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SEGA MEGAZONE

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win!

Mortal Kombat II leather jackets

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- Sylvester and Tweety
- Zero Tolerance
- Dragon
- Global Golf
- Virtual Bart



Reviewed: Every 8-bit game ever!

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MEGA-CD

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*Recommended and maximum retail price only.

Special Feature

MEGAFILE 40

Have you seen an old game and wondered whether it would be much cop? Well, wonder no more: here we review every 8-bit game ever to be released in Australia!

September 1994

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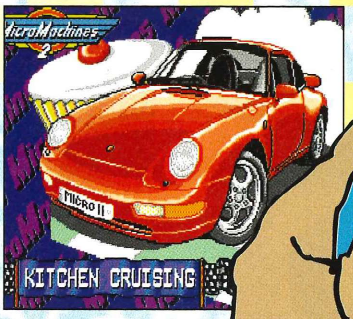
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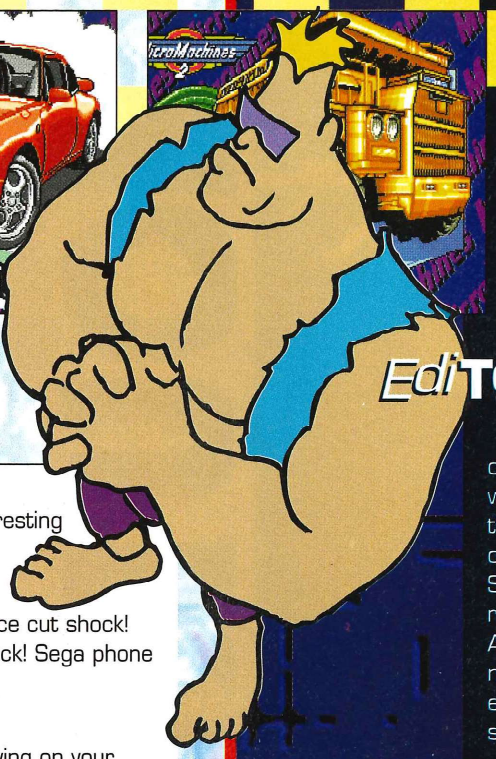
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The gang have been on their hols and nothing interesting happened. So they lied.

EdiTorial

Changes are afoot. As you can't have failed to notice, we've changed the name of the magazine. From this issue onwards, we'll be known as Sega Megazone. This is to reinforce the fact that we're Australia's only 100% Sega magazine, and to make us easier to find on the news stand for all you Sega fans.

Rest assured that though we're 100% Sega, we're 100% independent too. We're as impartial as we ever were and, if a game deserves trashing, that's exactly what we'll give it.

There are other changes too. We've tried to make our reviews better and even more informative. Since Sega has shifted the emphasis to games rental, we figured that the value of a review too has shifted; sure it's still very important to tell you how good a game is, but assuming you've rented a game for the night, you'll want to make the most out of it in the little time you have it. Our reviewers are under strict instructions to leave no stone unturned when they look at a game, and to pass on all the secrets they discover onto you. And they say a picture says a thousand words, but it says even more with a healthy caption under it. So we've extended ours so we can really explain what's going on.

And in the coming months, we'll continue to make Sega Megazone even better. We have exciting plans for the magazine. Make sure you stick around...

Adam



MEGA MOUTH LETTERS



THE PRICE IS WRONG

Dear Mega Mouth,

I read your article about game pricing in the July issue with interest. I always hear people complaining about high prices, but nobody seems to know how to stop them. Well, if you think about it, it starts with all of us. If we put up with high prices, and still buy the games, nobody will know any better. But if we say, "No, I don't want to pay this!", and if enough people complain, surely it won't fall on deaf ears? If you're unhappy, write a letter to the 'head honchos' at Sega. Let them know. A letter will take 10 minutes, and might save you money one day.

And before you say "What about all the hands it takes to make and sell a cart?" let's just think for a minute. Your story made me feel real sorry for these software manufacturers. But get real!

A game like *Super Street Fighter II CE* at $169.95 must sell over 500,000 copies a year. Probably heaps more. If the software house gets 35%, that's a whopping $29 million in that year alone (of course, say $15 million is the manufacturing cost of building $50,000 carts).

I don't care what game it is, no game costs $14 million to make, even with costs of wages, overheads, rent and the lease on a new BMW 280i!!! The programmers have a huge bite of the apple indeed.

And also, before you ask, "What about the risk these software manufacturers are taking in producing the goods?" If I was paying a dude $250,000 a year, I would expect something better than *Space Invaders*. If programmers have talent, they will be rewarded with good sales from great games. But if they produce mindless crap, then why reward them? They are losers! Thanks for listening.

Mike,
Bellerive, TAS

Thanks for those interesting points, Mike. We're always interested to hear what you out there think about issues such as pricing. And how about Sega's rental policy? We're all ears...

CONFUSED

Dear Megazone,

Please help, I'm confused. I'm thinking about buying a Mega Drive or a Mega-CD, but I don't know which one. Could you please list a few good points and bad points about each.

Woo
Glenrowan

PS Can you print a picture of Sandra Bridekirk wrestling dinosaurs in the bath?

Get the Mega Drive. Or at least, get it first. The Mega-CD is an add-on for the Mega Drive, and cannot be used on its own.

Adam suggested the idea to Sandra. He's just about back onto solid foods now....

MEGAZONE OP SHOP

It's a garage sale of gargantuan proportions at the Megazone Op Shop – a kaleidoscopic convention of Stuff with a capital 'S'. If you've got some gear you want to ditch, or you're angling for a scorching new system these pages are the places to go hunting.

To place an ad in the Op Shop simply follow these precise and concise instructions. Warning: If these instructions are not followed your ad runs the risk of ending up in the bin. So pay attention.

LIST your goods and prices clearly and whether they are 'For Sale', 'To Swap' or 'Wanted To Buy'. Don't forget what system we are talking about. And keep it brief, huh?

WRITE your name, address and telephone number, on the same piece of paper. Only your telephone number will be published but we need ALL your details. Ads that do not include these will not be printed. Sad but true.

INCLUDE a one dollar coin securely taped and wrapped in your envelope. Yes, due to the overwhelming popularity of the Op Shop we now have to charge. But it's wholly justified, believe us.

MAIL your ad, your dollar, and your details to

MEGAZONE OP SHOP, PO BOX 746, DARLINGHURST, NSW, 2010.

THE SMALL PRINT We reserve the right to edit your ad how we like with NO complaints from you. We also take NO responsibility for what happens during or after your transactions. We are merely a groovin' noticeboard. Lawyers, ahoy.

FOR SALE

MEGA DRIVE: Menacer with six game cart plus batteries $70, Flashback $60, Ghouls 'n' Ghosts $25, Terminator $35, Altered Beast and Columns $15 each, Sonic $10.
Tel: (077) 852 298 (after 6pm)

MASTER SYSTEM II with two control pads, seven games including Sonic 1 and 2 and Chaos. As new. Cost $450 will sell for $250.
Tel: (071) 59 4616

MEGA DRIVE Japanese for $80 (Multi system TV required), various top games (some Japanese) $30-$95, or the lot for $350. Japanese Mega-CD 2 for $345 (Japanese MD required), Earnest Evans for $65 or with Mega-CD for $400. Two three-button control pads for $15 each. Six-button joystick for $70 (SNES, MD, NEO GEO and PC Engine compatible).
Tel: (07) 376 3156

MEGA-CD with 9 games incl. Thunderhawk. Perfect cond. with boxes and instructions. $480.
Tel: (09) 493 4320

MASTER SYSTEM II with two controls and 10 games. Still in box, $310 ono.
Tel: (02) 555 8030

MASTER SYSTEM II: American Baseball, $25, Super Tennis, Enduro Racer, Choplifter $10 each.
Tel: (065) 723 517

MEGA DRIVE: Streets of Rage, Bulls vs Blazers, $60 each, $110 for both.
Tel: (02) 607 0203

MEGA DRIVE and Mega-CD with four different joysticks and menacer light gun. Forty-six Mega

MOUTH MEGA LETTERS

MARS OR SATURN

Dear Mr & Mrs Megazone,
I have a dilemma! I just don't know what to do. So I've come to you for help.
1. I want to buy a Mega-CD, but don't now if I should buy the Mega-CD or hang on for the long-awaited Saturn machine. Please help me – what should I do?
2. When will the Saturn arrive in Australia and can you tell me the approximate price it will be sold at?
3. In your June issue, you reported on an add-on for the Mega Drive, codenamed Mars. Now, does this make the Mega Drive and Mega-CD a 32-bit machine? And if so, why is Sega releasing the Saturn? And will Saturn software be compatible with Mars software?

Jason
Coombabah, QLD

You came to the right place, Jason.

1. The Saturn isn't going to be around for at least a year. Can you wait that long? If so, then do. The Saturn is going to run rings around the Mega-CD.

2. Exact time and price won't be certain for ages. As soon as we have any information, we'll let you know.

3. The Mars (or 32x as it will be known) doesn't make the Mega Drive 32-bit, exactly, but it does enhance its performance. The 16-bit processor in the Mega Drive will still run the game, but will be relieved of much of the time-consuming graphics work which will be handled by a fast 32-bit co-processor inside the Mars.

Games for the 32x will be incredible, but the Saturn's games will be even better. Sadly, it's unlikely that 32x and Saturn software will be compatible.

COVER UP

Dear Megazone,
What the hell was the meaning of your pathetic June poster (the *Dracula Unleashed* one)? It was just a blown up copy of the cover of the mag. I mean, it even had the bar code and the 'telling you what's inside' crap sprawled over it. Did you have a very hard night the night before you printed it or what?
Anyway, down to business. Why is your mag so short? I wouldn't mind paying two or three bucks more for a bigger and better Megazone. I love reading your mag, but there's not nearly enough of it.
I know this sounds far-fetched, but millions of computer games use two or three disks rather than one to hold all the info. Is this at all possible with carts? Say, when you're about halfway through the game, the machine will tell you to unplug number one and insert number two.
Keep up the good work.

Darren Kissel
Christchurch, New Zealand

Sorry you weren't keen on the poster. We thought the huge piccie of the cover was fab, but you can't please everyone... Anyway, it's double-sided. If you're not keen on one side of the poster, you can always stick up the other side instead.

There's nothing we'd like more than to be bigger, but it's just not possible at the moment. (We would indeed have to go up in price to offer any more pages.) However, we do try to cram in as much info into the space we have got as we can.

Computer disks have a limited capacity; around 700 kilobytes (which is smaller than a standard eight megabit cart.) So a 16 or 24 megabit cart is like having two or three disks, only without the hassle of having to swap halfway through a game. In fact, you should never *unplug a cart while your console is switched on; you could damage the game or even the machine. And then you'd be real sorry.*

SAME OLD GAME

Dear Mega Mouth,
I have been a Sega Game Gear player since December last year and I think that it is terrific. What I am angry about is the lack of games for the Game Gear. Sure, there is a little bit of variety, but once you have bought those games (which I have) there isn't much to choose from. You are probably saying to yourself right now "Why doesn't he get the new releases?" I'd love to, but seems just about everywhere you go, the shops and department stores have the same old games.
I read about new releases in your mag, but two months later they still haven't hit the stores! I have a Master Gear converter, and that has allowed me to get a few different titles, but they are all just Master System versions of the games that are meant to come out on the Game Gear.
I'm sure that other Game Gear owners are annoyed at the dull range of games!

Adam
Reservoir, VIC

There does appear to be a distinct lack of good, new titles recently. If you can't find games locally, try mail order. Check out the ads in the mag for more.

MEGAZONE SHOP

...continued

Drive games and 14 CD games plus cart converter.
Tel: (077) 726 543

MASTER SYSTEM: assorted games under $25.
Tel: (077) 852 298

GAMEBOY with three games, $200, or will swap for Mega Drive, NBA Jam and Pro Action Replay.
Tel: (071) 684 484

MASTER SYSTEM, two control pads, power leads, and two built-in games plus six extra games. Hardly used, $150.
Tel: (07) 207 5112

MEGA DRIVE: Herzog Zwei, Dark Castle, Gynoug, Ecco The Dolphin, and DJ Boy. The lot $100. Will sell separate.
Tel: (02) 525 7298

MEGA DRIVE: Flashback, $40.
Tel: (03) 349 2131

MEGA DRIVE with two pads and Alex Kidd and Columns. $160 ono.
Tel: (075) 960 438

ATARI 2600 and stacks of games for $90. Master System II with Alex Kidd for $60 or both for $135.
Tel: (07) 374 2969

MEGA DRIVE: Jurassic Park, Mortal Kombat, $75 each. All boxed with instructions and cheats.
Tel: (071) 213 056

MASTER SYSTEM II with three games and one control pad, manuals and instructions, $75.
Tel: (044) 478 592

MEGA DRIVE: Toe Jam and Earl, Sonic 2, James Pond 2, two Arcade Power Sticks, $15 each. Mercs, $10, Krusty's Super Fun House, $25, Altered Beast $5.
Tel: (02) 907 0640

MEGA DRIVE: Sonic 2, $25, Flashback $45, Bubsy $60.
Tel: (079) 737 669

MEGA DRIVE with 12 games, hard carry case, speakers, earphones, extra control pad and heaps of mags. Top games boxed with instructions. Worth $1400 will sell for $700 ono.
Tel: (003) 593 512

MEGA DRIVE: Mortal Kombat, $85 ono.
Tel: (06) 297 8047

MEGA-CD: Batman Returns, Sega Classics (five games on one CD) $90 each. Cobra Command/Sol-Feace, Time Gal, Road Avenger, $80 each.
Tel: (067) 224 198

MASTER SYSTEM II with one pad and one game $80. Five games for $99.
Tel: (003) 273 518

GAME GEAR with 10 games, carry case, and AC adaptor. Five issues of GamePro mag all for $850.
Tel: (03) 439 4993

GAME GEAR $145
Tel: (053) 323 036

MASTER SYSTEM converter for MD. hardly used, $55. Plus Hang On, $10.
Tel: (086) 710 678

GAME GEAR, Sonic 1, Star Wars, and built-in game, Master System connector with Sonic Chaos. AC adaptor, all for $380 ono.
Tel: (002) 494 537

MEGA DRIVE: Sonic, Columns, Alex Enchanted Castle, $50-$45 all in good con. with manuals

BITS AND KITS

Dear Megazone,
I've got a few ideas to improve Megazone and some questions for you to answer. How about having the reviews in some sort of order? For example, the good ones first and the crap games later. Also how about keeping the Mega Drive, Master System, Mega-CD and Game Gear games together when reviewing them. In fact, why review crappy games which probably won't even turn up on the shelves?

Now for some questions:

1. What's a megabit? Don't you mean megabyte or even byte? If there is such a thing, would you mind telling me what it is in megabytes?
2. A friend told me that the Mega Drive has the same processing chip as the Mac does. Is this right?
3. I was wondering whether you might review some older games that are a bit cheaper but are still seen on Sega machines?
4. Do you think that game toolkits, that allow you to make your own games, will ever be seen on Sega machines?
5. What is the use of having 256 colours on screen it your TV can't display that many, as with the SNES?

Ben

Variety is the spice of life, don't you think? And as well as telling you what games you should be buying, we like to tell you which ones you should avoid.

1. A megabit is a million bits. There are eight bits in a byte, and therefore eight megabits in a megabyte. To work out how many megabytes a game is, simply divide its megabit count by eight. For example, a 16-megabit game runs to two megabytes. All clear?

2. Yep, they both use the 68000 series of processors. But the similarities end there; the other hardware inside both machines is radically different.

3. This issue, check out our feature where we review ALL the Master System and Game Gear games available in Australia. Mega Drive and Mega-CD next ish, folks.

4. We doubt it, though sometimes you can access cheats that let you temporarily redesign levels. However, this is lost as soon as you switch off the power.

5. Erm, actually the only tellies that can't show 256 colours are black and white. Though at the hands of a good graphic artist, the Mega Drive can hold its own.

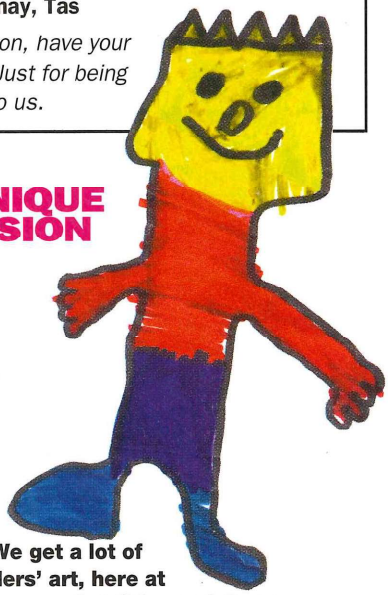
TASSIE TELLY

Dear Megazone crew,
G'day from Tassie! I've just bought the latest issue of Megazone and thought I'd celebrate by writing a letter. I was so impressed by the wonderful job you guys are doing that I decided to emulate your style. So now I appear on a weekly kid's cartoon show. I'm also about to start writing a games news and reviews column in *The Examiner* (the local regional daily). Billed as 'The Game Guru', I answer letters, offer advice, review new games and have a great deal of fun doing it.
Don't forget! *Sunday Fun Show*, Southern Cross, 8.30am and *The Sunday Examiner* most weeks for the latest and greatest from 'The Guru'.

Darren
Invermay, Tas

Go on, have your plug. Just for being nice to us.

A UNIQUE VISION



▲ We get a lot of readers' art, here at Megazone, but this, we felt, was astounding. This is Anthony Caruso's, erm, 'unique...vision' of Bart Simpson.

MEGAZONE SHOP ...continued

and cheats.
Tel: (02) 837 2241

MEGA DRIVE, $135. Games incl Cyborg Justice, Joe Montana, Sonic 1 & 2, and NHL '94 all around $45. Plus Game Boy and 10 games and Lynx with seven games for sale. I also want to buy a SNES.
Tel: (02) 907 0645

MEGA DRIVE: Sonic 3, $100, SFII $120, SOR II (without instruct book) $70, Road Rash $75, Phantasy Star III $85, Pro Action Replay (w/o instruct book) $85. Add $15 for postage. Write Telokblangah Drive, Blk 52 #05-86, Singapore 0410.
Tel: (65) 278 6356 (Singapore)

MASTER SYSTEM: Lord of the Sword, American Baseball, Wonderboy, Golvellius, all $30. Super Monaco GP 2, World Cup Italia '90, Joe Montana, $40. Lemmings $50.
Tel: (048) 221 610

MEGA DRIVE: Shadow of the Beast, brand new, $30.
Tel: (079) 582 667

MEGA-CD: Thunder Hawk $70, Jaguar XJ220 $60, Wolfchild $50, Batman Returns (US) $65, Ecco CD (US) $65 or swap for Joe Montana CD.
Tel: (09) 483 4320

MSII with two control pads, Python 1 joystick and eight games inc. Sonic 1 and 2 for $250.
Tel: (02) 688 2384

MASTER SYSTEM: Ghostbusters and Hang On, $10 each, and Air Rescue, $15. Or swap all three for Mortal Kombat.
Tel: (057) 215 273

MEGA DRIVE with two controls (one normal, one megafire), Sonic 1, Rocket Knight Adventures, Another World, James Pond II, Arch Rivals, Altered Beast, and Columns. Also Mega Drive power tips book. All for $800.
Tel: (08) 341 5661

MEGA DRIVE with MS converter, arcade joystick and 10 games, complete, $800 ono.
Tel: (085) 823 217

GAME GEAR, never used, with Columns, $100.
Tel: (03) 367 1515.

MASTER SYSTEM with new cables, three games, inc. Sonic 2 and control pad. All perfect condition, $160 ono. Various Mega Drive games $15-$20.
Tel: (075) 465 393

MASTER SYSTEM: Wonderboy in Monster Land, $30, or will swap for Mortal Kombat or

MEGA MOUTH



ANYTHING KEEPING YOU AWAKE AT NIGHT?

Need to get something off your chest? This is just the place: Mega Mouth, Australia's liveliest forum of debate, discussion, and stuff about Sega.

To keep it that way, we need your input. After all, a letters page without any letters would be a pretty dull one. So send us your musings, ramblings and bribes.

Keep questions to a minimum; we're pig sick of letters that ask whether there's going to be a *Mortal Kombat III* or not. We'll honestly tell you as soon as we know...

And don't send SAEs or ask for replies or we'll throw them in the bin, 'cos we're far too busy. The address:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010

NO COMPARISON

Dear Megazone,
Your mag is really good *(You're too kind – MZ)*! Could you please include a comparison between the Super NES and the Mega Drive II in your next issue.
I recently bought *Andre Agassi's Tennis* for $19.95 at Woolworths. The next day, I looked at the game range at K-Mart and I see *Andre Agassi's Tennis* for $99.95! Could you please explain this?
Could you answer these questions:
1. Will the Saturn system use Mega Drive joypads or not?
2. Is the Saturn better than the Jaguar and 3DO?
3. What is the difference between the Mega Drive and Mega Drive II?
4. Will *MKII* come out on the Saturn?
5. Will any more *Sonic* games come out?
6. When *Virtua Racing* comes out on the Saturn will it cost as much as the Mega Drive version?
7. When will the price of *SF2* finally come down and will it become a Sega Classic?

Anon
Bargara, QLD

To preserve your secret identity, we'll call you 'Snuggles'.

Well, OK, Snuggles, quickly then. The Mega Drive II has some great games, but doesn't make as good a doorstop as a Super NES.

We love Woolies here at Megazone HQ. Matt bought some lovely new pyjamas for $3.99 (and he stood there for five full minutes waiting for his one cent change!) just the other day. They're pink with bunny rabbits and... anyway, we digress. You got a bargain, didn't you, Snuggles! Those questions:

1. No, but they look quite similar to the six-button pad and have an extra two buttons on the top. They're quite spunky, actually.

2. Technically, yes. But of course it will all come down to how good the games are.

3. About eight centimetres.

4. It's not scheduled for the first batch of games, but who knows? Don't forget that MKII will actually be quite an old game by then.

5. Hot news on Sonic and Knuckles next year.

6. There's no reason why it should. Virtua Racing *on the Mega Drive is expensive because of the dedicated SVP chip (SVP is what Sega ended up calling their DSP processor) that sits inside the cart. But all the clever stuff will be built into the Saturn and so the game will come on an inexpensive (to produce) compact disc. Pricing for Saturn games is a long way from being confirmed, but hopefully they won't be quite as wallet-straining as is the current situation.*

7. Mid-September, says Sega.

SMART CART

Yo, Megazone Megaheads,
I'm writing to ask a few questions *(There's a surprise – MZ).*
1. Can you recommend any good games?
2. Does the Saturn take Mega Drive games?
3. Do you like Nintendo?
4. Are J-Carts as good as they're made out to be?
5. What do you think the best basketball game is?

Jazz W
Kojonup, WA

1. Funnily enough, we do every issue. They're called reviews and we tell you exactly what we think about the latest games to be released.

2. No – or at least not at the moment. It may have a cartridge port, but it's unlikely to ever be Mega Drive compatible.

3. No. Well, that's not strictly true. It's not that we don't actually like Nintendo, it's just that we're a Sega mag devoted to Sega games. So there's not much point telling you about Nintendo as you all have Segas. Don't you?

4. It depends totally on the game. If it's a crap game then having four players isn't going to save it. But for a good game, it means you and three pals can join in the fun without having to splash out on a separate four way adaptor. So we reckon it's ace, and we can't wait until Micro Machines 2 *comes out 'cos that's going to be on J-Cart.*

5. The best one has got to be Albert Noggins, Super Pro Basketball Plus. *Or is it* NBA Jam*? Can never remember...*

CHEAP AT HALF THE PRICE

Dear Mega Mouth,
Firstly, since I haven't written in before, I'd like to tell you that I think your mag is great! I read it from front to back as soon as I get it (my Dad stopped reading since you went Sega only. Oh well...).
Secondly, after reading your article on the cost of games, I thought I might relate a little good luck story to you and all the Megaheads.
I had been looking for *Eternal Champions* since you reviewed it, but I wasn't prepared to pay $139 for it. Some of the bigger stores, like K-Mart, Myers, Target and Toys 'R' Us didn't have it for much cheaper, so I started to look in some small toy stores. I walked into one of the toy stores in Doncaster Shopping town in Melbourne to find they were clearing out their carts for half price. I picked up *Eternal Champions* for $69.95.
My point is that you look in those little toy shops and wot-not, tucked away in the corners of shopping malls, you can really get value for your dollar.
Hope that cheers up your day!

Joel
East Doncaster, VIC

Just shows, it pays to shop around...

MEGAZONE SWAP SHOP

...continued

Sonic Chaos.
Tel: (065) 434 015
MEGA-CD with NHL '94 and demo games new in box for $370.
Tel: (049) 912 220

TO SWAP

MEGA DRIVE: Sonic 2 for World Cup '94 or MLBPA Baseball. Terminator 2 swap for Mortal Kombat or European Cup Soccer.
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MASTER SYSTEM: Wonderboy 3, World Grand Prix, Ghost House, Golden Axe Warrior for Lethal Enforcers on Mega Drive.
Tel: (02) 451 8925
MEGA DRIVE: Alex Kidd in Enchanted Castle. Swap for almost anything.
Tel: (02) 419 4939
MASTER SYSTEM: Populous for Mortal Kombat.
Tel: (057) 215273
MEGA DRIVE: Columns and Alex Kidd in the Enchanted Castle with instructions for Landstalker or Ecco or sell for $130.
Tel: (06) 281 4911
MASTER SYSTEM II: Hang On, Air Rescue, Ghostbusters or Populous with codes for Mortal Kombat.
Tel: (057) 215 273
SUPER NINTENDO with Lethal Weapon, Super Mario for Game Gear with TV Tuner and two or three games.
Tel: (076) 276 212
MEGA DRIVE: Alex Kidd and Columns for a Pro Action Replay cart.
Tel: (03) 309 2153
MASTER SYSTEM: Populous and Pitfighter for Mortal Kombat on GG or MS or Streets of Rage on GG.
Tel: (07) 857 2890 after 4pm
MEGA-CD: Time Gal and Sherlock Holmes for any other CD games or $70 each.
Tel: (043) 241 100
MASTER SYSTEM: Strider, Back To The Future III, Dick Tracy and others for RPG like Phantasy Star, Ultima IV. Must have instructions and maps.
Tel: (02) 520 2769
T.M.N.T. Tournament Fighters and $20 for Flashback.
Tel: (02) 918 0136
MASTER SYSTEM: Brand new Tom & Jerry, The Movie for Land of Illusion, Sonic, Super Monaco GP or sell for $23.
Tel: (02) 823 6658

WANT TO BUY

MEGA DRIVE II: Streets of Rage and Toe Jam and Earl.
Tel: (003) 272 122
MASTER SYSTEM II: Columns.
Tel: (003) 963 376
GAME GEAR: Crystal Warriors, GG Alieste wanted to buy or swap. Will pay up to $50. Swap for Sonic 2, Chakan, Lemmings.
Tel: (02) 477 6761.
MEGA DRIVE Pro Action Replay or Universal Adaptor.
Tel: (07) 376 3156
MEGA-CD for under $250.
Tel: (069) 293 710



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NB. Some of the above numbers may relate to a new title after two months.

Adrenalin SG0060/MZ

WORLD GAME CHAMPIONSHIP

When the going gets tough, the tough slam dunk! The Virgin Megastore in Melbourne was host to the Australian finals of the Blockbuster Video World Game Championships in late July. Competition was fierce with added pressure of television cameras and cheering crowds as 32 competitors battled it out on *NBA Jam* for the right to to represent Australia at the World Finals in the US.

The two finalists – Chee Jin Lim, aged 17, of Doncaster, Victoria, and Oliver Chua, aged 14, of Bentleigh, Victoria – were both stoked about their wins.

Oliver, who won his Megadrive in a competition last year, had been playing at least an hour a day in preparation for the finals. Choosing Golden State as his team, he finished his game with a 63 to 37 point win. Chee said he'd only started playing *NBA Jam* a month ago. Playing as Chicago, his victory was right on the buzzer – winning by just two points. Both competitors now travel to the United States to play in the international finals in Fort Lauderdale, Florida, in August.

John Mlynski, Blockbuster Australia's managing director, was happy with the way the championship turned out too. "The World Game Championship is the first opportunity game enthusiasts have had to test their skills at an international level," he told Megazone.

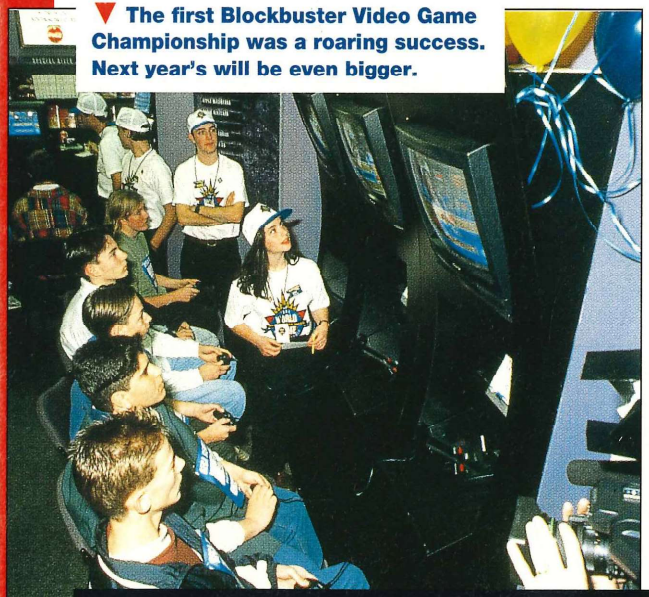
More than 2200 people signed up for the competition. Similar interest came from other countries – which included the United States and Europe.

"All up, around 200,000 people have entered the Championship throughout the world," added Mr. Mlynski. "Blockbuster Australia has been watching average scores of all international competitors and believes our two finalists have an excellent chance of winning the US competition."

"I'm nervous about the States," said Oliver Chua. "But I'll just keep practising and see how I go."

"No problem," boasted Chee Jin Lim. "We'll win this for Australia."

Megazone salutes both Oliver and Chee and wish them the best of luck in the United States. Regardless of how well their results go, let's hope they bring us back some really cool presents!



▼ **The first Blockbuster Video Game Championship was a roaring success. Next year's will be even bigger.**



▲ **Sega supremo Oliver with Sonic. Sonic's the one on the right...**

TIPS FROM THE CHAMPS



▲ **And the winners are... Oliver and Chee! The best *NBA Jam* players in the land.**

Want to improve your *NBA Jam* scores? Here are some tips from the official Australian Champions.

Oliver says:

Golden State is the team to be. Mullin is a great player, and good for three-point shots. It's important to watch how your other player moves, follow his game carefully and find his weaknesses. And push people in the back every opportunity you get.

Chee says:

My first pick is Chicago, and then Golden State. Statistically, Chicago is the best defence team, and score well with slam dunks. I think it's important to play aggressively, and psych your opponent out. During the grand final, I was screaming in my opponent's ear and making him nervous. Hey – I won!

MEGA-CD PRICE SLASH

The Mega-CD is to have its price slashed again – this time to a rock bottom $299. The Mega Drive add-on has had many reductions since its launch. Originally priced at $799, it will shortly retail for well under half its original price. It could be just the boost the Mega-CD needs.

The price cut is due to come into effect at the end of September.

Hotline goes public



The Sega Hotline is on hand to offer top tips to all. Stuck? Give it a buzz on 1902 555 444, but keep it quick – calls cost 95¢ a minute...

The Sega Hotline, that crack group of gamesplaying wizards, has opened its sympathetic ears to the public. Now anyone can dial for advice on Sega games.

Previously, you'd have had to have been a member of the New Reality club to qualify for help, paid for by a yearly subscription. Under the new system, you pay for the advice through the cost of the phone call.

The system uses one of the world's most advanced electronic phone services. It can handle 240 calls at once, 232 fielded by pre-recorded messages, while the remaining eight put you through to live Sega Masters.

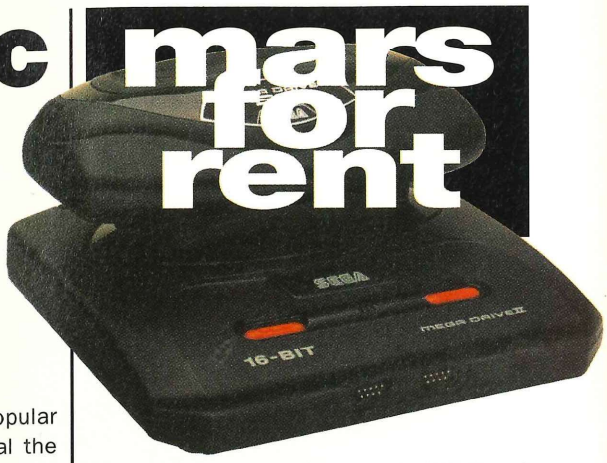
A series of menus guide you through 53 of the Sega's most popular titles. You simply dial the number that corresponds to the game or level. All in all, callers have access to over 200 hours of tips, news and solutions. All the tips have been recorded by the Sega Masters.

A further option allows you to speak directly with a live operator who will do their best to help with more obscure games or problems. Sega expects the majority of the callers to use the electronic system.

Sega Masters are on hand from 10.30am to 10.30pm seven days a week. The pre-recorded service operates round the clock for 352 days of the year.

The new number is **1902 555 444**. Calls are charged at a steep 95 cents a minute, so it's a good idea to get your parents'/bank manager's OK before you dial.

mars for rent



Sega is to release its powerful 32X (Mars) Mega Drive add-on into rental.

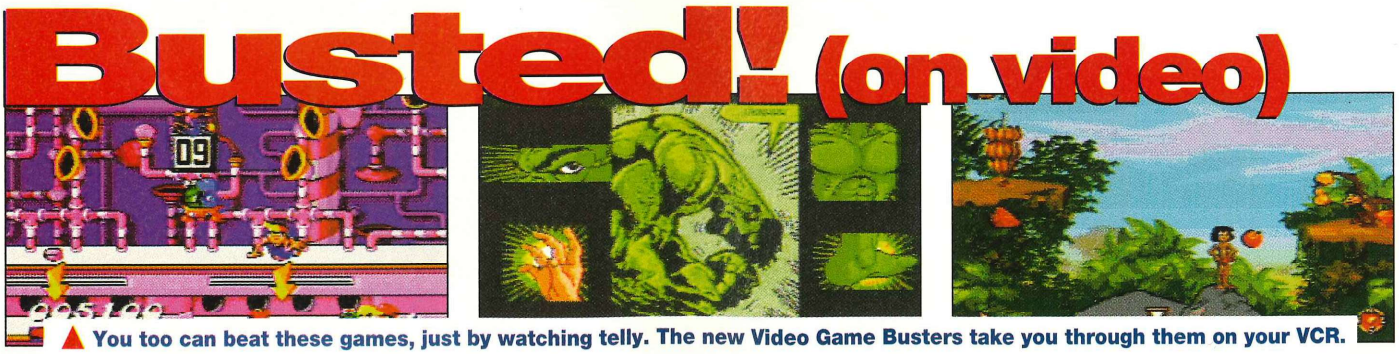
The machine is set for release in Australia in December '94/January '95 and is likely to retail at somewhere between $300 and $400. But rental outlets will be given the opportunity to rent out the units, alongside games.

Sega's Marketing Manager Tim Allison said, "We'll be giving everyone the opportunity to experience 32-bit technology first hand."

The company has also announced that it has 16 titles in development, five of which should be available when the machine's released, the remaining 11 to appear by the end of February '95.

The initial batch of titles will be: *Virtua Racing Deluxe*, *Star Wars Arcade*, *Super Afterburner*, *Doom* and *Fahrenheit*.

Busted! (on video)



You too can beat these games, just by watching telly. The new Video Game Busters take you through them on your VCR.

A new series of gamebusting videos is will soon be available. And what's more, they're made in Australia.

Video Game Busters come from Video Tasmania, and feature hints, tips and tricks on how to get through the toughest games. The VHS tapes show all levels of a game, so while they can be used to help you through the toughest parts, they can also show exactly what the title has to offer. You are warned at the beginning of the tape that watching it all the way through might spoil your enjoyment of the game, though.

The first three-game video for the Mega Drive covers the games *Jungle Book*, *The Incredible Hulk* and *Bubba 'n Stix*. It's distributed by Roadshow Entertainment and so should be available in most video stores from the end of August or beginning of September. This will be rental-only, but future tapes may also be made available for retail sale. Enquiries, call Video Tasmania on (002) 315 123.

Our kind friends at Video Tasmania have given us five copies of their video and we, dear readers, are passing them on to you.

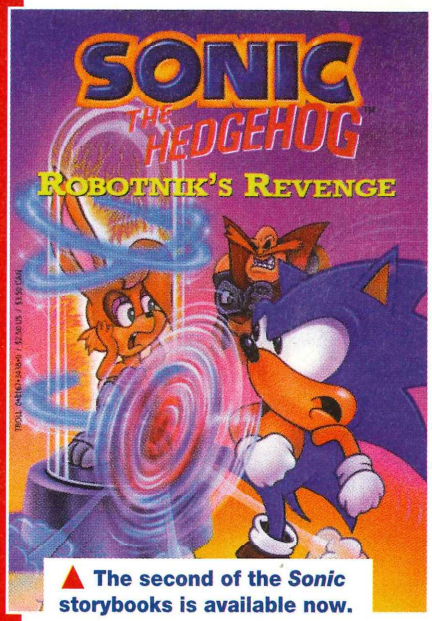
To be in the running, simply tell us how many levels there are in *Bubba 'n Stix*. (Read the review this issue...)

Send your answers to reach us by, oh, Friday, October 7. Remember, one entry per reader please, or we'll set Agatha on you. (That's probably a bad thing, by the way...)

The address:

'What a jape, it's all on tape', Megazone, PO Box 746, Darlinghurst, NSW 2010.

For our intellectual readers



▲ The second of the *Sonic* storybooks is available now.

Things are going down on the planet Mobius. What was once a cool place to live is now downright dudsville since Dr Robotnik kidnapped the king and made himself dictator. But things are going from crummy to worse. Robotnik's cronies have also captured Sonic's pal, Bunnie, and our hero must rescue her!

Yes, it's a new Sonic The Hedgehog 'novel' – *Robotnik's Revenge*. It's 64 pages (don't panic – the type size is extra-large) of Sonic adventure and, naturally, Megazone is giving away a swag of copies. Simply answer the question below and if you are among the 15 correct entries drawn on October 7, you'll find a book spinning through the mail.

True or false? Our blue hedgehog hero is the real-life singer in punk band Sonic Youth.

Send your answer on the back of an envelope or postcard to:

Sonic rocks my world, Megazone, PO Box 746, Darlinghurst, NSW 2010.

Sega sparks virtual war

Sega Ozisoft's recent announcement that it will be opening nationwide amusement parks has sparked an intercontinental battle for the gaming dollar.

A rival plan by Channel 9 and Village Roadshow cinema companies, along with the Westfield company (giant eastern states shopping centre owner), to open entertainment complexes has paved the way for highly sophisticated arcades and amusement parks to open across the country from December. The Intencity parks will be located next to Village cinema houses and at Westfield shopping centres, the first opening in the Sydney suburb of Hurstville in December.

▼ Highly sophisticated fun is in the offing from huge Sega theme parks.



The announcement coincided with Sega's decision to launch its plan for a series of space-age indoor theme parks.

"We're talking about Ghost Trains with interactive participation – passengers can hit back with their own guns," Sega chief Kevin Bermeister told Megazone. "Another ride, *Virtua Formula*, lets you race full-size Formula One cars against other people. These new parks will make existing theme parks seem old-fashioned."

Sega is looking at sites across the country for the parks. It is so far considering Sydney, Melbourne, Surfers Paradise and Fremantle. Stay tuned to Megazone for more up-to-the-minute details.

PIRATES CUT DOWN TO SIZE

Retailers dealing in pirate copies of Sega games are in deep schtook after raids busted a distribution ring of unauthorised illegal and inferior imported games.

Kevin Bermeister, head of Sega in Australia, told Megazone that he meant business: "Pirate products are not covered by warranty, are often inferior and can't be repaired if broken."

Mr Bermeister explained that pirate products are quite easy to spot. "The packaging and cart don't carry Sega logos. The carts are often glued together rather than screwed and the circuit boards are often inferior."

the megazone lucky 13

Quiz

Welcome, once again, to the quiz that has even top Nobel prize-winning scientists stumped.

Our friends at Pickwick Australia have given us five sets of three video prize packs. The *Magic Eye* video is, well, a video version of those books filled with random messes that reveal hidden pictures. That's if you don't go blind from staring solidly for five hours first...

The *Biker Mice from Mars* vids follow the exploits of (ahem) extra-terrestrial bikie rodents. Actually it's a hit cartoon series that's tipped to knock *Teenage Mutant Ninja Turtles* off the cult cartoon number one spot. Cowabunga! (Or something like that...)

1. How many stars is *Lord of the Sword* on Master System worth?
2. In what century did the engine cause chaos?
3. Where did Agatha go to get away from it all?
4. How much tolerance does US Army Captain B. Brown have?
5. Name the four locations for Sega's proposed theme parks.
6. How many tracks are there in *Micro Machines*' sequel?
7. Where do you shove Stix in puzzle number one?
8. How do you do Mileena's Psycho Stab?
9. Who has a 'unique' vision of *Bart Simpson*?
10. What's Agatha's advice for winning at *Sensible Soccer*?
11. What is 'of the essence' in *Virtua Racing*?
12. Who's the best Sega *NBA Jam* player in Australia?
13. What do you call pictures that magically send your eyes funny?



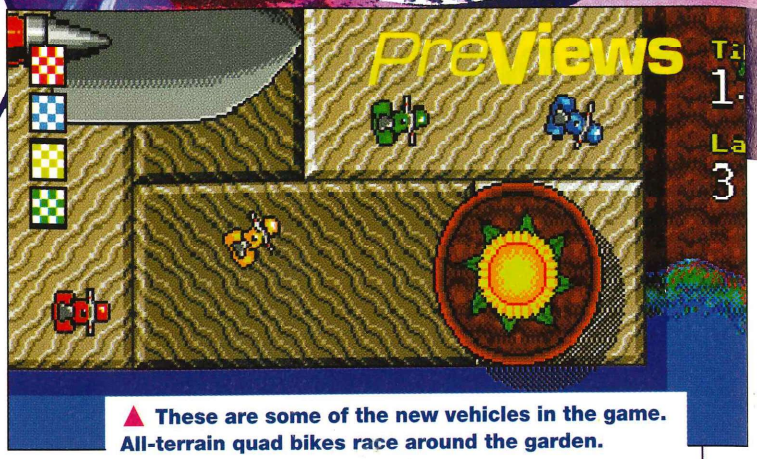
To be one of five proud owners of a set of these vids, answer all 13 questions (answers are hidden in this ish) and send them to:

Megazone Lucky 13 (Sept), PO Box 746, Darlinghurst, NSW 2010.

The usual rules apply: only one entry per reader, and entries must arrive by October 7, 1994.



gamespy



▲ These are some of the new vehicles in the game. All-terrain quad bikes race around the garden.

▼ The two-player game is similar to the original. Points are gained and lost in a 'tug of war'.



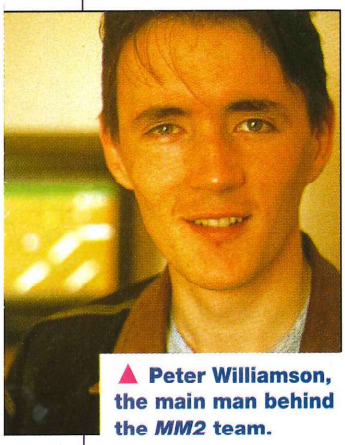
MICRO MACHINES 2

The claim is that everything is twice as good as the first *Micro Machines*. But how many times has that been said before? Let's count... But with this sequel, Codemasters might not be just full of hype. Twice as many tracks, cars, people to race, people to be, obstacles and, naturally, megs. They are also slinging it out for use with a J-cart. Ooh-ee!

Adam Waring cornered Supersonic Software Managing Director and *MM2* programmer Peter Williamson for an exclusive head-to-head.

Megazone: How did you end up programming *Micro Machines 2*?

Peter Williamson: I took a year off from university when I was 18 to write a game on the old Spectrum for Codemasters. Six years later and I still haven't gone back! I became involved with *Micro Machines* after the original game had proven very succesful and Codemasters had decided it wanted a sequel. The team who wrote the original *Micro Machines* were hard at work on *Psycho Pinball* so Codemasters commisioned my company, Supersonic Software, to come up with the sequel.



▲ Peter Williamson, the main man behind the *MM2* team.

MZ: How is *Micro Machines 2* coming along?

PW: Really well. It's been really hard work over the last couple of months because our deadline is really looming up close. But the game is 99% complete – we're just putting the final tweaks to it. I'm really pleased with the way the whole project has gone. We drew up an elebaorate game design when we started which was very ambitious with lots of new features over the original. We've managed to squeeze just about everything we planned into the game. We've even come up with a few novel ideas along the way – like *Mini Micro Machines* – which I hope have made the game even better.

MZ: What's the main difference between this and the original *Micro Machines*?

PW: We thought of lots of different ways of writing the game. We considered 3D, an isometric viewpoint, and split-screen. In the end we decided that what made the original game so special was its completely addictive gameplay and so we tried really hard not to screw this up in the sequel! We thought the overhead viewpoint was important to this, so kept it like that. We have added loads of new features though, including power-ups for the first time, and weather conditions. We have three different one-player games and a new league option which is all new and very challenging. We also have a knockout tounament where up to 16 people can compete. There is a time trial and a practice mode where you can race your favourite, or least favourite, course until you have mastered it. Most importantly, I think, the game scenery is *loads* more interactive than the original.

MZ: What are the courses like?

PW: Every course has some unique feature to negotiate. In the dining room you have to drive over bridges made of spinning corn-on-the-cob – sort of like those lumberjack log rolling competitions. In the treehouse, if you drive over a loose knot of wood it shakes a bit, then falls, changing the course for your next lap. We've got dozens of things like this but I won't describe them all as half the fun is discovering them.

MZ: Is it bigger?

PW: Oh yeah. The original was four megs and our target was to do an eight meg game. We've been struggling to fit everything in though, so the finished cart might end up being 12 megs.

MZ: How does the four-player game work?

PW: In a very similar way to the two-player game on the original. All four cars set off and when one drops back off the screen it is eliminated from the battle. They carry on dropping out one by one, until only one car is left who wins the point. After that all four are reset and play carries on. If you win the battle you get two points; if you're second, one point; third











▲ That would be some tasty corn-on-the-cob. Handy, being able to stop for a snack.



▲ Some courses on *Micro Machines 2* are twice as fast as on the original.

is minus one point and fourth is minus two points. The first player to 12 points wins the game.

MZ: What's the ideal number of players?

PW: As we've been developing the game we've found that the more players you add the more fun it becomes. With two it's good, with three, better, and with four, it's the most fun. You end up shouting and screaming at the other people and you discover lots of different tactics. When someone is about to win the game the other three can gang up and nobble him!

MZ: Why don't you give us some impressive statistics?

PW: There are 56 courses, 16 scenarios, 16 characters and 16 vehicles. There are one-, two-, three-, and four-player games, and you can have a four-player team game. There is the 16-player knockout tournament. The courses can be mega-fast, some are twice as fast as the fastest courses in the original. And there is the *Mini Micro Machines* where the 'camera' is twice as far away – you can see more of the course.



▲ Thanks to the J-Cart, up to four players can take part.

MZ: How long has it taken to complete?

PW: From start to finish, almost exactly one year. In total, we've had eight people working on it for that time. I'm completely fed up with working on it now. I haven't had a day off – including weekends – for over two months and I'm really looking forward to a holiday. It's normal that at this stage of development you can't stand the sight of it. But *Micro Machines 2* is a bit different – we still play it almost every night.

MZ: Will anyone play *Micro Machines 1* after playing the new one?

PW: Well, I hope so! *Micro Machines* is still a very good game and provides a different challenge to the sequel. I'd like to think that the two games are distinct – that *Micro Machines 2* isn't just more of the same. I think that there are still lots of good reasons to play the original.

MZ: How important are other people's opinions?

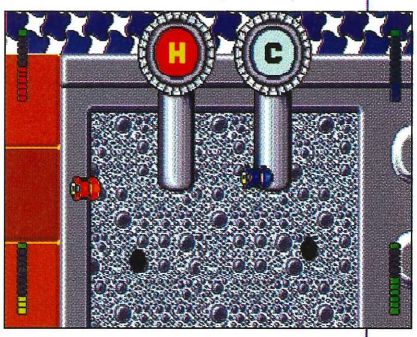
PW: This part *is* the nerve-racking stage. After spending the best part of a year writing it we now have to get people's reaction to it! When the reviews start coming out you get quite worked up about whether people will like it and how they will react to it. You do the best you can to make a great game but it's only when lots of people get to see it that you really know if you've succeded. Fingers crossed – I'm more confident than I usually am when a new game comes out.

MZ: What's the best game you have ever played?

PW: You mean apart from the classic Adam Waring-designed *Ninja Massacre* on the Spectrum, ha, ha, ha?!!! I played *Lemmings* for weeks on end when it first appeared. It had me totally hooked and I couldn't put it down until I'd beaten it. *Aladdin* grabbed a lot of attention last year but after you'd marvelled at the gorgeous graphics and animation the actual game wasn't very original. The original *Micro Machines* is still my favourite multi-player game – and I'm not just saying that! I really believe that multi-player games are the way forward. It's so much more fun beating a friend at a game than some crummy computer.

MZ: Do other games influence you?

PW: Inevitably, yes, they do. But as the concept of racing tiny minature cars is unique to *Micro Machines* I can't think of any games that have had much of an impact on the development of *Micro Machines 2*. *Virtua Racing* in the arcades is wonderful and I can't wait to see *Daytona* but even though these and *Micro Machines* are all racing games they are so very different that you can't really draw inspiration from one or the other.



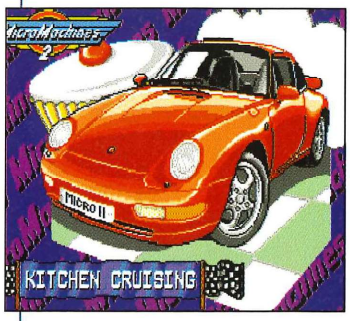
▲ Just one of the 56 courses you can scream through.

MZ: What do you think about game prices?

PW: It would be great if prices were lower but the cost of producing a game on ROM is very expensive. The amount of development work that goes into a good cart is enormous. It has taken eight people a year to write *Micro Machines 2* and if yosu include all the people at Codemasters who haven't been involved in development but who are still esential to bringing the game to the public then the figure doubles, maybe even triples. With CD-based systems coming in, the manufacturing costs will come down so prices might, if not come down, then stay stable. As games become more mainstream then prices will hopefully fall too. It cost billions to make a Hollywood movie but ticket prices are a fraction of the price of a game because so many people go and see it. If more people buy games the prices must surely come down.

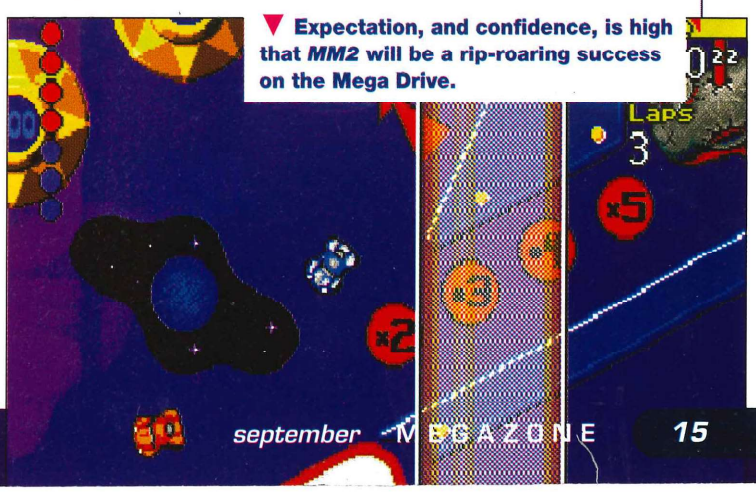
Format: Mega Drive

Supplier: Codemasters





▼ Expectation, and confidence, is high that *MM2* will be a rip-roaring success on the Mega Drive.



BC RACERS

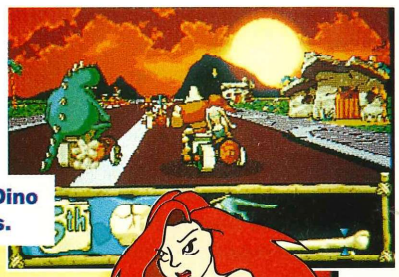
A millionaire playboy caveman called Rockafella is holding the wild and wacky BC Race, the winner of which will receive the ultimate Boulderdash bike. Our hero, Cliff, has had his eyes set on a Boulderdash since he was knee-high to a baby diplodocus, so he signs up for the race, taking his pal Roxy along for the ride. But he's got some rock hard competition from rivals Sid Viscous, Axle Roads and 11 other rocking racers.

This is a one- to two-player game with multiple views (above and behind, behind, and aerial). There are eight different routes to choose with four different difficulty levels that add up to 32 tough tracks on a dino-powered rally bike. Try your hand at Night Rally, Desert Drive, Jungle Rumble, Swamp Stomp, and Blizzard Blitz for starters.

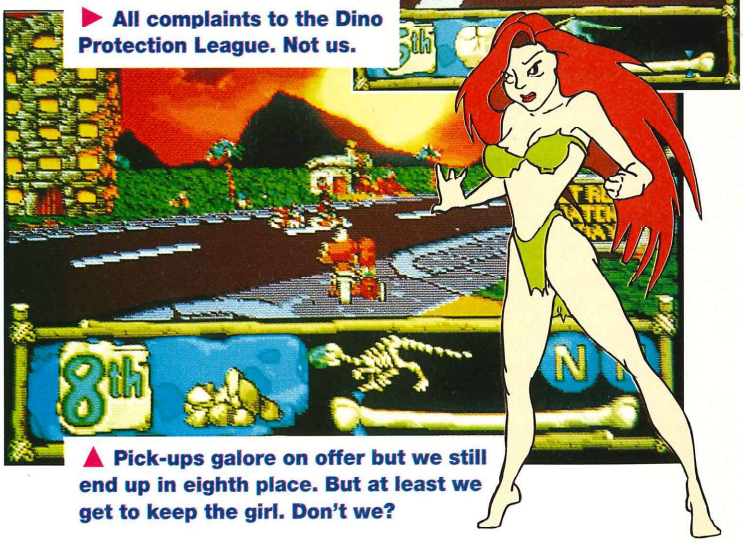
Pick-ups galore are on offer. Dino food makes that engine tick over just a little faster and Nitro for quick bursts of speed.

The graphics certainly look pretty good at the moment, so this could turn out quite a rock hard racer.

Format: Mega-CD
Supplier: Core



▶ All complaints to the Dino Protection League. Not us.



▲ Pick-ups galore on offer but we still end up in eighth place. But at least we get to keep the girl. Don't we?



▲ Michael Jordan quits basketball, quits minor league baseball, and takes on the bad guys.

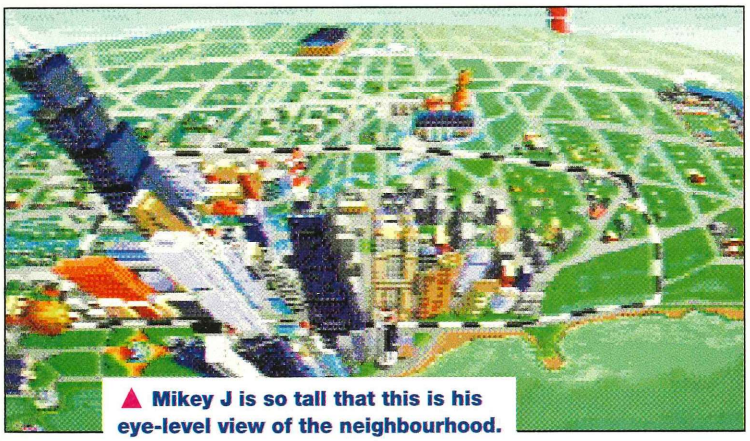
MICHAEL JORDAN: THE MAD PROFESSOR SHOWDOWN

"Not another basketball game!" we hear you cry. Well, two are due out soon, actually. But these games from Electronic Arts offer unusual twists on the theme...

Michael Jordan: The Mad Professor Showdown has you controlling a miniature Michael Jordan, but instead of shooting hoops, he's shooting bad guys. It's a platform game, and Michael uses the ball as an offensive weapon.

He takes on the might of the dastardly Dr Eibrow, who's taken 20 of the world's top basketball players hostage. The fiend. Being an ex-top player himself, Michael performs heaps of tricks and the Michael sprite reputedly has more than 350 frames of animation. Landsakes.

Format: Mega Drive
Supplier: Electronic Arts



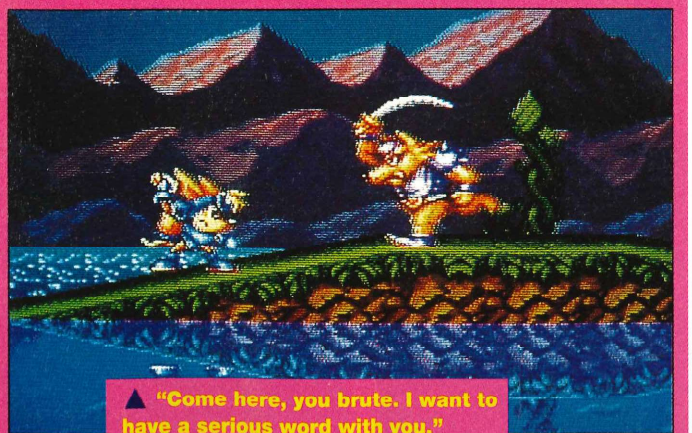
▲ Mikey J is so tall that this is his eye-level view of the neighbourhood.

SPARKSTER

Sparkster first made his appearance in *Rocket Knight Adventures*, a highly acclaimed title released in 1993. We saw him take on the might of the Devotnidos Empire in a bid to rescue Princess Shelly and defeat the Pig Star station. What a champ!

This time around, the Pig Star's been destroyed but the evil creatures that made up the Devotnidos Army are still free and the land of Elhorn as been plunged into civil war. To make matters worse, the King of the black magic worshipping Gedol nation has put a price on Sparkster's head. The only way out for our Sparky is to take on the whole Gedol Army himself! Coming out in October, the 8-meg cart will have eight huge stages with 13 completely different backdrop graphics sets. As for the bosses, well, that's a surprise you will not want to miss. To say they are enormous is an understatement!

Format: Mega Drive
Supplier: Konami



▲ "Come here, you brute. I want to have a serious word with you."



PSYCHO PINBALL

Five pinball tables in one ain't too bad. Your first level is the Circus/Funfair and you gain access to the others from here.

Test your flipper skill on Wild West, Deep Sea, Moonbase, and Spooky. Each level has its own sub-game where you can knock up bonus points and the ball turns into Mr Psycho. Who is, indeed, just that!

Codemasters tells us that one of the programmers bought himself a pinball machine to get the real-life comparisons happening and set it up in his own bedroom. He's been playing it non-stop for the past two years. But just for research, mind.

Format: Game Gear
Supplier: Codemasters



▲ "Marine Life Abused By Runaway Pinball Horror Shock!"



▼ Flipper-slinging in the Wild West where you live by your wits alone.



► Go deep-sea diving. If you're lucky you might see 'Flipper'. Ha, not very, ha!

◄ Four levels, including Moonbase, test your flipper skill to the max.

SNATCHER

Are you fed up with all those Mega-CD games that boast great graphics, sound that is fabulous but lacks solid gameplay? This time, you might not be.

Snatcher is set in the year 2047. It's basically a text/graphical-based detective adventure with Japanese style cartoon animation and a real voice soundtrack. You assume the role of Gillian Seed, a member of the JUNKER (Japanese Undercover Neuro Kinetic Elimination Ranger) Organisation. Your job is to track down and destroy 'Snatchers', – bio-robots, created many years ago, that have escaped into the real world. Your job is to stop them before they take over. Gameplay progresses by listeneing to the story for clues, interrogating suspects, using technology, snooping around and blasting the slimy robots when they are found. The program is also compatible with the Justifier gun to add that extra bit of power and excitment! Yee-haw!

Format: Mega-CD
Supplier: Konami



► "So, then. Do you come here often or is this your first time?"



▼ Apparel that will never die: the tie.

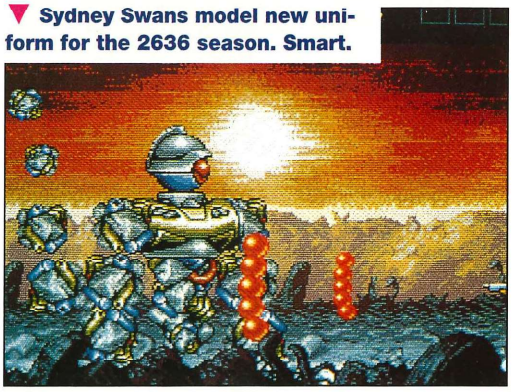
PROBOTECTOR

It's time for for one of the best shoot 'em ups around to make it to the machines of lucky Mega Drive owners. The year is 2636. The Sydney Swans still have yet to win two games in a row. And once more the Earth is under a massive threat from space. Tyrannical aliens wreak havoc across the planet. With increasing acts of gruesome brutality they reduce whole cities to rubble and ashes.

The situation appears hopeless... but no! Earth's last remaining scientists have invented a new saviour. Not Ron Barassi but The Probotector. Its mission: to stop the alien forces. The fate of civilisation is in your hands. Five levels of explosive shooting, three from a side on perspective and two from overhead. Have you got what it takes to save the Earth?

Format: Mega Drive
Supplier: Konami

▼ Sydney Swans model new uniform for the 2636 season. Smart.



TAZ-MANIA II

He's back! Aussie battler, Taz-Mania the Tasmanian Devil is to appear in a sequel. Based on the Looney Toons cartoon character, the game sees Taz abducted by Marvin the Martian and imprisoned in a zoo for rare creatures from around the galaxy.

Being the destructive little critter that he is, Taz soon busts out and makes good his escape. He travels from strange planet to stranger planet on his quest to get back to the luscious green forests that he calls his home.

As with the first game, the graphics are excellent quality, and Taz hasn't lost his charm (or his spin attack).

Format: Mega Drive
Supplier: Sega



◀ Taz dodging feisty bad guys in a desert scenario, yesterday.



▶ Taz-Mania goes in search of more Cascade Lager and tins of Pale Ale.



▼ Michael Jordan in new image shock: "I was a bunny in a man's body," he confesses.

TINY TOON ADVENTURE ACME ALL-STARS

Eight levels, 16 cute Toons and an artificial intelligence system that has been specially written will amaze all Mega Drive users. Two players can take part in this loony soccer and basketball program and an army of the Toon characters can be controlled by each player against Montana Max's star team.

With the inclusion of a story mode, players can take part in a plethora of sub games too. As every Toon is unique, each game character will have their own technique and shots. In total there are 46 special moves adding up to close to 800 animation frames for the characters alone. Impressive stuff.

Format: Mega Drive
Supplier: Konami

ANIMANIACS

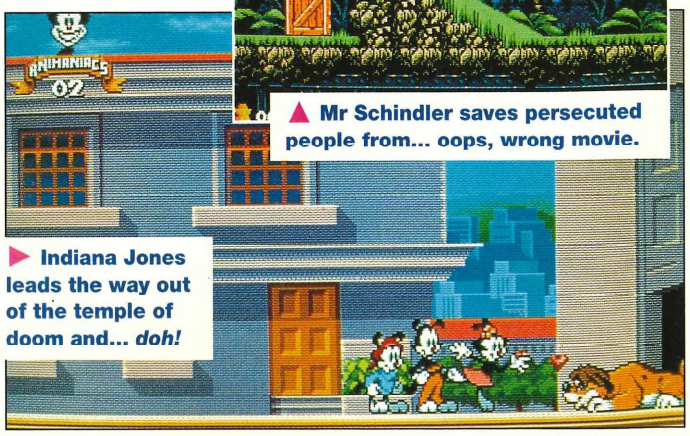
Animaniacs are cartoon characters created by Warner Brothers in the '40s. This new game will be released on most console formats, so come the end of the year you will certainly know who they are.

The game is set in a Warner Brothers' film studio and is puzzle based, with each level taking the form of a movie parody. Produced by Steven Spielberg, the slapstick comedy is aimed at all ages. It looks like it could be a biggie.

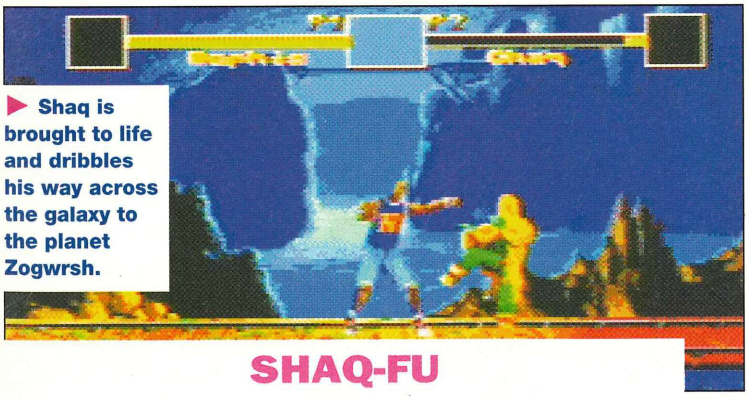
Format: Multi
Supplier: Konami



▲ Mr Schindler saves persecuted people from... oops, wrong movie.



▶ Indiana Jones leads the way out of the temple of doom and... *doh!*



▶ Shaq is brought to life and dribbles his way across the galaxy to the planet Zogwrsh.

SHAQ-FU

If *Michael Jordan* isn't bizarre enough, *Shaq-Fu* stars Shaquille O'Neal but doesn't have a ball in sight. Instead, it's a beat 'em up with the champ slam dunker breaking backbones instead of backboards.

Basically, Shaq's been captured by aliens (or something) and has to fight 11 trans-dimensional baddies. Being from different planets, they all have beefy fighting abilities. But Shaq's are beefier. You hope.

It's being developed by Delphine software, the French team responsible for *Another World* and *Flashback*, and uses similar rotoscoping techniques to bring Shaq and co to life. It's set for a 24 meg cart, so it should be a biggie.

Apparently, Shaq was heavily involved in the project. He's a fan of fighting games and so was particularly chuffed that the game was to have this format.

Format: Mega Drive
Supplier: Electronic Arts

Our very own game tracking radar machine. Watch them circle for weeks and finally land. See 'em disappear somewhere over Bermuda.

the megazone game guide

Any Moment Now

Soulstar
CD.....Core
Space trippin' adventure yarn with wizzo graphics.

Asterix and The Great Rescue
MS..... Sega
Our French friend in more Gallic gallivanting action.

Cricket
MD .....Codemasters
Get set for a summer of tonking galore. The Poms are bowling!

Daffy Duck In Hollywood
MD, GG.....Sega
Daffy is a private investigator searching for movie awards pinched from Yosemite Sam through six film set levels. He is?

Sink or Swim
MD .....Codemasters
Glug, glug, glug, glug.

Ballz
MD .....Accolade
3D fighting game featuring 16 characters made up from... balls! Brawltastic!

FIFA International Soccer
CD.....EA
Upgraded versh now on CD. This time maybe Mr Baggio will put the ball under the bar.

Maximum Carnage
MD .....Acclaim
Rush to the nearest TAB and lay big bucks on this being guns, guts, and gruesome gore.

Links
CD.....Virgin
Golf 'sporting' extravaganza.

Hardball '94
MD .....Accolade
Games that go on for days in a baseball sports sim.

Terminator
CD.....Virgin
Arnie blasts them on CD.

October '94

AV8B Harrier Assault
CD.....Domark
Jet fighter flying sim.

Itchy and Scratchy
GG, MD.....Acclaim
Cartoon capers as Scratchy the mouse kills Itchy the kitty. A lot.

BC Racer
CD.....Core
Dinosaur-powered dirtbikes in cartoon races. Was once called *Chuck Rally*.

Bubsy II
MD .....Accolade
More bobcat ballyhoo.

Urban Strike
MD .....EA
The salivating sequel to *Jungle Strike*. New firepower, hotter action and nice skylines.

Taz-Mania II
MD ..... Sega
Devilish deeds from that perky critter again.

Formula 1 Racing
Sega.....CD
Around we go very fast.

Marko's Magic Football
CD.....Domark
The CD release of that boot-it boy's wacky adventure.

La Russa Baseball
MD .....EA
Baseball. Jam-packed with statistics as only baseball can be.

Jammit
MD .....Virgin
Dunkin' delights and we're not talking donuts.

NBA Jam
MS.....Acclaim
Keyway jinks on the Master System.

November '94

The Lawnmower Man
MD .....Tengen
Men race mowers across lawns. Oh no, it's not!

Dino Dini's Soccer
MD .....Virgin
Was called *Goal* but now it's not. From the guy who did the *Kick Off* series.

Snooker
MD .....Virgin
The beauty of the baize. The technicolor balls. The sound of wood on... what *are* snooker balls made of?

Kawasaki Superbikes
MD .....Domark
Hells Angels may suggest that 'Kawasaki' and 'super' in the same sentence is sacrilege. And we wouldn't argue with them.

Psycho Pinball
MD .....Codemasters
Not for the mellow or faint-hearted.

Michael Jordan
MD .....EA
Oh Lord. MJ has to rescue 20 kidnapped players! Time out, gentlemen, please!

Micro Machines 2
MD .....Codemasters
Racing little cars. Again.

Cannon Fodder
MD .....Virgin
You line 'em up. You get 'em in your sights. You mow, mow, mow 'em down.

Probotector
MD .....Konami
Psycho robots need to be stopped if you are to save the planet.

Lethal Enforcers 2
CD, MD.....Konami
Cop shoot cop, shoot anything that moves. What the Hell – shoot anything that doesn't move, too.

Animaniacs
MD .....Konami
Our spies have the latest on this. So read that, slacker.

Tiny Toon Adventure
MD .....Konami
Steven Spielberg's latest adventure. Probably not like *Schindler's List*, though.

Another World 2
CD.....Virgin
Sequel to the groundbreaking animated adventure. Hopefully, even better. If that's poss.

Boogerman
MD .....Interplay
Potentially controversial. Don't get the scratch'n' sniff version.

Brett Hull Hockey '94
MD .....Accolade
Another ice adventure endorsed by someone unheard of outside Toronto or Detroit.

NBA Jam
CD.....Acclaim
NBA Jam! On CD!

Nigel Mansell Indy
MD .....Acclaim
Racing cars with the Brit driver who has the most famous moustache in sport besides Allan Border.

Payne Stewart Pro Golf
MD .....Time Warner
Golf. Pro. Nice sweaters.

Sonic and Knuckles
MD .....Sega
Knuckles is the bad pink dude in *Sonic 3*, of course. Another hedgehog spin-off.

PGA Tour Golf '95
MD .....EA
Expanded courses, latest golfing stats, with improved visuals and greater control.

Shaq-Fu
MD .....EA
Uh-oh. Shaq O'Neal's basketball fighting game! He's pitted against 'bad guys'. Good grief!

December '94

Lion King
MS, GG, MD .....Virgin
African jungle action with Simba the Lion. Bless! From the people who delivered *Aladdin*.

WWF Raw
GG, MD.....Acclaim
Ring action.

Beavis and Butt-head
MD .....Viacom
'Hur, hur, hur, hur! This game sucks, Beavis!' 'Like... yeah.'

Cannon Fodder
CD.....Virgin
Mow more down on CD.

Out There Somewhere

F1 '94
MD, GG.....Domark
Updated version with new graphics, and 1994 driver and team stats. With or without Ayrton, we don't know.

Monster Trucks
MD .....Acclaim
Big trucks with big wheels. And you drive 'em.

Skeleton Krew
MD .....Core
Space-age shoot 'em up. Not only is the Krew spelt with a 'K' but they're dead.



SYLVESTER & TWEETY IN CAGEY CAPERS

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platform
SUPPLIER: Time Warner
SIZE: 16 megabits
PLAYERS: One

'I tawt I taw a puddy tat!'

It's a bird's life but David Thompson reckons this game might just be the cat's whiskers!

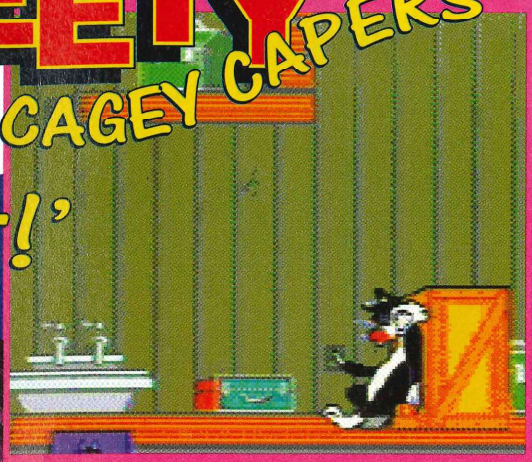
'Not another platformer!' you cry. Yes. Though this one is a *little* different. Time Warner has put everything into this damn good re-creation of the famous cartoon. Every character has been faithfully reproduced – Sylvester, the indestructible smart-butt cat; Tweety, the obnoxious yellow canary, Grandma and, of course, Spike – the bulldog who loves nothing more than to pound Sylvester into the dirt.

The main point of *Sylvester and Tweety* is to follow Tweety around the level, taking as many swipes at him as you can and let him lead you to the exit. More often than not you won't be able to get to the exit without getting over obstacles, which you can do by building things to climb on. Sylvester can carry or push boxes and stuff around which will automatically stack up when brought together. But be careful – scratching at the heap will cause it to tumble way on down.

Tweety often moves out of view, but you can keep track of his whereabouts using the Tweety-scope. This binocular-like device scrolls the screen to Tweety's current location. But be careful when using it; the game doesn't pause so make sure you're in a safe spot.

Sylvester starts with (what else?) nine lives, and loses health through beatings and, unhappily, from falling from great heights. Sylvester, being a cat, can walk on just about anything, but dodgy collision detection makes landing on things a real pain at first. You'll be surprised how little it takes to suffer injury.

One of the unusual features of the options screen is the difficulty level. You can select anything from zero to 100 percent difficulty, the



▲ On his pursuit of Tweety, Sylvester has to make his way up and over many obstacles. Sometimes a jump will suffice, sometimes a pogo stick is needed for the extra clearance, and sometimes you'll need to build a tower. Towers can be made from crates, barrels and assorted household furniture. Carry or push it into place and, when you drop it, it's automatically added to the pile. ▼



Tools of the Trade

Scattered around the levels are items that are very helpful and sometimes essential to finish. It pays to have a good look around before you spend three hours trying to work out how to jump onto the third train carriage, for instance. To use any of the items that you have found press Start. Use the D-pad to move the item onto Sylvester and press start again to select the item. It will disappear by itself sooner or later, but if you want to dump it in a hurry, just press Start again.



MALLET: The best way to pound old Spikie into submission... and don't you just love the expression on Sylvester's face? The mallet will disappear fairly quickly, so don't waste too much time looking for your victim.

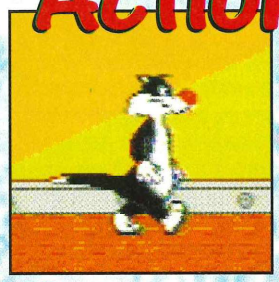


BOXING GLOVES: Yet another way to beat a bit of politeness into Spike is to don the leathers and give him a good going over. Again, try and get the pasting over with as soon as you can. Oh, and whatever you do, don't try it on Grandma!

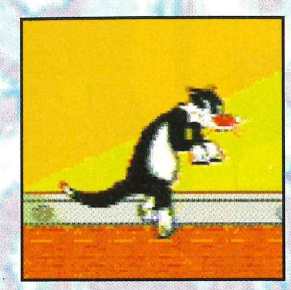


BONE: The bone is extremely useful for keeping Spike amused while you're busy building up barrels and boxes. Select the bone and poor old Spike will sit there and slobber away, rooted to the spot.

Actions



WALK: Simply moving the D-pad left or right will cause Sylvester to walk slowly.



CREEP: Tap the D-pad again and Sylvester will creep along on his toes.



RUN: Tap the D-pad yet again and Sylvester will break into a run.



CARRYING: Often, Sylvester isn't able to reach those higher platforms. He can carry or push items into place to make a tower to climb.



SCRATCHING: Without any weapons, the only action that Sylvester can do is scratch. Just the thing to knock a few more feathers off that damn bird.



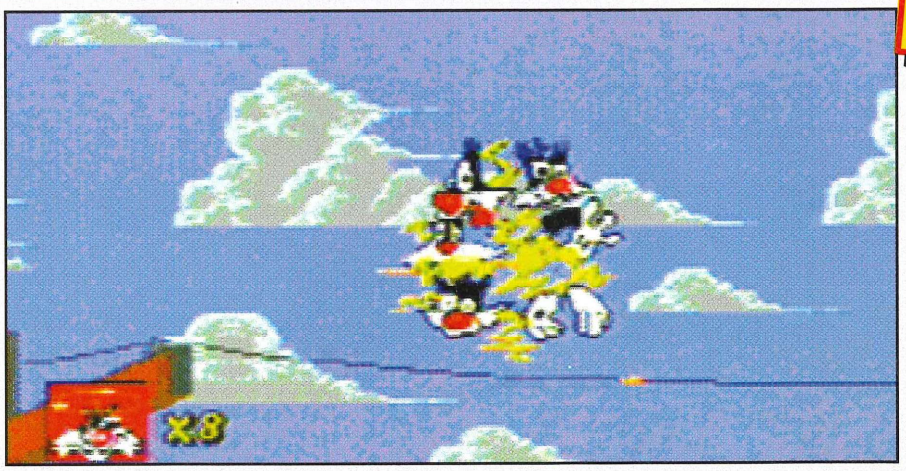
JUMP: The old jumping-type jump. Using it makes you... er... jump.

difference being the levels accessible and the number of things stopping you. Select 'Easy' and you won't even be able to enter level two. Choose a more difficult setting and even level one becomes a challenge. The character animation is brilliant and is a big improvement on most other platform games.

Give this game go. It may be just the type of platform game you are after. No gore and violence, just lots of fun in a really playable game. MM

second opinion

There's no question that *Sylvester and Tweety* is a great looking game, but it does have one or two gameplay problems. Collision detection isn't all it could be and controls aren't too precise, either. I found it unbearably frustrating at times. ❑ *ADAM*



Death comes to us all in the end, but rather more frequently to Sylvester. Luckily, he has nine lives, and can take a fair bit of punishment before he loses one – the icon in the bottom left corner shows how comparatively healthy our feline friend is. And death wears many hats. Here, he's on the receiving end of 10,000 volts from an electricity cable. Other perils include getting his fur singed and taking a beating from Butch the bulldog.



POGO STICK: You can usually find the pogo stick in the first carriage of the train. Use something to stand on and go for the top left-hand corner of the carriage. Be warned, as locations change with the difficulty level.



UMBRELLA: Sylvester can use an umbrella to float down from platforms that would be too high to jump from normally. It's also great to use as a parachute if you think that you're about to fall.

the word

GRAPHICS
Excellent animation in a great reproduction of the Looney Toons classic.

8

SONICS
Soundtrack, effects and musical interaction with the characters are one of the best features of this game.

8

PLAYABILITY
Not that fast but more actions and problem-solving to add to the fun.

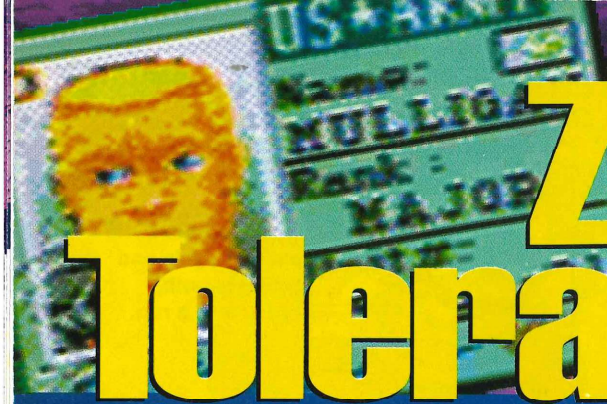
7

STAYING POWER
Not too difficult to play. At least you won't get stuck on level one for ever.

7

OVERALL
A fun game that's a bit of a change from your normal platformer. It's certainly polished, but the underlying gameplay could have done with more attention.

78 PER CENT



Zero Tolerance

Creeping down dimly lit corridors, stepping over bloodied corpses, and anticipating death at every turn. No, it's not another day at school. Just Peter Burney's idea of a swell time!

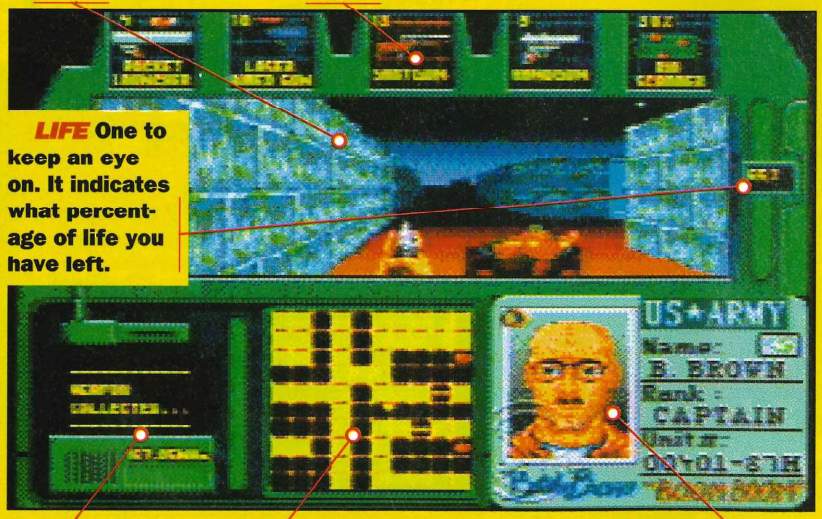
Hostile forces are attempting to take over the earth! The future of mankind is resting on your shoulders! We've heard it all before, hundreds of times, and we've all, single-handedly, defeated thousands of slimy scum-suckers and saved the world too many times to remember. But it's time to do it again. The Planet Defence Orbital Space Station had been attacked by some really nasty folk and the small arms fire has damaged the nuclear reactor... Gulp!

Travelling in a 3D world with the first-person perspective, *Zero*

What's What in 3D Land!

THE VIEWING SCREEN **This is where all the action takes place (well, killing and maiming anyway).**

OBJECTS ACQUIRED **These are the weapons and other items you are carrying. Each item can be identified with a labelled picture and either the number of bullets or the percentage of energy left is shown. The centre item is the one currently in use.**



LIFE **One to keep an eye on. It indicates what percentage of life you have left.**

LAST PICK-UP INDICATOR **Tells what the last object was that you acquired.**

MAP **This is a smaller version of the large map. It shows a portion of the total floor and where you are in relation to walls. It's very useful when you have the Bio Scanner.**

YOU **This shows which character you are and your ranking.**

What to Collect?

You can only carry five items at any one time. Carried items are interchangeable and the one in the centre window is the one being used. Some items are useful in some areas, while not in others; a fire extinguisher is good to put out fires that are blocking your path but a waste of space anywhere else. There are heaps of objects around, but though the rocket launcher may sound like fun, it's not so good in play. This is our ideal inventory...



FIRE EXTINGUISHER **Very important as fire is impassable without it. It usually is found in close proximity to fire.**



BULLET-PROOF VEST **It has a limited life. It's 100% effective to begin with but loses 10% with each hit you take.**



SHOTGUN **This is the best weapon, as it doesn't have to be aimed accurately and takes out the enemy with one shot.**



LASER-AIMED GUN **The next-best weapon and good to have as a back up. It can be easily lined up on a baddie and takes only one shot.**



BIO SCANNER **This has a limited battery life so speed is of the essence in its use. Basically, it shows (as red dots) where baddies are in relation to you.**



▲ **Hey, look: more bloodied corpses! I must have been here before! When you kill an enemy, their remains, well, remain. Like the trail of breadcrumbs in *Hansel and Gretel*, you can follow the corpses to find your way back through places you've already explored. And when you find live ones again, you know you're in unexplored teritory...**



▲ **As you can tell from the galactic backdrop, this is the space station level. The three levels look quite different but the gameplay is identical – kill anything that moves. The scenery is well detailed and changes as you get further into the game. With more than 150 floors to explore in each level, it'll be quite some time before you've seen everything there is to see.**

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up/RPG
SUPPLIER: Accolade
SIZE: 16 megabits
PLAYERS: One

Tolerance takes you on a realistic journey through hundreds of twisting tunnels and maze-like corridors. It is strikingly similar to *Wolfenstein 3D* on PC and a much better version of *Corporation* on the Mega Drive. There are heaps of pick-ups and 12 different baddies to blow to bits (seeing blood-splattered bodies lying about the floor is a novel experience) and it's super-tough.

Initially, it all seems very similar and gameplay rather repetitious, but with time you find yourself slotting into this new world, taking each step as though it were your last. Being able to traverse through this 360-degree playing field, choosing your own path, you'll find yourself anxiously approaching each corner with your finger twitching nervously about the trigger in anticipation of what could be lurking on the other side.

Graphically the game looks great. The screen scrolls superbly and your gun sways to-and-fro as you explore the depths of the three levels. The scenery is ever-changing with pot plants, book shelves, air vents, televisions, and a host of other well-defined sprites which can be viewed from any angle. The pickups are also well detailed and can easily be identified as you approach them. Enemy sprites are not as exciting. They appear flat and move like shadow puppets, but admittedly still scare the shrapnel out of you when the appear from behind a corner with guns blazing.

Zero Tolerance is one nail-biting, trigger-clicking, baddie-smacking adventure. So, if you're the sitting-on-the-edge-of-your-seat kind of person then grab a handful of grenades, load up the sawn-off shotgun, slap on the bullet-proof vest, and with teeth gritted jump head first into this new 3D challenge. M

second opinion

The 3D graphics in *Zero Tolerance* are little short of brilliant! The playfield scrolls around smoothly and realistically. There's real atmosphere to the game too – stepping out into a previously unexplored corridor is terrifying and really does get the old adrenalin pumping. It's big, has lots of blood, and is fab. Loved it! ❑ *ADAM*

the word

GRAPHICS
Excellent scrolling, excellent texture-mapped 3D backgrounds, and detailed pick-ups. Baddies look a little flat.

9

SONICS
Nice variety of gun effects and footsteps, but no music is a downer.

7

PLAYABILITY
Turn it on and blast your way through hell and back. With time you'll acquire strategies to survive.

8

STAYING POWER
With literally hundreds of levels and tough gameplay, you'll be at this for weeks. Very rewarding.

8

OVERALL
Probably not everyone's cup of Earl Grey, but if you're into tough, intense action games with a difference, then this will suck you into a new 3D world of apprehension (it could be real!).

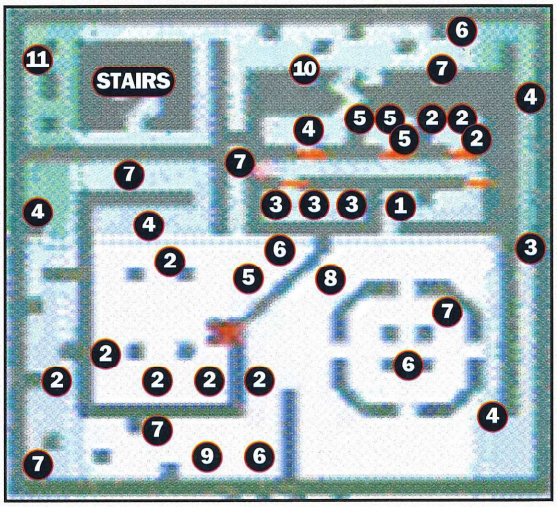
83 PER CENT

Map the Map

There are three levels to venture through in order to save the world – the high-rise, space station, and basement.

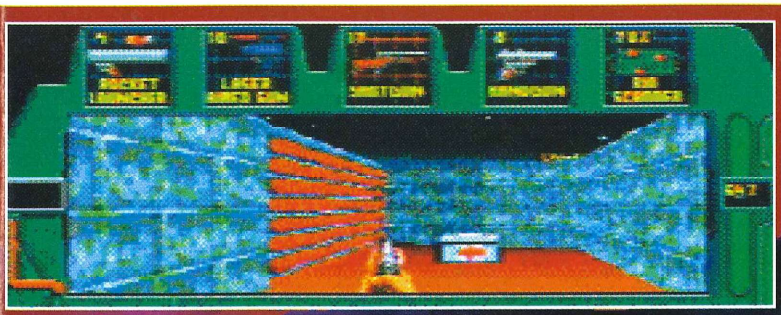
Each contains over 150 floors as you travel up and down stairs or ride the elevators. A map of the current floor can be accessed at any time by pressing Start (this also serves to pause the game when you need to wipe the sweat from your brow).

With so much area to cover and so many over-excitable, trigger happy vermin wanting you dead, mapping the floors showing particular reference to objects really helps the cause. And to start you off, here's the first floor of the high-rise... Good luck!



OBJECTS

1 • infra-red goggles
2 • shotgun
3 • hand grenades
4 • laser-aimed gun
5 • rocket launcher
6 • handgun
7 • Medikit
8 • fire extinguisher
9 • flashlight
10 • booby trap
11 • bullet-proof vest



▲ **Pick-ups are well defined and are scattered throughout the playing field. Didn't anyone teach these guys not to leave their toys lying around? In addition to assorted weaponry, the most important of these is the Medikit as it cures your wounds. You can often rifle through dead men's belongings to find other useful items too.**



▲ **Take that, and that! Oh, you want some of this too, do you?! There are many different types of weapon to play with in this game. Collecting more than one of the same kind of gun simply increases the amount of ammunition available. Should you completely run out of ammo, you lose the weapon and have to resort to fisticuffs 'til you find something else a little more effective.**

GLOBAL GOLF

VITAL STATISTICS
FORMAT: Game Gear
TYPE: Sports sim
SUPPLIER: Codemasters
SIZE: 2 megabits
PLAYERS: Four

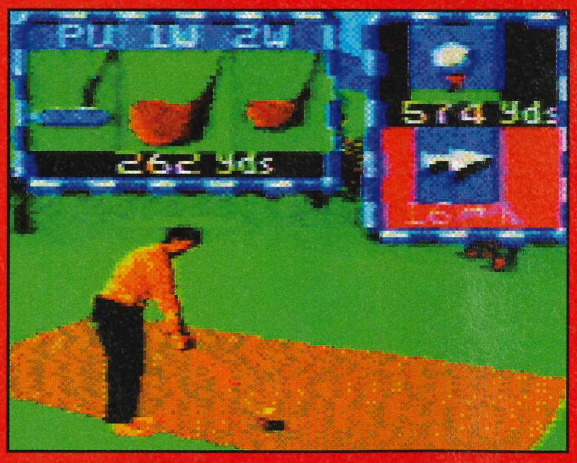
Great White Sharks ahoy! It's bogey ballyhoo when Steve Bough gets teed off. It must be a golf game!

The people that brought you *Micro Machines* and *Cosmic Spacehead* now treat Game Gear owners with *Global Golf*. And Codemasters has done it again! Your objective? Get the ball in the hole. Plain and simple – it's just a game of golf. But it's brilliant. A quick round of real golf isn't everyone's idea of fun, and, heavens to Betsy, a video game might be even *duller*! But when something as good as this appears, it's Rupert The Bear trousers and wide-brimmed hats all round.

You can choose to play with a vast range of options. There's matchplay, skins (playing each hole for cash), stroke-play, even foursomes (!) have been included. The four courses across the world offer a supreme challenge, where even the slightest mistake can cost dearly. Once you've mastered the art of hitting the ball cleanly without hooking or slicing, then this game will have unlimited appeal. There's also a two-player option where you don't need two Game Gears. It's not perfect, the four second delay between each shot being the most noticeable criticism, but that's about it.

What we have here is a very playable little golf game which is comparable to those on high-powered PCs. Golfers on the move – get it! M

THE PERFECT SHOT



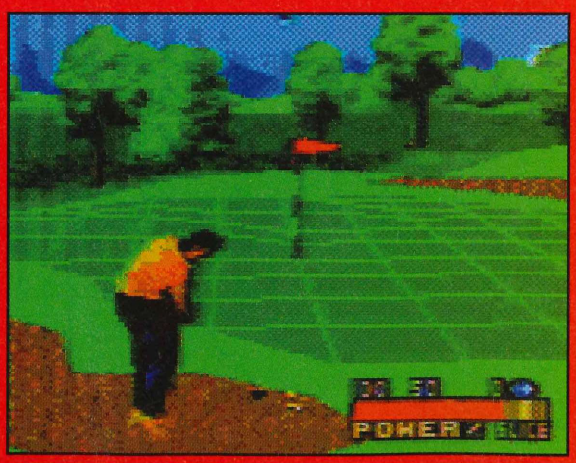
▲ From the tee you must select the correct club. If you are playing a par four or five, choose the one wood. Calculate how far the club will hit the ball, check your stance, and away you go.



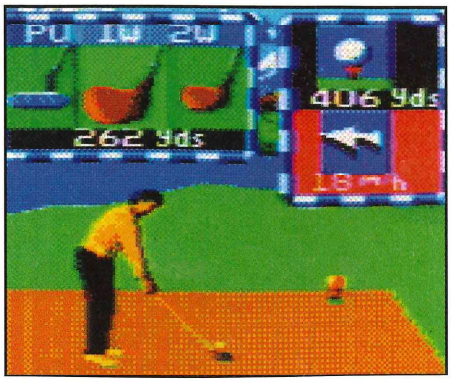
▲ When faced with this kind of shot midway on the hole, don't always try and go for the pin. It often makes more sense to lay up short. Do this when you haven't got a clear route to the flag.



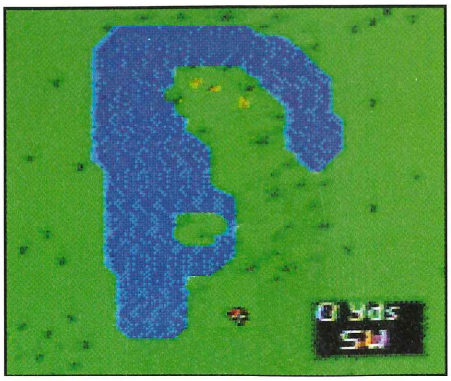
▲ Trees are in abundance and you'll inevitably find yourself stuck behind one. Don't bother trying to lift the ball over the tree from close range as it just won't work. Chip to either left or right to get a clear path.



▲ Executing this chip shot isn't as easy as it looks. Overpower the shot and you'll find yourself miles away from the green. If the chip is only ten yards, release the bar at 15% to avoid overhitting.



▲ The all-important tee-off. It's imperative that you are aware of the yardage of the hole, the club you will be using and the direction of the wind. Failure to acknowledge will result in a wasted shot.



▲ The overhead perspective is very useful in gaining the correct pin position and distance to the hole. If, say, you are stuck in a thicket, work out the safest yardage and choose the correct club.

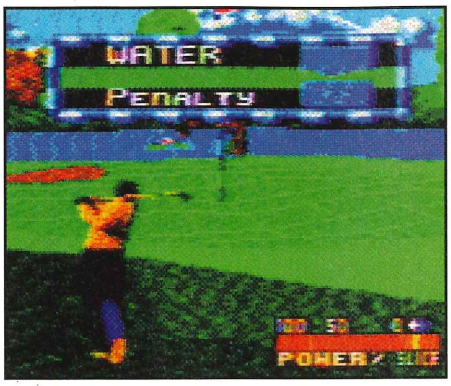


▲ It's worth practising on the putting greens before a big match. If you don't read them correctly, your putt will wander. Line up the cursor with the hole and judge how much power you need. Don't overdo it!

second opinion

Don't play this if you're hanging out for fast-paced action. It's quite like the real game: slow, finicky. I have seen better versions of golf than this GG adaptation but at least the word 'bogey' is used a lot too. Which is cool. But I reckon take up a real sport. This is not very sexy.

❑ *MATT*



▲ Landing in the water – or any other unplayable terrain – deems the shot out of bounds and a one stroke penalty is incurred. Unfortunately, there's water on every course so accuracy is the way forward.



▲ If you land in the sand and the word 'plugged' appears on screen, panic. Any time you're faced with sand, choose the Sand Wedge and hit the ball out. This is the only club to use from the bunker.

the Word

GRAPHICS
Superb graphics. Considering the memory space, the players are especially well animated.

9

SONICS
Average synthesised racket. The sound effects require improving, plus the clubs don't go swish – pah.

6

PLAYABILITY
Superb game. Diverse course and varying options keep it always interesting.

9

STAYING POWER
The game could go for ever but you'll probably get bored sometime next year.

9

OVERALL
Do yourself a favour – get hold of this. For Game Gear sporting sims this is top rate with real-life action only a swing away.

91 PER CENT

SO *THAT'S* WHAT IT'S FOR...

▼ The main viewing screen shows the current hole in beautifully rendered 3D. It takes a few seconds to draw up, but looks so good, it's difficult to believe it's been generated by an eight-bit Game Gear.



▲ This shows distance covered and the terrain the ball landed in.

▼ Hit the button once to select your shot power, and again for hook or slice.

▲ This tells you how the ball is lying and the wind strength.



▲ Pull Down to adjust your stance. Mmm, nice footwear.



▲ Push Up to select clubs if you don't want the computer's choice.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Miscellaneous Arcade
SUPPLIER: Acclaim
SIZE: 16 megabits
PLAYERS: One

Virtual Bart



◀ Round and round and round she goes. Where she stops, nobody knows. Spin the wheel to select a sub game. There's a knack to stopping it on the game you want, and a practice mode lets you play without having to go through this rather hit-and-miss routine.

Who's everyone's favourite yellow, spiky-haired character on Channel 10, 6pm weeknights? Adam Waring has a cow, man.

For one reason or another, Bart has hooked himself up to a virtual reality machine and has to undergo six experiences that are so lifelike, it's frightening. What this translates to is six sub-games linked together by Bart on a spinning wheel. Stop him at the right place to select the game.

Six games on one cart may sound like a fabulous deal. It would be, if the games were any good. Unfortunately, that's not the case. They are absolutely shameful, every single one.

Graphics throughout are shoddy, gameplay non-existent and it all looks like it's been cobbled together in 15 minutes.

This is such a disappointment. Not even Krusty the Clown would put his name to a product as inferior as this. M

second opinion

Let's get this straight. Bart is my role model in life. While on holiday in the US, top of my list was a visit Springfield (yes, it exists. In fact, I discovered there's one in almost every state). When this game came into the office I got over-excited. I've played it. Now, I'm suicidal. ❑ MATT

the Word

GRAPHICS
Bart and buddies are recognisable, though rather badly drawn.
6

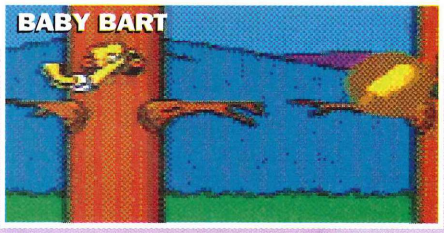
SONICS
Some characteristic Simpsons samples are sadly the game's best feature.
7

PLAYABILITY
A series of far-too-basic games that are instantly pick-up-able – and put-down-able.
3

STAYING POWER
There are six games to play – but six games you'll tire of in minutes.
4

OVERALL
We all love *The Simpsons* in Megazone, but we all hated these games. All are slow, badly designed and tedious to play. Doh! Doh! Doh! Doh! Doh! Doh! *Doh!*

35 PER CENT



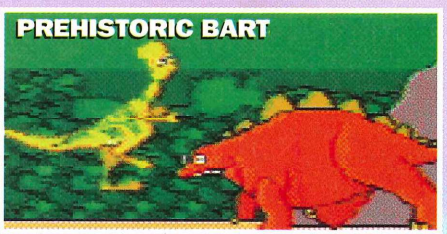
▲ Young Bart has to swing from branch to branch avoiding squirrels but collecting items as he goes. Controlling his direction is quite difficult as he is constantly swinging around in circles. Falling out of the trees is fatal.



▲ Bart lobs tomatoes at his classmates who walk to-and-fro. He has to gauge distance and anticipate the speed they're moving at to score a direct hit. Avoid hitting Principal Skinner or it's game over. Then again, that's not such a bad idea...



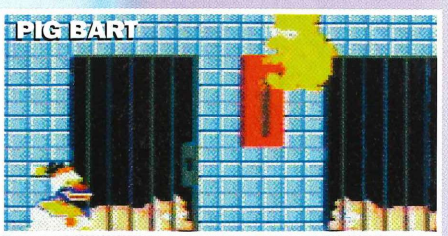
▲ Bart slides down a water chute on his butt. He has to avoid other 'chuters as well as objects that descend through the tubes at the same time. The tube splits into two every now and again, so it's vital you choose the correct path...



▲ Bart takes the guise of a dinosaur in this primitive platformer. Bartosaurus Rex has a couple of offensive abilities: he can swing his tail around and hit things with it, or jump on and squash smaller dinos. As platformers go, this is prehistoric.



▲ A post-apocalyptic Bart rides towards what once was Springfield on a motorbike. Baddies challenge him and Bart kicks them and throws things at them. Rocks and wildlife are other perils. Motorbike? More like a moped...



▲ Bart's a pig and has to rescue his fellow pigs from the abattoir. Bart rescues his mud-loving chums (who are locked in cages or strung up) by hitting levers. To be avoided are cattle prod-wielding clowns. Bit of a swine, this one.

DRAGON
THE BRUCE LEE STORY



Martial arts? "Do you use crayons and a paintbrush for that?" pleads ten kilo weakling Peter Burney.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Virgin
SIZE: 16 megabits
PLAYERS: Three

Dragon promised to be so good. But turns out, unfortunately, a B-grade fighting game in the same vein as *Mortal Kombat* and *Street Fighter II*. It lacks the speed, variety of techniques, and contains no special moves (not that we found anyway) and it's a battle to fight through the 12 levels (fights) against Bruce's enemies from the movie.

The gameplay is faithful to the big screen action. It follows Bruce Lee's struggles as he comes to grips with his conscience and tries to defeat the big bad, spear wielding, bone crunching warrior that he confronted at the end of the hit movie.

However, unlike the movie, the fight sequences are so slow and repetitive you could boil an egg in the time it takes to perform a roundhouse kick. As the old Chinese proverb says: "Fighting game that lacks punch is lame." M

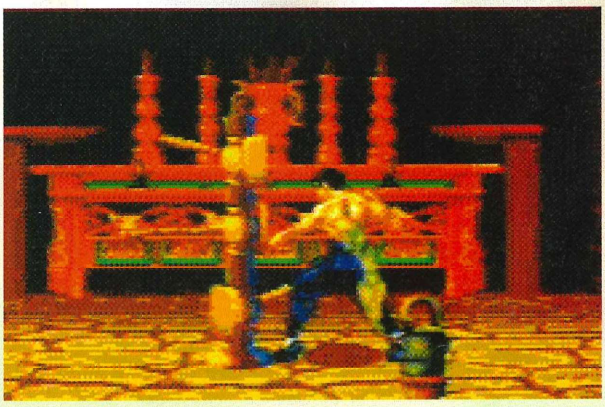
second opinion

This is a *Mortal Kombat-Street Fighter* clone without the good bits. There are no special moves as such, and you're limited to playing just the one character – Brucie. It's slow, repetitive, and about as much fun as a Chinese Eat-As-Much-As-You-Can on a full stomach. ❑ ***ADAM***

▼ Being Bruce Lee, you can't perform 'special moves' like throwing fireballs or teleporting around the playing area. It's just your standard kick and punch. Bruce can perform all the basics such as a spinning kick, snap kick, body punch and he can even throw his opponent. In all he has nine attack moves, a block, and as an athletic fellow, can even back flip out of danger. The fighting sequences are really tough but the movements are slow and the gameplay lacks any incentive to continue battling on.







◀ After the first two fights, Bruce has a chance to practise his skills on this rather mediaeval-looking apparatus. The object is to avoid the spinning sticks while attempting to hit the padded sections. This is quite difficult to get a grip on as the sticks increase in speed with each strike of the pad – supposedly testing your martial arts abilities.

the word

GRAPHICS
Sprites are large and move smoothly and the digitised movie stills are faithful to the film.
8

SONICS
Pretty much the standard ooghs, aghs, slaps and whacks... ouch!
7

PLAYABILITY
Moves are too limited and the gameplay is about as exciting as a bowl of plain boiled rice.
5

STAYING POWER
Slow, boring, lacks incentive to play on... basically about as much fun as a kick in the guts!
5

OVERALL
Unless you're a die hard Bruce Lee fan leave this one lying in the gutter and slam something better into your Mega Drive.

63 PER CENT



▲ There are five difficulty settings from very easy to very hard. But if fighting the computer opponent all alone starts to bore you, then the two-player option slams you and a friend (Bruce 2) up against the computer baddies. You can also beat each other up if you're that way inclined. There is also a two-player battle where you fight each other. And for those who are into all in brawls, why not try the three-player battle? Yippee!

dropZONE

Space Cadet

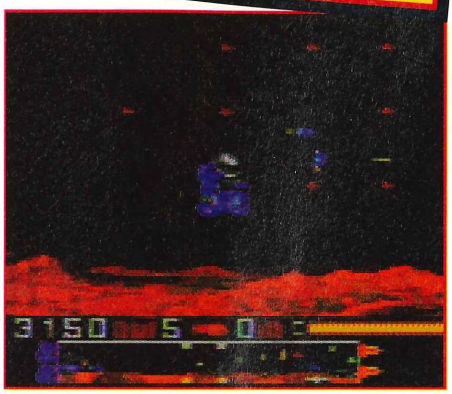
Steve Bough was the only man to send in search of Drop Zone. Look out, Steve, that's Jupiter blowing up over there!

Codemasters, yet again, seem to have found the winning combination. In *Drop Zone* you take on the role of a space mercenary. It's your job to eliminate the aliens and progress through the series of small levels (called 'waves') to complete the game. If anybody out there remembers *Defender*, then this game is very similar, apart from the fact that you don't direct a ship. Smart bombs are given and can be collected. A shield can also protect you against the bombardment. But these are both limited, and once used you're extremely vulnerable. On your back you carry an unlimited jet pack, so you can fly all over the screen as you desperately try and avoid being bombed or targeted. Never easy when you consider ther are no continues.

Drop Zone is yet another good release from Codemasters. It offers shoot 'em up fans frustrating and highly challenging gameplay. M

second opinion

Whisk yourself back a decade and you might find yourself playing this at Timezone. It's very basic, not at all original, but plays beautifully. Ah, them were the days... ❑ *ADAM*



▲ Make sure you stay at the top of the screen when passing over these lava eruptions. If you fail to do so, one small hit will be enough to destroy you. And extra lives only come every 10,000 points.

Word

GRAPHICS
Average graphics. More colour and diversity is needed to make the game visually appealing.

7

SONICS
The sound effects are great (just like *Defender*). The soundtrack is not so hot. But what's new?

6

PLAYABILITY
Very frustrating at first but persevere and it quickly becomes highly addictive.

7

STAYING POWER
It may take a while to finish this game, but once finished it's doubtful whether you'd play this again.

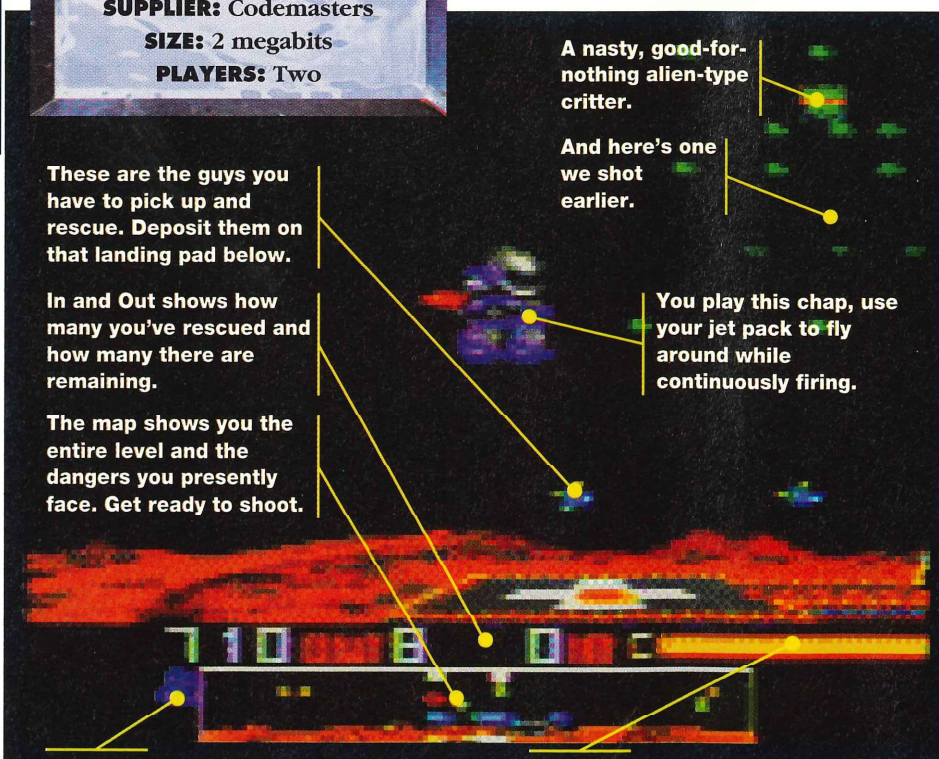
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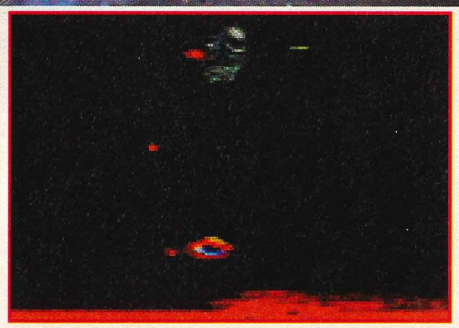
OVERALL
A fun blast for fans of the old-fashioned-shoot-'em-up genre, but lacks mass appeal and, for the want of a better word, oomph.

75 PER CENT

VITAL STATISTICS

FORMAT: Game Gear
TYPE: Shoot 'em up
SUPPLIER: Codemasters
SIZE: 2 megabits
PLAYERS: Two





▲ These whiz-bangers don't appear on the map. You'll hear a whoosh and moments later three to four of these aggressive freaks zoom out and attack you. It's at times like this you need to use your shield.



▲ The main objective here is to collect those small pods and drop them onto the landing zone. You can still complete the level without doing this, but you don't get the bonus points.

SPIDERMAN

and the return of the sinister six

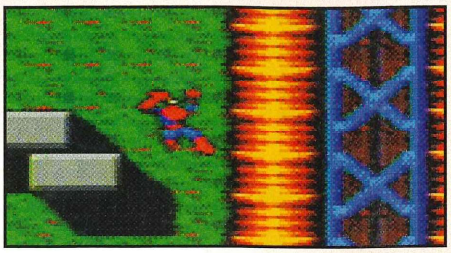
A man in a funny red suit saves reviewer from a dull afternoon. 'He span a web. Any size!' exclaims Steve Bough.

Peter Parker is an ace photographer. Fortunately, for the general populace, he spends most of his time slacking from his day job and moonlighting in a silky red suit under the name Spiderman, all the while getting down to some bizarre swinging antics with general low life.

Strange? Not really.

The X-Men have been taken hostage by a brutal crime syndicate. The first level has you playing as Spidy, collecting web masks hidden around a concrete and pipe system. The next few levels can have you playing as either Spidy, or one of the other X-Men: Wolverine, Gambit, Storm or Cyclops. Depending on the character chosen, you then undertake varying and dangerous levels, locating exits, killing bad guys and crime bosses, all while avoiding numerous death traps.

For the often ignored Game Gear owners, Spiderman is one of the best titles. It's stickily addictive. M



▲ **Your objective on this first level (known as the security level) is to collect the Spidy masks. Use the arrows, when shown, as a guide. Beware of the weapon systems scattered around, luckily, Spiderman can web them out of action.**

VITAL STATISTICS

FORMAT: Game Gear
TYPE: Platform
SUPPLIER: Acclaim
SIZE: 2 megabits
PLAYERS: One

the Word

GRAPHICS
Surprisingly good, the foregrounds, backgrounds and sprites are colourful, changeable and detailed.

8

SONICS
The usual let-down – as in too many games. Hugely irritating soundtrack and sound effects.

5

PLAYABILITY
Very playable. Once engrossed, it's hard to put down.

8

STAYING POWER
The tricky challenge of this will ensure your return time and time again.

8

OVERALL
A challenging game. You may feel inclined to smash it to pieces at first, but stick with it, as it gets better.

80 PER CENT

GameGear ReView

second opinion

Once you've worked out what Spidy can and can't do, and once you've got through the sometimes tedious first level, this turns out quite cool. It gets very, very, addictive! ❑ MATT

introducing the X-Men



▲ **Spiderman: Everyone knows that the webbed wonder does whatever a spider can.**



▲ **Cyclops: Has the ability to shoot laser beams from his eyes. Neat party trick.**



▲ **Gambit: Fights off foes with playing cards. What you might call a card shark.**



▲ **Wolverine: Don't get too close to this guy. He'll take your face off with his claws.**



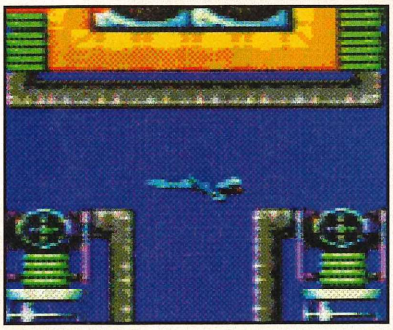
▲ **Storm: A hot babe. She can generate her body to create weather conditions!**



▲ **Wolverine running into trouble in the shape of a machine gun. Your actinium claws are your only saviour but you have to get really close to do some damage.**



▲ **A most strange level which sees Scott Summers, alias Cyclops, venturing through treacherous mine areas. One touch of the track and you're dead, so ride the carts, use your magic eyes and get the hell out of there.**



▲ **Here we see Storm swimming merrily away. Oh no, she's not! She's desperately trying to find the exits to this underwater labyrinth before she dies. Raising the water level and blasting clear routes are the ways to avoid impending death.**



▲ **Gambit here managing to get himself into a whole heap of trouble. Only his playing cards (preferably a club) and sharp reflexes can save him from being beaten to a pulp. Ha, ha!**

Boy meets stick. Boy loses stick. Boy finds stick...

It's just another day in the life of Adam Waring who sniffles into his Kleenex.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platform/puzzler
SUPPLIER: Sega
SIZE: 8 megabits
PLAYERS: One

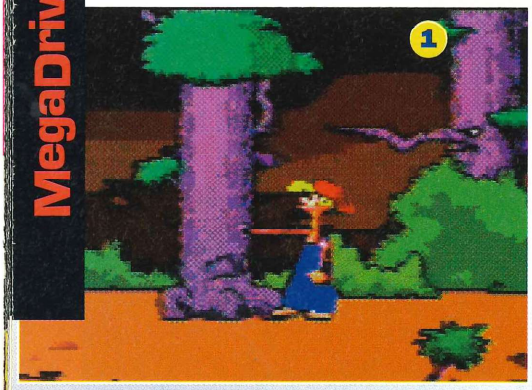
Bubba 'n Stix

Aliens are at it again: they've been collecting specimens from around the galaxy to put in their zoo. Bubba (ie you) finds himself imprisoned on the alien planet. Luckily, you team up with Stix, another inmate, who's, erm, a stick. Getting the hell out is, naturally, on your mind and so the pair of you make good your escape by using Stix as a tool to overcome a variety of puzzles.

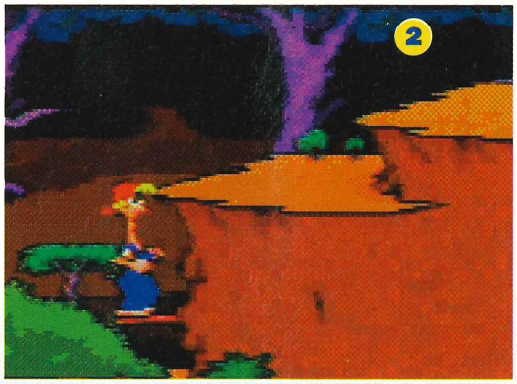
It's a platformer – kind of – but the emphasis is more on the puzzling aspect. Sure, you have the usual nasties to avoid, but most can be dispersed of by a quick flick of the stick. Puzzles are what it's all about. At first, they're pretty simple, but as the game progresses they get more and

Stick with me and you'll be right

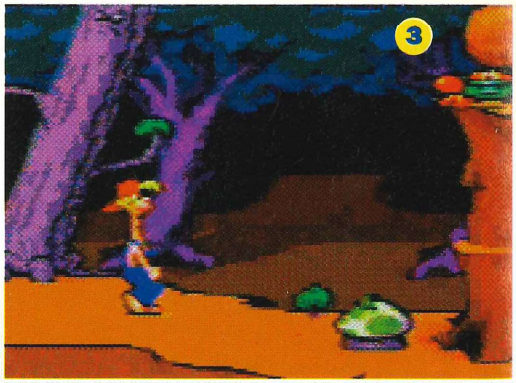
Level one is pretty easy to make your way through, though things do rapidly get tougher in later levels. Apart from the usual array of monsters, these are the hazards you'll have to overcome...



This tree thing follows you. You can poke Stix into this notch, but as soon as you try to jump onto him, he falls out again. Maybe there's a secret here?



The first puzzle's very simple: shove Stix into the hole in the cliff (by pressing A and Right when you're next to it) and use him as a platform to get to the top of the ledge.



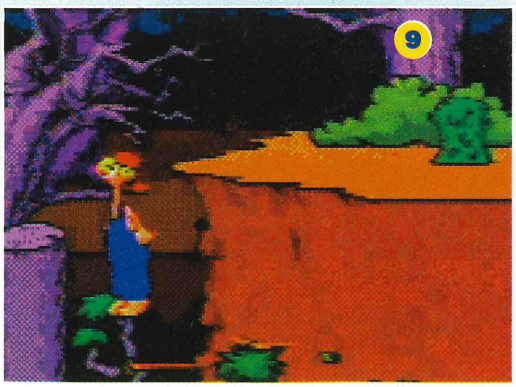
Jump onto the mushroom, and quickly out of the way so that the rock bounces up and kills the brute above. Jump onto the mushroom to reach the higher ledge.



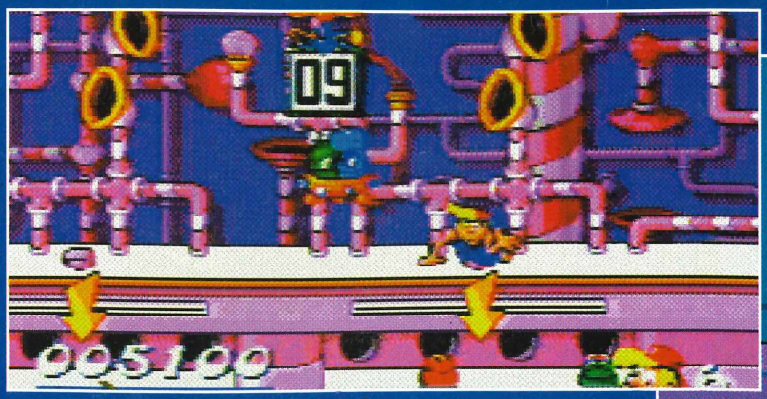
Oh, look – there seems to be a secret passage hidden in the side of this cliff. Pop in to grab yourself some valuable bonus points.



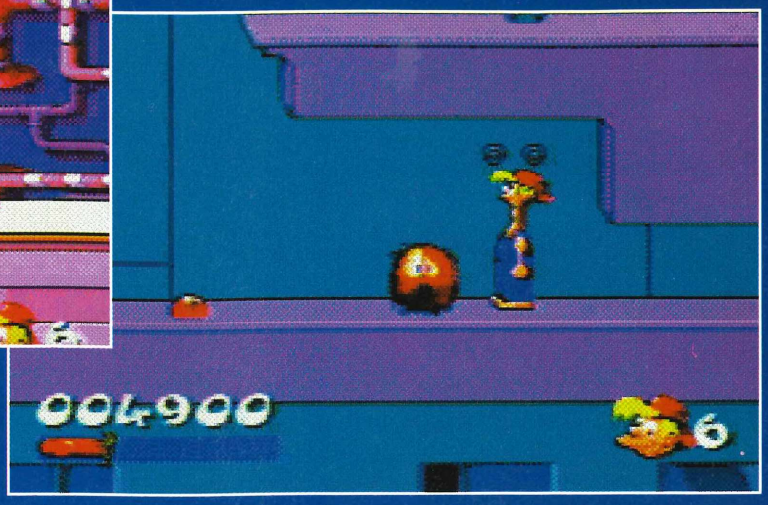
Duck to avoid the spaceman's laser beam. As soon as he fires, he runs away, but he's pretty quick on the trigger so fast reactions are necessary – hit the deck as soon as he appears.



This tree will follow you. When you get to the cliff, poke Stix into the side of the cliff and leap from him to the top of the tree, then back onto the ledge.



▲ Bonus levels help tot up points between levels. There are five levels, five bonus levels, and more than 100 puzzles before the end of the game is reached. A password system saves you replaying levels that you've previously conquered.



▶ The puzzles involve all manner of strange creatures. Take this fellow. He follows you around, hovering in the air near you. Whack him on the bonce and he falls to the floor dazed. Now you can step on him in order to leap to platforms that are otherwise too high for you. Weird, eh?

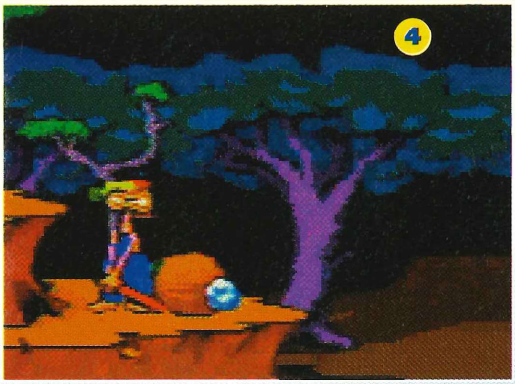
more devious and complex. Stix can be used as a lever, a prodder, a platform and so on. The more you play, the more versatile you realise your wooden chum is.

Background graphics are superb: the alien landscapes have a really cartoonesque feel to them. Bubba is pretty cool too. He has a streetwise look and fluid animation and when he gets bored, chews on gum and blows bubbles until you get your finger out and back on the joypad.

It's refreshing to see a game with a little originality, and *Bubba 'n Stix* has bags of it. The puzzles are challenging and get rapidly more difficult as you progress. They can be frustrating as you often can't leave the tougher ones and go back to them later – you have to solve them as you come across them. It gets more enjoyable the longer you play. M

second opinion

Mastering the use of Stix is the key to success in this game, but the best bit about it is the game's personality. Bubba is C.O.O.L. and little touches like dinky music and facial expressions on the sprites make this special. This could turn out as Sega's most popular character platformer since that pesky hedgehog. ❑ *MATT*



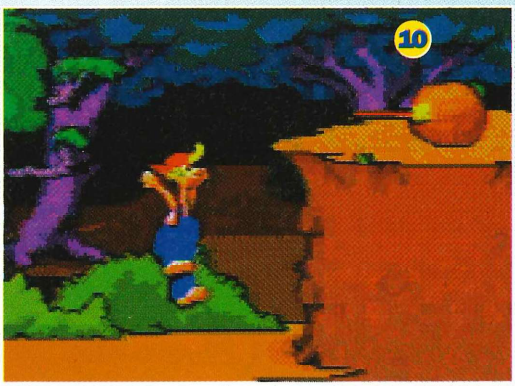
Lever this rock so that it bounces onto the opposite platform. Jump onto the mushroom to bounce up, then hop onto the rock and onto the next platform.



Don't get too close to these chatting aliens as they become suspicious and stop talking. Throw Stix at the first one, who'll pick Stix up and use it to club his friend with...



...Ouch! The bump on the second alien's head can be used as a platform to get to the next ledge. Hop onto it quickly as the swelling soon goes back down again.



Throw Stix at this rock. It'll fall onto the sleeping creature who will bounce the rock back over the platform for you to use as a stepping stone...



...Now throw Stix at the creature so that it moves towards you. Jump on its back to steer clear of those spikes and take a running jump onto the next ledge.



When the spaceman shoots at you this time, there's no getting away (believe us, we tried!). You'll be whisked off into space to wake up in level two... ☛

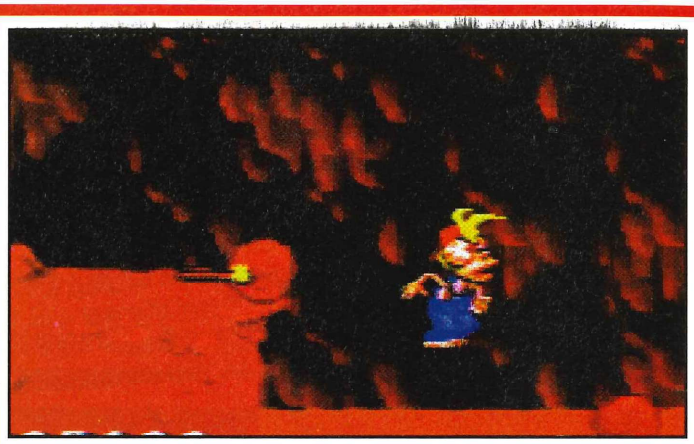
Bubba 'n Stix



▲ You have five units of energy, represented by the big pic of Stix. Lose them all and you're a life down. The standard game offers three lives, but through options you can raise the total to up to six. These handy little things cure your ills. Sometimes, they're easy to find, but others take a little more effort to reach. In this case, the bouncy ball helps Bubba to pick one from the high shelf.

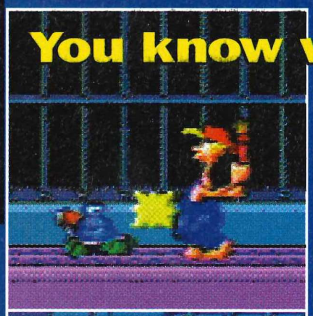


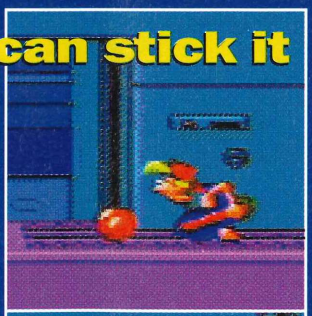
▲ One of the most frustrating aspects of *Bubba 'n Stix* is that the puzzles are often very linear; you can't go anywhere until you solve the puzzle in hand and if that has you stumped, then you'll be stuck for ages. This one nearly killed us. Two switches on the right of the room select fans and turn them on. Switch on the two fans to the right, stir up a bubble, jump on top and leap through the tiny hole at the top of the room. Easy when you know how...

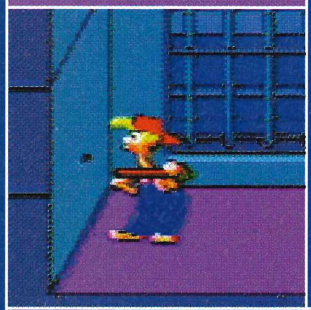


◀ There's a steep difficulty curve to *Bubba 'n Stix*. By level three, you'll need the reflexes of a stoat in stoat-hunting season. In this section, you have to leap from rock to submerging rock while you simultaneously throw Stix (while at the exact right height) to dislodge a further boulder. Sound tricky? It is!

You know where you can stick it

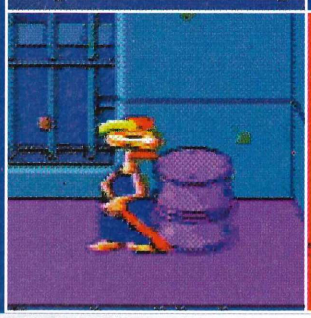


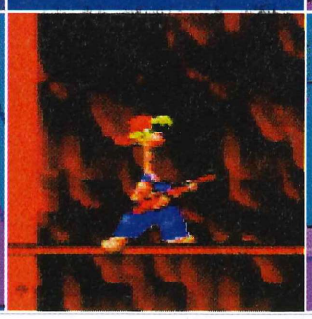






Stix is a versatile little bit of wood. He can be used to hit things with, as a lever, to stir bubbling cauldrons – even as a tightrope balance. Button A is the Stix! button. If he's not in your possession, then it will summon him. Tapping it will hit out, holding the button down will throw Stix, and pushing the directional pad at the same time will generally interact with a nearby object.







The Word

Graphics
Excellent Hanna Barbera-style backgrounds and nice animation. Stix looks like, well, a stick really.

8

Sonics
Some excellent spot fx and tunes that change by the level. And they're not *that* irritating...

8

Playability
Fun puzzles that may take a while to work out. They can be a bit linear and frustration could get the better of you.

8

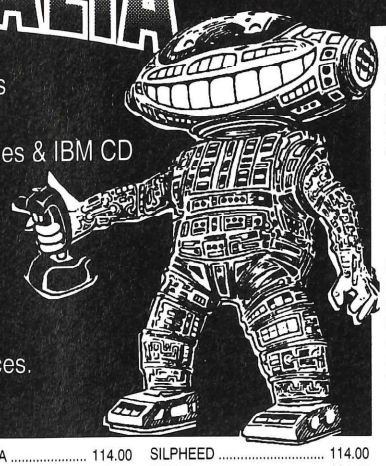
Staying Power
A good mixture of arcade power and puzzle-solving means that you'll be playing for some time – it gets tough...

9

Overall
This has to be one of the most original variations on a theme for ages. Keep at the puzzles – you'll crack them sooner or later. More fun that a poke in the eye with a twig.

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THE CHAOS ENGINE

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Shoot 'em up/RPG
SUPPLIER: Microprose
SIZE: 16 megabits
PLAYERS: Two

Space, time, matter.

They've all been mixed up, thanks to the Chaos Engine. Adam Waring does his best to sort out the mess.

Set in England during the late 1800s (that's the Victorian era, monarchy fans out there), *The Chaos Engine* is a shoot 'em up-cum-RPG game. Some mad, bad, professor has invented The Chaos Engine, a machine that can warp time and matter. And, as tends to happen when you mess with science, it all goes horribly wrong. Humans and animals have mutated into ravenous beasts...

Enter six of the roughest, toughest mercenaries the other side of 1901. They're armed to the teeth with what look like very high-tech weapons for a century ago. It's a wander-around-the-maze-and-kill-everything-that-moves affair. But a very, very good one.

You have a top-down, vaguely isometric view of the action. As you run around, blasting things to Kingdom Come, various pick-ups present themselves. Some give you ability to use special powers, some have an instant, beneficial effect (like killing nearby baddies) and others open up the playing area. The game world is constantly unfolding, and doing something at one side of the map often has an unpredicted effect elsewhere.

Graphics are crisp and atmospheric; the scrolling is smooth, the characters well detailed – nothing overly outstanding, just good and solid-looking. Sound effects too are positive. An upbeat, military-style soundtrack adds a sense of urgency to the proceedings and a digitised voice announces when you've found a power up and so on.

The Chaos Engine is the thinking person's shoot 'em up. There's a fair few discoveries to be made in addition to creating carnage making for a refreshing change to the shooting theme. And you can add a friend for even more fun. M



▲ There are six characters to choose from, two of which will go into the fray. In a single-player game, you must select your Mega Drive-controlled partner. All have their good and bad points: the scientist is weedy but has invented some clever weapons; the thug is as strong as an ox but has the brain of plankton. As you play, you can increase your attributes. The most important thing is, all are capable of dishing out damage to the beasties you'll find within.

Order out of Chaos

The first level is fairly straightforward; just kill everything that moves and pick up all you can. It's possible to get a perfect score, as long as you leave no stone unturned (at the end of every level, you're told in percentage terms how well you explored it).

The beauty of the design is that the game map unfolds as you play; pick up a key here and a passage will open up over there. This first level of the Forest World is pretty simple as the keys are placed near to their respective openings. Later levels get rather more complex with much to-ing and fro-ing required.



▲ Shoot this node to make the set of keys appear above. You're awarded with some bonus cash when you do.



▲ This Yin Yang symbol is a restart point. Should you die, you'll resume the game from here.



▲ Grab this gold bunch of keys to open the way to a room full of goodies below. You'll find power-ups, health and cash.



▲ Special powers are used in addition to your main weapon. What it does, precisely, depends on your character: some are offensive – such as the Thug's Molotov cocktails; some are used in other ways – the Gentleman's map-reading ability, for instance. You don't automatically have the right to use your special powers, but access them by collecting pick-ups. As you progress, you can add other skills to your repertoire.



▲ At the end of every couple of levels, you have the chance to spend some of the cash you've collected. Money is accrued by killing monsters, opening gates and so forth. Self improvement is the name of the game, and you can increase attributes such as skill, wisdom, health and so on. You can also buy extra lives (they're pretty steep, so you'll need a good cashflow). If you're feeling particularly generous, you can spend your hard-earned on resurrecting dead buddies.

second opinion

At first this seems like a simple mash-everything-that-moves baby but further inspection reveals an intriguing and well thought-out shoot 'em up. Setting it in the past rather than the future or in some crummy jungle war is the ace card. ❑ *MATT*



▶ Monsters appear from dark openings, holes in the ground, or just out of thin air. There are heaps of different types. Some move slowly while they shoot at you. Others have no missile weapons but leap towards you giving little chance to get out of the way. A few hits and you're a nothing but yet another victim of the Chaos Engine.



▲ Hitting this causes a destructive ring of flame to destroy all it comes in contact with. Watch those beasties fry!



▲ Collecting these keys opens up a gap in the hedge to the right, necessary for you to continue.



▲ Collecting this pick-up nukes everything currently on screen. Handy as there are lots of bad sorts around this area.



▲ Shoot both these nodes to open the gateway. Finally, step through the open gate to finish the level.

MegaDrive Review

the word

GRAPHICS
Crisp sprites, atmospheric backgrounds and smooth scrolling. Can't complain, really.

8

SONICS
Thumping military music and clipped digitised announcements.

8

PLAYABILITY
Addictive! Yep, it's a simple concept, but it's done very well.

9

STAYING POWER
Sixteen levels spread over four worlds should keep you going for a while.

8

OVERALL
A good blast, enough action and adventure to amuse even the most discerning desperado. Two players is especially excellent, so grab a chum to join in the fun.

89 PER CENT

Pink is a beautiful colour. "Don't ever forget that," says Peter Burney.

PINK GOES TO HOLLYWOOD

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Tecmagik
SIZE: 8 megabits
PLAYERS: One

Pink Panther, one of MGM's most famous cartoon characters, brings his distinct colour to the Mega Drive. But, if you think it's going to be a laugh-a-minute with the pinkster – then think again!

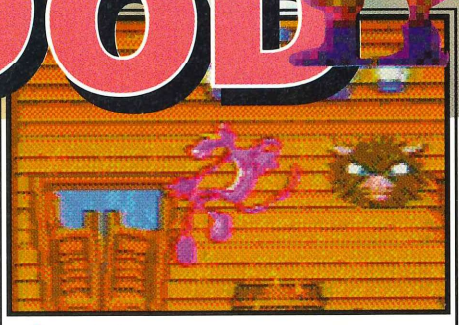
The tall, feline, handsome one has arrived in Hollywood for his big break, but predictably, has wrecked a scene starring Inspector Clouseau and that's when the pink really hit the fan. Mad with rage, the old inspector chases the panther (ie you) through some rather famous MGM sets (although their names have a slightly coloured flavour about them like Pinkin Hood and Polter Pink) and you must stop Clouseau before he sinks the pink forever.

The gameplay is the run-of-the-mill platformer. You jump and punch (with a boxing glove gun of course) your way through seven levels. However, it's awkward to use and the collision detection is slightly suspect.

There are also the standard variety of power-ups such as hearts, extra lives, bonus points, and invincibility which are scattered around the playing area for you to discover on your journey.

Graphically, the Pink looks good and the backdrops are cartoony and scroll smoothly. The music is a bit bleepish but the *Pink Panther Theme* is well rendered.

Basically, it's the tired old theme with really nothing to keep it out of the mire. A disappointing game from one of the coolest cats of all time. M



▲ To defeat a healthy array of baddies, Pink has a variety of weapons available to him. Besides the gun, two pick-ups can be found to put in your bag of tricks: the stoplight to freeze the enemy and a jackhammer to vibrate through anything in your path. An item can be used only once, until another is collected, so it's advisable to save these for tougher sections. However, they are fiddly to manipulate and not particularly exciting.

second opinion

The opening graphics are hot and so are the wailing organ sound effects and *Pink Panther Theme*. But, although Agatha was in stitches every time I made Mr Pink jump, erm, that was about it. Pink Panther's visit to Hollywood was over and I returned to playing World Cup USA 94. As Bolivia.

❑ MATT

the word

GRAPHICS
Backgrounds are varied and well detailed. The Pinkster is as cool as ever. However, other sprites are flat.

7

SONICS
The *Pink Panther Theme* in all its glory but the other tunes are not so memorable.

7

PLAYABILITY
Choice of level adds to the variety initially but the lack of restarts and dodgy controls make it a chore.

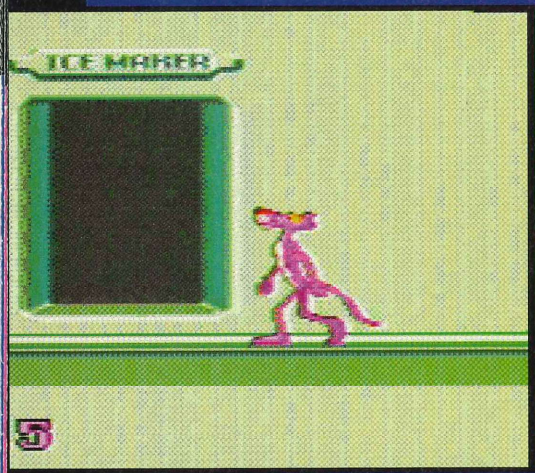
7

STAYING POWER
It's tough but it's not what you've come to expect from the Pink Panther in the way of fun.

6

OVERALL
Good for the younger players but the more experienced gamer will find shooting for the pink less than rewarding.

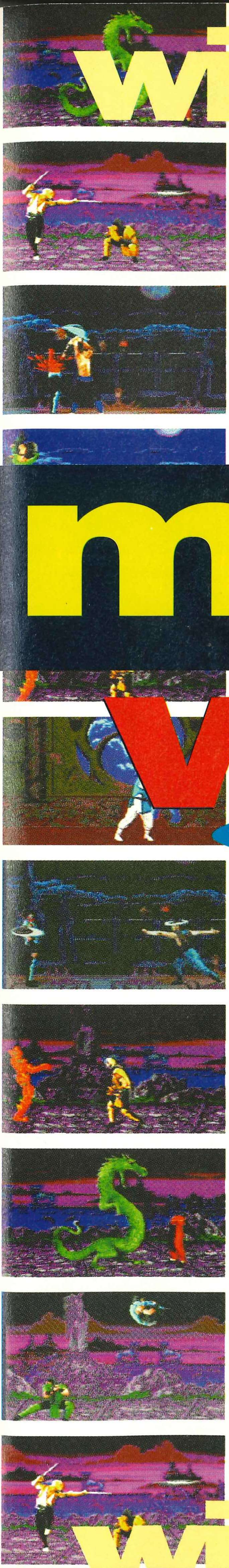
65 PER CENT



▲ You begin the game in an over-sized house and it's here that you can select any one of the seven sets in which you want to play. The doorways to each set are customised to suit that particular area, such as cowboy boots for the western section or a ship in a bottle for the pirate section. Once a level has been completed you are returned to the house and 'set closed' is stuck on the doorway. Then it's off to the next set of your choice.



▲ The sets are nicely detailed and although not terribly long, are tough (even on easy). You must search out the 'toll cards' and the 'toll booths' as these provide transport to the next unreachable parts of the levels. Searching the mazy-like playing areas can become frustrating as you get the pink kicked out of you and have to restart the whole thing again (and you can't get out of a set until you complete it – which is very annoying)!



MORTAL Kombat II

MegaComp

win an exclusive Mortal Kombat II jacket!

What do all the characters in *Mortal Kombat II* have in common? They're all dead tough, that's what! And now you can join them – or at least you can look the part. We have two leather jackets to give away – guaranteed to make even the wimpiest weed appear more fearsome than Goro on steroids. But they're not just any old jackets. Oh no. These are unique *Mortal Kombat II* leather jackets. They have the *Mortal Kombat II* logo embroidered on the back and are valued at around $500 each. And because they're being made especially for this competition, they will be the only two in the whole wide world!

If that wasn't enough, both winners will also receive a copy of the *Mortal Kombat II* game for Mega Drive. Bonus!

To be in the running, simply answer the following stupefyingly difficult questions and send them, along with your name, address and phone number (we'll need to get sizes and stuff, see), to:

Krazy Kombat Kompo
Megazone, PO Box 746, Darlinghurst, NSW 2010

Questions:

1. Who are the twins in *Mortal Kombat II*?
- **a)** Milenna & Kitana
- **b)** Johnny Cage & Baraka
- **c)** Darren & Sharon

2. How did Megazone rate *Mortal Kombat II*?
- **a)** 1%
- **b)** 94%
- **c)** Not too bad, considering...

3. How does Shang Tsung turn into Sub Zero?
- **a)** Down, Forward, left at the lights
- **b)** Forward, Down, Forward, High Punch
- **c)** In, out, shake it all about

Rules: Competition closes October 7, 1994. Only one entry per reader. Cheats never prosper.



A Bluffer's Guid

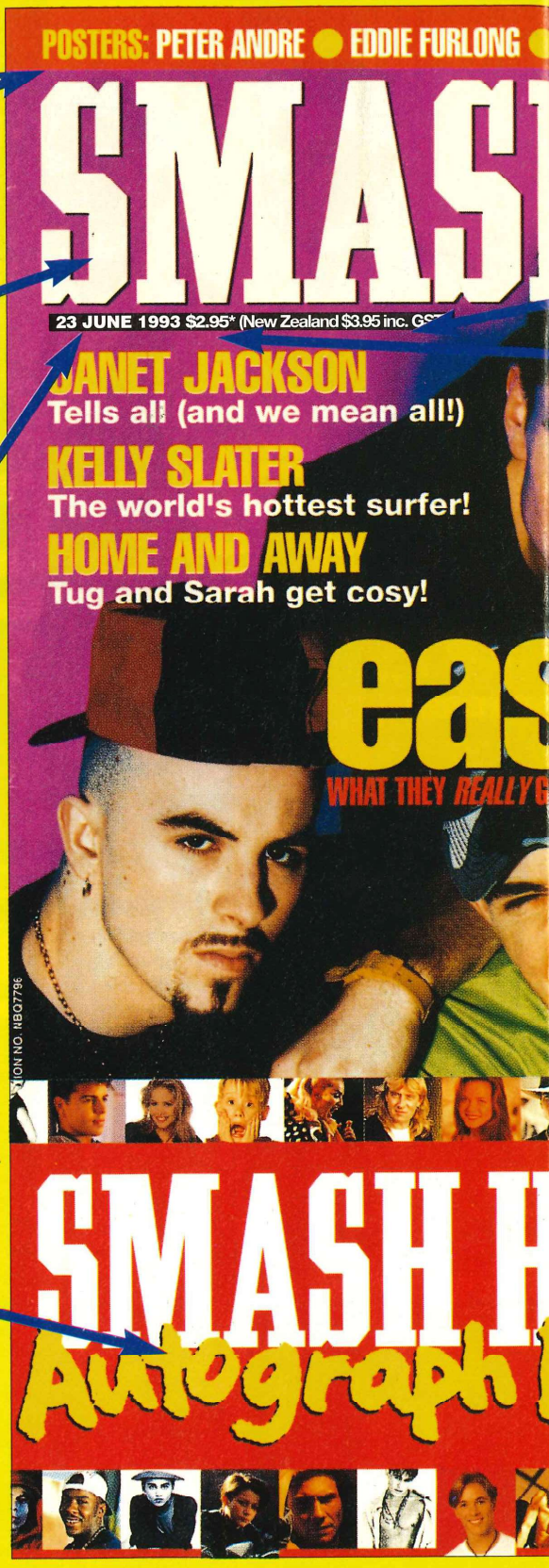
Posters
Fast making wallpaper a thing of the past!

Title
A handy aid for shoppers! This familiar robust typeface ensures one does not unintentionally purchase an inferior brand (e.g. *Rolf Harris's Didgeridoo Monthly* or even *Improve Your Jack Hammer Skills Weekly*) from your local newsvendor or "super"market.

Date
Indicates fortnightly frequency!

Staple
Advanced state-of-the-art artificial teflon-coated tungsten steel-style metal strip. Two - *free!!* - with every issue!

Free Gifts
Inside! Every issue there's some type of promotional freebie that adds real value to your purchasing power. More cents for your hard-working dollar! Hurrah!



SMASH HITS Get with

e to *Smash Hits*



Funny Price
A snip at $3.95 in New Zealand. Including GST! Even Dr. Hewson would approve!

Real Price
$2.95 (in "new" money)

Famous Personalities
In this instance a group of lads with wispy beard, odd hats, a gold tooth and mean "dispositions". Probably every famous star there's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Plus
Plus a bonus plus.

Barcode
Great news for little kids in Japan. A complete mystery to everyone else!

it every fortnight!

Just because it's old doesn't mean it can't be a classic. Next time you see a game in the Op Shop for ten bucks, check the Mega File to see if it really is such a bargain. Nathan Cochrane has played more games than you've had hot power packs.

MEGA file

Every Australian 8-bit game reviewed!

Game Gear

PLATFORMERS

Addams Family — **Acclaim**

An above-average movie licence whose levels possess some fiendish puzzles and some satisfying moments on the whole. Could have been better, but also could have been plenty worse. ✪✪✪

Alien 3 — **Arena**

It's strange how a game that is just OK on the MS, when converted to the GG suddenly becomes brilliant. But it happens and this cart is living evidence of it. Some wicked levels and action aplenty as you guide Ripley through level after level of gory aliens. ✪✪✪✪

Ariel The Little Mermaid — **Sega**

Great graphics and luscious animations cannot disguise what is essentially a game for the younger players out there. Say, those under five years of age. ✪✪

Bart vs Space Mutants — **Flying Edge**

Simpsons at their best as Bart battles for supremacy over the mutants in this game that is based on an episode from the animated series. ✪✪✪

Batman Returns — **Sega**

Some superb graphical detail is ruined by what amounts to an experience that is over all too quickly. ✪✪✪

Castle of Illusion — **Sega**

Mickey Mouse embarks onto the GG with all the pizzazz and style that we have come to expect from Disney releases. It would be perfect if it weren't for the tiny display, a problem that could have been solved with a little tweaking of the output. ✪✪✪✪

Chakan — **Sega**

Fairly simplistic wander-around-and-see-stuff type of game that, while looking superb, probably won't intrigue anyone for very long. ✪✪✪

Chuck Rock — **Sega**

This game looks stupendous, but plays like a dog, relying more on sheer luck than any real skill in order to progress through the levels. ✪✪

Chuck Rock 2: Son of Chuck — **Core**

While better than the first cart, it still relies too heavily on the player having learnt from his or her mistakes rather than forward planning in order to get through the levels. ✪✪✪

Cool Spot — **Sega**

A masterpiece of marketing, this game is an excellent advert for the company, possessing a super cool 'toon, lots of tunes and gameplay that players can really get into. ✪✪✪✪

Dracula — **Sony**

A movie licence that could have been so much more. OK if you like sideways scrolling BEUs, but very unoriginal. ✪✪

Ecco the Dolphin — **Sega**

A quirky game, and one of the few truly original platformer-cum-adventure games around. Guide Ecco on his quest to find the rest of his missing pod. Addictive gameplay and beautiful graphics will ensure that this one warms your GG cart slot for weeks on end. ✪✪✪✪✪

Fire & Ice — **Virgin**

A heck of a lot of fun that, if it weren't for the shockingly bad collision detection, would be a classic platformer. ✪✪✪✪

James Pond II — **US Gold**

Almost identical with the MD version, this game boasts colourful graphics and enthralling gameplay in a cart that is the GG equivalent of *Super Mario World*. ✪✪✪✪

Krusty's Fun House — **Acclaim**

A hot *Simpsons* licence that see Krusty as the hero of the piece in what amounts to a *Lemmings*-esque style of game. Lead rats into traps before they take over Krusty's studio. ✪✪✪✪

Land of Illusion — **Sega**

An absolutely brilliant scrolly platformer that boasts cutesy characters aplenty, stunning backdrops and wicked gameplay. An all-time classic masterpiece of the genre. ✪✪✪✪✪

Lucky Dime Caper — **Sega**

Donald's outing is a staggering one and well-worthy of the reputation that Mickey's carts have engendered the Disney series. Lovely sprite animation and a wealth of things to see and do. ✪✪✪✪✪

Master of Darkness — **Sega**

A Victorian *tour de force* whereby you must hunt down the denizens of the night, vampires, and blast them back to whence they came. ✪✪✪

Ninja Gaiden — **Sega**

Small sprites and fiddly controls are the only blemishes in this martial platformer. Too similar to so many of the other platformers out there to be considered truly inspired, Ninja fans will be well pleased however. ✪✪✪

Prince of Persia — **Sega**

Every bit as challenging as the MD or PC versions, this plays like a dream and should be on the shopping list of every GG owner. ✪✪✪✪✪

Road Runner Desert Speedtrap — **Sega**

Looks like you're watching a cartoon on your GG, although the gameplay suffers as a result. Still, it isn't a bad game by far, and the animations are so cute! ✪✪✪✪

Shinobi — **Sega**

A handsome conversion, it suffers from a lack of enduring challenge, possessing a mere five levels. Fun while it lasts, but once completed you are unlikely to want to come back to it. ✪✪✪

Shinobi 2 — **Sega**

An absolutely hugic game, with tough oppos and plenty of lasting challenge. The bosses aren't exactly a pushover either. Thumb twiddling good fun. ✪✪✪✪

Sonic Chaos — **Sega**

Easily the best game of Sonic on the GG, this is what *Sonic 2* should have been but wasn't. Far closer to the MD version of *Sonic 2* than the GG version was. ✪✪✪✪✪

Sonic the Hedgehog — **Sega**

The spiky little forest animal that launched Sega as a world-dominating force in home consoles and successfully wrestled control of the international video game market away from their nemesis, Nintendo. Cute graphics, challenges aplenty and super fast scrolling make this a must for every collection. Improved GG version with close-ups of the sprites and backgrounds for clarity. ✪✪✪✪✪

Sonic the Hedgehog 2 — **Sega**

They did it again! Yet another thoroughly enjoyable outing with the most inspired gaming mascot in the forest. ✪✪✪✪

Spiderman — **Flying Edge**

Not merely a port from the MS, the GG version has been rewritten from scratch and features beautiful animations and comic style static images. ✪✪✪✪

Spiderman 2 — **Acclaim**

A disappointing sequel that totally misses the plot. Requires a good dose of luck in order to complete as the difficulty level and other factors conspire to rob this game of the greatness that it could have aspired to. ✪✪

Star Wars — **Sega**

Star Wars licences are increasingly becoming hot property and the cynical out there would call this just another attempt at revenue raising; and they would be right. Frustrating controls, bland graphics and disappointing levels relegate this to ranks of the also-rans. ✪✪

KEY

✪ **One star, one word: stale seafood surprise**

✪✪ **Missing crucial ingredients, like a crust**

✪✪✪ **Deep pan Super Supreme but with a liver topping**

✪✪✪✪ **Thin crust vegetarian with pineapple.**

✪✪✪✪✪ **Cordon bleu home delivery. And the toppings didn't stick to the lid!**

Superman Sega
A definitive release from Averageville. Mediocre characterisation and a decided lack of anything to really do, conspire to place this firmly behind almost any other game you could name. ✪

Talespin Sega
One of the few average Disney licences around and a real shame too, as it could have been quite a bit of fun. Nice anims though. ✪✪✪

Taz-Mania Sega
A very disappointing downward conversion from the 16-bit, a classic example of programmers not taking the host-receiving machines' relative capabilities into account before merrily trans-shipping code. ✪✪

Terminator Sega
Pretty average movie licence that plays OK but with only a few short levels will be beaten all too soon. ✪✪✪

Tom & Jerry Sega
An absolutely beautiful game that unfortunately plays like a dog. ✪✪

Viking Child Gametek
A graphical style similar in parts to *Humans*, this ultra-cutesy cart comes packed with heaps of adventuring frolics and imaginative characters. ✪✪✪✪

Wolfchild Virgin
A very staid old platformer: run around and collect hearts and such. You'll be left thinking that you have seen it all before, ad nauseam. ✪✪

RPGs

Ax Battler Sega
A spinoff from the monstrous hit *Golden Axe* but this time set firmly in an RPG mould. Not very taxing and a little too quirky for it to work well, it is also incredibly easy. ✪✪

Crystal Warriors Sega
Perhaps the best RPG on the GG, this would be an admirable release on any platform. Intriguing gameplay and scorching graphics will have you merrily blapping away on the control buttons. ✪✪✪✪✪

Defenders of Oasis Sega
Another stunning effort in the genre that boasts scintillating graphics and some of the most innovative and enthralling battle combat sequences yet seen in a GG RPG. ✪✪✪✪✪

Dragon Crystal Sega
A fairly uninspired cart that boasts a huge playing area, but is ruined by the inordinate number of dead-ends. While there is much to do and see, there seems to be little point in the whole thing. ✪✪

Puzzlers

Columns Sega
The archetypal GG game, and with the addition of a Gear-to-Gear cable fun for you and a friend. ✪✪✪✪

Factory Panic Sega
An unusual mix of arcade and puzzler elements combine in this game whose objective is to direct product to customers by levering switches while avoiding the guards. Oddly addictive and exceptionally satisfying action, if a bit limited. ✪✪✪

Home Alone Sega
Kevin must run around a series of levels searching for artifacts that he can use to cobble together traps to thwart the burglars. Fun enough in itself, but lacks any longevity. ✪✪✪

Humans Gametek
Lemmings-style of puzzler where you have to combine the abilities of the humans to achieve the desired goal on each level. Lacks the cuteness of *Lemmings*, however the larger sprites are easier to work with. ✪✪✪✪

Indiana Jones 3 US Gold
Merely the MS version ported across, but with a slight tweaking of the output. Sonics are foul, but the gameplay is reasonable. ✪✪✪

James Bond Domark
Pretty much identical with its 16-bit cousin, baddies abound and the thrills are continuous. Once you have completed it you will be unlikely to keep coming back, though. ✪✪

Jungle Book Virgin
Some cute animations and intriguing gameplay make this one worth checking out. It is not fast paced nor does it have hordes of aliens, it is more laid back experience and a lot of fun. ✪✪✪✪

Kinetic Connection Sega
Frustrating puzzler whereby you have to reassemble the chits in a puzzle. Frustrating, annoying and enjoyable only if you are a masochist. ✪✪

Klax Domark
Fans of *Tetris* and *Columns* will probably find a lot of fun in this brick game. Marred by blurred graphics and dodgy sound, this is still worthy of an inspection if puzzlers are your thing. ✪✪✪

Lemmings Sega
The fantastic game from Psygnosis is every bit as playable on the GG as on any other format, although it is a shame that the display wasn't tweaked in order to take into account the smaller screen size. ✪✪✪✪

Pengo Sega
An intriguing conversion from the coin-op has you shoving ice blocks around trying to avoid squishing or electrocuting cuddly little Antarctic animals. ✪✪✪✪

Popils Domark
A puzzler with the lot: Gear-to-Gear option, battery backed save feature, a century of levels and diabolically fiendish conundrums. If you enjoy puzzle games, you must add this to your collection. ✪✪✪✪✪

Solitaire Poker Sega
A weird combo of solitaire and poker fails to please for any length of time as it all becomes very dull, very quickly. ✪✪

Board Games

Chessmaster Sega
The *Chessmaster* by Software Toolworks was the first chess game to achieve any prominence against the flashier SEUs and platformers. This game looks magic, shame that anyone with even a passing knowledge of the game will be able to beat it in less than ten moves. ✪✪

Beat 'em ups

Double Dragon Virgin
The coin-op conversion shrinks to the GG, and unfortunately so does the gameplay. Slow screen update and a generally unworkable playfield size make this a game that is best left alone, unless you are a diehard fan of the original. ✪✪

Evander Holyfield Real Deal Boxing Sega
A handy endorsement from the great athlete himself, but the cart lacks any real challenge and you are left thinking it has all been done before. ✪✪

George Foreman's KO Boxing Arena
Also known as *Heavyweight Champ*, an endorsement licence can't lift this sad game out of the murky mire of mediocrity and boredom that it is firmly wedged in. ✪✪

Mortal Kombat Acclaim
Easily the best game on the GG, this one has all the thrills of the larger 16-bit machines, and with the addition of the Gear-to-Gear cable, this represents unlimited fun for you and a friend. ✪✪✪✪✪

Rastan Saga Sega
A challenging and action-packed romp through mediaeval landscapes, supported by atmospheric sonics and wicked gameplay. Looks good. Plays good. What more do you need to know? ✪✪✪✪

Streets of Rage Sega
Until *Mortal Kombat* was released this was the premier beater on the block. Still good value as you and a friend prance through level after level beating up the bad guys in this improvement on the old *Double Dragon* theme. Even better with a Gear-to-Gear! ✪✪✪✪

Streets of Rage 2 Sega
More of the same, at least it isn't any worse than its predecessor, but it isn't any better either. ✪✪✪

WWF Steel Cage Flying Edge
A classic case of a good licence gone wrong. ✪

Sport

Agassi Tennis Tecmagik
This game would have been barely passable if it had provision for a Gear-to-Gear cable, but without one, and taking into account the poor presentation and absence of playability, this title just doesn't cut the mustard. ✪

Batter Up Sega
As the name implies this is a game of baseball, that if it weren't for the impossibly high difficulty setting would have been quite a bit of fun. ✪✪

Joe Montana Football Sega
It is amazing that so much from the MS version could be stuffed into such a small package and still maintain all the playability of the original. Additional tweaking for the smaller format is also welcome. ✪✪✪✪

Olympic Gold US Gold
A collection of seven different events under the one ROM chip, none of these events is especially exciting in themselves, but as a whole it represents good value for money. Gets to be dull and repetitive after the third or fourth time through, however. ✪✪

PGA Tour Golf Tengen
The programmers have made a fairly good fist of this complex and enthralling competition (if you like golf, that is), but it is pretty obvious upon playing the game for a few minutes that they bumped up against the limitations of the GG and didn't really know what to do about it. ✪✪✪

Putt & Putter Sega
An impressive crazy golf simulator that boasts awesome graphics and neat SFX. Best if played with a friend as boredom quickly sets in once you have completed the courses a couple of times. ✪✪✪✪

Super Kick-Off US Gold
First appeared on the Amiga, this is a worthy conversion maintaining most of the original's flavour and playability. The graphics look a bit dated but the quality of the computer opposition player more than makes up for this. ✪✪✪✪

Tengen World Cup Soccer Tengen
A very sad release from Atari's software arm that should be avoided at all costs. ✪

Wimbledon Sega
Easily the best game of tennis on the GG, fast, smooth and clean presentation combined with very positive feeling control and collision detection will make this a must for any self-respecting ball boy or ball girl. The only problem being that it is sometimes difficult to see exactly where the ball is. ✪✪✪✪

World Class Leaderboard US Gold
The Access game that started the micro-golfing revolution on the Amiga & C64 does not fail to impress on its GG outing. This cart has all the knobs that would be expected from a serious golf sim but is as much fun as a bunch of bananas to play as well. ✪✪✪✪

MEGA file

RACERS

Chase HQ — Sega

The classic coin-op dwindles to the size of a paperback in this streak through the main drags of Florida's coastal towns. Looks good, but the fun will be over all too soon. ✪✪

F1 — Sega

A fiery racer, and likely to be the best on the GG for quite some time to come. Looks good and plays well, fans of the sport will no doubt be beside themselves in fits of orgasmic ecstasy. ✪✪✪✪

Micro Machines — Codemasters

Simple and surprisingly addictive racer. Speed around tabletops and other similar race tracks in your micro machine, trying to outpace the computer oppos. The control are highly responsive and the thrills come thick and fast. ✪✪✪✪✪

Out Run — Sega

A very lacklustre conversion of the original, there is no sense of pace or any real difficulty. The crashes are the best part of this game. ✪✪

Out Run Europa — Sega

Take on the back roads and highways of Europe in this sequel to the coin-op classic. Better than its predecessors, but all a bit samey. ✪✪✪

RC Grand Prix — Sega

Multi-player, multi-directional scrolly game that boasts impressive graphics and copious thrills for race fans. ✪✪✪

Super Monaco GP — Sega

A split screen action means you and a friend can race head-to-head in this rip-off of the venerable C64 classic from Epyx, *Pit Stop II*. A lot of fun for a while, the difficult control method and lack of anything to see will seriously hinder its longevity in most households. ✪✪

Super Monaco GP II — Sega

Why release a sequel that is worse than the original, in this case horribly so? Everything that could go wrong with gameplay has. Aaargghhh! ✪

Super Off-Road Racer — Virgin

The GG has been waiting for a game of this quality for a very long time! Crisp isometric viewpoint, a rugged course and fiercely competitive oppo's will ensure you keep driving back for more. ✪✪✪✪

FLIGHT SIMULATORS/ AERIAL COMBAT

Aerial Assault — Sega

Air combat game that is woeful in the extreme. Lousy graphics and sluggish response are abetted by ropey animation and a complete lack of anything even remotely similar to good gameplay. ✪✪

G-Loc — Sega

An adequate attempt at an Afterburner clone, but after the intro screens, nothing much really happens. Too little happening on-screen to really make it worthwhile. ✪✪

MISCELLANEOUS ARCADE

Cosmic Spacehead — Codemasters

Addictive gaming release boasting colourful graphics and nifty tunes. Shame it'll all be over before you can get really into it. ✪✪

Crash Dummies — Acclaim

This cart could have had any title, but obviously it was deemed that the Crash Dummies were a better marketing ploy than most. Five levels that came straight out of the Ark, and it shows. ✪

Devilish — Sega

A poor attempt at the *Break-Out* genre, this one is playable enough in itself but just doesn't possess any lasting appeal. ✪✪

Fantastic Dizzy — Codemasters

Cutesy characters aplenty to interact with and crisp graphics will ensure this a place in the homes of many GG owners. ✪✪✪✪

Frogger — Sega

The coin-op is represented on the hand-held almost perfectly, which is probably why it is so boring. ✪✪

Global Gladiators — Virgin

Not a patch on its MD counterpart, the handheld looks good but is let down by an awful control system. ✪✪

Marble Madness — Sega

A game with an interesting history; first written by EA for the Amiga, turned into a coin-op and then ported across to virtually every other system since. This version is very similar to the C64 version, and stands the test of time well. ✪✪✪✪

Psychic World — Sega

An extremely tedious game that makes one wince just to think about it. Lovely graphics cannot rescue a game from such a huge pit of mediocrity. ✪

Super Smash TV — Acclaim

The much vaunted MD conversion is dismally ported across, suffering from flickery sprites, impossible control and a difficulty level that is stationed somewhere in the outer orbits of Mars. ✪

Wonderboy — Sega

It was the arcade adventure to have a few years ago, sadly, while this is a stupendous port, it really is showing its age. It should be called *Wonder Geriatric*. ✪✪

Wonderboy: The Dragon's Trap — Sega

A long awaited update on the theme with plenty more to do and see than its predecessors. Enough arcade adventuring here to keep you happy for weeks. ✪✪✪✪

Woody Pop — Sega

Utilises the now defunct paddle control, this rip-off of the coin-op giant, Arkanoid, features a bevy of cutesy characters representing lasting entertainment value for the entire clan. ✪✪✪

SHOOT 'EM UPS

Alien Syndrome — Sega

A fine conversion from the arcade, if a little on the easy side, will keep you transfixed until the very end, which unfortunately comes just a little too soon. ✪✪✪

Fantasy Zone — Sega

The original Sega 8-bit shooter loses none of its charm and appeal on the way to the GG. ✪✪✪✪

Halley Wars — Sega

The first SEU of any merit to appear on the GG, it has largely been superseded by the likes of *Aleste*. Still, at the budget price break, it may be worth considering all the same. ✪✪✪

Pacman — Sega

Identical with the coin-op in almost any way you could imagine. A delight to behold, the lack of any lasting challenge will see you relegate it sadly to the bottom of the cart pile. ✪✪

Paperboy — Sega

The old arcade game comes home as you pedal your deadly treadly through street after street of greater suburbia, delivering papers to the information hungry, avoiding dogs, neighbours and other miscellaneous dangers. ✪✪✪

Predator 2 — Arena

What a waste of a hot licence! Jerky graphics, tinny sound, lack of challenge and a complete absence of ambience conspire to make this a game that is best handled like toxic waste; at a distance (if at all), by somebody else and preferably kept anywhere else except near us! ✪

Robocop vs The Terminator — Virgin

A comic book classic that hurls you into the shoes of either Robocop or the Terminator himself. Graphics are outstanding and any fan of the series will no doubt be pleased with the game's attention to detail. ✪✪✪✪

Space Harrier — Sega

Fast and action-packed, this title will undoubtedly please the coin-op's fans as it stretches the capabilities of the GG. ✪✪✪

T2: The Arcade Game — Acclaim

A magnificent attempt to bring the light gun coin-op to the hand-held works amazingly well. Take on the Terminators and aid the human freedom fighters as they battle for the future of the mankind. ✪✪✪✪

Master System

PLATFORMERS

Addams Family — Acclaim

A worthy conversion, this above-average genre title possesses many hours of challenging puzzles and addictive gameplay. ✪✪✪✪

Alex Kidd & The Lost Stars — Sega

Definitely one for the kiddies. Very bland, monotonous, action indeed. ✪

Alex Kidd in Hi-Tech World — Sega

Another one for the youngsters. Way too easy for anyone with an IQ greater than 50. ✪

Alex Kidd in Miracle World — Sega

The built-in game for most MSIIs, this was his first excursion and not a bad effort either. Plenty here to keep most gamers enthralled for a few hours at least. ✪✪✪

Alex Kidd in Shinobi World — Sega

The sort of innovative, lateral thinking crossover that we rarely see from Sega. Kinda quirky but a lot of fun. ✪✪✪✪

Alien 3 — Flying Edge

A decent conversion from the MD, lacks sonics and graphics, but that's to be expected. All in all, not bad for fans of the movie who want something a little different. ✪✪✪

Asterix — Sega

Some stunning graphics for the 8-bit and addictive gameplay, this game will appeal to fans of the little Gaul and others alike. ✪✪✪✪

Asterix The Secret Mission — Sega

A classic and addictive game that boasts crisp graphics and awesome play. The depth inherent in this game guarantee that gamers will keep coming back time and again. ✪✪✪✪✪

Back to The Future II — Image Works

Movie licence that is, without a doubt, absolute junk. ✪

Back to The Future III — Flying Edge

More junk. ✪

Batman Returns — Sega

Looks good, sounds great, plays like a duck on a cricket pitch. ✪✪

Bubble Bobble — Sega

An absolutely brilliant conversion and one of the most faithful. Lots of bonuses and lasting challenges in two player mode make this game an absolute classic. ✪✪✪✪✪

Castle of Illusion — Sega

An absolute classic in videogaming. Don't just sit there, if you haven't got it, go out and get it now! ✪✪✪✪✪

Chuck Rock — Virgin

Very boring game that relies more on sheer luck than playing skill. ✪✪

MEGA file

Cool Spot — Virgin

The Spot himself is back in this triumph to multi-media advertising licences. Sprites are smaller than on the MD version and the action less frenetic, but still worth a look. ✪✪✪

Cyber Shinobi — Sega

Shinobi 2 to all intents and purposes. Way easy and lacks decent sprite collision detection. ✪✪✪

ESWAT — Sega

Control a promotion-hungry, paramilitary type as he searches through level after level of things to shoot at. Poor graphics and presentation overall coupled with a decided lack of challenge will ensure that you don't keep coming back for more. ✪

Fire & Ice — Virgin

A fun little romp through numerous levels of mayhem. Addictive and challenging play will keep you coming back just to see what is in the next level. Hampered by frustrating collision detection, it's a lot of fun just the same. ✪✪✪

Flintstones — Grandslam

Cute, colourful sprites and polished presentation make for a movie licence that looks good, unfortunately it plays like crud. Way too easy and should only be attempted by the younger members of the family. ✪✪

Ghost House — Sega

Level after level of running, climbing, shooting and punching at numerous ghosts and ghouls and vampires. Fairly mindless in all, good for a laugh. ✪✪✪

Ghouls 'n' Ghosts — Sega

A stunning conversion, this features all of the original's charm and playability. Perhaps not as polished, it plays like a dream and if you don't have it then you oughta consider buying it now. ✪✪✪✪

Home Alone — Sega

Kevin must run around a series of levels searching for artifacts that he can use to cobble together traps to thwart the burglars in this licence from the movie. Fun enough in itself, but lacks any longevity. ✪✪✪

Impossible Mission — Sega

The archetypal platformer, and the game that everyone since has attempted to equal, but none have succeeded. Simply superb in its execution and the speech by California Speech Labs is an absolute monster. Rumoured to have been written by an Australian. ✪✪✪✪✪

Indiana Jones 3: Last Crusade — US Gold

A visually stunning movie licence that is thwarted in large part by the impossibly high difficulty setting and fickle control method. ✪✪✪

James Bond — Domark

Pretty much identical with its 16-bit cousin, baddies abound and the thrills are continuous. Once you have completed it you will be unlikely to keep coming back though. ✪✪

James Pond II — US Gold

Almost identical with the MD version, this game boasts colourful graphics and enthralling gameplay in a cart that is the MS equivalent of *Super Mario World*. ✪✪✪✪

Jungle Book — Virgin

Some cute animations and intriguing gameplay make this one worth checking out. It is not fast paced nor does it have hordes of aliens, it is a more laid back experience and a lot of fun. ✪✪✪✪

Krusty's Fun House — Acclaim

A hot *Simpsons* licence that see Krusty as the hero of the piece in what amounts to a *Lemmings*-esque style of game. Lead rats into traps before they take over Krusty's studio. ✪✪✪✪

Land of Illusion — Sega

An absolutely brilliant scrolly platformer that boasts cutesy characters aplenty, stunning backdrops and wicked gameplay. An all-time classic masterpiece of the genre. ✪✪✪✪

Lucky Dime Caper — Sega

Donald's outing is a staggering one and well worthy of the reputation that Mickey's carts have engendered the Disney series. Lovely sprite animation and a wealth of things to see and do. ✪✪✪✪✪

Moonwalker — Sega

The graphics are passable and the sound functional, but this quirky little platformer, while better than the film it is licensed from, is still unlikely to please due to its total lack of challenge. ✪✪

New Zealand Story — Tecmagik

Colourful graphics, foot-stomping tunes and absorbing gameplay make this a game that must surely be in every platformer addicts collection. ✪✪✪✪✪

Ninja Gaiden — Sega

Small sprites and fiddly controls are the only blemishes in this martial platformer. Too similar to so many of the other platformers out there to be considered truly inspired, Ninja fans will be well pleased however. ✪✪✪✪

Penguin Land — Sega

Guide your penguin through level after level of dangers and pitfalls, keeping your egg safe all the time. Addictive and compulsive gameplay. ✪✪✪✪

Prince of Persia — Domark

One of the best travelled games in electronic gaming software history. Huge play area, fiendish puzzles and beautifully rotoscoped sprites all come together in this beautiful game. ✪✪✪✪✪

Rainbow Islands — Sega

The sequel to that immensely popular game *Bubble Bobble*. Perhaps not quite as charming as the original and a tad too easy for most, this is a good rollicking laugh all the same. ✪✪✪✪

Running Battle — Sega

Colourful, flickerless sprites and a good concept are let down by the terrible slooooowness of the thing. ✪✪

Shadow Dancer — Sega

An adequate rendition of the arcade smash, the graphics are a bit on the flickery side, and the action is confined largely to the end of level guardians, but fans of the original are unlikely to be disappointed. ✪✪✪✪

Shadow of the Beast — Tecmagik

A visually stunning game that pushes the MS to the edge of the envelope. The gameplay has been tweaked a tad for this outing, but it still suffers from the same niggling lack of challenge that marred all other versions. ✪✪✪

Sonic Chaos — Sega

Easily the best game of *Sonic* on the MS, this is what *Sonic 2* should have been but wasn't. Far closer to the MD version of *Sonic 2* than the MS version was. ✪✪✪✪✪

Sonic the Hedgehog — Sega

The spiky little forest animal that launched Sega as a world dominating force in home consoles and successfully wrestled control of the international videogame market away from their nemesis, Nintendo. Cute graphics, challenges aplenty and super fast scrolling make this a must for every collection. ✪✪✪✪✪

Sonic the Hedgehog 2 — Sega

They did it again! Yet another thoroughly enjoyable outing with the most inspired gaming mascot in the forest. ✪✪✪✪

Spiderman — Sega

An incredibly monotonous game with a dodgy control method and lack of any real story line, this game will disappoint Spidey's innumerable fans while doing nothing to lift the genre. ✪✪

Star Wars — US Gold

Star Wars licences are increasingly becoming hot property and the cynical out there would call this just another attempt at revenue raising; and they would be right. Frustrating controls, bland graphics and disappointing levels relegate this to ranks of the also-rans. ✪

Superman — Sega

Forget Metropolis. This is more like Dullsville. Mediocre characterisation and a decided lack of anything to really do conspire to place this firmly in the rear behind almost any other game you could name. ✪

Taz-Mania — Sega

If you have played the MD version then you are sure to be disappointed by this offering as much of what made that game great is missing. However, if you haven't seen its larger cousin yet, then you will probably get a kick out of this rather standard platform affair. ✪✪

Teddy Boy — Sega

An older release but a lot of fun all the same. Multi-directional platformer with a host of cute characters and bizarre enemies. Great value for money. ✪✪✪

The Terminator — Sega

A challenging, if shallow, journey into the world of Jim Cameron's future-Earth from the 1984 film that launched Arnie to prominence and wealth. Guide Kyle Reese through four levels of mind-nuking action as he attempts to protect Sarah Connor from the cybernetic clutches of the Terminator! ✪✪✪✪

Tom & Jerry — Sega

An absolutely beautiful game that unfortunately plays like trash. ✪✪

Wolfchild — Virgin

A very staid old platformer: run around and collect hearts and other such things. You'll be left thinking that you have seen it all before, ad nauseam. ✪✪✪

Zillion — Sega

A rip-off of *Impossible Mission*, but nowhere near as classy as you run around and struggle with the hopelessly frustrating control method. ✪✪

Zillion II — Sega

Hard to believe it, but this one is worse than the original. ✪

RPGs

Dragon Crystal — Sega

A fairly limp cart where challenge has been replaced by frustration. If you are the sort who enjoys pulling your hair out in tufts then this will appeal. ✪✪

Gauntlet — Sega

The game that had kids queuing up to play it all those years ago is on the MS and it looks good. A near-perfect game in all respects, this looks and plays brilliantly. ✪✪✪✪✪

Heroes of the Lance — US Gold

It had the TSR stamp of approval, but it plays like a dog. A lot of baddies, but the game just simply lacks any vestige of enjoyable action. ✪✪

Miracle Warriors — Sega

Menu-driven RPG with battery back-up, this is a huge game that while slow to get into will provide plenty of fun and challenge for weeks on end. ✪✪✪✪

Ultima IV — Sega

The classic Lord British/Origin game from the Apple II meanders onto the MS, looks around and bashes (almost) all other RPGs firmly in the gob before wandering off to mug some arcade games in a back alley. This is truly gaming Nirvana! ✪✪✪✪✪

MEGA file

Phantasy Star — Sega

Far and away the best RPG available on the MS and the predecessor to the MD games of the same name. Even if you don't normally like RPGs you should get this one just so you can see what a good one should play like. Battery-backed so you can keep coming back to it, which you will. ✪✪✪✪✪

Quartet — Sega

In some ways the successor in the arcades to *Gauntlet*, this one is a platform-scrolly-blasty-thingy that should have worked, but sadly didn't. ✪✪

Robocop 3 — Acclaim

Standard fare: run, shoot, dodge, shoot some more. Fails to capture the spirit of its MD cousin due to the limitations of the MS. ✪✪✪

Shinobi — Sega

A handsome conversion, it suffers from a lack of enduring challenge, possessing a mere five levels. Fun while it lasts, but once completed you are unlikely to come back to it. ✪✪✪

Spellcaster — Sega

Like an RPG with trainer wheels, this game is sure to suit the die-hard adventureholic and his blastoid brethren. Travel through time and space in a mythic quest as huge vistas unfold before you. Easy to get into and enjoy straight up without poncing around in manuals or hit points *et al.* ✪✪✪✪

Y's The Vanished Omens — Sega

For owners of *Ultima* and *Phantasy Star*, this should be next on you, shopping list. If you don't have those others yet, get them first, then get this one. ✪✪✪✪

ADVENTURES

Aztec Adventure — Sega

Inspired by the old C64 game, this cart has large levels and lots to explore, but not a whole lot to do. Good if you want a more laid back adventuring experience. ✪✪✪

Golden Axe Warrior — Sega

Fans of *Golden Axe* will be disappointed by this game as it is a flick-screen RPG-style romp rather than an arcade follow-on. RPG-ers will also no doubt be disappointed as there really is not a lot to do here. ✪✪

Golvellius — Sega

Battle hordes of angry demons as you attempt to cross through the valley. Lots to see and do, it is however a game that will be completed by most in relatively short order. ✪✪✪

Spy vs Spy — Sega

The old C64 *Beyond* game comes to the MS with all its charm and humour intact. Lay traps to catch your unwary opponent as you both attempt to find the various articles scattered around a huge playing area. Split screen action at its best. ✪✪✪✪

STRATEGY

Gain Ground — Sega

A fascinating and enthralling game that sees you commanding a team of players over a series of static screens as you attempt to knock out enemy bunkers and fortifications. An addictive blend of strategic thinking and arcade action let down somewhat by mediocre presentation. ✪✪✪

Populous — Tecmagik

Take the mantle of a God as you aid an abet your loyal followers, helping them grow and prosper while defeating in battle their enemies. A must! ✪✪✪✪✪

Rampart — Tengen

Elements of the PCs *Castles* in this game as you build your fortification's walls, position your forces and proceed to blast the heck out of your opponent. Hugely addictive with just the right mix of strategy and arcade to keep everyone happy. ✪✪✪✪

PUZZLERS

Columns — Sega

An all time classic *Tetris*-esque game where you must place columns of blocks of different colours alongside each other in order to get them to disappear. Addictive and compulsive gaming at its best. ✪✪✪✪

Klax — Domark

Fans of *Tetris* and *Columns* will probably find a lot of fun in this brick game. Marred by blurred graphics and dodgy sound, this is still worthy of an inspection if puzzlers are your thing. ✪✪✪

Lemmings — Sega

The puzzler extraordinaire from Psygnosis boasts 100 levels of frustrating fun that will keep you coming back months after the original purchase price has been forgotten. ✪✪✪✪✪

BOARD GAMES

Casino Games — Sega

A choice of blackjack, one-armed bandits or poker. Adequate translations, but infinitely boring when there's no real money on the line. ✪✪

Master Chess — Sega

A fascinating game for all chess lovers. 2D and 3D views, set-up moves and a challenging opponent make this one that all solo chess players should have in their collection. ✪✪✪✪

Monopoly — Sega

The Parker Bros licence and an accurate representation of the board game. Up to ten can participate at once and it is a lot of fun, although definitely for those who cannot get anyone to play with them in the normal course of events. ✪✪✪

Parlour Games — Sega

A fairly lame combo of old pub favourites such as 8-ball, darts and bingo. ✪

Sega Chess — Sega

Annoying speech and barely functional graphics mask a game that actually possesses a great deal of challenge. Aspiring grandmasters everywhere should seriously consider this game for their collection. ✪✪✪

Shanghai — Sega

An unusual Chinese game sort of like a reverse Mah-jong. Remove tiles from a pile till they are all in the bag. Sounds limp but is actually a real tease. A change of pace, but enjoyable nonetheless. ✪✪✪✪

Trivial Pursuit — Sega

The classic board game comes to the MS replete with all the same annoying, mind numbingly stupid trivia questions that we have all grown to know and hate. ✪✪

BEAT EM 'UPS

Blackbelt — Sega

Yawn. A very poor BEU that boasts absolutely no gameplay whatsoever, poor presentation and super simple and repetitive gameplay. ✪

Double Dragon — Sega

An admirable conversion from the coin-op and a lot of fun for fans of the genre. If you like this sort of thing, don't miss this cart. ✪✪✪✪

George Foreman's KO Boxing — Flying Edge

Also known as *Heavyweight Champ*, this is one of the worst boxing sims to ever come out of this acclaimed software house. Avoid at all costs. ✪

Kenseiden — Sega

Large, oriental smasher that, while cute in its presentation, suffers from a lack of lasting challenge. ✪✪

Kung Fu Kid — Sega

A fairly mediocre offering, not as bad as *Black Belt* but certainly nothing special as you kick and punch your way through level after level of horizontal scrolly action. ✪✪

Mortal Kombat — Acclaim

Easily the best beater on the MS, the backdrops while limited are detailed and the characters such as they are (no Kano) nicely animated. Sensible use of the limited number of buttons round off what is quite possibly the best game ever on the MS. ✪✪✪✪✪

My Hero — Sega

Totally uninspired, flaccid Ninja style game whose poor graphics and tinny sound fail to please. ✪

Pitfighter — Domark

One game that should never have made the dark and perilous journey from the arcades to the home. Tiny sprites and poor collision detection collude to make this a very poor rendition of an old classic. ✪

Rastan Saga — Sega

A challenging and action-packed romp through mediaeval landscapes, supported by atmospheric sonics and wicked gameplay. Looks good. Plays good. What more do you need to know? ✪✪✪✪

Renegade — Sega

A decidedly lame beater that fails to please in every department – graphics, sound, playability. There are many better, and few worse. Avoid like the plague. ✪

Rocky — Sega

When will they quit bringing out boring boxing sims? Ludicrous animation and a severe lack of challenge relegate this to the bottom of the cupboard, or better yet, the store shelf. ✪

Streets of Rage — Sega

Until *Mortal Kombat* was released this was the premier beater on the block. Still good value as you and a friend prance through level after level beating up the bad guys in this improvement on the old *Double Dragon* theme. ✪✪✪✪

Strider — Sega

Not a patch on the MD version of the game, this one suffers from a terminal dose of poor graphics, sluggish response and slow gameplay. No real challenge and no real point to it either. ✪✪

Strider II — Sega

More of the same, except worse. ✪

Vigilante — Sega

An intelligent conversion from the arcades manages to maintain most of the playability, while sacrificing minimally on the presentation. Not as demanding as *Streets of Rage* or *Mortal Kombat*, but plenty of kicks all the same. ✪✪✪

WWF: Steel Cage — Flying Edge

A classic case of a good licence gone begging. ✪

SPORT

Agassi Tennis — Tecmagik

A very poor tennis game whose best feature is the endorsement of the tennis giant himself. *Wimbledon* is much better. ✪

American Baseball — Sega

Competent rendition of one of the slowest and most popular games in the world. Nifty added touches such as zooms and view changes make this popular with followers of the sport. ✪✪✪✪

American Pro Football — Sega

Well constructed use of tactics and arcade action make this a must for all grid iron followers. ✪✪✪✪

Arch Rivals — Flying Edge

Beat 'em up or sporting basketball game? You be the judge. Classic fun in two-player mode as you beat the daylights out of each other. ✪✪✪

Basketball Nightmare — Sega

Teams of monsters line up against each other in the B-ball game from Hell. Some cute touches and nice characterisation make for a fun game – in two-player mode. ✪✪✪

California Games Sega
The old Epyx game comes to the MS and looks pretty good too. A compilation of eight events, is best played against a friend. ✪✪✪✪

California Games II Sega
Yet more of the same, looks pretty good, but those tired with the concept are best advised to look elsewhere. ✪✪✪

Champions of Europe Tecmagik
Some nice touches and tasty sprites should satisfy most hard core soccer fans. ✪✪✪

Golfamania Sega
Overhead view golfing sim that while not looking pretty plays surprisingly well. For one or two players. ✪✪✪

Great Baseball Sega
Not a bad attempt at representing the game on the MS, made even more admirable by the game's age. *American Baseball* is better, but commensurately more expensive. ✪✪✪

Great Basketball Sega
A good attempt at rendering the sport, some dodgy graphics are a bit distracting for a while, but the two-player mode is excellent. ✪✪✪

Great Football Sega
Nowhere near as good as *Joe Montana*, this sad attempt at grid iron with its lacklustre presentation, poor control methods and absence of atmosphere makes for a gut-wrenching experience. ✪

Great Golf Sega
Poor rip-off of the Access game *Leaderboard*. Very stilted graphics and lack of challenge make this one that is better left alone. ✪

Great Ice Hockey Sega
Shame that by far the best game in the series requires the now defunct Sega Sports Pad. Very few ever came to these shores, and unless you can get both, better leave it alone. ✪✪

Great Volleyball Sega
A limp, unimaginative rendition of the game that is spoiled by tiny sprites, tinny sound and lack of any real control or options. ✪✪

Joe Montana Football Sega
Far and away the best grid iron game on the MS at the moment, lots of play in the playbook, a nifty overhead side-on view and plenty of advice from the man himself. If only it wasn't so easy it would be nigh on perfect. ✪✪✪✪

Olympic Gold US Gold
A collection of seven different events under the one ROM chip, none of these events is especially exciting in themselves, but as a whole it represents good value for money. Gets to be dull and repetitive after the third or fourth time through, however. ✪✪✪

PGA Tour Golf Tengen
The programmers have made a fairly good fist of this complex and enthralling competition (if you like golf, that is), but it is pretty obvious upon playing the game for a few minutes that they bumped up against the limitations of the MS and didn't really know what to do about it. ✪✪✪

Pro Wrestling Sega
More fun than boxing with its wealth of moves, this game is strangely lacking in gameplay stakes. Nothing it attempts comes off and in all it is a real disappointment. ✪✪

Putt 'n' Putter Golf Sega
Originally an Amiga game, this cart is surprisingly addictive in two-player mode. Not much to look at visually, but its the gameplay where it's at. ✪✪✪✪

Slapshot Sega
Loosely based on the C64 game of the same handle, this one features one- or two-player modes, brawl option and biased refs. Ice hockey fans will delight, but it lacks any longevity. ✪✪✪

Speedball Sega
The classic from the Bitmap Bros arrives on the MS in style. Brutal entertainment in the future in a game that would make die-hard ice hockey players blanch at the level of violence. Overshadowed by its sequel, but still a blast. ✪✪✪✪

Speedball 2 Sega
Throw away the rule books, forget the ball, go after that player and box his lights out. Futuristic brawling sporting action that features a league and knockout sudden death mode, one or two players and full-on team manager screens. A classic. ✪✪✪✪✪

Sports Pad Football Sega
One of the few games that require the now discontinued Sports Pad. A shame really as with it this is a truly inspiring game. ✪✪✪✪

Summer Games Sega
The Epyx game that began the sport events compilation games on the MS maintains roughly the same level of presentation and playability. Nine years ago this was hot. Not today, however. ✪✪✪

Super Kick Off US Gold
This soccer game first appeared on the Amiga, this is a worthy conversion maintaining most of the original's flavour and playability. The graphics look a bit dated but the quality of the computer oppo player more than makes up for this. ✪✪✪

Super Real Basketball Sega
Better than most of the B-ball offerings on the MS, which doesn't say much, this one has the now almost obligatory close-ups and two-player mode. Great with a friend but that's about all. ✪✪✪

Super Tennis Sega
No, it ain't! ✪

Tecmo World Cup 93 Sega
Nothing at all like the arcade soccer game, this is fiddly, finicky and totally unplayable. Urrghh! ✪

Tennis Ace Sega
This game has the lot, close ups of the server, doubles or singles comps, one or two players and a bevy of shots. Pipped at the post by *Wimbledon*, but heaps of fun all the same. ✪✪✪✪

Ultimate Soccer Sega
Abounding in options and moves, supported by a cast of well-drawn sprites and rounded off with challenging computer opposition, this is a game that all soccer fans will revel in. ✪✪✪✪

Wimbledon Sega
Easily the best game of tennis on the MS. Fast, smooth and clean presentation combined with very positive feeling control and collision detection will make this a must for any self-respecting ball boy or ball girl. ✪✪✪✪✪

Wimbledon 2 Sega
Pretty much the same as the original, but perhaps not quite as much fun to play. ✪✪✪✪

World Class Leaderboard US Gold
The Access game that started the micro-golfing revolution on the Amiga and C64 does not fail to impress on its MS outing. This cart has all the knobs that would be expected from a serious golf sim. ✪✪✪✪

World Cup Italia '90 Sega
A soccer game that one gets the impression just didn't get it. Beaten to the finish line by games such as *Kick Off*, this offering is best left well enough alone. Four years out of date, too. ✪

World Games Sega
Another Epyx variant on the *Summer Games* theme, this one possessing slightly above average games in the creativity department, but you just get the impression that this sub-genre has gone as far is it can go. ✪✪

World Soccer Sega
A weird soccer game with an even weirder side-on perspective that makes locating anything on field nigh-on impossible. ✪✪

World Tournament Golf Sega
A fairly tame, if effective, top view golf game that while not as ingenious as the ancient *Leaderboard* is still a laugh. ✪✪✪

RACERS

Battle Out Run Sega
Out Run with the added touch of shooting at drug dealers. What a blast. Lacks any imagination whatsoever. ✪✪

Buggy Run Sega
A well presented isometric racing game with plenty of challenge, and lots of laughs as you try to outdistance your opponents. ✪✪✪✪

Chase HQ Sega
Competent enough conversion of the coin-op classic that lacks any lasting challenge. ✪✪✪

MEGA file

Enduro Racer Sega
The Clayton's coin-op; a different viewpoint and smaller sprites with obstacles everywhere. Fun for a while, but lastability is hamstrung by lack of a two-player option. ✪✪

F1 Domark
An excellent rendition of the MD version, this game features all the thrills and spills of Formula One racing. The controls are a little dodgy at first but persistence will pay of in a game that you will want to keep coming back to again and again. ✪✪✪✪

Fire & Forget II Titus
An admirable attempt at combining racer and shooter genres that falls marginally short of the mark. For those tired of both genres who want something a little different. ✪✪✪

GP Rider Sega
A fair interpretation of the genre, the 3D effect is well done, however flickery rasters get in the way and bring the whole game crashing down around its knees. ✪✪

Hang-On Sega
An excellent coin-op conversion that originally came out on a card. Wears its age remarkably well, and while not graphically resplendent, plays well all the same. Excellent value for money. ✪✪✪✪

Out Run Sega
A very lacklustre conversion of the coin-op, there is no sense of pace or any real difficulty. Unfortunately, the crashes are the best part of this game. ✪✪

Out Run 3D Sega
Basically just *Out Run* for the 3D glasses. Slightly better as a result of this, and by far the best goggles game, but it's still very limp. ✪✪

Out Run Europa Sega
Take on the back roads and highways of Europe in this sequel to the coin-op classic. Although better than its predecessors, *Out Run Europa* is all a bit samey. ✪✪✪

RC Grand Prix Sega
Multi-player, multi-directional scrolly game that boasts impressive graphics and copious thrills for race fans. ✪✪✪

Super Monaco Grand Prix Sega
A split screen action means you and a friend can race head to head in this rip-off of the venerable C64 classic from Epyx, *Pit Stop II*. A lot of fun for a while, the difficult control method and lack of anything to see will seriously hinder its longevity in most households. ✪✪✪

Super Monaco Grand Prix II Sega
Why release a sequel that is worse than the original, and in this case, horribly so? Everything that could go wrong with gameplay has gone wrong. Aaargghhh! ✪

MEGA file

Super Off-Road Virgin

The MS has been waiting for a coin-op racer of this quality for a very long time! Crisp isometric viewpoint, a rugged course and fiercely competitive oppo's will ensure you keep driving back for more. ✪✪✪✪

World Grand Prix Sega

To say this game was strictly run-of-the-mill would be too generous. Frankly, it's crap. ✪

Phaser Gun Games

Bank Panic Sega

For phaser gun owners, this will be a must-buy as you take on the nasties in the Wild West. Some classic moments and humorous touches. ✪✪✪

Dead Angle Sega

One for Light Phaser owners, looks a lot like *Op Wolf in Chicago*. If you don't have a phaser, leave it alone. ✪✪

Gangster Town Sega

Phaser game for two players sets you in the middle of '20s America as you blow away all the interlopers attempting to take over your turf. Fun for a while, the necessity to keep up hit ratios to proceed will frustrate many players at the higher levels. ✪✪✪

Laser Ghost Sega

Another blaster that will keep owners of the phaser gun in raptures for hours on end. Shoot lots of paranormal phenomena in level after level of mayhem. ✪✪

Marksman Shooting Sega

A phaser game where you shoot at little targets. Not a bad effort, but there are far more inspired ones out there. ✪✪

Missile Defence 3D Sega

One of the few games that utilise both the 3D glasses and light phaser at the same time. While fun for a few minutes, the overriding lack of challenge will soon see it relegated to the bottom of the cart pile. ✪✪

Operation Wolf Sega

For owners of the phaser this coin-op conversion may very well be the pinnacle of ecstasy as they blast away at those evil insurgents and rescue the good ol' American hostages. Plays well with the joypad too. ✪✪✪✪

Rambo III Sega

A phaser game based on the hit movie starring Sly Stallone from a few years back. The target acquisition and aimpoint tracking is better than on most light gun games, but this one shares the same fate as that of most phaser games in that it is way too easy. ✪✪

Rescue Mission Sega

A quirky mix of standard shooter fare spiced up by the use of the phaser. Protect the medical supplies as they wend their way by rail across the landscape to your beleaguered armed forces. ✪✪✪✪

Safari Hunt Sega

One of the first phaser games to be released, this one originally came bundled with the gun itself. Still a heck of a game even after all these years. Look out for it bundled with other games on combo carts. ✪✪✪

Shooting Gallery Sega

Yet another phaser game, this one possesses four levels of various targets that you are required to put holes in. Die-hard gun fanatics only need apply. ✪✪

Space Gun Sega

The first phaser game for a while, this one has better graphics than that seen on most of the earlier games, and a real challenge. Like most gun games, though, it tends to get pretty monotonous after a while. ✪✪✪

Wanted Sega

Worthy phaser title that packs a lot into a little space. Battle rogue wild west outlaws over numerous scrolling stages. Good graphics and more than a wet Saturday afternoon's amount of challenge here. ✪✪✪

Flight Simulators/ Aerial Combat

Ace of Aces Sega

A port from the C64, this effort possesses none of the excitement or charm or its predecessor. ✪✪

After Burner Sega

Not a bad effort at converting Sega's hot arcade game from a few years back, but it's all been rather done to death. ✪✪

F-16 Fighter Sega

Lots of MiGs and stuff to shoot at, in a game that pretends to be more than it really is. ✪✪

G-Loc Sega

Afterburner clone that makes full use of the MS capabilities, yet unfortunately does not take into account its limitations. Fans of the arcade counterpart will want to have this in their collection, but it all falls short of the mark in the end. ✪✪✪

Miscellaneous Arcade

Alf Sega

Pigs trotters is what this game is, and far better left on the shelf to collect dust. ✪

Bart vs the Space Mutants Flying Edge

A fairly impressive title that boasts *Toon*-esque animations and some nifty touches. A little easy for most, but fans of the shorted, punked-up brat may find solace in this cart. ✪✪✪

Bonanza Bros Sega

Pretty much close to the MD version all things considered. Frenetic action over ten levels, a lack of any lasting challenge pulls this game down. A laugh in two-player mode. ✪✪✪

Captain Silver Sega

Some nice touches, scintillating presentation and tough gameplay make this game a lot of fun, and one you will keep coming back to time and again. ✪✪✪✪

Cosmic Spacehead Codemasters

Had the potential to be an all-time classic, but with the lack of any real difficulty present, its moments of greatness are sadly short lived. ✪✪✪

Crash Dummies Acclaim

Sounds better than it really is. Basically a compilation of five hoary old arcade games, woven together by a plot that is basically non-existent. ✪

Danan: The Jungle Hunter Sega

Lost in the middle of the Amazon, you must fight and thrash your way through thick undergrowth and uncompromising baddies to freedom. Fun, if a little repetitive. ✪✪✪

Fantastic Dizzy Codemasters

A truly enjoyable arcade adventure populated with hosts of cutesy characters and plenty of challenge for all the members of the family for weeks on end. ✪✪✪✪✪

Ghostbusters Sega

Originally programmed by Activision, this once-classic game is beginning to show its age. Fans of the movies will find it enjoyable enough though. ✪✪✪

Global Gladiators Virgin

Not a patch on its MD counterpart, the game looks good but is let down by an awful control system. ✪✪

Lord of the Sword Sega

A handsome game that fails in the play stakes due to its simplistic meshing of elements of puzzler and joystick forms. ✪✪

Marble Madness Sega

A game with an interesting history; first written by EA for the Amiga, turned into a coin-op and then ported across to virtually every other system since. This version is very similar to the C64 version, and stands the test of time well. ✪✪✪✪

Master of Darkness Sega

A Victorian adventure where you hunt down the denizens of the night, vampires, and blast them back to whence they came. ✪✪✪

Maze Hunter 3D Sega

One of the few 3D goggle games, this one boasts plenty of nasty sprites and lots of action to keep you in apoplectic fits. ✪✪

Ninja Sega

Ikari Warriors journeys to ancient Japan is the best way of describing this game. Poor graphics and dodgy collision detection aren't compensated for by the cheap price of the game. ✪✪

Pacmania Sega

Isometric 3D rendition of the mouldy oldie, now Paccie can leap clear over the heads of the ghosts. Flawlessly executed, it is a great variation on the theme. ✪✪

Psychic World Sega

An extremely tedious game that makes one wince just to think about it. Lovely graphics cannot rescue a game from such a huge pit of mediocrity. ✪

Psycho Fox Sega

A cutesy character (Mr. Fox, surprisingly is his name) prances his way through seemingly endless levels of turmoil in a game that boasts some of the smoothest eight way scrolly routines the MS has ever seen. Fans of *Sonic* are well advised to add this to their collection. ✪✪✪✪

Super Smash TV Acclaim

The much vaunted MD conversion is dismally ported across, suffering from flickery sprites, impossible control and a difficulty level that is stationed somewhere in the outer orbits of Mars. ✪✪

Woody Pop Sega

Utilises the now defunct paddle control, this rip-off of the coin-op giant, *Arkanoid*, features a bevy of cutesy characters representing lasting entertainment value for the entire clan. ✪✪✪✪

Wonder Boy Sega

It was the arcade adventure to have a few years ago, sadly while this is a stupendous port, it really is showing its age. It should be called *Wonder Geriatric*. ✪✪

Wonder Boy in Monster Land Sega

A slight improvement on the original, 12 more levels await your joypad ministrations. ✪✪

Wonder Boy in Monster World Sega

The naming conventions in this series are getting too confusing for words. More of the same, but a tad too easy for any real lasting challenge. ✪✪

Wonder Boy III: The Dragon's Trap Sega

A long awaited update on the theme with plenty more to do and see than its predecessors. Enough arcade adventuring here to keep you happy for weeks. ✪✪✪✪

Miscellaneous Coin-Op Conversions

Altered Beast Sega

The archetypal coin-op game loses a lot in the conversion down to the 8-bit. This game was brilliant in its day, sadly that day was a long time ago. ✪✪

Arcade Smash Hits Virgin

Space Invaders, Centipede, Missile Command all on one cart. Good value for money, but today's more sophisticated gamers will find it too easy. ✪✪

Golden Axe Sega

Enjoyable conversion that would be a lot of fun, if it weren't for the fact that we know that in the original you could choose from three players and it had a two-player mode. Fans of the original will no doubt be disappointed. ✪✪

Ms Pacman Tengen

Take a stroll down memory lane with this faithful conversion of the ancient

Atari machine. Best in two-player mode as Paccie joins in to chomp some power pellets and stomp those nasty ghosts. ✪✪✪✪

Paperboy Sega

The old arcade game comes home as you pedal your deadly treadly through street after street of greater suburbia, delivering papers to the infor mation hungry, avoiding dogs, neighbours and other miscellaneous dangers. ✪✪✪

Rampage Sega

A faithful reproduction lovingly converted from the arcades, the MS cart features all the same smashing action and cathartic rough and tumble that made the original so popular. For the monster in all of us. ✪✪✪✪

SHOOT 'EM UPS

Action Fighter Sega

A fairly bland rip-off of the coin-op smash hit *Spy Hunter*, this cart handles admirably, yet it can't conceal the fact that the basic premise is *so-ooo* boring. ✪✪

Aerial Assault Sega

A rip-off from the coin-op classic *P-47*, this game breaks no ground in the genre; wave after wave of nasties and various power up over a vertically scrolling background. ✪✪

Alien Storm Sega

Fans of the *Golden Axe* series will enjoy this futuristic version. Lots of nasties to destroy in blood curdling ways. Very satisfying all round. ✪✪✪✪

Alien Syndrome Sega

A classic coin-op conversion that is even better with a friend. Large, difficult levels make for a game that is nigh perfect. ✪✪✪✪

Assault City Sega

Op Wolf style of game that looks OK, but falls flat in the end due to its ease of gameplay. ✪✪✪

Astro Warrior Sega

One of the better shooters on the MS, and one of the oldest as well. ✪✪✪

Blade Eagle 3D Sega

Some nice touches as you steer the ship into and out of the screen, pseudo 3D, but all in all, nothing new here. ✪✪

Bomber Raid Sega

You know what to expect – waves of nasties, occasional power-ups and scrolling presentation with unexciting visuals. Ultimately, very repetitive. ✪✪

Choplifter Sega

The Apple/C64 game from Broderbund was one of the first home computer games to be converted to the coin-ops. This version bears a greater resemblance to that conversion than the original. Addictive gameplay, parallax scrolling and fun horizontal scrolling action make this one of the all-time best games on any system. ✪✪✪✪✪

Cloud Master Sega

Fans of the TV series (based on the ancient Chinese stories) *Monkey* will find solace in this SEU where waves of aliens/aircraft are replaced by guys on clouds. ✪✪✪

Cyborg Hunter Sega

Large levels filled with not much to do don't really cut it. Has potential, but its repetitious nature will see you chucking it back in the cupboard all too soon. ✪✪

Desert Strike Domark

Absolutely classic isometric action with attitude! Pilot an AH-64 Apache through level after level of bad guys. Totally addictive gameplay and one of the best games ever. ✪✪✪✪✪

Dick Tracy Sega

Poorly drawn sprites, limp backdrops and sad sonics make for a movie licence that has brilliant gameplay – not! Totally forgettable and a waste of an expensive licence. ✪

Double Hawk Sega

A compulsive game for fans of the genre. With a friend blast all the baddies and compete for the power-ups. ✪✪✪

Dynamite Duke Sega

Op Wolf style game thingy; you know the drill: sideways scrolling, shoot everything that moves, if it doesn't move shoot it so it will, and beat up an end of level guardian. Yawn. ✪

Dynamite Dux Sega

A faithful rendition of the original coin-op, journey through level after level of baddies, chucking bombs at them and avoiding the pitfalls. Addictive play limited by ropey scrolling. ✪✪✪

Fantasy Zone Sega

It has been many moons since this watershed of a game was released on the MS. Nigh-on perfect for a game of its type, and while a little ragged around the edges with time, still continues to represent great value for money all-round. ✪✪✪✪✪

Fantasy Zone 2 Sega

Similar style to the original, tougher baddies and more brain-nuking colour palette abuse make this a tough-play and a highly enjoyable one too. Well worth having even if you own the original. ✪✪✪✪✪

Fantasy Zone 3 Sega

Lacking somewhat in the playability department from its predecessors, this game has been changed into a *Pacman* style of maze blaster. While fun in itself, don't expect it to be the same as *FZ1 & 2*. ✪✪✪✪

Forgotten Worlds Sega

A stunning-looking shooter that is ruined by lack of challenge and no two-player option. ✪✪

Galaxy Force Sega

A fine coin-op conversion this; lotsa ugly baddies fill the screen and explode satisfyingly when hit. Stunning presentation all around and lots of challenge to keep you coming back. ✪✪✪✪

Global Defense Sega

Similar to the ancient *Missile Command*, this game has plenty of variety to keep you enthralled for hours. Lots of fun and good at parties. ✪✪✪

Line of Fire Sega

Lacking the stunning visuals of the coin-op, this game still possesses its own charm, lots of things to shoot at and a control system that is adequate to the task. ✪✪✪

Mercs Sega

A game that possesses some of the best graphics seen on the MS, fails due to the criminal lack of challenge. ✪✪

Poseiden Wars 3D Sega

For owners of the glasses, you are required to clear dangerous waters teaming with enemy ships. ✪✪

Power Strike Sega

A dazzling blasty cart boasting an enormous number of aliens, plentiful power-ups and nuking sound effects helped along by super fast scrolling levels. Blastoids will be in their element as they smash their way through level after level of neutron melting excitement. ✪✪✪✪

Power Strike II Sega

Similar to the original in that it is fast, fierce and frenetic. Fans of the genre will not want to be without this latest offering. ✪✪✪✪✪

Predator 2 Arena

What a waste of a hot licence! Jerky graphics, tinny sound, lack of challenge and a complete absence of ambience conspire to make this a game that is best handled like toxic waste; at a distance (if at all), by somebody else and preferably kept anywhere else except near us! ✪

R-Type Sega

Arguably the best blaster to grace the MS cart port is this near perfect conversion of Irem's hit from a few years back. Buy it now, it doesn't get much better and still remain legal. ✪✪✪✪✪

Robocop vs Terminator Virgin

A comic book classic that hurls you into the shoes of either Robocop or the Terminator himself. Graphics are outstanding and any fan of the series will no doubt be pleased with the game's attention to detail. ✪✪✪✪

Sagaia Sega

An interesting affair this, spoiled somewhat by the dodgy collision detection and flickery sprites. Also known in the arcades as *Darius II*. ✪✪✪

Scramble Spirits Sega

A conversion from a particularly obscure coin-op, this game is criminally dull, with only enough variety to keep the mentally challenged amused for more than a few minutes. ✪

Secret Command Sega

Also known as *Rambo* in the US, this *Commando* style of game is fast, furious and a lot of fun. Blasters everywhere should check this one out with a view to adding it to their collection. ✪✪✪✪

Space Harrier Sega

Fast and action packed, this title will undoubtedly please the coin-op's legion of fans as it stretches the capabilities of the MS. ✪✪✪

Space Harrier 3D Sega

3D version of the old coin-op, lacks some of the feel of the original, but a good blast all the same. ✪✪✪

Special Criminal Investigation Sega

The sequel to the hit coin-op *Chase HQ*, this MS revision suffers from poor control, shoddy graphics and a lack of any ambience whatsoever. ✪✪

Submarine Attack Sega

Sideway's scrolling shooter where space ships are replaced by submarines. Yawn. ✪✪✪

Super Space Invaders Domark

Space Invaders was never so great as this. More than a five minute walk down memory lane, this game actually possesses something new that will stretch even the most radical gamehead. Nifty power-ups and guardians contribute to a game that is a classic in anyone's books. ✪✪✪✪

Thunder Blade Sega

An heroic attempt to transport the arcade onto the 8-bit has been made here, but sadly falls way short of the mark with its shoddy collision detection and lack of any realism in the 3D sections. Fans of the original may still want to check it out though. ✪✪✪

Time Soldiers Sega

Very much in the tradition of *Commando*, this game's graphics won't have you writing home to ma and pa because the addictive action will keep you squarely glued to the edge of your seat. ✪✪✪✪

Transbot Sega

One of the first games to come out for the MS, originally released on a card and given free with the MSI, this was very average even at the time and will be completed by even the thickest gamer in short order. ✪

Trap Shooting Sega

Clay target shooting gamey thingy. ✪✪

Xenon II Virgin

The classic Amiga game suffers only marginally from its downward conversion from the 16-bit platform. Classy shooter with all the bells 'n' whistles that you've come to expect from its creators, Melbourne House. ✪✪✪✪

Zaxxon 3D Sega

Borrows only faintly from the arcade classic, this game suffers from poor collision detection and shoddy graphics. ✪✪✪

Hints & Tips

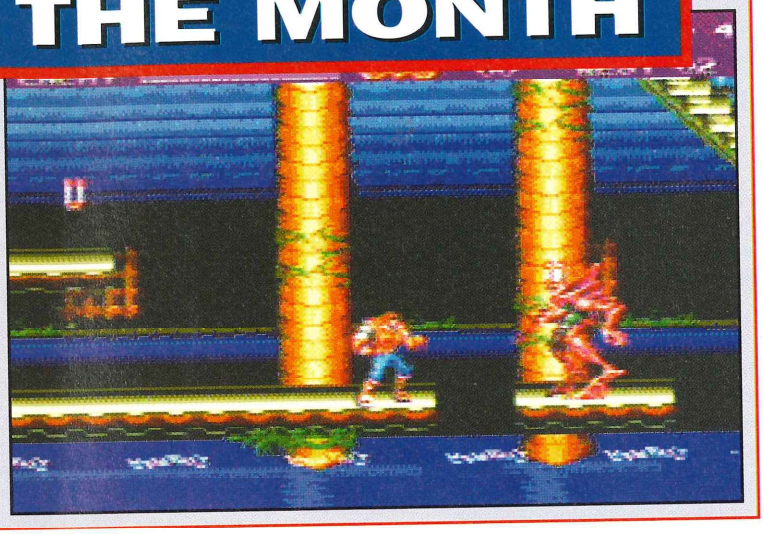
CHEAT OF THE MONTH

Matt Payne of Mt Colah, NSW – come on down! Matt wins this month's Megazone subscription for sending in this ultra-cool cheat.

CASTLEVANIA BLOODLINES

MEGA DRIVE

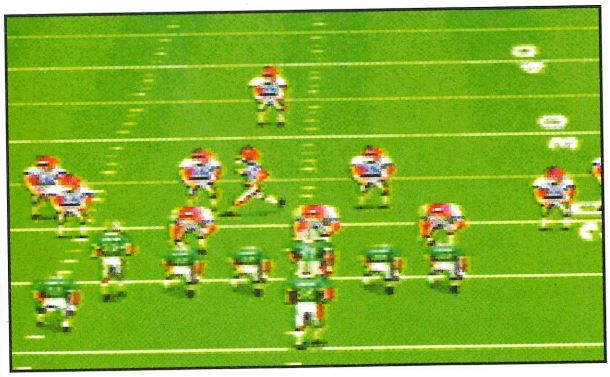
For a nifty level select, just press Up, Up, Down, Down, Left, Right, Left, Right, B and A when on the title screen. If done correctly you should hear a chime and a sign saying 'A = 0' should appear at the top right-hand side of the screen. Press A to select level! You might also score a wad of lives and collision detection will be switched off. Thanks, Matt!



JOHN MADDEN '94

MEGA DRIVE

Greg of **NSW** is a fanatical grid iron fan (what's wrong with league, buddy?) and he has sent in this great tip for the excellent *John Madden '94*. Watch the highlights of the other games and when a team scores the winning points, quickly press Start. The team that should have won should now be registered as the loser. Continue using this cheat until all the good teams are knocked out of the playoffs and you should now be ensured an easy trip to the Super Bowl! In his letter, Greg also wishes Dan Marino and the Miami Dolphins the best of luck for the up-coming season and he hopes 1995 is the year that the Lombardi trophy finally comes home. Ha! Ha! But we say: Go, '49ers!



SONIC CD

MEGA-CD

David of **WA** has found three really great cheats for *Sonic* on CD.

Debug Mode: wait a while for the demo to come up and when Sonic is running around, push the Start button on controller two. Sonic's score, times and rings should change. Now push Start and you should have all the features of the debug mode in Sonic 1 and 2. That is, press Button B to change Sonic's appearance and Button A or C to put an object on the screen. Beware! Because this debug mode can cause the game to crash. Ugh!

Secret Sound Test: On the title screen press Down, Down, Down, Left and hold Right and Button A.

Secret Special Stage: Bored, already, with the sound test? Well, enter these numbers: 07, 07 and 07. Push Start afterwards and you should be taken to a secret special stage with Robotnik in the background.

SEND US YOUR HINTS, TIPS, TRIALS, AND TRIBULATIONS.

you might win a prize!

GOT A CHEAT? Give us it, then.

Remember – these are your pages and they'll be blank if you don't send us stuff. And that would be real dumb, don't you reckon? You can even be in the running for a prize! (Bugle blast.) The month's best hint, tip, trick or cheat is awarded a year's free sub to Megazone. Carefully follow our rules and send us your original cheat along with your name and address. Simple, isn't it?

1. Toutes les correspondances en anglais, s.v.p., ie make it easy for us to understand.

2. It must be either typed or written in your bestest handwriting *ever*. And crayon is a bit hard to read.

3. Each step must be labelled clearly. Writing 'Step one' is a great way to start. Carry on with 'Step two' and we'll be getting on quite well.

4. Get your idiot brother/sister/second cousin twice-removed to test it *before* you put it in an envelope and mail it to us. If he/she/it can't understand what you're on about, don't bother sending it in.

5. Send it to:
Hints and Tips, Megazone,
PO Box 746, Darlinghurst, NSW 2010.

ACTION REPLAY CODES

The following codes were found lying at the back of the fridge here at Megazone HQ:

BATTLETOADS

MEGA DRIVE

FFFE4100xx	Level select (put your desired level in xx)
FFE03E0001	Mega jumps
FFE0410003	Super punch

X-MEN

MEGA DRIVE

FFD52D00FF	Invincibility
FFD62B00FF	Unlimited energy
FFD62D0000	Invisibility

The above two cheats were supplied by **Matt** of **TAS**.

SONIC SPINBALL

MEGA DRIVE

FF579E0003	Infinite lives
FF579E1003	Boss rooms are open.

ZOOL

MEGA DRIVE

FFED530004	Unlimited energy
FFEB030000	All candy has been collected
FFEB690010	Unlimited time

FIFA INTERNATIONAL SOCCER

MEGA DRIVE

FFEC3D0000	Always win the coin toss
FFFC370000	Infinite time
FFFC4700xx	Changes the goals scored for Player one (sub the amount of goals for xx)
FFFC4800xx	Changes the goals scored for Player two (substitute the amount of goals for xx)

SONIC CHAOS

MASTER SYSTEM

00D29903	Infinite lives

COOL SPOT

GAME GEAR

00D18F2F	Infinite energy
00D18E03	Infinite lives

SONIC CHAOS

GAME GEAR

00D29C05	Invincibility
00D50410	Sonic runs backwards
00D50C95	Sonic jumps high
00D51830	Rocket jump
00D74000	No enemies on screen

ECCO THE DOLPHIN

GAME GEAR

00CAC123	Infinite energy and oxygen

UNIVERSAL SOLDIER

MEGA DRIVE

Well, a big round of applause for **Bryan** of **QLD** who has sent us a bundle of hints and cheats. Some of the best are these passwords for *Universal Soldier*:

1	CHSGM	**6**	PKSND
2	MKSNS	**7**	CWBPM
3	SGGBY	**8**	SFTNP
4	SLGPH	**9**	CMVDG
5	SDRSD	**10**	BYTCM



SILPHEED

MEGA-CD

Due to the numerous amounts of questions we have had concerning *Silpheed* we've decided to do the world a favour and reprint some cheats that will make the game a little easier.

Stage Select: During the intro, press Down, Down, Up, Up, Right, Left, Right, Left, A, B, Start. There should now be a stage select option on the title screen. Pick a stage and press A to start there. If you pick a number higher than 12, you'll see one of the animated intermissions.

Shield Recharge: During the intro, press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up, Start. You can now have maximum shields at any time by pressing A on controller two.

Infinite Continues: When down to you're last continue, leave the cursor on the words 'Continue 01' and wait for the game to go back to the introduction. When the demo sequence begins, press Right, Up, A, B, C, Left, Left, Down, C, A, Start: You'll find that the number of continues shown on the title screen has been boosted to ten. Now just repeat this process whenever you get down to your last continue.

Mania Mode: During the intro, on controller two press B, B, A, C, Up, Left, Right, Down, Up, A. Press Start on controller one. You'll know the cheat is in place if your score reads '00001' when you start the game. You're now in 'Mania Mode', a difficulty setting that's even tougher than the 'Hard Rank'. Good luck!



PUGGSY

MEGA DRIVE

'Unlimited lives all round!' shouts **Louise** of **VIC** for this fun platformer. Just go to the level called 'A Hidden Place' and collect the letters to spell CHEAT Stack these letters up and push them out the exit. Puggsy should now be green and have unlimited lives. For unlimited shoes, follow the above procedure and spell SHOES Puggsy will lose his shoes when hit, but after he loses a life, he'll return with shoes on. This cheat does not work when Puggsy is green.

LOTUS 2

MEGA DRIVE

Bryan has also uncovered a hidden game within *Lotus 2* which resembles the old classic *Space Invaders*. Simply enter 'POD PLEASE' as your name.

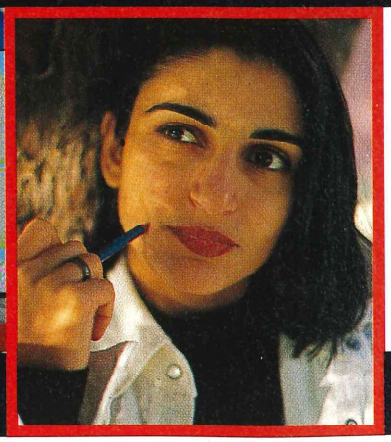
MIGHT AND MAGIC

MEGA DRIVE

Charles of **WA** has been playing *Might and Magic* for some time now and he has gladly taken time out from his adventures to tell the world of a Secret Treasure finding technique. In order to do this trick you have to place two hirelings in your party. Now go and get attacked by the enemy. After you beat the enemy, dismiss one of your hirelings and search for the treasure chest. When you open the treasure chest, you will find a nice surprise inside (lots of gold, gems, and powerful weapons). Thanks, Charles, now you better get back to studying that spell book of yours.







Dear Agatha...

Is something in life troubling you? Something so deep and complex that you don't know where to turn? Something so ruinous that you fear confessing to your mates in case you become the laughing stock of your suburb? Don't despair! On hand is Agatha, Megazone's top agony aunt, to offer her real life advice!

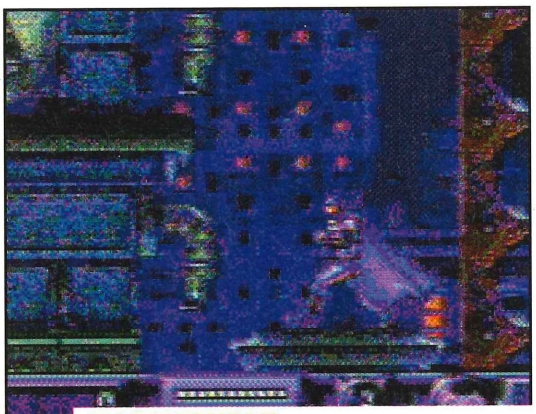
A NICE LITTLE SURPRISE

Dear Agatha,

Could you tell me how to get to the Abu bonus level in the Agrabah Rooftops in *Aladdin*.

Greg, NSW

Are you for real?! Go to the building just after the two long ropes that are side by side. Drop onto its ledge and just walk in to find a nice... surprise.



BAT TROUBLE

Agatha,

How the heck to do you pass the last master on *Batman Returns* on Megadrive?

Mike, NSW

A horror! A little patience and foresight will see you right. To beat Penguin, firstly head right and take out the electrical generator. Go to the left side of the screen and duck down to throw batarangs at Penguin when he is far away. Avoid the flames and when the penguin comes close, kick him. Repeat until dead!

LONG DISTANCE DILEMMA

Dear Agatha,

I can't get Scorpion's or Sonya's Fatality to work in *Mortal Kombat* on my Master System. I've tried everything. Please help.

Theron, WA

The West is splendid this time of year, Theron. Why not pop out for some fresh air instead? Upon your return, try these. But they're difficult – as they focus on distance. For Scorpion: hold Back and Button 1; then press Up and Up. You must stand middle distance away. Dealing with Sonya means standing around seven and a bit centimetres away. Press Towards, Towards, Away, Away and then one and two. Mainly, be gentle. And caring.



ILLUSION

Dear Ag,

I was wondering if you know any cheats for *Bart vs the Space Mutants* and *Mickey Mouse World of Illusions* on the Mega Drive. Would you let me in on the secret?

Adam, TAS

Hmm. These pesky TV critters who turn into superstars can bring you down. In Bart vs the Space Mutants, *simply shoot the 'E' in the Quick E Mart sign with your rocket for three extra lives. You want extra lives for fighting the end boss on* World of Illusions*? At the last level, find the top hat that gives you an extra life. Collect the life and continue along until you find the dice with a '4' on it. Just jump on the dice and you will taken back to the top hat every time for additional extra lives.*

MAGAZINE BUYER

Dear Agatha,

I have brought heaps of Sega mags to find a cheat for *Quackshot* on Mega Drive. I have had no luck. Do you have any answers.

James, NSW

Buying those sorts of magazines will, ultimately, do you no good at all. They rot your mind. And at your age, this could mean trouble. But let me whisper in your ear to get you through your dilemma. Get to the Viking ship and go up the mast. Get the money bags found here. Walk right and follow the path down to the 'extra life'. Collect it and walk off the screen – then re-enter it. Every time you do this, the extra life should regenerate. Repeat this to collect all the extra lives you require. And don't say I didn't warn you.

SAND IN HIS FACE

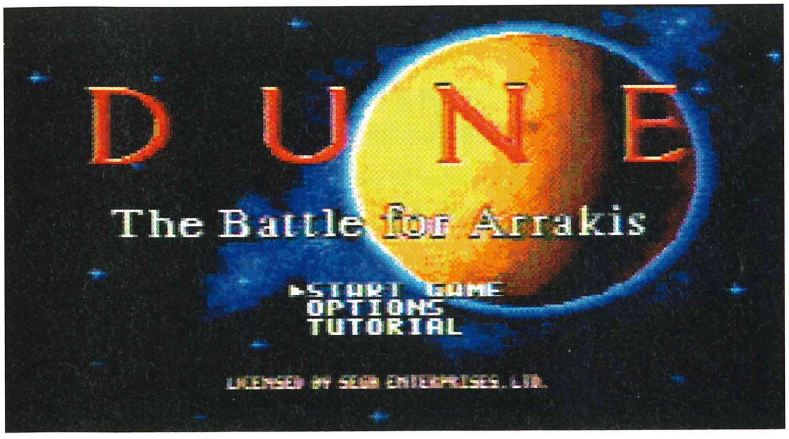
Agatha,

Could I please have some codes for *Dune* on Mega Drive?

Nicholas, QLD.

I think this might be developing into a bit of a one-way relationship. But, OK.

Level	Harkonnen	Atredies	Ordos
2	demolition	diplomatic	domination
3	spicesatyr	spicedance	spicesabre
4	burningsun	eternalsun	arrakissun
5	darkhunter	defthunter	colohunter
6	evilmentat	fairmentat	wilymentat
7	itsjoebwan	ashlikenny	slymelanie
8	devastator	sonicblast	stealthwar
9	deathruler	dunerunner	powercrush
End	dunefinale	dunefinale	dunefinale



TOE FRENZY

Dear Agatha,

Toe Jam and Earl is truly driving me crazy. Are there any helpful hints you could give me?

Phillip, NSW

Secret Level 0 should be what you're trying to find. But the situation is a little complicated. You must have either the icarus wings, inner tube or the rocket skates first off. Head over to the island surrounded by purple blocks to the bottom left of the ocean. Fall through the hole found in the middle of the island and you should be in Level 0. But the real secret is your kind of 'liquid refreshment': find the lemonade stand and take a drink to restore all your health. The rest, my dear boy, is up to you.

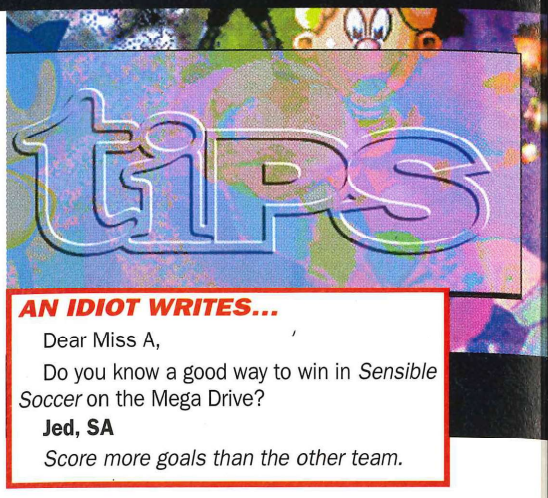
GULLIBLE

Dear Agatha,

I have read a cheat to play Dee Jay Maximum on *Street Fighter II*. You have to enter the name 'Bertnernie' on the high scoreboard but it only allows three letters!

Richard, NSW

Oh my, my, my, poor Richard! What was I saying about reading the wrong thing and rotting your mind? Pull yourself together! The 'Bertnernie' (as in Sesame Street*) cheat was originally published in a Brit magazine. As an April Fools' joke. It's the wrong mag. The wrong month. And the wrong country. You are indeed a true April fool. But your secret is safe with me. Just get a life!*



AN IDIOT WRITES...

Dear Miss A,

Do you know a good way to win in *Sensible Soccer* on the Mega Drive?

Jed, SA

Score more goals than the other team.





KNIGHT ADVENTURES

Dear Agatha,

Could you give me a Mega Drive level select for *Rocket Knight Adventures*?

Taso, VIC

Oh, Taso! It looks like your problem is all in the timing. Get this right and it will all come together: press Up and then Left ten times on the title screen. If done correctly you should hear a little 'Bing!'. Any time, during play, just pause the game and press buttons C, B, B, A, C and B to skip a level. Et voilà.



WORK IT OUT

Dear Agatha,

I'm having trouble in *Super Hydlide*. I have just found the Space Door Talisman in the Cave of the Dead and have used the portal to go to the first dimension. What next?

Tom, SA

I'd give up games as a bad joke if I was you, Tom. Alternatively, put a paper bag over your head and write 'TOM' in thick black Texta on the front. Or, if you want to be a winner, walk around the dimension looking for an island with two crosses on it. Use the Horn here and the City of Illusion should appear. The choice is yours.

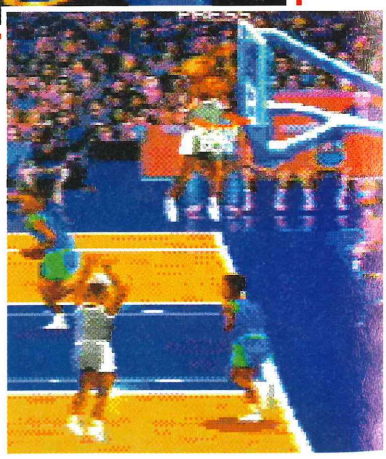
REAL LIFE

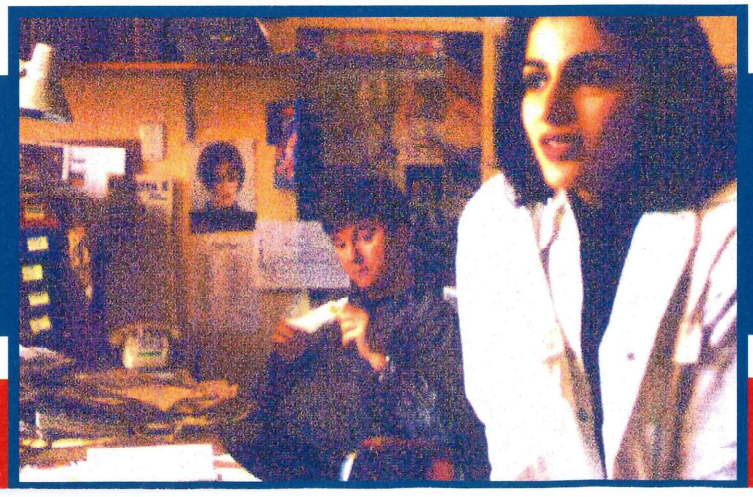
Dear Agatha,

Can you alley-oop in *NBA Jam*?

Wade, NSW

Technically, yes, you can, but it doesn't look anything like real basketball. But that's life, really. The only way a player can lob the ball up, is for him to shoot it from long range. Secondly, the player who jumps and catches the ball must press A to jump and then quickly press A and B when he catches the ball. This usually results in a lame-looking lay-up. The shame!

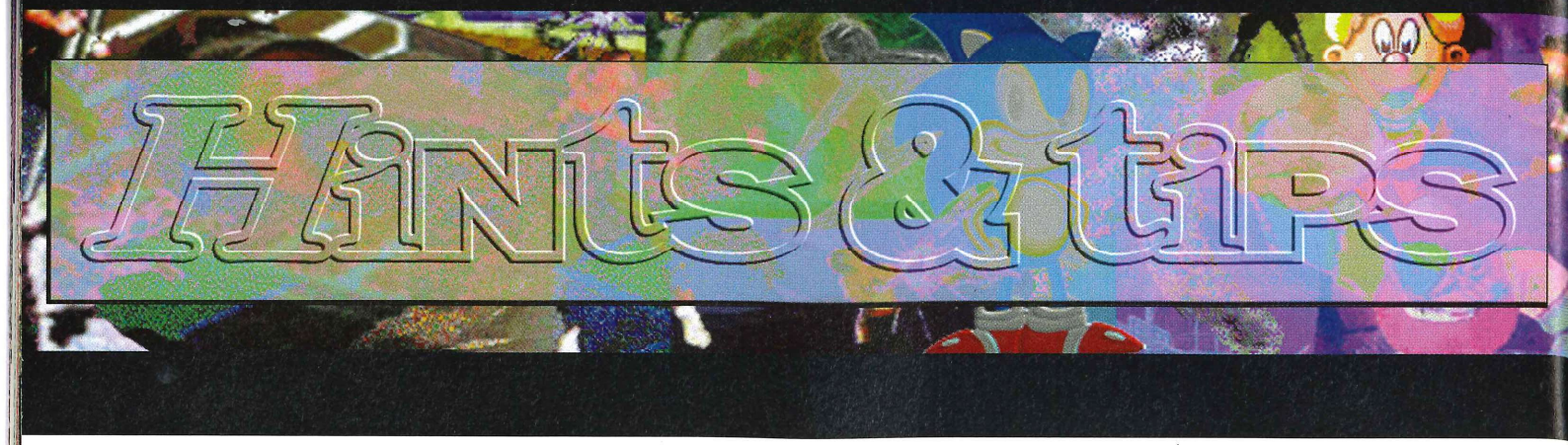




Write to Agatha!

First off, we blame society. Next we blame you. But if you've got a game dilemma that you'd like analysed by Australia's ONLY Sega agony aunt, write to Agatha. She likes stamps, she does.

**Dear Agatha..., Megazone,
PO Box 746, Darlinghurst, NSW 2010.**



SPLATTERHOUSE 3



MEGA DRIVE

These level codes were graciously provided by **Oliver** of **VIC**.

Level	Code
2	Reisor
3	Etlbud
4	Tabrea
5	Elrobe
6	Thenik

GLOBAL GLADIATORS

GAME GEAR

To get a cool 7,200 points; simply collect 30 arches and go to Ronald in Level 1 of Slime World. Then when he says 'You got 30', jump on the left of the ledge in the middle of the screen and run backwards and forwards to collect the 100 and 250 point arches. Thanks kindly go to **Brendan** of **QLD**.

KRUSTY'S SUPER FUN HOUSE

MEGA DRIVE

Scott of **VIC** says he is a huge *Simpsons* fan and he kindly sent in this tip for the great *Krusty's Super Fun House*. For unlimited lives and all the doors open, simply enter the password SMAILLIW (This is 'Williams' backwards).

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

MEGA DRIVE

To find the three hidden bonus rounds, you must find the three circular rainbow symbols.

In Stage One, play the area in the lower-right corner of the map, directly below the red 'boss' area. When you find Gogo Dodo at the far right side of the area, drop to the ground and go right past the rats to find the first rainbow symbol.

In Stage Two, play the area that has the word 'TINY' spelled out with carrots. Go past TINY and walk right to the edge of the cliff (with the can in the ground). Drop off the cliff and steer left to land in a hidden tunnel. Walk left and grab the 1-Up and Bell, then walk left again and drop onto the rainbow symbol.

In Stage Three, play the area that has the waterfall that splits and flows left and right. Play through the area until you walk onto a ledge that starts moving upward. Jump off the ledge before you're smashed into the ceiling. Follow the tunnel to the left until you reach the grey platforms. Drop down the platforms to a half-pipe with a rolling boulder. Walk left and jump into the wall on the left side of the half-pipe to enter a hidden tunnel. The rainbow symbol is at the end of the tunnel. Where did this tip come from? We made it up ourselves!

MEAN BEAN MACHINE

MEGA DRIVE

Jeremy of **NSW** has kindly provided us with the passwords to one of our favourite games of all time, *Dr Robotnik's Mean Bean Machine*. Oh Joy – our collective pants are on fire!



Easy level		Normal Level		Hardest	
Stage 2	Red - Red - Red - Has Bean	Stage 2	Has Bean – Refugee – Yellow – Yellow	Stage 2	Blue – Blue – Green – Yellow
Stage 3	Refugee – Purple – Refugee – Green	Stage 3	Blue – Refugee – Red – Yellow	Stage 3	Green – Yellow – Green – Refugee
Stage 4	Red – Refugee – Has Bean – Yellow	Stage 4	Yellow – Blue – Refugee – Purple	Stage 4	Purple – Purple – Red – Has Bean
Stage 5	Refugee – Blue – Blue – Purple	Stage 5	Has Bean – Green – Blue – Yellow	Stage 5	Green – Red – Purple – Blue
Stage 6	Refugee – Red – Refugee – Purple	Stage 6	Green – Purple – Purple – Yellow	Stage 6	Purple – Refugee – Green – Yellow
Stage 7	Purple – Yellow – Red – Blue	Stage 7	Purple – Blue – Green – Has Bean	Stage 7	Blue – Purple – Green – Has Bean
Stage 8	Yellow – Green – Purple – Has Bean	Stage 8	Green – Has Bean – Refugee – Yellow	Stage 8	Refugee – Purple – Has Bean – Yellow
Stage 9	Yellow – Purple – Has Bean – Blue	Stage 9	Blue – Purple – Has Bean – Has Bean	Stage 9	Purple – Green – Has Bean – Refugee
Stage 10	Red – Yellow – Refugee – Has Bean	Stage 10	Has Bean – Red – Yellow – Refugee	Stage 10	Green – Blue – Yellow – Has Bean
Stage 11	Green – Purple – Blue – Refugee	Stage 11	Refugee – Red – Red – Blue	Stage 11	Green – Purple – Has Bean – Red
Stage 12	Red – Has Bean – Has Bean – Yellow	Stage 12	Green – Green – Refugee – Yellow	Stage 12	Red – Green – Has Bean – Blue
Robotnik	Yellow – Has Bean – Blue – Blue	Robotnik	Purple – Yellow – Has Bean – Refugee	Robotnik	Red – Red – Refugee – Yellow

SUB terrania Gamebuster

Want to lead a gravity-free lifestyle? Let Virode Imtarnasan show you how.

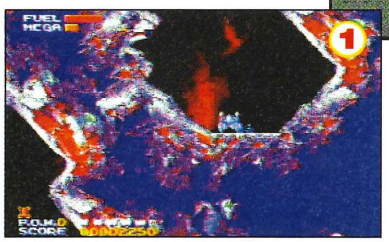
MISSION ONE



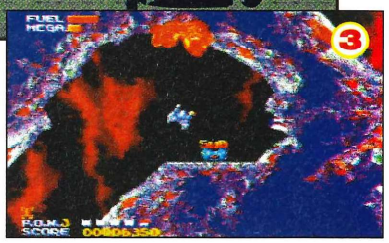
This level is simply an introduction to the game's controls. There is plenty of fuel on this level and very little alien resistance so just take your time and really get to know how to manoeuvre your ship.

To complete this level just rescue the men found to the right of your start point (1). To destroy the robot on the way, just hover and fire from directly above him. Similarly, destroy the gun pods by flying at an angle where their lasers can't hit you and shoot them all down.

Complete the level by picking up the extra life at (2) and the sub-part at (3).







MISSION TWO

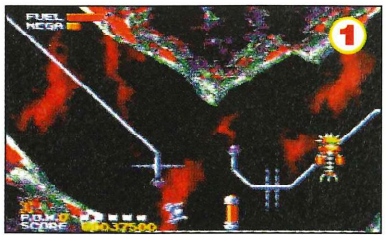


Firstly, fly left and down to the bottom of the cavern (1). Here, you should find a weapon power-up and a rail system. Collect the power-up and attach yourself onto the right rail. Kill the bouncing alien. Now attach yourself to the left rail and travel up to (2). Blow up the wall and the gun pod from the safety of your rail and then fly in to collect the extra life. It is important that you learn to use the rail system effectively as this helps in conserving fuel.

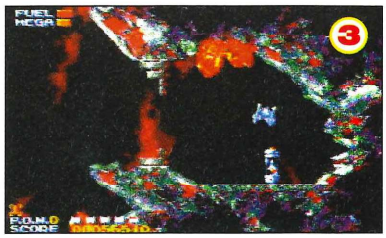
To get to area (3) you must drift down and shoot the robot repeatedly. After he is destroyed go in and collect the missiles. Save these as they will be required in the later parts of the game. Missiles are also found in area (4). Here you will find another jumping alien so it's time to either shoot it or quickly dart past it.

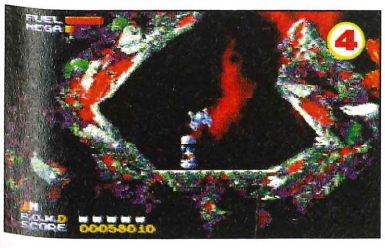
To kill the big alien boss at (5) you must take out four primary areas of his face. Firstly, take out the tail at his bottom. Now go to the top of the cavern and drift down on either side and take out the sides of its face. This procedure takes some time so if your ship is in trouble, go to (6) and collect the shield. Lastly, shoot the top of the alien's head and it should now be destroyed.

The top left-hand wall should open (it collapses with the death of the alien) so go in and collect the men and sub-part (7).















MISSION THREE

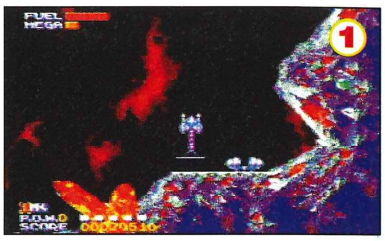
SUB terrania



You must find three mirrors in this stage. The first is directly below the start so just drift down the canyon until you see it (1). Do not pick up the fuel yet as there is a massive shortage of fuel in this level. Pick up the mirror and take it round to (2). Select the mirror and drop it onto the truck, being careful of the laser. Land on the metal platform on the right of the laser and press fire. This turns off the force field protecting the entrance to area (3). Fly back down to area (3) and grab the fuel inside the entrance. Leave the fuel outside for later. Collect the second mirror.

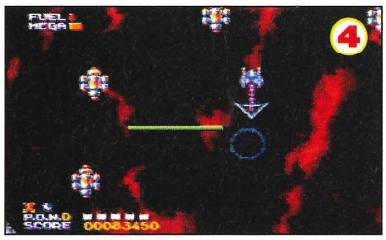
Make your way back to the truck at (2) and land behind it. Wait for the probes to fly past and then fly upwards slowly. The laser should now be deflected off the mirror and the large wall at (4) destroyed. Select the mirror and drop it. Go into the cavern at (5) and start shooting everything. Shoot either side of the blue line to shut off the laser's force field and collect the third mirror to the right. Replenish your fuel here.

Go to (6) and deflect the laser back onto itself. Once destroyed, you should be given access to area (7). Drop the mirror and enter (7) blasting the laser pods on the ceiling. Collect the men and the sub-part.















MISSION FOUR



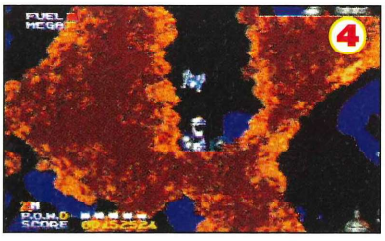
This mission is very straight forward. First collect the power-up in front of you. It changes colour so collect it only when it is the same colour as your current weapons system. Head right and shoot the truck. Do not collect the fuel here until you really need it. Continue right to (2) and fight the robots who are protecting a supply of missiles. Collect the missiles and head to (3) to face the alien boss. Just stay clear of his tail and you should kill him easily.

Fly to (4) and shoot the stack of buildings. Here you should find an extra life. Shoot the next stack of buildings down (5) and you will find the sub-part. There is fuel at (6) and then it is off to save the miners at (7).



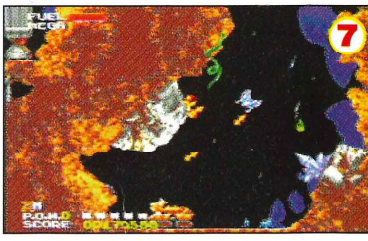










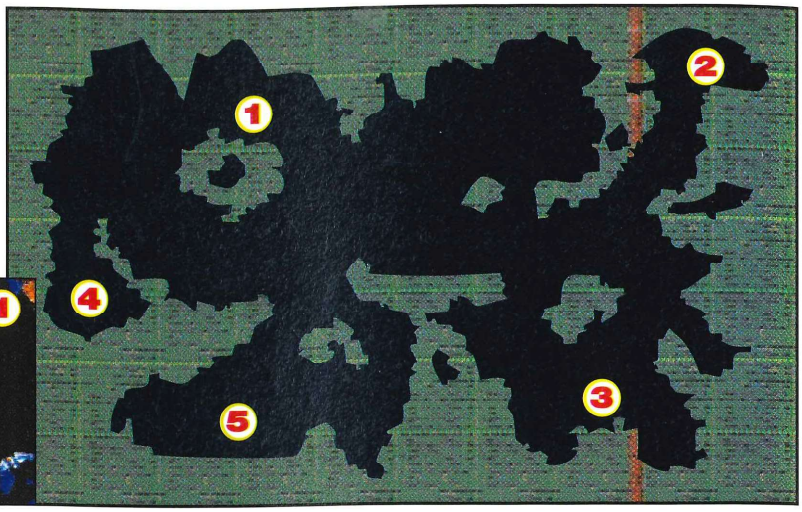


MISSION FIVE

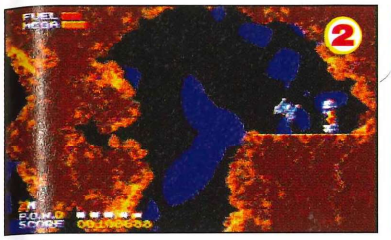
As soon as you start off, sit on your launching pad and shoot the surrounding aliens before you take off (1). Make your way to area (2) and kill the rocket launcher there. Collect the power-up.

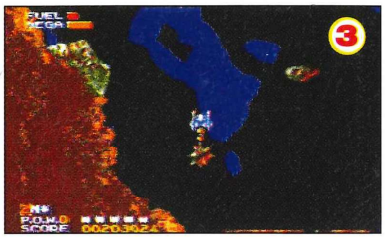
Now drop down to area (3) and select your new anti-shield weapons. Blast the plant twice and its shields should now be down. Now blast the buildings and you should eventually find a 'core'. Take the core and drop it on the beetle at (4). Collect the sub-part here.

Make your way to area (5), collect the men and return to base.





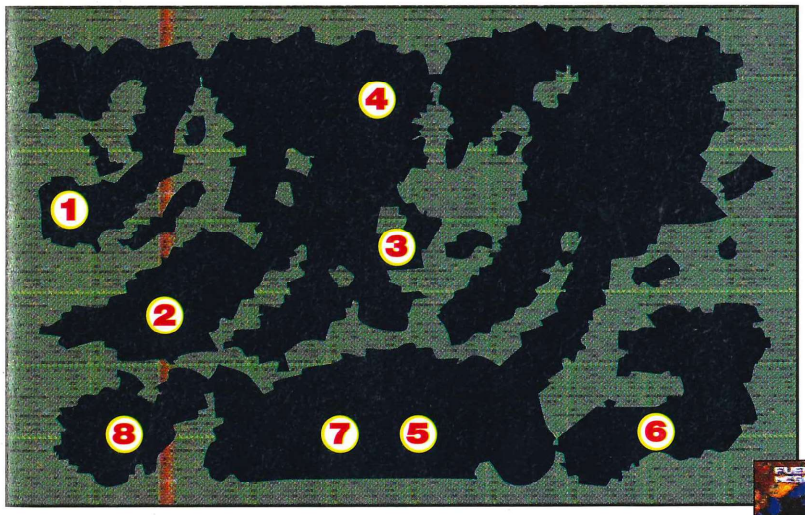








MISSION SIX



This is another stage that gives you the luxury of a rail system. At the bottom of each rail system are power-ups so go get them first. The first power-up is at (1) and the second is at (2). There are also hostages that require saving at (2).

Head to (3) and collect the fuel and power-up. Now head right up and blast the right wall at (4). Follow the cavern down to the chamber at (5) and instead of taking on the robot, blast the right wall and go to (6) as quickly as possible. Replenish your shields and fuel here.

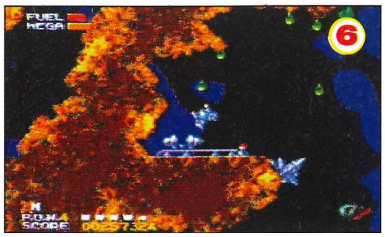
To kill the robot (7) just stay directly above it and shoot down. Try and use reverse thrusters here as this helps in hovering in tight areas. Once destroyed, all you have to do is take out the gun turrents on the ground and then collect the miners (8).



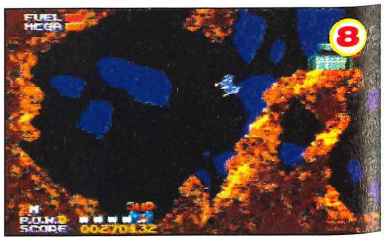




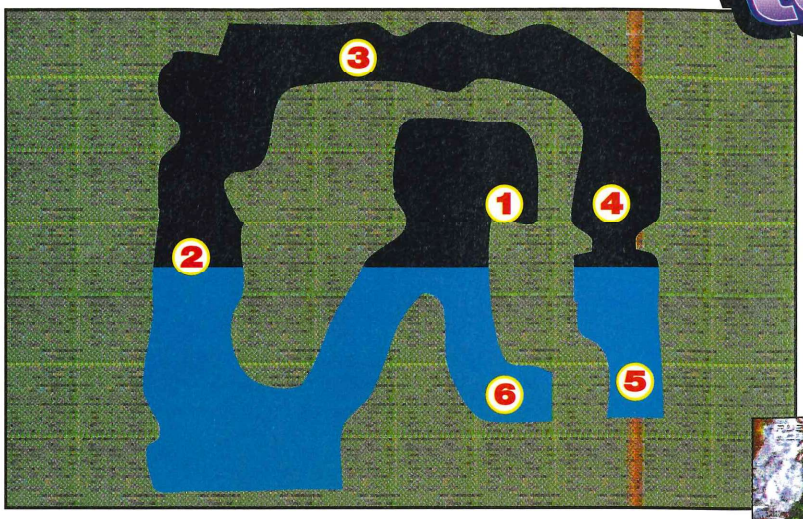








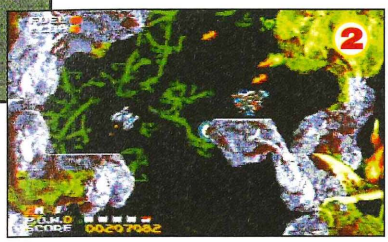
MISSION SEVEN

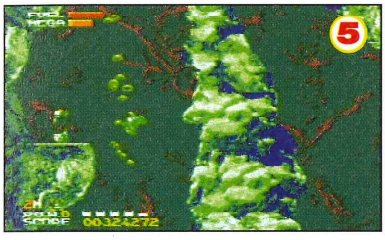


Go right to collect the missiles at (1). Now make your way underwater to area (2). Use your missiles on the jumping aliens and spider. Go and collect the anti-pressure device at (3). Your ship should now be able to sink in the water helping you conserve fuel.

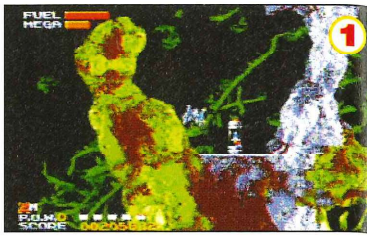
Head to (4) collecting the fuel you find on the way. Now blast your way through those round balls floating on the surface. Make sure you get every ball before moving on.







Use the anti-pressure device to sink down to (5) and collect the bomb there. Now float back up to the surface of the water and head back to (6). Drop your bomb here on the green pipe and quickly move away to avoid the blast. The water level should drop and an exit revealed to the left.





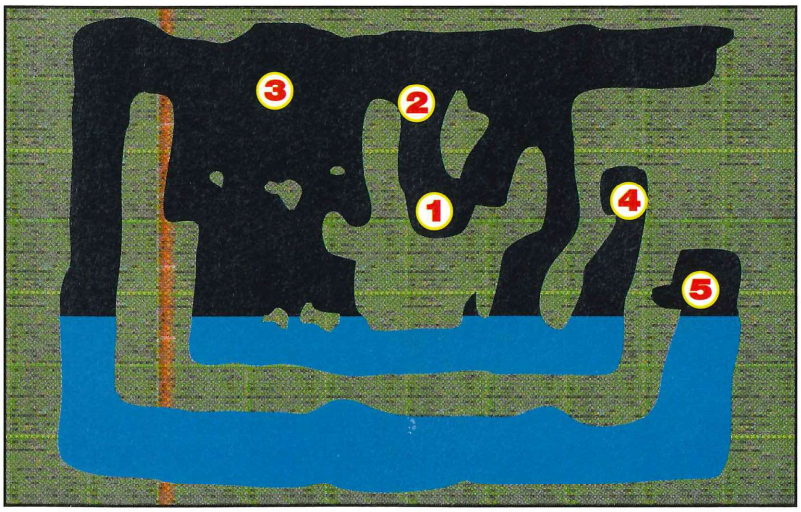


MISSION EIGHT

Don't muck around on this level as there is a serious shortage of fuel. As soon you begin, head right through the water and up the first tunnel. Shoot the bouncing alien to the left and get the fuel at (1). Go to (2) and shoot the switch to open the forcefield. Fly to (3) and shoot the another switch there.

Now drop down and you should be back at your home base. Go back into the water and head off to area (4). Collect the lasers here.

Go back to base and all the way around to (5) and collect the fuel. You should just make it. Now enable your laser and shoot the pod on the right. When the lasers run out, continue shooting with normal fire until an exit appears.



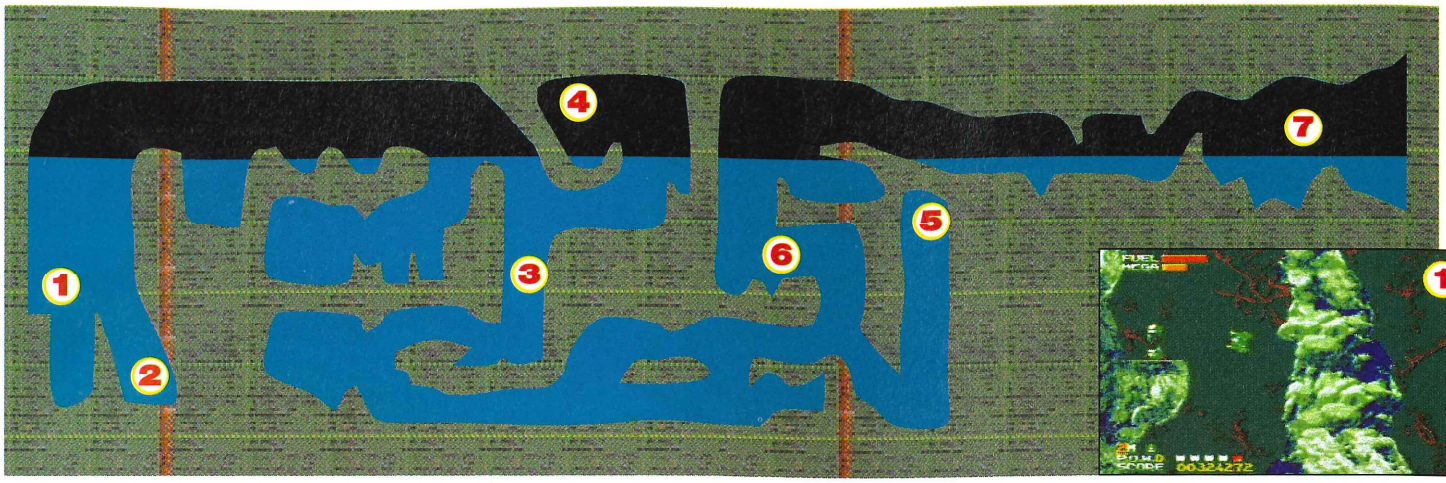








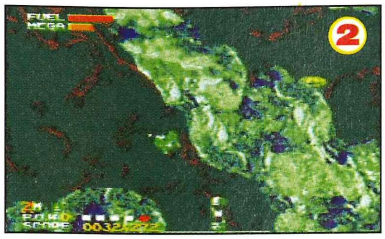
MISSION NINE



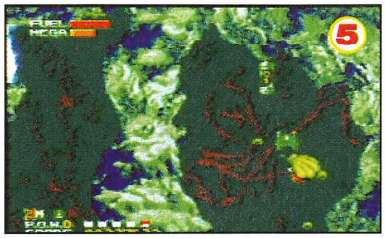
Quickly dive into the water to the left and use your anti-pressure device to sink down to the nuclear crystal at (1) and an extra life at (2). The crystal slows down the rate of fuel consumption so make sure you get that first.

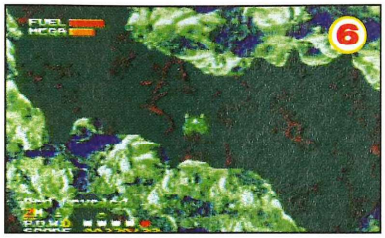
Head back up to the start and head to (4) trying to use the water as much as possible to conserve fuel. Get the key here to open the forcefield at (3).

Go to (3) and carry on to the left. Now go to (5) and collect another key. Go to (6) and the barrier there should now be open. Now make your way to (7) to meet the final boss.













FINAL BOSS

The first thing you must do is pray because this boss is really hard. The only real strategy you can use against this big alien is to keep on moving and shoot off all those missiles that you have collected throughout the game. When the boss finally comes out of his shell continue to shoot him. At this stage try and keep out of the water so as to avoid all those baby aliens he lets lose. After a while the boss should be defeated and you emerge the champion. Congratulations and remember: society is to blame.

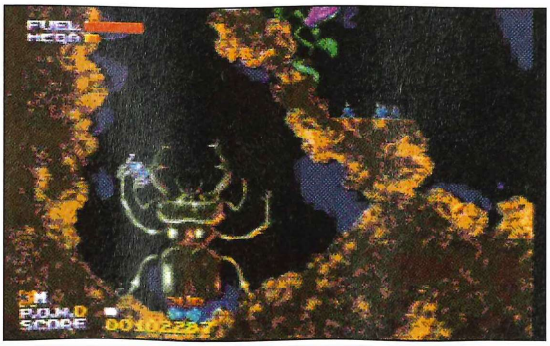
CONGRATULATIONS!!!

During the campaign to free the subterranian mining site, you have made yourself worthy to carry the most distinguished title within our system of ranks. You have proven to be a brave and cool minded warrior and if a similar situation should arise, we hope you will face the challenge....

GENERAL SURVIVAL TIPS

- Only collect fuel when it is urgently required.
- Memorise the location of all the fuel depots in each mission.
- Freefall as much as possible to conserve your fuel.
- Practice using reverse thrusters to hover above ground targets.
- Conserve all your missiles for the final boss battle.

ACTION REPLAY CODES



If you have an Action Replay, play this game the easy way by entering either FF00350005 or FF00370005. You should now be blessed with infinite lives. For infinite fuel, enter FF5ED50025.

Virtua Racing Gamebuster

For the past five weeks Peter Burney has been going around in circles. He explains why his life is on the skids.

WHERE TO BEGIN

If you want to become a 'top' driver, you need lots of practice. Using the Free Run option is you ticket to stardom. This allows you to casually inspect the track at your leisure or alternatively rocket around it in excess of 300kmh and minus those other 15 annoying race cars.

KEEPING TRACK

Familiarity with the circuits is the best place to start. Using the high-above view is advisable as an initial learning strategy (and the quickest way to becoming a good driver). It reveals exactly what's around the next corner – giving you time to plan your next move. Once you've memorised every bump in the road, try the other viewpoints – where the approaching corners are not so evident – and see how well you've done your homework. What view you finally decide to use makes little difference; it's all a matter of opinion. We prefer the third perspective viewpoint (above and behind the car) as you can still see approaching corners and the other cars don't 'suddenly' appear in front of you.

THROW AWAY THOSE L-PLATES!

Learning handling capabilities – like when to brake and when to ease off – is also important. Here are a few tips which will help your general driving skills.

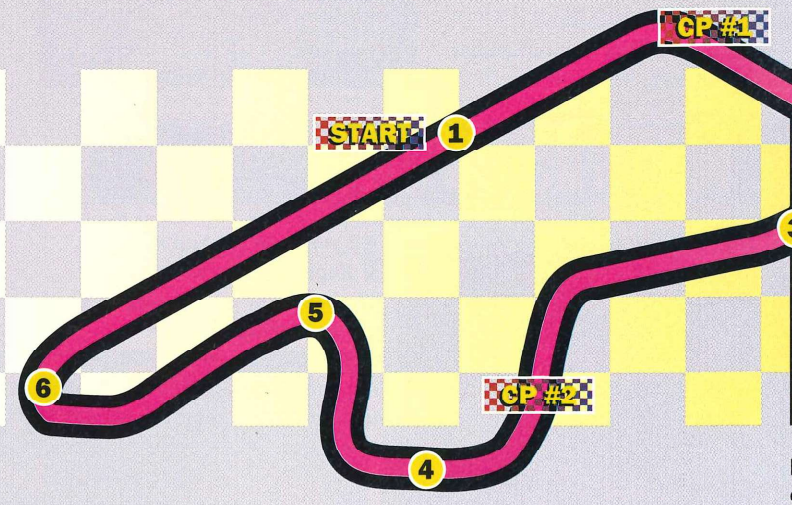
• **BRAKING** This is to be used sparingly. Braking rapidly cuts your speed, so experiment in the practice rounds to determine how long you'll need to hold the button. The brake can also be used to save

TRACK 1 BIG FOREST (beginner)

You need an average of 41 seconds per lap to take the chequered flag. The first lap will always (or should always) be the slowest as it's begun from a standing start. Beginning in the pits makes for advanced placement in the ranks.



▲ You'll start from eighth position if you get out of the pits quick enough (simply, when waiting for the countdown at the start of the race, keep the accelerator on full throttle).

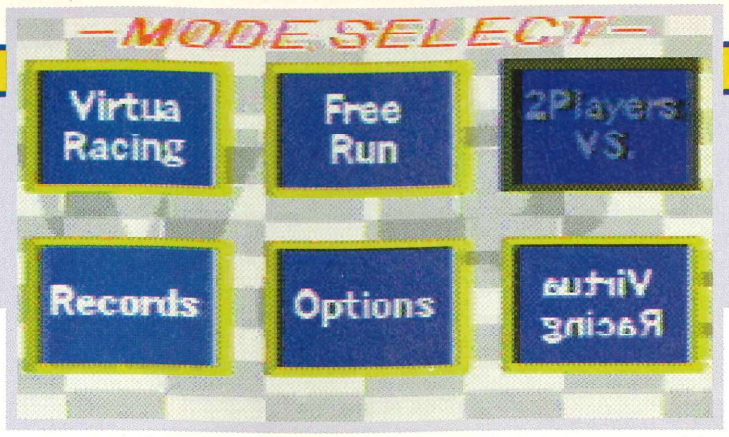




▲ You then come up against two sharp right-handed banked corners. Enter the first turn from the left side and cut down to the bottom of the turn. Pump the direction pad (like pushing a button) to the right to stop you from sliding out while staying low. If done correctly this should get you through the corners and ready for the sharp left-hander straight after.

CHEAT!

Wanna race backwards? As soon as you turn the game on, hold buttons A, B and Up simultaneously and at the same time keep pressing Start until the option screen appears. A new option, 'Virtua Racing', will appear written backward. Choose this to play the tracks backward.



you from sliding out around a corner.

• **CORNERING** Take the corners from the centre of the road and try to turn as little as possible. The less distance you cover, the faster your time will be, so cutting corners is one way of making the distance less. Some corners can't be taken at full speed and also must be approached differently, depending on the angle of the turn. There are a number of ways to approach these.

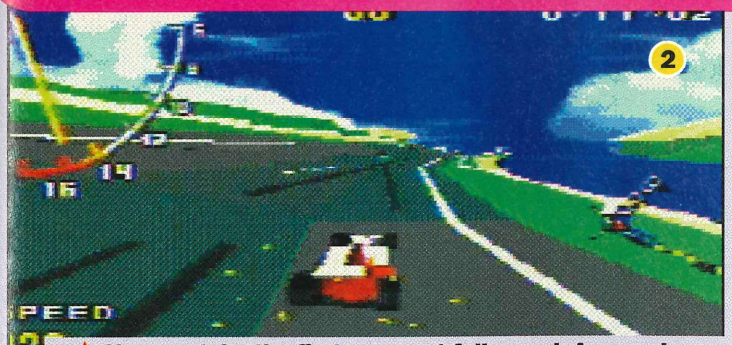
1. Brake just before the corner then plant the pedal to the metal again.
2. Ease off the accelerator when just into the turn to stop the car from spinning out.
3. Rhythmically depress the direction pad instead of just holding it in the direction you want to turn. This should stop the car from sliding off the track.
4. Shift through the gears (when using a manual).

TIME IS OF THE ESSENCE

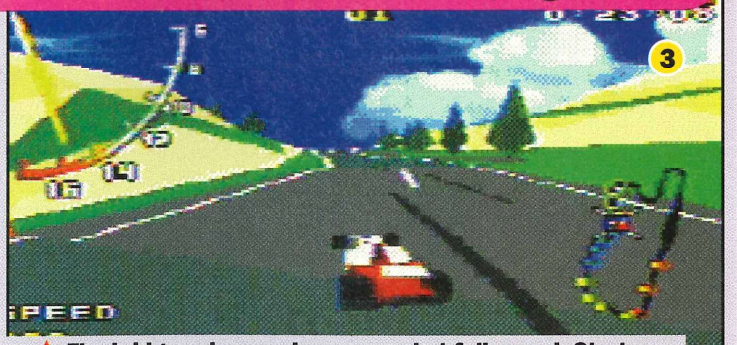
A V12 Formula One racing machine is not a 4WD so taking it on anything but the smooth sealed road will cost valuable time...

PROBLEM	SPEED LOSS	TIME LOSS
GRASS	Gradual deceleration	Relative to time on grass
GLANCE (only occurs when speed is below approx. 285kmh)	20kmh instant and 40kmh deceleration	1.5sec
SPIN	150kmh	2.5sec
CRASH (only occurs with speeds over approx. 285kmh)	200kmh	3.5sec
HEAD-ON CRASH	All speed lost	5sec

TRACK 1 BIG FOREST (beginner)



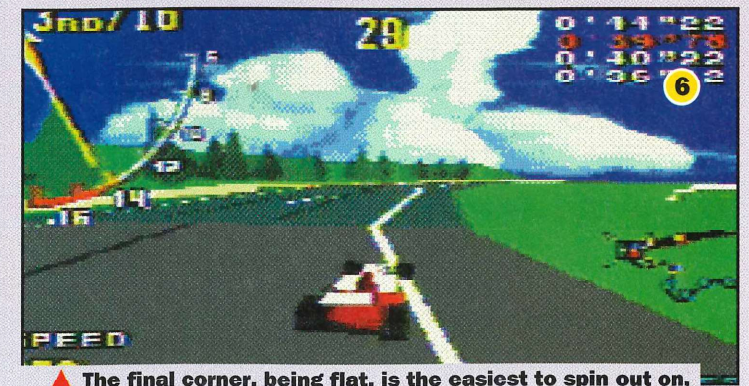
▲ You can take the first corner at full speed. Approach from the centre of the road and just as you get there cut down and across the inside of the turn.



▲ The bridges also can be cornered at full speed. Start from the centre of the road and steer across the inside of the first corner of the first bridge. Run as straight a line as possible between the two bridges. Once on the second bridge, veer across to the right side and cut across the inside of the corner.



▲ You should next hit a banked left-hand corner. Take it from the centre of the road directly after the two corners before it. Brake slightly as you hit the turn and pump the direction pad left, several times, to stay on the road. Try to keep to the bottom of the turn for less distance covered.

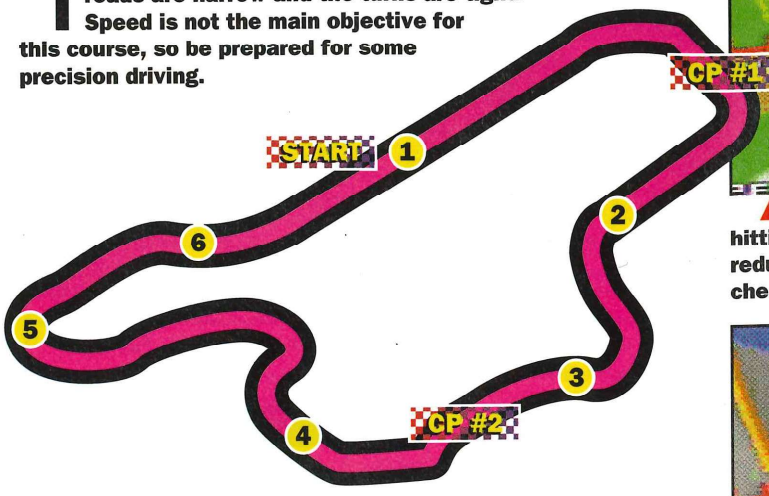


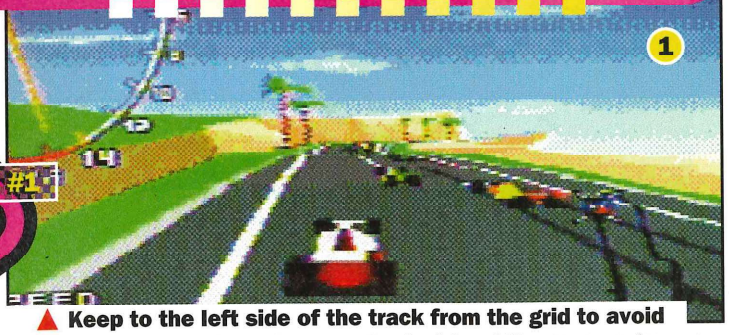
▲ The final corner, being flat, is the easiest to spin out on, especially if you try to attack it at full speed. Enter the turn from the left side. Brake for a fraction of a second just as you enter the turn, then accelerate again. This will slow you down enough to make the inside of the corner with ease, but losing only minimal time.

TRACK 2 BAY BRIDGE (medium)

Virtua RACING

You'll need an average of 42 seconds to beat this track. It's probably the trickiest circuit of the three as the roads are narrow and the turns are tight. Speed is not the main objective for this course, so be prepared for some precision driving.





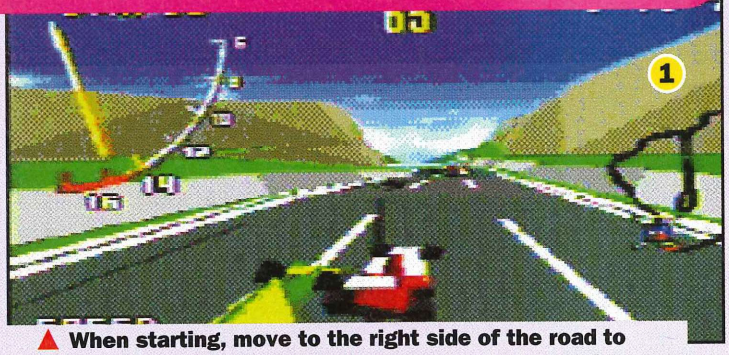
▲ Keep to the left side of the track from the grid to avoid hitting other cars. Try to keep to the inside of the corners to reduce time. Prepare for a hard right directly after the first checkpoint or else you'll end up in the trees.



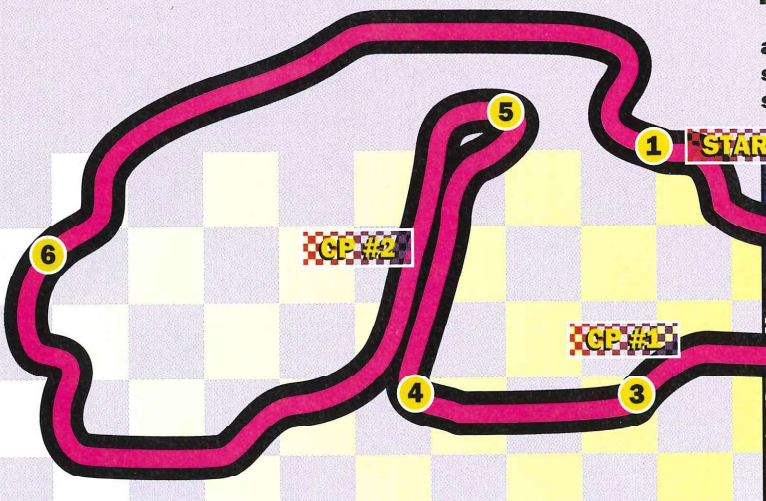
▶ The next set of turns are tricky and staying on the road will save heaps of time. On the arrowed right-hander, brake with a few quick taps while still keeping the accelerator pressed and tap the D-pad to the right. Once through the corner, brake once more prior the left hander, while tapping the D-pad left. Avoiding the grass is all important as a spin out is inevitable when you hit it (just check out the casualties as you fly past). Stick to the tar.

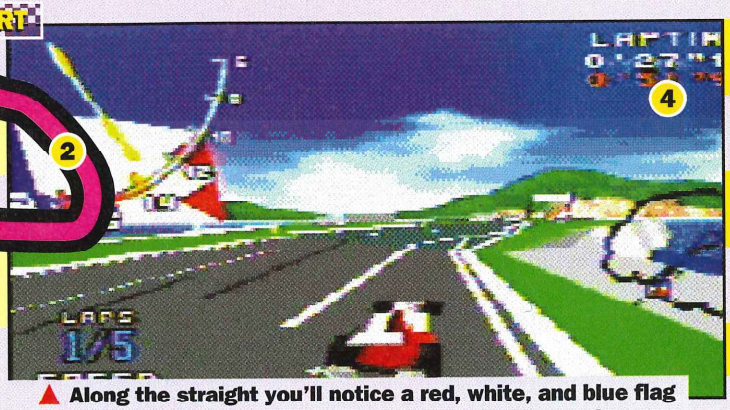
TRACK 3 ACROPOLIS (expert)

This is not the hardest track in terms of turns but in terms of the amount of time available to even finish it. You'll need an average of 53 seconds to finish in first place. The making or breaking of this course will be taking the shortest distance possible on the turns and mastering two major corners. Also separating this track from the others is the fact that crashing will cause serious damage to your car's aerodynamics and therefore the top speed (the more crashes, the lower the top speed).



▲ When starting, move to the right side of the road to avoid the other cars. The first couple of corners are fairly straightforward so attack them at full speed keeping as straight a driving line as possible.





▲ Along the straight you'll notice a red, white, and blue flag in the distance. This signifies one of the problem areas in Acropolis; the tight right-hander. Approach from the left side of the road and brake several times just before you get to it. Slam the car hard right then recorrect to stay on the track. Accelerate down the straight and around the slight right hander.

TRACK 2 BAY BRIDGE (medium)



▲ The next corner is a left-hander marked by a large boulder on the apex of the corner. Veer to the right of the track when the rock comes into view and swing hard left when you get to the corner. Keep at full speed. But get ready for the next right!



▲ This corner comes up quickly and the road narrows considerably but it can be taken at full speed. Keep left and swing hard right into the turn. Stay to the right side of the track after the turn or you'll slam into the blockade for road repairs.



▲ The right-hand corner with the wall on your left-hand side is a narrow section which leaves no room for error. Again brake slightly, as you tap the D-pad right (be careful to avoid the sides of the road as they slow you considerably).



▲ The final section is the narrow rise back to the bridge. Accelerate up under the bridge and steer left until you hit the straight rise. Centre yourself and let the car take the straight by itself. Steering up here will cause you to hit the side.

TRACK 3 ACROPOLIS (expert)



▲ At the water there is a quick left-hander. Approach it from the right and steer hard left to avoid hitting the side barrier. The next couple of turns aren't too difficult and again can be taken at full speed. Try to keep as close to the cliff as possible to keep the straightest driving line.



▲ Keep to the left when approaching the first checkpoint and swing a hard right to avoid rearranging your spoiler on the cliff. Keep a fairly straight driving line on the next few turns.



▲ The second (and most difficult) trouble point is the banked U-turn corner. Approach this from the right side of the track and steer into the apex (careful not to hit it). Reduce your speed to approximately 230kmh by easing off the accelerator half-way between the last corner and the hairpin. About half-way around the turn accelerate again into the straight.



▲ The canyon section is good fun to travel through at top speed. The trick to this part of track is to not to oversteer. Touch the D-pad slightly to skim past the cliffs on either side.

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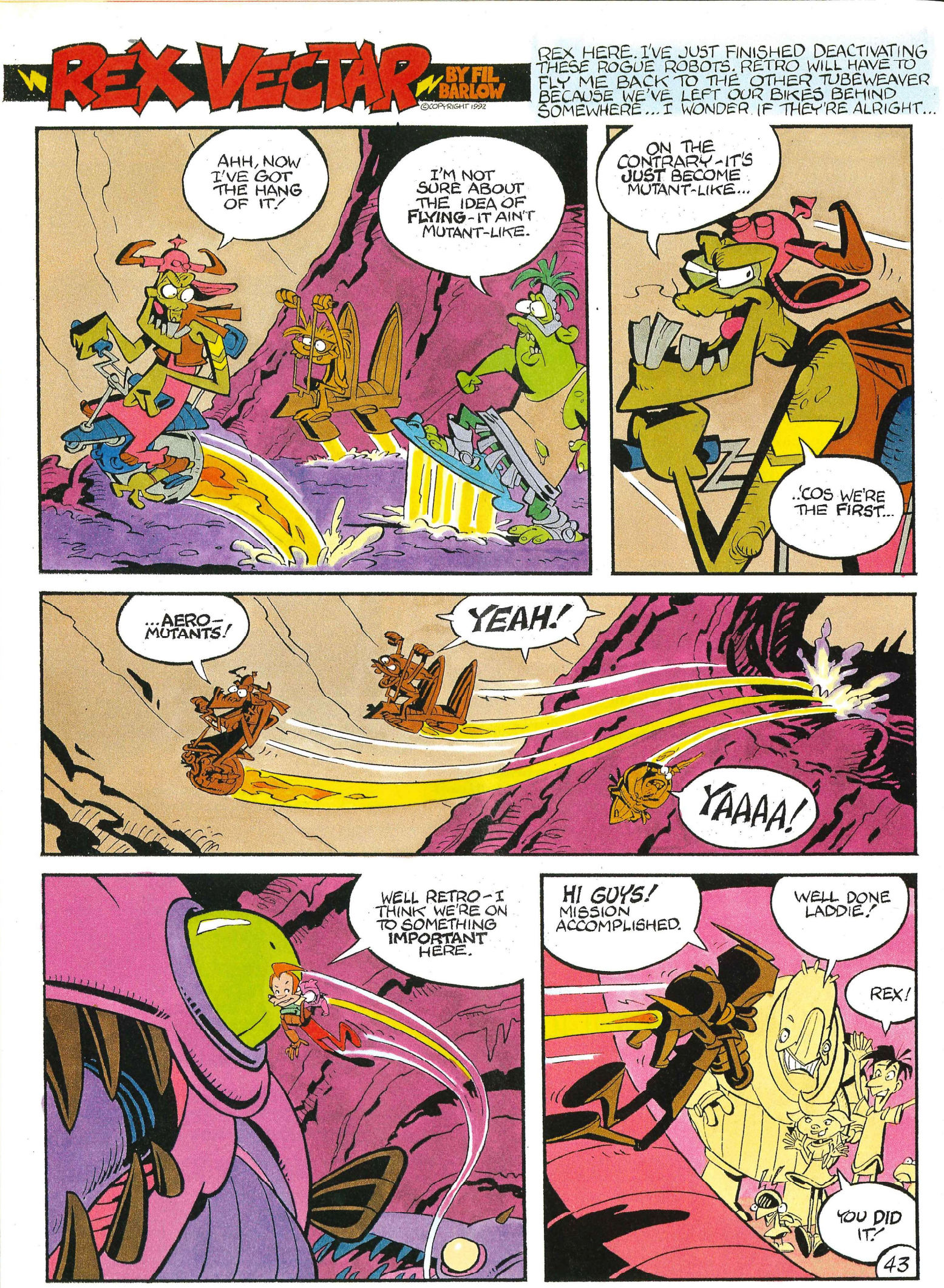
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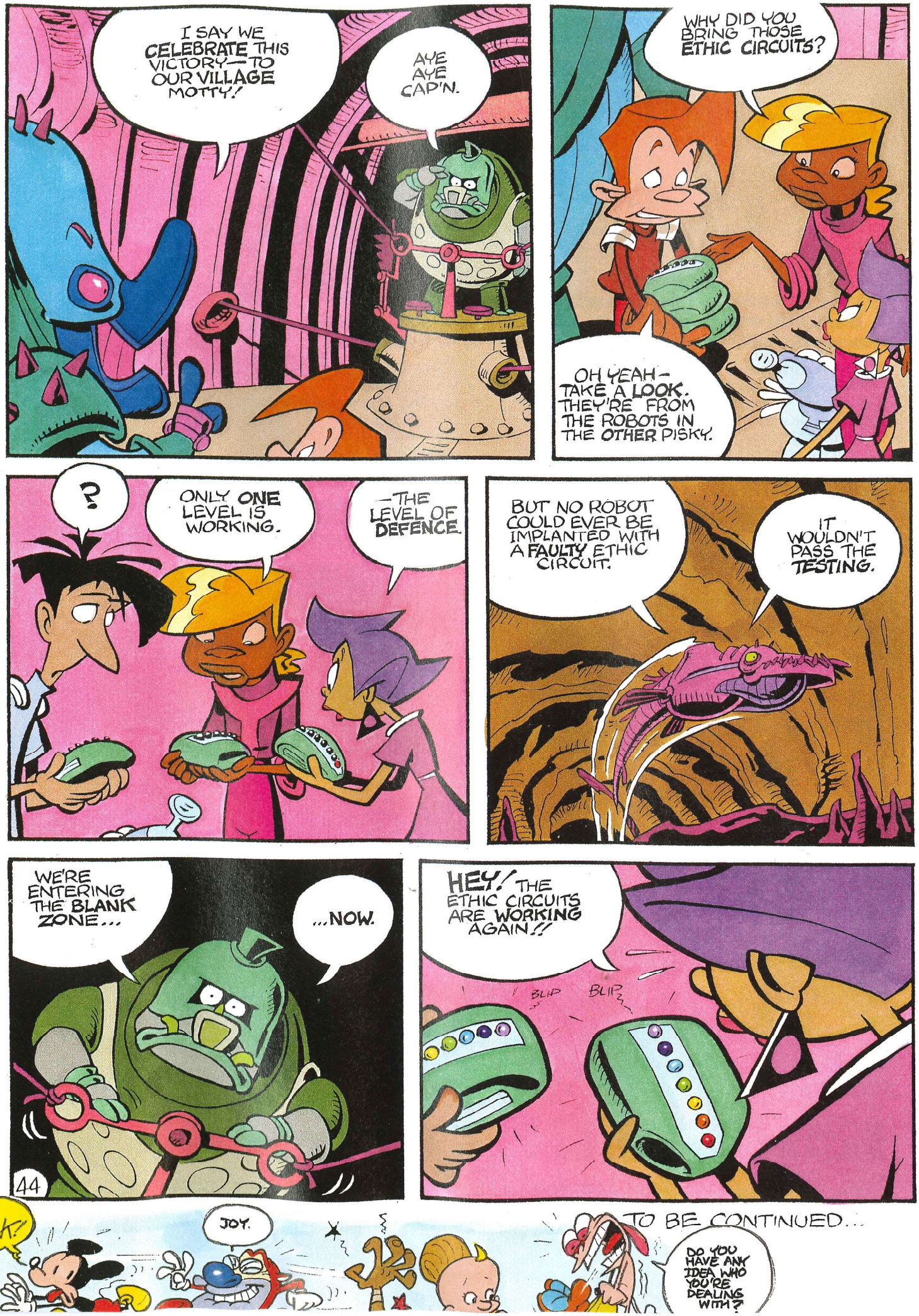
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1. The competition is open to all Australian residents taking out a subscription before the last mail, 30th September, 1994. Entries received after that date will not be included. 2. South Australian residents need not take out or renew subscription to enter, but may enter once by sending hand-drawn facsimile of coupon with their name and address to the printed address. 3. This prize is not exchangeable and may not be converted to cash. 4. The judge's decision is final and no correspondence shall be entered into. 5. The competition commences 1st February, 1994 and closes last mail 30th September, 1994. The draw will take place on 1st October, 1994 and the winner will be notified by telephone. The winner will also be announced in Megazone Magazine. 6. The promoter is Mason Stewart Pty Ltd, ACN 001 268 060. 7. And jolly good luck to you.


REX VECTAR
BY FIL BARLOW
©COPYRIGHT 1992
REX HERE. I'VE JUST FINISHED DEACTIVATING THESE ROGUE ROBOTS. RETRO WILL HAVE TO FLY ME BACK TO THE OTHER TUBEWEAVER BECAUSE WE'VE LEFT OUR BIKES BEHIND SOMEWHERE... I WONDER IF THEY'RE ALRIGHT...
AHH, NOW I'VE GOT THE HANG OF IT!
I'M NOT SURE ABOUT THE IDEA OF FLYING - IT AIN'T MUTANT-LIKE.
ON THE CONTRARY - IT'S JUST BECOME MUTANT-LIKE...
..'COS WE'RE THE FIRST...
...AERO-MUTANTS!
YEAH!
YAAAA!
WELL RETRO - I THINK WE'RE ON TO SOMETHING IMPORTANT HERE.
HI GUYS! MISSION ACCOMPLISHED.
WELL DONE LADDIE!
REX!
YOU DID IT!
43


I SAY WE CELEBRATE THIS VICTORY—TO OUR VILLAGE MOTTY!
AYE AYE CAP'N.
WHY DID YOU BRING THOSE ETHIC CIRCUITS?
OH YEAH— TAKE A LOOK. THEY'RE FROM THE ROBOTS IN THE OTHER PISKY.
?
ONLY ONE LEVEL IS WORKING.
—THE LEVEL OF DEFENCE.
BUT NO ROBOT COULD EVER BE IMPLANTED WITH A FAULTY ETHIC CIRCUIT.
IT WOULDN'T PASS THE TESTING.
WE'RE ENTERING THE BLANK ZONE...
...NOW.
HEY! THE ETHIC CIRCUITS ARE WORKING AGAIN!!
BLIP
BLIP
44
EEK!
JOY.
TO BE CONTINUED...
DO YOU HAVE ANY IDEA WHO YOU'RE DEALING WITH?

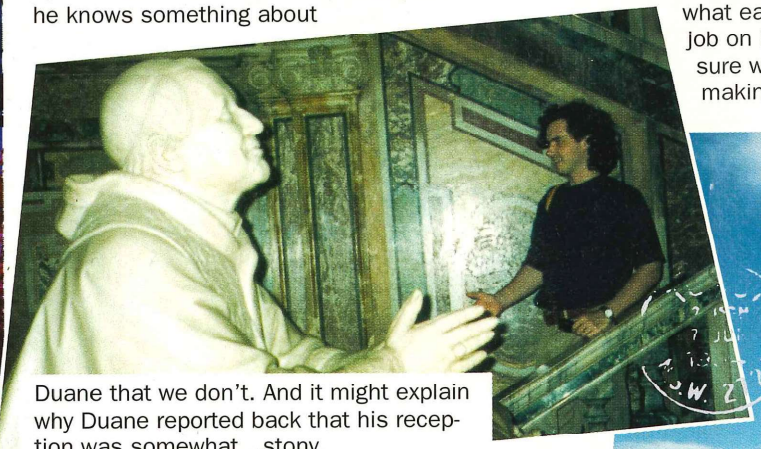
END ZONE

postcardz from HeLL

(OR WHAT WE DIDN'T DO ON OUR HOLIDAYS...)

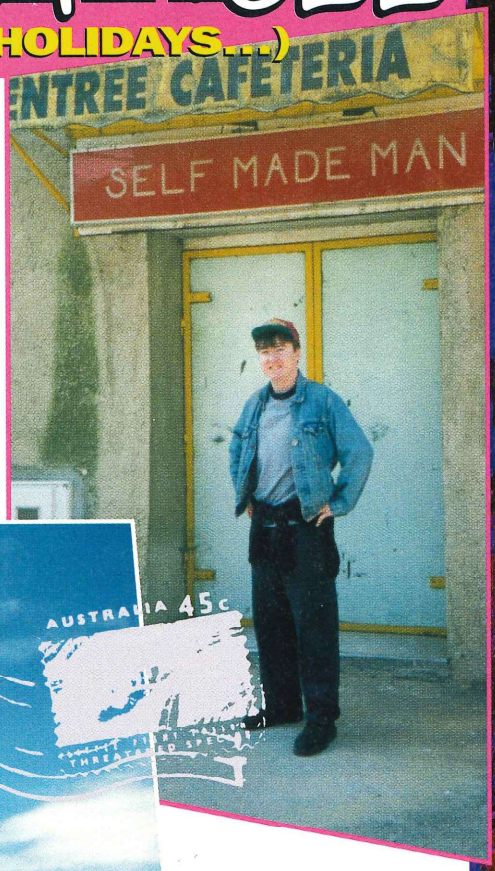
Those short wintery days hung like a blanket over the Megazone offices this month. 'We're off!' we shouted at our bosses and split to far-flung corners in search of winter sun.

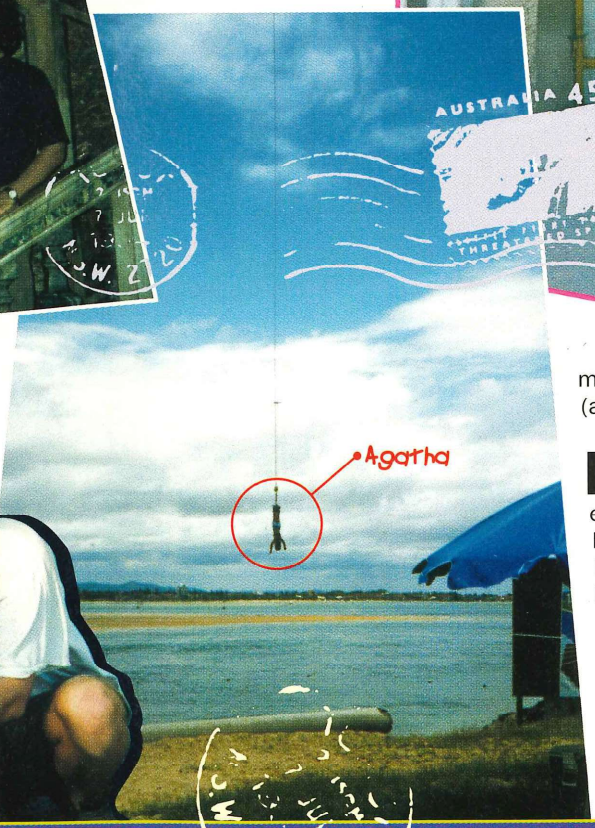
Duane is as near to God as anyone ever gets at Megazone. And while he spent most of his time chuffing around Italy asking "How do you say 'spaghetti' in Italian?" (true!) he did comc facc to face with his Holiness the Pope. Judging by the expression on His Holiness' face, he knows something about



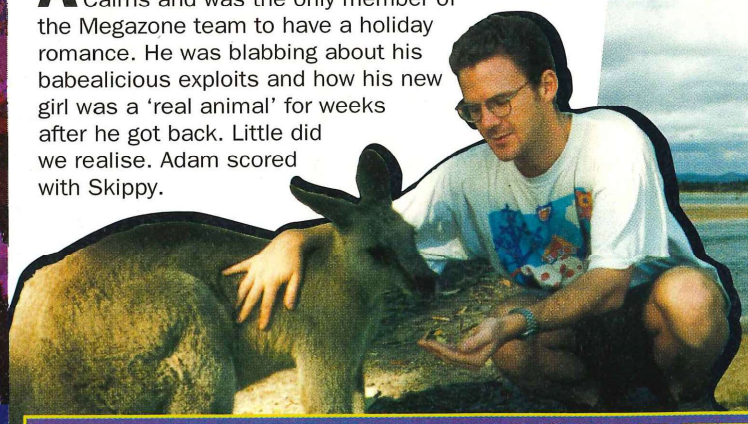
Duane that we don't. And it might explain why Duane reported back that his reception was somewhat...stony.

Matt's holiday in France was no laze-away-the-days knees-up in the sun, like the rest of the gang. Non, Monsieur. He worked his days away running a salubrious trucking café in the south of France. Words speak louder than actions but demonstrate just what earned him his new job on Megazone. "It sure wasn't his coffee making skills!" cry a million French truckies (and us by the way!).





Adam trekked off to cosmopolitan Cairns and was the only member of the Megazone team to have a holiday romance. He was blabbing about his babealicious exploits and how his new girl was a 'real animal' for weeks after he got back. Little did we realise. Adam scored with Skippy.



For Agatha, our agony 'artiste' extraordinaire, Houdini's Holiday Haven at Surfers Paradise was the place to be. Why? "Well, in the brochure it said it was the perfect place to just 'hang around'," she explained. (Groan!)

COMPETITIONS

Gimmie Some Action

Kaylee Computing had 10 Pro Action Replay carts they were just itching to give away. And here are the cheating beggars who got them: Brett Bates, Springwood, NSW; Mark Connolly, Melton Sth, VIC; Lukash Morgan, Sth Coogee, NSW; Andrew Cheung, Picnic Point, NSW; Henry Catts, Darling Heights, QLD; Mathew Sayle, Duncraig, WA; Tim Sharp, Carina, QLD; Joe MacCarthy, Midway Point, TAS; Angus Westaway, Macksville, NSW; Rick Walker, Belgian Gdns, QLD.

The answer was: 'Pro stands for Professional'. Shame on you if you were wrong.

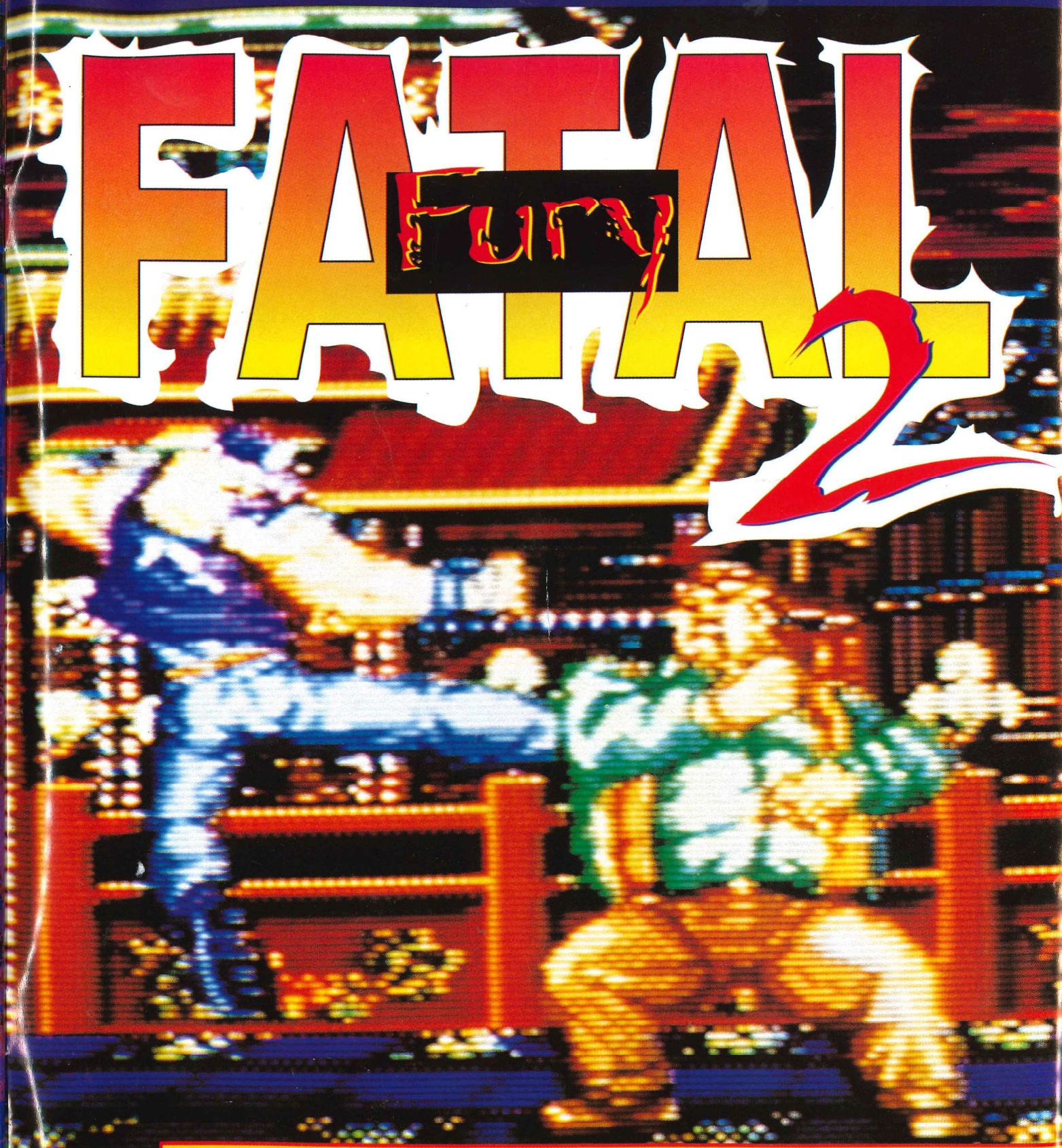
Nathan's box of goodies

Five 'lucky' readers got to divvy up Nathan's gifts from the US of A. They are: Cameron Brown, Cessnock, NSW; Chris Smedley, Baulkham Hills, NSW; Laurence Dodd, Kingston, QLD; Steven Pugh, Bowen, QLD; Harry Pappas, Kingsford, NSW. Enjoy...

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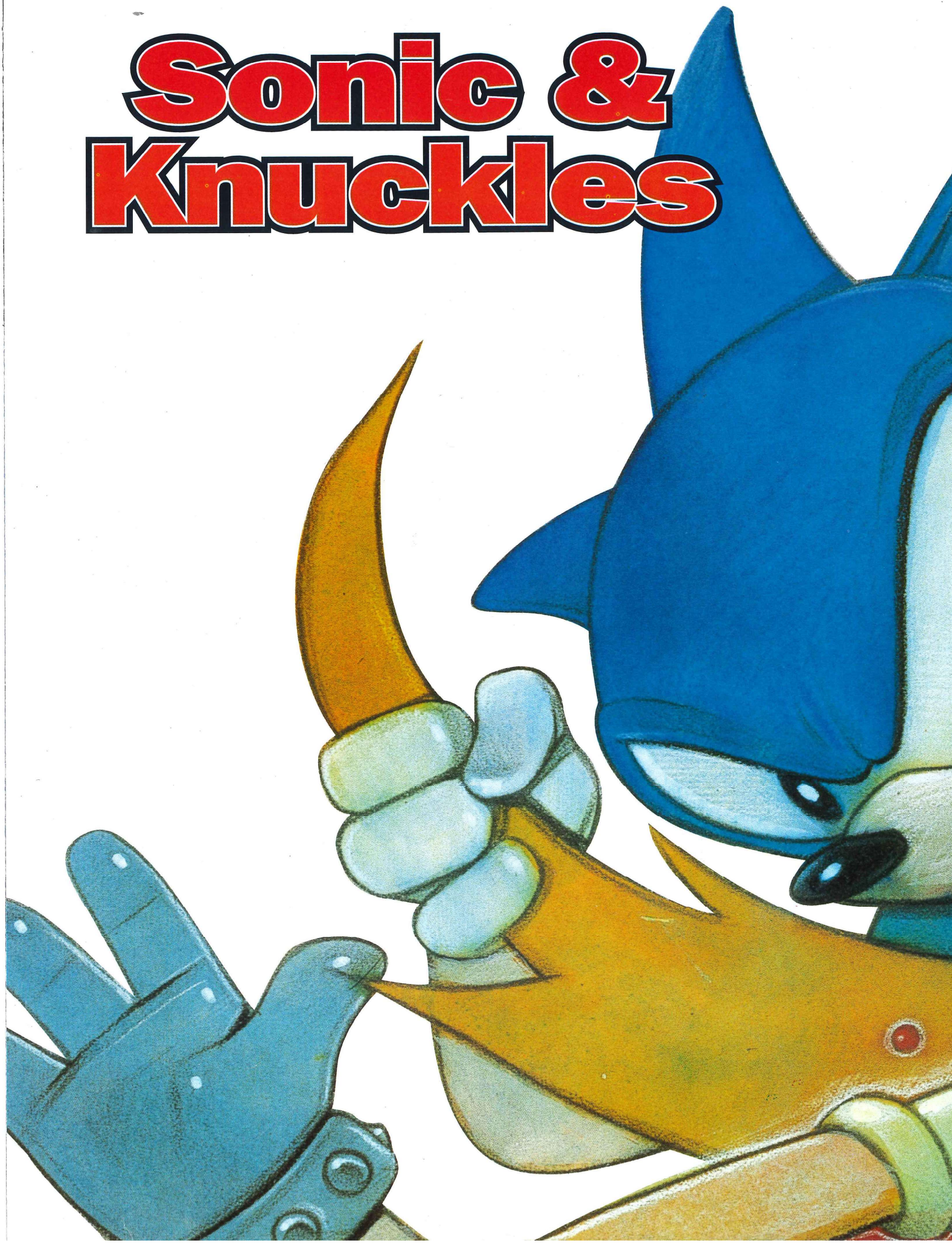


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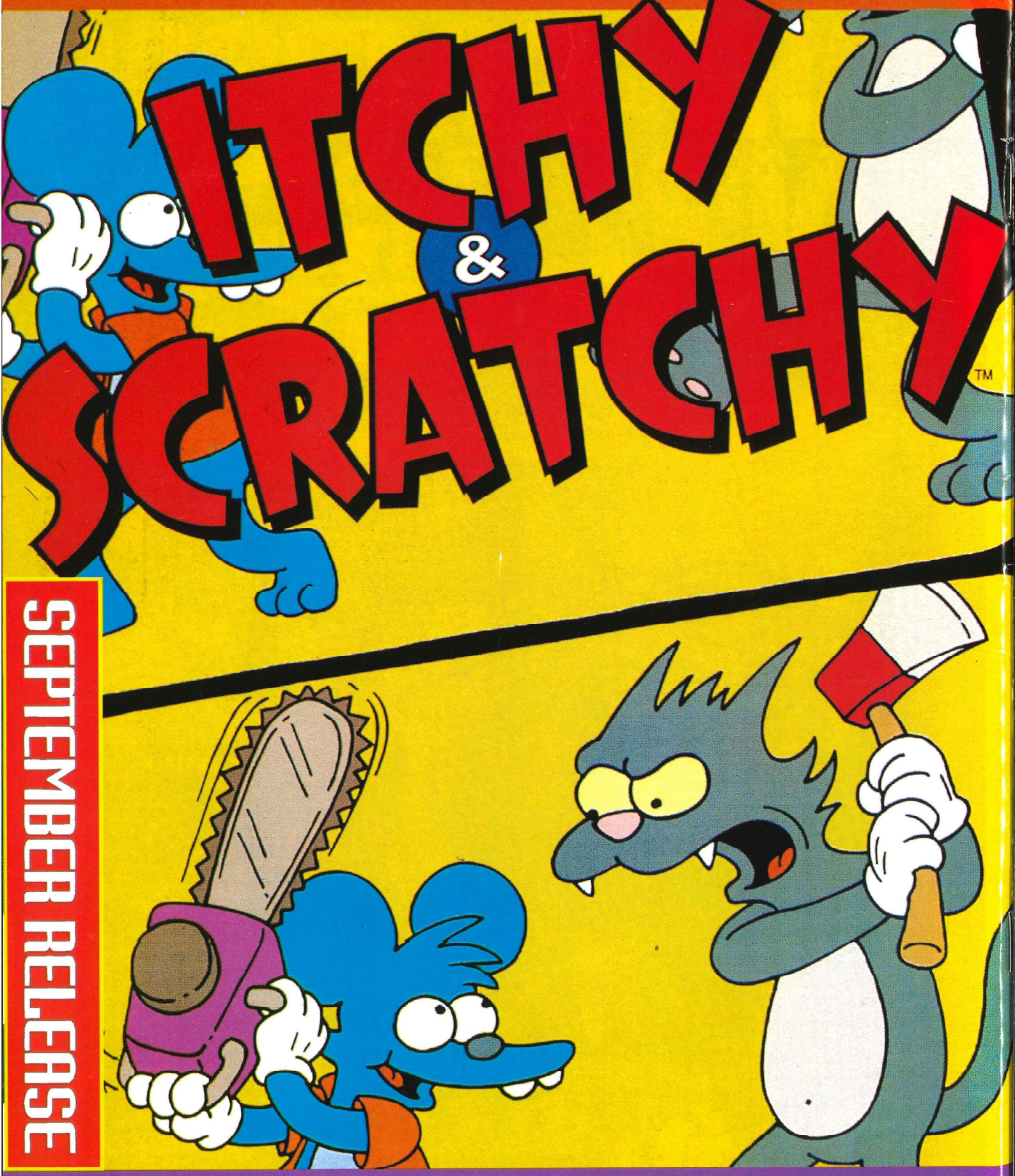

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