't been addicted by the mesmerizing gameplay, scorching graphics and stunning animation... so if you've not added Flashback to your collection yet, join the human race and experience the mega THRILL. Just remember: it didn't hit the Gallup Charts' No. 1 spot by being tame!

"Just awesome!... best Mega Drive game I've ever seen or played!" (Mega Drive)
MEGATECH

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they'll take you by storm

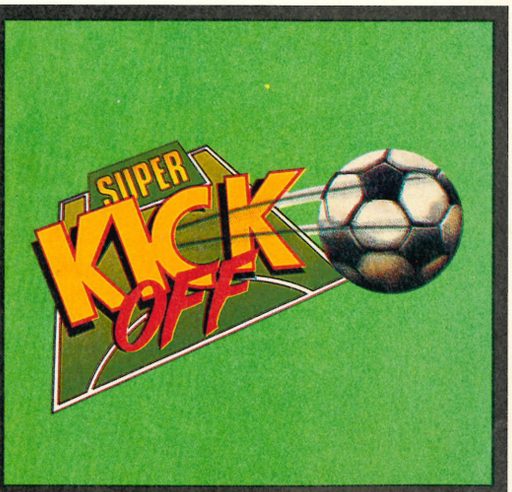
"The level of control and degree of skill you can develop on this game are incredible. The best football game going." (Mega Drive)
MEAN MACHINES - 95%









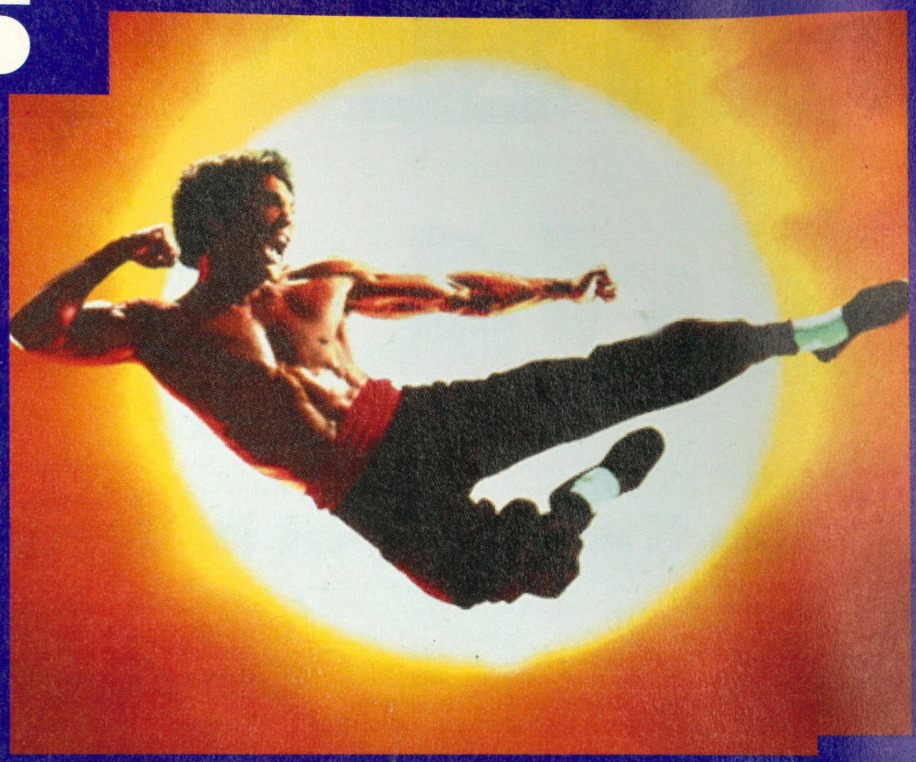


It's the Console Game which KICKED the others into touch to top the Gallup Charts' premier league! Hand pick your own team and kit, plan your set pieces - then push your skills to the limit with high performance ball control. Action replays...big cup competitions...penalty SHOOT outs...all wrapped up in a frenzied pace that'll leave you gaspin'!

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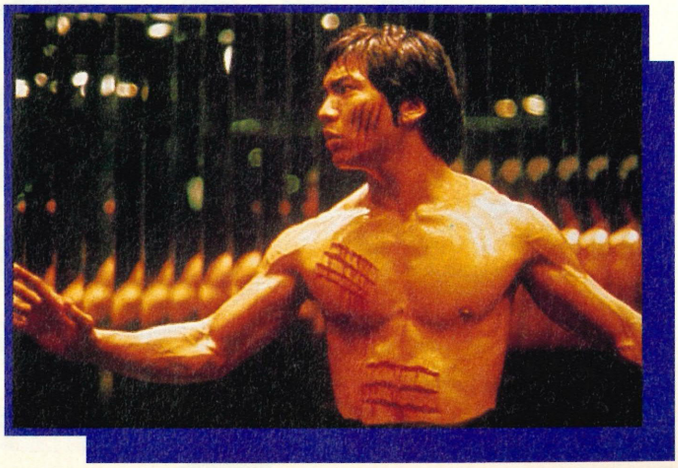
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DRAGON

With 'Dragon: The Bruce Lee Story' set to hit cinemas within the next few weeks, MegaTech has gone behind the scenes to take the first look at Virgin's forthcoming game. Absolutely nobody else has seen hide nor hair of this massive licence, so join us now as we take a look at both the game and the life of the world's greatest martial artist - Bruce Lee.





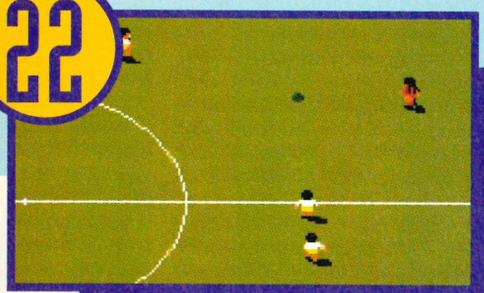
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Wahey! An expanded preview section makes it debut as we go behind the scenes on some of the hottest games lining up for a Megadrive release - including no less than four spiffy film licences.

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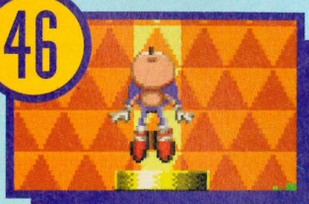
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Sega's Aladdin licence leads the way this month, and is ably supported by the CD-based arrival of Sonic, and some beat 'em up called Street Fighter 2 or something. And as you can see listed below, in true Ronco style there's lots, lots more.



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It's nice to be regular, so our old mums used to say. After all, without a bit of order, life would be chaotic. Blimey, what crap this bit is. Here's what's where...

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SPECIAL THANKS THIS MONTH TO:
ICE Distribution (0302 340079)
Gary 'Picture Library' Harrod
And Aileen for being so completely and utterly brilliant whilst Jeff was away climbing mountains. Cheers, Aileen. And, yes, you can say hello to your Mum...

SPECIAL NO THANKS TO
The people who have let us down during the production of this issue.

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This Month's Top Tips:
1. Responsibility must be shouldered - not carried under your arm (found on a Planet Hollywood sugar sachet).
2. Be warned. Intestinal gas is inflammable (Private Eye)

MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

- MR. NUTS
- SMURFS
- GRAND PRIX
- MORE LEMMINGS
- COOL SPOT RETURNS
- SPACE ACE
- BLUES BROTHERS
- VIRGIN'S GOAL!
- JIMMY WHITE ON MD
- BEST OF THE BEST
- HUMANS
- SUPER BIKES
- NEXT GENERATION
- AND MORE!



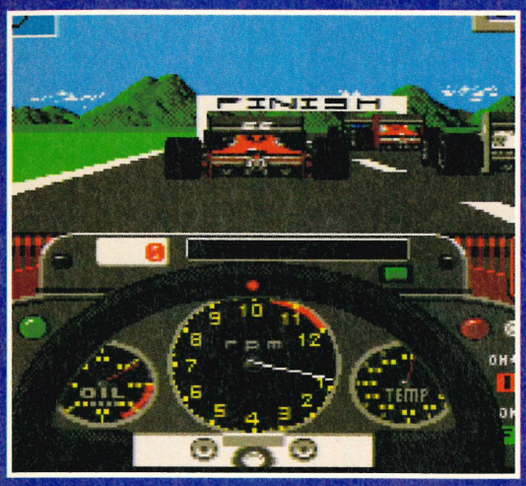
OCEAN SET TO ENTER THE SEGA MARKET

Manchester software giants, Ocean, are at last set to become Sega developers. After two years supporting the assorted Nintendo machines, it now appears that Ocean have secured a Sega licence and aim to start releasing Megadrive titles within the next twelve months. Details are a little shaky at the moment as the ink is still wet on the contract, but we have been told that the first Ocean Sega product will be a conversion of their latest Super NES platformer, Mr Nuts. The everyday story of a woodland vigilante out to defeat an evil ogre who is filling the pretty scenery with his baddy minions, Mr Nuts is a graphically-stunning game which plays along the lines of The Addams Family. Following Nuts, it seems likely that the next pair of games will be original titles based on Ocean's recently-acquired Lobo licence (based on the comic book of the same name) and their new movie acquisition, The Shadow, which is based on the forthcoming superhero film starring Alec Baldwin. As usual, we'll let you know when there's something concrete to see.

SMURFING ALL DAY LONG

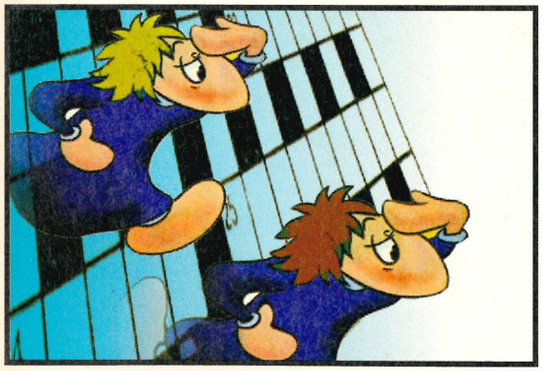
Blimey, if it isn't Asterix heading towards the Megadrive, it's those other Continental cartoon heroes . No, not Tin Tin and his ridiculous trousers – it's the Smurfs. Yes indeedy, those little blue creatures in the sock-like hats are currently undergoing the Sega treatment, with Infogrames handling the coding duties. Details regarding plot and game details are scarce at the moment, as Infogrames have literally only just started putting the Megadrive version together, but we've been told its a conversion of the Super NES platformer about to hit that machine. However, as the Nintendo game revolves around rescuing Smurfs from the evil wizard Gargamel's castle, we imagine the Sega version will follow the same route. Numerous hazards and things will no doubt stand in your way, and you can see exactly what form they take when we get our hands on the cart, real soon.

MICROPROSE'S PRIX



One of the few saving graces of owning an Amiga was a rather spiffy 3D Formula 1 sim called Grand Prix. Well, Microprose have once again teamed up with Prix coder, Geoff Crammond, and the resultant Megadrive conversion should be roaring on to your machines real soon. The original game was a pinnacle in fast-moving polygon graphics, and to ensure the Megadrive game is every bit as fast, Crammond is using the DSP chip to speed things up. With Virtua Racing set for release in the near future, things are starting to hot up on the race game scene. We'll be there with our chequered flag to let you know which one cuts the mustard and which stalls at the starting post.

OH NO, MORE LEMMINGS!



The Lemmings are heading back for more death-related tomfoolery as Psygnosis unleash Lemmings 2: The Tribes onto an unsuspecting Megadrive-owning populace. Featuring more styles of Lemming – including pole-vaulters – The Tribes contains even more tortuous landscapes, with loads more hazards standing between the little green-haired fellows and home. The conversion is in the very early stages at the moment, but we hope to have preview shots reet soon. Very soon, in fact. Actually, I think I can hear the courier pulling up outside with them. Nope, it's a pizza. Next month, then...



COOL SPOT RETURNS?

Wahey! Word has reached MegaTech Towers of a possible sequel to Cool Spot. Apparently, Virgin's ideas factory is looking to send the hip dot to Hollywood, thus opening up all manner of smart platform possibilities as he makes his way across a number of film sets and familiar Hollywood scenes. These details are as of yet unsubstantiated, and Cool Spot supremo and master programmer, Dave Perry, is currently wrapped up with The Jungle Book, but if we hear any more we'll let you in on it.

SPACE ACE BEAMS DOWN

After going 'missing in action' sometime in 1984, Dexter Ace – star of Readysoft's Space Ace laserdisk coin-op – is soon to return for his Megadrive debut. The coin-op wasn't exactly famed for its playability, as the action was limited to a 'move at the right time' system. However, for the forthcoming Sega conversion, developers Empire have lifted key scenes from the coin-op and have built them into separate arcade sections. The game's plot revolves around the antics of Dexter and his girlfriend Kimberly, who have been sent to bring arch villain, Borf the Bad (or something), back for trial. Borf is currently holding the world to ransom with his Infanto Ray – a powerful laser which reverts its victim to childhood – which he has used to revert Dex to a gangly teenager, before whisking Kimberly away to his space station lair. From here, a series of shoot 'em up and driving sections are unveiled, with the final confrontation with Borf waiting at the end. Empire have just started putting together the code for Space Ace, and as soon as we find out whose going to snap it up we'll keep you posted.



index
THE CATALOGUE SHOP

WIN! £500 OF SEGA GEAR WITH THE BARCODE BATTLER!

How would you like to be able to walk into your local Index store armed with a five hundred quid voucher for the biggest spending spree of your life? Well, being the caring mag we are, we've teamed up with Index to allow you to do just that. Just think – you could buy a Mega-CD, or a decent TV, in fact whatever you want, really. What's more, thirty – yup, THIRTY – runners-up walk away (or skip if they prefer it) with a Barcode Battler each. So, what do you do to win one of these prizes? Simple – shown below are four pictures of Battler characters, who have been labelled 1-4. Also shown are four character names and a description of their abilities – the barcode data – which has been labelled A-D. Guess what? Using the clues within the descriptive text, your job is to match the pictures with the relevant data. Here's the data:

A. HACKER:
This nasty piece of work is a sharp operator in every sense of the word. He looks evil and is evil. No neck, no feelings, and no nice!



HP 12300
ST 9800
DF 800

B. HARDWARE
True blue Hardware is the leader of the good guys. Is that a helmet he's wearing or is he just pleased to see you?



HP 44800
ST 11300
DF 5400

C. BOOT
Just look at those wicked eyebrow protectors! This is a character of extremes – with shoulder pads so large he must be making a fashion statement!



HP 6100
ST 3600
DF 8700

D. ROM
Heavily-armed with what looks like a razor-sharp hockey stick, this mean machine is likely to put any opponent on ice.



HP 2100
ST 9600
DF 8700

So there you have the wild and wacky gang in full. Now, just write which letter goes with which number and you're away.

Yes, MegaTech mates, I'm a bit smart and I reckon the following combinations are right:

A - .....

B - .....

C - .....

D - .....

Now just pop this bit of paper into an envelope and send it to:

BARCODE BATTLING,
MEGATECH,
EMAP Images,
Priory Court,
30-32 Farringdon Lane,
London
EC1R 3AU.

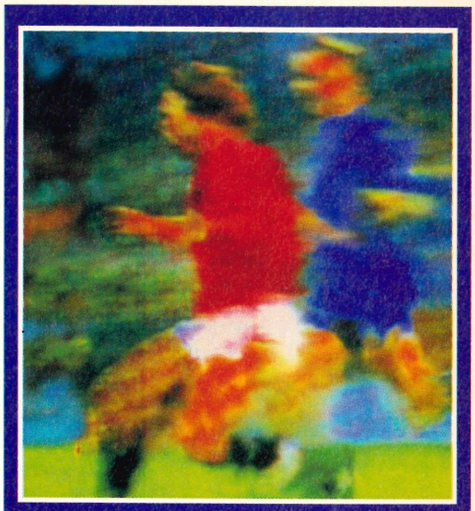
TAKARA REV UP

Takara are currently fine-tuning a conversion of Titus's Lambourghini licence, which was recently released for the Super NES. Seated within your gaudy yellow car, Lambourghini drops the player in the middle of a highly illegal Trans-America road race. With the Police out to stop this Cannonball Run clone, the player's main aim is to be first past the finishing line in order to win stacks of cash with which to buy extra goodies for your vehicle. In addition, the game also allows the more bullish competitors to place bets on themselves for a little extra capital. All the usual snow scenes, desert landscapes and waterways stand between the player and glory, and we'll bring you the first screenshots as soon as there's something to see.

WE'RE ON A MISSION FROM GOD



"Everybody, needs somebody..." well, according The Blues Brothers they do. And after appearing on virtually every computer and console format known to man, Jake and Elwood are now heading for the Megadrive, courtesy of Takara. Converted from the Super NES game, The Blues Brothers is an eight-stage platformer in which the player controls either Jake or his lardy brother, Elwood, as the scour the platform-laden screens in search of records.



VIRGIN SCORE

Those busy chaps at Virgin are in the process of converting Dino Dini's Amiga classic, Goal!, to the Megadrive. Originally, entitled Kick Off III until a legal wrangle saw Virgin pinch it from under Anco's nose, Goal! takes the basic idea of Super Kick Off, but adds slightly easier controls and a unique two-plane viewing system which basically means that, whenever the action hots up, the screen closes in on the action for extra effect. In addition, more time has been spent on the corner and free kick systems, with guide lines added to enhance the accuracy of the shots. Work has only just begun on the con-version, so there's nowt to see yet, we're afraid.

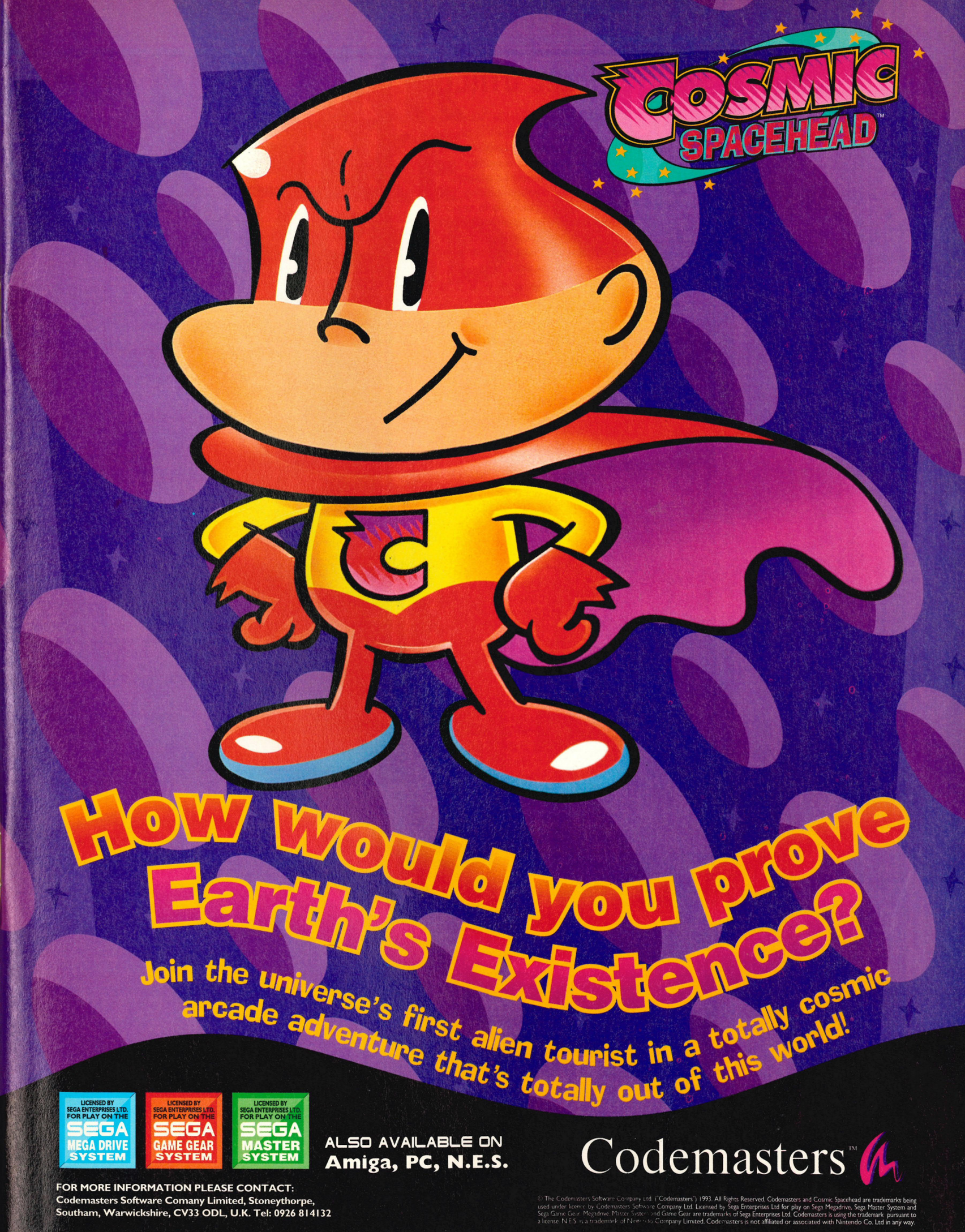
US GOLD WIN WORLD CUP

Although it doesn't look as if England will qualify, US Gold have already stepped in to produce a game based on the 1994 World Cup. With it being so far away, though, they haven't decided who's going to code it, what it will look like or anything. Which explains why this is such a short news piece. I'll tell you what, though, to bulk it out a little, I'll tell you about US G's other new signing: Hurricanes. Apparently, it's a US cartoon featuring a hipster basketball team, but that's all we know. Oh dear, er... more news soon then.

VIRGIN CUE UP

"Snooker loopy boys are we, him and him and him and me." Well, it goes something like that, anyway. Virgin are certainly a bit snooker loopy at the moment, as they're about to convert Archer Maclean's brilliant Jimmy White's Whirlwind Snooker onto the Megadrive. For the uninitiated, Whirlwind is a Snooker sim which uses polygons to allow the player to view the action from any angle and any direction, as well as allowing the player to swing in for BBC-style camera pans! Nothing to see yet, we're afraid, but we'll keep you posted.

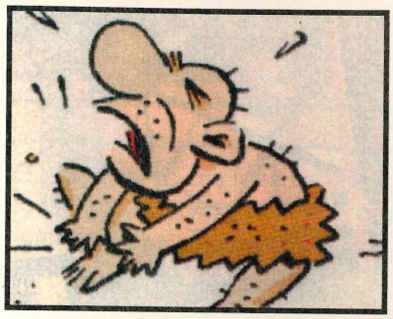



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HIT THE STREET

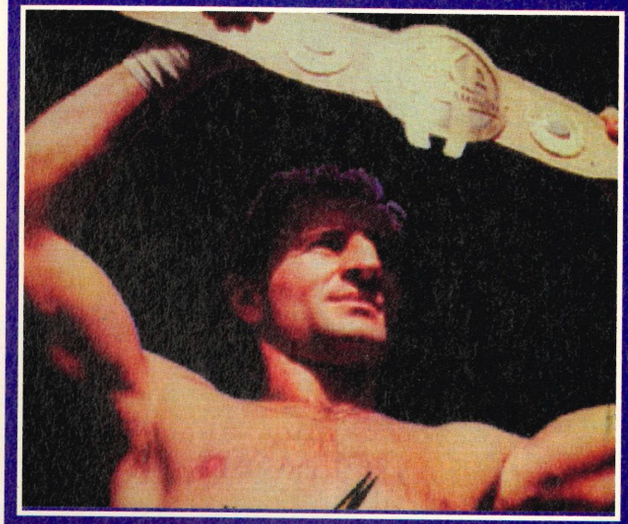
Just a quickie. Virgin are all set to produce a street-based Basketball game, featuring a motley assortment of urchins as players. Played within a rough-looking courtyard, you'll be able to select your players from a gang of contenders, each of whom has individual pros and cons. Not much else to report as of yet, so on to the next story...

SO YOU WANT AN EVOLUTION?



With Gametek's Humans now out and about, their programmers have already started work on a sequel. Humans 2 will take the hapless homo sapiens a little further along the evolutionary scale as they enter the world of construction and development. The gameplay is pretty much the same as the first game, but apparently Gametek are going to tweak it here and there to ensure the action is a little more fast-paced than that of the predecessor.

LORICIEL KICK OUT



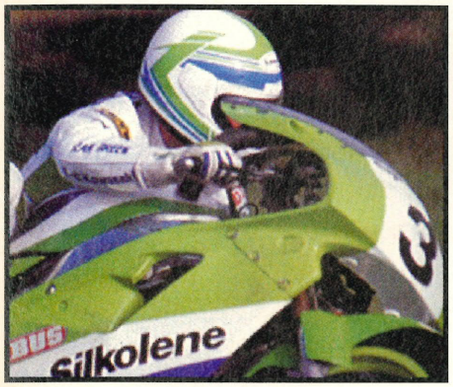
The not-so-gentle art of kick boxing is soon to grace the Megadrive as those canny Frenchies at Loriciel beaver away on a conversion of Best Of The Best. Originally released for the Amiga under the name Panzer Kick Boxing, Best Of The Best takes the form of a sideways-viewed scrap with the two ring-based fighters using all manner of well-animated moves to kick seven shades out of each other. Spinning kicks, rapid punches and numerous sweeps feature among the many moves, and three glowing lamps at the top of the screen act as energy bars. It has to be said that the Super NES game was a little dull to say the least, but Loriciel are planning to tweak the Megadrive game, so we'll reserve judgment until then. A release date has yet to be set.

FURTHER FOOTY FRIVOLITY

Leaving Dizzy well behind (for a while at least, anyway), Codemasters are set to take on the likes of Sony and EA by releasing a Soccer game. Apparently, the Codies' programming team have looked at every football game on every format as they try to determine the best elements from each. As of yet, only the viewpoint has been decided upon – an overhead view – but they will also be adding a full wealth of banana shots, tactics and passing moves, along with a duo of digitised TV commentators. No release date, but pics will follow as soon as possible.



DOMARK RIDE LIKE THE WIND



UK NEWS

Following F1 World Championship, Domark are busy putting together Kawasaki Super Bikes. Played across fourteen international circuits, Kawasaki gives the player the chance to wreck a number of ZXR750R speed bikes before they get good enough to compete – either against the computer or a mate. All the usual pit scenes have been incorporated and a full preview is on its way.

CD NEWS

CLIVE BARKER'S CARTS OF BLOOD

Having torn your soul apart with Hellraiser, Clive Barker is all set to do loads of scary things with the guys and gals at Virgin. Y'see, Virgin have teamed together with the boy Barker to create all sorts of ghoulish CD-based games, and the fruits of their labours should start to appear within a year or so. However, having read Barker's brilliant Books Of Blood and the likes of Weaveworld and The Damnation Game, we're pretty sure these could be games to watch out for. Who knows, maybe Pinhead himself will be appearing! Further details as soon as we get 'em.



MEGAWORLD CHART

THE UK MEGADRIVE TOP 20

Once again, those oh-so-smart chaps at Special Reserve have supplied us with a list of what's out-selling what. Gee, they're such swell guys...

POS	LAST MONTH	NAME	COMPANY
1	N/E	MORTAL KOMBAT	ACCLAIM
2	1	JUNGLE STRIKE	EA
3	2	MICRO MACHINES	CODEMASTER
4	3	PGA GOLF 2	EA
5	4	FLASHBACK	US GOLD
6	6	COOL SPOT	VIRGIN
7	5	NHLPA '93	EA
8	7	TINY TOONS	KONAMI
9	10	JURASSIC PARK	SEGA
10	8	SPEEDBALL 2	VIRGIN
11	N/E	BUBSY THE BOBCAT	ACCOLADE
12	9	ROAD RASH 2	EA
13	11	ECCO	SEGA
14	12	WWF WRESTLEMANIA	ACCLAIM
15	13	GHOULS'N'GHOSTS	SEGA
16	N/E	POPULOUS 2	VIRGIN
17	18	X-MEN	SEGA
18	16	POPULOUS	EA
19	14	SHINING FORCE	SEGA
20	15	LEMMINGS	SEGA

MICROPROSE BOLDLY GO...

UK NEWS

Prepare to visit strange new worlds and boldly go where no-one has gone before as Microprose and Spectrum Holobyte enter warp speed to bring Star Trek: The Next Generation to a Megadrive near you. Yes indeed, ol' baldy himself, Jean-Luc Picard, falls under your control as you are invited to take control of the Enterprise's many functions as you embark on a number of daring missions. Sadly, the game is at such an early stage we can't reveal any more about them, but as soon as there's something to see we'll print it. We're good like that.

STAR TREK THE NEXT GENERATION



HAMMER TIME

Manga fans will no doubt already be poring over the recently-released second instalments of Doomed Megalopolis and Crying Freeman, but the older gore hounds among you will soon be able to settle down with the all-action sequel to Tetsuo: The Iron Man – the originally-named Tetsuo II: Body Hammer. This time the action is in colour as a businessman finds out he is gradually turning into a machine, and goes on to fight a load of vicious skinheads who kidnap his daughter. Needless to say, Body Hammer is an 18 certificate, but if you liked the first one, you'll love this bigger budgeted sequel.

MEGATECH RECOMMENDS

If you've got cash burning a hole in your pocket, these are the games you should be blowing it on – here's our list of the top titles from the last few months.

ZOMBIES

Konami combine all that's good about those corny '50s B-movies (i.e. the weird monsters) with a terrific blend of shoot 'em up and maze-based action. Controlling one of two heroes, the basic aim of the game is to scour each film-themed stage in search of the endangered civilians within. As you do so, assorted chainsaw-wielding monsters and bug-eyed aliens try to sap your energy and eat the local populace, but luckily loads of power-ups and bonuses line the route. Great in every department, this is well worth a look.
MT RATING 90%

PUYO PUYO

Yes, it does look like Columns, but behind its familiar facade, Puyo Puyo hides a devilishly playable game. A one or two-player game, Puyo involves linking up three or more similarly-coloured blobs in order to clear parts of the screen. However, every time two or more sets are cleared, your opponent's side of the screen is filled with glass balls which hinder their clearance methods. The computer-controlled players are tough, it's brilliant as a two-player game, and it proves incredibly addictive. What more could you possibly want?
MT RATING 91%

NHLPA '94

Ever had the feeling of deja-vu? Yup, EA have given their Hockey game its third make-over – this time adding a four-player mode, better goalies and 'one-timer' shots, along with a bunch of other minor tweaks. Apart from that, it still contains all that was good about the original, including hard tackles and smart shots. However, although it scores highly, owners of either of the first two can't really warrant buying this, as the additions are just too few and too limited to be worth the extra sponduliks.
MT RATING 90%

KEIO FLYING SQUADRON

It may sound like a Red Arrows simulator, but Keio is in fact a rather natty Parodius clone for the Mega-CD. Guiding your dragon-riding bunny girl (don't ask) through a series of horizontally-scrolling stages, the basic aim is to blast everything in your path as you make your way to the end-of-level bonuses. Loads of power-ups add the likes of fireballs and three-way-firing to your bunny girl's armoury, but these are lost on contact with your foes. This doesn't exactly push the Mega-CD to its limits, but it's fun, by golly, and that'll do for us.
MT RATING 90%

THUNDERHAWK

Core Design enter the Mega-CD arena and quite simply blow the competition away. Thunderhawk is a cross between countless 3D coin-ops and a simple flight sim, and puts the player in the cockpit of the latest battle helicopter. Numerous missions stand between you and loads of medals, and each is a fast-paced affair similar to the likes of the Afterburner and Galaxy Force coin-ops – only with more depth. Granted, some of the missions are a little samey, but Thunderhawk is a milestone in Mega-CD advancement. This is a game that could never be done on cartridge alone, and Core deserve a hearty pat on the back for making such a massive leap forward in CD playability.
MT RATING 91%

GAUNTLET 4

Yeah, yeah, yeah, it's a conversion of a ten-year-old coin-op, but Tengen's conversion of the Atari classic proves that true brilliance really does stand the test of time. For our younger viewers, Gauntlet is an RPG-based maze game with up to four players legging it through a series of dungeons in search of treasure and adventure. The former comes in the form of energy-replenishing food and caches of gold, whilst the latter appears as hordes of death-dealing baddies, including lobbers, thieves, and Mr Death himself. As the game progresses, so the dungeons get trickier with warp zones, locked doors and pools of acid throwing assorted problems in your path. This is an excellent conversion and identical to the coin-op. Tengen have even added a few extra ideas to the basic mix, and the result is quite simply one of the best games we've seen for ages. it may not look much, but by jove it plays like a dream.
MT RATING 94%

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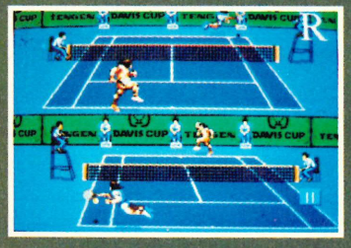
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"Davis Cup is the cream of tennis games." MEGATECH - 90%

"By far the finest Mega Drive tennis sim' yet seen. Buy you fools!" MEAN MACHINES - 90%

"The definitive tennis game is here at last...Fast, loads of shots to choose from and highly addictive." SEGA POWER - 89%







MEGA DRIVE

DOMARK

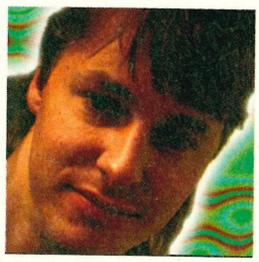
TENGEN VIDEO GAMES

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THE MEGATECH FILM CREW

Because we're featuring so many games that are tied into film licences this month, we thought we'd ask the MegaTech team (and various hangers-on who we haven't got the heart to throw out of the office) who they'd like to be if they could be any character in any film of their choice. The answers just go to show what a twisted bunch of fantasy jockeys these people really are.

JULIAN 'DEJA VU' RIGNALL



I'd love to play Bill Murray's character in the film Groundhog Day – he lives the same day over and over again, and that'd give me some great opportunities to do things I've never had the time to do. I'd split my day into two parts – in the morning, I'd learn guitar and become the hottest axe merchant around; in the afternoon I'd study to become a world-renowned scientist so that I could invent the interstellar motorbike.

STEVE 'GOLDEN BOOTS' MERRETT



I would love to have been Bobby Moore in Escape to Victory, that classic film which follows the exploits of a team of footballers as they carry out a heroic escape from a Nazi Prisoner of War camp using only their unique dribbling skills. The way Bobby leaves a-dozen Prison Guards for dead with a beautiful body-swerve and then hoists a long, hopeful ball up the middle of the park is a real golden moment.

JEFF 'BOB MARTINS' ZIE



I've always yearned to be Lassie – ever since I saw him getting some heavy petting from the young and gorgeous Elizabeth Taylor in the classic film Lassie Come Home. I used to really 'get into character' by nicking my mother's best sheepskin rug, getting down on all fours and savaging the postman, but my parents put a stop to my canine activities because I'd be out all night peeing against lamp-posts.

MARK 'CERTIFIABLE' HOLMES



It'd have to be Jack Nicholson in One Flew Over The Cuckoo's Nest for me – he's such a lovable rogue of a character. The way he blags his way out of prison by pretending to be crazy is excellent, and he's surrounded by a great bunch of nutters – just like the MegaTech crew. I wouldn't want to stay 'in character' for the lobotomy scene at the end, though – I've had one of them already, thanks.

TOM 'DINO RIDER' GUISE

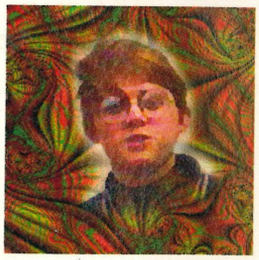


I'd be Tim in Jurassic Park, but I wouldn't be as much of a drip as he is. In my version of the film, I wouldn't just run around being scared and getting trapped under jeeps, I'd be hitching rides on the back of a Gallimimus – one of those really fast dinos that run across the plains. And I'd be equipped with a rocket launcher, back-pack and a baby Triceratops, just like the toy Tim action figure in the shops.

AILEEN 'CALAMITY JANE' O'DONNELL



I'd love to play Susan Sarandon's part in Thelma and Louise – I can't remember whether she plays Thelma or Louise, but she's certainly a strong female character. My favourite bit is where a greasy, fat trucker drives alongside their car, making lewd suggestions with his tongue. The girls pull over and he gets out of his truck, but he gets more than he bargains for – they blow up his petrol tanker with bullets! Brilliant!



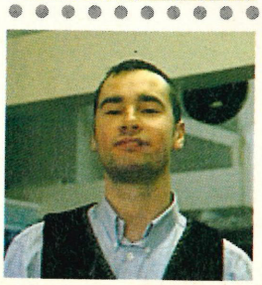
PAUL 'WHIPLASH' GLANCEY

I'd like to be Indiana Jones in Raiders Of The Lost Ark. In fact, we share a lot of similarities in our characters: Indiana Jones has a hat, and so do I; Indy has only one phobia – his fear of snakes – and I, too, have only one morbid fear – I can't stand nuts. I'd be thrown headfirst into a pit of dangerously salty cashew nuts, but I'd use my whip technique to extricate myself so that I'd be able to snog Karen Allen at the end.



MARK 'CHOCODOOBIE' PATTERSON

I've always wanted to be one of the Oompa-Loompas from Willy Wonka and the Chocolate Factory. They're the closest personalities to myself that I've ever seen in the movies – both in size and character. They're such dedicated, hard-working little chaps who always have a jolly song on their lips – just like me – and they've also got unlimited access to all that delicious Willy Wonka chocolate. Yummy!



GUS 'POTHOLER' SWANN

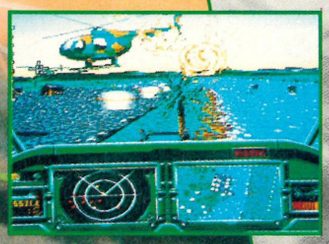
I'm an underground kind of guy, so I can really relate to Newt, the feisty and resourceful little girl in Aliens who's the only survivor of the human colony. I like the idea of ferreting around in an intricate warren of underground tunnels with a doll's head and loads of junk for company – in fact, I can often be found slipping into the manhole covers in the back passage behind our office, living out my exploratory fantasies.

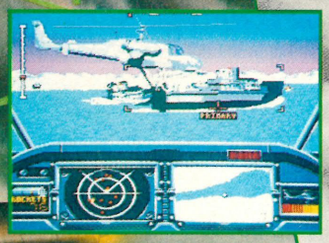
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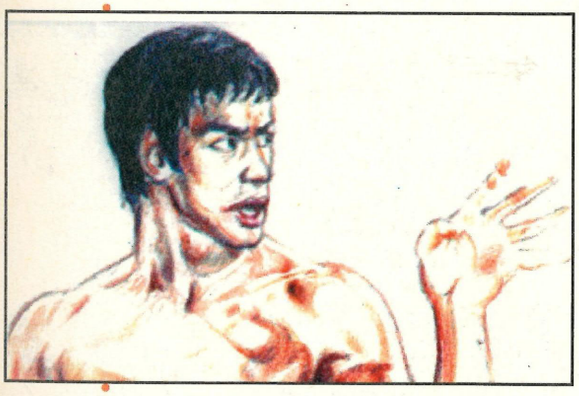
price: TBA
developers: IN-HOUSE
release date: 1994

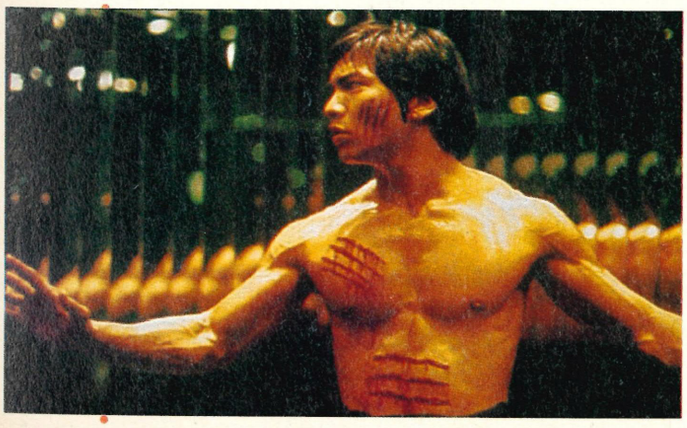
This month sees the release of Dragon: The Bruce Lee Story, the cinematic interpretation of the martial arts hero's life. Its release will be followed by Virgin's beat 'em up based on the film, and MegaTech is proud to bring you the first pictures of the game you'll see anywhere.



Despite many contemporary contenders in the shape of Jean-Claude Van-Damme, Steven Seagal and Jackie Chan, for most people Bruce Lee is THE martial arts king. Before his untimely death in 1973, Lee had established his own martial art with Jeet Kune Do ('Way of Intercepting Fist'), opened a string of martial arts schools in the US, and starred in a clutch of TV series and movies. However, shortly after completing filming on the classic 'Enter The Dragon', Bruce Lee collapsed and died of a mystery brain-related illness. Numerous stories circulated around the reason for Lee's death, but one thing was certain – his instatement into the roll-call of screen heroes whose fame outlived them.

They say the flame that burns the brightest also burns the shortest, and this is certainly true of Bruce Lee. However, he packed enough events into his thirty-two years to send Hollywood script-writers into overdrive as they fought to recreate his story for the silver screen. However, only now, some twenty years after his death, has Lee's wife Linda given a script clearance, and the film – Dragon: The Bruce Lee Story – opens in UK cinemas late October. In addition, to tie-in with the film's release, Virgin have unveiled their game of the film, and MegaTech has seen it first...





▲ Jason Scott-Lee plays Lee in Dragon. Shown above is an early intro sketch the graphic designers put together.

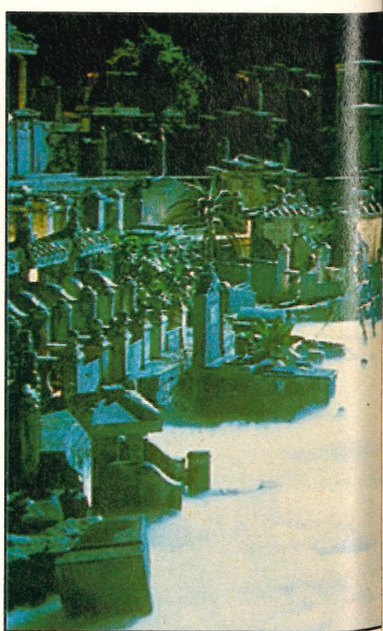
ENTER THE DRAGON

Dragon (the game) takes the form of an eleven-stage beat 'em up with the player cast as Bruce himself. Each of the stages takes the form of a one-on-one scrap, with Bruce's many throws, kicks and punches used to whittle away his foes' energy – with a second player free to join in at any time for a bout of three-player fisticuffs. Originally, the second sprite was to have been based on Linda, Lee's wife, but this idea was vetoed by the film company.

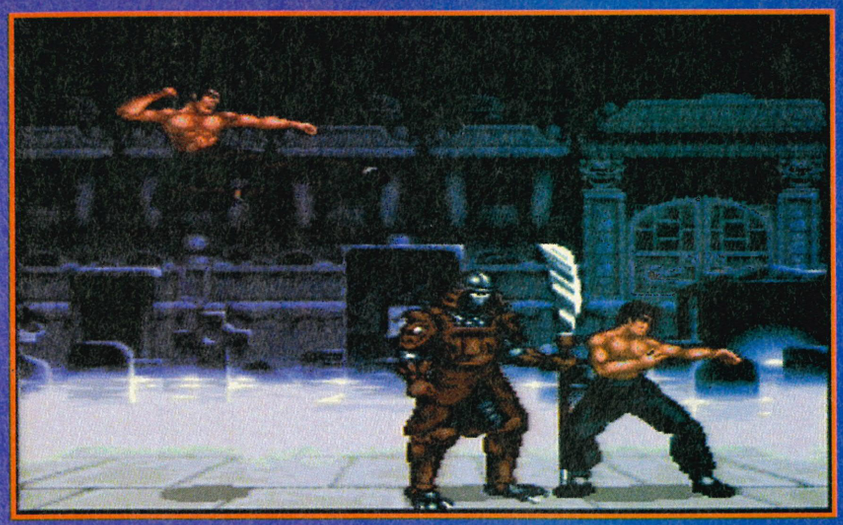
Rather than take the customary Street Fighter route with singular fights, Virgin have opted for a 'progressive' beat 'em up, whereupon every time the player completes a level, a few years have passed in terms of storyline and Bruce has consequently added a few more moves to his repertoire. Additionally, these can then be perfected, courtesy of the sparring mode the programmers have added.

FISTS OF FURY

Each fight takes place against a scrolling play area which spans roughly two full screens. Each backdrop has been lifted from a key point from the film, starting in the kitchens where Bruce worked after arriving in the US, before heading for the ice cellar which was the scene for the climactic fight in 'The Big Boss' later in his career. Continuing this path through Lee's life, the game ends in a fight to the death in a mist-covered graveyard with Bruce battling a dream demon used as a sub-plot throughout the film.



▲ Both the film nd the gme end wit



▲ The Samurai appears in Bruce's dreams during the film and embodies his fears of the uncertain. Don't let that stop you kicking it in, though!



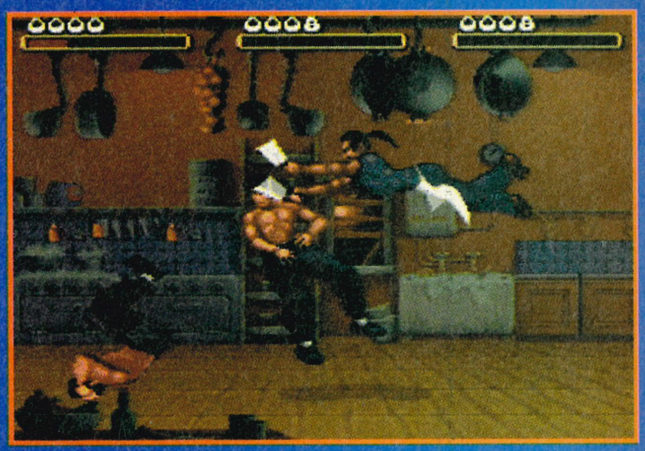
▲ As Bruce makes his way through the game (and life), more moves are added as his experience grows.



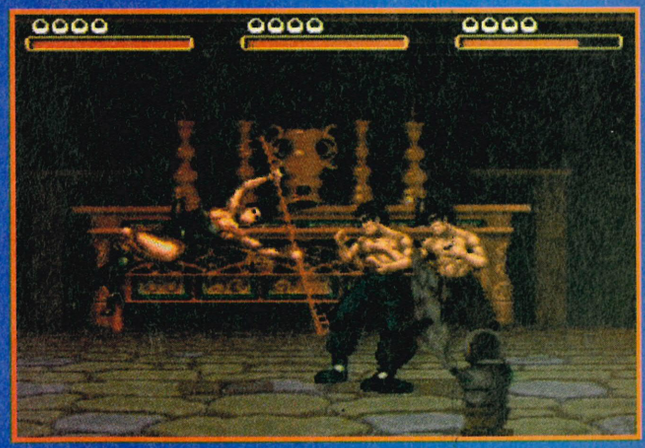
▲ Bruce and the rest of the sprites were put together on a PC-based system using DPaint.

THE BIG BOSSES

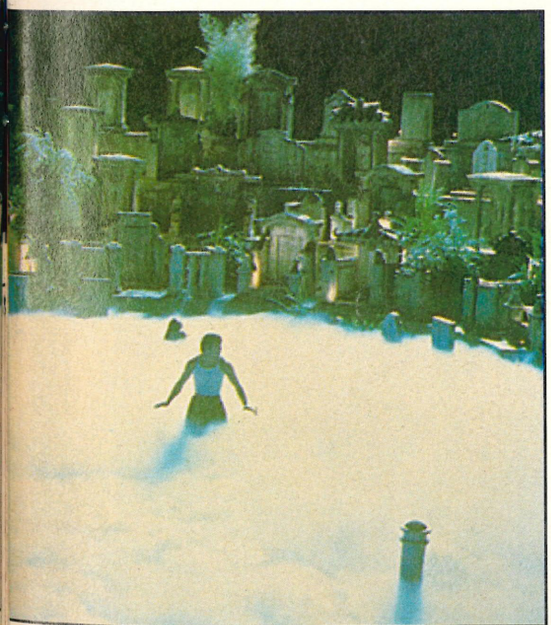
Bruce's opponents each stand a good three inches tall, and feature a series of deadly moves – for instance, the guy Bruce fights in the kitchen is armed with a meat cleaver, whilst others simply rely on their martial arts abilities. One grey area in the game's development, though, is whether Virgin will be allowed to incorporate a few of their own fighters into the game, and their proposals include a stick-wielding female fighter and a rather smart sailor. Definitely confirmed, though, is the fight scene taken from Bruce's classic movie, 'The Big Boss', where the floor crumbles beneath Bruce and opponent Luke Sun's feet, dropping them into a icy cellar below – with loads of dismembered bodies stacked in the background!



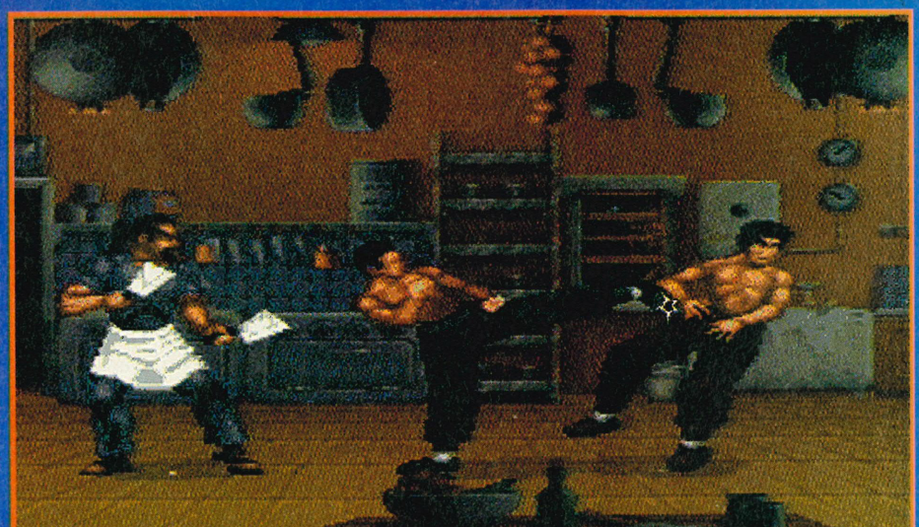
▲ Set in the kitchens where Bruce worked, the clever-swinging chef is one of your first opoonents.



GON



h Bruce's epic fight with the spectral Samurai.



▲ Originally, Virgin were hoping to use Linda Lee as the second player sprite. However, this was vetoed right at the strt of development, hence the appearance of a second Bruce.

▲ At the time of writing it is not definite that this stick-wielding femle fighter will make it into the final gme.

OVER TEN THINGS YOU PROBABLY DIDN'T KNOW ABOUT BRUCE LEE

In his thirty-two years of life, Bruce Lee managed to cram a huge amount into his short life. Here's a few things you may not have known about the great man:

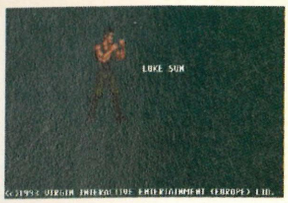
- Bruce Lee was born in San Francisco in the hour of the Dragon on November 27, 1940, which was also the year of the Dragon.
- His real name was Lee Yuen Kam, which was later changed to Lee Siu Yoong – 'Little Dragon'.
- Having lived in Hong Kong until he was 18, Lee moved to New York, where he worked in a kitchen. Soon after, he met up with Linda Emery whom Bruce married, despite assorted parental disapproval of their mixed relationship.
- Lee's teaching of martial arts to people outside the Chinese community upset the martial arts establishment back in China, and he was forced to fight their Champion as a compromise. However, having won the bout, as Lee turned away the defeated fighter leapt up and performed a flying kick on Lee's lower back, breaking it instantly. Bruce was confined to a wheelchair before fighting back to full strength.
- During the furore surrounding Lee's training of westerners, several of his friends clubbed together to buy him a tombstone, upon which was written 'In memory of a once fluid man crammed and distorted by the classical mess.'
- In an attempt to modernise Kung Fu, Lee created his own method, Jeet Kune Do ('Way of Intercepting Fist'), which is based more on spiritual discipline than strength. Among his pupils were Steve McQueen and James Coburn.
- Despite earning a cult following in Hong Kong for his part as Kato in 'The Green Hornet' , Lee's TV career was far from successful. He had devised the idea of the series Kung Fu with his eye on the main role, only to lose it to David Carradine.
- In addition to starring in 'Return of The Dragon', Lee also wrote the screenplay and directed the film too.
- Following the success of 'Return', Lee was given the go-ahead for his first big-budget film – 'Enter The Dragon.' However, three weeks before 'Enter' was set for release, Bruce Lee died at the age of 32. A swelling of the brain – a cerebral edema – was given as the cause of death, but the reason for this was never substantiated. As can be expected, though, there were loads of rumours, including an allergy to aspirins and the result of too many fight scenes and conceded hits.
- Although he died before 'Enter' was premiered, Lee's last film was 'Game Of Death', which was in the process of being edited when he died.
- Over 25,000 people attended Lee's funeral in Hong Kong, although he was actually buried in Seattle with pupils Coburn and McQueen acting as pallbearers.



▲ Not all the combatants have been lifted from the film, as seen with the delectable Divina here.



▲ Each sprite starts life as a pencil sketch before the artists starting piecing them together on a PC.



▲ With the basic size nd design of the sprite then determined, the palette needed is then decided.

OOH, YOU'RE A LOVELY MOVER

The Bruce sprite is capable of forty-five moves, including a variety of kicks, punches and Nunchuku swings, and these are added a few at a time after each level has been completed - indicating that as Bruce gets older, so his skills grow. Virgin have three artists and a pair of animators working on the sprites and backdrops, with each artist working on the opponents and their fighting styles individually. The Megadrive's full 64-colour palette has been used, with each of the three onscreen sprites using sixteen each, with the remaining sixteen left for the backdrops – Bruce himself features six different pinks just for the flesh tones alone! However, as can be expected with sprites these size featuring some 100 frames per character along with the intricately-designed parallax backdrops, the graphics have proved memory-intensive, pushing Dragon into the realms of 16MEGdom.

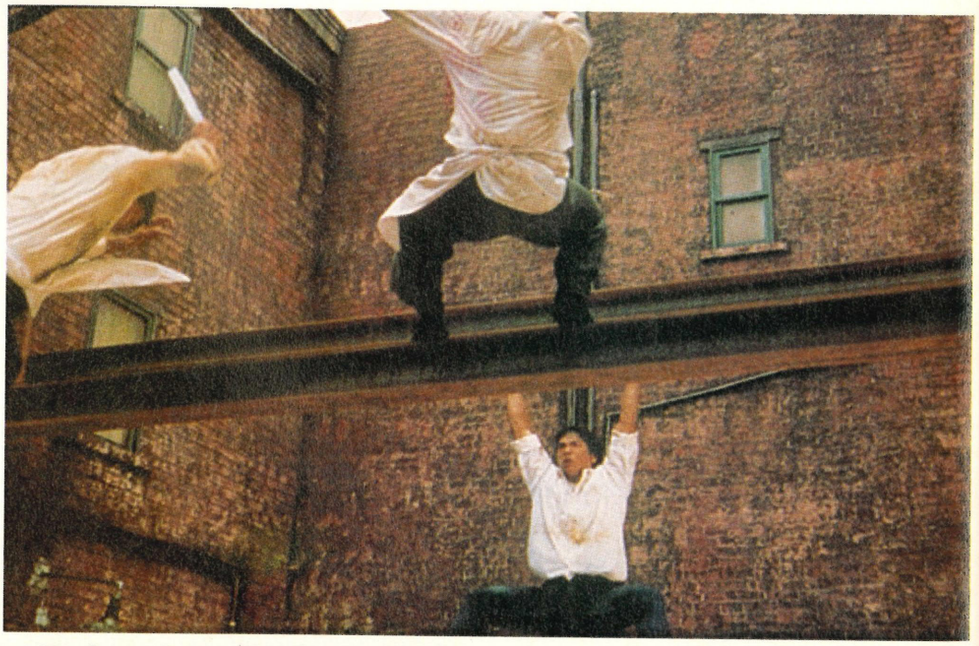




▲ Bruce's rapid learning of the western ways soon introduced him to the popular US 'High Five' greeting. Or something.

HAIIII-YAAAAAH!

The game's sound is in the hand's of Allister Brimble, who made his name on the Amiga by supplying the tunes for Team 17's Body Blows and Assassin. Brimble is handling the sound, which will consist of numerous fighting tracks and the main theme, whilst the in-game effects are being sampled from existing martial arts films. However, in addition to the customary yells and crunches lifted from films, the team also experimented with a few of their own effects, such as cleaving a lettuce in half for a suitably crunchy head-kick effect!



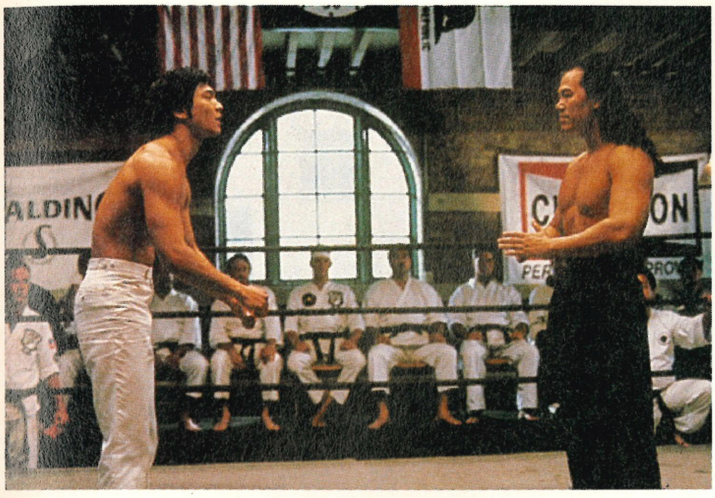
▲ You know, it would really help if I had seen the film. From what I can gather from this, it seems bruce was rather partial to game of hide and seek.



▲ Sixteen colours have been used per sprite, but each uses a different selection of hues.



▲ The animation comes next, with dozens of frames used between and during each move.



THE FILM

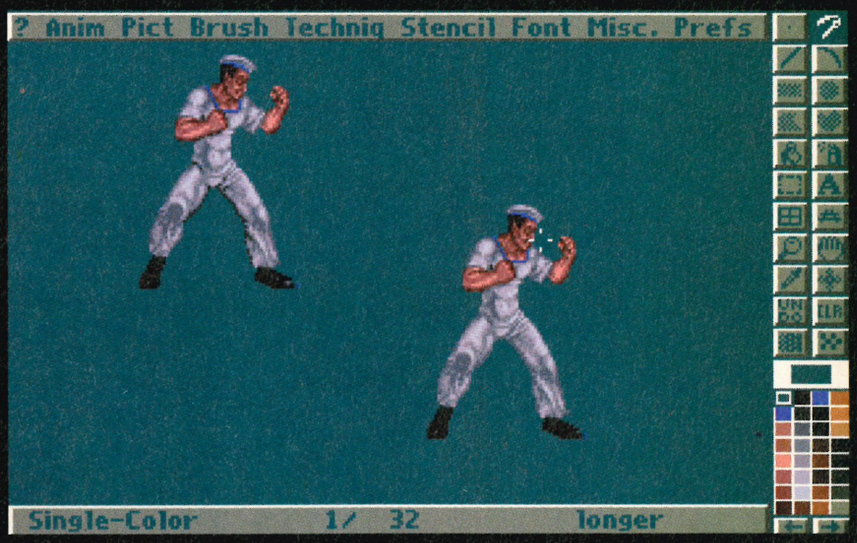
Attempts to bring the life of Bruce Lee to the big screen are nothing new. For years, Hollywood has tried, only to falter at the first step – Lee's wife, Linda. However, at long last Linda allowed Raffaella De Laurentiis to go ahead and Director Rob Cohen's film is set to open in October. Starring Jason Scott Lee (no relation) and Lauren Holly as Bruce and Linda respectively, Dragon: The Bruce Lee Story starts with Bruce as a boy in Hong Kong. Having been involved in assorted illegal goings-on and consequently crossing the law a few times, the trainee martial artist makes his way to New York where he starts work in a kitchen. Realising he'll never better himself washing plates, he leaves to go to University, and to supplement his income he earns pin-money by teaching westerners the art of self defence.

Such is his success as a teacher, Lee opens a series of schools but falls foul of his Chinese countrymen, who see his teaching of westerners their skills as almost sacrilegious. To compromise, Lee agrees to fight their Champion. The film then follows the rest of his life through his association with TV as Kato in 'The Green Hornet' and on to the start of his promising movie career in 'The Big Boss' and 'Enter The Dragon.'

For the most part, the film depicts Bruce through the eyes of those around him – Linda, for example. It also uses dream imagery to depict Bruce's fears of the future. Basically, this takes the form of a Samurai demon who appears in Lee's dreams at important points in his life, and who challenges him to a fight to the death – with Lee knowing that, one day, the Samurai will win.



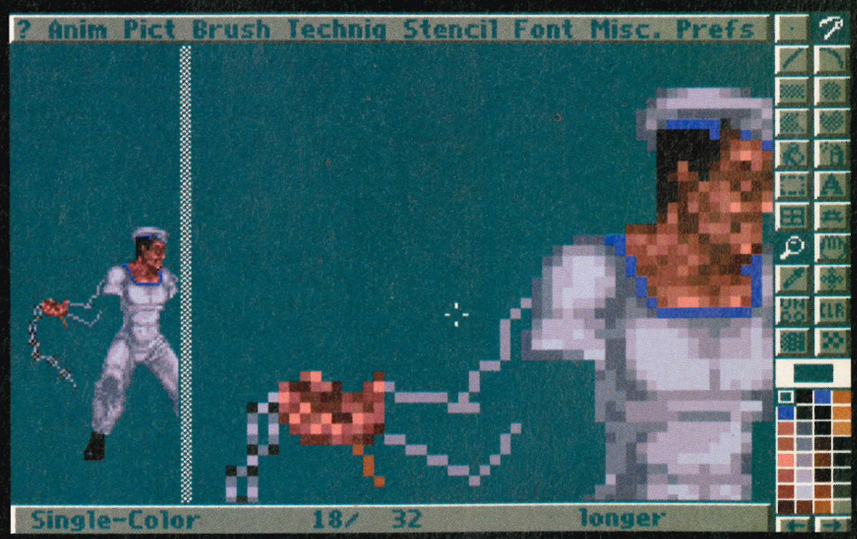
▲ Hmmm, from what we can make out here Bruce is hving a fight at a Chinese wedding. Can't be too sure, though. Sorry.



▲ Shown here is the sailor sprite Bruce fights against the dock backdrop. The 1/32 note at the bottm of the scren indicates the number of frames inthe current animation - and this is for just one sequence of jumps.



▲ Each of the frames (also known as 'Tweens') then has to be modified slightly so that, as they are pieced together, the movement appers fluid as the sprite leaps - without any sudden jumps between frames.



▲ Often, however, only one part of the body needs to move - as shown in this chain-swinging sequence - so the min body is duplicated and only the arm and chain are redrawn.







BY: SONY

price: £44.95
developers: SENSIBLE
release date: NOV 1993

SENSIBLE SOCCER

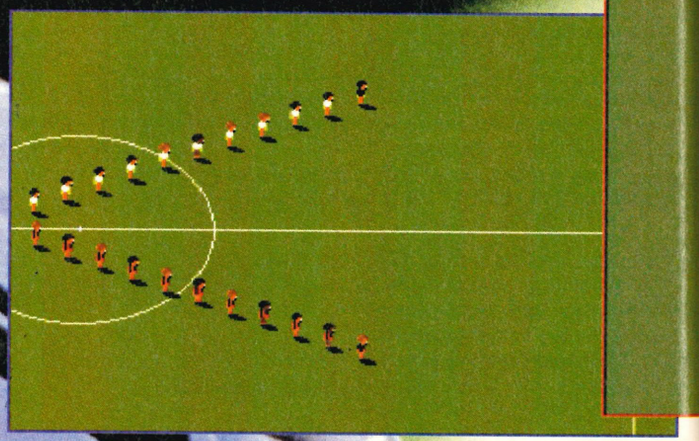


▲ The Team Set-up Screen: Pick 'n' Mix with the sweets team, they're no suckers!

The crowd are on the pitch they think it's all ov... oh, look – it's another footy game, so let's dispense with the clichéd intros shall we? Thanks...

With EA's FIFA licence warming up in the tunnel, the one true rival for soccer supremacy is also waiting on the touchline – Sony's conversion of Sensible Soccer. An instant classic on the Amiga, Sensi (as we call it in 'The Biz') uses an overhead view to depict the action, with tiny player sprites legging it up and down the field in true Kick Off style. In addition to all the usual passing and shooting skills we've come to expect in a soccer game – as well as all the rules – Sensi's players are also dab hands at executing diving headers, lunging tackles and curling the ball.

Although by no means as visually impressive as EA's all-heading and body-swerving game, Sensi relies on its simplicity and speed to ensure fast-paced and realistic matches. The joypad's three buttons are used for the assorted passing, shooting and tackling moves, and these skills are combined with intelligent team mates who automatically get into an attacking or defensive position during play, as opposed to most footy games where it's every man for himself. Quite how Sensi and EA's FIFA licence compare will be revealed next month when we review both games. Over to you, Brian...



▲ A new concept in football formations: the Mexican Scissor.



▲ Instinctive gameplay and basic graphics – that's Sensi!

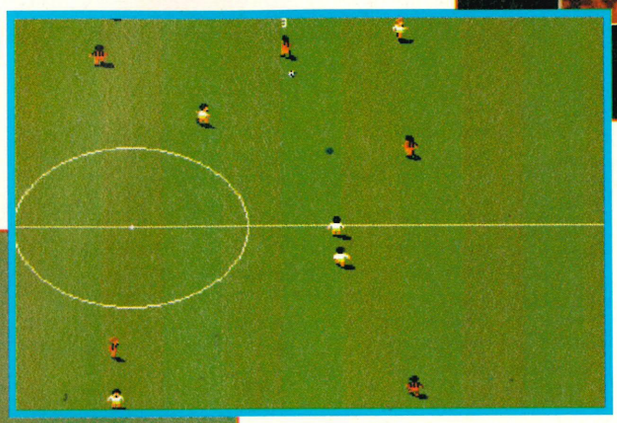


NEW HEALTHY OPTIONS

If there's one thing Sensible Soccer has in bundles, it's options. Ranging from the ability to change the weather to customising your team, everything the footy fanatic could want has been incorporated. The teams available range from yer actual Italians and Germans to a series of specially-created teams including those made up of politicians and daytime TV stars! So, if you've always wanted to see Richard Madeley running up the wing (complete with booze-laden shopping trolley, no doubt), ready to lob a pass over to Alan Titchmarsh as a howling wind blows the ball skywards, Sensible Soccer could be right up your street. Er, quite.



▲ Just some of the massive range of options.



AFTER-TOUCH

The key to scoring incredible goals in Sensi is perfecting the use of aftertouch to produce stunning curling passes and shots. Whenever a player is in possession of the ball, the B and C buttons are used for long and short passes, whilst the A button is used for shooting. However, by moving the pad left or right whilst punting the ball, it can be made to veer off to the required direction. OK, so this is nothing new, but there's nothing more rewarding than seeing an effort from the half-way line swing in past the goalie. Follow that, Dean Saunders...





▲ Incredible banana shots are possible from dangerous dead-ball situations, thanks to good old aftertouch.



▲ This is what you get for scoring a goal.



▲ Can you believe this intro screen? Neither could we!

THE REFEREE'S A @!£*!

You can't help but feel a tad sorry for Amiga owners. No sooner had Sensible Soccer been released for their machine, than Renegade immediately release an add-on disk which featured yellow cards and substitutions which never made it into the original game for some reason. Ha-ha, though! Megadrive owners get all this and more in their version, with an off-screen ref presiding over each match and dishing out cards galore for those late tackles and blatant fouls. Similarly, whenever the ball is punted off for a corner or a throw-in, either side can summon their reserves bench and replace one of their strikers for a substitute.







BY: VIRGIN

price: £TBA
developers: IN-HOUSE
release date: NOV 1993

JUNGLE

I'm the king of the swingers, yeah – the jungle VIP. I've reached the top, and got to stop, and that's what bothering me." Ah, classic words indeed, but will Virgin's Disney-inspired platformer live up to the film's reputation? Read on...

The Jungle Book is one of the true Disney classics. Based on Rudyard Kipling's book, Disney performed their usual magic in bringing to life Mowgli, Baloo the bear, and the jungle's many other crackpot characters. It is also the home of some of the most famous Disney songs ever, including 'The Bear Necessities', 'King Of The Swingers', and 'Trust In Me.' What's more, such is the film's popularity that, in October this year, Disney are finally bowing to pressure and releasing The Jungle Book on to sell-through video, and Virgin's game will be hot on its heels.

Spanning twelve stages, Virgin's Jungle Book is an eight-way-scrolling platformer with the player assuming the role of young Mowgli as he makes his way through a series of scenes lifted directly from the Disney classic. Programmed by the obviously extremely busy Dave Perry (the guy behind Aladdin – reviewed this issue), Jungle Book drops Mowgli into the dense jungle and leaves him to battle his way to the end of each stage. Thankfully, Mowgli's life in the jungle has made him remarkably agile, so progress from ledge to ledge and tree to tree is a matter of using whatever comes to hand – trailing vines and coiled snakes, for instance...

IN THE JUNGLE, THE MIGHTY JUNGLE

Mowgli's one goal in life is to reach the Man Village at the end of the game, but first he must make his way through the twelve stages within ...gle. Starting in a dense forest, the man-child then heads for a giant tree which takes him towards the elephant's dawn patrol, where he has to make his way to the front jumbo. In addition, other scenes lifted from the film include a river scene where Baloo's stomach makes a handy raft, and King Louie's crumbling castle where all manner of monkey





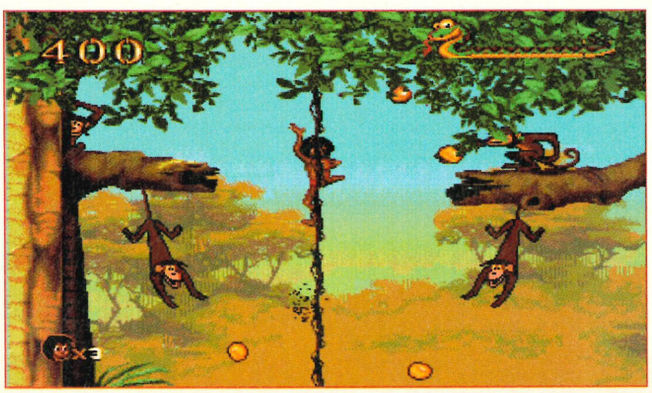
BOOK

ARMED AND DANGEROUS

Mowgli's foray into the jungle meets with much disapproval from the assorted bestial inhabitants. Luckily, though, he of bananas which, after several ing – normally in a puff of e an appearance to sap the young man-child's limited energy, and these include spitting snakes, rampaging chimps and a rather irate witch doctor. These problematic foes are tied in closely with the game/film's plot, so in King Louie's lair you can expect loads of hassle from his simian siblings, whilst Shere Kahn the tiger is surrounded by his motley collection of simpering big cats.



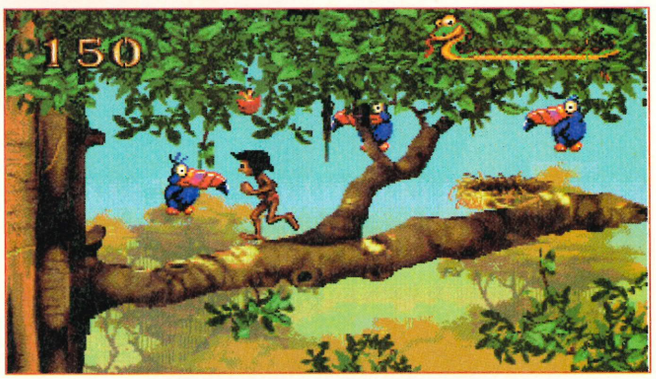
▲ The man-cub Mowgli makes like Tarzan on rope bridge.



▲ Watch out for the cheeky, fruit-chucking monkeys!

3D CARTOON CAPERS

Of all the things in their Jungle Book conversion, Virgin are most proud of their Dual Contour Map, which is a fancy name for two layers of platforms – one in the foreground and the other behind. As with Aladdin, the graphics are very close to their cartoon counterparts, with Mowgli using dozens of neat animation tricks, and loads of familiar faces making an appearance. Similarly, a few of your favourite Jungle Book tunes are in there too, with 'King Of The Swingers' used to introduce the first rope-swinging stage!



▲ Birds, eh? Toucan be a pain, but three's even worse!



▲ Who says King Louie's King of the Swingers?



PREVIEW



CLIFFHANGER

SONY IMAGESOFT

BY: SONY

price: £TBA
developers: BITS
release date: NOV 1993

CLIFFHANG

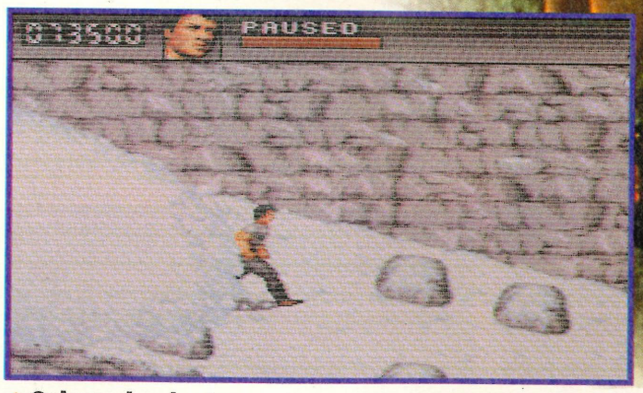
Sony's first attempt at licence domination is here, in the shape of Sly Stallone's Cliffhanger. So if you're the kind of person that thinks 'gaiters' are something Paul Hogan fights and 'crampons' are the aftermath of a mutton vindaloo, read on and prepare to be initiated...

What is it with action stars? They make millions of dollars by blowing people up in interesting ways, and then all of a sudden they think they're the new Charlie Chaplin. Arnie did it in Twins and Kindergarten Cop, but by far the worst casualty was good ol' Rambo himself, Sylvester Stallone. Realising that both Oscar and Stop Or My Mom Will Shoot weren't the successes he had hoped for, Sly went back to beating people up in the rather smart 'Die Hard On A Mountain', Cliffhanger. Thus, despite tough competition in the form of Jurassic Park and Last Action Hero, Cliffhanger reaffirmed Sly's status of action man extraordinaire. It has also made him the pixellated star of Sony's first Megadrive release.

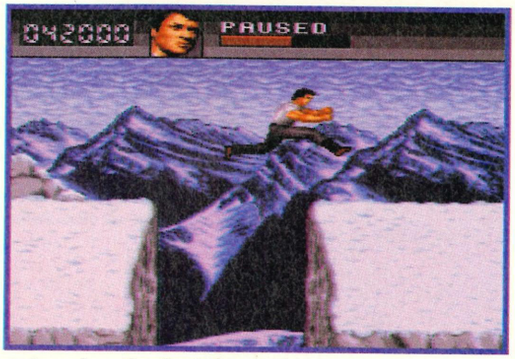


▲ "Are you staring at my pitons, pal?"

Cast as musclebound mountaineer Gabe Walker, Sly and his party of rescue workers run into a motley collection of bank robbers who have been left stranded on a mountain, having been parted from their plane and new-found wealth in a spectacular crash. Under orders from their megalomaniac leader, Qualen, the gun-toting thugs capture the rest of Gabe's party (including that smart girl from Northern Exposure) and hold them hostage. In order to save the lives of his captive friends, Gabe is forced to climb up to the shattered hull of the crashed plane to recover the three metal trunks containing the stolen loot. Needless to say, in between surviving avalanches and leaping over huge chasms, Gabe has to sort out Qualen and his bad guys and, in Sony's game, this is where you come in...



▲ Gabe makes hastes in order to void the oncoming avalanche.



▲ Leaving the baddies behind, our hero leaps across chasms with ease.

SNOW JOKE

In all, Cliffhanger spans seven stages and is a combination of Double Dragon and Final Fight-style gameplay, with numerous snow-related sub-games thrown in for good measure. Each level takes the form of a horizontally-scrolling snowscape, with Gabe using his fists and feet – along with any weapons the robbers should drop – to punch and kick a path through to the end of the stage. However, in addition to all this fighting malarkey, large chasms also punctuate the wintery play area, requiring a lengthy run-up if Gabe is to make it to the other side. As Gabe makes his way across the snowy stages, Qualen's bad guys appear in groups of twos or threes, but a succession of hits will deplete their energy bars and they'll keel over and die.

BAD BOYS (STICK TOGETHER)

Qualen's evil henchmen seem to have multiplied from the six or seven guys who did his dirty work in the film. Thus, in addition to that bloke out of London's Burning, Sony have kitted the evil crimlord out with a rather large range of accomplices. The player is awarded with a different score for despatching each foe, depending on the baddie's particular skills, ranging from a paltry 1,500 points for each knife-wielding hoodlum or ledge-based sniper, right up to a whopping 6,500 points for every Kung-Fu expert. Funnily enough, though – and despite being stranded on a mountain – Qualen also has access to soldiers, explosives and judo experts, and what appears to be a circus strongman. And they say money can't buy you everything...



▲ His so far fruitless search for that girl from Channel 4's Northern Exposure sends Gabe up the wall.

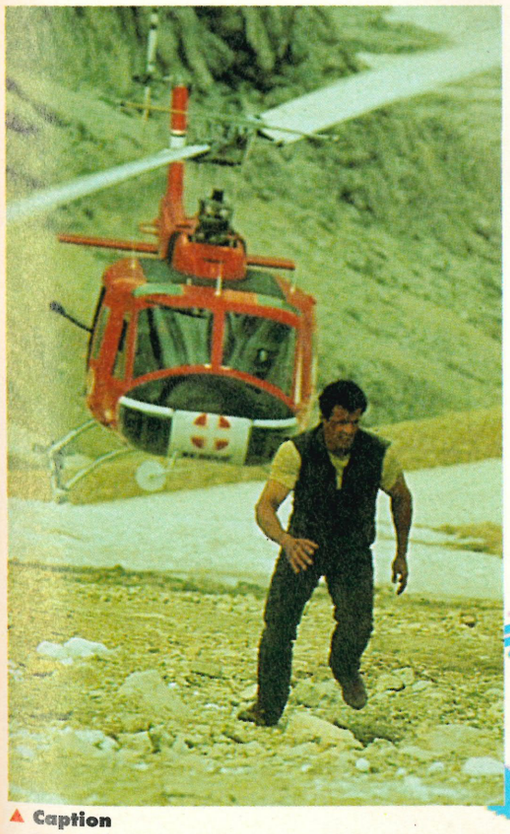
UP THE WALL

Whilst the beat 'em up idea reappears throughout the game, scenes lifted from the film have also been incorporated to beef the action up a little. For instance, having made his way through the first wave of Qualen's men, Gabe must then scale a sheer rockface whilst avoiding shots from ledge-based snipers, and then outrun a fast-moving avalanche. The section with the bridge exploding, which you might have seen in the trailers shown on Movies, Games and Videos, is also in there. Cliffhanger is virtually complete and is lined up for a November release. A full review will follow next issue, so stay tuned...



▲ Gabe recoils as he smells the climber's socks.

GER



▲ Caption



▲ Unarmed, Gabe decided to tire out his foes with a ruthless Jane Fonda work-out.





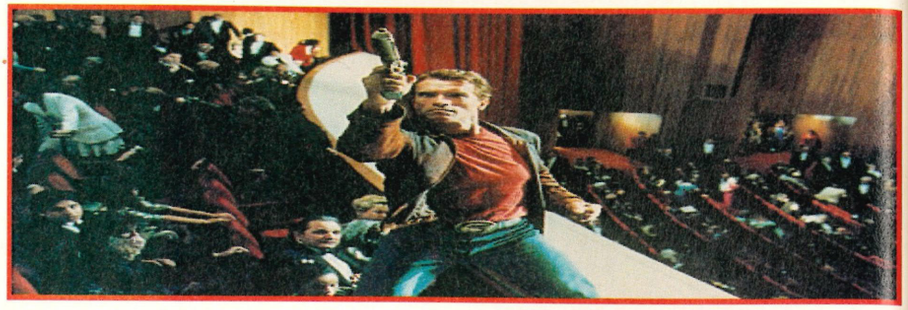
LAST ACTION HERO

SONY IMAGESOFT

BY: ELECTRONIC ARTS

price: TBA
developers: BITS
release date: NOV 1993

Did somebody say "Action"? Yep, and it was Sony, as they unveil their second large film licence – big Arnie's The Last Action Hero. In these caring, sharing days, it seems even the likes of Mr Schwarzenegger can't get away with blowing away a cast of thousands. After shooting everybody in the knee in T2, Arnie moves into a fantasy movie world for The Last Action Hero, where it doesn't matter how many people he kills because it's a movie within a movie!



Arnie plays tough LA cop Jack Slater – moviedom's new equivalent to Dirty Harry. Armed with his trusty .44 and cruising around in his open-top '66 Bonneville, Slater is a one-man army who can take on and defeat literally hundreds of felons without receiving a scratch. He's real big box office stuff, and his greatest fan comes in the shape of Danny Madigan who, thanks to a magical cinema ticket he has been given, finds himself in the back of Slater's car in what the tough cop thinks is just another day and what Danny thought was going to be Jack Slater IV – his latest celluloid adventure! Confused? Well, basically, Danny finds himself teaming up with Slater in a world where the good guys never get hurt and where the baddies are always spectacularly defeated. However, when Slater's current arch-enemies, lead by Benedict (Charles Dance),- steal Danny's ticket and escape from film-world into present-day New York, Slater has to follow. But in The Big Apple, the good guys don't always win, and Jack soon finds out he can no longer escape battles unscathed in 'the real world' as he could in his movies.

LAST ACTION HERO



▲ The Arnie sprite does a death-defying mid-air splits!

TO BE OR NOT TO BE



Sony's Megadrive version of Jack Slater is equally vulnerable, as the game is revealed to be a Final Fight-style beat 'em up, with Jack using a variety of kicks and punches to battle his way through to a final confrontation with Benedict and his axe-swinging crony, Ripper. Set against a horizontally-scrolling cityscape, Slater is set upon by baseball bat and knife-wielding thugs, each of whom requires six hits before they stay down. The action spans a number of scenes lifted from the film, starting in a school, before leading into a vertically-scrolling car chase scene which leads to more fights in the subway and in Benedict's lair.



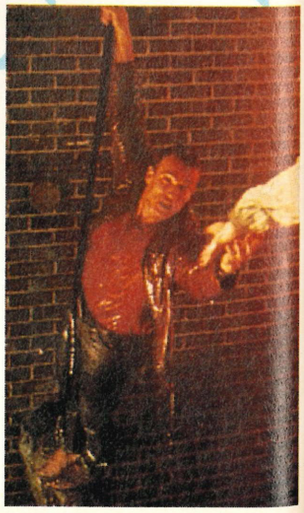
Will the Megadrive Last Action Hero fail to live up to expectations, as the film did? All will be revealed in the December issue of MegaTech...



▲ The Arnie sprite stands up to the knife-wielding punk!



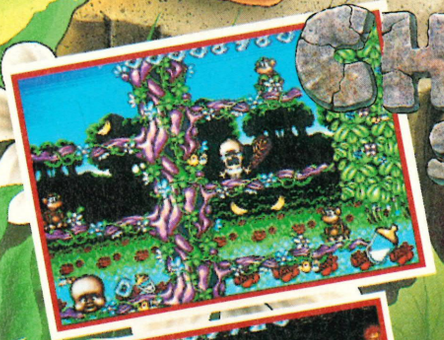
▲ The Arnie sprite kicks the baseball bat-wielding punk!

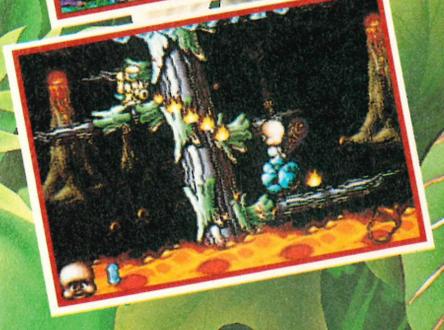


HASTA LA VISTA, BABY

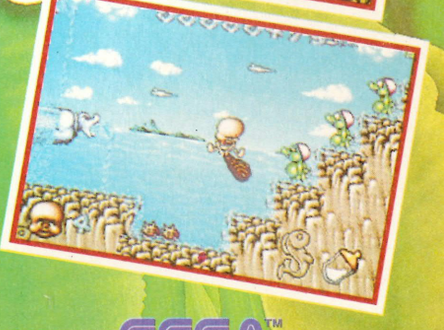


CHUCK ROCK II
SON OF CHUCK









Eighteen months after his victory over Gary Gritter, Chuck Rock is now the owner of the hugely successful 'Chuck Motors' and has become a father. Kidnapped by his evil enemy Brick Jagger, Chuck Rock is likely to become Chuck Dust unless somebody rescues him .... A sudden crash as Chuck Junior bursts from his play pen " Goo Goo Gaa, I'll be back".

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MEGATECH

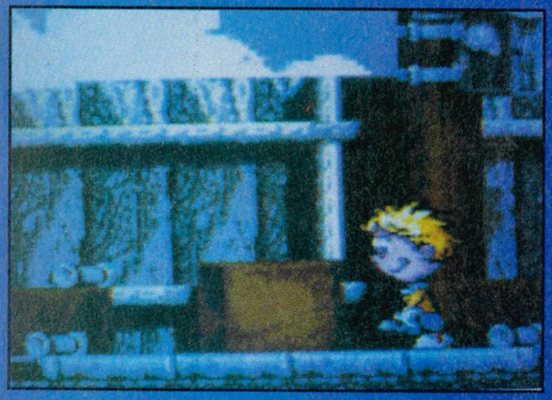
SPYCAM UPDATE

Welcome to the newly-extended Spycam section. Within the following pages you'll find all the latest Megadrive and Mega-CD games are revealed as soon as there's something to see. So let's take a look at what's on the horizon...

MARKO'S MAGIC FOOTBALL - DOMARK

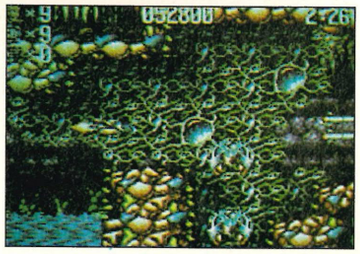
Taking a different slant on the footy theme comes Domark's new cutesy hero, Marko. Starring in the new horizontally-scrolling platformer, Marko's Magic Football, our mop-topped scallywag must make his way through a number of enemy-filled stages, ensuring his golden-boot skills keep the ball at his feet. Marko's foes appear in the shape of kid-hating policemen and builders, and these villainous rogues should either be avoided or stunned with a well-timed punt of the ball. Domark's long-term coding associates, The Kremlin, are the the team behind Marko, and you can expect the young whippersnapper to appear in several other sports games pretty soon. Marko's Lacrosse anyone?

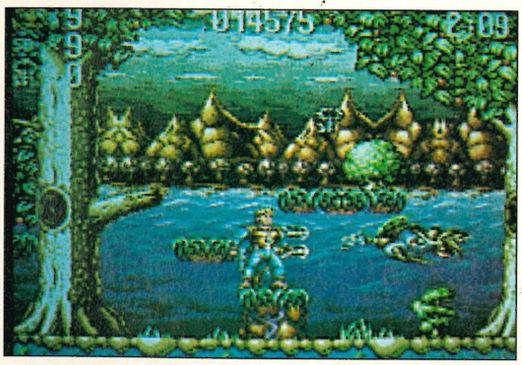


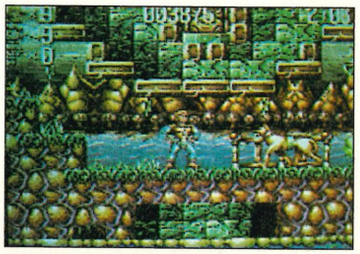


JIM POWER - LORICIELS

Amiga veterans, Loriciels, are about to make their Megadrive debut as they release an updated version of their floppy-based blaster, Jim Power – and in 3D (well sort of)! That's right, by donning a pair of tinted cardboard specs, Jim Power's many adversaries appear right in your face! However, as opposed to past forays into the 3D world (Elite's abysmal Amiga blast, Wanderer, for example), the game is still playable without the specs. As Jim runs, jumps and blasts his way across the game's many platform-filled landscapes, the glasses simply add depth to the play area as opposed to relying on the familiar blurry red and green images used in the past. In addition, the game also incorporates a horizontally-scrolling blast section, and the glasses add another dimension to the bosses – literally! As of yet, nobody has snapped Jim Power up, so stay tuned for more details.









SON OF CHUCK: CD – CORE DESIGN

Having put up a reasonable performance on the Megadrive, Chuck Rock's club-wielding son is now heading for a revamp on the Mega-CD. Core admit that Chuck II isn't the ideal Mega-CD game, but they've made the most of the extra memory available by tagging on a few new stages and some extremely smart cartoon intros - the latter of which are especially impressive. In terms of gameplay, it's the same club-wielding malarkey with Chuck Jnr bashing all manner of nasties as he attempts to free his father from the kidnappers holding him. A December release, Chuck II is just in for review (coo, a poem).



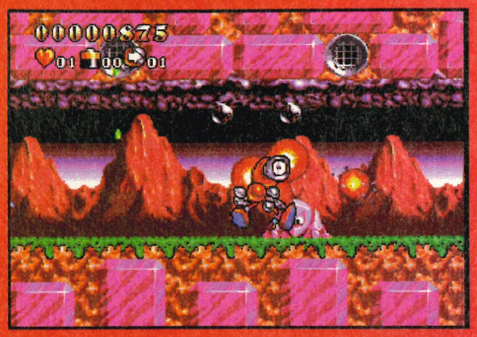


TIN HEAD – MICROPROSE

Ejecting from the flight sim scene temporarily, Microprose prepare to enter the platform arena with the announcement of Tinhead. As you may have guessed, Tinhead is the name of the hero of the game, and is a shape-shifting robot and would-be champion of justice. His incredible morphing skills have now been called upon as the evil Grim Squidge (don't blame me, I just write these pages) is stealing the very stars from the sky – although why is anybody's guess. Before Squidge can be stopped, though, four stages of jungle, junkyard and spaceports need to be traversed – each of which plays home to all manner of deadly foes. Luckily, Tinhead isn't unarmed, though, and his faithful Ping Pong cannon can be used to blast a path through the enemy ranks, whilst collecting the many power-ups allows him to maximise his morphing skills. As of yet, neither the price or release date for Tinhead have been set, but as soon as we know, so will you.





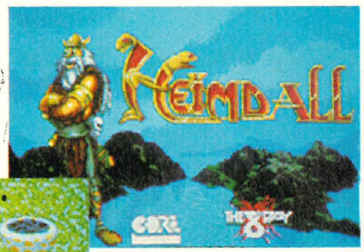


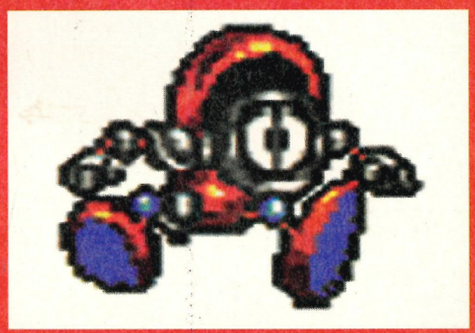


HEIMDALL - JVC

A smash-hit on the Amiga, JVC's eagerly-awaited Mega-CD conversion of Core's nordic adventure, Heimdall is sadly being held up by all manner of red tape at the moment – but that hasn't stopped us getting the first official shots! The problems lie in that JVC own the worldwide rights to the game, but don't have a licence to produce Sega titles at the moment. However, as the situation is hopefully being sorted, we thought it was only fair to give you a look at what you're missing. Heimdall is the name of a young Viking warrior who has begun an epic quest to find three weapons of the Gods. With a party of six in tow, his journey takes him all over the known world and into a series of graphically-stunning isometric rooms, each of which plays host to all manner of puzzles and traps. Numerous sub-games are interspersed with the action, and we hope the assorted wrangles are sorted out soon so we can review it.





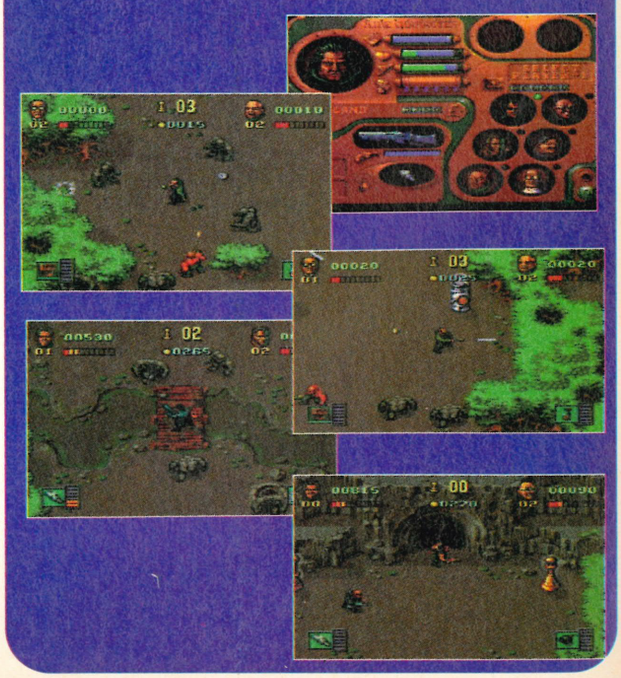






CHAOS ENGINE - MICROPROSE

Converted from the Amiga game, The Chaos Engine is a Gauntlet-style affair with the player blasting their way through wave after wave of gun-toting baddies. The whole affair uses Victorian-style graphics to add a Jules Verne look to the proceedings, and the heroes are also typically Verne square-jawed guys. Chaos is readying itself for a November release, and you can find out whether it was well worth converting real soon.



BEASTBALL – MICROPROSE

The year is 2089, and eight teams of genetically-created mutants stand ready to tear each other apart in Microprose's weird futuresport – Beastball! Played across a horizontally-scrolling pitch, Beastball is a violent update of American Football, with all the usual rules enhanced by the addition of flesh-ripping violence. However, before all you would-be Mary Whitehouses start writing in, Beastball's gore is played for laughs with players losing their heads in the most imaginative ways and you can also piece your team together again after a match. The game is based upon an idea by James Pond creators, Millennium, and we'll have more to show you soon.







HOOK - SONY

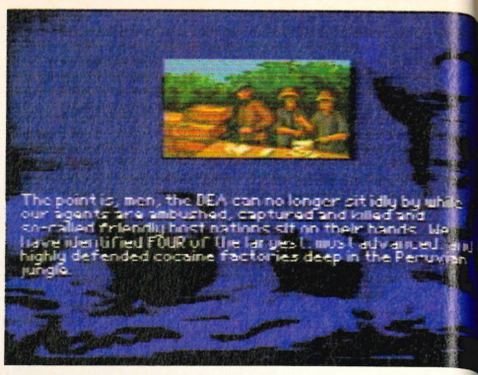
Yeah, we know you've seen it for the Mega-CD already, but Sony's cartridge-based version of Hook is nearing completion and we thought you'd like to see how it looks. We're good like that. You know the plot already, with Pan exploring the platform landscape of Neverland in search of a final showdown with Cap'n Hook himself. Before he gets there, though, several screens' worth of flying, swordplay and cowardly running away must be completed. In terms of appearance, there little to discern this from the CD version, but obviously the animated bits have been lopped out. A review will follow next issue.

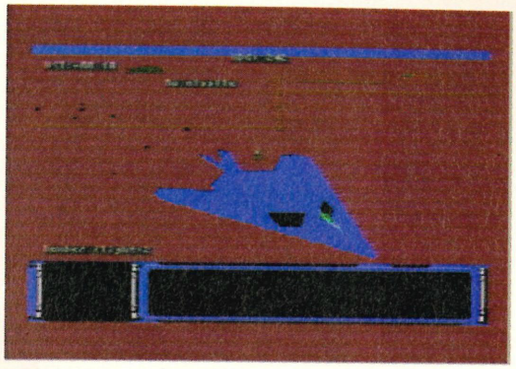


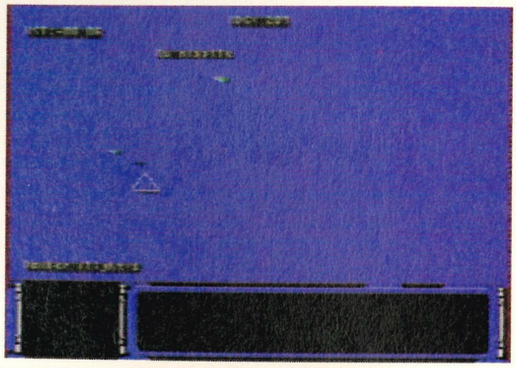


F117 NIGHT STORM - EA

EA are set to release the latest flight sim from the creators of LHX Attack Chopper – F117 Night Storm. A 16Meg cart, F117 drops the player into the pilot seat of the world famous Stealth Bomber and leaves them to battle their way through thirty missions set across nine scenarios. Two styles of game are available, and it can be played as either a full-blown sim with loads of flaps wiggling or as an arcade blast. All the usual flight sim targets have been included – Libya, Grenada, etc – and the Stealth's weaponry includes laser targeting and camera targeted missiles. Other features include digitised speech to keep the player briefed on recent events and mission updates, and a number of external viewpoints, including one from the end of a missile! EA are hoping to have Night Storm ready for a December release, but as of yet a price hasn't been decided.







PIRATES GOLD — MICROPROSE

A-ha, Jim Lad! MicroProse are busy working on a conversion of their old C64 classic, Pirates, for the Megadrive. Filling the ridiculous pantaloons of an adventure-hungry buccaneer, Pirates Gold makes the world your oyster as you sail the seven seas in search of action, gold and beautiful women. Starting with a small clipper, your aim is to expand your wealth so you can become THE dominant pirate. To this, however, first you'll need to perfect your sword and cannon skills in a series of skirmishes and attacks. In addition, press-ganging missions are also needed if you are to bolster your ranks. A massive hit in its original incarnation, Pirates Gold has yet to be cleared for a UK release, but we'll be reviewing it as soon as possible.

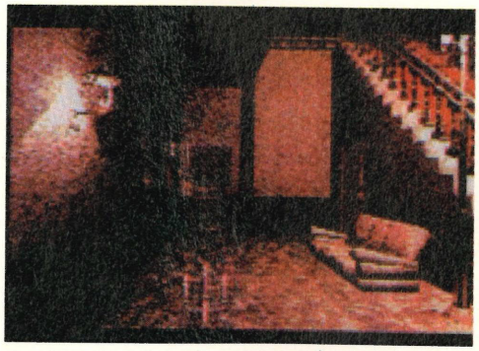


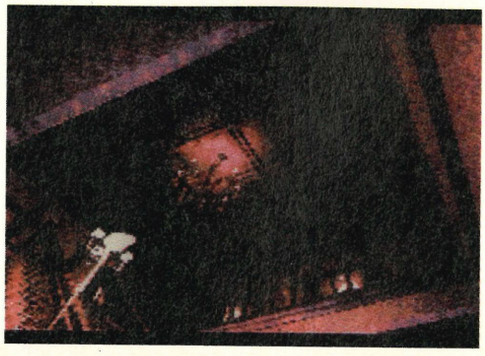
TALE OF THE DREAM MANSION — SEGA OF JAPAN

In a bid to elevate the Mega-CD to a higher level, Sega of Japan are set to release Tale of the Dream Mansion. The story follows the exploits of a young boy as he searches for his missing sister in a haunted mansion. Utilising the Mega-CD's custom graphics hardware and massive storage capacity, the whole game is viewed through the boy's eyes as he investigates each room of the house, scrolling smoothly around the fully-viewable 3D surroundings.

However, unlike previous adventure games of this ilk, Dream Mansion doesn't feature any icons, windows or point-and-click control method. If you want to pick something up, you zoom in on it using the control pad and examine it visually. In effect, it's a kind of virtual reality.

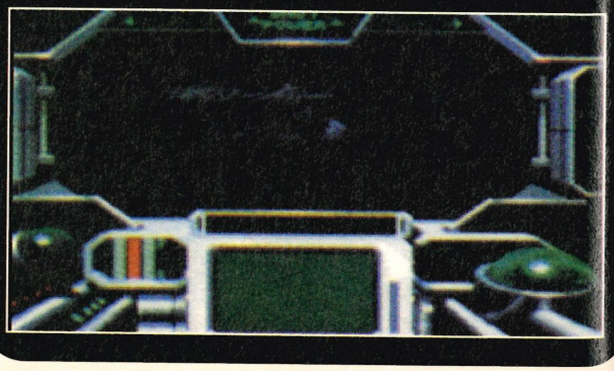
According to Sega of Japan, the whole house including its interior furnishings are constructed from over 1,000,000 polygons. Previously, the main problem with CD-ROM games, is that they are unable to output sound whilst reading digital data. However, Sega have overcome this problem using a technique called 'streaming' which outputs the digital-audio sound together with the visuals. Set to be released in Japan before the end of the year, this could well be the greatest Mega-CD game yet. We'll keep you informed.





AX 101 — SEGA OF JAPAN

If you liked the full-motion shoot 'em up antics of Sewer Shark, you might be interested to hear about a similar 3D shoot 'em up set for release in Japan. Programmed by Micronet (the people behind Black Hole Assault), AX-101 puts you in the seat of a starfighter as you race through the insides of volcanic planets, wartorn cities, and asteroid fields whilst battling a giant alien fleet. Featuring full-motion video action, the aim is simply to shoot at everything on screen and, as in Sewer Shark, there are divergent points in the game where you have to steer the right way to proceed. Whether this turns out to be a top shoot 'em up or just another limited interactive movie remains to be seen. Watch this space for more info.



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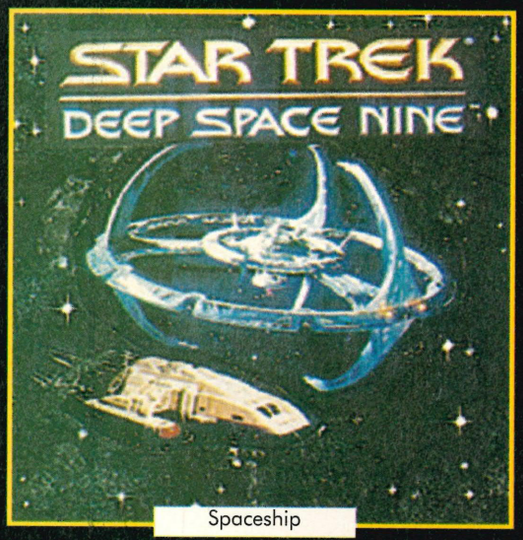




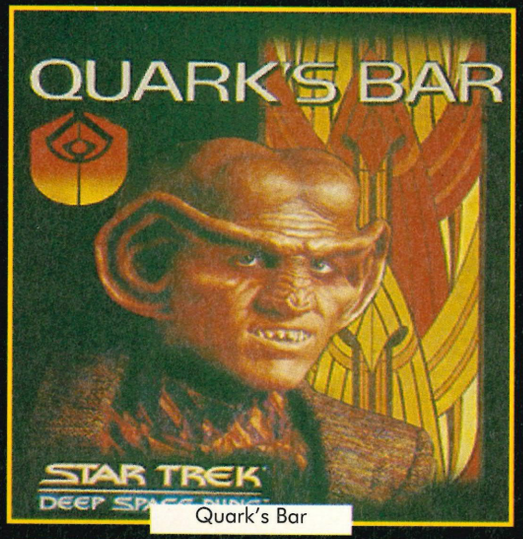
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Tom's Island



Hi folks, Tom here! Ho boy, things sure have gone nutty on my island. Last week a strange boat visited these shores. Out clinbed this little man who asked me if I wanted to see some of his wares. Well, I took a look in his hold and wow, did he have some neat stuff. Arabian lanterns, Oriental carpets, ruby slippers. But the thing that really caught my eye was an old crate of barbecue beans. Well, I bought them. Since he's been gone, I've eaten nothing but beans and they sure are yummy, but now things are beginning to happen. At first I though it was just wind, but now I realise. Those weren't beans at all - they were seeds, and I've been infected by their spores. Now, the air is clouded with little flowers and I can't hold them in. Call a botany exorcist or something. Please send letters and stomach pumps to: TOM'S ISLAND, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. You know, when I hold my hand to my stomach I can feel them giggling. Help!

AUNTIE ANN INVESTIGATES!

Dear TOM,
I am Auntie Ann and I have a nephew, Freddie (Ian) who says he would like to be a games tester when he leaves school in two years time. Please could you tell him how you go about becoming a games tester, and can you tell me if your column is real.
From Auntie Ann, Colchester.

Dear Auntie Ann, I don't really know what advice I can give you. There's no real demand for games testers as such. Most games are play-tested by their programming team, so to actually get into that field you have to possess other skills important to putting a game together. If young Freddie is interested in becoming a games reviewer, then it's always a good idea to keep an eye on the games magazines for any job vacancies, or perhaps write regularly to a magazine letters page. Often an Editor can spot a good writer through their letters, and by building a reputation as a good letter-writer there's always more chance of being contacted when vacancies arise. Of course, it would help if Freddie wrote his own letters instead of getting you, his Uncle Benny and good old Grandpa Joe to write in for him every time he needs his questions answered. Oh, and as for my column being real? No it isn't. I make up all the letters. What do you think? Old people of today, huh? S'funny, though, when I asked Steve if he thought my column was real he just blushed and ran away...

WONDERFUL QUERIES

Dear TOM,
I am quite worried about the intellect of some of the 'people' who write to your island. Issue 20, for example, was graced with a collection of wonderful queries about Sonic 3. How can anyone know such intricate details as the difficulty of a game which no-one has even seen yet? If I was that boy's mother I would be quite worried. Issue 21 was privileged to have such a gem as 'Is Sega making a Street Fighter 3? (good grammar)', to which the obvious answer is: 'Yes, of course. As soon as they have finished work on Starwing 2 and Super Mario Galaxy.'

Anyway, I was quite interested to read that Street Fighter 2 on the 'drive will cost a trouser-moisturisingly large £59.99. If, to enjoy the game further, you also invest in 2 six-button joypads at, say, £19.99 each, you're looking at £100. Now I don't know about anywhere else, but here in Birmingham you can get a Super NES SF2 pack with 2 six-button pads for £100 also. There's something for potential SF2 buyers to ponder over.

Moving on to a different matter, are you quite sure that Gunstar Heroes is deserving of such high marks, as MEGA said it was lard? Please answer, as it is annoying me.
Wayne Field, Birmingham.

Grrrr! Yes, I am sure that Gunstar Heroes is worth the ninety-five percent I gave it. It's brilliant! I'm sorry, but MEGA really are talking out of their silly backsides. They claim it's dull and unoriginal and then in the same issue gave NHL Hockey '94 ninety-two percent! Yeah, that's a really original game, isn't it? What a bunch of lunkheads. Look, Gunstar Heroes is just one of the best games I've ever played, without a doubt. Go out and buy it and then you'll see who's right - me! The only lump of lard around here is the block of cooking fat that MEGA use as a communal brain.

Anyway, I agree with you about Street Fighter 2. Yes, it is a great game, but when you consider how much it's going to cost with two six-button pads, is it really worth it? I don't think so. What do other readers think?

KILL, CLOUSEAU! KILL!

Dear TOM,
Is it worth getting a Mega-CD? What do you get for your cash? The games are rubbish. And for £2.70 you get 7 rubbish games. Okay, they were good on cart – and Golden Axe was on my game shelf once – but the other two games aren't even fit for the bin.

Granted, Cobra Command is an OK game, but will we see better games or will the Mega-CD end up like the Menacer (a lost cause)?
PS. What do you do with the photos on the Death Tower bit on Flashback?
Andrew Sawyer, Crewe.

Hey Andy, take a little tip from me. Next time you make an argument, try not to change your mind every other sentence. It doesn't help get your point across and it also shows how mentally unstable you really are. Anyway, if you were capable of reading, you'd know that there ARE great games out for the Mega-CD like Silpheed and Thunderhawk. It's hardly fair to judge the machine on the free games you get with it. Oh, and if you weren't thick, you'd know that the Mega-CD costs two hundred and seventy pounds, not two pounds seventy. And you only get SIX free games. Seven is the number that comes next. Use your fingers to count, if it helps.

CHUFFED!

Dear TOM,
When I heard the tech-specs for Sega's new 32-bit console I was well chuffed that they were finally releasing a console that would knock the spots off all of Nintendo's machines – past, present, and for a while, future. But according to Digitiser on Channel 4, and an announcement on Capital Radio, Nintendo are planning to release a 64-bit console for £250 in the near future! Is this possible for such a price? If so, would it be any good and do you think Sega will try to match it by altering their Saturn project?
Alex Gulati, Banstead, Surrey.

I don't think Sega are worried about Nintendo's 64-bit console at all, and I'll tell you why - because I really don't believe it's going to come out in the near future. You see, Nintendo have a ten year strategy and they stick to it stringently. In fact, the only time they've ever broken it was when Sega forced them to release the official Super Nintendo early. If they'd had their way it wouldn't have been out for another year. However, on this occasion I don't think that Sega are Nintendo's main concern. I believe that they are worried about the forthcoming release of the 3DO and, in an attempt to cripple its sales, have revealed this information about their 64-bit machine. Yes, there will be a Nintendo 64-bit machine, but it won't come out before the Sega 32-bit console. I'd be very surprised if it appeared before early 1996 at the very earliest.

SPEECH! SPEECH!

Dear TOM,
I had nowt to do, so I thought: why not write to Tom at good ol' MegaTech.

WHATEVER HAPPENED TO TAILS THE FOX?

He's Sonic the Hedgehog's trusty sidekick, the Fox Wonder. He fought his way from the rough ghettos on the eastside of the Spring Yard Zone, overcoming the handicap of possessing two tails and two bowel-systems to become one of the most famous video game stars ever. Now, Sonic CD has arrived and Tails is suspiciously missing. Has he merely been sacked for being a crap character or are more sinister deeds afoot. We ask the question – where are you, Tails?



Right, first of all I have one thing I would like to straighten out with a few people. It is, to a lot of people, a growing hyped-up calamity that if your child has a computer, console or a hand held unit, that he or she's head will turn to mush. They will become brain-dead and become raving lunatics. What a load of crap! First of all, it gives lonely kids something to do, it stops kids smoking pot and taking other stimulants or drugs. It also stops kids wasting money on these types of things and rubbish. So some people (not just parents) want to remember these few points the next time when they say that games makes kids thick. Oh and by the way, I don't think completing Streets of Rage 2 will make me feel that I should kick hell out of an old lady.

The second thing on my list is just a couple of questions.

1. Do you have a special camera for taking screenshots?
2. What do you think personally of games such as Mortal Kombat and Night Trap?

I hope I haven't bored you. Thanks for listening. See ya later.

PS. Your mag is great.

Lee Tope, Merseyside.

I agree that all the stories about consoles screwing up kids' minds are nonsense, but I disagree with your argument that playing video games stops people from taking drugs. If people are going to take drugs they're going to do it anyway, regardless of whether they play video games or not. The two have nothing in common. Video games are a vice for children, but the difference is, video games are HARMLESS. If reactionary parent groups are concerned about kids, perhaps they should take less interest in simple entertainment like games and concentrate more on vices that ARE problems. Like drugs. Turning consoles into a fashionable media scapegoat won't solve those problems.

And in answer to your questions, we use a piece of Apple Macintosh software to take our screenshots and I think that Mortal Kombat and Night Trap are good and naff respectively. I don't think either are gory or subversive.

RIGHT ON!

Dear TOM,

I'm sure you will agree, as will others, that Micro Machines is a superbly playable game, but I have one minor complaint. Walter (supposedly the worst of the eleven drivers) stands out from the rest as clearly being the plumpest. Are Codemasters suggesting indirectly that the fattest drivers tend to be the worst? I myself do not fall into the category of being a large person, nor is my name Walter (due to my sex), but I feel that such stereotyping should be kept out of video games. This matter has been brought up before. Why aren't there more/any games with muscular female heroines rescuing their boyfriends? You may dismiss this all as too trivial to print, but thanks for listening!

PS. Fab mag, no jokes about my name and did you know, an anagram of your name is ITESMOGU?

Ms S Hussein, Preston Gubbals.

There's quite a lot of variety to the characters in Micro Machines, in race, sex and size. I think Codemasters were just trying to get a good cross-section of different kids across. To my mind, that's the opposite of stereotyping. To suggest that, because Walter is rubbish, Codemasters were saying all fat kids are rubbish is more a problem with the way YOU perceive fat people, than anything else. However, I agree that there is a distinct lack of heroines in video games. It's just that games manufacturers are trying to cater to the preferences of the market, and with a male-orientated industry like video games, that's male heroes. It's the same with action movies too. Really, it's just laziness on the part of the producers. It's far easier to stick to a working formula than to explore new avenues. Take Sonic's new girlfriend - a pink hedgehog with a bow in her hair. Talk about dated.

THE SECRET OF ED LOMAS

Dear TOM,

What's the deal with this Ed Lomas guy? I can understand regular tipping, but this guy is beyond belief. I can understand the Sherlock Holmes tips, the Deadly Moves password and even some of the Sonic 2 tips. I'm even prepared to believe the Road Rash 2 tip in issue 19, since someone else found it too, but what about Sol Feace and Global Gladiators? Did he just happen to hit the right combinations of buttons, or did he slog through all 60, 000 combinations until he found the right one? And how about his Cyborg Justice tip? Another slow search through thousands of combinations of A, B and C, or a dastardly plan to pull the wool over the eyes of the public?

I would call him a cheat who copies tips from other magazines, were it not for the Ecco tip in issue 15. I mean, Ed, it must have come as a shock to you when you entered your own name as a password and it worked, mustn't it? Unless... you put it there yourself! Ha, ha! Now your secret is revealed, you fiend! I put it to the readers of MegaTech that Ed 'Pinky' Lomas is nothing more than a Sega programmer and not, as he led us to believe, a hard-working tipster. What do you say to that, Pinky?

He should be dealt with severely. Something lingering with boiling oil springs to mind.

PS. I had that lobotomy, as you suggested. It worked a treat, thanks.

Stephen Worthy, Esher.



So, you think Ed Lomas is a Sega programmer, eh? Well, you're completely wrong. I've had the privilege of meeting him and he's just an ordinary guy who really does play each game to death, finding out everything there is to know. Mind you, how he got all the way down here from Lapland without Santa noticing he was missing, is a mystery to me. Maybe Bluey, Greeny and Orangey covered for him.

MR POTATO-HEAD

Dear TOM,

I read your reply to No Name's letter on Magicdrives with interest and amusement (mainly amusement). You really don't know what you are on about, do you? For starters, the game is loaded from high density disk into the Magicom's memory (24 Mbits of it) NOT the Megadrive's, as you say. Secondly, the games take up 2 high density disks at the most (even 20 Mbit SF2 Turbo on the Super NES). Not even Neo Geo games take up 10 disks! And, as the game is loaded into the Magicdrive's D-RAM (disk RAM), which takes about 60 seconds before you can actively play the game, there is no pause in action whatsoever. Also, you can save your battery back-up games to disk, use a real-time save, or Action Replay/Game Genie. All built in! Also, second from last, you can copy DSP and FX games on the Super NES using a plug-in cartridge that costs around £60 and contains the chips needed, which are then utilised by the games once they are loaded off of disk.

And last I must say that anyone who is going to buy one of these devices should first consider it carefully. You eventually end up getting 20 games a week which sounds amazing, but in actual fact unless you are very strong-willed, you end up playing them for a couple of minutes, throwing them in a disk box, then go onto the next game. I recently sold my Super NES version (the Magicom + Wildcard 2) and bought a Mega-CD 2 and Silpheed, you really do enjoy one game a week better than you do 20.

PS. To No Name, you said in your letter that getting one of these devices, you concluded, would mean that you would pay more for a Megadrive game. How so if you've got one of these devices? Also, if the prices weren't so high in the first place there would have been no need to invent these copiers. Which came first in the console market, high prices or piracy?

No Name 2.



Why, thank you very much for all that information, Mr Know-it-all. I really appreciate it and I realise that it's only in times like this that you can bear to live a sad, friendless life with that -sized, heavy potato-head of yours. But I think, in your frenzied state of all-knowing smartiness you've missed No-Names point somewhat. Nobody is disputing that the Magicdrive is a clever machine, and of course everyone would like free games - me included - but just stop for a second and think about what piracy does to the software industry. When people copy games, software companies like Sega and Nintendo lose the money they would have made from sales. This means they have less money to spend developing new games, so the quality of games drops. Even worse, they could consider that consoles were no longer profitable and pull out of the console market. Where would that leave you then with your smart-alec Magicdrive? You'd have nothing left to copy. Piracy might seem very tempting, but it's actually very damaging to the software industry and if the only problem you can think of is having too many games to play each week, then maybe you aren't as smart as you think.

JURASSIC FART!

Dear TOM,

I, like millions of others, have had the visually stimulating treat of seeing Jurassic Park (or JP as we Dinopro's prefer to call it). I have also recently bought an American import of JP on the Megadrive and what a damn fine piece of software it is too. "Where is all this leading to?" I hear you cry. Well, it is here that I begin the 'slagging off' session as regards your review on JP in issue 21.

Firstly, the reason why the game is nothing like the film, (you see, I admit this much) is because it's based around Michael Crichton's novel. Secondly, what was all that crap about a 'high-speed jeep chase'? You are

MRS JEAN PROWER (Tails' mother)



Oh deary me, I'm worried sick. Miles is such a good boy. He wouldn't just run off, he wouldn't. I tell you, it's that Sonic the Hedgehog, he led him astray. It was his idea to call our boy Tails in the first place. Said it would add a bit of character. As if Miles doesn't get enough trouble at school, what with him needing those two potties every time he goes for a doo-doo. It's so embarrassing for the lad, he has two bottoms you see. Anyway, last week Miles got into an argument with his father, Kenneth, at the dinner table. Miles just went crazy, he threw his bowl of nuts and wild berries at Ken and stormed out of the burrow and we haven't seem him since. Please, Miles, if you can hear this, Mummy loves you. Come home. I'll cook soufflé, your favourite. I just hope he hasn't been caught by trappers and turned into mittens.



RAY SQUIRREL (Sonic's coin-op workmate)

Look, I don't know much about Tails. I'd only just joined Sonic's New Woodland Generation before the big split. Me and Mighty see, we're the new co-stars of Sonic's coin-op. Thank you Sonic, we're very grateful. Anyway, Tails was a funny sort. He'd spend all day eating Mr Men ice lollies and when he went to the toilet he'd always flush twice. And he was forever arguing with Sonic. Kept claiming his part in Sonic 2 wasn't big enough. He'd demand a proper end-sequence and an official green Super-Tails. Of course, Sonic never gave in. Then one day, Tails asked for his own spin-off game– Tails' Cookies, I think he called it.



Well Sonic just laughed and, in a rage, Tails unplugged the player-one joypad. Heck, Sonic almost went into a coma. He was doing repetitive jumps until the rest of the woodland creatures could plug him back in. He's never been the same since. Thinks he's an old sea-captain now. Very sad.



ROSY (Sonic's girl)

Yeah, I met Tails, once. It was sometime ago, before I started dating Sonic. I had this evening job as an escort. Well it brought in the cash while I was at college. That and the film work. It was fairly easy money, just dinner dates with lonely travelling business-animals mostly. They're always interested in attractive pink hedgehogettes, it's exotic. Anyway there I was, on the corner of the Casino Night Zone and Starlight Zone, when a mine cart pulled up by the kerb. I thought the driver, a fox, looked a bit young, must have been his dad's cart. Anyway, he offered me a hundred rings for a bit of company. A hundred rings, that's a whole extra life! Well, it seemed a bit suspect and then I noticed that the fox had two tails. I told him to push off. I mean, I not into anything weird. He started shouting obscenities and before I knew it he'd rolled into a ball and bounced on my head. I lost all my rings and had to go back to the last lampost. Git!

M BISON (a Street Fighter)



Hey, you can just forget trying to pin this Tails the Fox thing on me. I've never met the kid before. I mean, come on, I'm not even from the same game. So you can just tell that greasy little police lieutenant with the glass eye to stop coming around here and questioning me. And as for these lovely fox-skin slippers I'm wearing, well I just bought them from the market, Ok? And the same goes for my furry ginger oven-gloves. You can't prove nothing. Look, what are you insinuating? My two-tailed Davey Crockett hat? This common old thing? Ha ha, these things are as common as double-yolk eggs. I've got nothing else to say and no you can't pull up my floorboards. That pungent guff of rotting flesh is just warm hamburger meat.

DR IVO ROBOTNIK (mad scientist)



Vy can't you peeple leef me alone. I'm fed up off peeple harrassing me. Look, I don't care about dis blinkin' Tails de Fox. I haff had it up to my neck vith flamin' voodland animals. Dey can all bloody vell shuff off, for all I care. Effer since I appeart in dat bloody game I haff had nuffink but troubles. Mine life is a livink hell. Peeple call me fatty unt git unt udder nasty names. It's all very upsettink unt mine vife von't eat her fillet 'o' fish no more. Vell, I don't care a blinkin' hoot. Just you vait until mine Mean Beans game is comink out. Bloody smart, it is. And I am also to be starring in pantomine at the London Paladium. Cinderella vith Little and Large, top Englander comedians I hear. Shoult be interestink. Over unt out, funky dudes!

a console expert, you should know that in order for the T-Rex, the scenery, the sound and speed to play like the film, it would be almost impossible for the new 3DO, never mind a poxy 16 M-bit cart. Thirdly, the bit about the dino's being 'wimpy'. Velociraptor's are six feet tall and have reptilian blood and skin, they were mere meat devouring critters like today's cheetahs and lions. Not some 'out of space monster' that need a nuclear missile stuck up its backside to knock it out!

And another thing (I'm really on a roll, now) what was all that rubbish about the controls being 'too fiddly', and 'always going back to the beginning of the level'. Heaven forbid, a difficult game! I mean, pardon me but isn't that part of the challenge, the whole idea of games playing. And finally, 'poor animation', you said. Well, if you worked for Industrial Light and Magic, I could understand you feeling a bit gutted. Considering it was them that provided the stunning, jaw gaping, trouser-filling, computer graphics. But you don't! I mean, these sprites actually breathe, move and sound like the real thing, when they were alive that is! And consider it's all been squeezed onto an 8 M-bit cart, it's pretty damn fine!

I also have Flashback, yet another classic to grace my machine, and both of which stand side-by-side, both as good as each other!
Dave 'JP', Plymstock, Devon.



Boy, I sure am glad it was a 'Dinopro' that picked up on the inaccuracies of my review and not some stupid butthead. I don't know what's wrong with me. You know I could have sworn the game was nothing like the film or the book and the graphics were plop. And as for that 'jeep chase' thing, silly me, there I was thinking a 16-bit console like the Megadrive could have an exciting chase level like it does on the Game Gear, but of course it can't. I'm such a thicky sometimes. Can you believe I thought the game was easy? I'm glad it took such a well-honed gamesplayer as yourself to tell me how difficult it really is and all thanks to the clever fiddly' control system. Ingenious! And those 'wimpy' Velociraptors, I forgot they were realistic and not just rubbish, but of course you'd know they were real thing , even though they've been extinct for millions of years. Ayuk huyuk! Thanks again, Mister Dinopro.

Picky little git

Ey Guise,
I am writing to say that although your mag is one of, if not the best in the World (lick, lick), you still make many, many mistakes. for instance, in issue 18, page 48, on your review of Summer Challenge you missed out Accolade's little picture. On page 47 in the same issue, on the Splatterhouse 3 review you took the mick out of Popcorn Chicken, saying it was sick, so I went out and tasted some. It wasn't that bad. In issue 21, the Haunting review, you missed the little piccy that tells you what sort of game it is. You did the same in Amazing Tennis, issue 19, on the same page you missed out the page number and on the page after that one and after that one and on page 53 in issue 16. In the same edition you missed out page number 80 and 81. Oh, and another thing. Your Lemmings codes are crap! Not one of them works.

I have only got seven editions of the mag, but there are more mistakes. I'm not a picky little git, but by polishing up on these little points your mag will be better (if that's possible, lick, lick).
Adam (complainer) Burrows, Middleton, Leeds.



TOM: No, you are a picky little git. Still, thanks for taking the time to note down all those little errors. Oh, but then I imagine you probably have a lot of spare time on your hands, what with the lack of social life you quite obviously have. Funny you should talk about mistakes though, after reading your letter it occurred to me how even nature can make the most hideous of errors. Unfortunately, some of them survive. Hey, but don't blame yourself, just enjoy your Popcorn Chicken.

DELICIOUS RICE RECIPES WITH JOE MUSASHI



He's a kung-fu master, a champion athlete and a deadly assassin. He's the Shinobi and he's here with his ninja wok to show us how to cook a mouth-watering rice dinner.

Harro Sports Fans. Today, I am going to cook Japanese Simmered Two-Tailed Fox and Vegetables over Lice. Mmm. Rip-smackingly good, don't you think? First up, the ingredients.

INGREDIENTS

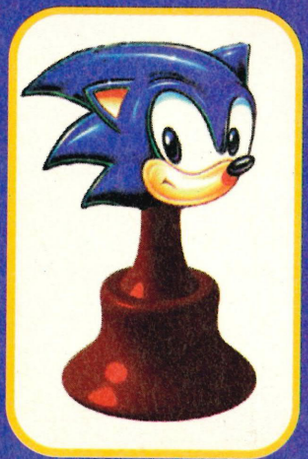
2 cups of short-grain white rice.
1 Two-Tailed Fox.
1/2 cup soy sauce.
1/4 cup mirin.
3/4 cup reconstituted dashi.
3 tablespoons granulated sugar.
1 medium-sized yellow onion.
6 green onions.
4 ounces fresh enoki mushrooms.
1 pound fresh shungiku.
1 can sliced bamboo shoots.
1 pound tofu.
1 can shirataki noodles.
4 quail egg yolks.

First boil up the lice. Otherwise, it expand in stomach and kill you. Old ninja trick, that one - ask Steve Mellett. Snigger. Combine soy sauce, mirin and dashi with sugar in small saucepan and stir over medium-high heat until sugar is dissolved. It take about tree minute.

Now take Two-Tail Fox and remove skin for mittens, slippers and Davey Crockett hat. Heat large skillet over medium-high heat. Rub bottom of it with fox fat, now add two-tail fox meat and cook, turning until past pink stage, then push to one side of pan. Add vegetables, tofu, shirataki, all chopped up, and soy mixture too. Now cook until vegetables are prenty clispy.

Scoop hot lice into 4 large bowls and add fox meat and vegetables incruding some sauce. Now top with an egg yolk and two bushy rittle fox-tails. Yum, yum, delicious!

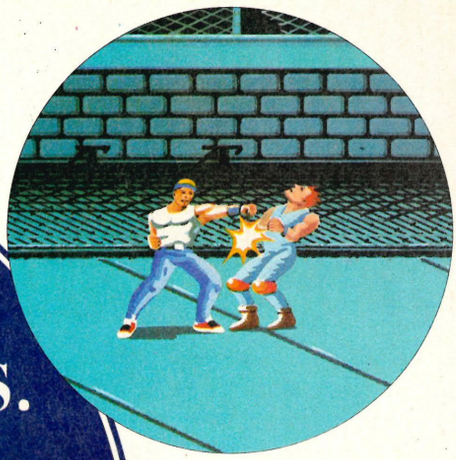
SONIC (Hedgehog)



Bong Thang hog-fans, Sonic here. The hedgehog with attitude. Comin' on like a seventh sense, dudes. About my lovable, huggable kinda buddy, Tails, this is all way bogus. I mean, he's one super-fly guy and to just vanish, kapoot like this, well, it's just most unbecoming of such a happenin' dude. It's dissin' me bad, bro'. I'm totally krossed out. Break it down. Uno, Dos,Tres, Cuatro. Actually, to be honest, this is just what I'd expect such a spoiled brat. I teach him all my moves and he just moans about sweets and toys all the time. Ungrateful little turd. He can have been made into pies, for all I care. That's the word from the Daddy Mac and remember, be Sonic! Be atomic!

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MEGADRIVE REVIEW



BY: SEGA/VIRGIN



8-MEG

STYLE

PLATFORM

PRICE £TBA

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

NOV 1993



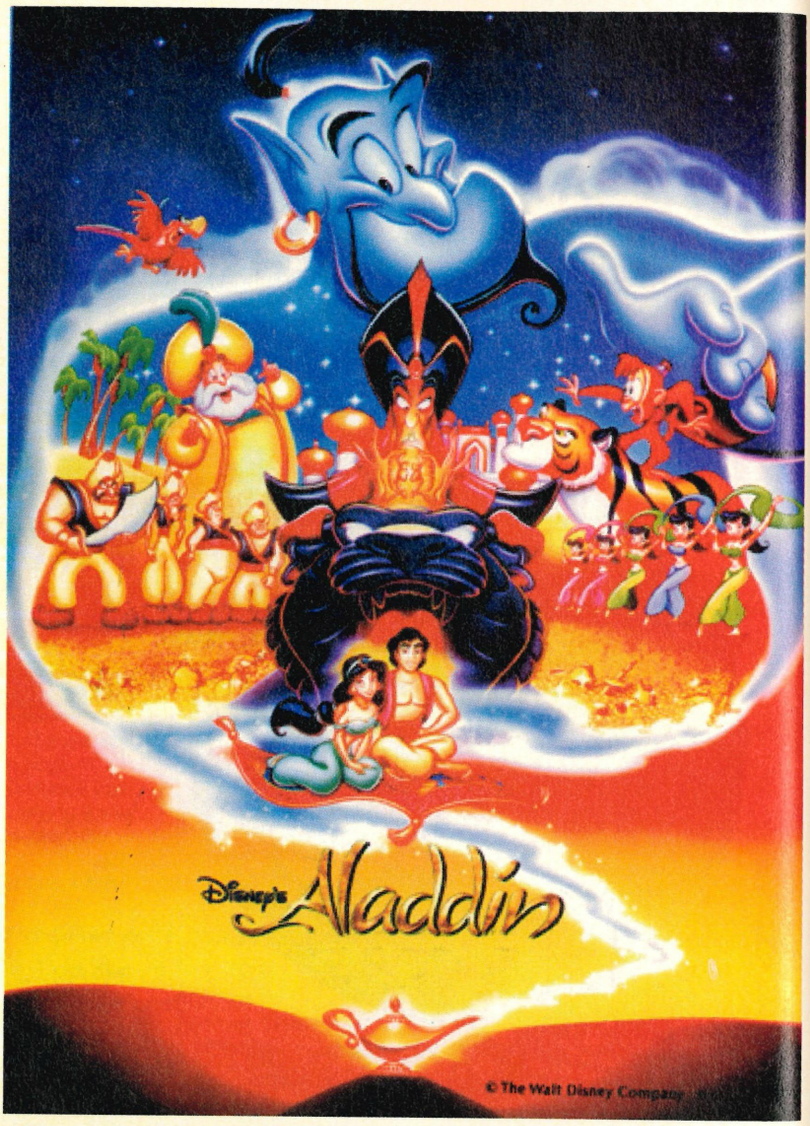
It's got adventure. It's got comedy. It's even got a dash of romance. Is it the latest cinematic endeavour from that guy Spielberg? Nope, it's Aladdin, the latest cartoon adventure from the only company who can give Steven Spielberg and his all-very-clever dinosaurs a run for their money – Disney. Resplendent in his baggy trousers and silly waistcoat, STEVE MERRETT is ready for adventure...

ALA

Let's face it, everybody knows the story of Aladdin and his magic lamp. It's one of those tales that, along with Snow White and Cinderella, kids and adults everywhere know off by heart and will continue to pass on for years to come. Thus, with typical Disney panache, Aladdin, the Genie and the evil Jafar are all set to enter the UK cinemas in the coming months, with Virgin's Megadrive game snapped up by Sega for release soon after. As with their state-of-the-art past classics, the Disney studios have really gone to town on Aladdin. Featuring the voice of Robin Williams as the Genie and some of the most adventurous computer-aided animation ever seen, Aladdin has already been hailed by US critics as a classic of equal status to The Jungle Book, Snow White and Bambi.

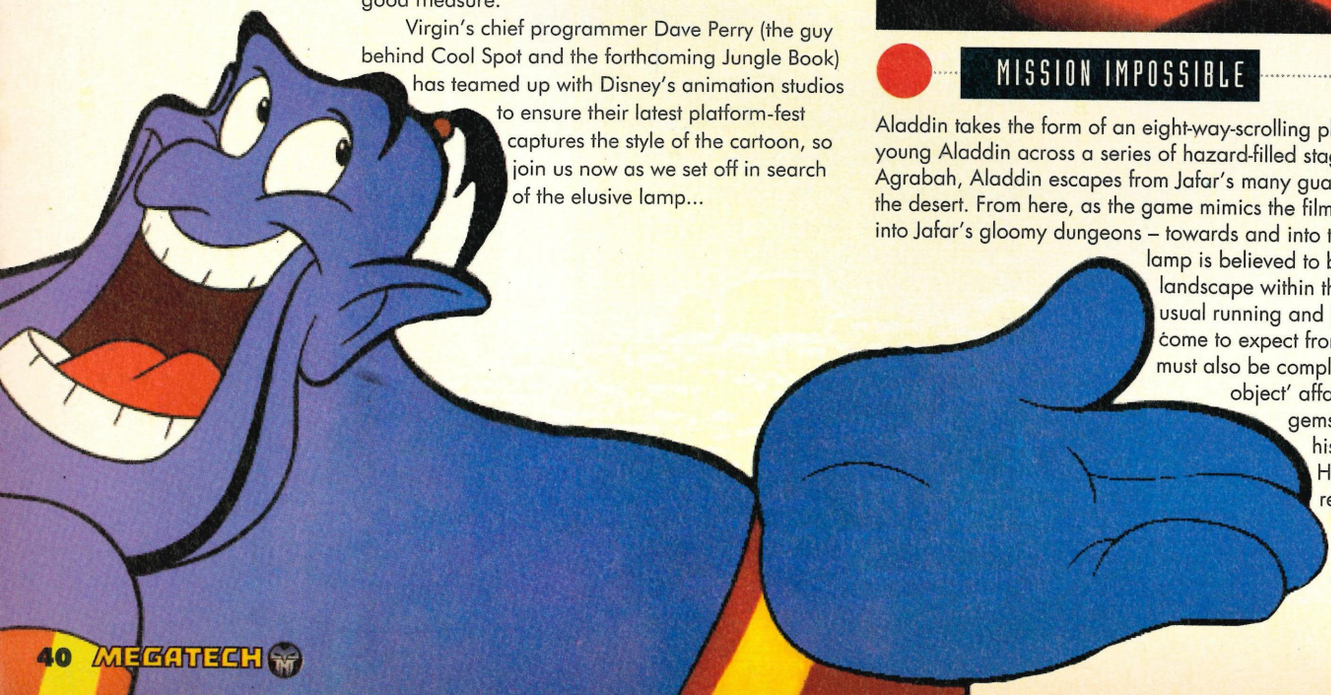
For the few who haven't heard the Aladdin story, it revolves around the adventures of the titular young hero as he searches for a magical lamp on behalf of the Sultan's corrupt advisor, the evil Jafar. Legend tells of the lamp's strange magical properties and how, when rubbed, the user is rewarded with three wishes. Having located the lamp's supposed whereabouts – the mystical Cave Of Wonders – Jafar, ever the coward, sends young Aladdin into its dark entrance to retrieve the lamp. However, as can be expected from a Disney production, the film expands upon this greatly, with loads of songs, unusual characters and a few magic carpet rides thrown in for good measure.

Virgin's chief programmer Dave Perry (the guy behind Cool Spot and the forthcoming Jungle Book) has teamed up with Disney's animation studios to ensure their latest platform-fest captures the style of the cartoon, so join us now as we set off in search of the elusive lamp...

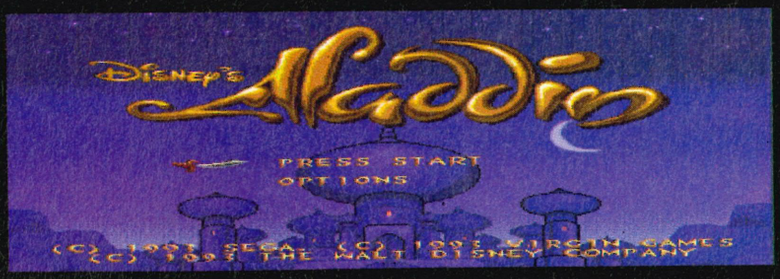


MISSION IMPOSSIBLE

Aladdin takes the form of an eight-way-scrolling platformer, with the player guiding young Aladdin across a series of hazard-filled stages. Starting within the city of Agrabah, Aladdin escapes from Jafar's many guards and allies by legging it into the desert. From here, as the game mimics the film's plot, his adventures take him into Jafar's gloomy dungeons – towards and into the Cave Of Wonders, where the lamp is believed to be, and eventually into the surreal landscape within the lamp itself! In addition to the usual running and jumping escapades we have come to expect from the genre, a number of missions must also be completed. These are basically 'hunt the object' affairs, with Aladdin searching for gems, flutes and the like as he makes his way to the end of the level. However, key parts of each level remain blocked off until the predetermined number of goodies have been collected, so forget any cheating plans!



DIN







▲ Aladdin's turbo-powered carpet at work.



▲ Just one jump away from a power-up.

LEVEL HEADED

Young Aladdin's journey is a treacherous one and no mistake. Luckily, he's an athletic little fellow who can run, jump, and crouch, and as such, he can make good use of the many platform opportunities available to him. For instance, in addition to the rooftops he leaps across whilst exploring Agrabah, he also uses small jutting poles as trampolines to reach the higher areas.

These ideas are updated for each progressively more complex level, where our hero finds himself using water jets, moving bricks and palm trees to clamber up to previously inaccessible areas.

ARMED AND DANGEROUS

Despite his wealth, Jafar's army seem to be a bunch of jessies, to say the least. The reason for this observation is that Aladdin begins the game armed with an innocuous-looking sword and a bunch of apples. Yeah, OK, so the sword is obviously something to be avoided, and can see off most foes in a couple of slashes (if you'll pardon the phrase), but apples?!

Yep, simply by lobbing these pieces of solid fruit at the Thuggee guards, the skeletons within Jafar's dungeon or the assorted wildlife also out to sap Aladdin's health, within two hits any of these oncoming foes are bumped off. Just think, Jafar could have avoided the hassle of retrieving the lamp by arming his men with a few pineapples or mangoes and storming the palace...



▲ The fruit machine sub-game in all its glory. As the bonuses appear in the Genie's mouth, simply press the C button to collect them.

EXTRAS, EXTRAS, READ ALL ABAHT IT!

In addition to his sword and apples, Aladdin finds loads more useful goodies during his quest, including...



GENIE POTS: Blue urns which, when touched, reveal the Genie's face and act as a restart point.



GENIE HEAD: Bonus points galore when you find one of these.



LAMPS: Wow! A smart bomb! A really, really smart bomb...



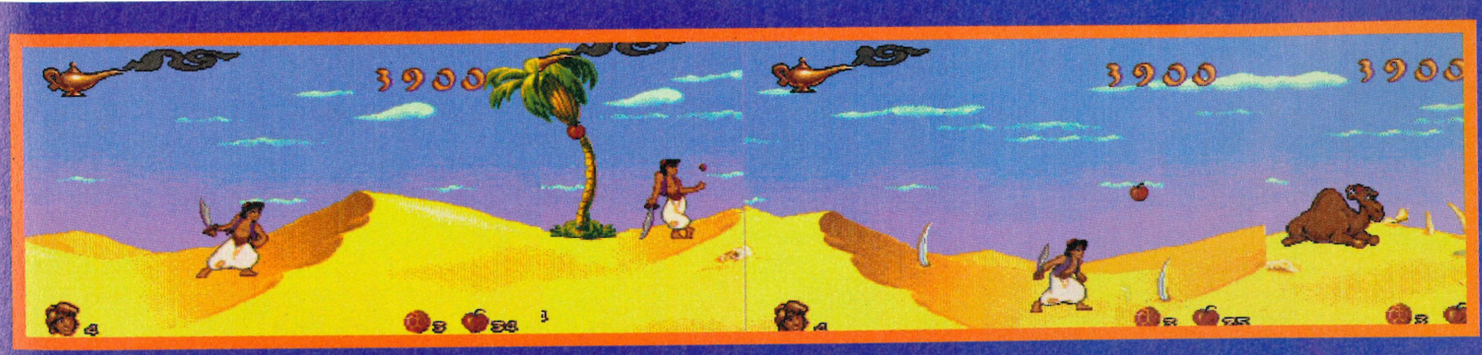
BLUE HEARTS: Extra energy if it's needed. Aladdin's health is indicated by a smoking lamp and every time he concedes a hit, the plume of smoke is reduced by a third, until he keels over and loses a life.



GOLD HEAD: A shiny Aladdin head means – no surprises here – an extra life.



APPLES: More fruit to lob at the enemy. Still, you can never have enough...

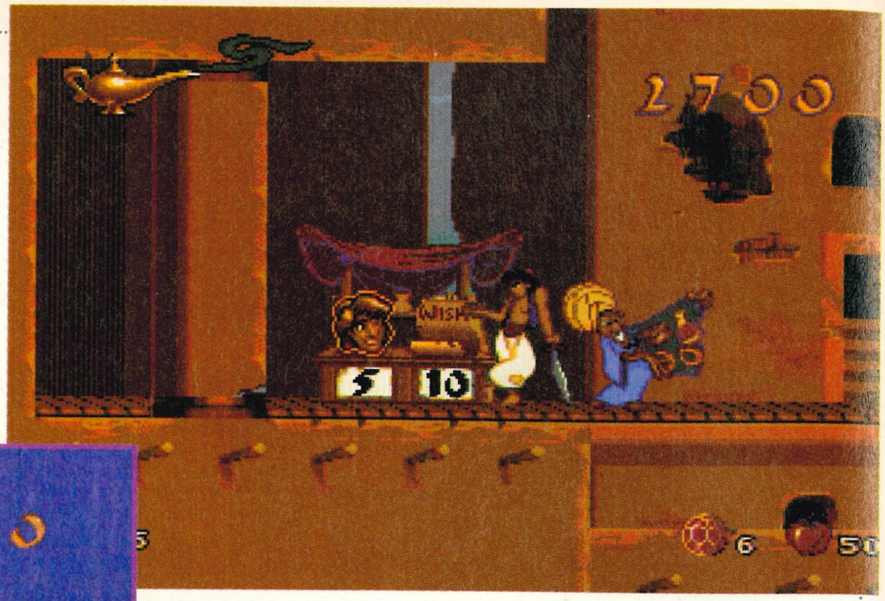


▲ The desert level in all its glory, featuring spitting camels, swordsmen and many many more dangers.

BARRELS, BAUBLES, BONUSES AND BANDITS

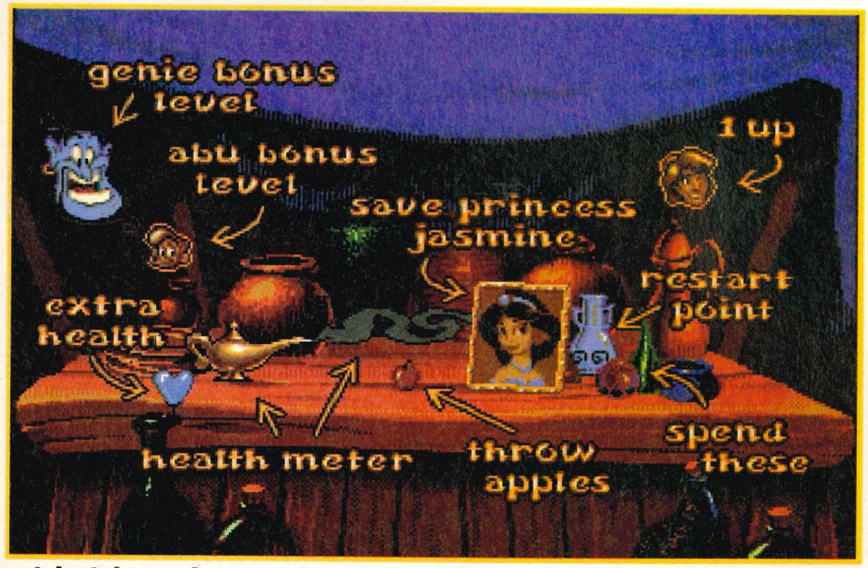
In between rounds, Aladdin is given the chance to stock up on lives and things in a pair of sub-games. The first stars Aladdin's monkey friend, Abu, who, whilst armed with a sword, avoids or slashes wave after wave of falling barrels as he attempts to grab as many gems as possible. The second, however, is a more simplistic fruit machine affair, with the Genie's open mouth revealing randomly-displayed goodies such as gems and extra lives. These are added to his inventory simply by pressing the B button, but a witch's head also appears and, if this is selected by accident, our hero is sent on to the next stage.

So what's the reason for all this gem-collection malarkey? Well, every now and then a shopkeeper appears from out of the blue, showing his wares on a hastily-erected stall. Just two objects can be bought with your precious stones: extra lives and wishes – the latter of which act as continues for when Aladdin's final life have been lost.





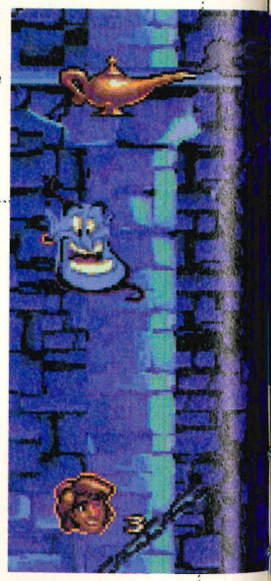
▲ **This idol flies above Aladdin, lobbing fruit and swinging his sword. Git.**



▲ **I don't know about you, but I reckon this a bit similar to Cool Spot's map...**

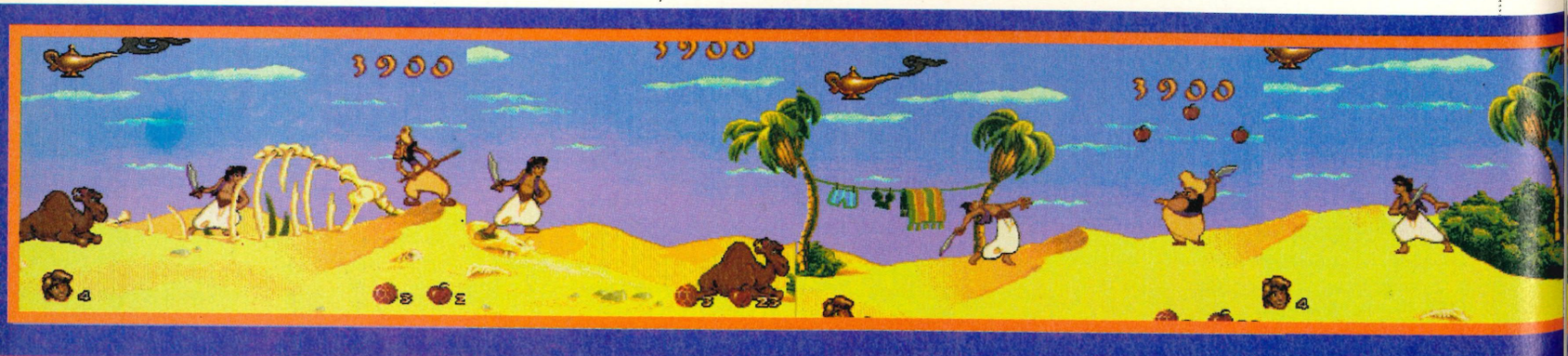
SPOT THE RUG

What would an Arabian adventure be without a bit of magic carpet action? Well, no sooner is Aladdin inside the Cave of Wonders than he finds what appears to be a discarded bit of Axminster. Stepping on to it, he is immediately lifted off the ground and into a other rather smart sub-game. Initially, our hero must simply duck out of harm's way as the uncontrollable rug swoops to and fro. But in the next stage the action speeds up, with the player keeping an eye out for the Genie's hand which appears to forewarn him of fast-approaching obstacles.



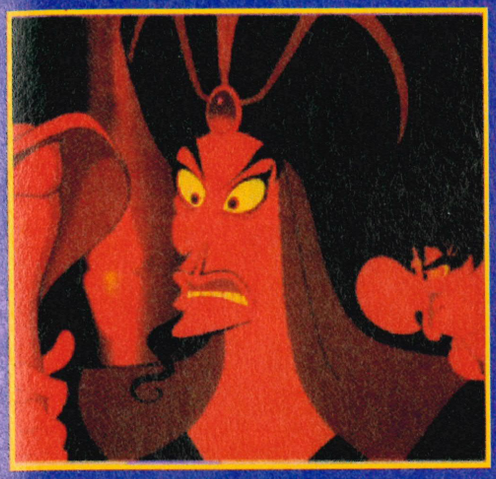
WALT A CRACKER!

Quite simply, Aladdin is one of the best-looking Megadrive games you're ever likely to see. The attention to detail is nothing short of incredible, with stacks of little animation touches and ideas giving the game the closest links to Disney's studios yet. Aladdin himself leaps and crouches beautifully, and Jafar's cronies are equally well designed and die in a variety of both amusing and eye-catching ways – keep an eye out for the fat guy whose trousers fall down, for instance. I could go on for ages spouting on about the exploding skeletons in Jafar's dungeons, the speed and



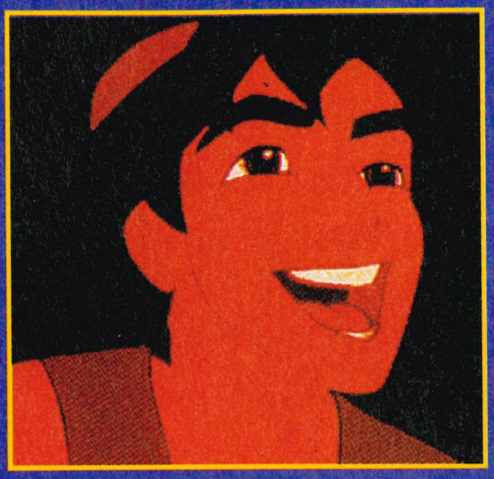
HOORAY FOR THE GOOD GUYS!

Fed up with playing movie licences which have nowt to do with the films they're based on? Well, take solace in the fact that Virgin's conversion features the full monty of cinematic goodies and baddies. As they say at the end of 'You Rung M'Lord' and 'Are You Being Served', you have been watching (feel free to boo or hiss where applicable)...



JAFAR:

Hiss, boo, etc. Yup, Jafar is the villain of the film. One for lots of huddled cackling, he's after the lamp so he can become ruler of virtually everything – except for a tiny village in the corner of Gaul (oops, wrong review).



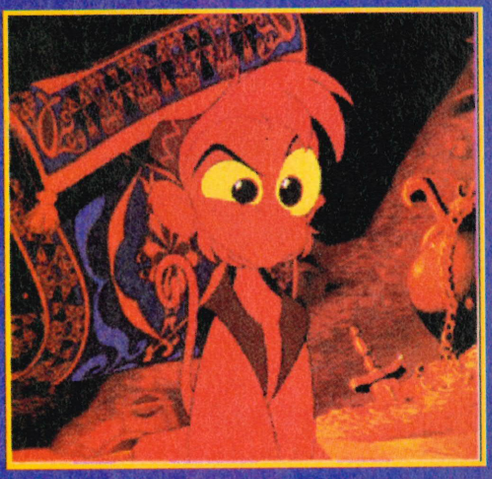
ALADDIN:

The baggy-trousered hero of the piece. An all-round good guy and the only person deemed 'good natured' enough to enter the Cave Of Wonders. See, kids – the moral of the story is: being good does have its rewards.



JASMINE:

Aladdin's love interest. Her hobbies are travelling the world, helping old people and knitting. Or something.



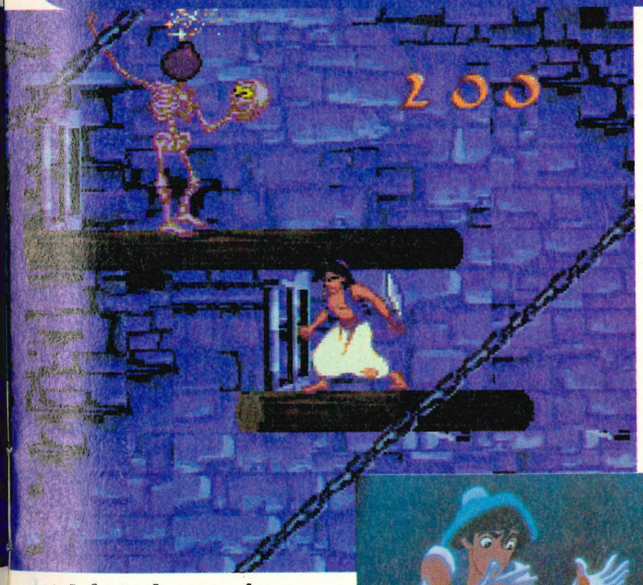
ABU:

A monkey – but a typically cute one. Abu is Aladdin's one true friend, which is really kind of sad when you think about it.



GENIE:

From his detached lamp abode, the Genie is ready to bestow three wishes upon anyone who gets to rub his chrome home. he sounds a bit like Robin Williams too.

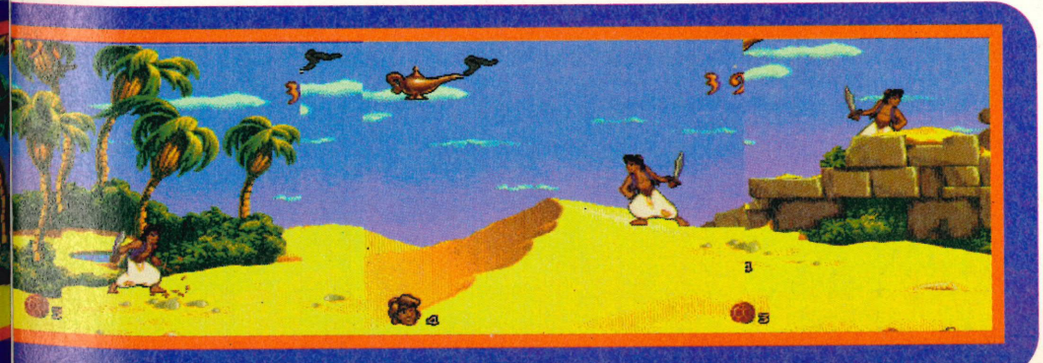




▲ Jafar's dungeon is infested with skeletons who replace their skulls with bombs. These then explode, scattering energy-sapping ribs all over the place.

incredible graphics during the magic carpet stages and the spitting camels, but basically all I need to say is that this is a milestone in Megadrive sprites and backdrops.

But what about the gameplay? Well, we're in familiar territory here, and anyone familiar with Dave Perry's earlier Virgin games, Cool Spot and Global Gladiators, will experience a few instances of deja-vu in places. However, Aladdin isn't just about originality, it surpasses that. As a platform game it succeeds simply because, even under all those stunning graphics, there's a really playable game in there. The combination of sword play,





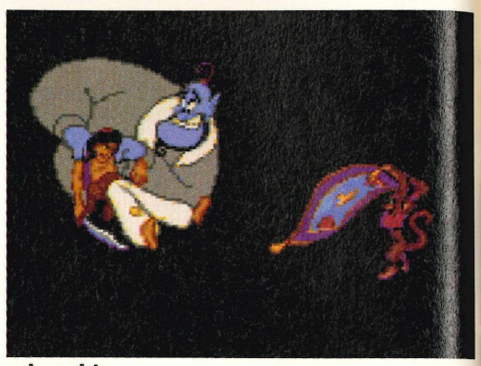


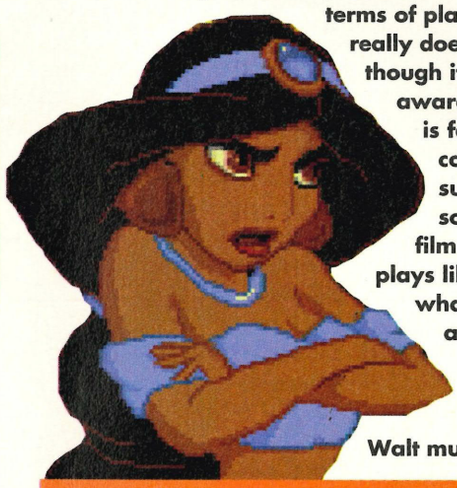


▲ See that Genie, right? Well, the programmers really wanted to make the most of Robin Williams' staccatto delivery, so they went as far as making the Genie character shudder every time Williams spoke. Blimey, I bet that took ages, don't you?

numerous deathslides and platforms, and a variety of foes to battle make Aladdin a combination of all that's good about Cool Spot and Prince Of Persia, and that's a recommendation in itself.

As you may have guessed, I'm a bit of an Aladdin fan. Normally games are either lacking in the graphics department or in terms of playability, but this really does have it all – even though it won't win any awards for originality and is far too easy to complete. It looks superb, actually has some relevance to the film it is based on, and plays like a dream. I mean, what more could you ask for? Oh yeah, lasting appeal. Somewhere in his cryogenic coffin, Walt must be smiling...





THE SECOND OPINION

TOM GUISE



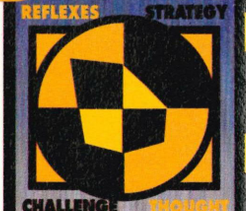
Unlike Steve, I'm not quite so impressed by Aladdin. Yes, the graphics are brilliant – the backdrops could easily be lifted straight from the film and there's so much happening in them. Flames lap up from hot coals when you stand in them, concrete platforms slide in and out of the walls, casting shadows. Likewise, the sprites are incredibly animated – Aladdin moves brilliantly. I can't think of any other game where the feeling of controlling a real cartoon character comes across so strongly. And you won't believe the sheer variety of baddies and what they all do, with soldiers dropping their pants, street vendors showing you all the goods in their inside coat pockets, hefty swordsmen beckoning you to "c'mon". The whole atmosphere of the game is great. However, the problem is, it's all so samey. For all the fancy looks, you just feel like you're doing the same thing each level. Collecting some jewels and apples, slap some bad-guys around. You can tell Dave Perry is behind this, because it plays almost identically to his previous game, Cool Spot. Very responsive, kind of fun, but just a bit uninspired. Also, it's way too easy. You'll have this one clocked in a couple of days. Very impressive indeed, but I was left wanting.

THE FILM

Disney's reputation for first-class animation has grown with phenomenal speed and, even in these days of computer animation, they still lead the way in terms of innovation and sheer entertainment. During Aladdin's development, Disney had decided they were going to try and push back the boundaries of computer animation even further, and decided the film would feature a series of set pieces guaranteed to wow the audience. To do this, they upgraded their CGI (Computer Generated Imagery) system first used in beauty And The Beast and went to work on sections featuring a fast-moving carpet ride and the entrance to the Cave Of Wonders.

Ordinarily, these ideas wouldn't seem particularly hard – after all, Disney produced Snow White nearly thirty years ago and it still looks as impressive today – but the sheer detail on the rippling carpet and the refractions of light on the tiger-shaped cave ensure that several jaws will hit the ground. Another key aspect in any Disney adaptation is the soundtrack – Aladdin features songs written by Tim Rice, with music by Alan Menken, and was deemed good enough to win an Oscar last year. The film opens in October/November, so you'll be able to see whether it continues the Disney legend then.

% RATINGS



PRESENTATION 94%
Virtually faultless. Exact replica of the Aladdin logos, even down to the colour scheme.

GRAPHICS 96%
The animation and backdrops are faultless and really capture the classic Disney look.

SOUND 92%
Loads of neat effects and tunes, all of which add to the atmosphere.

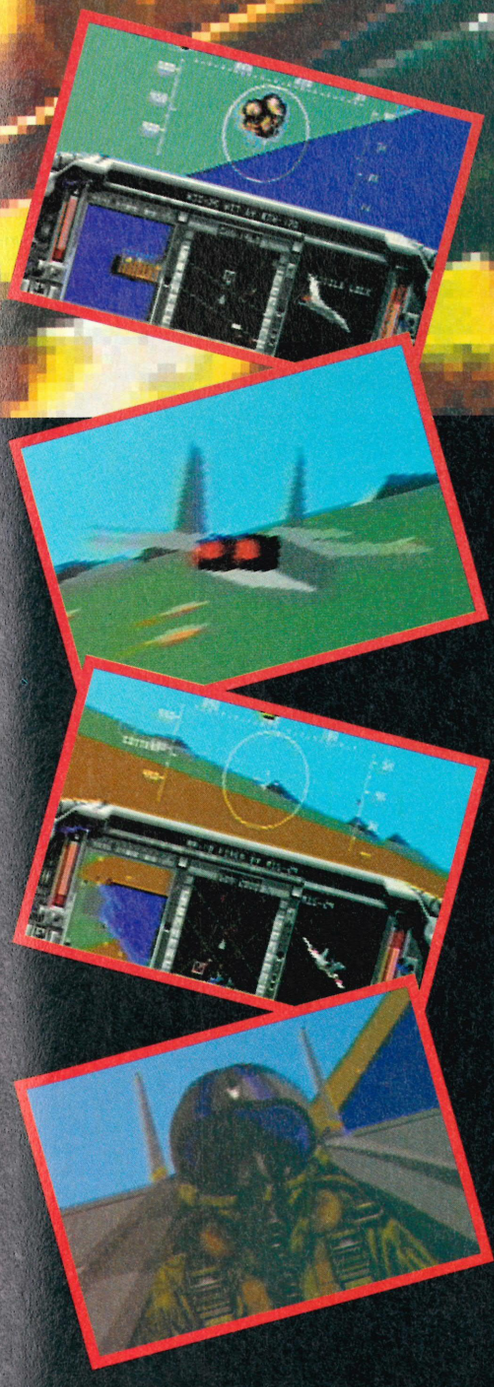
SHORT TERM PLAY 95%
Great fun to explore, and the levels are chock-a-bloc with smart touches.

LONG TERM PLAY 79%
It's terrific fun while it lasts, but sadly it's extremely easy.

OVERALL 90
Quite simply a brilliant licence. It's stunning to watch, great to listen to, and fun to play – but much too easy.

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MEGADRIVE REVIEW



BY: SEGA

SEGA

8-MEG

STYLE

PLATFORM

PRICE TBA

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

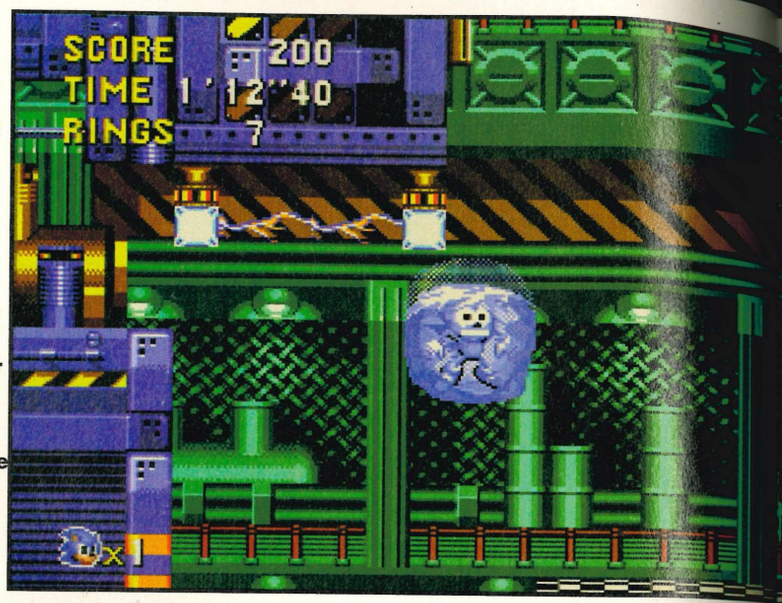
SEPT 1993



Whatever happened to Tails the Fox? Woodland investigator, TOM GUISE, asks this question and many more as he travels to the Green Hill Zone to check out prime suspect Sonic the Hedgehog's latest fox-flavoured soup.

SONIC

Sonic the Hedgehog. Ah, that super-fast hero of all woodland creatures. Protector of the furry, defender of the bushy-tailed. You can guarantee that whenever danger threatens the Green Hill Zone, he is always on hand to save the day with his own brand of spiky blue justice. Cuddly animals everywhere sleep easy in their burrows, safe in the knowledge that they will never end up as a smart coat or a pair of fluffy mittens as long as Sonic the Hedgehog is on the job. With his trusty sidekick Tails at his side, he is an unstoppable powerhouse of well-oiled porcine flesh. His very name strikes fear into the hearts of bad animals everywhere. But now his spiky powers are needed once again, for his arch-foe Dr Robotnik has returned. A man renowned for his insatiable desire for fox-skin slippers and bunny chops. As the Hedgehog-Signal fills the night sky, millionaire play-hog Sonic the Hedgehog knows he must don his red sneakers and answer this most desperate plea for help. However, this time the challenge is greater than ever because this is no ordinairy Sonic game. It is Sonic's long-awaited debut on the Mega-CD. Welcome to Sonic CD.



▲ If the freeze ray hits the spiky blue fella he turns into a hedgehog po

SONIC 3?

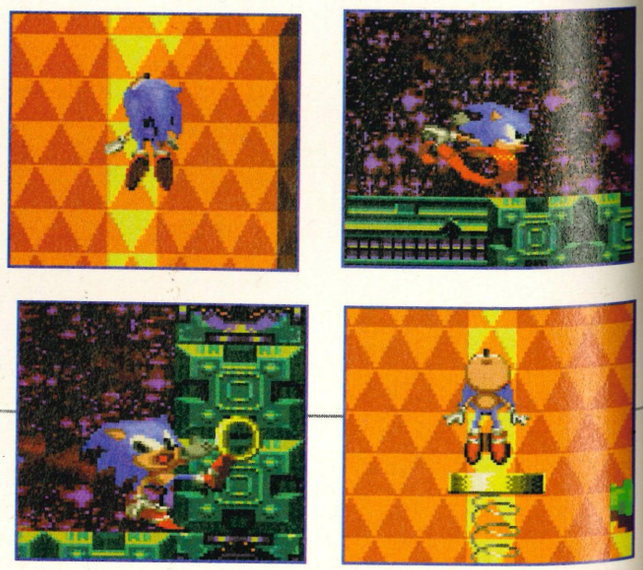
Yep, at last Sega's figurehead character comes to their flagship console. In ,though, it's actually been in the pipeline for over a year now. When Sonic 2 was released last October to a mass of media hype, rumours of a Mega-CD game featuring the spiky blue wonder were already being batted around by the press. At the time it was thought the game would be called 'SuperSonic' and would be a revamped version of Sonic 2, featuring loads more levels and a typically CD-style smart animated intro. Wrong! Sonic CD is an all-new game featuring completely original levels. In fact I could call go as far as to call it Sonic 3, but it isn't, so I won't.



▲ Sonic races past one of the lampost markers. If he dies, he'll start from this point.

PLATFORM THE PORCUPINE

Sonic CD is a platform game... but what did you expect? Knowing a good thing when they see one, Sonic's programmers have stuck to the highly playable formula that made the previous two games such a hit. Of course, the selling factor of the Sonic games has always been speed, and Sonic CD is no exception. Featuring seven different zones, each area is split into three sub-levels which are like crazy rollercoaster rides – from the standard Green Hill Zone-type level (now known as the PalmTree Panic Zone), to a revamp of the pinball-style Casino Night Zone called the Collision Chaos Zone – each one is packed with loop-the-loops, tunnels, chutes and slides. There's the obligatory underwater level, this time called the Tidal Tempest Zone, and what Sonic game would be complete without a Scrap Brain machinery level like the new Wacky Workbench Zone?



▲ There's even more animation to the spiky blue speedster in his latest CD adventure.

CD





▲Yipes, a horrible Spider-Nik!



▲ Crack it open and a seed falls out...



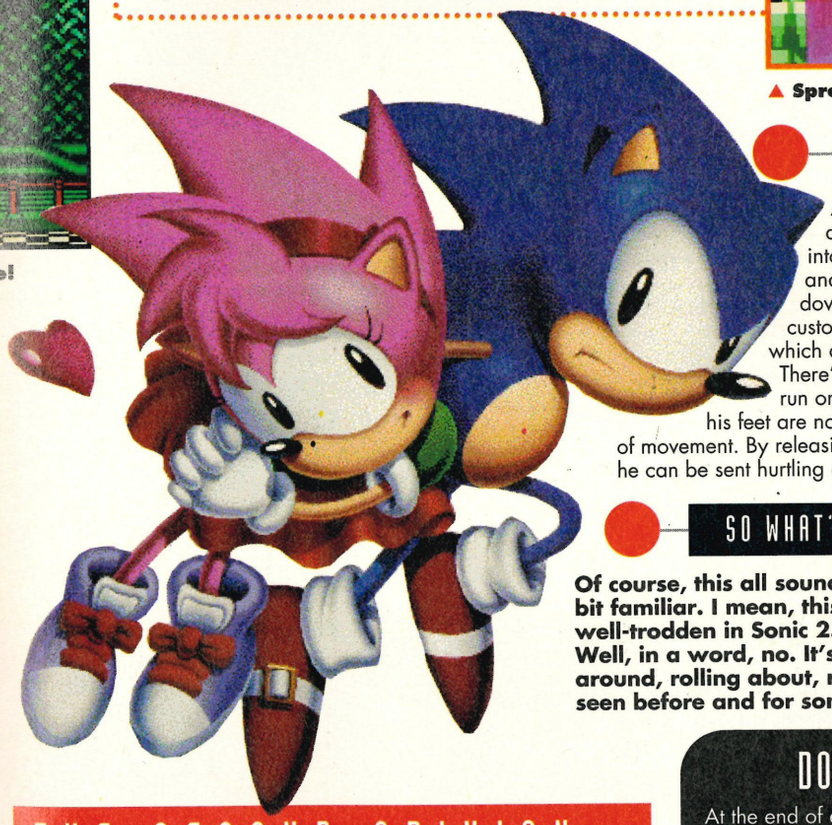
▲ Sprouting into a flower. Aah.

BADNIK SCHMADNIK

When Robotnik is around you can bet that his band of evil Badniks won't be far behind, and sure enough they can be found throughout this game. However, unlike in the previous Sonic games, where these vile mechanical nasties were cute furry animals encased in metal, these badniks are powered by the seeds of Miracle Flowers.



Ricle!



SPEED DEMON

As in his previous games, Sonic has all his speedy moves. He can roll up into a ball, making himself indestructible and increasing his speed on the downhill slopes. Also, he's kept his customised super-ball move from Sonic 2 which allows him to accelerate on the spot. There's a new move, too. Sonic can now run on the spot, building up his speed until his feet are no more than a red-blurry figure eight of movement. By releasing the fire button at maximum speed, he can be sent hurtling around the screen.

SO WHAT'S NEW ?

Of course, this all sounds great, but it also sounds a bit familiar. I mean, this ground has already been well-trodden in Sonic 2. Surely there must be more? Well, in a word, no. It's just the same old running around, rolling about, ring-collecting formula we've seen before and for some reason it's not as much

PLAY THAT FUNKY MUSIC!

The most impressive feature of Sonic CD has to be the incredible music that plays throughout the game. Performed by a Japanese band called Miki, it mimics all the latest dance music to a tee and adds a funky atmosphere to the game.

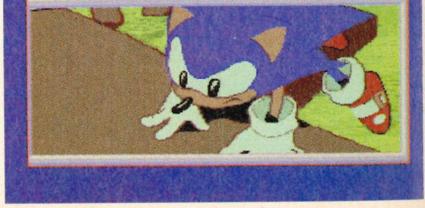
What's more, by travelling through time, you can get prehistoric or futuristic techno remixes of the present day tunes. Some soudtracks, like the PalmTree Panic Zone, even have crowds cheering and whooping in the background. In fact, there's even a full-blown song called Sonic Boom that accompanies the cartoon intro right at the beginning of the game.











THE SECOND OPINION



Steve Merrett

I like Sonic, me. I like the fast-paced action and I like the fact that he's not Bubsy The Bobcat. However, whilst Sonic CD hasn't done anything to damage the mighty blue one's appeal, it has to be said that I'm a tad disappointed with his Mega-CD debut. Throughout the game, I couldn't help but feel that the machine was being sold short. Yeah, there's a neat 3D bit, but for the most part we're in traditional Sonicville with loads of platforms and ring-collecting japes ahoy. I know these are the key features which go to make Sonic a success, but if you've got the technology to make him even faster and broaden his horizons, surely it makes sense to use them? Ah well, Sonic CD is still a worthy addition to the teetering pile that is the platform genre, but unfortunately it's not the game it should have been. Sigh.

DOING THE ROBOTNIK

At the end of each zone Sonic has to face the evil Dr Robotnik and this time he's constructed traps more devious than ever before. Some consist of large robot suits, others house him behind protective barriers while conveyor belts wheel Sonic onto deadly spikes. Don't let him scare you though, because generally he's really quite easy to defeat.



ALTERNATIVELY

94 TINY TOONS
by KONAMI
PRICE: £39.99
An excellent platform romp following the adventures of Bug's nephew, Buster. If anything can knock Sonic 2 off the top spot, it's this.

ALTERNATIVELY

95 SONIC 2
by SEGA
PRICE: £39.99
The smash-hit platformer that made Sonic a household name. Excellent graphics and superb fun. If you haven't got it yet then now is the time.

BACK THROUGH THE MISTS... OF TIME!

Perhaps the most innovative feature of Sonic CD has to be the spiky blue hedgehog's ability to travel through time. This allows him to travel into the past or future eras of each level. Effectively this triples the number of levels in the game, with the exception of the final Robotnik-stage of each zone, which is always set in the future. How exactly does Sonic travel through time? Let MegaTech reveal all.



▲ PalmTree Panic Zone: Present Day.

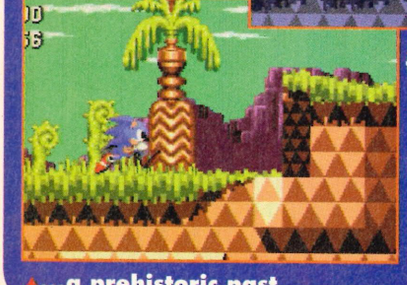


▲ Race past the sign and pick up speed



▲ Woah! Time travel.



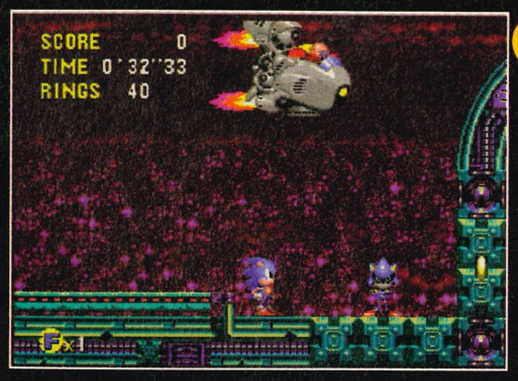


▲ To a dark future or...

▲...a prehistoric past.

TIMED SEQUENCE DURATION: 60 SEC.

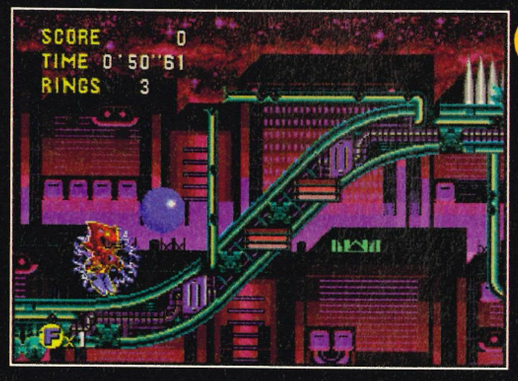
At the end of the Speedway Stardust Zone, Sonic is confronted by an evil mechanical clone. Not only does he have to race this robo-hog to the end of the level, but he also has to avoid being charred by Robotnik's lethal ray-beams.



▲ "Robo-Sonic my evil twin. We meet at last."

fun. Sonic the Hedgehog had the appeal of being new, original and innovative. Sonic 2 was a vast improvement with stunning graphics, excellently thought-out levels and highly addictive gameplay, but for some reason Sonic CD fails to build on this. Graphically it's very good, although not quite as good as Sonic 2 and sonically it's undoubtedly superb, but gameplay-wise it's all a bit samey. Sure, there are absolute tons of levels, but rather than being cleverly-designed zones packed with smart gadgets and mechanisms, they all play the same way. Sonic just runs around, enters a tube, gets thrown around the screen a bit and rolls around a loop-the-loop. Every time. Where are all the smart new features?

As far as originality goes, Sega seem to have taken a step backwards. All the clever things that made Sonic 2 such a joy to play – the levels set upon a giant oil ocean, huge nuts and bolts, a giant airship level – there's nothing like that here.



▲ "Krrk. Foolish hedgehog. Now you die. Power Extreme!"

NOTHING SPECIAL

What about the special zones? In the previous games, they always pushed the capabilities of the Megadrive to new limits. The revolving rooms from the original Sonic game showed that the Megadrive could rotate the screen, and Sonic 2's special zone showed never-seen-before-on-the-Megadrive background scaling. Although the Sonic CD special zone shows both these techniques in action, all it comes across as is a poor man's Thunderhawk or Batman Returns. Slow, jerky and actually quite boring, it fails to demonstate the graphical capabilities of the Mega-CD in the way it was obviously trying so hard to do.

BONUS

As you would expect, Sonic CD has its own brand of the Special Zone. Utilising the Mega-CD's background scaling and rotational abilities, the level takes the form of a race course where Sonic has to smash open a number of hovering UFO's before the time limit runs out. Why? To get a Chaos Emerald of course!

1

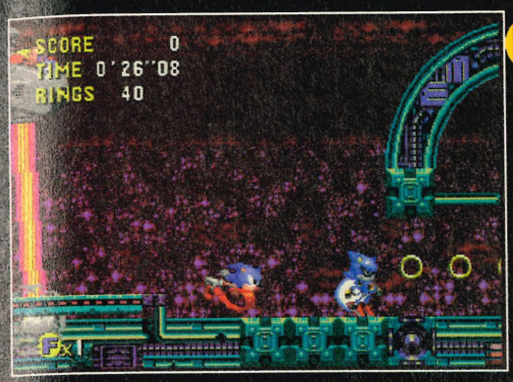


▲ Collect fifty rings and jump through the giant ring at the end.

2



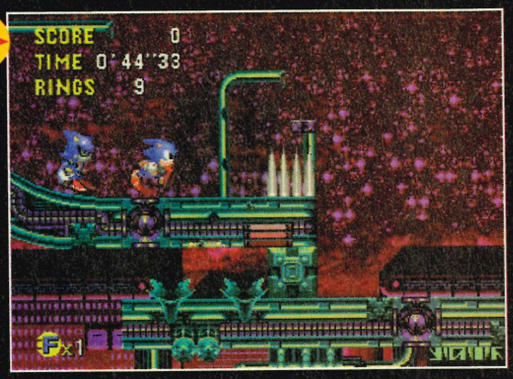
▲ And Sonic is teleporte Special Zone.



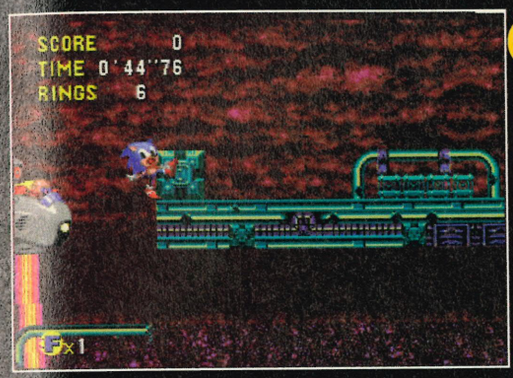
▲ "Krrk. Shut your face, hedgehog and race me. Krrk."



▲ "Wha...? The devilish spinning top has gone all fiery."



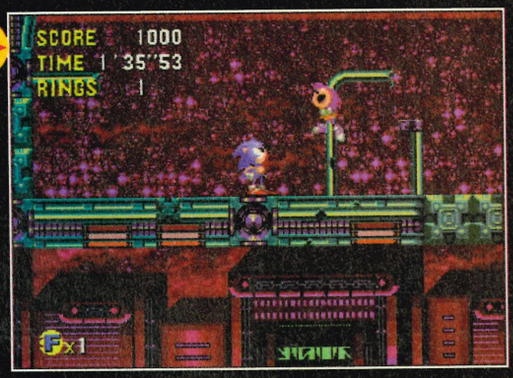
▲ "Give up, tin-pot. You cannot defeat Sonic the Hedgehog. Ta-dadada!"



▲ "Oh no, Robotnik's catching up. If that beam touches me I'm doomed!"



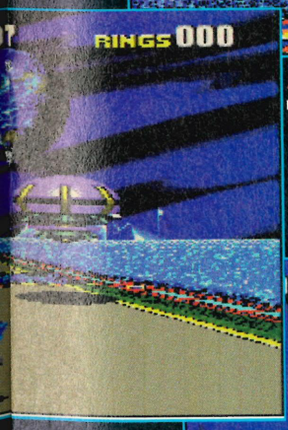
▲ "Krrk. No, you have won! Until next time, infernal hedgehog."



▲ "Oh Sonic, you're here to save me! Untie me then. Come on."



▲ Crack open the UFO's before the time runs out.



el to hidden



▲These speed ramps only work in one-direction.

HEDGEHOG FLAVOURED CRISPS

The time-travelling sub-plot could have redeemed the game had it been put to good use, but it isn't. Travelling between the different time zones just isn't impressive because the levels really don't change much. Had the game required Sonic to travel backwards and forwards in time to change the future, it could have added a great deal of depth to the game, a factor that has always been lacking in the Sonic games. But unfortunately, it isn't necessary to go through time, so why bother?

HEDGEHOG DROPPINGS

Nope, Sonic CD really does fall short of my expectations. What it should have been is the Mega-CD equivalent of the first two Sonic games on the Megadrive. It should have made us gasp in amazement at the incredible graphical tricks and had us marvelling at the speed and ingenious gameplay – it should have made everyone want a Mega-CD, but it doesn't. Technically, it is a good platform game and the basic formula is fairly good fun, but when compared to Sonic's previous two outings it just comes out so poorly. A shame really, because I was really hoping it would have been something special. If you're looking for a Sonic fix this Christmas, your best bet would be to hang on for Sonic Spinball. Hopefully that will repair Sonic's now much-tarnished reputation. Oh, and one last thing. What's happened to Tails? I miss him.

%RATINGS



PRESENTATION 92%
Smart intro, decent selection of options. A well presented game.

GRAPHICS 90%
Well-animated Sonic, great-looking enemy sprites, colourful backdrops.

SOUND 93%
Great tunes, neat speech, somewhat ordinary spot effects though.

SHORT TERM PLAY 92%
Instantly playable, highly addictive and extremely good fun initially.

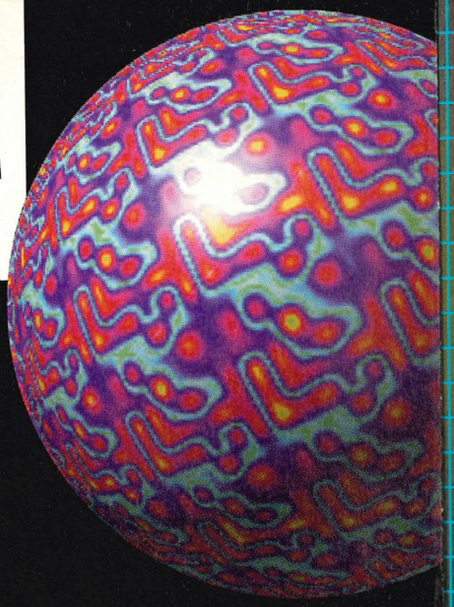
LONG TERM PLAY 75%
The levels are too samey throughout and the difficulty level is low.

OVERALL 83
A good-looking, playable platformer, but as far as Sonic goes, it's sub-standard.

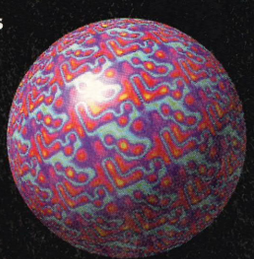
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The last pupil of the mysterious Grandmaster Bong Thang, half-wildman, bull-wrestling, schoolgirl yogi, TOM GUISE, is out to avenge the death of his war-buddy, Tails the Fox. Fortunately, the twin-tailed one is not one of the characters from Street Fighter 2.

Beat 'em ups. Boy, we sure have seen a lot of those over the past few months. Deadly Moves, Fatal Fury, Final Fight CD, Mortal Kombat, all of them graced the Megadrive, but none them really left their mark. But then, they were no more than small fry to whet your appetite for the main course. Well, now the wait is finally over, because here it is. The crown prince of combat games, the Godfather of beat 'em ups, Ladies and Gentlemen, the time has come for Street Fighter 2: Special Champion Edition. This is the big one.



THE WORLD WARRIORS

Harking from around the World, twelve of the greatest fighters in existence have gathered together to take part in the toughest martial arts tournament ever held – the Street Fighter Championships. But what are their real reasons for competing?

GUILE



While escaping from a Cambodian prison camp, Guile watched his best friend, Charlie, murdered in cold blood. Now the US Marine seeks revenge on the killer – M Bison!

E HONDA



Angry that the world doesn't take sumo wrestling seriously, Honda is here to prove that it is the greatest fighting art in existence, by winning the championship.

CHUN LI



After her policeman father was assassinated by the Shadow Lu tong, Chun Li left her homeland of China to track down the man who ordered his death – evil crime boss M Bison.

BLANKA



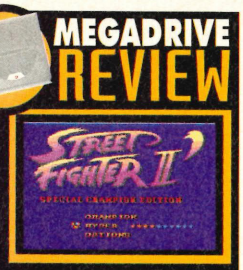
A wild-man who has lived for years in the rain-forests of Brazil, Blanka has journeyed to the outside world simply because he fancies a good fight!

RYU



The current Street Fighter champion, Ryu was trained by the grandmaster Sheng Long in the ways of the Dragon. Now he returns to protect his title.

MEGADRIVE REVIEW



BY: SEGA

SEGA™

24-MEG

STYLE



BEAT 'EM UP

PRICE TBA

PLAYERS 1-2

SKILL SETTINGS 7

RELEASE DATE

OCT 1993

LET THE TOURNAMENT COMMENCE!

It's been a year since Sega first leaked the news that StreetFighter 2 was coming to the Megadrive. Programmed by Capcom themselves (the people behind the original coin-op and the stunning Super NES conversion) it was rumoured to be a 16-Meg conversion of Championship Edition, scheduled for an April release. Well, April came and went, as did the rescheduled June release date, and when the September release was put back to October, there was public outcry. But Capcom had not been idle during those silent months. Nope, they had taken the game back to their secret Street Fighter workshop and re-worked it. The result? This superb conversion of the latest Hyper Fighting version plus Championship Edition... plus even more! And all on a 24-Meg cartridge – the largest game ever released!



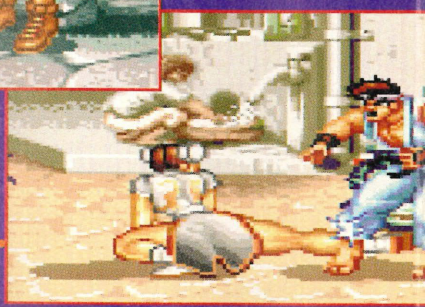
PUT UP YOUR DUKES!

Just in case you're the kind of weirdo who has never played Street Fighter 2 before, here's a quick rundown. The game is made up of a series of fights between two combatants. These fights are broken up into one-minute rounds and the first fighter to claim two rounds is the winner. To become the ultimate Street Fighter champion you have to face all eleven of the other street fighters and beat them. Sounds simple enough, doesn't it? Well it isn't, because each character has a whole range of unique fighting moves. Learning to master them is hard enough, but learning to defend against them is even harder. Here's a four-point guide on how to play Street Fighter 2.

1 NORMAL ATTACKS

Each character's main form of attack comes from their punches and kicks. These come in three levels of strength and can be aimed at three different areas of the opponent – the head, body and legs. Also, when close, the fighters can throw each other.



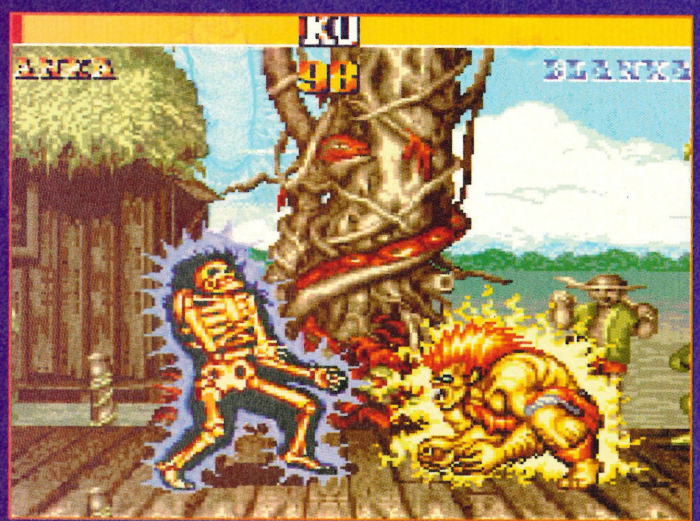


▲ TOP: Guile performs a flying punch to the head. ABOVE: Zangief gives Balrog a punch to the nuts.

2 BLOCKS

The only defence against attack is the block. By pulling back on the direction-pad, the fighter will automatically block. However, blocks are not completely effective against special moves, neither can they stop throws.





▲ Blanka electrifies an opponent with his Thunderstorm.

3 SPECIAL MOVES

Each character has a unique set of special moves. These are performed through a complex series of button presses and take ages to master. However, once learned they can be used with devastating results.

▲ Chun Li gives Ryu a low kick to the



▲ Sumo Wrestler E Honda's hundred-hand slap.





▲ Chun LI uses a devastating hun



▲ Ryu pulls off a long-range cycl

PART 1: CHAMPIONSHIP EDITION.....

The first upgrade of Street Fighter 2 to hit the arcades, this was the version slated for Megadrive release before Capcom went for Hyper Fighting. However, rather than letting all their hard work go to waste, they decided to let us have the best of both worlds, FOR NO EXTRA COST. Yes, Street Fighter 2: Special Champion Edition contains a complete version of Championship Edition and featuring all the upgrades from the coin-op. Just take a look!

PIT THE SAME CHARACTERS AGAINST EACH OTHER!

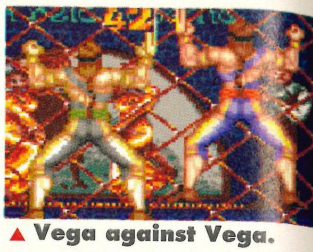
Unlike original Street Fighter 2, Championship Edition allows you to play the same characters against each other.

PLAY THE FOUR BOSS CHARA

Being Championship Edition, you can play the four boss characters



▲ **Take on everyone as Balrog.**



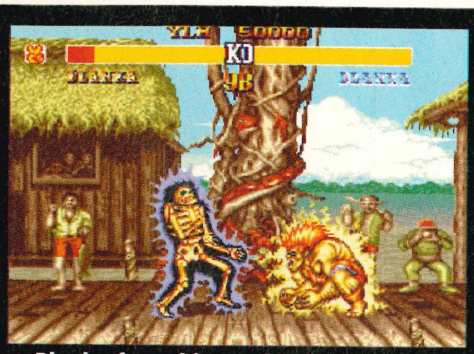
▲ **Vega against Vega.**



▲ **Chun Li takes on Chun Li.**



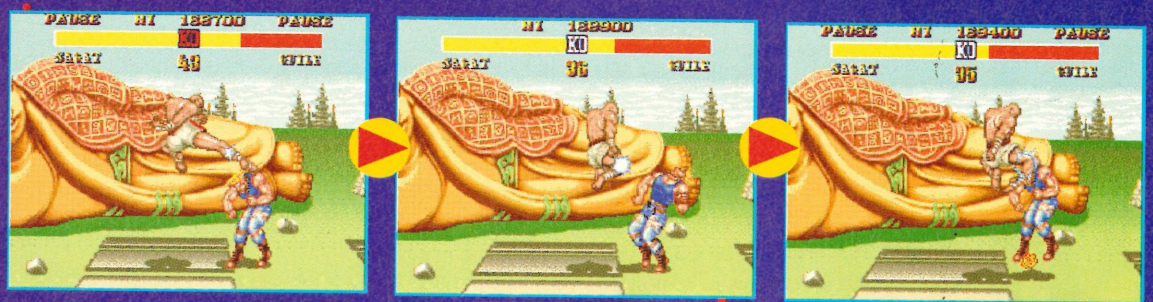
▲ **Ryu battles himself.**



▲ **Blanka faces his twn brother.**

4 COMBINATIONS

Nothing is more important in Street Fighter 2 than attack combinations. By stringing a series of attacks together, these can cause incredible damage. All the fighters have a three-hit combination in their repetoire, however some characters can perform devastating four or five hit combos. If successfully implemented, these spell doom for the recipient.



▲ **Sagat pulls of a three-hit combo, first using a flying kick, then moving in with a double-hit tiger knee.**



▲ **Zangief's spinning piledriver in action!**



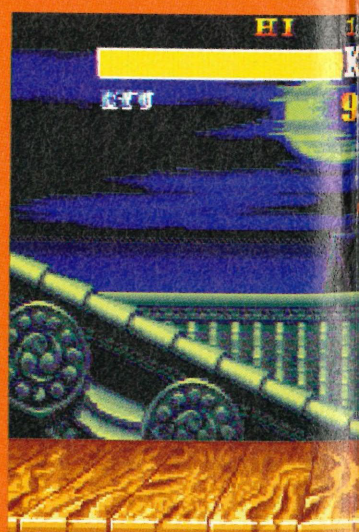


▲ **Chun Li comes in with a high punch, then a fireball close up and finishes off with a hundred-foot kick!**





▲ **Mutant Blanka's lethal cannonball roll.**



▲ **The fight at Ryu's dojo is no**

ACTERS!
rs aswell.





▲ To smash up the car you'll need to come at it from both sides.

▼ Break up the brick pyramid for a 'Perfect' bonus round.



PART 2: TURB



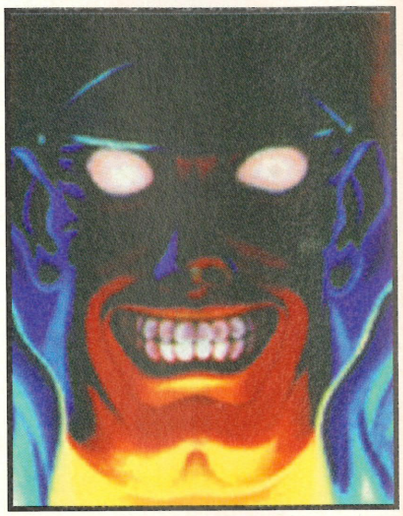
▲ Chun Li's Turbo fireball is there.

HE BONUS ROUND

Street Fighter 2 coin-op had three bonus levels, as does cial Champion Edition. However, although it has the original smashing and barrel-breaking rounds from the coin-op, the oil- m destroying round is missing. This has been replaced by the k-busting level from the first Super Nintendo game. Of course, aim of each level is always the same – to smash up everything creen before the time runs out. In two-player mode, the winner e person who causes the most destruction, which means it's ays best to keep beating up your partner at the same time!

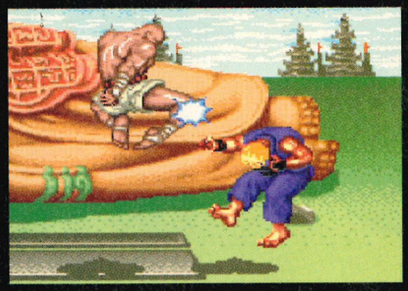


▲ Don't let the barrels trip you up as you destroy them.



EET
TER II'

CHAMPION EDITION



VERSUS MODE

The most essential feature of any beat 'em up is a two-player versus mode and in this department Street Fighter 2 excels, allowing you and a friend to battle it out using any of the twelve World Warriors. However, Special Champion Edition also features a number of special options that weren't present in the coin-op. You can select which country you want to fight in, adjust the strength of each fighter's attacks and, best of all, switch off any of the characters' moves, thus handicapping any player who persists in using repetitive moves.



ow set at night.

CHAMPIONSHIP BACKDROPS!

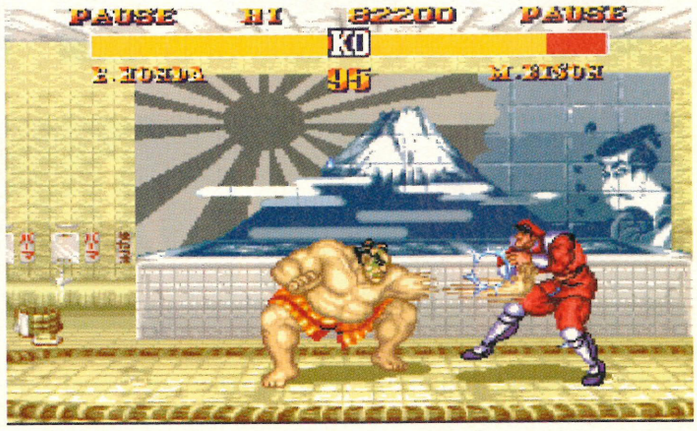
The backdrops have been accurately converted from the coin-op – complete with their official Championship Edition colours.



▲ Guile now battles at Sunset.

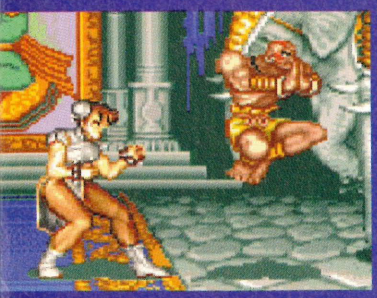
THE EXTRA MOVES

Nothing is missing. Even the improved arcade moves have been included.



▲ Honda's walking hundred-hand slap is there.

BO EDITION



Dhalsim has teleport abilities.



▲ Blanka has his vertical roll.



▲ Ryu can pull off an Air Hurricane

This is the reason Megadrive Street Fighter 2 took so long to come out. It contains a complete conversion of Turbo Edition, the top-of-the-range upgrade of the coin-op. Basically a souped-up version of Championship Edition, it's even faster and all the characters have been refined, giving a number of them extra moves and combinations. In fact, rumour has it that all the hidden moves from the coin-op have been included, but considering no-one knows what they are, it's hard to tell. Good as Championship Edition is, it really is a bit defunct because this is the version that everyone's going to want to play.

SETTING THE PACE!

One criticism made of previous Street Fighter 2 conversions on other consoles is that they've always been just too slow. Well, that isn't a problem with Special Champion Edition, because in Hyper Fighting mode it features TEN speed settings, of which the fourth is the same as the Turbo coin-op. Clock it up to Speed Ten and the game goes like the clappers, playing as fast as the pirate coin-ops. In fact, it's just about impossible to play at Speed Ten on the American or Japanese machines that run at 60 Hz, because it's just too fast!

THE THREE-BUTTON HORROR!

As any fan of the coin-op knows, six fire buttons are needed to implement all the moves in Street Fighter 2. But the Megadrive joypad has only three buttons, so what's the solution? Well, the three fire-buttons are used for weak, medium and high-powered attacks respectively. To switch between kicks and punches, you have to hit the start button. This is very fiddly, making it impossible to pull off decent combinations of moves. However, there is an option which allows you to customise the controls, and this makes things a little easier. But a remedy is at hand – Sega's recently released six-button joypad. Oddly enough though, it will no longer be packaged with the Megadrive 2. This will instead sport the standard three-button pad. Doh! However, far better than the six-button pad is Capcom's own Power Stick Fighter. This is identical in everyway to the coin-op controls and the joystick is far better for pulling off the special moves. But the bottom line here is – SIX BUTTONS ARE ESSENTIAL FOR STREET FIGHTER 2! Yah hear?

THE VERDICT?

Special Champion Edition is everything I was hoping this conversion would be, and more besides. It's brilliant! Capcom really have pushed the boat out on the graphics. Sure, there are a couple of minor background features missing, like two of the elephants on Dhalsim's stage, but apart from that, it looks almost identical to the coin-op. All the animation is there and the sprites are just huge.

The sounds are where this game scores lowest. Although the tunes are faithful rendtitions of the originals, some of the spot-effects are a little lacking and the speech really is a bit poor. But these are just petty gripes, because this game plays identically to the coin-op. I'll say that again. IDENTICALLY! All the moves are there, all the combinations, all the speed, all the responsiveness. It's perfect. What's more, it's a real challenge too. Finishing the game with all the characters on the hardest level will take you long enough, but there are special endings if you manage to complete the game without using any continues, and more again if you can do it without losing a round. And the lastability is extended by the excellent two-player mode. Always one of the best two-player games ever, this conversion goes one step better with the brilliant tournament mode.

It may have taken a long time to arrive, but the wait has been worth it. This is the closest coin-op conversion I've ever seen. One of the most playable arcade games ever has now become one of the most playable Megadrive games ever. However, I do have a complaint. Every Megadrive-owner has three-button joypads, but this game is almost unplayable using them. To play this game properly really requires the new six-buttons pads. Easily the best beat 'em up on any console (and that includes the SNES), I thoroughly recommend you get this game, but only if you buy the six-button pads as well. You have been warned!

THE SECOND OPINION

MARK HOLMES

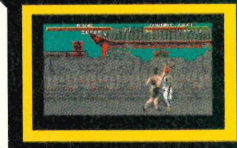
Streetfighter arrives on the Megadrive at last! Snore. I'm sorry, but I just can't get excited about this game at all. After endless months of 'will they, won't they' speculation, the thing finally weighs in at 24 Megs and, more outrageously, a whopping £60. And you'll probably have to lash out for a couple of the new six-button joypads too! There's no doubt that diehard Streetfighter fans will be tripped onto thrill-power overload by this technically brilliant conversion and will spend hours and hours beating each other senseless onscreen, but the whole thing – and the one-on-one beat 'em up genre in general – just leaves me cold.

COMING SOON — SUPER STREET FIGHTER!

If you thought Special Champion Edition was the ultimate version of Street Fighter 2, then think again. Capcom are just about to release the next instalment of their legendary fighting saga into the arcades. No, not Street Fighter 3, this time it's Super Street Fighter 2. Once more the graphics have been revamped. All the characters have been given a face-lift and the backgrounds have been refined. Yet again, all the fighters have new moves. Chun Li has a new fireball, Ryu and Ken have an even more powerful Dragon Punch and Zangief now has a power dive. However, most important of all, there are four new characters. Introducing Dee Jay, a huge Jamaican, FeiLong, a kick boxer from Hong Kong, T Rex, a hulking Mexican Indian and Cammy, a Doc Marten-wearing English fighter, this brings the total up to sixteen! We saw this game when Capcom gave a sneak preview in a London Arcade last month and it looks and plays superbly. Watch this space for more news on this stunning coin-op.

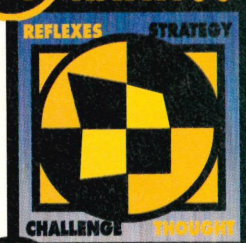


ALTERNATIVELY



90 MORTAL KOMBAT by ACCLAIM
PRICE: £49.99
An excellent conversion of the coin-op, but shallow gameplay makes this game far inferior to Street Fighter 2. For fans only.

%RATINGS



PRESENTATION 94%
Arcade perfect intro screens, tons of options, very highly polished.

GRAPHICS 95%
Brilliant! Superb backdrops, excellent sprites, fantastic animation.

SOUND 87%
Fine tunes, fair spot-effects, but rather inferior speech.

SHORT TERM PLAY 95%
All the playability of the coin-op is here. Fun and highly addictive.

LONG TERM PLAY 96%
Highly challenging in one-player mode. Infinite lastability for two-players.

OVERALL 95
The greatest coin-op hits the Megadrive in perfect form. But only buy it if you intend to get the six-button pads. Otherwise, try before you buy!





ZANGIEF

Russia's greatest wrestler, Zangief is covered in scars from his many fights with bears in the mountains. He is here to show the world the Russia is the hardest nation.



KEN

Ryu's fellow pupil, Ken also studied under the tutelage of Sheng Long. However, his American upbringing has produced a much less disciplined, more aggresive fighting style.



DHALSIM

An Indian rubber-man and master yogi, Dhalsim is here to prove that he can win the tournament through complete mental tranquility, with a touch of flame-throwing and teleportation thrown in for good measure.



VEGA

Believing himself to be the best at everything, Spanish matador Vega has entered the championship to satisfy his vanity. However, he always wears a mask to protect his beautiful face.



SAGAT

Once the greatest World Warrior, Thai Boxer Sagat was defeated by Ryu in the original Street Fighter coin-op and still has the Dragon Punch scar across his chest to remind him of it. Now he wants a rematch!



BALROG

An ex-Heavyweight Boxer from Las Vegas, Balrog has entered the tournament for only one reason – the big prize money!



M BISON

The ruthless evil head of the Shadow Lu crime organisation, Bison is also the host of the tournament. This is his chance to get rid of some unwelcome opponents!

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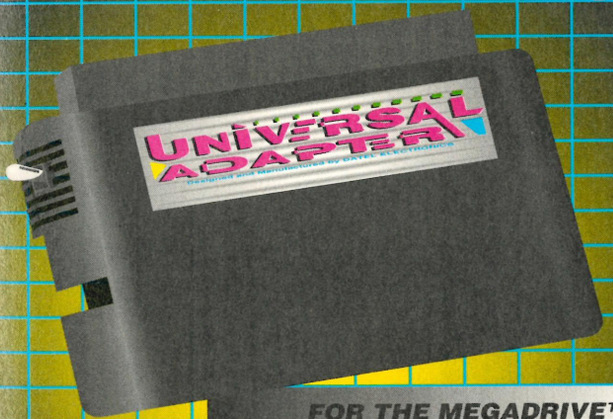


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MEGADRIVE REVIEW



BY: ACCLAIM

SEGA

8-MEG

STYLE

PLATFORM

PRICE £TBA

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



Suave, sophisticated and just a little bit spooky – that's STEVE MERRETT. So join him as he ventures back in time to the days when platform games were new and original. Here we go: back... back... back... (cue wibbly BBC special effect).

ADDAMS FA

When Ocean unleashed The Addams Family upon the Amiga market nearly two years ago, their aim was to give floppy gamers the chance to experience a Mario-style platformer for their machine. Of course, we Megadrive owners have seen more platforms than you'll find at a Gary Glitter convention, so does Acclaim's conversion of Ocean's ooky-kooky, spooky film licence offer us anything new or is it just another example of a worn-out old formula?

FAMILY CRISIS

Gomez Addams, head honcho of the weirdest family this side of the Jacksons, has returned from a business trip to find his family kidnapped by ruthless property developers out to demolish his house, and the building overrun by all manner of deadly creatures. Needless to say, the ever-heroic Gomez decides to put things right and sets off to defeat the boss creatures guarding his stricken family in each of the building's six wings. Yup, you've guessed it – what follows is a rather familiar bum-bouncing extravaganza with Gomez scurrying through the ice and wood levels located within his sprawling mansion. On the way, he has to collect coins, squash numerous foes and arm himself with a variety of useful gadgets, whilst trying not to lose the heart icons which act as an energy bar.

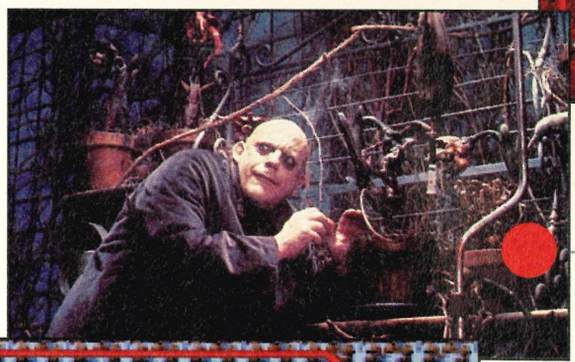


▲ **Knife to see you! Gomez gets out his special nail-clippers in the film version.**





▲ **Fezcopter frolics.**





▲ **Gomez skids around on the slippery slopes, looking for his folks.**

TOO LITTLE TOO LATE

There's no doubt that The Addams Family is a polished little Mario clone with nice graphics and plenty to do, but it does come across as a little dated. Two years ago this was fine as, at that time, we didn't have the likes of Tiny Toons, Sonic and Rocket Knight to entertain us, but these days poor Gomez doesn't have a lot to offer. When you consider Super NES owners have already been treated to an updated sequel in the form of Pugsley's Scavenger Hunt, it makes you wonder why Acclaim didn't skip a generation and convert that instead – after all, it looks ten times better than this. A bit of a redundant conversion, and another character to join the ever-growing platform-users dole queue.

KOOKY COLLECTABLES

In his search for Morticia, Wednesday, Granny and Co, Gomez can rely on the following goodies to aid him:

SWORD:
As seen in the film, Gomez is a whiz with the rapier. Here, he just prods nasties to kill them.

BOUNCING BALL:
Lob these across the screen to clear any nasties in our hero's path.

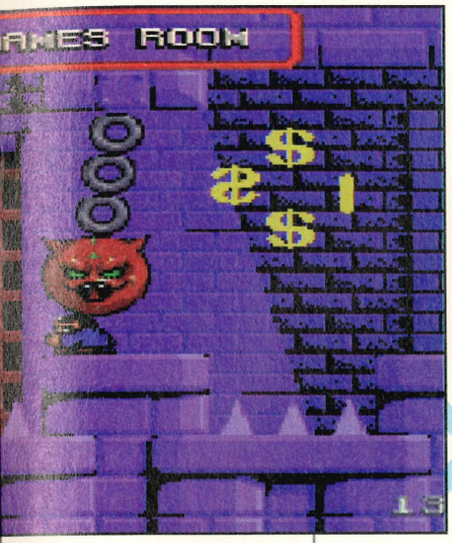
FEZCOPTER:
Found floating around certain screens, this weird device endows Gomez with the power of flight.

TRAINERS:
Gives Gomez a case of the Linfords (i.e. speeds him up a bit).

SHIELD:
Temporary invincibility, no less.

COINS:
Twenty-five of these replaces one of Gomez's two energy hearts. Amassing a hundred earns him an extra life.

MILY



▲ Gomez is attacked by what appears to be a flying spacehopper.

%RATINGS



PRESENTATION 47% — Minimal options. In fact, just a password system.

GRAPHICS 85% — Cute sprites and attractive, detailed backdrops.

SOUND 63% — Reasonable title tune and effects, nowt special, though.

SHORT TERM PLAY 84% — Easy to get into and plenty to explore.

LONG TERM PLAY 63% — Rather too easy to complete.

OVERALL 71 — Extremely polished, but The Addams Family looks terribly dated.

MEGADRIVE REVIEW

MEGADRIVE REVIEW



BY:ACCLAIM

SEGA

8-MEG

STYLE

PLATFORM

PRICE TBA

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

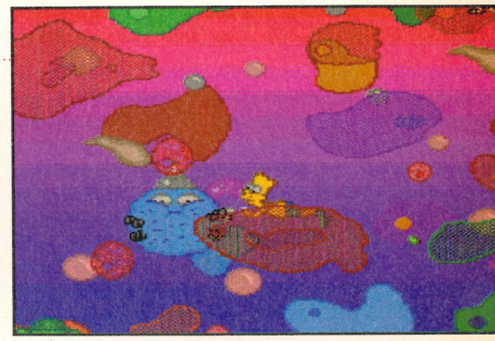
OUT NOW

BART'S NIGHTMARE



Acclaim continue their wave of Super NES conversion as Bartholomew J Simpson makes his second appearance on the Megadrive. STEVE MERRETT joins the nightmare...





The second Megadrive game in Acclaim's on-going Simpsons saga, Bart's Nightmare, sees the jaundiced one dropped into a tortured dream world as he falls asleep over his homework assignment. With each of his dreams taking the shape of a separate sub-game, each of these needs to be completed so that Bart can wake up and finish his homework... either that, or he'll get an 'F' and have to face Homer's wrath.

DREAM DREAM DREAM

Bart's Nightmare begins with our hero wandering along a surreal pathway which is inhabited by all manner of nightmarish visions, including his sister Lisa, his Gran and her deadly kisses, and assorted floating heads and man-eating bushes. However, also making their own way down the street are Bart's homework notes – jumping on these sends him into one of the sub-games. These draw their inspiration from a number of Simpsons themes, and either take Bart up, up and away as Bartman, make him rampage through the streets of Springfield as Bartzilla, or enter a weird undersea kingdom.

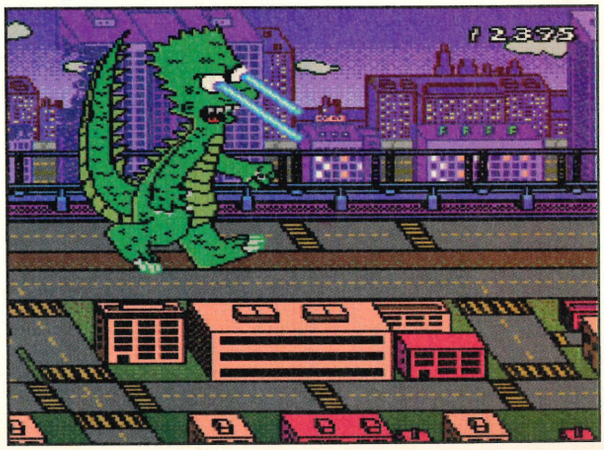


▲ Bartman meets a pink elephant.

FOR BARTAHOLICS ONLY

In all, there are five sub-games in Bart's Nightmare, and whilst they are all nice and varied and boast large and instantly recognisable sprites, somehow the game comes across as disjointed and far from impressive. I'm a massive fan of The Simpsons and this is most certainly the closest any Bart game on any format has come to capturing the show's wacky feel.

However, as a game in itself it's too limited to withstand prolonged play and is only really for true Bartaholics.



▲ Bartzilla squirts deadly toothpaste from his eyes.

%RATINGS



PRESENTATION 71% — Spot-on intro sequence, but few options.

GRAPHICS 87% — A nice variety of Bart-related sprites and backdrops.

SOUND 74% — Weird, but perfect for the surreal nature of the game.

SHORT TERM PLAY 87% — The urge to get into each of the sub-games is strong...

LONG TERM PLAY 66% — ... but you probably won't want to play them to the end.

OVERALL 75 — The best Simpsons game to date, but that's not saying much.

MEGADRIVE REVIEW

SEGA

BY: SEGA

16-MEG

STYLE

BEAT 'EM UP

PRICE IMPORT

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW

THANKS TO... George from Ice Distribution for the loan of the cart used in this review. You can contact him on (0302) 340 079.



After a gruelling training session involving plates of fatty cheeseburgers and thick milkshakes, bloated staffwriter TOM GUISE is finally ready to don his oversized nappy and join Weight Watchers.

SUM

The ancient martial arts of the mystic Orient take many macabre forms. Karate teaches you to use your hands and feet as lethal weapons; Judo is the mastery of throwing your opponent; Oregami is a joke people make when they pretend to know a martial art; and Tai Chi is a primitive form of vogue dancing performed by venerable old Chinese Men in public parks. However, no fighting art is more deadly than Sumo Wrestling – fighting for the fat. Trained since birth, they are forced to eat massive plates of nosh. Huge, greasy breakfasts, massive brunch baps, large doner kebabs – it is the way of the Sumo. Well, now you can experience the sweaty world of sumo wrestling for yourself in the latest Megadrive beat 'em up – Sumo!



ROUND 1: FAT

To us ignorant Westerners, wrestling is either a belly-slapping flab-fight between two doddering old farts like Big Daddy and Giant Haystacks, or a glittering, belly-slapping, flab-fight between two latex-clad gits with stupid names like The Greengrocer or Bulk Bristow. However, in Japan it is a very different affair. Sumo is a genuinely respected occupation and sumo wrestlers are considered highly honourable members of society. Just in case you've never seen the dull sumo coverage on Channel 4, here's a quick rundown of the rules. Basically, two fat men in nappies stand within a small circle throwing sawdust around before commencing to slap and wedgie each other. The first belly-battler to force their opponent out of the ring is the winner. It's as simple as that. Of course, for all its Oriental mystique and ancient tradition, it's still just a belly-slapping flab-fight between two fat guys. Those Japanese, eh? They can't fool us.

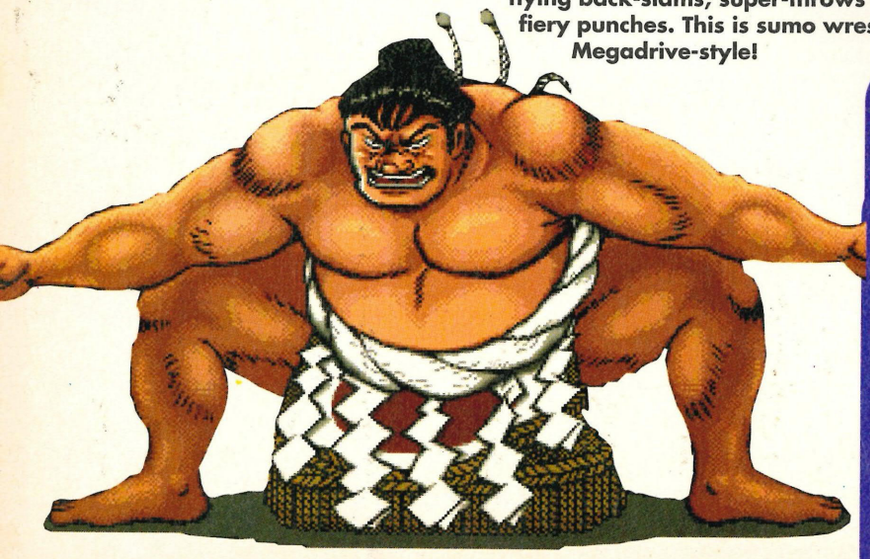




▲ **A lethal blue-whirlwind sumo move. Ha, of course.**

SLAPFIGHT

Of course, real sumo wrestling wouldn't really make a particularly exciting Megadrive game. When it comes to video games we expect a bit more in the action stakes, and that's where Sumo! comes in. Sure, all the slapping, wedgying, grappling and throwing is there, but this game takes sumo wrestling a step further. Now Sumo Wrestlers can jump to ridiculous heights, kick each other and even perform special moves. Yep, there are flying back-slams, super-throws and even fiery punches. This is sumo wrestling Megadrive-style!

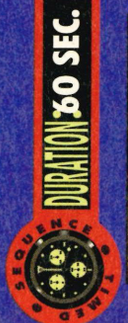


LARD MOUNTAIN !

When you first play Sumo! it all seems like a pretty good laugh. It's kind of novel playing fat-slappers instead of Street Fighter-type characters. They each have unique fighting techniques and it's quite shocking when you come face-to-face with some of the larger wrestlers. What's more, it's also quite hilarious. Grab your opponent in a neat pant-wedgie and after a few tugs they start to go purple.

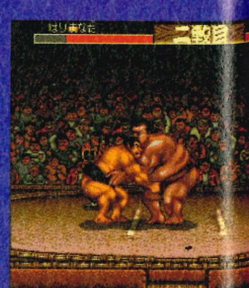
SWING YOUR BELLY!

Harro sportsfans everywhere. I'm your happy host, Joe Musashi, and you've just joined us for the big fight. And when I say big, I mean big. Brudy huge in fact. Ha ha ha. I'm just totary clazy, me!





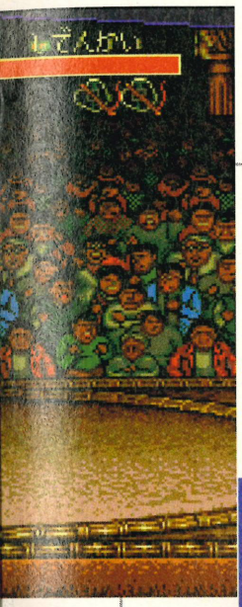
▲ **Both fighters are in the ling and leady to lestle. Lound one! Fight!**



▲ **They've gone light i glapple. Glabbing at e**

O !





It's horrible. There are all kinds of neat little humourous touches like that. It's especially satisfying when your opponent charges at you and you dodge out of the way. They just topple right out of the ring and proceed to bang their heads on the floor in disbelief.

CAN'T YOU DO BETTER THAN THAT ?

However, after the initial blubber-battling amusement of Sumo! it soon becomes a bit dull. Sumo! is supposed to be a 16 Mbit game, but I find that hard to believe. There's only one backdrop and all the fighters have the same moves. I guess all the memory must have gone into making the wrestlers look and play differently, but that really doesn't come across during play. There's very little skill involved, and it's just a matter of using the same techniques against each opponent. Also, there are certain grapples that, once started, just go on and on and it's completely impossible to escape them.



▲ **Hey, cheat! cheat! You can't do that in sumo.**



▼ **Your mum wears army boots. Oof!**



THE WEEBLE WARRIORS

There are fifteen sumo wrestlers to face and, in addition to varying fighting styles, they also come in different shapes, sizes, colours and nappies. In two-player mode, any of the sumo wrestlers can be selected, but it's best to leave the big, pale ones alone. They look horrible!



THE SECOND OPINION

MARK HOLMES



I agree with Tom. Fighting with sumo wrestlers is a real laugh to start with, but the novelty soon wears off and what you're left with is just another mediocre one-on-one beat 'em up. This one looks even duller than normal, with only one backdrop and just a bunch of fat blokes in nappies to fight against. Nope, if I want to sumo wrestle I get into those inflatable sumo-suits you get a the funfair – much more fun.

BIG BELLYFLOP !

Nope, unfortunately Sumo! just doesn't match up to the quality of other recently released beat 'em ups. Granted, there are more characters to choose from than usual, but the limited array of moves, boring backdrops and annoying gameplay quirks mean you'll soon get fed up of playing it, even in two-player mode. If you're going for a beat 'em up, I'd recommend Mortal Kombat or, far better, Street Fighter 2. This game is lard.



...to a ...ach other.



▲ **Brinkin' frip! The frabby one has thlown the rittle guy!**



▲ **Haha! But he's coming back. Ouch! Feel the sting of that srap.**



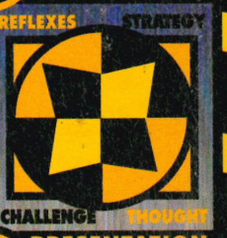
▲ **Framin heck! The rittle ferra has chucked fatty out. Rater dude!**



ALTERNATIVELY

95 STREETFIGHTER 2
by SEGA
PRICE: £TBA
The king of beat 'em ups comes to the Megadrive and it is arcade perfect. However, you need six-button joypads to play it. Bummer!

% RATINGS



PRESENTATION 58%
Nice intro screens, but all the options are in Japanese.

GRAPHICS 82%
Excellent character sprites. Only one backdrop.

SOUND 86%
Smart spot-effects and and sumo war-cries. Decent tunes.

SHORT TERM PLAY 85%
Quite playable and the fat-boy action is amusing.

LONG TERM PLAY 62%
Limited moves and annoying grapples spoil the fun.

OVERALL 68
A fairly entertaining beat 'em up, but the appeal doesn't last very long.

MEGADRIVE REVIEW



BY: EA

EA SPORTS ELECTRONIC ARTS

8-MEG

STYLE

SPORT

PRICE £49.99

PLAYERS 1-4

SKILL SETTINGS 1

RELEASE DATE

NOV 1993



After a gruelling training session involving plates of fatty cheeseburgers and thick milkshakes, bloated staffwriter TOM GUISE is finally ready to don his helmet and shoulder pads and face the Grid-Iron King. Or should that be Griddle King?

JOHN MADDEN NFL FOOTBALL '94

John Madden. He's my hero, you know. That well-honed physique, the soft unblemished skin, those wind-swept golden locks and his completely unscary, non-toad-like grin. Yup, he is, without a doubt, the ultimate sportsman. A real-life superhero. And now, with Christmas rolling on, the time has come once again for the latest instalment of John Madden's annual footballing adventures. Funny how he looks like Santa without the beard, isn't it. Surely he couldn't be? Nah!



▲ A player trips over the ball as a huge, dollar-shaped UFO hovers above.

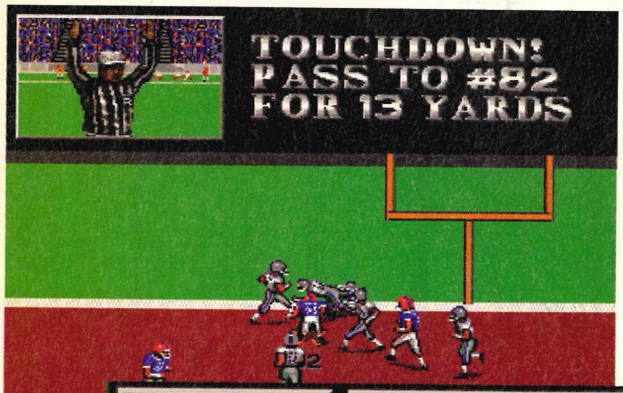
CREAM TRADITION

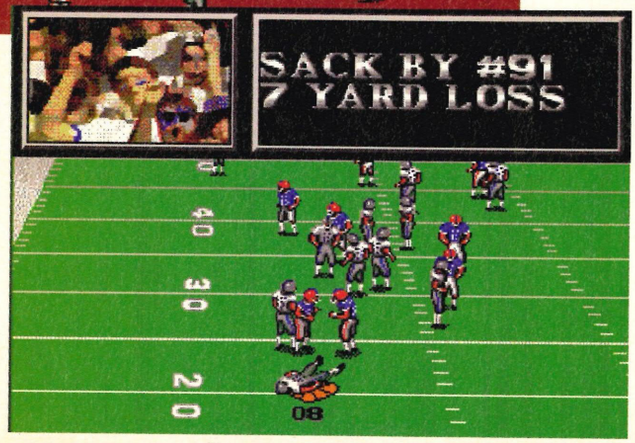
For those of you without a clue, the John Madden games are the cream of American Football games, and each year Electronic Arts take the old format and update it. New features, new teams, new statistics – it's a tradition. Only this time, they've gone and done something new.

SOMETHING NEW?

Yes, that's right. This is NOT the same John Madden Football we're all used to. For starters, it's a 16 Meg cartridge. Why? Because it's got EVEN MORE new features, that's why. Now you can play all the official NFL football teams. So it's not just Dallas versus Washington, it's the Cowboys versus the Redskins. Exciting, huh? There's also a Champion Play-Off option in which great teams from the past, like the '77 Broncos or the '83 Raiders team can be played against each other. Plus, there are customised all-time greatest league teams, which break the laws of time and put top footballers from the past together with their modern day contemparies, and of course the All-Maddens are there – the ultimate footballing team of all time. In fact, there are over 80 teams in all. Most impressive.







JOHN MADDEN IS BILL WALSH !

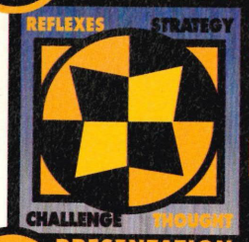
The biggest difference of all is in the game itself. Unlike the previous Madden incarnations, which were revamps of the original Park Place game engine, this is a completely different game. Different, but not new, because it is in fact a revamp of EA's recently-released Bill Walsh College Football.

The problem with Bill Walsh was that, although obviously a different game from John Madden, it was still basically very similar to play. The viewpoint, the controls, the responsiveness, it was all basically the same. The only real difference was in the graphics, which were worse. And now John Madden Football has inherited those cruddy graphics. So it's bye-bye to the lovely, huge, parallax-scrolling pitches with neat sprites, and hello to an ugly, narrow pitch filled with larger, but equally ugly sprites.

ITS NOT GOOD

Why, oh why did EA get rid of the old John Madden Football? Granted, everyone was getting fed up seeing a tarted-up version of the same game each year, but that's no reason to replace it with an inferior game. For all its new features, new options and new plays, this is still a step down for John Madden. I expect we'll see a lot more of this new Bill Walsh/John Madden game engine in future. It's quite playable, but it's just not the King. This is to John Madden what Shakin' Stevens is to Elvis. Take my advice and stick to the real thing – John Madden '92.

% RATINGS



PRESENTATION 90% Herds of options, but a scary lip-synched intro by Johnny himself.

GRAPHICS 83% Ugly pitches. Ugly but large sprites.

SOUND 82% Bad tunes. Loads of plop speech. Cruddy spot-effects.

SHORT TERM PLAY 84% Playable with responsive controls. Good.

LONG TERM PLAY 86% Ongoing one-player season. Good two-player mode. Plenty of lastability.

OVERALL 84 A pretty good American Football game, but it's nowhere near on par with the Madden games of old. The King is dead.



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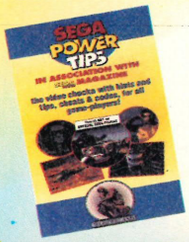
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MEGADRIVE REVIEW





BY: EA



8-MEG

STYLE



PLATFORM

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

NOV 1993



In the latest episode in the James Pond saga, the famously fearless fishy detective ends up mooning about on cheesy surfaces in a pair of sticky boots. Fish fancier MARK HOLMES netted the job of finding out whether Operation Starfi5h is a ray of sunshine or just a load of old pollacks.

JAMES

OPERATIO

All you James Pond fans out there who thought you'd seen the last of the underwater detective had better think again – he's back once more! It may sound like a bit of a fishy story cooked up by devious game designers, but apparently the evil Dr Maybe, head of the international crime syndicate J.A.W.S., managed to escape from Santa's North Pole-based toy factory after being defeated by our finned FI5H hero in the previous James Pond adventure, Robocod. Having hijacked a space shuttle, the crime genius has set up a base on the moon, operated by a pack of rats which have been recruited to enable him to achieve his dastardly new objective – to monopolise the world cheese market by mining finest quality moon cheese! Three top FI5H agents on a surveillance mission have already been captured by Maybe's cronies, so there's only one solution – get James Pond on the case!

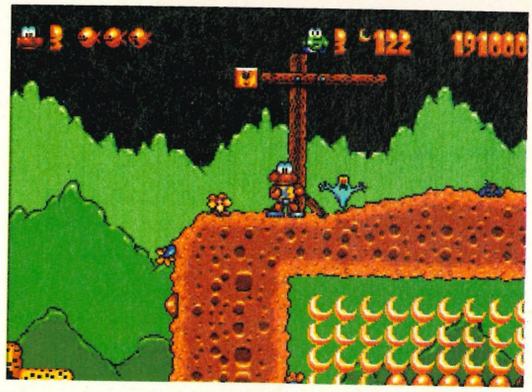
MISSION IMPROBABLE

Pond's ultimate mission is to stop Dr Maybe mining moon cheese, but the path to achieving this aim is a tortuous one. On starting the game, you are shown a Tiny Toons/Rolo to the Rescue-style map, which charts your progress as you move from level to level. If you played Robocod and were impressed with the amount of levels in that game, you certainly won't be disappointed with Operation Starfi5h – there are loads of them.

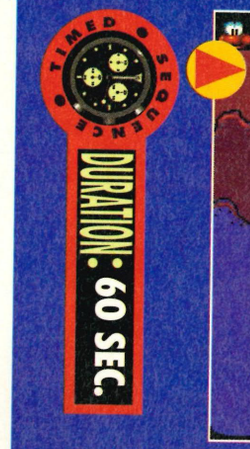
Naturally, there are some special secret hidden

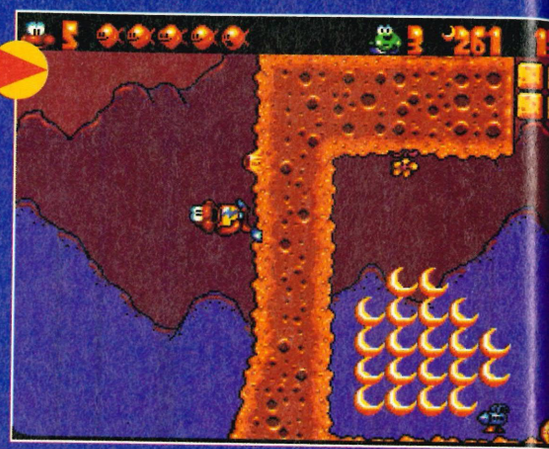


you've performed
cts, such as the
levels which
on the map.
a choice
t paths to follow
which are
normal levels,
s to secret levels.
d levels can be
d if you want to
more points or
o find something
u might have
iissed before.



▲ **A helpful ghost apperas if you smash the TV.**





▲ **This level's a doddle to complete, but our spots a thruster – right there in that inacces blocked-in room stuffed to the gills with lov goodies. Time for a bit of exploration...**

THRUSTING THROUGH THE LEVELS

Need to get into that accessible room packed with goodies? Can't reach the end-of-level transmitter? Then get your salty secret agent to use one of the hi-tech gadgets scattered throughout the levels. You've got to find them first, though!

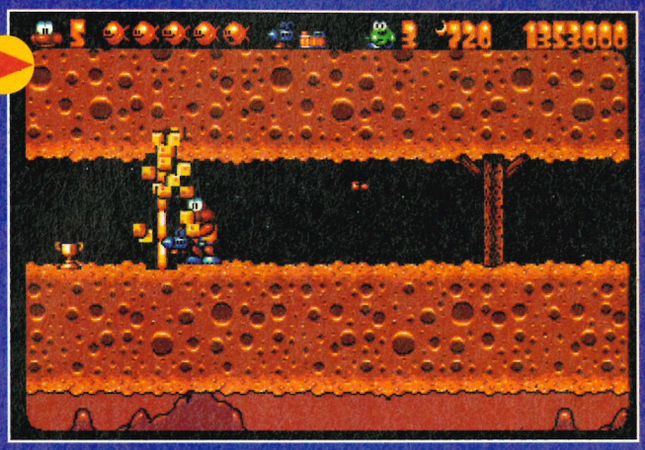
BEACON BOUNCING

The style of gameplay will also be instantly recognisable to anyone who's played Robocod – it's a case of platform-hopping, baddie-bouncing and picking up objects, but one of the things that makes Pond games more interesting than the common shoal of platformers is the strong puzzle element that runs through them, and this is no exception. You can skate through some of the earlier levels in no time at all, but spend some time fishing around and you'll end up with a fine catch of points and a few objects that'll make later levels plain sailing.

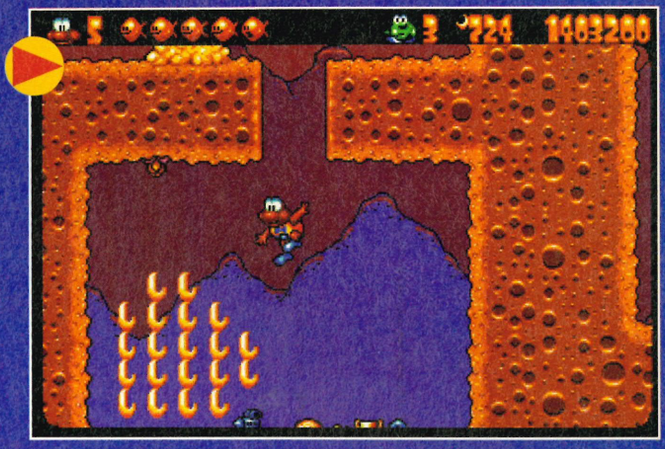
One of Dr Maybe's radio transmitters can be found on each level, and you have to find and disarm it before you can move on to the next location. Some transmitters are as easy to find as shooting fish in a barrel, and can be knocked out by simply bouncing on them. However, others have to be 'activated' – by picking up a certain object or carrying out a special mission – before they can be destroyed.

POND III
STARFISH

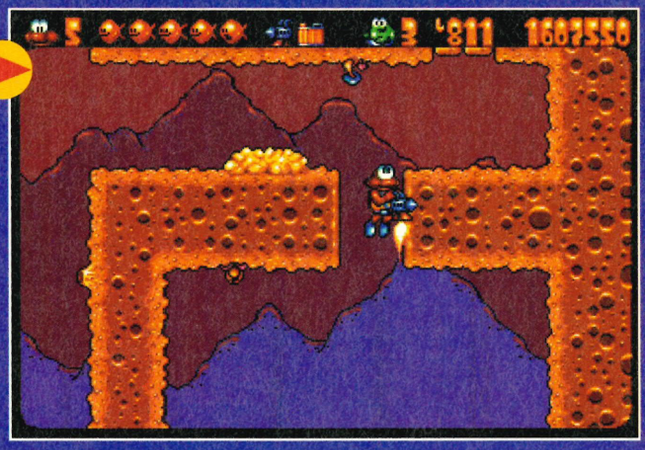




▲ After a bit of fishing about, Jimmy boy discovers another thruster, and has a bit of fun thrusting around, giving a wall the old 'fish batter' treatment, just for the hell of it.



▲ No more floundering around for Mr Pond – luckily, smashing the wall opened up the goodie room, and he dives straight in there, picking up a load of points and another thruster.



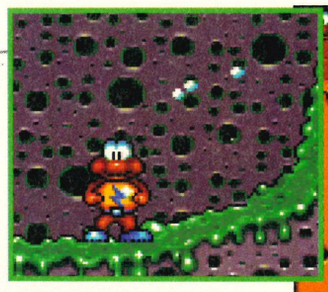
▲ He thrusts up, up and away out of the room, heading towards the end-of-level transmitter with all the urgency of a salmon pushing upriver towards its spawning ground.



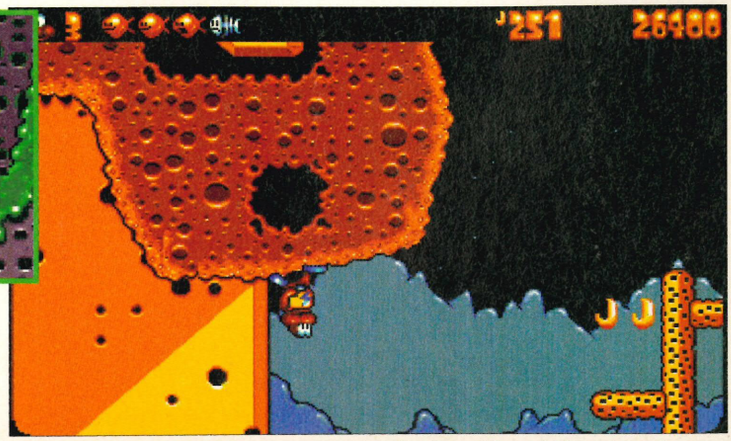
▲ After perching on a precipice, James uses the thruster to float down on the end-of-level beacon like an angel fish. MIssion accomplished, the level's over – now it's on to the next plaice.

RINGS AROUND THE MOON

It's easy to get the feeling that Pond 3 is a bit of a sad Sonic clone when you first start playing it, because this time James has to pick up loads of rings – sorry, *moons* – to score points. Collecting 1,000 will earn you an extra life, and headbutting some of the typical James Pond overhead boxes will sometimes result in a shower of moons, just waiting to be picked up. But worry not – there are loads more things to pick up and puzzles to solve later on.



▲ Poser! James shows off his new standard issue moon boots which fit snugly over his tail, giving him that hip 'two-footed fish' look.



▲ And here Mr Pond demonstrates the benefits of his sticky boots.

SPECIAL EQUIPMENT

FI5H's finest secret agent starts out with a pair of standard-issue moon boots, which allow him to run up steep slopes and even cling onto surfaces upside-down! He can also use a range of customised gadgets, which can be found scattered throughout the levels, but guess what? Oh yes – he has to find them first!



Umbrella:
Allows Pond to glide, slowing his fall from on high. Split-second timing in the jumps department will allow you to throw the umbrella up, leap onto it as it descends and then hop up onto that beyond-normal-jumping-height platform.



Helmet:
gives protection from falling objects and spiked ceilings.



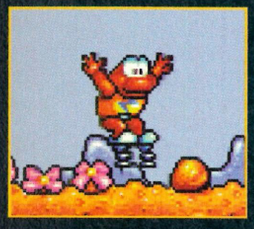
Dynamite:
Timed to explode after a short delay – it starts to count down after being picked up. Very handy for blasting through certain walls.



Fruit Suit:
You won't find this bizarre one-piece down at Burton's! Wearing this massive fruit, James is protected from attack and can also execute a special rolling attack, but if he takes too many hits, the suit will explode.



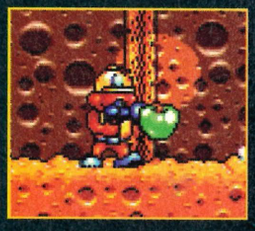
Thruster:
Handy dual purpose gizmo which can act as either a yoghurt gun or a jet-pack-style hovering device.



Spring Boots:
Turn Pond into a big-bouncing bream.



Bomb:
Extra-powerful exploding device (surprise, surprise!). Needs to be dropped to blow up.



Fruit Gun:
Fires homing cakes, strawberries, oranges, apples or lemons. Can be powered up to make it even more deadly to nasties if Jimmy picks up a flashing fruit while he's holding the gun.

MINNOWS OR PRIZE CATCH ?

I was in two minds about Operation Starfi5h, but now I've had time to mullet over, I've made a decision. Although I could carp on about the fact that the style of gameplay is virtually unchanged from its predecessor, Robocod – platform-hopping, baddie-bouncing, headbutting overhead boxes, picking up special gadgets and puzzling through the levels – I've come to the conclusion that this game is very good value for confirmed Pond fans, and might even net a few more puzzly platform fans too. The game's certainly no minnow – there are loads of levels which get difficult very quickly – and the programmers have decided to fillet out with lots of gizmoes for our Jimmy to use and wildly frustrating puzzly bits to get you floundering around.

I was a bit put-off by the fact that James is still a fish-out-of-water and that he seemed to have developed feet, but when I realised that he now has moon boots which allow him to skate around the moon's surface upside-down, I warmed to the idea. The addition of the Rolo to the Rescue-style little helper, Finnius Frog, adds a fun new aspect to the game too. James Pond is no old trout – Operation Starfish proves that he's still a gold fish.





FINNIUS FROG, SECRET AGENT

Find Finnius Frog, one of the unfortunate FI5H agents captured by Dr Maybe's hench-rats during an abortive surveillance mission, and he'll help you out, Rolo to the Rescue-style. Once you've tracked him down, you can take control of Finnius, who can leap higher than Pond and can pick up items with his flicky tongue, store them in his mouth and bring them on back to Jimmy for later use.



THE SECOND OPINION



GUS SWAN

It seems as if Millenium have been flogging the dead haddock that is James Pond for ages, and the idea of a fish secret agent with all its attendent puns has never appealed to me. However, Operation Starfish won me over on the strength of the game itself. Buy this and you're purchasing weeks of enjoyable platforming, as there are more levels than you could be bothered counting. It's not just size that matters, Operation Starfish stands out because it's been well thought out. It's refreshing to find a game programmed first and graphics added later, rather than the other way round. It's even better to find a platform game with as many fresh ideas as this.

%RATINGS



PRESENTATION 88%
Neat password system and help boxes. Polished stuff.

GRAPHICS 83%
Familiar fun Pond visuals, but there's not a lot of variety between levels.

SOUND 84%
The Bond-style theme is back, plus other simple, spooky tunes and some digitised speech.

SHORT TERM PLAY 84%
Straight in and no messing – early levels are straightforward.

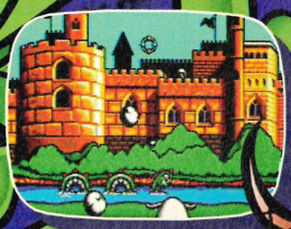
LONG TERM PLAY 86%
Soon gets puzzly and difficult. Loads of levels to explore and things to find.

OVERALL 85
Another smart Pond game. A fine catch for puzzly platform fans.

FANTASTIC DIZZY



TREEHOUSE SURVIVAL



CASTLE ATTACK



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"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" 90%
Sega Pro magazine
(MEGA DRIVE)

"A neat combination of platform fun and clever puzzles"
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MEGA-CD REVIEW

MEGADRIVE REVIEW



BY: VIRGIN

8-MEG

STYLE

STRATEGY

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

DEC 1993



Working in Emap Towers was getting GUS SWAN down. He felt he needed a little Spice in his life. It was typical of Tom to suggest he visit the barren planet of Arrakis and act like an extra in a David Lynch movie. And I thought he meant Blue Velvet! Oh well, may the Schwartz be with you...

DUNE

The best way to start with Dune is to start with relativity. Heavee, I know, and far from the musty world this game centres on, but understanding the laws of Physics is vital to understanding 'The Spice': the most valuable commodity in the universe. Now, Einstein's Quantum mechanics decree that time is a relative concept, which appears to 'slow' as objects approach light speed. But that point is an uncrossable barrier, thus making the concept of interstellar travel obsolete. Even close stars are a lifetime's travel apart. So how did the galactic empire of Shaddam IV ever come about?

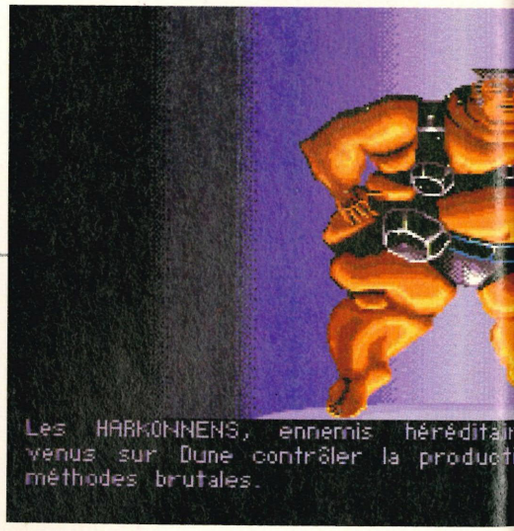
By the use of Spice — a rare substance that 'folds' the matter of space, allowing travel without movement. Naturally enough, it's highly sought after. Its value is heightened by its rarity. Spice is only found on one planet – Arrakis. It is the express order of Shaddam that the House of Atreides, of whom you are a noble, mines Arrakis for Spice and transports it to him. This game charts the progress of Atreides on Arrakis, against their hideous rivals, the Harkonnen.



▲ **One of the opening screens, showing your arrival hold of from French programmers, Cryo. The UK ver**

FAMILY VALUES

Although it's meant to be deserted, the world and his wife seem to be on Dune. Well, actually your father and his wife. They are ensconced at Cartag Atreides, the palace that serves as a base for Spice mining operations. That's where your game begins, and it's a place where you keep returning to save the game and maintain the smooth production of spice. Much of the game is talk-based. It's jaw-jaw all the way, and it can often be infuriating to sit through screens of text which often appears quite superfluous. The big sweetener is the fact that all the characters actually speak – using voices recorded onto CD. The quality of the speech is excellent, atmospheric and echoing. It's normal practice to turn the turgid music off immediately and listen instead to the soft, dulcet tones of Jessica and Gurney.

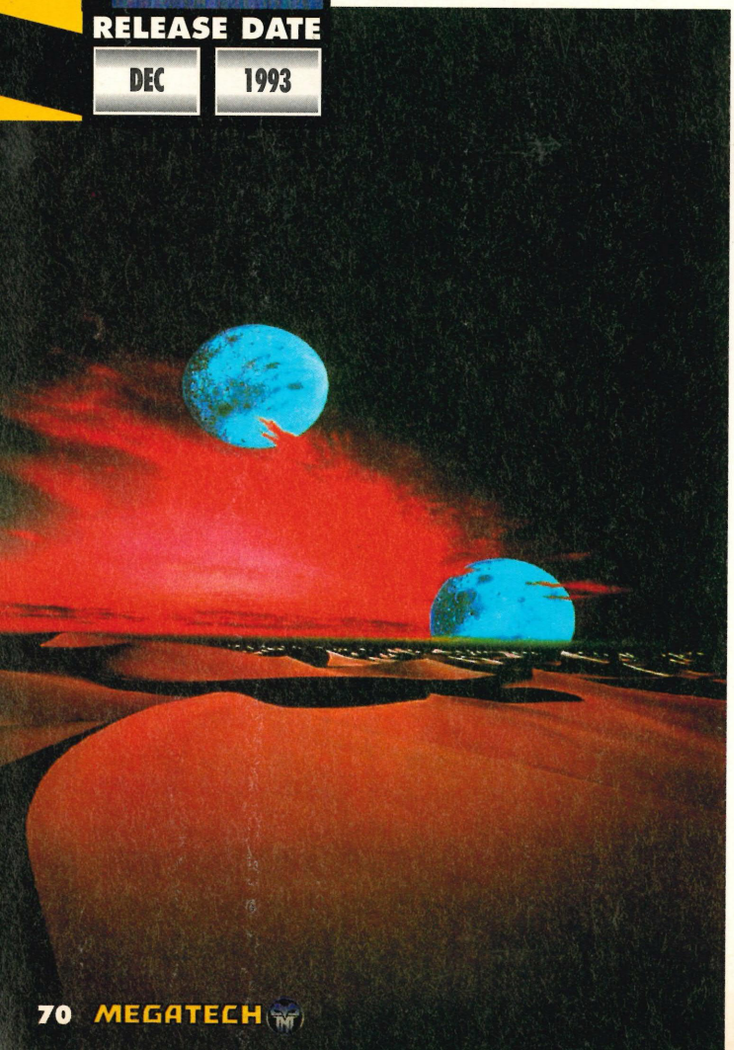


▲ **Your enemies, the Harkonnens, are a styl model, Jerry Sumo-Lard, modeling the lates**

DIG FOR VICTORY

As you are constantly being reminded, the most important task is to ensure the constant production of Spice. The Atreides are far too grand to roll up their sleeves, so your job is to persuade the natives of Arrakis – the Fremen – to mine for you. They live in sand caves called seitches, which are reached by your airborne ornithopter. They are surprisingly compliant at first, and you can soon develop a string of seitches producing spice.

This is where the strategic part of the game begins, as seitches call you for assistance. They may need a prospecting team, or new equipment, or they may have exhausted the area of Spice and need to be moved. It's actually quite a slight strategic element, which doesn't require the brain-power of Mega-lo-Mania or Powermonger. At first you have no line of communication with the Fremen other than face to face, but that changes.





- CD



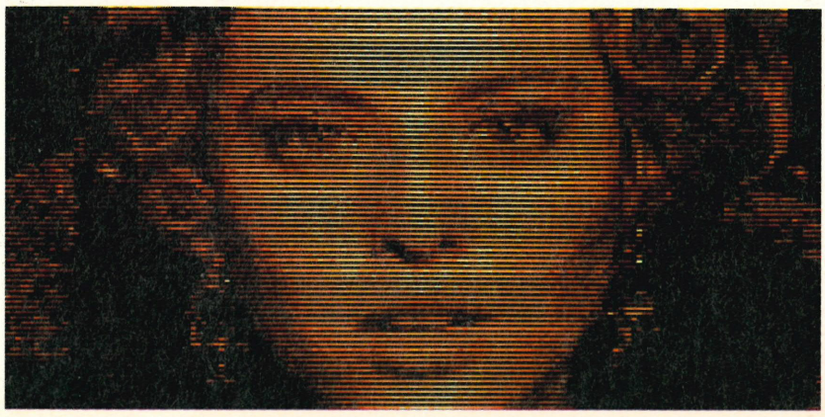


Dune (This is a version we got will have English text.)



race. This is their top super- Harkonnen evening wear.









Harah: She's sort of a girlfriend, but one of that kind you want to dump after the first date. You can't though, because she's well connected with the Fremen.

FIT OF THE VAPOURS

Spice does funny things to you. Your mother has telepathic powers and warns you the spice will affect you too. Eventually you start having visions and receive communications with the Fremen over long distances. These are well done sequences, which use the sort of echoing, warping effects you expect from a movie. That's the sort of area where Dune rates highly — atmosphere. The effect of the spice is ongoing, and adds an element of mystery to the game.

THE CAST

The main characters in Dune:

Duke Leto Atreides: Your father, who offers copious parental advice, and the odd slap on the back (or across the wrists).



Jessica: Your hippy mother. She's always talking about 'expanding consciousness' and strange sensations.



Gurney Halleck: Some old coffin-dodger who plagues your footsteps under the guise of 'Steward of the Atreides'. Offers advice aimed at thicko players with no initiative.



Duncan Idaho: Stuck-up Atreides college boy who lets you know how Spice production is going. Likes his Brylcreem.



FLIGHT OF THE NAVIGATOR

The flying sequences take place as you travel between seitches and Cartag Atreides. They aren't really important to the game itself, but they are very eye-catching. They show a smooth-scrolling flight across dunes, and into mountain ranges. The shading and update is very well done, but the sequences are quite short, and repeat rather too often. You can skip flights with a fixed destination, but sometimes long (and boring) flights looking for seitches is called for.



▲ As the ship rolls acros the dunes, the landscape moves soooo smoothy.



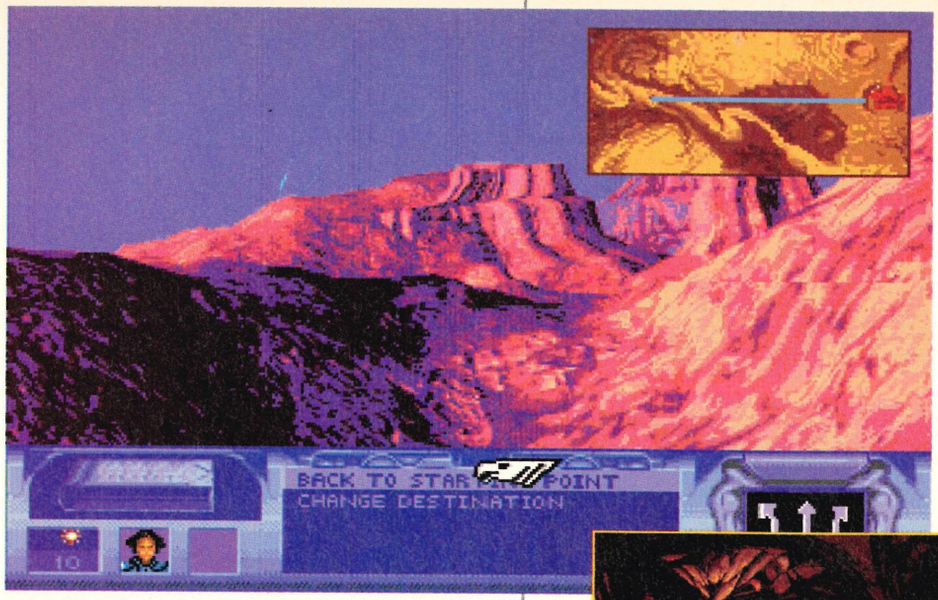
▲ Eventually, you'll stumble across the entrance to a base...



▲ ...which you must guide the craft into before you can enter.

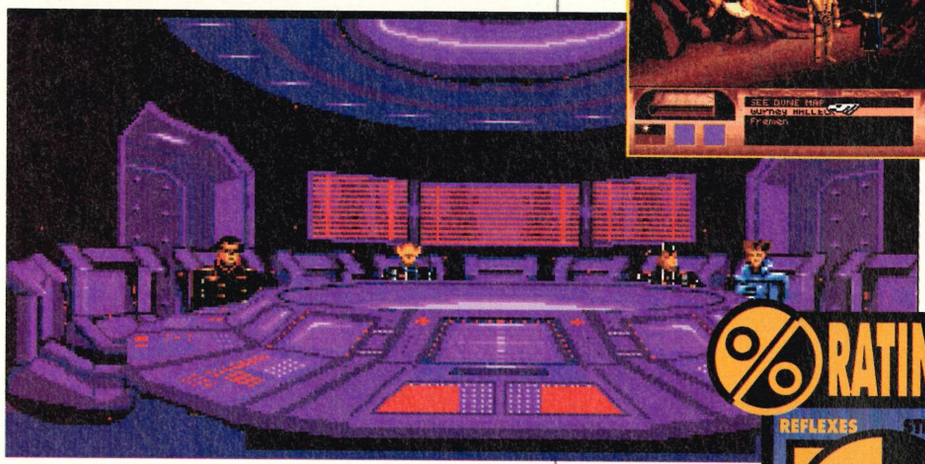


▲ This requires patience, though.



▲ Leaving the ship, our hero makes his way through the dunes and towards the Blackpool tower.





▲ "Sir, I have a message from the courier. The pizza is in reception, and that'll be a tenner exactly."

THE FUTURE?

I didn't actually finish Dune, but I quickly got a flavour of the game. It's big, atmospheric and takes a long time to play, but it isn't actually difficult. Most of the time it's a matter of simply following the directions given by the characters. The strategic part is also too limited to get your teeth into. I can see exactly what the programmers were trying to do, but I just don't think it works, especially at the price and on a console. So the life of Dune CD as a game is as long as it takes to run around the planet sorting things, and no longer.

THE SECOND OPINION

STEVE MERRETT



Dune is a massive advance in Mega-CD gaming, as it combines the cinematic intros the machine is possible of with real gameplay – a first, methinks. However, the digitised speech between characters and the brilliant 3D landscapes aren't just icing on the cake – they play an integral part in recreating the atmosphere of the Lynch film and drawing the player into a world of Spice and wheeler-dealing. There's nothing really taxing in terms of strategic scenarios and game plans, and a lot of time is spent moving from one location to the next (once again showcasing the aforementioned 3D bits). But Dune CD is still worth a look – if only to prove a point that flash graphics can be integrated with a modicum of playability.

%RATINGS



94% PRESENTATION Very well presented, but it often suffers from slow disc access.

85% GRAPHICS The ornithopter section is marvellous, but sometimes the locations are poorly drawn.

91% SOUND The wonder of the spoken word, but the music is terrible!

85% SHORT TERM PLAY An intriguing, if untaxing detection/strategy game.

61% LONG TERM PLAY It's a big game, but only good for one go.

OVERALL 73 Interesting wallpaper for the Mega CD. Commendable but no cigar.

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MEGADRIVE REVIEW



BY: FLYING EDGE

FLYING EDGE

8-MEG

STYLE

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PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

NOV 1993



Spiderman isn't the only guy with mutant pals, you know. TOM GUISE knew plenty at that freak-show circus we found him in. He goes all funny when we mention it. Shh... here he comes now.

SPIDERMAN

Do you remember Spiderman and his Amazing Friends? That top Saturday morning cartoon where the loveable web-slinger joined forces with his high-school buddies, Iceman and Firestar? Each week they'd face all the trials and tribulations of teenage life whilst saving New York from the vile schemes of super-criminals in their spare time. Of course, the best episodes were always the ones where the X-Men – that unstoppable group of super-powered teenage mutants – made an appearance. Well, now you can relive all the excitement of those superhero adventures with Flying Edge's latest Megadrive game, Spiderman and the X-Men.

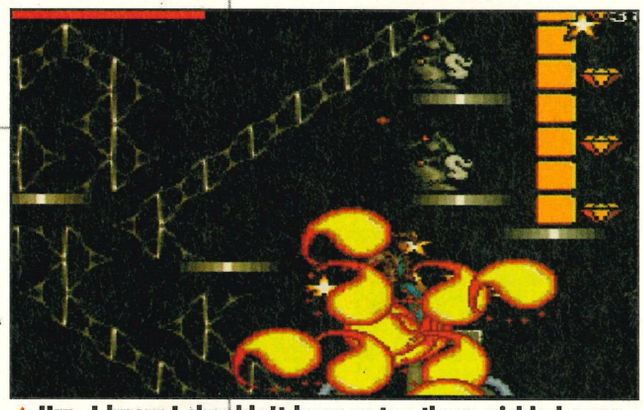
Arcade, an evil super-villain, has abducted four of the X-Men and taken them back to his amusement park, but fortunately Spiderman is on hand to save the day! Having witnessed the dastardly kidnapping antics of Arcade, he's hot on the trail of his captive X-Men buddies. His destination? Arcade's Funland, and all the candy floss he can eat.



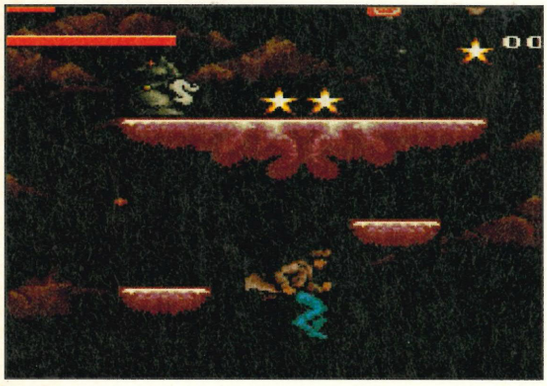
▲ A surprise armpit inspection catches Spiderman by surprise.

IN THE ARCADES

A conversion of the Super Nintendo game of the same name, Spidey and the X-Men is a platform game. Starting off as Spiderman, the aim is simply to get inside Arcade's hideout. However, once inside, and with the X-Men free, the game really kicks off. Each X-Man has to complete his or her own set of fiendishly constructed levels, as does Spidey himself. There are two levels per character – they can be selected in any order, but they all have to be completed. Get through these and you're through to the last two levels, which Spidey has to complete alone.



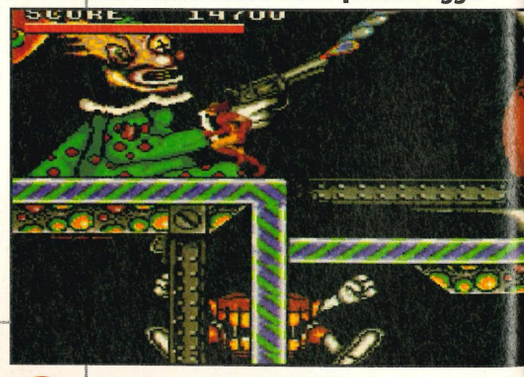
▲ Urp. I knew I shouldn't have eaten those pickled eggs.



▲ Freddie? Ali? My pet starfish, where are you?

THE DREAM TEAM

The gameplay in Spidey and the X-Men is very similar to Sega's recent X-Men platformer. It's just a case of leaping around platforms, punching, kicking and firing at various bad guys. However, this 'super-team' style of gameplay works far better than it did with the Sega's X-Men. In that game, you tended to just stick to your favourite character until they died, but with this one you're forced to play all the characters, which adds a lot of variety to the basic platform formula.



UNCANNILY X-ASPERATING

Spidey and the X-Men is one tough game. Mastering the abilities of all the characters and getting through the fairly large levels is quite a task. However, most of the time this high difficulty level is frustrating more than challenging, partly because the characters have had their powers severely reduced. Spidey can't fire web-lines while he's in the air and there are even some walls he can't stick to, Wolverine's mutant healing factor is almost defunct, and Storm's elemental powers are almost non-existent.



THE GOOD, THE BAD...

The patchy quality between levels adds to the frustration factor. In general, the Spiderman levels are fairly playable, as are the Wolverine and Gambit ones. However, the Cyclops and Storm ones are terrible, especially with regard to the controls. Trying to swim Storm down a vertical chute is a nightmare – she always swims horizontally and her head and feet catch on the sides of the tunnel. And Cyclops' eye beam energy rays would be absolutely lethal, if you could only shoot them in the right direction!

& THE X-MEN



ALTERNATIVELY

82
X-Men
by Sega
PRICE: £39.99
Fairly enjoyable platformer featuring those uncanny mutants. Okay graphics, okay gameplay, okay all round.

SPIDER AND HIS AMAZING FRIENDS!

Once inside Arcade's lair, Spiderman sets about freeing the X-Men, but it's a trap. Arcade has been expecting him! Now each of the super-pals must find their own way through the game. Here's a rundown of each hero and the dangers they must face.

GAMBIT



▲ Don't let the spikey ball catch up with you.

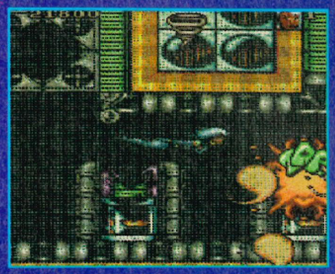


▲ Release your Jokers for a smart bomb effect.



Even this master gamesplayer is put to task on Arcade's lethal chess board. Grenade-throwing knights and plasma-firing pawns make this the deadliest board game ever. But worse of all, the Black Queen awaits Gambit at the end of the second level!

STORM



▲ Fire electric bolts at the underwater hatches to raise the water.



▲ Keep an eye out for air pockets or you'll suffocate.



Submerged in Arcade's underwater maze, Storm's powers are almost useless. Her only hope is to raise the water level until she can reach the exit. However, with metallic squids, piranha and underwater mines, that's no easy task.

WOLVERINE

In Arcade's crazy funhouse, gun-toting spinning tops, charging clockwork soldiers, circular saws and bomb-dropping toy-planes push Wolverine to the limits, even with his mutant healing factor.





▲ Hack holes through the walls with your retractable claws.



▲ Punch the Jack-in-the-Boxes without using your claws to reveal hearts.

CYCLOPS

Every platform game should have a minecart section and Spidey and the X-Men is no exception. Still, this is no fun-ride – the electrical rails are dotted with landmines, and there's a bunch of Sentinel robots in hot pursuit.





▲ Eye beams are difficult at close range. Try a kick to the nuts instead.



▲ Jump out of the minecarts before you reach the landmines.

AND THE UGLY

The patchiness in the gameplay extends to the graphics and sound too. The Super NES game looked pretty poor, but this Megadrive version looks even worse. The whole thing looks like a Master System game. Likewise, the sounds are pretty awful. The funky 70's guitar music from the SNES version has been hacked down to a grating collection of tunes and the spot-effects are pathetically ordinary. A few snazzy POW! and ZAP! type cartoon effects would have been more than welcome, but no such luck.

UNCANNILY POOR

Spidey and the X-Men really didn't hit the spot with me. At times, I did find the basic platform formula entertaining, mainly on the Gambit and Spidey levels, but in general, dull levels, frustrating gameplay and crap graphics just made the whole thing too much of a chore. A shame really, because the idea behind this game is really quite good – better than Sega's X-Men, in fact. If only it had been better implemented, things could have been so much different. It's not a dreadful game, just an alright one. If you're an X-Men fan, you'd be better off going for Sega's X-Men, whilst Spidey fans should stick firmly to the smart original platform game.

% RATINGS



PRESENTATION 59%
No options, hardly any intro, a very unfinished feel.

GRAPHICS 73%
Ugly backdrops, unimpressive sprites. Very Master System-like.

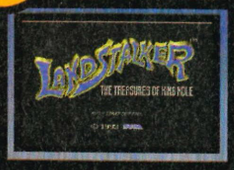
SOUND 76%
Terrible renditions of the SNES tunes. Crude spot-effects.

SHORT TERM PLAY 70%
Initially boring and extremely difficult to get to grips with.

LONG TERM PLAY 74%
High challenge. Improves with perseverance, but not much.

OVERALL 71
An okay platformer that could have been so much better. Not worth bothering with.

MEGADRIVE REVIEW



BY: SEGA

16 M-BIT CART

STYLE

RPG

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

JUNE 1993

LAND

PAUL GLANCEY (known to his friends as 'The Mountain Man') dons a pair of stout shoes and his favourite anorak, packs some cheese and chutney baps and sets off for a bit of landstalking among the hedgerows and dung-strewn goat tracks of Sega's long-awaited RPG.

Where have Sega been hiding this one, eh? It must have been a year since I played the Japanese version of Landstalker on import, and even though I couldn't understand a word of it I was so engrossed – nay, enthralled – that I didn't stop playing it until it was confiscated due to deadline constraints. Ever since, I've been desperate to get my hands on an English version of Landstalker and here it is at long last.

It all begins in Gamul Date 312, with ace treasure hunter Nigel (yes, Nigel) returning to Kalva Harbour after his latest expedition to find the fabulous Statue of Jypta. While he's in the middle of selling the artifact, a fairy witch named Friday, bursts in, begging for protection from three shady-looking characters. Nigel helps her escape and discovers that her pursuers are treasure hunters who are chasing her because she knows the location of the ancient treasure of King Nole, somewhere on a nearby island. The pair decide to join forces in the quest to locate this lovely pile of booty and start by flying (on the back of a gigantic eagle, of course) to the island.

After a bit of fruitless cave exploration and a nasty accident on a waterfall, Nigel and Friday find themselves in Massan, the village of a tribe of friendly bear-like creatures called the Gumi. After a bit of friendly advice from the locals, Nigel and Friday resume their hunt, starting by visiting a wise man at a nearby shrine, then sorting out the problems of the Gumi's nasty neighbours before heading for the larger towns of Ryuma (which is at the mercy of a band of thieves until you do something about it) and Mercator (home of Duke Mercator, who is lot more sinister than his people seem to realise).



▲ Ladies and gentlemen, welcome...to Juara



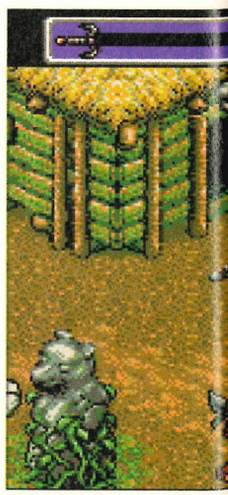


MYSTERIOUS MISSIONS

As you might have guessed, the quest for Nole's treasure isn't just one quest – it's made up of loads of little ones. As in many of these games, you run across a lot of characters who provide all sorts of help, clues and useful items – as long as you do something for them first. But not everyone is quite so friendly. There are traps everywhere (usually of the large-spiky-ball-dropping-from-the-ceiling variety), and the highways between towns are not safe for the unwary or unarmed traveller.

As you can see from the pictures, this doesn't look like the standard Megadrive role-playing game. The world around Nigel is displayed in isometric perspective, scrolling to follow him wherever he walks, and fading out, then in again, when he moves between 'rooms'. Instead of being mere icons which jump around a map, the characters in Landstalker are all fully-animated sprites, and Nigel can walk, fight, jump and pick up and carry objects, or even throw them. So while Landstalker is first and foremost an adventure game, it does require platforming skills too.





▲ Hey Chief Chirpa, y around? I just caugh

STALKER



CRANIUM-CRUNCHING COMBAT

There's even a bit of beat 'em up in here... we-e-ell, sort of. When Nigel runs into danger you'll find that, instead of having the sort of combat-by-rounds system used in games like Phantasy Star and Might and Magic, you just have to advance and hit the attack button to get Nigel to have a swing at the enemy with his sword! That's much more fun if you can't be doing with all that random chance and statistics business.

It's not long before you run into all sorts of nasty creatures, starting with the easily-sliced blobs of jelly which just mooch around getting in the way, and progressing to the more dangerous but still rather stupid Orc Lords. The toughest foes I found were the club-wielding Cyclops and the knights and skeletons who are armed with swords and shields and who can really whack the life force out of you.



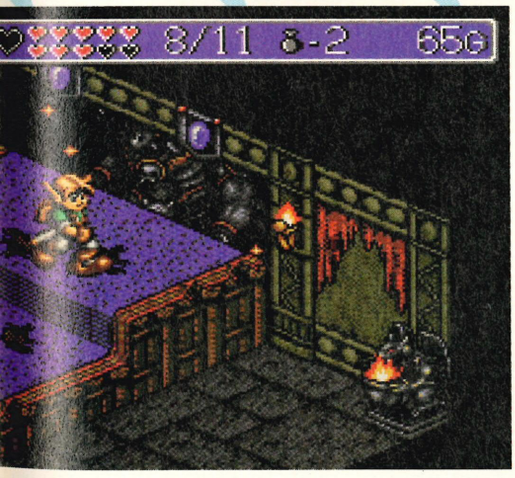
Park! Not really.



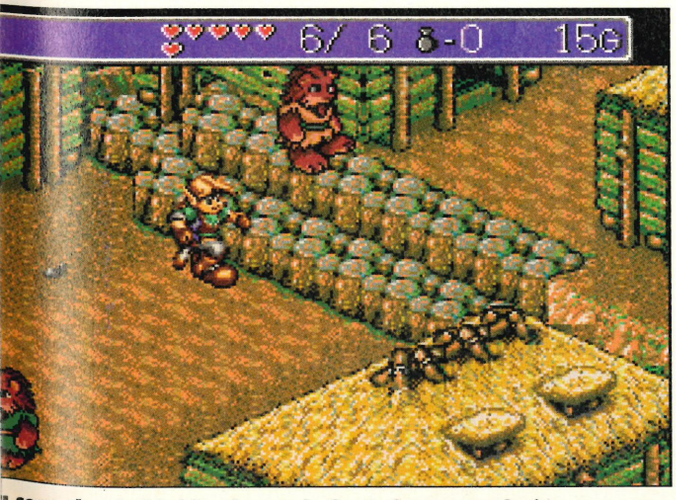
▲ Yo, pump it up Prince! I said, pump it up, Prince!

SHAMANISTIC SHOPPING

After a few rounds with a Cyclops, Nigel is probably going to be a bit the worse for wear, in which case it's a good idea to retire to the nearest town where a stay in the inn will set him back on his feet. If his strength (represented by the row of hearts at the top of the screen) runs out in the field, you'd better hope you remembered to stock up with EkeEke, a restorative herb which revives the knackered. Buy one and you're effectively buying an extra life. EkeEke is sold in most towns, along with weapons, armour and other interesting magical equipment, but to earn the money to buy gear you need to crack some heads and collect bounty from dead monsters.







p seen that bald, blonde ewok that's been wandering
im with my daughter.



▲ Aww, your poo-stick came out first. Mine must have stuck on some reeds. Typical!

PULCHRITUDINOUS PUZZLING

There are plenty of other interesting things to explore in the towns. Mercator, for example, is full of surprises – this is the first Megadrive game I've come across which has a brothel in it, albeit a very above-board brothel! The really interesting bits are out of town, though, in the shrines and castles and multi-level dungeons. These are heaving with monsters and great systems of traps, cat-walks and moving platforms and lifts. Watch out for chests as they may well contain the key that unlocks the door to the next section of the game. You might need to heave boxes around to create staircases, and those little buttons set into the floor might just reveal a secret passage or unblock a stairway.

The puzzles are varied, but mostly quite simple. Some depend simply on arcade skills and timing (like jumping across collapsing platforms in a room with no floor), while others are more down to putting clues together or exploring all the landscape's nooks and crannies for hidden items. All of them, though, are definitely satisfying to complete and do a good job of keeping things interesting.

VALEDICTORY VERDICT

I started playing Landstalker expecting something special, and that's what I got. All the aspects of this game are superbly executed – the graphics, the music, the puzzles, the action, everything. And it's all backed up by an involving and engrossing plot, so once you get started on the quest you'll find yourself locked in one of those 'Good Game Time Warps', where you come back for a quick go when you finish your tea, and the next time you look up it's bedtime. Even if you're not usually an RPG sort of person, this is a game that you shouldn't be without. Definitely one of the best Megadrive games I've played this year.

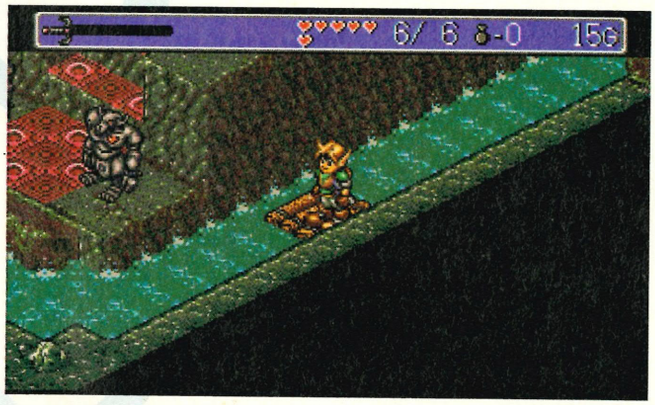


▲ **When gone am I, last of the Jedi will you be. Pass on what you have learnt. The force is stro... oops, quick, fetch my specimen bottle from that shelf. Quick quick!**



▲ **Hey fella, which pair of coconuts is bigger? Mine or his?**





SECOND OPINION



Tom Guise

I'm a big fan of the Zelda games on the Nintendo consoles, and it has always irked me that there has never been anything to match them on the Megadrive. Well, now there is. Landstalker is ace! I'm not into RPG's at all, but this is completely different from all those boring statistic-based character adventures – it's more of an arcade adventure. Entering houses, fighting against baddies, talking to any interesting characters you happen to meet... there's even a brothel, although it has been changed to a ballet school for Western consumption. You really feel that you're in another world as you explore the massive kingdom, and the atmosphere is incredible. For instance, there's a party that Nigel goes to where the musician, Ludvig, interrupts the proceedings to play a whole tune on the grand piano. Little touches like that really make the game. What's more, the brilliant storyline really does keep you hooked, and the adventure will keep you going for ages with its little sub-plots and levels-within-levels. Yep, this is one of the best games I've ever played. Ever.

BATTERY BACKING-UP

A quest the size of Landstalker's can't be finished in one sitting – no way! – so a Battery Save facility is provided. To use it, you need to find a church, then take the record book from the shelf and give it to the priest, who then notes down your position and your possessions. Up to four games can be stored at a time.

TELEPORTING TREES

Watch out a huge tree near Mercator. It's name (yes, the trees are alive in this game) is Tibon and if Nigel can sort out its problem, it can get all the other trees to help him. Each tree has a twin somewhere on the island and if Nigel visits them both they become linked, so that he can step into the trunk of one of the trees and materialise at the other!

%RATINGS



PRESENTATION 90%
Lengthy intro, but unfortunately it can't be skipped. Game Save options are excellent.

GRAPHICS 94%
Colourful, detailed and marvellously animated sprites and tremendous scenery.

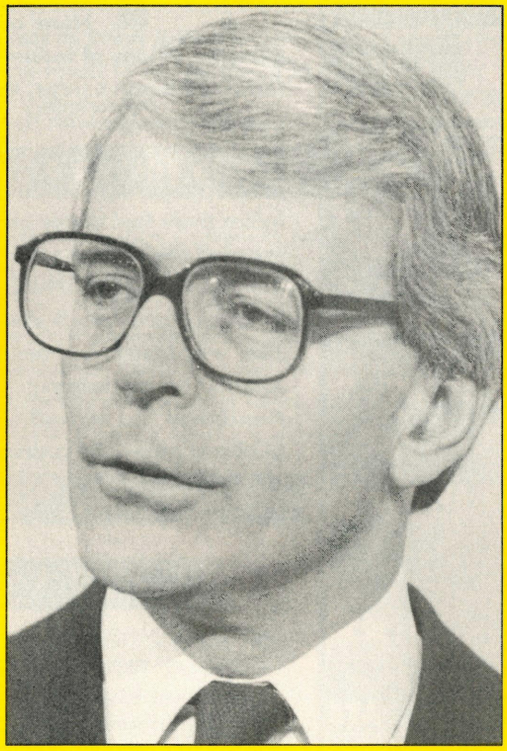
SOUND 92%
Lots of different soundtracks for lots of different areas and situations.

SHORT TERM PLAY 93%
An excellent blend of game styles which is instantly appealing.

LONG TERM PLAY 93%
A gigantic quest which will keep you going for ages and ages.

OVERALL 93
Simply the best and most enjoyable role-playing game on the Megadrive.

"One in four of our children leave secondary education, and can't read properly."



John Major, Prime Minister

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MEGADRIVE REVIEW



BY: SEGA

SEGA

8-MEG

STYLE

PLATFORM

PRICE TBA

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

JUNE 1993





Bonjour! Je m'appelle TOM GUISE. J'aime le musique pop. Je regarde le télevision. Je joue le football. Je manges le grub. Je review le Asterix le game.

ASTERIX

The Roman Empire. Nearly a thousand years ago, its legions were unstoppable as they marched across the world. None could resist their might. None except a village of indomitable Gauls. Surrounded by fortified Roman camps, these Gauls managed to hold out against invasion with the help of a magic potion which gave them superhuman strength. Of course, this isn't really true – it's just a French fantasy. Something to make them feel better about the fact that they're always invaded during every war. It's also the background to the popular Asterix the Gaul comic-book series about a moustachioed French dwarf who, despite his diminutive size, was loved by women and fat Frenchmen alike. Another French fantasy. And now the pint-sized Frenchman has arrived on the Megadrive in his very own platform game. Of course, the Mongols really did fight off the Romans, as did the Vikings and Scottish, although they were just mad...

ONION SOUP

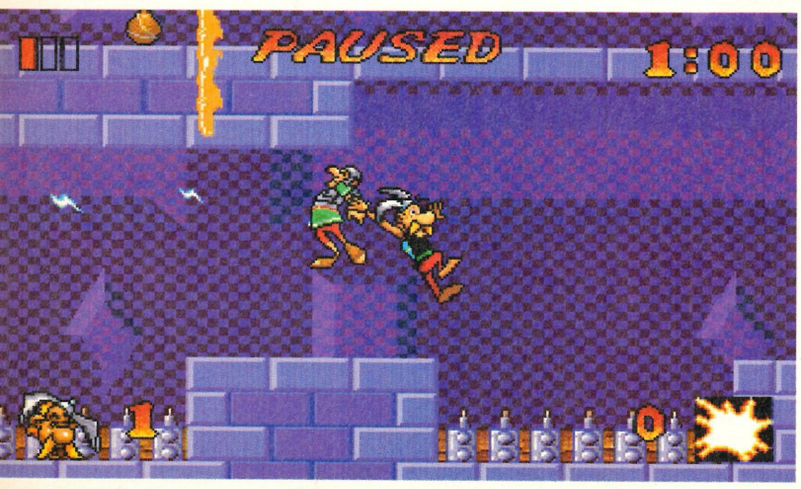
OK, plot time. Things are not looking good for the village of indomitable Gauls. The Romans have kidnapped the druid Getafix, maker of the famous magic potion that gives the Gauls their superhuman strength. Without him, they are powerless against Roman invasion. There's only one thing for it, Asterix and his best pal Obelix are going to have to rescue him and that's where the game begins.

FROGS LEGS

Starting in their home village, the half-pint onion-seller and his chunky pal have to travel across Gaul (France to us 20th Century dwellers), through Norway (which is now situated in the South of France) and over some snowy country (probably Lapland) and then on to Rome (home of the Romans). There are six levels of platform action, and each one of these is split into smaller sub-levels called 'huts' which are further divided into 'rooms'.

However, these rooms are more than just simple platform-filled stages. Not only does each one have to be completed in a strict time limit, but they also tend to involve a bit of simple puzzle-solving. Certain keys have to be found to get through certain doors, bombs are needed to blow away parts of walls and cloud-platforms are needed to scale impassable barriers.

Each room can be played by either Asterix or Obelix, however it doesn't matter which one you choose, as the levels are always completed in the same way. The only difference is that when Asterix finishes, he drinks some potion, whereas when Obelix reaches the end he eats a wild boar and bounces on his bum a lot. These Frenchmen eh? Mad.



▲ Look, stop enjoying yourselves – this is a sad game!



SNAILS

Graphically, the characters look very similar to their comic-book counterparts. Asterix rises into the air fluttering his feet when he drinks his potion and a PAF! caption appears when he hits the Romans. However, for all these little touches the game doesn't capture the feel of the comics. Take Unhygenix the Fishmonger's hut. At the very least, you'd expect the inside to look a bit like a hut, but nope – It's got a starry sky and a river runs through it. In fact, the whole game is like that. Each stage is just a standard platform layout with a vague theme running through it. Getafix's house has giant sickles for platforms, and Rome is made up of marble platforms. None of them give the impression of being what they are supposed to be. And to destroy the atmosphere even more, the music is like something from a Jean Michael-Jarre album. This is meant to be 50BC, not 25th Century dolphin-world.

GARLIC ROLLS

What's more, it's quite annoying to play. The actual puzzle element of each level is relatively simple to solve, but the time limits are so strict. Accidentally use one of your power-ups in the wrong place and you rarely have time to go back and get another one because Asterix and Obelix move so slowly. And on some levels, it's almost impossible to make it to the end even when you perform perfectly.

CREPE!

On top of all this, the actual platform formula is very unoriginal and boring. Simply strolling round a platform enviroment paffing Romans soon depressed me beyond belief. There's no edge-of-the-seat thrills and spills, just dull, plodding platform levels and a high frustration level. I'd leave this one well alone.



▲ Oh, look – some Roman centurions. How exciting.

AND THE GREAT RESCUE



MEGA-CD REVIEW

MEGADRIVE REVIEW



BY: SONY IMAGESOFT

Digital Pictures

8-MEG

STYLE

PUZZLE

PRICE £44.90

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



He'll never go out with Kylie Minogue and Helena Christensen and he's not an Australian love-god. He's TOM GUISE and now he's about to slice and dice Michael Hutchence. Bwa-ha-ha!

INXS MAKE MY VIDEO

Following in the footsteps of Kris Kross, Marky Mark and C & C Music Factory, Aussie super-group and no-good, criminal-descendants, INXS, have taken a break from interfering with super-models to bring their own brand of sheep-farming, crocodile-wrestling music to the Mega-CD in the latest in the series of Sega's Make My Video series.

WELCOME TO CLUB XS

Just like in the previous MMV's, there's a flimsy storyline holding the whole game together. Playing like some American teenage comedy, it all takes place in a bar called the XS Club, a very sad place indeed because it's full of lonely INXS fans. Everyone you meet wants you to make them an INXS video and they tell you what they want it to feature. For instance, the 'surfer dudes' Ted and Gomez ask for plenty of water, Flo and Tiger, the bikers, want lots of leather, chains and bikes and the two hot babes at the pool table won't get off it until you make them the 'ultimate' INXS video.

MAKE MY VIDEO

There are three INXS tracks to choose from: Heaven Sent, Baby Don't Cry and Not Enough Time. Apart from their music videos, you can also use various other film clips that appear. Old movie footage, cartoons and bits of TV shows. On top of these, special effects can be added. You can slice and dice the screen, flip it, mirror it, give it a strobe effect, change its colours and much more besides. You can even add lyrics to the video.

NOT IN EXCESS

The problem with all the Make My Videos is that there's just not enough to them. Making the videos soon gets boring and there's not even much skill required. What you're basically doing is paying fifty quid for three music videos, and that's a lot of money. I kind of liked the Kris Kross one when I first saw it, because it was funny and the whole thing was new and quite novel, but now, six months on, it all seems a bit dull, especially since I don't like INXS much. This will definitely only appeal to die-hard INXS fans, and maybe not even to them.

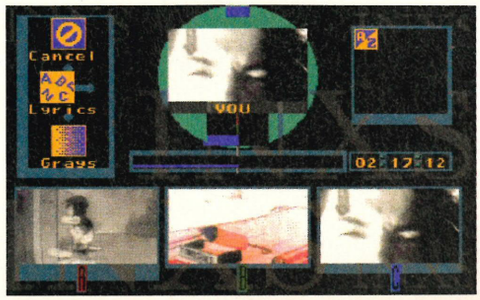


▲ 'Hot babes' posing abaht.



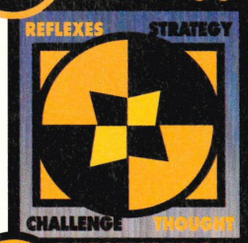
▲ 'Hot babes' playing pool.





▲ Michael Hutchence? Where's the babes?

RATINGS



PRESENTATION 62% — The odd cartoon still and some basic options.

GRAPHICS 84% — Good-looking sprites and neat backdrops.

SOUND 78% — Okay tunes, but they just don't suit the game.

SHORT TERM PLAY 67% — Not instantly addictive or even very good fun.

LONG TERM PLAY 58% — Challenging, but dull, gameplay soon puts you off.

OVERALL 62 — An OK, but dull and, at times, annoying platformer.

RATINGS



PRESENTATION 92% — Very well put together. A highly-polished package.

GRAPHICS 92% — Full motion video graphics, but quite grainy

SOUND 97% — It's INXS music – take it or leave it.

SHORT TERM PLAY 79% — Initially amusing, if you like INXS.

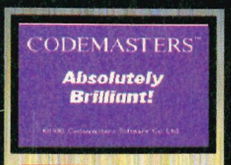
LONG TERM PLAY 52% — Three videos and not much game.

OVERALL 68 — One for INXS fans with a lot of money to throw away.

MEGADRIVE REVIEW



BY: CODEMASTERS



8 M-BIT

STYLE



ARCADE ADVENTURE

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

NOV 1993



"Like wow, man, yeah, far out," drawled MARK HOLMES when he started playing Cosmic Spacehead. Now you know why he got to review it.

COSMIC S

Cosmic Spacehead is a pointy-headed alien – a caped cruiser who has discovered the planet Earth whilst on a holiday excursion through the galaxy from his home planet of Linoleum. Unfortunately, he forgot to bring back any souvenirs, so nobody believes his story, especially as all his fellow Linos believe Earth is a mythical planet that nobody has ever seen. Guided by your hand, Spacey must prove he's not just another wind-up merchant by puzzling his way to Earth, picking up some proof of its existence and returning to Linoleum for a real hero's welcome.





▲ **Make the monster float away by giving him thje balloon.**

MY WISH IS YOUR COMMAND

Basically, Cosmic Spacehead is what we used to call a 'Graphic Adventure', and it's the first example of the genre for the Megadrive. Anyone familiar with The Secret of Monkey Island on the PC will instantly recognise the 'point 'n' click' interface. Controlling Spacey involves manoeuvring the cursor around the screen and clicking on the point you want him to move to with the C button. You can then select a command from a list of five (Pick Up, Use, Look, Talk and Give) to make him interact with objects or characters onscreen. It's all very straightforward – the control system's a doddle to use, but makes for slightly sluggish gameplay.

MONSTER IN MY POCKET

If Cosmic picks up an object, he can store it for use later on – all items currently held are displayed in a scrolling inventory at the bottom of the screen, and can be used at any point to solve the game's many puzzles. For instance, if Cosmic attempts to get into the dodgem car race to get to Detroitica City, he'll be refused because he doesn't have a driving licence. However, the attendant gives him a helium balloon as compensation. This seems pretty useless at the time, but later on, when Cosmic's confronted with a marauding green monster, he can give it the balloon to make it float away. Cunning stuff.

PLATFORM BRIDGES

To introduce a bit of variety, there are also a series of platform sections. These crop up between locations, and allow Spacehead to collect numerous life-rewarding bonuses, but are slow and frustrating. Luckily, however, once a section has been completed, it needn't be traversed again.



▲ **Yes, it's the power generator, but what the hell do you do with it? Well...**



▲ **It's one of those inter-level platformy bits.**

PACEHEAD







▲ **The bumper car races – you've gotta win 'em to get to Detroitica.**





ARCADE AMUSEMENT

Another distraction comes in the bumper car race, which give Spacey the chance to win a ticket to Detroitica. This takes the form of a three-lap mini version of Micro Machines, although it's nowhere near as good. The second two-player game, Pie Slap, is accessed from the options screen, and gives the player and an opponent control over a pair of dinosaurs who have to spit at each other – it really seems quite pointless.

WEEKENDER

This is a brave attempt to bring the graphic adventure to the Megadrive, with a few added platformy and arcadey bits to provide some variety. Unfortunately, despite the Jetsons-style graphics and jolly feel, it doesn't really work. Only very young or inexperienced gamers will get any sort of satisfaction from Cosmic Spacehead – the puzzles just aren't complex enough to give the gameplay the depth necessary to keep an experienced adventurer interested. Unless you're a complete adventure novice or a complete thicko, it won't take you any more than a weekend to complete, and once you've solved all the puzzles there's no point in playing it again – very poor value for money.





▲ **Right near the end, you have to 'beat' each of these four rooms.**

THE SECOND OPINION

STEVE MERRETT



Whilst Cosmic Spacehead's Jetsons-style graphics and presentation are all very nice, they still fail to disguise the thin game beneath. Yes, Codemasters have added all manner of sub-games to the basic adventure idea, but the adventure part is the main meat of the game and it's too limited and too easy to complete. It's obvious Codemasters have tried to copy the Monkey island idea, but the reason the Lucasfilm game was so popular was because of its brilliant puzzles and devious characters. Spacehead has none of these, and the result is a very simplistic adventure which plods along at a snail's pace. Not very good methinks, and one for the younger adventurer only.

RATINGS



PRESENTATION 89%
Smart password system. Easy-to use interface. Bonus game.

GRAPHICS 89%
Wildly colourful, Jetsons-style '50s cartoon feel. Neat.

SOUND 65%
Some tunes are kindergarten rejects, others are a bit better.

SHORT TERM PLAY 78%
Control system can be clumsy for beginners. Simple early puzzles draw you in.

LONG TERM PLAY 58%
Only dunces and babies will take more than a weekend to finish it.

OVERALL 68
Nice graphics, but the puzzles aren't involved enough to make it a decent graphic adventure.

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TECHNIQUE ZONE

We've got loads of tips this month, but hardly any space to print them in. Nonetheless, here they are, with a complete guide to Mortal Kombat as well. If you have any tips or cheats you think are worth putting into print, send them to: TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ROCKET KNIGHT ADVENTURES

Best rocket-powered oppossum game ever, that's what this is. Anyway, if you're looking to get more from your oppossum, then here's a handy little tip. When the KONAMI logo appears, press DOWN six times, UP twice and DOWN twice. There will now be a 'Very Hard' setting in the options. What's more, if you enter LEFT four times, RIGHT four times, LEFT seven times, RIGHT once and LEFT once whilst on the Konami logo, then a 'Crazy Hard' difficulty setting will appear.
These cheats actually appear when you complete the game on 'Hard' and 'Very Hard' respectively, so if you haven't beaten the game on Hard yet, then it's hardly worth trying these higher difficulty settings out, is it?



SHINING FORCE

One of the best Megadrive releases of recent months, it's quite hard to believe that this game has been available in Japan for nearly two years now. Anyway, here's a tip that allows you to access any chapter, any battle or even the end sequence.

1. With the machine still off, hold down the direction pad, UP and START on the second joypad. Now switch the machine on and keep the buttons pressed until the Sega logo comes on.
2. Before the Sega logo disappears, press A and C on the second joypad. Now start the game.
3. Now, when the little girl on the options screen appears, carry on from where you left off and then press A B or C. The A button brings up a Chapter Select, the B button brings up a Battle Select and the C button accesses the ending.

Unfortunately though, you can't actually save any of these positions, so you'll still have to play the game properly if you want a good saved position.

SILPHEED

It's arguably the best game on the Mega-CD, but Silpheed is also proving itself to be a tad hard. Never fear though, because here's a whole fleet of intergalactic tips ready to stop that alien onslaught.



STAGE SELECT

IFancy playing some of those 'hard-to-get-at' later levels? Well, try out this handy level select for size. During the opening intro enter DOWN, DOWN, UP, UP, RIGHT, LEFT, A, B, START and a 'stage select' option should appear on the Game Start menu. Move right or left to set the stage and A,B or C to start the game. The bad news is that you can only play the level you selected. Good news though, is that if you select any stage above number 13, you can watch the fabulous full-motion intermissions.

SHIELD RESTORE

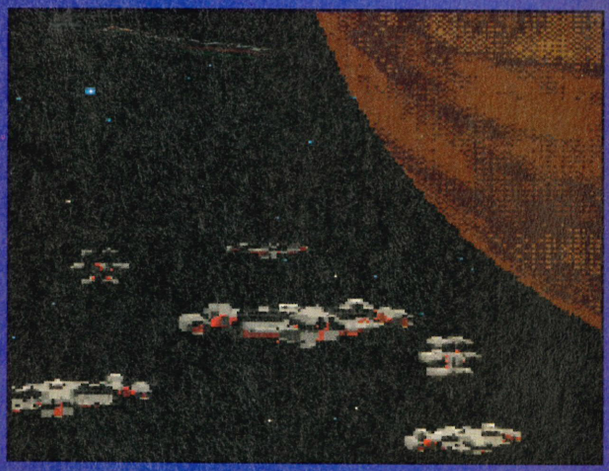
Here's a smart way to keep those life-saving shields up throughout the game. On the opening intro, press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START. Now, everytime you press the A button on the second joypad the shield will go up by one unit. By hitting the A button on the second joypad quickly enough, you can effectively fly an invincible Silpheed ship.

INFINITE CREDITS

Blow away those 'Game Over' blues with this tip that effectively gives you infinite continues. When you're down to only one continue, wait until the opening demo starts up and enter RIGHT, UP, A, B, C, LEFT, LEFT, DOWN, C, A, and START. This will instantly knock the number of continues up to 10. You can use this cheat as many times as you like.

SPEECH TEST

Here's a tip for those of you who enjoy hearing voices. Simply press A, B and C on the second joypad when the title screen appears, and go to the options. The sound test will now be a voice test, so you can listen to such delights as everyone's favourite cockney starfighting sparrow exclaiming 'My Gord! Luke aht tha saize orf thart theeng!' over and over again. You can even adjust the speed of the voices using the second joyapd. Why not play it along to your favourite Mary Poppins anthems?



MANIA MODE

So you're finding Silpheed a little easy, are you? No? Well, here's a cheat to make the game that extra bit harder, anyway. During the opening intro, press B, B, A, C, UP, LEFT, RIGHT, DOWN, C, UP and A on the second joypad. Now, when you play the game, the last digit in the score will become a 1 and the game will be rock-hard! However, should you re-enter the options screen at any point, the difficulty level will be set back to normal.



NOTE!

Last month we featured a Super Monaco GP 2 tip that allows you to race around the tracks using the bike from Super Hang-On, Unfortunately, we printed it wrong! Here's the correct technique. Go to the World Championship option and enter HANG-ON! in the name entry screen. Save it and RESET. Go to Free Practice Image Training and after setting the number of laps and the grid, press DOWN and A until the transmission select screen appears. Select your transmission and hey presto, the Super Hang-On bike in all its glory.

TECHNIQUE ZONE

MORTA

You know, you can actually define eras in console history by the video games that caused the most commotion during certain times. For instance, around the beginning of this year it was the Ecco Era. Everyone was stuck on the Asterite Helix in the Darkwater level and we had no end of calls asking how to do it. Then came the Flashback Era, when nobody knew how to put the security card in the terminal at the end of the reactor. Well, now it's time for Mortal Kombat Era. Yep, ever since we printed those cheats with the review in issue 21, the phone-lines have been jammed with your incessant yammerings: "What are the finishing moves?" "What do all the cheats on the Dullard screen do?" Well, stop it – stop right now! Because MegaTech International Rescue is here to save the day. Mortal Kombat Era ends here.

STARTERS: THE SPECIAL MOVES

Acclaim are a wily lot and no mistake! In a vain attampt to prolong interest in their rather shallow beat 'em up, they've neglected to include any of the special moves in their instruction booklet. Spoilsports! This is where we ruin their fun by revealing all. Heh-heh!

KANO

ROLLING ATTACK



HOLD, BLOCK and ROLL FORWARDS, DOWN, BACKWARDS, UP, FORWARDS

HEAD-CLUNK



PUNCH WHEN CLOSE

KNIFE THROW



Hold BLOCK and BACKWARDS, FORWARDS

SONYA BLADE

THIGH THROW



DOWN and PUNCH and LOW KICK

PULSE WAVE



PUNCH, BLOCK, PUNCH

AIR FIST ATTACK



FORWARDS, BACKWARDS and PUNCH

TECHNIQUE ZONE

L KOMBAT

JOHNNY CAGE

SHADOW KICK



BACKWARDS, FORWARDS, LOW KICK

FIREBALL



BACKWARDS, FORWARDS, AND PUNCH

NUTCRACKER SPLITS



DOWN AND HIGH KICK

LIU KANG

SPEAR KICK



FORWARDS, FORWARDS,
HIGH KICK

ORANGE FIREBOLT



FORWARDS, FORWARDS
and PUNCH

RAIDEN

TORPEDO



BACKWARDS, BACKWARDS, FORWARDS

LIGHTNING



DOWN, DOWN-FORWARDS, FORWARDS
and PUNCH

SCORPION

HARPOON



BACKWARDS, BACKWARDS
and PUNCH

DECOY ATTACK



DOWN, DOWN-BACKWARDS,
BACKWARDS and PUNCH

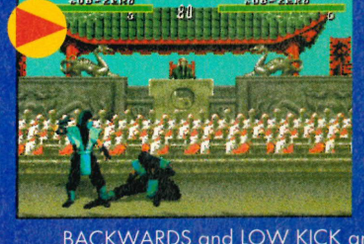
SUB ZERO

FREEZE ATTACK



DOWN, TOWARDS
and PUNCH

SUPER SLIDE



BACKWARDS and LOW KICK and
HIGH KICK

TECHNIQUE ZONE

SIDE ORDERS: THE MORTAL KODES!

Just in case you missed them the first time round, here are those infamous Mortal Kodes once again. Only this time we reveal the secret of the FLAG commands.

THE MEAT CHEAT

Start up the game and when the screen telling you about the definition of 'code' appears, enter the following combination of button presses: A, B, A, C, A, B, B. The text should go red and the words "Get over here!" should sound. Gore Mode is now activated and the game will now be splattered with strawberry jam.



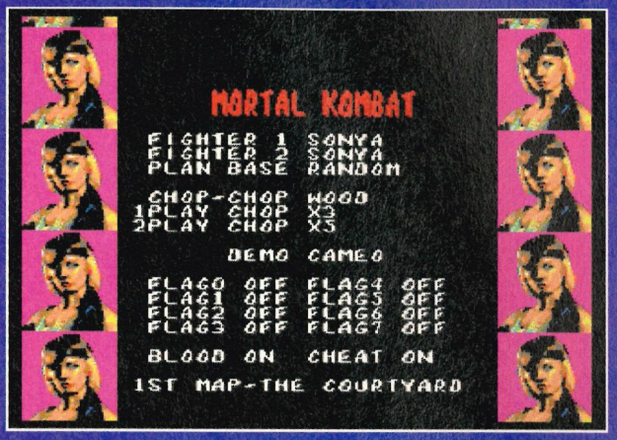



THE KOMPLETE CHEAT

When the 'Game Start' screen (with the character faces scrolling down the sides) appears, enter the following combination: Down, Up, Left, Left, A, Right, and Down. More easily remembered as DULLARD. The words 'Cheat Enabled' should appear. Select this option and the screen shown on the right will appear.

Now, pay attention – here's the key to those puzzling FLAG commands...

FLAG 0: Player 2 can be killed in one hit.
FLAG 1: Player 1 can be killed in one hit.
FLAG 2: Puts silhouettes over the moon on the bridge level.
FLAG 3: Puts silly-houettes over the moon on the bridge level.
FLAG 4: Makes the reptile appear before each fight.
FLAG 5: Free Play. Gives infinite credits.



FLAG 6: The computer players always finish with a Death Move.
FLAG 7: Makes the game much harder.
NOTE: Apparently, in US Genesis versions of Mortal Kombat, the DULLARD cheat has been removed. Rumour has it, coin-op manufacturers Midway were not happy with the silly FLAG 3 cheat.

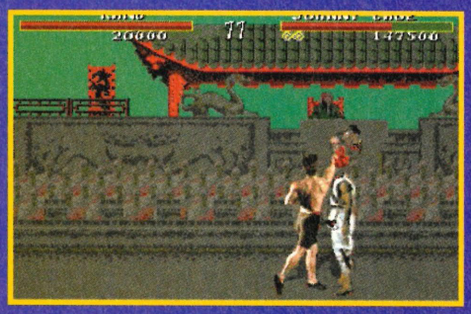


This is what you get using FLAG 3. The Probe Software's head honcho's face bounces around the screen!

MAIN COURSE: THE FINISHING MOVES

Okay, here's the juicy bit. The information you've all been clamouring for. A full rundown of how to pull off each character's death moves. Finish him!

JOHNNY CAGE'S HEAD REMOVAL



FORWARDS, FORWARDS, FORWARDS, and PUNCH

LIU KANG'S SPIN PUNCH DEATH DOOBREY



Roll FORWARDS, DOWN, BACKWARDS, UP, FORWARDS

KANO'S HEART REMOVAL



Hold BLOCK and BACKWARDS, BACKWARDS, PUNCH

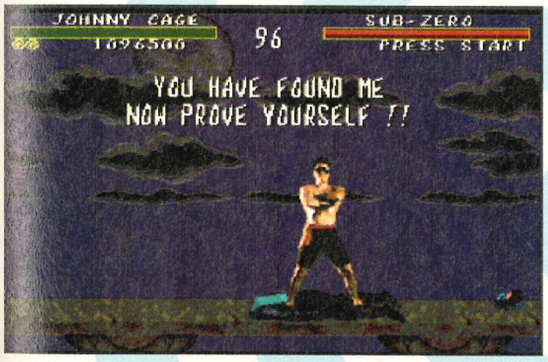
TECHNIQUE ZONE

THE REPTILE'S LAIR: UNCOVERED!

As revealed in our review, there is a extra tenth Mortal Kombateer hidding in the bottom of the Pit. But how the hell do you get to him? Read on...



1 First get to the Bridge Level. The clouds must form a silhouette over the moon. This is easy to do using FLAG 3.



2 Now fight! You must win both rounds flawlessly, without using blocks and end with a Death Move.

ACTION REPLAY CODES

Got an Action Replay? Got Mortal Kombat? Then try these codes out for size, as supplied by Robert Prior of Walderslade.

- **INFINITE ENERGY**
  FFCAB90078
- **INFINITE TIME**
  FFAC7E0099
- **INFINITE CREDITS**
  FFAABD000X
- **BACKGROUND SELECT**
  FFAABD000X
  X can be any number from 1-6, depending on which background you want. 6 is the Bottom Of The Pit backdrop.
- **CHANGE SUB-ZERO TO SCORPION**
  FFCB830005
  Play Scorpion and flick the Action Replay switch up for Sub-Zero's moves and down for Scorpions. Only do this between rounds or fights.
- **START ON ANY LEVEL!**
  FFAABB000X
  X=1-C. 1 is the first fight and C is the final fight against Shang Tsung.

3 The next level will take place in the pit, against the Reptile – the Ultimate Ninja. A combination of Sub-Zero and Scorpion, he can use harpoons and freeze attacks and is rock hard to beat!



THE MORTAL KOMBAT LIES

Ever since Mortal Kombat was released on the Megadrive, rumours have spread that there is a secret kode that allows you to play the two boss characters. Well, we can now reveal that this is rubbish. There is no such feature in the game, at least not without using an Action Replay or Game Genie. And while we're on the subject of Mortal Kombat rumours, the Super Nintendo version DOES NOT have a hidden gore cheat and that's a fact!

SONYA'S
PYRO PUCKER



FORWARDS, FORWARDS, BACKWARDS, BACKWARDS, BLOCK

RAIDEN'S
HEAD GO-BYE-BYE



FORWARDS, BACKWARDS, BACKWARDS, ACKWARDS, PUNCH

SUB ZERO'S
FINAL SPINAL



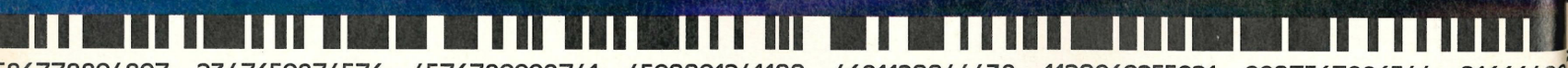
FORWARDS, DOWN, FORWARDS, and PUNCH

SCORPION'S
BARBEQUE BREATH DEATH



Hold, BLOCK, UP, UP,(whilst standing slightly back from opponent)

HE'S JUST FOUND SOMETHING NASTY IN THE CUPBOARD...



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7002 0095438287654 67849003467 78

You've got everything you need to play all three modes, including an Instruction Booklet and Battle Manual in the Barcode Battler Pack. Which just leaves you to hotfoot it down to your local Barcode Battler store and demand: "Free the power or the sad cashier gets it!"

Free the power!

BARCODE BATTLER

COMMERCE CONFLICT

BARCODE BATTLER

CUT OUT AND TRY YOUR LUCK!

VS MODE

PUZZ

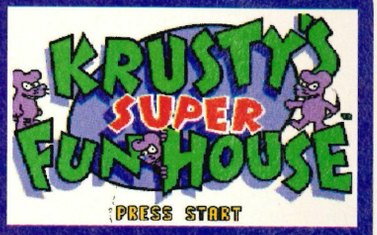
Love 'em or loathe 'em, when it comes to playability with the gripping power of Solvite, puzzle games can't be matched. Much maligned by people who prefer simple tasks such as saving the galaxy, puzzle games have proved to outlast even the largest of RPGs. Thus, it's only fair that it is the turn of the puzzle genre to enter room 101 of the MegaTech citadel for a thorough grilling to sort out the best of the best.



NAME: COLUMNS
BY: Sega
PRICE: £39.99
PLAYERS: 1–2
Instead of fitting blocks together, you're required to stack coloured gems in this Tetris derivative. One of the first big puzzle games for the Megadrive.



NAME: BLOCK OUT
BY: Electronic Arts
PRICE: £34.99
PLAYERS: 1–2
You've seen Tetris, but never from this angle. As the blocks drop into a 3D well, the aim is to fill in a layer, which duly disappears to make way for more. Get it wrong and the bricks start to pile up, so there's no room for any more, ending the game.



NAME: KRUSTY'S FUN HOUSE
BY: Acclaim
PRICE: £44.99
PLAYERS: 1
This was the first Megadrive puzzle game to have any sort of licence attached to it. As Bart's hero, Krusty the clown, you're out to rid your suitably humorous fun-house of Lemming-like rats by leading them to traps manned by Bart and the rest of the Simpsons.



NAME: PUYO PUYO
BY: Sega
PRICE: IMPORT
PLAYERS: 1–2
Soon to be released as Dr Robotnik's Mean Bean Machine over here, Puyo Puyo is a Columns-style puzzler with glutinous blobs dropping into a rectangular play area. These must then be linked into similarly-coloured groups of three or more - you know the sort of thing.



NAME: LEMMINGS
BY: Sega
PRICE: £39.99
PLAYERS: 1–2
The aim is to simply to guide your adopted Lemmings across a series of treacherous landscapes by using a selection of icons to change individuals into diggers, parachutists, bridge builders and other forms to help their colleagues out.

LERS

STAGE 1: GAMEPLAY

The last thing you want with a puzzle game is something that's needlessly complicated – or boring, for that matter. The brainwork is what counts, so you don't want to be hindered by poor design.

COLUMNS

This is the closest thing to traditional Tetris you can get for the Megadrive. Coloured gems fall from the top of the screen in groups of two, three or four and you've simply got to line the colours up. Sorry, did we say simply? It's frantic, it's tough and there are innumerable strategies to apply.
3/5

BLOCK OUT

The style has already been established in plenty of other games. This twist on the Tetris format works extremely well, as you now have to think in three dimensions, which makes things interesting to say the least. Both reflexes and speedy thinking are stretched to the extreme on the harder levels, making this very playable indeed.
5/5

KRUSTY'S FUN HOUSE

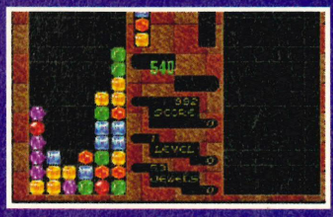
To get the rats into the traps, the player places blocks in their path which allow them to overcome the many hazards. The problem is finding and using them before the rats get trapped. This leads to some really frantic moments which often culminate in the joypad being bashed on the table in frustration. Good, old-fashioned, nerve-wracking fun.
4/5

LEMMINGS

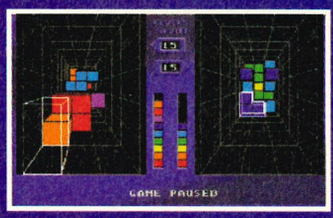
When it was released there was nothing quite like Lemmings, and it's recent(ish) debut on the Megadrive still keeps it fresh. The three difficulty levels and the well-designed controls make this extremely easy to get into. One of the most playable games ever.
5/5

PUYO PUYO

As with Columns, Puyo's success lies in its simplicity. As the blobs drop into the play area, the second player (either computer or a friend) is battling away to clear lines which then drop glass globes over to your side. As you both trade globes, the game gets tremendously competitive.
5/5



▲ **Columns - the Grandaddy of all Megadrive puzzlers.**



▲ **Block Out's extra dimension adds a twist.**



▲ **Licensed action from Acclaim/Flying Edge.**



▲ **Taking the Columns idea a stage further - Puyo Puyo.**

STAGE 2: CONTROLS

When you're battling towards that elusive high-score, you don't want dodgy controls throwing a spanner in the puzzle-solving works. Well, if you do there's something wrong with you...

COLUMNS

Like most puzzle games, Columns doesn't use many controls. The groups of gems can be rotated and sent down the screen even faster, and on the fast-paced later levels the responsiveness couldn't be better, so there's no blaming the joypad if you hash things up in front of your mates.
4/5

BLOCK OUT

Another falling blocks game, the controls are very simple and easy to get to grips with. Blocks can be speedily rotated and dropped into the well. However, this only works perfectly until the screen starts to get busy and the game slows down, at which point it's all too easy to dump a block in the wrong place.
3/5

KRUSTY'S FUN HOUSE

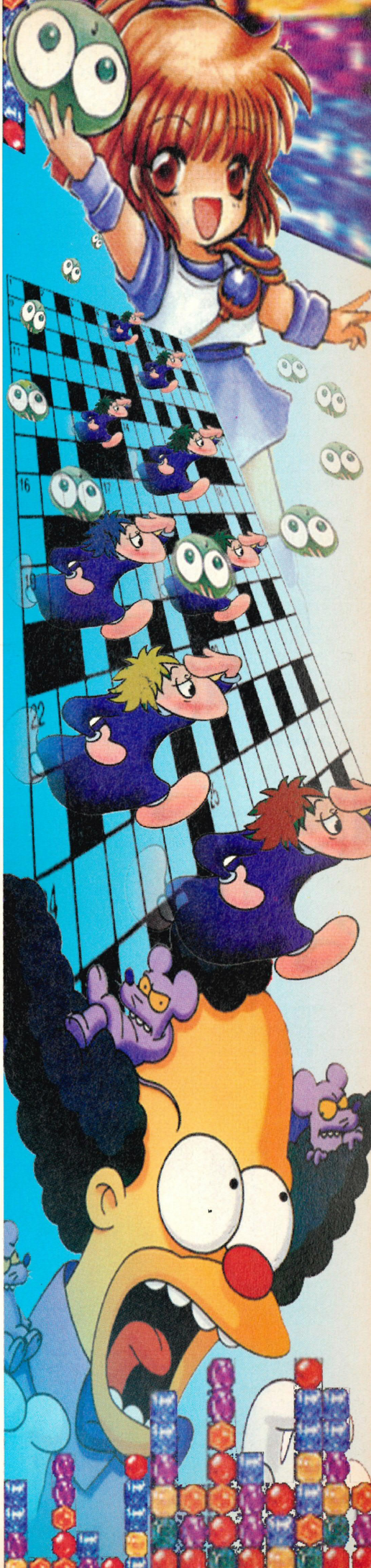
This differs from the others in that you actually control a character. The controls work like those of a normal platform game, and precision jumping skills are also called for. Some of the leaps are extremely difficult, though – especially when you're in a rush and time is of the essence – which leads to bouts of frustration and the off button.
2/5

LEMMINGS

Lemmings uses a point-and-click system which allows the player to simply click on an icon and then change the abilities of the chosen Lemming. To make sure you don't get lost on the larger levels, a map of your current stage displays the positions of the Lemmings and the exit point. If things get too hectic there's a Pause button which lets you take a breather. Good all round.
4/5

PUYO PUYO

The controls are minimal, but react quickly to last-minute changes. By turning the blobs horizontally, the bands of three which sail down can also be split up across a wider range. Little touches like these raise Puyo above the norm, as they prove remarkably instinctive.
5/5



STAGE 3: CHALLENGE

A puzzle game's not much cop if it lacks a challenge, but even so, you wouldn't want something that'll have you hurling the cartridge against the nearest wall in frustration.

COLUMNS

The early levels are a breeze, but once things start to hot up, it's a different story. Completing levels is all down to reflex action. There's enough time for your eyes to register the colours and for your hands to steer crystals - oddly, though, it gets easier later on.
2/5

BLOCK OUT

While the basic format never changes, the size of the well does. You can make it deeper, giving you more room for error, or wider so it takes more blocks to clear a level. Regardless of the set up, as you get further into the game the blocks drop even faster, making for some very hectic moments.
5/5

KRUSTY'S FUN HOUSE

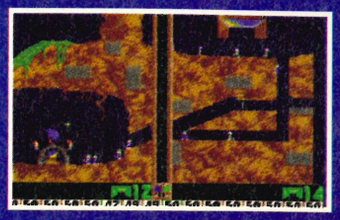
Not only is your puzzle-solving ability taxed, so are your arcade skills as you try to kill or avoid the larger, and deadlier, inhabitants of the Fun House. This gameplay mix, coupled with the multitude of levels, makes for an extremely comprehensive challenge. You also need to be fast on some stages, as the rats have a habit of becoming trapped, forcing you to start that stage again at the cost of a life.
3/5

LEMMINGS

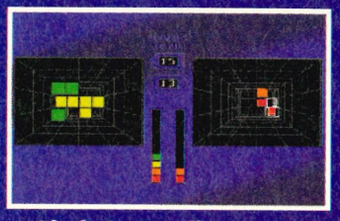
The levels are grouped into three categories – Eeasy, Taxing and Tricky – some of which are particularly difficult. However, there are a lot of levels, and completing all one hundred or so is no mean feat. Some of the more devious levels are guaranteed to leave you stretching your head and trying desperate measures to find a way through.
4/5

PUYO PUYO

There's no real goal, but the computer-controlled players still put up a real fight. These guys play rough right from the start, and there's no way you'll make your way through them without mastering the game's many intricacies first. As such, there are no quibbles regarding its longevity.
5/5



▲ Digging their way home - Sega's Lemmings.



▲ Block Out's split-screen two-player mode.



▲ Combining patterns is the key to Puyo Puyo.

STAGE 4: LONGEVITY

At the end of the day, you want something that's going to last a bit longer than a cocktail umbrella in an acid rain storm. You don't want something that's too easy to complete or will bore the stripes off your pants after only a few games.

COLUMNS

Like its progenitor, Tetris, once this game has you gripped in the pincer of addiction, you won't be able to tear yourself away. A good game depends entirely on how the colours run for you – if it doesn't go well, bitter annoyance brings you back to avenge yourself for another game. For some strange reason, though, it gets easier once you tackle the really hard stages. Strange.
4/5

BLOCK OUT

Another Tetris variant which retains the same addictive qualities which can drive you insane, prevent you from washing, eating and, on rare occasions, breathing. Complete addiction is guaranteed to keep you going until someone comes and rescues you or your Megadrive's power supply melts.
5/5

KRUSTY'S FUN HOUSE

Unlike most Megadrive puzzlers, Krusty's does have an end. There's not much wrong with that, it's just it's a little quick in coming. Some levels are needlessly frustrating, but it's worth persevering with them. The mix of arcade action, puzzle solving and well thought-out stages make keep the game interesting right up until the end.
4/5

LEMMINGS

Sheer brain-aching desire to rescue the Lemmings and avenge those sleepless nights will have you chiselling away at this for yonks. The easy levels are almost a waste of time once you get the hang of the gameplay, although the tricky and taxing ones will make even the most confident player come unstuck. By no means impossible, just very difficult in places.
4/5

PUYO PUYO

Granted, it's the same thing over and over again, but you're still likely to keep returning for the odd bout – even after months of Puyo inactivity. However, Puyo is a game best enjoyed by two people, and the relatively uninteresting one-player mode (despite the tough opponents) could be a problem.
3/5

THE SCORES ON THE DOORS...

	GAMEPLAY	CONTROLS	CHALLENGE	LONGEVITY	PASSWORD
COLUMNS	4	5	2	5	NO
BLOCK OUT	5	3	4	4	NO
KRUSTY'S	4	2	3	3	YES
LEMMINGS	5	4	4	4	YES
PUYO PUYO	5	5	5	3	NO

PUYO PUYO

This is a truly classy game – as soon as Sega release it, ensure you get a copy. Yes, it may look like Columns, but its gameplay far exceeds that of the old classic, thanks to the addition of rotating blocks. Basically, Puyo has everything: cute graphics, tough opponents, and loads of challenge. Smart stuff.
18/20

BLOCK OUT

Its occasionally sluggish control system means that Block Out is just pipped at the post by Puyo Puyo. That's not to say it's a bad game – if you overlook this little foible, you'll find one of the most genuinely playable puzzle games on any console.
16/20

LEMMINGS

Although it's tied with Block Out, Lemmings is a completely different sort of game. The boppy music and quirky humour make it extremely playable and immensely addictive. That's not to mention the excellent two-player mode.
17/20

COLUMNS

It may score zip on the originality scale, but Columns is still playable stuff. Sadly, though, it is also extremely dated. It may have reigned supreme once, but now it's yesterday's hero.
16/20

KRUSTY'S FUN HOUSE

Despite being a decidedly un-crusty game, Fun House just doesn't have what it takes to beat the big boys. While making for a good challenge, it just doesn't have that addictive bite which makes games like Columns and Block Out so good.
12/20

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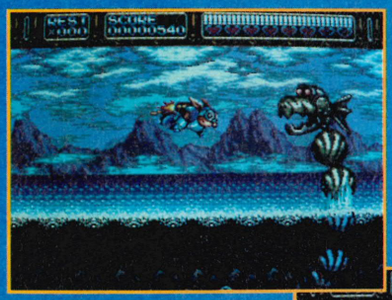

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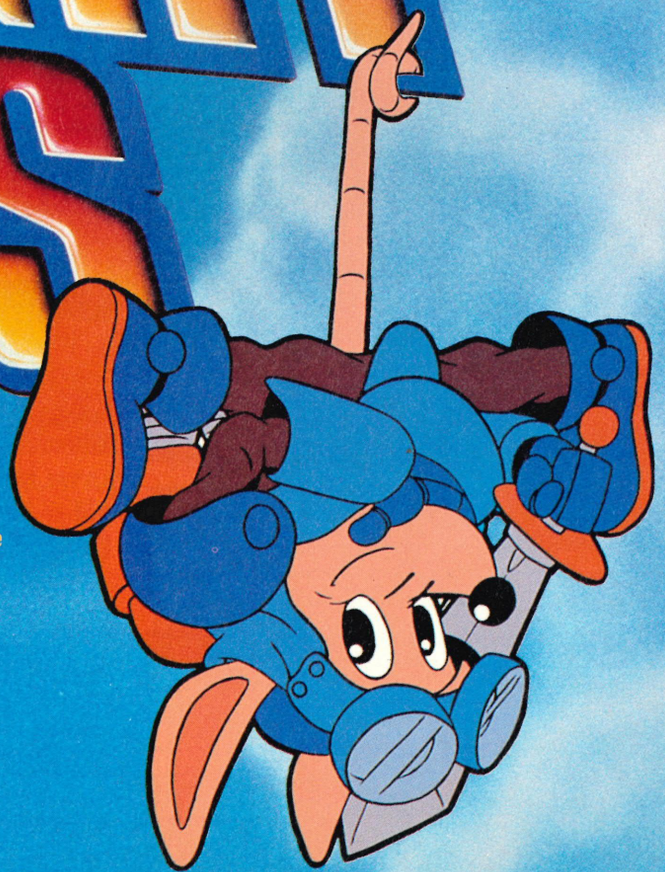






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GAME INDEX

Welcome to the MegaTech Game Index, the top buyers' guide to the best Megadrive and Mega-CD games, with new compos added just for you, and high scores thrown in for good measure.

If you can beat any of the high scores listed here, fill in the form below and mail it to: MEGATECH HYPERPLAYERS, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And no cheating, because we know, you know.

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ADDRESS:
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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!

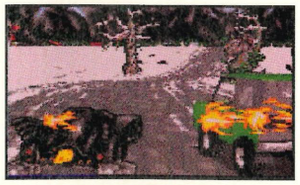
AFTERBURNER III

BY CSK
PRICE: IMPORT ONLY
REVIEWED: MT 15

Hey! It's G-LOC! Well, it's not really, but it's near enough. Fly your deadly fighter de jet through wave after wave of oncoming planes. Lots of Mega-CD sprite scaling and rotation in evidence here.

▲ Er, pass.
▼ Complete crap.

MT RATING: 22%



BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

An enhanced version of the mediocre cartridge Batgame, but what enhancements! As well as having the old platform bits (which are largely unchanged) the game uses the CD hardware for spectacular 3D driving/shoot 'em sections in which you get to blast the Penguin's henchmen from their vehicles.

▲ Just play the driving sections – they're excellent and are a game in themselves! The sound is stunning.
▼ It's a shame the platform bits weren't improved.

MT RATING: 94%

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.
▼ Cyborg Justice is actually better and that's on a 4 meg cart.

MT RATING: 61%



DEVASTATOR

BY WOLFTEAM
PRICE: IMPORT ONLY
REVIEWED: MT 20

Yet another robot beat 'em up for the Mega-CD. Basically a platform shoot 'em up in which you have to blast everything in sight, but with flying shoot 'em up sections bolted on.

▲ Very impressive intro animations.
▼ Seen-it-all-before, nothing new.

MT RATING: 62%

ECCO CD

BY SEGA
PRICE: IMPORT
REVIEWED: MT21

CD retune of the underwater puzzling classic. Exactly the same as the cartridge game, except for the addition of a full motion video intro, seven extra levels set in a sunken galleon and improved music and sound effects thanks to Sega's new QSound 'surround sound' system.

▲ Extra levels and souped-up sound.
▼ The rest is just like the Megadrive version.

MT RATING: 92%

EARNEST EVANS

BY WOLF TEAM
PRICE: IMPORT ONLY
REVIEWED: MT 3

Ernie is a sort of Indiana Jones-type adventurer, complete with whip, 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.
▼ 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 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!
▼ There are no downers.

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 fly his way past Hook's men.

▲ Really nice graphics and the CD music is most impressive. Plays quite well too.

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 graphics, ace music and the two player mode is great.
▼ Single player mode gets a bit boring.

MT RATING: 87%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: IMPORT ONLY
REVIEWED: MT 16

The Mega-CD provides a new form of

entertainment. You 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.
▲It's fun in an unusual sort of way.
▼There are only three songs.

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 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 watch out for the vile kidnapping Oggers who are lurking around the house, and capture them before they nab the lovely damsels.
▲An hour and a half of fairly entertaing full-motion video exploits.
▼The gameplay is mostly trial and error.

MT RATING: 79%

NIGHT STRIKER

BY TAITO
PRICE: IMPORT ONLY
REVIEWED: MT 20

Sad 3D shoot 'em up, featuring a transforming flying car.
▲Fast action... but in a crap sort of way.
▼Appalling sprites, badly animated. Nasty musical score, limited movement

MT RATING: 17%

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.
▼ Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 70%



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 atmosphere created makes the game. Once you get into it, it's good fun.
▼ If you make a 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.
▲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.

MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA
PRICE: IMPORT
REVIEWED: MT21

Exactly the same concept as Sherlock Holmes I, but consisting of three longer cases on two CDs.
▲ Three new, longer cases to solve for Holmes freaks. Added options.
▼ Limited long-term playing potential.

MT RATING: 84%

SILPHEED

BY SEGA
PRICE: IMPORT
REVIEWED: MT21

Undoubtedly one of the best games yet for the Mega-CD. Awesomely smooth and detailed animated intro sequence matched by visual cortex-warping 3D graphics. Guide the starship Silpheed through enemy spaceships, giant meteorites and other floating space junk, blasting away as you go. The combination of realistic graphics and QSurround sound really give you the feeling that you're in the thick of the action, providing thrills despite the fact that the gameplay, although challenging, is nothing revolutionary or spectacular.
▲ Amazingly smooth 3D graphics, QSurround Sound, challenging gameplay.
▼ Basically, it's another spacey spaceship shoot 'em up.

MT RATING: 94%



SWITCH

BY SEGA
PRICE: IMPORT
REVIEWED: MT 19

A very odd game in which you're presented with all sorts of strange situations and you just have to press buttons to try and get out of them. The overall aim is to get to the bottom of a maze of locations, without pressing the buttons that blow up various world monuments. There are over 1,000 gags stored on the disc and the fun comes from waiting for the (very) unexpected to happen.
▲ Excellent variety and humour.
▼ If you don't have a rather odd sense of humour you probably won't see the point - if so, stick to The Upper Hand.

MT RATING: 90%

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 stuff.
▲ Quite a playable platform shoot 'em up.
▼ Nothing really new.

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 planets by hopping around platforms and dodging hostile weirdoes. This will be available officially in the summer.
▲ Great graphics and sound.
▼ It's quite easy to beat.

MT RATING: 82%



MEGADRIVE GAMES

If you're after a game for Sega's 16-bitter, these are the top titles to look 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, 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: 82%

A

AEROBIZ

BY SEGA
PRICE: IMPORT
REVIEWED: MT21

An airline management sim for the Megadrive! And it's really good, too! This game takes you into every aspect of running your own airline. Strategy buffs will cream over it!
▲ Massive potential for devising and revising strategy.
▼ Dull if you're not a strategy fan.

MT RATING: 90%

ALIEN 3

BY ARENA
PRICE: £39.99
REVIEWED: MT 9

Nothing like the film, this puts you in control of a mega weapons-toting Ripley on a platform crusade to waste the aliens and rescue the humans.
▲ Excellent sound effects, music, graphics and gameplay. Really challenging too.
▼ It's so good it's suspicious.

MT RATING: 94%

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%

CURRENT HIGH SCORE
Elven Mage (level 7, normal) by Anthony Dowd, Telford

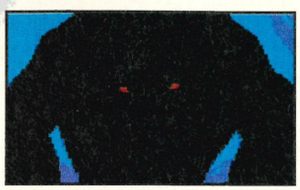


AMAZING TENNIS

BY ABSOLUTE ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 19

A tennis game with the strange novelty of a behind-the-player-sprite viewpoint. The player graphics are big and well animated, but their size makes it quite difficult to see past them to the other side of the court. Plenty of strokes to master and opponents to beat, and there's the two player mode.
▲ Very playable, smart graphics.
▼ In the two player mode, the guy at the far side can't see what's going on.

MT RATING: 82%



ANOTHER WORLD

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 14



WIN!

LAST ACTION HERO SOUNDTRACK CDS!



To celebrate the imminent release of their Arnie licence, The Last Action Hero, Sony have put ten soundtrack CDs up for grabs. Featuring the dulcet tones of Cypress Hill, Aerosmith and AC/DC you can relive all the good bits out of the film, such as... well, the bits with explosions in. Fancy winning one? Of course you do, so just answer the following question and put the answer on the back of a postcard:

Name the bratty kid who stars alongside Arnie in Last Action Hero:

A. Austin O'Brien
B. Edward Furlong
C. Sid Owen

Done that? Good. Now send it into the following address:

IS ARNIE BODY THERE? COMP,
MEGATECH,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

WIN!

TIPS AND SONIC BOOKS!

Virgin Publishing have just released their second Power Tips book, and have given us ten copies to give away - and that's not all. They are also about to release small novels based on the further adventures of Sonic, and we have five of these to also dish out. So, get your thinking hats on for the following question:

Name the forthcoming Sonic pinball game:

A. Sonic Spinball
B. Sonic Pin Money
C. Sonic Pin Apple

Send your answer - freshly written on the back of an envelope - to:

SONIC THE BOOKWORM COMP,
MEGATECH,
Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU



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%

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.

▲ 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.

▲ Fast 3D graphics and loads of tracks to race on.

▼ A bit pricey. The extra features don't make it THAT much better than the original Super Monaco.

MT RATING: 90%

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.

MT RATING: 76%



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.

▼ Not a lot, really.

MT RATING: 88%

BLOCK OUT

BY ELECTRONIC ARTS
PRICE: £19.99
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 make for loads of game variations, all of which are excellent fun.

▼ Sometimes the game slows down and the controls go a bit dicky.

MT RATING: 91%

CURRENT HIGH SCORE
435,311 (Level 0-I, Flat Fun) by Lee Nixon, Sheaford

BUCK ROGERS

BY ELECTRONIC ARTS
PRICE: £19.99
REVIEWED: MT 4

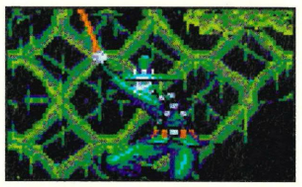
Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles, strategy-based spacecraft battles with a soupçon of puzzle solving.

▲ 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%

C



CHAKAN

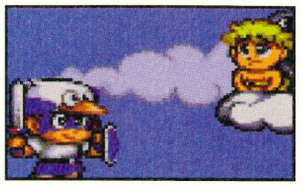
BY SEGA
PRICE: £39.99
REVIEWED: MT 15

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.

▼ Too much challenge - not enough fun.

MT RATING: 73%



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 coin-op's two player mode.

MT RATING: 80%

CURRENT HIGH SCORE
288,330 by Andrew Thorne, Dorking

COLUMNS

BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

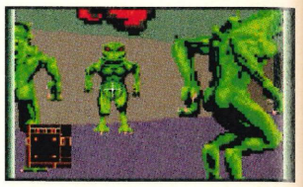
Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game.

▲ Hypnotic music and graphics make this almost unputdownable.

▼ Sometimes success is by sheer fluke.

MT RATING: 88%

CURRENT HIGH SCORE
97,633,647 by James Montague, Chelmsford



CORPORATION

BY 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 that well.

MT RATING: 87%

CHUCK II: SON OF CHUCK

BY CORE
PRICE: £39.99
REVIEWED: MT21

The sequel to Chuck Rock doesn't feature Chuck himself, it stars his son, a Stone Age toddler with a deadly club. The wacky Stone Age graphics are of the same high standard as the original and althought he gameplay is far from original, it's still great fun to play. Bonus levels add welcome variety to the platform-based gameplay. This provides a real challenge to the avid platform-player.

▲ Fun to play, smart graphics, pretty challenging.

▼ Nothing revolutionary or gob-smackingly inventive.

MT RATING: 86%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL

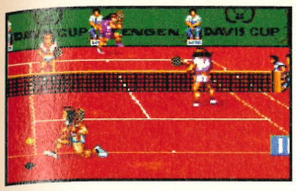
BY SEGA
PRICE: £39.99
REVIEWED: MT 6

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.

▲ 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. Fans my prefer something more simulationy, like Bulls vs Lakers.

MT RATING: 83%



DAVIS CUP TENNIS

BY DOMARK
PRICE: £39.99
REVIEWED: MT 19

A tennis game whose strength is its speed of play and its range of options. Practice against all sorts of players or machines on all sorts of courts, then take part in singles or doubles tournaments all around the world. Lots of moves of course.

▲ Loads of options, superfast gameplay and a great two player option.

▼ Nothing major.

MT RATING: 90%



DESERT STRIKE

ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3

Lay waste to a dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this ace 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

DRAGON'S FURY

BY TENGEN
PRICE: £39.99
REVIEWED: MT 1

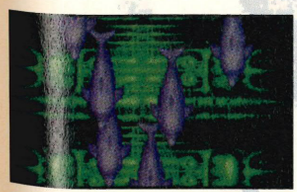
Originally reviewed as Devil Crash (the Japanese version) this is a pinball game which lets you bash a ball around a three-screen-high table and eight bonus sub-tables, all populated with little devils and ghostly monks.

▲ Superb graphics and sound and it has a superb pinball feel to it.

▼ Coo. Satanic sprites...

MT RATING: 91%

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.

▲ Amazingly engrossing gameplay makes this a classic.

▼ Gets VERY tough.

MT RATING: 94%

EX-MUTANTS

BY SEGA
PRICE: £39.99
REVIEWED: MT 12

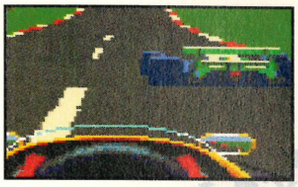
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes.

▲ Challenging and fun.

▼ Graphics are a bit cheesey.

MT RATING: 89%

F



F1 WORLD CHAMPIONSHIP

BY DOMARK
PRICE: £44.99
REVIEWED: MT 20

This is the official Formula One game, featuring all this season's international tracks. It's the best racing game money can buy – an incredible sensation of speed and lots of thrills 'n' spills in one-off races or a 12-race tournament. Choose between Arcade mode or normal racing. And there's a superb two-player mode too!

▲ Quite simply the best of its kind.

▼ Nowt.

MT RATING: 94%

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 train before being sent on 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 shoot 'em up than a sim.

MT RATING: 88%

FLASHBACK

BY US GOLD
PRICE: £44.99
REVIEWED: MT 18

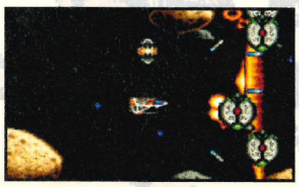
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting exploits abound in five big levels.

▲ Excellent gin every department!

▼ Finishing it doesn't take that long.

MT RATING: 94%

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 occupieds.

▲ Smart graphics and it's pretty tough.

▼ It's not amazingly original.

MT RATING: 84%

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 plot to plunge the city into the seventh level of Hell.

▲ 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 and nasty , spooky, ghouly things to use them on. Smart.

▲ Just great.

▼ Price is also great.

MT RATING: 93%

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. Accolade have snaopped this up for official release.

▲ Really slickly done, with excellent graphics and decent gameplay.

▼ Extremely dodgy controls.

MT RATING: 89%

GUNSTAR HEROES

BY SEGA
PRICE: £39.99
REVIEWED: MT21

Mega-blasting arcade shoot 'em up action – one or two-player mayhem as you guide your Gunstar Hero(es) through a variety of graphically superb backdrops swarming with blastin' baddies and frighteningly impressive bosses. Incredible animation, superb sound effects, plenty of high-octane action and a high degree of originality.

▲ Fast blastin' action, incredible graphics & animation, smart weapons, mega bosses, exciting gameplay, innovative game design, great sounds.

▼ Er... can't think of any downers.

MT RATING: 95%

GYNOUG

BY SEGA
PRICE: £39.99
REVIEWED: MT 5

Gynoug the 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%

CURRENT HIGH SCORE

2,345,760 by Wesley Thomson, Fife

H

HELLFIRE

BY SEGA
PRICE: £34.99
REVIEWED: MT 5

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. Great fun.

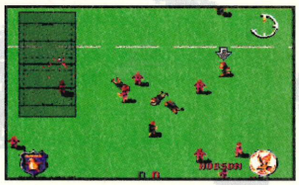
▼ What downers?

MT RATING: 92%

CURRENT HIGH SCORE

19,478,220 by Robert Guthrie, Galashiels

I



INTERNATIONAL RUGBY CHALLENGE

BY DOMARK
PRICE: £39.99
REVIEWED: MT 19

As the name suggests, this Kick Off-esque rugby simulation lets you play in the big three international rugby tournaments, namely The Triple Crown, The Five Nations and the World Cup. Just about all the rules of the sport are observed and clever control devices make it easy to carry out the unusual moves.

▲ A cleve conversion of a sport which doesn't lend itself to computer conversion.

▼ The computer teams are a little too good.

MT RATING: 75%

ISHIDO

BY ACCOLADE
PRICE: £35.99
REVIEWED: MT 2

A board game based on some other ancient puzzle game in which you have to fill squares on a board with tiles by matching shapes and colours.

▲ Unlike most puzzle games it doesn't appear to have its roots in Tetris.

▼ Blimey it's difficult.

MT RATING: 80%

J





WIN!

REMOTE CONTROL JOYPADS!



New from Micro Genius is the TIJ-308k Remote Controller, a cordless control pad which allows for one or two-player action without a mass of wiring cluttering the place up. A receiver unit plugs into the joypad ports at the front of the machine, and can cope with signals from up to six meters away. What's more, it also features rapid-fire and slow motion devices. Coo. Want to get your hands on one of these rather smart devices? Well, ordinarily, it would cost you £29.99, but Micro Genius have given us ten to give away. All you have to do to stand a chance of winning one of them is answer the following question:

Which Genius devised the Theory of Relativity?

A: Doctor Alan Grant
B: Albert Einstein
C: Doctor Ruth

When you've finished racking your brains, write the answer on the back of a postcard, and send it in to:

REMOTE PADS FOR SMELLY GIRLS COMP,
MEGATECH,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU

SAVE A BUNDLE ON

SUPER KICK OFF!

Fancy saving a few quid on US Gold's Super Kick Off? Thought so. Well, we've teamed up with the Computer Games chain of shops to bring you a cut-price deal on this smart conversion of the Amiga classic. We can offer the game for a mere £27.99 (rather than its forty quid retail price), and the only catch is that there are only 300 copies left – it's a case of first come, first served, so you'd better get busy. If you're interested, send your order to:

MEGATECH SUPER KICK OFF OFFER,
C/O Computer Games
309 Goldhawk Rd
London
W12 8E2

Please make cheques payable to 'Computer Games', whilst credit card orders are available by ringing 081 741 9050. Please do not ring the MegaTech offices regarding delivery, though, as this is an external offer. Cheers.

J-LEAGUE PRO STRIKER

BY SEGA
PRICE: IMPORT
REVIEWED: MT 19

Take to the field as one of ten Japanese teams from the J-League in this prize soccer game which is loaded with features. The style is Kick Off, but the graphics are better and it's easier to control the ball. If you're prepared to pay an extra £25 for Sega's multi-player joypad connector up to four people can play at once, two-a-side.

▲ The many options and the amazing playability make this the best footy game on the Megadrive at the moment.

▼ It's a shame that all the text is in Japanese.

MT RATING: 93%

JOE MONTANA 3

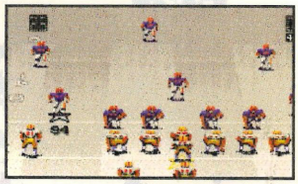
BY SEGA
PRICE: £39.99
REVIEWED: MT 11

More Amerian football action in a game which combines all the features of the first two Montana games, including full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game.

▲ The speech is just gob-smacking!

▼ Not as good 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 tactics and plays.

▲ 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.

▲ 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%

JUNGLE STRIKE

BY EA
PRICE: £49.99
REVIEWED: MT 18

After a long, long wait of over a year, EA's excellent sequel to their awesome Desert Strike finally weighed in as a big 16-meg cart. 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. Stunning graphics and number of different vehicles, including a stealth fighter and a hover craft, to pilot.

▲ Impressive graphics and tons of missions action. Even better than the first game.

▼ Shock, horror! None at all!

MT RATING: 95%

JURASSIC PARK

BY SEGA
PRICE: £39.99
REVIEWED: MT21

The Megadrive version of the mega-grossing dinosaur blockbuster is a bit of a disappointment. Basically it's a platformer, with the novelty of being able to play either the hero or the villain – fossil-hunter Alan Grant or a velociraptor – with the type of baddies you encounter depending on which you choose to play. The dinos look pretty good, but sadly the game doesn't capture the atmosphere of the film. The action is slow and predictable, and there's nothing here to tempt you for another go.

▲ Dinosaurs look great. You can choose between playing as a human character or a velociraptor.

▼ Dodgy control system. Unimaginative gameplay.

MT RATING: 77%

K

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 mega-selling classic puzzle game, which has all the features of the original and more levels.

▲ Tons of levels, but sometimes it's more fun watching the Lemmings die.

▼ Who can say?

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

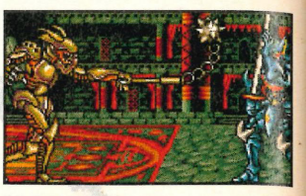
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Split screen two player mode.

▲ Two player game is excellent.

▼ The weather effects are nice but as a whole the graphics look like they could have been better.

MT RATING: 85%

M



MAZIN WAR

BY SEGA
PRICE: £39.99
REVIEWED: MT 18

Dash along a series of 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 well.

▲ Incredible bosses.

▼ Apart from the bosses it offers few surprises.

MT RATING: 90%

MEGA-LO-MANIA

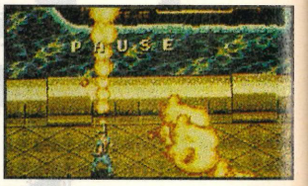
BY VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age by teaching them to build weapons and implements which help them conquer nearby races. Scores over Populous with its excellent animated combat scenes, easy-to-use interface and sense of humour, including hilarious digitised speech.

▲ Very easy to get into.

▼ There are only nine levels.

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, tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation in which you have to recruit new allies to fight alongside you.

▲ A really good blastfest.

▼ Lacks the coin-op's two player feature.

MT RATING: 90%

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 to fight various environmental threats (n 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.

MT RATING: 84%

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 around tracks set up on the beach, the breakfast table, in the garden and more.

▲ Tremendous fun.
▼ Zilch.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action. Lots of add-on weapons and bad guy.

▲ Good guns 'n' destruction action.
▼ Too easy and no two-player mode.

MT RATING: 85%

MIGHT AND MAGIC

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Massive 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.

▲ Vast depth should keep hardened role players going for ages.
▼ Iffy monster graphics and long-winded combat system.

MT RATING: 79%

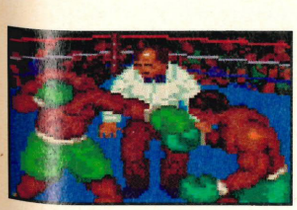
MORTAL KOMBAT

BY ACCLAIM
PRICE: £49.99
REVIEWED: MT21

Faithful conversion of the wildly popular coin-op. A typical one-on-one beat 'em up, but with digitised fighters and lots of corny gore. The soundtrack is excellent, the special moves are relatively easy to pull off and the game's highly enjoyable to play.

▲ Good conversion of the coin-op.
▼ Not as good as Streetfighter II.

MT RATING: 90%



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.

▲ Captures the atmosphere of boxing better than any other boxing game.
▼ Naff 3D intro sequence, but that's 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 punch-ups!.

▲ Superb, fast, end-to-end hockey action, with a wonderful two-player option.
▼ Pretty much the same as the first game.

MT RATING: 89%

P

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.
▼ It's a bit similar to its predecessor.

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 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.
▼ The combat by rounds system doesn't make it too attractive to RPG non-veterans.

MT RATING: 89%

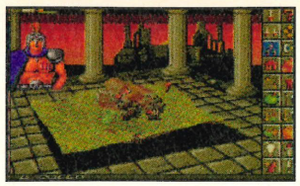
POPULOUS II

BY VIRGIN
PRICE: £44.99
REVIEWED: MT21

Long-awaited follow-up to the original God sim, which offers no radically new features apart from a Customise option which allows you to create new lands and also allocate your god experience points. Apart from that, it's the same 'flatten the land and let your people go forth and multiply' action, although a larger range of disasters are at your disposal with which to wreak havoc on your enemies.

▲ Follow-up to the classic original god sim, with an added Customise feature and a wider range of more spectacular disasters on hand.
▼ Apart from that, it's the same old stuff - it's still fun, though.

MT RATING: 89%



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.

▲ Technically it's excellent and feels very simulationy.
▼ The serious approach makes it less fun than Mega-Lo-Mania. Very samey.

MT RATING: 81%

PUGGSY

BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT21

Excellently designed and thought-out platform-based puzzle game with a difference. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. The star of the game is Puggsy, and there are over 40 different objects he can use. The game features 'real physics', in that heavy objects weigh Puggsy down, rubber ducks help him to float in weater and balls bounce around realistically.

▲ Puzzles can be solved several different ways, giving good longevity.
▼ Control system takes some getting used to. Objects tend to bounce around when you try yo stack them up.

MT RATING: 90%

Q

QUACKSHOT

BY SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald 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).

▲ Superb graphics, and a testing game.
▼ Infinite continues - doh!

MT RATING: 82%

CURRENT HIGH SCORE
10,077,000 by Martin Hunt, Maidenhead

R

RANGER X

BY SEGA
PRICE: £39.99
REVIEWED: MT 19

A platform shoot 'em up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. The idea is to travel the many scrolling zones, taking out a particular variety of target and anything else that fires back.

▲ Major league bosses and fancy graphics raise this above the rest.
▼ There's a bit of sprite flicker when things get busy on the screen.

MT RATING: 94%

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. There's also a Tetris-style puzzle bit where you are given blocks with which to repair your castle after the enemy has shot at its.

▲ Superb blend of different game styles.
▼ Nothing. It's lovely.

MT RATING: 90%

REVENGE OF SHINOBI

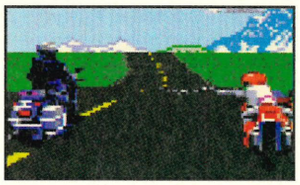
BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Joe Musashi, top ninja, is out to rid the world of a band of gangsters. 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 with only (only?) the power of his fists, sword, shurikens and mystical ninja magic.

▲ Smart graphics, gameplay and sound.
▼ Downers? Nein danke!

MT RATING: 93%

CURRENT HIGH SCORE
9,999,900 by Daniel Sullivan, Coventry



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. Good fun.
▼ Two player mode doesn't add that much to the gameplay.

MT RATING: 89%

ROBOCOD

BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

Nasty Dr Maybe 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.

▲ Loads of levels and hidden bits.
▼ Not that much to the gameplay.

MT RATING: 85%

ROCKET KNIGHT ADVENTURES

BY SEGA
PRICE: £39.99
REVIEWED: MT 20

Rocket-powered oppossum Sparkster has to defend the planet Elhorn against the Black Lord and his pig-troops in one of the best Megadrive platform shoot 'em ups we've see for a good while. Loads of big bosses, original, inventive levels and excellent-looking.

▲Smart graphics, excellent bosses, ingeniously-designed levels. Lots of fun.
▼A bit easy.

MT RATING: 92%



WIN!

UNDER SEIGE VIDS AND T-SHIRTS!



Under Seige is the latest Steven Seagal film to be released on rental. The everyday story of a chef out to kill a bunch of terrorists, as you can expect from a Seagal film, there's loads of death and action (with the added bonus of that smart girl who used to be in Baywatch - you know, that Erika one). Well, courtesy of Warner Home Video, we've got five copies of the film up for grabs, along with five rather neat Under Seige promotional T-shirts which feature padding to beef the wearer up to Seagal's level. Actually, that last bit's a lie, but they're still rather smart. To win either a T-shirt or a vid, follow the time-honoured method of answering the following question:

Which of the following is not a Steven Seagal film?

A. Hard To Kill
B. Nico
C. Under Beige

Yeah, we know it's not exactly hard, so just get on with writing your answer on the back of a postcard and sending it in to the following address, will you?:

**WAHEY! ERIKA ELENIAK OR WHAT COMP,
MEGATECH,
Priory Court,
30-32 Farringdon Lane,
London,
EC1R 3AU**





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 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.

▲ The puzzle gameplay is simple but well thought out and enjoyable.
▼ Gets a bit samey.

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.
▼ Controls often a little 'sticky'.

MT RATING: 89%

S

SHINOBI III

BY SEGA
PRICE: £39.99
REVIEWED: MT21

Ninja Joe Mushashi returns for his third visit to the Megadrive and the result is one of the best MD action titles around! Apart from the usual hack 'n' slash platform-based ninjascopics, there's a horseback section and even a level where Joe takes to a rocket-powered surfboard to take on his arch-enemies, the Zeed, in his attempt to prevnt them achieving their aim of total world domination. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Mushashi's sleeve make this a must for action fans.

▲ Joe has more attacks and moves than before.
▼ Not as hard as Revenge of Shinobi.

MT RATING: 93%



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.
▼ Still not as good as the real thing.

MT RATING: 80%

SLAP FIGHT

BY TENGEN
PRICE: IMPORT ONLY
REVIEWED: MT 20

Conversion of a ten-year-old coin-op – a real old-fashioned up-the-screen shoot 'em up with bolt-on power-up weapons and hosts of swirling spaceships to blast. You get two versions of the game on this cart – a totally faithful reproduction of the arcade original and an updated version with different baddies and backgrounds.

▲ Two games for the price of one.
▼ Too short, and very old-fashioned.

MT RATING: 83%

SNOW BROS

BY TENGEN
PRICE: IMPORT
REVIEWED: MT 19

A conversion of an obscure old Toaplan coin-op, similar to Taito's Bubble Bobble. In it you play Nick and Tom (yes, it has a simultaneous two player option), two snow-chucking icemen who have to leap up and down numerous levels of platforms combatting monsters with fiery weapons.

▲ Excellent two player game.
▼ Password system makes it a bit easy.

MT RATING: 86%

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%



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%

SPIDERMAN

BY SEGA
PRICE: £19.99
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.

▲ 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.

▲ Learning the tactics and using the wild weapons is great fun - best as two-player.
▼ Not quite as much fun on your own.

MT RATING: 90%



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, sound and raction.
▼ Sadly, rather easy.

MT RATING: 92%

CURRENT HIGH SCORE
708,480 (Normal) by Craig Wilkins, Northampton
724,490 (Hard) by Kevin Golder, Malvern
969,790 (Hardest) by Aaron Seddon, Wigan

SUNSET RIDERS

BY KONAMI
PRICE: £39.99
REVIEWED: MT 16

Having the distinction of being the only cowboy shoot 'em up on the Megadrive, this one or two player game is similar to Rolling Thunder. Leap onto saloon roofs and up cliffs, shooting bad-hats and injuns and rescuing captured ladie. There's also the thrill of a horseback bonus collection section.

▲ Excellent fun, especially in two player mode.
▼ Only four levels.

MT RATING: 87%

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.
▲ Kick Off's feel and playability is unrivalled by any other footy game - so far.
▼ £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 truck around bouncy courses in the pursuit of three computer opponents and prize money. The cash lets you upgrade your truck with new engine bits and so on.
▲ There are loads of different courses.
▼ It's quite easy to wipe the floor with the opposition during the first 20 or so races.

MT RATING: 83%

CURRENT HIGH SCORE

199,000 (no continues, 48 races won) by Mike Houghton, Stockport

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.
▼ Unbelievably easy.

MT RATING: 82%

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

Shredder is using his new-found Hyperstone to shrink New York, and only the Turtles can stop him. Much like the popular coin-op, this is a scrolling beat 'em with loads of recognisable characters to hit and kick.
▲ Tremendous graphics 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%



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%

CURRENT HIGH SCORE

6,702,800 (Normal) by Peter Davis, London, SE5
4,274,350 (Hard) by Gavin Pinkett, Abertillery

THUNDERFORCE III

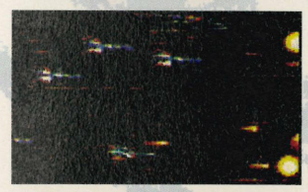
BY SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Six level space shoot 'em up by Tecnosoft with loads of extra weapons, massive boss monsters and weird scenery to keep the player occupied.
▲ A very addictive blast.
▼ Recently superseded by Thunderforce IV.

MT RATING: 89%

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.
▲ The gameplay is just ace.
▼ The basic gameplay is nothing original

MT RATING: 94%

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

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY KONAMI
PRICE: £39.99
REVIEWED: MT 17

Buster Bunny is off on a treasure hunt through 33 big levels of platforms. Trying to make sure he gets to the treasure first is evil kid, Montana Max, who has populated the place with his cuddly but dangerous hench-creatures, and with the aid of Dr Gene Splicer, Buster's brainwashed pals. As usual, lots of items to collect for points and secret rooms and bonus levels.
▲ Fast and fun with great graphics and sound.
▼ Rather too easy to finish.

MT RATING: 94%

CURRENT HIGH SCORE

421,300 (Completed with 23 lives left) by Ali Forbes, Medstead, Hants.

TOE JAM AND EARL

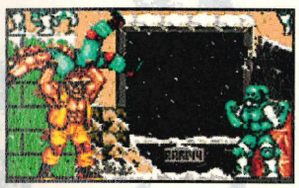
BY SEGA
PRICE: £19.99
REVIEWED: PRE-MEGATECH

Toe Jam and Earl are two 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.
▲ Great fun - pure and simple..
▼ Very basic gameplay.

MT RATING: 82%

CURRENT HIGH SCORE

1,802 (as Earl) by David Hall, Birmingham



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 to club the opposition into submission.
▲ Great graphics and great fun.
▼ Dead easy, though.

MT RATING: 84%

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.
▼ Graphics aren't super-duper.

MT RATING: 85%

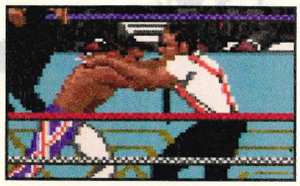


WORLD OF ILLUSION

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%

CURRENT HIGH SCORE

2,584,700 (Easy level) by Craig Wilkins, Delapre

ZOMBIES

BY KONAMI
PRICE: £39.99
REVIEWED: MT 22

Eek! Assorted B-Movie baddies have invaded a hick town and the surrounding towns and are set to eat the hapless inhabitants. As either a male or female hero, your task is to round up all the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there's dozens of power-ups and special weapons to collect as you go.
▲ Loads of variety and a feast of film favourites.
▼ Nope, you've got me there...

MT RATING: 90%



NEXT MONTH!

WANTED!



HAVE YOU SEEN THIS PSYCHIC?

MegaTech's psychic guru, the legendary Mystic Matthew, has been kidnapped from beneath our very noses. As such, although we can hear him mentally calling for help, we haven't got a clue as to what is going to be in the next issue! The occasional clear thought wave brings words of comfort such as **'EA's FIFA licence'** and **'Robocop Vs Terminator'**, but apart from that all we get are mental demands for Heinz Apple and Baked Bean Strudel meals and a damp, lumpy feeling at the back of our jeans.

Still, even without our talented toddler, it's fairly obvious that the next issue of MegaTech is going to be a goodie. So, prepare to be surprised by loads of unexpected previews and reviews - along with even more rather smart competitions.

HEY

MR NEWSAGENT!

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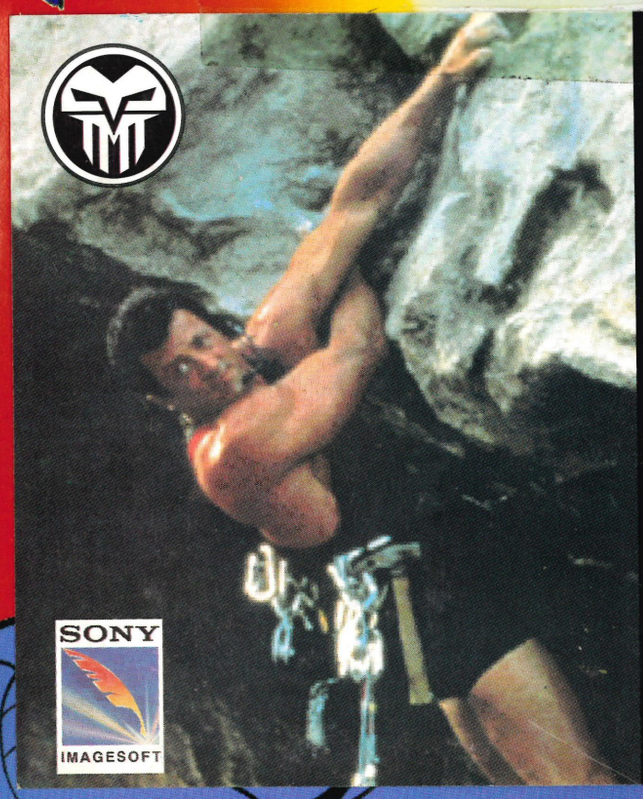
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FIRST LOOK!



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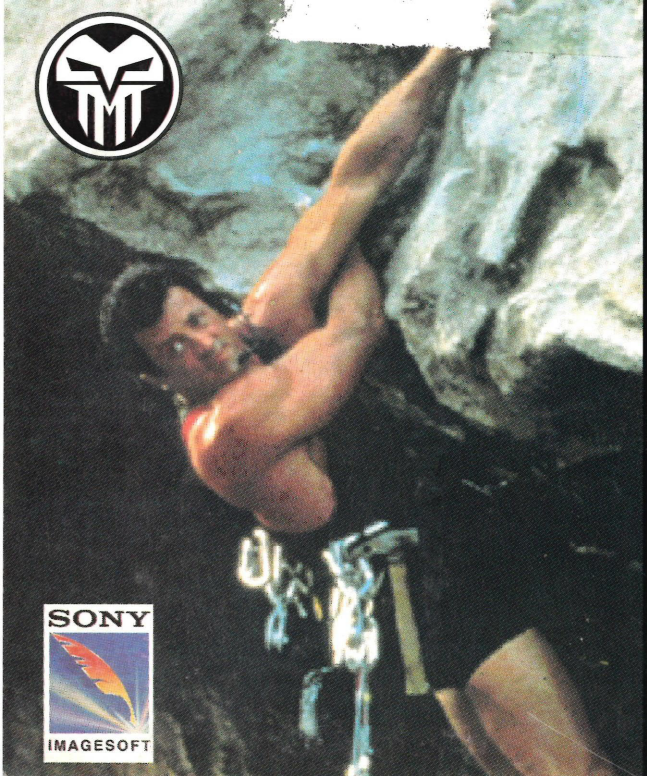
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To celebrate the imminent release of their Cliffhanger and Last Action Hero Megadrive games, Sony are offering one lucky MegaTech reader the chance to win a complete home entertainment system. Consisting of a TV, a video recorder, a music centre and a Discman, this little set-up is worth £2500 - and could be yours thanks to this compo card. Additionally, Sony are also offering thirty rather smart Last Action Hero T-shirts as runners-up prizes. Printed below are two questions: one about Cliffhanger, the other regarding Last Action Hero. All you have to do is answer them correctly in the space provided and send them into us. Simple, eh?

THE QUESTIONS

1. Which Rocky star plays Gabe in Cliffhanger?

1.

2. Name Arnie's character in Last Action Hero.

2.

Done that? Good. Now write down your name and address in the space provided, stick a stamp on the card and send it!

All entries must be in by December 12th, and usual competition rules apply - ie. don't argue with the Editor.

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Or call us **Free** on **0800 200 400** (anytime from 8am to 8pm Monday to Friday, 9am to 6pm Saturday).

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*Offer applies while stocks last. The £20 worth of HMV vouchers expire on 18th September 1994. The £10 voucher has no expiry date.

Call Free on
0800 200 400
Monday to Friday 8am to 8pm Saturday 9am to 6pm

If you would like to open a NatWest Card Plus account, take this coupon to your nearest NatWest Branch. Ref. No. 61081

Surname_____

First Name_____

Address_____

_____

_____ Postcode_____

Accounts must be opened by 18th March 1994.

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