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FEBRUARY • MARCH

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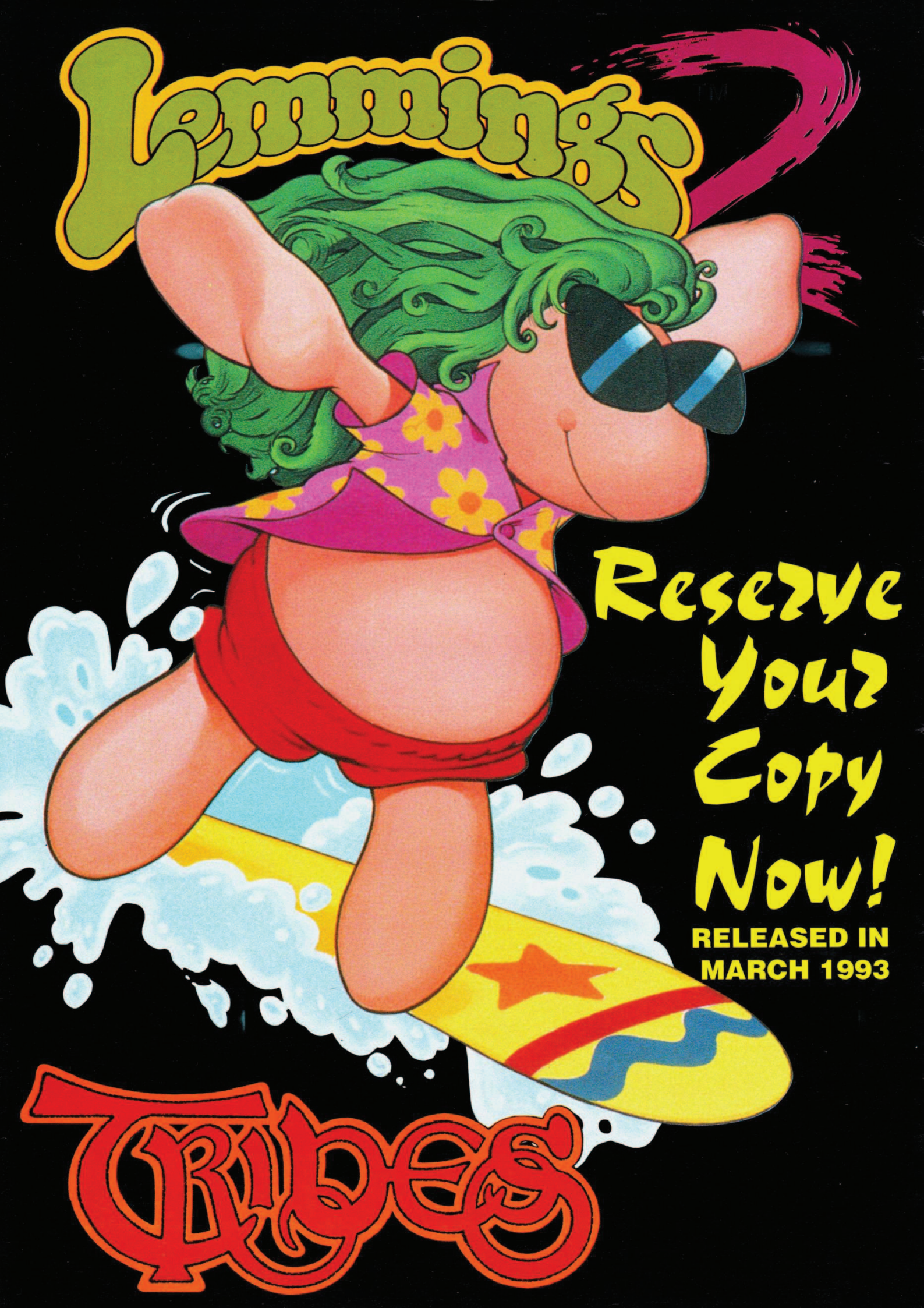
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Lemmings 2
Reserve Your Copy Now!
RELEASED IN MARCH 1993
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WELCOME TO IT MEGAHEADS!

OK, gamers of Australia, here it is! You've got Megazone and your crises are over. Now you'll know the hot games from the cruddy ones, the truth from the rumour and good jokes from the bad. Well, let's hope so anyway...

There's lots of big time stuff going down around here that I should fill you in on. This will be the last issue of Megazone that's this size. Next issue we're giving birth to an extra 30 pages or so. I ain't spinnin' no jive! The April issue will be a huge, hard and throbbing 96 pages worth, with more of everything for both the console crazies and the computer heads. There's also going to be more lifestyle content such as comics, movies, books, arcade games, music and much much more - So there!

But that's not all. We've read all the thousands of reader's survey that clogged up the office, and one thing was very clear - you wanted to read the mag more often. No more waiting weeks and weeks for your fix of gaming action - it'll be comin' at ya on the first of every month, so you really will keep up to date with the latest action from here and overseas.

Anyway this issue is packed full of all the latest games, and there are some pant-wettingly good ones, but I'll let you find them for yourself. Hang cool!

Stuart Clarke, Mega Ed

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The Mail Bag

Come along! Losers of the world unite.. start grovelling now and send your hopeless letters to: **Megazone Mail Bag, Locked Bag 7, Rosebery, NSW 2018**

WHAT A CRAWLER!

Dear Megazone,

I have just recently purchased my first ever issue of Megazone. I own an Amiga and this is the story of how I came to read your extremely informative magazine. About a week ago, I was sorting through the usual console magazines at my local newsagency and wondering whether there were any Australian magazines, as most of them were British.

So I started rummaging through all the other magazines until I came to Megazone, I thought if was another Pommie mag offering not much more than a couple of pages of reviews that were rubbish. Then my eyes were caught by the price of $3.95. Then I looked further to see the word Australian. HALLELUJAH. It was the cheapest mag on the stand and it was Australian. I decided to look through Megazone and see what it was like. It was then that I was opened up to a new world of quality reviews, news, competitions, hints and tips. Best of all Megazone was (and still is) in full colour.

I was also extremely surprised to see that there was a lot more Amiga reviews than I predicted. So Megazone caters for the computer owners as well as console owners, all in one great mag. Megazone also has the very best and latest news. For example; Sonic 2 has hardly been talked about in other mags, but in Megazone there was two full pages of news on this brilliant forthcoming title, not to mention the wonderful screenshots. Megazone has also given us every little detail about the Wondermega and Mega CD known to man! There was tons and tons I like to write about but I'm not sure this letter will fit on the Mailbag page. Before I go I would be grateful if you would answer some small questions for me. I know you will because you're such a great mag.

1. Have you guys heard anything about Sonic on Amiga. If so, when will it be released?

2. Is there any hot new beat 'em ups for the Amiga? If so, what are they?

P.S. Thanks for answering my questions!

Matthew Abra, Tamworth NSW

Well, what a letter! So many compliments I could have written it myself (to all those cynics out there, I didn't...honest). Do you want a free game or something.? Well, forget it, you're not getting one. But I will answer your questions. Sonic on the Amiga is a no go, so don't hang out for it - try Zool instead. And as for beat 'em ups why don't you try Street Fighter 2. Will that do? - Ed

WORD UP FROM GAMING LEGEND

Hi Megazone!

I have a few things to say to your readers, so if you'll permit me the space. Hey Megazone readers, stop all this "My machine is better than yours" crap. It's stupid and pointless. Why bother? Is it because you don't have the machine you love ragging? Is it because you're jealous of the other machines you don't or can't own? I remember when I owned a Commodore 64 I was insanely jealous of me. Ha Ha. So don't worry! Stop wasting time and play! Every machine has its good points, even the Atari 2600! (Best damn version of Missile Command on any machine).

Also a word to gamers who are sick of the lame service of your local game store - go somewhere else! Try the independent game stores, as they usually treat you with a lot more respect (when was the last time K-Mart or Mr Toys employees actually smiled at you?) Added bonus - Independent stores carry stuff that the official stores haven't heard of, like a PC Engine GT or Street Fighter II. The only drawback is the price - it's usually a damn sight dearer than the local toystore. So it's up to you to choose between service or price. I know which one I'll take.

To finish my letter I'm going to make a few quick comments about the magazine. It has a very good Editor (this is not sucking up, the last editor blowed badly). The reviews are slightly overrrated. The Adventure Zone is great and should be expanded. More competitions! Less 0055 lines. Stop sucking up to Sega and Ozisoft, though I understand that there is of course great pressure to do so. More SNES reviews. Stop blatantly copying out of other magazines. One final word - Monthly!

I hope I haven't bored you too much. Keep up the good work! Bye!

Cameron Davis
Video Game Legend
Loganholme QLD

Well, legend, you almost bored me, but you had a few decent things to say, especially about slagging off other machines. But, what do you mean about copying out of other mags - we used to a year ago, but now Megazone is totally produced in Australia, with everything written here. If something new turns up in an overseas mag, of course we're going to use it though, because most people don't buy the over-priced foreign rags but still want to keep up to date. Two final words about going monthly - We Are! - Ed

CD QUERIES

Dear slimy, mutated, squirmy sludge balls of the planet Megazone (and Ed),

In case you're wondering, I'm a boy with sorta orange hair and freckles. Now that we're friends let's get down to business. I'm sure you're familiar with IBM CD-Rom drives right ? And I'm also sure you know a bit about the Sega Cd-Rom, right? I hope you do because it'll make answering my questions a whole lot easier.

1. Is there any difference between the IBM CD-Rom and the Wondermega sound and graphic wise?

2. Which machine will have the most arcade beat 'em ups by next year?

3. Can you use Wondermega CD games on an IBM Cd-Rom?

4. If the answer for number three is no, will Sonic 2 (or any other Sega CD games) be converted to IBM CD-Rom games?

5. Do you have any information at all about Streetfighter II coming out on the Wondermega or the IBM CD-Rom?

6.Do you prefer the Wondermega or the IBM CD-Rom (and don't give me some crappy answer like, "It's up to you"), Why?

7. Is the Neo Geo the same or better than the Wondermega sound and graphics wise? Does it cost the same as a Wondermega?

8. (This is the last question) Is the Neo Geo home system as good as multi game Neo Geo arcade systems?

I'd really appreciate it if you told me the answers to these questions because I'm dying to know them.

Thanks

Josh Edge (alias ' The Dork Who Haunts The Arcades')
Pinjarra WA

P.S. I know it's a wild idea, but do you think there will be a joint production in the future by Sega and Nintendo where they make the game "Sonic Vs Mario" and release it on all Sega and Nintendo systems? I know it would sell by the millions worldwide.

Last question first - a Sega and Nintendo game collaboration is about as likely as a new softdrink made by Pepsi and Coca Cola. Nup, unless the general managers take lots of happy pills, a joint production is just what you said, a wild idea!

As for your other questions 1. The IBM CD drive is superior 2. The Wondermega, because it can use Mega Drive carts 3. No 4. I doubt it, at least not for a while. 5. It's coming out on Mega Drive and IBM floppy, and probably on disc as well 6. The Wondermega isn't released yet, so I don't know. The IBM is much better for educational products. 7. They have different capabilities. The Wondermega has better sound and storage space which means bigger games. 8. It's pretty darn good - Ed

GROVELLY SUGGESTIONS

Dear Megazone,

I have been reading your mag from issue 19 and it has improved rapidly. By why don't you put out an annual mag with heaps of double side posters and reviews of the 100 best games for the year, I reckon it would be mega.

Speaking of posters, could you

please make them double sided because I don't like taking them out because of the reviews on the other side. Also has there been any talk about coming out monthly or putting out trading pages because it would improve the mag heaps.

Thanks Guys

Matt Mckey

P.S. Ed is legend!!!

OK, your letter's in, you don't need to totally embarrass yourself by grovelling like that. An annual poster mag sounds like a good idea and we'll definitely think about it. And I agree about the double sided poster, and we'll see what we can do next issue, when we grow in size. As for monthly, you're in luck, because Megazone will not only be growing massively in size, but will be coming out every month from June. Hooray!

A FIGHTING TYPE OF GUY

Dear Megazone,

I am a proud owner of a Sega Mega Drive, I used to buy Sega Power and CVG but they cost over five dollars each, so now I find Megazone. An australian magazine just as good if not better; it costs half as much, has great reviews and because it's Australian I can enter the competitions.

Anyway, could you please answer a few questions of mine?

1. Is Streets of Rage a worthy game for fighting games type of guy (me)?

2. Is Final Fight going to find it's way to Mega Drive. If so, when will it be released?

3. Will you ever put a drawing corner into your magazine?

Sega later

James Petrou

Bringelly NSW

OK James, you big fighting type of guy. 1. Yes, Streets of Rage is a most worthy game, but Streets of Rage 2 is even worthier. 2. Final Fight is being released on the Mega CD sometime later this year. 3. I think that a reader's art bit is a very good idea so watch out over the next few months - Ed

IT"S THE 90210 VIDEO GAME!

Dear Megazone,

Cowabunga dudes!!! I'd like to hype your most mondo mega mag that leaves those other bogus rags for dead. And like your ed is just the coolest, most radical dude on the planet. Furthermore totally tubular, and awesome man. Arrragghh arrghh arr arr hugg puff hug. Now I've got all that stupid dorky turtle surfie Simpson speak out of my system I can continue.

I bring news of the hottest computer game licence of all time. Forget Lemmings meets Super Monaco Grand Prix or a Mario/Sonic team up, Nintendo brings you Beverly Hills 90210 the computer game.

It has massive "..well, sorry I forgot." "Donna honestly sometimes you're so dumb." "Am not!" meg of memory.

It features many exciting levels including the Walsh residence, the school, the mall, the Peach Pit, the Peach Pit, the Peach Pit...

Check out the gangs' cool special attacks! Dylans' forehead wrinkle (BIFF), Brendas' lip pucker (POW), Brandons' plantiff eyebrown crinkle (SQUEAK), but the most powerful of all is Kellys' who dumps the total amount of cosmetics used in the making of one episode on her adversaries (BOWOOOSCHRASHH).

Play the special bonus round where you control Brandon as he attempt to run away from an assortment of beautiful women.

Don't just watch and dream about the 90210 crew (zzz .... Kelly Ohh Kelly mmm ohh Donna your good too and Brenda yes. Brenda, yes. Hey, Dylan, Brandon - what the heck are you two doing here, this is my dream!)

The game also incorporates an involving RPG element. Take control as they deal with the tough issues confronting modern youth. eg. God help me!! What the hell am I going to do?!! I don't know what to wear. should I go with the red or the blue PJ's. Where's my therapist?!!

Be Brandon (a real nice guy and all round w——r). Be Dylan (a guy with the mentality of a cool ameoba). Be Brenda (Kelly!). Be Kelly (Donna!). Be Donna (What, oh sorry). And don't forget Steve, Andrea and David (oops). Play Beverly Hills 90210 the computer game from Nintendo.

This ends my super sneak preview of this fabuloso (damn geek speak again) new game coming soon to an alternate universe near you.

Yours with really meaningful sincerity,

Flash the Echnica

Sonic the Hedgehogs' Australian love child, Brisbane

Hey, Flash, like, you are so totally cool man to get a scoop like this. I can't wait to play the game.. But what's Donna's special attack though. I think it should go something like "my Dad is the producer so if you say I can't act you'll never work in this town again" (SCREEEEEEEECH). Anyhow, have you told Smash Hits about this game. They'll love it so much they'll put Brandon on the cover...again. Oh by the way, are you really Sonic's love child, because you could probably earn alot of money from a paternity suit. Get in contact with me and I'll sell the story to Hinch for some huge sum - Ed

WICKED MAG SUGGESTIONS

Dear Mega-Ed,

Firstly, I would like to congratulate you on your wicked mag. I have been reading it for about 2 and a half years now (from your Elvira issue) and I can only say that it is getting better all the time. Secondly, I would like to say how cool it is that you have made the switch from reviewing programs only on Amiga, to reviewing an equal number of programs on IBM as well. However, I do have one or two ways you could make your excellent mag even better.

1. The "Mail Bag" is an awesome addition to the mag, but I feel that you need to offer a software prize to the best letter of each issue (starting with me).

2. I am also getting worried with the increasing number of console reviews in your mag. As a IBM owner, it is becoming a scary fact that most computer mags are reviewing a lot more console games instead of computer games. I used to read CVG, but buying a mag for $5.50 that only gave me two or three computer reviews was a waste of time and money.

3. Something that really pisses me off is the fact that you hardly ever do reviews on sports games. How about a review on Hardball 3 and when it comes out, Kick Off 3 or The Manager?

4. Finally, I can't stand how you rave on about E.T.'s Rugby League when you haven't even done a full review on it. Please, for my sake and your other readers, review it as soon as possible. Oh well, I got that off my chest.

Bryce Welch (Your biggest fan)

Ocean Reef WA

P.S. This is my second letter to you so you better print it, or I'll torture you by making you sit down and play an ATARI 7800 (a fate worse than death).

P.S.S. I would like to thank you for the free demo offers (don't be like other crap mags and make us buy them with the mag). Well done and keep up the most excellent work. Does this letter deserve a software prize or what? (I have an IBM)

P.S.S.S. One last thing, what's the best soccer games available on the PC?

Thanks for the suggestions Bryce, but if you think you're getting a prize for this letter you've got another thing coming. It is a nice thought though, so keep believing in it and it might happen. As for the increase in console reviews, it's because more and more people are buying consoles. When we get bigger next issue, there'll be more reviews on computer and console games, as well as more sports games. It's a bit late to review ET's Rugby League now, but we did a comprehensive double page article on it in the June/July issue. As for my favourite soccer game, I think it would have to be Sensible Soccer - Ed

CONTROVERSIAL QUESTIONS

Dear Megazone Dudes,

Your magazine has to be the best by a miles. Could you answer the questions I have:

1. How long will it be till the first 32-bit console comes out and how much will it be?

2. I am thinking about getting a Sega Game Gear. Could you please tell me which three games are the best on the Gear?

3. Will Streets of Rage II ever be appearing on the Game Gear, and if so when?

4. I am about to ask you a very controversial question. Which is better the Lynx or the Game Gear and why?

So please answer my questions because I so dearly want the answers. Keep up the good work.

Andrew Toniolo VIC

You'll get gravel rash on your tongue from sucking up so much, but I thought I answer your questions anyway. 1. There'll probably be a 32-bit machine out within two years, but I have no idea what price and nor does anybody else 2. Try Sonic 1 and 2, Donald Duck, Castle of Illusion and Streets of Rage 3. I doubt if they could transfer the 16 Meg Streets of Rage 2 to the Game Gear 4. That is very controversial isn't it. At the moment I would definitely say the Game Gear, because of better games, smaller size, TV tuner etc, but I haven't seen the Lynx 2 yet, and that could be pretty tasty - Ed

HARRIER
Jump Jet



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Street Fighter 2 - Champion Edition on Mega Drive!

Mega Drive owners stop moaning, your wait is nearly over! The Super Nintendo's smash hit is about to hit Sega's 16-bit in a big way. After months of rumours, counter-rumours and denials, it's been announced that Capcom's brilliant beat 'em up is to be released on the Mega Drive in March or April. And the even better news is that it is the full Champion Edition!

Unlike the Super Nintendo's half-champion edition cheat mode, the Mega Drive game will be the full deal, which means that not only





will you be able to play the same characters simultaneously, but you'll be able to use all of the extra moves (such as Guile's charging knee attack) and take control of the final four characters which you can't in the normal game. Also the higher difficulty levels should also be included which will mean more of a challenge for all you hardened street fighters out there.

A super dooper six-button joypad will also be released which will allow the full range of attacks and character's special moves to be accessed. So Mega Drive owners, your dreams have come true, and you'll just have to hold out a little bit more! Hopefully we'll have a full review next issue.

Sonic and Mario - the Musical Phenomenon

Video game heroes Sonic and Mario have moved beyond being mere company mastheads to become fully-fledged cultural icons. No longer satisfied with appearing on home consoles, both Sonic and Mario have various projects coming up, like films, comics, books...and now there's even records.

With the upcoming Mario movie starring Bob Hoskins, and the startling statistic from the US that more kids know who Mario is than know who George Bush is, it appears that the chubby Italian plumber really has it made. Now there's even a Super Mario Land techno track out by the Ambassadors of Funk featuring MC Mario (um, no I haven't heard of them either). It samples the Mario Land music, laying it over a house beat and some serious rapping about the game. Unfortunately though it's pretty crappy and will annoy the hell out of anyone who's not a die-hard Mario fan.

But Sonic is not one to be left behind either and apart from the newly released comic of his adventures and the planned cartoon TV show, Sonic is also entering the recording field in a big way. Hedgehog With Attitude (or HWA for those in the know) have just released the single "Supersonic" which has heaps of Sonic samples over a techno beat. This one has been put together by Jeremy Healey from E-Zee Posse, who is a famous English DJ best known for working with Boy George and the controversial song "Everything Starts With an E".

"Supersonic" should go down like a treat with the rave crowd who have already taken to the speedy hedgehog in a



big way. Another bonus for the techno heads is the double LP that's been put out by Sega on the excellent underground label, Tomato Records. Called "Two Clouds Above Nine" (huh?) it featuring underground dance acts in several dance styles - garage funk, hip hop and ambient house along the lines of The Orb. You'll probably only be able to only get this one through import stores such as HMV, but keep an eye out for it.

Winners of Lawnmower Man video

The lucky winners of "The Lawnmower Man" video from CIC are: Michael Voulgaropoulos of Redfern, Sydney and Richard Jacquemin of Kelmscott in W.A.

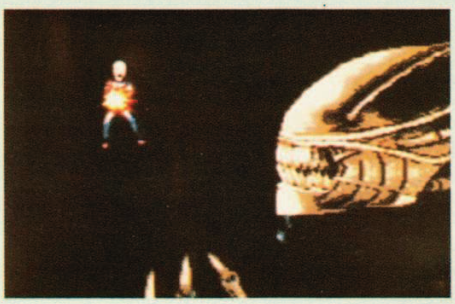
MEGAZONE - Writers Wanted!

Megazone is about to become even more excellent than it already is, growing to 92 pages from next issue and coming out monthly from June. All this growth means heaps more work, of course, and we need experienced gameheads who can throw together a word or two (actually more like a thousand). So if you're over 16, send in a sample of your reviewing style to the Editor, Locked Bag 7, Rosebery, NSW 2018, and you could see your name in Australia's coolest gaming mag.

MORE MOVIE TIE-INS

I don't know about you but I'm getting a bit sick of all these games coming out that try and cash in on a smash hit movie's success. Most are pretty shoddy jobs, cobbled together with the money left over from paying for the rights to the licence. However thankfully some movie games are classics in their own right, such as Alien 3 and Batman Returns.

The trend of movie tie-in games seems to be increasing, rather than decreasing and we've got a bundle of them coming up this year. There's Cool World (already out on the Amiga, coming to Mega Drive & Mega CD), Universal Soldier (a great Turrican rip-off coming to Mega Drive), Jurassic Park (from the forthcoming Steven Spielberg blockbuster), Fire Shark, Toys, Home Alone 2, Star Trek: the Next Generation (movie later this year), Young Indiana Jones as well as Robocop vs Terminator and Alien vs Predator, which are both sorta movie titles that are coming to Mega Drive. So now you can watch the action on the big screen, then come home and control it on the small screen!



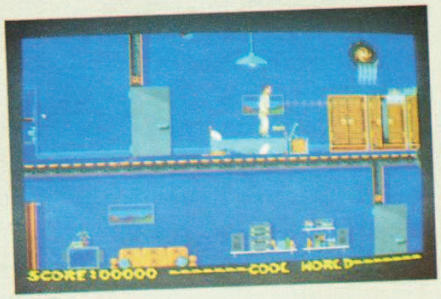
Alien ³



Terminator 2



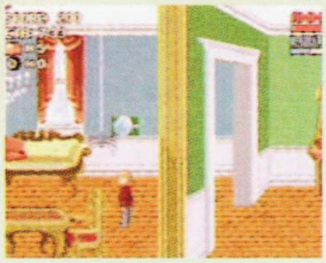
Batman Returns



Cool World



Universal Soldier



Home Alone

The Lemmings Tribes are Coming!

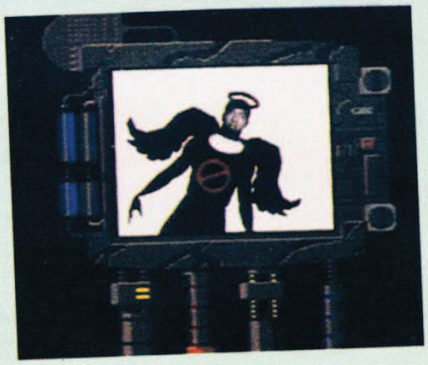
One of the biggest releases this year on Amiga and PC will no doubt be Lemmings 2 - The Tribes. If you read our exclusive preview last issue, you'll know what to expect, and the news is that the game will hit the shelves on the 1st of March. If it's anything like Lemmings 1, this will mean March will be a month of sleepless nights and Visine-d eyed in the morning. Hooray, I can't wait!



They're coming to take your sleep away!



Choose which sections of the clip fit best together.



Watch your creation when finished, then save onto video.

MAKE YOUR OWN MUSIC VIDEO!

So, you wanna be a famous director, telling Madonna to "Do that scene again" or Axl Rose to "Sing it with more feeling"? You do? Well, the power of music video creation and direction will soon be in your hands.

The latest craze on the Mega CD in the US is for rock and dance acts to release a disc featuring video footage and music, which fans can edit together to make their own version of the video clip. Kriss Kross and C & C Music Factory are the first two discs out, and you get to choose from hundreds of clips, including music videos, movies, dance scenes and street life, to go with the hot music. The Kriss Kross disc includes all their big ones like "Jump", "I Missed the Bus" and "Warm It Up". When you've finished putting the visuals to the music, you can fine tune it using the powerful edit mode, and your finished creation can then be saved onto videotape for all the world to see.

To make it more of a challenge for all you budding directors - the disc can challenge you to create a video to exact specifications, and then have the veejays and the artists themselves judge your efforts when you've finished. Make a Music Video looks like a helluva lot of fun, and maybe soon MTV will be redundant as everyone will be making their very own music videos at home!

IT'S OFFICIAL! - SEGA OWNERS HAVE BIGGER WILLIES!

Yes, believe it, it's true! England's **Face** magazine (one of the world's coolest style and culture guides) came out and made this rather amazing claim in their December issue's article about the effects of playing video games.

Gavin Hills, the writer (a Sega owner by the way) was describing the Sega/Nintendo battle and the animosity this war creates among rival users. He then went on to say that the "only real difference you can find between Sega and Nintendo users is penis size. Sega owners are bigger in the trouser department...As a Sega owner myself, I feel relieved by the knowledge that Sega users have bigger willies than the chipolata Nintendo crowd. But it's not really that much of a boast given that they also have bigger buttocks, breasts and just about everything else really."

Well, where did **The Face** get this sort of information. Sega would pay fortune for survey results like that. No, as is revealed later in the article, it was a boast that while true, is a bit exaggerated for effect. You see, Sega owners tend to be older, so that's why they have the extra inches!

WHAT'S ARRIVIN' ON OUR SH

FLASH BACK: US GOLD

If you have a look at the preview page, you'll see a particularly spunky game called Another World which is out soon for the Mega Drive and Super Nintendo. Well now there's a new game in the pipeline from the same people, Delphine, and if you think Another World looks good, Flash Back is set to blow your pants off.

It is similar in style to Another World with amazing polygon animation mixed with the action and excitement of a platform adventure. You play Conrad B Hart, a nuclear research scientist who has discovered that high ranking officials in the military and government are not what they seem - they are in fact aliens! These subversive extra-terrestrials are infiltrating Earth in an attempt to conquer the planet.

Unfortunately Conrad's discovery causes him to be kidnapped, his memory erased and he wakes up to find himself on another planet. Uh-oh! This doesn't sound too promising. You'll have to help Conrad survive through the fast and furious action, as well as solving the brain frying puzzle challenges that will appear. This is adventuring at it's best.

Flash Back is already being predicted to be the biggest selling game of 1993, and this is even before it's been released anywhere. Looks absolutely stunning though and will hopefully make it Down Under by the middle of the year.

FORMAT: MEGA DRIVE

SHERLOCK HOLMES 2: ICOM SIMULATIONS

Hmm, what's this? A compact disc but it doesn't play on a CD player. What can it be for? Elementary! It's Sherlock Holmes 2 – three new adventures for budding detectives. It's the sequel to the original Sherlock that came out on CD-Rom, which was awarded the Best Innovative game in the Megazone awards for 1992. Number 2 follows the same format but requires even more deductions to be made before you solve the mysteries.

You'll need a CD ROM drive for either a PC or Apple Mac, or a Commodore CDTV to run the game. Now this is no game quickly slapped onto a CD that could run just as easily from floppy disk. They make full use of the medium and feature full motion video plus synchronised CD-quality sound. Vital clues are included in the dialogue and on the screen, so you'll have to have your wits about you...

FORMATS: MACINTOSH, IBM & CDTV

MEGATRAVELLER 3: MICROPROSE



How could there only be two? Well, fans of the MegaTraveller games need wait no longer. Number three will be with us soon, and what a goodie it promises to be...

MegaTraveller 3: The Unknown Worlds, to give it its full title, is a futuristic role playing adventure game where you control a group of up to ten characters. It boasts a brand new graphic interface and the icon driven interface lets you control the party's actions with ease. And now you have not one, but three scenarios to explore in one game. Science fiction fans are in for a real treat!

FORMAT: PC

CHAKAN: SEGA

Comic book hero Chakan is about to make an appearance on your Sega soon. (Or should that be Sega hero Chakan is about to make an appearance in a comic book soon? We've never heard of him around here.) Anyway, Chakan, a fierce warrior/priest is immortal after fighting – and winning – a duel with death. You'd think he would be happy, but no, immortality isn't all it's cracked up to be and Chakan has to wander a lonely existence until he can vanquish all the evil beasts that call themselves the Royalty of Supernatural Horror.

There are eight levels of action depicting the dark, foreboding atmosphere where Chakan has to roam. So go for it, your death depends on it.

FORMATS: MEGA-CD, MEGA DRIVE, GAME GEAR

RAGNAROK: NORSEHELM PRODUCTIONS

Set almost a thousand years ago, in 999 AD, Ragnarok tells the story of the final battle of the Viking Gods. Dark times indeed are afoot with warriors and wizards going about causing havoc all over the place. You weren't doing anything that afternoon, so you decided to join them, killing people and pillaging towns, as you tend to do if you're a



Viking.

It's another role-playing game, but with swords and sorcery in the place of lasers and neutron cannons, and its makers boast that it's highly interactive – as there's no set story line to follow. There are hundreds of locations to explore, hundreds of artefacts to find and hundreds of creatures to kill. Should keep you occupied 'til tea time at least.

FORMAT: IBM

ORES SOON...



UNIVERSAL MONSTERS: OCEAN



It's horrible! All the most gruesome characters from Universal Studios' most horrifying horror movies have escaped and it's down to you to deal with the problem. You find yourself lost in the Van Helsing house, where all these creatures are said to lurk. There's over 500 rooms to explore so you'll be frightened for more than a few days. It's an isometric 3D game, with plenty of tricky traps and perilous puzzles to negotiate, not to mention all those monsters on the loose!

The Mummy, The Frankenstein Monster, The Bride of Frankenstein, Dracula, The Creature From The Black Lagoon and The Wolf Man are just some of the infamous classic creatures you'll be up against. But there's also creatures without names that have flown in from your oldest dreams and your darkest nightmares. You'll want to leave the landing light on for the rest of your life!



FORMATS: AMIGA, ST

THE YOUNG INDIANA JONES CHRONICLES: SEGA



Before Indiana Jones was visiting temples of doom or going on the last crusade he was foxing scientists from delivering super weapon technology to German spies in World War I. (Not that they had any really good super weapons back then.) He went into archaeology for a bit of peace and quiet. The fool.

Anyway, now you can help the man



with the hat in his early exploits in this platform game for your Mega Drive. He's armed with a whip (what else) and basically has to teach those scientists that they should never have left their research positions. He'll have to use brain as well as brawn, though, as there are plenty of tricky situations that require logic and and perception to overcome.

FORMAT: MEGA DRIVE

BATMAN RETURNS: KONAMI



Batman Returns will be seen on virtually every computer/console/handheld system imaginable in one form or another, and the PC is no exception. It follows the plot of the movie closely and puts the caped crusader up against the Penguin, hidden away down in the freezing cold sewers of Gotham City.

It's action all the way as Batty fights henchmen, swings around from ledges and generally makes good of himself. Other versions had impressive animation and the PC version promises to be no exception to this. It's up to you, Batman, only you can save Gotham City now...

FORMAT: PC

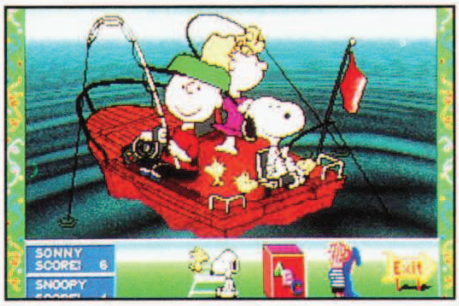
SNOOPY'S GAME CLUB: ACCOLADE



Definitely for the younger games player this one, Snoopy and the rest of the gang appear in a set of three games designed to educate while you're having fun. Sneaky, eh?

Snoopy's Animated Puzzle will have you piecing pictures of the floppy-eared dog together as it's still in motion. Charlie Brown's Picture Pairs hides things from you and you have to find them again. Woodstock's Look-Alikes tests out observation skills by selecting identical characters hidden in a jumble of your Peanuts favourites.

It's aimed at kids in the three- to eight-year-old age range and has multiple difficulty levels to keep up with their learning ability.



FORMAT: PC



ULTIMA VII PART II: SERPENT ISLE ORIGIN

How could there only be seven? Well Ultima fans can breathe a sigh of relief. For now seventh in the Ultima series has a part two. Why Origin didn't go right ahead with a straightforward Ultima VIII remains a mystery. But maybe they thought it was becoming silly...

Anyway, it continues from where Ultima VII (part one) left off, though you don't have to have played that, or indeed any of the other Ultima games, to play this latest instalment. It's subtitled Serpent Isle and offers an unexplored region of Britannia with new terrain features, such as ice and snow. There is a "paper doll" system that lets you select clothing, armour and weapons from a detailed, full-length view and large close-up portraits of every character you meet. Should keep Ultima fans happy – until the next sequel...!

FORMAT: PC 386



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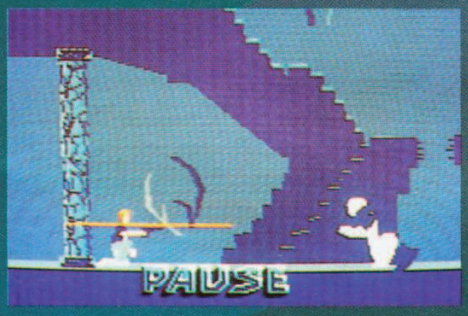
SNES

MEGA DRIVE

ANOTHER WORLD

After a hard day's work at the office, there's nothing quite like taking a couple of hours simply to relax in the evening. Of course, people have different ways of relaxing. Crashing out in front of the telly with a slice of pizza and a can of beer, visiting friends for a chat, a slice of pizza and a can of beer, or simply tinkering around with the particle accelerator you've been building in the basement in your spare time with a slice of pizza and a can of beer.

Lester Chaykin, pushed over the edge by years of taunting in the playground by school bullies, favours the last of the above options. On one such evening, however, something went horribly wrong. He was working on a particularly interesting experiment designed to measure the effects of nitrogen atoms impacting on a piece of cheese at velocities approaching the speed of light. But cripes! A bolt of lightning struck the machine at the vital moment, and instead of the planned test for the advancement of science and dairy products, Lester gets whisked into Another World. Heavy bummer dude!



You have to be quick on the draw

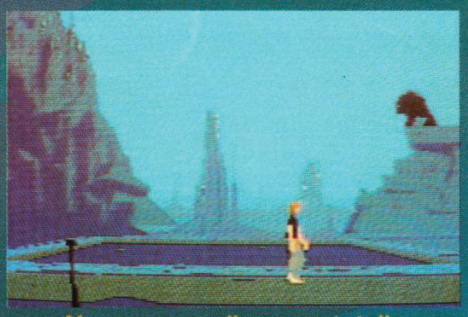
Still, there's no point in moping. What's done is done and so the only thing for it is to find away to get back to the real world. There's no time to lose either: there's a really fabulous experiment involving reconstituted low fat yoghurt and its possible application in interplanetary travel lined up for tomorrow evening....

Another World is no ordinary game. Imagine watching a movie where you take control of the main character. Well, that pretty much sums up what it's like to play Another World. Forget itsy-bitsy little sprites, this game uses 3D polygons which are more commonly found in flight sims. The effects are incredible. The characters move smoothly, with fluid animation that will have you staring wide-eyed and open-mouthed at your console's screen display. The whole feel of the game gives it a cinema-like experience too. It's split into several scenes, as if it's been filmed in different locations. At first, as the storyline unravels, you have no control and can simply sit back and watch the stunning introduction. But the point at which the introduction merges into the game itself is seamless, and you suddenly find that you're going to have to do something pretty sharpish otherwise Lester's life is going to be seriously shortened by 50 odd years.

Another trick that adds to the illusion that you've gone out for the night to the pictures instead of playing on your console, is that certain actions cause the screen to cut to close-up shots. Pick something up, for instance, and the 'camera' zooms in to see your hand manipulating the object in a very lifelike manner. Wow!

It's not a game for the mindlessly stupid, either. There are plenty of puzzles that will have you scratching your head for ages. The odd one is so cunning that you could stick a tail on it and call it a weasel.

Another World originally screened on the Amiga, but will be making its way onto the Mega Drive and Super NES systems very shortly.



Your surroundings are totally unfamilliar.

The console versions have a number of distinct advantages over the computer based counterparts. For one, it's faster. Two, the joypads make it easier to control as they have all the buttons you need so it's not as fiddly as the computer versions. Three, there's no waiting around for disk access.

Another World really is out of this world. It's a fantastic game with devious puzzles and the best graphics this side of a Quantel Paintbox. And to my mind, it beats pottering around with particle accelerators any day.

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RULES AND CONDITIONS

1. The competition is open to Australian residents taking out a subscription before the last mail on 29th March, 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 Febrary,1993 and closes last mail 29thMarch 1993. The draw will take place on the 30th March1993 and the winner will be notified by telephone. The winner will also be announced in Megazone.
7. The prize is a Sega Mega CD, valued at $699 with 7 free games
8. The promoter is Megazone Pty Ltd, ACN 003 924 472 200 Coward Street Mascot NSW 2020

Three thousand people crowded into the huge Melbourne Metro nightclub on Saturday 12th of December to witness the biggest Sega event of the year - the Mega Challenge Final. Mega-Ed Stuart Clarke was there in the thick of the action.

Well, what a party it was! The sheer massiveness of the day blew me right away. Last year was the first time Sega held the National Finals and the free event at Sydney's Darling Harbour attracted a few hundred people who just sort of wandered through to have a look. Not that it was embarrassing or anything, but it was just nothing like the huge crowd that turned out at the Metro on that steaming hot Saturday in December. What made the turn out even more surprising was the fact that Melbourne has always been Nintendo's base in Australia, with Sega only achieving moderate successes. But Saturday the 12th must definitely go down as the day that Sonic invaded Mario-land!

There was a long queue that stretched around the block by the time 1 pm came around, and there was a small riot when the doors finally opened. One of the reasons for the mad rush was to get one of the 1000 free Mega Challenge T-shirts that were being handed out. Another was to get on the dance floor to groove to the music that was already pumping out through Metro's awesome sound system. The Mega Challenge was an all ages, no-alcohol event that was held in conjunction with the Metro's regular Time club, but Sega had gone all out to make this day look and feel extra special.

The stage area looked totally amazing with the design reflecting the various levels in Sonic the Hedgehog. There were huge gold rings, crystals, palm trees, ornate columns and colourful jungle backdrops. Dominating the stage though was a huge 25 screen video wall which was showing Sonic 2 in all its glory. Sega had hired famous Sydney dance party designer, Victor Li, responsible for the legendary Sweatbox parties at the Hordern Pavilion, to co-ordinate the sets. His experience showed in putting together the massive production that made the cavernous Metro look spectacular.

Apart from the great design and the hot music, there was plenty of other things to keep the crowd amused including the Sydney dance group Mo' Better Boys, CD giveaways from Warners, appearances from Neighbours babe Natalie Imbruglia (Beth) and E Street star Lorry D'Ercole (Valentine) as well as hip hop group Sound Unlimited who did a thumping half an hour set. But what everyone really came to see was the Sega Mega Challenge, and the action on centre stage was certainly fast and furious.

The five State Champions had battled through several difficult heats to earn the right to challenge for the National Title, and they were all nervous and quiet when they arrived in Melbourne on the morning of the finals. They ranged in age from 9 to 16, and representing NSW was Mark Cappadonna, the brother of last year's national champion. The other contestants were Justin Jones from Western Australia, Adam Hawkins from



SEGA MEGA



The winner Julian Christie of Victoria takes the trophy from Sega's MD, Kevin Bermeister. Tag alongs "Valentine" and "Beth" do the Sonic pose.



Sound Unlimited kickin' it



MC Eden Gaha (centre) with Sega roadshow star Anthony Mansour and isn't that the Mega Ed?

Queensland, Dylan Odgers from South Australia and representing the host state of Victoria was Julian Christie, who had the highest score on Sonic 2 coming into the finals.

After an extremely civilised "brunch" at the beautiful Park Royal hotel, the contestants were then chauffeur driven in huge stretch limousines to the Metro (I managed to scab a lift too...well, I was reporting on the event after all!). Once there they all headed straight for the rows of Mega Drives to do some last minute practising. The crowd in the Metro steadily grew and you could feel the excitement building. Then all of a sudden the host of the ABC's Vidiot program, Eden Gaha, who was MC, started going through the opening introductions, and the competition was underway.

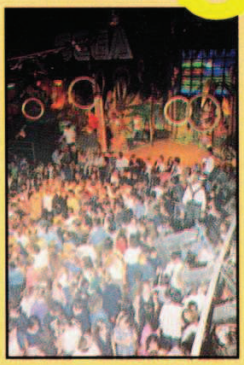
The first round saw all five contestants playing five minutes on Sonic 2, racing frantically for the highest score possible. They then had a round of the special stage to earn bonus points with the four highest scorers going on to the next round. The second heat saw the same action with the final four contestants and it was here where the tension really started to build. You should have heard the crowd go wild when the Victorian took to the stage.

In the end it came down to Justin from W.A and the crowd's favourite, hometown boy, Justin Christie, who had a ten-minute one-on-one playoff. It was Sonic and Tails racing hell for leather through the split screen Emerald Hill Zone, and then fighting for rings and position on the Special Stage. And spurred on by the huge and vocal crowd, Justin managed to put together a massive score and won quite convincingly. Didn't Metro go wild! Once everyone had calmed down, the managing director of Sega Australia, Kevin Bermeister came up on stage to present the trophy to Justin and medals to the runners-up. Justin also walked away with around $2 500 worth of Sega prizes including a Mega CD and 10 CD games, which would keep just about anyone happy I would think.

Justin said later that he was surprised at his win and was really nervous up on stage (who wouldn't be with three thousand people screaming at you!), but from what I saw, this guy is a real Sega champion, and should do well against the European and American winners if they ever hold a World Championship (and let's hope they do!). After the rigours of the final, all five contestants retired to the VIP bar to relax, watching Sound Unlimited do their stuff up on stage.

The whole Sega Mega Challenge was a champion effort, and next year should see it become even bigger and better. If you think you're pretty decent at video games, and can rack up massive scores in double quick time, then keep an eye out for the Sega Mega Challenge heats for 1993. The first rounds are held in shopping centres right around the country, so everyone can get involved. According to Sega almost half a million game players competed in last years heats, and this year is shaping up to be bigger. So get into the Mega Challenge, and I'll see you at the Finals in December!

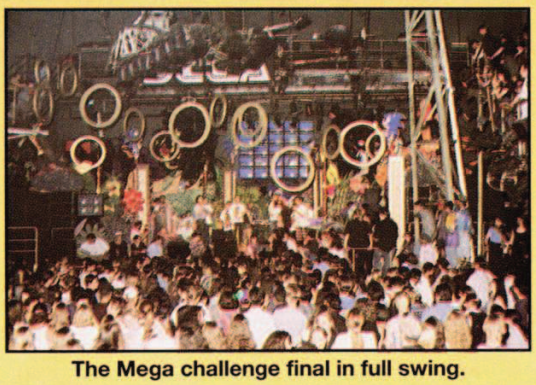
CHALLENGE FINAL



The view from the VIP bar



"We want Sonic!"... Part of the huge crowd at Metro.



The Mega challenge final in full swing.

ENTERING THE

HOW TO BE A BETTER GAME PLAYER

HITTING THE VIDEO EQUIVALENT OF WHAT ATHLETES CALL "THE WALL" IS A PERFECT EXCUSE FOR WANTING TO SERIOUSLY INJURE YOUR TELLY. AND RIGHTLY SO, BECAUSE IT'S EVERY GAMER'S NIGHTMARE TO BE STUCK ONE LEVEL FROM THE END, TO BE BEATEN BY YOUR BIG BROTHER, TO NOT BE ABLE TO SEE THE LEVEL ALL YOUR FRIENDS ARE RAVING ABOUT....

BUT THERE'S NO REASON THE TELLY SHOULD BEAR THE BRUNT OF YOUR WRATH, BECAUSE SAYING GOODBYE TO THESE PROBLEMS FOREVER IS SOMETHING EVERYONE CAN DO. WHILE YOU'RE WORKING AT IT, YOU MAY EVEN BECOME NEARLY INVINCIBLE. SPORTS SCIENTISTS HAVE THE ANSWERS, AND SIMON SHARWOOD FOUND THEM.

Sports Scientists have defined a state known as the "Peak Experience," during which élite athletes perform at their absolute best without conscious thought. They enter what we will call a "Megazone" of perfect control and performance, when whatever they try will work every time and fear of failure simply doesn't exist.

And Dr. Bruce Wilson, a Sports Psychologist from the University of New South Wales, feels that Sports Scientists' research into "Megazones" is just as applicable to Video Games as to any other sport, and that this heightened state can definitely be attained by Video gamers.

Dr. Wilson describes the Megazone as a state of "self forgetting," while pointing out that entry isn't automatic. Forgetting yourself isn't easy, but setting yourself on the road is easier than you think. A few of the other ideas of Sports Science, correctly applied, will improve your game play.

Begin by simply thinking carefully about what each game requires you to achieve. A fast brain will always do better than fast fingers. Realising that a game like an Olympics simulation requires you to use only one fairly simple skill at a time, as opposed to the several complex skills that will need to be performed in a game with a less predictable environment is the first step. Identifying what needs to be done must be your first step, as without knowing what to do, how can you know what to practise?

Practise is necessary, if only to ensure that your fingers and hands can do everything you know they need to automatically. Sports Scientists call your control pad or joystick skills "motor skills," and practise builds up these skills by making your brain more familiar with what to do, up to the point where you're more or less automatic.

Practising your motor skills also allows you to develop new skills faster. Games which involve unsual combinations of keyboard or joystick movement will come easier to you after applied practise, and your increased level of skill will allow you to execute more difficult maneuvers and ultimately improve your play by giving you more options.

Focus your practise by setting yourself a goal. Sports Scientists have found that practise with no goals is less effective than practise with a set amount of improvement in mind. Playing a lower level or practise mode and aiming to really pound the computer into submission will work just fine. Don't stop until you can achieve your practise goal regularly.

Once again, bringing your brain into play is a great idea, as mental practise thinking through the whole game and what you need to do can actually improve your motor skills.

Bruce Wilson has found that the best practise routines are often those used by top players and suggests copying theirs. But

Megazone



Make achievable goals and practice regularly.

quality, not quantity, is Dr. Wilson's catchcry, and he suggets that if your practise isn't improving your play, its time to rest or change your routine.

Speeding up your reaction time, and in two player games slowing down your opponents is another vital area where a little work will improve your performance. And again, reaction time has nothing to do with your hands; it varies according to the complexity of the decisions you need to make. The more complex the decision and the more variables involved, the longer the reaction time will be.

Simplifying your own decisions can be achieved by studying the game and making it possible to anticipate what you need to do. Simply watching the game - even in its display mode - can give you an idea of what you'll need to do later on, and having advance knowledge will allow you to anticipate, which is the best way to shorten reaction time.

In two player games, psych out whoever you're about to beat by suggesting to them that they "warm up" with a solo game, and observe their technique. Once you know your opponent's moves, your reaction time to them will drop radically.

For your own play, confusing the opposition is the name of the game. Playing a practise game against the computer is still not a bad idea, as you can show your opponent only a few of your hottest moves. Having to deal with the new techniques you all of a sudden unleash in two player mode will slow their reaction time considerably.

Mixing up your moves will also serve you well, as will avoiding overuse of your favourites. A good spread of your best moves will keep opponents guessing, by giving them many variables to worry about. Tactics like these limit the degree to which opponents can anticipate your play, and slow reaction times will follow as they try and guess what you'll do next.

Remember; The more they've got to worry about, the more they'll worry, and while they're worrying, you'll be winning.

Once your practise and and thought has paid off in better results, your opponents be angry, which is how you want them. Keep them that way, because research shows that angry or over-excited players and athletes stop using their brains, and that concentrating on being angry literally makes them see less, respond slower, and lose more often.

But pay close attention to your own brain too, because over aroused athletes simply cannot focus their ability into good performances. Stay cool and you should score big every time.

Just watching top performers play and asking them how they do it helps too. Sometimes, says Dr. Wilson, they won't know how they do it - they're in the Megazone - but chatting with hot players will always give you some valuable information.

Once you're really serious, you can even work out to improve your play. Exercises such as wrist curls and reverse bicep curls will strengthen the muscles known as flexors and extensors in your wrists and forearms. The increased endurance and strength you'll gain will enhance your performance and ability to play for long periods. Any time spent excercising in the gym or outdoors will help too, by refreshing you mentally, and the overall health benefits will never have a negative effect.

Work at it, keep yourself sharp mentally and one day you might just look up at the clock on the wall, look down at your massive score on the screen and realise that you've just spent an hour or two in the place we all want to be - the Megazone.



Don't overuse your favourite moves - keep your opponent guessing!

LYNX

ROAD BLASTERS

Yeck! Do I seriously have to play this? Ok, well I try not to leave any stains on the Lynx when I hurl! Road Blasters is a game where you must ... um basically drive your car along rough roads dodging oncoming traffic and armoured vehicles. Sometimes the traffic in this part of town becomes a worry so your trusty Uzi 90mm come into effect as you throw tons of ammo into the face of any scum who dare to challenge you! Sometimes a spaceship will drop some handy weapon that can waste a whole town never mind a single car! You must also collect fuel to keep on going unless you like the exercise in walking.

Aww seriously!!!! This is one crap game if I've ever seen it! I mean the graphics are okayish but that's not the point. There is not one ounce of variety! All the rounds are exacto repeato! If you've played round one you can place the Lynx back in the cupboard and say "well, there's Road Blasters back to whatever else!". This kind of crap honestly makes me wonder how some programmers are still in a contract. I'd go as far as to say that I consider it an insult to be asked to review this! Right, ed? *(I was being cruel, so suck on that - Ed)*

Road Blasters is a full on rude game. Even the speech doesn't sound like anything in English. Some of the ancient Atari 2600 games had better playability than this boredom creator.

Atari, I know this is an old title but to be honest your new stuff isn't anything to write home about either. Lynx owners should go for the following rare glimpses of brilliance - Toki, Hockey, Rolling Thunder and Klax. Batman Returns is not bad either, but as for Road Blasters, consider it as receiving a "Lame Game" award!

Brian Costell



Graphics 81%
Sound 63%
Playability 58%
Lastability.....35%
Difficulty.....54%
Atmosphere.....41%
Presentation.....65%
Overall.....52%

GAME GEAR

TERMINATOR

Following hot on the heels of the release of The Terminator for the Master System and Mega Drive, Game Gear owners can now play the game on the comfort of their hand-helds.

The plot, as if you didn't know, goes something like this: In the year 2029 the human race was fighting a loosing battle in a planet Earth ruled by machines. But there was hope in the form of John Connor, leader of the resistance. In an effort to eliminate this threat, the machines send a terminator, alias Arnie, back to the early 80s to kill John Connor's Mum-to-be. On hearing this John Connor sends you back in time to follow the terminator and save his Mummy's bacon.

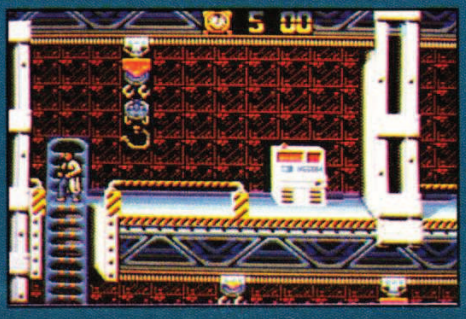
The game begins a little before the movie starts, with you trying to break into the Skynet lab, blowing up the reactor which controls the time machine's defences, then hotfooting it through time before the whole kaboodle goes up in smoke. From here in it follows the plot fairly closely, with you having to save Sarah Connor, in the punk nightclub scene, for instance.

It's not just the bad ol' terminator that you'll have to contend with. You're in a whole heap of trouble, with cops and street punks after your blood, too. Looks like you'll have a tough time ahead...

The Terminator is a great little platform game, with the difficulty level pitched just right (it seems hard at first, but work out what you're doing and you'll be able to fight your way through). Graphics and sound are impressive and set the game's atmosphere well. It may be ages since the film was released and doesn't even follow the plot that closely, but it's a good little game in its own right, with just enough to keep you challenged. In Arnie's famous words (sort of), you'll be back...

Adam Waring

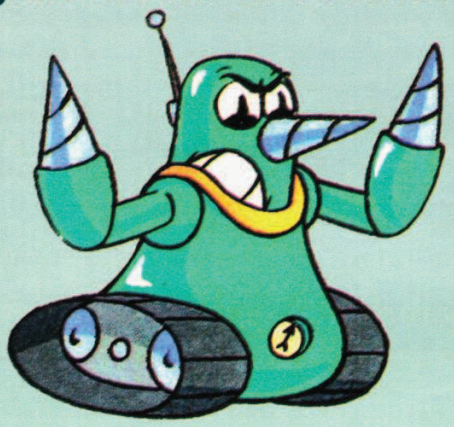
Graphics 90%
Sound 92%
Music 91%
Playability.....84%
Difficulty 87%
Lastability.....83%
Atmosphere.....86%
Overall 85%

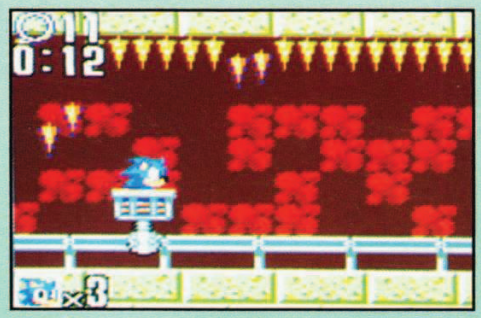


GAME GEAR

SONIC 2

So all you Sonic fans and lovers, that little blue rodent has spun his way into the Game Gear sequel to end all sequels, Sonic 2. Our spiky hero is absolutely running amok on the awesome Sega handheld. If you thought Sonic I was fast on the Game Gear, wait until you feast your eyes on this little baby! Sonic chews up the screen at an incredible rate whilst still trying to collect rings and find the elusive chaos gems so that Robotnik will finally get the beating he deserves.





Spikes on his back, spikes on the ceiling...

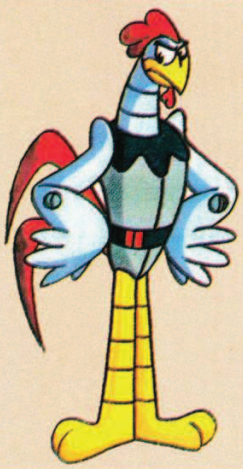
Sonic 2 in many ways is better than Sonic 1 but I still have a few criticisms. Firstly, from my point of view some of the rounds are very short and there's not much emphasis on speed, which is what really makes "Sonic" Sonic (huh? - Ed). Secondly, you'll either love or hate the end of round bosses because they're quite hard at times and will have the most seasoned veterans running for their sanity. The first end-of-level boss is especially hell-hard and you'll have to practice for ages to get past (or maybe use a Wide Gear to see the bouncing balls better).

Sonic 2 has been classically mastered and put together in a cute, fast package. The Sonic makers have graced us with all new-looking levels which include: Underground Zone, Sky High Zone, Aqua Lake Zone, Green Hill, Gimmick Mountain, Scrambled Egg and Crystal Egg. All these levels have their own individual look that makes Sonic 2 unique. Once again Sonic must defeat all of Robotnik's "Badnicks" to complete his task of saving his new little friend Tails (and the world while he's at it!).

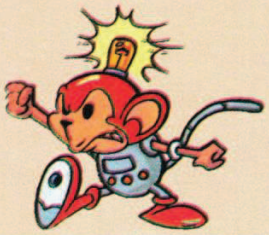
As you probably read last issue in the reviews of the Mega Drive and Master System versions, Sonic 2 is certainly no let down, and if you liked the original game then buying Sonic 2 is the smartest move a Game Gear owner could make. I love it!!

Brett Munro





Graphics	94%
Sound	92%
Music	92%
Playability	95%
Difficulty	95%
Mental	90%
Lastability	83%
Atmosphere	89%
Value	92%
Overall	94%



Konsole Kraze

Say how's it doing? Welcome to another page of console news straight from the dunny walls of the gaming corporation wash rooms. Did the big red grandpa drag enough electro goods down the chimney for ya? I know he was good to me! (sorry for threatening Rudolph like that, Santa). Anyhow, here's all the droolable news that's doing the rounds at this point of gaming time!

Firstly, we continue the is it or isn't it saga of Street Fighter - Champion Edition for the Mega Drive. Several other mags have been printing articles stating that it is a definite release for Easter this year. Well it may be later than that but I can say it's as good as out. You remember that the console junkie reported it last August but I said it was for the Mega CD instead. Well, close enough. This month's crouton muncher award goes to a certain Queenslander who said I must've been dropped on my head at birth for saying that SF2 was to be released. You'll be laughing out of the other side of your banana bending face when you see it hit the shelves later this year! Onward!

We now will get to see good titles hit the Mega CD instead of cartridge games converted to CD with a pretty soundtrack. Already in the works are games like Joe Montana Football with scaling field featured throughout play! Also a Space Harrier clone titled Night Striker. Virgin are revamping Terminator for the Mega CD with added footage from the film. Wolf Team have another El Viento series title called Annett Again. Pitfighter II is still looking outrageous! But Mortal Kombat is still yet to be announced for release. Come on guys we know your going to do it just say so? There are a valley full of software companies drooling to strut their stuff on glorious CD so we wait in an impatient mood!

Lately, we've been seeing a whole heap of "remixed" titles come out from a certain few companies. Sure enough it leads up to creating the perfect title but do we have to see it for every big seller? The changes that are made don't warrant a whole new title. I won't mention any names but I'm sure nearly every game player knows who's responsible.

Anyhow, lets get onto what's going to be shoved into a console slot near you soon. First the S-NES and we see some more of what was promised before. Here's the list, Blazeon, Might and Magic 2, On The Ball, Addams Family, Sonic Predator, Tom and Jerry, Street Combat, Lethal Weapon 3, Q-Bert 3, Deadly Moves, King Arthur's World, Radio Flyer, Dracula, Hit The Ice, Fatal Fury, Blues Bros and Swamp Thing to name but a few. Super Star Wars is the big one though - it's hot

On the Sega side of the video game scene are some fairly sizzling titles on the way. Let's just hope they're as good as they sound! Toys, Power Monger, Captain America, PGA Tour 2, It Came From The Desert, Blood and Guts Football (sounds good to me), Mig-29, Micro Machines, American Gladiators, Might and Magic 3, Chester Cheeter, Pirates!, T.M.N.T. and the Hyperstone Heist (bogus!), Chess Master 2100, Outlander (or Mad Max as it's better known as! A hot one!), Where's Waldo?, B-Bomb, Lightening Strike, Toxic Crusader, Tiny Toons Adventure, Thomas The Tank Engine (cool, eh?), Road Riot, Sorcerer's Kingdom and more!

More drooling news soon in the next issue of Megazone. Till then try not to play too much Street Fighter 2! *(Yeah, it gets very boring after a while - Ed)* Stay Cool!

Brian Costelloe

TOP 10 WOTZ HOT!

MEGA DRIVE

1. Sonic 2
2. Lemmings
3. World of Illusion
4. Streets of Rage 2
5. Bart vs Space Mutants
6. Alien 3
7. Ecco the Dolphin
8. Chuck Rock
9. WWF
10. Taz-Mania

MASTER SYSTEM

1. Sonic 2
2. Sonic the Hedgehog
3. Mickey Mouse 2
4. Lemmings
5. Bart vs Space Mutants
6. Taz-Mania
7. Master of Darkness
8. Ayrton Senna's G.P
9. Alien 3
10. Wonderboy

NINTENDO

1. Super Mario 3
2. Star Wars
3. Shadow Warriors 2
4. Legend of Zelda
5. Super Mario 1
6. Adventures of Link
7. Talespin
8. The Flintstones
9. Uforia
10. Ducktales

GAME BOY

1. Metroid 2
2. Super Mario Land
3. Dr Mario
4. Nemesis
5. Addam's Family

GAME GEAR

1. Sonic 2
2. Streets of Rage
3. Lemmings
4. Mickey Mouse 2
5. Sonic the Hedgehog

SUPER NINTENDO

1. Street Fighter 2
2. Super Mario World
3. Zelda 3
4. Final Fight
5. Super Ghouls 'n Ghosts

MEGA DRIVE

TERMINATOR 2





Death and destruction mean frolics and fun in Terminator 2.

WHEN ARNOLD SCHWARZENEGGER SAID, "I'LL BE BACK" IN THE ORIGINAL TERMINATOR MOVIE, HE WASN'T FAR WRONG. THE SEQUEL WAS THE MOST EXPENSIVE FILM EVER WITH HALF THE BUDGET GOING ON SPECIAL EFFECTS, THE OTHER HALF ON ARNIE.

Terminator 2: The Arcade Game is one of the most eagerly awaited titles on the Mega Drive, and all you arcade addicts who lined up to blast the metal monsters in Timezones, will not be able to wait to get your hands on this one. It looks almost as good as the arcade, but instead of the digitized backgrounds and terminators, we have very good computer graphic equivalents.

The plot starts a little before the movie gets going. (Or is it afterwards? That's the trouble with time travel, it's so confusing.) In 1997 there's a nuclear war. Three billion people bite the dust and the world has been overtaken by machines run by the Skynet Corporation. But there's a glimmer of hope: Kentucky Fried Chicken are giving away a free Colonel Sanders money box with every ten pieces of chicken. No, that can't be it....

Oh yes, despite their superior strength, the machines are (were? will be?) losing the battle thanks to the leadership of one man, John Connor. The rebellion that he ran has all but defeated the metal masters. In Terminator 1, an attempt is made on John's mother, Sarah, the idea being that if she's killed then the poor lad can't even be born in the first place. Anyway, that fails, so they're now trying to do over John himself as a young kid.

The game starts trying to get to the the transporter to take you back to the past. But it ain't gonna be that easy getting there – first you have to fight your way through lots of bad terminators. Luckily none are quite as tough as Arnie, though and can be disposed of with a few blasts of your machine gun. It's played in the style of Operation Wolf. Millions (at least it seems like millions) of them run towards you. You basically have to mow them down before they have the chance to do the same to you.

At the end of the first round you're up against an end of level baddie that puts all other end of level baddies to shame. It needs hundreds of shots to kill and is a toughie, not because it's difficult to hit the thing (it's so big that you can hardly miss), but ultimately because it takes a hell of a long time to decide to explode and your life meter is probably not too healthy by this stage .

The second level is similar to the first, with the machines invading the survivors' hideout. They come on from all sides and you have to be careful that you don't hit the guys that are on your side (unless you really want to). A neat trick here is to shoot the fixtures and fittings; you never know what little surprises may be hidden among them.

Then things start to get tough. John Connor is running for it in a car. You not only have to avoid being shot yourself, but have to protect Mr. Connor too, which is easier said than done. Later levels carry on in much the same vein, but introduce characters and scenes from the film.

Terminator 2 is wonderfully violent. Ammo is in plentiful supply and it's easy to restock, so you can really let them have it. A rocket launcher lets you take care of larger targets without wasting precious bullets. For some really gratuitous violence try playing with a new Menacer light gun instead of the joypad. You can really let rip with that! In fact, it makes the game so much better.

One or two people can play, for double the fun and destruction. It's a bit of a simplistic game, and not particularly original, but it's great fun all the same, and guaranteed to have you blasting away for weeks to come.

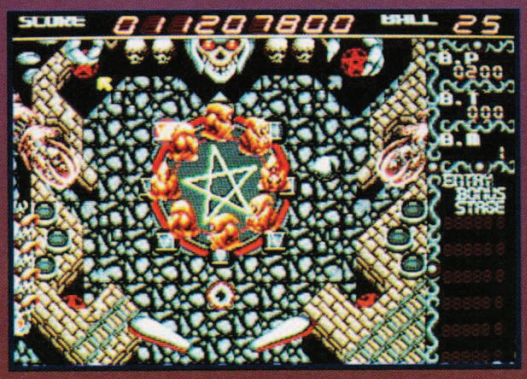
Adam Waring

Graphics.....87%
Sound 89%
Music 86%
Playability 87%
Lastability.....78%
Difficulty.....85%
Atmosphere 78%
Presentation 89%
Overall.....86%



dRA

If you're like me (I hope you're not - Ed) then you'll enjoy playing a good session of Dungeons & Dragons, and also love a fast paced, furious time on the latest pinball machine. Well the best of both world's are combined with the 3D pinball game, Dragon's Fury.



Generally speaking I never find pinball games very enticing on computers (flash back to the square ball of pinball on the Atari 2600) but this game, Dragon's Fury has me hooked. The graphics are some of the finest you'll get on the Mega Drive and the actual playfield is quite big, comprising of 3 sections, each with its own different monsters and scoring tricks.

Starting at the top field, which is the most difficult field to get into, and rightly so, as once you learn the trick of staying in this area, it is where you'll be scoring the most points!! A rather large skeleton, with hands clenched at either side of the screen, blocks your way to the bonus rounds (more on that later) while a group of sorcerers gather around a pentagram, while it spins. Hitting different things makes changes in this level, the sorcerers will change colour, each colour worth more than the others. Also by hitting the right stopper, you can close the bottom of the screen, and gather points to your hearts content! Get the ball to the top of the screen, to where these little bloblets, march in your path and watch your points fly! Should you lose your ball down the middle, you don't die, but instead fall into the middle field.

This field has different point scoring means, and probably the most bizarre of them all. In the middle of the screen is a womans face. She looks harmless enough, but in this strange game, looks can be deceiving. Should you get the ball into one of the side chambers, her sleeping face will explode, revealing an awakened face. Keep on doing this and the face changes into a rather ugly green dragon face, which opens up to a bonus round. Marching around the screen at the same are soldiers and demons, hitting them creates different bonuses and points.

Fall down another level, and this time you are in the bottom field. Fall through the bottom of this one and you lose a ball, finally! On this field you see the chute in which the ball is flung into action, and on the left side is a dragon with her eggs, the other side is a skull, which laughs sarcastically each time you lose a ball. There are ways to save yourself from falling to your death, such as by hitting special points of this round, which will block the opening on the sides and middle, but as in every thing in the playing fields, it is a secret and must be found.

Should you get your ball into the mouth of the skull, Lizard-Girl or Dragon (or the other ways you will discover) you are whisked away into fairy land - NOT!!! Instead you will find yourself in one of the 6 bonus stages, and they are basically very impressive. The bonus rounds are as follows:

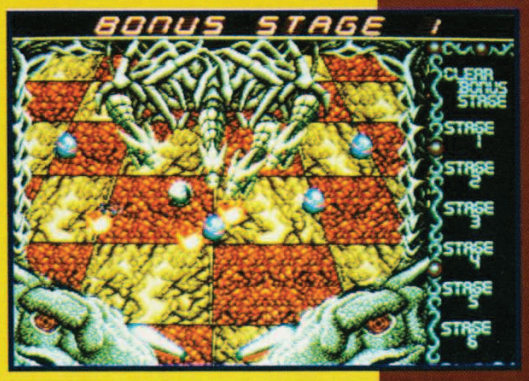
STAGE 1 - 6 Dragon heads sway back and forth breathing fire at your ball, you must destroy each head, in order to complete the stage.

STAGE 2 - You must hit 3 pots as they spew forth bats - keep hitting the pots until destroyed.

STAGE 3 - 2 Sorcerers

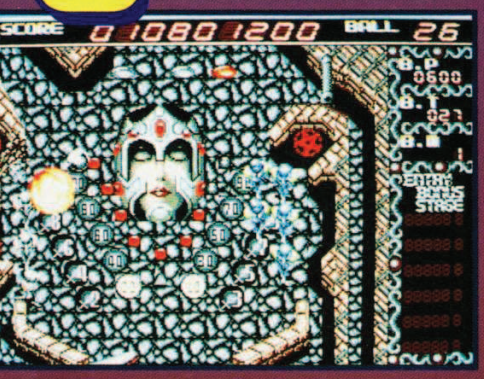


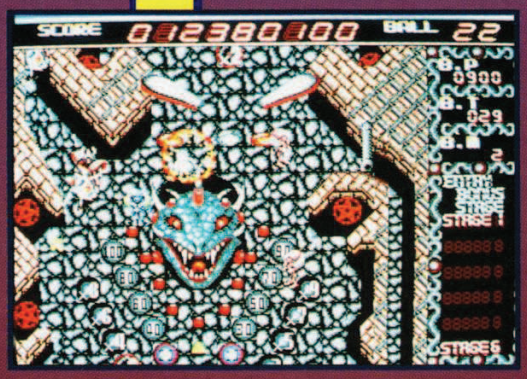
The God with the killer breath..

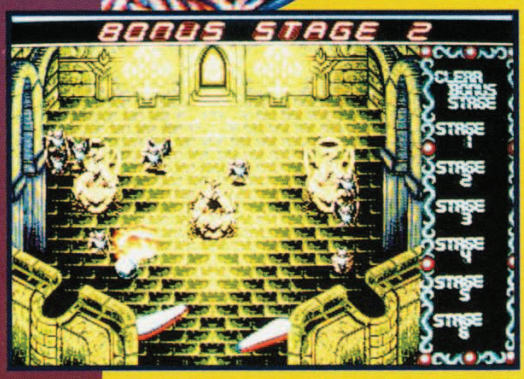


The dragon's fire can be very off-putting

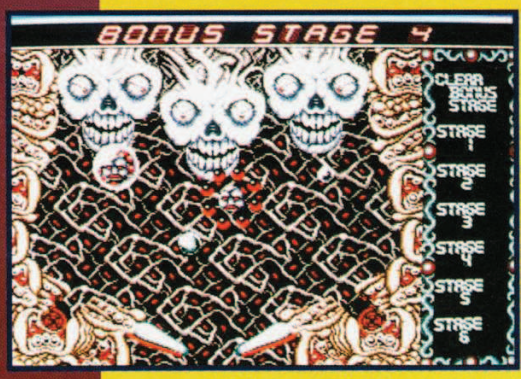
gon's fury







Even ceramic pots are evil!



These skulls glow a scary green when hit!



You have to beat all the bonus levels to earn the magic billion

with floating orbs, which rotate around them, destroy them, and you face another boss....

STAGE 4- 3 skulls which are pretty mean and glow an evil green when you hit them....

STAGE 5 - In a fire elemental village, break open the door at the top...

STAGE 6 - The most spectacular level of them all, with some truly excellent graphics, but how do you defeat the god with the most foul breath???

Completing the bonus levels isn't as easy as it sounds, and you must complete each bonus round, before you can get to the secret final stage. It's hard to think it as a pinball game as the 3 fields make it seem more like a battle field on another world. Each round and bonus stage, features some excellent, and even 3D-ish graphics. The box itself boasts "the best 3D pinball game ever". But not being picky - how many 3D pinball games are there?

Another unique feature of Dragon's Fury is the use of a password feature. Why a password feature on a pinball game, I hear you cry! Well, as well as finishing all the bonus rounds to complete the game, and get to the final mystery stage, you must also try, as an extra challenge to get 1 billion points (that's 1,000,000,000) and getting even one hundred million takes a hell of a long time, and if you get that by just using 1 or 2 balls, you can "save" where you are up to, taking out some of the battle anyway. The gameplay is easy, set your controls, for the right and left flipper, and even a tilt button which comes in handy at times.

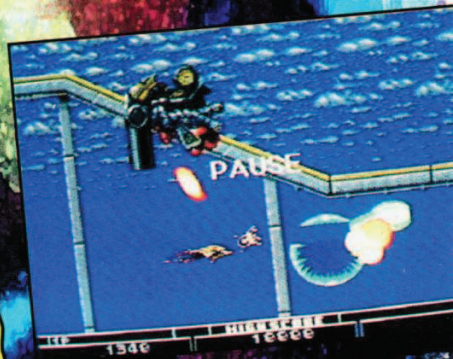
The easy control method, makes it easy to pick up straight away, even if you're not too keen on pinball. With all its secrets and great graphics, this game will have you playing for a while! The instruction booklet doesn't disclose too much information besides the odd hint, and what scores what, leaving the exploring and experimenting up to you. There are also a few passwords to get you going, and a 3 minute time challenge for you and your friends to try. The music is also very good, with a nice sound track beating away as you play, and the sound effects are just as good as a regular pinny. The game on a whole is very good with lots of features and excellent gameplay that is bound to hook you with its gothic graphics and blood curdling back beat, Dragon's Fury is definitely one to look out for, 'cause it'll look out for you!!

TIM SMITH

Graphics 89	**Playability 90**
Sound 80	**Difficulty 82**
Music .85	**Presentation 89**

Lastability 90
Atmosphere 89
Overall 90%

BIO HAZARD BATTLE



GRAPHICS.....90
SOUND.....87
MUSIC.....87
PLAYABILITY.....87
LASTABILITY.....89
DIFFICULTY.....92
ATMOSPHERE....88
OVERALL.....88

Years have passed, the global population has blown out beyond all imagination, small neighbourhoods have been replaced by towering communes, and the atmosphere is clogged by smog and acid rain. Cosmic radiation falls heavily upon decayed buildings, with huge radiation shields around them. From the skyscrapers above, the scene now shifts below, beneath the dry earth where a group of scientists ponder a new evil. No, not the ozone layer, it is now beyond repair. Nor is it the poor souls who wander in the oppressive heat, looking for sanctuary from the suns blazing licks.

The latest menace to society, lies in fact, underground, leading from the deepest underground rivers, to the wide hot seas. Years of abuse to our waterways has taken its toll - drums of chemicals deep in the seas, have corroded and leaked their poisonous cargo, medical wastes, and the most obnoxious waste of all - human effluent, millions of tonnes spilling out every day. This along with the radiation that belts upon the sea, have caused changes to our backyard creepy crawlies, and the life in the sea itself will never be the same. They are now armed with a new intelligence, and new forms. Earthworms now have wings and antennae, jellyfish have eyes and deadly jaws. Even the smallest of creatures have evolved into large and deadly foes, all hell-bent on the destruction of the human race. Now, the roles have reversed, the weak have become the strong, the strong the weak.

Something had to be done, many attempts were made to quell the mutant uprising, but the numbers were too vast. It wasn't until the idea came up that the best way to destroy our new enemies, was to create a craft, with similar characteristics of the mutants. A craft that could infiltrate their strongholds and destroy the bosses of the world, thus ending their ferocious reign.







Four ships were conceived, each with its own design and characteristics. First the "Cutler", squid shaped and sleek, next the "Repto" modelled on reptiles of long ago. Thirdly was the "Manta" - curvy and smooth, like it's Manta-ray cousin. Finally, "Mosq" replicated the Mosquito. The basic weapons of the ships are the same,except for the main weapons. The way you get more powerful weapons, is by collecting "air energy" crystals of the same colour.

Each crystal has a different potency toward its ship, and you must work out which colour crystal is your ships element. When you do, you'll be bug-bombing them insects to bug heaven. Pressing the button releases a short zap, but depending on how long you hold it down for, a huge burst of energy spews forth, annihilating every bug in its path.

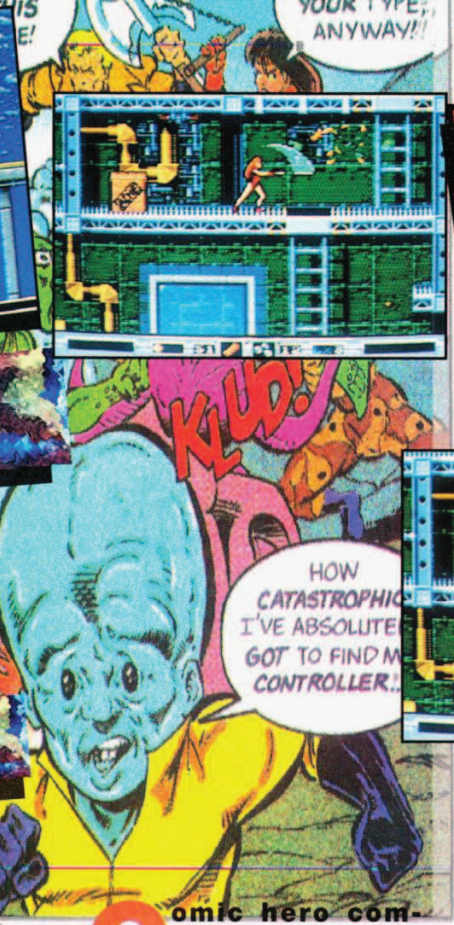
The gameplay is fast and erratic, and definitely hard! In your travels there is rarely a moment without a rather large, rather rude creature coming hurtling your way, in fact from every direction! Finding the action a little too hard?? Easily fixed, just get a friend to join in for a simultaneous blasting frenzy. And even between the two of you, it still is a major challenge, as there's a heck of a lot of fighting going on out there!!

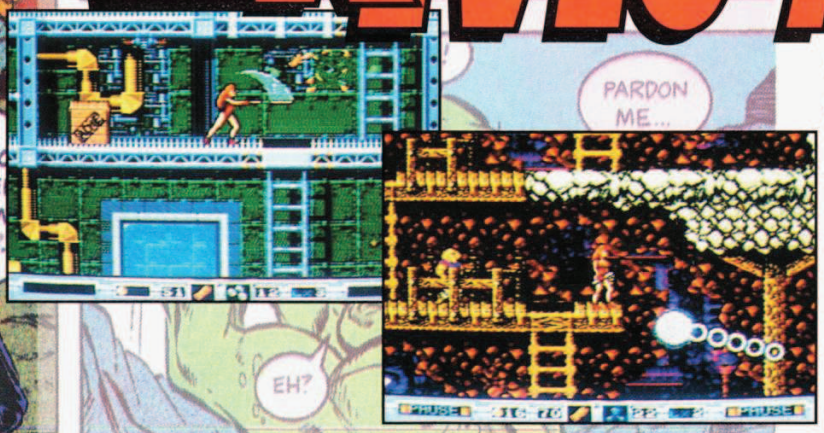
The graphics are fantastic, the sprites are beautifully drawn and animated, even the explosions are far out! On some of the levels, it is hard to concentrate on what you are doing, because you are too busy looking at the animation! If they are not gross enough for you, just wait 'till the bosses arrive! (gulp!!) The music is spot on, nifty tunes pounding out whilst you are blasting away the baddies, and there are plenty of choice spot fx, to set the adrenalin flowing!!

Everything considered the game is excellent, the objective simple - "if it moves shoot it, if it doesn't move, shoot it before it does!!!" and containing some of the most frantic action on the Mega Drive yet!! Some welcome options are the choosing of the four ships, and testing of their weapons. And finally, another 2-player simultaneous game (we need more!!) with 4 difficulty settings, which will have even the most experienced gamer pulling out his hair! All I can say is get this game for its unreal graphics and gameplay, and whether the story at the beginning was in the near or far future, just get ready to run if you feel a tentacle on your leg next time you're sitting on the porcelain throne!

TIM SMITH

Ex-Mutants





GRAPHICS	86
SOUND	82
MUSIC	84
PLAYABILITY	88
LASTABILITY	88
DIFFICULTY	87
REALISM	82
VALUE	85
OVERALL	84

Comic hero computer games are fast becoming the most popular video games in the gaming world today. We have Spiderman, Batman, Superman, the Ex-Men, Taz-Mania, Tom and Jerry amongst others popping up on home consoles. Now you get to play your favourite characters from the new comic, Ex-Mutants on the Sega Mega Drive.

The story line begins with World War III devastating the planet and turning a large amount of the population into Mutants. A computerised scientist who is known as Kildare has awakened from his "hibernation" and upon processing all of the information he has available to him, Kildare had come across the solution to restore the population. So far he has restored only six mutants to their human form - Dillon, Piper, Bud, Tanya, Ackroyd and Shannon - the ex-Mutants.

Kildare plans to save the entire human race from their horrible fate of mutoidism, however, his power is constantly being depleted and four of his Ex-Mutants have been kidnapped by the evil Lord Mutant Slugger.

Here's where you take control of the action. In the game you can either play Ackroyd or Shannon and must try to negotiate your way past hideous mutants and all matter of tricks and traps in order to find batteries to keep the computerised Kildare running . You have also got to find and rescue your captured comrades.

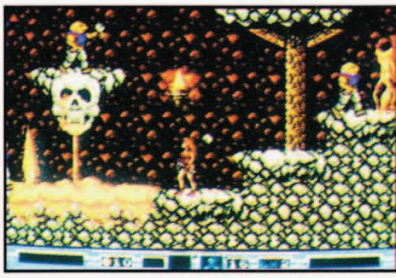
The game has 10 levels of fast and furious action, and all of the monsters you come across have a different attack patterns, meaning each have to be approached in a certain way in order to successfully overcome the mutant forces. To help you out against your ugly enemies, there are different weapons that can be picked up along the way, ranging from mutant seeking projectiles, to just plain old axes, grenades, knives and time bombs.

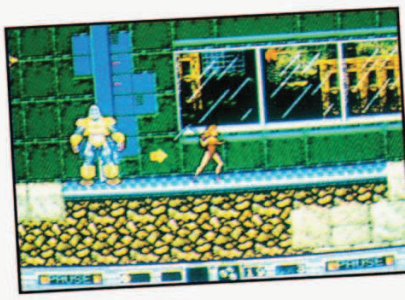
The game has some great graphics including the animation of the main sprites. The backgrounds are also very nicely detailed and they have very smooth multi directional scrolling which adds a nice touch. The sound is good with some very atmospheric music in the background. There is also some great sampled speech, which says everything from "the Scumbag" to "Oh Gross".

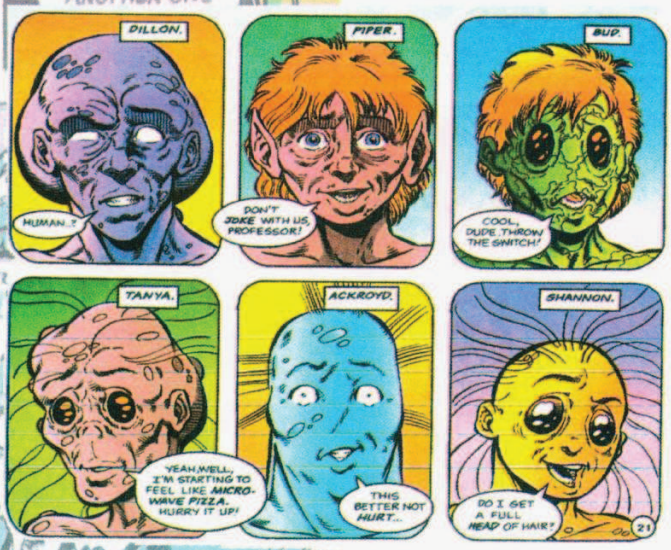
There are 3 difficulty levels to pick from and a nifty idea being the game can only be totally completed on the hard difficulty level. And it gets pretty mean in parts so even pro gamers will be tuggin at their joypads for a quite a while.

If you get the chance pop into your local comic and speciality store to pick up Ex-Mutants for further details on all the Ex-Mutants and their arch enemy Slugger because you'd be surprised to see just how much effort has gone into the game to give it comicy appeal. As far as platform games go this is above average game that should appeal to everyone.

NICK SMITH







EX-MUTANTS ARE TRADEMARKS OF MALIBU COMICS ENTERTAINMENT INC.

NHLPA HOCKEY '93

Well, it's been some time now since the last season but now Gretzky, Lemieux, Hull, Savard, Lidstrom, Shaw and others are gearing up for another season of fast paced blade to ice pucking action. I'm talking about NHLPA '93 (National Hockey League Players Association) which is the latest addition to the EASN range of sport conversions which use real life TV celebs and Sports-TV features such as replays and highlights. You surely need all the coverage you can get for ice hockey as it is a sport which takes place at intense speeds. Basically, for those not in the know, ice hockey is like soccer but you on ice and you use a stick instead of your foot. All official rules are retained and all the real team logos and players names are featured in this totally realistic conversion of the sport.

The question seems to be whether or now owners of EA Hockey should dish out the dosh on this new game? Well, we here at Megazone think that there are enough new features to keep pros of the first title occupied for quite some time, but I've heard other comments stating otherwise. The new features are a harder goalie who lunges at the offending puck, new stats at the end of the game, real players named for goals and the penalties which is major joy!

Also new graphical features such as the backboard shattering slapshot, bloodshedding injury victims and new trips, slips and slams! There is a crowd decibel reader to show how intense a match is as well as sad organ music throughout the game to excite the crowd! When things are through you can now save the game onto battery back up which is an improvement over the long password sequence.

One of the best things about EA Hockey was the sound effects, and now they've added more crowd noise to add to the realism. The sound of the crowd ooing at an injury sounds totally real and an unsuccessful slapshot attempt leaves the crowd on the edge of their seat! But the sound of the puck hitting the ice sux in the new version (what went wrong there EA?) The new title music isn't done nearly as well and the absence of Robb Hubbard is painfully obvious.

The new stats tell all from players rankings, goals scored, assists, shots on goal and more. The play itself is all the same but scoring needs a totally new approach with the new athletic goalie in place, as most goals scored are by fluke. The fights now move across the screen with fellow players rumpling in the background at the same time. The screen shows those involved in the donny brook! (the crowd peaked at a huge 169db when Gretzky flattened Lemieux!)

The replays remain untouched bar the new feature that follows one player alone. Better highlights shows more than just goals, but besides that there really isn't any other new elements. My only gripes are the slow speed but that was probably due to the USA copy which is meant for a faster machine. I'm also upset at them not including a real matches season but of a wimpy round robin mode instead. And maybe it is too similar in some ways to EA Hockey, but these petty complaints don't affect the excellent end result.

So while it's not incredibly different, die hard fans of the original will want to be in possession of a copy. And if you're without a Mega Drive ice hockey game then NHLPA is the haps. It's almost as good as watching the real thing on TV. In fact you probably won't know the difference. Puck up a copy today!

Brian Costelloe



If you loved EA Hockey, you'll go beserk with NHLPA!



Graphics	93%
Sound	95%
Music	85%
Playability	94%
Difficulty	89%
Presentation	89%
Lastability	90%
Atmosphere	93%
Value	89%
Realism	93%
Overall	92%

ECCO

Dolphins are incredibly intelligent creatures. They live in highly developed communities and can even 'speak' with one another through a language consisting of clicks and whistles. It's a pity, then, that we human beings have depleted their numbers dramatically by such things as driftnet fishing and pollution of the seas and rivers.

But now an even worse catastrophe has become the cleverest of all marine mammals. Basically they've all been sucked away from the oceans by a weird vortex thingy. Well, all apart from one has gone. That's you, Ecco, last of the dolphins. Exactly why all your dolphin chums have disappeared remains a mystery, but it's something that you're gonna have to find out if you're to survive as a species.

The game starts just before all this takes place. You're swimming happily along in the seas with your dolphin friends doing the things that dolphins do. You can chat to your friends, discusing the things that dolphins discuss, which turn out to be handy hints for dolphin survival.

Conversations go along the lines of Ecco saying: "Hi fellow dolphin. How are you doing?"

And the reply might be: "Ecco, If we breathe air why do we live beneath the waves?" That's your clue to get up to the surface and take a breather now and again – dolphins are mammals and they need air to breathe.

After interrogating your fellow dolphins, they all disappear into the upper atmosphere and you're left all on your lonesome. You'll have to swim your way through 27 levels of underwater action before you'll find out what's going on and live your normal, happy dolphin existence once again.

Dolphins are among of the strongest swimmers in the seas, and this comes through in the gameplay admirably. In fact the way that Ecco cuts gracefully through the water under joypad control is quite astounding. The movement is perfect. Particularly impressive are the giant leaps and somersaults through the air. Ecco's obviously a well-trained dolphin. Maybe he spent some time in a circus in his youth or something.

Ecco has quite a few tricks to his credit. Press the A button and he sends out an ultrasonic blip which can be used to communicate or to produce a sonic map of the vicinity. Button B makes him do a charge attack. This is Ecco's defence against predators and the way he gets food to boost his energy supply. Pressing the C button makes the dolphin swim faster and faster.

All this takes place against beautifully-drawn oceanic backdrops complete with coral reefs and underwater passages. It's fast too, and Ecco can really zip around at an alarming pace, the screen scrolling smoothly and quickly to keep up with the action.

Survival is pretty tough. Not only does he have to keep returning to the surface regularly to breathe, but there are plenty of nasties that are none to good for Ecco's health. The trick in staying alive is to keep a careful eye on your air and strength counters. Of course the game is cleverly laid out so that air pockets are far apart and revitalising food in the form or fish are even more scarce. There are puzzles too. These often involve spooky crystals that sometimes give you information, other times they block your progress until you find a corresponding crystal that gives you the power to get around it.

Excellent graphics, superb animation and eerie music mean your senses are in for a real treat. Add to that the perfect control you have over Ecco as he moves gracefully through the water, the huge playing area, the awesome playability and all the challenging puzzles, and you have a game that's not to be missed. Ecco is totally brilliant and it's a game that no Mega Drive owner should go without. Forget the whale, it's time to save the dolphins!

Adam Waring



"Hello Mr. Whale. Have you seen any of my chums about lateley?"

Graphics	95%
Sound	86%
Music	93%
Playability	91%
Lastability	93%
Difficulty	89%
Presentation	92%
Atmosphere	94%
Mental	85%
Overall	94%

WORLD OF

Straight after bum slammin' his way to Mizrabel for Minnies sake in the Castle of Illusion, we now see Mickey catch up on what's happening with the old speech impediment victim himself, Donald Duck. He finds that Donald has also given away the plungers after his infamous world tour in search of treasures for Daisy Duck's vain pleasures.

After a few beers together while catching up on old times, they decide to get back to doing their famous magical show again. While upon stage they tried one trick too many and went into an indefinite disappearing act! You see Donald found an old magical trunk and ventured inside but didn't return. So the foolish Mickey went in after him. Now they have no idea where they are and the locals don't carry a Gregorys in stock at all!

So armed only with a magic cape each, they take to the task of getting back home again. But on their way some big sod interrupts their journey by saying that they must prove their magical worthiness in a test against this strange world's best! Then they must challenge this big duff himself in an all out magical show down. So with a mission in mind the rodent and duck set off in a slight hurry!

I'll start the review of World of Illusion by saying this is no run of the mill 8 mega cart! The work gone into this game is evident in the artwork and playability! When Sega and Disney rub heads together you can expect humungous results, and this is no exception. There are almost three games in one here, with Mickey alone, Donald alone or the two playing together being quite separate experiences. With two players, rather than beating the stuffing out of each other, you must lend your mate a hand of help to successfully get through the game.

There are a total of 6 levels and all of those rounds are as big as the rounds in Sonic, with sub-levels in each! From the very start you will notice the exceptionally brill colours used and the water smooth animation, as in the caterpillar used in the foreground in round one! The caterpillar would have used at least 10 frames of animation and it has no bearing on the game at all so you can see the effort that's gone towards detail!

You must wander through the rounds from platform to platform using your cape to transform nasties into beautiful butterflies or something generally less harmful! In the two player game, Mickey may have to lend Donald a hand by giving him a boost to get to a high platform or lift him up from below by offering a rope to help him. The players move slowly but then again this isn't supposed to be another Sonic title. Gone is the bounce attack, but the new cape attack is actually more effective!

A lot of influences from other games have been placed in this huge title. Here are some examples of this. Some of the rounds used totally spun out type graphics, such as the underwater





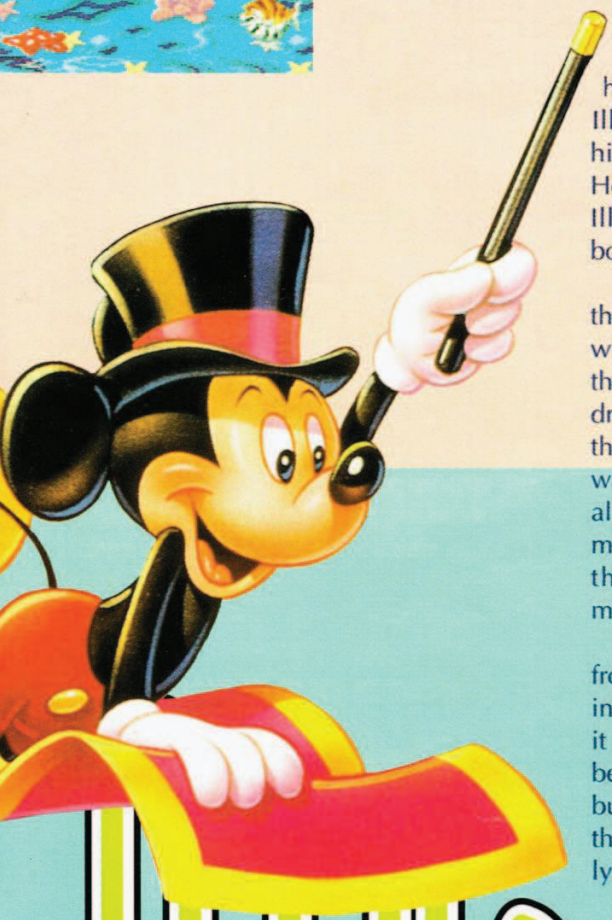


The pencils are anything but stationery in "stationary world" ▼









ILLUSION

scene with the wave effect as used in the Thunder Force series. In this round, you'll see Mickey or Donald swimming in a bubble like Sonic does in Sonic 2 on the 8 bit systems. One round worth a mention in World of Illusion is the scene with our heroes wandering through the dining room dodging plates and holes and other nasties. The floor's parallax scrolling has been stolen from Street Fighter II. But there are also a lot of new ideas present as well, like in the mine cart where two players must keep pushing the lever to stay in motion. Also the shadow effects in round 5 are excellent. This has Mickey or Donald walking behind curtains showing nothing but a shadow of their bods!

In Castle of Illusion I always thought that Mickey looked as if he'd just been swimming in a pool with too much chlorine, because of the way his eyes looked! But in World of Illusion Mickey has a better look to him with more frames of animation. However I think Mickey on Castle of Illusion looked more cheerful as he bopped to the music!

The music in World of Illusion takes the Mega Drive to new limits. With a whole array of instruments being synthesised - organs, harmonicas, guitars, drums and more. All of the tunes suit the mood well, especially the underwater scenes music which leaves you all soothed and relaxed. The country music is totally realistic and some of the Alice in Wonderland round's music are really catchy.

Mickey and Donald is very playable from the word go. I found myself staying up stupidly late to get more out of it as it leaves you wanting more! It will be a gigantic hit with younger players but older gameheads will also get into this in a big way. It isn't extraordinarily hard, but the size of the rounds and

MEGA-DRIVE

the different games in one and two player mode will have you stuck at the Mega Drive for some time. In fact some of the rounds will get you scratching your head trying to work out where to go next!

The start sequence is typical of a Disney cartoon with a story line demo explains the whole situation like a story book. Yes, justice has been done to the Disney series and even more than justice is handed out on a platter with World of Illusion. Spunky graphics that get you going "aww! Isn't that cute!?" and other snassy features that bulge excellence!

This title is the definite answer for those who loved Castle of Illusion and for those few who weren't happy with Mickey's first outing then I strongly recommend you have a gander at what possibly could be the most heavily detailed title since Sonic 2! World Of Illusion is this summer's big hit along side Streets of Rage 2! A definite classic!

Brian Costelloe

Graphics 96%
Sound.....89%
Music 94%
Playability 92%
Lastability.....88%
Difficulty.....88%
Mental.....85%
Atmosphere.....92%
Presentation 93%
Overall.....92%

Mickey in Wonderland.▼

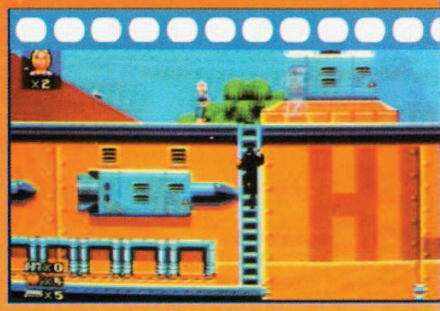


MEGA DRIVE

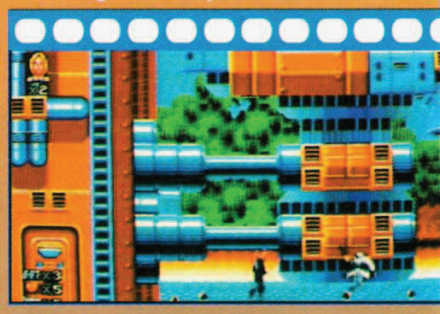


THE DUEL

JAMES BOND



There's a babe at the top. That's your cue, James

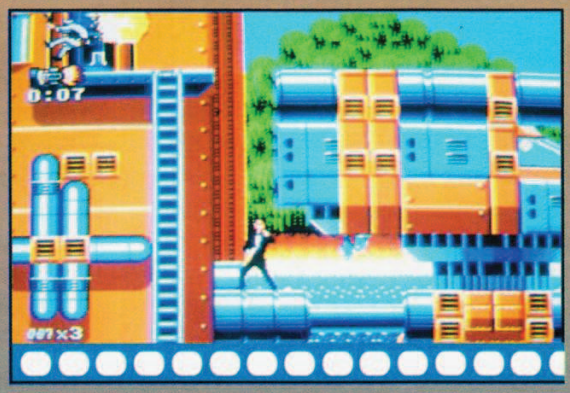


BEFORE THE ATARI 2600 JAMES BOND GAME, EVERYONE HAD WANTED TO ACT OUT THE SUPER SPY'S ANTICS IN ANY WAY POSSIBLE. AFTER TOO MANY MOVIES (ALL WITH JUST ABOUT THE SAME PLOT) 007 FANS FINALLY GET A DECENT VIDEO GAME BASED ON THE SECRET AGENT HIMSELF. UNLIKE MOST OF THE OTHER 007 TITLES IN THE PAST, THIS ISN'T BASED ON ANY PARTICULAR MOVIE. INSTEAD THEY'VE TAKEN THE CHEAPER OPTION OF BOYCOTTING MOVIE RIGHT LICENCES AND INVENTING THEIR OWN PLOT. HERE'S WHAT THE MAKERS, KREMLIN HAVE COME UP WITH.

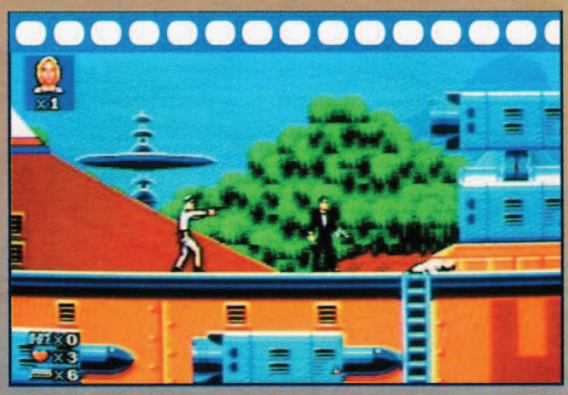
The plot for this non-existent movie is sorta bizarre. The Miss World competition was being held on a luxury cruise liner out near the Solent. A ravenous tyrant called Ernst Blofeld went all out to hijack this cruiser for a hefty ransom. Now rather than letting Ernst judge the Miss World for himself the gallant spy 007 sets to work immediately to rescue the boat and the babes. But not only has Blofeld taken the cruise liner but he also knows a thing or two about sailing, so the cruiser is out on a mystery tour to a secret man-made island hideout. So M sends Bond off with the PM's best wishes and a word of warning about looking but no touching with the girlies.

So now you're left with a pistol, a jetpack, a dinner suit and a stack of recycled one liners. The game plays much in the same way as Rolling Thunder II but uses smaller sprites. In much the same fashion as Rolling Thunder, you must walk along platforms shooting baddies and saving girlies. It even has the hide behind the wall feature, but probably moves a bit faster.

There are only 4 rounds, and even though each has lots of levels and obstacles to get in your way, I think they could have been more generous than that. After laughing at the sad title screen (featuring a demented look-alike of Timothy Dalton) you are shown the plot. Then James takes to a jet pack and boards an oil tanker. You have a limited amount of bullets and can take so many hits before you die. The animation displayed in this game is brill, but it is at the expense of the gameplay as it makes control of ol' Jimmy too slow and tedious. For instance a quick movement to your opposite side to waste a would-be assassin results in a change of hands to hold the gun before he finally faces the desired direction. This usually leads to a dead 007.



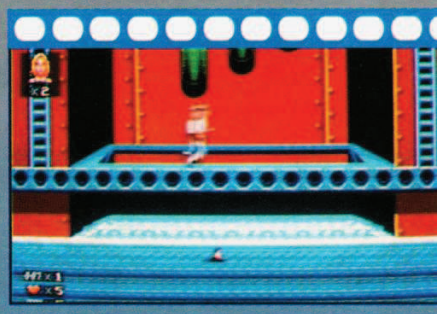
James Bond, licence to shoot people unprovoked



Look out James, Behind you!

There are some nice touches though that have a Turrican look to it, such as the high score display. The soundtrack boasts a few cool sly spy tunes (well, anything's better than the music in the films) and the sound suits the action with James clumsily running down wooden stairs and digitised girly sighs of appreciation! All in all I think that this would have been cooler with a few more rounds and quicker responses. Maybe a bit more emphasis on the stunts from the movie would have picked this title up. Aliens 3 is a better buy and is almost the same in the way of game play. Shame but maybe next time, James.

BRIAN COSTELLOE



Under cover and underwater that's 007

GRAPHICS.....84
SOUND.....86
MUSIC.....86
PLAYABILITY.....80
LASTABILITY.....78
DIFFICULTY.....81
VALUE.....80
OVERALL.....81

MEGA DRIVE

AMIGA

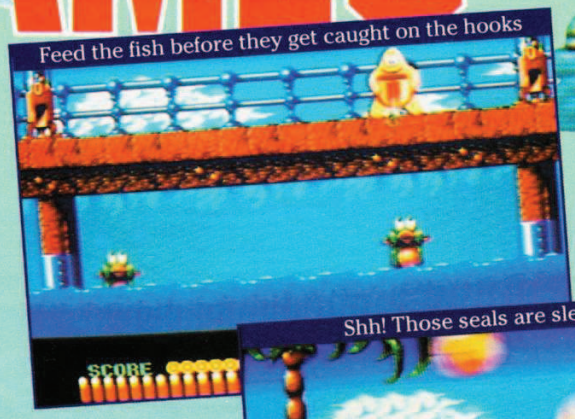
THE AQUATIC GAMES

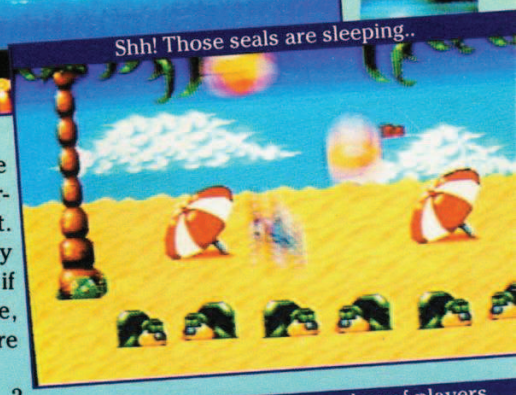
I've always been a bit wary of sport games on computers, not all of them, just those multi-event Olympic type ones. The origin of these goes back to about 1984 when a machine called Hyper Olympics hit the arcades. Well, this 3 button monster was a huge success and justifiably they decided to put in on to the computers. But hang on, the computers didn't have 3 button joysticks.

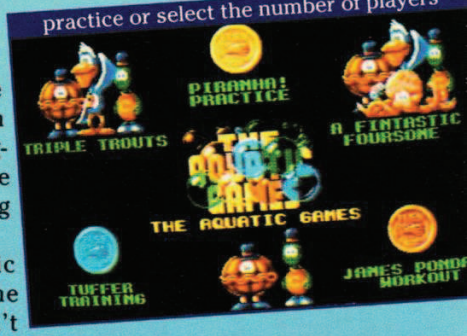
That was easily remedied, firstly the computer people bought shares in the joystick manufacturers, then designed the events so you waggle the joystick side to side as fast as you could. That was no mean feat as your friends would say suggestive things about the whole exercise, making you either highly embarrassed or hysterical.







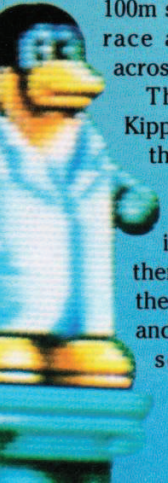




But back to the future as we grapple with the latest of these multi-sport phenomena - James Pond: Aqua Olympics. But folks we have another treat for you today, it's going to be reviewed and compared on both Mega Drive and Amiga! Yes, the battle of the 16-bit giants will begin after a briefing about the events.

James Pond, already successful in his first two missions now goes on a well deserved break, which turns out to be a bit energetic. In the Aquatic Games you must compete in seven events to prove yourself worthy of the gold.

The first of the events if the 100m sprint. In this you have to race against Fortesque frog across some water.



The next event is called Kipper Watching. In this event the seals are all asleep but the human tourists don't want to see them snoozing, so they throw balls at them. Cecelia has to bounce the balls away with her nose, and if more than 2 seals are scared off the event is over.

The 3rd event is the Hop, Skip, and Jump. Fortesque frog appears in this event. He starts running, and once he reaches the pointer he must skip for a little while, build up momentum and the jump at the right angle for a big jump. Pretty straight forward really.

The next event is the Bouncy Castle, with James returning for this one. You have two sponges and you must perform all different kinds of tricks and combinations with them in order to complete the spins and somersault quota to win.

Feed Time is the event in which Freddie Starfish has to look after all his little fish friends who have a sweet tooth. Yes, the fisherman have started using lollies to entice the fish, and Freddy must feed them with his own lollies in order to stop them from being caught.

The next event is Shell Shooting, where James must burst all the balloons on the ceiling. You have to flip limpets into the air by jumping on the side of them. This is a bit of a weird one actually. Tom De Grass pits Mark the Shark on a Unicycle as he conquers the track with lots of hills, obstacles and your basic aquatic friends like jelly fish or crabs.

Finally the Leap Frog is the last of these huge events and its back to F-Fortesque Frog to race in this hurdles race with a twist. Basically, the froggy one gets quite a shock if he misses a hurdle, because the hurdles are electric eels.

There are also 2 bonus rounds which can be reached if you gain a good time in any event. The first is the juggling penguin who can get scores by juggling more balls and the other bonus round is a long jump event.

Graphically, Aquatic Games is nice; with some great effects. There isn't much difference between Mega Drive and Amiga except maybe the Amiga is a bit sharper. Sound however is a little better on the Mega Drive and there is a different tune for each event, so it doesn't get too boring.

Gameplay goes to the Mega Drive for the reason that you have 3 buttons to use as with Hyper Olympics. The poor Amiga owners are stuck with the wiggling joystick routine. Also, due to cartridges not having to load the game it is less frustrating on the Mega Drive. But aside from that there isn't much that separates the two.

Aquatic Games has not renewed my faith in multi-sports games, and I was quite disappointed with the dull gameplay. You'll probably find that the Aquatic Games appeals to younger game enthusiasts as older gameheads may find this one becomes very boring very quickly .

NICK SMITH

GRAPHICS	84
SOUND	82
MUSIC	80
PLAYABILITY	78
LASTABILITY	72
DIFFICULTY	76
VALUE	74
OVERALL	74



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COBRA COMMAND

MEGA-CD

Not long now until the Mega-CD arrives in the shops, and the first game we've seen that really makes any kind of use of the Mega-CD's capabilities is Cobra Command. And guess what - it's to be given away free with the machine when it's launched!

Sure there have been other games developed in Japan for the Mega-CD, but they were little more than regular Mega Drive games loaded from CD with a little extra music. Not very exciting. However Cobra Command is based on an arcade game that used laser disc to show full screen graphics very quickly, and so does the Mega-CD version.

It's very different from most games that you'll play on your console. Forget those poxy little sprites for a start, even the blocky 3D graphics of a flight sim are out the window. These are digitised pictures brought straight from the CD onto your screen. It's kind of like watching a movie, only you're part of the action.

The view is from inside your chopper and you see the landscapes and buildings fly past in terrifying detail. Basically you have to save the United States from all sorts of enemy threats. And these guys aren't kidding as the first thing they've done is lay siege to New York!



That chopper's your enemy. You have seconds to look back on and destroy.

Only one way to sort this out. Months of talks around the negotiation table, finding out what these people want and reaching a compromise. Nah! Best thing for it is to blast them into so many pieces that their own mothers wouldn't recognise them!

So you're a one man killing crew. Well, you do actually have a co-pilot who yells out such useful information as, "Pull up!" when you're about to crash straight into a sky scraper. (All from the CD of course.) The graphics have a strange cartoon-like quality and the colours they're painted in look a bit drab (especially in the grimy looking first stage, but then again, this is New York!).

Like a movie, this is a pretty much set sequence of events. For instance, at first you're flying towards the Statue of Liberty. After downing a couple of choppers you have to pull up pretty sharpish, missing the statue by a hair's breadth. This happens every time you play. You can't, for instance say, "Hmm, I think I'll go left before I get to the Statue for a change." Everything's predetermined and you're gonna have to stick with it.



Stage one sees you fighting against a New York backdrop...

You're armed with a cannon and rockets, activated by pressing different buttons on the joy pad. A yellow cursor is used to aim; when it turns orange you've locked on to your target and can unleash your death and destruction. You have unlimited ammo, but it does take a little time for your weapons to be armed again – it can be vital to fire at the right time or you may be left as easy pickings when you're waiting to reload.

There are ten levels in total, visiting a number of exotic locations around the U.S and the rest of the world, from Easter Island to the Grand Canyon. It's exactly the same every time you play, though, and to finish it's a question of memorising exactly where the enemies appear and when you have to pull up, bank right or whatever. That doesn't mean it's a bad game, though. It gets pretty frantic later on trying to remember where to go next, shooting the bad 'uns and making sure you don't run out of ammo at the same time.



In for a closer look, but there's no time to admire the scenery.

There's no question: you haven't seen anything like it on your home console. So while the playability is a bit limited, it's a hell of a lot of fun and it will get the heart pumping along with the music. The graphics are very slick, if a little odd looking, and there are plenty of new things to keep on going for. Basically it's a great game to come with the Mega CD as it gives you a taste of the juicy things we've got to look forward to.

Adam Waring

Graphics	90%
Sound	94%
Music	90%
Playability	79%
Lastability	78%
Difficulty	85%
Atmosphere	94%
Presentation	84%
Overall	82%

ALIEN PROBOTECTOR

If you thought a video game couldn't scare you, think again, because this game has some of the ugliest alien scum ever to invade Earth!

Alien Probotector (otherwise known as Contra 3) is a six level orgy of non-stop two player carnage which will have you in a cold sweat when you play it. The first stage though is not particularly exciting and appears to be just another platform shooter with nothing new to offer. Even the first stage boss, the giant mutant alien turtle, is nothing we haven't seen before. Still, the graphics are well detailed and the sound is impressive. The main thing that hits you is how well the control method suits the game, although it seems tricky at first, as all six buttons on the Super Nintendo are used.

In stage two the action is viewed overhead, and the left and right buttons on top of the joy-pad rotate the screen. You must make your way around a maze of streets, destroying the alien gun emplacements. The stage two boss will spin you out, literally, as it comes spinning on screen. It then starts scaling in and out of the screen in an attempt to crush you into oblivion. This is about the first time the Super Nintendo's much talked about scaling and rotation abilities are used as an important part of a game, instead of just being used for a fancy title screen effect.



The third stage is an intense frenzy of alien blasting as you clamber around the remains of high-rise buildings. The backgrounds in this part are some of the best I have ever seen. This stage requires you to swing from girders, jump between buildings, fend off swarms of flying aliens and scale a vertical wall while avoiding the unforgiving jaws of a mechanical alien programmed to turn you into mincemeat. And this is all before you get to the trigger-happy robots and the perverse alien skeleton boss which rips through a wall to get to you!

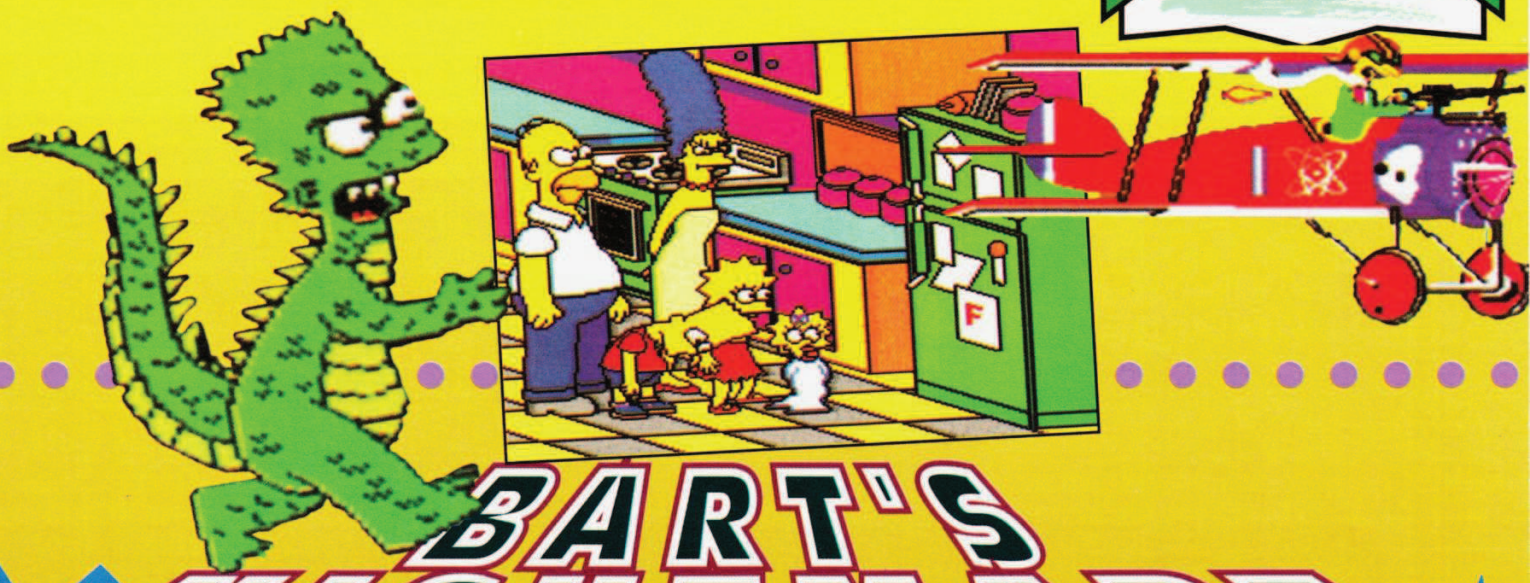
Stage four sees you riding a hovering rocket bike below the alien mother-ship while dealing with the under-carriage artillery and alien soldiers intent on making sure you do not hitch a lift. The spaceship starts flying higher so you ditch your hover bikes in favour of a ride hanging below a friendly jet helicopter and then getting sent towards the escaping spaceship on a missile!

The next stage is viewed from above like the second, and is set in the desert badlands at the entrance to the alien's underground headquarters. Again the rotational abilities of the Super Nintendo are employed, and the battle with the fifth stage guardian will make you dizzy!

The sixth and final stage puts you in the midst of the enemy's underground fortress where you must fight through hoards of aliens and make your way to the heart of the alien's complex. On your way out of the alien hell-hole you are attacked by a flying silver alien that is very similar to the alien in the movie Alien 3. If you survive it you then go on to fight Red Falcon, the alien boss, and its many attack patterns.

This game has everything you could ask for, excellent graphics, challenging gameplay, huge explosions, some of the best music in any Super Nintendo game and the most intense action imaginable. And to top it off, simultaneous two-player action with no slow-down or flicker! Hot stuff!

Graphics	93%
Sound	90%
Music	95%
Playability	89%
Difficulty	95%
Presentation	94%
Lastability	90%
Overall	92%



BART'S NIGHTMARE

At last! A decent Bart game for SNES owning Simpsons lunatics!

Right from the start, Bart's Nightmare is just like watching an episode of the TV show. When the game starts, after the licencing info screen and the Acclaim screen, The Simpsons logo appears amongst drifting clouds, and a choir sings out "The Simpsons." Then there is a nicely animated intro in which we see Bart falling asleep at his table while staying up late, trying to finish his homework assignment. We then see his pages blowing out window, with Bart himself falling out behind them.

The main playing field is the "Windy World". Bart must wander around looking for pages of his homework assignment. When he finds one he must jump on it before it blows away, but while he searches for one, he is haunted by his nightmares. Letter boxes get up and cross the road. Lisa fairies float around waiting to turn Bart into a frog. Jebidiah Springfield heads roll around, and Blinkey the three eyed fish walks up and down the sidewalk. If these aren't bad enough, Bart must beware of Otto driving school buses along the street at ridiculous speeds, and Principal Skinner marching around trying to put Bart in a suit.

When Bart finally manages to catch a page of homework, he can choose between two doors, randomly selected from five. Behind each door lies one of Bart's most twisted nightmares, and at the end of each is a vital piece of homework which he must get!

Bartzilla: Bart has become ... Bartzilla! Forty feet of green fire-breathing, laser-eyed, building-crushing terror! You must do battle with Homer Kong for the prized page of homework.

Temple of Maggie: dodge dummy darts, beware of blue demons, and skip around sinking stones as Bart "Idaho" Simpson dons hat and whip, and becomes a Raider of the Lost Assignment.

Bartman: Bartman, the avenger of evil, has taken to the skies above Springfield to combat evil and recover a page of Bart's homework.

Itchy and Scratchy: Aye Carumba! Bart is trapped in an episode of his favourite cartoon, and everything is out to get him! Search the house for two pages of homework while avoiding the attentions of Itchy and Scratchy and their arsenal of offensive implements.

Bart's Bloodstream: What a trip! Bart is dreaming that he is swimming around in his own blood. And what's Smilin' Joe Fission doing in there?

Each of these nightmares is a different style of game. For example, the Bartman stage is set out as a horizontally scrolling shooter, but the Temple of Maggie requires precise timing as you jump on pillars of rock that drop down into pits of molten lava.

The graphics are bright and of garish colours, just like the cartoon, and the animation is also cartoon perfect. Another aspect of the TV series which is reproduced in the game is the sound. As well as the great tunes that play along throughout the game, there is heaps of sampled speech, my favourites are Smilin' Joe Fission saying 'Hi There!", and Barney Gumball's disgusting belch!

This is the best Simpsons game yet to appear on any console, and an absolute must for any Simpsons fan. The only fault with Bart's Nightmare is having to learn a new set of controls for each stage, but this is easily overcome with practice, and adds to the long term appeal.

Bart's Nightmare is strongly recommended to anyone who wants something with a bit of variety and challenge. Oh yeah, it's a lot of fun, too!

Andrew Iredale

Graphics 88%
Sound.....92%
Music 86%
Playability ...90%
Difficulty 86%
Presentation .90%
Lastability ...92%
Overall.....89%

AMIGA

LETHAL WEAPON



DISCOVER MASSIVE ILLICIT DEALINGS IN WEAPONS CONFISCATED BY POLICE

WHAT DO YOU GET WHEN YOU GET A MOVIE BLOCK-BUSTER, LIKE LETHAL WEAPON, BUY THE FILM LICENCE AND BRING OUT A GAME IN ITS NAME? WELL IN THIS CASE YOU GET A PRETTY AVERAGE PLATFORM GAME. THE GAME IS BASED LOOSELY ON THE SMASH HIT MOVIE SERIES, WITH DETECTIVE RIGGS AND MURTAUGH CALLED IN TO THE SCENE OF A BOMB SCARE, RIGGS CAN'T WAIT FOR THE BOMB SQUAD TO ARRIVE AND DECIDES TO DIFUSE IT HIM-SELF. HE CUTS THE WRONG WIRE, AND SO BLOWS UP THE BUILDING. THE CHIEF WASN'T TOO HAPPY ABOUT THIS LITTLE INCIDENT, AND PUT THEM BACK IN UNIFORM AND BACK ON THE STREET - AS PATROLMEN.

Soon their troubles continue and while stuffing up a routine robbery call they discover a large amount of weaponry, and on further investigation, they discover massive illicit dealings in weapons confiscated by Police. They want to further investigate this matter but are not deemed responsible enough. To prove their worth, they must firstly close 4 long-standing files. If they succeed, they will win back their badges and take on their toughest case yet.

The files are as follows:

FILE 1 - The export gang - You must stop a container filled with money from leaving the country with drug racketeers

FILE 2 -The subway - Terrorists are holding the sewer system for ransom, by planting bombs in strategic points. You must find the bombs and stop the terrorists.

FILE 3- The Factory - Leo Getz is being held hostage in an old steel works, you must find Leo and escape!

FILE 4 - Full access to this file is denied until the first 3 missions are completed, so this one comes as a surprise.

Only when you have completed the first 4 missions will you have a chance at the final investigation into the police weapon conspiracy.

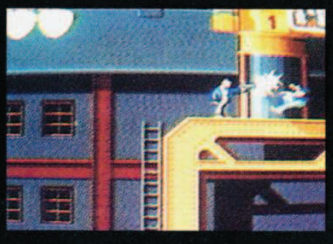
Game play begins in the police station - there you will be briefed on your missions by the Chief. There is the locker room where you can either choose to play Riggs or Murtaugh and finally the computer room. Here you input the code you receive if you've completed a mission, which saves you from having to repeat missions.

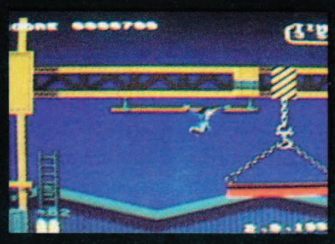
The missions take place in areas riddled with passageways, moving platforms and buildings. Here you will have to negotiate plenty of baddies on your quest to find the clues of the case. Clues are represented as magnifying glasses and you must pick these up for your bonus at the end of the round. Also in strategic spots are extra life hearts and bullets. As you progress further into the files, these all become less frequent, and should you run out of bullets, then you'll have to resort to unarmed combat. It is here where the two characters differ - Riggs is the master at unarmed combat, while Murtaugh is better with a weapon. You must decide at the beginning of the mission which of them will suit your style and the current job.

The graphics in the game are very plain, the background not sporting any imagination at all. At least the main characters are OK. The music is very good though and compliments the action nicely. As always there is the usual biff, bangs and explosions that go with the game as well. The playability is fine, but veterans of platform games won't find Lethal Weapon much of a challenge once you get used to it. Although the levels are different, they all seem to be the same features put into different backdrops, with the baddies getting badder and the platforms getting harder to jump onto. In all, a plain arcade-platform game, that failed to impress me, and although the levels are long, there just isn't enough variety. Big licence, big pity.

TIM SMITH

GRAPHICS	76
MUSIC	89
SOUND	76
PLAYABILITY	75
LASTABILITY	76
DIFFICULTY	80
VALUE	72
MENTAL	72
OVERALL	74









the HUMANS

AMIGA
PC



...BURN THINGS (INCLUDING EACH OTHER!) VAULT OVER CHASMS, RIDE STONE WHEELS, KILL DINOSAURS, AND GENERALLY GO OFF!!

WHEN I FINALLY MANAGED TO KICK MY SISTER OFF FROM HUMANS LONG ENOUGH TO ACTUALLY PLAY IT MYSELF, I THOUGHT IT WAS TERRIFIC, EXCELLENT, AWESOME, ADDICTIVE, ETC, ETC, ETC. AND A FORTNIGHT WORTH OF LATE NIGHTS HAS DONE NOTHING TO DIMINISH MY FIRST IMPRESSIONS - THIS GAME IS GOOD!

How can I describe Humans? Well, if you cross Lemmings with a B.C comic you've pretty much got it. In case you don't know how Lemmings works (where have you been??), the idea of the game is guide a group of cute little guys through a screen of obstacles and pitfalls using only their (limited) skills and your (hopefully not limited) wits. If you have played Lemmings, imagine a similar game where the little guys aren't quite as little, don't have green hair and don't spend their whole existence wandering aimlessly. As you progress through the levels, the little guys with the loin cloths become slowly more advanced, learning how to use spears, fire, the wheel, rope and so on. You aren't alone on the evolutionary path however, as from time to time you have to fight off dinosaurs (that find humans very tasty) and enemy tribesman who are at least as good with a spear as you are.

If you're looking for a serious game, look somewhere else 'cause this game is just plain fun. Aside from throwing spears and getting eaten by dinosaurs, the little guys can climb ropes, burn things (including each other!), vault over chasms, ride stone wheels, kill dinosaurs, and generally go off. The game is great fun and doesn't pretend to be anything else. The manual is suitably light-hearted with explanations like "How many humans you have in your tribe at the present time, DORK!" and comments like "Remember, they've only just made it to Monkey + 1 (Apes with Attitude)". It does still manage to explain the gameplay very well without giving away the solutions to the puzzles in the game.

The general idea of the game is to get a member of your tribe to the goal on each level - this might mean that you have to place a human on a certain spot, find a useful item such as a spear or kill a dinosaur. As the guiding force behind the little guys, it's up to you to tell them what to do. Each human has two basic actions - picking up objects, and forming human ladders. The objects that you pick up allow you to perform other, more useful actions such as using the spear to vault over a chasm. The human ladders allow you to stack the guys one on top of another to reach places that no Human has gone before.

The game's graphics are very good - the humans themselves are well drawn, easy to see, and move smoothly. The backgrounds are excellent, varying between cave, swamp, desert, winter and summer. The game also has some great animated sequences that occur between levels from time to time. For example, when fire is discovered, the mental giant making the discovery gives himself a haircut he won't forget and then tries to eat the fire. Another nice touch is when you roll past another member of your tribe on the wheel during the game, you run over one of his feet - the unfortunate little guy then hops around for a while holding his throbbing foot.

All in all, this game is very well packaged, graphically excellent game that's great fun for all ages. THE HUMANS is a definite must buy - you won't be disappointed.

All right Liz, I'm finished now, you can have the game back again. I don't know, pushy sisters.....

Greg Evans

GRAPHICS	92
SOUND	90
MUSIC	90
PLAYABILITY	95
LASTABILITY	90
MENTAL	90
VALUE	90
OVERALL	92







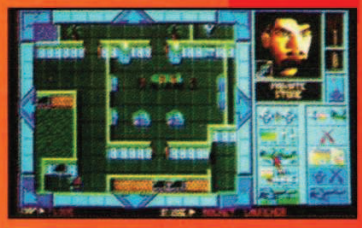
PC

LASER SQUAD









LOOKING FOR AN ACTION GAME? A ROLE-PLAYING GAME? OR MAYBE STRATEGY IS MORE YOUR STYLE. WELL, IF YOU LIKE ANY OF THESE TYPES OF GAMES, YOU ARE BOUND TO LIKE LASER SQUAD.

Now, I bet your thinking 'Oh no, not another one of those pathetic confused multi-genre games', **but WAIT** ... this is a game with a difference. It is based around 5 missions, each individually selectable, which you control a set of characters, and the computer or a second player controls the other set.

The difference comes in the playing. The game looks like a role-playing game when you are playing, but if you act out your usual role-playing game style you will die within minutes, as I found out on my first game. Each move must be planned strategically if you are to succeed in your mission. There is also plenty of action. Nearly every time you move, something is bound to happen. And, unless you have planned well, it is usually the death of one your characters.

From the beginning, you must fully equip your characters. You are given so many 'credits', with which you have to give all of your characters armour and weapons, which is the norm. In mission one you will need a decoy which will die no matter what (this is an exception though). Armour is rated 1-4, with 4 being the best. There is also a large selection of weapons available, from daggers to rocket launchers. But you have to budget your money to equip properly for the mission. In mission one a rocket launcher is useless, while in others it is invaluable.

The first two missions are like this. In Mission 1, Team A has to **ASSASSINATE** the leader of the Team B. To win, either Team A has **TO KILL** the leader of Team B, and for Team B to win, their leader has to survive around 20 turns. In Mission 2, Team A has to enter Team B's moonbase, and destroy sufficient databanks and analysers. For Team A to win, they have to get 100 victory points, earned by smashing things, and for Team B to win, they have to either prevent Team A from destroying all equipment, or kill them all. The other three missions are basically the same style, which is get in, kill anything in sight, and get out alive.

When you play the game, each character is given a certain number of action points according to their characteristics and what they are carrying. These action points determine how much you can do in a particular turn. Movement takes so much, firing takes 255 of all action points, Priming a **grenade** takes 50% of all action points, etc ... If at the end of the turn you have a weapon ready, and more than half of your action points, you can have 'opportunity fire'. This means that if someone crosses your line of fire during their turn, you automatically blow them away until you have used all of your action points, or they are dead. This is one thing you must account for, as it is a very important factor of the game.

Here is the only downfall of the game, and it seems to be a major one. If you are good at strategy games, this game will be a bore within a week. It took me two nights to complete all five missions, but I admit I am VERY good at this sort of thing, and I didn't get much sleep in that time. The two player feature lengthens the lastability of this game if you have someone to play against, but otherwise it is a dead loss. If this game needs anything, it is a construction kit, or at least a few mission disks. Otherwise, this is a **BRILLIANT** game.

The graphics are VGA 256 colour, 320 x 200, and look very neat. There are no fancy items placed in the game, everything has it's use. The sound is also very good through a Soundblaster. At least with this game if you don't have a soundcard, you get no sound at all, instead of those 'beepy' tunes which ruin your eardrums.

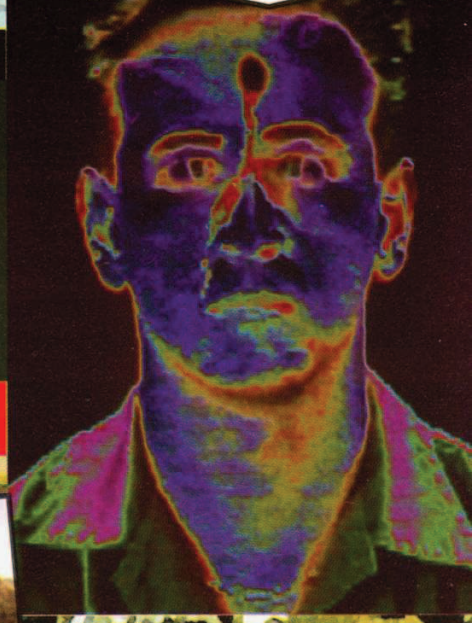
Overall, this is a brilliant game for anyone that enjoys role-playing, strategy or action games. The only reason it isn't worth more than 90% is the lack of missions, which make it a real bore too quick. Come on Krisalis, there is a PD game on Amiga which is the same style as this, and it has it's own Editor ... If more mission disks are offered later on, I certainly would recommend this game. Otherwise, it is only good for the beginners to strategy, as it just won't last.

REVIEWED ON IBM BY DREWE ZANKI

GRAPHICS.....92
SOUND 72
PLAYABILITY 85
DIFFICULTY 90
PRESENTATION 87
LASTABILITY 60
VALUE 70
ATMOSPHERE 95
OVERALL 85

AMAZON

GUARDIANS OF EDEN



Those of you who have previously braved the world of Access adventures will feel right at home with this, their newest release, entitled Amazon - the Guardians of Eden. I have played two other Access titles (the spectacularly unimpressive Countdown and Martian Memorandum) and was turned right off by the primitive and user-unfriendly interface as well as the poor use of digitised speech and character graphics.

But for Amazon, Access have revamped the control system. It now consists of a series of icons which function a hell of a lot better than the old "join-the-words-to-make-the-sentence"chore of the past, yet still lack the flexibility of text input. The digitised graphics have been tweaked up a notch, too. For example, the main character doesn't appear to be floating above the ground any more.

The authors of Amazon say that "Flash Gordon", "The Lost City" and various other tacky action and adventure serials from the 40's and 50's were their main influences during the creation of the game. I can see what they mean. Amazon is definitely not a serious adventure.

Set in the late 1950's, Amazon centres around the exploits of two brothers, Allen and Jason Roberts, both research scientists. Allen, the elder of the duo, is leading an expedition to the Amazon Basin when suddenly he goes missing, presumed dead. Jason doesn't believe a word of it, of course, and when he receives a letter from his brother, which suggests that he may still alive, the youth is determined to discover what really happened.



It sounds like a decent enough scenario, doesn't it? The Amazon setting is a good one, providing the potential for some adventuring japes and puzzles or at least some nice pictures. But what follows is an excruciatingly contrived, sub-King's Quest I, interactive storybook of the most ridiculous proportions.



You should all know how these things work by now so I won't bore you with the mechanical details. Instead, I want to tell you why Amazon belongs in that ever-growing bag marked "Really Crap Games"

First, there's the plot. Well, really it was the plot structure that disagreed with me. Access have tried to make Amazon just like those adventure serials I mentioned earlier by dividing the story into fourteen chapters, each one ending in a suspenseful climax. Or rather, that was the idea. The story pauses when the hero is in danger and the new chapter is heralded in with a short summary of the previous one. It's a potentially interesting idea but it just doesn't work here. Each chapter is too short (Amazon as a whole is too short, actually) and the flow of the story is continually interrupted. The fact that you cannot progress from one chapter to the next until you've solved every puzzle and collected every object from the current one also adds to the very disjointed feeling of the game.



Another fault is the stupidity of most of the puzzles. For instance, in the early stages of the game, you have to get into a guarded vault. Just by looking at the two guards (a male and a female) you discover (you must be telepathic, I guess) that they fancy each other, but are too shy to do anything about it. So, using the darts, the Amazon love potion and the blowgun, you climb the tree in front of you (you have to do this because the guards will arrest you if they see you, even though you work in the building) and give the two lovebirds some encouragement. He grabs the girl and they ... ahem. Arf! Arf! What a gag eh?

Many of the other puzzles are also based upon this familiar object-manipulation routine which requires no real thought on the player's behalf. And this relates to my final complaint. Amazon is the most linear adventure I have ever played. There is simply no way at all that you can make a detour from rigid plotline. It is this point more than any other that reveals Amazon as little beyond an interactive storybook.

I want to be able to try different things in an adventure game. I want to use my wits and intelligence to progress in the game. I want to be able to think "This bit looks interesting, let's see where it leads" or 'Ah-ha, I see, if I do this then I will be able to that bit a little further on" as opposed to "I guess this is what you have to do because nothing else goes anywhere".

I don't want to be bored senseless playing stuff like this, which is really only a slightly more sophisticated game than Space Ace but without the lovely graphics. If you thought other game-makers were scraping the bottom of the barrel then Access have buried themselves six foot beneath it.

DAVID WILDGOOSE

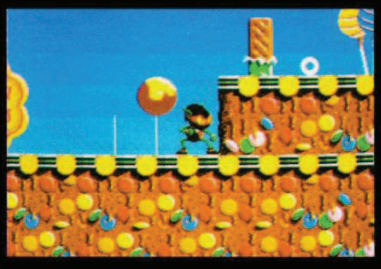
GRAPHICS 70
SOUND 55
MUSIC 65
PLAYABILITY 60
LASTABILITY 55
DIFFICULTY 48
VALUE 45
ATMOSPHERE 55
OVERALL 55

AMIGA

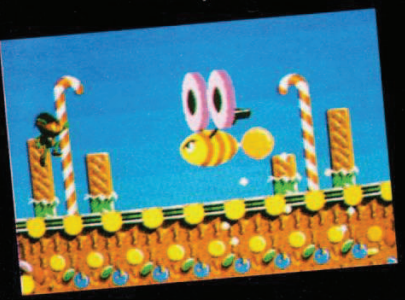
Ninja of the Nth Dimension

ZOOL

He's an interstellar cosmos dweller, quicker than a flash and sharper than the 7 Samurai...



He's Zool, he's cool, he has a tendancy to drool..

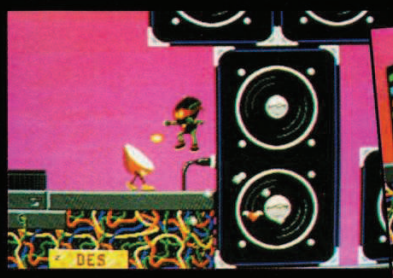


Those graphics look pretty tasty. Good enough to eat...

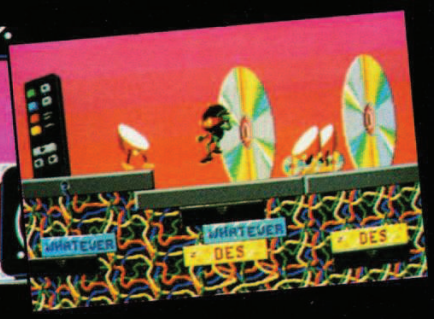
Every now and then a game comes along in the computer gaming world, that turns heads and basically makes big waves in the industry. The latest game to fit this description would have to be Zool - Ninja of the nth dimension. Zool is a another platform game and most people would have to agree that a game from this genre has to have that something extra special to even be noticed among its many competitors. Well Zool has been noticed all right.

Anyway, the story goes something like this; Zool an intergalactic Ninja has many trials and tribulations brought before him to heighten his reflexes, his senses and his ability to be at one with nature. On this particular day after some heavy Ninja-ing, Zool turned on the auto-pilot and sat back to listen to his old Kung Fu soundtracks when all of a sudden, he noticed "a strange wobbling phenomena". Compelled to investigate by the code of intergalactic Ninja he ventured onwards only to be drawn into the vortex by a strange power. The ship careered out of control and finally Zool crash landed. After regaining consciousness he found himself in a world full of junk food.

Upon receiving a printout from his computer he found he was stuck on a totally uncharted world. However he was brought there for a reason,



'Scuse me, is this the way to the Iron Maiden concert?



Music land is one of six levels Zool must get through

because as the great ones explain it is a challenge. Zool must survive the challenges of six worlds in order to prove him worthy of the title intergalactic Ninja, and to survive and make it back to his home world!

The six levels in Zool are totally weird and made up of literally thousands of screens. The screen scrolls eight ways depending if Zool moves up, down, etc. The way to get through a level is to collect a certain amount of an object required for that level, like lollies for the sweet level and records for the music level. The levels you have to guide Zool through consist of Sweet World, Fruit World, Music World, Toy World, Funfair World and Tool World. Zool can sustain 3 hits per life but can regain lost energy by picking up hearts that appear from enemies.

The graphics in Zool are very smooth and colourful and the animation alone gives it a very cartoony appeal with the Zool sprite having a total of 30 frames of animation to bring him to life.The music is suited well to this game, and I never thought a funky dance track, pumpin' throughout the levels would make a game more enjoyable, but it does. You can even choose different types of music like techno (for the ravers) or something more metally (for the head-bangers).

The controls of Zool are easy to master and romping through the early levels is fairly easy, although it does get hard, and there are sections where you can get hopelessly stuck. If only there was more to Zool it may have been marked a little higher, but it deservedly stands out for it's playability and graphics, and should have most people coming back for more...and more...and more...

Strange wobbling phenomena

NICK SMITH

GRAPHICS	89
MUSIC	89
SOUND	85
PLAYABILITY	91
DIFFICULTY	90
MENTAL	82
LASTABILITY	85
ATMOSPHERE	86
OVERALL	87

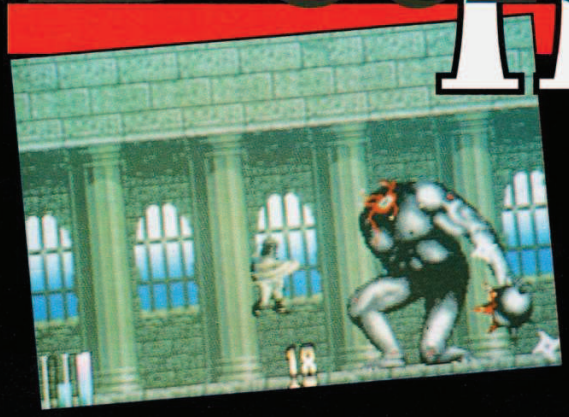
Face the many testing challenges

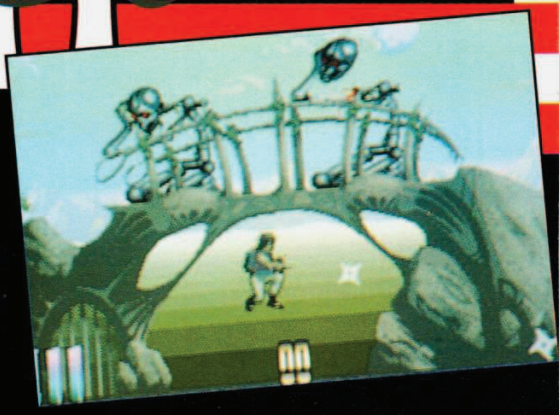
AMIGA

SHADOW OF THE Beast III

GRAPHICS 90
SOUND 90
MUSIC.....92
PLAYABILITY.....93
LASTABILITY 93
DIFFICULTY.....91
VALUE.....90
OVERALL 93

It's not very often when a sequel is made whether it be for a game or movie for that fact that it is anywhere near as good or better, but with the Beast trilogy that rule is not applicable. Shadow of the Beast III is easily the best of the three game series and is an excellent way to end the very successful trilogy.





The story leading up to the Shadow of the Beast III concerns a guy called Aarbron, who as a child was enslaved by the Priests of the Beast Lord. Given steady doses of a will sapping drug he eventually turned into a slave and Beast Messenger, a creature of great strength and agility serving Maletoth the Beast Lord.

A few years later whilst passing time watching a ritual sacrifice, a distant memory was sparked as he recognised the victim as his father. He then regained the memory of who he really was and vowed vengeance on Maletoth and his aid Zelek.

Though he battled long and hard, he failed to beat either of his main enemies, but was rewarded with some of his humanity restored.

Later he drank from a pool and as he did he saw visions of a small house, and overlooking the house was Maletoth, who then flew into it and took the baby from the mother. All of a sudden, Aarbron realised that it was sister and Maletoth spoke, "She is perfect to take your place." After many trials and tribulations he finally rescued his sister and killed Zelek.

Now only Maletoth remained to haunt him.

Aarbron slept heavily that night and in his dreams came a voice, the voice of Rekann who was once magician to the King. Rekann explained to Aarbron items of power, all which are needed to have any chance against the might of Maletoth. The items were The Skull of Loug-Garou, the Quintessence of Being, Pendeks' Mace and the Crystals of Hodag. Rekann then said something like "Awaken, your transport awaits you!" Aarbron awoke startled to hear the hum of aircraft engines, he climbed in the plane then flew North ... toward Maletoth.

This is where you begin. Control Aarbron through the far reaches of Kara-Moon for the four items needed for his final battle.

Each of the 4 levels is full of complex puzzles, not too hard but a lot of forethought is needed to negotiate the traps that Maletoth has set. His minions are constantly hindering your progress. Weapons are found along the way such as grenades, hammers and you also have your standard Shurikens.

Maletoth remained to haunt him

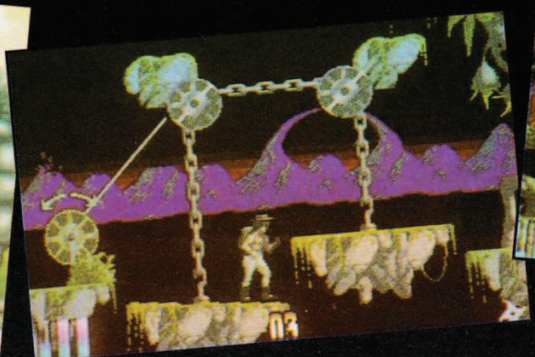
Graphically this is by far the best of the trilogy, and its interesting to note they used a lot more greys in the game to give it a darker look. The parallax scrolling is some of the best you'll see on the Amiga. The backgrounds are similarly impressive with some of the statues being 2 screens big.

The music and FX throughout the game are excellent, the puzzles are some of the most devious designs you'll find and there is a good way to experiment with the puzzles. If you mess it up (or think you have) pushing the help key takes you back to the beginning of that part.

This is definitely the best way to top off a great game series and should have the fans of the first two games drooling as it is a mixes up the best elements of the previous adventures.

NICK SMITH







IF THERE'S ANY REMAINING GENRE INTO WHICH GAMES HAVE YET TO JOURNEY SUCCESSFULLY, IT HAS TO BE HORROR. A FOOLHARDY FEW HAVE TAKEN THE PLUNGE (QUITE LITERALLY, I MIGHT ADD), E.G. BRIDES OF DRACULA, PLAN 9 FROM OUTER SPACE AND HORROR ZOMBIES FROM THE CRYPT, BUT THEY WERE HORRIFIC FOR ALL THE WRONG REASONS.

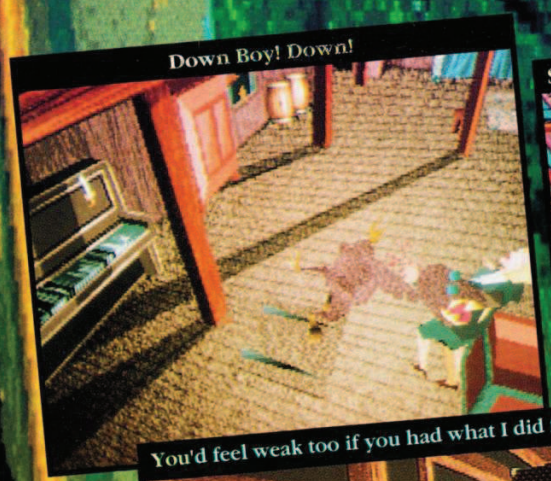
ALONE IN THE DAR

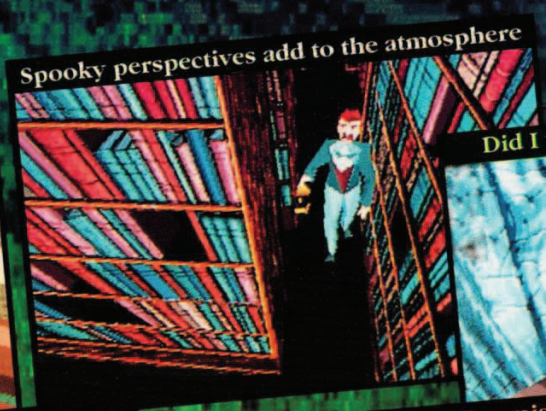
To be fair though, creating situations that will genuinely shock or scare the player is bloody difficult. Cyberdreams went close with last year's excellent Darkseed. Yet while the graphics were gruesome, they were not terribly frightening. Virtual Dreams, however, have gone several notches better with what I believe is their debut release, Alone In The Dark.

The feeling of tension and the sense of being there in the game has never been realised so brilliantly before. Alone In The Dark spellbinds and hypnotises, drawing you into a fantastically surreal and macabre world as you investigate the death of Jeremy Hartwood.

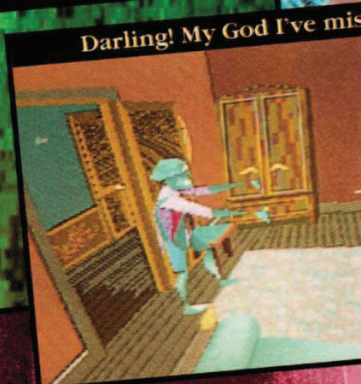
Hartwood was a well-known artist who lived with only his Butler for company, in a dark, foreboding mansion called "Derceto". His life was a nightmare. He had been suffering from mental depression for months and was convinced that some evil presence also occupied the old building. The Police say he committed suicide, but ... who knows?

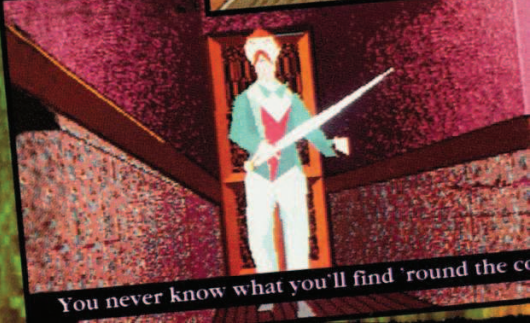
Alone In The Dark gives you the choice of two characters. The first is Emily Hartwood, Jeremy's niece. She is troubled by the recent events and has doubts that her Uncle would have taken his own













life. Then there's Edward Carnby, a private detective hired by a local antique dealer to search "Derceto" for any precious and valuable items.

You being the investigation in the attic of the spooky old house. Wandering around, you will notice three of Alone In The Dark's more unusual aspects. The control system, for instance, is a bit odd. Normally, in these sorts of things you will press left/right to walk left/right, up to walk into the screen and down to walk out of the screen, but the system used here is more like Asteroids. Press left/right and your character will turn around on the spot, press up and he/she will walk forward or press down to walk backward. It's different and will take some getting used to but, by heck, it sure works and the animation looks great!

Next is the lovely graphics. Lovely but, erm, odd. All the backgrounds (the walls, floor, ceiling, doors, windows and paintings) are drawn well but fairly normally. On the other hand, though, most of the more important furnishings as well as yourself are drawn in smoothly animated 3-D polygons which you normally only see in those boring flight sims. But, surprisingly, it works.

Yet while the graphics themselves are pretty special, it's the original way they are presented which makes them utterly wonderful. The action is viewed via the numerous "cameras" placed throughout the house (there are 2-5 cameras in each room) using the full screen (no intruding icon bars or verb boxes here). Better still, the cameras are positioned in the corners of rooms, above doorways, on the floor, on the back of a lounge, peering around a wardrobe, hanging from the ceiling and just about anywhere else you'd care to mention. It really is bizarre and some of the close-ups when you walk towards the camera are quite startling. So - yes! This works too!

So far, so perfect, and you're happily exploring the attic when suddenly the window shatters and you are attacked by some kind of nasty winged demon. A quick glance at the manual here will tell you that this is an ideal time to switch to Fight mode. Hit Enter and the game pauses to display the options screen. From here you can access the different actions (Fight,. Open/Search, Close and Push) which your character can perform. Select Fight and you return to the main display. A few deft kicks to the gut and the beast is vanquished in a cloud of purple bubbles, phew.

Swaggering across to the other end of the room you find a piano, a cupboard, a rather obvious chest and trapdoor. The latter springs open and out pops a cool-looking zombie wearing a snazzy red jacket. Sensing you have been outdone in the fashion stakes you attack the creature post haste. Unfortunately for you though, the thing in the jacket and the trendy green pants prevails and you are sacrificed in the sepulchral depths below "Derceto". Hmm, perhaps you should have check out that chest? Next go perhaps.

Even with the graphics alone, the atmosphere of the game has already reached a highly dangerous level, so when the gorgeously spooky sound effects are added, you'll be truly intoxicated. Doors and floorboards creak, clocks tick and chime, bells tinkle and wind gusts, whistles and howls, all in true eerie horror movie tradition.

Alone In the Dark is quite a phenomenal game, considering the inexperience of its creators, and definitely shows the direction in which arcade adventures should be heading. It's destined to become a classic and given a slight brushing up could have been one of the best games ever created. The combat is a bit limited and the range of actions available is perhaps too constricting and there's the odd graphical glitch, but who cares? This is brilliant stuff and no mistake. Buy it or shoot yourself in the head.

DAVID WILDGOOSE

"AND OUT POPS A COOL-LOOKING ZOMBIE WEARING A SNAZZY RED JACKET. SENSING YOU HAVE BEEN OUTDONE IN THE FASHION STAKES YOU ATTACK THE CREATURE POST HASTE"

GRAPHICS.....94

SOUND.....91

MUSIC.....90

ATMOSPHERE ...95

PLAYABILITY 90

DIFFICULTY 90

VALUE 94

OVERALL 93

THIS ONE'S SO MEGA FANTASTICALLY SPUNKY THAT THERE'S NO

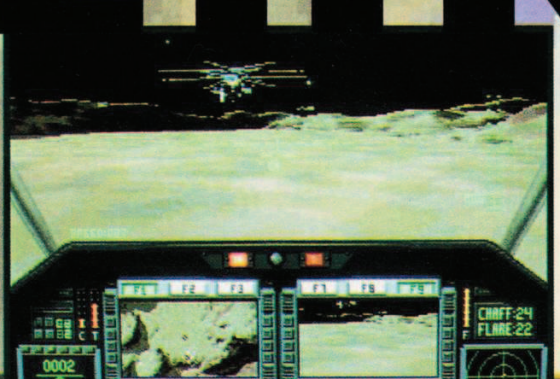
COMAN
MAXIM
OVERK

OH NO! NOT ANOTHER FLIGHT SIMULATOR! HONESTLY, WE'VE SEEN MORE FLIGHT SIMS RECENTLY THAN THE ED'S HAD HOT DINNERS. (BACON AND EGGS FOR BREAKFAST, FISH AND CHIPS FOR LUNCH, AND A PARTICULARLY HOT AND SPICY VINDALOO AT THE TAJ MAHAL INDIAN RESTAURANT, AND THAT WAS JUST YESTERDAY.) BUT WAIT! COMANCHE: MAXIMUM OVERKILL ISN'T JUST ANOTHER FLIGHT SIM. WELL, IT IS, BUT THIS ONE'S SO MEGA FANTASTICALLY SPUNKY THAT THERE'S NOTHING ELSE TO COMPARE WITH IT!

Set in the not-too-distant future, Comanche: Maximum Overkill puts you in the fighting seat of one of the most advanced helicopter gunships around, the Boeing Sikorsky Comanche RAH-66. You have a variety of missions ahead of you, but hey, they're all kickin' butt so it's all in the name of good fun.

One good thing about the Comanche – in terms of what makes a good flight sim anyway, is that it's been designed to be a very simple to use. Traditionally helicopters have been very difficult to fly. Even getting one off the ground requires long and complicated procedures. The designers of the RAH-66 thought, 'hey, we'll get computers to take care of all the difficult bits so all the pilot needs to do is point it in the right direction and shoot at things.'











So, a helicopter that's easy-to-use for an experienced pilot, is going to be a cinch to fly for the occasional armchair air combat addict. In fact it runs the risk of being a little over simplified, for example there's a maximum ceiling height of 500 feet. Now take a real life war scenario: you fly towards your target for an hour or two, engage in battle and, if you're successful (i.e, they're dead and you're not), spend a couple of hours flying back to base. That's how it happens in reality but flying about

GRAPHICS...95 SOUND...82 MUSIC...78 PLAYABILITY...

DIFFICULTY...88 ATMOSPHERE...94 REALISM...80 PRESENTA

THING ELSE TO COMPARE WITH IT!

CHE
UM
KILL







95 LASTABILITY...87

ATION...92 OVERALL...93

for hours on end is boring!

So Comanche has a small battleground area. The enemy are never far away and if you fly continuously in a straight line, then you'll loop though to the other side of the map. It's as if the world was just a few kilometres in diameter. Once you've completed the mission then it stops there and then – you don't even have a base to get back to. It's rather easier to kill the enemy helicopters than it is for them to kill you as one missile will usually down them, while you can withstand several hits. And you can land on the rivers. Realism factor zero, but it certainly makes for a more exciting game!

However, there is one area of realism where Comanche really knocks spots of the competition. The graphics are simply amazing! The problem with most sims is that you can never quite tell how far away you are from an object because the graphics look flat and unrealistic, hence the tendency to spend most of your time crashing into the side of mountains. The program's creators, Nova Logic, have come up with a revolutionary system for displaying 3D graphics that's so spanking brand new that it still has the cellophane wrapping on.

If you want the details, read the boxout, but it basically gives you textured, contoured mountains and valleys that look so good that you could almost bring along a picnic and spent a lazy afternoon admiring the scenery. There's a real feeling of depth – you can tell how far away you are from an object by looking through the cockpit window rather than having to keep a careful eye on the altimeter. You really can fly along hugging the landscape and mount surprise attacks over hills because you can instinctively judge the distance that lies between you and the local terrain. In fact, there's not much more than mountainous terrain to hug – maybe we'll see buildings and so forth in future games when the display system has seen a little more development.



The game itself is very easy to play because it's so intuitive. There are 20 missions in all, ten set aside for training and the remaining ten for the actual mission maximum overkill. The training missions introduce you gradually to the different aspects of the game. First off you simply have to find and blow apart an oil refinery with all the enemy away on holiday. It gets progressively more difficult as you meet tanks, enemy choppers and have to set targets for artillery fire. Sooner or later, though, you'll work your way through them and then you'll be ready for the big one. The combat situations are varied and will give you a tough time before you can claim victory.

There are all the options you'd expect to find in a sim, with a number of viewpoints that can be selected, customised Tactical Display Screens and Head Up Displays. Weapons are dished out automatically according to the mission and you'll find yourself armed with a selection of Hellfire anti-tank missiles, Stinger air-to-air missiles, rockets and a forward mounted 20mm cannon. In some missions you can also call in artillery fire and even give orders to a second Comanche pilot.

Comanche is a great game, even for non simulator freaks. It is easy to use without too much reading necessary before take off (though the manual is pretty comprehensive). It strikes a fair balance between realism and fun. It's got the best graphics of any sim to date. No doubt we'll be seeing more realistic sims in the future using the new graphical technique, but for now, there's nothing to touch Comanche.

ADAM WARING

CREATING THAT 'BEING THERE' FEELING

Flight simulators have seen huge leaps forward in the way they display their world. Programmers have been striving to come up with better and more realistic-looking ways to depict the landscapes. First of all we had vector graphics, where wire frame representations of objects moved about the screen. It could only give the roughest portrayal of the outside world and was about as realistic as an episode of E Street.

Next up we had shaded 3D, which filled in the gaps with different colours or patterns to give it a more solid look. You couldn't see through objects any more. Still, everything looked rather flat, and there was no real detail.

Polygon 3D was the next step. Here 3D objects are built up from simple building blocks, such as cubes and pyramids stuck together. While this gives more believable shapes, they still have a 'computerish' look. The simplicity of their shapes is evident and can't really show extensive detail. The time it takes for the computer to do the complex calculations means that relatively few objects can be on screen at any time without suffering a loss of speed.

Nova Logic have come up with a spanking brand new system of rendering 3D landscapes, which they're proudly calling Voxel Space. A Voxel is a point that not only has X and Y co-ordinates telling the computer where to position it on the screen, but also another parameter to say how far away it is from the viewer. The Nova Logic team reckons this system provides a level of detail 500 times that of traditional polygon systems. It's pretty fast, too with up to a million 3D calculations being made every second.

YOU HAVE ENTERED THE:

ADVENTURE ZONE

WITH MARIO MOELLER

Hi! Hope you've all been having a great holiday, and not got up to too much mischief over Christmas and New Years. Well, no matter what season, Adventure Zone will be there, and this issue is no exception as we have a look at a bit of summer software, a bit of a chit chat, that sorta basic stuff.

For the newies, my name is Mario Moeller (there, I've said it), and when I'm not on the phone to the Ed arguing for more Adventure Zone pages you'll usually catch me playing ....yes, adventure games! With years of experience, no adventure is too old, small, and quite possibly even too new.

Can't kill a dragon or something? Stuck in an adventure? Letters are most welcome, be the questions, solutions, pen-pal type affairs, or even whinges. Write to me at:

ADVENTURE ZONE
38 GREENVALE DRIVE
GREENVALE VIC 3059

You ought to observe the following Adventure Zone rules when writing:

- Include a LARGE self stamped addressed envelope if you want some sort of personal reply. Uni students can't afford to pay for stamps which you should provide!
- If you want me to send you a solution (although I prefer to answer specific questions), then include a little money in stamps to cover my time and photocopying costs. Try and keep it to one solution a letter.
- Tell me what sort of computer you've got.

Modemers can reach me through Alliance BBS, the bulletin board Adventure Zone runs off. Contanct me at:

ALLIANCE BBS - (03) 462 1707 (9600, 2400, 1200) ANSI

NEWS

Leather Goddesses of Phobos II is out from Infocom, as well as Spellcasting 301, from Legend. Rumours abound of a Return to Zork game as well, although nothing concrete at the moment about this yet.

There's a letter in the mail!

Paul Oakes though Codename: ICEMAN was full of crap, and nearly tore his hair out playing it . Paul also sent me his list of recommended games; such as Midwinter, Loom and Populous 2.

Jason Westerhof liked the Elvira 2 intro, and thought it livened up the reviews. He also enjoyed the Altered Destiny and Space Quest IV reviews as they made him laugh (it probably didn't make Accolade and Sierra laugh though!) Bonus points go to Jason as well, for correctly identifying what the game The Last Inca was actually all about.

Poor Joan Last is stuck on Darkseed. Anyone solved this one?

MARIO'S TOP 5

1. WAXWORKS
For Elvira lovers!

2. LEGEND OF KYRANDIA
Great alternative to Sierra stuff.

3. CASTLES II
Top notch strategy.

4. MONKEY ISLAND II
Check it out, if you haven't yet!

5. QUEST FOR GLORY III
If you really must!

WIN SOMETHING!

Yes, time to win a fabulous piece of software, given away each issue to a deserving PC user. This time round I'm going to try something different, a few questions instead of just asking for the best letter. First letter to score best and highest wins the game.

1. In Zork I, in order to pick up the platinum bar, one had to type "echo". This was actually a back door cheats way of getting to the bar. What was the real solution to picking up the platinum bar?.

2. How do you die in Monkey Island?

3. Which adventure game featured the license plate "THX 1138"?

4. Make as many words possible from the letters: HENRY NOOGS

The Legend of Robin Hood

Solution

DAY ONE

* Get horn and money from cave * Go to shooting glade and practice (keep an eye on the wind direction by watching the flag)

* Go to overlook and wait for the Sheriff's man and peasant woman to pass. talk to the man twice then shoot him. * Use map to see the widow.

DAY TWO

* Wake up and listen to what the men say. * Walk thru forest till you see Marion on a horse being harassed by a monk. then quickly shoot the monk. After talking to Marion pick up the slipper. then blow horn for men to collect the monk's body.

DAY THREE

* Go to the overlook and wait. * Give a penny to the beggar and he will give you his clothes. * Use map to go to the cobbler. * Talk to cobbler, give him the slipper. Listen to what he says.

DAY FOUR

* Go to overlook and wait * Shoot Sheriff's man and save poacher * Use map and go to sacred grove * Talk to Marion and give her the comb. Show her the emerald half heart.

DAY FIVE

* Visit widow * Go to overlook * Meet Black monk and fight him (to win instantly, set arcade level to minimum) * After defeating the monk, check inventory. In it will be a whistle and a pouch. * Use a map to go to the Monastery (the bottom of map) * Use whistle, wait for the monk in the boat to arrive, then board it. * Give the flute to the gate keeper. Then the pouch. * Answer the riddles, as per the documentation provided with game. * Go to bottom right hand tower and get scroll requested by Marion.

* Go to the Refectory and meet the Prior. * Go to top left tower and rescue Fulk. Listened to what he says. * Go back to the scroll room. Talk to the Prior, place hand cursor on the goblet (which will cause it to spill). * Wait till the Prior leaves, then take the scroll. * Take scroll to Fulk and give to him. * To escape, pull tongue of gargoyles 3rd from the left.Then touch bottom left, then 3rd from the right. Then touch the tongue again.

DAY SIX

* Use map to go to the overlook and wait. * Meet the Brown Monk* Use hand cursor to get his clothes * Go to St Mary's * Go to laundry and get the 3 outfits * Go to the Refectory and talk to Prior * Take leg * Go to chapel * Go out through right door (by using hand cursor on door) and explore maze. (Possibly make a map) * Follow maze around until you reach a door. Open it. Look at stake and pyre. Leave. * Go to pub * Talk to bartender * Give him a keg * Talk to man at table * Play and win at game

* Go to castle gate and talk to guard * Offer 1 penny bribe to guard * Go to Pub and put hand cursor on metal grated door - The bartender will open door. * Open the beer cask which will reveal a secret tunnel. Go to the right. * Go to Prior and give him the keg* Say "AYE" when he asks if you want a drink * Quickly put amethyst in mug * Continue talking to Prior till he passes out * Search the Prior. Then quickly go into his room and get the puzzle box, which is under the 3rd pillow. Then leave quickly.

* Go back to pub and pay the bill after talking to bartender. Open metal grated door. Use secret tunnel and go left. * Look at peephole and watch guards * Wait till they've stopped talking and left the room then quickly go and put 4 pennies on the table * Look through peephole again. Wait till they go. Enter room and open trapdoor. Use the monk's robes on the trap door. * Go back through tunnel and into pub * Say "AYE" * Give blessing to Sheriff * Go back to Widow and accept gift

DAY SEVEN

* Open puzzle box by looking at Fulk's scroll. Using the initials of the Druid trees press the corresponding buttons on the box.The box will open and reveal the fire ring. * Go to the grove and meet Marion * Give scroll to Marion * Show emerald to Marion again * Wander through the forest and catch forest pixie with Golden Net * Then go to Oak tree * Talk to tree * Answer riddles. (Make sure after you have spelt correctly the answer, in the Druid Code, you enter it by placing the finger cursor in the palm of the hand). * Answers: EYE, SNOW, FEATHER, HIVE, CHEESE, COIN, FUR, COMB

DAY EIGHT

* Go to the overlook and wait * Offer money to yoeman * Go to the Fair * Talk to people at the fair * Talk to lady in Blue Dress * Seek out the true Scholar. Once you find him, give him the scroll. * Go to shooting gallery and win tournament (Once again, if the arcade is set to minimum, you will win instantly)

DAY NINE

* Use map and go to the Great Oak and spell out "OAK" in Druid Code to get protection * Go to overlook and wait * Meet jeweller * Keep talking to him * Then search him twice * After you get his clothes, look at inventory and use rouge on your face * Go to the Castle * Talk to Sheriff * Show him jewels * Show him the emerald after he wants to see proof

DAY TEN

* Save game. Wear Fire Ring. Talk to Little John and blow horn. Decide which strategy to use. Although most plans will work, only one will make sure you do not lose any men. So try each one individually. One of the plans will require you to go to the pub, talk to the bartender. Go through tunnel. Enter Monastery and go through Maze. * When you're at the grove with Marion, use the emerald heart. * Listen to what Marion tells you

DAY ELEVEN

* Save Game. Decide which strategy to use. Once again, although most strategies will work, only one will make sure you do not lose any men.

DAY TWELVE

* Go to Oak Tree. Do the same as day nine * Go to overlook and wait for knight * Talk to knight once, then shoot him * Search his body

DAY THIRTEEN

* Go to Monastery in Fen * Put on Water Ring * Talk to Will O the Wisps * Get in boat * Follow Will O Wisps * Once at the Monastery, look at plant. Spell out it's name in Druid Code. then climb it. * Go thru open window * Spell out in Code the Secret word Marion told you.

Sit back and watch the final sequence. This is now one of the endings for the game.

THE LEGEND OF Kyrandia









CAS
CO

Now, while Sierra games haven't exactly ranked highest priority on my shopping lists in the past, I was amazed to play a Sierra style game that I actually quite liked. While Kyrandia isn't actually by the Sierra stablehouse, it's from the fellows at Westwood Associates, who closely worked with SSI and Infocom previously, titles including the Questron, Eye Of The Beholder, and Battletech series. I've been quite happy with their programming expertise over the years, and it therefore was with enthusiasm that I recieved the huge volume one of a no doubt endless series.

I say "Sierra style" as I basically mean a three dimensional VGA graphic adventure with the emphasis being on graphics and presentation, rather than puzzles and complex character interaction. Kyrandia certainly does fall into these categories and it even goes a step further by employing the simplest interface I've ever seen. There are no verbs, only a single mouse button which controls all the actions.

This already presents a problem. I criticised Quest For Glory III for having a too simple icon interface; but Kyrandia is the absolute simplest I've ever seen. Seasoned adventurers are going to hate it; whereas the younger, graphic hungry generation are going to feel at home right away. But even so, I didn't hate it as it had a certain charm that kept me interested. The graphics were certainly well implemented, and animation was very decent. Animation that leaves Sierra games for dead!

Enter a land where magic is real!

But what is Kyrandia anyway? The box cover basically illustrates the game for you - a King's Quest style, magicy, foresty, sort of game. The plot is basically pretty corny - you're Brandon, the rightful prince of Kyrandia, and you must defeat evil to reclaim your throne and restore harmoney to the Land of Kyrandia. No, I'm not kidding, sorry!

Hey, let me give credit where credit is due; Kyrandia is beautifully presented, and even thought the interface is simple, the game is anything but easy. Give your King's Quests and Quests for Glory's a miss, and take a look at something fresh.

GRAPHICS.....88
PLAYABILITY 82
MENTAL 65
LASTABILITY 70
VALUE 70
OVERALL 82

Reviewed on: PC
Software by:
Westwood Associates
Distributor: Ozisoft
R.r.p: $79.95

Do you have wha







TLES II Siege & onquest







Golden oldies time! Remember Defender of the Crown, that classic game of medieval diplomacy? Sure you do; and wasn't it fun. It was something completely different, something highly playable; something that kept you playing until you finally completed it. But once you did complete it, you felt a little miffed, and probably had a feeling of "too easy" creep over you. Well, while Defender of the Crown was great at the time, it now seems very simplistic compared with today's wargames.

t it takes to win the crown?

But enter Castles II....

A simple way to describe this little chestnut is Defender of the Crown with all the problems corrected, with features added, and with greater lastability. Castles II places you as a baron in line for the throne, alongside a few more barons who act as competition. To survive, and become King, you'll have to own the most land, castles, money, you name it. Life moves pretty fast.

Interplay (Bards Tale fans!) have done a competent job with this one; the enjoyment and playbility are all there, and that's what counts before snazzy graphics and music, or great new 'no typing' interfaces. I really did enjoy this one a lot, and found it well presented in all respects. While it's certainly not the most amazing game I've seen, it's one of the best with regards to lastability, and hookability from square one. If you liked Defender of the Crown, this is for you.

PLAYABILITY 88
STRATEGY 75
GRAPHICS 68
LASTABILITY 85
VALUE 75
OVERALL 76

Reviewed on: PC
Software by: Interface
Distributor: Electronic Arts

WAXWORKS

Parental warning! Intense graphic violence! Yes! yes! Hallmarks of a great game! Horrorsoft games have always given me many hours of great enjoyment over the past: they began their career with Personal Nightmare, then onto the legendary Elvira series. Classics in their own right, the interface and play style remained largely the same, and each game seemed more gruesome than the previous.

Waxworks is a very three dimensional icon driven special. Puzzles are plentiful and there are literally hundreds of objects to pick up and manipulate. It's the graphics and sound which are particularly blood curdling, and that's what makes this game so much fun; with the lights turned out and volume up high, you're in for a classic time.

This adventure is set in a Waxworks museum, where you actually enter exhibits which have been brought back to life. You'll journey through an Egyptian Pyramid, fighting mummies and the like along the way. Take a trip to the life and times of Jack the Ripper, where you've been mistaken for the killer; run around a haunted ceremony, dodging zombies; as well as descending into a mine shaft housing all sorts of undead stuff.

This is adventuring at it's best, no doubt about it. If you want to play something different, something that will actually scare you (some scenes are actually quite violent), something that will give you the best value for money you've had in years, then don't don't even think twice about this. Trust me.

An Adventure Zone classic!

GRAPHICS.....90
PLAYABILITY 92
MENTAL 80
LASTABILITY 95
VALUE 88
OVERALL 94

Reviewed on : PC
Software by : Accolade
Distributor: Ozisoft
Rrp: $79.95
Minimum requirement: Mouse

HINTS

THE LEGEND OF KYRANDIA

IBM

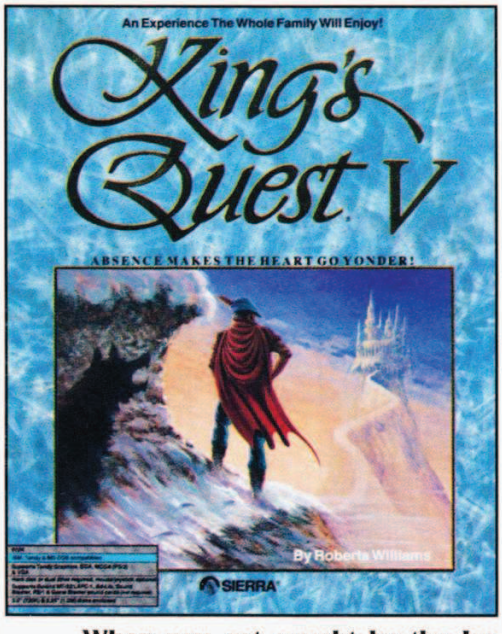
After you get the silver rose from Byrnn, to get the amulet catch a tear drop from the Pool of tears and then go back to the sick willow near Brandons house. Place the tear in the tear-shaped hole in the trunk to fix the tree and a boy will come. Chase the boy and when you catch him he will will give you a marble. Go to the forest altar from where you got the lavender rose and place the marble on the altar where it is missing a piece (the marble is the missing piece) and the altar will go silver. Place the silver rose and you will get the amulet.

When you get back to the cave, Herman should have finished mending the bridge (unless, of course, you didn't give him the saw which is next to the vase, under the desk at Brandons house).

Emma Ashcroft
Brisbane QLD

KINGS QUEST V

IBM



When you get caught by the Ice Princess, play harp and she will take you to the Yeti's cave. Throw pie at Yeti, he will fall. Go to back of cave, use hammer to take crystal. Go back to Ice Princess.

Ben Heaven

PSYCHIC WORLD

Game Gear

When you are asked to press START, push up and left on the pad while holding buttons 1 and 2. Press START and you can choose between levels 1,2,3 and 4!

T. Freedman
Woollahra NSW

OUTRUN

Game Gear

On the start screen, press left buttons 1 and 2 and START at the same time, to stop the timer running out!

T. Freedman
Woollahra NSW

GREMLINS 2

Amiga

To become immortal, like Crissy Lambert in the fab movie Highlander, just type "Sinatra" on the high score table and you will never die.

FALCON

Amiga

Once your in the air and have expended all your precious weaponry simply hold down X, Shift and Control to be fully refitted again.

Leonard Fernandez
Sandy Bay, Hobart TAS

PACLAND

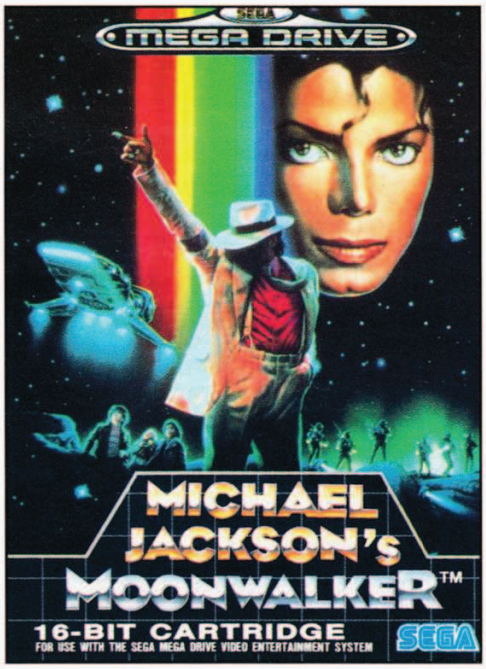
Atari Lynx

On the first level go to the fourth fire hydrant, go to the right side of it and push it. Keep pushing it until you ae wearing a blue hat. This hat will protect you from falling baby ghosts.

In round two of level one go to the second tree stump, do the same technique as the fourth fire hydrant in round one of level one, but only this time you will go straight to the end of the level and gain 70,000 points.

MOONWALKER

Mega Drive



Plug in 2 joypads. Push left up and A on second joypad, then START on the first pad. You should now be able to pick from levels 1-5.

Bernhard Dewinger
Ferntree Gully VIC

PUTT AND PUTTER

Game Gear

When the intro begins Press B and START for a secret option screen with sound test, button setting and the option to select the number of balls!

T.Freedman
Wollahra NSW

& TIPS

TOP GEAR
Nintendo

The password for the last level of this game is: KEELSON.
Chris Groves

DARIUS TWIN
Nintendo

To get 49 extra ships, plug in both joypads and do the following. On the title screen, hold down the L & R buttons on joypad 2 and press SELECT AND START on joypad 1.
Chris Groves

BATTLETOADS
NES

Hold down - A, B, Down and Start for 5 extra lives.
Myles Truscott
NSW

SWORD OF SODAN
Mega Drive

If you drink 4 etherium potions at once, you'll warp to the next level.
Anthony Rampin
Bunbury WA

STRIDER
Mega Drive

To get a continue press START on the game over screen.
Anthony Rampin
Bunbury WA

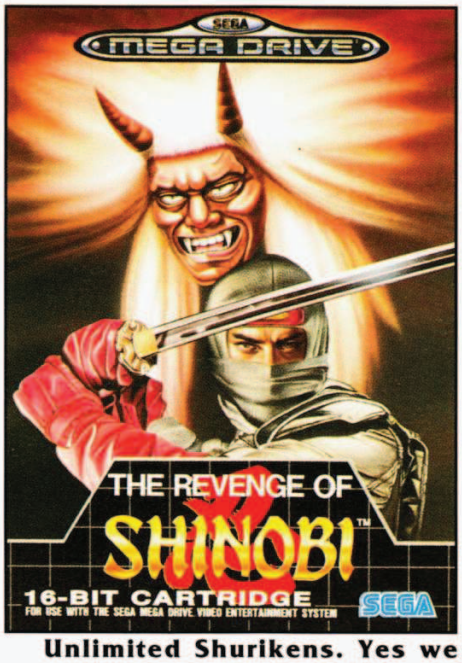
SONIC 2
Master System

Round Select - When switching on the Master system, hold LEFT and BUTTON 2 on Control Pad 2. Then when you see Sonic chasing Robotnik, let go and press BUTTON 1 on control pad 1 and voila! All the rounds for your enjoyment.

BOMBER RAID
Master System

Mission Select At the title screen, push UPPER LEFT & BUTTON 1 & 2 on Control Pad 2, then push BUTTON 1 twice on Control1, then select your mission.

REVENGE OF SHINOBI
Mega Drive



Unlimited Shurikens. Yes we know it's an old one but it's still asked for on the Sega Hotline. Go to options and select 00 shurikens. Wait for a minute then the "00's" should for an infinite symbol.

STRIDER
Master System

Round Select When Sega appears on the screen press:
Both BUTTONS & UP on control pad 1 for Level 2.
Both BUTTONS & DOWN on control pad 1 for Level 3.
Both BUTTONS & RIGHT on control pad 1 for Level 4.
Both BUTTONS & LEFT on control pad 1 for Level 5.

SHADOW DANCER
Master System

Round Select Push BOTH BUTTONS on both controllers & RIGHT before the game starts for round 1.
Push BOTH BUTTONS on both controllers & DOWN before the game starts for round 2.
Push BOTH BUTTONS on both controllers & LEFT before the game starts for round 3.
Push BOTH BUTTONS on both controllers & RIGHT before the game starts for round 4.

PIT FIGHTER
Mega Drive



Start in one-player and fight through to level 8. Pause, plug in the second pad and press START and Pad 2. You should get 3 continues.
Bernhard Dewinger
Ferntree Gully VIC

R-TYPE
Master System

Invincibility When turning the machine on hold LOWER RIGHT on control 1 and UPPER LEFT & BUTTON 1 on control 2, until the title screen appears then start play.

PACMANIA
Master System

Coin Level. To get to the infa-

HINTS

mous coin level eat all the pellets except the power pills and your there.

SHADOW OF THE BEAST

Mega Drive



Invincibility: Type in ZQX on the high score table then when back to the title screen hold A B C & START, then you'll start the game with invincibility.

HELLFIRE

Mega Drive

Unlimited continues for unlimited continues go to options and select HARD then select any sound test tune and listen to it for a minute then you should hear a pause sound and the words "Yea right", then the game will start with 99 continues.

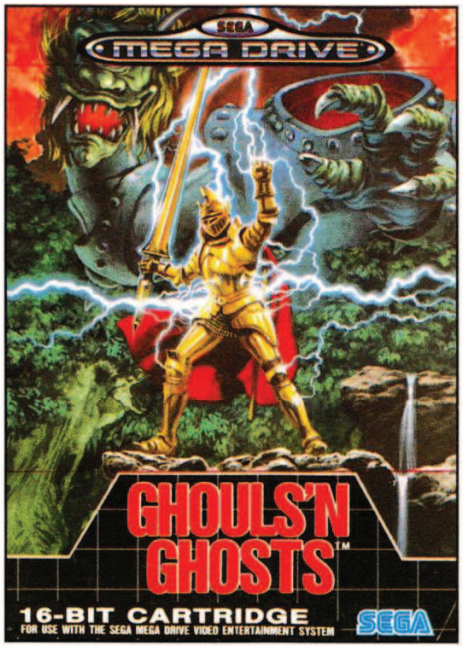
SPLATTERHOUSE II

Mega Drive

Passwords for levels 2-89
Stage 2 EDK NAI ZOL LDL
Stage 3 IDO GEM IAL LDL
Stage 4 ADE XOE ZOL OME
Stage 5 EFH VEI RAG ORD
Stage 6 ADE NAI WRA LKA
Stage 7 EFH XOE IAL LDL
Stage 8 EDK VEI IAL LDL

GHOULS & GHOSTS

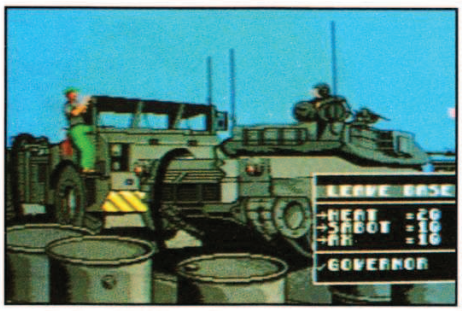
Mega Drive



Invincibility: When the title screen appears, press BUTTON A, 4 times, then press UP DOWN LEFT & RIGHT, THEN B & START.

ABHRAMS BATTLE TANK

Mega Drive



Invincibility: On the demo press BBCBCCCBCBBC.

SECRET OF MONKEY ISLAND II

PC/Amiga

PART 2. Continued from last Megazone.

Map Piece No. 3 - Captain Marley

Go to Phatt island. Go to alley. Talk to man. Notice the little guy always winning. Follow the guy to the other alley. Observe. When he leaves, knock on door. Ask about the next winning number. You'll be shown two signs, always answer with the number of fingers you were shown first, e.g. if he shows you a 4 then a 5 - the answer is 4.

Remember the number and go and play the game. You will just need to win the invitation card. Go to Booty Island. Go to costume shop. Give invitation to man. Get costume. Go to mansion. The guard will stop and ask for costume and invitation. Go to side of mansion. Open door and enter kitchen. Try to get fish. You'll be chased outside. Pick up trash can and make noise. The chef will chase around the house. Enter the kitchen and close the door behind you. Pick up fish. Enter mansion. Pick up map pieces. Exit mansion. Try to get away. The dog and gardener will stop you and take you to Elaine. Talk to her as sweetly as possible. After she has thrown the map piece outside the window. Pick up the oars. Exit mansion and try to pick up map piece. The wind will blow it away. Pick up the dog. Go to the cliff. Walk to the side. Look at map piece. You something to get it. Go to Phatt Island. Walk to fisherman and make a bet with him. Give fish to fisherman and you'll get the fishing pole. Go to Booty Island and walk to side of cliff. Use fishing pole to get map. A bird will take the map away. Walk to the Big tree. There is

a plank in one of the holes. Pick up the plank. use the oar in the first hole. Walk to the tree and stand on oars. The oar will break and you'll have a dream. The necessary stuff will be written in the piece of paper in your inventory. Go to Scabb Island and to the woodsmith. Give oars to woodsmith. He'll fix it for you. Go to Booty Island. Walk to the tree. Use oar in first hole. Stand on oar. Use plank in second hole. Stand on plank. Repeat this procedure until you reach the top of the tree. Enter dog. Look at the pile of maps. Use dog to get maps.

Map Piece No. 4 - Mister Rogers The First Mate

Get telescope from other tree. Walk to wharf. Walk to antique shop. Buy sign next to parrot. Use parrot chow on hook. Buy mirror. Go to Scabb Island. Walk to bar. Use banana on metronome. Pick up monkey. Go to Phatt Island. Use leaflet on poster. Exit island and return to island. Captain Kate will be captured. Walk to jail. Use key to free her. Pick up envelope with her belongings. There is a bottle of half grog inside. Walk to waterfall. Use monkey on pump. Enter cave. This leads you to the cottage. Try the challenge. Pick up mug. Use mug on tree to empty. use mug with bottle of half grog, this allows you to win the contest. Walk to trap door. Push the brick. You'll fall straight through the tunnel. Try again. Open window. use mirror on mirror frame. Go outside and use telescope on statue. The sun will burn a hole in the brick. Push brick. Look at skeleton. Pick up map piece.

Walk to library. Open lighthouse. Pick up lens. go to Booty Island. Walk to Wally's place. Give him lens. Give him map pieces. do an errand for Wally. Walk to the swamp. Talk to Mojo. Get juju bag. Look inside it. Walk to Wally's place. He's captured by LeChuck. Walk to swamp. Look at box. Open box. Use box.

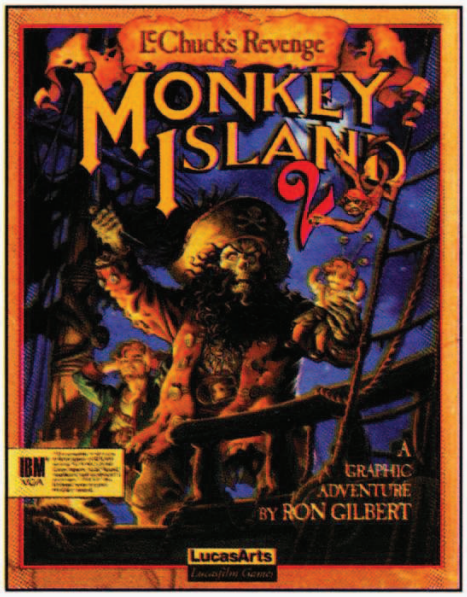
Part III - Le Chuck's Fortress

Walk to right. You'll find looks of signs. Walk to right tunnel. Look at jail. Talk to Wally. Walk back to signs. Enter back tunnels. Look at piece of paper. Push bones according to what is written on the piece of paper. After each push, walk through the new tunnel. You'll need to do it four times, each time using one of the verses. After the last push, you'll find a huge door. It may look complicated. Open small doggie door in middle of huge door. Pick up key. It's a trap and you'll be hanging with Wally. You can't move but you can still use your mouth. Use crazy straw with green drink. Spit on pan (just below Wally) and spit on the shield (to your right). This will change the angle slightly. The correct angle will let you spit on the shield and it then bounces off the pan which in turn hits the candle. In darkness, use the box of matches to light up the place.

Part IV - Dinky Island

Talk to Herman. You must talk to Herman for a long time before you hit the right answer. Pick up crowbar. Pick up martini glass. Use gales with ocean. Use glass with sea water with still to get distilled water. Pick up bottle. Use bottle on rock to break it. Open barrel to get cracker. Give cracker to parrot. Note what it says. Enter jungle. Walk to left to a big tree. Use broken bottle on bag. Get cracker mix. Use distilled water with cracker mix. Get two crackers. Walk to pond. Pick up rope. Use crowbar on box. Get dynamite. Follow direction given by parrot. give cracker to parrot. Follow directions by parrot. Give last cracker to parrot. Use dynamite with hole. Use crowbar with rope. Use crowbar 'n' rope with metal rod. Watch what happens. In darkness, move cursor to locate light switch. Use light switch. LeChuck will zap you to another room. Try to get familiar with the rooms. In first aid room, open trashcan. Get 2 surgical gloves. Open drawer and get hypodermic syringe. Pick up skull. In the room with many boxes. Open all boxes. Get root beer. Get voodoo doll. Get balloon. Give hankie to LeChuck next time you see him. He will blow his nose and return the hankie.

In the room with the broken grog machine. Use helium tank with balloon and surgical gloves. Use coin return on machine. A coin will drop out. LeChuck will enter room and pick up coin. Pick up his underwear. At the elevator, push call button. Enter elevator. Wait for LeChuck to come in. Use lever to go up. The door will shut and catch LeChuck's beard. Use juju bag with voodoo doll, beard, underwear, used hankie and skull. Mix them together and get a voodoo doll of LeChuck. Walk around until you find LeChuck. Use syringe on voodoo doll. He'll run away from you. follow him and repeat with voodoo doll. You can now sit back and go through the ending of the game.



THE BASELINE



NENEH CHERRY
Home Brew (Virgin)

It's been a long time since Neneh Cherry burst onto the scene with her smash LP Raw Like Sushi, bamboozling us all with her seductive blend of sweet songs and tough raps. But she's back, hotter than ever, and let me tell you, it was worth the wait! Her second LP, Home Brew, is brilliant - even better than her first – and there's something here for everyone.

On Home Brew, Neneh shows her many sides: she's hard, she's soft, she's tough, she's tender. She proves she's still a mean rapper and one of most soulful singers on the block.

Collaborating with artists like Gangstarr, who hit with Lovesick last year, and REM's Michael Stipe, she has a created a clutch of dead catchy, funky tunes, laden with bone-crunching guitar and sensitive piano. Home Brew is diverse, but never disjointed.

Trout, her duet with Michael Stipe, is a highlight, but there's not a dud to be found on Home Brew. If Santa neglected to place this record in your Christmas stocking, beg, borrow or steal to get it!
9/10■

MARKY MARK AND THE FUNKY BUNCH
You Gotta Believe (Warner)

Now that the Beverly Hills 90210 cast has replaced NKOTB in the hearts of millions of fans, former New Kid Donnie Wahlberg can get down to some serious business, i.e writing and producing his little brother's second LP You Gotta Believe. And you gotta believe me, it's a very impressive outing. Damned hard beats, some chunkified bass, an excellent female singer and Marky Mark and his muscles rappin' out front – it's great! Marky Mark is no Ice T - thank God!, and this LP is an appetising blend of serious rhthyms, and catchy tunes – ideal for stormin' the dance floor, although there's some ace chill-out tunes as well. Excellent.
8/10■





VARIOUS ARTISTS
Beverly Hills 90210 – The Soundtrack (Warner)

You've videotaped the show, you've bought the keyrings and the fridge magnets (how did you know - Ed) – now play the CD! No, Luke, Shannen and Jason haven't recorded a CD (thank God), this is merely a collection of previously unreleased songs by a bunch of pretty well-known artists (Paula Abdul, Cathy Dennis, Vanessa Willams and Color Me Badd – who once guest starred on the show) just to name a few.

As you'd expect from that kind of line-up, the tunes range from bouncy dance tracks to slurpy ballads to slow grooves, all of which form the perfect soundtrack for the lives of glamorous troubled teenagers. But is it any good? Well, there's not much anger here, and not much passion, either. Serious dance music fans would do better with the Mo' Money or House Party II soundtracks which feature lesser known artists but have rather a lot more soul. But those who think life should be one long day at the beach in a country where no one gets skin cancer and all the babes look like Jennie and all the guys look like Luke, it's perfect! 5/10

SUGAR
Copper Blue (Festival)

Copper Blue opens with some truly awesome axework - and just gets better!

They come across like the three-piece band from hell, but are really just one man: Bob Mould, formerly of Husker Du, who writes and produces every track, as well as doing all of the singing, and playing all guitars and keyboards. Bob writes from the heart, but this is by no means a wussy CD - quite the opposite, in fact. The mighty guitar sound never drowns out the wonderful lyrics, and the songs are noisy, but tuneful. This is a passionate and emotional LP, powerful without being heavy-handed. It's brilliant, in fact!

The single, Helpless, is totally addictive, and a good place to start, but after one or two listens, others (Hoover Dam, Fortune Teller - and others) also become essential listening. Records like this restore my faith in pop music, and prove that all you need to make great music is some simple songs, some imaginitive arrangements and soul.

For the uninitiated, Sugar could be described as REM meets Nirvana, but that doesn't really do the band justice. The best thing would be for you to check it out for yourself! Awesome!

10/10■



THE TEEN QUEENS
Get Happy! (Westside/Phonogram)

From the people who brought you Melissa and Radio Freedom comes the Teen Queens (gee, thanks, Westside!), three pouting young girls whose glamorous photographs pepper the sleeve, even though their names are nowhere to be seen! But then, their role in this little bit of commercialism is mainly visual, and so, the music on this CD has been created by a bunch of professionals: Kamahl's son Ranjan is its producer, while one-time singer for the Rockmelons, Sandy Chick, supplies some hearty backing vocals.

The songs themselves are those which your grandmother and grandfather may have fallen in love to. Weepy ballads like their second single, I Love How You Love Me and Where Did Our Live Go, and more uptempo numbers like Twist and Shout and The Boy From New York City, have been given a vaguely '90s treatment which the girls warble pathetically along to. At their best, they sound like they can't be bothered; at their worst, like lambs at castration time. If you're really interested in these songs, don't be conned by the Teen Queens' ...er, pretty faces, get the originals!

2/10■



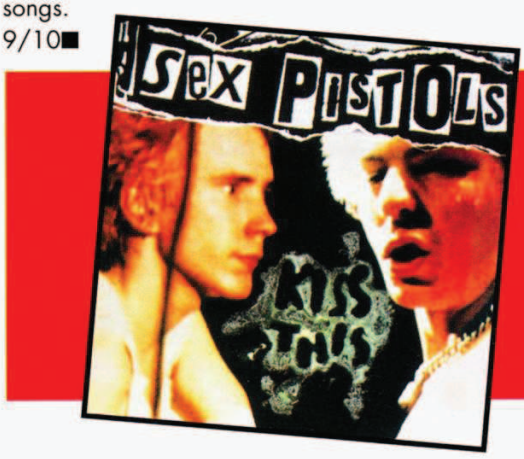
SEX PISTOLS
Kiss This (Virgin)

Although they borrowed much from anarchic bands like Iggy and the Stooges, the Sex Pistols did manage to change the face of rock'n'roll – for a while, at least. They were a bunch of angry young men, who, in reality, were as packaged as Kylie (their Stock/Aitken/Waterman was Malcolm McLaren), but although they knew little more than three chords, they managed to create some powerful rock songs.

The band split up years ago, and one member is dead, but their spirit lives on, and now there is this CD, Kiss This, to help it thrive. It has all the songs from their classic album Never Mind The Bollocks, and a few from their 'movie soundtrack' The Great Rock'n'Roll Swindle, including Sid Vicious' shambolic version of My Way.

If you like Ugly Kid Joe but have never heard the Pistols, then get out there and buy this CD – this is rock'n'roll at it's angriest. And for those who are already firm Pistols fans, this CD has the added bonus of comments by former bandmembers John Lydon, Paul Cook, Steve Jones and Glen Matlock about each of the songs.

9/10■



FRENTE!
Marvin - The Album (Festival)

Uh-oh, here they come! It's that wacky band, Frente!, with their zanily titled LP Marvin – The Album. Puke!

Frente! were one of the most annoying bands to emerge during 1992 – their singles were irritating and their videos just too cute for words. Suprisingly though, their debut LP isn't as nausea-inducing as you might expect; it's much more sophisticated than their second single, Accidentally Kelly Street, and on some songs, lead singer Angie even sounds like an adult! Kelly Street, Ordinary Angels (their first Top Ten hit) and Labour Of Love are the most unbearable tracks on the CD – it all gets better from there, their blend of whimsical pop-folk ultimately yielding some very pleasant tunes. Despite their refusal to take anything seriously (the album's title was the result of an after-dinner joke), it appears that though Frente! may have their head in the clouds, they also have their feet on the ground. And when they grow up, they could do something really good.

6/10■



Video

REVIEWS

COMING TO A LOUNGE NEAR

THE SMITHS - THE COMPLETE PICTURE

If you're a fan of the Masters of Melancholy, then you probably already own the recently released Complete Picture on CD. This video of the same name will compliment your collection perfectly, as it is a



collection of The Smiths rarely seen videos.

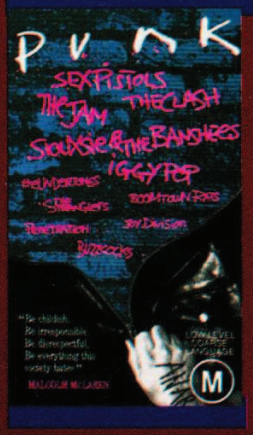
Morrissey, Johnny Marr and the gang churn through the classics that made The Smiths the best English band since the Beatles. There's Panic, Ask, Heaven Knows I'm Miserable Know, Shoplifters of the World Unite, Sheila Take a Bow, How Soon Is Now? and many others. It even includes the short movie "The Queen is Dead" directed by Derek Jarman.

If you've never heard of The Smiths, you really don't know what you've been missing, and the Complete Picture, CD and video, will be the perfect introduction. Don't expect the experience to put a huge grin on your face though, they're not the happiest of chaps, but at least their lyrics mean something.

R.R.P $30

PUNK

If you're like me, you were too young to experience the power and rebellion of the Punk movement which exploded in England in the late 1970's, so this video was like a history lesson. Punks gave a one-fingered salute to the establishment and this manifested itself in the wild, unrestrained and often very bad, music that came out of the scene.



The videos are cheap and nasty which suits the performers. Of course there's The Sex Pistols with the punk anthem "Anarchy in the U.K", and there's also Siouxsie and the Banshees, The Jam, Boomtown Rats, the Buzzcocks, The Stranglers, Joy Division, Iggy Pop and the Clash. So it's a pretty decent collection which will give you a great insight into the punk period. The only omission in my opinion was "Oh Bondage, Up Yours!" by the X-Ray Specs. Oh well!

R.R.P $30

MINISTRY - IN CASE YOU DIDN'T FEEL LIKE SHOWING UP (LIVE)

Call me naive, call me inexperienced, call me anything you want, but this was unlike any live music video I have seen before. The band is incredible! Ministry's unique sound is achieved with two drummers ("How Coowll" - Megazone Production Person Leigh Butler 15/12/92) and fifteen million guitarists. I am sure die hard fans of this band would be lapping up old faves like "Thieves & Liars" and "Stigmata", but a die hard fan I am not. Still, when they come to Australia - if they come to Australia, I will be first at the door. One question though...what's with the chicken wire guys? Obviously seen Blues Bros too many times.

R.R.P $30



FAR AND AWAY

Tom Cruise and Nicole Kidman star in this critically-acclaimed romantic adventure from director Ron Howard. This epic opens on the West Coast of Ireland, 1892. Joseph Donnelly (Cruise), a poor tenant farmer, is determined to bring justice to an oppressive landlord. He finds himself instead accompanying the landlord's daughter, Shannon (Kidman) to America for a new beginning. Starting out with nothing but their dreams, they discover the strength of their courage and ingenuity along the way as they head west to win freedom and opportunity in the great Oklahoma land rush.



GLADIATOR

Forced to move from the comfortable home where he grew up, Tommy Riley (James Marshall) is thrown into the harsh realities of poverty and debt in Chicago's toughest neighbourhood. A promising student, Tommy also proves talented at defending himself in a street fight - a skill that does not go unnoticed by sleazy fight promoter Pappy Jack (Robert Loggia) and his ruthless boss, Horn (Brian Dennehy). Trapped by Horn into paying off his father's gambling debts, Tommy is drawn deeper into the bloody underground world of illegal boxing, where the other young 'Gladiators' headed by Lincoln (Cuba Gooding Jr), see their fists as a ticket out of their grim world. Helped by his growing relationship with classmate Dawn (Cara Buono), Tommy realizes he is not just fighting to clear a debt, but for his dignity ... and for his life.



THUNDERHEART

Ray Levoi (Val Kilmer) is a sharp, young FBI agent chosen to investigate a murder of a Sioux Indian in the badlands of South Dakota. He's chosen for the one thing he has always wanted to keep buried - he's a quarter-blood American Indian.

Teaming up with a white Indian Affairs veteran (Sam Shepard), he is thrown into a world of abuse, deceit and violence ... as he uncovers the layers of lies masking the killer's identity, he grows closer to discovering who he really is - and to becoming the next bullet-riddled body on the plains....

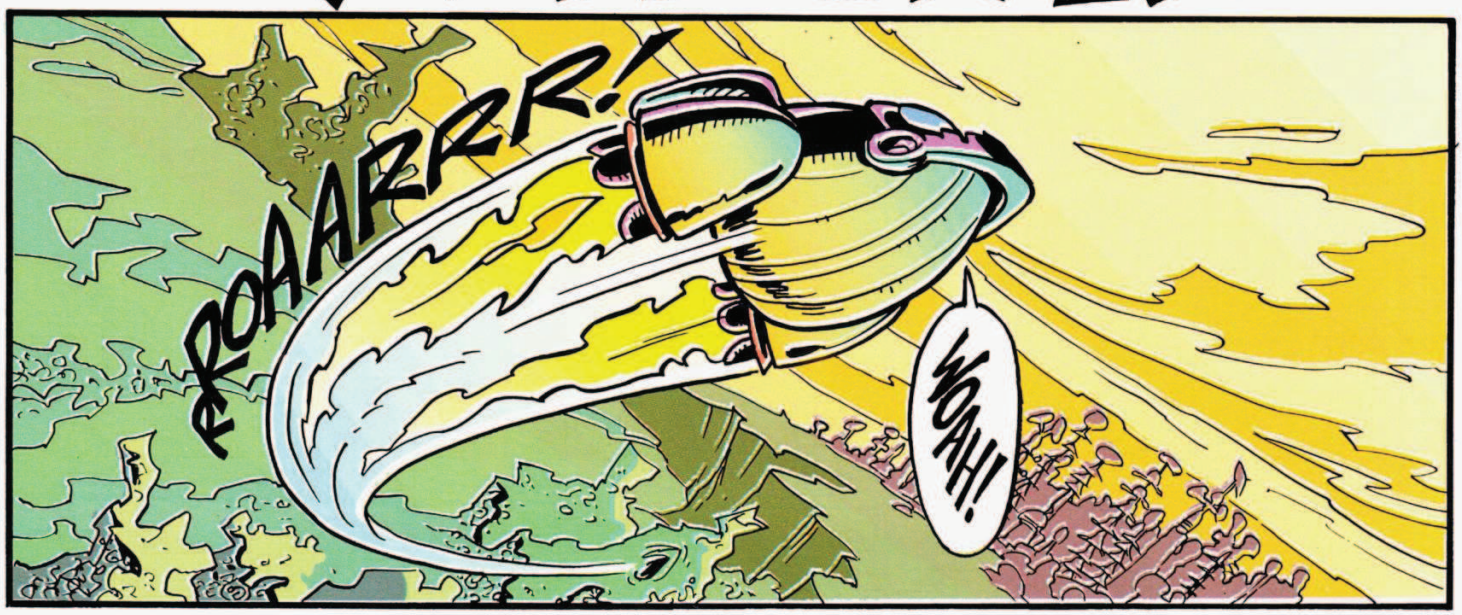
REVIEWS COMPILED BY STUART SLATER VIDEO EZY

VIDEO EZY

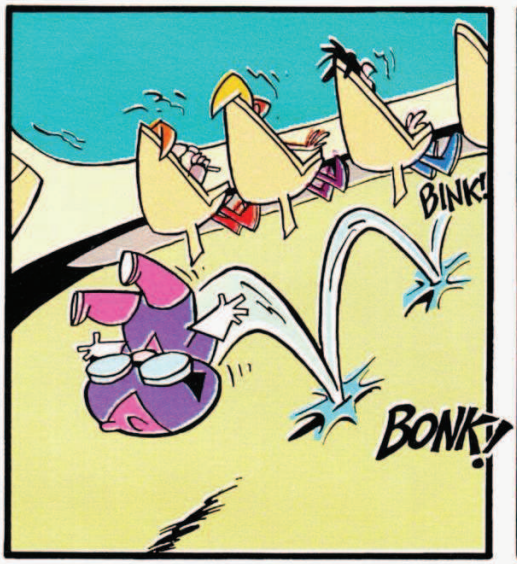
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BY FIL BARLOW

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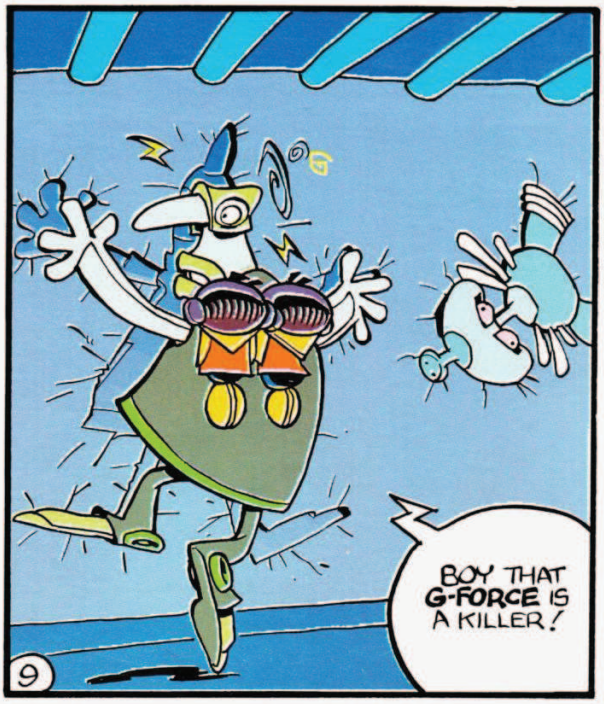


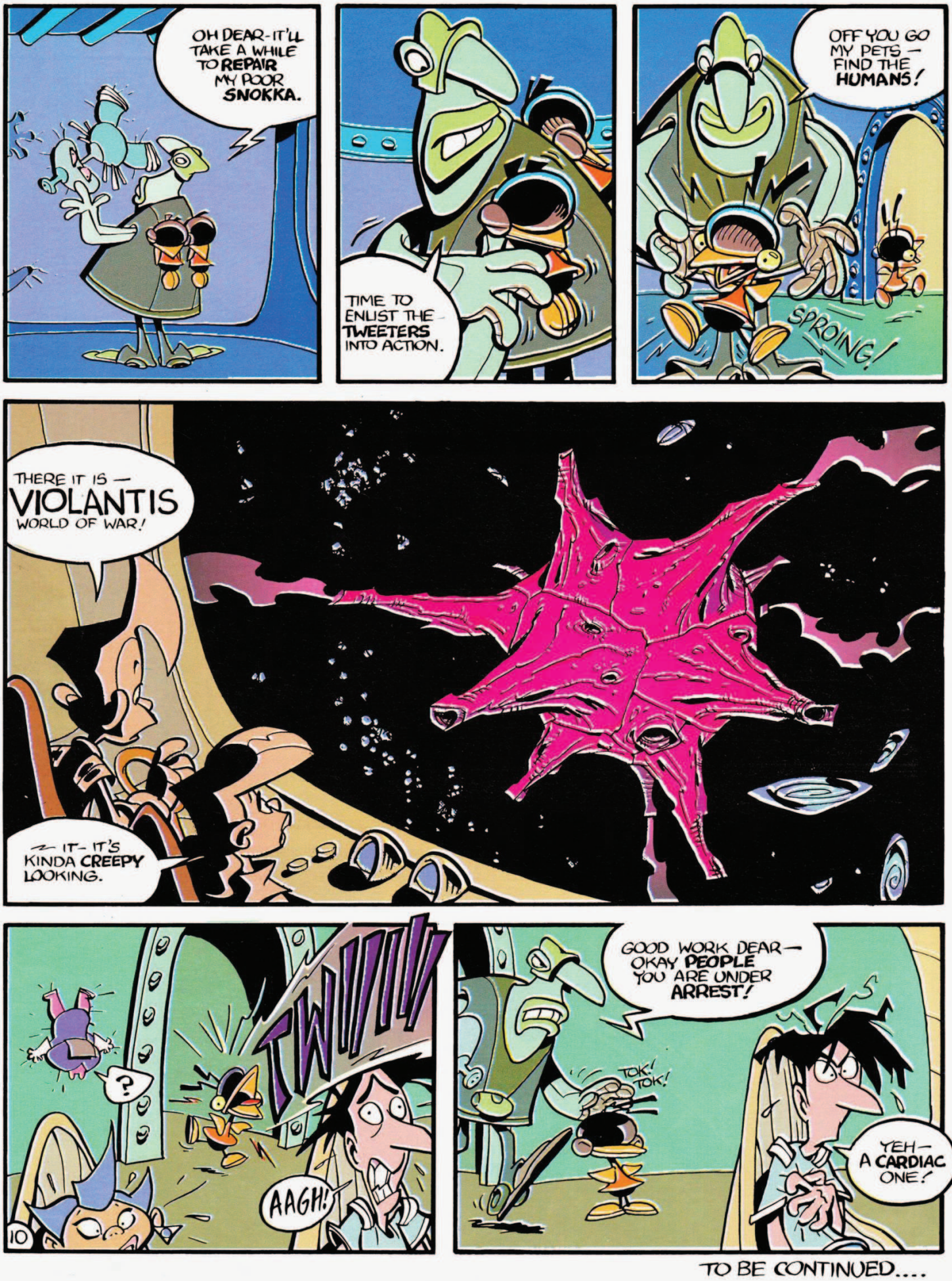












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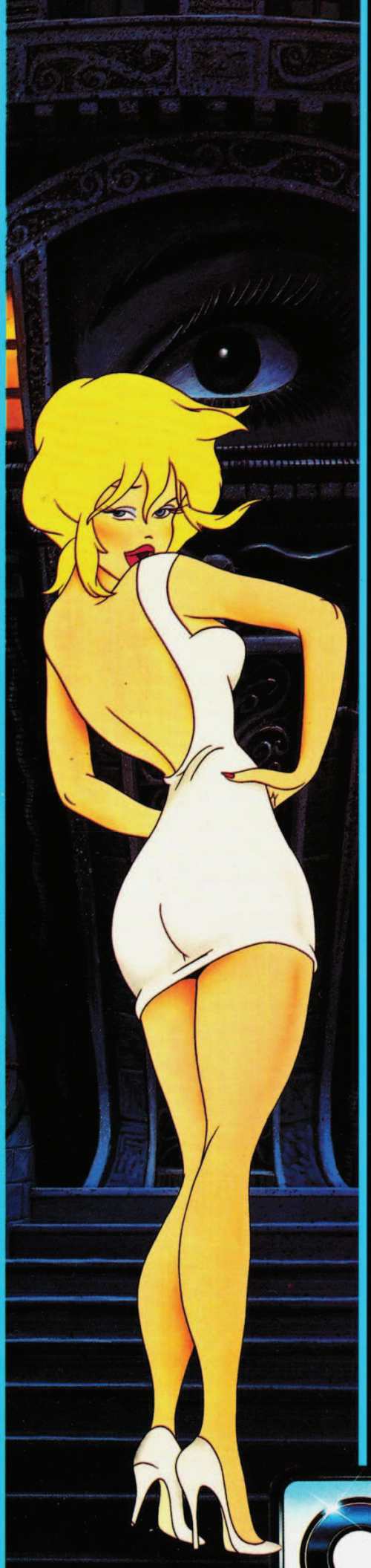
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