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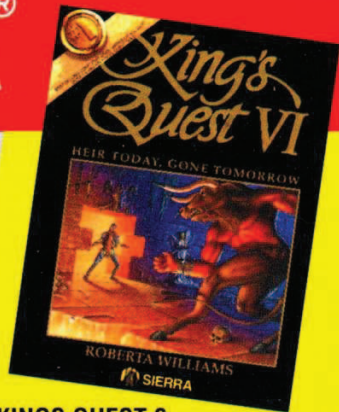
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Welcome to it Megaheads!

There's another jam-packed issue waiting for you, as everyone releases mountains of games just in time for Christmas (surprise, surprise). After a quiet few months Sega especially have pulled out all the plugs, and luckily some fantastic titles have washed in. Not the least of them is Sonic 2. Yeah, you might be sick of hearing about him by now, but you won't be when you play the game. It's pretty mind-bendingly awesome, so check out our mammoth review in the centre pages. It was such a big job, I had to get Simon Day from Ratcat in to help me.

Two other Sega games that will be absolute monsters are Streets of Rage II and Mickey and Donald's World of Illusion. Both look like being champion efforts so check out our exclusive previews. There's also a fantastic competition to not only win Streets of Rage II, but a Mega Drive to go with it!

For the computer fans, don't feel left out because we've also got hot little preview bits on Lethal Weapon, X-Wing as well one you'll all be staying up all night for, Lemmings 2!

Apart from all the reviews, previews and other assorted game gossip, we've got a special on virtual reality which is looking set to be the future of interactive gameplaying. And not forgetting Megazone's huge Game of the Year awards which has some surprise last minute winners.

Anyhow I'll let you all get into the mag for yourself, but just before I go I'd like to thank all the readers for their support of Megazone, as the response in the last couple of months has been overwhelming. The mag has come a long way in the past year, and we're going to continue to grow and expand and make Megazone the best gaming mag around. Check you later.

Stuart Clarke, Mega-Ed

MEGAZONE • No 25
DECEMBER/JANUARY 92/93
Locked Bag 7 Rosebery
NSW 2018

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The Mail Bag

The bag is hungry! and waiting for your letters. Send to:
**Megazone Mail Bag, Locked Bag 7,
 Rosebery, NSW 2018**

A READER RANKS

Dear Ed,

Like most other people who write into your fab mag, I'd just like to say congrats on the best electronic entertainment magazine in the world. (blah, blah, blah, usual suck up). Anyway, I currently own an IBM (which I love and adore) and am continually playing excellent adventure titles on it. However, since my action/platform game playing is as small as all those Gameboy lover's brain, I am about to embark into the handheld world by paying over the dosh for the best handheld there is, a Sega Game Gear. All those Atari Lynx and Nintendo Gameboy owners are probably disagreeing about the Game Gear being the best, but as far as I'm concerned, they can stick it where the sun don't shine.

For all those brainless morons out there who write in asking "which one should I buy?" or "which is the best", I'm going to set the record straight with the following ranking of consoles and handhelds.

1. Wondermega or Mega CD - You'd have to be a cretinous globule of sadness not to agree with me on this one. Only the cool (and bloody rich) buy these.

2. Sega Mega Drive - Great games and great graphics make this machine unbeatable in the 16-bit console world. Dudes who know their stuff (or are bloody good guessers) buy one of these babies.

3. Super Nintendo - Pretty darn good. It only slightly falls behind the Mega Drive because of its lack of games and inability to add on a CD (you will be able to soon - Ed) or play the normal Nintendo's games. Still, to all those Mario freaks out there, give it a go - you won't be disappointed.

4. Sega Game Gear - It had to come up sooner or later. the best 8-bit machine in stores, with its ability to use Master System cartridges, turn into a TV, and easily transported. Its excellent graphics and sound make it irresistible to intelligent buyers. A tad expensive though.

5. Sega Master System - Excellent value. For a low price, you can purchase this baby and play popular Sega titles until your heart's content. Just slightly below good,

this machine is perfect for the person with not a lot of cash who still wants quality.

6. Atari Lynx - I'm surprised they even call this thing a handheld, with it nearly being as big as three times the size of the purchaser's brain (but I suppose that's not saying much). It's the kind of machine you'd only accept it you found it in the street, but at least it's colour!

7. Nintendo - Some say an oldie but a goodie: I DON'T!!!! I'd much rather scrub God's toilet than play this waste of plastic.

8. Nintendo Gameboy - I think I feel sick! Up 'till now, every machine has at least one thing in common, colour, but NO! Nintendo attempted to be different. Well they sure are, for the worse. Crap isn't a strong enough word for this piece of fermenting s*&%.

Phew! That's the last one. Oh, and to all those who don't agree:

You've got the brains of an ape
 With a matching face
 I'd insult you much more
 But I'm takin' up space!
 Your devoted fan
 Iceman, Drew
 Ipswich QLD

You sure did take up a lot of space, but you were moderately interesting and nicely abusive, although very biased. I'm not going to hear the end of it from Nintendo or Lynx owners though! They would say exactly the same things about the Sega systems. Oh, by the way your poetry was the most useless pile of drivel I've read in a long time - Ed

GET A GOOD NIGHT'S SLEEP

Dear Megazone,

First I would like to congratulate you on your last edition of Megazone. It was packed with information and better than ever before. Pay no attention to those who criticise you, after all, nobody's perfect. I own a Sega Mega Drive and a Super Nintendo (one at my Mum's house, one at my Dad's house) and I especially enjoyed your reviews of Streetfighter 2 and Sonic 2. Anyway, I have a few questions I must know the answer to in order to get a good night's sleep.

1. I desperately need to have a copy of Streetfighter 2, do you know what month next year it will be out?

2. I was talking to a man at Mr. Toys and he says that for \$150 they are considering having the game (SFII) imported with a converter, is this possible?

3. I heard that a CD unit will be coming out for the Super Nintendo. Will it be coming to Australia?

4. Do you think it will be better than the Mega CD seeing as the S-NES can perform scaling and rotation effects on its own? How much do you think it will cost.

5. Which subjects at school must you be good at in order to get a job working at Megazone?

I love Megazone and I think you should bring out monthly (why don't you?). Keep up the good work.

Lucas Smart
 Currumbin QLD

Well aren't you a lucky one having a Mega Drive and a SNES. To top it all off your letter is printed in Megazone! More good news - SF2 should have already gone local by the time you read this. 2. I doubt it as the converter sells for \$80 alone, but there's no need now 3. I'd say so but not for a while 4. Don't know and no idea. 5. I recommend woodwork. As for going monthly, it still hasn't been decided but next year could be the right time. - Ed

LAPPING UP CRITICISM

Megazone,

The reason that I am writing this letter is to abuse Bam Bam (Mail Bag, Issue 24) who must truly be on some kind of wild trip, which I hope will lead him/her to a nice freezing cold shower, where he can truly sit out his nightmare. Sonic the Hedgehog 2 is probably going to make this poor individual wet his pants.

I should just say to start off with, that I like Amiga's as well as consoles, I owned an Amiga 500 for 4 years until it blew up, and I am thinking of buying an Amiga 600 with the CD attachment, if it ever makes it over the ocean. But if this weird person who obviously prefers to watch "The Flintstones"

instead of a good game, wants to put down Mega Drive's or SNES's of which I own both. then I will note a few faults with Amiga's one's which consoles will never have.

1. You don't have to wait for loading with consoles.

2. Therefore you don't have to buy extras; drives etc.

3. Since there's no disk drive you don't have to spend time killing stupid viruses. But I guess if your name was Bam Bam you would just leave them there, wouldn't you.

Also from a game maker's viewpoint consoles can be better than Amiga's.

1. Their games won't get copied and spread all over the world.

2. Therefore they make more money selling more games.

3. Since they make more money they can make better games.

OK, I've nearly finished. One more notation if consoles are as crappy as you say they are, how come so many companies are now making games for them such as Electronic Arts, who made the great Bard's Tale Series for the Amiga. Huh.

Please feel free to criticise me, I'll lap it up Stuart.

Anthony Wing

Parafield Gardens SA

I bet you'll lap it up you pervert, so I'm not going to feed your sick fantasies by getting stuck into you - Ed

CANNIBAL SIERRA FAN

Dear Mega Dudes at Megazone,

I have just started to buy this most awesome mag, and I think (pretty amazing, huh!) it is the best - compared to my previous mag, Computers and Video Games (CVG) which is becoming far too expensive for such a load of CRAP!!!!!! I would like to abuse, insult and criticise a letter headed "Big Hairy Criticism" in the Aug/Sep issue. I think the new Megazone title is a lot better than the previous one and I see no need to change it again. Now, getting away from how excellent this mag is (I suppose everyone says that) and time for some questions all IBM users have been waiting to hear the answers to;

(Before I fire away, you better enter this letter into the mag or I (and my army of cannibals) will send some poison tipped steak knives after you, Ed, and all the other Megafolks!)

1. Will Street Fighter II ever come out on IBM?

2. Games like Super Mario Bros, Sonic the Hedgehog and The Lucky Dime Caper

ever, ever see light on the IBM?

3. For the last of my questions (Phewwww!!), is there any news of the Sierra games (of which I am a fanatic): Police Quest III, Space Quest V and Quest for Glory III?

I'm dying (really I am!) to hear the answers and I'm sure many other IBM owners are too!

Thanks, and keep the Megaball rolling

Marcus Pianta

Kew VIC

1. Yes, don't burst your undies in excitement but Street Fighter 2 is on it's way for not only IBM compatibles, but for Amiga, Atari ST and C-64 as well. I reckon it'll be a scream on the Commodore! 2. I doubt it 3. Yes. They all should be out now, you lucky thing! - Ed

STUPID NAMES STRIKE AGAIN

Dear Mega-Ed,

Congrats on the latest issue of your mag - it beats the other pissy Australian competition! (Mainly because of the three Sierra games reviews ...) I didn't even mind ploughing through all the console reviews for those poor deprived creatures that can't afford the real thing. Now for the totally droll kwesteyuns...

1. When is Quest for Glory III coming out?

2. Call me silly, call me dumb, but what is this rubbishy, cheap 'n nasty, absolutely out-of-date thing called the Neo-Geo, coz I heard it was a piece of expensive Japanese s*\$%.

3. Will you give me a 500 Megabyte hard disk for my 386?

4. Did you know that Confuscious was really this guy that I used to know who worked down the road at the 'massage' parlour?

Sincerely,

Forksetarlene Badordick (or Forky Dick for short),

Luvvypassthecheeseplease, Vic.

P.S. I really, really adore the mag, now can I have that 500 megabyte hard disk?

This really is the last stupid name letter I am printing (unless they are exceptionally good). Anyway, you dork, Quest for Glory III is already out (check out Adventure Zone for a review) and if you've ever seen a Neo-Geo in action you wouldn't be showing your ignorance, as it's a very impressive console. To set the record completely straight, it is a 24 Bit machine with a 12.5 Mhz processor and 4096 colours able to be on screen.. It sells for \$599 with one game, and the software sells for between \$169 and

\$299. There is that enough? If not contact the Aussie distributors, the Game Guys on (03) 841 7887 and they'll fill you in. And I don't care how much you love the mag, because as my friend Confucius used to say "Only he who has brain like pig's arse believes in free gift of 500 meg hard disks." - Ed

MEGACOOOL, EXCELLENT & TOTALLY RAD

G'Day Mega-Ed,

Every other computer head writes in saying that your mag is the best, megacool, EXCELLENT, totally rad, filthy, megahot, awesome and bitchen. Well, being an Aussie, I've got to agree!

Anyhow, I like the way you handle the @!*&!! geeks that waste your time and are also whinging, (you need a promotion fast!). I have an IBM and am a definite Sierra fan with over fifteen titles. Just as an idea to thicken the mag and settle everyones problem why don't you add more solutions to Adventure Zone and do more reviews on Sierra software? Their new adventures always attract attention and are presented well now.

Because your're a Sega mag, is that the reason for the criticism of SNES and Sierra when an exception is not up to standard?

Besides that it is the best, megacool, excellent and totally rad mag Down Under and the only one I collect besides that occasional surf mag. Keep up the filthy, megahot, awesome, bitchen and great work!

Yours sincerely

Darran (Dynamite) Twining

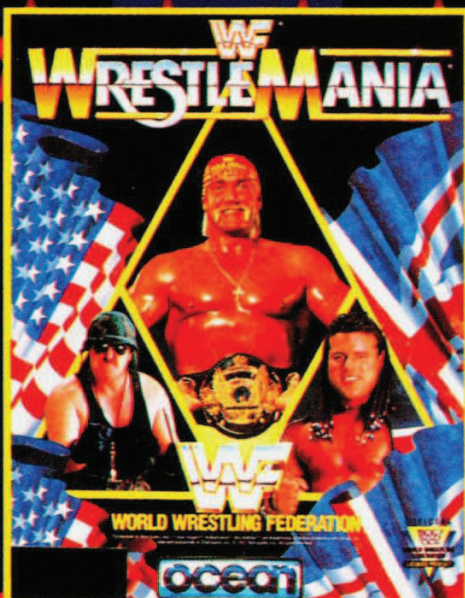
Onya Dynamite for such a bodaciously triumphant letter! There are many great ways of thickening the mag and I'd love to do it but it's all a matter of time and resources (we don't have enough of either at the moment). As for criticizing Nintendo and Sierra, well, we don't (much). However if criticism is warranted we're not afraid to dish it out. You say we're a Sega mag, and sure most of our console section is Sega, but we also cover Nintendo, Lynx and Neo Geo games. We are approaching Nintendo to see if they will support Megazone more in future, and if they do, you'll see more Nintendo coverage. Anyway dude, thanks for the kind words...crawler - Ed

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THE DREAM *Team*



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THE DREAM *Team*

Christmas Compilations

Games make a perfect Christmas present, but often it's hard to choose just one, or choose one that you know is going to be good. Well, with these newly released compilations from Ozisoft, your problems may be solved and you could be a hell of a lot richer (but I'll get to that in a minute).

There are five separate packs, each containing certified classics which are certain to keep everyone happy. The first pack is called "**Classic Tales**" and it contains four fantastic adventures - **The Secret of Monkey Island**, **The Rocketeer**, **Duck Tales** and **Secret Weapons of the Luftwaffe**. For those who like their adventures with a bit of a Sierra flavour, there is the "**Quest for Adventure**" pack which contains three of Sierra's greatest hits - **King's Quest III**, **Space Quest III** and **Police Quest III**. And still for the adventure types, there is also another pack full of action called "**Oh No! More Adventure**". This one features **The Godfather**, **Cruise for a Corpse**, **Obitus** and **Oh No! More Lemmings**, which I'm sure you'll agree, is a pretty decent line-up.

Next up we have the "**Links**" pack which has the world's number one selling golf game together with three additional championship courses, **Bay Hill**, **Firestone** and **Bountiful**. And finally, for the flight sim fans there is "**Code Name: Combat**" which contains some of the most challenging titles out - **F-117A**, **Silent Service II**, **Flight of the Intruder** and **Vette!**

These five packs are selling for only \$79.95 each, and there's a coupon inside each one that will let you go in the draw for \$10 000 cash, which would be pretty handy, especially just after Christmas. So there you go, Christmas shopping made easy!

XMAS COMPILATIONS PICTURED..



X-MEN 1ST ISSUE

NEWS ZONE



Ozcon II

Are you a Batfan? Is Superman the best thing since printed paper? Do the X Men send you into waves of ecstasy? If that's the case then Ozcon is for you. It's **Australia's number one comic convention**, and after a highly successful first year, all is set for the second event to be held at The **Sydney Hilton on the Saturday 20th and Sunday 21st February 1993**.

The convention covers everything that's comic related, and all the big names in comics will be represented, including **DC**, **Marvel** and **Dark Horse** comics. A great range of guest speakers have been lined up, and some of the top cover artists around will be appearing. As well as all the latest comics on show, there will be presentations, competitions, auctions and signing sessions to name but a few of the scheduled events. There'll be plenty for the bargain hunter too, with booths selling everything from comics (naturally!) to T-shirts and other collectables.

There will hopefully even be a **Sega roadshow** taking place with the Mega CD and latest games on display. Comics share a lot in common with video games, with many cartoon heroes crossing from one medium to the other. The **X-Men** have a game out early next year on both Sega and Nintendo, and who knows, maybe one day Sonic will be available on the news stands as well as in the computer shops?

Admission is \$20 for a one day pass, \$30 for access on both days. However, you can save an additional \$5 by pre-registering. A family pass that covers entry for two adults and two children under 12 (under 7's get in free) is \$35 for one day, \$60 for two.

For further details, get in touch with the Ozcon Hotline on: (02) 267 8843.

MEGA SUPER CD GOSS

More news for those of you dribbling in anticipation of the release of **Sega's Mega CD** (which should finally be on the shelves late



Cobra CD comes free with Mega CD!

Sega Championships

The second annual Sega Challenge Championships is drawing to an exciting conclusion with this year's national final taking place at the Metro nightclub in Melbourne on December 12. The State champions (who will be decided on December 5) will be flown in for an afternoon of frantic Sega gaming. They'll be taking the Sonic 2 challenge, which will really sort out the champs from the losers. The National Champ will walk away with an obscene amount of Sega prizes including a Mega CD with a range of CD games, as well as fame and glory for a year.

Even without the excitement of the competition it should be a huge day with a band, celebrities, a whole row of Game Gear stands to practice your skills on, music and lots more. So if you're in Melbourne on December 12, get down to Metro on Bourke St between 1 and 5 pm for a most excellent time!

February). With decent CD software finally appearing overseas, it looks like we could have some awesome home gaming happening next year, especially with such classics as **Ultima Underworld** and the **Secret of Monkey Island** already scheduled for release.

But here's the really hot news. When released in Australia the Mega CD will come with over \$400 of games. They include the ace arcade game "**Cobra Command**", "**Sol Feace**" and a compilation disc which will contain such old Mega Drive favourites as **Streets of Rage**, **Golden Axe**, **Shinobi**, **Columns** and **Super Monaco Grand Prix**. How about that for value? The Mega CD should make it in at under \$500 anyway, so with all that gaming thrown in extra there's no excuse not to get one as soon as it reaches our shores.

As for the **Nintendo Super CD**, it looks set to be released sometime earlier next year (overseas at least) which is probably sooner than anyone really believed possible, considering that the Super Nintendo is only a relative newcomer. Nintendo are still promising a low, low price but there are no firm details as yet.

SUBSCRIBERS ARE WINNERS!

Our subscription competition for the Game Gear, TV Tuner and three games which was held over the last few months, attracted heaps of new Megaheads, and we'd like to thank everyone who has become a subscriber in that time. But the lucky bugger who is playing games and watching TV on his spunky new handheld, is **Timothy Browne from Wahroonga in NSW**. Onya Tim! But don't worry, if you subscribe now you can win a **Super Sonic Mega Drive Pack**, as well as the brand spanking new **Sonic 2**. See, there's no excuse not to get into the 'Zone'!

DREAM PACK

Also new from Ozisoft is the so-called "Dream Team" pack, named because it's probably the best little combination pack you could get in your wildest dreams. Not only do you get the fab Simpson's game, but the awesome Terminator 2 and the WWF wrestling game. Pretty hot stuff! It is on PC (\$79.95), Amiga (\$69.95), C-64 Disk (\$49.95) and Cass (\$39.95). And no you're not dreaming, this compilation really does exist. Check it out for yourself!

KING'S QUEST VI WINNERS

This series has just proven its enormous popularity with the amount of entries that flooded in. We had some very unfunny puns, but also quite a few that gave us a bit of a giggle. Anyway the winners are:

Adam Pendergast, Padstow Heights, NSW
Andrew Harrison, Virginia, S.A
Jeff Brady, Toowoomba, QLD
Alan Webb, Karratha, W.A
Ben Barbarino, Bundoora, VIC
Mark Colagrande, Gladstone Park, VIC
Carl Lang, Tingalpa, QLD
Shannon Lofhelm, Glen Waverley, VIC
Gareth Forward, Wynn Vale, S.A
Daniel Warne, Hawthorn, VIC

Some of the best sub-titles for King's Quest VII were, "From Heir to Uncertainty", "No Pain, No Reign", "Family Feudalism", "Love is in the Heir" (everyone seemed to like that one), "Too Many Kings Spoil the Plot", "A Doom with a View", "Good Kings Come to Those Who Wait" and this one (which is in dubious taste) "Incense Makes the Fart Smell Stronger." Urgh, a whole new angle to King's Quest! Anyhow, **congrats to all the winners!**

New Releases

• **ONE** of the biggest Mega Drive hits of the past year was **ROAD RASH**, and the good news for all you Rashers out there is that there is a hot sequel on the way. **ROAD RASH 2** will have the option of split screen two-player action and heaps of add-on 's for the improved range of bikes. Should be here early next year with any luck.

• **JUST** as the final chapter in the trilogy is released on Amiga, comes news that Electronic Arts are releasing **Shadow of the Beast 2** on Sega. The early graphics look as spunky as on the Amiga, let's just hope they make the gameplay a bit better!

• **ONE** of the biggest hits on the SNES, the awesome **FINAL FIGHT** is also coming out on the MEGA CD. With the extra capabilities of the CD, Capcom are promising to convert every single aspect of the arcade coin-op, which they couldn't manage with the SNES. One to look out for next year.

• **THE** Ed's favourite game of all time, "Elite", which is one of a small handful of computer game legends, has finally got a sequel called **Frontier - Elite 2**. It's been almost a decade since the original, and quite a few changes have been made, but hopefully no enough to spoil the wonderfully simple yet instantly addictive gameplay.

Elite 2 has a galaxy featuring 100 star systems and two ruling bodies, the Empire and the Federation (original, guys!). When things turn nasty and war-like as they no doubt will during the course of the game, you'll have to choose where your allegiance lies. Like the first game however, you'll have to trade goods to make enough money to properly equip your ship. There are also special missions that come from paying employers and the military.

For all those old Elite heads - remember what a pain in the arse docking at the space station was if you didn't have a computer, well rest assured this sequence has been made easier and you 'll be docking like an old pro in no time. **Frontier - Elite 2** is out overseas and should be in Australia at any time. And the first copy has my name on it!

NEWS ZONE



Elite



Road Rush 2



Final Fight

Mean Meanies

This attractive bunch of chaps are the members of Melbourne band "The Meanies", a favourite of Megazone's Production Person, Leigh Butler. Link, Wally, Dee Dee and Ringo (are they for real?) play what she describes as "skate/surf/thrash/Ramones-like grunge" and are way cool. They are also obviously into gaming in a big way, as in their thanks section on their CD (you know, where everyone thanks God and their parents for believing in them) they pay tribute to "Sega, Nintendo, Mean Machines, C & VG and Megatech".

Now for those that don't know the last three names, they are English games magazines that are similar to Megazone (but not as good, naturally).



Thanks; Anna, abattoir, Meanie, Au Go Go, Kenji Annandale, Sega, Ninten Romanian Gymnastics Team Kendal, Fiona Duncan, J (suave ethnic midget), C makers of the world, 24

So while it's cool that they're game-heads... c'mon guys, what about supporting the local product and mentioning Megazone! Just for that we're not going to review their CD in "The Baseline"....so there, (sorry Leigh).

DEFEAT THE TERMINATOR!

If you're a major fan of the Terminator movies and you think you've got it to crack the codes and defeat the cyborg from the future, then pay attention. There are 5 huge Terminator packs to be given away which include T-shirts, posters, stickers and lots more, and 100 prizes for runners up. Everyone who rings up and manages to crack the code will be entered.

CALL 0055 22922

If you are under 18 ask parents permission before calling.



The 7th Guest (Virgin)

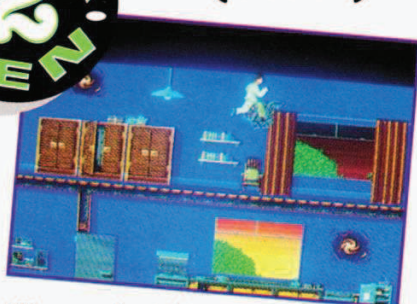
This has got to be one of the most eagerly awaited games ever. This CD-Rom had critics and rival software companies lying in the aisles when it was previewed at the CES Chicago in May. It is the first CD-Rom based interactive game to incorporate 3D graphics, live action, speech and a musical soundtrack, and to put it simply, it looks stunning.

The 7th Guest tells the story of Henry Stauf, and evil toymaker whose work holds a sinister secret. When a series of children die in mysterious circumstances after buying his toys, the local community begin to ask questions. But Stauf suddenly dies himself, leaving everyone mystified. The game begins when six guests are anonymously summoned to the late toymaker's remote hilltop mansion, now eerily vacant. You are given free reign to follow the story's development as you please, following characters and exploring the secrets of the huge house. The scenery scrolls and rotates perfectly as the character changes viewpoint. The full-motion video (using real actors) contributes to the cinematic style, as well as the horror effect...because as I might have forgotten to tell you, this game is scary! Yep, it's real pants wetting stuff, and some of the Morph renderings are pretty gruesome.

This game is one of the best reasons yet to go out and buy a CD-Rom drive, and don't wait for this one to come out on floppy, because it's estimated that it would fill no less than 3000 360k conventional floppy disks! Full review soon!

FORMAT: CD-Rom

Cool World (Ocean)



Whoever thought a cartoon character could be sexy? Well, the

star of Cool World, Holli Would, certainly is (perhaps the fact that she was modelled on Kim Basinger has something to do with it). Anyway you can have Holli on your screens at home now, as she stars in this new film tie-in platform adventure game. Cool World is another dimension where "Doodles" exist. Holli (a very attractive "Doodle") desperately wants to become a real person and transfer over to the real world. She tries to kidnap a real world artist to help her in plan that could cause a chaotic imbalance in both worlds.

You play the part of Harris, the only human member of the cool world police department, assisted by Nails, a huge spider. Battle against Holli's goons through 12 locations until the final battle between yourself and Holli (this should be good). The recreated characters from the movie will ensure that this game has a unique cartoon feel.

FORMAT: PC, AMIGA, C-64



Cobra Command (Wolf Team)



Cobra Command will be one of the first titles available for the long-awaited Sega Mega CD when it's released next February/March. The game sees you at the controls of a Cobra attack helicopter and you have to fend off enemy choppers in the battle to keep the good ol' US of A out of the enemy's grasp.

There are several scenarios that you'll find yourself flying in, starting in New York, and visiting such exotic locations as the Grand Canyon and the Pacific Ocean, right the way up to ice caverns in the frozen wastes of Alaska.

It's steers away from the normal shoot-'em-up format you might expect such a game to have, and instead of sprites on screen, film-like footage taken directly from the compact disc is used to portray the action.

It's very cartoony in appearance: presumably live film of helicopters being blown to smithereens would be a little too expensive, but the action moves fluidly and on-screen enemies can look frighteningly real. Sound too is taken from CD samples and adds to the

feel of the game. Looks like this could change the way you play...

FORMAT: Sega Mega CD

The Island of Dr Brain(Sierra)



Well you've made it through the brain bursting puzzles of the Castle of Dr Brain with your sanity and love of pizza intact, and now you're the mad scientist's official assistant.

The Island of Dr Brain is your first assignment for the Doc, and you've got to retrieve his power source, a battery of immense proportions, from his tropical island retreat. Of course, the good Doctor's got the island rigged up with numerous booby traps, so that only official geniuses can reach the heart of the island where the battery lies.

Luckily though the Doc can give you handy hints on your two way satellite wrist TV, the "Holographic Imaging Nano Transmitter (H.I.N.T.)", so you won't be totally baffled. The emphasis in this game is "replayability", so it contains the sort of puzzles that can be played over and over again (in any of the three difficulty levels). So if you like a bit learning with your fun, go and land on the Island of Dr Brain.

FORMAT: PC



Aces Over Europe (Sierra)

Uh oh, the evil Nazi menace are at it again, rampaging through Europe and generally making a nuisance of themselves. Everyone has to do their bit to help the war effort and you're doing yours with the aid of a few tons of flying metal. There's enough here to put even the most hardened fighter pilot through their paces, with daring missions to take out enemy artillery and weaken the German offensive. You'll come across trains, tanks and ground patrols and remember: the only good Nazi is a dead Nazi. Keep an eye out up above, though, 'cos the red barons want a word with you and the only way they communicate is with their machine guns.

Feeling like treachery? Well, you can swap sides easily. You can play either as a pilot in the American Air Force or you can don the uniform of the German Luftwaffe. There are a large variety of planes to fly including Mustangs and Messerschmitts, and the makers say that the game is based on historic flight manoeuvres to replicate the tactics of the USAF and the Luftwaffe. And if you've got a pal with a computer, then you can play

against them in real time for some true one-one-one aerial dogfighting. This follow up to the classic "Aces of the Pacific" should please flight sim fans everywhere.

Format: PC



Amazon (Access)

Look out Indy Jones: there's a new adventurer on the block. Jason Roberts is the hero and he has an intriguing adventure in the Amazon to complete.

Amazon: Guardian of Eden is an icon driven graphic adventure game designed in the style of an old 50s B movie. In fact, it's based heavily on those old classic serials, and comes in chapters, complete with cliff-hanger endings...

That's not all it boasts, though. Amazon has stunning graphics making full use of VGA and Super VGA displays. Many of the graphic displays are based on real cinematography, with the 'camera' panning across and zooming-in on the different scenes.

There's a sidekick too, in the form of Maya, your female counterpart. And she plays more than just a cameo role. You can flick between characters, and each sees things in their own, slightly different, way, possibly unearthing valuable clues. It's also necessary to solve some puzzles by switching personalities.

Amazon looks to be a truly excellent adventure full of 1950's rollicking camp fun.

Format: PC

Bill & Lee's Excellent Tomato Game (Psygnosis)



You've all seen the bodacious Bill & Ted's Excellent Adventure...right? Well this new game from Psygnosis has absolutely nothing to do with it, apart from the fact that they're both very silly and a whole lotta fun!

In Tomatoes, you play Terry Tomato, whose girlfriend Tracy has been captured by Squirrel Sam. (Haven't I heard this plot line



somewhere before?). Anyway you've got to rescue your juicy babe before she becomes a toast topper. You'll have to bounce your way to the top of a magic vine in order to fight Squirrel Sam. However, there are only a few branches for you to bounce on. To make the vine sprout extra branches you must enter the level entrances found on the vine leaves.

Once inside you are presented with ten screens full of obstacles to negotiate. Fortunately you have a few tools such as fans, trampolines and jack-in-the-boxes to help you. Complete the level and you'll find yourself back on the vine with some new climbable branches leading upwards. On some of the branches you find some handy bonuses, while on others you find such heinous creatures as wasps and flying pigs.

Tomatoes looks like it could be seriously addictive platform fun, with over 100 levels and cute cartoon style graphics to keep you entertained for quite a while.

FORMAT: AMIGA



Betrayal at Kronador (Dynamix)



If you've read any of Raymond E. Feist's epic "Riftwar" sage you'll know what to expect here. The classic fantasy books ("Magician", "A Darkness at Sethanon" and "Silverthorn") have sold over a million copies world wide and have made the world of Midkemia widely known.

This is Dynamix's first full-on fantasy/role-playing game, and in the fairly free-ranging game, you can roam over Midkemia in various different roles, untangling the mysteries of many sub-plots and mini-adventures. Dynamix claims that the game provides the smoothest, most realistic animation available in a any fantasy/role-playing game, with the advanced combat intelligence making confrontations more realistic and challenging. The non-linear plotline sounds excellent, and this battle against ancient evil should please everyone, not just those who have read the books.

FORMAT: PC



Harrier Jump Jet (Microprose)

War is hell, but being at the controls of an advanced Harrier Jump Jet makes things a little better. This gravity-defying fighter has the amazing property of launching straight up like a rocket, which is handy if you don't happen to have a runway handy.

There are a choice of four Harriers to fly, and you can take sides with three different air forces. Missions are realistic, following the typical scenarios that Harriers are required to take out, including ground attack and air support.

Microprose are unleashing their closely-guarded hush-hush 3D graphical system with Harrier, which they proudly call "Gournard shading". Sounds impressive, eh? Wonder what it does...

Anyway, it's a realistic simulation, closely following the unique flight characteristics of Vertical Take Off and Landing (VTOL to its chums) aeroplanes and even the hardest flight sim fanatic should find something to cut their teeth on. (No, not the box it comes packaged in.)

Format: PC

Dune II: Battle for Arakis (Virgin)



Dune II takes over where the first game left off. Subtitled Battle for Arakis, you play the part of one of three opposing factions, the Atreides, the Ordeos or the Harkonnens, and your goal is simple (in theory anyway): to gain control of the good old bad old spice drug. It's great - it extends life, expands consciousness and gets rid of a nasty cough.

Dune II is a strategy/management game, where the main part is to keep an eye on figures, determine how things are doing, and make decisions to make sure that things get better. You've got to keep Spice refinement plants ticking over, keep a look-out on the civilian population, and get the military ready for those enemy strikes.

When the Spice hits the fan, and three tribes go to war, you can either leave your troops to it and get on with running the rest of the show, or get in with the action and take control of individual units. If it's anything like its predecessor, then it'll be worth getting a fix.

Format: IBM, Amiga

X-WING



Once upon a time in a galaxy far, far away there was a movie that stunned cinema audiences worldwide. Though to some it may be a distant memory, it lives on in the minds of others who, through the latest advances in gaming, will be bringing it to a PC near you soon...

It's well over a decade since the sci-fi epic Star Wars first hit the silver screen. A hugely successful movie, it was record-breaking in special effects and box office sales. It also has significance in the video games industry, as Star Wars was the first film to have a spin off as an arcade machine.

But forget those flickering green wire frame displays from the early arcade machines. X-Wing brings the story bang up to date and into the nineties, with incredible 3D polygon graphics and state-of-the-art game play.

X-Wing is being developed by Lucas Arts, the video games wing of film production company Lucasfilm, the name behind the movies. It's a huge game, and will be available only to those with high spec PCs, but if you have access to one of these machines, then you're in for a real treat...

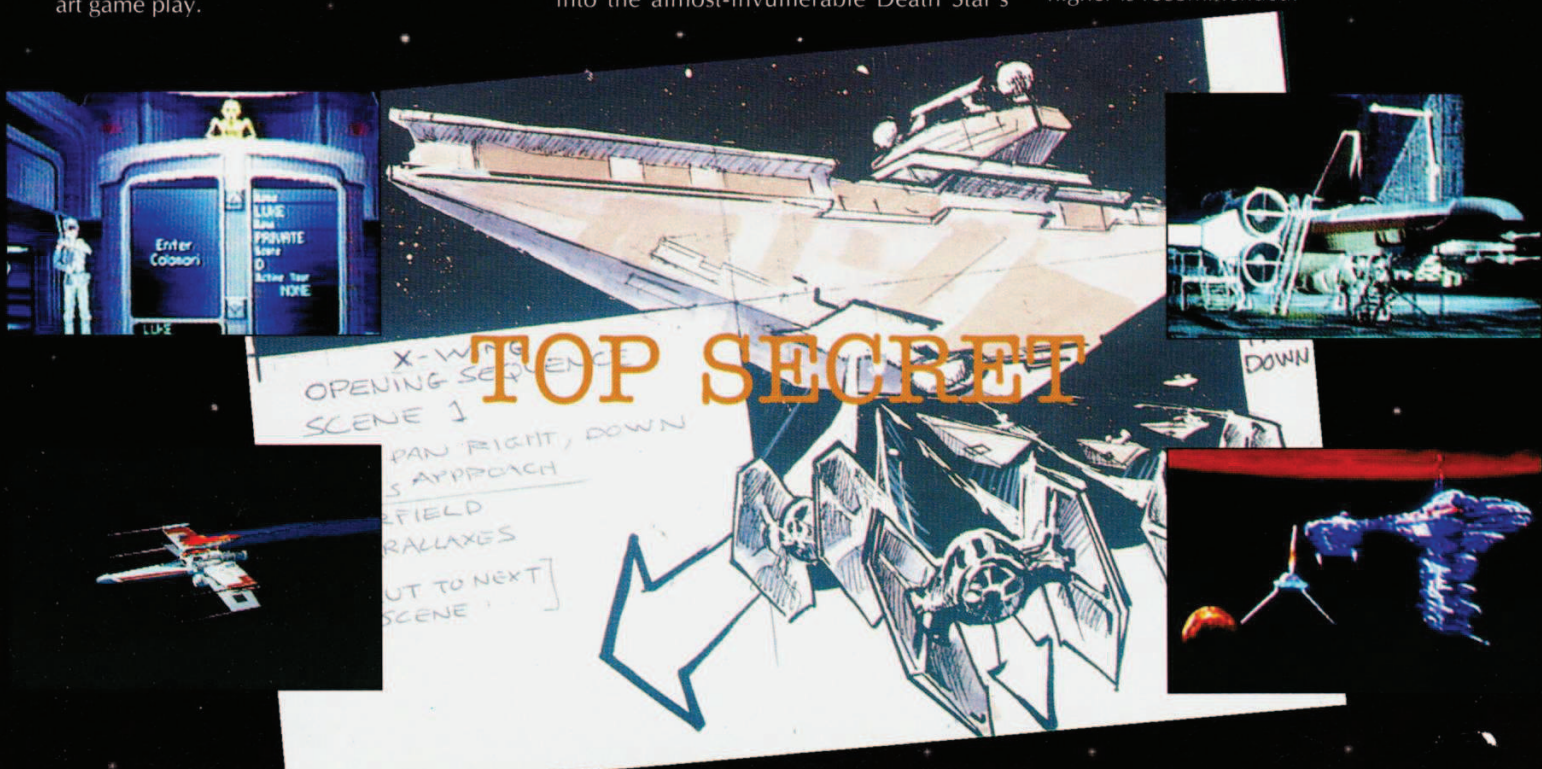
You're a rebel freedom fighter and it's your job to pilot one of the famous X-Wing fighters to do your bit against the evil empire. It's up to you to do your utmost to rid the galaxy of the Dark Side and teach them a lesson about taking total stranglehold of the universe – they won't be doing that again in a hurry. You'll have to have nerves of steel and a little luck as you do battle against squadrons of TIE fighters, Star Destroyers and ultimately you'll come up against the Death Star itself. Prepare for the terrifying trench ride, with fighters hot on your tail as you aim to sink your torpedoes into the almost-invincible Death Star's

weak spot.

All this is brought to you with Lucas Arts advanced graphics systems for realism like you'll never have experienced before in a computer game. Advanced 3D modelling of spacecraft makes them look detailed and solid. Bitmapping techniques combined with polygon graphics provide effects that you haven't seen outside the cinema. Add to this cinematic sequences and digitised sound effects from the movie and you've got a game that's sure to be something more than a little special.

Whether you're a confirmed Star Wars nut or just on the look out for one heck of a good game, X-Wing fits the bill nicely. Check out your local software outlets from November, and may the force be with you.

X-Wing will take off before Christmas and requires an IBM PC-compatible with 640K RAM and a VGA display. A 386 or higher is recommended.



LETHAL WEAPON



Based on the top-grossing trio of box office smashes, *Lethal Weapon* the game looks like it'll do the same to the computer games market as the movies did to cinema audiences: stun 'em. Ocean's latest movie tie-in promises as much actions as the films had themselves.

It's based on the exploits of Martin Riggs and Roger Murtaugh, played on-screen by Mel Gibson and Danny Glover. The undercover cops have to do battle with bad 'uns in a variety of missions, closely following the plots (what plot? No one watches a *Lethal Weapon* for the plot. It would ruin all the action!- Ed) of the three movies. You can choose either role, and depending on who you are, you'll have to use you differing abilities to tackle the missions in different ways.

The action takes the form of a shoot-'em-up - now there's a big surprise for a *Lethal Weapon* game - and the crazy cops have a variety of weapons with which to dish out their unique form of justice. Of course the bad guys are out in force and it's not just to get in their Christmas shopping early. Looks like

you'll just have to blast your way through the multiple levels of platform action...

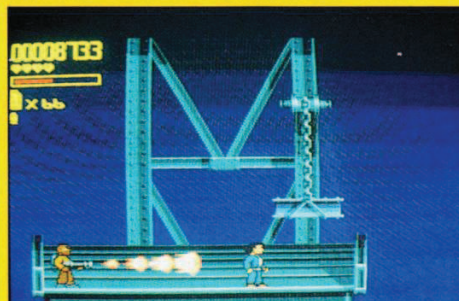
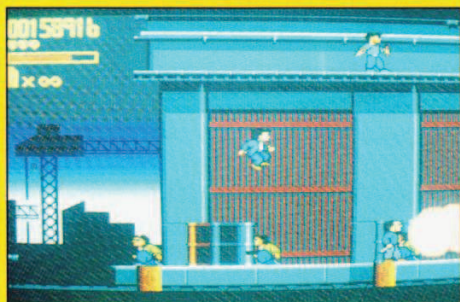
And you won't be directing traffic or handing out parking tickets.

No way. These are the meanest missions around. You'll have to pit your wits against drug smugglers, terrorists, the ominously-named Organisation or save hostages from certain death in the shopping mall - no, it's not crowd control at the Grace Bros summer sale, but a siege situation and the captors won't hesitate to shoot to kill. And all this just before breakfast. Complete all four missions and you'll reach the grand finale and be up against your most dangerous task yet: track down a corrupt cop and bring him to book the only way you know how: from the barrel of revolver!

Ocean are pulling out all the stops for this one, and reckon that it's their biggest film licence ever.

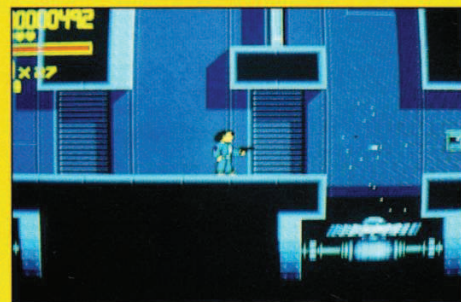
Lethal Weapon is hitting your screens now and will be available for IBM PC-compatibles and the Amiga.

It's action all the way...

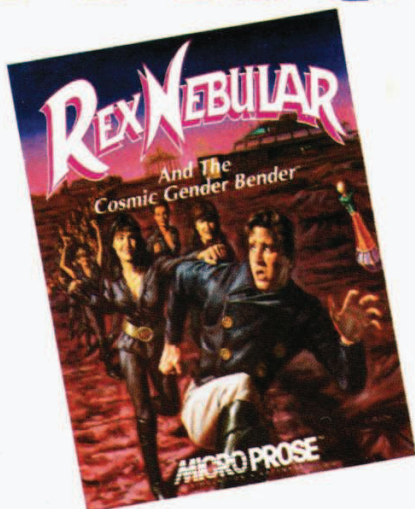


Watch out, your ass is about to be fried

Love the haircut Mel!



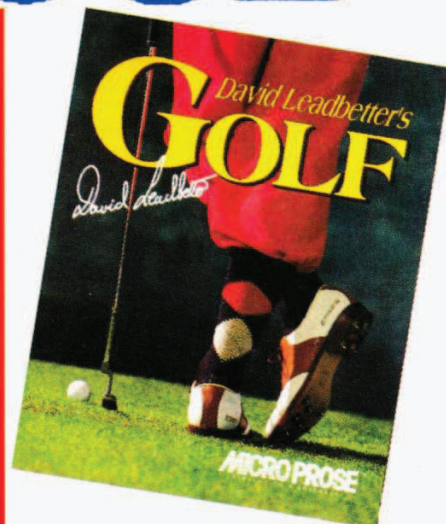
MICRO PROSE™



REX NEBULAR AND THE COSMIC GENDER BENDER.

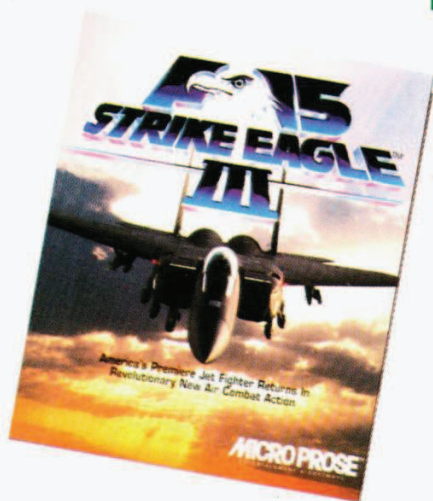
Rex Nebular and the cosmic Gender Bender is the most far-out animated graphic adventure yet. Combining racous space adventure and comedy with the most dazzling and enjoyable graphics ever to enhance a PC screen.

CHRISTMAS COLLECTION



DAVID LEADBETTER'S

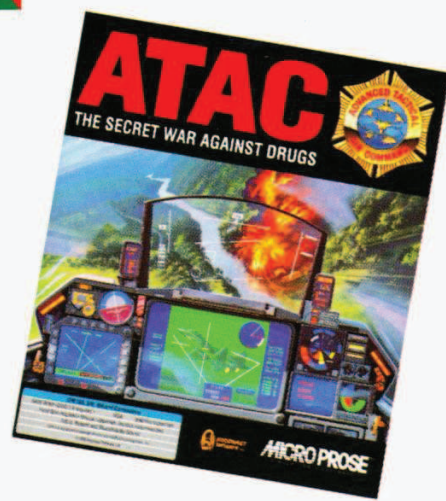
GREENS. "David Leadbetter's Greens" is the first golf game designed to help players improve their golf game while having fun. "Greens" provides players free movement around the course and the pro who teaches the pro's, David Leadbetter will accompany you on your rounds giving valuable advice.



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1. The competition is open to Australian residents taking out a subscription before the last mail on 28th January, 1993. Entries received after the closing date will not be included.
2. South Australian residents need not take out or renew subscription to enter but may enter once by sending a hand drawn facsimile of a coupon with their name and address to: Megazone Locked Bag 7, Rosebery NSW 2018
3. The prize is not exchangeable and may not be converted to cash.
4. The judges decision is final and no correspondence shall be entered into.
5. Description of the competition and instructions on how to enter form part of the competition conditions.
6. The competition commences 1st December, 1992 and closes last mail 28th January 1993. The draw will take place on the 29th January 1993 and the winner will be notified by telephone. The winner will also be announced in Megazone.
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VIRTUAL REALITY

Just imagine: you're sitting in the cockpit of an F-16 combat plane. Pull back on the throttle and you're airborne, chasing a squadron of Migs and letting them have it with cannons blazing. Suddenly, you hear something behind you. You look back, but see the air-to-air missile toolate, just seconds before it reduces your plane to a flying scrap heap...

By Adam Waring

Computer games have long tried to emulate real-life happenings, flight simulators, sporting games, even putting you in management roles using your brain, rather than wearing your fingers to stumps on the keypad. No matter how good they are or how much fun to play though, they all lack realism; you're still stuck in front of a glowing monitor screen.

But now all that's changing. Enter Virtuality, a virtual reality arcade system that's guaranteed to be like nothing you've ever played before. Hold on a minute – what is virtual reality? Everyone's heard about it and seen it on TV, but how is it going to work in the arcades? Well, it goes a little like this. Virtual reality simulates real – or sometimes surreal – situations and uses a number of sensory inputs and outputs to make you feel, as far as possible, that you're really there. When you turn your head, for instance, your viewpoint changes just as it would do in real life – a computer calculates where you're looking and adjusts what you see accordingly.

So far VR applications have been a bit on the serious side. For instance, a new building can be walked around before it's actually been built. The computer is fed the data and transforms it in to a real environment that can be explored. Beats visualising the 2D architect's plans any day, or only realising you forgot to allow for a door to the toilets when it's too late...

But now we have Virtuality, which has

been brought to Australia by the Virtual Reality Corporation who are based in Melbourne. Virtuality puts VR technology to a much better use – entertainment! It goes far beyond the current standard of arcade games. Instead of staring at a screen, the player wears a headset, through which the computer-generated 3D world is viewed. And instead of wagging a joystick or prodding buttons stuck to the front of a console, the controls are completely moveable and are held in the player's hand. The computer detects the movements of both the headset and hand held controller, and updates the on-screen display accordingly. You can actually see your hand on-screen as it moves about (though it might be a gun or a sword – depends on the scenario you're playing).

What's more, several Virtuality machines can be linked together, allowing different players to share the same environment or even compete head to head. They share the same virtual world. Sneak up behind them and they won't know what's hit them! Or watch a

friend overtake you on the tarmac with breathtaking realism. But careful – if you clip their side as they pass then you'll both be out of the race, and they'll be none too happy with you when you get back to the real world!

Unlike most standard video games, Virtuality machines can be re-programmed to play a number of different "experiences". These are stored on CD-Rom, and changing the experience is as simple as swapping cartridges on a console, or disks on your home computer.

There are two types of Virtuality machines currently available. In the sit down units there are joysticks for both hands, and the head set lifts over your shoulders when you're safely sat down. It's great for simulators – you can be in the cockpit of



ALITY

an ultra-modern jet fighter or at the controls of a futuristic space fighter where you aim at a target just by looking at it.

The stand up variations let you move around your environment 'on foot', so to speak. Here the one joystick is freely moveable, and as you move it around in front of you it appears on screen.

At present, there are just a handful of games available, during the time it takes for programmers to create new scenarios. Dactyl Nightmare is one of the best games out at the moment and it uses two (or more) of the machines linked together. You have to find and shoot an opponent in a surreal Escher-like hall full of stairs and pillars, before they do the same to you. It's easier said than done, because your bullets fly in a

low gravity parabola which are difficult to aim, although when you hit your target they explode in a very satisfying manner. But that's not all - you also have to watch out for the terrifying pterodactyl which threatens to whisk you away in its giant talons before letting you fall to your death. You feel yourself actually falling, although this is probably more of a mind-trick than the effects of the VR.

Back to reality

This prohibitive research and development costs of this cutting edge technology means it's unlikely you'll be able to play Virtuality at home for the foreseeable future - unless you have \$125 000 going spare, that is. There are several systems located around Australia though, including several in the Melbourne metro area and one at the North Ryde RSL Club in Sydney (um...are you sure that's right? - Ed).

Virtual Reality is also regularly displayed at Sydney's Powerhouse Museum, with the next exhibition on from the 26-29 December.

GET REAL - HOW IT WORKS

The headset that the player wears actually contains two tiny video screens, similar to the LCD screens used in hand-held games machines such as the Sega Game Gear. Each displays slightly different information, viewed from a different angle as it would be seen from our own eyes. Thus a real feeling of depth can be created. It's a little like the red and green glasses you get whenever there's a 3D movie at the cinema. The lenses provide two separate pictures fooling your eyes into thinking that the images you see are nearer or further away than they really are.

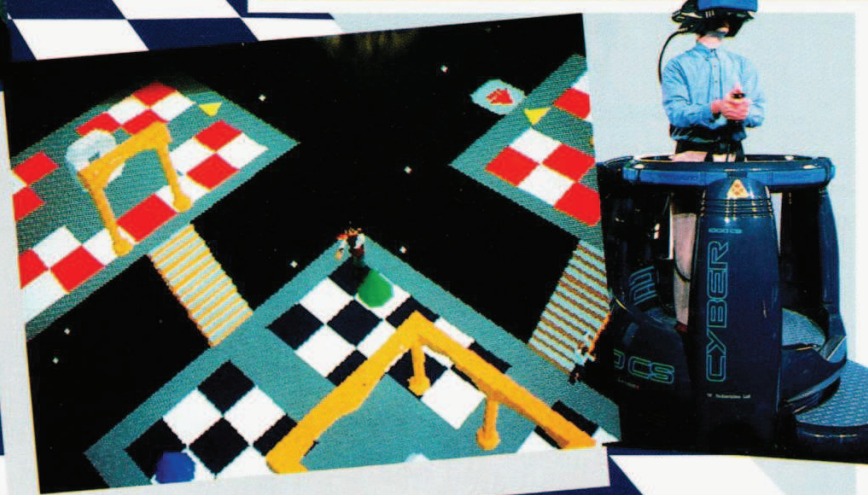
The headset also contains sensors detecting movement and orientation. It's tracked magnetically, enabling the machine to change what you see according to the direction you're looking. In a flight simulator, for example, turning your head to the left will show you the view out of the port-side window of the cockpit. Look down and you'll actually see the instruments and even your feet (computer generated, of course!). The joystick works in a similar way. As well as the buttons and so forth mounted on it, the computer can sense where it is and so display the hand on screen in the correct position relative to your point of vision.

Then there's the sound. This completes the illusion that you're actually there. Headphones built into the visor pump out CD-quality quadraphonic sound. The sound levels are adjusted to make it seem that the sound is coming from behind you, in front of you, in fact to wherever the 'it' that's making the sound is. In multi-player games, players can communicate with one another through microphones built into the headset. This really adds to the atmosphere of the game, as you can taunt or threaten your opponents or maybe just laugh when you waste them. It is especially effective when you can see them, but they can't see you!

But that's not where it ends. There are several 'add-ons' available for the standard Virtuality units to enhance the VR experience even more. There are Vocalizers that change the sound of your voice as you speak - so as a wizard your voice really does boom as you chant incantations. Electronic keys allow you to leave and re-enter games at whatever point you wish, so you can flit between worlds without having to start over again.

All this makes the virtual world seem so real that you could reach out and touch it. And soon you'll even be able to do just that - currently in development is the Dataglove - a tactile feedback glove that lets you actually manipulate objects that you see in the virtual world. When you wrap your fingers around the object, the glove stiffens, giving resistance so that you can feel it in your hand.

Whatever will they think of next?



It's that time of the year again, when Megazone hands out the prizes for the best games from the last twelve months. Every year it becomes harder and harder to chose the standout titles, as the quality of games in general rises. This year has seen the release of some top-rate games that will not even get a mention here, and while that maybe unfortunate for them, it is a big plus for you as a player.

Games from all formats - computers, consoles and handhelds, were eligible for the awards. The expert judges included game reviewers, computer journalists, industry reps, retailers and of course lots of hardened gamers from right around the country! So a big thank you to everyone who took the time to vote.

Well, getting on with things, the Ed has tallied up the scores and the winners are....

GAME OF THE YEAR AWARDS 1 9 9 2

BEST RPG '92

ULTIMA UNDERWORLD

(Origin*PC)

The best in the Ultima series so far, as you journey deep into the Stygian Abyss. The graphics are absolutely top class, as are the gameplay and playability. The dungeon is massive, so you won't be leaving for quite a while. It's being converted onto Mega CD next year which will be something to look forward to.

MEGAZONE

RATING: 87%

RUNNER UP: DARKLANDS

(Microprose*PC)

It took what seemed like years to finally be released, but it was worth the wait. This massive RPG realistically creates medieval German society, and will have adventurers glued to their computer for months.

MEGAZONE

RATING: 84%



BEST ADVENTURE '92

INDIANA JONES AND THE FATE OF ATLANTIS

(LucasArts*PC/Amiga)

A superb adventure from the LucasArts team, as they prove what masters they are with adventure programs. The graphics and playability are both outstanding, and particularly notable is the mix of adventure and arcade action. The user friendly nature of this game will appeal to both beginners and hardened adventurers.

MEGAZONE

RATING: 94%

RUNNER UP: DARKSEED

(Cyberdreams*PC/Amiga)

This revolutionary horror game features the fantastic artwork of H.R Giger and was so good that it was on the cover of Megazone's August/September issue. One of the best looking adventures yet seen, and the gameplay isn't bad either!

MEGAZONE

RATING: 95%

BEST SIMULATION '92

ACES OF THE PACIFIC

(Dynamix*PC)

Covering the Pacific war between 1941 and 1945, this flight sim lets you fly for either side in extremely accurate representations of aircraft of that time. The presentation of the game is superb, coming with a 220 page ringbound manual of history and instructions. This simulation is so good you almost wish you were there.

RUNNER UP:

FORMULA ONE GRAND PRIX

(Microprose*PC/Amiga)

Probably the best car racing sim around, the level of realism in Formula One is incredible, and while it's extremely comprehensive, it's also a hoot to play.

BEST INNOVATIVE '92

SHERLOCK HOLMES, CONSULTING DETECTIVE

(Icom*CD-ROM)

This stunning CD game incorporates full motion video into the gameplay. Play the legendary detective as you solve three complex mysteries in 19th Century London.

MEGAZONE

RATING: 86%

RUNNER UP: REX NEBULAR AND THE COSMIC GENDER BENDER

(Microprose*PC)

This brand new game is Microprose's first attempt at adventures, and as you can guess, they passed the test with flying colours. A combination of Leisure Suit Larry, Space Quest and serious adventuring, this one is sure to be a classic

MEGAZONE

RATING: 92%

BEST ACTION '92

WOLFENSTEIN 3D

(Apogee*PC)

This awesome game appeared out of nowhere...and has ended up being the best action game of the year. You play an escaped prisoner of war in a German castle, with hot 3D graphics. The movement and gameplay are as smooth as can be, and you'll have the time of your life blasting Nazi guards, looking for treasure, and maybe even a way to escape.

RUNNER UP: STREET FIGHTER 2

(Capcom*SNES)

This game has had them queuing up at the arcades for the past year or two, and its conversion to the Super Nintendo was a pretty classy job. This game sure packs a punch or two! Great graphics, great sound and addictive playability make this simple one-on-one fight game a winner.

MEGAZONE

RATING: 95%

BEST SPORTS '92

LINKS 386 PRO

(Access*PC)

Some of the most realistic graphics yet seen on a computer screen, this golfing simulation is almost perfect. Whether you're a golfing fan or not, this game has to be seen to be believed.



RUNNER UP: E.T.'S RUGBY LEAGUE

(Ozisoft*PC/Amiga/C-64)

Not even the massive hype about this game could hide the simple fact that it's a real class product. It's great to finally have a Rugby League game, and to top it all off, an Australian Rugby League game with all Aussie teams and names. Looking great and playing well, it's already sold mountains right around the country.

BEST PUZZLE '92

KRUSTY'S FUN HOUSE

(Acclaim*Mega Drive/SNES)

This Simpson's game was a surprise hit. No one really expected a puzzle game, and certainly no one expected such a good one! Your aim is to rid the Fun House of rats, and there's Bart and the Simpsons as well as some arcade action to keep you sane. It starts off deceptively easy, but gets fiendishly difficult.

MEGAZONE

RATING: 90%



RUNNER UP: OH NO, MORE LEMMINGS

(Psygnosis*PC)

The original Lemmings won Megazone's 1991 Game of the Year, and it's follow up had all of the first's playability and addictiveness. This game caused sleepless nights and the loss of hair right around the world. Watch out for Lemmings 2, which is released in February next year.

GAME OF THE YEAR FOR 1992

SONIC 2

(Sega*Mega Drive/Master System/Game Gear)

At last, Sonic's got his revenge! In last years awards, Sonic 1 was pushed out of the Game of the Year award by the addictive brilliance of Lemmings, and had to settle for the Action Game of the Year. But now, only a year later, the hedgehog's back - bigger and better than ever, and can rightfully claim the top prize.

More levels, more speed, a new friend, enhanced gameplay and a two player option makes Sonic 2 even better than the original classic. Check this one out as soon as you can, this is video game action at it's best!

MEGAZONE

RATING: 96%



Batman Returns is a game that seems destined to come out on all game formats and systems, but it arrived on the Atari Lynx first, so let's check it out..

You've all seen the movie right? Yep, the Caped Crusader had only just finished kicking the stuffing out of the Joker, when who should come crawling out of the Gotham City sewers but the evil and deformed Penguin. As if he weren't enough to contend with, the beautiful Selena escapes a near death experience, only to be transformed into ambitious Catwoman. So Batman's got two pretty decent opponents, and you'll be up against them and their crazy helpers in this multi-stage platform beat 'em up.

The first thing you'll notice is that this game is hard - real hard! Some levels will give even hardened gameheads nightmares trying to get through, which is a welcome change from some of the pushovers that have been released recently. You'll have to fight your way past heaps of the Penguin's crazy helpers, from masked bikers to booby trapped clowns that explode when you hit them to knife throwing acrobats to fat men using bombs as bowling balls. There are also police to fight (remember that Batman is treated with a fair bit of suspicion by the folk of Gotham) and pretty mean end of level bosses to overcome. You even get to fight the Penguin at the end of the first round. He is calmly sitting in a mechanical duck lobbing bombs at you, but even if you do manage to defeat the

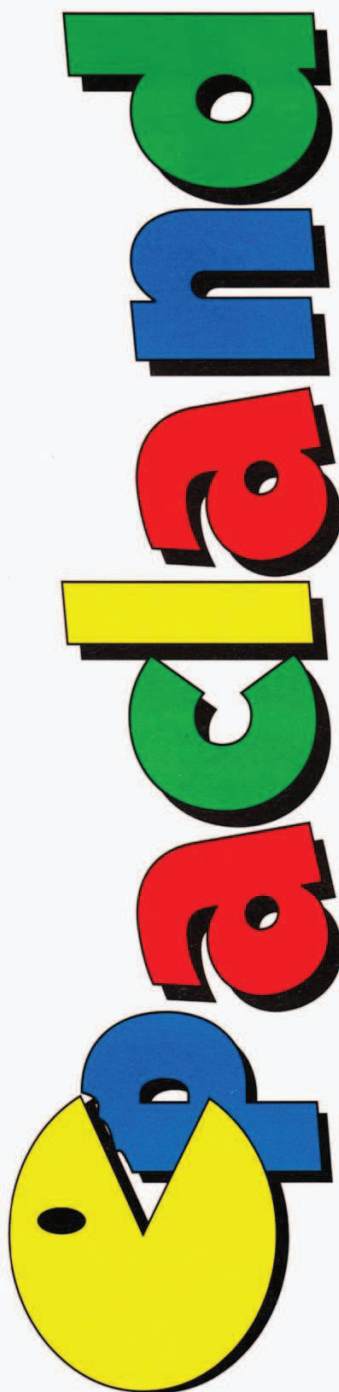


duck, the Penguin escapes to fight another round.

Your main weapon is the Batarang. You are given 20 of them at the beginning but white Bat icons that you find will give you more. There are lots of other power ups, including petrol bombs which will take care of quite a few opponents, points and energy. So while Batman Returns is hard, it's not impossible. It's a great looking game that will keep you addicted for a long, long time.

ARIEL AERONAUT

GRAPHICS.....	91
SOUND	86
MUSIC	84
PLAYABILITY	86
LASTABILITY	89
DIFFICULTY	95
MENTAL.....	84
OVERALL	86



Long gone are the days of that, one dimensional, maze chopin' hero, that everyone loved back in the early '80's. Now there's Pacland, hot off the arcade and jumpin' onto the Lynx. I admit Pacland is pretty old itself, but it is such a cool game, Atari was right to squish it down onto the handheld. In Pacland, you are Pac and your mission is to search through the land of um.... Pac to find the fairy princess, um...Ms Pac, I presume.

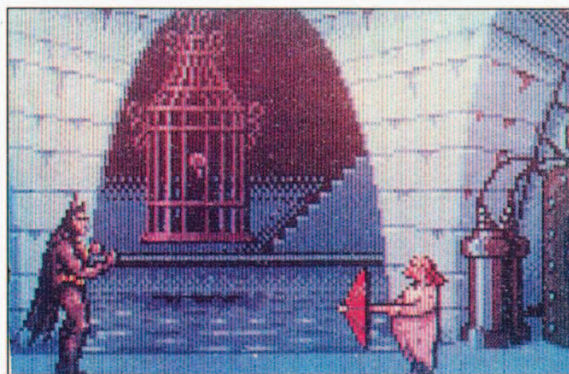
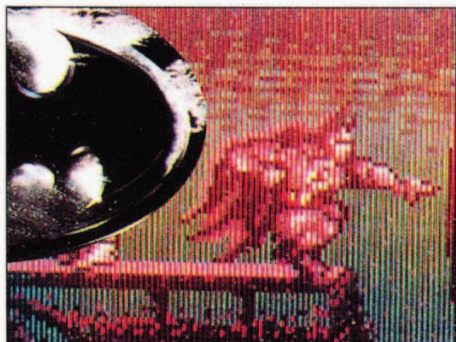
There are five worlds, each divided into five sections, such as the town, the desert, and even the great swimming pool!

Once you've gotten to the end of the land, the fairy princess gives Paccy a pair of shoes which give him the power of flight! It doesn't end there though, you must return home, back through the levels. Along the way you must collect fruit bonuses, and yes there are still those pesky ghosts, which drive cars, jump on pogo sticks and even fly planes! But never fear, the trusty power pellets will quickly get rid of them!!

Overall, the game is exactly like the arcade for those who have seen it. It is very good addictive fun, the graphics are spot on and the music is the ultra cool sound track from the cartoon. A classic game conversion for your lynx.

TIM "SPHINCTER BOY" SMITH

Graphics.....	88
Mental	80
Sound	80
Presentation	83
Music.....	82
Lastability	85
Playability	70
Difficulty	85
Overall	85



LYNX • LYNX • LYNX • LYNX • LYNX



Ahh, Lemmings. What can you possibly say about the poor, sad creatures? These little green haired guys are facing extinction and desperately need re-locating. They are quite silly (make that stupid) and will happily walk to their death if you don't stop them. And it's up to you to do just that, by any means possible, even by blowing some of them up.

If anyone out there has played Lemmings on another system, the Game Gear version is basically identical (which is

good news). You still have your walkers, diggers, miners, climbers, builders, blockers, parachutists and athletes to help make your way through the rough terrain to a new Lemmings home.

The only criticism I have is the way you select or change by pulling the cursor down to the bottom of the screen to the menu. You can't accurately select your Lemming type in time. One most of the other systems you can at least pause the game, select the icon then place it on the Lemming you want to change. This makes the game very frustrating when quick changes are required and the playability suffers. Apart from that the game is great on the hand held and plays like any other version of Lemmings. For Lemmings fans, the portable version is a must, and for the Game Gear owners who have not been introduced to this suicidal race then check them out soon, I don't think you'll be disappointed.

BRETT MUNRO

GRAPHICS	75
SOUND	79
MUSIC	73
PLAYABILITY	72
DIFFICULTY	85
MENTAL	91
LASTABILITY	88
ATMOSPHERE	79
CONVERSION	83
OVERALL	81%



Lemmings

STREETS OF RAGE

Finally, it's carnage for your Game

Gear as sad lepers continue to wait for Street Fighter II on the hand held! Well won't that be a long time coming! Anyhow, let's see how Street's of Rage stands out amongst the bigger 16-bit giants!



So what happens when the police become as corrupt and as bogus as the guys they're trying to catch? Well, you could say the Fitzgerald inquiry, but I'd bet that you'd also have a few cheesed off flat footed coppers running loose trying to act as vigilante heroes and that's what you get in Streets of Rage. Mega Drive owners have had many a months to drool over their version but now the mighty midget Game Gear gets to strut it's stuff with it's own version and it's not half bad.

With five rounds to bash through and a choice of two characters to fight with, there's reasonable variety involved. Each round basically has you working from left to right beating the schnitzel outta anything dopey enough to cross your path. The enemies come thick and fast with loads of sprites scurrying on screen at once and the end dudes are very decently large. The game itself is fairly easy but there is a

difficulty setting. Not many options to twiddle around with but the game is set about right anyway.

Sega have tried to recreate as much as the 16-bit monster as possible and the only let down of this title is the size of the sprites making Axel and Blaze look like Pappa Smurf and Smurfette with an attitude problem! The music is almost the same but not as many tracks, but all the moves are still intact. The two player option using the gear to gear utility works really well and is more fun than the MD version as you have your own screen!

Anyway, Streets of Rage has been a long time coming for the GG but this will breath some fire into a very cold GG catalogue. The only question here is whether you should splash out or wait for Pitfighter or Wrestling? I'd say don't wait and give this a whirl. A definite must look title.

BRIAN COSTELLOE

GRAPHICS	81
SOUND	84
MUSIC	89
PLAYABILITY	86
DIFFICULTY	81
PRESENTATION	91
LASTABILITY	84
ATMOSPHERE	88
CONVERSION	89
OVERALL	85

• SEGA • SEGA • SEGA • SEGA • SEGA •



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Greetings shoppers and welcome to this issues tasty mouth watering treats that are sure to get you drooling or your money back...

Well, actually things have been a tad quiet but you can count this as being the silence before the Christmas storm. But there has been some news from OS. For the SNES there seems to be a flurry of games ready on the launch pad with the likes of Terminator 2, Aliens Vs Predator, Chuck Rock, Spiderman and the Uncanny X-Men, Lethal Weapon, Paperboy II, Super Kick Off, Trivial Pursuit, Splash Gordon, 3rd World War, Ultima IV, Ultima VII, Worlds of Ultima, Street Combat, Kawasaki Challenge Tom and Jerry, Chester Cheetah and more. Pheew! Still not many titles out in Australia yet, but they're getting them out here quicker than Sega at the moment (like Krusty's Fun House for example).

As for the Mega Drive and Mega CD (launching Down Under in Feb/Mar for sure) we will see Splash Gordon, Road Rash II, Bio Hazards, WWF Super Wrestling, Ninja Gaiden IV, Wolf Child, TaleSpin, Cool World, B-Bomb, X-Men, Superman, Gods, American Gladiators, Amazing Tennis, It Came From The Desert, Humans, Sunset Riders, F-15 Strike Eagle II, Captain America and a few more.

Getting into Mortal Kombat at the arcades? Well, it's chances of coming to a home machine look ever good as Terminator 2 which was done by the same group, has been translated to the Mega Drive so watch for that. Another title that is a definite distant release is Turtles on the Mega Drive. Konami are now going to be releasing Mega Drive titles with the possibility of Mega CD games in the future.

Stay cool!

BRIAN COSTELLOE

CRAZY CONSOLE

WHAT'S HOT? TOP TEN

Mega Drive

1. Sonic 2
2. Bart vs Space Mutants
3. Taz-Mania
4. Mickey & Donald World of Illusion
5. Ayrton Senna G.P
6. Batman Returns
7. Terminator
8. Krusty's Fun House
9. Chuck Rock
10. Home Alone

Master System

1. Sonic 2
2. Lemmings
3. Bart vs Space Mutants
4. Taz-Mania
5. Tom & Jerry
6. Ayrton Senna G.P
7. Terminator
8. Alien 3
9. Mickey Mouse 2
10. Asterix

Game Gear

1. Sonic 2
2. Lemmings
3. Streets of Rage
4. Sonic the Hedgehog
5. Lucky Dime Caper

Super Nintendo

1. Legend of Zelda 3
2. Super Mario World
3. Super Castlevania 4
4. Final Fight
5. Turtles in Time

Nintendo

1. Aussie Rules
2. International Cricket
3. Super Mario 3
4. Shadow Gate
5. Legend of Zelda
6. Adventures of Link
7. Lolo 2
8. Simon's Quest
9. Lolo 3
10. The Flintstones

Game Boy

1. Spiderman
2. Gargoyle's Quest
3. Super Mario Land
4. Ducktales
5. Fortress of Fear

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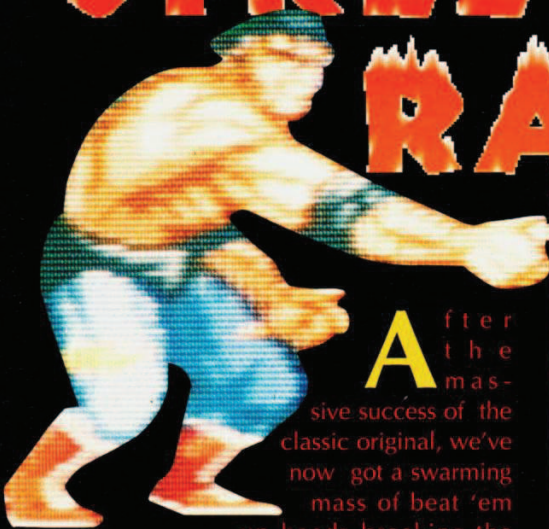
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STREETS OF RAGE II



After the massive success of the classic original, we've now got a swarming mass of beat 'em up heads breaking the joysticks practicing their ryukees, in preparation for Streets of Rage 2. Sega have taken all the best aspects of the beat 'em ups games of the past to make Streets of Rage 2 a monster of a game. This huge 16 Mega cart will have everyone yelling for more! BRIAN COSTELLOE takes a look at the game's progress...

First thing I noticed about our exclusive preview version was the ultra cool Arcade feel to it! Large sprites with characters that possessed steroid filled biceps. There are two new characters, Max and Sammy, joining the veterans Axel and Blaze, on the mean streets. They all have their own personality and individual forms of attack.

Max is a Zangief type character who acts like the Hulk on a mission from God. He possesses powerful hits but he's very slow and awkward. Axel is back with more moves than ever before. He is very good at boxing the crap outta the enemy and is OK at moving around. Blaze has also taken to the new mission and she's also brought new moves with her. Probably the best character of the lot with fast moves and fast moving stride. A guy called Sammy has also joined the mob of "do gooders" and he's built for speed with rollerblades doing the job for him. It's lucky he's quick with the blades because I think he's actually a bit of a wimp!

The first round shown on the demo look similar to that of the first Streets of Rage but the last two shown were quite original. The backdrops are much more detailed than the



first and will hopefully be further enhanced by the time the final version is released. The enemies are tougher now with a lot more bad guys attacking at once than before. The best characters I thought were the Blanka type dude name Zanka (or is that Wanka - Ed) and the punk with the knife who gives a childish laugh when he hits you.

The demo we were given didn't show much else except that it has a battle feature where Player 1 can take on Player 2 in a Streetfighter type setting. Sega have almost completed the game and will hopefully have it ready for a January release. This will definitely rock the game charts and if it wasn't for Sonic 2 then this probably be the biggest game around. It deserves to be. This is 16 a Meg wonder, jam packed with bone crunching action! It could be better than Street Fighter II. We'll give a full review next issue!

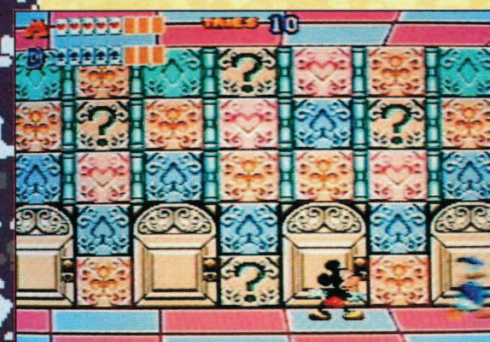
COMPETITION

So, you wanna be one of the first people in Australia to experience the awesome beat 'em up fest, Streets of Rage 2, but haven't got a Mega Drive. Doesn't life suck sometimes? But wait a minute, don't despair because Megazone not only has two copies of Streets of Rage 2 to give away, but we've got two Mega Drive's to go with them. Awesome!

To win this absolutely amazing prize, you're going to have to come up with your own new Streets hero, to join forces with Axel, Blaze, Sammy and Max. Draw and/or describe your ultimate vigilante who will rid the streets of scum, then send your entries to:

Streets of Rage Comp
Megazone
Locked Bag 7
Rosebery NSW 2018.

Remember to include your name, address and age on the envelope.



PREVIEW

Mickey & Donald

World of Illusion

PREVIEW

Mickey Mouse & the Castle of Illusion is one of Sega's best ever releases, and there are probably just as many people anxiously awaiting the release of the "sequel", Mickey & Donald's World of Illusion, as there are for Sonic 2. The good news is that it's almost here and Megazone's got an exclusive sneak preview copy. ADAM WARING took a look and has a big smile on his face...

Mickey Mouse and Donald Duck: the greatest pair of performers since Laurel and Hardy. Or at least they would be, if their magic show goes according to plan. Unfortunately, while practising tricks for the show, they stumble across an old magic box. Unfortunate, because it promptly whisks them to a land of real magic where the odd bit of sleight of hand isn't going to do them an awful lot of good. They're going to have to upgrade their magic tricks if they're going to defeat the evil sorcerer and escape back to the real world.

Easier said than done. Nothing is what it seems and they're going to have to struggle through numerous magical worlds before they'll eventually be successful. The worlds may be pretty (extremely pretty, actually) but they hold numerous perils for the animated duo. It is a non-violent game, so there are no M-16 assault rifles or flamethrowers to help our heroes out. What they do have though is magic, and you'll have to use it to turn the nasties into butterflies, flowers, and other less ugly beings.

There are some great animated sequences that will delight audiences of all ages, and the game successfully captures the magical Disney feel.

Mickey and Donald can tangle each other up with their magic handkerchiefs and if you get too close to the edge of a ledge, the characters wobble about alarmingly, frantically trying not to lose their balance.

The game opens with a cinemascopic intro. The screen pans across, relating the story of how the duo got into this mess in the first place and when the action begins, the cinema magic continues with three planes of parallax scrolling throughout, giving a feeling of depth and that you're playing in a real cartoon.

One or two players can play, and the layouts change depending on which character you select, meaning that once you completed the game playing Donald, then you can start afresh as Mickey, and will have a new challenge to complete it again. The great thing about the two player game is that you interact fully with each other, and need to co-operate to get past certain stages of the game. You can climb upon each other's shoulders and pull each other through narrow spaces.

Different levels are played in different ways too. There's an underwater section that sees you swimming along inside bubbles and another stage which has you floating through space on a giant bottle cork. (Was the programmer on drugs when writing this? - Ed) You'll come across special magical objects too, like a flying carpet, that operate in their own unique way.

When finished, Castle of Illusion looks like it's going to be a real stunner. It has excellent graphics (possibly the best ever on the Mega Drive), brilliant animation and all it needs to get it right is good gameplay. And if Disney's track record is anything to go by, then it's in the bag. Look out for the full review next issue!



Mickey is on Master System too!

Master System owners won't get to play World of Illusion, but they've got their own new Mickey release to keep them happy. Mickey 2 sees our mouse hero falling asleep to wake in a strange and gloomy village. He comes across a beautiful village girl (Daisy Duck) who tells him the sad story of the village. You see, a giant has stolen the magic crystal that had protected everyone, and now the good magic of the valley has disappeared and bad magic has taken over, making the valley a place of fear and gloom.

Now of course this is the perfect opportunity for brave Mickey to prove what he's made of and he promises to restore the magic crystal to its proper owners. To find his way to the giant's castle in the clouds, he must first visit the Good Princess (Minnie Mouse) in the North Mountains and ask for directions.

Mickey travels through no less than 17 different stages on his quest, with short animated scenes being played after every third stage. These scenes not only keep you up to date with the game story, but provide information that may be valuable in later stages.

The gameplay looks absolutely brilliant with Mickey being able to perform heaps of different actions, and lots of treasures and magical items to be found. This game looks like being better than Mickey's first adventure on the Master System, and could quite possibly be one of the best Master System releases ever!

MD THUNDERFORCE

four

Two years have passed since the third Thunderforce saga (which never officially saw the light of day in Australia) and the Ohn Empire are on the move once again, plotting and scheming more ways to destroy all human life. You, the best Ry-nex pilot in the galaxy, must match wits and pit your skills against this evil force ... Once again it's time to unleash the Thunderforce.

Well, I know what your thinking, your asking is this next sequel as good as or better than Thunderforce II and III. The simple answer is yes! Ahh, but how much better I hear you cry, well lets take a look, OK!

The new game in the series is an 8 megabit cart rather than number II and III's four megabit's, which means there are more levels and more weapons than ever before. When you first begin there are four levels you can choose to enter - Strite, Air-raid, Daser and Ruin, but after this every stage has got to be overcome in order.

The graphics are very much the "top of the line" sort of stuff, with a multitude of well detailed sprites, magical backdrops and brill weapons arsenal to boot! One of the most impressive features of this Mega cart is the vertical scrolling, that's right, vertical! This great feature gives the feeling of vastness whilst playing, it also gives you room to move out of the way of those ballistic missiles that are being fired at you every two seconds.

The sound in the game is nothing new but carries the point well. Gameplay on the other hand is very much like a re-vamped version of Thunderforce III, so there not much special in this field. Lastability however is about the same with most shoot 'em ups but if your one of these people who just can't stay away from dodging lasers, missiles, ground weapons, thousands upon thousands of bullets coming at you in a



frenzied panic, then I guess this game is for you.

Well, it's coming to the end of this review and I haven't even mentioned anything about the weapons that are available to help you demolish your opponents. Of course we have the good ole Twin shot, Back shot, Claw and Hunter which are almost synonymous with the Thunderforce series, as well as newbies like Blade (boomerang shaped pulses of energy), Freeway (multi-directional missiles), Snake (energy snakes along the roof and base of the screen) and Railgun (a very chunky laser that protects your rear).

With all this power behind you, you should have the nerve and guts to beat the Ohn Empire again, but only time will tell! If your a fan of the Thunderforce series I seriously think you should check it out! While it's nothing new or different, it is definitely one of the best shoot 'em ups seen on the Mega Drive!

BRETT MUNRO



Graphics	91
Sound.....	90
Music	85
Playability	92
Difficulty.....	91
Mental	88
Lastability	87
Atmosphere.....	90
Overall	90%



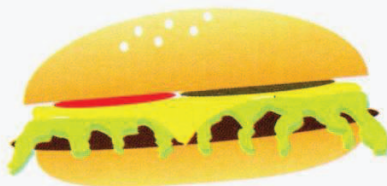
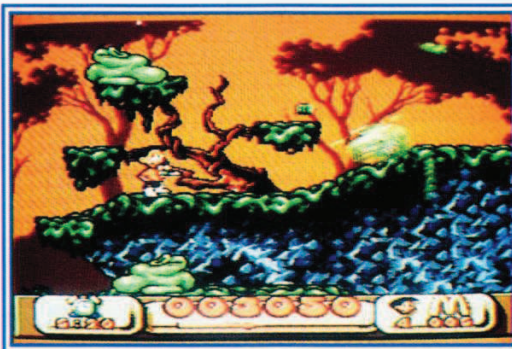
Mick & Mack

GLOBAL GLADIATORS

It had to happen! I mean we have Ronald McDonald dolls, board games, scissors, rulers, cups, bed covers and you've seen him more times than Mickey Mouse on TV. Now he's taken to the joysticks in a big way with this Mega Drive title thanks to Virgin Games. Now you'd think that this would be a budget run-of-the-mill cart cashing in on the McDonald's brand name, but have we got a big surprise for you!

Two 'lil dudes names Mick and Mack were in a Macca's one afternoon, chowing on some fries while reading through the latest Global Gladiators comic. They were both saying how cool it would be to be a Global Gladiator. The red headed wonder Ronald McDonald himself suddenly came to life to let 'em have the trip of their lives. With the help of some Ronny magic (and some cheap visual effects) Mick and Mack are sent to regions of the Global Gladiators world! Now they must put a stop to all evil and smelly deeds in progress. Being a Global Gladiator means you must understand the Green house effect, what's buggin' the ozone layer and listen to hours and hours of Midnight Oil CD's (Oh no, a fate worse then death! - Ed)

The game involves 6 rounds with 3 zones each of platforms in an 8 way scrolling world as in Sonic. Your only weapon is an authentic Macca cheese sauce gun! You get to choose from Mick and Mack but there are no apparent differences between the two. You must collect small McDonald Logo's for points and there are many bonus icons to be found to help you along. Enemy's vary depending on the zone with slimes, beavers, walking axes, penguins, walking bins and the big guy himself, Dr. Dastardly! You also

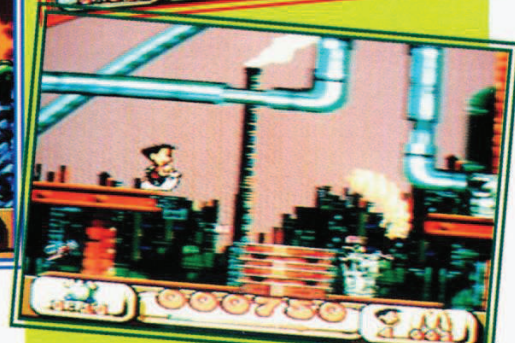


can practice the bonus stage which involves collecting falling rubbish and putting them into their correct recycling bin! this sounds pretty dumb but it involves quick reflexes and a sharp eye to watch out for falling anvils.

The best feature of Global Gladiators is the sound, with excellent hard thumping music and crystal clear sound effects. In fact, the music is the same quality that you'd hear in house music (well, whether you find quality in house music or not is up to you) with techno piano tunes and digitised sampling running throughout! The graphics are also hot stuff and boast cartoon type animation with plenty of comical touches.

The game is plenty hard as it's not hard to cop dozens of hits. but with only one continue and only a measly amount of men you'll probably get tired of the first round as you'll have to endure this massive level every time you want to play! This is the only bad feature of the game but you will want to bust a gut to progress further into this well presented title. So with great sound, jazzy graphics, big rounds with heaps of secrets and hard levels this is a title to take a gander at. It's no Sonic 2 beater but congratulations to Virgin for another classic title!

BRIAN COSTELLOE



Graphics	91
Sound	94
Music	92
Lastability	85
Playability	87
Difficulty	88
Atmosphere	86
Value	88
Overall	89

HOME

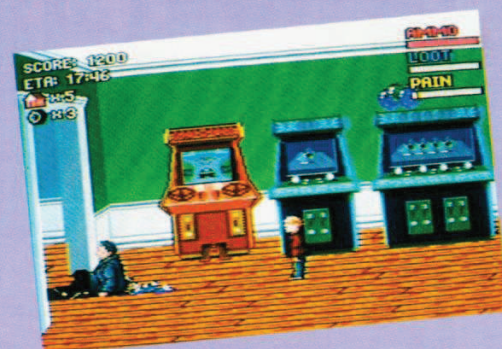
alone

To be stranded or left all by yourself it's a scary thought, and when you're a kid you really don't know what could happen. The monsters in your house appear, you know the ones that come out when the lights go off at night, or maybe another family will come and kick you out. All the bad things that could possibly happen go through Kevin's mind and then he realises just what being Home Alone really is like ...PARTY TIME!!

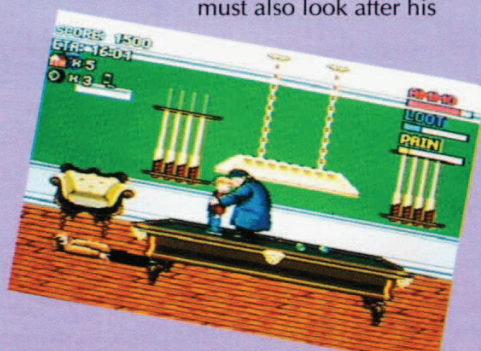
All set for their summer holiday, Kevin and his family are doing the mad last minute rush, locking windows etc, when, by some coincidence Kevin mistakenly gets left at home. Meanwhile, their neighbourhood has some nasty new neighbours. These two guys, Harry and Marv, have planned to rob the local houses while everyone is on holidays, and it has been working like a dream. They'd go in - loot the silverware and safes

and as a kind of trademark they'd flood the place. They'd taken every possibility into account, well everything except Kevin that is! When they decide to break into Kevin's house, the action starts, with Kevin setting up all manner of devious traps and devices to catch the crooks and to make his parents proud.

This is where the game action starts rolling. Instead of just dissuading the burglars from breaking into his house, Kevin must also look after his



If only Kevin could reach his arcade machines



The aim is to cause as much pain as possible

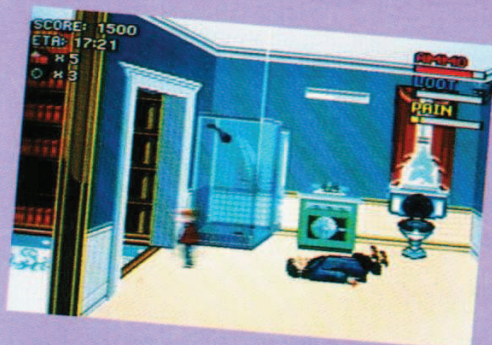
stealing everything from the house and then flooding it. Once three of the houses have been flooded, the game ends. And you lose!

Being a hit movie the game could have been a lot more involved than it is and I have the feeling that it just isn't varied enough to keep some players interest. The graphics are good and the various characters from the movie are all recognisable. There are also some nice touches to enhance the games playability, such as firing a snowball at the robber turns them into snowmen for a while. The sound varies from some simple FX to some moderate tunes that set the games pace. Home Alone is a combination of action and strategy and may then only appeal to younger players, but for it's "name alone" the game will be a hit.

Nick Smith



Wouldn't we all love to hang Macauley Culkin up?



Well that's one of them taken care of...

neighbours houses as well. The game begins with Kevin on his sledge, his first objective being to run into the snowmen which are situated in the yards of the neighbourhood. In some of the snowmen are objects, which used with other items along the way become weapons to use against the burglars. Once enough objects have been collected, Kevin has to find the house which the burglars have hit first. Upon entering a house you decide which of the weapons you want to use and where. A plan of the house appears in this screen, and you can set traps in the hallways, marbles, toys, ice tar or blowtorch to hinder the robbers.

Inside the house Kevin can collect items to make projectile weapons starting with his BB gun, to various other weapons like a snowball thrower. Collect such items as pepper, glue hot coals and rope, then use your imagination to assemble weapons to torture Harry and Marv. At the top of the screen are bars which display how much of the house have been looted and how much pain has been inflicted on the robbers. Your objective here is to inflict as much pain on the robbers as you can before they finish



Graphics.....	82%
Sound	81%
Music	84%
Lastability	75%
Playability	84%
Difficulty	75%
Atmosphere.....	82%
Value	76%
Overall	78%

SCORE TIME RINGS THE SONIC 2 HEDGEHOG

It seems that ever since Sonic the Hedgehog spun onto Sega consoles only last year, everyone has been crying out for a sequel. Yes, the world famous hedgehog has earned himself a fair bit of hype in the past year (maybe he should release a sealed book of nude photos to top it all off), but now he's being put to his first crucial test with the release of his new game that just about everyone is dribbling in anticipation of. Can it possibly live up to the hype? Could it be better than numero uno? Well Mega-Ed STUART CLARKE's here to tell you that the answer to both questions is most definitely yes. Sonic 2 will blow your mind. ...

At first I was worried that Sonic's second outing was going to be a quickly slapped together rehash of the original classic, but luckily the Sega programmers have put both time and imagination into the new game, to produce something that is both immediately recognisable and yet an excitingly different experience. So while it looks similar (the opening stage is almost identical) and the aims, gameplay and enemies are basically unchanged, it is the additional features that really make the Sonic's second adventure even better than his first.

A NEW FRIEND

The immediately noticed addition is of course, Sonic's new friend, Tails (also known as Miles). Quite surprisingly, this extremely cute fox with the two tails, really adds to the fun and gameplay. OK, sometimes he can be a real pain in the arse the way he follows you round all the time, but generally he helps out and provides some classic comic moments (especially when he repeatedly falls onto some spikes).

Tails idolises Sonic, mirroring his moves almost completely and sticking to him like a rash...or trying to anyway. He is not quite as fast as the older hedgehog and often gets left behind, only to fly into view a minute later. When they are on



Sonic takes flight

screen at the same time, a second player can control Tails, bouncing on enemies or grabbing rings, so this can either help or hinder Sonic. In later stages, like the Sky Fortress Zone, Tails helps Sonic by flying the plane on which Sonic hitches a ride.

TWO-PLAYER FUN

Tails also plays a very important role in another of Sonic 2's most important additions - the two player mode. Yes, now you can find out who's the real Sonic champ amongst your friends! Choosing the two player option causes the

and Tails racing for the rings, bonuses and finish line. It works really well, with the resolution doubled on the screen (448 lines of pixels instead of 224), meaning that there's no loss of graphic detail or speed. A pretty amazing technical effort, I'm sure you'll agree. And while it does look a bit uncomfortably squashy at first, you

The spunky new two-player mode

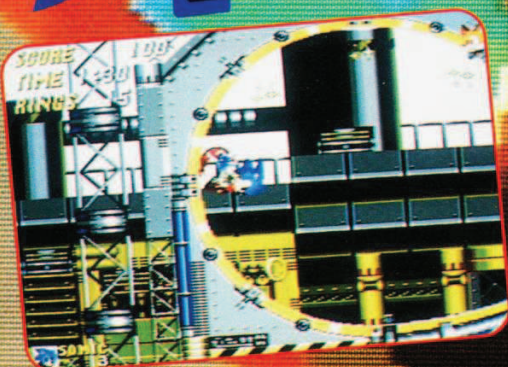


quickly get used to it.

Being able to play one-on-one is Sonic 2's "most excellent" new feature and it's a real blast racing through the zones, especially when your opponent's stuck in a tight spot and you spin past at 100 k/p/h. But you're not just judged on being the first to the finish line, but also on your score, the total amount of rings collected, rings you still had when you finished, number of bonus items picked up etc. The ultimate winner is the one with the best scores across the board. It's insane fun, and you'll have a queue of friends lining up for a challenge.



screen to split horizontally in two, with Sonic



Build up insane speed in this series of loops

SUPER-SONIC SPEED

Another positive addition to the first game is Sonic's super-speed capabilities. Yes, believe it or not, the hyperactive hedgehog can run and spin even faster this time, and when you're going through multiple loops or corkscrews it really is difficult to follow him, he's moving at such a rate. But remember what a pain it was in the first game when you were stuck at the bottom of a slope or a loop and you had to try and build up speed to get over...well this is a thing of the past. In Sonic 2 there is super-sonic speed that is a really handy new move. When Sonic's standing still, pressing down and button A will cause him to crouch and soon smoke starts pouring out behind his special sneakers. Let go of the button, and he's off and over any challenge...

HUGE NEW ZONES

There are so many different challenges on all the huge new zones that I couldn't possibly go through them all unless this



Tails gets a sharp surprise

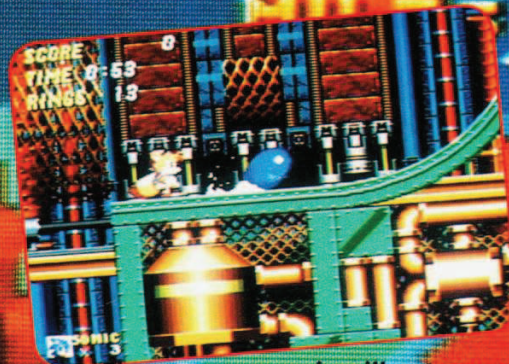
review took up half the mag. All zones have many different ways for Sonic to travel, and if he wasn't moving so fast sometimes, you could spend hours exploring. Metropolis Zone in a particular treat, with giant screws to turn, teleport gates, walls to bounce up, giant spinning tube to get through and seemingly endless passages and pits. Casino Night Zone is also a blast with Sonic becoming the ball in a giant pinball game. You'll also have to get through the challenges of stages like Oil Ocean Zone

(which can get a bit slippery), Aquatic Ruin Zone (try and stay above the water if you can) and Chemical Plant Zone (watch out for the pink water - it rises quickly). At the end of every zone, Robotnik will emerge in one of his crazy contraptions to try and stop you. He's usually quite easy to beat, you just have to pick the right moments, and don't forget that a second player controlling Tails can help you.

AWESOME SPECIAL STAGE

The special stage on Sonic 2 is an absolute blast. Gone is the sur-

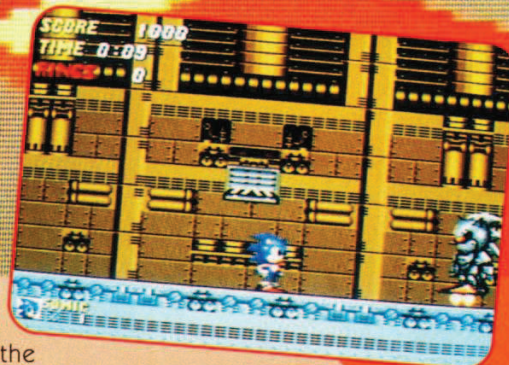
Ouch! Those spikes are a pain in the ass



The new super-spin will get you up those difficult slopes



Sonic takes a breather...



Sonic meets his evil metal alter-ego

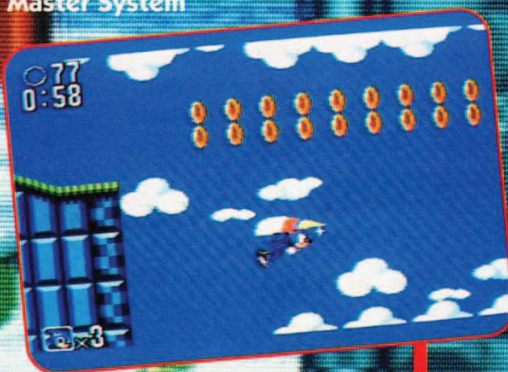
real floating pinball action of number one, and in its place is a frantic race through brightly coloured 3D tubes, collecting rings and avoiding boulders. It's an absolute blast, and the extra good news is that you can select to play it at any time on two-player mode, with Sonic and Tails racing for the most rings. It starts off quite easy with the rings floating down the middle for you to collect, but after a couple of rounds, boulders start pouring down at you, and if you don't jump or avoid them, they will spill all your rings as well as crushing you to the ground for a while. The rings also start going all over the place, up the wall and even in the air, which means you'll have to do 360 degree tube-loops to collect them. But

SCORE
TIME 0:58



Sonic enjoys hanging out

Sonic hang-gliding onto Master System



the best thing about the special stage for me, is getting to see Sonic's back. It's a scream just watching him, and check it out when he gets totalled by a boulder!

STEEL SONIC

There are many, many hours of gameplay before you make it to the final Death Egg Zone for the ultimate showdown with the evil doctor. But he's no fool, he doesn't show himself immediately. Instead he sends one of his most diabolical creations into action- a metal replica of Sonic himself. This rocket powered Steel Sonic has viciously sharp spikes and can also turn into a hedgehog-piercing ball, so Sonic has his work cut out for him. If you manage to defeat the Sonic robot, you get to face Robotnik, and you won't believe the size of him. I'll let you see it for yourself, but be warned - he's pretty tough!

SONIC'S HAD A FACE LIFT

Graphically Sonic 2 is superb, and probably a touch better than the first. Some of the backgrounds are absolutely mind-numbingly brilliant (like the Metropolis Zone) while others are just very good (like the Casino Zone). Nothing disappoints, and Sonic's animation has been slightly enhanced so he's clearer and more distinct against the backgrounds. (He's had the computer equivalent of a face-lift). The music and sound are very similar to the first game, so you know what to expect there.

The one slight criticism I have is that it doesn't appear that much harder than the first, but because the levels are so large this may not be a problem. There is so much to explore, and so many different ways of getting through each level that even the hardened game-players will be kept happy with the challenges.

Sonic 2 is a brilliant sequel, and does what most sequels don't do - improve and expand on the original. So all those many Sonic fans can breathe a sigh of relief, because this cart certainly isn't a waste of money, and it will keep you tied to your Mega Drive for months to come. Without doubt, it's Sega's best game ever.

GRAPHICS96
SOUND90
MUSIC91
PLAYABILITY97
LASTABILITY97
DIFFICULTY88
PRESENTATION ..95
ATMOSPHERE95
MENTAL91
OVERALL96



Graphics91
Sound89
Music90
Playability98
Lastability96
Difficulty92
Atmosphere93
Presentation....94
Mental.....89
Overall93

MS II SONIC 2

Sonic 2 on Master System is quite radically different to the Mega Drive version, in storyline, levels and extra features, but don't worry...it's another winner! The capabilities of the Master System have never been used better, and there's more zones, more bosses, more rings, more loops and more speed than ever.

Sonic's friend, Tails has been kidnapped by Dr Robotnik and is being held captive in the Crystal Egg. Robotnik is out to conquer the world again, and Sonic has not only got to rescue Tails but find the 6 Chaos emeralds and battle 6 vicious robots before making it to the South Island and fighting the evil doctor. On the way he will travel from the molten depths of the underground and Aqua Lake, to the clouds and magical worlds of the Scrambled Egg and Crystal Egg zones.

Again it is the extra features in this version of Sonic 2 that make it better than the original. There are mine carts to take for a spin, hang gliders for flying and the pipelines for shooting through at frightening speeds. Sonic can also perform different actions, like skipping across water and entering bubbles to retrieve rings. Small additions like displaying more rings when Sonic is hurt, also subtly add to the enjoyment.

The levels also appear a lot larger than in the first game, with lots of paths through and lots of bonuses and secret passages to find. There's constant surprises in store as well, with Dr Robotnik actually saving Sonic's butt in the first stage just as our hero is about to plunge into a pit of lava. But the doctor hasn't had a change of heart... Robotnik drags him out of danger just so he can have the pleasure of destroying Sonic himself. Of course, you're not going to let him do that, and the first of the big confrontations begin.

The action and the superb gameplay do not let up, and you'll be addicted to this one, quicker than you were to the first. Master System owners will have giant grins on their faces when they grab hold of this baby. A classic in its own right.

Stuart Clarke



SIMON DAY & SONIC



When I heard that Simon Day, the lead singer of Ratcat was a big games fan, I thought "Perfect, I can get him in to do a guest review of Sonic 2!" And when he was asked, Simon couldn't wait to get into the Megazone offices to be one of the first people in the world to play the game.

However, here's where the plans went slightly askew. Once the joypad was in his hands, and the Mega Drive turned on, it was hard enough to get Simon to look away from the screen, let alone answer questions. So I made the most of it and put Simon through his paces on two player mode and in the spunky new special stage. He made a pretty good showing for his first time, except for "cashing it in" quite a bit on the special stage. In between stages I managed to squeeze in a few questions...

You've played Sonic 1 on the Game Gear. What did you think?

"I was stoked that it was so fast, that you could do so many fast actions. I've also played the Nintendo Super Mario, and I wouldn't want to compare them because they're equally entertaining, but I like Sonic because of the speed and because you can spin out and stuff. It was really hard to get the hang of it, but once I did it

was really good."

So, what do you think of Sonic 2?

"Great! There are a lot more levels to go through and a lot more dangers and options. The different points of view in the new game, like the tube (the special stage) was really good. It's definitely worthwhile checking out!"

Are more people on the music scene getting into video games?

"Oh yeah, I know that they are! We always use video and computer games in the studio, which is sometimes a distraction because we end up playing video games more than we make our own music! There's actually one song on our new record called "Crazy" in which

we triple-tracked the motor cycle sounds from Super Hang-On on the Amiga. We also had an Atari version but the Amiga was better. It goes throughout the whole song, there's motor-cycle sounds and revving up during guitar breaks and stuff like that.

Video games are definitely a big part of our recording, and I know that other musicians are

all the regional stations."

Anyway getting away from games, Ratcat's new album "Inside Out" has just been released, and according to Simon it contains "Less songs about love and more songs about other odd things. It's more a progression, not a major departure. I suppose it's more mature in a way, but it's still as fuzzy and melodic as everything else." The new band member Marc Scully (Deadly Hume, Nick Barker & the Reptiles) seems to have brought a bit of a harder sound though, and old Ratcat fans won't be disappointed.

Simon seems to have a pretty relaxed attitude towards the success or otherwise of the new record. Could things possibly get as crazy as they did for the band last year?

"Yeah, it was insane for a while. I don't know if that will repeat, but that's not a concern because I'm really satisfied with the record itself and whether it sells as well or whether the hype is as big, to me is not really that important, as long as it's accepted by the right people. If you make a crap record that sells well, you've got to start to wonder, don't you."

Well, everyone can decide for themselves as the new album's out now, and Ratcat will be playing live around the country to support it. They might also be playing at the Sega Championship Finals, which is being held at the Metro nightclub in Melbourne on December 12. That will be an absolutely HUGE day, and who knows, you might see Simon up on stage challenging the winner to a game of Sonic 2!

Stuart Clarke

NA NA NA NA,
NA NA NA NA...
**BATMAN!! YES,
ALL YOU BATFREAKS
OUT THERE CAN FINAL-
LY REST EASY AS THE
DARK KNIGHT RETURNS,
IN HIS SECOND GAME
FOR THE MEGA DRIVE.
CLEVERLY
TITLED -
BATMAN
RETURNS,
AFTER THE
MOVIE OF
THE SAME
NAME!!!**

Batman Returns is bigger and better than its slightly disappointing predecessor, with more enemies than you can poke an umbrella at (no pun intended).

The moment you begin, the Dark Knight sets on his merry way, a mission to defeat the black-muck drooling Penguin, and his hordes of clowns and sideshow freaks. Our cowed hero is being held responsible for the death of the Ice Princess and the Penguin is Gotham City's new hero after saving the Mayor's baby. Batman must reveal Penguin's true (and horrible) motives by confronting him and putting an end to the deformed dwarf's evil plans.

Visually the game is excellent, Batman is so largely drawn with some impressive animation, and the same goes for the baddies, there's guys with the machine gun in the musical box trick, skull dudes on motorbikes, and of course the good 'ole grenade lobbing clowns. These are just a few of the opponents you'll have to face, and with the acrobats, they'll keep you KAPOW-ing! BIFF-ing! and SOCK-ing! for most of your treacherous journey.

There are seven "acts" you must complete, with up to three stages in each. Every one needs a decent amount of skill and yes, maybe even some practice to get past. In one level you must negotiate a series of rooftops,

jumping from ledge to ledge, but holy leaping sandfleas, I hear you cry, how does Batman get across those rather large gaps between the buildings.

Well, that's easy my red undied friends, he simply uses his trusty, made in America, Batarang. Believe me that Batarang is one of Batman's most useful items in the whole game, he uses it to get over rather large gaps between buildings, up holes in ceilings, and even swinging from ledge to ledge, ala Spiderman. Besides his Batfists to beat up enemies, the Batster also has, Smoke Bombs Batarangs (both low and high tech versions) and Bat Swarms. All of these weapons run out after a while, but more can be obtained by collecting little bubbles with their corresponding icon inside.

Holy back flips, Batman..... ah yes hold it Robin, speaking of backflips, at the end of one of the levels you must fight Catwoman, who, as Robin said, back flips, kicks, punches and scratches her way across the screen. Batman must defeat Michelle...er, um, Selina..., er, I mean Catwoman, to go onto the next level.

And of course not forgetting there is the not-so-slim, flippered, slimy, deadly dude - no, not Salty the Seal, but The Penguin. I won't spoil it by telling too much about him, but remember his umbrella is loaded and pointed your way, so look out!!

Each level is terrifically drawn, and they all match the Gothic setting of Gotham City. The characters are large, well animated and all have their unique characteristics, which makes all the levels just that bit more fun, as you don't know what to expect next. The music and sound effects are spot on, adding to the realism of the graphics, making Gotham City an eerie place indeed. Gameplay is very good, it is easy to pick up and learn straight away, so you can get into some serious slinging with Michelle Pfeiffer, oops, sorry again, I mean Catwoman. Batman Returns will have you stuck to your chair, and not changing the Batchannel, for more Batfun, Bat-time, after Bat-time, after Bat-time.

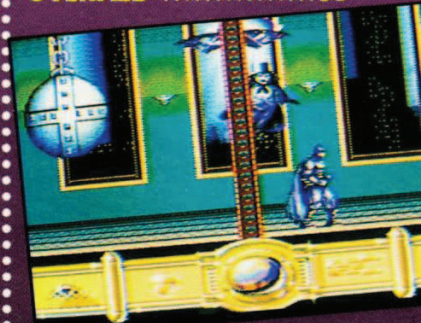
Now Robin, what did you say Catwoman's phone number was....

Tim Smith

**Sloping screens
are a bit of a spin**



GRAPHICS	89
SOUND	84
MUSIC	80
PLAYABILITY	90
DIFFICULTY	85
MENTAL	76
LASTABILITY	88
ATMOSPHERE	89
OVERALL	87



**The baddies come in all
shapes and sizes**



**Excuse me Mr Bat, but the
Penguin's behind you**



Things don't look good



Chuck has a bit of a weight problem but he's still pretty sexy... for a Neanderthal!

The bad boy of prehistoric times has come to town on Sega, fresh from sending Amiga owners into a Neolithic frenzy. He's hairy, he's fat and he called Chuck Rock. The pot bellied prehistoric oaf is in search of food (and a lot at that), jumping and bouncing his way across the lush jungle landscape. Our friend has no martial arts training like modern heroes, and has to rely on his beer gut and jump kick to pacify the beasties.



Take Chuck on a Pteradactyl joy flight



CHUCK ROCK



Well I could talk about the plot, but it's a pretty simple (and common) one, so I'll just say that Chuck's girl, the luscious Ophelia, has been kidnapped by the evil Gary Gritter, and it's up to the stone age hero to get her back. However what I want to talk about that not many other reviewers cover is the opening sequence. Being a muso (um...is that what you call it? - Ed) I can relate to the Chuck Rock band pumping their song out and that bass player on the left can kick ass. Well done to the writer of that intro, it's hot stuff!

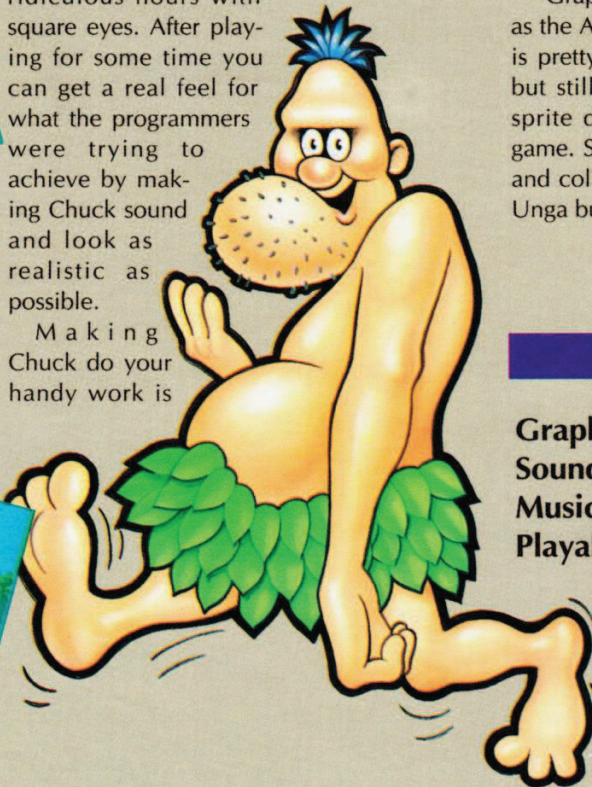
Once I had finished gawking at the little blond keyboard player I pressed the start button to see good ole Chuck Rock bellowing "Unga Bunga". And that was it for a while...once I starting playing this I couldn't stop! This is one of those immensely addictive platform puzzle games that hypnotizes you into staying up to ridiculous hours with square eyes. After playing for some time you can get a real feel for what the programmers were trying to achieve by making Chuck sound and look as realistic as possible.

Making Chuck do your handy work is

really quite easy and you'll soon be beer-bellying your way to freedom. There are five levels to barge your way through, including an Ice Age, a scary cave and a dinosaur graveyard. There are plenty of tests to overcome as well as beasties to bash. As you go on, they become harder to complete and will require the aid of some prehistoric monster's help, like the Brontosaurus piggy back ride and the Pterodactyl joy flight. You'll also be collecting food and rocks to throw at his enemies, while at times carefully placing rocks in particular places to make it to next level. But almost as much fun as rampaging along, is to just let Chuck stand still for a while and watch him try to think for himself (can a caveman think? - Ed) - it really looks cool. Firstly, Chucky-boy sticks his tongue out at you and then just stands there scratching his arse waiting for you to instruct him.

Graphic wise this game is a hit (as good as the Amiga on the Mega Drive), the sound is pretty good (not quite up to the Amiga, but still pretty hot) and some imaginative sprite drawings have been added to this game. So guys and girls grow that beer gut, and collect some rocks and lets go hunting. Unga bunga!!!

Brett Munro

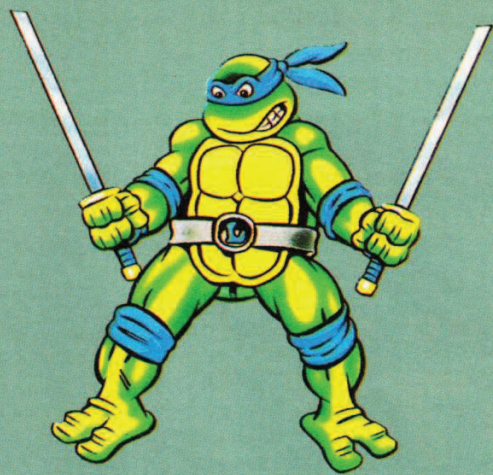


Graphics	85%
Sound	86%
Music	90%
Playability	86%
Difficulty	87%
Mental.....	87%
Lastability	85%
Atmosphere	85%
Conversion	88%
Overall	84%

Teenage Mutant Ninja Turtles 4 Turtles In Time



Donatello fights for his life in prehistoric times



The turtles head into the future for some F-Zero type action

They're Back! Just when you thought you'd seen the last of the slimy reptiles, they hit Super NES screens everywhere in a conversion of their second arcade adventure, *Turtles in Time*.

But wasn't that coin-op a bit crap? Yes, it was a rather sad effort, as anyone who fed it with their hard-earned silver will testify. But fans of the flipped foursome should not fret, as Konami have re-programmed the gameplay and turned it into a pretty good side-scrolling slash-em-up.

The plot is rather predictable, and could be the story of any cartoon episode. This time Shredder has been a bit ambitious, and instead of kidnapping April or Splinter as he usually does, he has stolen the Statue of Liberty. And on national TV, too. The fiend!

The Turtles, being the decent good New York citizens they are, have taken it upon themselves to right this wrong-doing of Krang and Shredder. Unfortunately for the Turtles, Shredder expected this, so he sent them back in time to a prehistoric era. Each time the Turtles complete a stage they are warped closer to their proper time period.

You, and a friend in two-player mode, can choose from any of the four turtles. There are 10 stages in all, and most of the game is set in a side scrolling format, but this is broken up by bonus stages, sewer surfen' and a futuristic F-Zero style section.

The graphics are the first thing you notice, as they are very like a cartoon, with lots of bright colours and smooth animation. There is no slow down or flicker evident, even when there are two players and lots of sprites on screen. Also in keeping with the cartoon is lots of humorous touches, like falling in man-holes, being flattened by stampeding dinosaurs, and my favourite, stepping on loose floor planks and getting smacked in the face by them. (Ouch!)

The sound effects and music are also very reminiscent of the cartoon. There are lots of loud explosions, and a bit of speech introducing each level. An added bonus in this game is a versus mode in which you choose your favourite turtle and fight against a friend in a best of three match. There are also time trials to test how many foot soldiers you can destroy in a set period of time.

The first area where *Turtles IV* falls down is the gameplay. After playing the game for a while it tends to become a bit repetitive and tedious. Despite lots of different types of foot soldiers and other enemies, they can just about all be killed in the same way with jump kicks. This also goes for the bosses. With two players though, it is much more fun to play.

The other problem is the level of difficulty the game is set at, or rather the lack of difficulty. It is way too easy to finish, even on the hard level, and especially with two players. This is definitely a game for younger players and novices, so experienced gamers - you have been warned! Despite all this, *Turtles in Time* is still a very high quality game, well worth checking out if you like Final Fight style games, or maybe just a Turtles fan!

Andrew Iredale

SNES

Graphics.....	89%
Sound	80%
Music.....	78%
Playability.....	92%
Difficulty	67%
Presentation	94%
Lastability	64%
Conversion	92%
Overall	79%

Strictly MEMBERS only!!



Stumped on a game? Need some extra lives? Can't get to the next level without getting zapped? Piece of cake!

Just call the Sega Hotline on:

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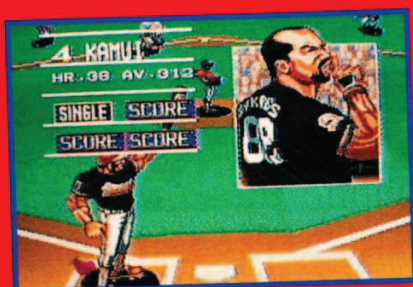
**Between 1.30pm-6.30pm weekdays and
9.30am - 6.30pm weekends and public holidays**

We're plugged in and ready to roll 7 days a week with top technicians and the Sega Masters waiting to answer your questions and solve your problems. Well your game problems anyway!

So release your baby sister from your stranglehold, stop threatening to burn the house down and give us a call at your next frustrated moment!

The Neo Geo is regarded by many to be the ultimate in home entertainment systems, although you certainly pay the price for it. It's not so much the cost of the hardware (though \$600 may be a little off-putting) but the software (Base Ball Stars 2 for example) can set you back \$300! Then again, the cost of these games might possibly be justified as being the closest you'll find to an arcade machine. Not surprising really, because that's exactly what they are!

Base Ball Stars 2 is no exception to this. It boasts incredible graphics and all those nice touches that mean it only could have come from one place. 68 megabytes of code mean that there's plenty of game, and plenty of surprises in store.



BASEBALL stars

NEO GEO

You can choose to play against a friend, or in a league where the object is to beat 15 other teams and get yourself to the top of the table. There are two leagues to play in; the fighting league and the exciting league, depending on how difficult you want to make it on yourself. The first gives you the choice to play teams from six cities around the world (the Sydney Griffons included) the second lets you choose from international teams.

In a one player game, you're always first up to bat. Wait for the pitch, move left or right to line up with it, then jab the A button to send the ball into orbit. Actually, timing is critical and you've got to make contact just at the right moment if you're going to make it off home base. Miss three times and you're out – and the player snaps the bat over his knee with frustration – very cute!

Launch the ball successfully and you have to run like the clappers to get to first base, hoping you're not caught or run out in the mean time. You run automatically, but hitting button B quickly will get you there that little bit faster.

Pitching is controlled in a similar way to batting – i.e., all you do is press button A. You can vary the type of ball you throw, though, with combinations of directions on the joystick. You can also try to catch the other team's runners out with a sneaky throw to a base marker, but it never works – they were always too quick for me.

Fielding requires the most skill. The view switches to an overhead one and you have to manoeuvre your fielders to get as closely to the ball's shadow as you can for a catch. If you're unsuccessful at this, then you have to pick it up and throw it back to one of the bases, determined by the direction you hold the joystick in. Easy in practice, but when you see the runners running, panic sets in and it's all too easy to bung it to the wrong base.

Batting is the trickiest to get right, which

is ironic considering it's a case of pressing one button, but with a little practice you'll soon get there. The comput-

er, of course, rarely misses which is frustrating at first. At any time you can call a time out and, if you're fielding, elect to bring in a new pitcher. If you're batting you can bring in a "power bat" which will really hit 'em for six. Be prudent though, you have a limited number of uses of this secret weapon.

Polish is the games strongest point, and there's more here than you'll find on a shoeshine stand. The graphics are nothing short of superb with huge, lifelike sprites running about the field. The pitchers and batters even have animated close-up mug shots in the top corners of the screen, showing their individual idiosyncrasies. When a fielder makes a catch there's a stunning action shot of him doing so and there are tons of incidental goings-on that add to the gloss.

Sound is impressive too. The digitised speech sounds like you're really at an American baseball game: "Here's the pitch... Strike one!" Irritating, but so are US sports commentators! Music is a bit dire, though, and will soon have you reaching for the volume control.

Although \$300 is a lot of money, Baseball Stars 2, looks stunning and absolutely drips in arcade quality touches. Baseball fans (and lots of other people as well) will love to play an innings or three on this one.

ADAM WARING

Graphics	96
Sound	93
Music	76
Playability	80
Lastability	78
Difficulty	72
Presentation	94
Realism	92
Value	67
Overall	85



EXCLUS Lem

...Um, perhaps not. For completing the last level of Lemmings wasn't the end of it. For starters, they all got transported to a island where they could live happily, without the danger of thermo-nuclear warfare, or falling off high ledges.

They also found a talisman with great powers, just lying there in the street. Being kind and peace-loving creatures, the immediately broke it into twelve parts, and each fragment was given to a particular tribe. With its influence, the various tribes grew and flourished in peace to do whatever Lemmings do. Now this would have been a beautiful happy ending, but as you know, that's not the way of the world...

The different tribes changed in their own ways over the years. As a result, there are Space Lemmings, Polar Lemmings, Shadow Lemmings, Highland Lemmings, Sports Lemmings, Beach Lemmings, Medieval Lemmings, Circus Lemmings, Egyptian Lemmings and Outdoor Lemmings. They all live quite

where you come in...

Lemmings are a lot more skilled these days (that's evolution for you). They can now perform around 40 actions and what with their eco-friendly, non-



Lemming fun in Medieval land

happily in their separate tribes until an ancient prophesy came to life from the past. You see, a long time ago the talisman predicted the coming of a Great Darkness (it's not exactly explained what this is, but it's probably very scary and



Up, up and away...



Each tribe has their own land

dangerous). Now it appears that this Great Darkness is descending on the island and the Lemmings tribes have to come together to escape it.

Even though the Lemmings aren't know for their awesome intelligence, they had thought ahead for this dark day and had developed a plan. 'Build a ship!', they thought. 'And use the talisman's mystical powers to vamoose!' Nice idea guys, but first they actually need to get to the ship. That, of course, is

violent, yoghurt-weaving attitude no one has to get blown to pieces. (Never mind, it's still fun!) If you need to stop a Lemming in mid track, don't block him, make him sing! The little green fluff-ball will groove away on the spot; and who could pass someone like that? Besides, it makes him a few dollars so everybody's happy.

And while Lemmings haven't quite evolved wings, they've certainly taken to the air. Ballooners and hang-gliders fill the skies over the island. Ballooners float about in the air currents of the new levels, holding on to their balloon and trusting your skill with the fan. The fan is a new gadget you can use, which lets the player control the wind and blow balloons about. It can also blow windsurfers and anything

Lemmings, eh? What can you do with them?

They're the most astoundingly stupid creatures that ever lived.

Turn your back for two minutes and they'll wander off a cliff or spontaneously explode or meet some other gory fate.

Hopeless, that's what they are. Thankfully, you stepped in, rescued the lot from their suicidal tendencies, and took them all to safety.

Job done, perhaps now we can all get some sleep...



LIVE PREVIEW Lemmings 2

else that's affected by wind.

You'll also find chains. (Stop sniggering you at the back, not those sort of chains.). You've got your run-of-the-mill iron chains a n d



...but not for long

chains made up of...Lemmings! A Lemming can add himself to a chain of Lemmings. The chain can be broken of course, scattering the little blighters all over the joint. The chains can even be affected by the fan! Just blow air to adjust the swing...

One of the most fun new skills is the archer who can shoot arrows. These stick into the ground or the walls or indeed anything that forms part of the background. The possibilities are extensive as Lemmings will of course interact with the background so that a well placed arrow could be used instead of a blocker. Balloons can be popped by arrows, but unfortunately Lemmings can't be harmed by them, so all the sadists will have to find some other kind of sport.

Whether it's chains or balloons bouncing about, arrows shooting all over the place or cannons

throwing Lemmings across the screen, all are affected by the laws of physics. The programmers have used all sorts of complex sums to simulate the real-life physical properties as the little Lemming bodies are hurled about the place. Impressive stuff, huh?

The scene is set with a cartoon-style sequence showing a Lemming village and an old Lemming telling his story and



The Circus tribe are a bunch of swingers

how the situation came to be. Further short sequences get played as a prize for guiding a tribe to the spaceship that's ready to take them, no doubt, to Lemmings 3.

What's more, there are evil Lemmings who's sole aim in life is make things difficult for their cousins. These bitter and twisted specimens do everything the can to hinder your good work. What rotters!

So, plenty of improvements have been made, but what's it actually like to play? Well, apparently it's just as playable as ever! There are a whole new set of actions to learn and the sheer variety of experiments you can

perform on Lemming folk looks like a hell of a lot of fun. Each of the tribes can be played at will, so you if you get stuck you can try another tribe and go back to it later. The levels are bigger than before and so to keep up with the action, the screen scrolls in all four directions when you reach the edge of the playing area.

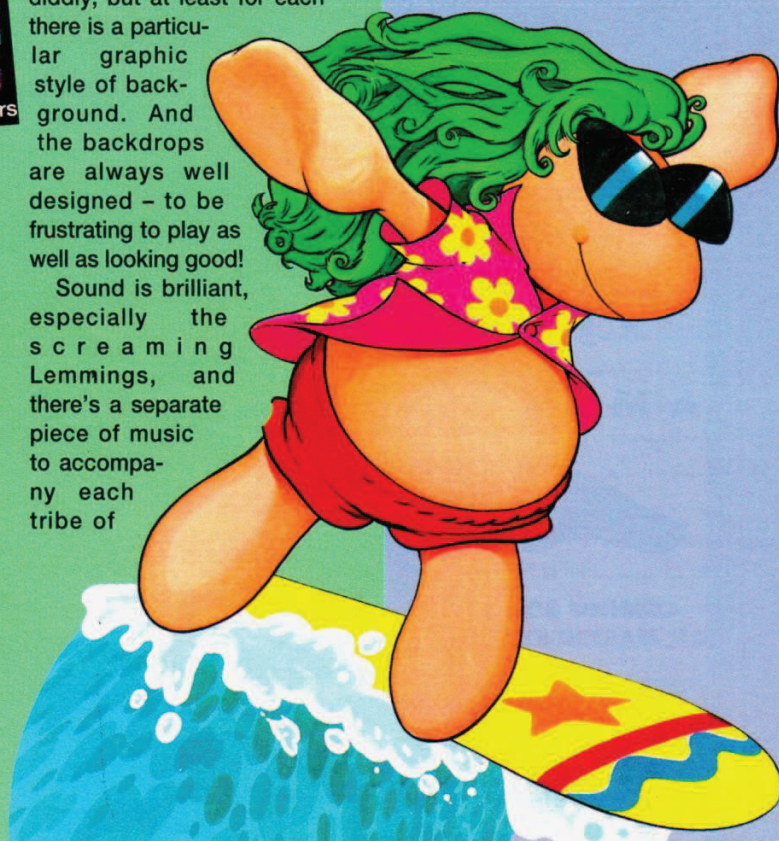
From what we've seen graphics haven't been improved noticeably - they're still the tiny little stick men... er, Lemmings. You can hardly notice the difference between the different tribes by looking at them, they're so diddly, but at least for each there is a particular graphic style of back-ground. And the backdrops are always well designed - to be frustrating to play as well as looking good!

Sound is brilliant, especially the screaming Lemmings, and there's a separate piece of music to accompany each tribe of

Lemmings as they go about their business. Top it off with plenty of sound effects and here's one game that's actually pleasing to the ear for a change.

So in other words, things are looking up for the next episode in the Lemmings series, so keep an eye out for number 2 which should be out in February. Lemmings is an undoubted computer games classic and Lemmings 2 looks like it could make for a more than worthy sequel.

**Stuart Clarke
& Adam Waring**



California Games II

At last! Here comes the sequel to the game with enough fun, sun, surf and sand to make the Beach Boys keel over. Yes folks California Games II is here for the Amiga and does a great job continuing the Epyx games series. The events depict the fun that native Californians subject themselves to in order to beat the heat (or prepare for a riot or two).

Anyway, I couldn't resist ringing the most bodacious dudes I know to see if they'd like to help out with the review, and well, they said OK, and here they are:

"Party on Wayne!"

"Party on Garth!"

"Woo hey, Nick wants us to help out with California Games II review. It does sound most exciting ... NOT!"

"Well, Wayne, the first event is Hang Gliding, you see the idea being you have to launch your hanglider, stay aloft, perform stunts, drop 5 water balloons on the targets, then land again."

"Woah Garth, that does sound most thrilling."

"Yes it is, and it has all the factors of normal hangliding, and a wide range of moves can be done. To gain score you have to complete such stunts as a 540 degree turn, swoop, stall and coops. These have to be completed in order to maximise score. Just watch out for those thermals! Woooooah!"

"Well, the next event is Jet surfing, in which you have to zoom around the course in the best time. There are a large range of surfjets to choose from as well as tracks - from tracks with tight curves to tracks with ramps to be jumped. Score is accumulated for time between the bouys and collecting bottles which give Ecology points."

"Outta sight! But what's the next event Wayne."

"Good call Garth. Game on. OK, next up is snowboarding. You have to surf down Mt. Epyx alive and as fast as you can and earn time in the Snowbowl section which is pretty easy ... Not! First you must take a quick helicopter ride to the top of Mt Epyx, and as you head down the slope, you have to swerve past many obstacles such as rocks or logs or big gaps in the mountain."

"Once at the snowbowl, it's time to do some tricks and other festivities, like, hand plants and kick turns then onto the last stretch of mountain to get back to base."

"Well, that's it from us everyone because we've got some Foxy Lady's to entertain ... and Garth try not to blow chunks this time."

Thanks heaps Wayne and Garth, but you didn't finish reviewing the game. I'll have to call forth my next awesome guests - Bill and Ted.

"Hey, it's time to help the most

gnarly dude Nick with this most excellent game review. OK Bill, it's time to hit the waves with a most way cool event."

"Yeah man, it's body boarding - well in this supremo event, you have to dive in the water from the pier and paddle out to the waves. Now it's time to shred the surf, by aching some barrel rolls, cut off the lip and some turns. Outta sight



on the wall and meet Mr Bogus himself - Death."

Thanks for the advice Bill and Ted. Check you later dudes! Yep, I'm back to finish up on this review. (You call this a review? - Ed)

Anyway, California Games II has some great graphics and small touches which enhance the games overall feeling. There are 6 tunes pumping throughout the game that sound distinctly Beach Party type sound.

Although the usual Epyx high standards are here, at times a couple of the events are just a little too tough to get the hang of, these being jetsurfing and hangliding. So although this game has been widely anticipated, it has a very nice overall feel but is just let down due to lack of variety in each sub game.

Nick Smith

Reviewed on Amiga

Graphics	86
Sound	82
Music.....	86
Playability.....	78
Lastability	85
Difficulty.....	87
Mental	86
Atmosphere.....	85
Value.....	85
Overall	85



A M I G A



**COMING SOON
ON MASTER SYSTEM**



I WAS LYING ON MY BED, DRINKING THE DRINK OF A NEW GENERATION, WHEN MY BUDDY MARS CALLED "HEADS UP!". WHAM! RIGHT IN THE KISS-ER. WOW! IT WAS A BRAND NEW AMIGA GAME RIPE FOR REVIEWING! AS I CAME TO MY SENSES, I CAUGHT A GLIMPSE OF THE COVER, AND THOUGHT; "NUCLEAR WARFARE! SOUNDS COOL!"

So, what's Ashes of Empire about? Well, basically you have been selected by the United Communities (i.e. the United Nations) to rid the provinces and republics of the Confederation of Syndicalist Republics, the CSR (sounds pretty communist to me actually) of ethnic unrest and economic mayhem, and bring democracy to those troubled lands. If you are unable to do this within a specific time limit which the computer gives you, the people of the CSR are all going to need a sunblock cream of factor 2,000+ for the nuclear fireworks display.

OK, getting started! The loading of the game on Amiga takes years, and I feel sorry for those who lack hard-drives on the Amiga (Not that I have one, feel sorry for me). Also, the time it takes to shift between the two main screens (i.e. map reference screen and the simulation screens) takes a tad too long and becomes frustrating at times. But it's not all bad news, as for the other information (assisting teams, your goals, converts, troops, things to utterly annihilate etc), Ashes of Empire is laid out in a way that its simple, clear cut, and readily accessible.

So off we go, ready to wipe out a few nasty dudes. You start off in a fighter, which is by the way the most useful of all the vehicles, because you can get around nice and fast without getting excessively shot at. It's pretty much up to you whether you want to go looking for trouble in the early stages of the game, but I would recommend against it. Start by going to the nearest

ASHES OF EMPIRE

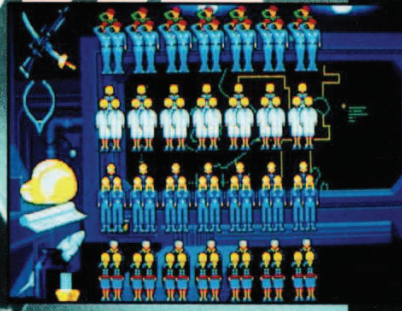


radar station to make some friends and get an idea of what you're up against. Believe me, my gung-ho attitude to getting the 'bad guys' changed when I saw how many of the little mongrels there are and that's in just one province!

Making friends in this game, and the contacts you accumulate, is very important, and not very difficult which gives the game its uniqueness. As for the music and sound effects, I know a bunch of preschool kids who could do better with a few old saucepans and spoons, so turn the sound down and put on a

tape.

But criticisms aside, this game has very unique ideas on how strategy games should be played. It's also by the bunch who programmed Midwinter (remember that one?), and that wasn't half bad. This one will tax the old grey matter quite a bit, as well providing some active fun. It is a massive game, and you have fully free movement over 9000 locations and 2.8 million miles (it says that on the box, I didn't count them personally). Ashes of Empire is a complex mix of adventure and strategy, perfect for all those players who enjoy the challenge of averting a



nuclear conflict (and maybe for those who enjoy starting one, as well).

JOHN HARLEY

Reviewed on: Amiga
Software by: Midnight
Distributed by: Ozisoft
Required: 1MB RAM

GRAPHICS	78
MUSIC	45
SOUND	30
DIFFICULTY	65
LASTABILITY	68
VALUE	70
PLAYABILITY	82
PRESENTATION	66
ATMOSPHERE	84
OVERALL	79

CRAZY CARS 3

Crazy Cars is back, and it's back with vengeance!!! Finally, Titus have pro-



as

there are a few oddities to get used to. Like the perspective view, which when you turn corners, doesn't stay right behind you, but a bit to the side so you see the side of your car. It's a nice novelty but it takes getting used to, as at first when the camera straightens up, you look like you are still turning. This leads to false correction, more turning, and finally, well you die...

On the main screen, it shows up all the races by stars, yellow for the races you can afford to enter, red for the ones you can't. If all the stars are red, you're dead. You can also choose the acceleration method (push up or fire), view the pro driver list, go to the garage to fix damage, go to the shop, or buy tickets to allow you to enter the divisional challenge, which you must complete to go up a division. You start in division four, and obviously have to get to division one. Each car has a class as well, ranging from 1 to 5, depending on the speed and amount of extra's on the car. Your car starts at class 2, while the rest start at 1.

During a race, you have to race 20 other people, with up to 3 other pro drivers in the race. Prize money is dependant on the entry fee, difficulty, weather and a few other things about the course. Also, depending on the amount of other pro drivers in the race and their skill, you all bet about who wins, and the winner takes the 'pot' of money.

When racing, the track is mainly straight, with hills and dips, with the usual corners here and there. You are supposed to be racing with along a particular freeway, and they have 'appropriate' scenery for where you are. All of the scenery on the sides of the road

can be 'bounced' off when you go off the road, but it really slows you down.

The cops are really ruthless as well as intelligent, so if you try and outrun them they come in two's and start smashing you around until you stop or are dead. With a bit of skill though, you should be able to keep detouring them, and all of the other cars on the track. It just takes a bit of practice, and luck...

In the shop, you can buy a multitude of things. Some of these are super tyres which help you to grip the road better, snow tyres, super brakes, 5 & 6 speed gear boxes for kits, night vision glasses, radar detector and jammer, and a turbo boost giving you 10 seconds of really fast driving. In the garage, you obviously fix your car. You get given the stats on how much damage your car has, and it's speed loss in a percentage. The funny thing is that for each 10 percent of damage, it only costs you \$100 to fix. Compare this to \$4000 for a radar detector, and you have a very stupid situation.

To really sum this game up, it is definitely worth the money, and kicks the butt of all of it's competitors. I'm sure that if Titus had worked on it for another 2 weeks they could have killed all of the bugs, and it would be totally brilliant...

So, basically if you like games like Lotus and Jaguar, you'll absolutely love Crazy Cars 3. Lucky for all of us number three is worth playing, not like the first two ...but as they say, third time lucky.

Drewe Zanki

Distributed by Mindscape	
Graphics	90%
Sound	65%
Playability	92%
Difficulty	80%
Presentation	93%
Lastability	85%
Value	85%
Atmosphere	85%
Overall	88%



Out in computer game land there are some big name companies whose products you can rely on for value and interest. Microprose is one of these companies, being responsible for such classics as M1 Tank Platoon, Railroad Tycoon and F-15 Strike Eagle II. Well at least up till now I thought you could trust them.

Mantis, produced by Microplay (a Microprose offshoot), has ruined some of that trust. Attractively packaged and arriving on no less than nine high density 3.5" disks, requiring at least 20 megabytes of hard disk space, Mantis promises much but delivers little.

Once through the Epic (a good game I believe) procedure of clearing out 20 Megabytes of space on the hard disk and twiddling thumbs whilst installing those 9 disks, it's onto the game. It starts with a dandy animated introduction combining graphics "grabbed" from the video with painted and rendered scenes. From this introduction you learn that good old Earth has been largely devastated by an alien threat and that you are now posted on the space station, Solbase, in Earth orbit as a fighter pilot. You are to fly the Mantis, an experimental fighter equipped with cannons and smart missiles against the persistent Sirian attacks.

On with the game ... Once you have selected a name for your pilot it is on to the mission briefing. At this briefing you are told whether you blow up everything you encounter or if you need to exercise some restraint, navigation details are provided also. After briefing, in the true flight simulator style, you can load weapon and launch. (A tip is to take all the weapons you can cram onto the craft as your guns are practically useless and those smart missiles hit every time).

Once launched you are at

duced an excellent quality game for the Crazy Cars series, which kicks the butt of the first two in series, as well as games like Lotus and Jaguar ...

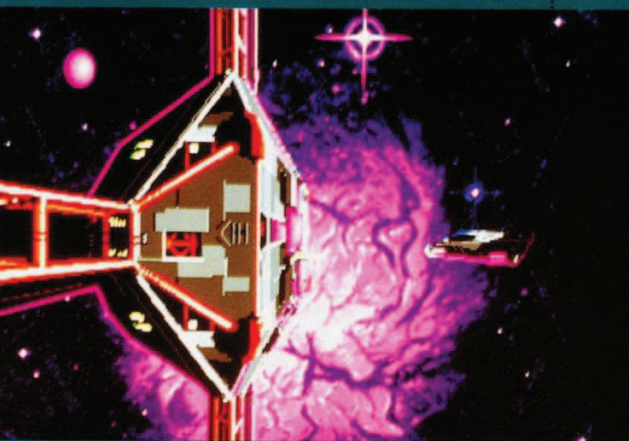
The game isn't total brilliance though ... Little things still need fixing before it really reaches perfection. Things like being able to drive through walls inside tunnels, the ability to turn the stupid tune off and maybe another tune in the otherwise excellent demo.

One really bad bug I have found though, which I feel I should point out, is that it is 'picky' on the system it runs on. On my Amiga 2000 with 1 meg



chip ram, it runs perfectly. On my Amiga 500, with half meg chip and half meg fast, it doesn't work with the fast installed, and without it (only half meg chip) it gives a guru after four races, championship or training. I found this a very annoying bug, which should have been fixed by Titus.

You load up, and after the demo, you are confronted with the choice - Championship or Training. Even aces of games like this should go for training



space with nothing to show your relative motion apart from some really annoying "Space Dust" (Actually bright red pixels that you fly into, out of or across).

As this is an obviously difficult method of flying to master, nine different Autopilots have been included to help you lock onto enemy ships.

Autopilot number 3 aims you directly at the target alien craft and will, given the



spacecraft does not make you feel that you are in the cockpit and those smart missiles destroy any challenge the game may have.

So while the game does have some

shining points, and others have really enjoyed it, I really don't feel that Mantis is up to the current standard of computer simulations.

Thom Hastings

the controls of your craft.

For those of you who have played that arcade classic "Asteroids" the controls will be familiar to you. As in a real space ship once you thrust in a direction you continue

chance, ram you head on into

to travel in that direction until you apply and equal but opposite thrust i.e. Turn around 180 degrees and apply your thruster.

This is an ideal and realistic manner of space flight, well that is until you've tried it. Just imagine it, you are on the tail of an alien craft and you realise you are gaining too fast to line up a good shot with your mass driver cannons. You quickly turn 180 degrees and apply your thrusters. Your closure rate is decreased. Turn back to

face the alien craft and let loose with your guns. Sounds pretty easy. Well, in Asteroids you had a top down view of your

craft flying in a flat wrap around field of play. In Mantis, you are in the cockpit flying in a 3 dimensional



with predictable results.

Once you have finished your mission you get to find out where all your hard disk space went. Between missions short animated interludes try desperately to make the game look like it was made in 1992. Unfortunately they don't help one bit. The creators of the game have combined poorly digitised animations of real actors with a bit of heavy handed paint brush work and extremely tacky dialogue.

On the technical side though it looks good with it's 256 colour graphics, digitised voices and support for all the various sound cards. The big loser is the game-play. The missions are just too easy, ranging from simple 3 minute missions to simpler 30 second missions. The handling of the

Graphics.....	79%
Sound	78%
Difficulty	62%
Lastability.....	65%
Playability.....	66%
Atmosphere.....	60%
Value.....	60%
Brain Strain.....	72%
Realism.....	68%
Overall.....	69%



A priceless vase is lost on a planet that doesn't exist! Only one man is experienced, skilled and foolish enough to retrieve it...Rex Nebular, interstellar adventurer and womaniser extraordinaire.

But has he met his match on Terra Androgena, a planet populated entirely by bizarre alien women? Rex must not only escape the subterranean women who intend using him for breeding purposes, but is forced to gamble his masculinity in the Gender Bender machine. Will he get off Terra Androgena alive...and with all his bits and pieces intact? It's up to you...

Rex Nebular is the first Animated Graphic Adventure for Microprose and as such, it bodes very well for the future. This game is a definite for adventure lovers of all persuasions. It's also an absolute must for anyone wishing to undergo a sex change. In most adventure games you get to change your clothes at the most, but as Rex Nebular care of The Cosmic Gender Bender you even get to change your equipment.

At first I was a bit hesitant to gallivant about the galaxy in a ship called "The Slippery Pig" looking for a vase on a "Mysterious Planet", I mean what sort of a woosey task is that. Though as you will discover this planet, with hungry purple things and big fat ugly women (if that's what they were) who are likely to jump on you and rip your head off just for pleasure, is certainly no South End.

The style is faintly reminiscent of a mixture of Free D.C., Monkey Island and Leisure Suit Larry, which funnily enough they send up in the game with "SAHARA off line 90% off "Polyester Suit Peter" being an

advertisement in the downtown software shop. This shop also sells the "Hottest Software" with such adventure games as "Gee-I-wish-I-really-knew-how-to-use-a-sword" and of course all the boring software such as word processors, spreadsheets, communications etc.

Microprose have taken successful ideas and interfaces from tried and true adventure games, adding to them with their own style to produce a very enjoyable game. One example of this is the usual Look, Take, Push etc. interface with inventory alongside. Microprose's own touch is to give a separate list of things to do to each inventory item, such as to cast or disassemble a fishing line. This gives you a chance to interact more with the game, an item not just having the one or obvious purpose. An opportunity for humour they couldn't pass up was to add silly tasks such as lick poison darts, or rub bomb.

The text window on the bottom of the screen can be set to be still or animated. Similarly with the inventory objects which rotate as 3-D objects when selected, however if a rotating burger with worms parading over it makes you feel you're in Food Plus you can also select the still option. These niceties are quite memory hungry so it's probably best to turn them off (easily

done while playing the game) after you've experienced them once. Low memory problems will cause the game to crash without warning and possibly without saving. It is quite easy to forget saving for long periods of time as this game has another feature which I particularly like, when you have had your torso torn from your body by a mine it is not necessary to go back and restore a saved game, as it automatically puts you back in the spot before the damn thing exploded.

You should have about 15 Meg (which is very compact when you consider the amount, complexity and smoothness of the graphics) available on your hard drive to install the nine high density disks. You should also note that it cannot be played from floppies. It requires a 286/16Mhz but a 386/20Mhz or better is recommended. It is possible to play the game with 575k minimum with DOS 4 and mouse driver loaded, although

extra memory lets you take advantage of all the features. Supports all the usual sound cards and those with digitised speech will thoroughly enjoy the introduction, you don't have to read a thing, just sit back and take it in.

A game that's full of customised features such as the mouse interface which can be set to Standard or Easy mode. Standard is for those sadists who like to give the old index finger a good work out, as you have to click and hold the button down to see what you can look and play with. Those with a bit more sense will choose the Easy mode where you just glide the mouse over the screen or at objects that look appealing. The graphics although very attractive and pleasing, tend to blend objects with the background in some screens, so Easy mode comes in handy. I mean really, who takes the hard way out?

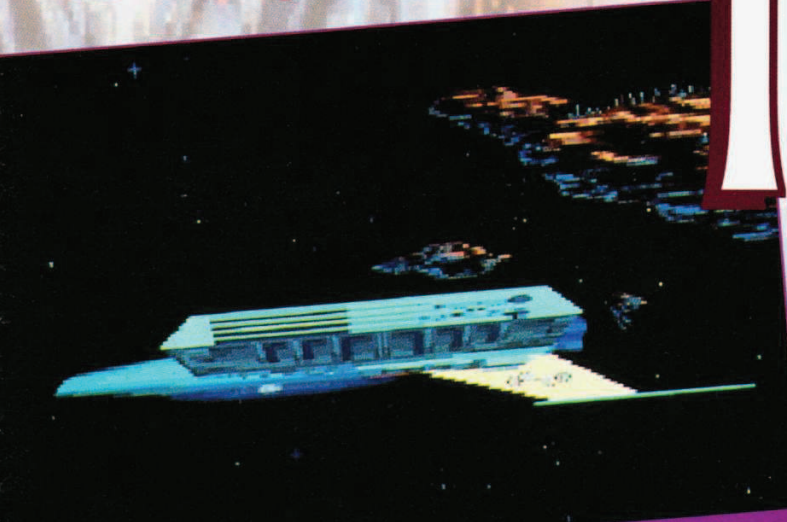
Screen fade is controllable to

Rex Nebular

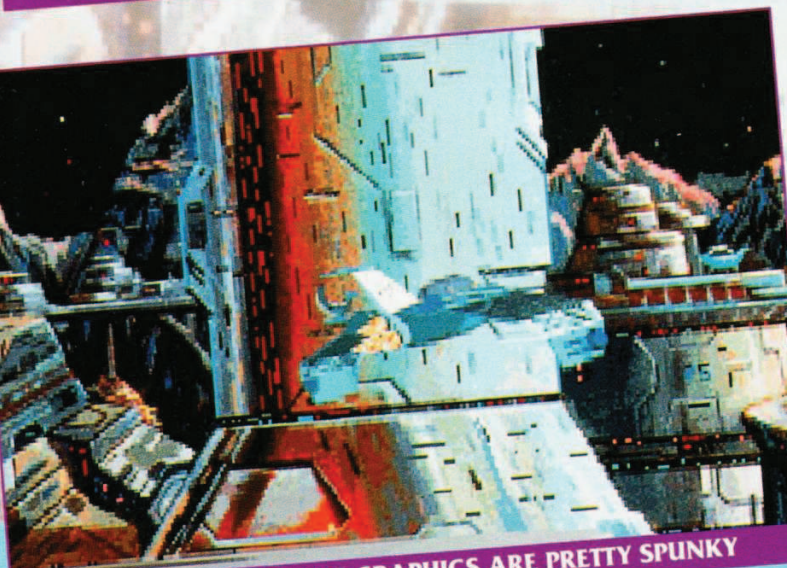


LOVE THE PINK FLUFFY DICE, REX!

bully



HIS BELOVED SPACECRAFT, "THE SLIPPERY PIG"



AS YOU CAN SEE, THE GRAPHICS ARE PRETTY SPUNKY

three effects: Smooth, Fast and Medium to suit your ever changing mood. Smooth for when you're in control and laid back, Fast when your short of temper and eager to get to the action and then medium for the best of both. The storyline itself can also be altered to either

"naughty" for an R rated version or "Nice" for PG. When installing the game you can lock it in Nice mode for those with kiddies but you will have to re-install to get the R rating. "Nice" basically leaves all the innuendo intact, but cuts the juicy bits before the chase.



REX ENJOYS LYING AROUND...IN ALL SORTS OF POSITIONS!

Then there are three ratings of difficulty, Novice, Advanced and Expert. For the beginner or even the expert, novice is a nice option. In easy mode the game runs along smoothly just enough to get you totally hooked into the heart of the game but still enough to try your wits. Easy



REX IS FOR "MATURE" PLAYERS



REX IS A GROSS SLOB

also stops you from making irreversible mistakes, the kind of mistakes which give other potentially great games only a short lived stay on your hard disk. Expert on the other hand includes more complex solutions to some puzzles and even presents you with obstacles that weren't present in easy mode. The best part about this feature is that you really get your moneys' worth out of the game, as you can use easy to complete the game and be satisfied or all three options to play the game again and again.

The graphics are certainly no disappointment, being a combination of hand digitized, 3D rendered and rotoscoped art. The landscapes are like paintings and the movement of the characters is smooth and

lifelike. Rex Nebular and The Cosmic Bender is an addictive and flexible adventure appealing to all experience levels and sexes.

As Rex points out, finding the planet was easy, but finding the vase and getting off the planet takes

more wit and guts than a woose would possess.

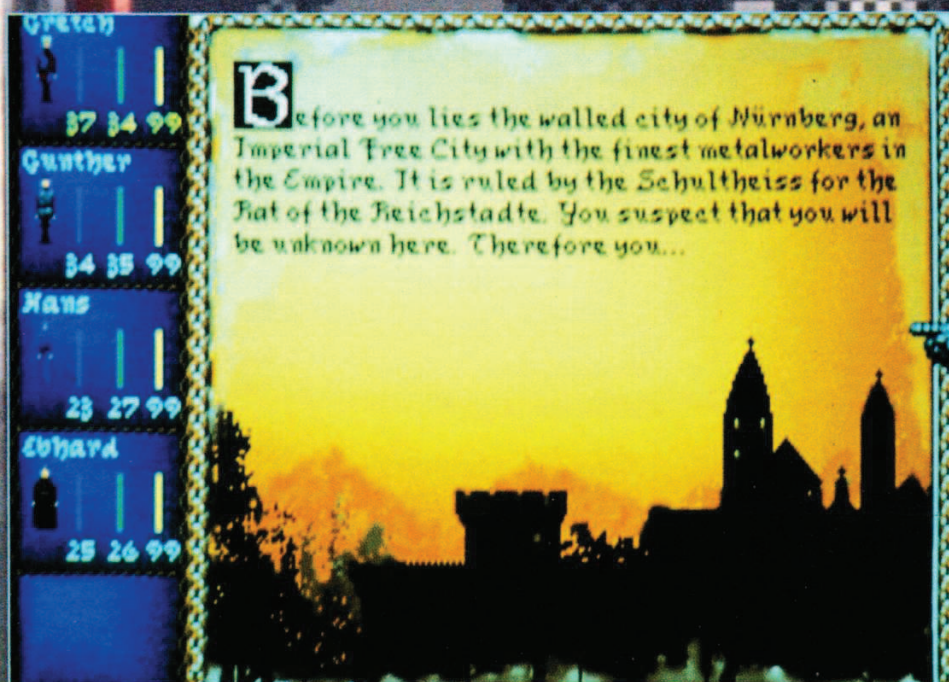
Well, that about sums it up, in true Rex Nebular style "I've got a date with a mattress". To believe it, I recommend you play it. And let's hope that Microprose keep the adventures rolling, because Rex Nebular is a fantastic first effort.

Lucia Brightman

Reviewed on PC
Distributed by Questor
R.R.P \$109.95

Graphics	95
Sound	93
Music	80
Playability	98
Difficulty	90
Mental	92
Presentation	95
Lastability	90
Atmosphere	89
Value	98
Overall	92

DARKLANDS



The packaging blurb on the Darklands box proclaims it as "the first realistic fantasy role-playing adventure for computers" and, despite being a slight contradiction, this is mainly true. Many aspects of Darklands show an understanding of what true role-playing is, namely the chance to create another person and live their fantasy life in any way you please, but there are also a few instances where things go horribly wrong.

Darklands sets you free to explore a very realistic medieval Germany



There are nearly 100 different cities to visit

The plot is, for all intents and purposes, non-existent. Darklands is set in 15th Century Germany which was a pretty dirty and dangerous place. You'll come across private wars between noblemen, religious scheming, demon-worshipping, theft and dragons amongst other things, but you (who controls between one and five characters) can wander around the country doing, well, just living basically and that's it. Oh, except for the fact that, for once, everyone else is living too...

FIRST THE GOOD NEWS

The novel method of character generation is excellent. No longer do you simply choose your class, race and name while the computer conjures some numbers out of the air which supposedly represent your abilities. Darklands contemptuously does away with all that and replaces it with a system so good and so straightforward it's surprising no one's done it before. Initially you select the sex, name and nickname of your character and determine the nature of their family background before moving onto their childhood.

Here you are allocated "x" amount of experience points to distribute between their six attributes (strength, charisma, perception, etc).

Once that's finished your character is now fifteen years old and needs an occupation to pursue. These range from a craftsman to a student to a vagabond to a courtier. With your character's working life now underway he begins to accumulate various skills depending on the nature of his employment. These skills include proficiency with numerous weapons (swords, axes, bows, maces and the like), religious training, speaking, healing and riding skills among many others and again you are given experience to distribute between them.

Your character is now ready to begin the adventure, but, if desired, the above process can be continued with decisions about future jobs and skills made at five year intervals. This sort of open-ended system keeps characters unique and also allows for some very strange results.

Other parts deserving of commendation are the nicely painted graphic stills used to illustrate your adventures when your party ventures inside a city, castle or village. They actually look like an "oil on canvas" and create an unusual yet appropriate atmosphere to the proceedings, and make a pleasant change compared to the small Ultima/Vengeance of Excalibur-type overhead map affairs seen when you're off traipsing around the country side.

Finally, the fact that there is no set plotline that you are forced to follow is quite appealing. This very non-linear approach allows you to take your time, relax and really become involved with the characters in your party rather than treating them as monster killing, treasure-hunting machines like other titles do.

BUT NOW THE BAD NEWS

The general hugeness of the game (nearly 100 towns to visit packed into 17.5 Mb of hard disk space!) has forced sacrifices to be made in the variety of the locations meaning that many of the cities look the same, hold the same buildings and use the same text and graphics descriptions. This is off-putting in a "been there, done that" kind of way so, despite the fact that you may never have set foot inside a certain city, you feel no real urge to explore inside each location because on the surface it appears the same as the last one.

This is excusable and can be coped with, but the bugs and minor overlooked details can drive you mad. For instance at one stage I had only one character in my party, yet the text was insisting that "we" did this or "all of you" did that (who's a bit picky - Ed). Then there's the problem of the graphic stills which aren't updated when the alterations to the location have been made (night and day excepting). And, from

the text again, when Osric said "If I can climb that wall anyone can", I could have screamed because Osric himself had been kidnapped by gargoyles some ten minutes earlier!

These seemingly minor problems are horrible when encountered, jolting your right back to reality with a painful slap to the face and ruining the flow of the game all too easily. The creation of atmosphere is arguably the most important factor in a computer game and things like this are pretty tough to swallow when the rest of the game is generally excellent.

Despite the few rough spots, Darklands is definitely a step forward in the right direction. The positives outweigh the negatives and it comes recommended for those who are sick of the same tired old D&D regurgitation that accounts for most RPG's released lately, and who desperately want something a bit different.

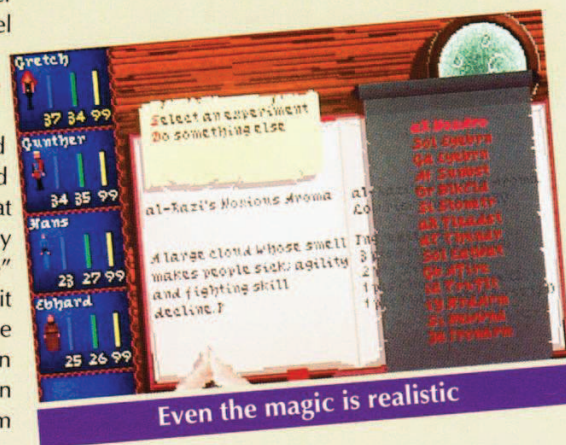
David Wildgoose



Graphics	84%
Sound	70%
Playability	81%
Lastability	91%
Atmosphere	76%
Difficulty	85%
Presentation	88%
Value	84%
Overall	84%



It gets a bit tense in places..



Even the magic is realistic

YOU HAVE ENTERED THE:



ADVENTURE ZONE

CHRISTMAS SPECIAL!

with Mario Moeller

Well, jingle me bells, if it isn't nearly Christmas. That festive time of year when shops galore are having their many sales and specials, that time of year when Adventure Zone goes crazy, crazy, crazy, and delivers our own Christmas Special.

For all those new readers out there, let me introduce myself: my name's Mario Moeller, and I'm a 19 year old University student. Major interests include listening to KLF (any other fans out there?), spending huge amounts of time on the phone, going out and having teenage fun (Oo-er, is that rude - Ed), and of course playing adventures.

If you're stuck in an adventure (ANY adventure at all!), then write in and ask! All sorts of letters are most welcome; be it a Christmas card, criticism, questions, solutions, or just a penpal type affair. The magic address is:

**ADVENTURE ZONE
38 GREENVALE DRIVE
GREENVALE VIC 3059**

Things you really must do when writing in:

***Include a LARGE self stamped addressed envelope if you expect some sort of personal reply. Uni students can't afford to pay for stamps which you would provide! (even though it's the festive season - one can only be too jolly).**

*** If you want me to send you a solution, then include a little money in stamps to cover my time and photocopying costs. Also, try and**

keep it to one solution a letter.

***Not send me any more Monkey Island II solutions.**

***Tell me what sort of computer you've got.**

**Electronic mail can be sent to:
moeller@mundil.c.s.mu.oz.au**

NEWS

Lucasarts will definitely be going ahead and producing Indy and the Fate of Atlantis for the Amiga; and also watch out for Maniac Mansion II: Day of the Tentacle.

Sierra is releasing a new series of games being produced by Dynamix called the "Riftwar Legacy", with the first title being called Betrayal at Krondor. You're thrust into a universe filled with elves, dwarves, wizards, and a dark brooding force that threatens them all. (thanks to Richard Gray.)

THERE'S A LETTER IN THE MAIL

Still more Sierra vs Lucas film material, this time from Nicholas Gauci who sent me his personal score. he ended up with 5-1 to Lucas film.

Gareth Forward warns "DO NOT BUY BUCK ROGERS BY S.S.I.", a game which made him want to vomit (but thankfully he was stopped in time). He swears never to buy another SSI game again, which is a real shame, because he won't get to play The Summoning, will he?

Geordie James thought the opening line for my Elvira II review was snappy, to the point, and funny, and a hell of a lot better than "here's a game we've all been waiting for..". (What a crawler - Ed)

TOP 5

1. Monkey Island II
Now out on Amiga as well. Make that Christmas a special one!

2. Lure of the Temptress
A game with more atmosphere than a zoo.

3. Indiana Jones and the Fate of Atlantis (PC)
A classic stocking-filler.

4. The Summoning (PC)
Role playing action to last you though the holidays.

5. Ultima Underworld (PC)
Still considered one of the best of its kind.

Andrew Harrison sent me a four page letter about how the game buyers shape the games to come - so start buying lots of copies of Monkey Island I or II!

Nutcase Steven Magarry sent me his high scores on ET's Rugby. Thanks, Steven.

SECRETS REVEALED

Eye of the Beholder II (PC)

Create a new party and set all the attributes to 12 and all the hit points to 20. Now start the adventure and save immediately in the first save slot. Now quit and find the file "eobdataO.sav". Use the DOS editor and find the characters OC OC OC OC OC OC OC OC

OC OC OC 14 OO 14, and change them to 32 32 32 32 32 32 32 32 FF OO FF. This magic bit of programming will give you party scores of 50 on all attributes and 255 hit points. (Jaïre Timmermann).

Ultima VII

At DOS type "ultima7 abcd" and then hold Alt and press 255 on the keypad (make sure num lock is on), and then press ENTER to start the game. The function keys are the cheats. (Donald Tong).

ALL OLDER SIERRA GAMES

Press ALT-D, and the version number should appear. If this works, then type TP and press enter. The computer will then prompt you for a number, and this will teleport you to that room number. (Gaven Henry).

MARTIAN MEMORANDUM

While stuck in the duct, hold down the [INS] key and press the "O" key and move in any direction. This will take you out of the duct.

WIN!!

Adventure Zone is a generous section of the magazine. Every issue, a free game is given out to one deserving PC owner, all just because they wrote in, and did a good job about it. And don't grovel either. This issue Donald Tong runs off with the goodies, and the Ed will be sending him some excellent new game when he gets around to it (I will, I promise - Ed).

THE Summoning



NOW HERE'S SOMETHING A LITTLE DIFFERENT. A SINGLE CHARACTER ROLE PLAYING GAME. CAN YOU REMEMBER THE LAST TIME YOU PLAYED A SINGLE CHARACTER RPG? A GAME LIKE THIS CERTAINLY HAS THAT AIR OF 'DIFFERENCE' AROUND IT.

The Summoning is, gameplay wise, your usual RPG; although it has a freshness about it, as it has dug up an old fashioned RPG style - the overhead 3D map system. Old Commodore 64 freaks will remember games such as the Gateway to Apshai trilogy (this was only 2D, but presented very similar concepts), while 16bit enthusiasts can compare this one to Hero's Quest, reviewed a few issues back. It's quite an interesting system, and, if programmed correctly (as in this case), can reward the gamer with quality playing time.

As for the plot - never mind! Plots are for sissies. What's more important is the distribution of treasure,

weapons, keys and other RPG paraphernalia one would expect to find in their average dungeon. The Summoning's got all the right stuff to explore and uncover. What's of a bonus is the auto mapping, and interesting icon interface, and the typical rugged SSI manual.

There's plenty to see and do in this one, and enough levels to last you way through the summer.

Playability	80
Brain Strain	70
Graphics	76
Lastability	85
Value	75
Overall.....	74

Reviewed on: PC
Software by: S.S.I.
Distributor: Electronic Arts
r.r.p.: \$69.95
Minimum requirement:
286, VGA, 640K
Strongly recommended:
Sound card.
Packaged with either 3.5" HD or
5.25" HD disks.

AMIGA UPDATE

Playability	95
Brain Strain	85
Graphics	85
Lastability	75
Value	90
Overall.....	90

You can't live off your past glories forever.

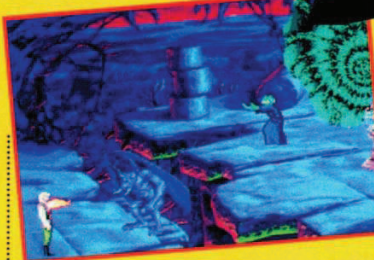
Tell me about this Largo guy. About the pirate biz? Any idea where I could hire a ship? Well, I'll see you salty dogs later.



Quest
FOR
Glory

ello, hello, and
what's this? Is this

You can play QFGIII without having played its predecessors, but it's probably better if you have. Characters can be imported from QFGI or II, or you can choose to start anew with a fighter, magic user or thief. The game will change depending on your character type. For example, as a magic user or thief you could almost go right through the game without getting involved in combat, relying mostly on



The game also suffers a bit on playability, especially with the new "sophisticated" combat sys-

Playability	64
Brain Strain	65
Graphics	84
Lastability	64
Value	70
Overall	69

Reviewed on: PC
Software by: Sierra, Inc.
Distributor: Ozisoft
r.r.p.: \$89.95
Minimum requirement: 286,
VGA, 1 meg RAM
Strongly recommend: Sound
card, mouse



HINTS

POLICE QUEST II

Amiga/IBM

If you can't find the passwords for the computer, look on the Captains' desk type "Get papers" they will tell you passwords for the computer.

Michael Thompson, Sydney NSW



DIEHARD

IBM

Down at the bottom corner of the screen there is a little thing showing you how much life you have left. If you don't want to lose any life press capslock and then leave it like that. But if you press it again you will start to lose life again.

Jamie Moore
ACT

CHAMPIONS OF KRYNN

Amiga

Here is a handy tip on getting your characters loaded with steel pieces. Firstly, create a character you plan on keeping for the game. Then make another character (any) and when you're rolling their statistics, keep re-rolling until it has the most steel pieces. Then go to "trade" and trade all of their money onto your character that you

are keeping. Then drop the other character and start another one. You can keep on doing this until all of your party has thousands of steel pieces. also, use the "modify character" command to pump up your characters hit points and heaps of other stuff.

Toby Neal, NSW

LEISURE SUIT LARRY

IBM

To get through the gold doors on the top floor of the casino, you must marry Fawn then go to the fourth floor of the casino and enter. Turn on the radio and listen to the wine ad. Record the phone number. Fawn will ask for some wine. Leave the casino and go to the Quickie Mart. Use the phone outside the store and call the number. Ask for wine. Send it to the hotel suite. Hang up and enter the Quickie Mart. Go to the rear wall and get a jug of cheap wine. Buy wine and exit. Wait for drunk to walk by. Answer no to money and when he asks for wine give the cheap wine. He will give you a knife. Go back to the hotel and enter the door on the fourth floor. Talk to Fawn then F#\$@ Fawn. After scene ends use knife to cut rope. Get rope and go to Lefty's. Enter Lefty's and go to the door on the right. Knock then say



"K e n sent me". Go upstairs and open the window. Climb out and walk left until you fall into the bin. Get the hammer. Get out of the bin then walk back upstairs. Walk to the right end and tie rope to rail. Tie rope to body. Climb over rail. Smash the window with the ham-



mer then get the pills inside. Go to the top floor of the casino, and save the game. Eat the pills. Restore the saved game and give the pills to the girl. When she leaves, walk around behind her desk and push the button. Save the game again and enter the golden doors.

Brent Hollet, Ipswich QLD

JONES IN THE FAST LANE

IBM

When starting out, try to get a job at Black's Market because you can buy one weeks food cheaper than fries at Monolith Burgers, and you can work longer before going to the bank.

Brent Hollett, Ipswich QLD

SUPER CASTLEVANIA 4

Super Nintendo

Just before you encounter Dracula you must first climb a flight of stairs. Do not climb them! Walk as far out on the ledge as you can. Jump off holding down the left on the joypad.

You should land on an invisible platform. Walk as far left as possible. The screen will flash, enough meat will fall from the sky to replenish your life, followed by 99 hearts, two whips, a boomerang, two times your special weapon and three times your special weapon. To get back up hold down up and right and you will walk up invisible stairs. When at the top jump back on to the ledge. To help kill Dracula try keep three boomerangs flying around.

Jarrod Trevathan, Townsville QLD

SPACE HARRIER

Game Gear

Passwords

Stage 2 : Cochine EAGF

Stage 3: Lindum CHFA

Stage 5: Harm DGBC

Stage 6: Bes HBGA

HUDSON HAWK

Amiga

For infinite lives pause game and type SANTYCLAUSISCOMINGTOTOWN (No spaces) Or SCIENCEFICTION (no spaces)

& TIPS

then press DEL key to skip levels.
Shane Cconway, Bolton Pt NSW

GODS

Amiga
For endless life enter password as SORCERY

FINAL BLOW

Amiga
To absolutely kick ass press F10 six times

POPULOUS

Amiga
Fill the landscape with the maximum of 200 people to force one of the three hidden monsters to appear.

Rainbow Islands
Amiga
Here are some juicy codes:
BLRBJSBJ (permanent fast shoes)
RJSBJSBR (permanent double rainbow)
SSSLRRS (permanent fast rainbows)
LBSJRLJL (book of continues)
RRLLBBS (all food becomes money bags)

WOLFENSTEIN 3D

IBM
When you are playing Wolfenstein 3D you might be running low on ammo, health or you can't find those two keys. While all you have to do is press LIM at the same time. You will then get 99 ammo, 100% health and both keys. The only problem is that you lose some of your high score.

Matthew Bordignon, Melbourne VIC

HOOK

Amiga
The solution
Part 2

Use Washing line pole on pulley system. Look at shiny clam and get the conch shell. Use shiney clam. Go to lost boys tree, the quick way is U,R,U,L,U,R. Go to lost Lost boys workshop, take suction arrow. Go to jogging area, use exercise bike and weights 5 times each. Go to four seasons. Pick up the flower. Go to chicken. Use conch shell, take eggs. Go to the avenger, take fishing net. Look at fishing net and get string. Go to

workshop and give eggs to get elastic. Go to Round Pond, give tinkerbelle the flower and get thimble of pixie dust. Take strong branch. Go to slingshot. Use elastic with broken elastic. Go to top of cliffside and jump off by using cliff edge. Jump off 3 times then use slingshot. Ask thudbutt about his happy thoughts and receive tootles marbles. Go to workshop use strong branch and string together to make a bow. Use bow at pan pipes. Take Pan pipes. Go to dining area. Say to Rufid "Oh, Rufid", and make lots of food for the lost boys. Go to round pond to get across pond. Once on the other side of the water look at everything then talk to tinkerbelle, to get your memory back! And your happy thoughts.

Part 3 - The Fight

The following sentences are used to defeat Hook :
PETER PAN THE AVENGER
GOOD FORM JAMES
TICK TOCK TICK TOCK, HOOK'S AFRAID OF A DEAD OLD CROC.
YOU KIDNAPPED MY KIDS, YOU DESERVE TO DIE JAMES COOK.
PUT UP YOUR SWORDS, IT'S HOOK OR ME THIS TIME.
PETER PAN THE AVENGER.
THE END

REVENGE OF DRAGON

For level select press down, start, and up to choose a level.
Chris Carragher

KINGS QUEST III

IBM
To defeat the dragon you must use the invisibility ointment and then stand in front of the dragon and use the storm brew.
Brett Roberts, WA

SUPER WRESTLEMANIA

Super Nintendo
An easy way to win matches is to press x to grab your opponent then continuously press B to body slam him. Press X again to pick him off the ground, then B to bodyslam. You can do this again and again and

again....

Adam Pocock, Capalaba QLD



TEENAGE MUTANT NINJA TURTLES 4 - TURTLES IN TIME

Super Nintendo

To beat Shredder at the end of level 4, hit the foot soldiers once then move real close to them and press attack to send them flying toward the screen. It takes about 9 foot soldiers to kill him.

Also, beat the super Shredder in level 10 attack him from the side not front on.

Adam Pocock, Capalaba QLD

SUPER R-TYPE

Super Nintendo

On the title screen press Down, R, Right, Down, Right, Right, Down, Right, Down, Down. You should hear a tone. While playing press Start, R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, Right, then one of the following:-

- A - for anti-air laser
- B - for anti-land laser
- X - For reflecting laser
- Y - split laser
- R - Shotgun laser

Then either of:-

- A - for homing missile
- X - for land missile

You can do this any time in the game as many times as you like.

Adam Pocock, Capalaba QLD

THE HINTS

THE ADDAMS FAMILY

Amiga

Here are the passwords:

Level 1 - 12HIF
Level 2 - 229XV
Level 3 - GZYIC
Level 4 - BGG1K3
Level 5 - XG9K1
Level 6 - XL#KP
Tom Kakios
NSW



INTERNATIONAL KARATE

Amiga

Here are some hand little codes:

Space bar = pause + shows all the moves
P = Turns all the sound effects on in pause mode.

J = Changes the judge master.

T = Drops the fighters pants.

8 = changes the colour of the sun reflection.

S = Makes the fighters shadows darker or lighter.

B = Changes the insignia on the bonus stage.

F21 = 2 player game.

F6 - F10 + Changes the speed of the game.

F4 = Sound FX on/off

F3 = Music on/off.

Help = shows the current fighters belt colour.

Up and Down cursor = Scrolls the high scores.

Now here is a hint to actually help you with the game:

1. Get knocked down. 2. Press space bar. 3. Press fire. You should now be invincible for the rest of the round.

Toby Neal, Chatswood NSW

REVENGE OF SHINOBI

Mega Drive

To get infinite shurikens, go to the option screen and turn your shurikens to 0. Keep the cursor there for around 20 seconds and the two zero's will turn into an 8 sideways. You've now got infinite shurikens.

SPLATTERHOUSE 2

Mega Drive

Here are the passwords to the higher levels:

3rd level: IDO, GEM, IAL, LDL

4th level: ADE, XOE, ZOL, OME

5th level: EFH, VEI, RAG, ORD

6th level: ADE, NAI, WRA, LKA

7th level: EFH, XOE, IAL, LDL

8th level: EDK, VEI, IAL, LDL

Tim Lancaster, Oakford, W.A

KRUSTY'S FUN HOUSE



Mega Drive

This cheat will unlock all the doors. Simply type in SMAILLIW for the password, and hey presto! Now you can go into whichever room you wish.

TAZ-MANIA

Mega Drive

If you have two control pads, use this method to get a level select: On the title screen press A, B, C and Start on both controllers at the same time and you should hear a tone. Now start the game and when Taz appears on the first level press Start and C to pause the game. You should see a code number and a 1 underneath that. Push left or right to change levels (from 1 to 18).

For invincibility do the above, but instead of pressing C and Start when the game begins, press Start to pause it and then press B. When you unpaue Taz will be flashing, which means he is invincible.

LUCKY DIME CAPER

Game Gear

When you die and the continue screen appears, press Down and button one at the same time and you should start of the same level with unlimited lives!

THE SECRET OF MONKEY ISLAND II PC/ AMIGA THE SOLUTION - PART ONE

Part I - The Large Embargo Scabb Island

Walk to the right. A map of the island is displayed. Move the cursor around to check what places you can access.

Peninsula - Walk to boathouse. Talk to Captain Dread. He'll tell you to get rid of Largo before you can get off this island.

Swamp - Walk to coffin. Use coffin. Row to right until you reach a shack. Walk to the right and talk to voodoo lady, Mojo. Ask her about the voodoo doll. You'll get a voodoo shopping list from her. Pick up string.

The 4 items are from the dead, head, thread and body.

Item 1 - From the Dead

At the toll bridge, look at sign. Pick up sign, you'll get the shovel off it. Go to the cemetery. Locate Largo's ancestor grave.

& TIPS

Use shovel on grave. Get a bone.

Item 2 - From the body

Go to Wally's place. Walk to pile of papers. pick up piece of paper. Wait for him to put down the monocle. Pick up the monocle. Walk to hatch. Talk to bartender. When you mention Largo, Largo appears and spits something on the wall. Wait for him to leave. Use piece of paper to get spit off wall.

Item 3 - From the head

Walk to window beside hatch - outside. This will let you enter into the kitchen. Walk to table. Get knife. Walk to the Inn. Talk to innkeeper. Use knife on rope to release alligator. The innkeeper will run after alligator. Pick up cheese squiggles from bowl. Enter Largos room. Walk to plastic head. Get toupee.

Item 4 - From the Thread.

Walk to laundry shop. Walk to left, Pick up bucket. Go to swamp. Use bucket with swamp. You now have a bucket of mud. Go to Largos room. Close door behind you. Put the bucket of mud on the top of the door. Wait for Largo to come in. This will dirty Largos clothes. Follow him to the laundry. Listen to the conversation. Go back to Largos room. Close the door. Get the laundry ticket. Go to the laundry. Give the ticket to the old man to get Largos clothing.

Go to the swamp and talk to Mojo. Give her the four items. She'll give you a voodoo doll and some pins. Go to Largos room and use the pins on the doll. This will get Largo off the island.



Go to Peninsula. Give monocle to Captain Dread. You will also need 20 pieces of eight to charter his ship. Walk to laundry. Talk to pirates. Agree to buy wood polish. Buy wood polish from woodsmith. Walk to laundry. Use wood polish on peg leg. He will give you one piece of eight. Repeat this process. You will get a maximum of 19 pieces of eight - not enough - you need a job.

Go to beach and pick up stick. Walk to laundry. Open box. Use cheese on box. Use string on stick. Wait for rat to eat cheese. Pull string to catch rat. Open box. Get rat.

Go to kitchen. Put rat in pot. Walk to bar. Talk to bartender. Ask about stew.

He'll find the rat in the soup. As a result, the cook is fired and you get a new job. The bartender gives 420 pieces of eight in advance. Go to Captain Dread. Talk to Captain.

Part II - Four Map Pieces

Map piece No. 1 - Rapp Scallion The Cook

Pick up carrot chow. Read book about Big Whoops. Go to Booty Island. Enter antique shop. Buy well polished saw. Go to Scabb Island. Walk to laundry. use saw on peg leg. Go to woodsmith's place. Pick up hammer and nails. Go to Booty Island. Enter Stan's place. Talk to him. Ask him to show you used coffin. When he gets in close the coffin. He'll give you a hankie. Close the coffin. Use hammer and nails.

Get Crypt Key. Go to Scabb Island. Go to Cemetery. Use Crypt Key to open Crypt. Enter Crypt. You'll find many coffins. You'll need to know which one is Rapps coffin by the 'sayings' on the coffin. Go to Phatt Island. You will be captured and put in jail. Open mattress. Pick up stick. Use stick on bone. Give bone to dog. Get key.

Open jail door. Get envelopes. Open

envelopes. Walk to library. Get temporary card. Borrow book on 'Voodoo Receipts: The Joy of Hex'. Go to mansion. Open gate. Enter mansion. Talk to guard. Go upstairs. Use book to swap with book on Governor. Look at book. It contains all the pirates 'sayings'. Go to Scabb Island. Go to Cemetery. go to Crypt. Locate Rapps coffin. Open coffin. Pick up ash. Go to Mojo's place. Look at jar. Pick up 'Ash 2 Life' potion. Talk to Mojo. Give her ash and get potion in return. Go to Crypt. Use potion on Rapps ash. Talk to Rapp. Agree to check his hut and get key from him. Go to beach and open door to hut. Use the knob to turn off gas. Talk to Rapp again. He'll give you a map piece.

Map Piece No. 2 - Young Lindy The Cabin boy

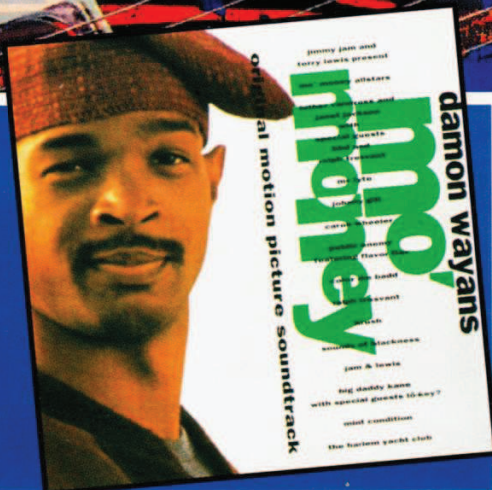
Go to Booty Island. Enter antique shop. Buy horn. Go to Captain Kate (lady with hat). Get leaflet. Go to spitting contest. Use horn. All the people will be distracted for a while. Pick up flags and shift them. Go to Scabb Island. Go to bar. Order drink and show library card. Buy blue and yellow drink. Mix drinks together. Now you have a green drink. Go to Booty Island. Go to spitting contest. Use straw with drink. Enter contest. Spit only when the womens scarf is flying (this indicates that its windy). This lets you win the contest. You get a plaque. Go to antique shop. Sell plaque for 6000 pieces of eight. Go to Phatt Island. Borrow book from library 'Disaster: Great shipwrecks of the century'. Read book and note down the location of the sunken Monkey. Go to Booty Island. Talk to Captain Kate. Charter ship. Look for treasure. Go to location from book. Dive for treasure. Pick up monkey head. Use anchor to go up. Go to antique shop. Give head piece to dealer. Get the map piece.

The excitement continues next issue...thanks to.. Victor Hourinno

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THE BASELINE

MEGAZONE BRINGS YOU THE HO



VARIOUS ARTISTS

Mo' Money (Phonogram)

This CD has been around for a while, but is worth a mention simply because of its excellent nature. Produced by groove-meisters Jimmy Jam and Terry Lewis (the team who produce Janet Jackson), this is a CD jam-packed with brilliant dance cuts. Janet Jackson's duet with golden-voiced soul singer Luther Vandross, on the fabulous up and vibey "The Best Things In Life Are Free" is ace (this remix, by the way, is superior to the single version). Public Enemy appear with the tough, in-er-face sounds of "Get Off My Back"; MC Lyte raps her through "Ice Cream Dream", and former Soul II Soul chanteuse Caron Wheeler trills "I Adore You" on a smooth summery track.

There are heaps more fab tracks: Jam and Lewis' oddball instrumental "The New Style", "Let's Get Together (So Groovy Now)" by Krush and a hard Living Colour-style track by The Harlem Yacht Club called "Brother Will" - to name just three more - and there are plenty of others. In fact, the only dud number is a ballad by US saps Colour Me Badd (puke). But all up, this is a most non-heinous CD!

9/10 ■

PRINCE

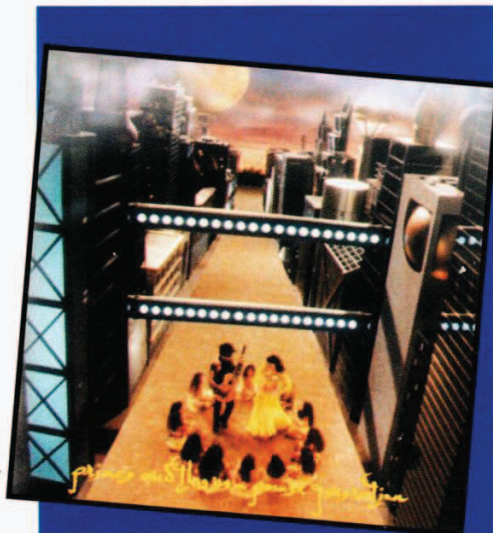
The "Love Symbol" Album (Warner)

Just thinking about Prince makes me feel like an underachiever. Hot on the heels of his hit LP "Diamonds and Pearls" and an extensive world tour, he has released a new LP that contains over an hour's worth of music - and he has probably already recorded the follow-up!

"My name is is Prince and I am funky, when it comes to funk I am a junkie" he squeals on the opening track of "The Love Symbol" LP (so-called because its title is a mixture of the male and female gender symbols). He then sets out to prove it by delivering a barrage of tracks, which include blistering hip hop jams, funky grooves, infectious pop, reggae and of course some soul-searing ballads. Delicate love songs like "Damn U" nestle amongst horny funk tunes like the single "Sexy M.F.", harder dance numbers such as "The Flow" and, in what must surely be a new direction for Prince, even if it fails to surprise, a lilting reggae number; "Blue Light".

Backed once again by the formidable New Power Generation, Prince has produced an LP of epic proportions, and the verdict is in: the man is a genius (a short one though - Ed). Anyone who thinks otherwise needs their hearing aid turned up!

9/10 ■



R.E.M.

Automatic For The People (Warner)

Oh man, here's an album to slash your wrists to! Or so it seems at first. REM's latest LP "Automatic For The People" opens with the exceedingly sombre "Drive", and continues with subdued introspective tracks like "Try Not To Breathe" and "Everybody Hurts". There are no jaunty pop numbers like "Shiny Happy People" from last year's "Out Of Time", but the overall sound has remained the same. Once again the band has used many acoustic instruments such as mandolin and accordion, creating a folky feel, but that's pretty much where the similarities end.

The band refused to tour after their last album, saying they needed a break from the rigours of the road. But if the prevailing mood of this album is any indication of their current dispositions, perhaps they should get out there immediately! When they're not blue on "Automatic For The People", they seem angry, as on "Ignoreland", a track on which Michael Stipe rants, and the guitars snarl. Despite its depressing atmosphere though, listening to this CD is an enjoyable experience, especially over time, when tracks like the delicate "Star Me A Kitten" (as usual, Michael Stipe's lyrics are completely unfathomable!), the quirky, "New Orleans Instrumental No. 1" and satisfying "Find The River" prove every bit as moving as last year's wonderful "Losing My Religion".

Oh, and the Ed says you have to buy this CD because they're his favourite band...so there!

8/10 ■

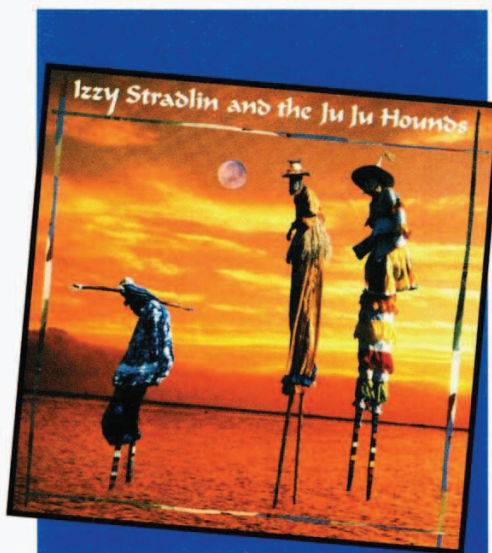
MADONNA Erotica - Madonna (Warner)

At last! Madonna's first 'real' LP since "Like A Prayer" ("I'm Breathless" being a sort of soundtrack and "The Immaculate Collection", a best of, don't count)! And, like just about every new thing, it's a bit of a surprise. There's no "Cherish", or "La Isla Bonita"; for "Erotica", Madonna has taken up where she left with "Vogue" and "Justify My Love", employing the two men behind those songs, Shep Pettibone and Andre Betts to help her out.

As you'd expect, "Erotica" contains some serious grooves. There are no whimsical numbers here, just a batch of deep dance tunes that pulsate every bit as sexily as the title suggests. There are 14 songs all up - one on which Maddy takes a back seat to a couple of male rappers and one which is a cover, her first since "Love Don't Live Here Anymore" on the "Like A Virgin" LP. (The song is the classic Peggy Lee tune "Fever" - a suitably sexy song for Madonna to warble, it is given a luscious French disco feel.)

The LP swings between thumping shake-your-booty numbers, and others that are more atmospheric. It's always difficult to tell how good a Madonna LP is at first: I've slagged songs of hers in the past only to fall in love with them at a later date. I'll hedge my bets by saying it's good, but not as brilliant as "Like A Prayer". Stand out tracks are the single, "Erotica", the killer dance floor track "Deeper and Deeper" and the slower, slightly poppier "Bad Girls".

8/10 ■



IZZY STRADLIN AND THE JU JU HOUNDS

Izzy Stradlin and the Ju Ju
Hounds (MCA/Geffen)

Izzy Stradlin is a happier man since leaving Guns N'Roses - and on his debut solo LP, it shows! It has a very relaxed feel about it - there is little angst here, and contains many numbers which are fairly rollicking. While with that world famous rock group, Izzy co-wrote many of their finest tunes, but Izzy Stradlin and the Ju Ju Hounds are much more than just GN'R minus Axl's screaming and Slash's axe-work. Instead, he has wisely chosen to go in a completely different direction. Although he proves he can still rock like a beast on this CD (the aptly titled "Bucket O' Trouble" for instance sounds like the Sex Pistols on acid), many of the songs amble along at a very comfortable pace.

Some have a tough sixties Stones sound, and Ron Wood duets with Izzy on a track making the band sound more like The Black Crowes than GN'R, while others have a strong country flavour, due in part to guitarist Rick Richards, formerly of The Georgia Satellites (remember "Keep Your Hands To Yourself"?), who plays some very fine slide guitar. After the pomposity of GN'R's "November Rain" and its overblown video, "Izzy Stradlin and the Ju Ju Hounds" plays like a breath of fresh air.

8/10 ■

EUPHORIA Total Euphoria (EMI)

It's great to see Australian dance music finally growing up. For years we've managed at best to produce second rate stuff, but with the Rockmelons latest album and, now, Euphoria, it looks like things are finally changing.

However "Total Euphoria" is far from perfect, despite its slickness, it lacks a certain sophistication, but it is fun, and ideal for bopping to. The CD opens with their three singles (barring an idiotic three second intro called "The Power"), leading me to wonder why I should bother listening to the rest of it, and if you've already heard those songs, then you already know pretty much how this CD sounds. There are a couple of ballads, but by and large, "Total Euphoria" contains boppy, bouncy dance tracks with suitably beefy bass sounds, and the occasional cheesy synthesizer. Andrew Klippel, who co-wrote all tracks, has a basic knowledge of what makes a 'good' pop tune and Keren Minshull's powerhouse vocals give an extra something to songs that could otherwise have been classified as ordinary.

6/10 ■



SIR MIX A LOT Mack Daddy (Phonogram)

From Seattle, home of a plethora of grungy, axe-wielding 'indie' bands, comes Sir Mix-A-Lot, a rapper who sounds, and looks, like one mean motherf***er. "Mack Daddy" opens with "One Time's Got No Case", a funky, slammin' number based around an old Stevie Wonder tune. The title track which follows is equally as impressive as is the single, a tribute to chicks with big butts, "Baby Got Back". Grinding bass lines are laced with brash brass and ticklish guitar licks, while Sir Mix-A-Lot's voice booms over the top. Fast, funky and furious, this is a CD packed with energy and wit.

7/10 ■

Video

REVIEW



BEETHOVEN

The members of the Newton family are people people. They are even fish people. Until Beethoven, 185 pounds of love, devotion, courage and drool, changed their lives and upholstery forever.

After escaping from the grips of an evil dog theft, Beethoven awakes to realise that he has found the home of his dreams. It is a very tidy house with a very tidy garden and open house. George begrudgingly agrees to keep the puppy until his real owners claim him, little did he know, as far as Beethoven was concerned the Newtons were his real family.

ALL I WANT FOR CHRISTMAS

Thirteen year old Ethan and his younger sister Hallie share a burning desire to have the O'Fallon family together for the holidays. These determined youngster's are intent on spending Christmas with their parents, Catherine and Michael who have recently finalised their divorce and Grandmother Lillian. Their plans are complicated by the arrival of smarmy businessman Tony Boer who is equally keen on marrying Mum! All the children's ingenuity and imagination might not be enough to get them what they want this Christmas. Starring Leslie Nielsen (Naked Gun, Flying High) as Santa.

RIDE - LIVE AT BRIXTON ACADEMY

According to many, Ride are the No.1 indie band in the world at the moment, and with two fantastic albums "Nowhere" and "Going Blank Again" behind them, it can't be too long before they gain mainstream commercial success. They've toured Australia twice already (the last time was in July this year), but if you missed them in concert, this live video is the next best thing to being there.

The young English bands is full of raw energy at this gig filmed at the famed Brixton Academy, and they showcase some of their favourites including the magical "Twisterella", "Leave Them All Behind", "Taste", "Dreams Burn Down", "Perfect Time", "Vapour Trail", "Nowhere" and "Unfamiliar". Fans will not need urging to get this video, but anyone else who's interested in new indie pop should definitely hop on this ride.

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THE LAWNMOWER MAN



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Pierce Brosnan is computer Scientist Dr. Lawrence Angela. A man with a vision of the future. Jeff Fahey is Jode Smith, a simple gardener whose brain capacity is increased

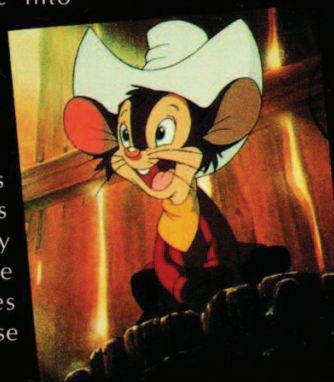
by 400% by the powers of Virtual Reality. His possibilities are infinite. His potential is terrifying.

Based on a short story by the master of horror Stephen King and featuring extraordinary computer generated special effects never seen before in a motion picture.

The Lawnmower Man is the ultimate futuristic thriller as the frightening forces of the human imagination and computer science collide to create a monstrous reality.

MEGAZONE HAS 2 COPIES OF LAWNMOWER MAN TO GIVE AWAY THANKS TO CIC VIDEO.

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THE LAWNMOWER MAN
COMP., MEGAZONE, LOCKED
BAG 7, ROSEBERY NSW 2018,
AND YOUR NAME WILL BE
ENTERED IN THE DRAW TO
WIN!!!**



AN AMERICAN TAIL - FIEVEL GOES WEST

Presented by Steve Spielberg, this delightful animated feature continues the Adventures of Fievel, the brave young mouse who captured the hearts and imagination of audiences in An American Tail.

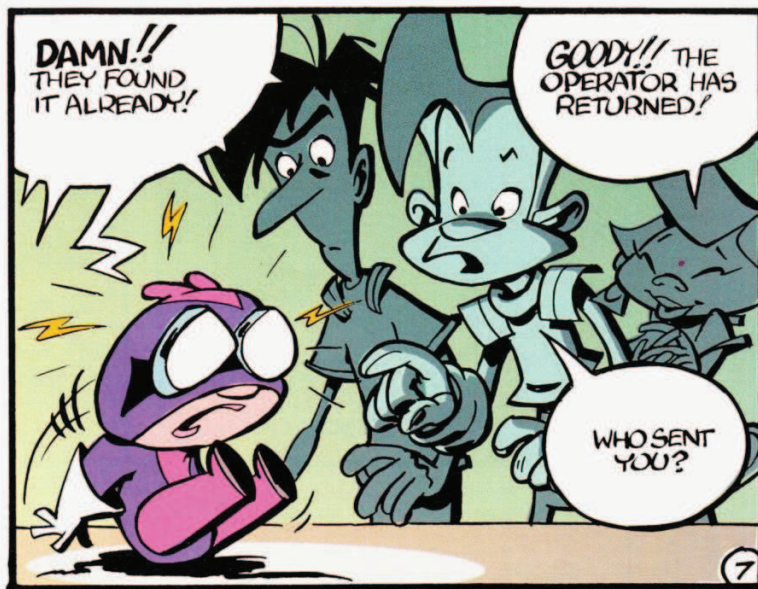
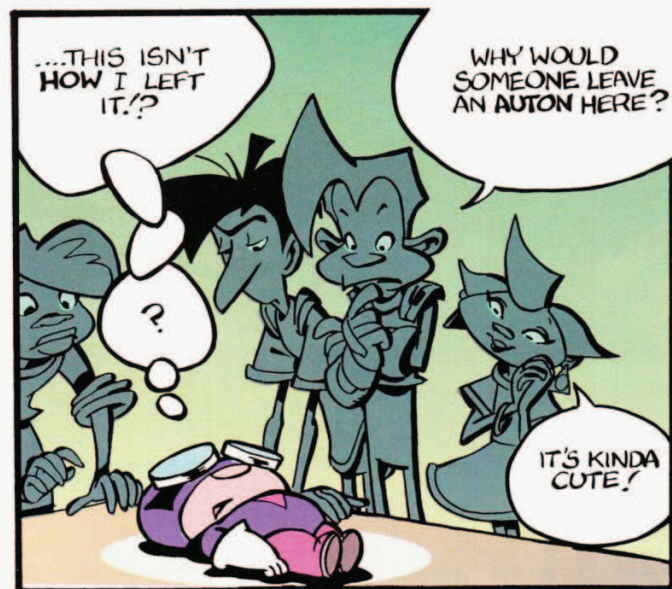
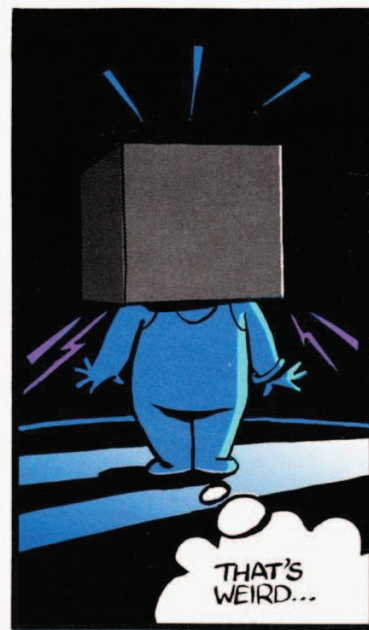
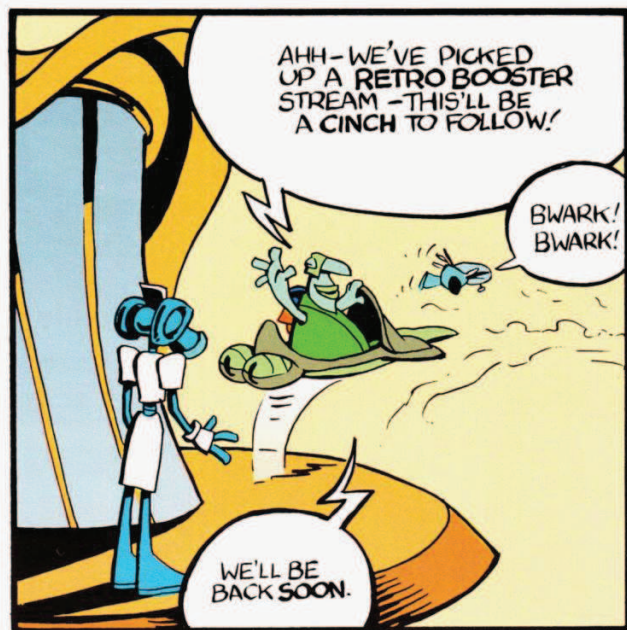
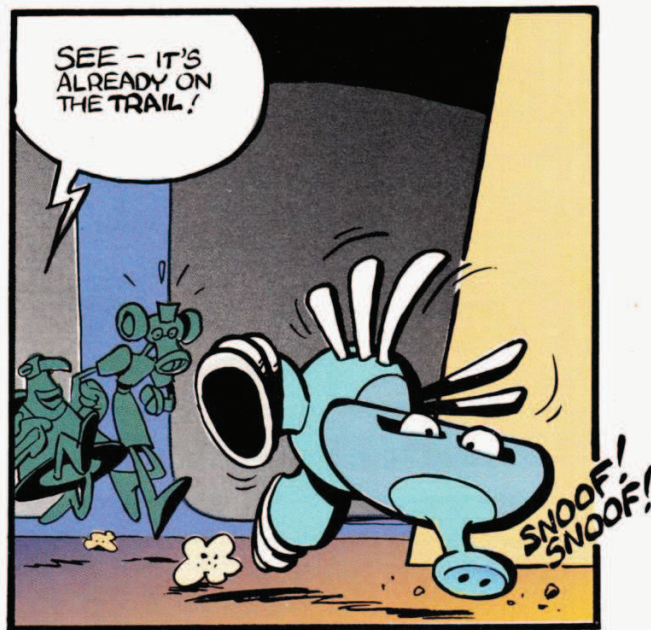
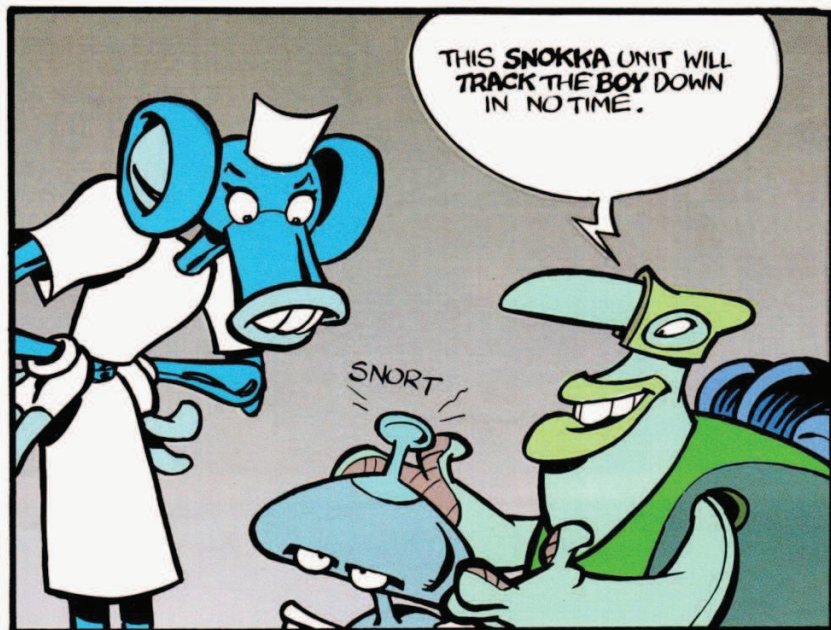
The Mousekewitz family discovers the streets of America are not all paved with cheese, and living in a mouse tenement does not offer the life they had hoped for. Fievel wants to become a tough lawdog like his hero Wylie Burp. Lured out west by the crafty entrepreneur cat R. Waul, Fievel discovers the evil gentleman's true plans are to turn all the mice into mouse burgers. Fievel soon teams up with tiger his cat friend and legendary Wylie Burp.

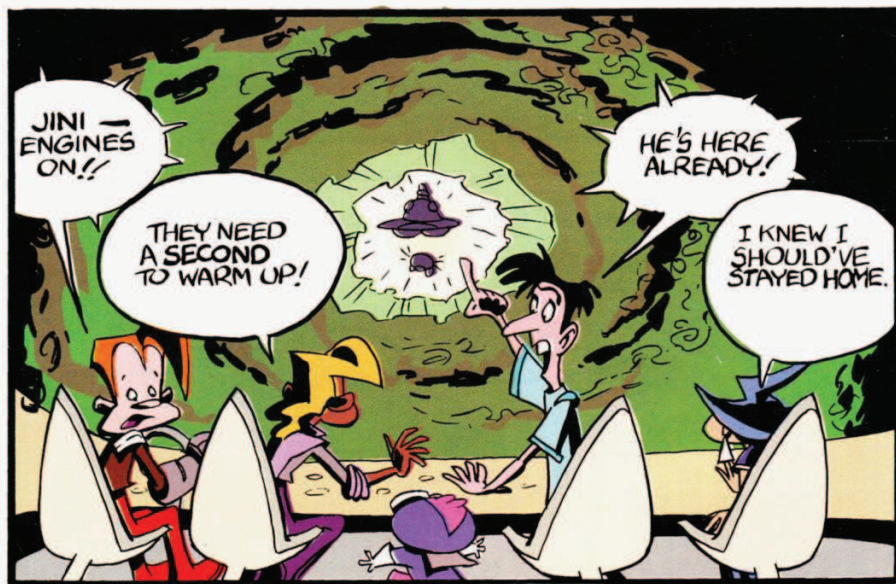
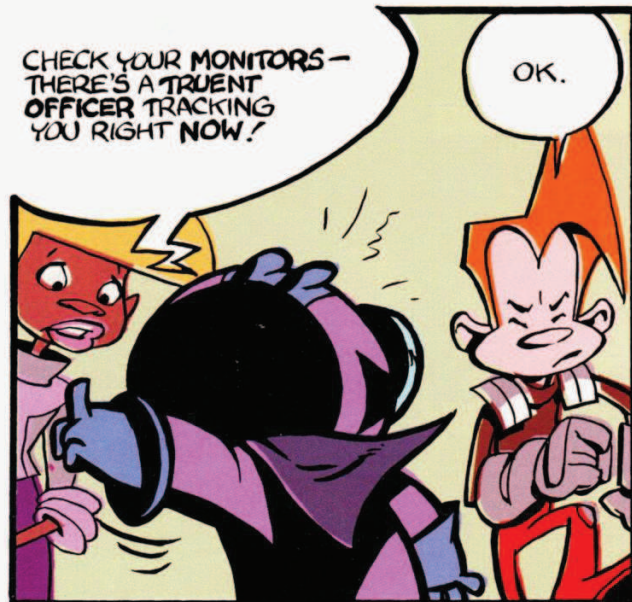
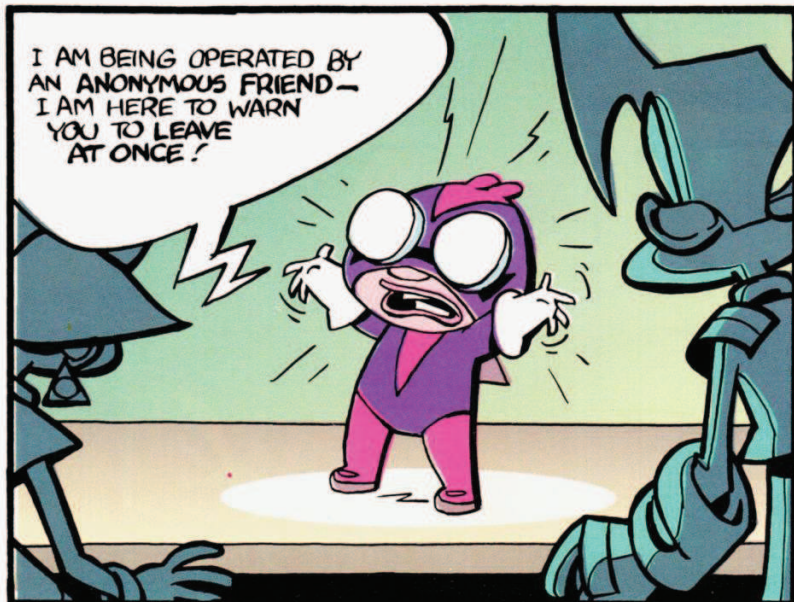
Thrills and laughs come together in this heartwarming family film featuring the voices of James Stewart, John Cleese and Dom Deluise.

REX VECTOR

BY FIL
BARLOW

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TO BE CONTINUED...

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