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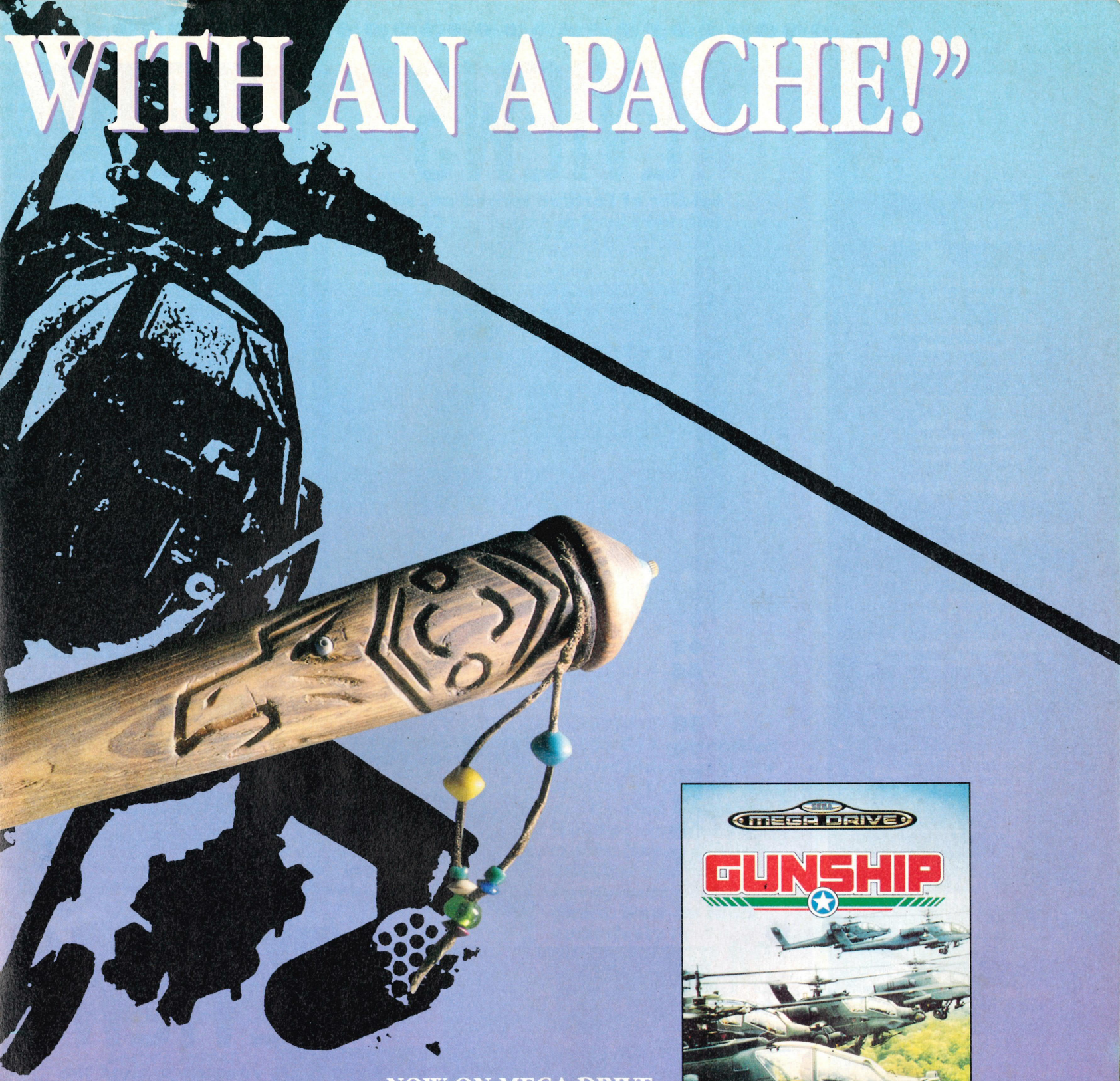


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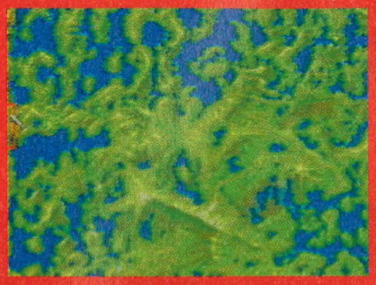
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POWERMONGER CD

One of the most accomplished strategy games on the Mega Drive arrives in enhanced CD mode. At long last the Mega-CD has a competent strategy game. Inside we have the exclusive review.





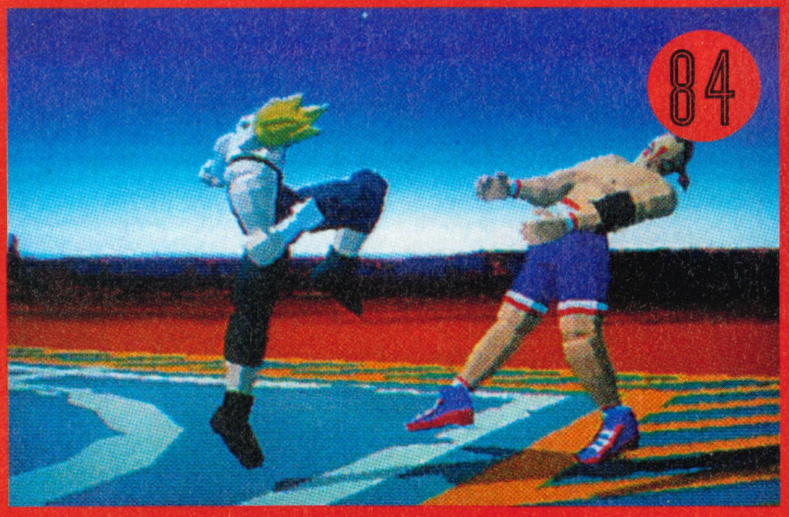
MORE BALLS THAN MOST



To the C64 generation Archer Maclean is the creator of such classics as IK+ and Dropzone. He then went on to create Jimmy White's Snooker and his eponymous pool game. Now he talks exclusively to MegaTech about his move into the console world.

VIRTUA SEGA

Sega's latest generation of coin-ops sets new standards in polygon animation. We ask what the chances are of these games being converted to the Mega Drive and if so, what will they look like?



MEGATECH

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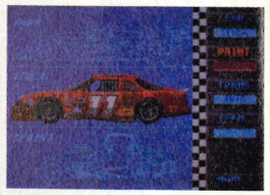
- MARIO ANDRETTI
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- STAR TREK:... NEXT GEN
- WORLD HEROES
- BATTLETECH
- J-CART
- REVENGE OF THE NINJA
- SYNDICATE
- ROCK AND ROLL RACING
- THEME PARK
- REN AND STIMPY
- MEGA TURRICAN

Good evening and welcome, happy campers! You have stumbled upon another absolutely brilliant issue of the world's best Mega Drive magazine, MegaTech. But you already knew that so we're not going to bark up our own tree or yours for buying the damn thing, any longer. So grab a cup of something hot, put your favourite CD on and rest those tired feet – welcome to MegaTech number 28...

MARIO ANDRETTI ZOOMS INTO POLE POSITION







Here's a little taster of what is to come from EA. Mario Andretti Racing is scheduled to hit the shop in June and is, surprise surprise, a high-powered racing game based on legendary Formula One and now Indycar driver Mario Andretti. The game will be divided into three different gaming options from a full-blown Indy 500 championship to three abreast sprint cars, or you can even have a go at mud-racing where the oversteer on the cars is phenomenal.

The game will be for one or two players with simultaneous split-screen play, and there will be three varying perspectives from which to view the action – get in on the heart of the action from behind the wheel, have a navigator on hand with a map, or watch the car slip and slide as you view from a third-person perspective. There is a training mode where Mario will actually talk to you and you can also upgrade your car with all your hard-earned winnings.

MAXIMUM CARNAGE





We've already informed you of the forthcoming release of another Spiderman game, Maximum Carnage, but here are some new screen shots. The game is going to coincide with a new animated series to be screened later this year and will feature a host of Spidey's enemies including Venom, Carnage and Captain America. With Spiderman being one of Marvel Comic's prime stars Marvel has had quite a say in how the game will look – it can't disappoint the fans now can it? The game will be a scrolling beat'em-up with plenty of "Thwacks" and "Pows", but also expect to see some Mode 7-ish animation as Spidey swings through the action. More news on a release date when we have it.

STAR TREK SHELVED BUT CD STILL ENGAGED

Bad news for all you Trekkie fans out there – the long-awaited Star Trek: The Next Generation game has been officially shelved by Sega UK deeming the game far too expensive for the limited market. The game is a massive 16 meg and features a battery back-up system thus making the game fall into the 'bloody expensive category' with a proposed price tag of £60! Obviously, due to the program only being screened on Satellite TV Sega is worried that the audience is not large enough to warrant putting the game out at such a high price – damn shame as the game was shaping up rather nicely.

As you probably know, the game is a massive adventure that, it has been boasted, features over 100 hours of gameplay for the player – sheesh! However don't panic yet, the game will continue to be released through Spectrum Holobyte in the States this May and even though it will still go for about £45 at the importers we believe that it will be worth it. Look out for a full review hopefully next month.



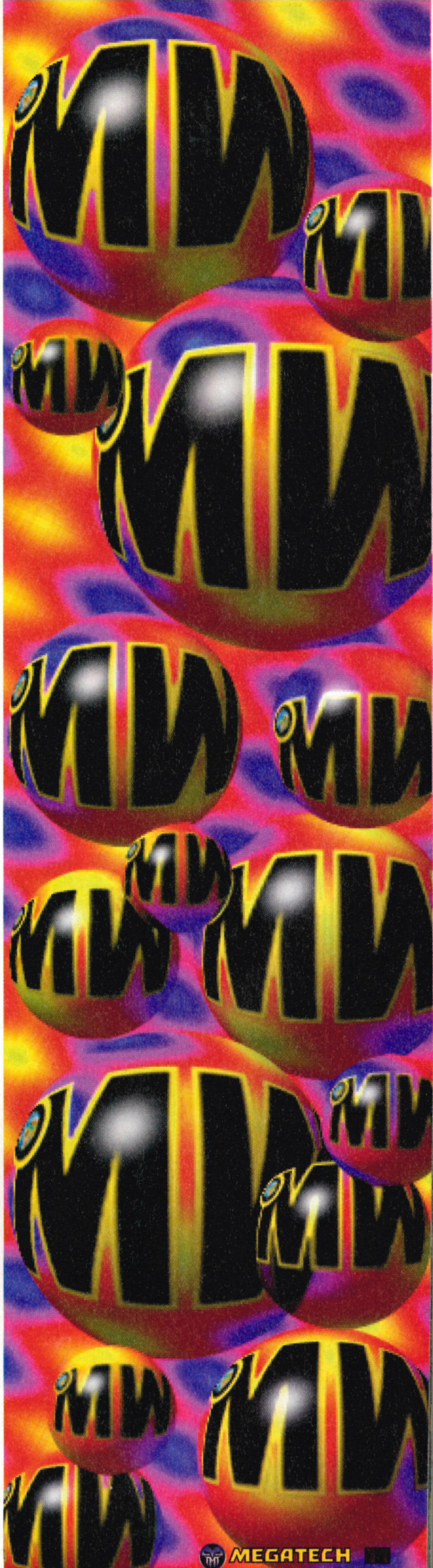


HOLDING OUT FOR A WORLD HERO

At last! The Neo Geo classic and reasonably OK-ish SNES conversion of the arcade beat'em-up is now going to appear on the Mega Drive as well! The only problem we can think of here is that with Eternal Champions and Street Fighter II already kicking serious ass in the beat'em-up stakes at the moment, it's quite worrying how yet another similar game will fair when our needs have more than been catered for in that department.

Anyhow, the game is dripping with all the usual array of bizarre and downright dangerous moves while the character line-up looks more impressive than the Queen's garden party guest list. We have only seen a smidgen on this at the moment but from what we have witnessed, the gameplay is very similar to the arcade version while the graphics are colourful, pushing the Mega Drive's limited palette to its limits. Hopefully we should have some more on this next issue so keep it here.

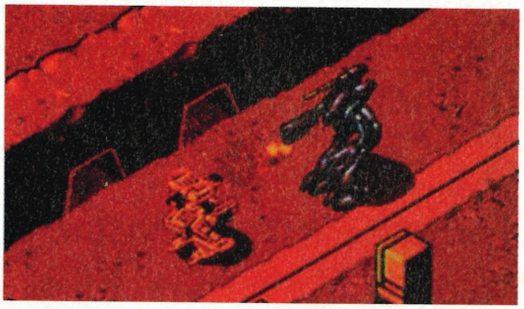


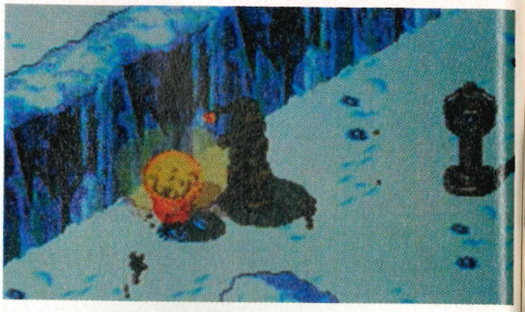


THE WAR RAGES ON WITH BATTLETECH

Fans of role playing will have undoubtedly heard of Battletech, a massive strategy game that started off as a table-top adventure and has now moved into the arcades in the form of virtuality centres. But its ever winding journey does not stop there, as it continues to march steadily onwards right onto the Mega Drive, thanks to American software house Extreme Entertainment.

The game is a 3D shoot'em-up situated on an isometric playing area. You use dice rolls for moves and firing, and it is your objective to gain control of the sprawling playing area, becoming a supreme Mech Warrior in the process. From what we saw in the States recently this game is going to fill a gaping hole in the market with some superb strategy, graphics and role-playing gameplay – a decent combat RPG has been a long time coming. Battletech is planned for release Stateside in April so we should have this in for review on import next month.





CODEMASTERS J-CART

If you read the preview of Codemasters' Tennis All Stars on page 32 you will see that we have mentioned something called a J-Cart.



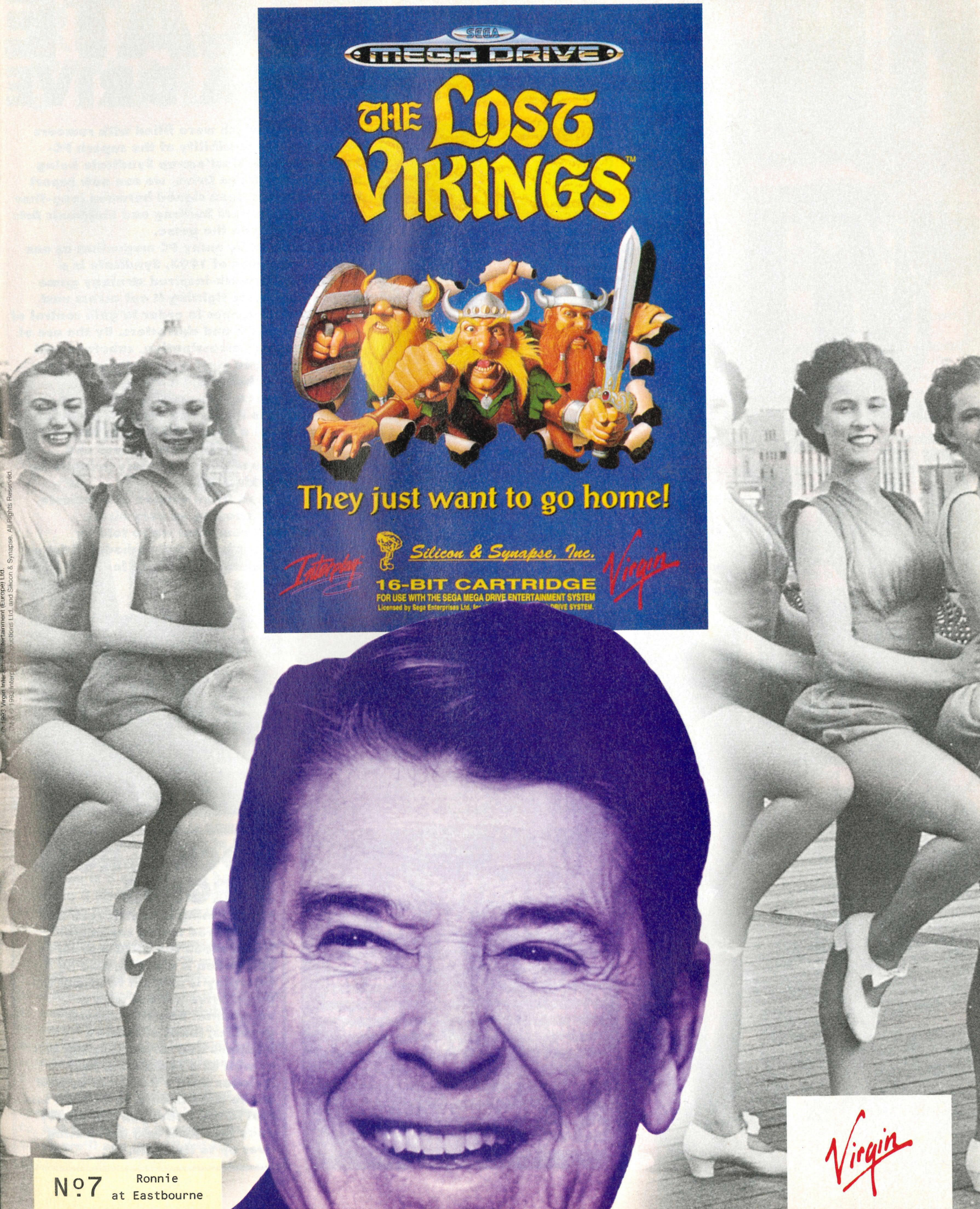
This is a clever little device that will rival the four-way play adapters from EA and Sega, the major difference here though is that the J-Cart is not a standalone adapter like the others but comes with the game already inside. The developers have perfected a way of putting two joystick ports onto the cartridge itself so when you plug the game in you are immediately given two more joysticks ports as well. This means that for the new range of Codemasters multi-player games such as Tennis All Stars you don't have to go out and buy a four-way adapter simply to play the game.

The best news is that the cartridge will not really be any more expensive than a standard game cart, hopefully being released at an affordable £35. Other games scheduled to use this unique system will be Micro Machines 2 (that's right folks it's on its way!) and Psycho Pinball.

REVENGE OF THE NINJA

American software house Renovation is about to release a new CD game called Revenge of the Ninja this month. This game features "over 30 minutes of fast-paced animated video in which players must complete 18 levels of non-stop, arcade-style action". The idea behind the game is to battle through a series of specially devised traps and devices that riddle the passages and rooms of a gigantic castle. You have to try and make it through the castle as quickly as possible to boost your score and with two continues, up to five lives and three difficulty settings you will have plenty to wade through.

As a unique feature Renovation has included a special competition in to the game whereby you will be awarded a Master of the Ninja Arts Degree if you manage to complete the game on the hardest setting. Once completed you need to take a picture of the end screen and send it off to Renovation in the States to get your certificate – neat huh, but how many of us will be bothered enough to actually get off our butts and take a piccy?



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SYNDICATE ON THE MEGA DRIVE

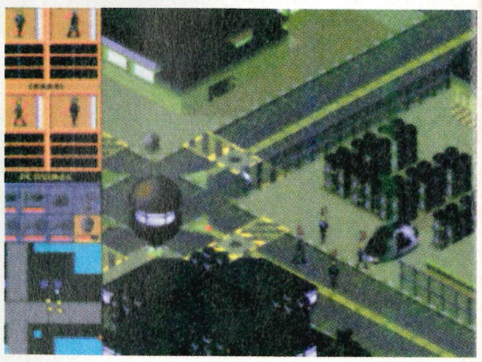


After months which were filled with rumours regarding the possibility of the superb PC-based strategy/blast'em-up Syndicate being ported to the Mega Drive, we can now report that a deal has been signed between long-time publishing partners Bullfrog and Electronic Arts which will include the game.

Dubbed by many PC magazines as one of the best games of 1993, Syndicate is a futuristic cyberpunk-inspired strategy game which has players fighting it out across vast isometric landscapes in order to gain control of key businesses and characters. By the use of kidnapping, assassination, sabotage and terrorism you must eventually work your way up to being the most powerful businessman in the world. Believe us when we say the PC version really is an absolute stormer of a game – and if you're fed up of run-of-the-mill platform games and shoot'em-ups this is certainly going to be worth checking out.

The Mega Drive version of Syndicate seems to be shaping up very nicely indeed and from what we're told by Electronic Arts it is currently scheduled for a September release. Watch out for more news as we get it.





BUILD YOURSELF A THEME PARK

While we're on the subject of Bullfrog and EA's current relationship, it's got to be worth mentioning that the soon to be released 'Populous with a sense of humour' god-style game is also now confirmed as being in development. Despite the fact that we knew about it ages ago, none of the rumours had been confirmed officially by EA until this month. Hopefully we should get to see this in the shops before the end of the year. Do it yourself Alton Towers or what?

ROCK & ROLL VIRGINS

The storming isometric rock and roll hot-rod racing car game which shook the SNES market last year when it was released by Interplay is now set to attack the Mega Drive market with a vengeance. Boasting superb graphics, loads of bolt-on weapons and turbo-boosting bits, as well as a soundtrack that includes Ozzy's Paranoid as well as the classics Born to be Wild and Bad to the Bone, you can hardly deny that Rock and Roll Racing lives up to its name.

REN AND STIMPY RETURN





Ren Hoek and Stimpson J Cat return again in their second Mega Drive game later this year in the world of Buckeroo$ (yes, it is with a dollar sign). Apparently the bizarre pair of cult heroes are making money playing video games (it's a good life believe us), but unfortunately it all centres on a weird game show which ensures that times are tough for the weirdoes.

If you haven't played the original game, or seen the superb Nickelodeon show (now on Aunty Beeb) you probably won't be prepared for the out and out weirdness that good ol' Ren and Stimpy are capable of generating. OK, it may only turn out to be a duff platform game with cartoon graphics, but the first game had a level where you propelled yourself around by farting! What more fun can you have with a video game? Just think, Wiz'n'Liz was banned for the same thing.

No release date is confirmed as yet and although T*HQ is handling the game in the States, if it gets a UK release Sega will probably release this itself.

MEGA TURRICAN

After the disappointment of Accolade's conversions of Turrican and Turrican II (in the shape of Universal Soldier) it seems that the third instalment launched earlier this year on the Amiga is now set to hit the Mega Drive thanks to Data East. Called simply Mega Turrican, the game is a sort of cross between Turrican 3 and the just released SNES title Super Turrican (catchy title huh?).

As with previous games, the new blast bearing the big 'T' moniker is a walk-around-the-scrolly-backdrop-shooty-shooty-things-type of game with loads of brightly coloured bad guys, loads of big nasty boss guys and loads of bolt-on weapons. Strangely original in concept don't you think?

Data East is claiming that a spring release date will be adhered to, but there is no news yet as to when we'll see an official UK version of the game.



MEGAWORLD CHARTS

For chart information we have switched our attention to the giant chain of GAME stores which specialises not only in computer software but RPGs and board-games as well.

MEGA DRIVE

POS	NAME	COMPANY
1	SONIC 3	SEGA
2	NBA JAM	ACCLAIM
3	FIFA SOCCER	ELECTRONIC ARTS
4	WINTER OLYMPICS	US GOLD
5	ALADDIN	SEGA
6	PGA GOLF 2	ELECTRONIC ARTS
7	MORTAL KOMBAT	ACCLAIM
8	ZOMBIES	KONAMI
9	SENSIBLE SOCCER	SONY
10	STREET FIGHTER II	SEGA

MEGA-CD

POS	NAME	COMPANY
1	GROUND ZERO	SEGA
2	MISCROCOSM	SONY
3	RAGE IN THE CAGE	ACCLAIM
4	PUGGSY	SONY
5	THUNDERHAWK	CORE

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AKIRA IS COMING... HONEST!



The official Akira game seems to be one of those things which has been on the horizon forever. Fear not though – we're assured that the game, developed by Black Pearl in the States, will be launched in time for the summer CES in June and will manage to cover all of the important elements of the film – including those well-smart motorbikes. Watch this space over the next few months for a full report.

MEGATECH RECOMMENDS

And verily it came to pass that the mightiest of tomes, yonder great and fabulous MegaTech did decree that a collection of games from one month previous hath proven worthy to be appear in issue 28's RECOMMENDS column. And lo they were listed as a great booming voice cried down from the sky...

BUBBA 'N' STIX

And the lowly peasants did stoop 'neath the mighty voice of MegaTech and finally accepteth that Core Design's latest platform/puzzle game was indeed a truly worthy form of entertainment. Lots of gorgeous, colourful graphics, loads of well 'ard puzzles, wicked animation and huge levels. One man and his bit of wood take on an alien world and try to escape back to the comforts of home and hearth. A smart-looking game if ever there was one. Worth a look if you really can't stick Sonic the Hedgehog – speaking of which…
MT RATING: 83%

SONIC 3

Thursday 24 February came and went and a surprisingly small amount of fuss was made about the third coming of Sega's mascot. Bigger, badder, faster and meaner than ever before Sonic 3 manages to prove that there's life in the old hog yet. The graphics are smart, there are loads of levels and some really excellent features which are surprisingly impressive the first time you see them. Don't expect to be playing it for long though – if it has any faults the only one is that it's too easy. About an hour and a half should see you all the way from start to finish if you're a really experienced player. Lesser beings will have trouble though.
MT RATING: 93%

NBA JAM

Probably THE game of the moment if you believe the hype. Acclaim has done a superb job of converting the arcade game to the Mega Drive and if you're; a) Into basketball, b) Into dead playable two-player games, or c) Enjoy saying stupid things like Yo! Jammin' or Slammin' a lot – you'll love this. The graphics are great, the sound is spot on and it has the best gameplay of any of the millions of basketball games that have been released recently.
MT RATING: 86%

LUNAR THE SILVER STAR

It's a CD game. It's a role-playing game. It's big. The graphics are smart. The gameplay is wicked. It'll keep you going for ages. It was written in Japan and was converted in the States so you have to forgive them for the crap song on the title screen. It's second only to Landstalker in both depth and style. It's brill. If you've got a Mega-CD you really want a copy of this.
MT RATING: 82%

AVOID LIKE THE PLAGUE...

Normy's Beach Babe-O-Rama
Cliffhanger CD
Racing Aces CD

MEGATECH

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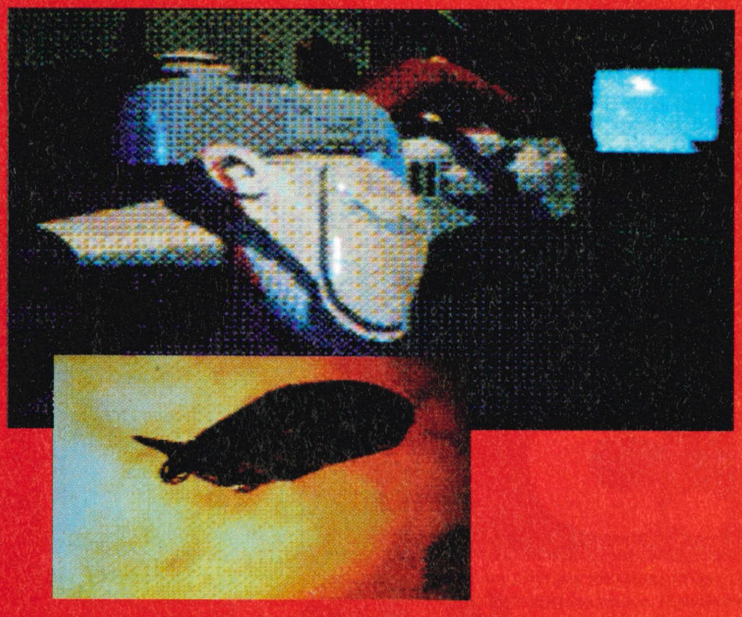
Things are a-changin' on the Western Front with even more Mega Drive games to feast your eyes on! Let's take a look through the square window...

FLASHBACK CD: SONY



Finally, after months of speculation and "It is coming...honest! We just don't know when!" we can finally prove to you all that Flashback CD is almost upon us. Developed by Delphine Software, the CD version is to be distributed by Sony Imagesoft with the release date pencilled in for April. The Mega-CD version will be similar in content to the cart game but will feature considerable changes. The main differences will be the quality of all the sound which has been specially recorded in CD-quality at Delphine's own studio. The sound effects have also been re-sampled to achieve outstanding realism.

All the animated sequences depicting plot links and the intro have been completely redrawn using Silicon Graphics to create some of the most stunning visuals ever seen on a CD title – there's none of that FMV rubbish here, these are real state-of-the-art graphics we're talking about! Although this will sound and look superb, as well as make use of the CD's outstanding capabilities, the only thing we are worried about is the structure of the game design. If none of the levels or content are altered from the cart version then Flashback won't offer anything different to the other versions. We'll have to wait and see.



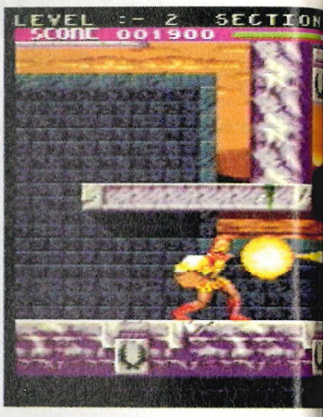
INCREDIBLE HULK: US GOLD

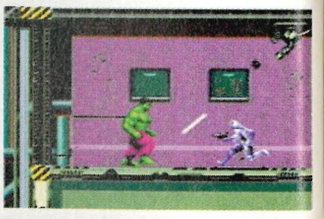
If you bought MegaTech issue 24 you'll have seen the massive preview of US Gold's Incredible Hulk licence. Well, since then the game has been passed over to Marvel Comics a number of times for approval, and this has resulted in numerous changes to the look and design.

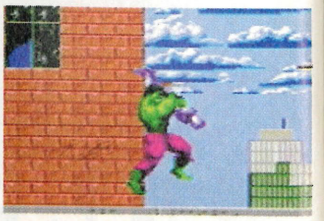
Admittedly, when comparing these shots and the ones we printed in issue 24 it doesn't look like there's any significant differences, but believe us, the game sure plays differently.

The Hulk himself is easier to control and there are some brilliant special moves such as a sonic clap which is effectively a smart bomb attack. There's also a superb little move that allows you to pick up the robotic enemies, roll them into little balls and then throw them off across the screen like bowling balls! So there you have it – continual improvement of the game week by week.

US Gold has assured us that this version is extremely close to how it will finally look, but things could change again and no doubt they will! Expect a release in May.





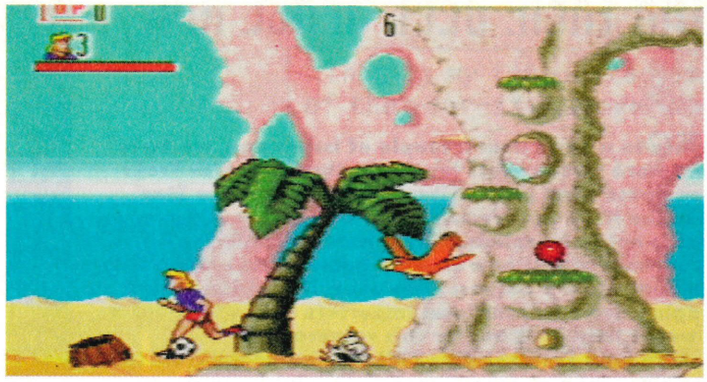






HURRICANES: US GOLD









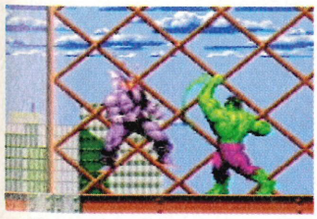
Has anyone caught an episode of an American cartoon called Hurricanes? If so, you'll be familiar with one of US Gold's forthcoming titles named, not surprisingly, after the series. Hurricanes follows the antics of a young bunch of soccer players who fight the forces of evil and numerous other soccer teams. Their main enemies are the Gorgons led by arch-villain Stavros Garkos, and it is a bloody battle to see who will win the soccer league and claim the $100,000 prize money.

As you can imagine, the Gorgons will do anything to win that title! The game mirrors this theme, and by taking control of four of the best Hurricane team members you have to battle your way through five levels (each of which is based on locations seen in the cartoon) avoiding members of the Gorgons team and get to the stadium to fight it out. All you have at your disposal weapons-wise is your trusty old football which in true Soccer Kid-style allows you to boot the opposition out of your way.

The game is for either one or two players in a simultaneous mode and will come on a massive 16 meg cartridge. Expect to see Hurricanes hitting the Game Gear, SNES and Mega Drive sometime in May.









SPEED RACER: ACCOLADE

Were you around in 1967? If so, were you old enough to watch TV and understand it rather than simply drooling at it from behind the bars of your cot? If the answer to both of these questions is "yes" then you must be bloomin' old and probably familiar with a cartoon series called Speed Racer. Well, hoorah and shake me vigorously – Accolade is set to release a game based on that very series which, incidentally, is being rescreened on Sky TV's Nickelodeon channel.

Speed Racer in the Challenge of Racer X is an arcade-style racing game funnily enough, which puts you in the shoes of either Speed Racer or Racer X. There are seven levels to the game with a total of 42 individual stages. You can customise your car with weapons and shielding and then slam the pedal to the metal in a heated race to the finish line, knocking the opposing drivers off the track in the process.

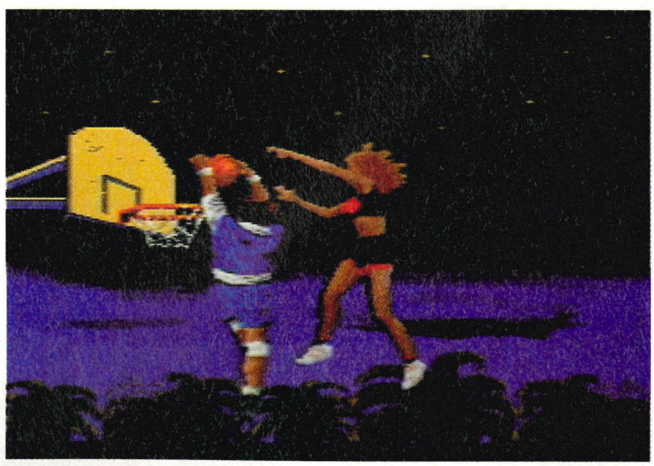
Throughout the game there will be plenty of digitised speech and familiar scenes, faces and locations from the series as well as the stupid but funny theme tune, Go Speed Racer Go, blasting out in the background. If you haven't yet seen the series then maybe you should try and catch an episode, otherwise all this will be wasted on you! Expect to see the game in April and a big preview next issue, hopefully.



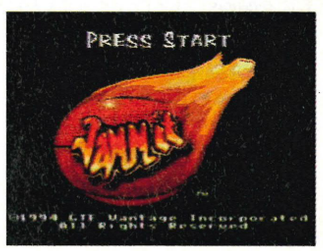
JAMMIT: VIRGIN

This is a game which you will have already seen in a previous issue of MegaTech (issue 25) but it is also one of those games that is continually undergoing changes. Jammit has now slipped to a summer release and will be launched after all this manic basketball hubbub has died down – just look at the last issue of MegaTech, we had four basketball games in for review!

Virgin thought we had better point out that the game will be considerably different to the version we first had a look at. Graphically, this street-scene basketball game is practically the same as the previous version apart from a few tweaks and additions here and there. The main changes can be seen (or not as the case may be from these screen shots!) in the gameplay itself, with more attention being paid to the control system and on-court action. As previously said, Jammit will hopefully be released before the summer, but the release date could slip again.



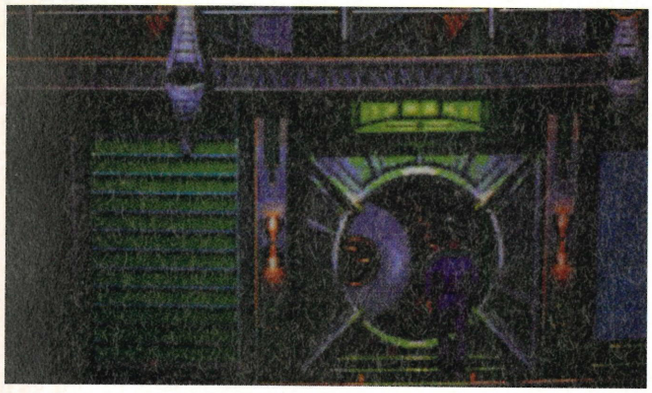




STAR TREK: DEEP SPACE NINE
SEGA

Further to a news item a couple of issues ago, we have some more screen shots for the forthcoming Star Trek: Deep Space Nine game. Like its counterpart the Star Trek: The Next Generation game which, it would now seem is not to be released over here officially, the appearance of this new Trekkie game as an official title also hangs in the balance. However, if you don't mind trudging down to your local importers then you could a lot worse than look out for this release.

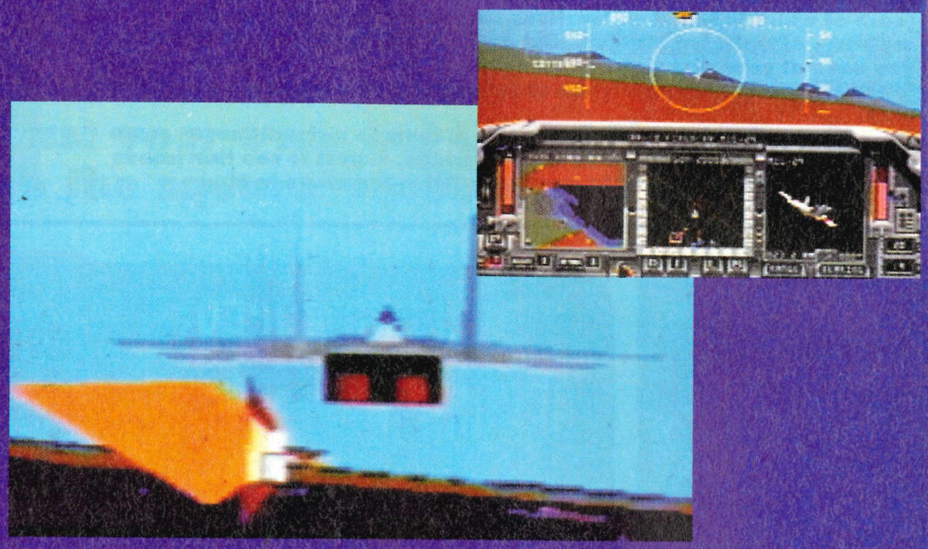
It follows the exploits of all the characters from the hit series and also takes heavy influence from the set design and plot lines - apparently the station has been laid out according to the maps and plans used when the initial sets were created! It is a scrolling adventure affair and from what we've seen of late it will be considerably different to the Next Generation game in that it will be more platformy. As yet there is no set release date but our sources in the States say that we will probably see this within the lazy month of August.



F-15 STRIKE EAGLE:
MICROPROSE

We know this seems a bit strange, but before you start jumping to the wrong conclusions we'd just like to point out that we're not going nutty! We do know that we have already reviewed Microprose's F-15 Strike Eagle II, but we have been asked by the PR department at Microprose to remind everyone that this game WILL be coming out in June now and not April as first planned.

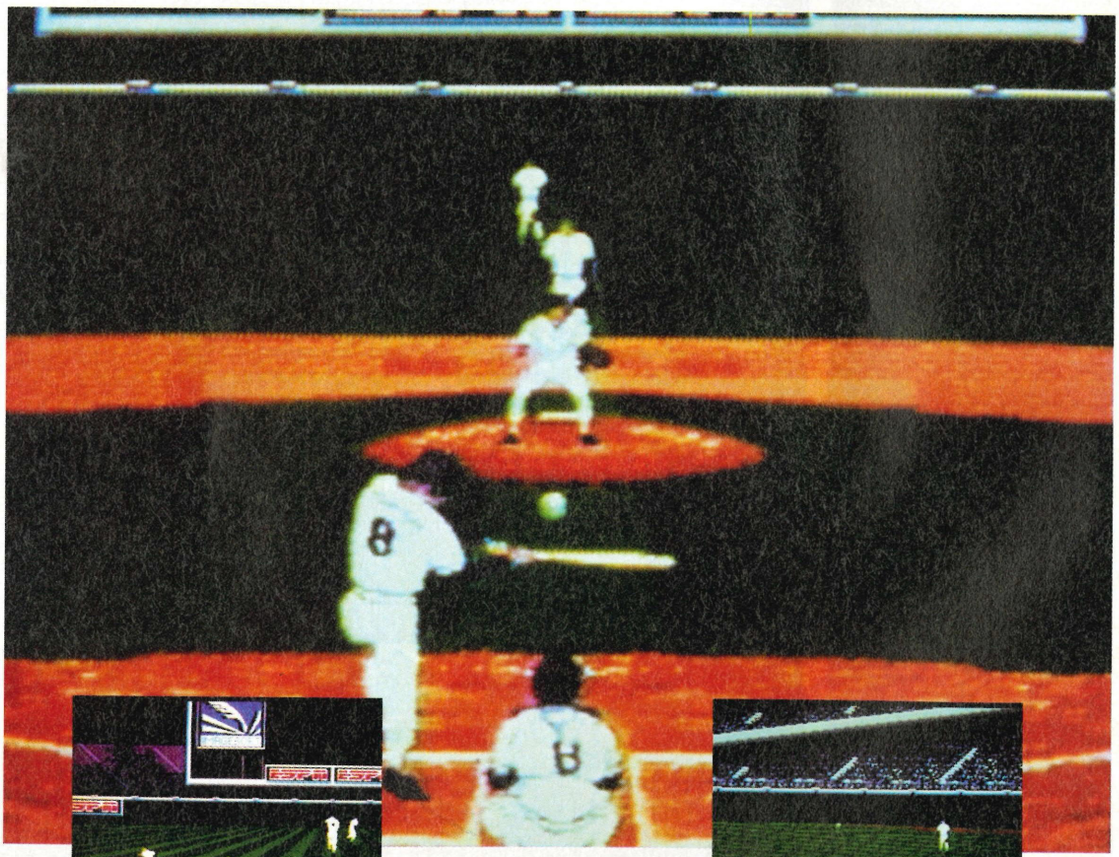
So we're telling you – this is a superbly stunning game that features four difficulty levels, some amazing 3D landscapes and plenty of involved combat-sim action. The game spans prime conflict areas such as the Middle East and the Gulf with each of the missions generating primary and secondary targets to seek out and destroy. Watch out for it!



ESPN BASEBALL:
SONY

Continuing the wave of new sports games, Sony has signed up with American TV sport channel ESPN to develop ESPN Baseball Tonight. The game utilises the sets, presenters, music and promotional footage seen on the channel to create an air of authenticity, while the game itself takes on an arcade-style approach. The game is not just your average baseball game, instead the developers have tried to adopt a TV feel with continual live commentary, highlights and in-game reports. To enhance this 'feel' further, real baseball players were filmed doing their thang for use as digitised in-game characters with over 15,000 individual frames of animation!

The game will be for one or two players, but up to eight people will be able to compete in a season. 28 Major League teams are featured within the game, each one available for selection in either the American and National League Playoffs or World Series game modes. The CD version of ESPN Baseball Tonight will feature different stadiums and fields, while the cart version will feature a much-needed battery back-up system.

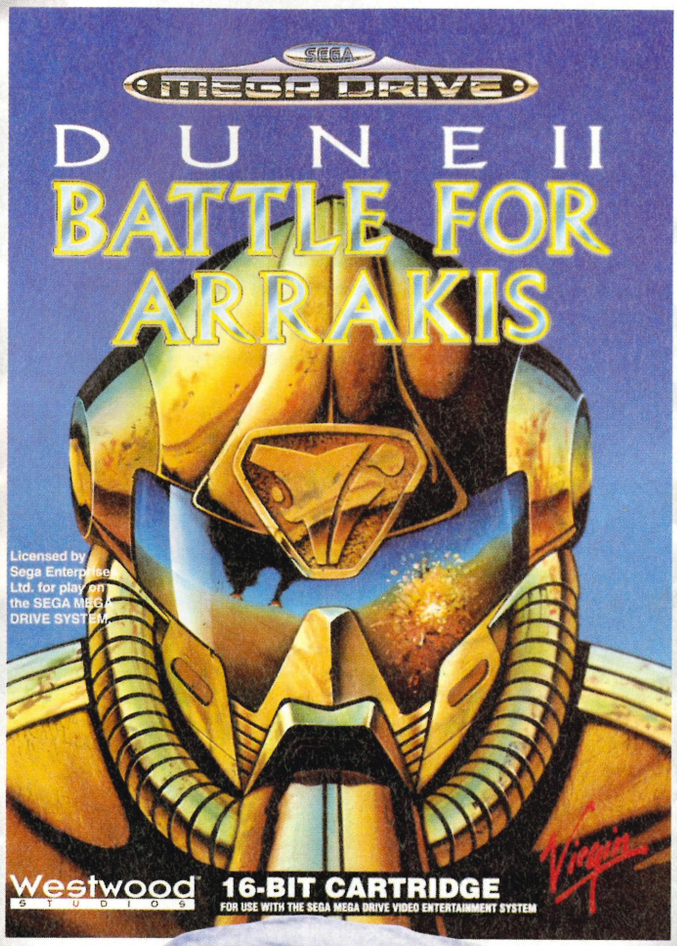


"Turns out to be one of the tastiest strategy games ever designed for a console."

MEGATECH JAN 94 91%

"This is my favourite game of the year–if not ever."

MEAN MACHINES JAN 94 93%



"There is only one thing you'll need to know: Buy it."

SEGA PRO 90%

"...Dune 2 is the best Megadrive game of the year."

SEGA POWER JAN 94 90%

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Nº6 Maggie at Port Vale

Virgin

PREVIEW







BY: US GOLD

price: TBA
developers: TIERTEX
release date: JUNE 1994

How many footy games are there for the Mega Drive? Cor blimey, I'm beginning to lose count! But I suppose (and we've had many a heated discussion about this in the office) it doesn't matter how many there are, it's whether or not they're going to drag the fanatics away from their beloved Sensible Soccer or FIFA championships! Once introduced to the wonders of both these football games this lot at MegaTech have been hard pushed to like anything but Sensi or FIFA. However, we're not going to be biased when it comes to telling you about this fab new footy game which will be hitting the shelves from Brummy software house US Gold during the merry month of June.



▲ **This is the official mascot of the 1994 World Cup. Is it just us, or do you think that he looks uncannily like Huckleberry Hound?!**

WE'RE ON OUR WAY TO AMERICA (EVERYONE THAT IS, EXCEPT US!)

According to US Gold (and no doubt many other sources who would like to stick their two pennies' worth into the argument), the FIFA World Cup is the world's "largest single sporting event". It is a massive battle for a highly coveted title, in which 140 countries try to prove that they have the world's best soccer team. But we don't have to tell you lot that – football is a way of life for many people, it's as necessary as breathing and even if you say you don't like football, secretly I think everyone has their favourite team which they quietly egg on every four years when another World Cup comes around. So here we have a footy game boasting the official World Cup licence…let's just hope it's as much of an audience grabber as the real thing!

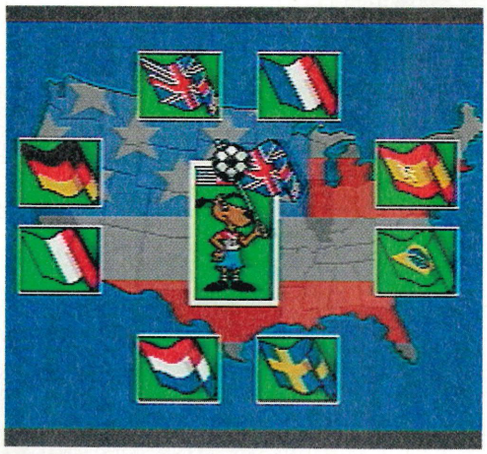
WORLD CUP SO

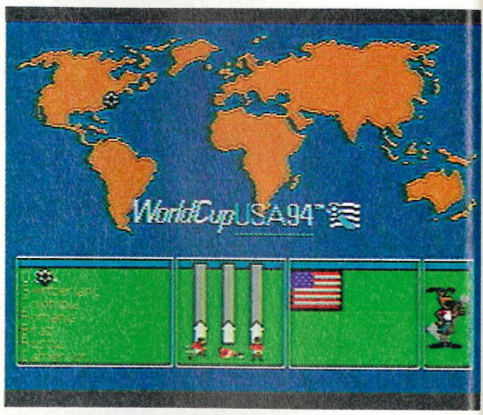
IT ALL STARTED WHEN...

In a product analysis for this game, US Gold boasts that "Actual images and designs from the World Cup USA 1994, as well as the animation of the official mascot through various poses and sequences is planned. Therefore our product will be linked very closely to the event itself". OK, so we'll see lots of official logos and the like splattered about, but the game won't be linked to the World Cup in graphical context only. Tiertex (the programmers) has included all the teams which have managed to get through to the World Cup (England obviously not being one of them) to create an air of realism. Having said that, you can actually substitute England and the other unsuccessful teams in the game's championship line-up so at least they'll get to play in some form of the World Cup, even if it is only pixelated make-believe!

FIFA's strict World Cup rules and regulations have been adhered to, so you know you'll be getting a real licensed product when you pick up a pad and play World Cup Soccer '94. Also, because US Gold is going for a simultaneous European release of World Cup Soccer '94, the game has been written in eight European languages so if you're up for a real challenge you could always play the game in, erm, Spanish or something! Luckily the game is mostly icon driven, so regardless of what language you're playing in it's easy to work your way through the mountains of options and on to the game itself.

▼ **You can play the game in eight different languages if you so desire – why you would want to is a different matter though!**

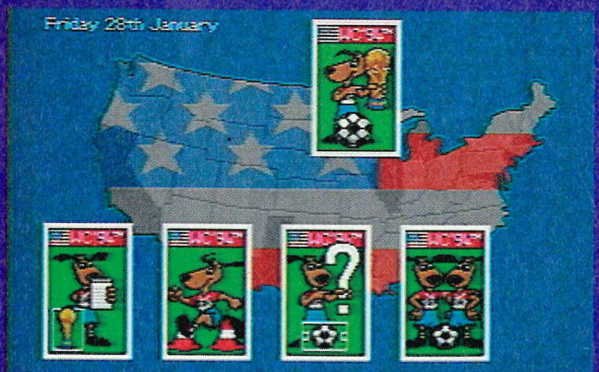




▲ **All the teams are based on the real line-ups, with the stats also being very similar to the real thing. At the moment (and because they're the reigning champions) Germany has the best all-round attributes and skills**

WHERE'S THE REF?

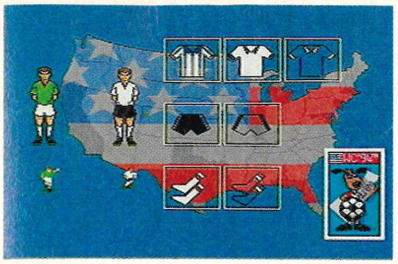
World Cup Soccer '94 is absolutely dripping with options, in fact there are so many that we got downright confused as to what all the little icons meant! One of the coolest features included is the ability to customise your on-pitch team formations so that you can get the most out of your players or simply confuse the hell out of the opposition! This feature isn't simply there for the real fanatical footy players or the anoraks who love their rules and regulations – you can actually have some real fun with it, making the game as easy or as challenging as you like!



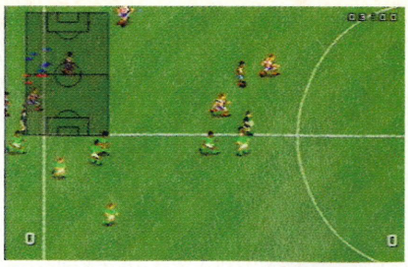
These are the main options. You can wing your way through a two-player friendly mode, a practice session, a full-blown tournament or alter the team line-up. All the option screens are icon driven and therefore it's easy to work your way through the menu screens whatever language you're playing the game in!



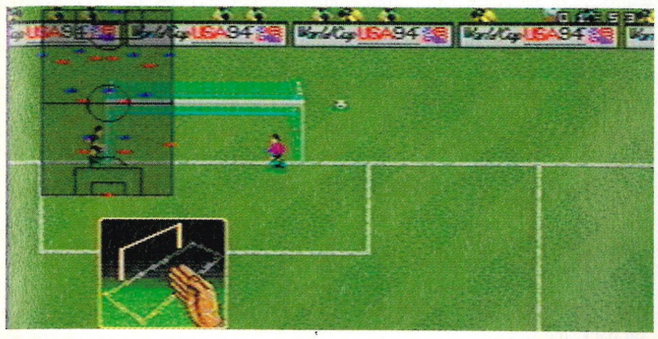
One of the best features is the way you can customise your team formations. Here you can see the pitch divided into nine zones and by selecting each one individually you can alter where your players will stand in relation to the ball whenever it enters one of the nine zones



▲ So, how about a pink kit?!



▲ Arghhh! Where's the ball gone?



◀ Watching the game from a bird's eye view, things can get a little hairy if the players kick the ball too high. Ooff, that one was close!

CCER '94

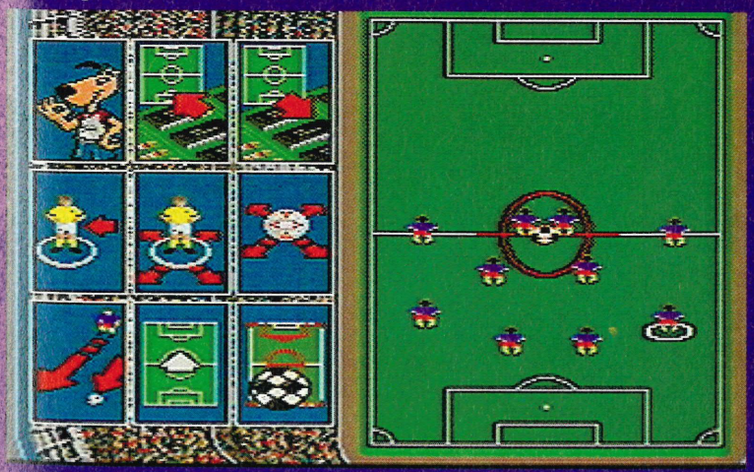
▶ At any stage in the option sequence you can turn back if you feel you've made a mistake, without having to restart the game altogether





◀ Even though this is the official game of the World Cup, US Gold has not been able to use any of the real players' names. However, the programmers have included the option to change the names yourself if you want to

You can also muck around with the line formations, changing the position of your players in relation to the kick-off, corner kicks, penalty shots and so on



- The original idea for a World Cup began during the 1920s, taking influence from the Olympic movement
- FIFA officially announced plans to run its own competition away from the Olympics in 1928
- The first World Cup was held in Uruguay in 1930
- The event has been held EVERY four years since 1930, disrupted only in 1942 and 1946 due to World War II
- The competition was originally for 16 teams only, but in 1982 the number was increased to 24 to include countries outside Europe and South America
- The largest ever number of allocated tickets for any World Cup has been made available for this year's event – a staggering 3.6 million tickets
- 26.7 billion people throughout 167 countries watched the 1990 World Cup
- The 1994 final match is expected to have a TV audience of about two billion!
- 141 countries entered the 1994 World Cup qualifying groups back in 1991 – this is a FIFA record
- This year will see the first indoor World Cup matches at the Pontiac Silverdome. The grass is real and 1000 watt halogen lights will compensate for the lack of natural sunlight
- It is estimated that around 31.2 billion people will watch the 1994 World Cup on TV throughout 180 countries



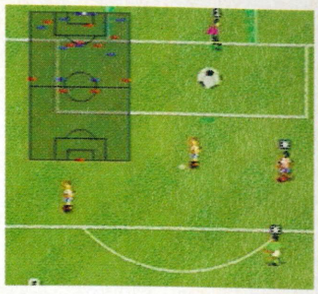
INTERESTING SNIPPETS ABOUT THE WORLD CUP!

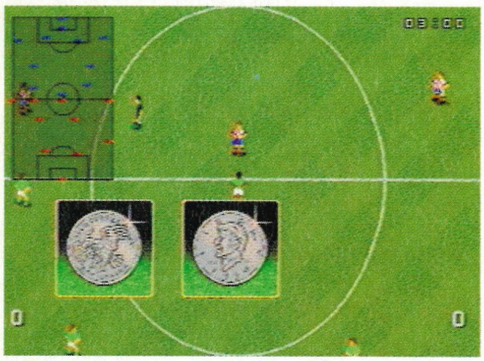
I WANT SOME OF THIS, MOST OF THAT AND ALL OF THIS!

The options are endless and you can customise practically anything you like – take a gander at the boxout titled Where's The Ref. On starting the game from scratch you can launch straight in to a friendly or the full-blown tournament (if you have very little patience) and enjoy a perfectly good game and be none the wiser as to the multitude of options available.

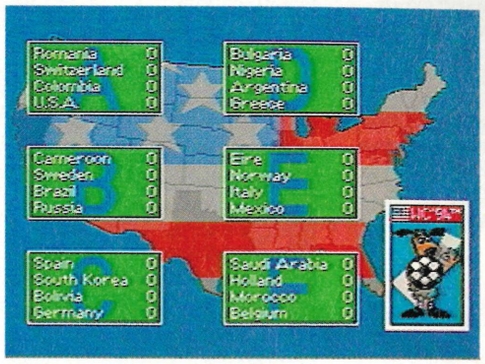
However, if you are looking for a more complicated affair and, dare I say it, more of a sim at your fingertips than your bog-standard arcade-style football game, you also have a wealth of titbits to fiddle around with. You can alter everything from the speed of the game to the 'glue' factor on the ball. You can muck around with your teams' formations and in true player/manager style you can dictate where the players will stand in relation to the ball when there is a throw-in, a penalty shot, a pass-out from the 'keeper and so on. The possibilities are endless!

▼ **The * below the sprites denotes each team's star player**

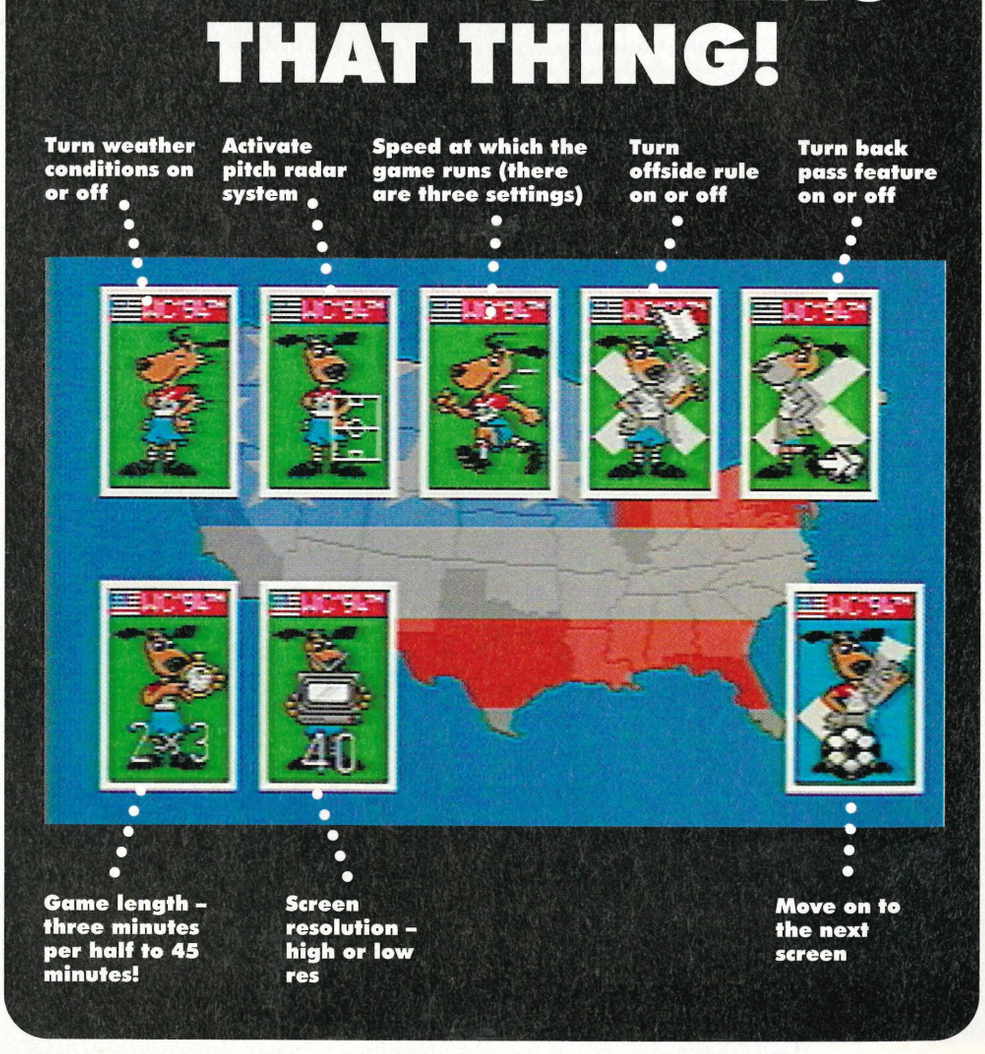




▲ **Off to a heady start or will you hit rock bottom?**



▲ **If the teams score any goals then this is where they will be displayed**





▲ **Oo-er missus! I hope you're aiming where to kick that ball and not relieving yourself on the pitch!**

STOP THIEF!

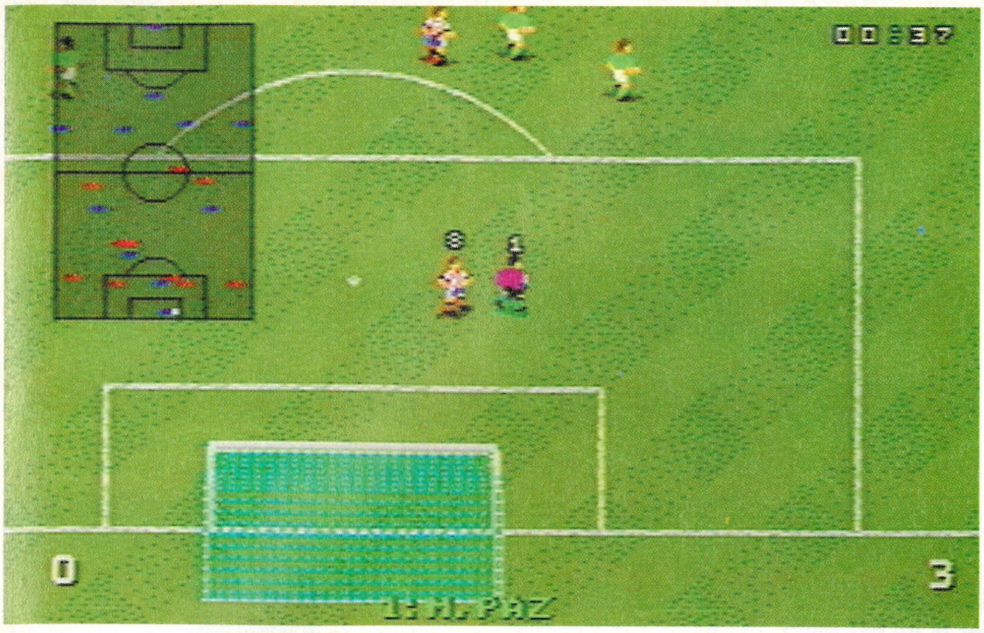
The programmers have actually been quite clever with World Cup Soccer '94. Instead of rushing the game out to hit the streets at the same time that Sensible Soccer and FIFA arrived on the scene, they have instead sat back and watched the market response. It is a commonly shared opinion that Sensible Soccer and FIFA are undoubtedly the two best football games on the market at the moment (some will argue until they are blue in the face that one is considerably better than the other – eh, MegaTech lads?!). Therefore, US Gold has just sat back and watched the opinions form, noting what points and features from both games were liked most by the punters. Then it grabbed those ideas by the scruff of the neck and incorporated the features into World Cup Soccer '94. A rip-off? No, it simply assessed public opinion, praise and criticism and then acted on it. With this, you're going to get a game that (it is hoped) will appeal to avid Sensi fans as well as dedicated FIFA fans.



▲ **Throughout the game you will get to see lovely little pieces of animation for all the ref's decisions, whether you agree with them or not**



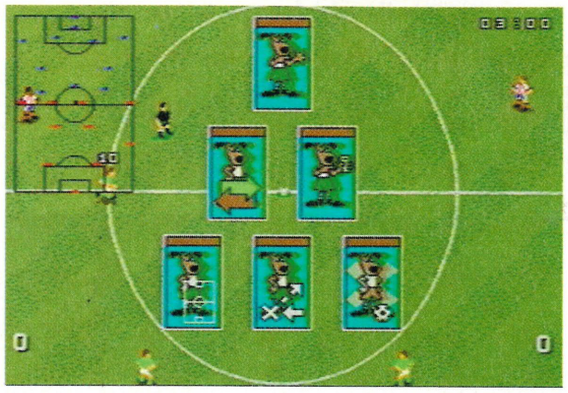
▲ **An instant replay option is a must in a game such as this. Just watch that superb pass, then watch it again...and again...and again...and...**



◀ **The graphics aren't as good as those seen in FIFA, but US Gold is adamant that this is because more emphasis has been placed on gameplay**

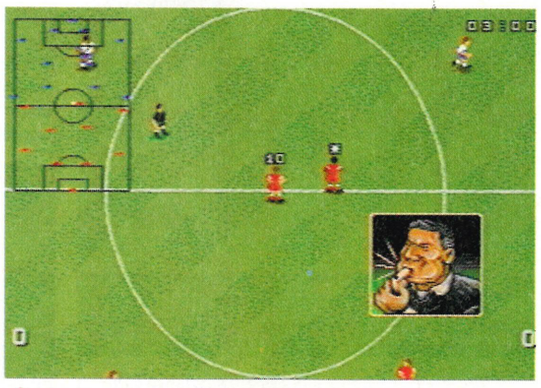


▲ **Hello? Sprachen zie Deutsch? I don't think so!**



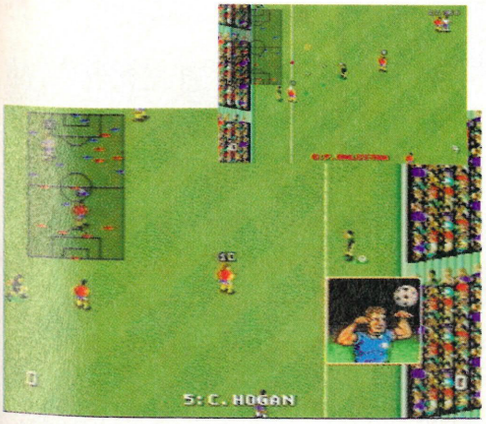
▲ **When you pause the game you can muck around with the options some more if you like**





▲ **Oi! Who's the (*heavily asterixed bit here!*) in black?**





▲ **Ladies and Gentlemen – a round of applause for the cheerleaders doing their Jazzercise on the sidelines!**

AND HERE'S ONE I MADE EARLIER

The version we had a look at was only 70 per cent complete and a lot of the features scheduled to be included simply weren't there! Sadly, the gameplay itself was also severely lacking and it was hard to get a real feel of how the finished product will stand up against the other footy games. However, we did have a go at the Super Nintendo version which is being worked on alongside the Mega Drive development and even though it is only 90 per cent complete, it is mighty playable and surprisingly fast.

One thing that US Gold stressed to us was that there is less emphasis placed on the graphics in World Cup Soccer than, for example, those found in FIFA. This is simply because US Gold is focusing its attention on the gameplay rather than a few glitzy frills. One feature to look out for in particular in the finished version is a 3D penalty shoot-out sequence that is shaping up rather nicely.

World Cup Soccer is being developed for no less than EIGHT formats, all of which are planned for a simultaneous release in June. Included in this line-up there will be a Mega-CD version featuring plenty of FMV and CD quality sound, but the main bulk of the gameplay will remain the same. We will be taking a look at both versions in a later issue, so keep a look out as the football-crazed MegaTech team asks THE question of paramount importance, "Is it better than Sensi?".







BY: CODEMASTERS

price: £34.99
developers: IN-HOUSE
release date: JULY 1994

Who's seen the Poseidon Adventure then? It's that film about a sinking ship which is always on at Christmas – the film that is, not the ship. The Wizard of Oz of disaster movies if you like. Anyhow, there's an old saying in the world of computers that "any reasonably successful idea can always form some sort of basis for a game" and the Poseidon Adventure is certainly no exception. Codemasters, processor of quality Mega Drive software such as Micro Machines, has recognised this and Sink or Swim is the result.



▲ **The SS Lucifer in all her glory. The boxes are the 100 compartments (levels) for you to toy with**

MESSAGE IN A BOTTLE

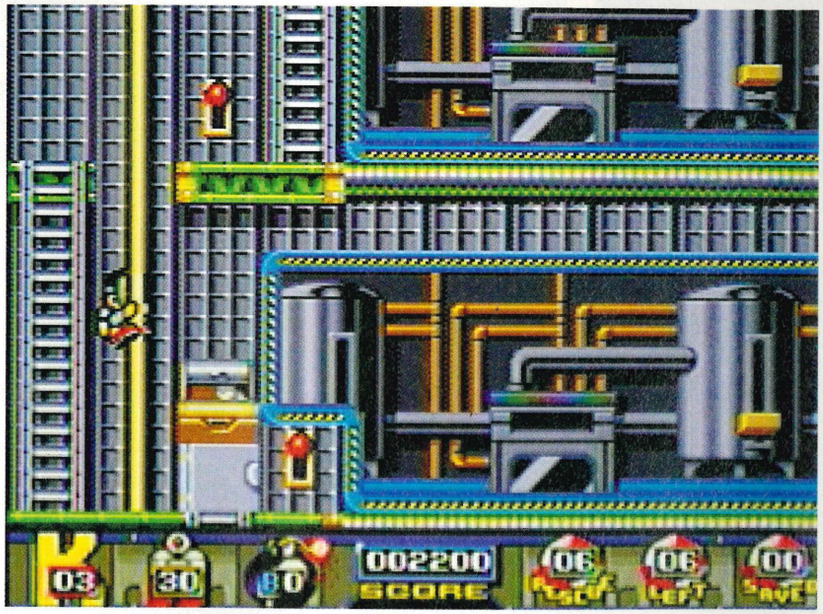
In the best Codemasters' tradition the star of the proceedings is Mr Kevin Codner, sea rescue expert and associate of Simon Le Bon. Hearing the news that the SS Lucifer has hit an iceberg off the coast of Greenland and is sinking fast with hundreds of stupid, stupid passengers on board, Mr Codpiece immediately makes his way to the stricken vessel to rescue the unfortunate sea dogs. The passengers are understandably distressed at the prospect of being killed by the raging fires, dangerous broken pipes, knackered pistons and 70,000 gallons of fresh sea water, resulting in a state we all know as panic. Fortunately for Kevin, the said passengers do possess some desire to survive, which means that they'll always make their way upwards in an attempt to find the exit to the next compartment and to avoid the water level which continually rises.

SINK OR SWIM

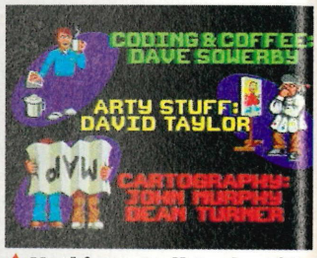
WE ARE SAILING

Sink or Swim is best described as a hybrid of The Lost Vikings, Lemmings and Humans, in that the action is based around a set task which the player has to complete. The ship's 100 compartments make up the game's levels, each getting bigger and harder the longer you play with it (Christ, I could get arrested for writing stuff like that). Innuendo aside, Mr Codandchips must race around each screen, manipulating parts of the scenery and helping the passengers to escape.

The player has a few seconds to assess the route that the passengers will take before leading the stricken passengers to the level exit where a password is given. A certain number of passengers are given at the outset and either some or all of these must be rescued before the player can continue. Kevin needs to pull switches and change the direction that conveyor belts run in, climb ladders, swim, release jet-packs and life-rafts, while all the time ensuring that none of the passengers pop their respective corks.



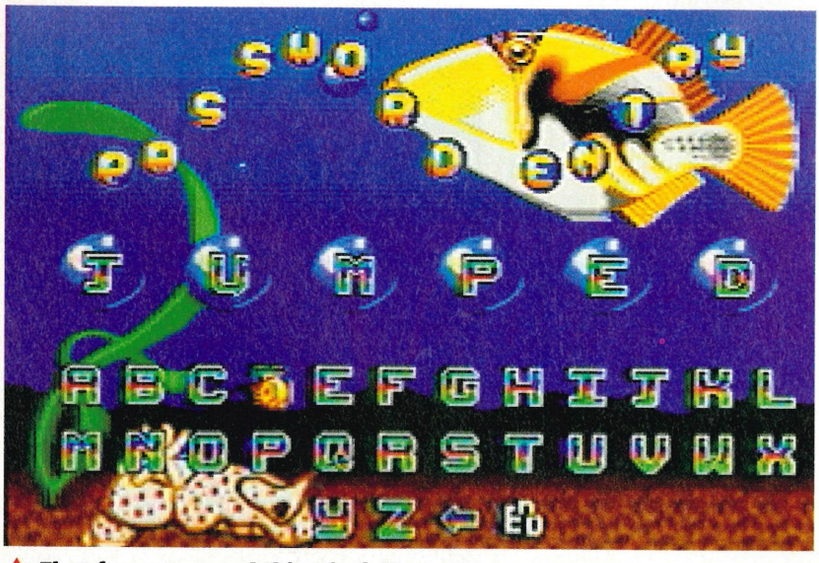
▶ **Codpiece slides rapidly down a pole**



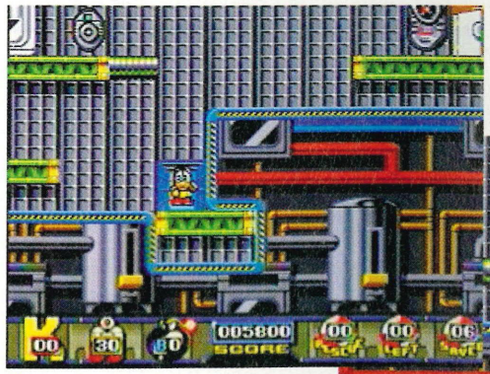
▲ **Nothing at all to do with the game, but a good advert for these programmers' talents – charged at my usual agency fee**



▲ **Nice graphics**

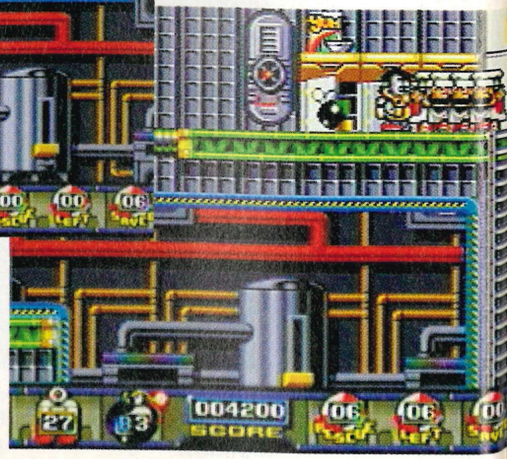


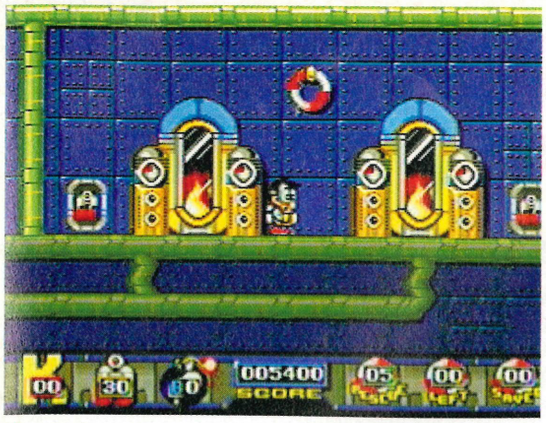
▲ **That free password thing in full**



▲ **Cod disappears into the exit after a successful clearance**

▶ **Kevin blows a door off in order to let the chefs pass**

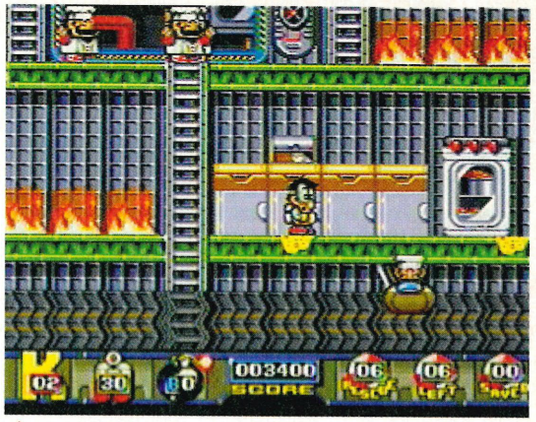




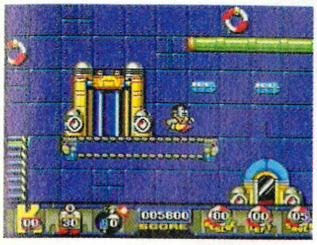
▲ Two jet-packs sit on their hooks awaiting activation



▼ On this level, falling pancakes are the major danger



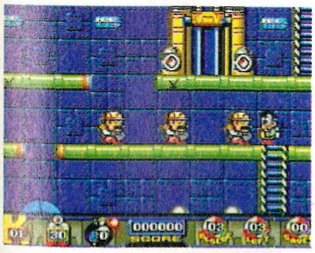
▲ Standing on a dangerous pancake, Kevin marvels at the sight of Mr chef in a dinghy



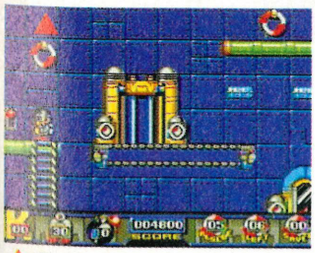
▲ Ho ho! It's Torture Your Video Game Character time again, as Kevin vainly attempts to outrun a speeding conveyor belt, unaware of his imminent flattening



▲ Holding their stupid, stupid hands in the air, it's almost a pleasure to watch them die



▲ This grab says it all. "Young man, there's no need to feel down. I said, young man...etc etc"



▲ The switch to my left operates the conveyor belt to my right. Adorning the conveyor belt is a piston thing that crushes anything on contact. Can anyone suggest a solution?

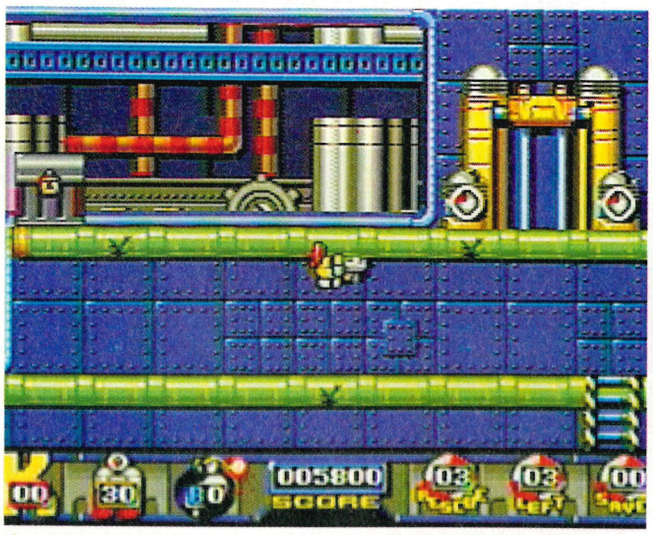
ROBERT MAXWELL

As you can see from the various screen shots on this page, Sink or Swim certainly looks very impressive. The version we played was around 80 per cent complete according to Codemasters, but all of the very pretty graphics and animation were already present. The actual stills and background graphics are very reminiscent of James Pond in places, but the majority of the time they look original and classy with a real style of their own.

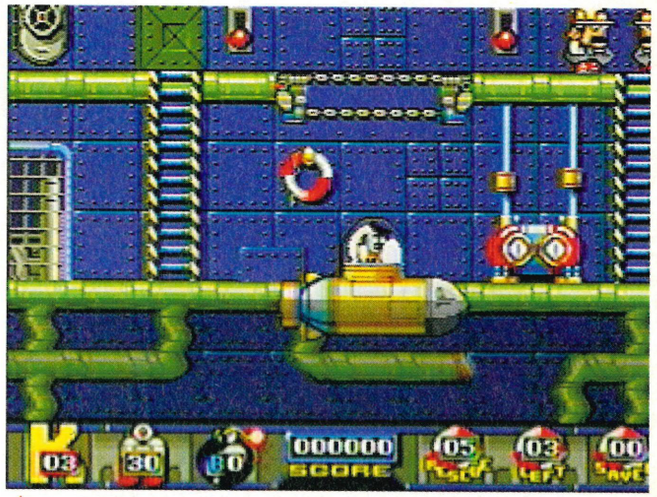
Being storyboarded and written by Codemasters' in-house team (some of which I can remember from old C64 demos), you really can be sure that the end product will look good and play well, especially if Micro Machines is anything to go by. Mr Codinparsleysauce is a great little character in the Dizzy and Cosmic Spacehead vein, and the passengers are a notable mix of straightforward cartoon sea-goers and completely insane-looking sailors from hell.



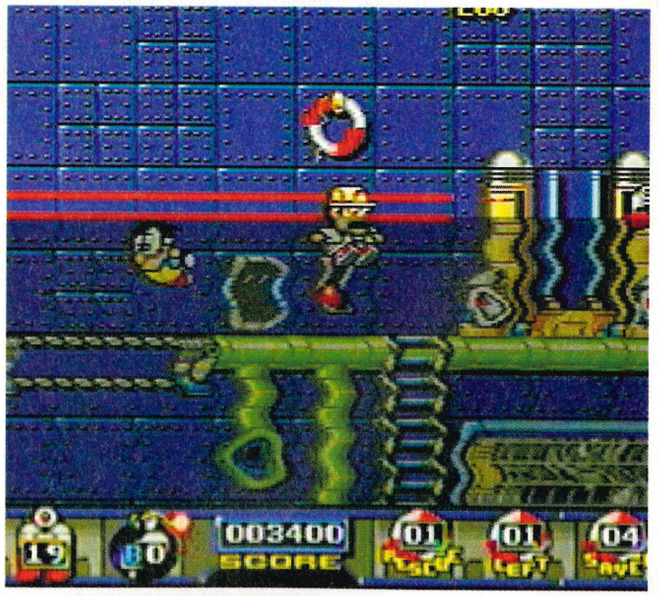
▲ Down the slide to the exit. A large snow-covered man charges a 'bob' to let you pass



▲ With a comical grip, Kevin clambers along a pipe to repair the cracked pipes



▲ The opening stage. Codner arrives at the scene in his big submarine



ERNIE'S RUBBER DUCKY

Thankfully, a save game feature has been included which will prevent a lot of time-wasting in the future for those people who are either a bit poor at playing games or just plain sick of playing a game from level one just to reach the level where they died. With 100 levels of progressive difficulty to contend with (and believe me, by level 12 we had already begun to tear bits of our hair out), it won't be a game you'll complete in an hour or two – which I'm sure you'll agree isn't such a bad thing.

That said, SoS isn't the most original of games (as I mentioned earlier, it borrows heavily from at least three other games), but it does show that Codemasters has made an effort to produce something more than another boring platform game. With both Micro Machines and Cosmic Spacehead being well received lately, Sink or Swim could prove to be yet another feather in Codemasters' well-insulated cap. What a good job it is then that MegaTech will be throwing it into the review machine for a quick two-page cycle in a future issue. Probably next issue, but don't take my word for it.







BY: VIRGIN

price: TBA
developers: IN-HOUSE
release date: JULY 1993

In the wake of its success with the Mega Drive version of Aladdin, Virgin Interactive Entertainment is set to release another Disney collaboration, this time focusing on the classic tale of The Jungle Book. This game has been in development for absolutely ages now and since its original conception the gameplay has changed dramatically. Originally The Jungle Book was developed by programming supremo Dave Perry, but since his departure from Virgin's offices down in London a new team of designers have taken the reins – and this is the result!



▲ **While climbing the Great Tree it all gets a bit too much for Mowgli who has to stop for a quick breather before his heart pulsates right out of his chest**



▶ **Mowgli tries out for the jungle Olympics triple jump event**

JUNGLE BOOK



▲ **Shopping in the jungle can prove to be tricky, as Mowgli soon learns – the selection isn't that great!**

RIDING BEAR BACK

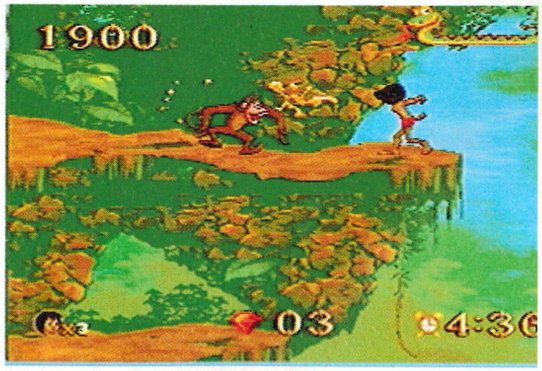
The game closely follows the theme of Disney's classic film, with you playing the part of Mowgli. All your family favourites from the film such as Baloo the Bear and Bagheera show up at various stages throughout the game. The game is platform based and the levels take their graphical influence from scenes in the film, such as the leafy green clearing where Mowgli first meets Baloo and even King Louie's crumbling ruins. To mirror the film as closely as possible the game's soundtrack also features the incredibly hummable Bear Necessities, which has been recreated for the game with surprising clarity. The big difference here however, is that in this adaptation of The Jungle Book Mowgli actually WANTS to return to the Man Village to be with his own kind, so instead of working with his pals to stay in the jungle he's now calling on their help to get him out of it! Er, maybe Virgin should rename this game Out Of The Jungle Book instead!



▲ **Happy to see his two-legged pal, the baby elephant waves a flag in jubilant celebration**



◀ **Oh how careless, someone has left this huge gem lying about in these dodgy old ruins!**



◀ **One banana, two banana, three banana, four...**



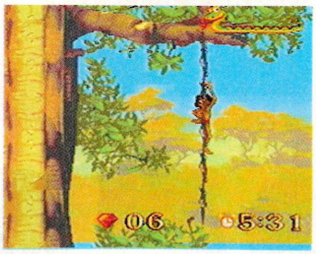


HISSSSSSSSSS!

When we first saw The Jungle Book we immediately thought of Aladdin and Cool Spot, and having been spawned originally from the same creator it's hardly surprising. Although a lot of work has gone in to the game since Perry's departure from Virgin, the style of his work remains in Jungle Book. The graphics are crisp and colourful, recreating the warmth and mood found in the film. There is some really nice parallax in the backgrounds with some incredible detail in the foreground graphics, such as the trees and crumbling rock formations.

But the most impressive graphical feature of the game shines through in the sprite animation. Mowgli himself is very fluid in his movements and despite his small size he clearly resembles the film character – he even has that inane grin, the big eyes and soppy smile! When he is left dormant for a while he starts to do silly little things to relieve his boredom such as balancing a banana on his nose, juggling or slapping his legs – you know, the everyday things that you do when you're bored!

▼ The army basic training proves to be a real doddle for the little jungle fellow



▼ Mowgli's knickers are stronger than any Huggies nappy. He can use them as a parachute or let birds hoist him up off the screen (the feathered kind not the other – he's too young for that!)





▲ You look a bit under the weather if you don't mind me saying so – have you lost weight?

◀ The animation seen here is uncannily similar to that featured in Cool Spot

SHERE TERROR

The loveable creatures from the film have also been beautifully recreated for the game, from King Louie's troublesome monkeys to the indecisive vultures. As you progress through the game you will repeatedly bump into the same characters such as the baby elephant who lags behind in the Dawn Patrol or the monkeys, but at times new ones show their happy, smiling faces, like Baloo for example. However, we won't divulge to you whether Shere Khan the Tiger shows a claw or two – after all we don't want to spoil the surprise for you, now do we?!

But don't fret kids, if you haven't quite had enough of watching the film over and over and you want still more of The Jungle Book, you won't have to wait too long for this game. Now that the development is up and running again on full steam we will be seeing The Jungle Book sometime in July, just in time for all those lazy summer days with nothing better to do than play games while you're on school holidays! You lucky little devils.

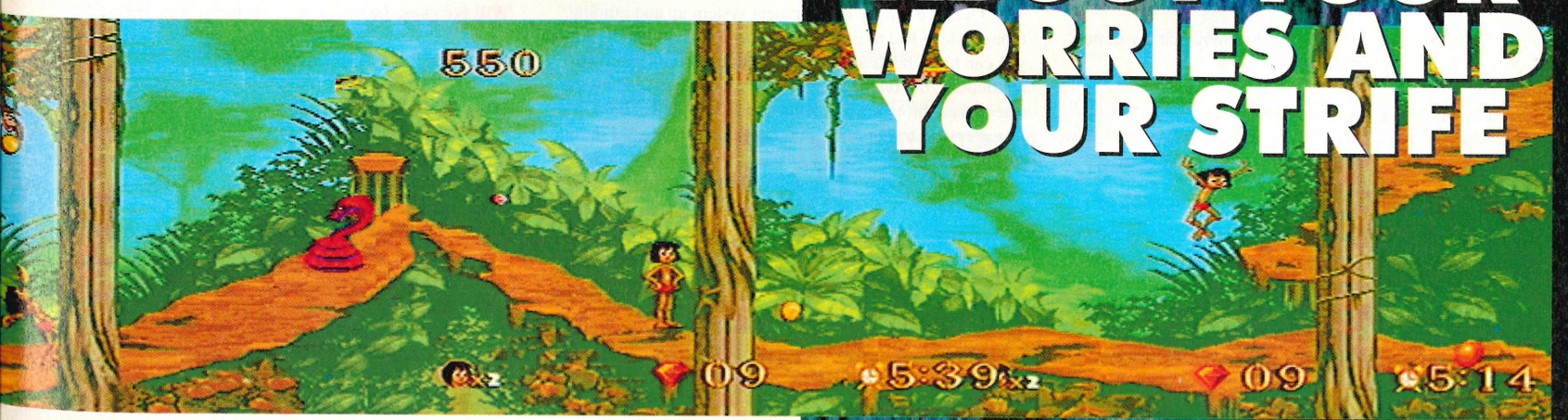
I WANNA BE LIKE YOU?



Surely everyone knows the story of The Jungle Book, but in case you aren't 100 per cent sure here's a quick run-down. Pay attention there'll be a test afterwards! Oh, and watch out for those repeated shots of Baggy!



FORGET ABOUT YOUR WORRIES AND YOUR STRIFE



ARCHER
ALL HIS BALLS

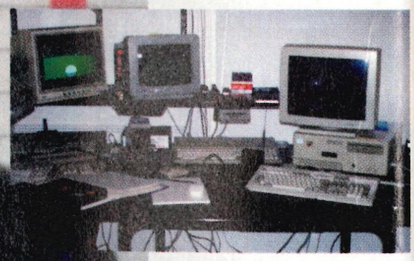
Archer Maclean has been around for quite a while. His first game was a classic shoot'em-up called Dropzone for the Atari 800. Since then he has only done a few games but he achieved critical acclaim (and many an award!) for his superb Jimmy White's Snooker which has now surfaced on every conceivable format.

It was the general opinion back in the good old days that all programmers were complete geeks with no social life, however five hours with Archer Maclean and your opinion will change. Archer enjoys having fun and can't think of anything more boring than staring at line after line of programming code – this guy would rather be sky diving or rally driving. As you can imagine, trying to keep the conversation on work was very difficult as Allie West discovered...





A bit nutty round the edges Archer point-blank refuses to do a SNES version of Snooker. Oh and he has a lot of awards too...



How complete is MD Snooker?

I've got two or three things to finish which are going to take me a good few weeks to sort out – I've got to get all the icons working, do the text plotting...basically this machine can't handle too much at once; I can't have the sound effects and screen going together at the moment.

How have you managed this without using any fancy hardware?

It's quite hard to explain. On the Amiga I had 300k of programme and 200k of RAM, on the Mega Drive you've got 1/2 meg of ROM which is all right but you've only got 128k of RAM and half of that is actually inside the video processor. So it limits what you can do. Er, (at this point he looks quizzical and tries to think how to explain all this in English!) to actually describe the technique is very difficult I mean it's taken me months to get this to work without using something like the SVP [Sega Virtua Processing] chip.

Is this a complete conversion of the Amiga version?

Oh yeah the whole game's in there, it's basically assembling it that's the problem. There are still vast chunks of it which I've still to convert.

Originally the game was going to be called 147, is the Mega Drive version going to revert to the original title or will it be licensed to Jimmy White again?

Yeah, I think it's already agreed with Jimmy that it will be licensed to him again which will be good.

How are you finding programming on the Mega Drive, because our sources tell us that you were absolutely loathe to programme on it as it's one of the most unfriendly machines ever?

(Looking defensive.) Who told you that! No, the Mega Drive is brilliant at doing certain types of game like sprite-based platform things, but when it comes to something a bit more complex like this and polygons it's a real bugger. There are very few polygon-based games on the Mega Drive and I don't think many people realise exactly what the machine can and can't do.

It is a pig to use though – the main editing system was a complete nightmare at first and it's been quite hard getting into it and setting it up from cold – you know you're not given any help from Sega when you first set up, you're not given any manuals or anything and told, "There you go, have fun with that!". I had to get a friend of mine up here one weekend who had already programmed the damn thing to basically teach me from scratch.

Once I'd got the development system up and running though I then had to get into the machine itself. On the Amiga you can have the thing running as fast as you like with no restrictions, but on the Mega Drive you have to send all the screen data through a port address and it can't handle it. It's like everyone trying to get into London down the M1 during the rush hour with only one lane open; it doesn't matter how fast your car is you're not going to get in there any quicker!

So are you generally happier with programming on the Mega Drive now?

Actually I quite like it and it's been a real challenge. You're wrong in saying that I absolutely detested it because it is an interesting machine and I much prefer this to the SNES; I mean the SNES is bloody awful. OK, so it's got all those incredibly good graphics chips but basically it's still an 8 bit micro – Virgin asked me if it's possible to get this onto the SNES and, well, it's taken me this bloody long to get it onto the Mega Drive and that was enough of a headache! You probably couldn't have pockets that looked like pockets and the balls would be even smaller than these ones – no, no I'm not even going to think about it!"

Will the game be compatible with the Sega Mouse?

Hopefully, if Sega can sort the mouse out.

What do you mean by that?

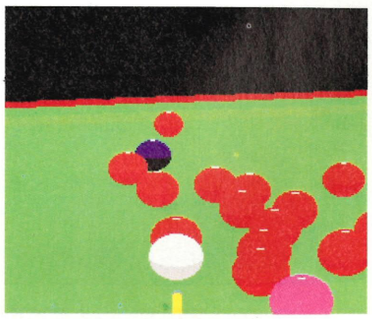
I want the mouse to act just like an Amiga mouse and at the moment it doesn't. This game was designed to work in conjunction with a mouse and although it will be playable with a joypad it is very much mouse-driven.

What's the way forward? Is it converting onto the new batch of console machines?

I'm really looking forward to seeing what the Saturn and the Jaguar can really do. I haven't been able to take a look at the Jaguar but from what I've seen running on the Saturn well,

MACLEAN
N ONE POCKET?





it's going to absolutely piss on everything else. It makes a 486 pale into insignificance…it's staggering! What I do will depend on whether this type of game would be suitable for the new wave of machines, it's not really known what kind of market the Jag and the Saturn will be appealing to. The thing is that programmers like myself are going to have to really think about what we waste our time on now. You can't just concentrate on a game looking fancy but playing bad, or vice versa, these new machines can do everything so easily because of the sheer power. I think it will really shock some people. Who knows though.

If you consider that the largest userbase of Mega Drive/ Genesis machines is in the States, why have you converted snooker and not your pool game first?

I will do pool. But I've got to get this finished first or I'll have Virgin breathing down my neck, cursing me even more!

Somehow, we then get onto the subject of jackets and Archer dashes off to fashion parade a number gaudy pool-based bomber jackets and a rather squeaky-clean leather biker jacket – we then compare our leathers, and with mine having seen much better days, I advised Archer to tie his leather behind one of his many cars and drag it around for a couple of miles to get that nice 'worn' look! Then the conversation got back to cars...

The problem is I've reached a point now where I just can't go any further. I've worked my way up and through all manner of performance cars and now there's just nothing better than that RS200. (Getting all excited) Have you ever experienced really wild G-forces, well you would in the 200. Wow, I just can't explain it! Did you know I actually owned a Porsche that once belonged to George Harrison, I didn't know than when I bought it though.

So if you've achieved all there is to achieve with your cars and experienced the greatest thrill on four wheels, what's left? What would you like to do if you weren't programming, be a rally driver?

Oh yeah! Well, the Lancia and the RS200 are specifically designed rally cars anyway, so I've got the means. Actually going to back to your £17 mill question. (Earlier in the day we started talking about winning the pools and what it would be like to spend £17 million!) I'd probably buy a track like Donnington or something and rent it out to make a business out of it, but I could spend most of my time trying out my cars. (Archer looks thoughtful, considering the possibilities as he takes a slurp of coffee.)

You mentioned earlier that you're looking for a new direction, you'll have to start your own business as a new challenge.

Mmm, I will. I'd better finish this first or Virgin will get really annoyed!

What do you think about the quality of games available at the moment?

Sega and Nintendo are pushing the market so hard that they're selling a machine one year that is deemed to be out of date the next, whereas machines like the Amiga have been around for years and are still popular. Nowadays the games are these 24meg monsters that programmers are supposed to come up with overnight – all these big companies buy up a load of licences for £X million simply to make money quickly. With this, the creativity is going out of the market.

Snooker took me three years to do so how the hell is someone supposed to produce an original game on a Mega Drive or whatever in under a year and then persuade a publisher to take it? The way the market's going is that the hardware is changing every year, licences and ports seem to be the only way to make the money, originality and creativity are being killed off and it's all really irritating.

On top of that, in the early days you could learn how to program games yourself but these days the consoles don't have keyboards on them and a development system for it will cost you a couple of grand for the software alone. So where is the new breed of programmers going to come from? It's quite worrying.

What programmers or teams do you admire?

There's people like David Braben, Jeff Gammon from Mindscape who's a friend of mine, Jez San of course who's set up his own company and so on. Also years back there was Jeff Minter, oh and Dave Perry who has now gone to America.



What about when you started, who inspired you then?

When I got into the business about 10 years ago the guy I admired then was Chris Crawford who was one of Atari's chief software engineers and he produced all sorts of fascinating graphic demos and I found that inspirational. Also, the guy who wrote Robotron, Defender, Joust – you know all those big arcade games with terrific gameplay.

Do you feel that all these earlier games are still superior to the new breed of games?

Yeah, because back then programmers were forced to squeeze the hardware. I mean Dropzone, my first game, was 30k – a tiny-weeny game – but I found out what the machine could do first and worked the game around it. In the arcades you had all these brilliant games like Defender and Nemesis where you could put your 10p in and play on them for hours - they were fun. These days it's all too easy and things have to be so compatible because of all the different formats so you can't afford to waste time on some fancy effect on one machine only, which is a real shame.

I'd like to think that Jimmy White's is pushing the hardware to make the graphics go the way they do, but whether the person playing it at the end of the day is going to know the unbelievably difficult problems I had to solve to make it work I just don't know.

Are you disillusioned with the industry at all?

I'm very pissed off that a lot of my friends have been seriously ripped off by certain very well-known industry figures and the stories I could tell are horrendous. But in the pioneering days of this business it was very easy to do, I imagine it was in the record industry and the video business but I think companies are getting more honest in comparison.

So it's a lot safer for programmers now?

Yeah, because the contracts are far more established – in the early days a contract was a one page letter saying "We'll pay you this much royalties, now sod off". Now they're about 25-30 pages long covering everything from nuclear war to flooding!

OK, last question. Why's it taken you so long to get round to doing a Mega Drive version of Snooker?

Er…ha! Because I've been having too much fun playing around, oo-er! I'm still a one man band and last year I had to do 17 different masters of pool, what with the different platforms and various languages for each platform that it all takes time. Then there's Dropzone on the NES, SNES, Master System and Game Gear – a Mega Drive version isn't out of the question either. It's also seriously intensive stuff sitting down for two hours to do some solid work, it's not as easy as it was in the good old days. Also if I'm honest...I'm quite lazy.

I would like to say a really huge thank you to Archer for his time and hospitality, but most of all for giving my car a jump-start at the end of the day! Maybe I should have asked if I could borrow his Ferrari to get home!







BY: VIRGIN

price: TBA
developers: ARCHER MACLEAN
release date: JUNE

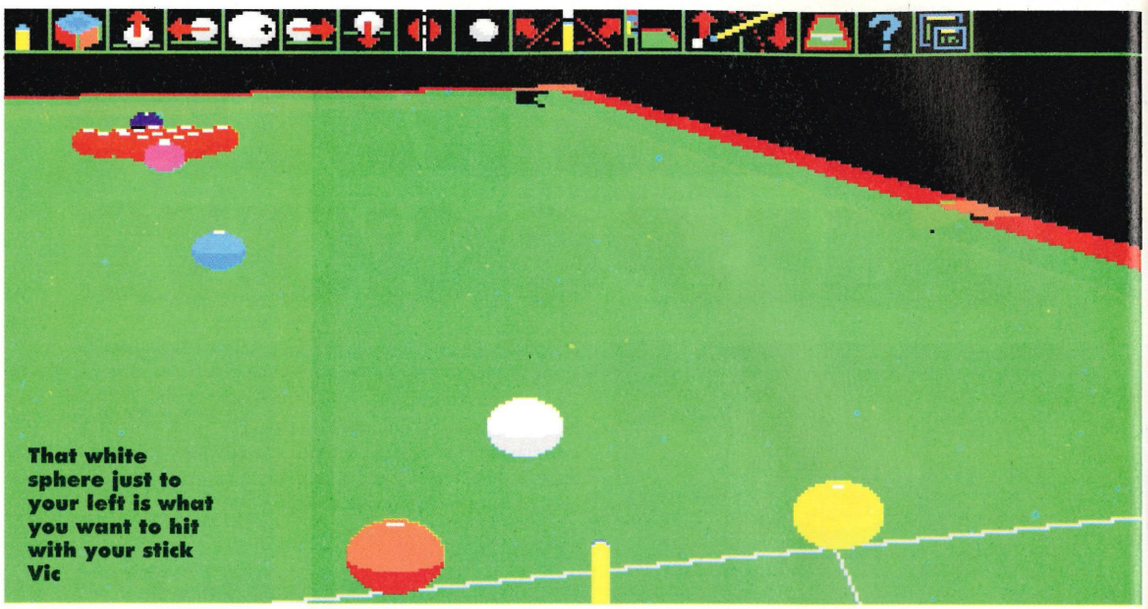
JIMMY W WHIRLWI

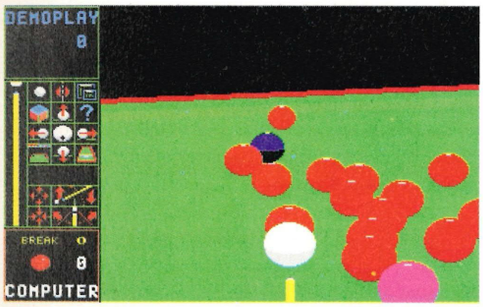
Even though it took a blooming long time to reach the Mega Drive it's here now and MegaTech is going to be one of the many who raise a glass and say, "It took big balls to do it, but it was worth the wait!"

FOLLOW THE YELLOW BRICK ROAD

When Jimmy White's Whirlwind Snooker (JWWS) came out on the ST I was dumb struck, it was one of the few games to be released within the last four years that I actually went out and bought...and then I bought a copy for my dad because he liked it so much!

Not trying to sound like I'm ass-licking or anything (thanks for the coffee, Archer!), this really is a brilliant and incredibly realistic game. Since its initial release nigh-on three years ago the game has come out on practically every format imaginable (if the game's noted programmer Archer Maclean could have ported it onto a Speak and Spell toy I think he probably would have) and in numerous different languages as well – even Norwegian!





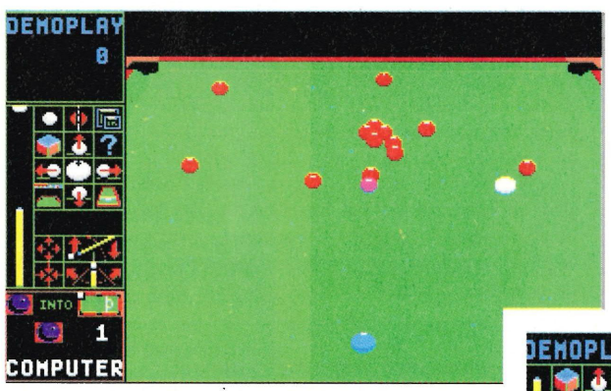
▲ **Don't forget to chalk your balls**

BALLS TO THE LOT OF YOU

This is an identical port of the Amiga game which, Archer informed me, is not one of his favourite versions! The ST game of JWWS was the fastest and by far Archer's personal favourite of all his ports and the new Mega Drive adaptation is almost as quick as the ST one – bloody impressive when you consider that the Mega Drive does not have meaty 3D hardware with which to achieve the smooth polygon rotation seen in the other versions.

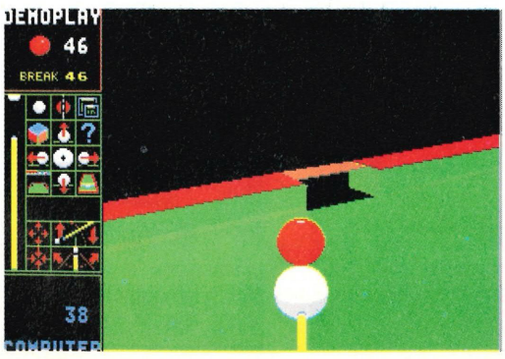
So Archer had to sit down and from scratch work out what the machine could do, which frustratingly for the programmer, wasn't much! Therefore, realising that getting the 3D graphics to work smoothly let alone fast enough to leave the game playable was next to impossible, so he designed a whole new program that allowed the Mega Drive to handle the quick screen update JWWS needed.

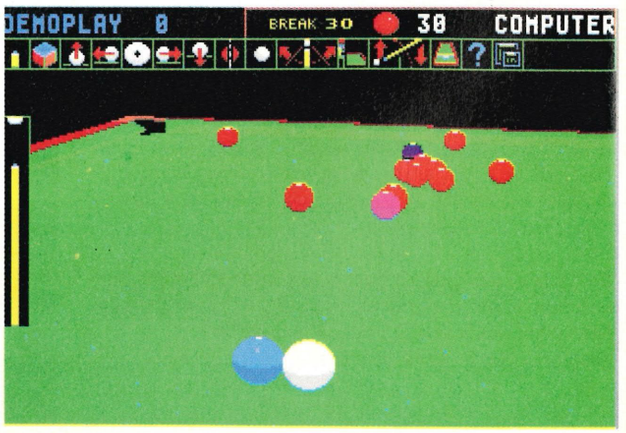
After many months of struggling he finally got there, and from what we've witnessed with this version of the game, JWWS will demonstrate some of the fastest polygon graphics ever seen on the Mega Drive...and it's all done without the help of any fancy hardware like an SVP (Sega Virtua Processing) chip. Take a look at the interview on the previous pages for more details.



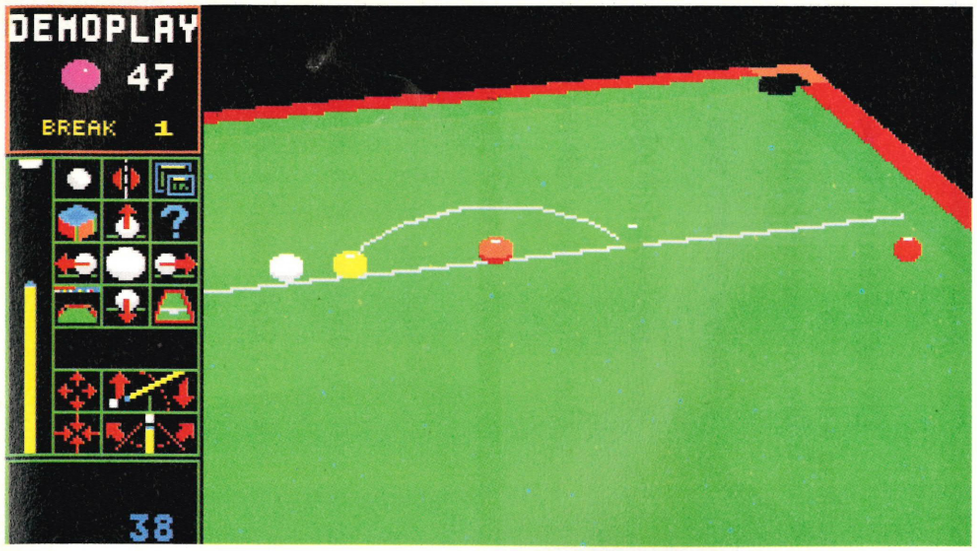
◀ **Red and yellow and pink and green, purple and orange and blue. I can sing a rainbow, sing a rainbow, sing a rainbow too!**

▼ **How does the saying go, "All your eggs in one basket"? Does the same apply to "All your balls in one pocket"?**

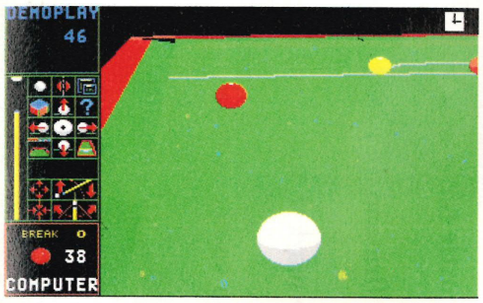




Open wide, here it comes! ▶







▲ **Break a leg!**

◀ **For those of you watching in black and white, the red is the one next to the yellow!**

WHITE'S AND SNOOKER

GREAT BALLS OF FIRE

For those who have already played previous versions of JWWS you may like to skip this part of the preview as we strive to deliver the in and outs of the game…

Step one: this is a snooker simulation (now there's a surprise).

Step two: it's for one or two players.

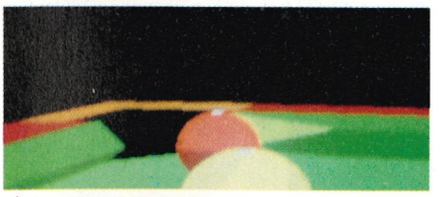
Step three: it has a save game facility.

Step four: it's bloody good fun.

The game is completely icon-driven thus making play incredibly straightforward despite the many 'fine-tuning' options available during play. You can alter the power of your shots, the angle at which you take them depending on how you like to play, add spin, chalk your cue and if you're not up to the standards of the real Jimmy you can use a guideline that meticulously plots out the trajectory of the ball.

Not only is there a standard one or two-player game, but you can also try the trick shot mode and have a go and some complicated manoeuvres that (if you can pull them off) would have Jimmy himself seething with envy, or you could simply use this mode as an ideal platform to practice by setting the balls up in any formation you so desire.

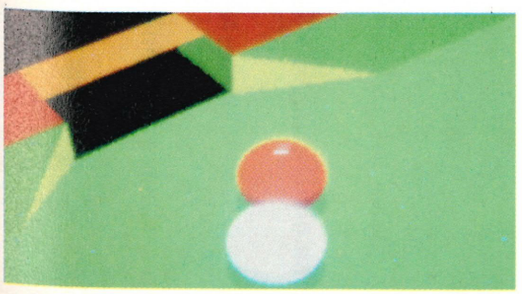




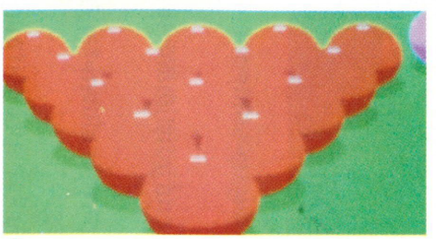
▲ **Do you think we could possibly get any closer, my nose is already squished against the glass**



◀ **Nobody loves me I have no friends, no one to call my own**



◀ **Oi, stop pushing me and keep in line, I was 'ere first**



▲ **This should really be called Jimmy White's Whirlwind 10 Pin Bowling**

FAIRY LIGHTS AND BAUBLES

Graphically, this is reet smashing! The 3D graphics have all been done without the aid of an SVP chip or anything similar and still the images scale in and out of view and rotate with amazing fluidity. The colours are bright, the icon panels are easy to comprehend and the maths so spot on meaning that taking shots at the ball is a dream.

Sadly, the version we saw was a fair way from completion (about 60 per cent) and the control system still had to be included, therefore we were unable to actually play the damn thing! However, all the graphics and view changes were there so we could easily pan the view onto any of the balls, move the perspective from table height to a bird's-eye view and spin the table silly – so much so that I made myself feel quite nauseous!

Although Archer does not foresee any more major problems with the game (Initially he had his fair share of headaches with the graphics) he is a bit concerned about the sound quality. As we know, the Mega Drive isn't really renowned for its audio capabilities and Archer wants the sound to be as good as the Amiga version and not just a few raspy, tinny screeches.

If all goes well, this should be out in June, but it still has to be subjected to Sega for approval so that could change. But keep a look out for this in a future issue when we give it the full review treatment, and then hopefully later in the year we can start giving you some information on Archer's proposed pool game as well.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

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

Play football in the street

Give £100 to a down and out

Make a statement

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

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

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

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

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

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

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

Tell someone a secret

Begin something you've always wanted to begin

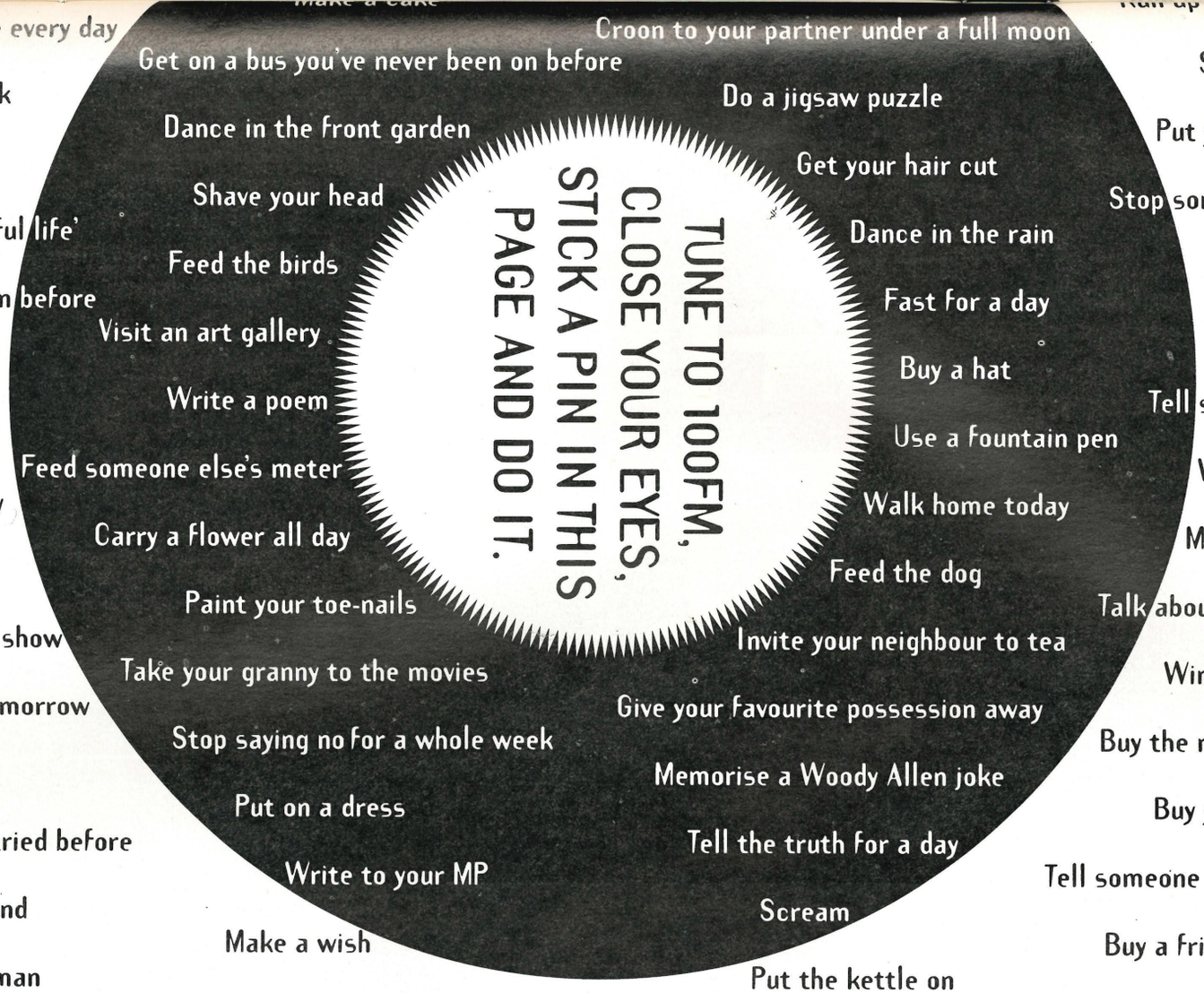
Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a downward escalator



Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

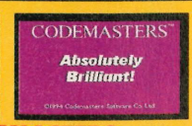
Do one thing to make the world a better place to live

Kiss 100fm

PREVIEW



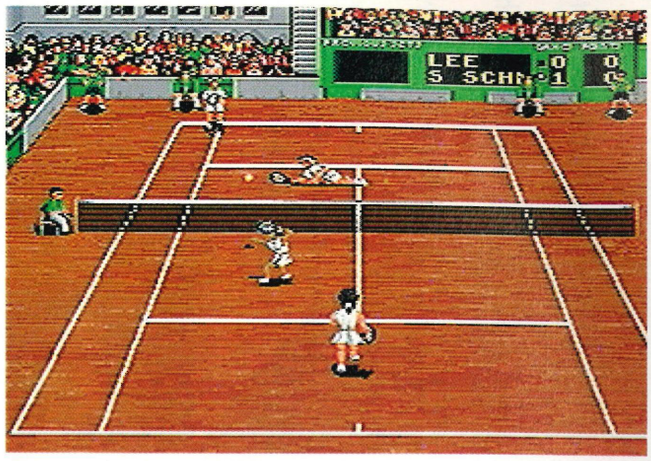




BY: CODEMASTERS

price: £39.99
developers: IN-HOUSE
release date: JUNE

At last, a sports game that isn't based on flipping football! Instead of saying "With the World Cup fast approaching, blah blah blah releases its new football game..." we can now say, "With Wimbledon fast approaching Codemasters is about to release a brand-new tennis game to coincide..."! Hoorah, hoorah, something new to talk about! But this isn't your average sort of tennis-type thing, oh no Mr Blobby! Codemasters has developed a newfangled four-player adapter that will be launched on to the market with the tennis game, but you'll have to read on to find out exactly what it is!



▲ Ouch, I bet that grazed his knees

THERE WAS CHALK DUST!

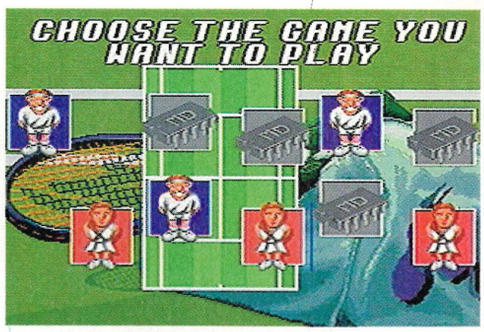
There is nothing we can really tell you about tennis that everyone doesn't already know! It's a game for up to four people, which it can be played on either grass, asphalt or clay, and involves hitting a small yellow (or sometimes white) ball backwards and forwards across a net – riveting stuff.

If all this gets you hot under the PE skirt, then you'll love Codemasters new game, entitled Tennis All Stars. It is dripping with all the rules and regulations found in the real game and while being cleanly executed, conjures up great excitement in the players. For the die-hard tennis fans there are plenty of stats and characters with varying stats to work your way through, or if you are simply after a good sports game the arcade-style of the graphics and design offer intuitive and enjoyable gameplay.

TENNIS ALL ST



▲ This is the planet Earth. This is London, on planet Earth. This is not Planet Hollywood



▲ It's advisable to wangle it so the best computer players are always on your side when playing doubles

JOLLY HOCKEY STICKS... WHAT?

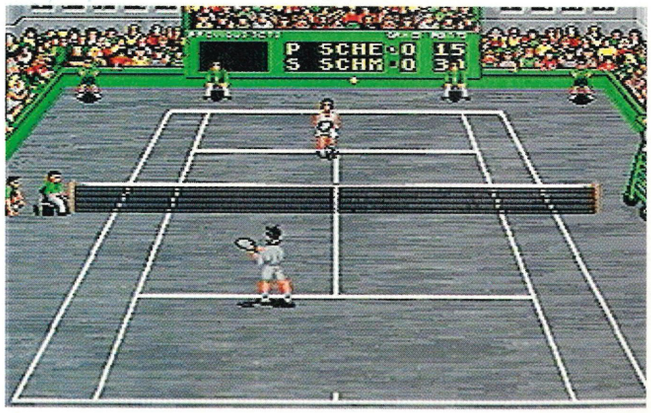
Apart from the bog-standard championship play, the programmers have also included a really bizarre Crazy Tournament, where the only resemblance to tennis is that you're playing with rackets on a court with a net! You may say that the ball would provide another resemblance to tennis, but it isn't wise to jump to such conclusions, because you can pick up bonuses that transform the ball into one the size of a bloomin' beach-ball! This results in the ball's movements slowing down to snail's pace, making playing unbelievably frustrating.

There are numerous other bonuses to pick up including speed-ups (Sonic has nothing on these players) and power shots. Every now and again The Hand of Fate rears its ugly fingers at the net and gets in the way of the ball, dramatically changing its trajectory. But the best feature here is the cameo appearance of one very famous egg called Dizzy who walks backwards and forwards across the net – perhaps you've heard of him, he's been around for an absolute eternity appearing in numerous Codemasters games. Once you've mastered ball control you can aim at the balancing Dizzy and try to crack his shell, rewarding yourself with a bounty of points if you manage to hit him three times!

BALLS PLEASE

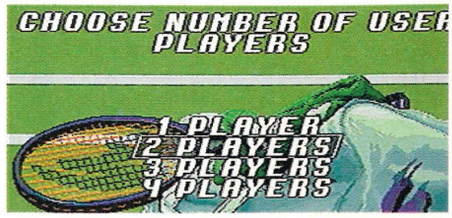
There are numerous play options to choose from including matchplay, practice matches and doubles. The full range of plays include matchplay singles or doubles, male or female singles, male or female doubles, mixed doubles, multi-level computer opponents, two-player straight match competition, two-player doubles against the computer or two-player doubles with human-controlled opponents. Phew! With that little lot you're sure not to get bored. Overall there are 33 tournaments to play spanning 28 worldwide cities, each of which has its own little digitised illustration on the map screen.

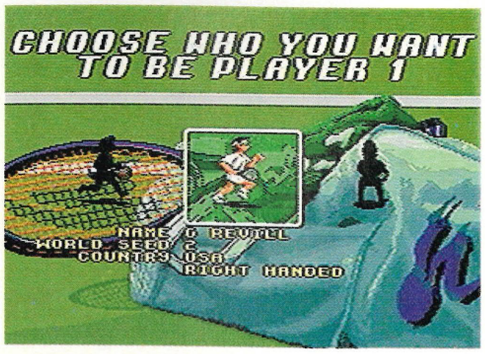
Each tournament varies in difficulty and some locations require you to achieve a reasonably impressive seeding before you can even enter. The individual courts have their own unique quirks and characteristics making the play incredibly varied. Continuing this long list of game options, you can also call up a tutorial mode which outlines all the special moves and plays such as lobs, smashes and volleys – not all the characters respond in the same way as each other so it will be quite challenging to explore all the various player attributes.



▲ What a splendid backhand down the side of the court – no limp wrists in this game!

▶ Choose your weapons and away we go!





▲ All the players have different attributes and it's not just the varying sizes of their chests!

J-REG CAR (T)

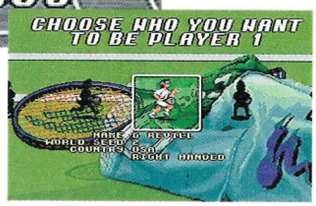
The major feature of this game which we haven't really mentioned yet is the fact that it is for four players simultaneously. However, whereas most four-player games utilise a multi-player adapter such as the Sega Tap or EA's adapter, the creators at Codemasters have developed their own unique J-Cart which boasts two joystick ports on the cart itself! This new cartridge means that Codemasters will be able to market Tennis All Stars at the usual price of around £35 without encouraging kids to fork out another £20 on a four-player adapter simply to play the multi-game.

Codemasters will be releasing a number of four-player games in the future, each making use of the J-Cart's talents – apparently the four-player adapters aren't selling too well anyway and this new cartridge from Codemasters will really throw a spanner in the works.

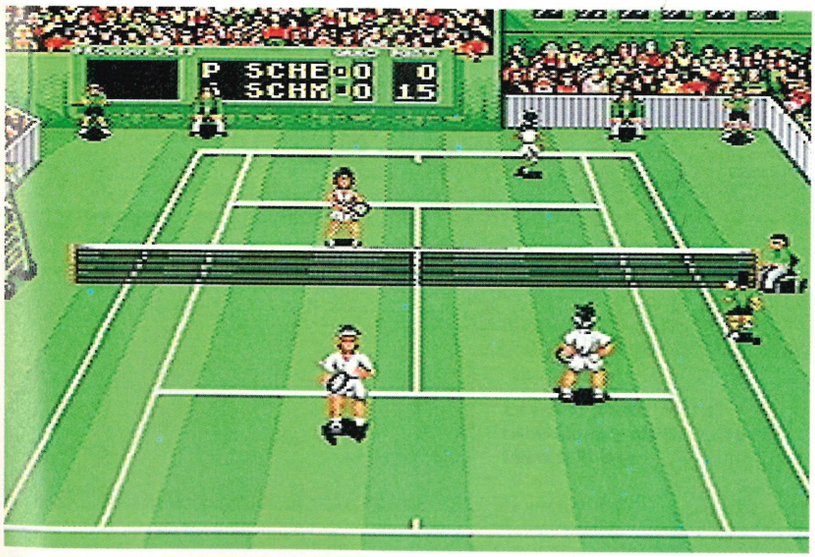


Annoy your friends with this intimidating instant repay mode. Oh, that was a good shot – want to see it again?

TARS



Choose your weapons and away we go!



Oi, come back with that ball, boy!

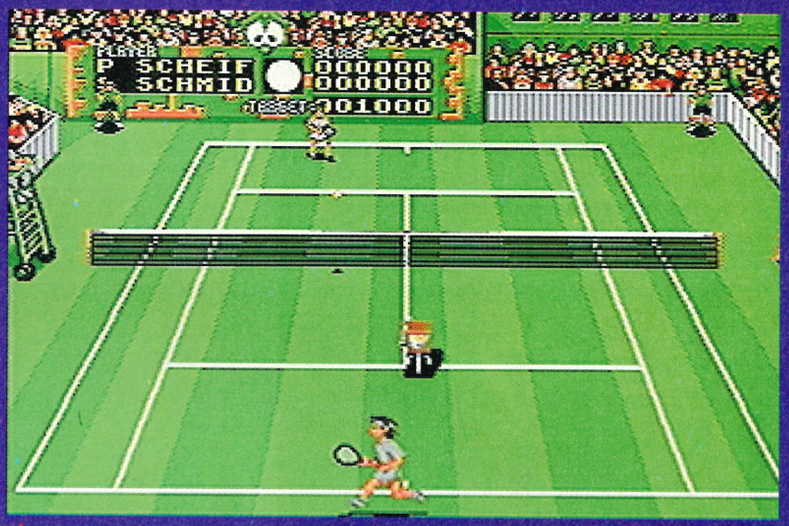


Count 'em! There are 28 cities to jet-set off to at the touch of a button – pity it isn't that easy in real life

Throughout the tournament modes you are aiming to work your way up the seeding tables

BALLS TO THE LOT OF YOU

In the Crazy Tournament things get really, well, er, crazy! You don't have to serve the ball because a mechanical device does that for you. There are loads of bonuses to pick up – you can even have a 'crack' at smashing Dizzy the Egg who wobbles across the net! Woah, freaky...



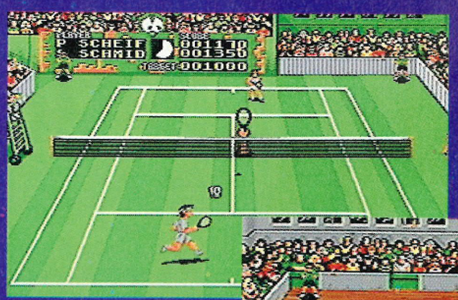
Bad at serving? Fret no longer, this amazing mechanical server will solve all your serving problems



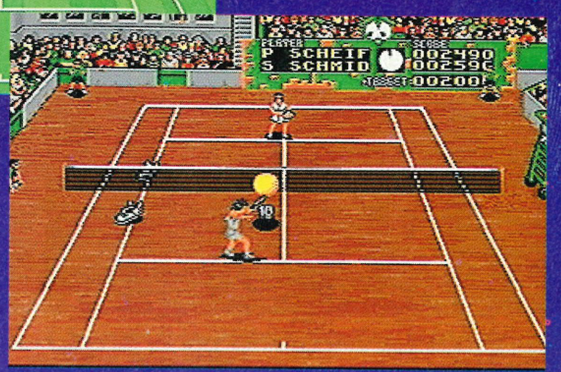
Wow, how did you get your balls THAT big!!



(Cue circus music) Ladies and Gentlemen, the one, the only, the amazing...DIZZY. Smile for the audience Dizzy. Don't worry, your face won't crack!



The Hand of Fate throws a spanner in the works by popping up in front of the net, threatening to change the trajectory of the ball



Catch a speed-up if you can





imagineer

BY: IMAGINEER

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

KICK OFF 3

With the Mega Drive soccer scene already reeling from the release of both FIFA and Sensible just before Christmas, it seems that once again we are to be hit with another blow. Kick Off 3, the follow up to Kick Off 2 (Super Kick Off on the MD) is due for a nine-format release on the 18 May. You can read all about the latest football frenzy right here, right now.



▲ **The goalie reaches for it and it's a save. That's an extra grand for him then**

IT ISN'T NORLANDS FC

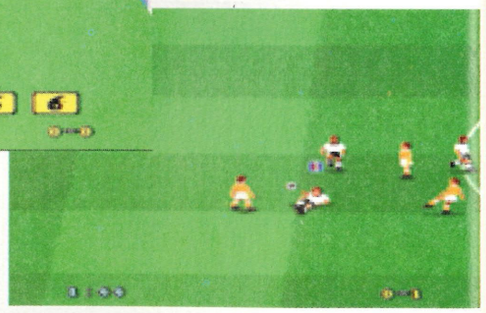
Unlike FIFA, which was graphically amazing but played a poor game, and Sensible which played only an out-and-out action game, KO3 is trying to add some more football strategy into the genre. To this end the game includes 32 top international teams, each with their own individual playing styles. To help with the design of the game Imagineer called in Kevin Keegan, the former England captain and now successful Newcastle Utd manager to help. With his advice it thinks it has reproduced the characteristics of the different international sides brilliantly.

▶ **It's action replay time, as Celtic shows off its scoring prowess again, and again...**





◀ **The numbers shown correspond to different types of corner kick**



▶ **If you think it looks good in stills you should see it move!**



▲ **In case you don't realise you've scored, the game reminds you of the fact**

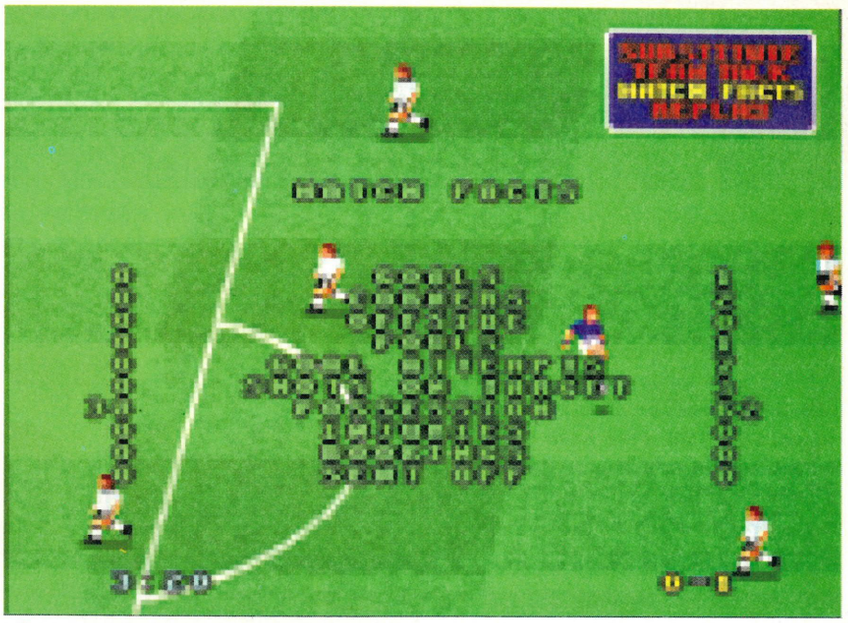


▲ **"Let me talk you through my three goals." "No thanks you very much Ste..."**

GOOOOOAL!

There are two different styles of play in the game, either Arcade or Simulation. In Simulation mode you can pick players to influence the way the team will play, and each players has their own mix of skills. If he has a particularly strong combination of these skills it is displayed against his name, much like the star players in Sensible. The skills are Vision, Pace, Agility, Tackling, Heading, Passing and Shooting. There are nine players who have star value; the playmaker, sweeper, libero, striker, goal maker, winger, target man, full back, and centre back. Each performs a different part of team play exceptionally well, and put together properly they will decide how the team performs. For example, the Brazilians might play three target men (excellent headers) and no wingers, but the Irish might use no playmakers (excellent vision for long passes) and instead use two wingers to cross into the target man. In Arcade mode you can ignore the full soccer rules that exist in Simulation mode, and instead play with a pre-selected team for an action game.





▲ The match facts show the goals and so on. It's 0-1 you know.

PITCH PARAMETERS

The pitch runs from side-to-side instead of Sensible's top to bottom, or FIFA's isometric approach. The screen scrolls both horizontally and vertically, and the pitch is actually seven screens long! The graphics contain over 2,000 frames of animation to make the players and pitch the most realistic yet seen. Moves which can be performed are headers, volleys and overhead kicks, as well as chesting the ball down.

The game really does look as if it can hold its own with FIFA in the graphics department, as you can see from the screen shots. The sound too may be up to FIFA standard, and includes great crowd noise with chants and songs. If the playability is up to Sensible standards then we really could have a game on our hands!

KEVIN KEEGAN KICKS OFF

Options include a speed control should the game prove too fast or slow, and also a practice mode where you can improve your dribbling and passing skills before moving onto the international stage. The game contains both league and cup competitions, as well as the international competition. In addition to all this, after each goal the game goes into an automatic action replay so you can taunt your friends with your excellent score, you can even slo-mo the action to twist the knife.

A Match Report can be accessed at any time so you can see how your team is doing in various areas of play. 'Shots on goal' will tell you how accurate you strikers are playing, while 'possession' will tell you how well you players are passing and keeping the ball. An excellent addition to the game is the 'team talk', where you can give your team a lift and tell them to play differently if they are particularly weak. For example, 'push forward' will make them attack more, or 'stay tight' will make them defend better.

Everything that was good in Super Kick Off has made it into this game, the well-animated sprites on a huge pitch, the amazing aftertouch to put vicious bends on the ball, and the great playability. Of course, the additions of real international team tactics and the input of Kevin Keegan can only make Kick Off 3 even better.

The game even includes 30 set plays for more realism in corners, free kicks and throw-ins. This really is shaping up to be one of the best-looking…and playing… football games around. Could this be the one to unseat FIFA and Sensi from their lofty seats? Only time will tell, and of course the review, coming soon in MegaTech.



▲ The ball is hovering overhead, if only there was a target man in there



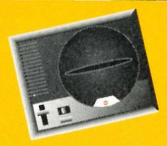
▲ The dirty fouling gits have got their comeuppance...a penalty. That'll teach you



▲ More information for the team from the manager



▲ A nasty foul, and it's a yellow card for the reckless youngster



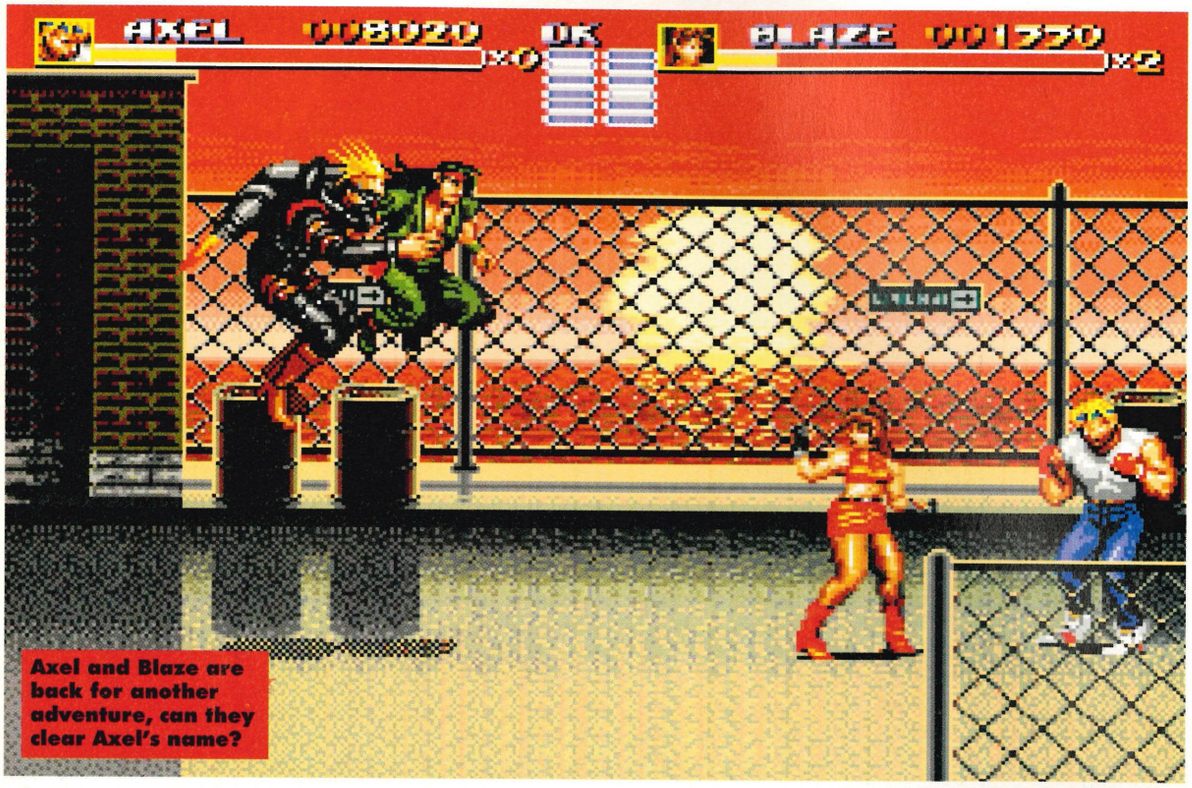


BY: SEGA

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

STREETS OF RAGE III

24 Meg! That is an awful lot of cartridge and it will no doubt set you back a pretty penny – if this particular incarnation of the scrolling beat'em-up is as successful as the others however, clearly this doesn't matter. SOR 1&2 were both cartridges of ground-breaking size and despite involving nothing more than walking along and punching or kicking, their popularity has endured.

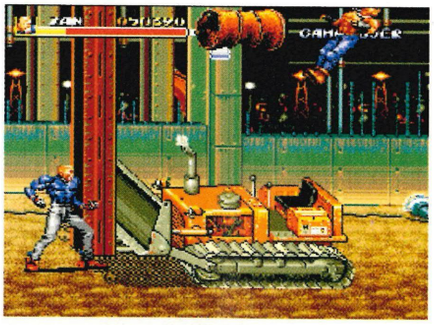


Axel and Blaze are back for another adventure, can they clear Axel's name?

JAIL BAIT

In this adventure Axel, Blaze and Skate are still here but the beefy, brooding Max has been replaced by the skinny enigmatic Dr Zan. Axel gets arrested – he claims it was for a crime he didn't commit, but a number of witness are ready and willing to point the finger.

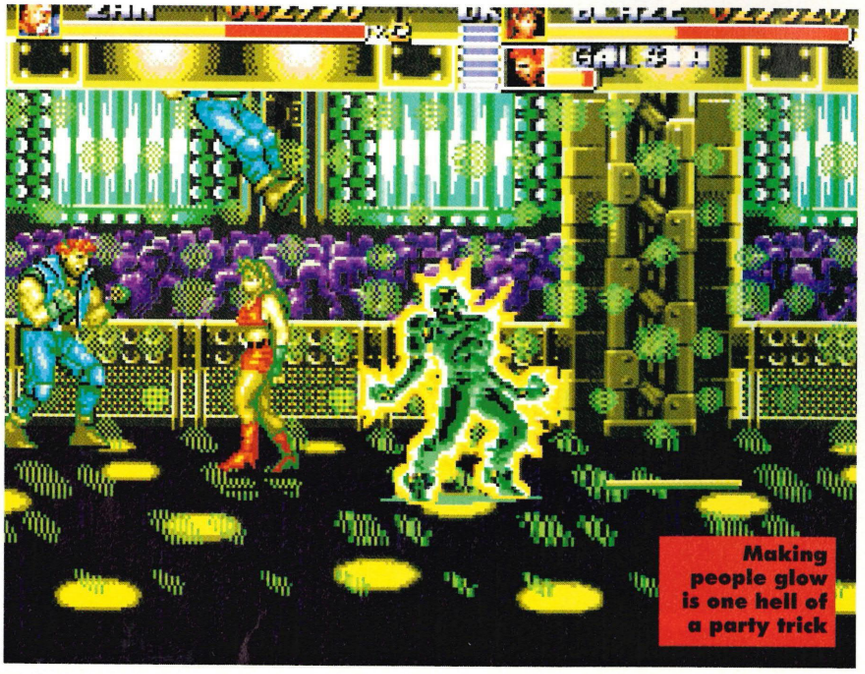
Then Dr Zan turns up, and suggests that all these witnesses didn't see Axel at all, but a robot look-a-like put together by the evil Crime Syndicate – spooky! The upshot of all this is that Blaze and Skate break Axel out of jail and the four of them (Dr Zan tags along) set out to clear Axel's name. This is where you come in and the game begins.



BACK IN TIME

The game itself, while basically a beat'em-up like the other two, has taken the best bits of the previous games and worked them in to provide what Sega might call the definitive Streets of Rage. The special moves the characters picked up in the second game are still here, but the chaps can now work together with these moves and pull off some remarkable attacks. This team-work feature was missing from number two but was one of the most popular aspects of the original.





Making people glow is one hell of a party trick

MOVE IT AROUND

Sega has also introduced the chance to take multiple routes through the game. Depending on which character you choose and what choices you make in two-player mode the way the gameplay unfolds will be different. Sega claims this will increase the longevity of the game, but when all is said and done it is just about hitting lots of people very hard. What might help make it more interesting though, is its compatibility with the six-button pad. The X, Y and Z buttons make the characters perform backwards moves which is very useful when you are in a bit of a tight spot and are surrounded by huge numbers of baddies. The presentation will at least be as good if not better as number two. The graphics look bigger and more colourful and the soundtrack has been written by that Yuzo Koshiro chap who did number two and made an awful lot of money selling it on CD to the Japanese public.

Altogether, while it may not push back the boundaries of gameplay technology it should at least provide a damn good bit of escapist violence.







BY: SEGA

price: TBA
developers: IN-HOUSE
release date: SUMMER '94

SUB-TERRANIA

Now anyone with a modicum of sense might well have suggested that another shoot'em-up on the Mega Drive would be just about as welcome as a kid with a cap-gun in Sarajevo. However Sega intends to convince us that its new blaster is actually going to be the be all and end all in shoot'em-ups, bringing back some long-forgotten qualities, gameplay and that kind of thing.



16Meg means that there is enough memory to put in tiny little animations on the bullets and explosions

GIVE ME FUEL

One thing in Sega's favour here is the fact that it isn't just a straightforward shoot'em-up we're talking about. It has decided to kick out the predictable uppy-downy, lefty-righty style we've seen so often before and introduces a 'thrusting element'. Your ship will be equipped with two fuel-hungry thrusters which must be used to direct the ship and to counter the effects of the gravity on the planet. Without the thrusters you'll just come crashing to the ground and end up dying in a heap of twisted metal.

WHAT DO I DO NOW?

Well OK, it's got mega thrusters but this does not sound like much on its own to lift this into the upper echelons of the gaming fraternity where Sega claims it belongs…but that isn't all it has got! There are missions, and objectives and tasks and that kind of thing. Some of the missions involve little more than collecting a ramshackle mob of prisoners of war together and dropping them off at home base. Later on though your task will be to position a number of mirrors to direct a massive laser beam to just the right place to make your exit in the wall.





Two prisoners of war are left to be rescued but you'll have to deal with miladdo here first!

WE HAVE THE POWER

With a 16-meg cart Sega has banged in loads and loads of graphics to complement the promising gameplay. After the huge and terrifically impressive intro with lovingly rendered graphics and stuff like that, you'll be into the exceptionally colourful levels.

More rendered graphics appear between levels to keep you up to date with the plot. Of course seeing this between-level stuff relies on being able to get past the guardians, none of which are especially easy to beat. The thing to do is to keep an eye out for all the power-ups that can be collected on the way around to ensure that your firepower it at its zenith.

If Sub-Terrania turns out to be all Sega has cracked it up to be then we are in for a real treat. We need more games like this to brighten up the Mega Drive.

There are some
COOL PEOPLE

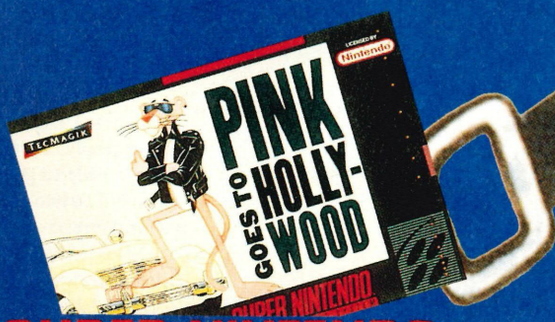
There are many
COOL SPOTS

But there's
only one

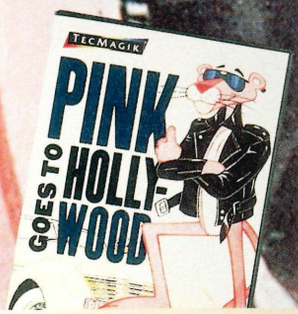
COOL GAME

The intrepid Pink Hero arrives in Hollywood to audition for a movie and unwittingly becomes the star attraction as he wreaks havoc in a bid to escape the legendary Inspector Clouseau.

PINK GOES TO HOLLYWOOD!
Never has a game been so cool.



SUPER NINTENDO™
ENTERTAINMENT SYSTEM



SEGA MEGA DRIVE

BANDAI

TECMAGIK

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Lloyd's Barber Shop

Hi folks, there has been a lot of commotion in the barber shop this month. Lloyd went missing last Monday and didn't turn up until a week later, completely unaware that a single day had passed. The strange thing is, no one had noticed he was missing, but there you go. When quizzed about his whereabouts he could reveal nothing, but under hypnosis we finally got some sense out of him...

While walking his merry way home from work through the streets of Witney a strange saucer-like object floated overhead and abducted him! It seems that an alien race had decided to conquer the Earth and had selected him as a typical specimen to see how they would fare against humans. When asked what was the most fearsome task he had ever done, the aliens ran in terror at his reply and let him off scott-free. What was this arduous task that scared them so and saved the world as we know it? Simple – facing the readers of MegaTech every month!

If you fancy doing your bit to save the universe by competing in the MegaTech arena then drop us a line at LLOYD'S BARBER SHOP, Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH, and prepare to have your gizzards slit by our mighty gladiators.

DRAFT

To MegaTech,
I am a regular reader of your magazine. I am writing to you because I would like some information about consoles. I am at school and am preparing for a talk in English class. I am going to talk about consoles as I own a Sega Mega Drive and CD.

I would really appreciate it if you could send me some details about the different types of consoles, and information about future consoles like Saturn, Nintendo's 64-bit magazine and Sony's PS-X.

If it is possible could you also tell me some of the definitions of the abbreviated words, used for the consoles, for example what does 'BIT' mean?

I look forward to hearing from you soon
Omar Khan, Manchester

LLOYD: Your best bet to get info like this is to write to Sega or Nintendo, or to flick through the news pages of various console mags. The most common thing people get confused about when talking about consoles is the memory capacity of cartridges and processing power. A 'bit' (BInary digiT) is one of many flags in the computer's memory that is either on or off. The Mega Drive is a 16-bit machine which means it can process 16 binary digits at the same time. The more bits a computer can process at once, the more powerful the machine will be. This is why everyone reckons that Atari's 64 bit Jaguar is going to be bloody brilliant. Cartridges are another matter. A 'byte' is a group of 8 bits. One K is 1024 bytes and 1 meg (short for Megabit) is 128K. 1 megabyte on the other hand is 1024K. Confused? I am. Hope the speech goes OK. Mind you, by the time you read this you'll probably have had it already and failed miserably.

PUFF

Oh totally braindead Lloyd,
Where, oh where is Tom, the only good thing about MegaTech? At least he had wit not tit(s). You probably won't print this letter because you can't think of some smart-ass reply. And you can't slag people about their names, what sort of a name is Lloyd? Didn't your mother like you? And I didn't catch that surname, Lemonhead isn't it? That's it, Lloyd Lemonhead, Lemonhead Lloyd. Got a certain ring to it don't you think? I'm not one of those readers who lick up to you (NO KIDDING – LLOYD). And why is it that every time you discover a new word you print it at the top of the letter in big print?

Now to the point of my letter with these three questions:
1. Why is MegaTech rubbish?
2. Why is it called MegaTech if it's about as technological as an apple?
3. Why doesn't your manager wake up and sack you?

Ah well, that's all for now you feeble beast, fall to your knees and marvel at my power. Lots of love, your master,
Mr X, Eire
PS My T-shirt size is large.
PPS I'm not asking for a T-shirt, I'm just stating that my T-shirt size is large.
PPPS Give me a T-shirt.
PPPPS Ireland are a deadly football team and England are not.

LLOYD: Is that it? Have you finished now? Any other minor quibbles you'd like to get off your back? No? Good. Now shut up. The only tits I've got are people like you on my letters page, so get a life, bozo. Don't you have anything better to do than to write insulting letters? By the way, I don't make fun of peoples' names, I just make fun of people like you. Lemonhead Lloyd indeed? How cutting. I had to take the day off because I was so upset by your remarks and sharp rejoinders.

Speaking of names, I have the strange suspicion that Mr X isn't your real name. Now why would you use a pseudonym, unless you're scared of your friends finding out how sad you are, or of your parents finding out you've been writing abusive letters? I mean, what sort of moron would write an anonymous letter and then ask me to send him a T-shirt? Oh yeah,

cheers for saying the mag is as technological as an Apple. It's amazing what you can do with those fantastic Macintosh computers.

So Mr X, if you ever dare to write to me again use your proper name (or are you too scared? Oooh!) and at least try to make your letter slightly interesting, or even slightly amusing, and then maybe you wouldn't make yourself look like such a stupid git.

WHIFF

Dear Lloyd the Barber,
I have some questions to ask you –
1) When you give percents to games, do you take into account the price as well as how good the game is?
2) What is the MegaTech crew's favourite cart game of all time?
3) Why haven't MegaTech reviewed Royal Rumble yet?
4) Will there EVER be any football management games on the Mega Drive like Premier Manager or Championship Manager on the Amiga?
From your new friend,
Hagey Bear, Yorkshire

LLOYD: Didn't you appear in Starsky and Hutch in the '70s? I guess you can't be a supergrass forever, can you?

1) Sometimes. Most games cost the same nowadays so price doesn't really come into it, but when a game costs over £70 it does affect the score, especially if the game is a load of old bobbins.

2) The game that gets played the most in the office at the moment is undoubtedly Sensible Soccer, and what a top game it is. No one can beat me you know, especially when I'm Milan...9-2 against a certain person in the office yesterday. YOU KNOW WHO YOU ARE!

3) I don't know.

4) I most certainly hope not as I find them more boring than something that is very boring that I can't be bothered to think of because I'm so bored thinking about it.

ZEPHYR

Dear MegaTech,
Hello there! Lordie here! What the hell do you think you are chatting about Mr Anthony Pearce of Cleethorpes (wherever that may be) do you really own a Mega-CD or are you just fobbing it off because you think you are a clever fellow, (or should that be stupid GIT!)

Anyway, Sega, Psygnosis, Core, etc are still in the process of bringing delicious goodies for us to drool at, so why don't you just go back to your own fantasy planet. Where do you think you can sell your Mega-CD (£250 max) and use the money to buy a Panasonic 3DO (£800) erm, and where will £550 spring up from?!!*@#. Is this normal insanity or are you naturally retarded? By the way, Mr Lloyd why do you own a barber's shop, is it that you are the no 1 headcutter or are you just havin' a laugh? I would also just like to say (slurrrrrp!) your mag is kickin'! And also ask you some very mind-wrecking questions...

1) I wondered if you thought Lethal Enforcers was a good game because as you probably know for some unknown reason it has been converted to the Mega Drive...WHY?

2) Have you heard any news on Mortal Kombat 3 yet (if there is one)?

3) Have you played Virtua Fighting? If so, what do you think? Oh sorry, am I boring you? Don't worry I'm going now.

One last request – could you please tell this rather annoying flea in my form that Super Street Fighter is basically crap and Mortal Kombat is the better of the two
Lawrence Row, Forest-hill, London
PS Please oh please would you print my lowlife letter? Please!
PPS If you really have the sudden urge to send me £100 please feel free.
PPPS I worship your every fidget and faint whenever you answer a letter! MY RABBIT RULES THE WORLD!!

LLOYD: As I keep saying, the Mega-CD does have some good games but most of them are less fun than a kick in the nadgers. Personally I liked Lethal Enforcers and played it for ages, but then I didn't have to pay £75 for it. Virtua Fighting is the most amazing game I have seen in a long while and rumour has it that a Mega Drive version will eventually come out. There is also going to be a version of it for the new Saturn which could be pretty spectacular. I would tell your mates that Super SF is basically crap and Mortal Kombat is the better of the two, but seeing as I don't talk out of my arse I'm not going to because it's not true. OK, so Mortal Kombat looks good, but the playability has gone walkabout.

TEMPEST

Dear Lloyd,
I've been having second thoughts about my Mega Drive and Mega-CD. I know loads of people and they all say that the Super NESs are better. Having seen some of the games Nintendo are producing I am impressed on the style of the games and because of you mentioning in issue 26 about having both consoles I wondered if you'd give me your honest opinion on which you think is the best and I'd appreciate it if you'd be honest and not just give me some bullshit story that Mega Drives are better because you work for a Mega Drive mag.

There are just two more questions I'd like you to answer:

1) In issue 26 someone asked if there was a cheat for more than 10 speeds on hyper-fighting but in your reply you didn't answer so I would like you to please print any further cheats for more speeds.

2) At the end of this month it will be my birthday and I'm not sure what game to get. I was thinking of getting Sonic CD but I'm not sure whether to wait for Sonic 3. Which one would you say is the best game to get.
Jason Summerhayes, Cardiff

LLOYD: There is no arguing that the SNES' capabilities exceed the Mega Drive's because it was designed after Sega's baby and it has lots of custom chips included. The first games were really bad because the programmers made the games look swish and forgot to make them playable. Now it seems that SNES programmers have got their acts together because there are some damn fine games coming out at the moment, like Mystical Ninja 2 and Mega Man X. It would be easy for me to say that one console is better than the other but it isn't as simple as that. The answer is to play some games on each machine and then decide for yourself. Obviously you already own a Mega Drive and are happy with it, so what does it matter what your mates say?

The letter you refer to actually asked if Super Street Fighter had different speed settings which I didn't answer because it is an arcade game, and the speed switches are actually inside the machine which isn't any use to you whatsoever. Both Sonic games are great and you can't really go wrong with either of them, but seeing as you have a CD you would probably enjoy Sonic CD more as it has much better music and intro sequences.

SIROCCO

Dear Lloyd dude,
I can't tell you just how brill MegaTech is, six pages on Sonic 3

WORLD OF THE UNCANNY – BULLSHIT OR NOT?

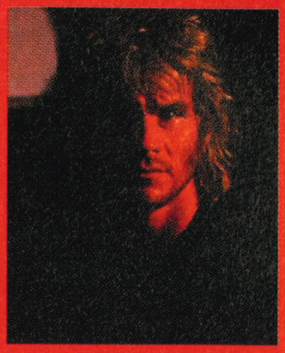
There are many mysteries taking place all the time that just cannot be explained by scientific methods. Tonight our team of investigative reporters will try to explain some of these paranormal occurrences.

Wes Craven made a mint when he created Freddy Krueger to star in Nightmare on Elm Street, but tonight we can reveal that he is in fact a real member of society, and you probably already know him under his pseudonym…bullshit or not? You decide. Freddy - who is he? What is he? Where does he come from?

We traced his roots to a small house in Kidderminster and what we found was truly disturbing. When he isn't haunting people in their sleep and slicing and dicing them with his razor gloves he stars in films such as Dirty Dancing and Point Break. Yes folks, tonight we can exclusively reveal that Freddy Krueger IS Patrick Swayze. The evidence is overwhelming. Never have they both been seen out together although they have both been seen in films wearing very similar dinner jackets. Freddy was cruelly scarred by fire, and when we tried to burn Patrick to death in a scientific experiment his terror was all too evident. Flashbacks to a previous incident perhaps?









This evidence could be dismissed as being purely circumstantial, but in an interview taken during the filming of Patrick's latest film we secured the final nail in the coffin. When quizzed about his former identity he was quoted to reply, "Bog off you stupid insignificant little piece of turd", clearly denying all accusations and hence proving beyond a doubt that our claims are in fact true.

Another case solved by our expert team. Next month we answer the important question – is Pat Sharp actually a Terminator sent from the future to change the past? Bullshit or not? Who cares.

for starters. Wow, anyway, please print this letter and answer my questions.

1) I noticed you said that Sonic 3 was coming out on 16 and 24 Mbit carts, is this still going ahead, how much will they each cost and when are they coming out?

2) Which is best; Sonic 3, Virtua Racing or Streets of Rage III?

3) (Before I start this question I stress that I have an Amiga 500 myself and am not comparing machines) Is Sonic 3 better than the following A500 games; Soccer Kid, Zool 2, Premier, Cannon Fodder?

4) Which Mega Drive game has the best graphics; Sonic 2, Sonic 3, Virtua Racing or ToeJam and Earl 2?

5) Does TJ&E2 have any bosses in it. Is it better than Sonic 3 and are the bosses in Sonic 3 remotely difficult to beat?

6) Last one now – is Sonic 3 even partially challenging and is the last boss harder to beat than the one in Sonic 2 (which I killed on my first attempt)?

Andy Coffman, Sutton Coldfield

PS Ages ago you commented on a boy who asked whether Sonic 2 was better than Mario 4, you said no. Does the same apply to Sonic 3? MegaTech is brill,

LLOYD: The rumours about the 24 meg Sonic 3 are still unconfirmed, but watch this space. Do you realise how hard it is to compare games like Sonic 3, Virtua Racing and SOR3 when they are all completely different? It's like saying, do you reckon the new Ferrari is better than my dog? They are all good games and they all have smart graphics as well.

As far as I know, TJ&E2 doesn't have bosses (at least I didn't see any, I might be wrong). Sonic 3 is harder than the other episodes but unfortunately the bosses are still dead easy to beat.

BREEZE

Dear MegaTech,

Hi, firstly I'd just like to say I think your magazine is great and keep up the good work. Now, down to the point. I'm writing to you concerning rumours about hidden characters in Mortal Kombat for the Mega Drive (not Reptile). According to the rumour there is a hidden kickboxer that you can play as called Nimbus Terrafaux and a hidden computer opponent called Ermac. I have a method which supposedly accesses Ermac and photographs of a different character I have come across, who I believe is Nimbus Terrafaux. I was unable to work out how to use this kickboxer as a fighting character, but I hoped my photos would enable you to be the first people to confirm his existence.

I was hoping that if I sent you my information and photos, along with how I got them (and you were satisfied with them) I might qualify for a prize such as a game or five for my Mega Drive!? Hopefully my information and photos will help your 'experts' in discovering how to find and use Nimbus Terrafaux and Ermac. If you are interested and want me to send the stuff to you, please just tell me your conditions and what to do and I'll send them as quickly as possible.

Torri Stewart, Essex

LLOYD: Wow, what an exclusive cheat. We here at MegaTech always like to keep our readers up to date with up-to-the-minute news and tips. It's just a shame you didn't back up your claims with any evidence whatsoever, or even tell us anything about how to get these elusive extra characters. We would love to be the first to confirm your claims but we all think that you are completely insane and don't know what the hell you're talking about. If by some freak of nature this 'cheat' is not some sort of delusion and you do actually have some proof the conditions of sending us the stuff is simple. Place said 'stuff' in an envelope and post it to us. By the miracle of modern technology Mr Postie will turn up at Maverick Fortress a few days later. Good eh! It may have escaped your attention but the Royal Mail seems to make quite a decent living out of this sort of thing.

GALE

Dear Sir/Madam,

I am writing to you concerning a Sega Mega Drive I recently acquired. The Mega Drive that I now own is, I believe, a Japanese model as it has the red label by the cartridge port unlike the silver label on its European counterpart. The power supply that I was given is broken and I need to purchase a new power pack so am I able to buy a normal power pack from a high street shop or do I have to buy from a specialist? Furthermore can you tell me if I am able to use any cartridges on the machine or do I have to buy hardware to allow me to use European cartridges

I would be very grateful if you could advise me on this subject and if you sell the relevant goods can you send me a price list.

K Jones

PS Could I buy a Mega-CD to use with my Mega Drive or would this have to be a Japanese model?

LLOYD: English Mega Drives have a white flash whereas American and Japanese ones have a red flash on them. Standard Sega powerpacks can be bought in high street shops for about £10. Most games nowadays are protected so that they only work on official machines, but most computer shops will be able to convert your Mega Drive so that it runs any carts. If you own a CDX cart you can run any Mega-CD game on any system. If you don't you can't.

HURRICANE

Dear MegaTech,

Being an avid fan of Sonic the Hedgehog I usually buy each new Sonic game that comes out. I recently bought Sonic 2 and at first I thought it was great but on my fifth go I got to the death egg zone (the

final zone). When you reviewed Sonic 2 you gave it 95%. This is ridiculous as Sonic 2 is so easy. Normally you say that games this easy are 'just for kids' but you didn't say anything about Sonic 2 being easy.

I am thinking about buying Sonic 3 but if it is as easy as Sonic 2 I won't. I think you'll give Sonic 3 a high percentage like Sonic 2 and we will all fall for it and buy the game and we'll go home and finish it in a week. What I am saying is give Sonic 3 an accurate percentage, allowing for how easy it is because I've got a feeling that it will be very easy, and if it is easy say that it is.
Greg Tinker, Sheffield
PS What is your opinion of Sonic 3?

LLOYD: How apt it is that I answer this letter on 24 February, aka Sonic Thursday. What do you mean you usually buy each new Sonic game? You've only just bought the second one! That's like saying that because you've eaten roast beef twice in your life that you usually eat it. Watch out, here comes Greg Tinker, scourge of the Bovine world and general cow worrier. Anyway, I'm wibbling on again. I have a tendency to do that you know. I can be talking about something and then go on about something completely different altogether and go on and on for absolutely no reason at all, not talking about anything in particular. Did you know that the average male sperm swims seven inches an hour? Fascinating stuff, eh? Anyhow, what was I going on about? Ah yes, Sonic 3. Surprise, surprise it is easy and I finished it on my first go. We gave it a high score because it just so happens to be a bloody good game and is much bigger and better than the previous two cart games. Too bad the match was cancelled by the way. Roll on next Wednesday!

TORNADO

Dear MegaTech,
Yes, I would like to congratulate you on such an excellent mag. My birthday passed just recently and with my money I would like to buy a basketball game. I have some questions for you.
1) Which is the best out of these games; Bulls Vs Lakers or David Robinson's Supreme Court Basketball?
2) How much and when is the release date for NBA Basketball?
3) When will there be a review for this so-called NBA Basketball?
David Largue, Liverpool

LLOYD: Basketball games – I hate them all. Can you imagine the nightmare I had when four of them arrived in the office last month within the space of a week? Thankfully I got to review what I thought was the pick of the bunch, which was Konami's Hyperdunk. It may not be an accurate simulation like NBA Showdown, but it is much more fun.

GUST

Dear Lloyd,
In regard to Neil Johnson's cry for help with Flashback I, like yourself, didn't understand 'Geekoid' until last weekend when I inadvertently heard a government minister being interviewed on TV. Subconsciously my eardrums were battered with vague forms of gibberish and evasive gobbledegook compared to which 'Geekoid' suddenly became a highly clear and descriptive language which when spoken becomes 'Geek-speak'. So if some of the readers' letters in future magazines seem garbled, mixed up, confusing and misleading don't knock them, one of them might be a future Prime Minister.

Meanwhile could you pass this on to Neil…

Face the door with the man behind it, climb onto the platform above you. Trip the switch to open the door below. Drop down to the bottom level. Go across to the door in the corner that has the switch behind it. Draw and pistol whip the door. This opens the door. Trip the switch and this opens the door upstairs. OK!
Dundee Daggler, Scotland
PS I enjoy MegaTech very much. All the best.

LLOYD: What a nice bloke. I like you. Do you want to be my friend? Please? I'll even forgive you for coming from a country with a crap football team. Out of our hundreds and thousands of readers you are the only one to offer little old Neil any help in his quest to finish such an easy game. The difference between politicians and brain-dead readers is that even though it doesn't sound like they know what they're talking about they skilfully manage to avoid any questions, but moronic readers just talk non-stop gibberish.

MISTREL

Dear MegaTech,
I am the proud owner of a Mega Drive, Mega-CD and the very TV system which I have drawn badly for you. I think this is a TV of the future which is available now. If you thought the Toshiba 283S08 was good then the Sony KUX 2962 would blow your pants off. As for playing games or watching videos on then this is the ultimate sound and vision experience. I hope you might be able to bung me some sort of freebie as with buying this system I haven't been able to buy a beer in months.
Stephen Beck, N Ireland
PS Question – What do 'GamesMaster' and 'The Word' have in common?
Answer – Both shows seem able to amaze us by employing new presenters who are even crapper than the crap presenters they had before, ie Dexter Fletcher and Huffty.

LLOYD: I don't mean to be rude but did you for one minute think that we remotely give a toss as to whether you play games on a 283S08 or KUX 2962? I think not. As to getting freebies then you've got another thing coming matey! Maybe if you didn't spend all your cash on poncey gear you would be able to afford to have some fun every now and then. Good-bye.

TROUSER

Dear MegaTech,
What is Ed Lomas Pinky if he is in the MegaTech team but we never see a picture of what he looks like but he doesn't do reviews but his name isn't in the front but if he does tips but why is it called the Technique Zone not Ed Pinky Zone? Why? What is he if he is in MegaTech team but he is in mean Machine Sega but you say he is MegaTech team? Why? And Steven has see FIFA on Gamesmaster but I missed it so is it good.
Peter Johns, Chatham
PS Can I have a job please because I am good at Sonic and I am better than Ed Pinky Lomas I bet.

LLOYD: It seems we have a winner for the longest sentence in the world compo. Pinky has never worked on the MegaTech team, which is why he doesn't get credits or do reviews. Being better than Pinky at a game doesn't automatically entitle you to a job on the mag you know, and I doubt you are better than him at Sonic anyway! FIFA is good if you want an accurate football simulation.

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VS MODE

PIN

This month we're having a look at some of the 'better' pinball simulations available. I emphasise 'better' because there really aren't that many pinball sims anyway, let alone any good ones – it seems that no matter

SONIC SPINBALL 86%
Sega

Haven't you lot had enough of Sonic yet? If not, you could always have a go at this bizarre manifestation that is unlike any pinball sim you are ever likely to set eyes upon. Where most pinball games have a standard table and then a couple of bonus screens, this game sprawls on for ages linking table after table together to create a massive web of flippers, tubes and rolling surfaces. One that has to be seen to be believed!





DRAGON'S REVENGE
69% Tengen

The latest of all the pinball games, Tengen's effort is full of demons, barbarians, Amazon women and magic. This is one of the few that has an extremely complex story-line which wibbles on about dragons that feast on maidens and a warrior who is the only one who can rid the kingdom of the lizard menace. Now is this pinball or not – no matter how you dress it up pinball is pinball is pinball...

CRÜE BALL 63%
Electronic Arts

Originally entitled Twisted Flipper, EA's aging game Crüe Ball is the only licensed pinball simulator in existence – and from a rock group at that! Crüe Ball takes its name from American rock band Motley Crüe which, at the time of the game's release, had just achieved massive success with its latest album Dr Feelgood – tracks from which are featured in the game as well as the Dr Feelgood caricature.





VIRTUAL PINBALL
62% Electronic Arts

This last example is also from EA's fruitful loins and its main emphasis is on track editing. Basically this is a sort of Flight Sim Toolkit for pinball fanatics. So many pinball games neglect the 'hands-on' experience and give you masses of tables already planned and laid out. Not so here; Virtual Pinball, although having plenty of default tables, lets you play on the tables you really want to play on. So if you want a new bumper, add it on.

BALL

how hard software companies try, they just can't get the formula right. If you'd rather play a sim however, than the real thing, here's four that you could consider...

GRAPHICS

When you're playing pinball sure it's nice to have some fancy backgrounds and wacky parts to gasp in awe at, but when it comes down to it, isn't the most important thing to be able to see the ball? So many of these pinball games go over the top, with blood-stained tables and an outrageously huge number of creatures wandering about meaning it's easy to lose sight of the ball! Very useful, I must say.

SONIC SPINBALL

Quite crisp in true Sonic styling, but with the vast expanse of the tables sometimes you find that there is too much detracting your attention from the ball. However, the ball itself is quite large thus making it easy to spot and there are some brilliant sprites which appear. The best bit has to be the Mode 7-like sections where you play into the screen on a skewed table – brilliant!

5/5

DRAGON'S REVENGE

There is a definite fantasy theme throughout this game, but there is so much abstract patterning plastered onto the backgrounds and bumpers that it becomes very hard to distinguish between the ball, the creatures and the flippers. Sounds odd I know, but believe me, we had a few cases of eye-ache after playing this. There are also some nice bonus tables, but again there is too much going on in the background. Also, there are far too many little creatures that wander all over the tables that make it very distracting and downright frustrating in the end.

2/5

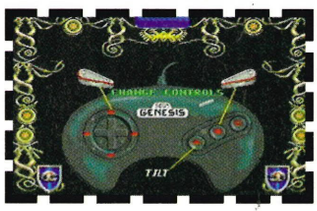
CRÜE BALL

You can tell this game is the oldest example featured here – the graphics are quite simple and a lot less adventurous than the later games. In a way this is an advantage because the tables are less cluttered and you can actually see what's going on. However, with this you also get less variety and the presentation is a little on the sloppy side, but at least you can see the ball! Nice graphics of the Dr Feelgood chappy though.

3/5



▲ **SONIC SPINBALL: Options on offer are basic, enabling you to change the speed of the ball and the flippers**



▲ **DRAGON'S REVENGE: More options with more of the same stuff! But here you have three ball speeds to choose from**



▲ **CRÜE BALL: More than enough options in Crüe Ball, especially if you want to listen to all of that music...**



▲ **VIRTUAL PINBALL: What more could you possibly want to control apart from, er... everything?**

VIRTUAL PINBALL

There are so many different tables here that you are spoilt for choice – some are very simple, others are conventional while a select few are completely bizarre. On most of the tables though you can clearly see what's going on, and there are some nice themes such as one based on a pool table or another dripping with blood! The best feature here is the ability to play with conventional parts and backdrops without all the crappy frills and distractions. Crisp and clean.

4/5

REALISM

The real thrill of pinball is whacking the flippers so frantically that your fingers get sore, and rocking the table with your full weight behind it just to get a tilt. It's pretty hard to simulate that atmosphere and we have yet to find a Mega Drive game that recreates this exciting and basic essence. By playing some superb PC pinball simulations however we have discovered that you can come damn close, so it is possible...

SONIC SPINBALL

Woah, way out there! For a start you have a little blue hedgehog spinning and walking about all over the table – not a very good start in my book. Also the tables are so huge I'd like to see the pub that has this table sitting ominously in the darkest corner – you'd never get any punters in that's for sure! Like all the other Sonic games there's certainly lots to do and plenty of places to go,



VS MODE

but this isn't REAL pinball. There are lots of lights though (but it's not exactly Blackpool or Vegas) along with two speed settings and when it's fast, it's really fast.
2/5

DRAGON'S REVENGE

Hello? Earth calling! This has far too many little green men (and blue ones at that!) wandering all over the place to be believable, let alone enjoyable. There are however, some nice linked features that appear on real tables such as knocking sequences of bumpers and switches to get the really big bonuses. The ball is far too heavy for its own good; seeming to stick on the flippers and table walls. Also the maths seems to be slightly askew, with the ball bounding off on weird tangents.
2/5

CRÜE BALL

Not bad. Because the tables are nice and basic an atmosphere emanates from the game. Also, one of the big bonuses here is that the screen only scrolls up and down and not from side to side as well – that's probably one of the major downers on most pinball games. There are lots of bonus screens and strange things that ponce about over the table. In all, this is satisfyingly ordinary, but not enough lights. It's quite smooth, but the ball seems a bit heavy. Did we notice some bad maths there as well?
3/5

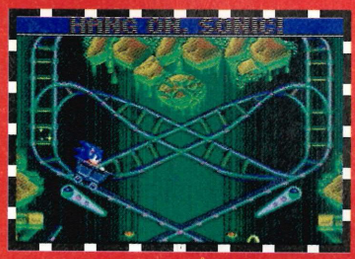
VIRTUAL PINBALL

Although the tables sadly scroll from side to side at least there aren't hoards of obstacles wandering around. The tables are also not too complicated in their design, in fact some are damn boring, but the underlying factor is that they are all straightforward with a good balance of chain sequences, bumpers and flippers to make this relatively believable – apart from the blood and guts table that is! There's not enough speech though, or dot matrix display boards, and there aren't enough flashing lights for my liking. There are three speed settings though and the maths seems to be spot on.
3/5

FUN FACTOR

Very important this. Although a game may not be completely believable, if

SECRET STUFF



◀ SONIC SPINBALL: There's loads of hidden sections to Sonic, one of the weirdest of which is this roller-coaster – now you don't see this kind of thing often



◀ DRAGON'S REVENGE: Look at the size of those, er, tree stumps! The graphic artists in Dragon's Revenge were obviously inspired when they designed the bonus bits

▶ CRÜE BALL: Every now and then Crüe Ball decides that it would far rather be a cross between Arkanoid and a shoot'em-up. Oh well it's different I suppose

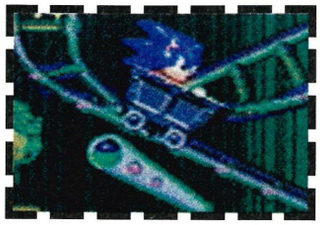


▶ VIRTUAL PINBALL: You can do it yourself can't you? What more could you possibly want than that. If you want an extra bit – just slot it on in there and voilà!



SOUND AND ATMOSPHERE

Beeps, buzzes, crashes and clangs. It all adds to the atmosphere of the game and is one of the key points to a really exciting pinball sim. If the accompanying tunes are brilliant as well then all the better, but you can't have an enthralling, white knuckle game if it all sounds crap. It is nice to have the opportunity to turn it all off as well though...



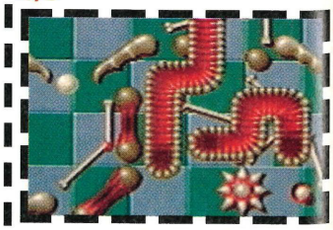


SONIC SPINBALL

This is beginning to sound familiar, but again you are presented with the typical Sonic-esque soundtrack – happy and bouncy jingly, jangly tunes. The sound can fortunately be toggled on and off leaving some very familiar sound effects ripped straight out of the platform games. Nicely done, even if we have heard it all before.
4/5

DRAGON'S REVENGE

A relatively bog-standard soundtrack that soon becomes painful on the ears and has you reaching for the volume switch very quickly. Lots of bangs, crashes, explosions and some really horrible ear-piercing squeaks and screeches to contend with. There are also lots of grunts and groans from the demons when they're hit, as well as a smattering of digitised speech.
3/5



	GRAPHICS	REALISM	FUN FACTOR	SOUND	BONUSES	TOTALS /25
SONIC	5	2	5	4	5	21
DRAGON'S REVENGE	2	2	3	3	3	13
CRÜE BALL	3	3	2	3	2	13
VIRTUAL PINBALL	4	3	3	4	4	19

you're not going to get any enjoyment out of it either then you might as well just chuck it in the bin now. One thing to remember here is, no matter how obscure the game, if you're having fun that's all that matters.

SONIC SPINBALL

Excellent fun! For a start it's got Sonic in it and as we've said before, in typical Sonic style there's so much to get your teeth into here. There are four main tables that sprawl on for absolutely ages and with so many tubes to get lost in your game will go on for ages. If you're one of those people that never manages to keep a ball in play for long then this is the game for you.

5/5

DRAGON'S REVENGE

The bonus screens and linked sequences are really enjoyable, requiring quite a bit of strategy and thought to work out what needs to be done to either gain access or bump up that score. However, there are so many damn obstructions such as demons and ghosts that the game simply gets annoying, with the ball constantly obstructed by something. If you could toggle the creatures off and consequently out of the game then you would be left with quite a complex pinball sim.

3/5

SPECIALITY...



▲ SONIC SPINBALL: Although this looks like an average pinball sim there's much more to this than first meets the eye



▲ DRAGON'S REVENGE: Dragon's Revenge has far too much going on to let you focus on the most important thing – the ball!



▲ CRÜE BALL: Music was obviously intended to be a selling point. Sadly not everyone likes Motley Crüe - never mind eh?



▲ VIRTUAL PINBALL: The construction kit is by far the biggest reason for going with this. The freedom offered is huge

CRÜE BALL

This is the most basic of the pinball games on offer and therefore, while you get more of a sense of realism, there really isn't that much variety to the tables. We found that there weren't enough ramps or sequences to really sink your teeth into and after a while you had sussed out practically all that the tables had to offer.

2/5

VIRTUAL PINBALL

Again, we found that there weren't enough ramps and the like to shoot for here. However, one thing that Virtual Pinball has that the others don't is the table editor – this is where you can let your imagination run wild, by building tables you want to play on. Features an extremely user-friendly control system on the editor that has you laying down tables that Tommy would be proud of.

3/5





AT THE END OF THE DAY

SONIC SPINBALL

What a surprise, Sonic Spinball wins! This game was presented and designed with all the style and finesse of the other Sonic games. Just because it was a pinball game and not another platform game none of the fire has been left out. OK, so it's not what you'd call real pinball but it oozes professionalism, style and panache, keeping the player entertained at all times. If this game could possibly be recreated in a real table then this really would be the BEST pinball game of all time.

21/25

DRAGON'S REVENGE

The main downer with this game is that it is way too wacky and cluttered for its own good. It's great to go searching for all the bonus sections and figure out how to get the big points, but you get too annoyed with all the little sprites everywhere to get any real enjoyment out of the game. What's wrong with having a ball, a couple of ramps, flippers and some targets, eh? A bit more structure is really needed here.

13/25

CRÜE BALL

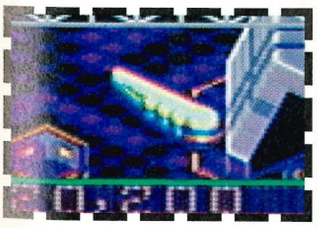
Very straightforward with enough bumpers and targets to keep you happy. Although this game has no real major downers it also lacks significant strong points, making this your average pinball game which is neither dreadful or brilliant. Fun to play for a while, but you'd easily get bored and waddle off down to the local arcade for a proper game. It's worth mentioning the sound track as well. Motley Crüe are all well and good if you're a rocker, but the tunes do get a bit tedious.

13/25

VIRTUAL PINBALL

In with a fighting chance for the title, but fails to excel in any real area like Sonic Spinball manages to do. The strong point for Virtual Pinball is the table editor but the lack of enjoyment within the game leaves this one lagging behind. If there had been more structure to the main tables then this game could have come up trumps. Sadly this isn't the sort of game that you can instantly pick up and play - a quality which pinball really needs.

18/25



CRÜE BALL

The tracks which have been included, especially the title track Dr Feelgood, have been recreated incredibly well. It's not CD quality but at least you can sing along. There's also your standard beeps, crashes and boings. However, if you don't like Motley Crüe then the soundtrack would sound very tacky indeed, and far too rock-oriented for most.

3/5 (if you like Motley Crüe)
1/5 (if you don't!)

VIRTUAL PINBALL

There are as many different soundtracks here as there are tables. On the options screen you can select any of the songs to be featured with any of the tables, so if you like one in particular you can have it playing all the time. There's something for everyone: Techno, dance, rock, ambient tracks. The quality is a different matter though, with grating sound effects and tinny tones that bare little resemblance to the real thing.

4/5

BONUS SECTIONS

One thing that the programmers can do with computer simulations is to add whatever they like to the game, and the inclusion of bonus sections seems like a good place to start. We're not just looking for separate sections though, we're also taking in to consideration the intricacies of the main table here as well.

SONIC SPINBALL

Brilliant. For a start the tables are massive and it takes a long while to find the individual sections on each of the four tables. There are so many tubes and secret warp zones that the content of this game is staggering. There are lots of bonus stages where you play into the screen rather than flicking the ball vertically upwards – these are sections where Robotnik flies around while you attempt to knock him out of the way. You simply couldn't get bored.

5/5

DRAGON'S REVENGE

There are loads of bonus sections to find, most of which are entered by knocking a couple of switches, all of which becomes tedious. Once you get there you simply have to whack a few creatures with little or no bumpers in your way, and to top it all the sections are static one-screen affairs.

3/5

CRÜE BALL

There are quite a lot of bonus sections here, all of which are reasonably easy. It all becomes a bit tedious though because there doesn't seem to be any real structure to the gameplay – you simply find yourself whacking the ball aimlessly. Plus, there simply aren't enough ramps and buffers to keep us pinball freaks happy.

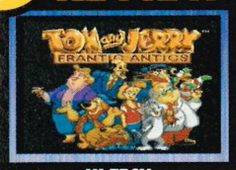
2/5

VIRTUAL PINBALL

No real bonus sections as such, but the table editor is a BIG bonus. The tables are huge and there are lots of little tables each with their own flippers and bumpers within the main table, but all are a bit too easy to reach. Who cares when you can make the tables to your own specs?

4/5

MEGADRIVE REVIEW



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Tom and Jerry are very famous and loved by almost everyone, unlike a certain MR RICH LLOYD. What a loser!

TOM AND

For many years Tom and Jerry's wild antics have been followed by kids all over the world. There was a bit of a hoo-ha a while ago as to whether exposing kids to an overdose of violence was a good thing or not, and then Itchy and Scratchy came along and grossed everyone out so much that no one seemed to care anymore.

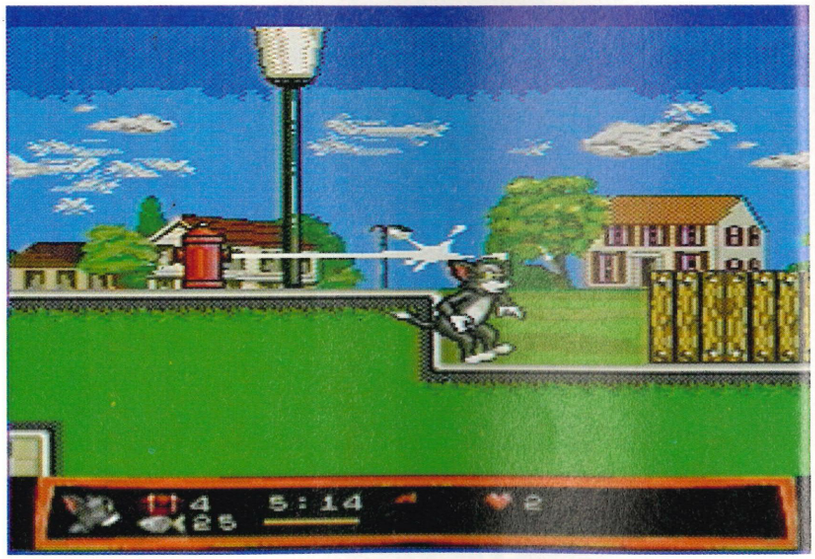
Who can forget the tricks Jerry played on Tom and how they inflicted so much pain and suffering on each other? I guess MGM can, because in its recent film not only were the wacky duo top mates and drinking buddies, but they could talk as well. Oh how my illusions were shattered. Gone are the days when Tom would chase Jerry into a mousehole and subsequently smack into a wall and end up concertinaed on the floor. At least we can still rely on Itchy and Scratchy for that hilarious maiming humour we all know and love.



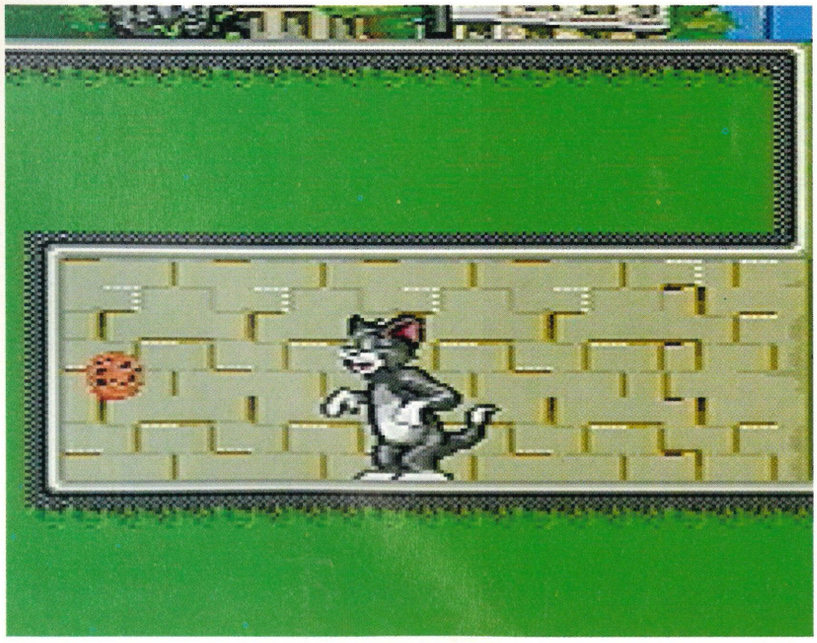
▲ As you can see, all of the excitement in this game is captured in this one screen shot

MULLIGAN AND O'HARE

Obviously a game based on Tom and Jerry would either involve you playing one character having to outwit the other by using a series of fiendish plans in the funniest way possible, right? Wrong. In this game you get to play both Tom and Jerry who have got together and declared a truce so that they can stop their house falling down. It seems that underneath it all they both love each other and cherish those precious moments they have together, especially when Tom gets his teeth shattered into a thousand pieces and Jerry gets put into a sandwich for the umpteenth time.



▲ Now that's what I call a big kerb. Is that a secret bit at the bottom left?



▲ COOKIE! Gimme da cookie!

REEVES AND MORTIMER

Returning home from a daily stroll Tom notices that someone is demolishing his house and his best mate is still inside. Cue the first level where Tom must race his way along the street back to his house. All manner of beasties block his way, but most of them are rats that are either driving cars or firing guns. If he is running, Tom can curl up into a ball and bowl the bad guys over. Guarding the house is Spike the bulldog, but hold on a minute, wasn't he Jerry's best friend? Never mind. Just jump over him and go into the next level.

Jerry is hidden somewhere in the house which is falling down around you. There are giant holes in the floor and swinging wrecking balls fly though the house and can kill our feline hero instantly. At the end of this level you find Jerry and you play the next couple of levels as everyone's favourite rodent instead. The further levels take you through the alleys, into a library, down into the depths of a basement, around a carnival and end up at the final confrontation in a log cabin of all places.

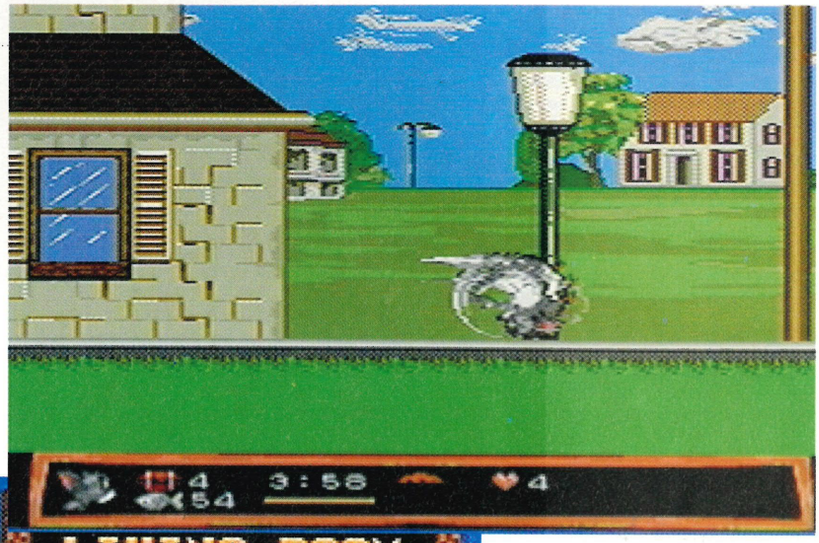
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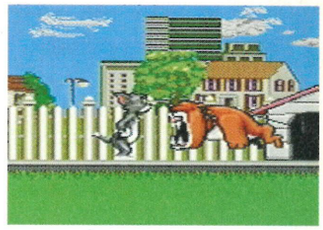


GILBERT AND SULLIVAN

It turns out that Jerry is not the only one that needs your help in this game. At the end of level three Jerry will make a new friend, a small child by the name of Robyn Starling. Robyn is having problems as well because she has lost touch with her father.

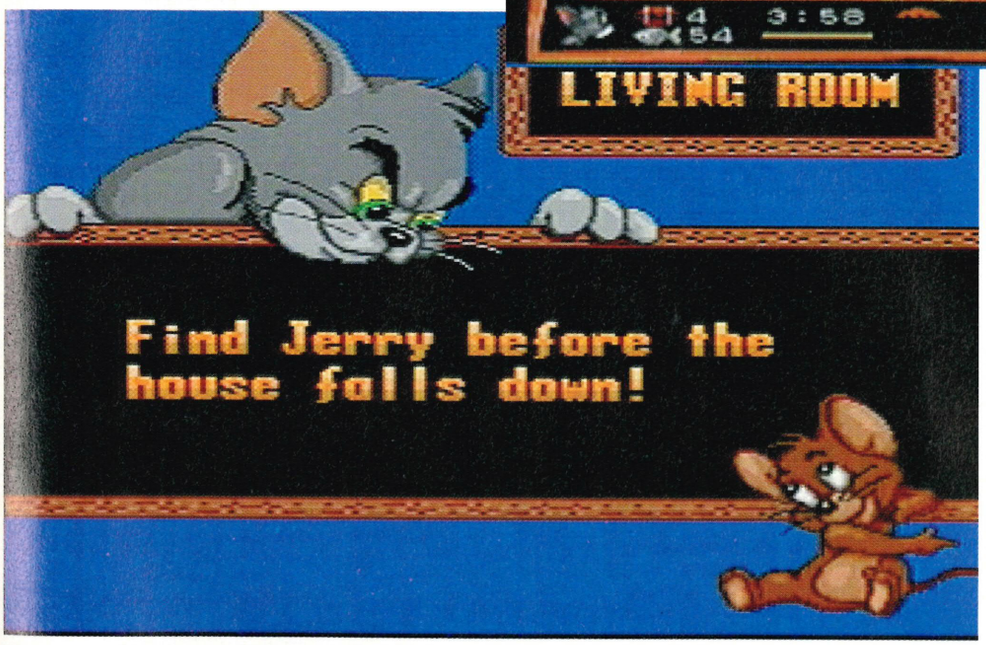
Dad has sent her a telegram but it has been misplaced and somewhere along the way it got cut up into a couple of pieces. The telegram is hidden in the library where there are lots of passages and chutes. Don't worry it is only split into two pieces and so it isn't actually very hard to find.



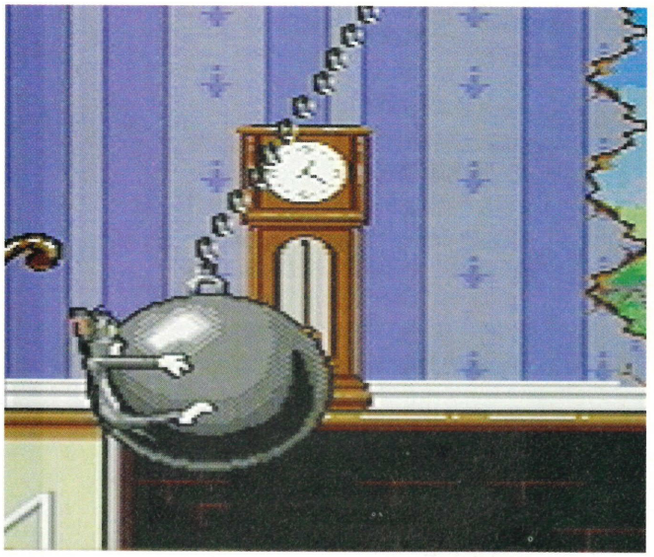


▲ Meet Spike, the nice loveable bulldog. Just look at the size of those gnashers

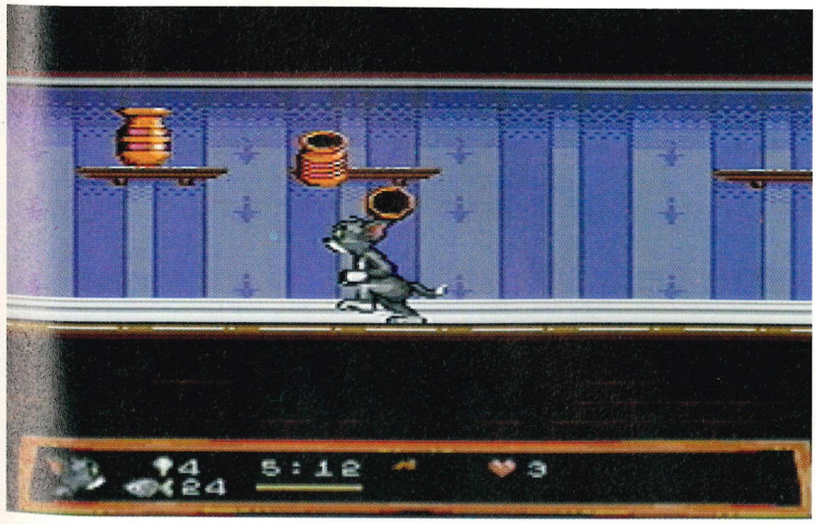
◀ By rolling yourself up into a ball it is possible to bowl over your enemies



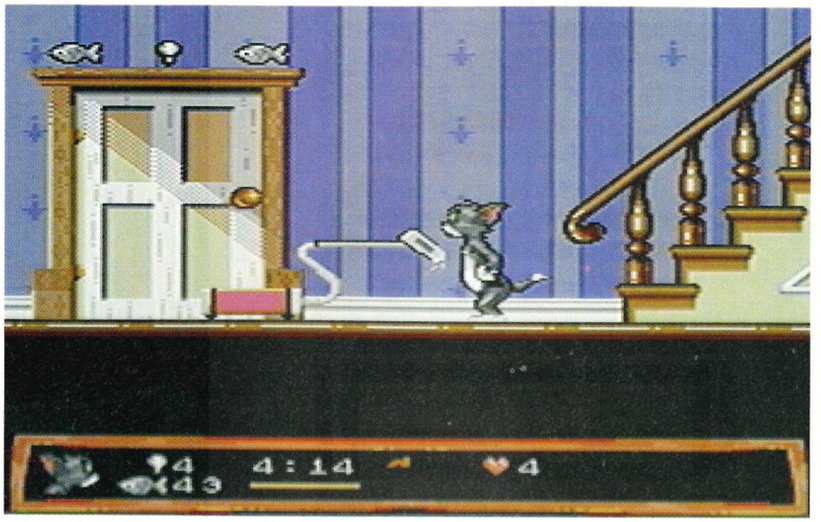
▲ Between each level you are given a detailed in-depth explanation of your mission objective. This one sounds too complicated for me



▲ Splat! Poor old Tom meets yet another untimely death at the hands of a builder's wrecking ball



▲ When I asked for some pot this isn't what I meant!



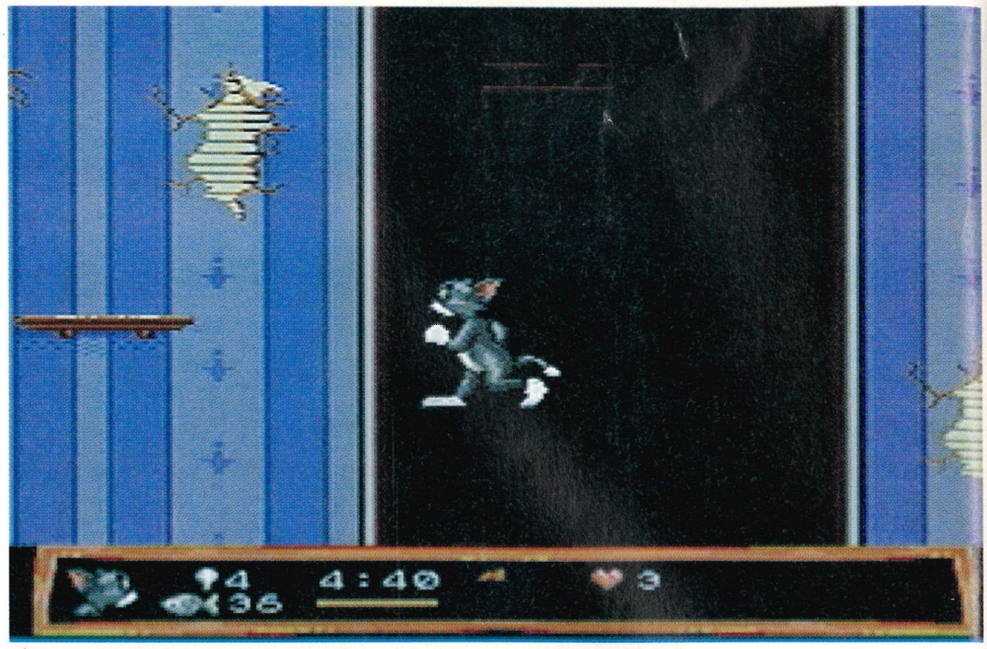
▲ Oh no, it's a giant vacuum cleaner. How scared I am!

BURKE AND HARE

Even though this game is called Tom and Jerry's Frantic Antics it completely fails to capture any of the humour, fun and excitement of the original cartoon. As a licence this is a total disaster and so any people who buy the game purely because they love Tom and Jerry will be sorely disappointed. The whole point of a licence is to accurately portray characters from a film or TV program in order to enhance the game, but this fails abysmally. A Tom and Jerry game has such potential, but sadly none of it has been realised here. This is just another example of a wasted opportunity which has resulted in another boring game that the unsuspecting public is going to buy on name alone.

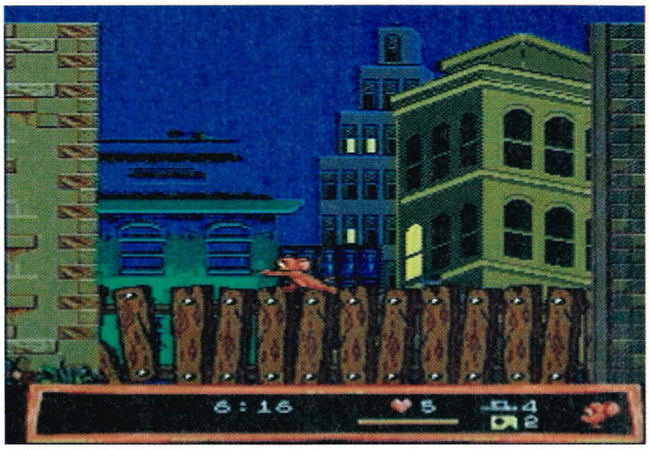


What do you do when you lose your parents? Why of course, you find a small brown rodent and he'll sort things out for you!

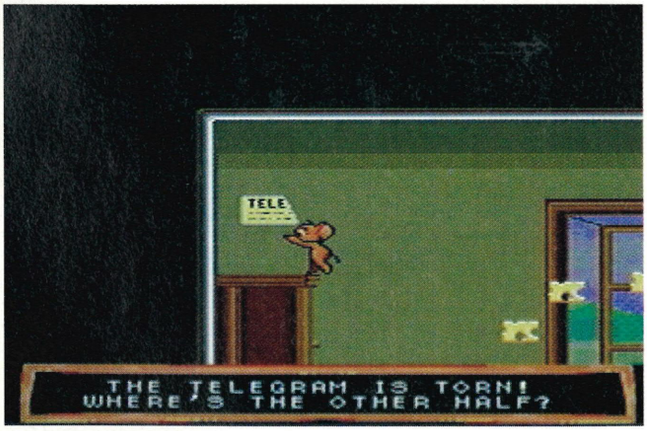


Has the game gone wrong? No, it's a secret passage. At one point Jerry has to find one such passage to finish a level





Eventually you'll find Jerry and have to scamper around the sewers searching for cheese. I can't take the excitement any longer



What a dilemma! This is the closest thing to a taxing puzzle you'll find in this game



PENN AND TELLER

This really is a month for crap platform games isn't it? Why can't someone make a half-decent attempt at this genre for a change? The problem with the recent influx of platform games is that they have all been incredibly bland without a new idea between them. Compare Chester Cheetah, High Seas Havoc, Pink Panther and this and you will see what I mean. They all suffer from the main flaw – they are all as boring as hell!

All you seem to do in this feeble effort is run around the screen collecting fish or slices of cheese. Why don't we have any brain-taxing puzzles thrown in to liven up the game a bit? There are no puzzles at all in this, and all you have to do most of the time is find the exit to the next level. What a wasted opportunity this is.

THE SECOND OPINION



ALLIE WEST

Oh dear, I've seen some lousy games in my time but nothing can really compete with the sheer awfulness of this particular example. It plays like a dog with three legs, looks worse and sounds truly appalling. I can't warn you away from this game enough. Tom and Jerry can do so little in the game and there is no difference in capabilities between the two – you begin to wonder exactly how little time was spent developing this thing and why it has little or nothing to do with the cartoons. Awful.

% RATINGS



PRESENTATION 60%
No introduction sequences and quite poor intermission shots

GRAPHICS 56%
Somehow the feel of the cartoon has been completely lost.

SOUND 64%
A half-decent rendition of the T&J tune plays on the titles.

SHORT TERM PLAY 54%
The first level is quite large and hard making it difficult to get into.

LONG TERM PLAY 47%
Lack of restart points causes major hair loss.

OVERALL 42
A very poor game that could have been infinitely better.

THE ORIGINAL

Micro Machines™

SCALE MINIATURES

The ultimate challenge has arrived for the Sega Mega Drive

"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant"
N-FORCE

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

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

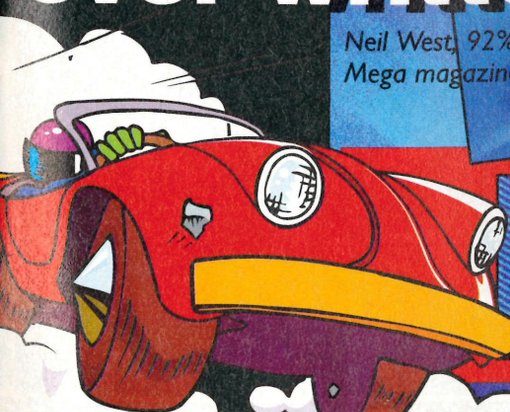
93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine

16-BIT CARTRIDGE

MEGA GAME

97 PERCENT PLAYABILITY
Mean Machines Sega

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











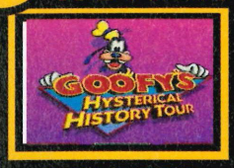
soon for MASTER SYSTEM and GAME GEAR

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MEGADRIVE REVIEW



BY ABSOLUTE ENT

ABSOLUTE

8 MEG

STYLE

PLATFORM

PRICE £TBA

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

OUT NOW



Here's a good gag. We told ANDY MARTIN that this was a really good game to get for his first MegaTech review. Little did we tell him – it's in fact crap! Ha ha! Try it at home for guaranteed laughs!

GOOFY'S HYS

Disney has ties with the software industry that stretch way back to games such as Mickey Mouse, which appeared on the Spectrum and C64 among other things.

We Mega Drive owners have experienced the likes of Castle of Illusion and Quackshot which were vilified for being too easy, despite having lavish presentation and good-looking Disney graphics. Of course, Aladdin appeared via Virgin before Christmas and sold by the bucket load, and now Absolute Entertainment has unleashed Goofy's Hysterical History Tour upon us unsuspecting gamesplayers.

Oh how my luck rains down...

THAT'S MY DOG

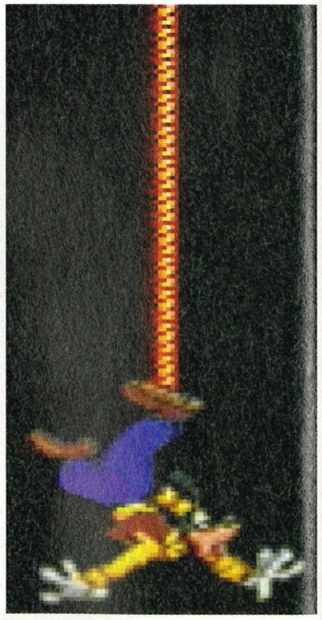
Your luck's in, everyone! Not only do you get a hot dog compuder game, but a faynсy in-tro-duc-tion sequence into the bar-gain! Hyuck!





MOGADON

First impressions of this particular game aren't unusual. Basically we're looking at another simple platform game here – aren't we the fortunate ones? 'Good old' Goofy is working as a janitor in a museum and has been given orders to make the place spotless before the following day's big new exhibition. Yes readers, in the heady world of computer games, even large museums leave all the preparations to the last minute before entrusting the work to a stupid cartoon dog. As you'd expect Goofy has an arch enemy, Pete who plans to sabotage the dog's good work, get him sacked and take over as Head Janitor. He does this by removing headgear from various exhibits and placing them in the wrong displays. Bad enough, but in a feat of surreal plot twisting, 'loveable' Goofy begins to imagine himself in the displays, dreaming of what it would have been like to live in years gone by. And what a surprise, that's where the game begins.





The help screen. Each of the in-game characters introduces himself as 'good' or 'bad'. Nice, if you like being patronised that is



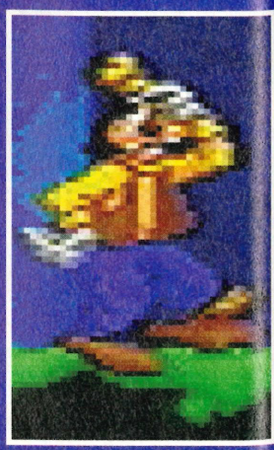
The patented Extend-O-Hand is merely a poor rip-off of the Bionic Commando's bionic arm from the arcade game and home computer versions

ESTHER RANTZEN

As per usual, Walt Disney's original character is featured using some nice animation. What a pity that Walt himself isn't alive – I'm sure he could have injected a modicum of something interesting into this game. Here are a few examples of what happens when a company doesn't utilise a talented animator's skills...







TERICAL HISTORY TOUR

UNCONSCIOUSNESS

Not content with a superb (ahem) plot, Absolute has bestowed a massive FOUR levels on the game, each of which contain three sub-stages. For the mathematically minded of you out there that's a HUGE 12 stages to explore and each one's as big as a house…no, as big as a small shrimp's underpants. Nevertheless, Goofy wanders around using his Extend-O-Hand invention to swing and pull himself onto blocks that appear around the different time zones. Any people who played Bionic Commando or Batman the Movie on the 8-bits will have a rough idea of what this strange contraption looks like and it would work very well if it weren't for the fact that it's so utterly badly implemented. I can't remember how many times I fell to an untimely death (which, being a Disney game, you never actually see so you don't even get the satisfaction of watching the dog die), as a result of the hand not grabbing a block properly.

▼ **The Extend-O-Hand with a boxing glove attachment. A little bit of variety, but not much**





▲ **Those cheeky so-and-so birds spirit a nasty mushroom thing away. Drug references? Surely shome mishtake?**



◀ **Atop a big dragon flying to a high plateau. An excited frog leaps around in joy at my arrival, to which I greet him with a taste of the Extend-O-boxing glove**



◀ **Thrown into the sky by a purple mushroom. Curiouser and curiouser!**

THE SECOND OPINION

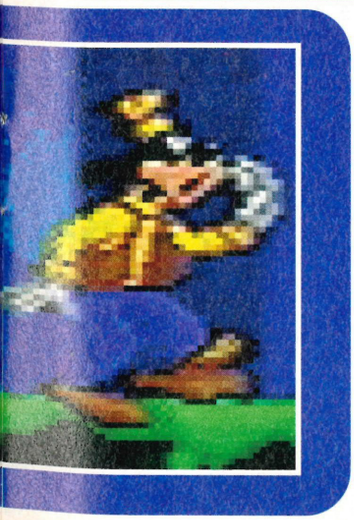
JOHNNY 'JAG'



This is possibly the worst game I have ever come across – it's nothing more than cheap, nasty and offensive. Disney is usually very choosy about who gets hold of the much-coveted Disney character licences, but this time it has failed to do its homework. Do we really need another platform game? If I wanted to play a Disney game I would go for Aladdin or Mickey Mouse which are both far superior games. The absence of sensibly placed restart points is one of the major downers I have with this game. It can be very irritating to almost complete a stage, then lose a life only to be shoved back to the beginning. Keep away at all costs.

COMATOSE

Goofy's graphics are more than a little guilty of borrowing from all of the other Disney games on the Mega Drive. Big, well-animated sprites, nice-ish backdrops (nice colours, no detail, I think we all know what I'm talking about) and some good use of the Disney characters, the colour palette and the paintbrush. The four stages (Prehistoric, Medieval, Colonial America and the Wild West) each have their own original style and appearance, while at the same time being strangely similar to the previous level. Our hero happily trudges around picking up balloons (50 for an extra life), peanuts (energy) and goofballs (weapons). The extend-o-hand has other uses providing Goofy collects the right utility to use with it – a boxing glove for hitting enemies, a boot for jumping and the propeller to fly. Then of course there's the end-of-level bosses – very twee and nice…and unoriginal…and dull.



HIT ON THE HEAD WITH A BIG HAMMER

So what do we have then? Well, another platform game actually and very little else whatsoever. Goofy's Hysterical History Tour contains so many ancient gameplay flaws and errors that it's practically unplayable from the outset.

The old 'leap of faith' rears its ugly head once again, and pixel-perfect jumps and Speaking Clock-exact timing are also necessary to succeed at this game. It wouldn't be so bad if there were any redeeming features to save Goofy from its bad points, but unfortunately there aren't. Sound is as annoying as computer generated sound could ever be, the concept is worse and the end result is a miracle cure for all insomniacs of any age. Simply a non-event, so stay away.



◀ **If you remember BC's Quest for Tires you'll no doubt be in a state of nostalgia at the moment**



Goofy sucks for a snail bite, sending him dizzy with shock. What you don't see (due to censorship laws) is Goofy returning the compliment with a large bag of salt! ▲

%RATINGS

REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION 80%
As usual, very slick and professional. Like a good disguise, if you will

GRAPHICS 78%
Nice sprites, but the rest of the graphics are boring

SOUND 68%
Take That

SHORT TERM PLAY 13%
Dull from the off...

LONG TERM PLAY 7%
...Until rigor mortis sets in

OVERALL 34

MEGADRIVE REVIEW

CHESTER C



We do have a laugh here, y'know. No sooner had ANDY MARTIN finished one review of a crappy old platform game, we decided it would be a hilarious idea to give him another. So we did! Ha ha!



KANEKO

KANEKO

8 MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 1

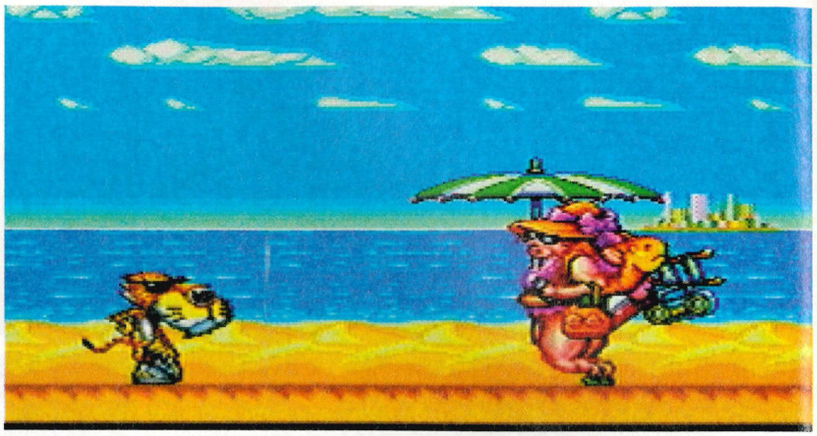
SKILL SETTINGS 3

RELEASE DATE

IMPORT

One day a crazed mallard went on the rampage through the streets of Gorton, Manchester – pecking at washing-lines, flapping uncontrollably in heavy traffic and scratching at garden implements at the local B&Q. Feathers were scattered everywhere, some falling into a pile in the road in the shape of an animal – a cheetah. Manchester City Council gathered the feathers up and sold them to a cattle farmer from Chester (a village near Manchester), and the legendary 'Chester Cheetah' can now be viewed weekdays during office hours. For those of you under the age of 18, a second Chester Cheetah game is here.

▼ On seeing this particular bit an unsuspecting member of the public spontaneously combusted. Unfortunately, the cartridge was unharmed



CHEESY CHEETAH

Chester Cheetah Too Cool To Fool was the first game in the series that has now brought us Wild, Wild Quest – a game similar in many ways to that particular pinnacle of programming expertise. Apparently Mr Cheetah is renowned in the USA for being a picture on crisp wrappers, proof indeed that ideas for computer games are becoming wafer-thin on the ground.

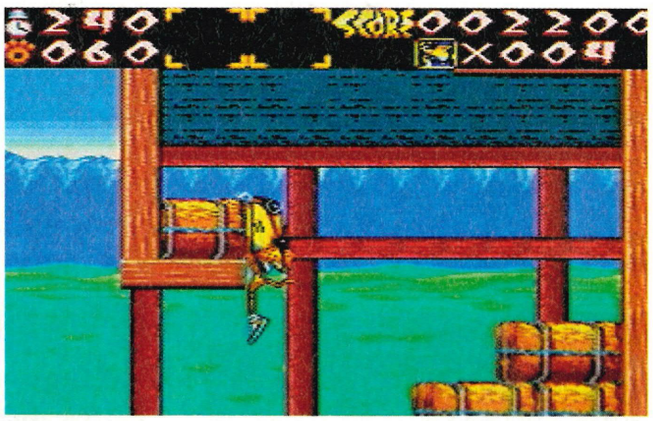
The typically tiresome plot for this particular gem is one of subterfuge and subversion (?). It would seem that Chester Cheetah's obligatory arch-enemy has stolen the map for a place by the name of Hip City, ripped it to shreds and scattered it all over the United States – what surprising stupidity.

Nevertheless, such bizarre actions provide a welcome opportunity for Mr Chester Cheetah to star in his very own console platform game and hopefully sell a few more packets of crisps into the bargain.



▲ Hmm...

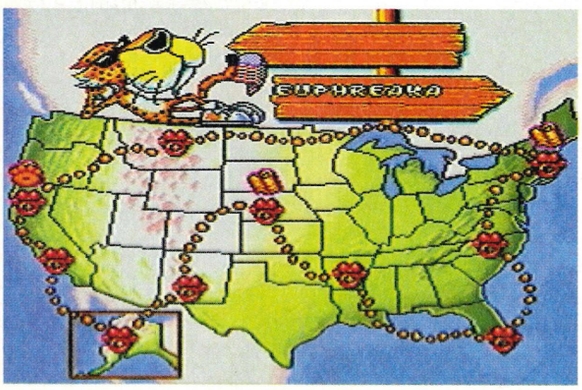
▶ You should see this thing move!



CHESTER GREASER

Cheetah makes his way across the country to retrieve the pieces of the map, all of which lurk in some dark corner of each state. The states are represented by 'hilarious' titles (Not so Grand Canyon…I laughed my head off. Almost) and a basic platform game which takes the usual idea of varying the action between dry land and underwater sequences. All have a theme, depending on their individual names and the area of the country they reside in.

The player chooses between three states to begin with and more are opened up as these are completed. All contain an end-of-level boss to fight against after the map is collected. After all that, the least you'd expect is a few decent graphics and at first Chester Cheetah delivers in that department. While the sprites and their respective animation are nothing short of hideous, the backgrounds are occasionally impressive in places but truly sub-standard in others. A lack of continuity? Yes, and the sound is just as bad, in fact even worse in places – if it isn't annoyingly repetitive it's grating and tuneless. However, at least it doesn't affect the gameplay…which does a pretty good enough job of being shite all by itself!



◀ Gameplay – it is unfortunate that screen shots fail to convey how much it is lacking

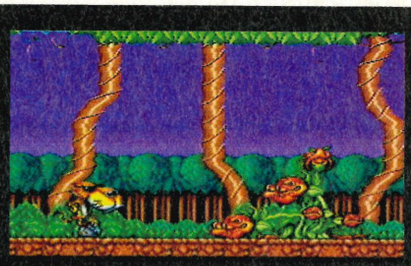
▶ This particular scene caused uproar in the office and the authorities had to be called in



▼ Yes, we have no potatoes



CHEETAH WILD WILD QUEST



FESTER FLEETER

Everything about this game becomes so annoying, so frustrating and so maddening the longer you sit and play it, that it absolutely defies description. There is NO gameplay whatsoever. It's completely unresponsive for a start, and then you realise just how badly the control method has been implemented. Chester is capable of a number of different moves, but each one is so confusing to learn that a fast reaction to many of the game's enemies is almost impossible.

But that's not the end of my complaints! Chester is killed on contact with any enemy he doesn't jump upon, unless of course he picks up some of those crisps he advertises and gains an energy bar. If you add to this the abysmal collision detection in places and the fact that the game that doesn't seem capable of deciding whether an enemy should be destroyed or not when Chester jumps on it, and you begin to have some idea of just how wound up you become after a few games.

▼ Graphic: Pertaining to the art of writing, delineated, engraving, painting, etc. Well delineated, vividly or forcibly descriptive: Having the faculty of vivid description





▲ The left view is only available on a six-button pad. It's useless of course, but then it wouldn't be a Mega-CD game if it wasn't useless, would it?



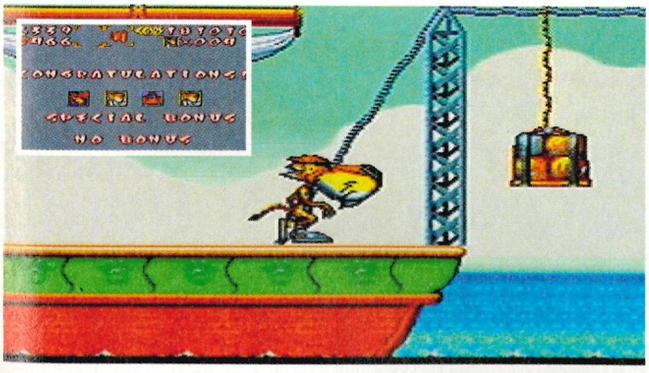
▲ Mr Cheetah finally figures out what the long things that hold him up are used for



▲ I wanted to play for Manchester United as a kid y'know

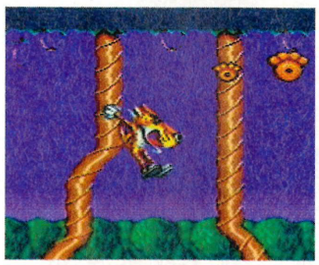
ESTHER BLEATER

Let's have a look at this then. Take a bad idea, add a familiar character, a little dash of bad programming, a couple of bugs, garish graphics and flickery animation. Mix it well and serve with a sprinkling of suspect music and sound effects…lovely! Chester Cheetah Wild, Wild Quest is like playing with the contents of a farm animal's bowel. It is yet another example of just how indescribably poor ideas for platform games have become, and the second Chester Cheetah game to steer clear of when next buying or renting a game. Goodbye.



◀ A hop, a skip and a jump from a tall building in a minute, I can tell you

◀ (INSET) Any orthodontists may feel the need to blink violently at this moment



◀ An oddly shaped mammal uses threatening behaviour in an attempt to make you switch off the game

▶ At this point I realised that tracing a path along the grain of wood across my desktop would be much more constructive



THE SECOND OPINION



THE JAG RETURNS

Oh dear. Our allies from across the pond just don't seem to have sussed this platform game thing out yet, do they? Chester Cheetah represents 16-bit gaming at its very worst. The old B-movie standing of "it's so bad it's good" does not even ring true for this poor excuse for a game. Andy has summed the game up perfectly with the terrible score he awarded to it. Thank your lucky stars that this will never receive a release in Europe.

%RATINGS



PRESENTATION 55% — Pointless introductory screens and standard options

GRAPHICS 46% — Terrible sprites, occasional nice backdrop

SOUND 36% — Not good by any means

SHORT TERM PLAY 42% — You try to be patient with it...

LONG TERM PLAY 17% — ...And it kicks you violently in the groin

OVERALL 21 — I want me mam!

MEGADRIVE REVIEW



SEGA

SEGA

8 MEG

STYLE

BEAT'EM-UP

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 4

RELEASE DATE

IMP ORT



Learning martial arts takes years of physical training and dedication. Maybe if we can drag LLOYD HOWE away from his pint for a few minutes he might learn a thing or two!

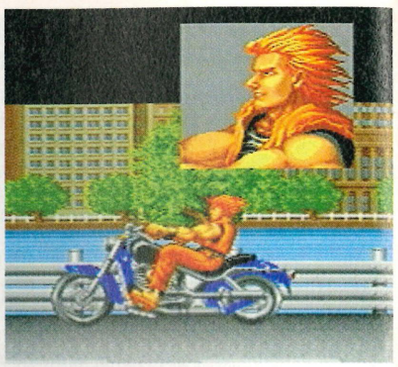
ART OF FIG

It's fighting time again folks. As if we haven't had enough of one-on-one beat'em-ups recently, another one has entered the fray. Art of Fighting started off in the arcades on the NEO GEO system and was soon released on SNK's horrendously overpriced home console. It may have been expensive, but it was one hell of a game. One of the more unique features of the game was the way that the action zoomed in and out, making the player more involved in the game.

People were sceptical whether a great fighting game like SFII could be accurately translated to the Mega Drive, but Capcom did such a top job with SFII that I had no doubts that Art of Fighting was also going to be a great conversion. How wrong could I have been?!

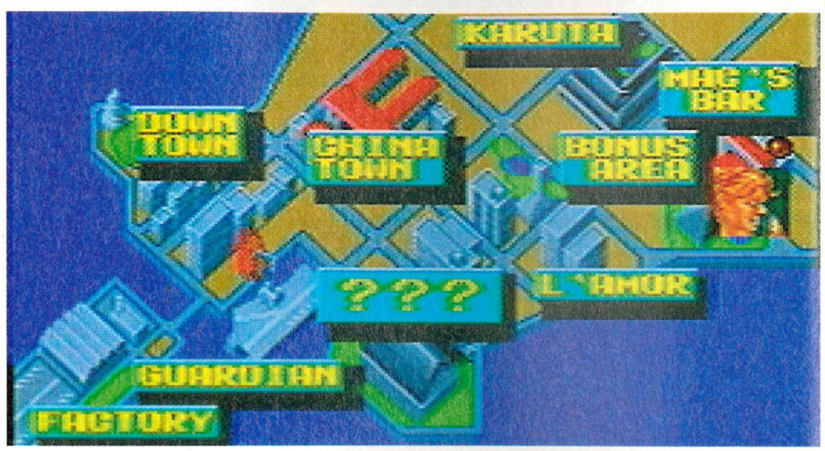


Special moves galore! Marvel at the way Ryo counters his opponent's slashing blades



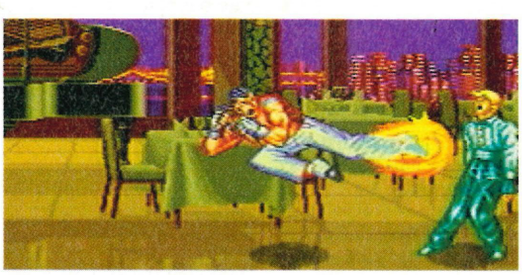
HONG KONG PHOOEY

Right from the outset this looks suspiciously like a a blatant rip-off of every fighting game you've ever played. The story-line is virtually non-existent – my sister's been kidnapped, let's kick some butt! So Ryo Sakazaki sets off to save his sister, accompanied by his friendly fighting rival Robert Garcia. They have to fight against eight bad guys before they can get to her – original or what? Mind you, in a game like this the story isn't important as long as the gameplay is up to scratch. Oh dear...

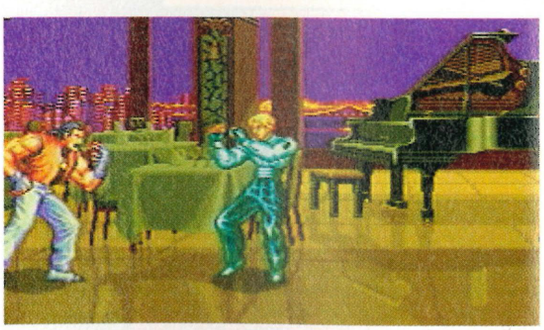


So this thing will be the map then I suppose? I wonder if the final baddie is at the top-secret location marked '???'





I think you'd better get that athletes foot seen to, mate





Ryu knocks out his opponent with a dragon punch. Hang on, wrong game! Let's play 'spot the copycat'

YOU'RE ALREADY DEAD!

No self-respecting beat'em-up fan would play a game without a few special moves with which to trash your mates, and this game thankfully does include special moves. Both characters have the same moves, although in two-player mode it is possible to play the bosses who have different techniques. In the standard game the characters can throw fireballs or jump up in the air with a devastating uppercut...hold on a minute though, doesn't this sound like a certain other game we all know and love? Even the joypad combinations are the same as good old Ryu's moves in Street Fighter II! As well as these two moves, both characters can duck down and then spring forwards with a flaming kick or just destroy anyone in range with a series of fast punches or kicks, à la Fist Of The North Star.



HTING



PUGILISTIC PLAGIARISM

So far we've established that this is a completely unoriginal game that 'borrows' heavily from other favourites (even the bonus stages are straight out of other fighting games), but this could be forgiven if the game was good enough. Sadly, it isn't. The animation is nowhere near as good as on the other versions and the sound isn't much cop either. Combinations seem impossible to pull off so at the end of the day you just find yourself furiously bashing at the joypad.

The main problem though is the difficulty factor. On hard level the game is quite challenging, but it suffers from one fatal flaw – it is possible to defeat opponents easily by repeating certain moves over and over again. By doing this I managed to complete the game the first time I played it and was not impressed.



▲ **Robby can actually kick his opponent so hard and fast that his shin actually breaks off at the knee. Let's see you do that one three times then**



▲ **Another fun night in Oxford where Andy performs his party trick of opening five bottles at the same time**



HOT OR NOT?

On the whole Art Of Fighting is a bit of a let-down, which is a shame because the arcade version was really good and swallowed a fair chunk of my wage packet a while back. I'm not saying that this is a bad game, it's just that everything about it is so average and it falls to pieces when compared to SFII. Fans of the arcade game will be disappointed if they shell out their hard-earned dosh on this.



▲ **Now I don't quite think you wanted to do that!**

▲ **Once you have managed to beat the living daylights out of your opponent he generously gives you some information**

THE SECOND OPINION



'JAG'

Why do these people bother? It is very plain that there are a couple of VERY good one-on-one fighters already out there, and yet games producers still think that gamesplayers will buy sub-standard rubbish like this. Of course, it isn't completely bad, just when compared to Street Fighter II or Eternal Champions. The graphics are small and badly animated, the music annoys and the speech is muffled. The game responds badly to joypad controls even on the six-button pad, and to top it all off it's far too easy and offers no one-player challenge. The two-player option is no better and although you will play it more, you really should be looking elsewhere for two-player beat'em-up thrills.

%RATINGS



PRESENTATION 78%
Different difficulty options and lots of other settings to play with

GRAPHICS 69%
The sprites are small and well defined, but move awkwardly

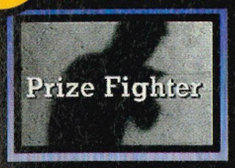
SOUND 56%
Poor sound effects and dodgy music

SHORT TERM PLAY 76%
Fun learning the special moves

LONG TERM PLAY 54%
Very easy to finish. Not enough challenge

OVERALL 65
A competent game but other similar games stand head and shoulders above this

Thanks to Dream Machines 2 0429 869459



DIGITAL PICTURES



CD ROM

STYLE

SPORT SIM

PRICE £49.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

IMP ORT

Thanks to Tele Games.
Tel: 0533 880445



Boxing is the sport of kings, a noble pastime requiring discipline and honour...so quite why we gave it to RICH LLOYD to look at I don't know!

PRIZE FIG

Boxing is a strange sport if you think about it. Two perfectly healthy men train for months and then climb into a square ring and try to belt the living hell out of each other as quickly as possible. Quite what the attraction of this is I don't know, but hundreds of thousands of people watch it and they can't all be wrong, can they? Or can they? Never mind – even I have been known to enjoy watching the odd bout of public pugilism every now and then.

Boxing games have been around since the dawn of time and one of my personal faves was Frank Bruno's Boxing on the Spectrum. I personally don't think that newer Mega Drive games such as Muhammad Ali and Evander Holyfield manage to capture the excitement generated while playing Frank's game. Prize Fighter is the latest boxing game to be released for the Mega Drive, following closely in the footsteps of games like Boxing Legends of the Ring and Greatest Heavyweights. However, there is one main difference with this title – it's all in FMV!



▲ **The Kid doesn't seem to be doing very well. I think I'll have a little lie down for a bit**

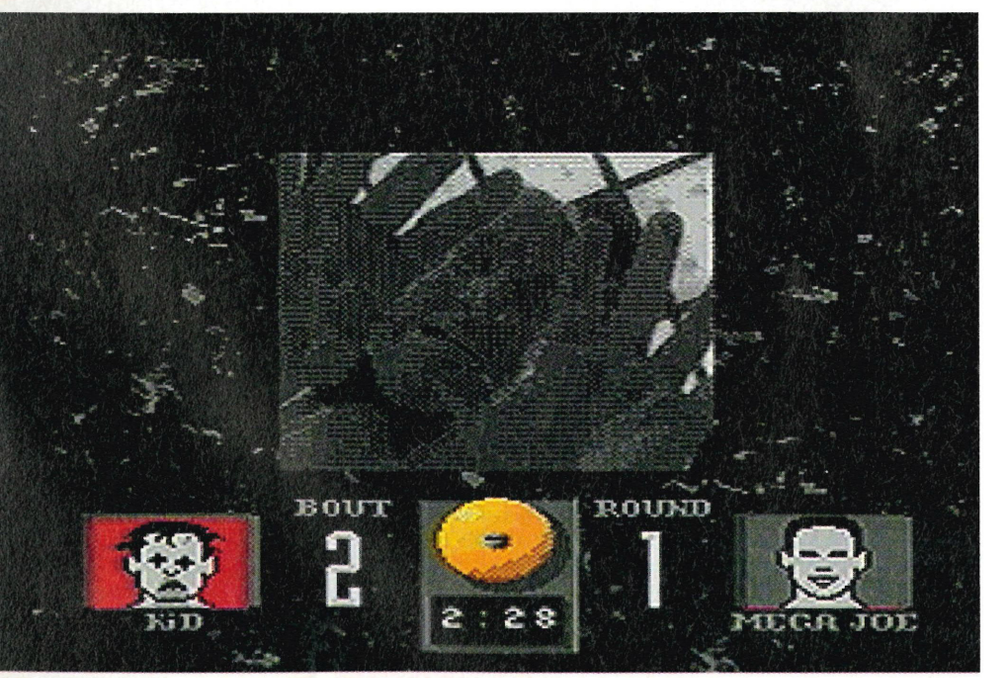
BARRY McGUIGAN

You view the action through the eyes of an up-and-coming boxer called The Kid, who has dreams of becoming the World Champion and has just got his lucky break by securing his first professional bout. Only four people stand in his way and to become champion he has to punch all of their heads in.

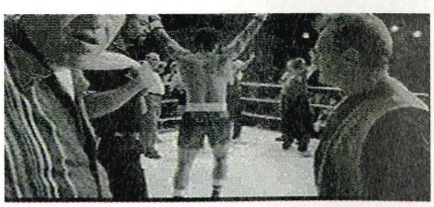
First in the firing-line is Honeyboy Hernandez who acts mean but isn't quite at home in the ring and has a tendency to drop his guard for no apparent reason. Mega Joe Falco is a southpaw (left-handed to the uninitiated), which could cause you problems at first. After him comes T Rex Hawkins, the Jurassic Predator, who is followed very closely by the World Champion, Nuke 'The Duke' Johnson.

You don't have to fight each character in order, but by winning bouts you are awarded power points with which you can build up your power and stamina. It is possible to steam in and take on the big boys first, but they will only make mincemeat out of you if you aren't up to scratch.



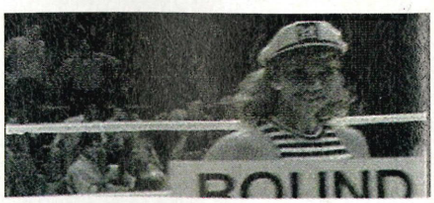


▲ **You're out! Mega Joe is just too tough. I haven't even touched him and he's beaten the living daylights out of me**



◀ **The winner! This is where the ref declares the best fighter as the winner, but sadly all you can do is look on**

▶ **Is that a gum-shield in your pocket or are you just glad to see me?!**



FRANK LLOYD WRIGHT

Each fight is made up of a series of FMV sequences which are unfortunately only ever in black and white. The opponent prances around in front of you for a bit, swinging punches and generally ducking and diving, and you have to block his shots and make your own punches count. In case you think that each fight is going to be identical due to the same piece of FMV playing over and over again, you couldn't be more wrong. Every now and then the other boxer grabs you and the scene cuts to another piece of randomly chosen FMV footage, so that in theory no two fights will ever be the same!

HTER CD

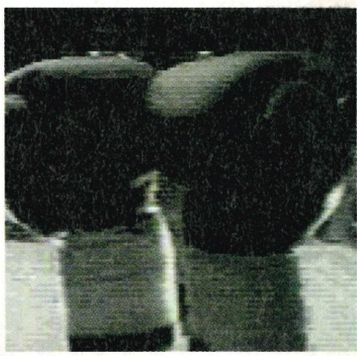


HENRY COOPER

As a basis for a boxing game the idea behind this is brilliant, but unfortunately the implementation leaves a lot to be desired. Much of the time you will lash out with a hook or uppercut that will have absolutely no effect whatsoever, despite your opponent being very close to you. The computer opponents are very accurate and don't seem to have this problem, resulting in frequent defeat for the human player. This game would have been so much better if your punches were more effective and if it was possible to move your fighter around the ring by yourself.



The Honeyboy looks dazed but look at the state of my face! Black-eyes all round I think!



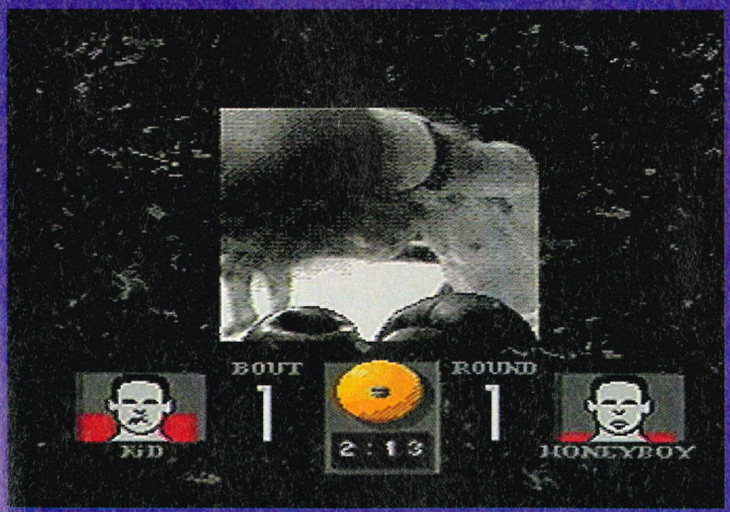
HELP! Please don't hit me! Mummy...



What a fat bloke! Mind you, he'd probably give me a run for my money in the ring because this game is rock hard



TAKING A PASTING



Walk into my fist, sucker!



Smack! Get in a good punch and watch them reel



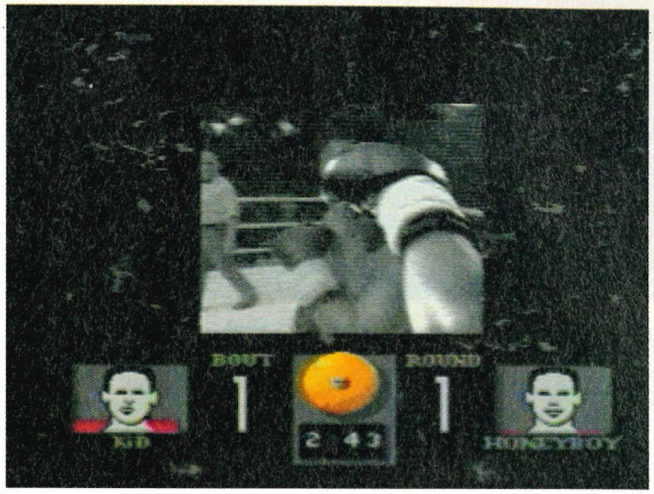
Have some of that, matey peeps!!!

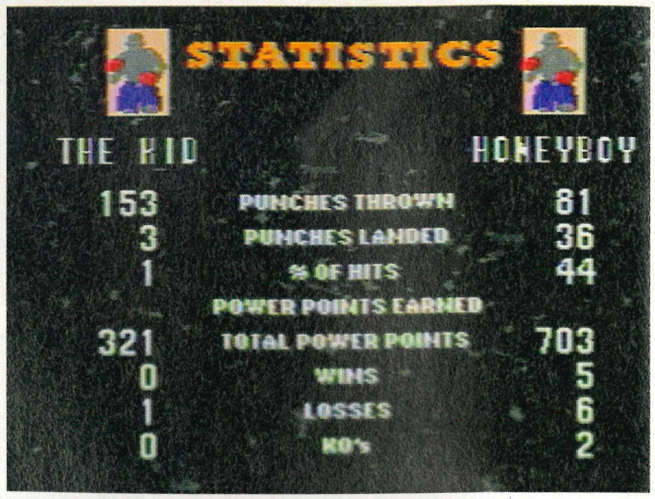


T Rex might be the Jurassic Fighter, but he's a dinosaur when compared to me!

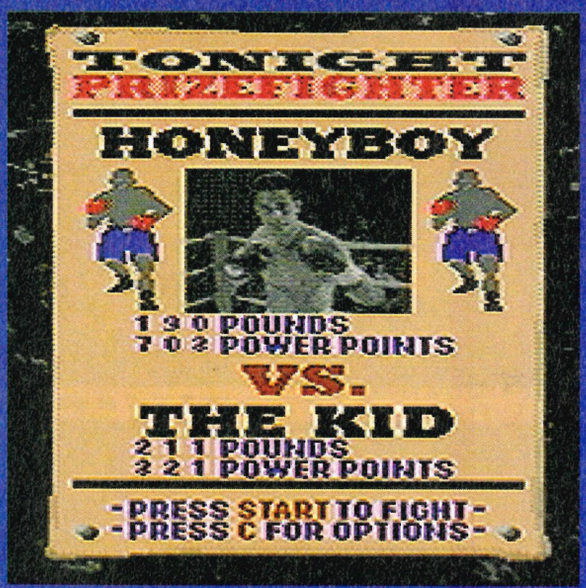
MARVIN HAGLER

Boxing games are usually quite repetitive and this is no exception. Most side-on fight games have one redeeming feature – a two-player mode which normally pulls a dull one-player game out of the depths of obscurity and into the all-time hall of fame. If you think about it a lot of 'classic' games are for two players, ie Street Fighter II, Mario Kart, etc. Unfortunately, Prize Fighter is for one player only and as such suffers greatly. This is a shame because boxing games don't have much long-term appeal if you play them on your own.





WHAT THE PAPERS SAY

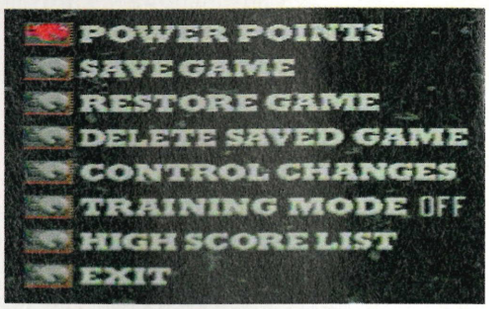


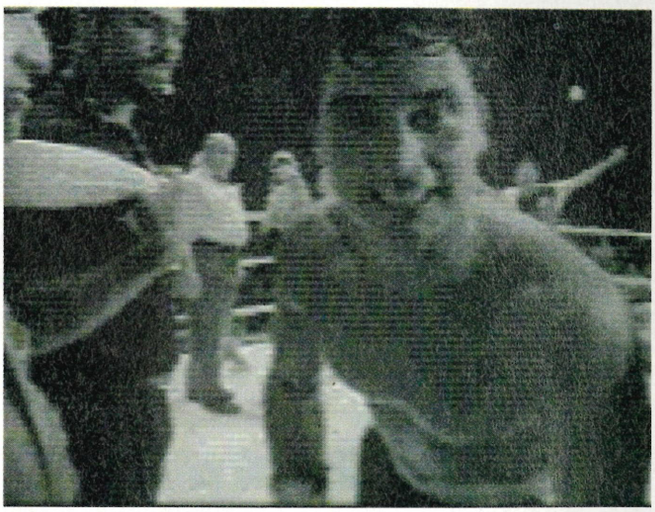
The main event – Honeyboy Vs The Kid. Look at the billboard and your opponent will taunt you severely



Win, lose or draw. Crap daytime TV programme or proof of my ineptness?







Come and 'ave a go if you think you're 'ard enough

SUGAR RAY LEONARD

As it stands Prize Fighter is just another in a series of slightly iffy boxing games which could and should have been much better. Admittedly it looks superb, but there is something slightly lacking in the gameplay department. With only four opponents and eight different punches there is just not enough variety to hold your interest. This is a good attempt, but I still prefer good old Frank Bruno's game on the old rubber doorstop.

THE SECOND OPINION



ALLIE WEST

This game has an awful lot of sadly unrealised potential. The black and white FMV portrays the boxing action very well indeed, but you have no control over the film at all – just over a couple of boxing glove sprites. These gloves never seem to connect at all, thus rendering the game a complete demo. The graphics may be good and the sound too, but there is little or no game behind it at all. You will no doubt be impressed by the game presentation, as I was, but with no real game to back it up you soon become very weary of this title. Steer well clear of this game.

% RATINGS



PRESENTATION 87%
Great intros and cut scenes

GRAPHICS 65%
Everything is in FMV, but it's black and white and not very good quality

SOUND 84%
Digitised speech from the CD. Great stuff

SHORT TERM PLAY 63%
Frustrating to get into due to the fact that it's hard to hit the other fighter!

LONG TERM PLAY 59%
There are only four fighters, but they are rock hard

OVERALL 62
A great idea but sadly it could have been done much better

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MEGADRIVE REVIEW



BY DATA EAST

DATA EAST

8-MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 4

RELEASE DATE

IMP ORT



Oo-ar me hearties! Cap'n Rich is the scourge of the high seas and he likes the odd platform game as well. Maybe that explains why he's not too keen on this!

HIGH SEAS

In the far away land of Cape Sealph a disaster has occurred! That old sea dog Brutal Bernard has stolen a treasure map which all of the pirates of the seven seas are after. Legend tells that this map is the only way to find a mysterious treasure chest containing a magical gem called Emeralda. This is no ordinary gem – its owner will gain the power to rule the entire world! So who is going to save us all from total domination by evil scoundrels? Why Cap'n Havoc of course! If he doesn't find the gem first then there is no hope for the rest of us and we don't want that now do we? In a stroke of unfeasible originality you get to control the hero of the story and to top things off this is another platform game. Could this be a rip-off of every game under the sun? Read on, dear readers, read on...



One of the best things about the game is the orchestra. Choose a piece of music and they all play along merrily. All together now...

CAPTAIN PUGWASH

Platform games have been coming in thick and fast recently, the best of which must be Sonic 3. Then we get this load of dross to look at! Data East has produced some phenomenally good games in its time and so I was looking forward to playing its latest platform game. To be honest, this has to be the worst platform game I have played to date, with the exception of Socket. First impressions are quite good, because the graphics are rather nice and all of the sprites are well animated, but when the gameplay kicks in things get very bad indeed.



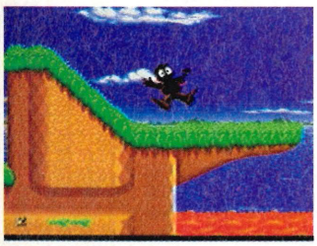
These four funny balls represent a restart point. It's a shame there aren't many of them in the later levels

LIFE ON THE OCEAN WAVE









I'd walk a million miles for one of your smiles, mammy!



My, those things do look sharp! And what are those guys doing with that bubble gum?

SEAMAN STANES

There are 13 different levels in High Seas Havoc, each of which are set in various sea-related places. The game starts off in Cape Sealph and carries on through a pirate ship, through cities at night-time, underwater, through burning buildings and on until you end up at fort Bernardo and get to fight Brutal Bernard himself.

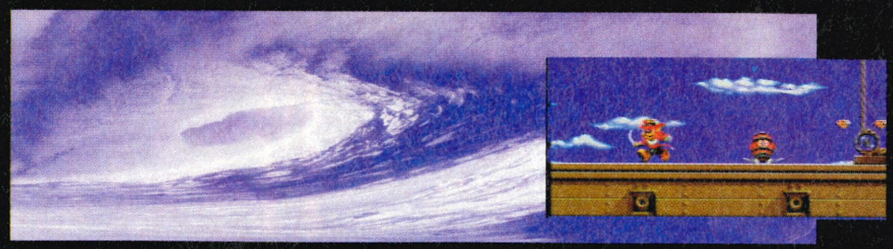
Some of the levels are quite big and there is the occasional tricky jump thrown in for good measure, but when you take into account that there are only a few restart points throughout the whole game, things begin to get annoying. In one stage you are being chased by a giant flame and there are lots of holes in the floor and flaming obstacles to avoid. This level is quite easy but it is also very large and if you die you have to do the whole thing all over again – very frustrating.

There is quite a lot of variety in the background graphics and enemies, but sadly the gameplay stays the same all the way through – jump between the platforms, pick up the diamonds and kill some baddies. Sadly, by today's standards this is not enough to constitute a fun game, when we have fast and original games like Sonic 3 being released.

The evil Bernardo, who bears a striking resemblance to Bowser from the Mario games, has found out the secret of the Emeralda gem. With it he can rule the world! An ancient map

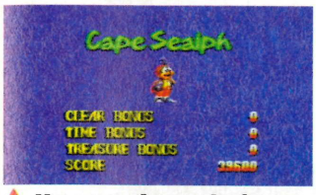


HAVOC





Cute or what?



Hooray, the end of a level! But there are more...

MASTER BATES

Cap'n Havoc has two different types of attack. He can jump on his opponent's head like in every other platform game ever conceived, or by jumping twice he performs his special attack. The problem is that this attack has such a limited range it is probably one of the most useless attacks ever to be implemented in any game ever!

Most of the enemies are relatively simple to kill but at the end of each level there is a big boss, which reveals the other main flaw of the game – the ease with which this game can be completed. Once you have had a few goes it is very easy to suss out the way each boss moves, making the game incredibly simple. On the easiest stage the game is a complete walkover and one of our members of staff managed to complete the game without realising it! The other difficulty levels are slightly harder, but it is not enough.



This isn't a rip-off of anything is it? Swinging platforms...sounds like an original idea, doesn't it?!

PIRATES OF PENZANCE

By now you should have already gathered that I don't like this game. It may look all right but it plays appallingly and just isn't fun at all. I'm usually a great fan of Data East games but this just doesn't cut the mustard – there is no excitement and it is highly unoriginal. If you buy this you will be very disappointed indeed.





Eek! Sliced and diced! Not very nice really, is it?

You have to collect hundreds of diamonds. The excitement never stops



Look – it's Bowser in a funny hat



holds the key to the location of this powerful gem. Meanwhile Captain Havoc sails peacefully around the seas being a hero and not a nasty pirate as his name suggests. Surely fate will bring these two together? Of course it will, and this is how it all happens...



THE SECOND OPINION



JAG

Great game, original in every way, super graphics, Mode 7 rotation...all statements that could NEVER be levelled at High Seas Havoc! What we have here is simply another well-worn trip down platform road – a place we've all been many times before. The only thing this game has going for it is that Data East coded the thing, and it should really know better. Die-hard platform heads will also be disappointed because the game does not pack any challenge at all. One for the bargain bucket at your local Co-op I suspect.

%RATINGS



PRESENTATION 68%
Four difficulty levels and a sound test give you a few options to play with

GRAPHICS 65%
Some nice intro screens and animation but the game is a bit bland

SOUND 74%
The music and sound effects are your bog-standard fare

SHORT TERM PLAY 59%
The game starts off pretty badly...

LONG TERM PLAY 44%
...And gets a hell of a lot worse!

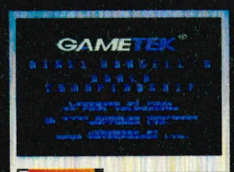
OVERALL 38
One of the worst games I have had to play in ages. Steer well clear of this one folks.

Thanks to Dream Machines 2 – 0429 869459

MEGADRIVE REVIEW



BY: GAMETEK



8-MEG

STYLE



RACING

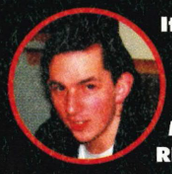
PRICE £39.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

IMP ORT



It's time for the most interesting sports personality of the year ever to star in his own Mega Drive game. Will RICHARD LLOYD find the game as 'interesting' as the man himself?

NIGEL MANS

The Mega Drive scene is well catered for in the racing department. There is the excellent F1, as well as Road Rashes galore, and of course the conversion of Virtua on the horizon. You would think then, that any game producer would be out of their mind to release another game onto the already cluttered market. Hello there Gametek, and your sidekick, Mr Out-of-Your-Mind!

YOU ARE NIGEL! 'NOOOOOOO...'

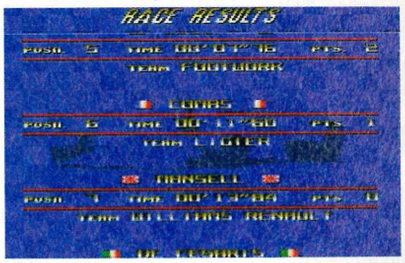
This game gives you the chance to take part in the 1992 Formula One World Championship – the most successful year in Nigel Mansell's career. There are 16 tracks featured from that year, in the same order they were raced in. Playing as part of the Williams' team, your wins count towards the Constructors' Championship as well as your own place in the individual Drivers' Championship. This is all in the Full Season, but there are also several other options available.

You can also choose to race on a single course from the 16 available, or you can train with Nigel. In this mode you drive around the track with Nigel ahead of you, and his speed is shown on the screen so you know how to take each bend to optimise your lap times. There is also a practice race, where the computer will not let you above a certain gear on each lap, which supposedly allows you to get your cornering right at each speed. The skill level can also be chosen, and whether to have music or effects.

▼ I didn't know Silverstone was that big!

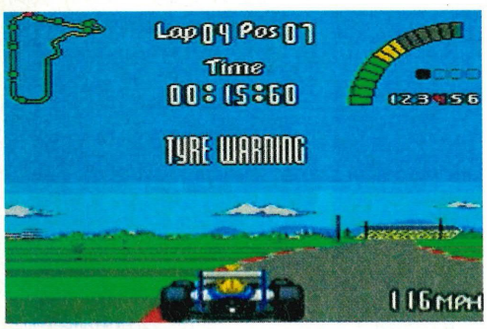


▼ "Mansell has finished a poor seventh. What do you make of that, Murray?"



▼ Try a qualifying lap and you should start further up the grid





▲ Ride on the verges too often and the four dots in the top corner will go clear. Tyre warning!!!



▲ The start of the race, and the lights...go green!

▼ Finally we're racing! The arrow in the road ahead shows the position of the race leader

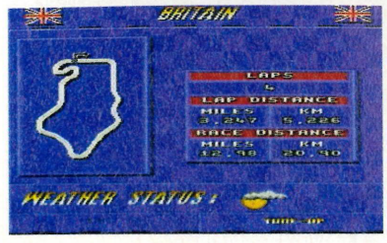


REALISTIC RACING?

In single race mode, you choose your venue from a huge rotating globe, and race against 11 other computer opponents. You can change your car's configuration before the race, by altering the gear ratio, tyres or rear spoiler. During the race the car's tyres wear down and so a pit-stop is the order of the day if a tyre warning appears or if rain looks likely. The weather is announced before the race allowing tyre changes to be made accordingly.

The car you drive can have either manual or automatic gears and behaves much like a normal race car. If you go too fast around bends you skid, as you will if you try and corner on hard tyres in the wet. All of this presentation suggests that this is a good racing simulation just waiting to be played, right? Wrong! The game is naff. The presentation is good and the options you can twiddle with do help, but the main game is rubbish compared to what is already available on the market.

▶ The British always did build a better track. If only we got the better weather too





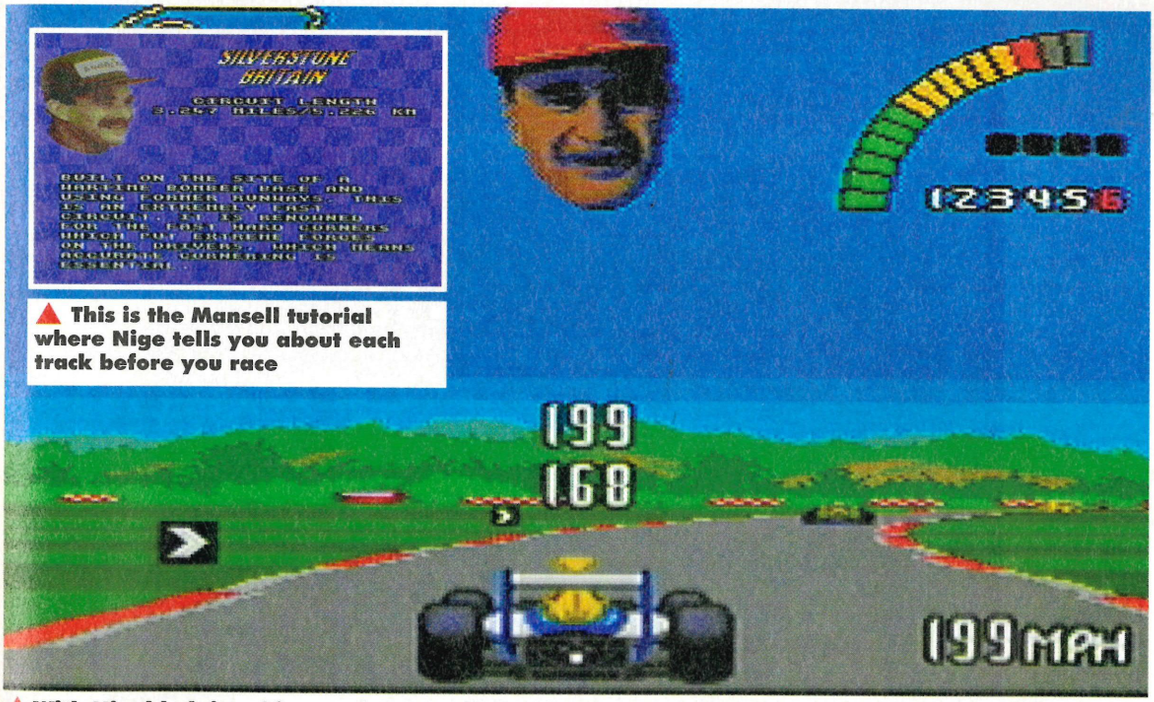
GEL'S WORLD CHAMPIONSHIP RACING



▲ In practice mode, your car will not go above third gear on the first lap



▲ Busted! Driving too fast round corners will leave Nigel with a red face

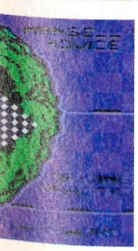


▲ This is the Mansell tutorial where Nige tells you about each track before you race

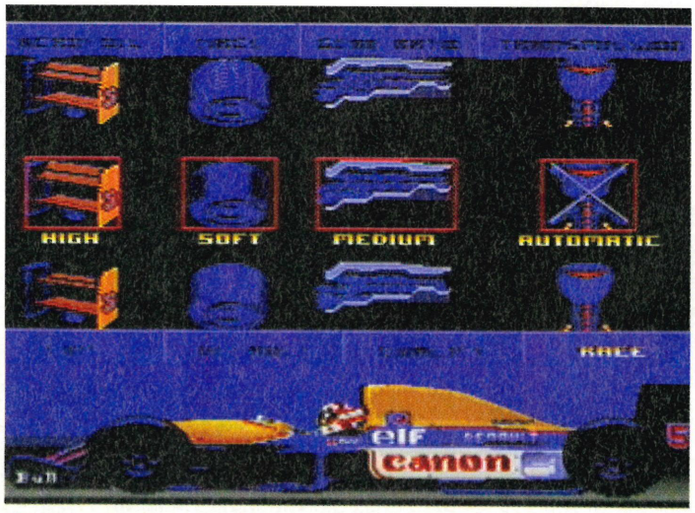
▲ With Nigel helping, his speed appears below yours on screen. I guess I'm going too fast



▲ They're on the grid and Mansell is in number 12 – I thought he was good!?!



◀ The game selection screen. Choose from a wealth of options



▲ Choose your car parts here. Gear ratios, tyres...anything you want, they got it

MANSELL'S MEETINGS

There are 16 Formula One tracks included in the game, but due to space limitations here are just a small selection:

AUSTRALIA

Ah, this takes me back. Just a few weeks ago I was actually in Oz, in Adelaide itself! (Name-droppers unite – Ed)



BRAZIL



The Brazilian track – watch out for the tight corners

FRANCE

Two parallel straights with nasty bends at the end confront you at this venue



ITALY



A boring track. Long and lanky, like the locals

PORTUGAL

A very bendy course, with a great back straight for acceleration



DURATION: 5 mins

SEQUENCE TIMED

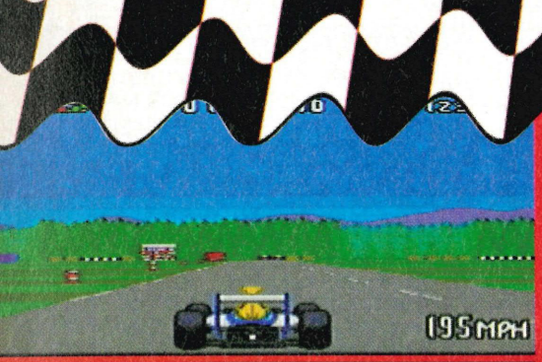
It's the start of a short three-lap race – just how well can that man Mansell do, under the control of the skilful Rich Lloyd? Have a look at this to see...



The grid at the start of the race and Mansell is in fifth place



About halfway around the first lap and Mansell has slipped two places



Just crossing the line into lap three, and Mansell has moved into fourth place



Up into third place and the leader is now in sight!

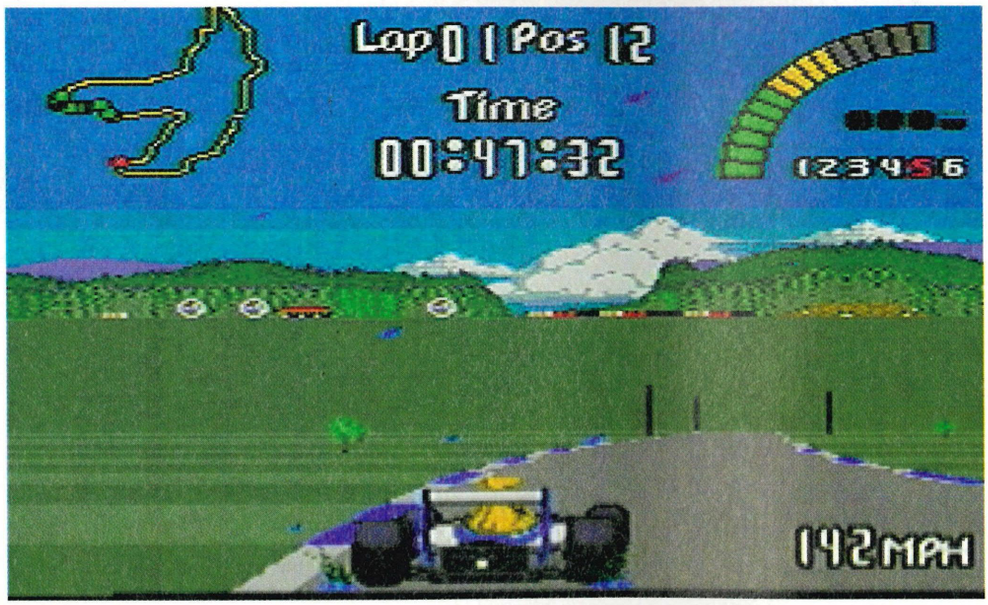


Mansell has lost a little ground, but still stands in third place

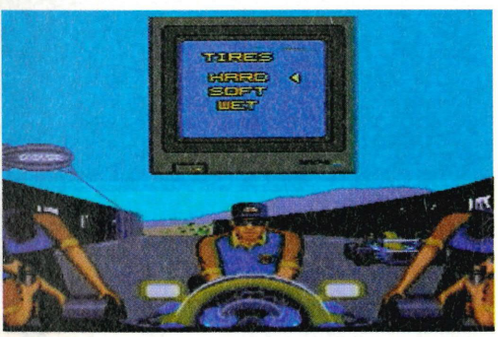
SPEED? WHAT SPEED?

The view is from outside your car, so you have no mirrors and cannot see other competitors approaching from behind and thus cannot drive to block them. You are therefore constantly overtaken because you cannot drive defensively. This view also takes away any feeling of speed the game might have had and thus it plays slooowww. Even the Game Boy version of this had a cockpit view, so why not the 'superior' Mega Drive version? This would be all right of course if you could drive fast enough to catch the leaders, but with automatic gears on you cannot.

Unless you play with manual gears you cannot do well in this game, thus people who enjoy an uncomplicated race game will be disappointed with their results. Ultimately you realise the action is boring, the opposition is too good and unfortunately there is no two-player option of any description, unlike F1 which had an excellent split-screen.



Check out the map in the top-left corner and you'll see how far behind Mansell is!



Nigel has hit the pits for a quick tyre change. Pick your new tyres from the menu...fast!

Mansell has scored a lowly 'nil pointes' after the first race of the season





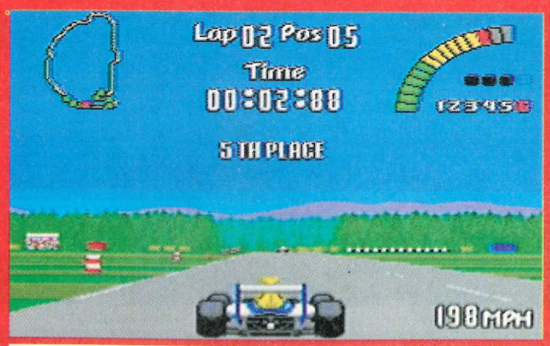
In the Construction Championship Williams Renault lie in bottom position. Where is Mansell's contract?

Again Mansell spins. I don't remember this in the '92 season





Mansell has made it up to sixth, nearing the end of lap one



Just past the first lap now and Mansell has regained fifth place



Halfway around lap two and the rain has started pelting down



Through the chequered flag in third place – my best effort yet!



The cameras flash and there stands Mansell on the podium



The newspaper the next day reports how close Williams came to first place

MANSELL? WOULDN'T WANNA BE YA

The graphics on the racing car sprite are basic and badly animated, as are the road surface and the roadside objects which go by. The whole thing looks like a straight port from the Amiga.

The music adds nothing to the tired gameplay and the effects are equally unrefined. The practice options don't really help either. Practice simply becomes the normal race after three laps because then you are given access to all of the gears and the car is thus uncontrollable again – it would be much better if you could stick to just five gears not six. Mansell's help is not much better, because his speed appears too late for you to change your own if you are going too fast, and you end up crashing around all the bends anyway.



You can't get better than a Quik Fit fitter!

DON'T WORRY BE HAPPY

With so many good games on the Mega Drive racing scene already it would seem pointless releasing a poor game, because it would fall well short of players' expectations...and I think that Nigel Mansell's will do just that. Do yourself a favour and buy something that is more than just a licence with a poor game tacked on the end of it. If you want a Formula 1 licensed game then you have no problem, because F1 is brilliant. Other than that, wait until Virtua gets released and see how racing should be played.



Mansell is in second and in the distance you can see the car in first position



Create your own player, and you can choose his origin

THE SECOND OPINION

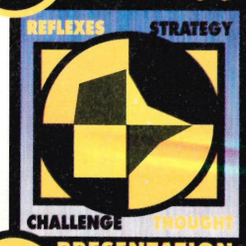


JULIAN CONNOLLY

'Fraid I'm going to have to agree with Richard – the game is nowhere near as good as other racing games on the market. The game has its roots firmly planted in the mid '80s and is very reminiscent of the old classic (read: "totally dated") Pitstop series in style and play, but without the fun of having to change your own tyres.

Options to effect the outcome of the game are very limited and it comes down to just a choice between tyres, gears and transmission. The training with Nigel himself option seems to be just an excuse to get Nigel's moustachioed face into the game, so unless you're a complete Mansell freak, I would steer well clear of this game.

%RATINGS



PRESENTATION 75%
Some fairly good cut-screens, but the picture of Mansell himself is awful

GRAPHICS 60%
Both car and road are dreadful. Speed isn't as fast as other race games

SOUND 58%
As bad as the graphics. Annoying tunes and bland FX

SHORT TERM PLAY 50%
Too difficult to begin with and the two practice modes do nothing to help

LONG TERM PLAY 35%
You have to be joking! Short term play is mind-numbing enough!

OVERALL 52
A very poor game, lacking in both playability and a two-player option. Spend your hard-earned cash on something else

MEGADRIVE REVIEW



BY: SPECTRUM HOLOBYTE

Spectrum HoloByte

16-MEG

STYLE

SHOOT'EM-UP

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

THANKS TO: Telegames: 0533 880445 for the loan of this import cart.



Chaos: Order within disorder. The underlying structure of a disorganised universe represented as a simple theorem. This is the definition of an average day for Allie West.

SOLDIERS

The Bitmap Brothers' Chaos Engine was hailed as one of the finest Amiga games known to man when released a couple of years back. It was an addictive blend of shoot'em-up action and mind-bending strategy, coupled with superbly detailed graphics that really set the game apart from other top-down shoot'em-ups. Even now The Chaos Engine still manages to kick ass in the shoot'em-up stakes, so just thank your lucky stars that it's on the Mega Drive now as well thanks to Spectrum Holobyte in the States.

The Chaos Engine has mutated into Soldiers of Fortune, but even though the name has been changed to protect the innocent the game remains the same. However, look out for the British version of Soldiers of Fortune which will be released this May through Microprose under the original title, The Chaos Engine. Ladies and gentlemen, welcome to the show...

ALL HELL'S BROKEN LOOSE!

Once upon a time in a galaxy far, far away…actually it all starts not so far away as you may think because the trouble begins in Cornwall back in the year 1887. A weird scientist with the prestigious title of Baron Fortescue and a dangerous thirst for power, had stumbled across a researcher's plans to build a staggering machine that could alter matter. By imprisoning the researcher the Baron, in his little corner of Cornwall, began to build the machine unaware of what it was actually capable of.

Soon the machine began to alter the space-time continuum, reeking havoc across the globe – cities crumbled into the earth, the Statue of Liberty marched into Manhattan, while Britain sank into a state of anarchy. The Engine was out of control, and even after mutating its creator into a monster, it grew more powerful as each day passed.

MINE'S A HALF

MERCENARY
This guy is tough. He's been there, seen it, bought the T-shirt and eaten the doughnut. He wields a massive Gatling gun and he sure knows how to use it. Has no particular strengths and is the ideal all-round warrior



BRIGAND
The only reason this guy joined the hunt was to get his paws on the money. He uses a long-distance rifle and although he can wield it pretty well he's no Dirty Harry. Very quick, but he's in it for the money don't expect him to cover your back if there's loot lying around!

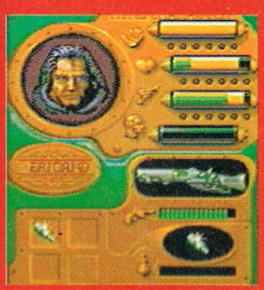
Fortunately, the imprisoned researcher managed to escape the Engine's ravenous clutches and informed the world what had happened. Six elite mercenaries from around the globe offered their services (for a fee of course) and headed for England to destroy the Chaos Engine once and for all. Armed to the teeth with some pretty impressive weaponry (including laser cannons which, and I'm sure you'll back me up here, weren't actually invented in 1887) they set out on a hazardous mission against the mutated hoards.



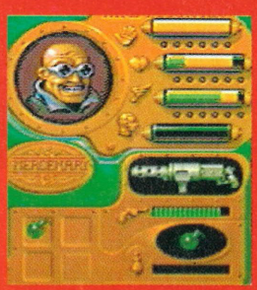




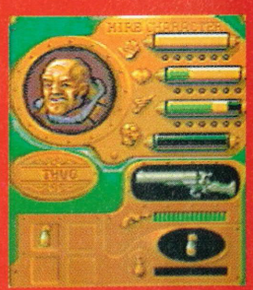
COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH



BRIGAND
Again average at everything with no real outstanding attributes
SPECIAL ATTRIBUTES:
shot burst, Molotov, distract monster



MERCENARY
Average at everything – no outstanding attributes. A good all-round soldier
SPECIAL ATTRIBUTES:
bomb, ground mines, first aid

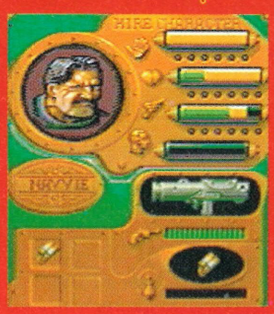


THUG
High health and weapon damage but low speed and wisdom.
SPECIAL ATTRIBUTES:
molotov, air burst

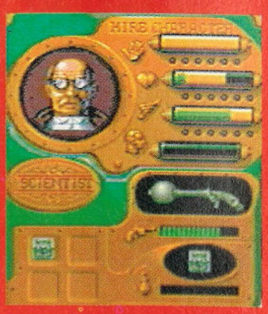
GENTLEMAN
Low health and weapon damage but high speed and wisdom levels
SPECIAL ATTRIBUTES:
map, distract monster, repel monster, party power



NAVVIE
High health and weapon damage, low speed and wisdom
SPECIAL ATTRIBUTES:
dynamite, shot burst



SCIENTIST
Low health and weapon damage but is extremely fast with a high wisdom level
SPECIAL ATTRIBUTES:
first aid, map, shield, freeze



OF FORTUNE



GENTLEMAN
This guy is smart and knows how to look after himself. Armed with a flame pistol he is a superb shot and extremely quick with it. One of the most reliable characters in the group – he'll watch your back all right.





NAVVIE
This guy is extremely strong, able to wield a huge shoulder cannon that knocks the other weapons for six. Not extremely gifted in the old brain department the navvie won't be as quick off the mark to watch your back. Likes it rough and ready!





THUG
Like the navvie this guy isn't the intelligent one of the bunch, but he sure packs a lot of strength – it takes a lot to put this guy to beddy-bys. Armed with a shotgun he proves useful against the tougher enemies, but again won't be that responsive when watching your back

SCIENTIST
Obviously this guy is the smartest of the gang and is reliable when watching your back. He is also incredibly fast and often dashes off all over the place to get the shots in. Invented his own lightning gun but it fails to pack a real punch





This is freaky! Regardless of whether you play the game in one or two-player mode you always get two characters fighting side by side!

CHAOS THEORY

The most prominent feature of this game is that even when you're playing a one-player game there are always two characters fighting side by side. The game follows the story of two mercenaries out to penetrate the Baron's fortress and ultimately destroy the Chaos Engine – so it really has to be played with two players!

You have six mercenaries to choose from, each with their own unique qualities such as dexterity, ingenuity and firepower. Depending on who you pick as both your own character and the computer's, the computer will utilise that character according to its specific abilities. For example if the character has a high wisdom level he will be able to 'see' further and chase after the enemy before they get too close for comfort. However, if the wisdom level is low then this character will be unsuitable for watching your back so it's best not to rely on his 'watchful' eye.

Where one character lacks in stature, then he'll make up for it in some other form – usually superior firepower or speed. This unique two-player option makes this game incredibly enjoyable and promotes a feeling of comradeship even if you're playing on your own. Also, although your wingman doubles your overall firepower the game is not made any easier for the player – this game is a real bastard to crack.



A-Z of London. Don't leave home without it

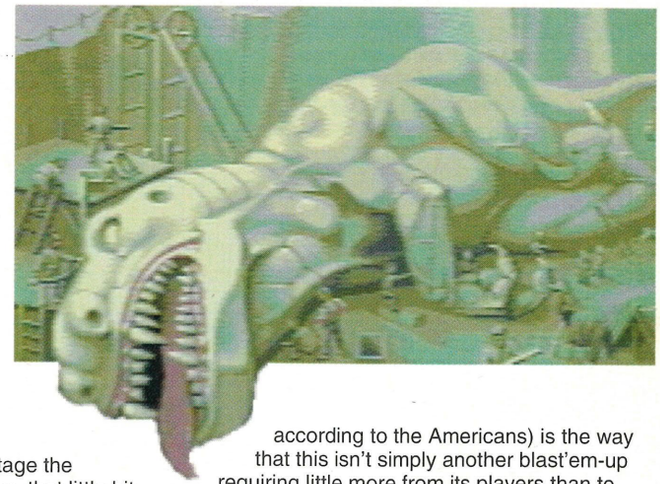
Die, die, die! Oops, sorry you're not an alien! I think I should have worn my glasses

OI, NUTTER!

So there you are with your characters armed and ready, and before you can whip the tail off a donkey you're launched into the fray – no beating around the proverbial bush here. The onslaught is mild yet steady, with plodding manifestations miraculously appearing from behind every tree. Sure they fire back but they're no match for you and your partner who are able to blast through the initial stages with ease. However, then it gets trickier…

Moving swiftly onto the next stage the enemies become that little bit faster, that little bit more alert and a damn sight harder to obliterate. Guns? You need bloody great rocket launchers to get by this lot! You rely immensely on your wingman's unique talents, so you'll soon know if you picked a duffer for a best friend!

One of the great things about The Chaos Engine's gameplay (sorry it's Soldiers of Fortune according to the Americans) is the way that this isn't simply another blast'em-up requiring little more from its players than to plough mindlessly through a barrage of aliens. Here you have to think about how you progress around the level, sneaking in and out of cubby holes or jumping out from behind pillars just to stay alive. You're not exactly given many hit points to start with so it takes a fair amount of effort to remain in one walking, breathing piece.

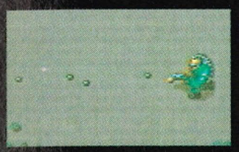


COR, YOU'VE GOT A BIG ONE!



BRIGAND
Carries a rifle with average fire-power

AMMUNITION: single bullets only



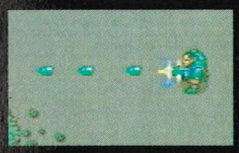
MERCENARY
Wields a Gatling gun again with average fire-power

AMMUNITION: multiple small bullets



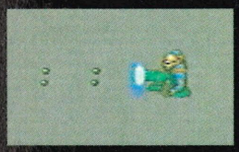
GENTLEMAN
Pretty nifty with a flame pistol but has low fire-power

AMMUNITION: flame bursts that pass through the monsters



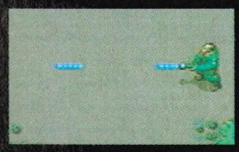
NAVVIE
Deadly with a high powered shoulder cannon

AMMUNITION: large single shells



THUG
Crack aim with his shotgun, very high fire-power

AMMUNITION: multiple small shells



SCIENTIST
Carries a futuristic lightning gun but has low fire-power

AMMUNITION: energy bolts that pass through the monsters

SCALES OF JUSTICE

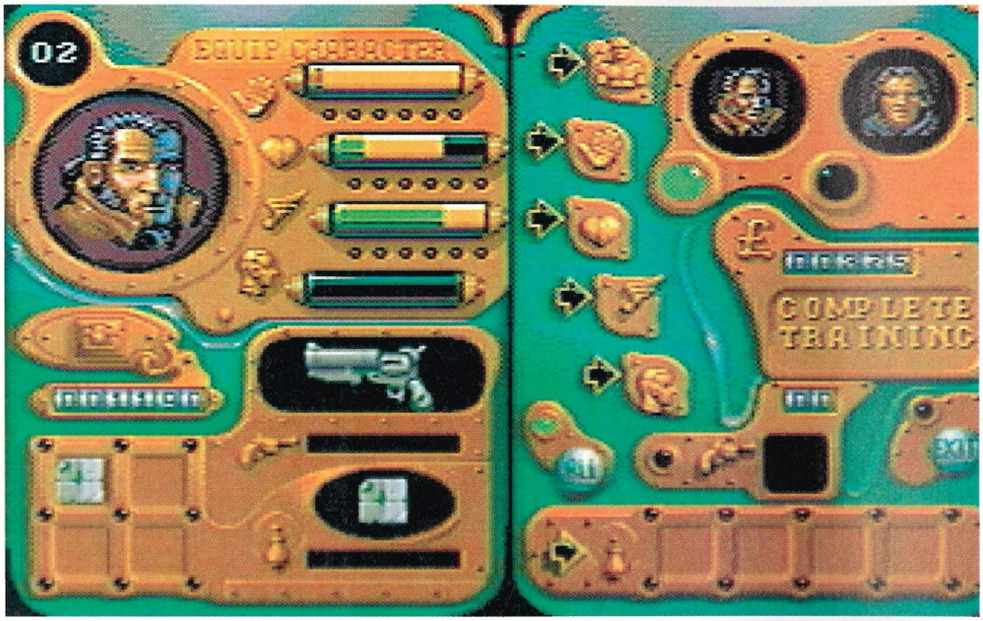
Initially, the game's levels are methodical and straightforward – you start at one end of a long winding passage while the exit lies at the other. However, as you blast your way through the game the levels become more maze-like and considerably more sprawling, disappearing off here and there and then turning back on themselves just to confuse you a little bit more.

There's more to this however than simply working your way through a mass of labyrinthine passages, firing at anything that moves. Throughout the levels are a number of nodes which are mechanical pods that activate the door to the next level. On the first level there's only one pod to find – it's slapped right in the middle of a passage so you could only miss it if you had your head in a bag.

Later on though, there are numerous nodes which lurk in the distant reaches of the playing area and, as well as avoiding the rampaging monsters you have to go off and shoot these nodes if you are to escape. It doesn't stop there however – not only are the levels long and the nodes difficult to find, but the game is also riddled with secret passages and bonus sections which can lurk behind false walls and bring an exciting element of exploration to the party.

There is a substantial puzzle factor to the game too. Scattered across the levels are numerous sets of keys which open causeways, secret doors and steps allowing you entrance to the plethora of hidden sections. The only problem is that sometimes you have to pick the keys up in a specific order to open the gateways so you have to start using your brain and well as your brawn in order to succeed.

So what you first believe to be a ravenous shoot'em-up mutates into a complex and sprawling strategical adventure that is not simply here to satisfy the trigger-happy among us.



STONE THE CROWS!

So what else lies beneath this clever façade? Well, the game is for one or two players (in two-player mode sadly the computer doesn't take on a role in a joint effort) and there are plenty of bonus weapons, power-ups and money to pick up throughout the game. The password system is a complete God-send, you can spend money to upgrade your characters and there are the beloved restart points at numerous points. The Bitmap Brothers pander to your every whim!

Another thing that took us by surprise was the quality of the sound. Not only is there an absolutely brilliant soundtrack bursting forth from the speakers, but there is a considerable amount of digitised speech belting out above the music as well. There's none of that grainy, raspy, tinny speech that we are so often subjected to in many other games. No, these rantings are phenomenally clean despite their mechanical overtones.

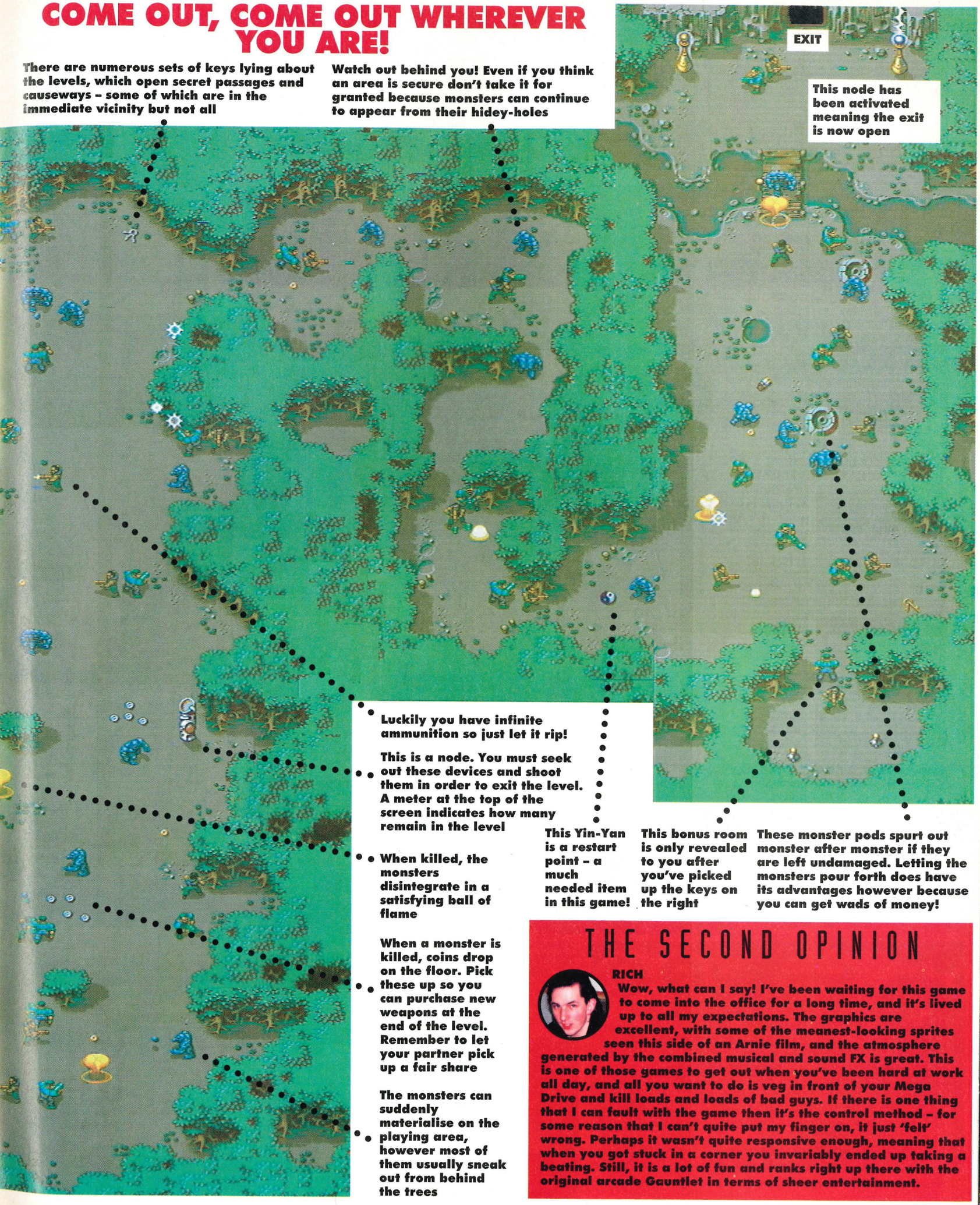
▼ **Fortunately the game is armed with a password system**







COME OUT, COME OUT WHEREVER YOU ARE!



THE SECOND OPINION

RICH

Wow, what can I say! I've been waiting for this game to come into the office for a long time, and it's lived up to all my expectations. The graphics are excellent, with some of the meanest-looking sprites seen this side of an Arnie film, and the atmosphere generated by the combined musical and sound FX is great. This is one of those games to get out when you've been hard at work all day, and all you want to do is veg in front of your Mega Drive and kill loads and loads of bad guys. If there is one thing that I can fault with the game then it's the control method – for some reason that I can't quite put my finger on, it just 'felt' wrong. Perhaps it wasn't quite responsive enough, meaning that when you got stuck in a corner you invariably ended up taking a beating. Still, it is a lot of fun and ranks right up there with the original arcade Gauntlet in terms of sheer entertainment.

RUN HOME TO MUMMY



This scatter attack is one of the brigand's special attacks. It wipes out all of the enemies which are within a wide radius of the character. Effective, quick and instantaneous



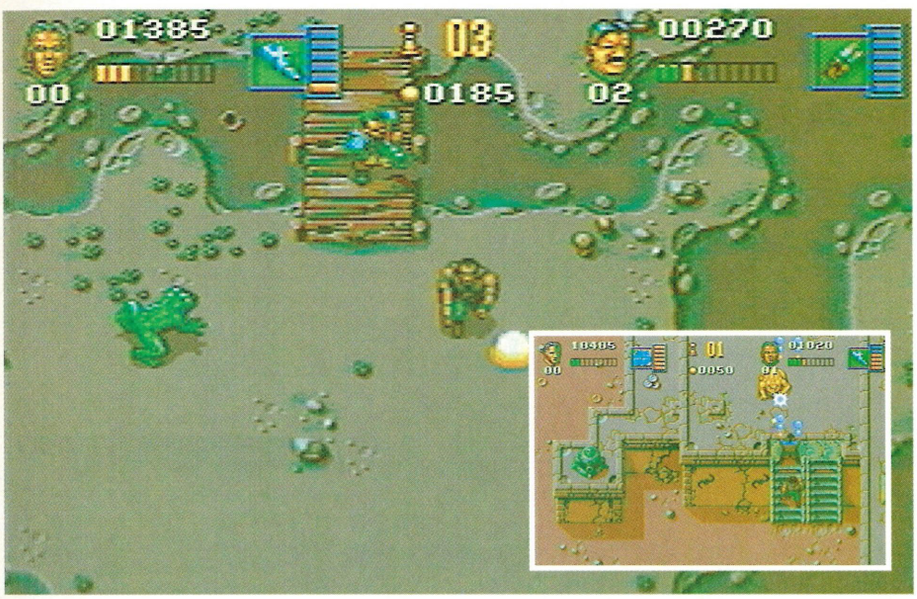
This is a deadly Molotov cocktail that acts similarly to napalm, wiping out everything in its path. The radius for this attack is limited though so watch where you use it



The thug is armed with a powerful bomb that scatters shrapnel on impact, but it doesn't have a very wide range and takes a while to explode. Not to be used when in desperation

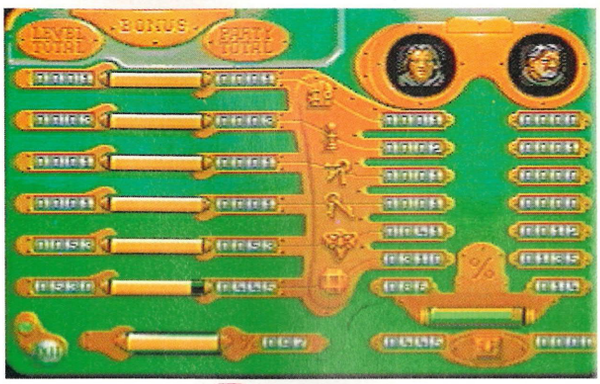


Special weapons are situated throughout the game and take effect as soon as they are picked up. Take this pretty and very powerful napalm attack for example



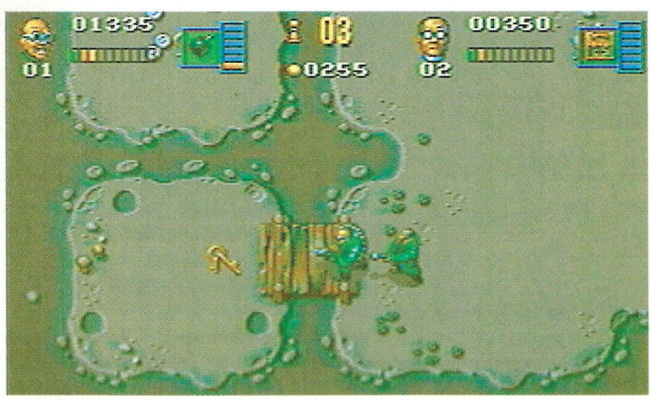
▶ What's the scores on the doors, Isla?

◀ Anyone for frogs' legs? Mmm, tasty!

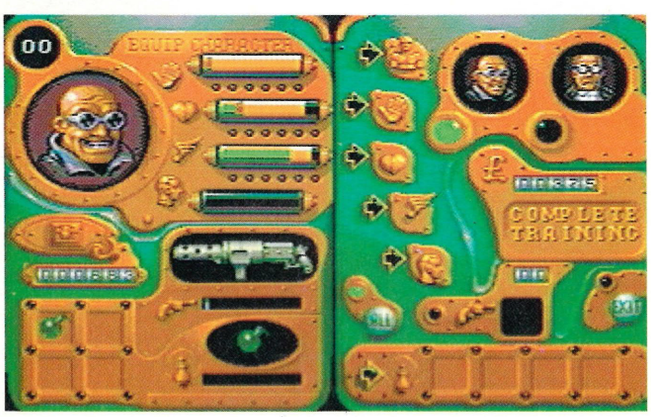




◀ Oh big boy, fire that weapon!



▲ I really should fix that hole in my pocket, I'm forever losing these damn car keys

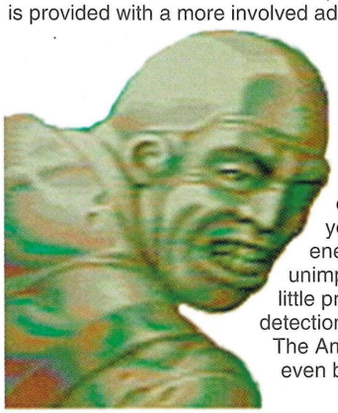


▲ Maud finds that shopping at Sainsbury's brightens her day

FORTUNE SHINES UPON THOSE WHO WAIT

Graphically, this game is practically faultless. Every aspect, from the character selection screens to the lush backgrounds and detailed sprites, smacks of class and quality – this is truly a Bitmap Brothers game in every sense of the word. The slightly skewed perspective makes it easy to see what is going on at all times and the screen is used to the maximum effect with the scores and panels unobtrusive and pushed to the top. The sprites are small and detailed but still easily distinguishable from each other. Perhaps the only gripe I would have about the graphics is that the intro sequence could have hit you with a bit more gusto than it does – the story-line is pretty cool, but there is sadly only one static image to accompany the text.

Then there's the gameplay. What can we say? Superb, addictive, riveting, captivating. Do you want us to go on? Enthralling, exciting…the list is endless! This is one of those games that, to use a timeless cliché, is a doddle to get into but will take a lifetime to master. The game is dripping with powerful weapons, smart bombs, special attacks that offer a pant-wettingly good blast. Couple this with the tactical factors and the exploration element and the player is provided with a more involved adventure.



The various character combinations mean you can return to this again and again simply to have a bash with some new faces and weapons! But there are downers. You're not given much of a kick off the old starting block – considering you're fresh on the case the old energy bar looks a tad unimpressive. Also, there's that niggly little problem with the collision detection again.But that's it, gripe over. The Amiga version was stunning, this is even better.

RATINGS



PRESENTATION 89%
Stunning, but the intro could have been a bit more impressive

GRAPHICS 94%
Crisp and superbly detailed

SOUND 88%
Exciting sound-track, digitised speech, but lacking in effects

SHORT TERM PLAY 95%
Easy to get in to – it Is a flippin' shoot'em-up!

LONG TERM PLAY 94%
Challengingly difficult with plenty of varying stages

OVERALL 91
A complete blast – one of the best games ever. Strangely addictive and exciting to play.



PC PLAYER

SIMULATION ADVENTURE STRATEGY

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MEGA-CD REVIEW



BY: EA



CD-ROM

STYLE

STRATEGY

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



What we need is someone to take charge and rule our army so we can take over the world. Any volunteers? Only RICH LLOYD eh? Perhaps we should stay home and play a game of soldiers instead.

POWERM

Many moons ago a game came out called Populous written by a company called Bullfrog, which was a runaway success on every format. Bullfrog's next big release was Powermonger. Although the two games looked similar, the gameplay was very different – in Populous you played a god and spent your time striking people down with bolts of lightning, whereas in Powermonger you played a humble captain in charge of a few troops with ambitions to conquer the world. The game was completely fab and sold well, resulting in it being successfully converted to the MD over a year ago. Now EA has revamped the game, releasing it on CD at a cheaper price than the original. Sounds good? Read on!

WAR HAS NEVER BEEN SO SHITE

I'm not sure if you've noticed, but the world is a big place. A very big place in fact, and contains quite a lot of people. It feels pretty good when someone does what you tell them to do, so imagine what it would be like to rule the entire world. The most major hurdle you'll encounter however, is actually getting put in charge in the first place, and that is what this game is all about.

In Powermonger the whole world is in disarray and it is about time someone took charge and sorted everything out. You have been made a captain and have just over 20 people in your army, with your objective being to conquer the world! Not an easy task, I can tell you!



It's raining, it's pouring, the old man is snoring...blah blah blah. Weather plays a big part in this game. If it's sunny, people are happy, but if they're up to their necks in snow they won't be too pleased!

This bit is new as well. At the start of each level a camera zooms around a computer-generated landscape. Lovely

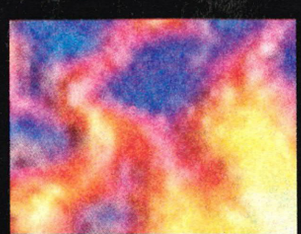
LET THE GAMES

This new version of the game has an all-new animated intro. A captain bursts into the castle and heads off down the corridor to talk to the king, who is outraged by the bad news he hears. This means war! Right lads, get ready to lay your lives down for yet another futile battle over a small piece of grass...









MONGER





▲ **Hoorah for me! I've won, I'm the best, praise be to me!**

KILL HIM WITH YOUR GUN

To get more men on your side you have to conquer small villages by either just charging in and slaughtering everyone in the whole town, or by killing a few people and terrorising the rest so that they acknowledge you as their leader. A short recruitment drive later will see you in charge of more men. If one of the people you recruit is an enemy captain, he joins your side and takes his place next to you at the table and you can allocate some men to him so you effectively have more than one army. You can have up to six captains at any one time which means eventually it is possible to pull off some amazing strategic attacks if everything is planned properly.

When issuing orders there is sometimes a delay, depending on how far away the troops being ordered are. This is because all orders are sent by carrier pigeon and take some time to get there. This must be catered for when making battle plans, so a lot of thought must be put into the proceedings.



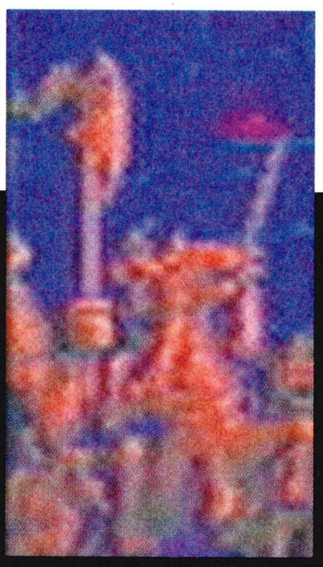
▲ **Oops! I think something went a bit wrong somewhere along the line**

GO TO YOUR BROTHER

The main screen displays a picture of your captain (ie you) standing alongside his allies if he has made any, looking down onto the main playing area like army generals would when viewing their battle plans on a table (see the screen shots). The view screen shows a three-dimensional isometric scrolling landscape on which you and your men run around. Some of the landscapes are very hilly which means that sometimes part of the play area gets obscured. It is for this reason that you can zoom in and out of the action and rotate everything in order to have a look at any part of the land from any angle.

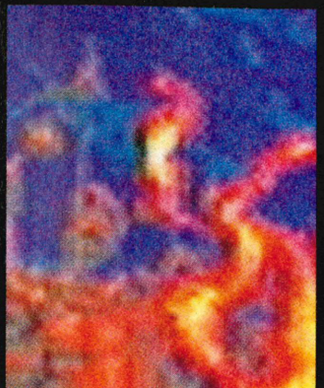


▲ **Look, it's another fly-by shot. This time you can see the detail of the villages with your castle way back in the distance**











HE'S LYING IN HIS UNIFORM

The main question that springs to mind is – is this game any better than the cartridge version? Well, the price is better for a start, but there are other differences as well. The basic game is still the same but now the play area is a lot bigger and the action is a bit faster. The main flaw with the cartridge version was the control system – all the computer versions were controlled using a mouse but the Mega Drive didn't have one then, and even now it is unlikely that anyone has actually bought one of the damn things. The joypad control system has now been made a lot friendlier, making it easier to move around the game environment. At the touch of a button a big map can be called up showing where all the food and buildings are, making it easier to plan your conquests.



All the icons at the bottom of the screen are confusing if you are of limited intelligence like me. What a good job there is this help option



CHARGE! Captain Rich guides his massive army into an unsuspecting sleepy village

DYING IN THE SUN

The other main differences between the CD and cart versions are in the presentation. As usual EA has pulled out all the stops and there are animated sequences shown at every opportunity. The intro shows a king raging furiously as war breaks out, and the end sequences show you either staggering around and collapsing in a Pythonesque death scene or show you pondering you next onslaught. The most noticeable difference is at the beginning of each level – all of the landscapes have been pre-rendered and are displayed in fly-by sequences. The camera zooms in and out of the hills and valleys, and you can see all of the castles and villages down below. The colour scheme may leave a lot to be desired but it is a neat addition all the same.

THE SECOND OPINION



THE JAG

Wars, pillaging, blood, large gatherings around sheep...yes, this is definitely my idea of fun. The gameplay of Powermonger CD, in my mind anyway, is basically identical to that of the cart, which is certainly no bad thing – this is not a game which has to rely on any CD gimmicks. EA is barking up the right tree with this great game, but why anyone would pay £40 for a Mega-CD version identical to the cart version is mystifying, especially considering that the cart game can be picked up on the Telstar two-on-one label for about £30 (for this you get the original game plus another game).



There are hundreds of characters in the game and each of them has their own background which can be called up at any time

THE INS AND OUTS OF IT



One good feature about this game is the ability to change the viewpoints. In the close-up screen not much is going on...



...But from a long way away you can see that a battle is raging and people are being brutally slaughtered left, right and centre

COR BLIMEY, IT'S COLD

On all computer formats Powermonger was a great game and this Mega-CD version is no exception. It may not be instantly accessible because unlike most games nowadays you'll actually have to read the instructions (something most people don't do) before you can actually get anywhere. Persistence pays off and soon you will find yourself knee-deep in dead bodies, scavenging about for food to satisfy your starving and weary troops. It all gets very involving and there are thousands of different landscapes, each of which is different. This is one tough game that will take ages to complete and will keep anyone with more than half a brain happy for a long, long time.



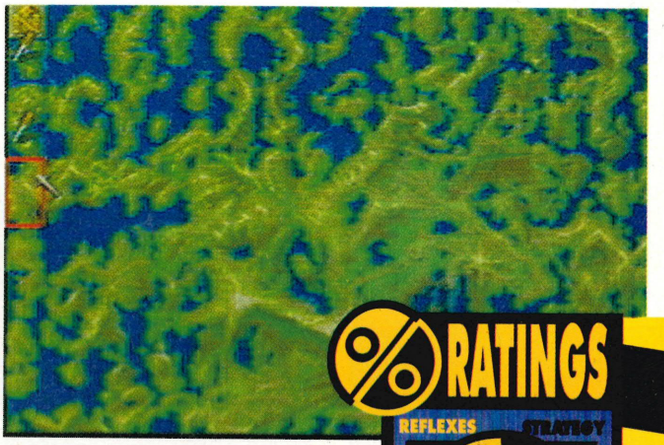


◀ **This is it – the final attack. Victory here will swing the balance of fate in my favour**

▲ **Capture an enemy leader and he will join you on your quest**



◀ **Those with plans for world domination should find their heart's desire in this game. Watch in graphic detail as your well laid plans fail and you return to book-keeping!**



▲ **This is a third of the overall map. The red square shows the next land I'm about to play for. From this you can tell the sheer size of the whole game!**







% RATINGS



PRESENTATION 93%
Superb. Lots of nice graphic bits enhance the gameplay

GRAPHICS 86%
Game window is now bigger. Graphics same as on cart

SOUND 84%
Could be better seeing as it's on a CD

SHORT TERM PLAY 79%
A lot to learn, so tough to get into the game initially

LONG TERM PLAY 90%
How deep can one game be? Very challenging indeed

OVERALL 88
A great game, even if it is getting on a bit

MEGADRIVE REVIEW



BY: KOEI

KOEI
KOEI PRESENTS

8-MEG

STYLE
STRATEGY

PRICE £39.99

PLAYERS 1-8

SKILL SETTINGS 12

RELEASE DATE
IMP ORT



Another Koei game storms into the office with the thunder of Ancient Chinese horses' hooves. RICHARD LLOYD discovers that being a Warlord, can have its downside.

ROMANCE OF

Remember Koei, the people responsible for the excellent Aerobiz, then the slightly dodgy Genghis Khan? Well, they're back to send another message to all those strategists out there..."The Mega Drive can play host to deep and involving games, and we're just the blokes to write them". That's the idea anyway, but what is the actual game like?



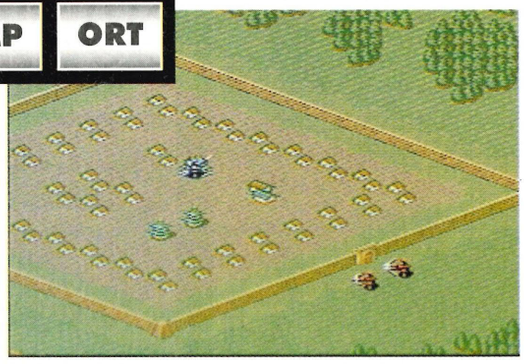
▲ **You can watch computer battles or not. Either way you still hear about them by way of this picture**



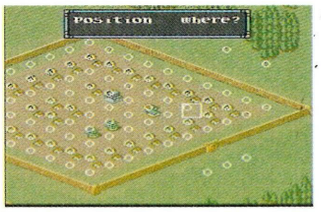
▲ **In preparation for a battle, you must take enough gold and food to survive. Don't forget the soldiers!**

ANCIENT CHINESE PROVERB SAY...

This is deep so anyone not wanting to have to work at a game had better leave the room right now. Gone? Good. The game is set in ancient China, in any of six time periods, which run from 189 AD to 235AD. These different times are actually difficulty levels, as they each contain fewer and fewer, but stronger, computer players. In addition the game also contains both beginner and advanced levels. The aim of the game is to capture all 46 cities and thus become supreme ruler of China.



▶ **The enemy is storming the gate, let's hope it can stand up to the pressure**



▲ **Your home city is under attack so you must place your defence to the best advantage**



▲ **It's fight time and you start some way from the castle entrance. You must approach the door...slowly**

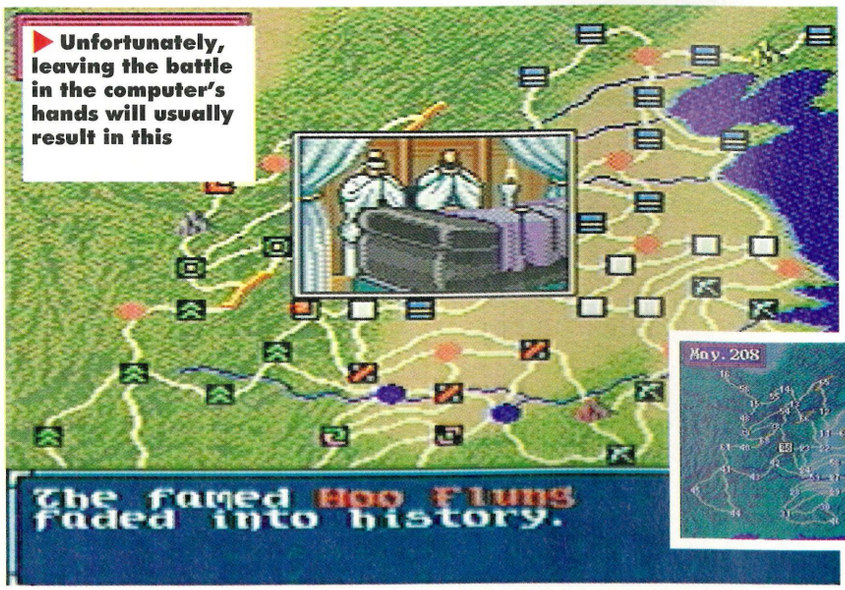


▲ **Choose your time period. Like Back to the Future really isn't it?**

THE ULTIMATE GAME TO PLAY

The game begins with you as ruler of a single city, with simple folk under your control who you must train to be soldiers, and also give instructions on how to make the city stronger. You can change the farming methods of the land, and thus make more food which can be traded with neighbouring cities. Everything in the game is performed by use of menus, so you never have any actual control – and you are simply shown the results of your actions. The game moves very slowly, and it takes a long time to get anywhere. I mean a very long time. If you expect to have a full game where you are strong and winning running soon after beginning you can forget it.

The game contains a vast amount of commands for you to use. You can make alliances with other cities, and they will help you in your battles; recruit generals from free cities, or steal them from your enemies by bribery; plant spies in different cities, and they will send you back reports of opposition activity every month. This sounds like a strategist's dream, but I can't really see anyone dreaming of this game. You can keep listing options until doomsday, but the fact remains that this is a slow, boring gameplaying ordeal.



▶ **Unfortunately, leaving the battle in the computer's hands will usually result in this**

▼ **The populations of all 46 cities can be viewed on the map screen, with a single button push**

THE THREE KINGDOMS

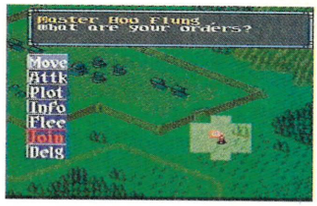
GRAPHICAL DUNG

Koei games are not renowned for their graphics, and this is no exception. You can see from the shots that the graphics are small and also badly animated. Of course, this is all par for the course in strategy games, but why should it be? Why can't the programmers make the game look good, as well as including the depth of gameplay necessary for this genre? I am disappointed in the graphics and the sound in this game but naturally, this could be forgiven if the game was as involving as we know these games can be.

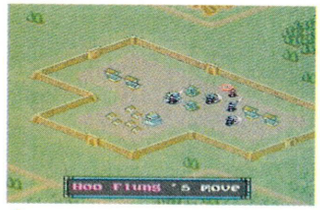
Unfortunately, the problem with this game is that it takes far too long for anything to happen. If you start a battle with someone it can take five minutes to simply reach their camp from where you must start. The battle itself can rage for several months of game time, which is well over half an hour of real time. This is far too slow for me, and I'm sure for many other people. Perhaps for hardened strategy players this time lag is acceptable, but not for me I'm afraid. The game becomes boring well before you become involved, and you will turn it off in frustration as I did.



▲ You have chosen the city Shang yong. So you're Hoo Flung from Shang yong! What is this, Wayne's World 2?



▲ Night has fallen, but don't worry the god of square light beams is here



▲ Hoo Flung is inside the city walls, but under attack from four sets of enemy men

THE SECOND OPINION



ALLIE

Oh dear, oh dear. This isn't really that good at all is it? I like a good strategy game every now and then and seeing as this isn't a good strategy game I don't like it. There just isn't enough going on either tactically or action orientated. Add the fact that none of us could really give two hoots about war in ancient China and you only have ingredients for disaster.



▲ The Shangyong leader has gone to Xuchang to form an alliance with the mighty Cao Cao



▲ During the night a man named Zi Xu has come and offered you information on the city of Zitong



◀ It's the guy you control, the big cheese, the man himself Hoo Flung



▲ And here is that information Zi Xu came up with...the number of soldiers under each officer's command



▲ A battle is taking place in great animation on the map screen. (Of course, I'm lying)



▶ You've completed a turn and your men have returned the results. You've successfully rallied your troops

THE RESULTS ARE COMING IN...

So what have we got? A deep involved game, that is far too slow for its own good. Poor graphics and sound, coupled with a feeling of non-participation in the action. In other words, a poor game at best. Strategy games can work well on the Mega Drive, as Koei itself proved, but unless they are immediately accessible they prove too boring for the normal gameplayer.

I could not possibly recommend this game to anyone but the hardest fans of the genre, and I think even they will be disappointed by the game speed, which can probably be bettered by a play-by-mail game!

% RATINGS



PRESENTATION 55%
Some nice stills, six ages to play and two difficulty levels.

GRAPHICS 52%
Graphics are ill-defined and small. Animation is terrible.

SOUND 43%
Some Chinese music and a clash of swords, but that's it.

SHORT TERM PLAY 45%
You'll play it for a bit, just to see if it speeds up a little.

LONG TERM PLAY 25%
It doesn't get any better, so it'll end up the bottom drawer.

OVERALL 48
Even if you like strategy games, then you won't like this. It takes too long for anything even remotely exciting to happen.

MEGADRIVE REVIEW



BY: TECMAGIK



She's not pink and she's certainly not furry, but Allie West is every bit as cool as the Pink Panther, so who better to review the game?

PINK PANTHER

TECMAGIK

8-MEG

STYLE

PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE OUT NOW

He's the pink Pink Panther, the rinky dink panther...blah blah blah. Yes, we all know the tune. Well, now we no longer just have a rippingly good cartoon, we now have a game to contend with as well. Before you get all excited that your favourite cartoon character is on your Mega Drive, take heed of our words...

WHAT'S UP TC?

The idea behind the game is really boring. You play the Pink Panther and your ambition is to achieve celluloid stardom and the only way to do that is to get onto a Hollywood movie set. OK, nice and easy, but Inspector Clouseau got there first and by crashing in on one of his scenes and reeking havoc, the Inspector is now chasing you through an abundance of sets to thwart your chances at fame.

The way this platform game is laid out is rather interesting, meaning you don't have to plod through the game in the same order every time – ah variation, the sweet smell of the word! You start the game on a Hollywood sound stage where you find yourself being attacked by some maniacal cameras.

From here you then move on to one of the sets, The Great Pinksby, and it is at this point that you can vary your route through the game by seeking out the different entrances to the other movie sets, which range from a haunted laboratory setting in Pinkenstein to an eerie Nottingham forest in Pinkinhood.

The entrances to the other sets are usually concealed, but it's not exactly hard to spot where they are once you get to them – actually 'concealed' is bit of a strong word when trying to describe these 'hidden' passages. The only problem is that the further you progress into the game the easier it is to get confused as to how many of the levels you've completed, and with all the warp doors as well, you can find yourself transported back to a level that you've already come from. Some sort of order should have been included somewhere in all this mayhem to prevent the player from getting so confused.



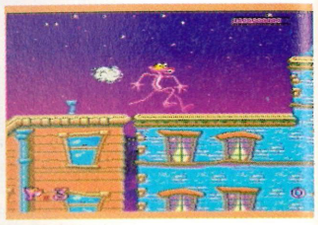
Yuck, what side of bed did you get out of today?



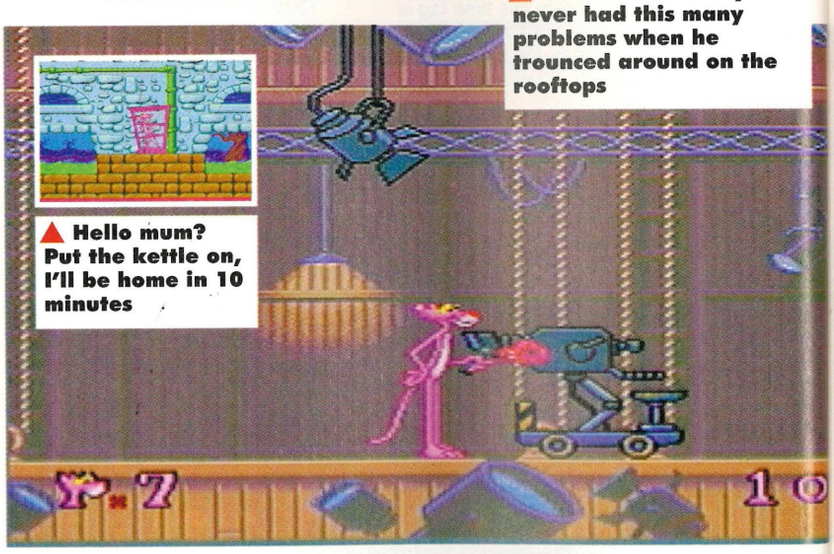
This is my latest master-piece – Pink Overkill



Daw-gone dead, boy!



Ooof! Dick Van Dyke never had this many problems when he trounced around on the rooftops



Hello mum? Put the kettle on, I'll be home in 10 minutes

RINKY DINK TO YOU TOO!

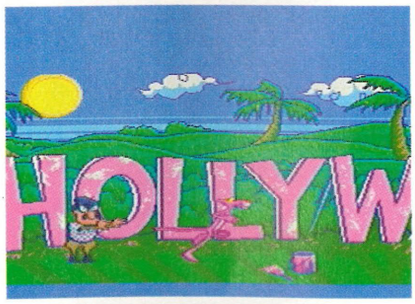
We know that when the game was being developed the cartoon's original artist Frank Freleng helped immensely with the graphical content of the background graphics and the sprites. This explains why the graphics have such an uncanny resemblance to the cartoon's style, however it doesn't explain why the graphics are so poor in the process.

The sprites are so blocky and fail to move with any real fluidity, while the backgrounds are bland and lack any real depth or detail (apart that is for the Manhattan skyline level where the sky is made up of loads of parallax and the pink/ purple colouration is quite impressive).

The Panther himself does actually move quite well having the same quirky little movements seen in the cartoon, but these moves are limited leaving you with little to do except jump around a lot, run and punch out with a boxing glove a couple of times.

No, no, I just can't get what they're trying to tell me





Great intro, huh?



Boxing Helena?

What would a platform game be without bonuses?



GOES TO HOLLYWOOD



▲ A secret hideaway me thinks



▲ Out of my way, fiend!

◀ That carpet looks strangely familiar

MUCH ADO ABOUT NOTHING



▲ This is Inspector Clouseau as one of the Sheriff of Nottingham's archers in Pinkinhood. This guy is relentless, he turns up everywhere just like your annoying kid brother

▼ Smile for the birdie! Clouseau now jumps around like a blue-arsed fly armed with nothing but a blinding flash camera. Get out of my way!





▲ Now is that a bad disguise or what? Dressed as Igor the Engine (oh ha ha!) Clouseau rolls around knocking poor old Pink flat on his backside. Now I really AM getting annoyed

YOU PESKY WABBIT!

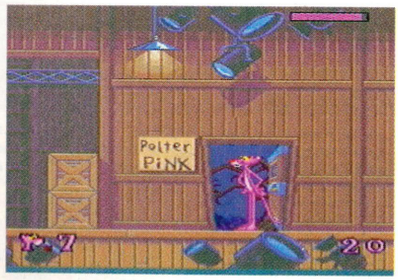
As said, there are three difficulty levels in the game with an added option to choose the number of lives you play with, which ranges from three to an incredibly generous seven. Even on the hardest setting the game isn't really difficult...come to think of it, it's not really that challenging either, so why didn't I finish it in record time? Because when I wasn't being so darn bored with the repetitiveness of it all I was pulling my hair out with frustration (something which I don't enjoy as it took me a long while to get my hair as long as it is!).

Everything just gets in the way – from the platforms to the obstacles and the enemies, nothing really 'belongs' anywhere. However hard I try it's very difficult to describe just how disjointed and unplayable this game is.

Any good points? The music is superb. The full Henry Mancini theme tune has been lovingly recreated in all its original splendour and flounced up in some impressive disguises – for once I didn't want to turn the volume down.



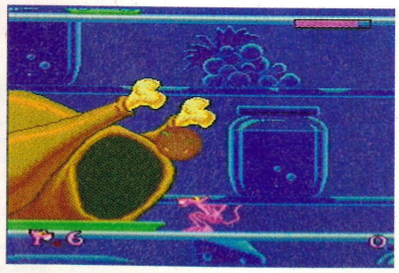
▲ Kids will do anything for Dairylea



▲ Welcome to the next level (Sega TM)



▲ Percy Thrower really ought to sort out his garden



▲ I'm glad my roast never spits the stuffing back out of its arse

HEY-ELP! HEY-ELP!

Throughout all the levels there's your usual array of annoying characters, and depending which of the three difficulty levels you play the game on the number varies. Apparently, the enemies are characters from the cartoons, but the only one I was at all familiar with was Inspector Clouseau who pops up from time to time in some pathetic disguise. He doesn't really do anything either, posing little threat to your game – in fact all he does achieve is to annoy the pants off the player by simply getting in the way – buzz off you horrible little man!

Also, what is it with the collision detection? If you're going to have the stuff then at least we want it to be consistent and not patchy as seen here – what did the programmers do, sit down and say, "Well I think some collision detection would look nice here, and here, and what do you think luvvy, am I going a bit overboard or do you like clutter?". To be honest the whole game seems to be patchy, with the gameplay throwing itself at you like a wet flannel – all limp and soggy. Yeah limp, that pretty much sums it all up.

THE SECOND OPINION



RICH

If someone was to sit down and design the most boring, shallow and unenjoyable game ever, then this is it. Normally I like the Pink Panther, but this is awful. This has to be one of the most tedious games ever designed – all you have to do is run around the levels looking for the exit using the odd item here and there. This game sucks big time.

% RATINGS



PRESENTATION 46%
Boring intro, fails to capture cartoon theme

GRAPHICS 51%
Blocky and uninspired

SOUND 84%
Great rendition of the Mancini theme

SHORT TERM PLAY 67%
Easy to get into but dull

LONG TERM PLAY 2%
Too frustrating for its own good

OVERALL 43
Crap! What more do you want me to say?

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Tel: 0932 232560

Super Kick Off £25, Ecco £20, Desert Strike £20, David Robinson's £20, Strider £15. All games boxed with instructions and in mint condition.
Stephen Young
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Tel: 0223 413758

Issues one to 26 of MegaTech all in good condition, £40. Also, issues 10-16 of MMS in good condition, £25.
Richard Bentley, Woodlands View, Hebden Road, Haworth, Nr Keighley, West Yorks
Tel: 0535 645300

US RBI 4, UK Corporation £20 each. JAP Crackdown £10. Issues one to nine of MAG £15, issues three to 24 of Sega Pro £35, issue one £10. Swaps considered especially Road Rash II, Bulls Vs Blazers, Cool Spot, T2, Tiny Toons, Sonic 2 games or magazines.
James
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Mortal Kombat for sale in excellent condition that looks brand-spanking-new – £30. NHLPA Hockey '93 in fantabulous condition – £20.
Russ, somewhere in Milton Keynes
Tel: 0908 565676

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Tel: 0534 481700

I have many Mega Drive games for sale – Robocop Vs Terminator, Jurassic Park, PGA Tour Golf 2, Lemmings, Another World, Ecco and many more. Please ring me for complete list and prices. I will also swap them.
Edward Kay
Tel: 0257 462738

Games for sale: Mortal Kombat – £35, Jungle Strike, Cool Spot, Super Kick Off, Fatal Fury, Muhammad Ali Boxing – £30 each. Micro Machines, Monaco GP 2, Sonic 2, NHLPA '93, Madden '93 – £25 each. Another World – £20.
Matt Sawbridge, 56 Heath Park Drive, Heath, Cardiff, South Glamorgan, CF4 3QJ
Tel: 0222 754518

Lynx for sale, adapter, carry case, seven games and the Lynx. £70 ono.
Matt Wardle, 33 Squires Ride Grove Hill, Hemel Hempstead, Herts
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Mega-CD for sale with Sonic CD and five classic games for £200.
Andrew Iddon, 92 Berners Way, Broxbourne, Herts
Tel: 0442 445337

Mega Drive for sale with two joypads and 11 games (including FIFA Soccer, Sonic 1+2, Streets of Rage 2, Thunderforce IV, etc). All for £300 ono.
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Mega-CD, excellent condition, still boxed, unwanted gift. Any offer considered over £120. Also, swap FIFA Soccer for Sensible Soccer
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Robert Ford, Church House, Boschurch, Nr Shrewsbury, Shropshire, SY4 2EF
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Darren Payne, 41 Long Close, The Slade, Oxford, OX3 8TT
Tel: 0865 777685

Wanted: Mega-lo-Mania, Mutant League Football, Tiny Toons, Bio-Hazard Battle, Super Off Road, Turtles, Maxin War, Micro Machines, General Chaos, James Pond III. I will buy them or swap.
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SWAP

I will swap my Robocop Vs Terminator, Jurassic Park, PGA Tour Golf 2, Another World and many more for your James Pond 3, Mega-lo-Mania, Maxin War, F1 Racing, General Chaos, Zombies, Micro Machines or any other good games.
Edward Kay
Tel: 0257 462738

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Mervyn Hart, Plas Gwyn, Llanrhystud, Dyfed, SY23 5BY
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I will swap my PGA II for your WWF, Olympic Gold or Summer Challenge. Must be fully boxed with instructions. My PGA II is only six weeks old with instructions and box.
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Swap Fantasia, Road Rash, Rolo, Italia '90, Castle Of Illusion, Robocod, Altered Beast for Afterburner II, Monaco GP 1 or 2, Ghouls 'n' Ghosts, EA Hockey or NHLPA '93, Speedball 2, Kick Off, Chuck Rock, Rainbow Islands, Fatal Fury, Leaderboard (UK or US versions).
Paul Dalton, 12 The Gables, Aston Cantlow, Solihull, West Midlands, B95 6JD
Tel: 0789 488205

Swap my Euro Soccer, Italia '90, Two Crude Dudes, Speedball 2, Castle of Illusion, EA Hockey, Bonanza Bros or Mega-lo-Mania for your Road Rash 2, Bulls Vs Blazers, CD games.
Duncan Quirk, 32 Rustic Close, Peacehaven, East Sussex, BN10 7SB
Tel: 0273 587280

Swap: Jag XJ220, Cobra Command, Sol Feace, Sonic 2, PGA of Illusion for any good games or will sell for cash.
Gareth Mitchell, 23 Cherry Tree Avenue, Church Lawton, Stoke-On-Trent, ST7 3EL
Tel: 0270 873935

I will swap Corporation and Hellfire for nearly anything, preferably Road Rash II or Tiny Toons.
Chris Sweeney, 34 Garngour Road, Lesmahagow, Lanarkshire, Scotland, ML11 0EW
Tel: 0555 893544

PENPALS

New Mega-CD and Mega Drive user group starting up. Bimonthly news letters concentrating mainly on the Mega-CD. Also swap club for Mega-CD. For info pack, send SAE to:
CD Magic, 32 T Court, South Street, West Midlands, WV13 3TQ

16-year-old Aussie male looking for male and female Sega freaks as penpals. All letters will be answered, so get writing!
Quintin Graham, 5 Cheetham Court, Bundaberg, Queensland, Australia, 4670

If you want to have penpals from all around the world, I'm in the Worldwide Club for penpals. Send details, photo and SAE. Write now and I'll send it to them.
Nicky Kelly, 48 Beechwood Lawns, Rathcoole, Co Dublin, Ireland

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SEGA VIR
THE CONVERTIBILITY

Sega has made great strides in the arcade world recently. Featuring polygon graphics moving at an incredible frame rate coupled with unbeatable gameplay, its Virtua range of arcade games have taken the games scene by storm. Could these games be coming to a Mega Drive near you soon?

RADICAL RACING

Sega has been in the arcades for years, but recently it has come into its own again. The latest Sega releases have all been based on its Virtua engine, a 32-bit CPU that can create 180,000 polygons a second. The first was Virtua Racing, a game that we should all have heard of. This was a car racing game made up entirely of polygons, which made the graphics look chunky although they didn't detract from the fantastic gameplay. As a single-player game the action was brilliant, but as an eight-player linked-up game it was incredible. Sega also produced a WideScreen version of the game in a sit-down cabinet with a powered seat that tossed you from side to side as you raced around corners. This WideScreen version could also be linked together for multi-player games. If that wasn't enough for you, Sega also produced Virtua Formula – basically Virtua Racing 2, but played inside a full-size Formula One car on a massive 50-inch screen with three friends racing too!



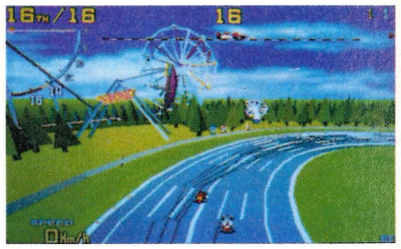
The enormous Virtua Formula arcade machine. Four motorised F1 cars to play Virtua in, each with a 50" screen! It's unlikely that your local arcade will ever see one, due to these machines costing an unbelievable amount of money



The incredible Virtua Racing coin-op is coming into your home soon



More action from the Virtua mark 1 board



All the action will be reproduced on the humble Mega Drive

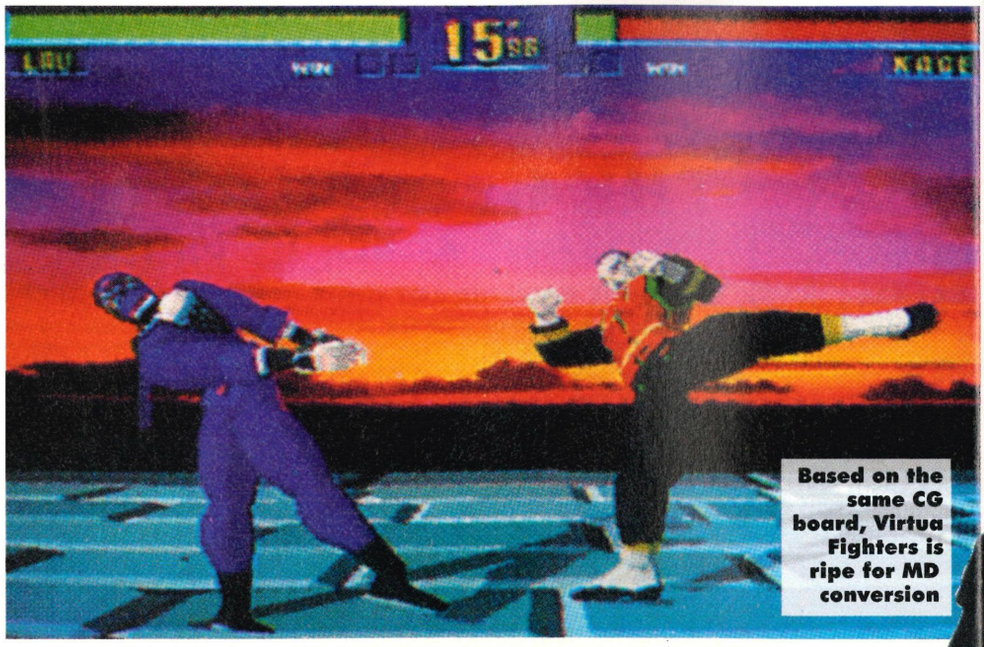


A split-screen racing option is also available on MD Virtua

POLYGON PARADE

Sega's next release in the Virtua series was the amazing Virtua Fighter. A one-on-one beat'em-up with the same polygon graphics as Racing, this time however you took control of one of eight fighters in a best of three rounds brawl against either the computer or a friend. The best thing about this game was that the fight was inside a completely three-dimensional environment, so at certain points during play the machine would rotate the screen and show you the action from another angle. This made the game far more realistic than any earlier fighting games, Street Fighter II included.





Based on the same CG board, Virtua Fighters is ripe for MD conversion

TUA FACTOR

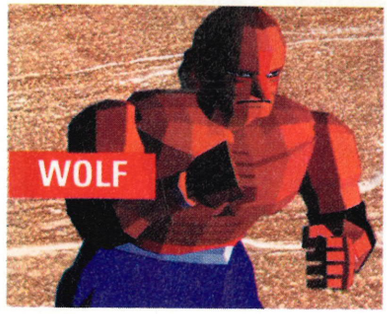
RACING, FIGHTING...SOON MEGA DRIVING?

Since those two games Sega has not rested on its laurels. Although both of the earlier games were based on the mark I CG board, Sega has gone one better and developed the mark II board. The new board allows texture-mapping of sprites to any of the polygons in the game, which in layman's terms means that instead of the polygons just being a colour, they can now have a picture or texture on them. Imagine Virtua Racing with all those Formula One advertising stickers on the cars and you get the idea.

In fact Sega did imagine just that, and as a result it produced Daytona Racing. This newest Virtua game is another racer, this time based on the Nascar racing in America, but with the new texture-mapped polygon engine. The cars now look so realistic that you cannot distinguish them from the racing games in sprite-based games. However, the camera can pan around the cars as they drive and it all runs at an incredible speed.

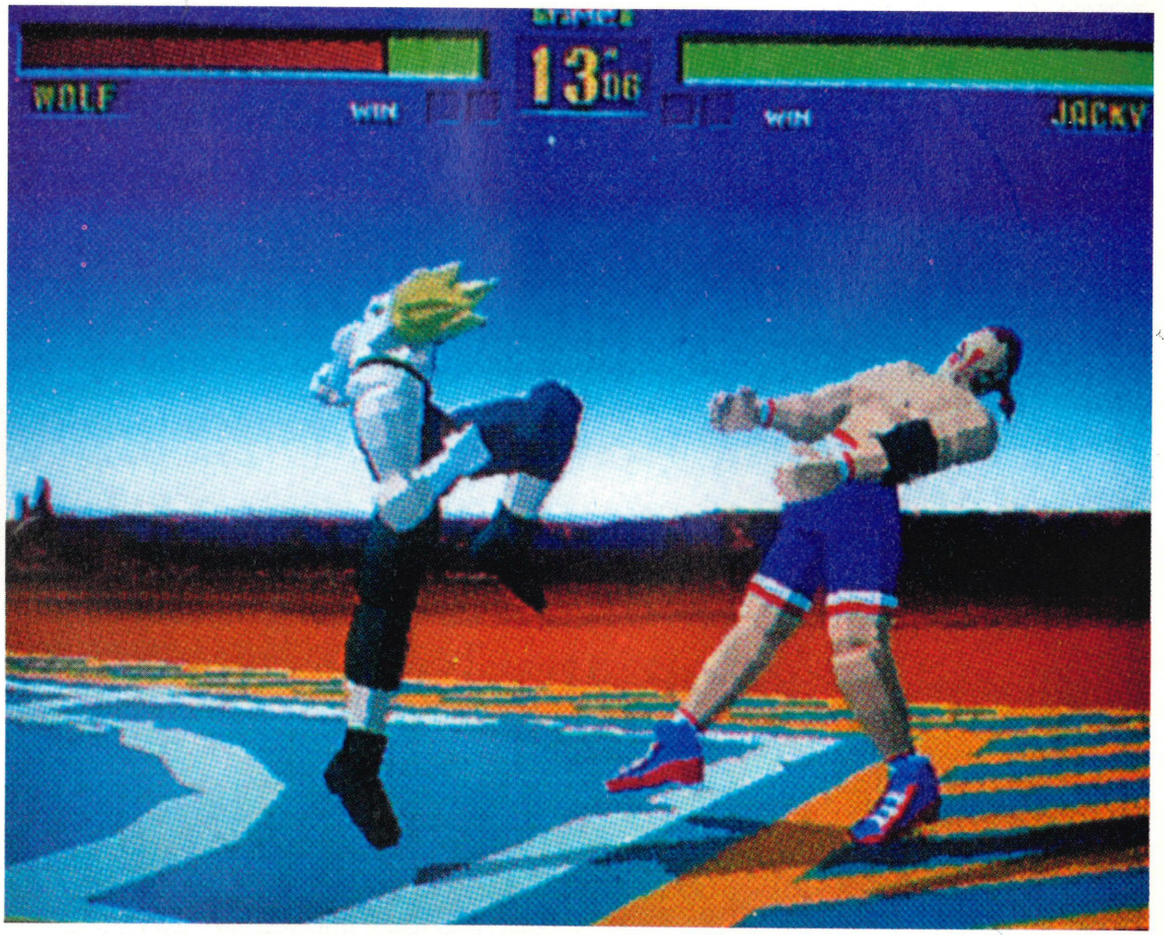












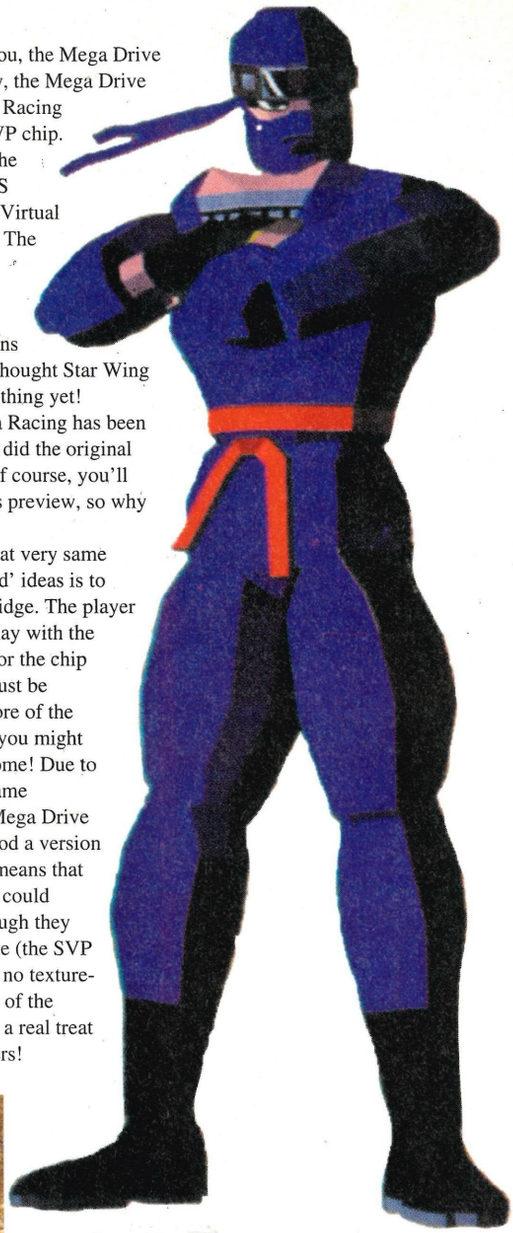
The separate SVP chip cart could mean Virtua Fighters on your MD real soon!

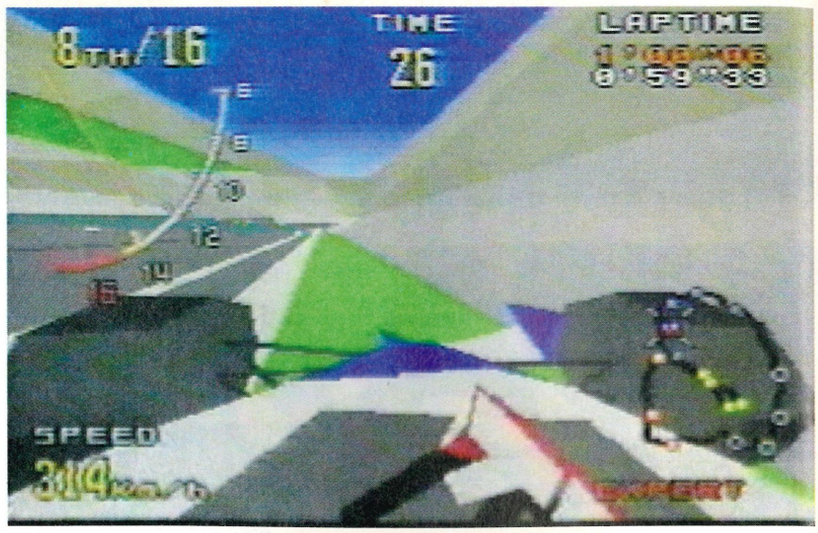
SUPER FX – HAH!

So what has all this got to do with you, the Mega Drive owner? As you should know by now, the Mega Drive will soon get a conversion of Virtua Racing courtesy of Sega's new baby, the SVP chip. I'm sure you will have all heard of the Super FX – the chip that made SNES Star Wing possible – well, the Sega Virtual Processor is very similar, but better. The SVP runs at 23MHz, which is more than twice as fast as the SFX which ran at a lowly 10MHz. This means that it can produce up to 500 polygons compared to the SFX's 120. If you thought Star Wing was good then you haven't seen anything yet!

The conversion of Virtua Racing has been undertaken by the same people who did the original coin-op and it looks breathtaking. Of course, you'll have read all about it in last month's preview, so why bring it up again?

If you remember from that very same preview, one of Sega's 'unconfirmed' ideas is to produce the SVP on a separate cartridge. The player can then buy other Virtua titles to play with the SVP, instead of having to fork out for the chip every time. This means that Sega must be seriously considering converting more of the Virtua series to the Mega Drive, so you might soon be playing Virtua Fighter at home! Due to Virtua Fighter being based on the same technology as Racing, the humble Mega Drive should be able to produce just as good a version as it is able to of Racing. This also means that more advanced games like Daytona could come to your Mega Drive and although they won't be quite as visually impressive (the SVP can only display 16 colours and has no texture-mapping abilities), if the playability of the games can be captured there will be a real treat in store for Mega Drive gamesplayers!

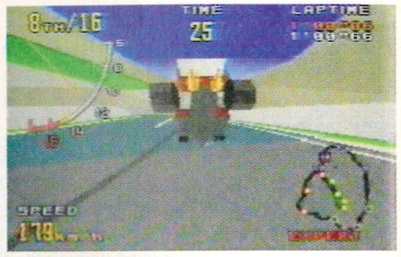




Crammond's F1 Grand Prix will look like this, only more of a sim

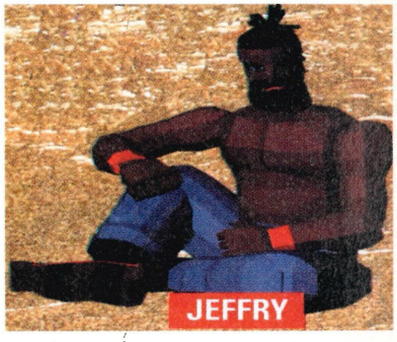


If Racing can look this good on the MD, what about Fighters?



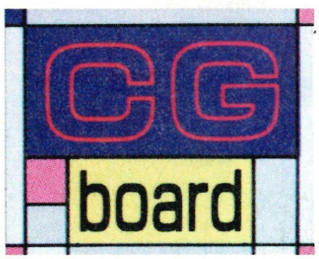
The SVP runs the game at unbelievable speed



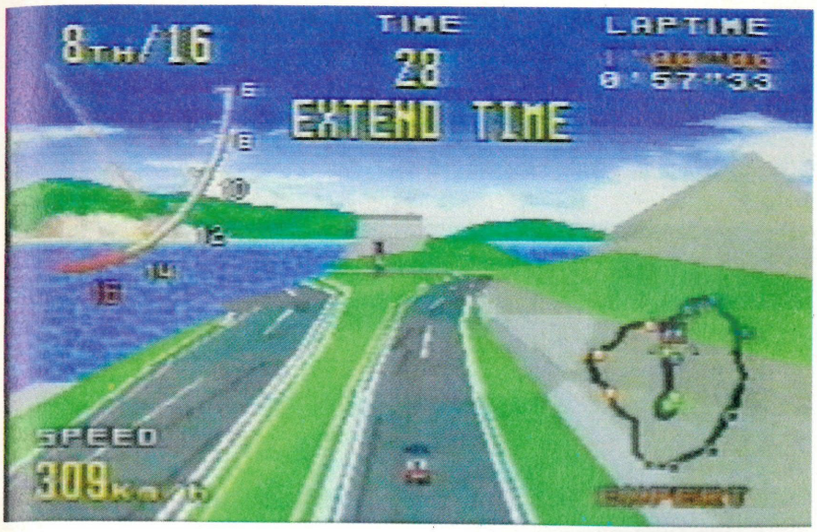








The hardware behind Virtua – the Sega CG Board

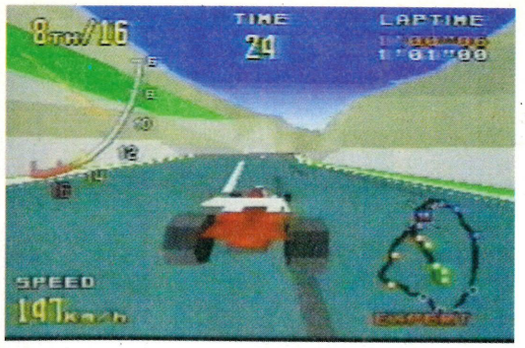


The Mega Drive conversion of Virtua Racing is coming along very well

VIRTUA VARIATIONS

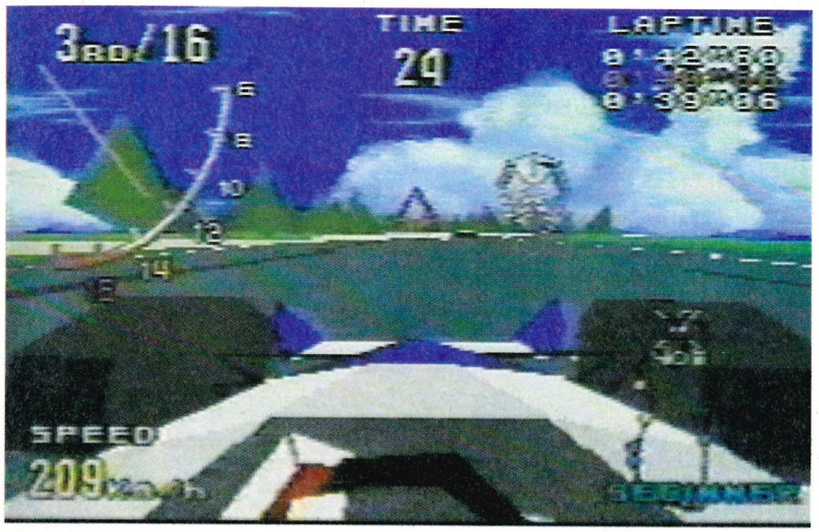
More Virtua coin-ops are also in the pipeline, the most exciting being Star Wars, which is based on the trench assault from the famous film. Whether the game ever sees the screen of your Mega Drive is down to Sega's programmers and the humble SVP. It also depends on whether gamesplayers are prepared to pay the extortionate prices that Sega is quoting for Racing (£80), or if it actually does put the SVP into its own cart, thus reducing the price. If you take Racing as an example of what can be done, the rest of the series should be just as good if not better because of the additional experience of the programming team.

The SVP chip is a very exciting prospect. It means that any polygon-based games can be converted successfully to the Mega Drive. Galaxian 3 might just be around the corner, or a conversion of Elite 2 – anything is possible! Geoff Crammond's Formula One Grand Prix, a polygon racing game in which you race around several tracks against computer opposition in a Formula One car, has already been signed up. You can be sure, however, that as soon as things develop, you can read about them right here in MegaTech.



If attention to detail like skid-marks has made its way into MD Racing, just imagine how Fighting and other Virtua titles could look

Thanks to Stacie Fiddimore at Deith Leisure for sending us her only copy of the Formula picture. Such trust!



With the programmers of the coin-op behind it, MD Virtua can't go wrong

SVP CHIP VS SUPER FX

	SUPER FX	SVP
Operating Speed	10 MHz, 10 mips	23 MHz, 23 mips
Multiplication Processing Speed	16x16bits : 4 clocks	15x15bits : 1 clock signed
No polygons	100-120 (16 col)	300-500 (16 col)
Sound	None	PWM/ 2 channels
Bus Width	Internal : 16 bits External : 8 bits	Internal : 16 bits External : 16 bits

What all this rather confusing gunk means is that the SVP is faster and produces more polygons than the Super FX, and even adds more sound to the Mega Drive. It can also process more data than the FX chip.

TECHNIQUE ZONE

Greetings once again, bile drinkers everywhere. Welcome to Technique Zone 'la flute', brought to you this month by a man in a suit made entirely of asbestos. In among the fine asbestos fibres lie some strange symbols – symbols that when arranged correctly answer the most probing of questions ever. The question this month for you to ponder upon is from Derek 'Derek' Griffiths of Heads and Tails. He asks, "Do we know effects for Cybernoid II on the Commodore? I won't rest until I'm satisfied". As we did last month, this important topic will be discussed. What's got a hazelnut in every bite?

Anyway, back to basics (hoo hah, politics). Why not send some cheats and things to us, enclasped (brassieres) in an envelope of a size and description of your own choice. We have recently moved from the funnel in Bangor to a more spacious M&S carrier bag in Dumfries, however the postman still resides at 16/17 Hollybush Row, Oxford, OX1 1JH, so be sure to send everything to him. Otherwise don't.

SONIC 3

After last month's review the MegaTech offices were virtually submerged by a charabanc of naked young ladies exposing all, with only traces of wool for protection. Naturally we were shocked, but relented from butchering them all with our smashing axes when they informed us of the following.

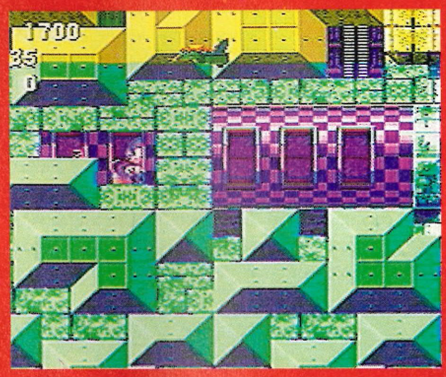
It would seem that Game Genie code AA6T – AAXC gives a level select when entered and allows a number of things to be done. For instance, press Start as normal to select levels, choose a level to play on and press B to change Sonic into a ring, A to change the object, C to place it somewhere and B to change back into Sonic. Hooray.

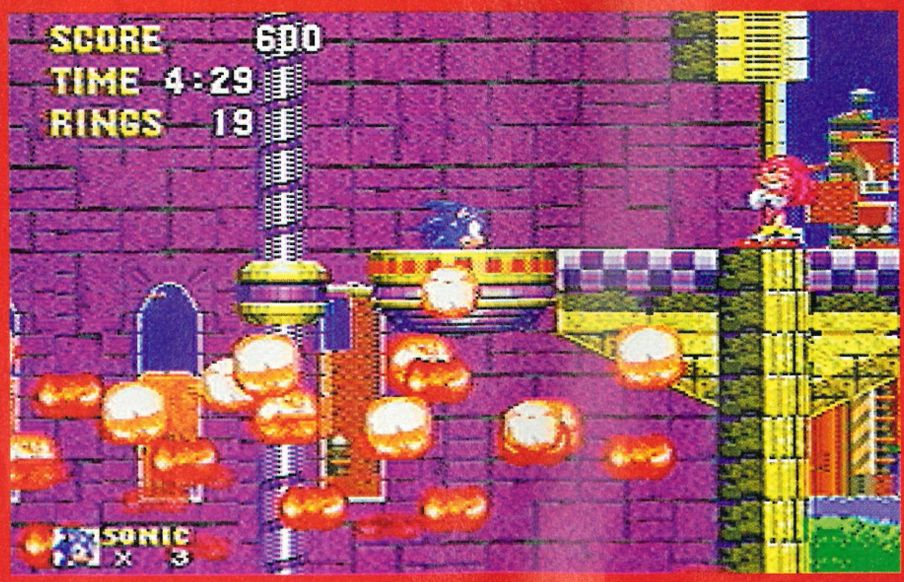
There's more it would seem. Turn Sonic into a television with presses of button A and place the telly on the screen. Return him to the shape of the blue hedgehog and jump on the newborn telly to turn it into SuperSonic. Finally, pause the game after selecting a level and hold down B to play in slow-motion.

For those of you with the mysterious power of Action Replay, fear not. Wallace from Datel has adopted kittens. Kittens that vomit codes. They spew things like 0001F04500 and 0001F04A00 which allow Sonic 3 USA to be played at the correct speed on a UK machine and Japanese machines respectively. FFFE120005 gives infinite lives, FFFE210063 for unlimited rings, FFFFB1000X where X is the number of Chaos Emeralds you'd like and finally FFFE210063 gives infinite rings to those who desire them.

For the less fortunate of you who do not own one of the said cartridges, simply complete the game for a level select and then return to the special stage over and over to amass the correct amount of Chaos Emeralds. Now complete the game again to see the proper ending, which is no different to the other ending except you get to see some geese muck on the screen.

Back to the story. The girls dispersed when Howe started blathering on about his 'Life of Reilly' in that stupid voice he does.





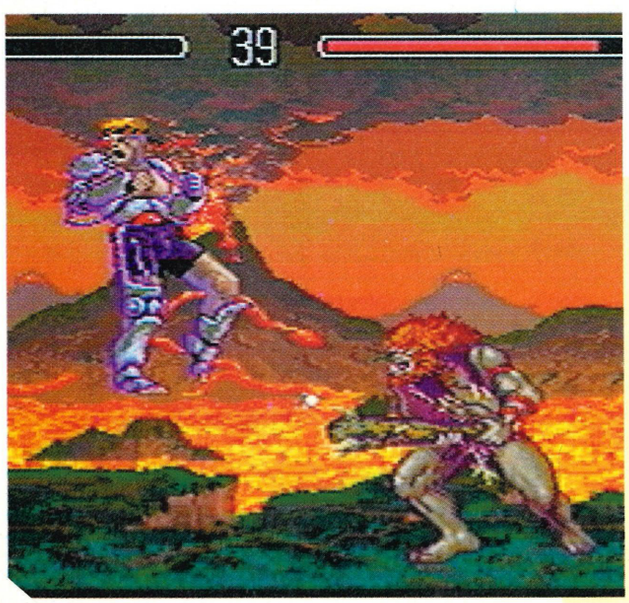
ETERNAL CHAMPIONS

Many years ago, a horse came and stole milk from the doorsteps of those who worked hardest – the workers from the factory that made socks for goats. One man refused to be defeated by the foul mare's demands for dairy produce. His name was Albert Dampsack. He was the man with FFABEF0068 and FFAABB0068 tattooed on his botty. The purpose for this was so people throughout the land who looked at his backside would see his infinite energy codes for Eternal Champions.

Unfortunately, such a strange tattoo aroused much talk throughout the community, worsened by the fact that they didn't like anything witchy in those days, nor did they appreciate people walking round showing their buttocks to all and sundry, so Albert was burned at the stake. Somebody wrote the codes down and I copied them. C'est la vie.

Something a bit funny to do to your mate...

This month's trick is to do code FFCC4B0046 on Mortal Kombat and giggle at player two's superglue feet. He can't move! Watch him try – it is futile!



LLOYD'S BARBER SHOP

It's advice galore once more, with everyone's favourite hair technician – Mr Lloyd 'Lloyd' Howe!

DEAR LLOYD I was recently made redundant from a job that paid pitiful wages in the first place. Although my marriage was on the rocks, my wife and I managed somehow to weather the storm and stay together despite the obvious financial problems that arise when you lose your job and are left with a huge mortgage to pay and absolutely no resources to pay it. I don't know how we did it, but we managed – even though I had to pay £4000 pounds a week to the Child Support Agency as maintenance for three children from a former marriage, despite the fact I have never been married before. The subsequent legal action cost us millions and although we won the case, the legal fees swallowed up any compensation owed to us, except for a nominal sum. We were virtually destitute, but our love held us together.

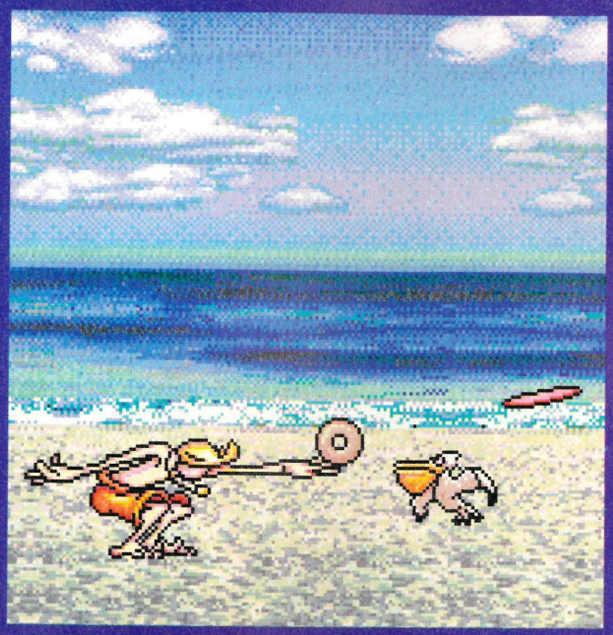
That was until yesterday when my wife was hit by a Heavy Goods Vehicle being driven by a drunken three-year-old child,

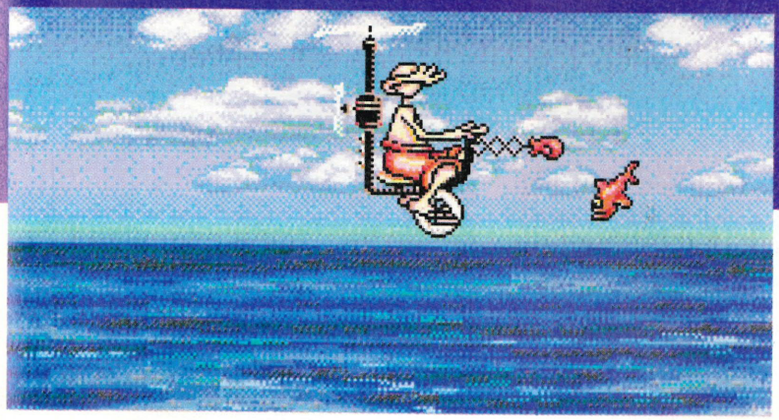
TECHNIQUE ZONE

GREEN DOG

What a strange title for a game. Still, by far the strangest title for a game must be the Game of Sweepings by Chimneysoft which was a sweeping simulator in which the player did various sweepings. Level one – chimneys, level two – leaves...you know what I mean.

Anyhow, back to the dog game. Press Start, Down, A, C, Up, Left, Left during play, in order to play in slow-motion. Start C, A, B, A, Left, Left will give you rapid-fire disc things. Left, Right, Up, Down, A and C will allow you to play at normal speed should you get bored of s-l-o-w play.





CYBERNOID II

Derek's question caused havoc, as it did last month come to think of it. So once again, Mr Dave Piccalilli Newbury has taken time out from his busy social schedule (openings, receiverships, fetes, bar mitzvahs, birthdays, ceremonial dog tossing) to answer Mr Griffiths'ss'ss's probing probe.

"OK folks, good to be back. OK, well, what do we have then? Cybernoid II? You must be bloody joking? No? Christ. OK, well, here we go then. Hows about trying the old one-two then? What? Pears y'say? No ta, I just had an apple. Select the key defining-thing and type ORGY. Hoho! Except spell it backwards, y'know – YGRO? Well, then y'get infinite lives. Like. Whisks?

GREATEST HEAVYWEIGHT

Remember last month's stories about sailors' booths in 16th century Tesco and the man who discovered Denmark? Well, none of those stories apply to the following tip. No, I am merely filling space with idle chit-chat before I go home for the day. No, that just isn't true.

The connection between the two stories is the following codes: FFF0000000 to always win. While in career mode FFF1A0000D gives infinite power, FFF1A20000D speed, FFF1A4000D stamina and FFF1A6000D gives 240 million dollars for one fight. The connection being the final registered length of twine between the two men when I last visited the lav.

FATAL FURY

In a bus shelter lived a poor man. He had nothing but a cap in which to catch spare monies, dropped by the uncaring citizens who stood waiting for buses. Needless to say, he died of hypothermia and nobody cared.

So, here we present the following thing for Fatal Fury to make the torture of this weak beat'em-up go on and on and on until you die of old age. Go to the controls screen, select one point and press Left and B to change the figure to a zero. Do the same for the other fighter and fight on forever!

hooked on drugs and probably playing one of those computer things. Please, please print some condolences and maybe a small message on your pages and I will know my dear wife died a happy woman.

Mr Graham 'Lucky-Lucky' Poolswinner, St Joseph's Cemetery, Cleethorpes.

LLOYD REPLIES Blimey, what a tragedy eh? I just found out that Kentucky Fried Chicken has run out of buckets and is supplying chicken pieces of a quantity greater than six in BOXES. Bugger. Anyhow, your letter bored me senseless after the 'Dear' bit at the beginning. Surely if you hadn't let yourself be made redundant in the first place none of this would have happened? So you want me to say "Oh I'm so sorry," just to make you feel better? You can sod off.

Here's an idea – you send me some of that compensation money and I'll print something about your wife. Of course, my lovely wife wouldn't be so stupid as to get hit by a truck. Actually, I've got about six wives, on account of all the birds that throw themselves at me. Really they do. I'm so handsome and funny. How many times must I say it? Aw, come on it's true you know it is.

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TECHNIQUE ZONE

TEENAGE MUTA
TOURNAM

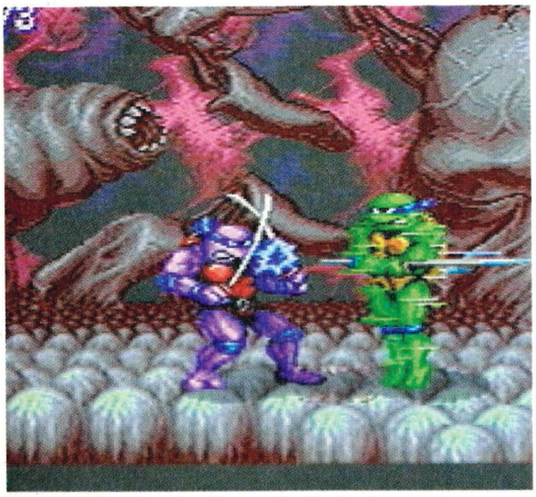
Cowabunga dudes! That radical rat Splinter has been ratnapped by four mysterious clone turtles under the command of the evil Krang and a strange unidentified counterpart. You guessed it – it's time for you to kick some shell! Before Splinter can be rescued you must fight your way through the four turtle clones, four clones of some of their mates and four rock-hard bosses. Yes, that's a grand total of 12 adversaries to defeat and they all have their own special moves and techniques. The problem is, how can you beat them and what are their weak points? Read on to find out the best way to defeat all of the baddies in the game...

LEO

Leo is the leader of the pack and has a strong sense of honour and discipline. Armed with two razor-sharp Katana blades, he is a formidable opponent.



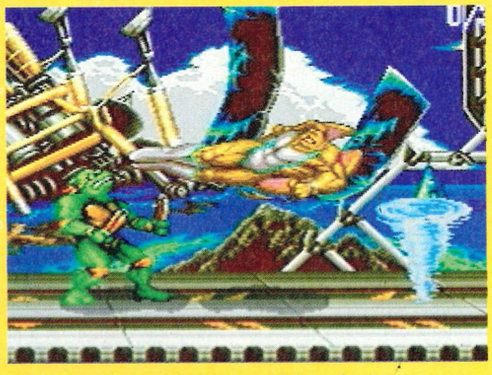
Leo's main attack is the ground wave, where he causes a lightning bolt to fly across the ground. When he does this his turtle head is visible, so if you are close enough simply jump towards him with a flying kick and follow it up with a few swift punches.



The rolling cutter is a particularly nasty move and is best avoided altogether. Try to make sure you always block this move and if you are feeling daring counter it with a jumping kick or punch.

MICHELANGELO

He may be a bit whacked out and in a world of his own, but with his Nunchakus he can mix it with the best of them and still come out unscathed.



The hurricane is almost identical to Leo's ground wave and can be countered in the same way. Alternatively, throw a projectile to destroy the hurricane. Michey's running tackle should be avoided altogether.



If he jumps up in the air spinning his Nunchukas around, try and hit him with a missile attack from a fair distance away. This way you don't stand a chance of getting hit and you knock him down easily. When he falls, keep throwing missiles because if you time it correctly you can knock him down again as he stands up.

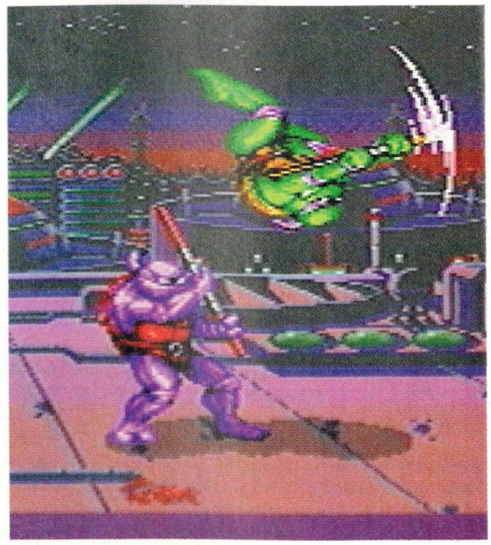
DONATELLO

Apparently all he wants is peace, which is a bit hard to believe because he is very brutal with his staff, which is called a Bo.

As with the previous two turtle clone fighters, Donny has got a projectile attack that he uses rather a lot. It can be avoided by giving him a quick kick in the head or by neutralising it with a projectile of your own.



This rather nifty move is the Donasama and is Donatello's best close combat technique. Try to block it and then hit him as he recovers, or alternatively counter it with a close combat special move of your own.



ANT HERO TURTLES: ENT FIGHTERS



RAPHAEL

He's the moody one of the bunch and prefers to work alone rather than as part of a team. This cheeses his brothers off no end, but everyone loves him so it's all right at the end of the day. He is armed with a pair of Sai, which aren't so good at long-range attacks but are excellent at close range.



For some reason Raph carries a set of dice with him which he can vibrate and throw at any enemies. Again, simply jump over them and boot him in the head. Raphael's most powerful attack is the Raph spark, in which he spins diagonally in the air. Most special moves will take him out while he is doing this, but be careful because he is very quick.

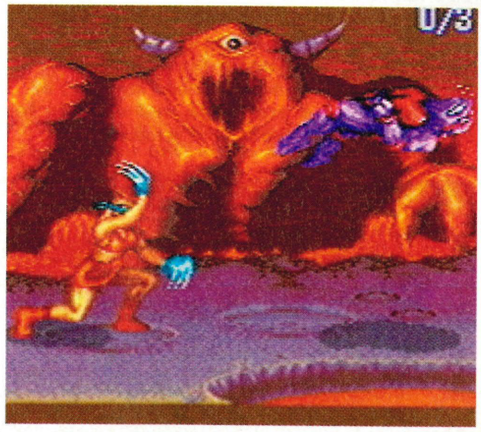


Raph's other special move is his drill attack and is one of the most effective moves in the game. If you play as him then keep repeating it and you should win with no worries! When fighting against him, block his drill attack, take some punishment then slaughter him as he comes out of the spin.

APRIL O'NEAL

She may be a popular TV newscaster but she's not exactly Moira Stewart. Can you imagine Moira fighting aliens from Dimension X with her fingernails? I think not. April is one of the turtles' best mates and as such has joined in the quest to save Splinter.

April is fond of scratching people's eyes out with her nails, but if she misses there is plenty of time to jump over her head and attack her from behind.



She also has two different elbow attacks which are pretty effective but leave her open to attack. Try to position yourself so that you can hit her with a projectile or a flurry of punches as she lands. When she falls down, run up to her and keep punching. Hopefully you will knock her down again, and so on until she dies.



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TECHNIQUE ZONE

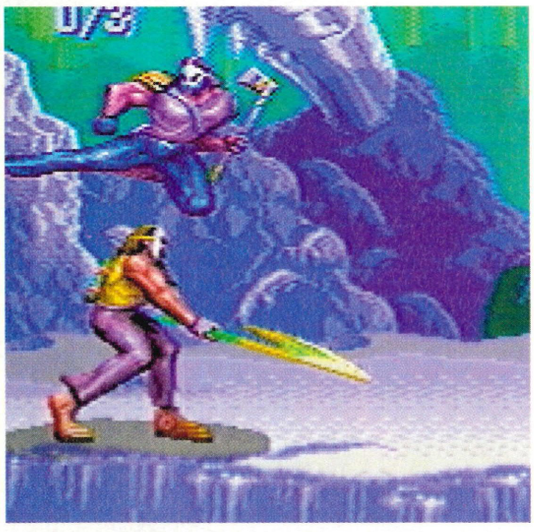
CASEY JONES

He may be a vigilante but he still finds time to run a string of horrible fast-food restaurants in various train stations around the country. He's an ex-ice hockey player and still wears his mask and wields a big stick. He's not a very nice person at all really.

Casey has a nasty habit of throwing sticks of dynamite around and there is nothing you can do except run away and wait for the explosion. Try to get him to stand on the dynamite as it blows up, to give him a taste of his own medicine.



By combining a series of slashes and kicks Casey performs his amazing Stick Lariat move. Try to jump over him and kick him in the back before he gets a chance to turn around.



RAY FILLET

Fate has such a weird sense of humour! Poor Ray Fillet was an everyday marine biologist before he got transmogrified into a giant ray fish. Even stranger is the fact that he can now perform lots of different super moves.



The sonic wave is countered by a jumping attack, but run away quickly because Ray recovers very fast indeed. He tries to keep a long way away from you because he is best as a long-distance fighter, so stun him with a projectile and close in for the kill with a throw or a grab.



One of Ray's attacks makes him jump up in the air and fly across the screen head first. Try to anticipate where he will land and jump kick him after he has passed over your head.

SISYPHUS

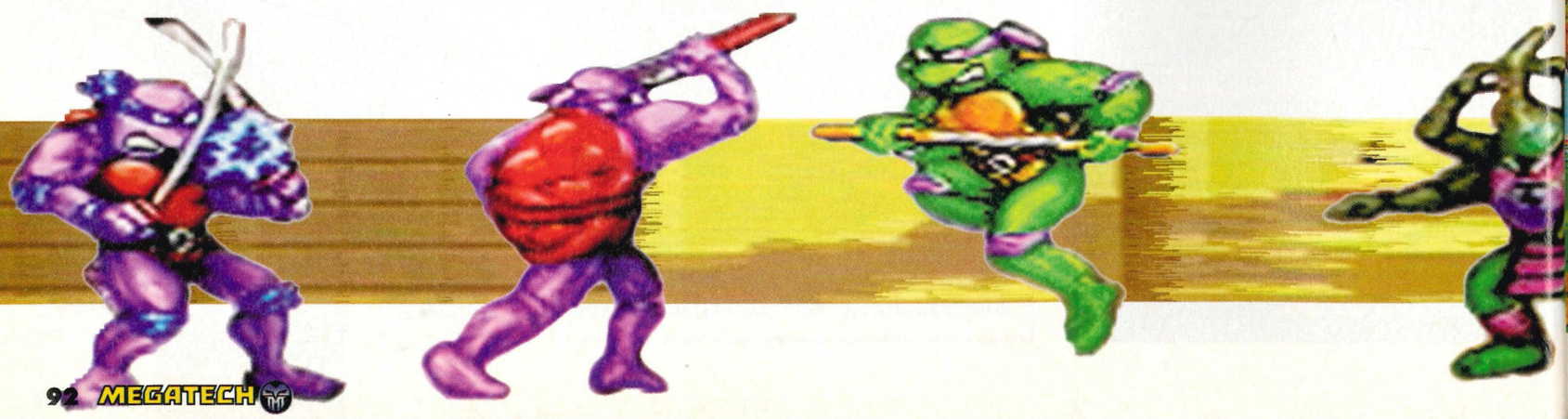
What strange company those turtle chaps keep. Sisyphus, or Sissy to his mates, is a giant beetle with very sharp horns and claws.

Sissy is great at close combat fighting and his most effective move is his repeated horn thrust. Either blast him with a fireball or jump him and get in with a punch or throw.



The incredibly imaginatively named hovering upper move has Sissy hovering in the air while thrusting his horn (Oo-er!). Just jump over him and punch downwards.





TECHNIQUE ZONE

TRICERATON

Look out, it's another mutant. This time it's a half-man half-Triceratops. Triceraton is Krang's bodyguard which means that your quest is nearly over.



Even though he has some nasty special moves, his favourite one is his bite. There isn't anything you can do about this apart from making sure you don't get caught in the first place. Keep throwing missiles at him and there isn't much he can do about it.



His other moves are spinning techniques, either in the air or along the ground. Block them and as he hits, keep pressing the fire button. Hopefully when he has passed, you will either throw him or perform a grab straightaway.

KRANG

Krang is a brain from Dimension X and has built himself a robot suit to enable him to move about. As an added bonus he built in a large amount of security systems which come in very handy when fighting adolescent mutoid amphibians.

All Krang ever really does is fire missiles. If he fires them out of his arms, simply duck underneath them. Some projectile attacks actually make you duck as you do them, so you can hit him with one of these and be safe.

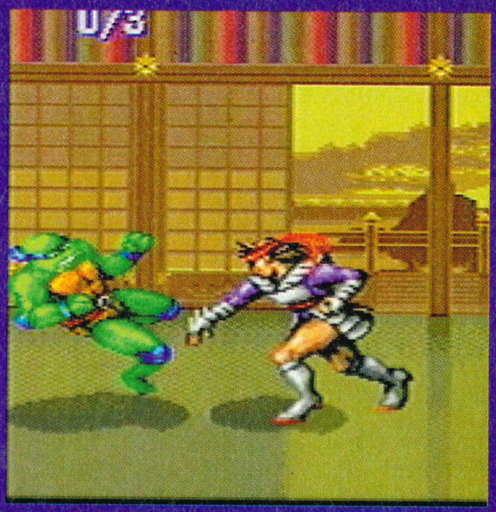


His other missiles come out of his knees. Jump them and try to kick him in the head, but make sure you never actually try to jump over him as he will punch upwards and hit you.

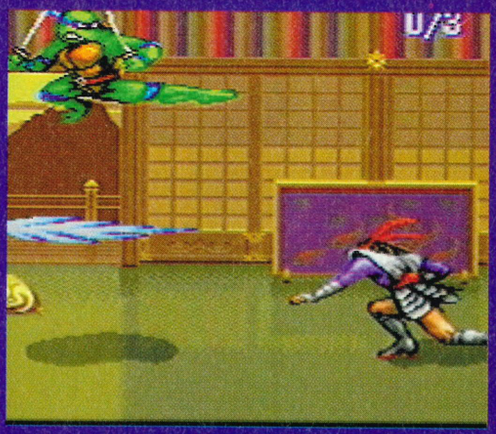


KARAI

It turns out that Krang is not the real bad guy after all, and it is some geezer by the name of Karai who is responsible for all your worries. But are you fighting the real baddie or just one of his clones?



He doesn't have any weapons as such, but he is excellent at hand-to-hand combat. Stay as far away from him as possible because if he starts throwing you, he will close in with fast kicks and punches and you won't last very long at all!



Karai is at his weakest when he is throwing these ice blasts. Jump them and hit him, then retreat. By staying a fair distance away you can lure him into doing this move and then hammer him to kingdom come.



ACTION REPLAY CODE

If these little snippets of information are not enough and you still want to finish the game, why not do what we did and cheat! Yes folks, we may be star players here at MegaTech but let's face it – you can't go wrong with an Action Replay code every now and then!

Try this code for invincibility:

FF0310080

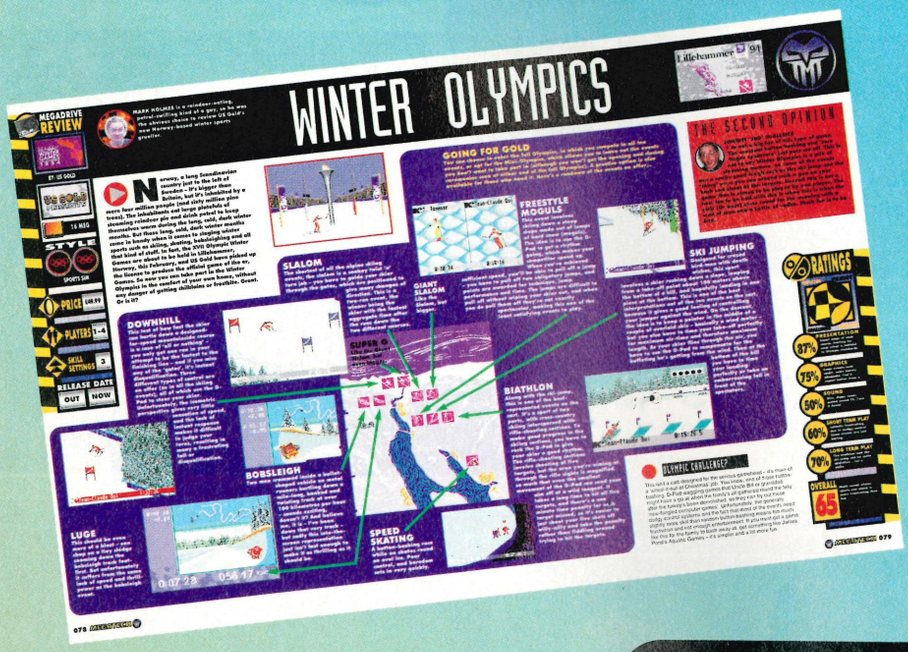
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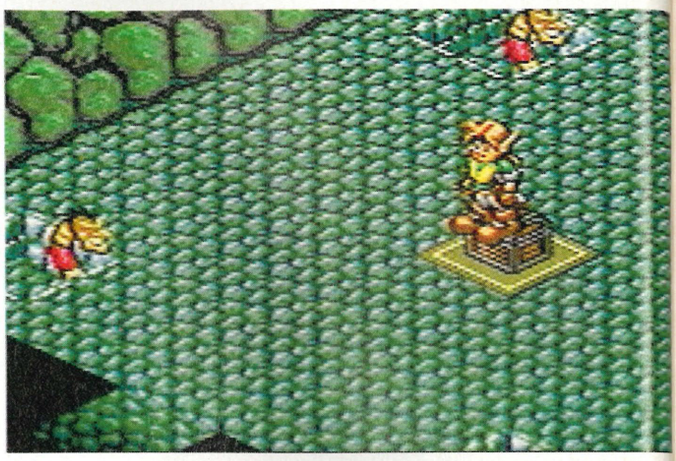
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TECHNIQUE ZONE

LANDSTAL

Without a doubt Landstalker is one of the biggest and best games ever to appear on the humble Mega Drive. It's so big in fact that we have had to split the complete guide over three issues! Last month we left Nigel standing all on his own outside the water shrine. There is still a lot of ground to cover and it is for this reason that we are only going to concentrate on the difficult areas, especially the places that readers keep ringing me up about!



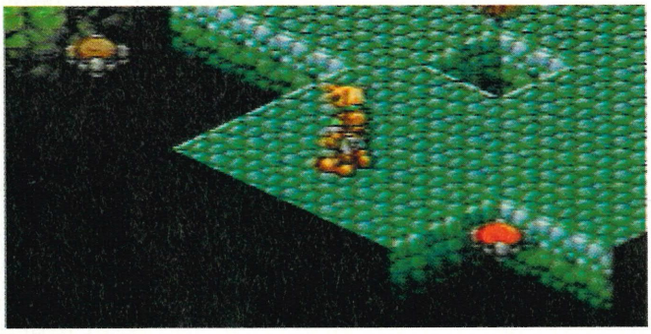


Go into the shrine, up the steps and through the door. Save the game here. Now go back out and through the door in the west wall. Jump on all the switches and avoid the spikes until the next door opens. Fight your way through the next couple of rooms until you find the key. Pick it up and go back to the lobby and out of the other door. Use the key on the main gate.

Keep going until you meet four golden monsters – these cannot be killed. Avoid them until a switch appears. Activate it and the exit will open. Fight through the next rooms until you come to an area with two moving platforms and three knights. Jump on the first platform and it will move across the screen. Jump on the second so that it moves towards the knights. Kill the knights and put the crate that appears on the switch. Now use the platform to get out of the northern exit.

In the next room is a ball and a closed door. Stand next to the door and throw the ball into the centre of the room. This will make the door open for a fraction of a second, which is just enough time to get out.

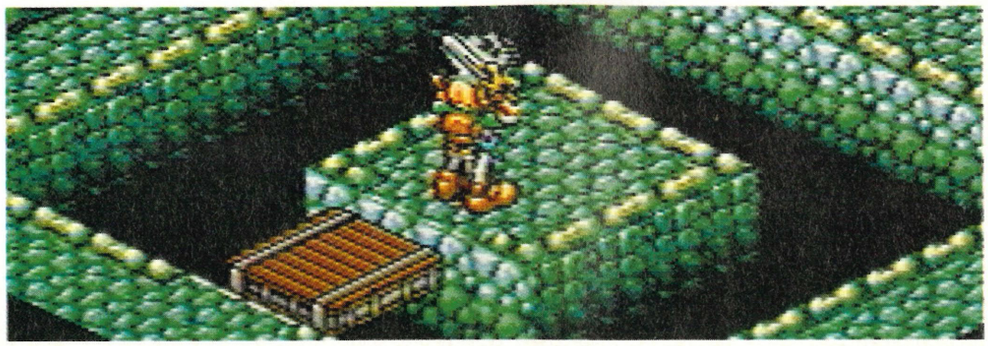




When you arrive here activate the switch shown, in order to lift up the platform in the middle of the room. Jump down the hole. Kill all the green bubbles and put the crate that appears on the top of the statue on the right. Go through the open door. There are four balls in the next room which must be placed in each corner of the room. In the next room is a teleport point so that you can zip back and save the game.

Next, return to the previous room and place the crate on top of the other statue. This will open the door that is now clear. The next few rooms are very easy and should cause no problems, involving simply killing monsters and putting crates on top of statues.

Soon you will find the ice sword which should be equipped immediately. Go to the nearby room that has a couple of chests in. One contains a monster and the other contains a key. Now go back to the room with the green bubbles and two statues, and use the key to unlock the remaining door. Keep exploring until you find a room with lots of spikes. Walk around the edge of the room, past the locked door and out of the other exit.



KER



When you get here, lure the four snake creatures into the holes in the floor and stand in the other one yourself. A chest containing a key will appear and the exits will open. Go back to the room with the spikes and through the locked door. In here are four invincible monsters and a big hole in the floor. Go out of the open exit and shoot the statue in the next room with an ice blast from your sword. Go back and jump down the hole. You should land on a white platform. Quickly jump out of the top-left exit, activate the switch, come back in and leave by the bottom-left exit.

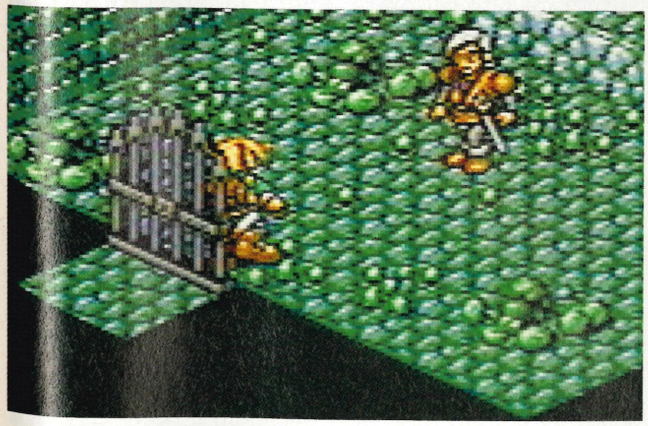
Kill all the ninjas and leave through the top-left exit. Go through the door and then go up. You will see four balls and four statues – put the balls on top of the statues to open the next gate. You will now find two chests, one of which contains a key.

Return to the room with the red ninjas and go out of the other door. You can use the key to open the exit in this room, but don't forget to have a quick pray in front of the nearby goddess statue first.



Walk through the door you have just unlocked and you'll be ambushed by three monsters. Give them a good kicking and carry on.





You will now meet the duke again – fight him until he concedes. Just when you thought you had won, Zak the psycho reptile comes flying in and knocks you out, but before you can finish him off Mir will step in and save you by teleporting you back to his castle. To help you he will give you the axe magic so that you can now cut down certain trees with your sword.

Go outside again in Massan and talk to the dog. He will tell you that he is actually a human who has had a curse put upon him. Head off to the witch's house near Mercator. She will trap you and turn you into a dog as well. The next dungeon is easy and involves jumping on switches in a certain order before you confront the witch again. She'll stupidly kill herself and the curse will be lifted.

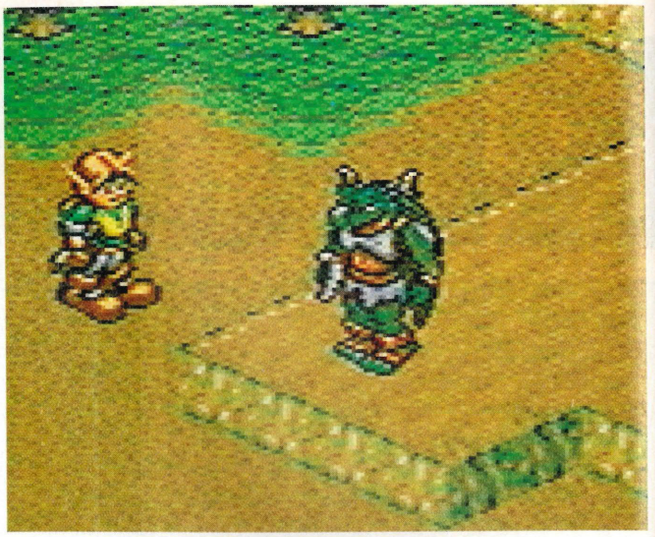


Go right back to the start of the game to the cave which is blocked by two trees. Cut them down and enter the dungeon inside. This part is easy because all you have to do is go back and forth, up and down ladders activating switches. Your reward for this is a set of fireproof boots.

TECHNIQUE ZONE

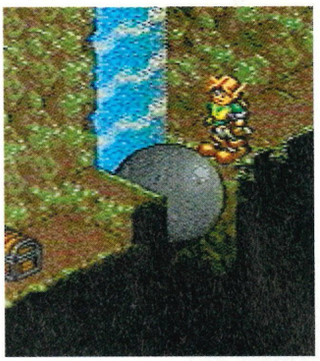
Go into Mercator to where the fountain used to be and go through the secret door again, back to Greenmaze. There are two trees here which you can now cut down. This path leads to a mountainous area which you should thoroughly explore. Walk across the broken bridge and Zak will attack you again. Friday will step in and you will agree to meet further on.





Meet Zak and fight him off. When you beat him he will give you Gola's eye. Go back to the bridge and fall off. Go to the statue nearby and stand in front of it. Use the eye and a teleport pad will appear. Stand on it and you will be taken to the dungeon you were in during the introduction sequence of the game.

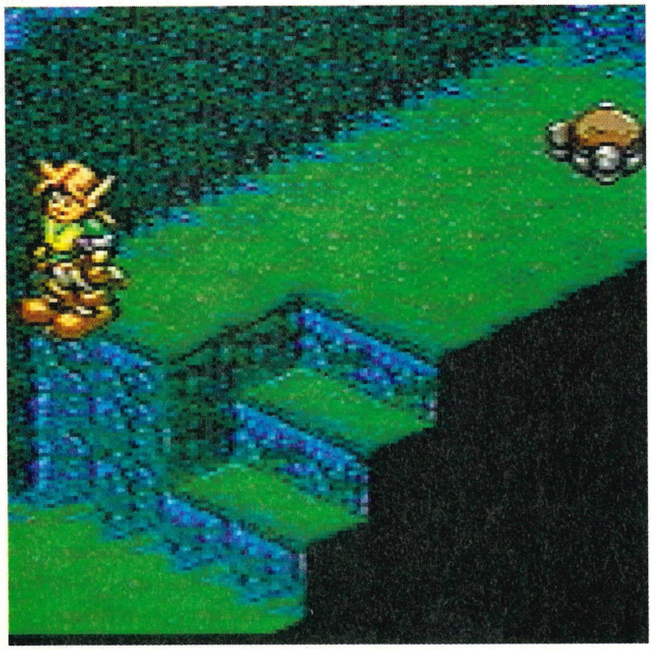
Recognise this place? Of course you do – this is where you first fell down the hole into Massan. A boulder now blocks the hole so you can carry on with your original quest.

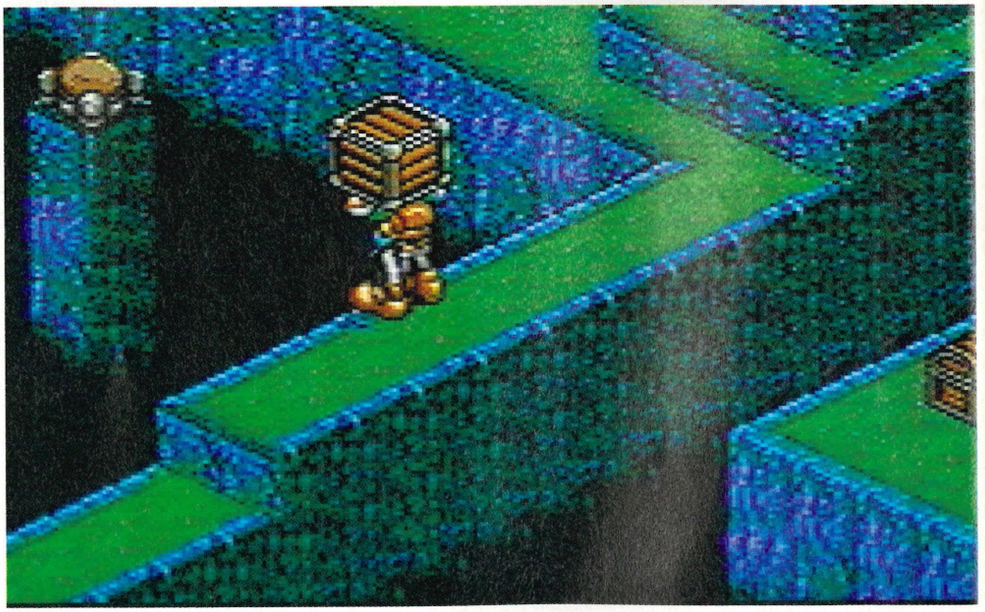


When you get to this room, kill all of the moving statues to open the door and go through the exit on the left. The duke is in there holding the princess captive. He will then unite all of the five jewels and open up a gateway that he hopes will take him to the treasure. After talking to the princess, jump on the teleport pad and you will appear in an underground village. Go in all the houses, stocking up on Eke Eke and Dahl (you'll need it!) and then go to the church to save the game.



In this room there are two exits. Kill all the monsters and a button will appear. Press it and one gate will close and the other will open. Don't go through the eastern exit until you have the metal boots on your feet. Explore the surrounding rooms until you find a statue that is protected by a boulder. Blast this with your ice sword, then keep going until you come to a dark room. Follow the wall around and leave by the east exit. You will find a chest with a lantern inside – if ever you find a dark room, use the lamp and the room will light up.





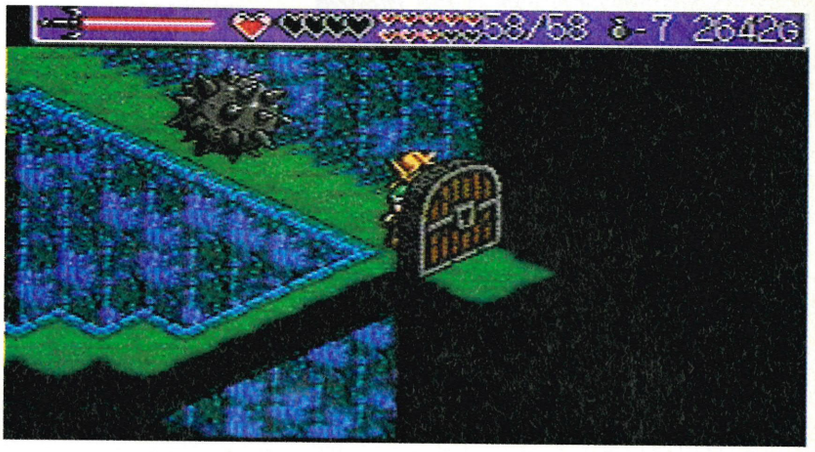
Pick up the key in the next room and backtrack to the last locked door you saw. Go through and you will soon find a room with a statue of the goddess in it. Pick up the crate and throw it onto the switch from the position shown – this will make a moving platform appear. Jump across, through the door on the right and get the steel boots with which you can walk on spikes without harm. Go back to the room with two exits near the start of this dungeon and out of the other door.

TECHNIQUE ZONE

Fight through the next couple of rooms and you will eventually end up outside. There is a key in a chest here. Go to the four trees and hack them down, then jump down the hole. You will land right next to the sword of Gaia. Pick it up and equip it immediately.



Go back into the depths of the dungeon until you end up here. Go through the door and walk around the next room, killing the skeletons. Destroy the statue behind the boulder and a switch will appear. Activate it and then destroy the second statue. Climb the ladder behind it and activate the second switch – this will cause a block to fall down in one of the next rooms.



Go through the door on the left, stack all the crates on top of the switch to get to the chest, then go back in and out the other exit. Forget the snowy part for now and go past the dwarf guarding the tree and through the locked door. Fight your way through the next rooms to the fire monster. Put the flame boots on and kill it, then backtrack a bit and get the snow boots.

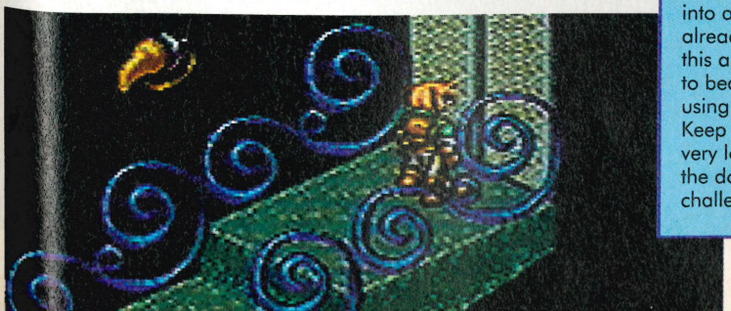


Put the snow boots on and head to the room with three snowy paths. Walk along any of them and jump down the gaping hole. Talk to the man at the bottom and he will tell you to see the bloke guarding the tree. Go off and talk to him, cut the tree down, pick up the logs and then return. Stand by the edge of the water and use a log to build a raft. Stand on it and sail away. A bloke will attack, but he is easy to defeat by attacking him from the side. Now go to the large snowy area you couldn't get to before.

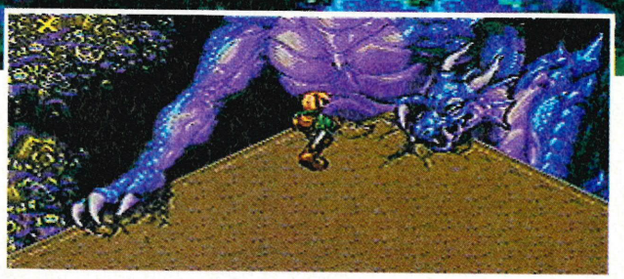




Kill all the monsters and go through the gate that opens. Miro will attack for the final time. Now head upwards. Most of the levels are pretty simple but this room is fairly tricky. Kill the monsters and pick up the pot. Climb the ladder and traverse the four moving platforms. Put the pot on the switch and leave through the gate. Keep going until you reach a small room with some monsters in it. Kill them and the floor will fall away. Jump down and land on a platform. Wait and this will fall downwards and then carry you through a hole in the wall.



In the next couple of rooms are a knight with a hammer and a man that rolls himself into a ball. You have already beaten enemies like this and these are no harder to beat, and can be killed using the same methods. Keep going and head up a very long staircase. Through the door is the final challenge!



The guardian of the treasure is not happy – he teleports about the screen shooting at you! Just keep moving to avoid his shots and close in on him before he disappears again. He is easy to hit but it takes ages for him to actually die. Kill him and the duke will appear and promptly get fried by a giant dragon that appears. The weak spot of the dragon is its head. Jump about so that you don't get frozen to the ground when it shakes, and keep hacking at the head before it can shoot you. Defeat the dragon and voilà – you have finished the game and can give yourself a well-deserved pat on the back!

TECHNIQUE ZONE

SONIC 3

After we revealed last month that Sonic 3 was actually a mite tougher than previous Sonic games, we decided that we'd better help out all those lost souls with this mammoth six-page Technique Zone. Here we give you tips on how to find many of the hidden special stages and how to beat all the bosses, including the big boss at the very, very end of the game!

ANGEL ISLAND ACT 1

SPECIAL STAGE
The earliest special stage in the game is simple to reach. Run along the ground until you reach a rope swing. Let the ground crumble beneath your feet, then turn and head left when you hit the ground. A special stage is hidden in the wall there.



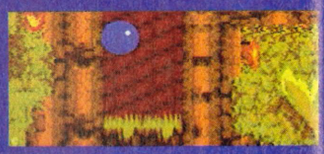
When you reach here, let the floor collapse



You'll reach this point. Spin towards the wall



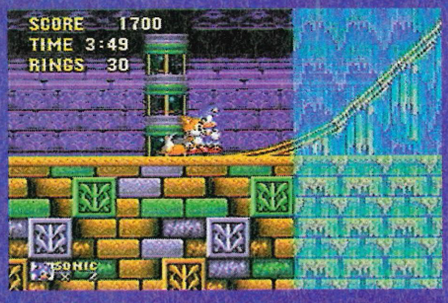
You'll end up here!



Crash down through the floor here to...

HYDROCITY ACT 1

SPECIAL STAGE
This one is easy to find – you will be propelled into it by a spring as long as you take the right route.



Head left from here...



...And end up here!

MINI-BOSS
Don't try and attack the boss underwater, because it will not work. As he rolls, jump over him. Do this twice and he will hover above you and you can spin into his underside repeatedly. Continue until he is destroyed.



Jump over the boss as he rolls



Hit him as he hove

ACT 2

In this act the wall behind you chases you across the screen. The best solution is to stop still and use the spin dash to climb the high walls. Repeat this on every ledge and you should outrun the wall easily.

SPECIAL STAGES
Further in the act there is a large run full of moving squares. If you roll down quickly from the earlier screens and launch from the ramp in this screen, you should reach the higher squares. Instead of landing on them, hold left so you fall down the left wall. You should go through at a point where there is a special stage.



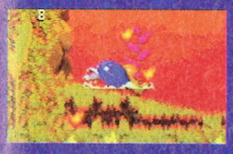
TECHNIQUE ZONE

Another special stage is hidden in act one. This time wait until after the Island is set on fire, then enter the cave, ignoring the two sets of springs. Smash down through the gap, then head left and smash through a wall. Use the spring to reach the ring.

MINI-BOSS
The end-of-act boss is easy to kill if you have a fire shield. If not, you'll have to rely on your avoidance skills while hitting him on the head.



The end-of-act boss – hit his underside to kill him



...Get to here. Head through the left wall. Use the spring

ACT 2

SPECIAL STAGES
You can find a special stage ring from the beginning of the act by simply reaching top speed and rolling into the cavern through a wall.

THE BOSS

The boss at the end of Angel Island is pretty easy to kill. Jump making sure you avoid the fire spurting from his underside – if you have a fire shield you won't have to worry about that of course! Spin into his underside when there is no fire about and he'll soon be finished.



Zone one end-of-level guardian



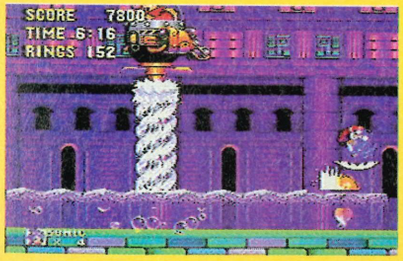
Hit the bottom while avoiding the fire!



...s above you

THE BOSS

Make sure that Robotnik's twister doesn't drag you in, by running away and jumping. To attack the boss, wait until it drops charges in the water and jump above them just as they explode. The cascade of water will fling you into the air and you can hit Robotnik on the head.



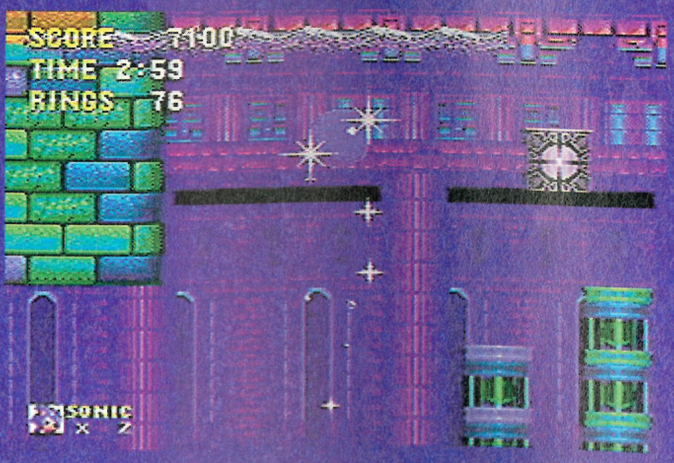
Avoid the spiral that Robotnik creates



Use the explosive fountains to hit him from above



Head down this slide to a ramp

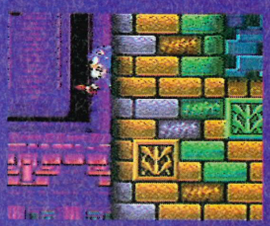


The ramp shoots you into the air here. Now head for the left wall

After the second time you run on water, you should accelerate down a tube onto a ramp which is high up in a screen with several revolving cylinders. If you can land on the highest right-hand one, wait until it is at its highest point then jump towards the right wall. You should enter a room containing a special stage.



Land on this post and wait until it reaches its highest point



You can now jump up, then right to here!

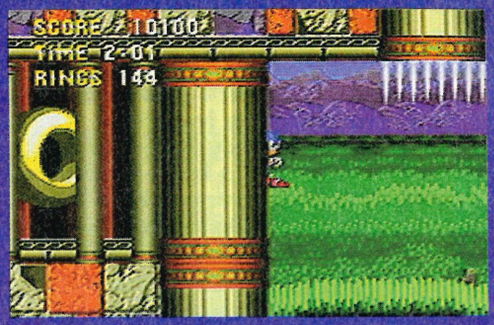
TECHNIQUE ZONE

MARBLE GARDEN ACT 1

SPECIAL STAGE
The first special stage in the act is located after you have smashed through a wall. A blue disc appears afterwards – don't use the disc, instead jump over it and down, then go left and a special stage awaits hidden through the wall.



Jump over the disc...



...Then leap through the gap in this wall

Another special stage is hidden roughly below the first. You must head right until you can go down, then go left. Use the spring you find to launch yourself upwards to the moving platforms. Jump on the right-hand ledge where a ring awaits.



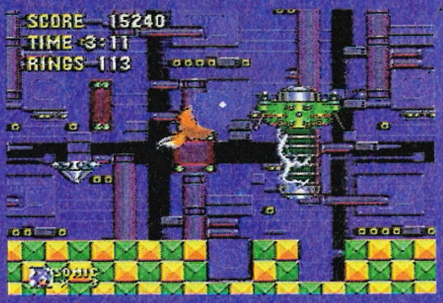
Fall from here and travel down the hill to a spring



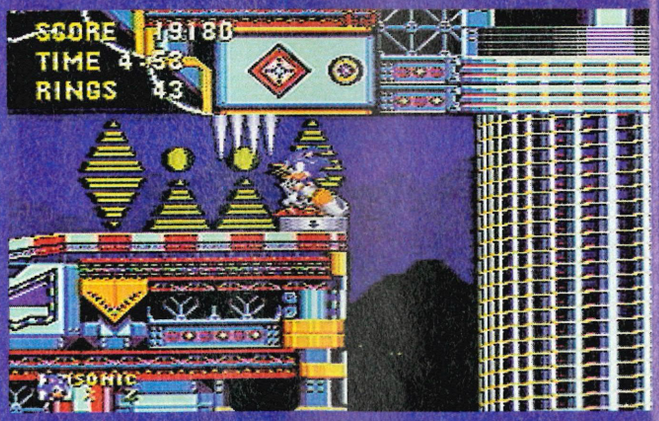
Use the spring to bounce up here and head right

CARNIVAL NIGHT ACT 1

MINI-BOSS.
The boss tries to drill through the floor on which you are standing. Hit the main part of the machine, but make sure that it isn't sparking when you do.



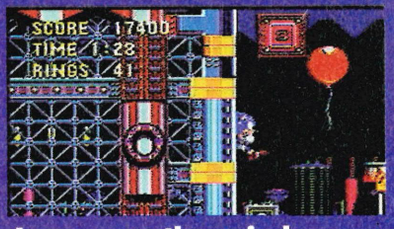
Zone four's mini-boss. Avoid the drill bit and attack the main piece when it isn't sparking



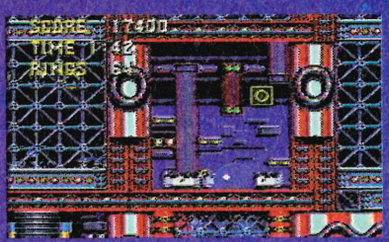
Run right just past this light switch

ACT 2

SPECIAL STAGES
The first special stage you come across is when you approach a cannon with a box of rings near it. Jump past the cannon and through the left-hand wall. Smash the three boxes and you fall into the room below where a special stage is hiding. Jump through that ring and away we go!



Jump over the coin box and through the wall...

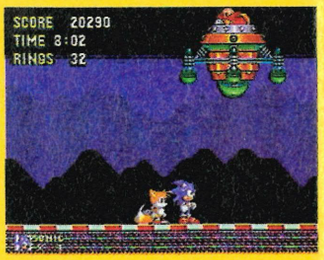


...To here. Smash the boxes and fall down

Another special stage is hidden after you turn the lights back on. You are thrown upwards by a vent into a room with some revolving bumpers and a few balloons. You must use the balloons to climb higher in the room. When you reach the top, head for the right-hand wall and through it into a special screen.

THE BOSS

This boss is best defeated with caution. Wait until he has dropped the ball and make sure you run away when he uses the attractive electricity. As he lowers himself to pick it up again, hit him repeatedly and repeat if necessary.

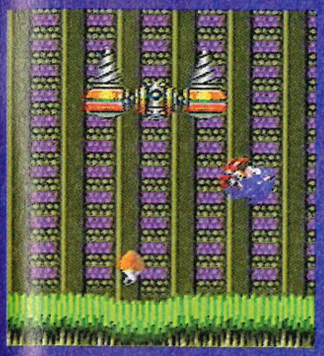


The zone four boss. Wait until he drops the ball, then run from the lightning

TECHNIQUE ZONE

ACT 2

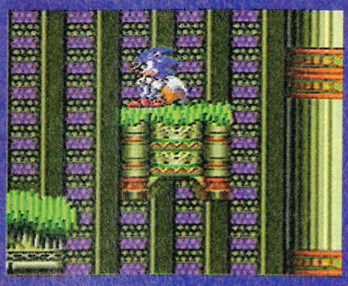
MINI-BOSS
The boss is a mining robot, who is easy to kill as long as you don't hit his drills. Hit him when his drills face upwards and you should have no trouble.



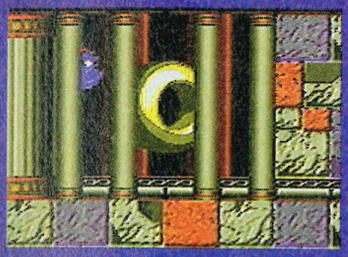
Kill him by attacking when his drills point upwards

In this act you must run to avoid a falling roof. Keep moving and you should be all right – make sure that you complete all your jumps though, and don't stop until the roof does!

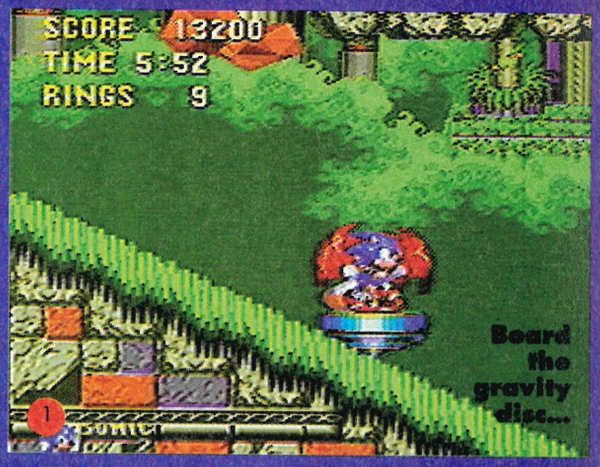
SPECIAL STAGES
About halfway through act two you will encounter a moving platform and should see spikes below-left and a spiked door opening and closing below-right. Jump down to the right and under the door to a special stage.

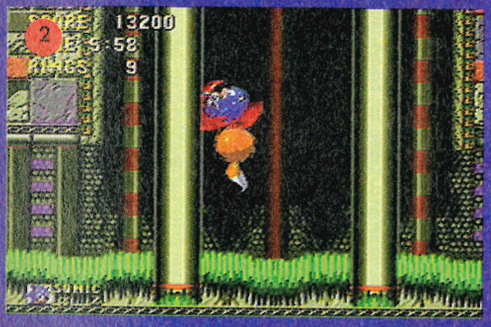


(Above and Below) When you reach here, head down to the right to reach the ring

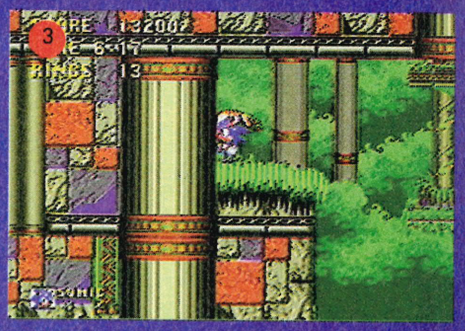


Later in the act (the second time you ride a blue disc onto a spring then through a wall), jump off after smashing the wall and proceed left (watch the crumbling floor) and into the wall, where there is a special stage hidden.

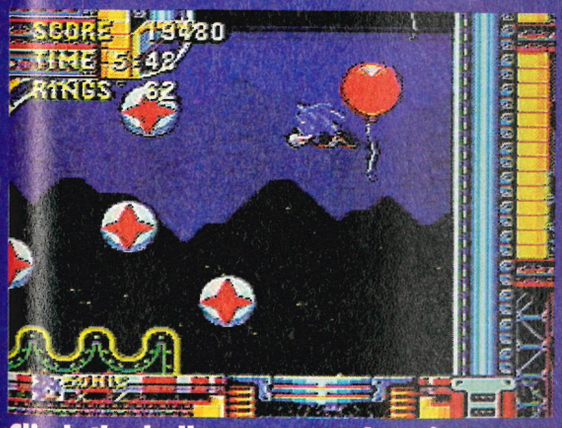




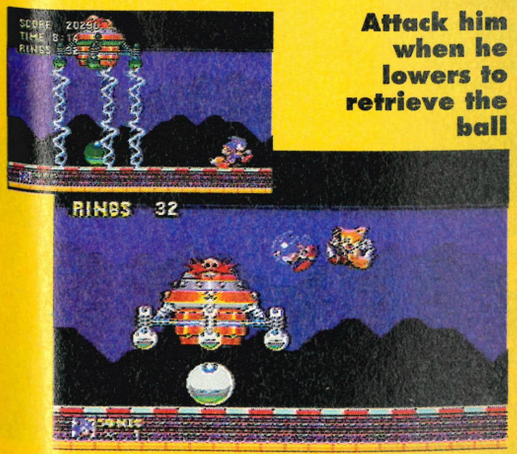
Jump off it here, then head left



Go over the crumbling floor to here and go through the wall



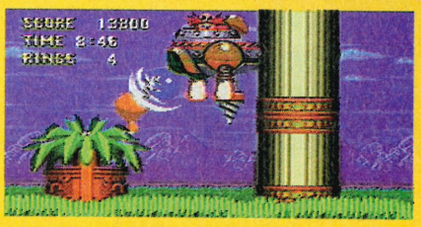
Climb the balloons to reach a ring



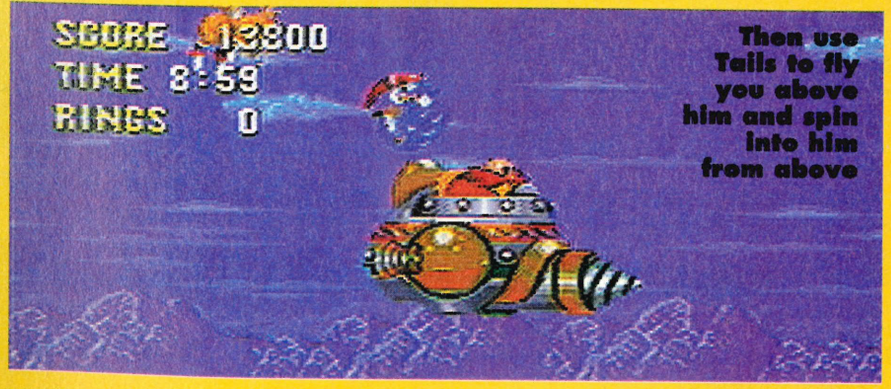
Attack him when he lowers to retrieve the ball

THE BOSS

Try and hit the boss a few times before he drills into the floor and destroys it. After that, use Tails to fly above Robotnik and jump onto him from above.



Hit the boss now, before he destroys the floor



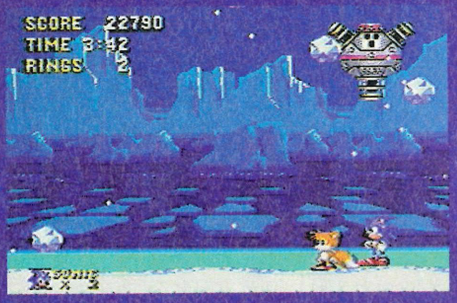
Then use Tails to fly you above him and spin into him from above

TECHNIQUE ZONE

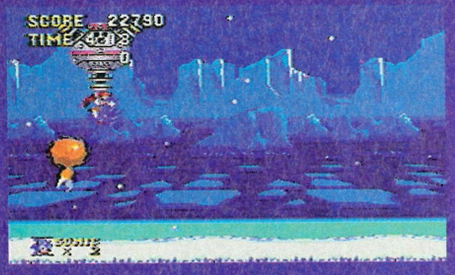
ICE-CAP ZONE

ACT 1

MINI-BOSS
The boss is best beaten by waiting until he throws his snowballs away for them to rain down. Avoid him until this time, then hit him underneath. While you are under him you cannot be hit by the falling snow.



Avoid the falling ice by hiding beneath him...

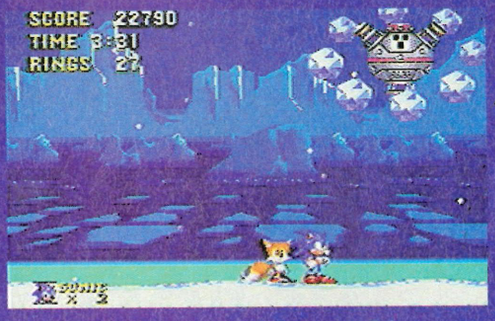


...And attack him at the same time

ACT 2

SPECIAL STAGES
The special stage here is very hard to find. It is hiding near the end of the level, after a triple loop. Come down the loop at top speed and off the ramp which should shoot you up to a springing platform. Use the platform to catapult you into the next room where the special stage ring is.

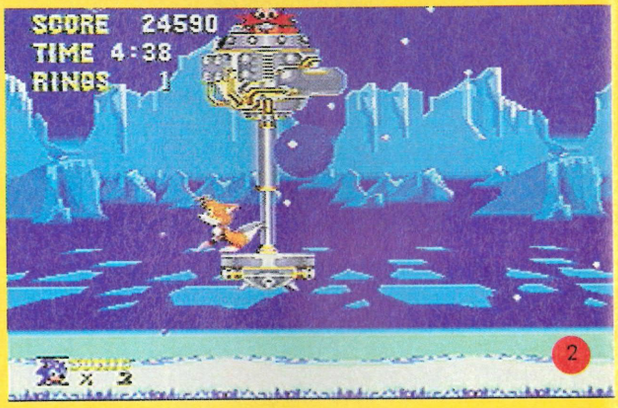




The zone five mini-boss. This guy is just too cool!



Use this spring to climb to the ring in the next room

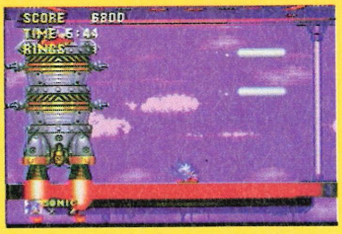


Jump attack his underside until he loses his platform

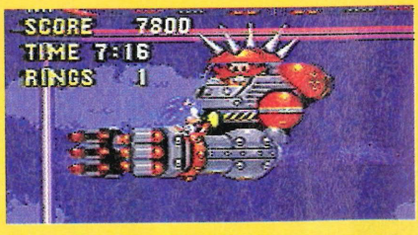
(Right) Attack again, but avoid the icy blast

END BOSS

Initially the boss has two lasers which you must avoid while attacking his head. After he loses one laser, keep hitting his head, always avoiding the revolving ball. Eventually Robotnik will be left with just the ball and is easily destroyed. However, he returns with a huge spiked arm and head. Attack the front of the boss above the arm and avoid him when he is on the floor. He is easily defeated if you take your time.



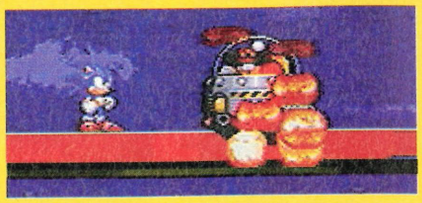
Duck the laser fire from Robotnik



Attack the final boss over his arm



Attack the dome avoiding the ball



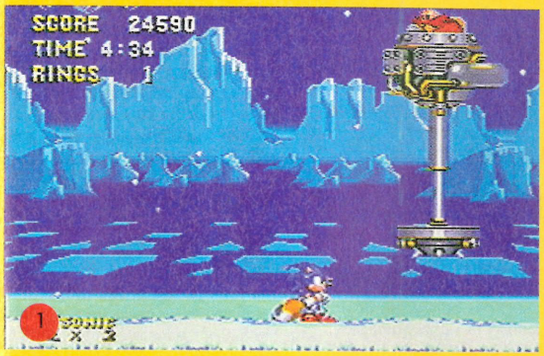
Hit the boss from the platform!



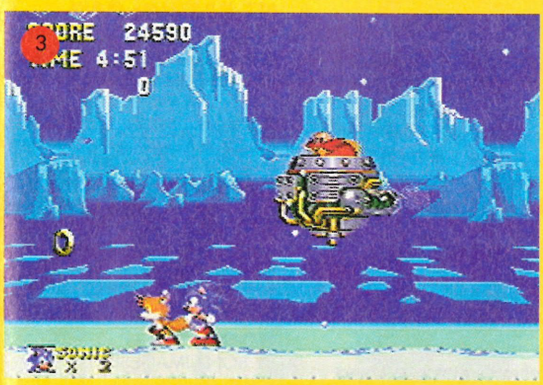
TECHNIQUE ZONE

THE BOSS

The boss is easy, in that he provides a platform for attack. Time your attack so you jump over the sideways jet onto the platform. Hit him quickly then jump off before he shoots out the downward cool jet. After you have destroyed the platform, repeated bottom hits will finish him off.



The zone five boss. Climb aboard the platform





Jump the cannonball and attack

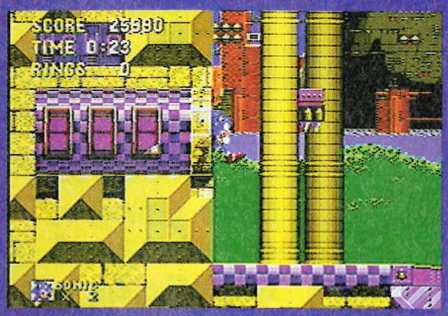
THE BOSS

This boss is very easy to defeat. The first cannonball always goes from the top, so stand next to the plank and jump onto it after the ball is launched and attack Robotnik from there. The next time the ball comes from the bottom, so simply jump onto the platform after it is raised and attack Robotnik. Repeat until he is finished.

LAUNCH BASE ACT 1

SPECIAL STAGES
At the first twisting tube, fall straight down then go left and jump into the tunnel to find a ring.

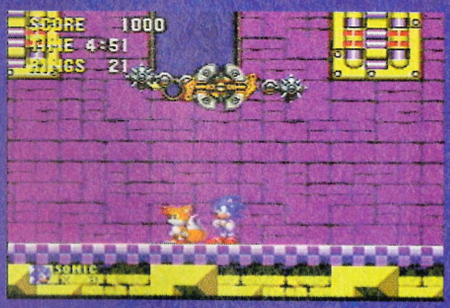
(Right) Fall off, then head left





(Left) Get in here for a special stage

MINI-BOSS
Hit the boss carefully when the swinging balls are at his sides. After he has lost one arm, repeat until he is finished.



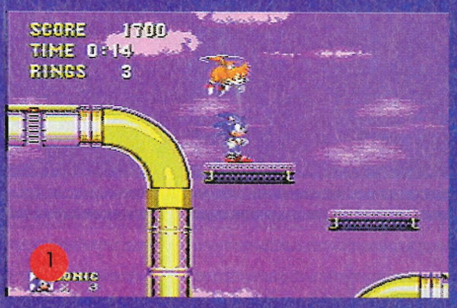
With his arms outstretched, hit him hard



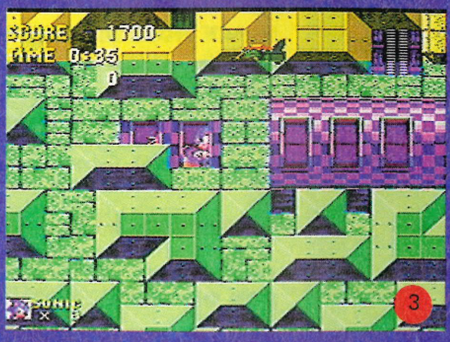
A direct hit and he's lost one arm

ACT 2

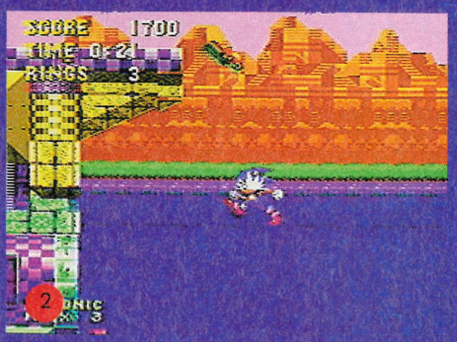
SPECIAL STAGES
After leaving the castle at the start of act two you will encounter two platforms – ignore these and fall down. Head right until you fall underwater, then head left and jump over the spring into a secret cavern where the ring resides.



Ignore these platforms and go down from here



You'll then find a special stage through this tunnel



Then go right. Fall into the water here and head left

GAME INDEX

Welcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit – with the MegaTech Game Index!

By the way, the high scores will be back in a different form and the entry form is directly below. See it? Good...

NAME:

ADDRESS:

GAME:

DIFFICULTY SETTING:

LEVEL:

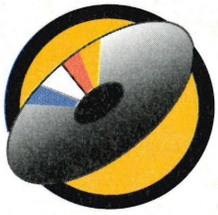
SCORE:

GAME:

DIFFICULTY SETTING:

LEVEL:

SCORE:



MEGA-CD GAMES

Disc games, official and unofficial here revealed. Backward writing already enough of this. Forward gear engage...



BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform batgame too. Excellent!

MT RATING: 94%

BLACK HOLE ASSAULT

BY SEGA
PRICE: £39.99
REVIEWED: MT 14

One or two-player robot beat'em-up with fast action and quite good clanking sound FX. Cyborg Justice is better though and that's only a 4meg cart.

MT RATING: 61%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he set out with a club as big as him to bash the baddies in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

CLIFFHANGER

BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT 27

Pretty poor conversion of a pretty good film. Guide Sylvester Stallone about the mountains through many different yet tedious stages.

MT RATING: 49%

DEVASTATOR

BY WOLFTEAM
PRICE: IMPORT ONLY
REVIEWED: MT 20

A robot-based platform shoot'em-up with flying sections bolted on. Basic, 'blast everything in sight' gameplay.

MT RATING: 62%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27

Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround 'surround sound' system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ-220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26

Once again the computer game hype machine went into overload, building up all expectations for this average adventure game.

Initially the bad presentation is off-putting, but the game itself is quite involving.
MT RATING: 79%

KEIO FLYING SQUADRON
BY VICTOR ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 22
Similar in style to Konami's Parodius, this is a scrolling shoot'em-up with loads of weird and wonderful beasties to blast. Good music too.
MT RATING: 90%

KRIS KROSS: MAKE MY VIDEO
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).
MT RATING: 80%

LETHAL ENFORCERS
BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns (and if you've got over £90 to get kitted up with same, of course).
MT RATING: 80%

LUNAR THE SILVER STAR
BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.
MT RATING: 82%

MAD DOG McCREE
BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes. It's good, but it's just a shame about the graphics.
MT RATING 61%



MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

NHLPA HOCKEY '94 CD
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this. Great value for money.
MT RATING: 91%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.
MT RATING: 79%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required. This CD version would have benefited from more levels.
MT RATING: 70%

RACING ACES
BY: SEGA
PRICE: £44.99
REVIEWED: MT 27
Surely this must be the worst game ever reviewed in MegaTech? It has nothing going for it whatsoever – even the box artwork is bad.
MT RATING: 8%

SECRET OF MONKEY ISLAND
BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. Splice the main brace and jig the jiggy thing across the seven seas. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's Game Over.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT 21
Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%



SILPHEED
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel capability, but overall it's a disappointment offering nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 24
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD
BY: VIRGIN
PRICE: £49.99
REVIEWED: MT 26
The cart-based game wasn't really as good as everyone first thought, but it sure was a lot better than this effort. The FMV is taken from the film, but you can't tell because it looks so appalling. All you do is run around shooting robots and it gets quite tiresome.
MT RATING: 69%

THUNDERHAWK
BY CORE DESIGN
PRICE: £44.99
REVIEWED: MT 22
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, with a raucous rock soundtrack to boot. A real 'must have' for Mega-CD owners.
MT RATING: 91%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG
BY JVC
PRICE: £39.99
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but a bit easy to beat.
MT RATING: 82%

WWF RAGE IN THE CAGE
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 26
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%



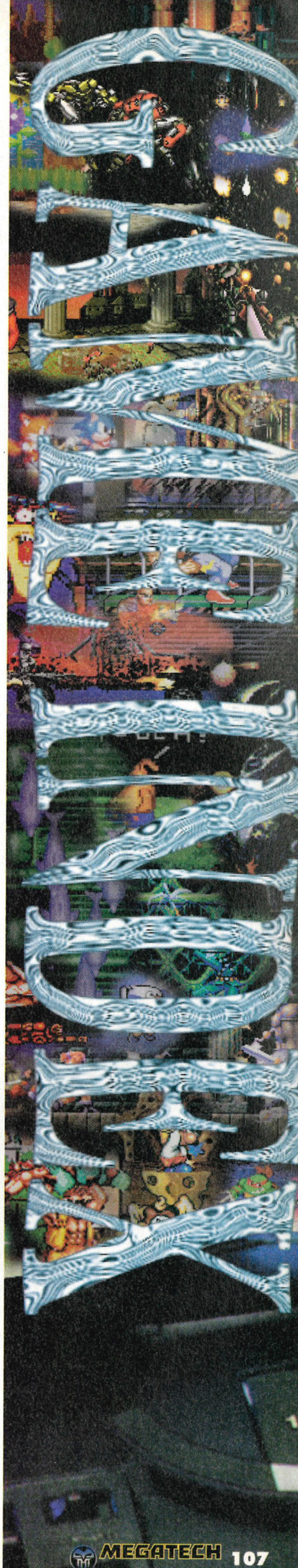
MEGA DRIVE GAMES

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

A

AEROBIZ
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!
MT RATING: 90%

ALADDIN
BY: SEGA
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%



WIN!

LIMITED EDITION SPEED RACER SOUNDTRACK CDS

Accolade is set to release a wacky little racing game called Speed Racer in a couple of months and rather than bore you with the intricacies of what it's about, read this month's Spycam. Speed Racer was an ancient cartoon series first screened back in 1967 (it's now being screened on Sky TV's Nickelodeon channel) and to promote the game Accolade has commissioned the talents of a band called Alpha Team to rearrange the theme tune in to a funky dance track. This track, cunningly entitled Speed, is set to be released as a single with (it is hoped) plenty of airplay on Radio One. The CD version has three variations of the tune – a Club Mix, Radio Edit and a rather interesting six-minute Hardcore version. We have FIVE of these great CDs to give away!



The CD is so funky that we're a bit loathe to part with them, therefore we're making the competition a little bit harder than usual. To win, answer this question (we expect you to do some research on this you know!):
Q: Who holds the land speed record? (Hint: The answer is in the Guinness Book Of Records!)

Send your entry to:
Speedy Gonzales,
MEGATECH,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%

AMAZING TENNIS
BY ABSOLUTE ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 19
Playable, smart-looking tennis sim with a novel behind-the-sprite view. Plenty of strokes to master and opponents to beat, and a two-player mode too. However the guy at the far side won't be able to see very well past the enormous foreground sprite.
MT RATING: 82%



ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14
A 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. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

ATOMIC RUNNER
BY: SEGA
PRICE: £39.99
REVIEWED: MT 10
Bizarre blend of platform and shoot'em-up action – leaping and blasting through alien-infested levels is the order of the day – although the main sprite's a bit weedy.
MT RATING: 80%

AWESOME POSSUM
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 26
Tons of speech make this game seem good at first, but the gameplay soon shoots it in the foot. Run a bit, jump a bit, then run a bit more. It tries to be 'green' with lots of environmental questions for you to answer, but unfortunately this only serves to make it even tackier than ever.
MT RATING: 49%

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 pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%

B

BARKLEY: SHUT UP AND JAM
BY: ACCOLADE
PRICE: £44.99
REVIEWED: MT 27
Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous basketball player, but it is just an average game.
MT RATING: 70%

BATMAN RETURNS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%



BELLE'S QUEST
BY: ACCLAIM
PRICE: £39.95
REVIEWED: MT 26
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls version and is all twee with lovey dovey pukey bits in (and is dead easy as well). Having said that, Julian loved it (his feminine side showing?) because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

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. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

BUBBA 'N' STIX
BY: CORE DESIGN
PRICE: £??.??
REVIEWED: MT 27
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%

BUCK ROGERS
BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 4
Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles and strategy-based spacecraft battles with a soupçon of puzzle solving, but rather basic graphics.
MT RATING: 88%

BULLS Vs LAKERS
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10
Probably the best of EA's basketball simulations, featuring all the American big-name players complete with their speciality moves. Good graphics and realistic simulation feel.
MT RATING: 80%

C

CASTLEVANIA
BY: KONAMI
PRICE: £44.99
REVIEWED: MT 26
The popular Nintendo series makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family.
MT RATING: 83%

CHAKAN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and 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 lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons. Unfortunately, it lacks the arcade game's excellent two-player mode.
MT RATING: 80%

CHUCK ROCK II
BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.
MT RATING: 86%

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 accompany unusual and absorbing gameplay.
MT RATING: 87%

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.
MT RATING: 83%

DAVIS CUP TENNIS
BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.
MT RATING: 90%

DESERT STRIKE
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.
MT RATING: 93%

DRAGON'S FURY
BY TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.
MT RATING: 91%

E

ECCO THE DOLPHIN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
MT RATING: 94%



ETERNAL CHAMPIONS
BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.
MT RATING: 82%



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, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.
MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP
BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.
MT RATING: 94%

F22 INTERCEPTOR
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
The first Mega Drive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world. It's fast, fun and simple to get to grips with, and there are loads of little missions to complete.
MT RATING: 88%

FIDO DIDO
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.
MT RATING: 92%

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 antics abound in the five levels, although finishing it doesn't take all that long.
MT RATING: 94%

G

GAUNTLET 4
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op from the mid-'80s finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.
MT RATING: 94%

GHOSTBUSTERS
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.
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 your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.
MT RATING: 89%

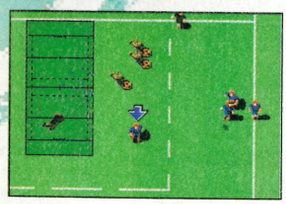
GUNSTAR HEROES
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of graphically superb backdrops swarming with gangs of baddies and frighteningly impressive bosses. Incredible animation, plenty of high-octane action and a high degree of originality. Buy, buy, buy!
MT RATING: 95%

GYNOUG
BY: SEGA
PRICE: £39.99
REVIEWED: MT 5
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
MT RATING: 91%

H

HYPERDUNK
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 27
Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap – get your mates round and plug this in for a few laughs.
MT RATING: 68%

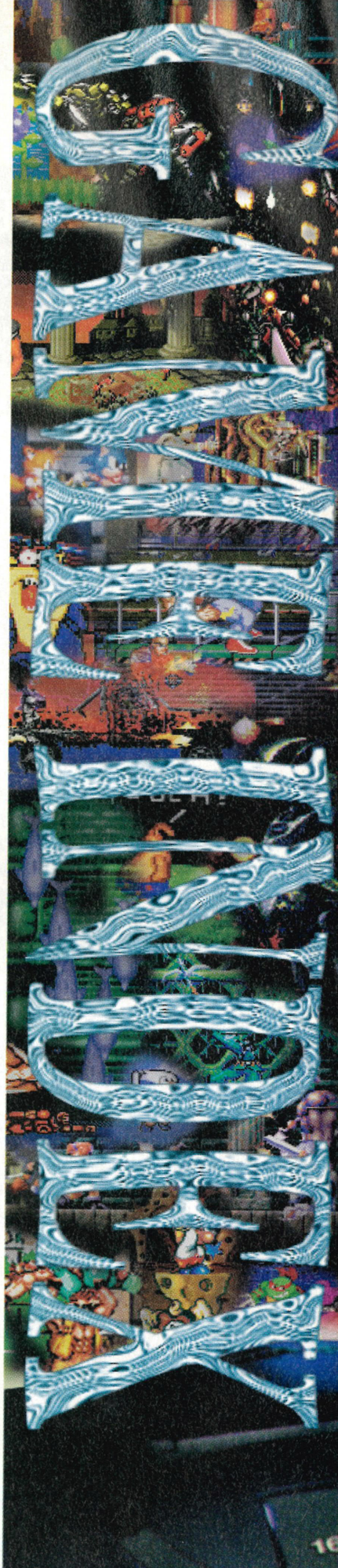
I



INTERNATIONAL RUGBY CHALLENGE
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque rugby simulation allows you to play in the big three international rugby union tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.
MT RATING: 75%

J

J-LEAGUE PRO-STRIKER
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
J-League Pro-Striker is a



WIN!

PUGGSY GOODIES



Remember the cute platform game, Puggsy, released through Psygnosis and reviewed a couple of months back? Well, the people at Psygnosis were cleaning out their desks after the massive Puggsy promotion and found a few bits and pieces left over, and they thought it would be nice to give them away to somebody who would appreciate it...and that means you. There are copies of the Puggsy game up for grabs as well as some brilliant (and incredibly orange) inflatable Puggsys that will brighten up any room.

So what do you have to do to win a game and an inflatable Puggsy? Just answer this incredibly easy question:
Q: Puggsy sounds a lot like Pugsley, but which famous family is Pugsley a member of?

Send your entry to:
Family Values,
MEGATECH,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

Japanese import, but until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese League, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

JOE MONTANA 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

More American football action in a game which combines all of the features of the first two Joe Montana games, including the full spoken commentary, the different pitch views and all the teams and plays you would expect from an American football game. It is good fun, with smart graphics and gob-smacking speech, but still not as good a gridiron simulation as John Madden '92.

MT RATING: 78%

JOHN MADDEN '92
BY: ELECTRONIC ARTS

PRICE: £39.99
REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football, especially when you play the game's superb two-player mode.

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 game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay of JM '94 are inferior to those of the previous two versions.

MT RATING: 84%

K

KLAX

BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH

This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%

L



LANDSTALKER

BY: SEGA
PRICE: £39.99
REVIEWED: MT 23

The Mega Drive's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.

MT RATING: 93%

LEMMINGS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

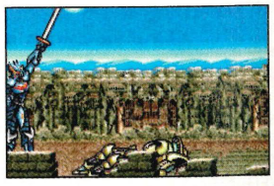
LOTUS TURBO CHALLENGE

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. Excellent split-screen two-player mode. 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 anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-LO-MANIA

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

The notorious Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODE MASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun, but really recreates the childhood feeling of driving toy cars around your back garden.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on. You have a good level of control over your bloke, but the game doesn't have the arcade game's two-player mode.

MT RATING: 85%



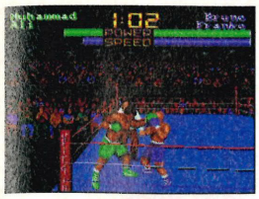
MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat

mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

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. The 3D boxing ring graphics, the controls and the whole feel of the game captures the right-there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%

NBA SHOWDOWN

BY: EA
PRICE: £49.99
REVIEWED: MT 27

Accurate basketball game that is perhaps too accurate for its own good because it seems the fun factor has been ignored. For basketball enthusiasts only.

MT RATING: 38%

NHLPA HOCKEY '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22

Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

MT RATING: 90%

NORMY'S BEACH BABE-O-RAMA

BY: EA
PRICE: £44.99
REVIEWED: MT 27

Terrible platform game from the programming team that bought us ToeJam and Earl. Mind-numbingly tedious action as you guide Normy through time and to Hell and back.

MT RATING: 38%

P

PGA EUROPEAN TOUR GOLF

BY: EA
PRICE: £44.99
REVIEWED: MT 27

The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

MT RATING: 90%

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 settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

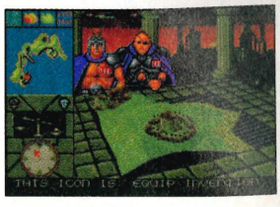
MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%



POWERMONGER

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy of a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-Lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout, too.

MT RATING: 81%

PRINCE OF PERSIA

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27

Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21

Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%

PUYO PUYO

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 22

This is a brilliant Columns-style one or two-player puzzle game, soon to be officially released as Dr Robotnik's Mean Bean Machine. Highly addictive, requiring fast logical thinking and swift reflexes to get your little blobs linking up.

MT RATING: 91%

Q

QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

MT RATING: 82%

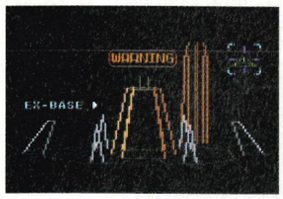
R

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. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the common herd of shooters.

MT RATING: 94%



RAMPART

BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%

REN & STIMPY PRESENT STIMPY'S INVASION

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

A very funny game based on the famous TV series. It's good for a laugh, but there is no real challenge and it is far too small.

MT RATING: 45%



ROAD RASH 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12

More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.

MT RATING: 89%

ROAR OF THE BEAST

BY: SUNSOFT
PRICE: £39.95
REVIEWED: MT 26

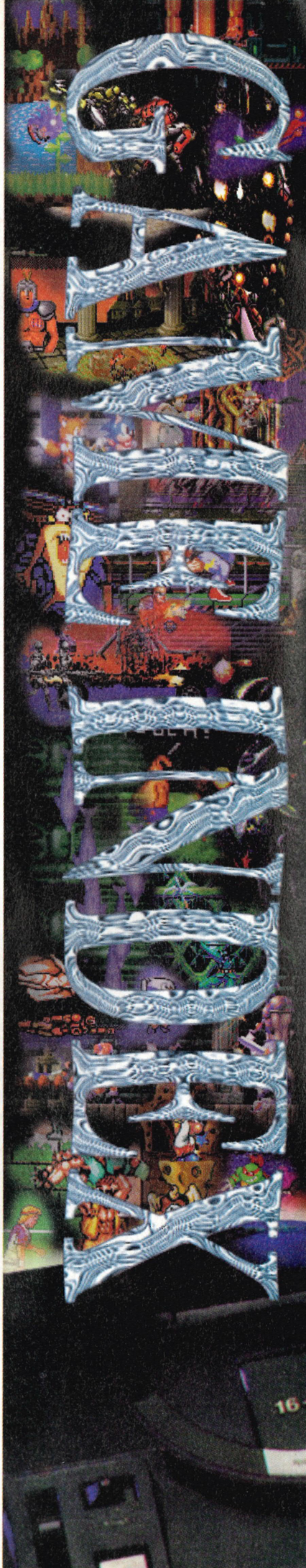
This is the blokes version of the two Beauty and the Beast games (see also Belle's Quest), which naturally means it has got lots of fighting and general macho hardness in it. It also means that the game is very repetitive and boring.

MT RATING: 40%

ROBOCOD

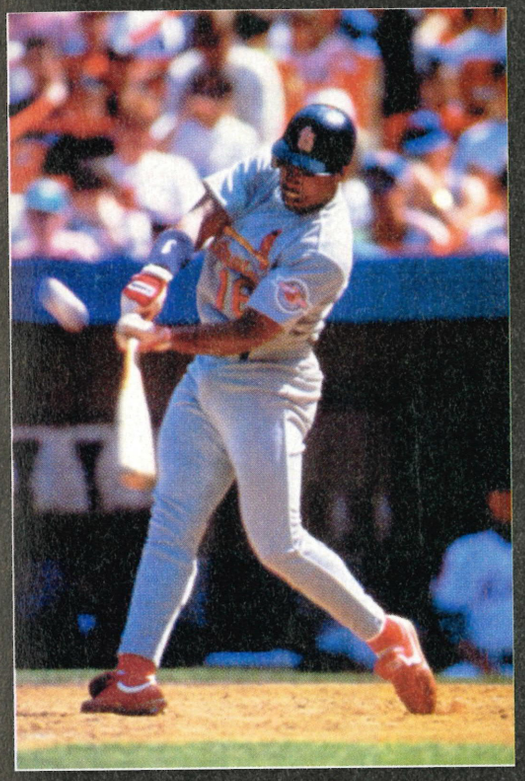
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1

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



WIN!

20/20 BASEBALL UP FOR GRABS



Did you get as many stocking fillers at Christmas as you'd hoped? No? Well, we've got a few copies of EA's 20/20 Baseball lurking about and we thought you'd like to have the chance to make up for that Christmas stocking not being as plump as you wanted. We're not going to beat around the bush, you either want the games or not – and if you're lucky you might just get an EA Sports T-shirt thrown in as well!

Just answer this easy question:
Q: Who is the famous baseball player out of this little lot?
a - David 'Kid' Jensen
b - Babe Ruth
c - My best mate's friend who's just had a new baby called Arianne

Send your entry to:
Baby Face,
MEGATECH,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters as only an exceptionally gifted fish can.

MT RATING: 85%

ROBOCOP VS TERMINATOR

BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24

Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for any prospective serial killers out there.

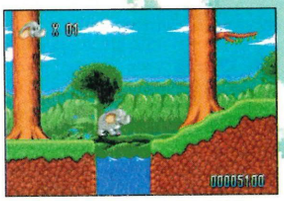
MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20

Rocket-powered opossum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. Excellent-looking, with lots of big bosses and original, inventive levels, although it's a bit easy.

MT RATING: 85%



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 mother and locked up all the other animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc and use their varied skills to help him find the keys and bits of map which can lead him to his pilfered parent. Its simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.

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 is at the bottom of the plot and eliminate them. This is your basic 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. A great conversion of the arcade game, with lots of levels and action.

MT RATING: 89%

SENSIBLE SOCCER

BY: SONY
PRICE: £39.99
REVIEWED: MT 24

Sensible Software's classic football simulation finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is it's strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.

MT RATING: 80%



SHINOBI III

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21

Joe Mushashi's third visit to the Mega Drive produces one of the best MD action titles around! Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans – there's even a horseback section and a level where Joe takes to a rocket-powered surfboard in order to take on his arch-enemies, the Zeed.

MT RATING: 93%

SKITCHIN'

BY: EA
PRICE: £39.99
REVIEWED: MT 27

Road Rash on roller skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.

MT RATING: 83%

SONIC THE HEDGEHOG

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH

If you don't know about this already, WAKE UP!!!.

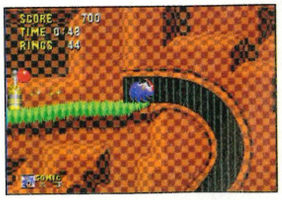
MT RATING: 83%

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 against 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! It's a bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%



SONIC 3

BY: SEGA
PRICE: £39.99
REVIEWED: MT 27

Surprise, surprise, it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character called Knuckles. The best one of the series so far.

MT RATING: 93%

SONIC SPINBALL

BY: SEGA
PRICE: £49.99
REVIEWED: MT 24

Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. However, there's not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York and blamed your friendly neighbourhood Spiderman! As Spidy, 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 super-villains in the one game that really makes good use of the character. Loads of challenging levels, excellent fun.

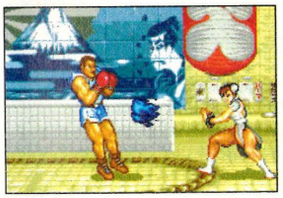
MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH

It's up to you to take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player Mega Drive games ever. Learning the tactics and using the wild weapons is great fun.

MT RATING: 90%



STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23

After much controversy and a very long wait, this legendary game eventually arrived and delivered everything that was promised. 12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best Mega Drive beat'em-up to date. If you don't own a copy of this game then I advise you to get it now. Best with two six-button pads

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 bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUNSET RIDERS
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. This is excellent fun, but a bit short with only four levels available.

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, various weather conditions, strip colours – the lot. Plus you get real teams, British and Continental (although not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory. Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment. £45 is a bit steep, isn't it?

MT RATING: 75%

SUPER OFF-ROAD
BY: ACCOLADE
PRICE: £34.99
REVIEWED: MT 6
Super Sprint-style race game in which you drive a little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

MT RATING: 83%

T

TAZ-MANIA
BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another Saturday morning cartoon becomes a Mega Drive platform game. Taz (the Tasmanian Devil) has to whirl his way around the deserts, jungles and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's one of the easiest Mega Drive games ever.

MT RATING: 82%



TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
Much like the popular coin-op, this is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but 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. Watch out! – the third level is so hard it's mega-annoying!

MT RATING: 86%

THUNDERFORCE IV
BY: SEGA
PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action in Thunderforce IV, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
One of the best platform romps around – takes all the best bits from the genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though, despite its loveliness.

MT RATING: 94%

TOE JAM AND EARL
BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
Toe Jam and Earl are two 'spaced out' aliens who have crash-landed on a strange world of 20-odd levels arranged like floors in a department store. Lots of wacky noises, kooky graphics and the two-player option make the very basic gameplay fun.

MT RATING: 82%

TOE JAM AND EARL 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
Toe Jam & Earl's second outing on the Mega Drive is a massive 16meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. The idea is to trap all the horrible humans who are causing havoc on Funkotron, but you can have loads of fun (on your own or, even better, co-operating with a friend) just exploring the wild and wonderful planet and meeting all TJ & E's funky friends. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%

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 our two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission. Great graphics, great fun, but dead easy.

MT RATING: 84%

U

UNCHARTED WATERS
BY: KOEI
PRICE: £44.99
REVIEWED: MT 26
Disappointing strategy game from the people who brought us the fantastic Aerobiz airport simulation game. Poor graphics and poor sound accompanies repetitive gameplay. Yawn-a-minute action all the way.

MT RATING: 65%

W

WINTER OLYMPICS
BY: US GOLD
PRICE: £49.99
REVIEWED: MT 26
This is one of the better multi-player sports sims available, but it still isn't as good as it could have been. There are lots of events, some of which are really good fun, but single players will tire of it very quickly. A game for four players only.

MT RATING: 65%

WIZ 'N' LIZ
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22
Manic and super-fast game where the aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

MT RATING: 86%

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, and they've got to get around numerous levels of platforms and other obstacles, helping each other out (if your playing with both characters in two-player mode). Features the best graphics of any Disney game yet. Definitely aimed at younger players – very easy to finish.

MT RATING: 90%



WWF WRESTLEMANIA
BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Take the role of your favourite fat, spangly wrestler and use his own special moves in this game of the phenomenon. Recreates pretty well the shenanigans which make this 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.

MT RATING: 84%



Z

ZERO WING
BY: SEGA
PRICE: £19.99
REVIEWED: MT 5
Evil space pirates have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls. So deal out some hot-laser treatment to the space pirates.Unfortunately, there are only three weapon types to play with, and the action isn't particularly varied.

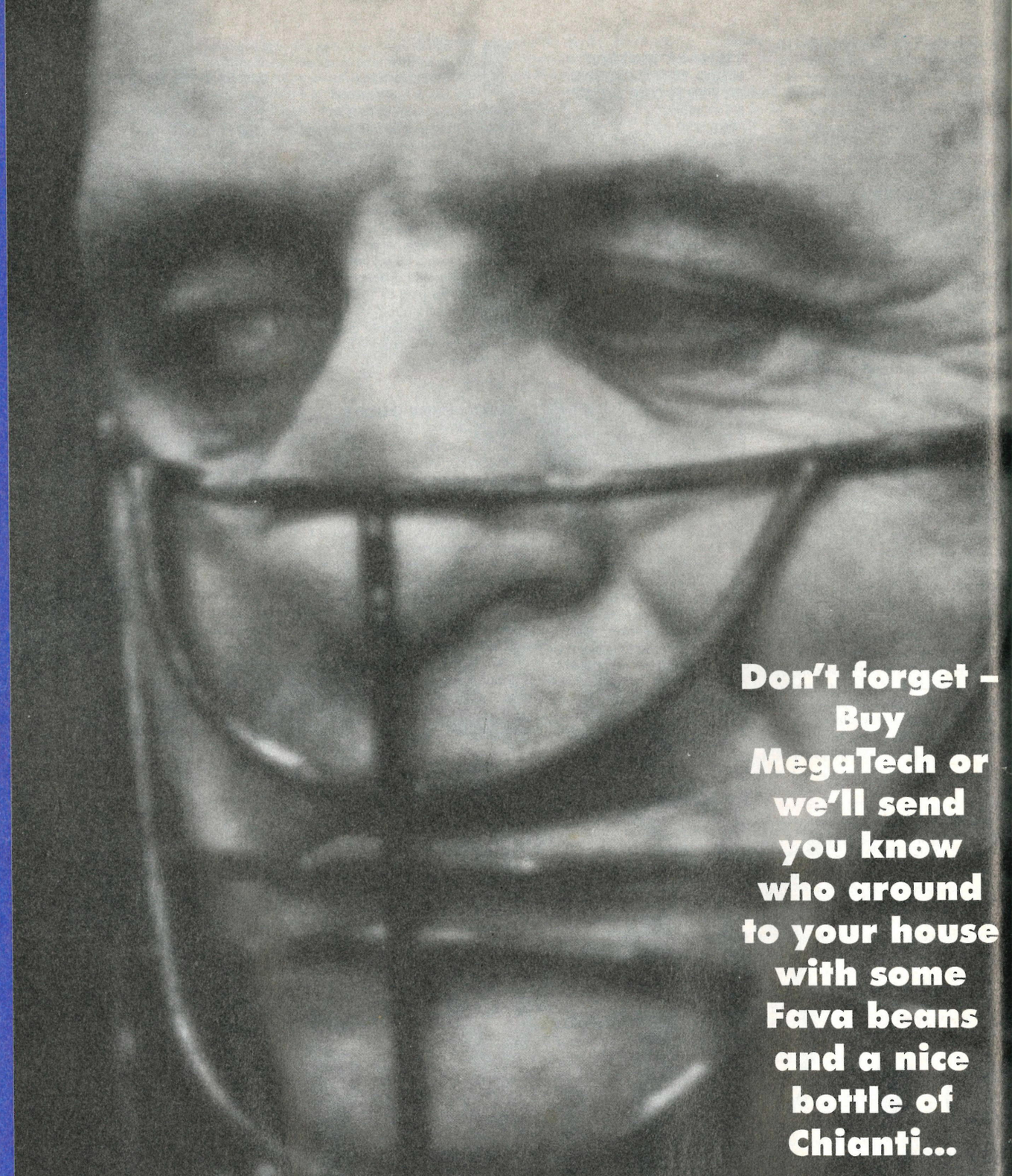
MT RATING: 82%

ZOMBIES
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and it's your job (as a male or female hero) to round up all the civilians before heading for the next stage. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.

MT RATING: 90%



NEXT MONTH



Don't forget – Buy MegaTech or we'll send you know who around to your house with some Fava beans and a nice bottle of Chianti...

So that's the end of another ... issue of MegaTech, all that is left now before we all disappear off down the pub ... for us to tell you [illegible] readers we will bring you in the next issue of this handcrafted game. These games were just too late for this month's issue, but we are going to be hearing more-or-less crazy guns again with stonking games like Fatal Fury 2, Streets of Rage 3, [illegible] and quite a few other chop-socky sequels for you.

Other brilliant [illegible] will be [illegible] of the elusive Virtua Racing and Cadaver's [illegible] Magical Quest. Also on the way are CD versions of those popular [illegible], Shadow of the Beast 2, along with our [illegible] reviews and previews.

Next issue of MegaTech hits the streets on THURSDAY 21 APRIL.

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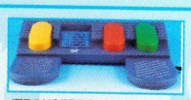
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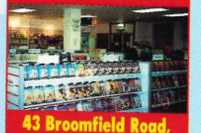
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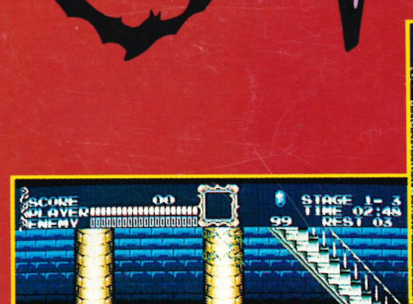
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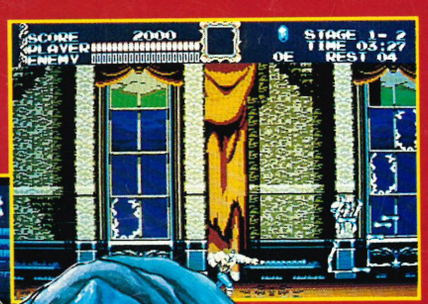
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