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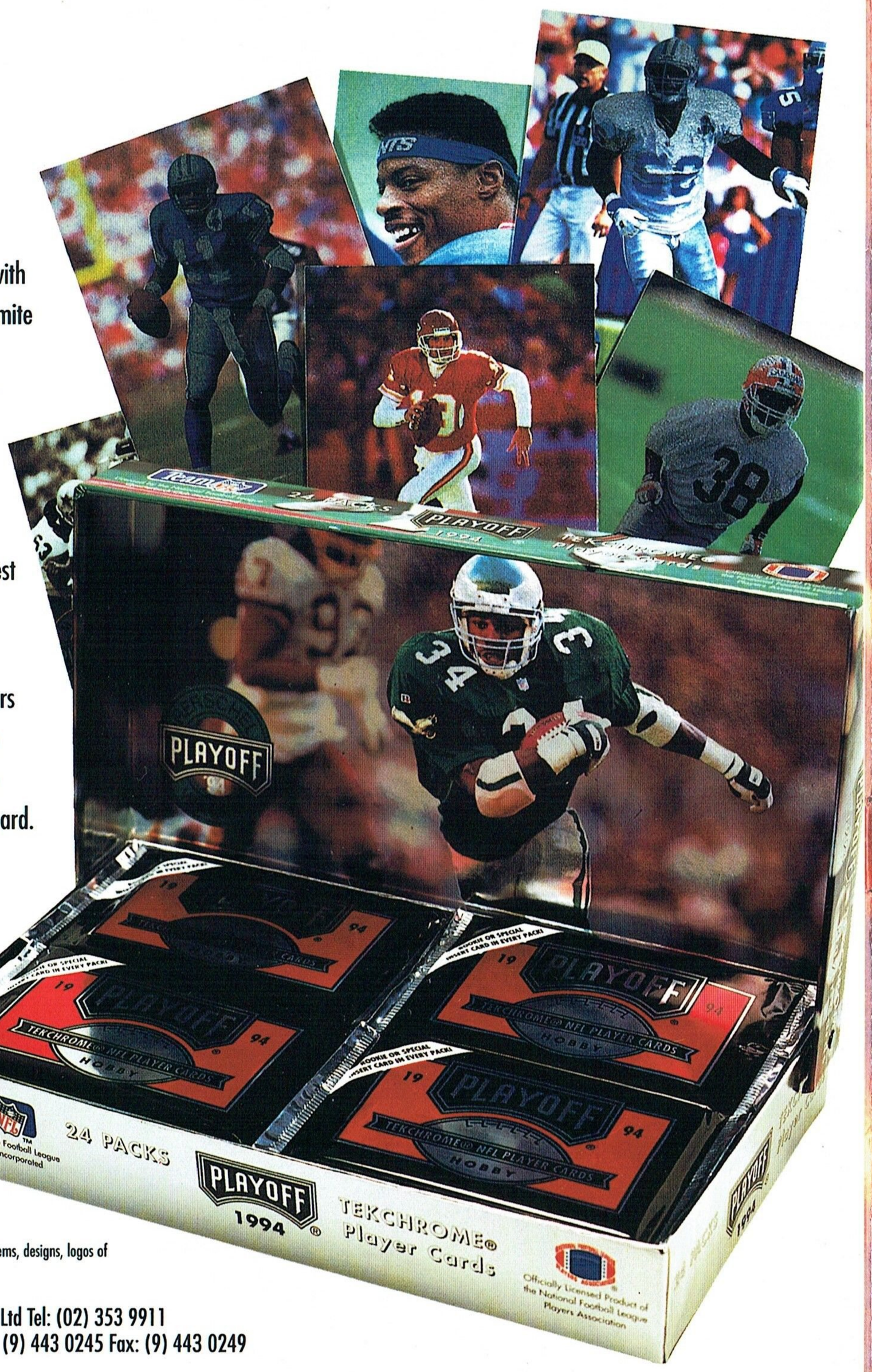
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Mmm mmm...

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Hit balls over a net.

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Stuck on *Jungle Book*? You ain't no more.

56 **GAMEBUSTER: BUBBA 'N STIX**
Stuck on *Bubba 'n Stix*? You ain't... oh bugger.

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Tell you what, we'll give you a free game if you subscribe to Megazone. Can't say fairer than that.

64 **PUMP ACTION**
It's ace, it's got attitude and it's our brand new comic strip.

66 **END ZONE**
End Zone sucks.

And another thing!

Christmas is coming and with it are a stack of big releases from the games companies. And as usual, there's plenty of hype to go with them. Don't fall for it! Megazone is here to cut through the crap and tell you like it is. The next couple of issues are crucial if Santa's going to spend wisely; check out the reviews before you reach the checkouts.

SEGA MEGAZONE

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NewsZone

CHILD'S PLAY

Sega is due to launch yet another console, but unlike the hi-tech Saturn and 32X, there isn't going to be a RISC processor in sight.

The Pico is designed for young children and has a heavy emphasis on educational software.

TELEVISION

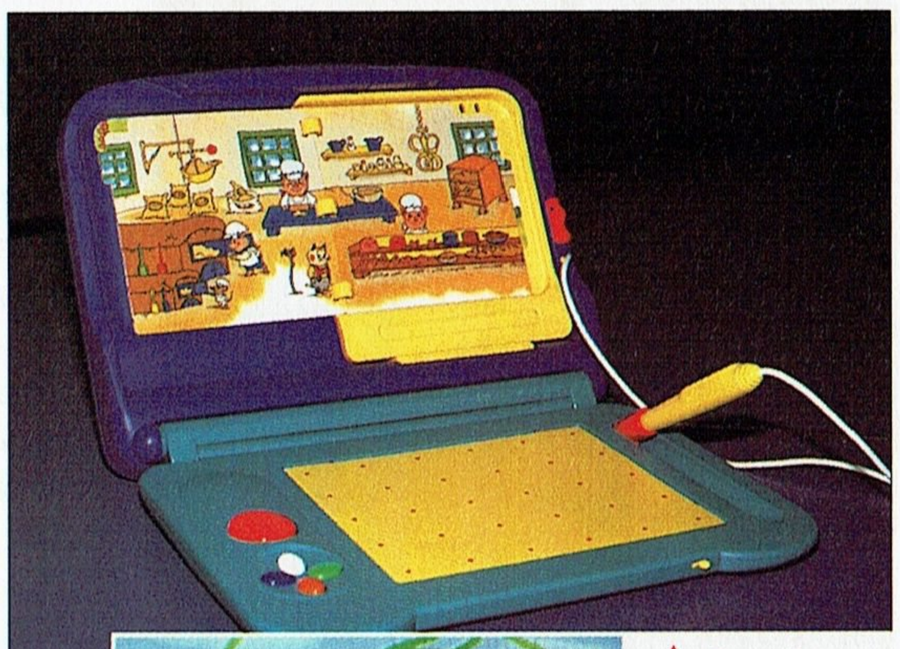
The brightly coloured unit plugs into a television, as you would a normal console, but from then on the differences become apparent. The cartridges look more like books and have pages that can be turned, though they still plug into the console in the regular way. Control is through a pen-like device that can be used on a drawing pad and on the pages of the book to select items.

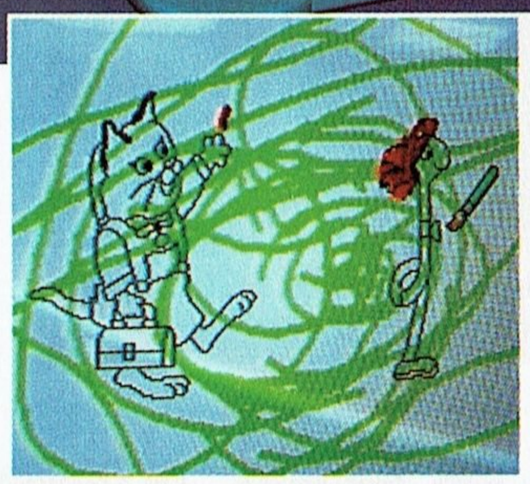
The unit is designed to be easily used by 'youngsters' of three years old and upward. Turning a page of the book automatically changes the picture on screen and the software is educational but dressed up as fun.

DRIBBLE

One 'storyware' title, as the cartridges are to be known, will come with the console. *Huckle and Lowly's Busiest Day Ever* is based on characters created by Richard Scarry, and includes such activities as painting, identifying objects and helping firemen put out fires.

We've had a quick play, and it certainly seems to be kid-proof enough with rounded corners and a dribble-resistant mat. We'll give it a more detailed look in the future.





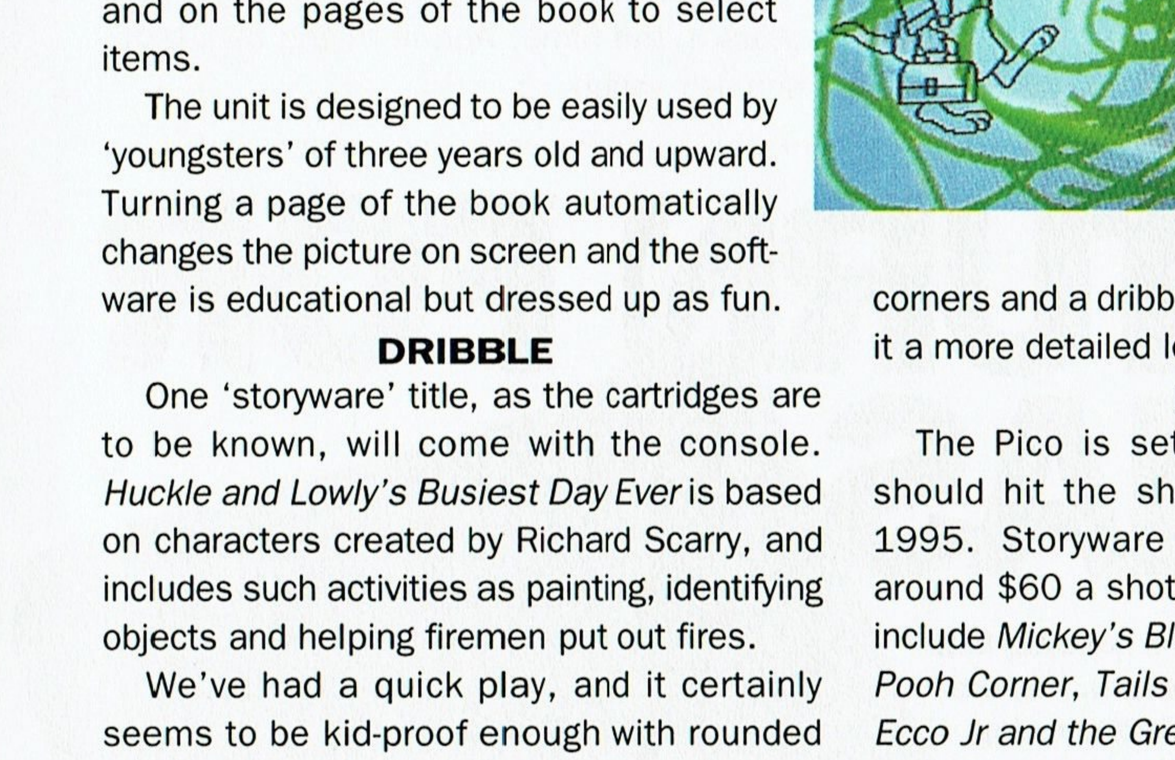
▲ **Sega's Pico is an 'educational' console.**

◀ **And here's something drawn by a dribbling spigot.**

POOH

The Pico is set to retail for $300 and should hit the shops at the beginning of 1995. Storyware cartridges should cost around $60 a shot, and initial titles planned include *Mickey's Blast into the Past*, *A Year at Pooh Corner*, *Tails and the Music Maker* and *Ecco Jr and the Great Ocean Rescue*.

LION FOR CHRISTMAS



Sega has announced it will be releasing a Lion King pack for weary Christmas shoppers. The deal will include *The Lion King* cart, a Mega Drive and a joy pad for a bargainous $199.

NEWS BITS

HANDS-ON EXPERIENCE

STOP PRESS: We've just got our hands on a 32X! Unfortunately, we didn't have any games for it. But it *looks* very nice. Hopefully, by next ish we should have seen it do something useful.

SEGA PLAYS WITH PINNIES

Hot news from the land of the rising yen. Sega of Japan has bought Data East Pinball Inc, the world's second-largest pinnie manufacturer. Cool, eh?

BRIT CD BUYERS GET BONUS

In an attempt to boost sales of the Mega-CD, the British arm of Sega is flogging the machine with nine games. The so-called 'Fighter Pack' features the excellent *Tomcat Alley* plus a selection of regular Mega Drive titles on CD including *Streets of Rage*, *Golden Axe*, and *Monaco GP*.

The catch, for our British friends, is that Sega has not set a recommended retail price, meaning that shops can set their own rate.

USA SCORES RATINGS

The US government has given the OK to a ratings system for games similar to the system in operation in Australia. Set to come into effect in November (ie by the time you read this), the system is self-regulatory. The ratings are:

Early Childhood (age 3+); Kids to Adults (age 6+); Teen (age 13+); Mature Ages (age 17+); and Adults Only.

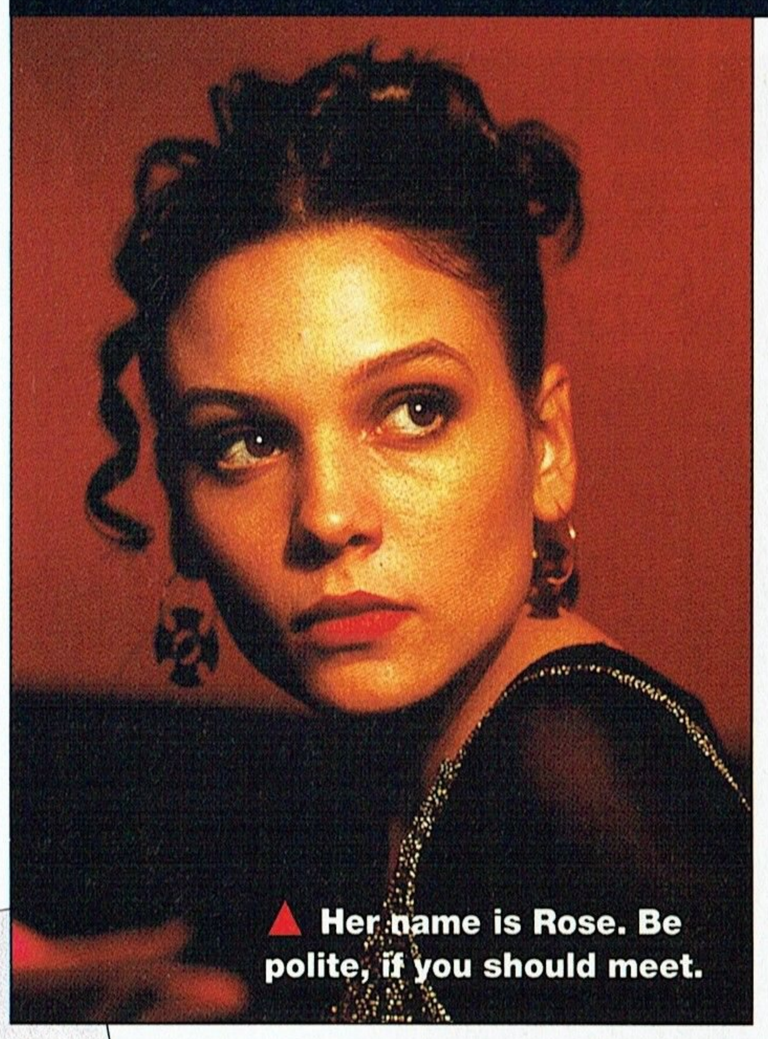
SOME NUMBERS

Eager to increase your knowledge about the things that really matter, we thought you might be interested in some statistics from the crazy world that is computer games.

- EA's sales cash intake for the last financial year: $US418.3 million.
- Number of worldwide retailers stocking 3DO: 15,000.
- Number of Mega Drives in Australian homes: 300,000.

NewsZone

LIFE HAS NO RESET BUTTON



▲ Her name is Rose. Be polite, if you should meet.

There are these sick films doing the rounds at schools in Victoria at the moment. Called Raw, they air for ten minutes twice a week at lunchtimes and after school through the School Satellite System.

WEIRD

What they're about, we couldn't tell you. We have seen a couple of pilots and can only report that they feature all sorts of weird, wacky and most-definitely warped goings on.

FART

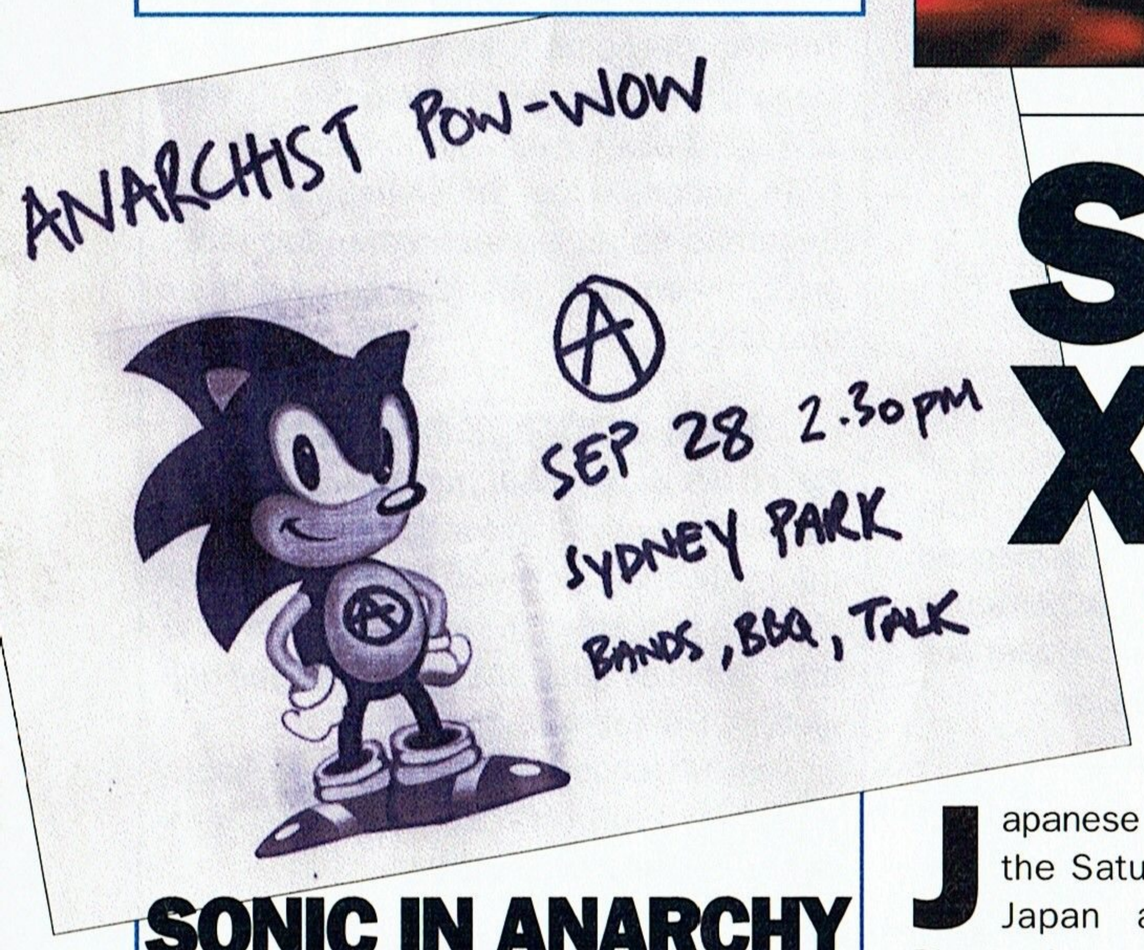
Included in the transmissions are such gems as the *Baby Bath Massacre* and *A Fart in the Dark*. You'll have to tune in and make up your own minds...

Anyway, here's a picture of this girl who stars in the films. And is of the decidedly non-ugly variety.

WE AREN'T THE CHAMPIONS

Two winners have emerged from the Blockbuster World Video Game Championships, which took place in Fort Lauderdale in the US of A at the end of August.

The Australian entrants, Chee Jin Lim and Oliver Chua, didn't actually win – that honour went to Fred Doughty and Mark Guinane, both from the States – but the Aussie lads did very well ending up in the top 228 from a field of over 220,000 players from the US, Canada, the UK, Chile and, of course, Oz. Better luck next time, chaps...

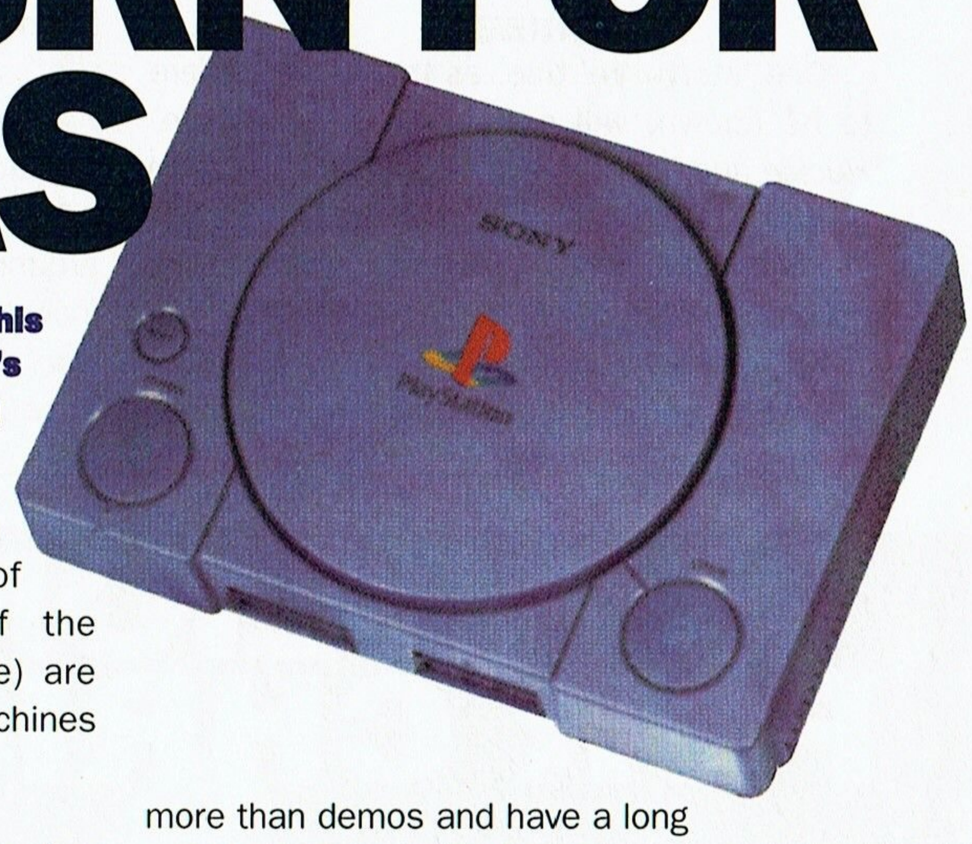


SONIC IN ANARCHY SHOCK!

Spotted in inner-Sydney: posters resembling this beauty (we were too scared to rip one down, so this is an artist's impression), advertising an anarchists' social event. Megazone asks: 'Did they barbie Tails?'

If you spot Sonic at any bizarre locations, don't call the police, take a photo and send it to us. You might win a prize!

SATURN FOR XMAS



▶ Hold on a second, this isn't a Saturn. No, it's Sony's forthcoming Playstation.

Japanese gamers are going to see the Saturn before Xmas. Sega of Japan and Sony (makers of the Playstation – or PSX – superconsole) are pulling out all the stops to get their machines ready before the end of the year.

PLAYSTATION

Sony has said it will launch the Playstation on November 30 this year. Sega are likely to have its machine out within a week of the Playstation's launch.

PETROL STATION

There will be little quality software available at the time of the launch, though. While games like *Virtua Fighters* and *Daytona USA* are looking very impressive, they are presently little more than demos and have a long way to go before completion.

STATIONARY CUPBOARD

Releasing a new machine without a library of top-notch software would be unthinkable here, and it's still going to be a year before either machine reaches these shores. The European launch of the Playstation is set for September 1, 1995 and Australia should follow soon after. No firm date for the Saturn yet...



◀ **Can you spot the difference? It's all been done to protect the innocent.**

MEGAZONE BANNED!



Australian TV chiefs have declared Megazone 'out of order' and demanded changes to artwork and wording found on the magazine's cover.

In order for the Sega Megazone advert to be shown on TV during Saturday morning time slots when the nation's impressionable youngsters are in front of the box, suit-wearing executives called for all references to violence and games rated MA15 be axed. The ad's producers had to electronically remove references to a *Mortal Kombat* competition from the cover.

Megazone editor Adam Waring said of the ban: "Cool!"

SEGA (and nintendo) GET TOUGH

Sega and Nintendo have formed an unlikely alliance in the war against grey importers. The two multinational video games giants are usually fierce rivals in the war for the gaming dollar, but joined forces in a swoop against guilty companies in several states.

GREY

Sega and Nintendo maintain that grey imports 'violate intellectual property rights, avoid important consumer protections and deprive the consumer of the product support to which they are entitled'.

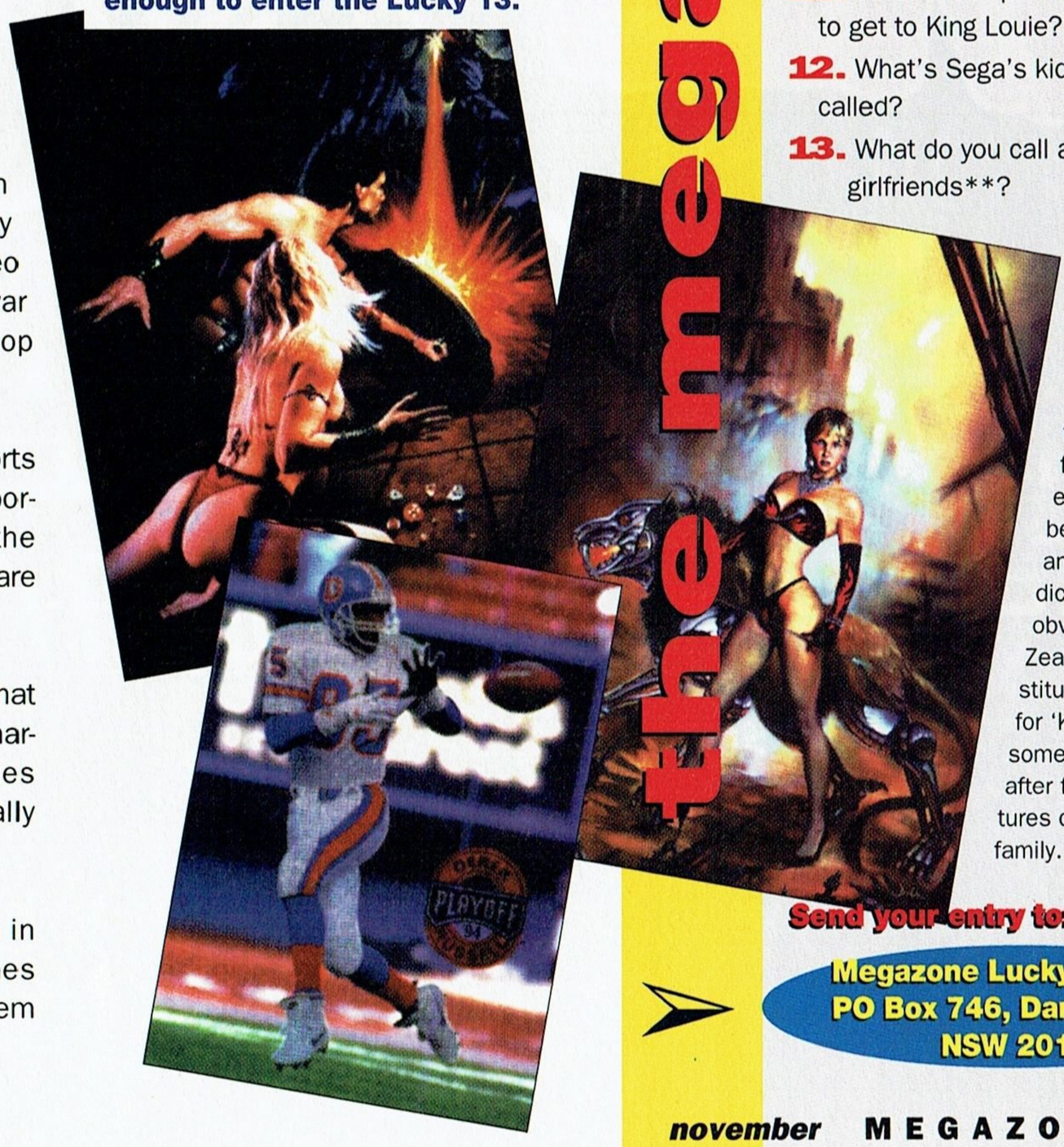
ORANGE

This roughly translates that they're peeved that they spend millions of dollars promoting and marketing products while these other companies come along and make a killing selling illegally imported – and sometimes pirated – games.

PINK AND YELLOW STRIPES

In the most recent round, the Game Map in NSW, the Game Squad in VIC and the Games Guru in SA have had proceedings against them and have been forced to stop trading.

▼ **Win some cards. If you're clever enough to enter the Lucky 13.**



megazone lucky 13

Quiz

Hello again, intellect fans, and welcome to another instalment of Australia's favourite quiz*. This month, we have three boxes of collector's cards to give away, one of Playoff NFL cards, one featuring the work of fantasy artist Julie Bell and one of science fiction/fantasy artwork by Lee MacLeod.

These cards retail at anywhere between $4.95 and $7.95 a pack, and there are heaps of packs in a box. As you can see, it's some prize worth some serious moolah!

To be in the winning, follow these simple steps:

A. Read the magazine from cover to cover.

B. Answer the questions using knowledge gained from step one.

C. Scribble your answers down, along with your name and address, and send to the address below.

1. What are Highland Lemmings' unique trait?
2. What's Frank Bruno's code?
3. What Aussie circuit does Nigel Mansell race around?
4. Who's unsporting enough to drop anvils on his opponents' heads?
5. How can you get *Quackshot* for free?
6. When did Mickey Mouse debut?
7. What do Daffy's angels do?
8. What do Fire Sword power-ups do?
9. Who does Picard and Co have to rescue in their maiden mission?
10. What do you use to reclaim Mandelbrot?
11. What's the quick way for Mowgli to get to King Louie?
12. What's Sega's kids' computer called?
13. What do you call a Kiwi with 10 girlfriends**?

*According to a quick poll round the office.

**This is a joke which Adam thinks is very funny but no one else does, mainly because the answer's so predictable and obvious. New Zealanders may substitute 'Welshman' for 'Kiwi'. Clue: It's someone who looks after fluffy white creatures of the Bovidae family.

Send your entry to:

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

One entry per reader. Failure to comply means a particularly gruesome and painful death. Closing date: December 16, 1994.



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gamespy

THE FLINTSTONES

One of the most hyped film titles of the year will feature all the so-called 'humour' and 'style' of the film placed in an action/adventure game format. The cross-media exploitation of films seems to know no boundaries, wethinks. Cynical? Us? *Noooo*! But we hope it can stand on its own two feet well enough.

The game developers have moved away from the *Flintstones* cartoon and have aimed more for the feel of the film. This might be something of a marketing scheme as the cartoon is probably a dead dinosaur as far as most of the game-buying public is concerned. They have used music and speech lifted from the soundtrack and opted for solid-shaded graphics and sprites based on the film characters, rather than the flat graphics of the cartoon.

Fred is 'endowed' with a large number of animations, many of them used for comic effect. He can manage all manner of moves, including swinging on vines, climbing poles, pushing objects and pulling levers. The game takes players through various zones – Quarry, Bedrock, Jungle, Volcano, Ice Age and Machine – and hazards range from tar pits and lava to sabre-toothed penguins and 'rubble' cars. There are also a number of prehistoric end-of-level bosses including Cro-Magnon Man, a T-Rex, Tiger, Flying Dino and Mammoth.

There's a bunch of different things to do with 'driving', avoiding obstacles, lots of interaction and some puzzles. It will be a hit.

Format: Mega Drive
Supplier: Sony



▲ As you can see, Fred's toga scrubs up rather fetchingly here.

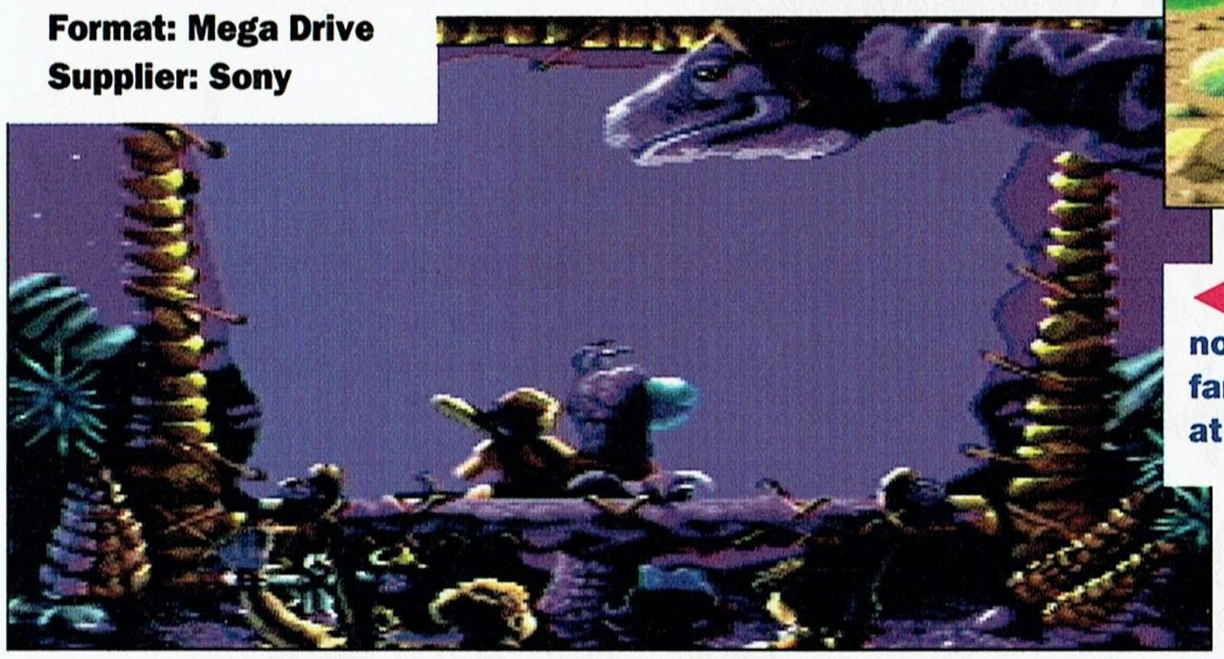


▶ 'Flintstones, meet the Flintsones, they're a modern Stone Age family,' tra-la, etc...

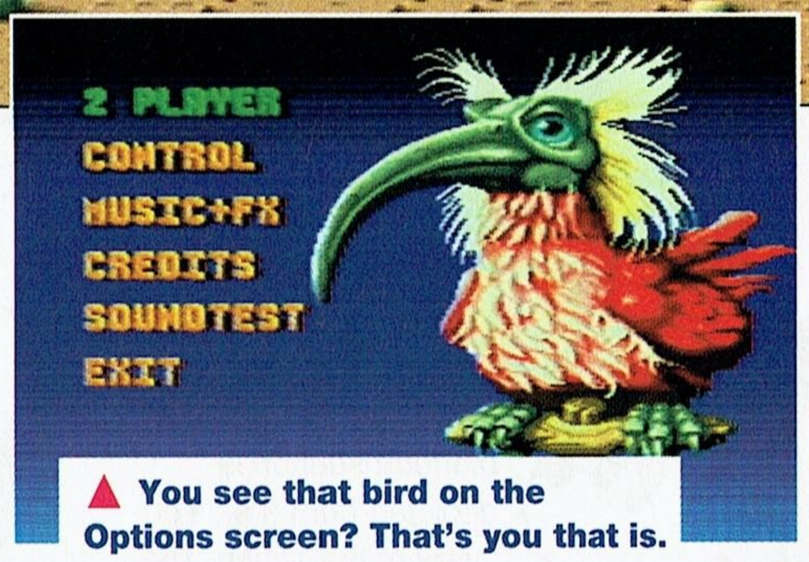
▲ Tip: Press 'Start' to begin the game. Doh! Oh, wrong show!



▶ Look out, Dr Grant! There's a big raptor behind you. Oh, wrong review!



◀ There is nothing like a family night out at the drive-in.



▲ You see that bird on the Options screen? That's you that is.

TOTAL FOOTBALL

Don't know much about this at all, except that it looks vaguely *FIFA*-esque. It was written exclusively for the Mega Drive, though, which could be a good thing. All-weather matches, crowd noises, 2500 player animation frames and controllable celebration and disappointment routines are some of the attractions.

How it will fare in an already-crowded soccer-sim scene remains to be revealed. A Newcastle Breakers or an AC Milan? Fingers crossed.

Format: Mega Drive
Supplier: Domark



▶ The player in red on the right is fed-up and having a lie down. In a minute he'll grab his ball and run off home.

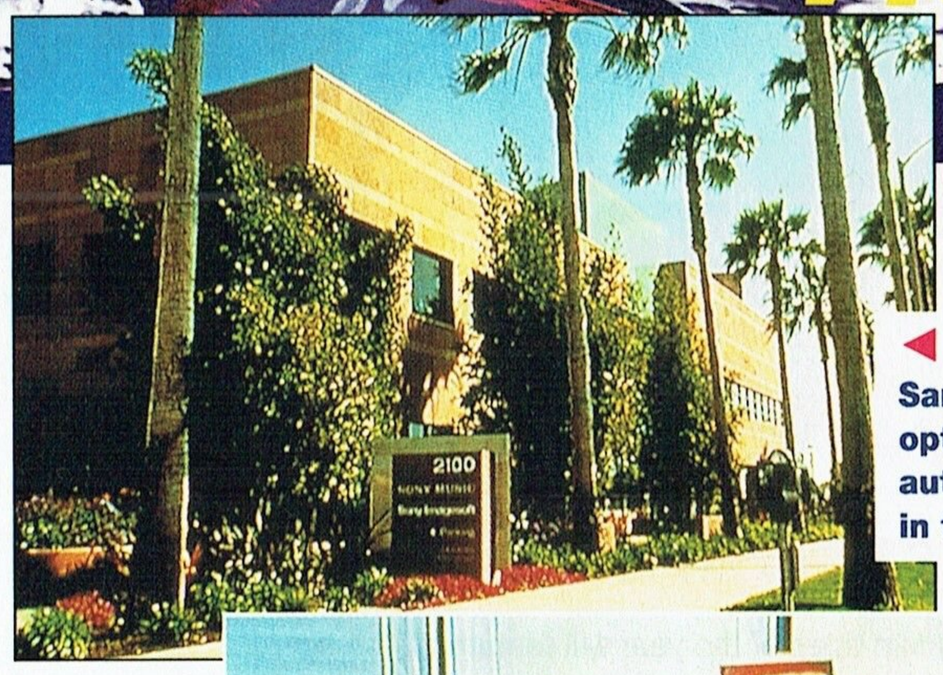
gamespy

MICKEY MANIA

Mickey Mania incorporates computer-rendered 3D graphics and features artwork drawn in the style of the famous Mickey Mouse animated shorts, around which the game is based. Background graphics range from breathtaking water colour to minimalist black and white, capturing the look and feel of the original cartoons. You kick off way back in 1928 (when Mickey was 'born') and have to help the Mickster through puzzles and assorted dangers before continuing through five other anim features. Along the way, Mick can get help from Pluto and six vintage Mickey cameos.

The game presents many new ideas both in terms of gameplay and presentation. Mickey is able to run, jump, walk, throw marbles, duck, push things and swing on ropes. Five lives are represented by stars and throughout the game the player is able to tell how well they are doing by taking note of the stars circling Mickey's head.

The perspective of the game is all important and the platform section is depicted from a side-on view of the action. The player stays in the middle of the screen which scrolls in each direction. There isn't any 'depth' as such to the platforms on which he stands but parallax scrolling adds depth to the overall screen. The perspective changes in the three dimensional sections to a view looking back at Mickey running towards the player. Mickey runs on the spot and the scenery moves away from the player. The rotating tower sections have Mickey walking on platforms but instead of the backdrop



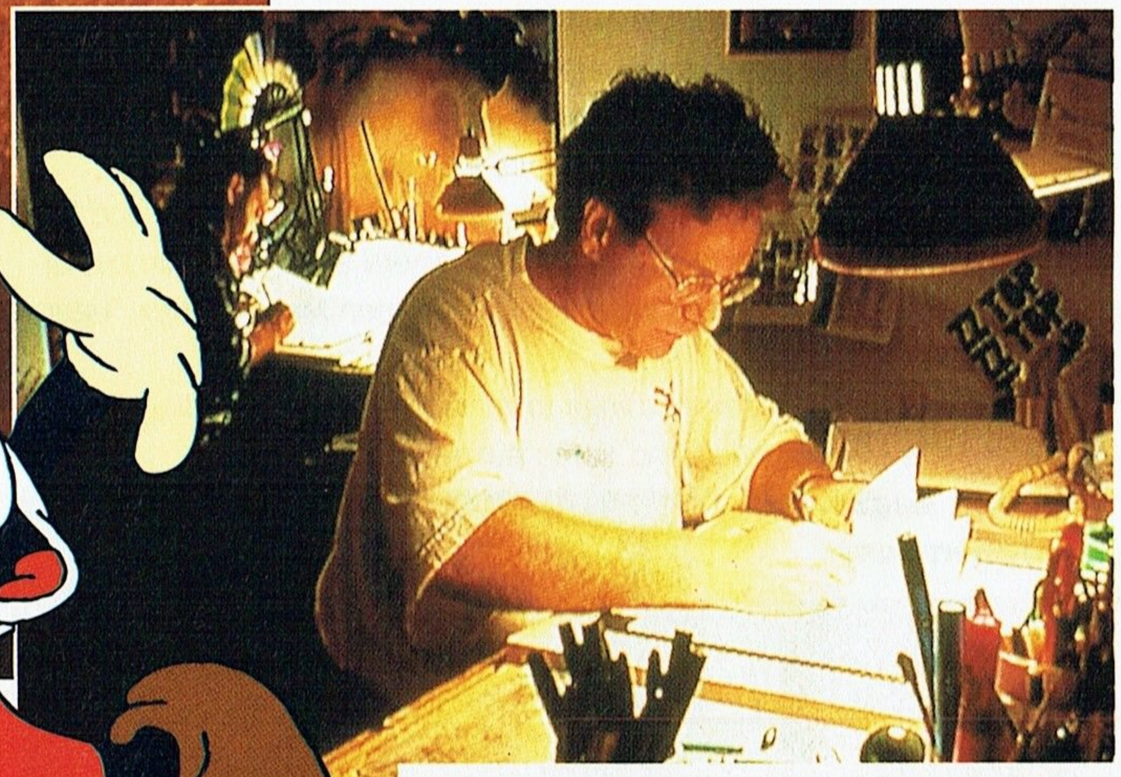
◀ **Sony's salubrious Santa Monica HQ. Note optional palm trees and authentic street number in the 'thousands'.**



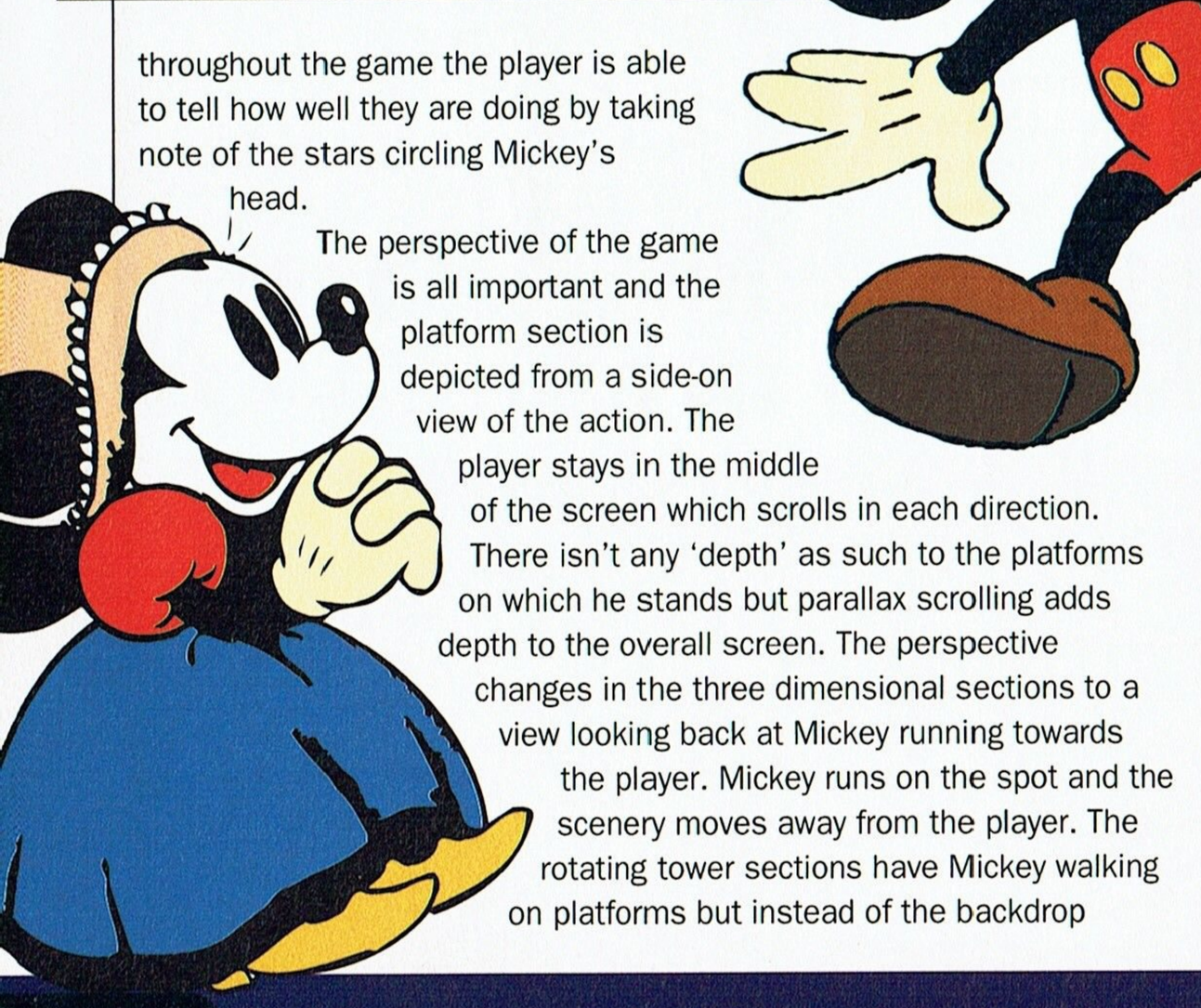
▲ **Inside Sony, these guys get paid to sit around and play games all day.**

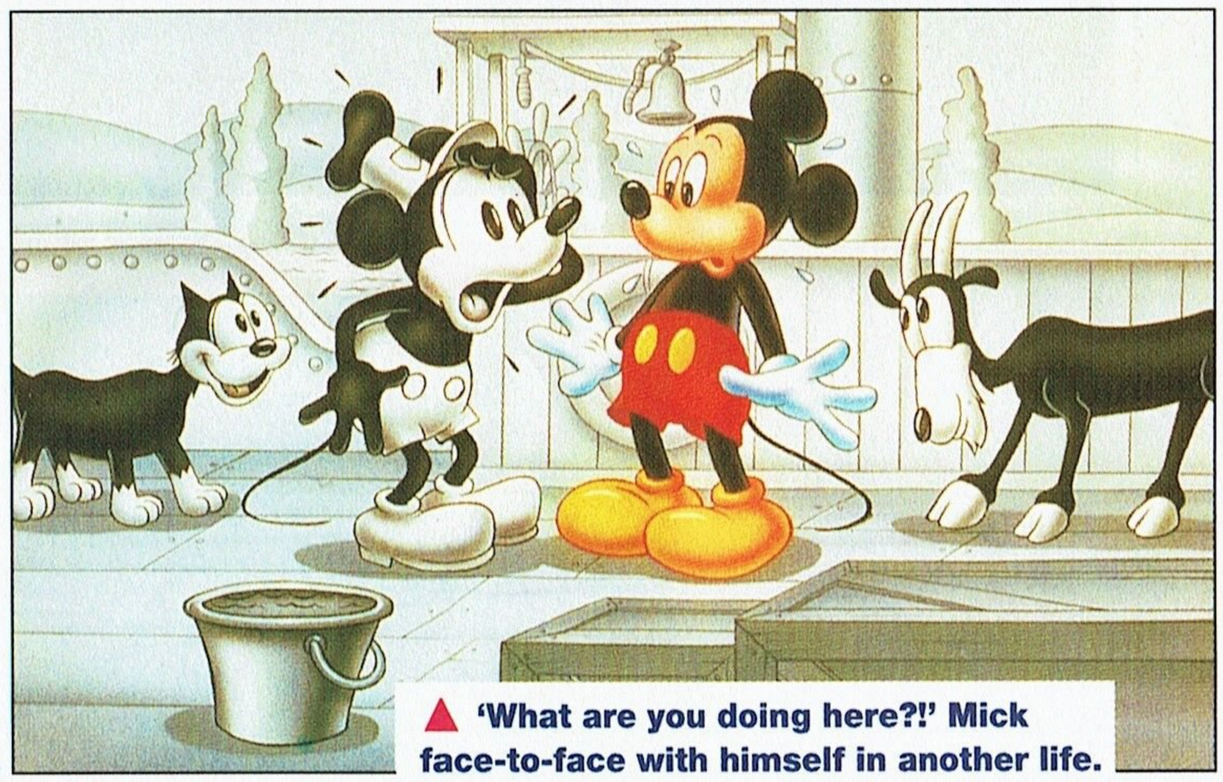
▼ **That Mickey-sketching technique in full slow-motion action replay.**



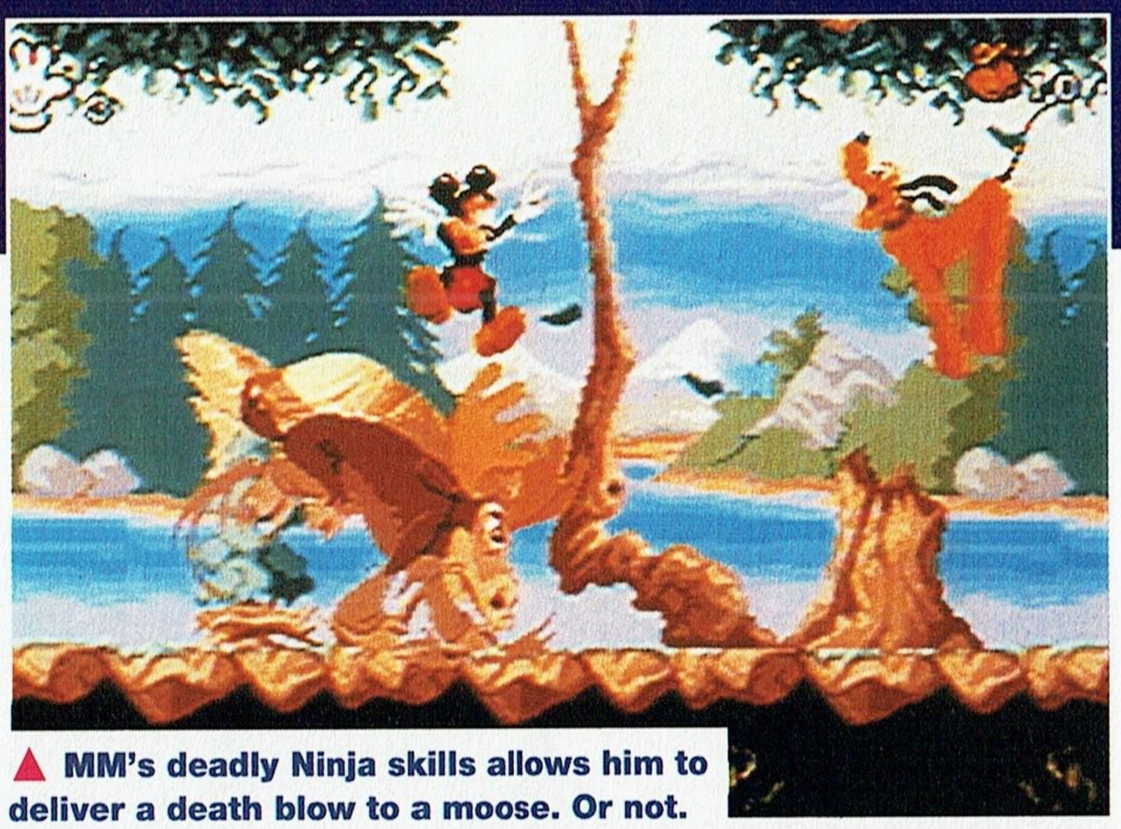


▲ **An animator practises colouring-in the Mickster's red shorts.**





▲ **'What are you doing here?!' Mick face-to-face with himself in another life.**



▲ **MM's deadly Ninja skills allows him to deliver a death blow to a moose. Or not.**

moving as though it was flat, it moves as though it was wrapped around a cylinder.

There are marbles to collect that can be used as weapons and stars count as health points. Scoring Mickey 'ears' will score extra lives.

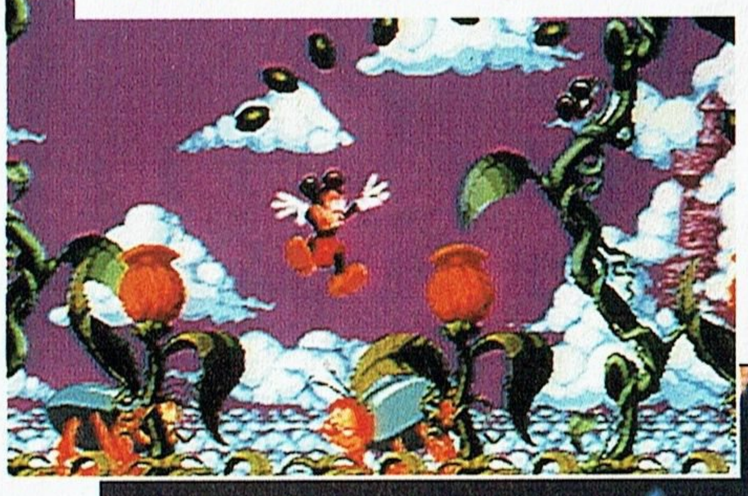
Interestingly, the game is the first non-movie licensed title to feature Disney animators.

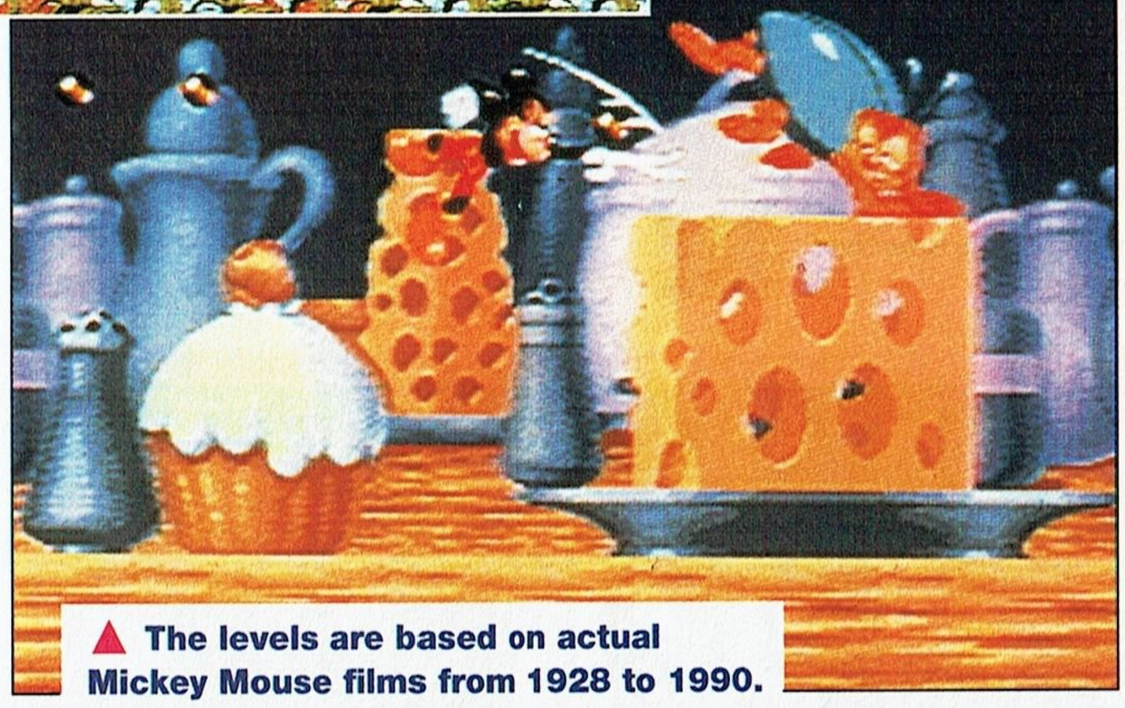
They're gonna go wild with this one on the hype front, but it looks like it will be really, really, cool.

Format: Mega Drive, Mega-CD

Supplier: Sony

▼ **There are 25 levels, including one hidden bonus on MD. CD has 26.**





▲ **The levels are based on actual Mickey Mouse films from 1928 to 1990.**



▲ **Soccer administrators finally find an alternative to the penalty shoot-out.**

THE HURRICANES

This is a comic TV series, allegedly. There's a soccer angle to it and it plays a bit like *Soccer Kid*. Suspicious?

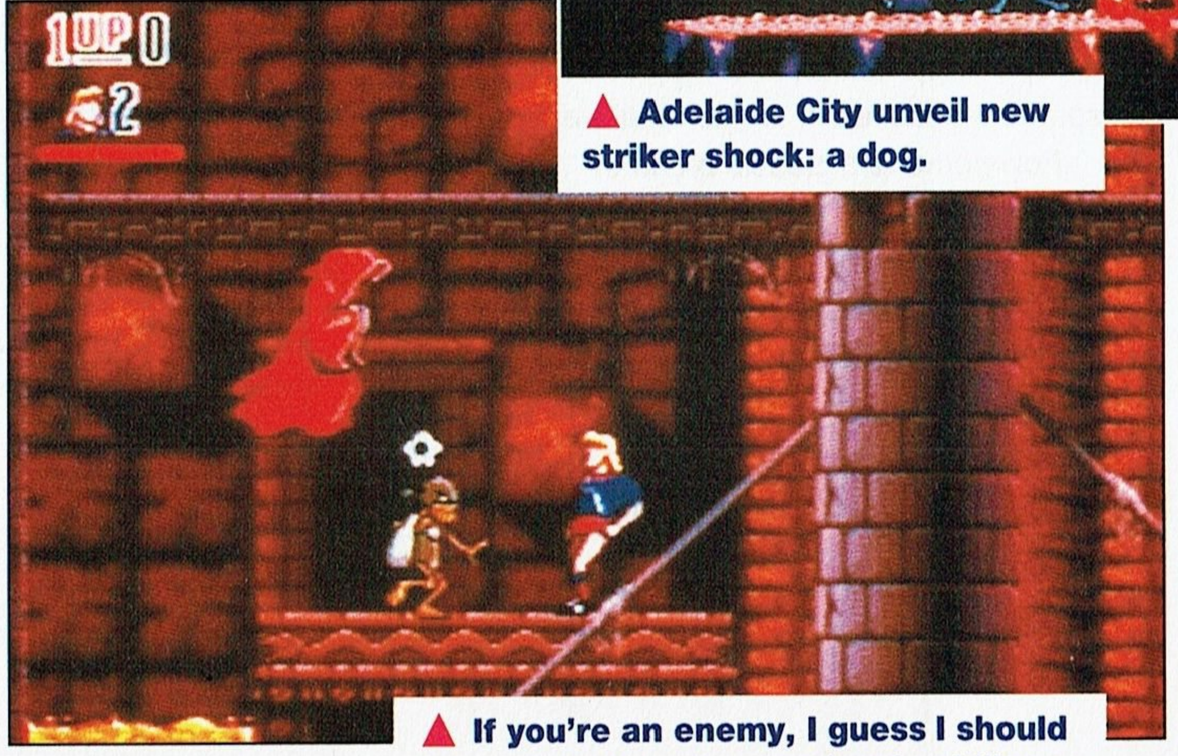
It's an arcadey-platform-type-of-thing where you travel through locations from sunny tropical scenarios to dark sinister caves. You have to negotiate obstacles galore like see-saws and avoid killer critters. What all this has to do with soccer is beyond us but you know... you can't keep a good game down, we guess. Hmm. We'll wait a while yet to pass judgement.

Format: Mega Drive

Supplier: US Gold



▲ **Adelaide City unveil new striker shock: a dog.**



▲ **If you're an enemy, I guess I should kick my ball at you very hard to kill you.**

BEAST BALL

Across between soccer, American footy and rugby, the name of the game is 'anything goes!' Fists flying and blood spilling are the calls.

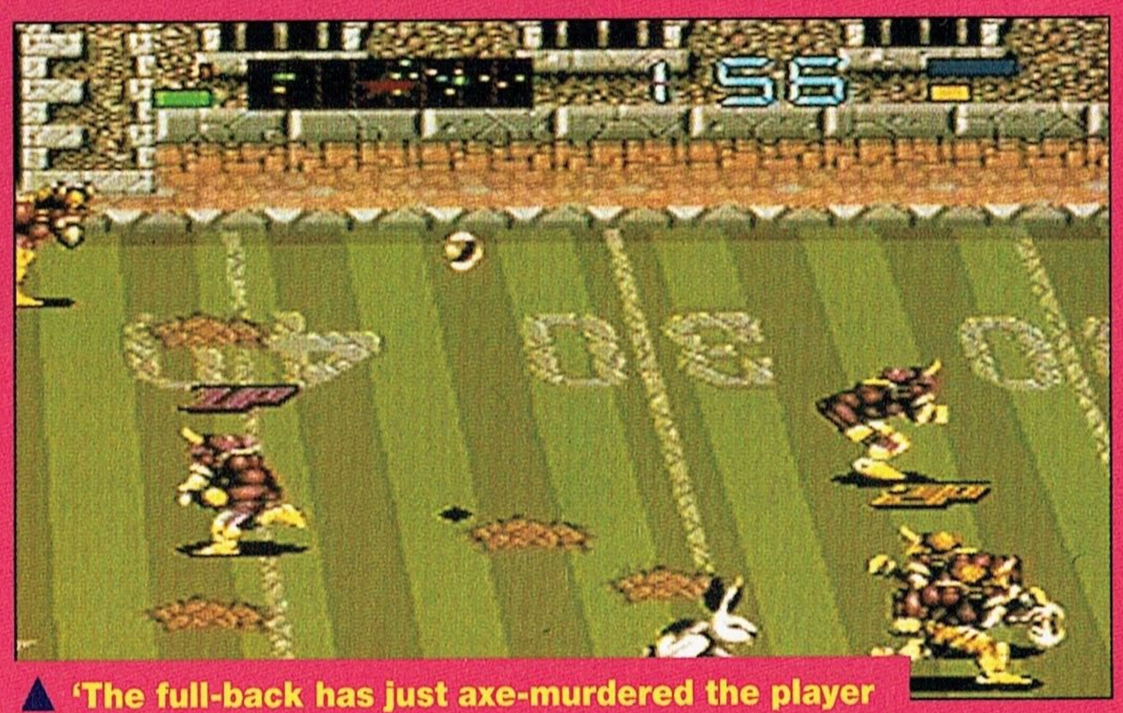
Wielding a sword and ready to give you a good kicking is a nice way to start a game but you can play in a violent way or stick to the rules! Heaps of blood, head bashing, body kicking, fisticuffs, anything you can do to hurt the opposing player is in here. After a while the ball and goals become irrelevant as it's more like all-in wrestling with weapons.

Bold graphics and very stylised players, looking more like barbarians, make up the teams. The pitch becomes a mud bath as you wrestle and stamp around. The game is viewed from just above the pitch from slightly sideways-on. Option screens are diverse. Resurrecting players, weapons, selling players (well who wants a couple of wimps), formats. Players' stats can be viewed to see their intellect, level of stamina, kicking power, speed, etc, so it's not all muscle and brawn!

Sure seems a bit different from *Sensible*...

Format: Mega Drive

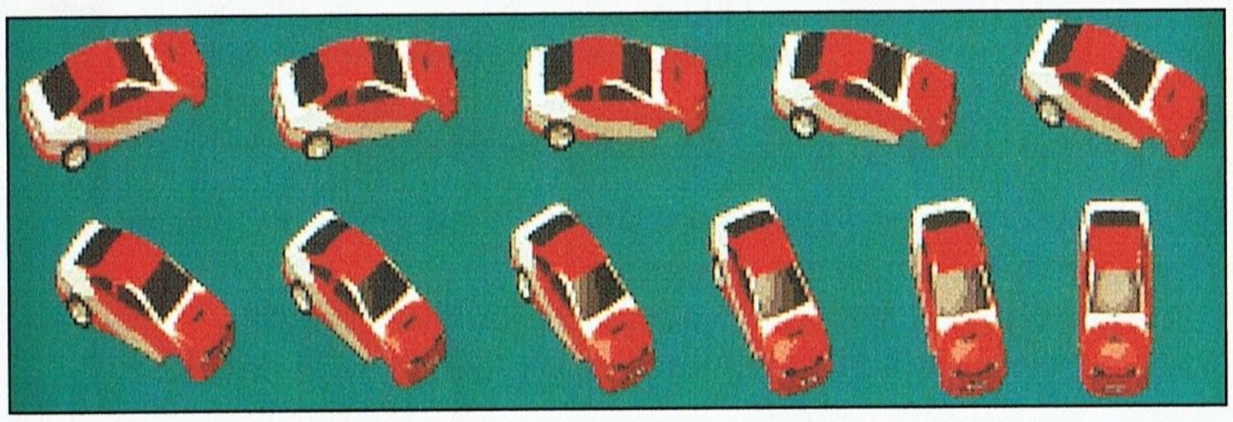
Supplier: Sony



▲ **'The full-back has just axe-murdered the player with the ball!' 'It's a game of two halves, Brian.'**

POWERDRIVE

Powerdrive is a straight forward top-down racing game. Impressive-looking screens and critical control make this look and play like a dream. Top-downs can be pretty ho-hum but the inclusion of adverse racing conditions like changing road surfaces and different weather makes it less than a snooze-fest. The cars' inertia and responses are



impressive and with a car larger-than-your-average-sprite it is easy on the eye and well proportioned.

There are the familiar array of on-screen dials but the main difference is in day-to-night driving where headlights really work properly. US Gold seem to have really worked on getting this right. An insider told Megazone that hours of research were spent sitting in a car and seeing how it moved to ensure the on-screen sprites responded in an identical way

Powerdrive is a classic blend of arcade meets sim with the onus on fun. This is one to watch out for!

Format: Mega Drive
Supplier: US Gold



▲ Not as cool as a Fairlane or even a Kingswood. But it burns rubber.



▲ You just know there's going to be a smash. It will all end in tears.



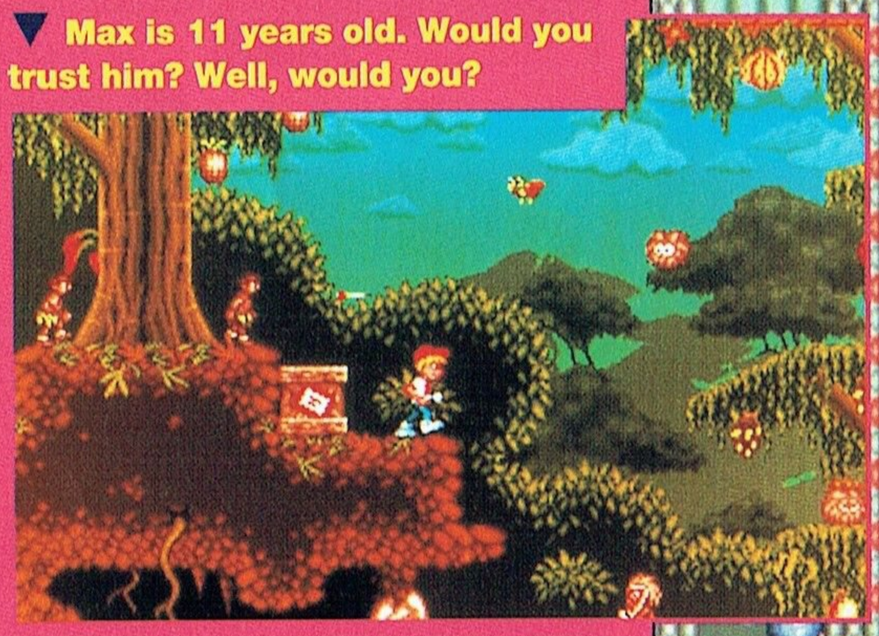
▲ Changing surfaces! Varying weather conditions! Blue cars!

MIGHTY MAX

Mighty Max started off as a range of toys. On the back of the toy box was a comic strip. Then he became a cartoon series. Now he is a game. And so the world turns.

MM, our hero, is a kid of around 11 years old who jumps through a series of portals that instantly take him to other parts of the world. An eight-way scrolling platform game that features five different graphic sets – volcanoes, space station, Egyptian, jungle and water – all of which are split into sub levels with over 40 screens per level.

▼ Max is 11 years old. Would you trust him? Well, would you?





▲ If this is Friday, this must be the Space Station.

The evil element comes in the guise of The Skull Master and his minions. Skull is not too keen on the fact that Max can move around the worlds by simply going through portals so he is out to not only grab Max, but destroy the fabric that makes up the portals. It also transpires that there is a powerful weapon that can not only destroy Skull but also the world and Skull has split this weapon into 25 pieces around the globe, all of which are guarded by his trusty men. It is up to Max and his friends to find these components and put the weapon back together again but one of the main problems is that they are very heavy and cannot be lifted but you can push them and throw them to a limited effect. Getting them to one point to reconstruct by throwing them through two portals/exits within a level is the challenging task on hand.

Format: Mega Drive
Supplier: Sony

BLOODSHOT

Alright! A one- or two-player split screen option exists for this babe. Billed as 'the hottest title to hit the Mega Drive' (their words, not ours) the scenario is that you get to run through an alien troop ship carrier heading to Earth with a deadly cargo of pre-programmed killing machines. Ain't that always the way?! But don't panic. You have super strength, lightning refelexes and an insatiable desire to kill.

There are 12 levels of gameplay, an awesome range of weaponry and a cool 3D environment. You can play with a mate or against them and has some really gruesome graphics.

What time do we start?

Format: Mega Drive
Supplier: Domark



▲ Our editor's new girlfriend. Mmm...

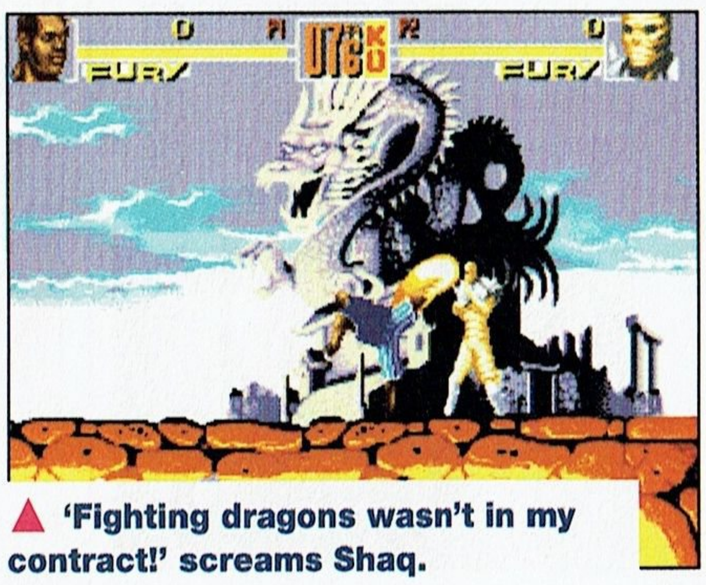


▶ A Megazone staff member takes a rewarding and relaxing break between issues. What ever happened to Kit Kats?

SHAQ–FU

Yeah, yeah, we know we did something on it two issues ago but there's more dirt. This time on how those dudes at EA are sticking it all together.

The boat is being well and truly pushed out on this to make it more than just an average BEU. Rotoscoping is being used to capture Shaq in all his glory. Invented in 1930 (Rotoscoping that is, not Shaq) the technique involves filming real people then redesigning them image by image to create up to 25 images per second for animation. Over 7000 designs have been drawn so far and that's not including scenery yet. Over 40 people are working on the game, including stuntmen, Kung Fu experts, musicians, and the development team.

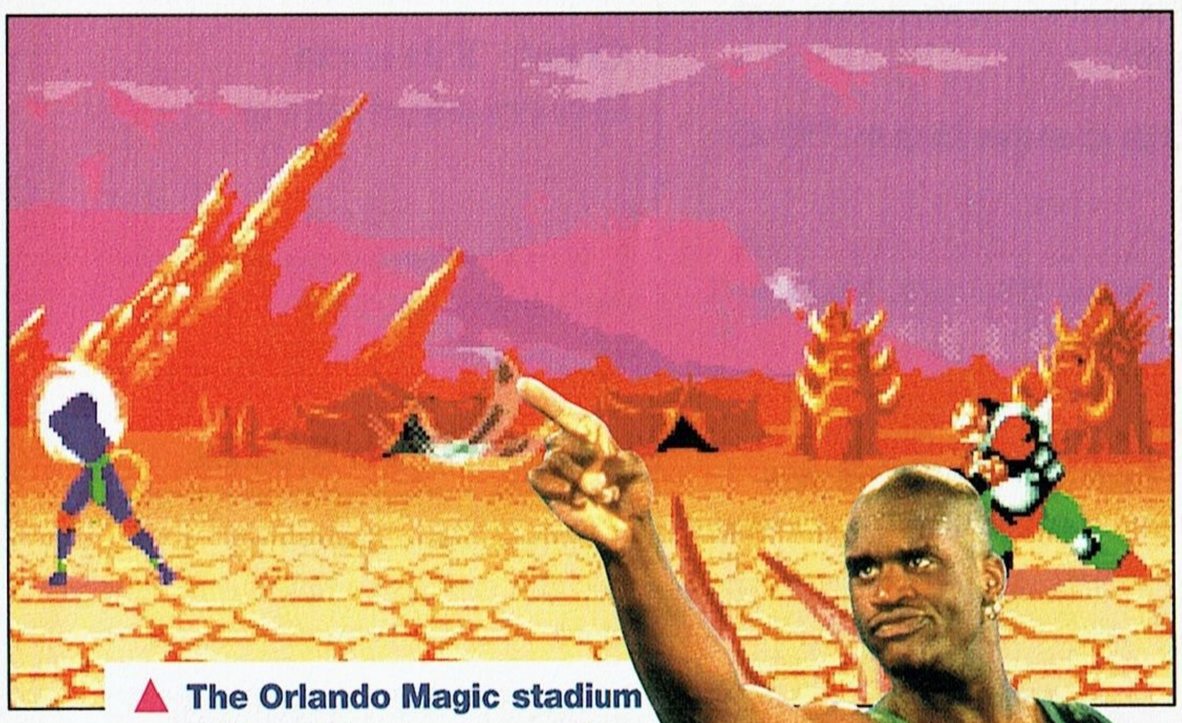


▲ 'Fighting dragons wasn't in my contract!' screams Shaq.

Shaq was filmed in all his glory in 100 stances directed by a Kung Fu expert. More than 40 hours of video material was shot. It was then dissected sequence by sequence, ditching all the trash and keeping the good stuff. Each character had to perform 50 different moves as well as Shaq's 60 kicks. In the end only a few minutes of the vid footage was used.

There's going to be a lot of hype when this comes out, in line with Shaq's robust image. It will be released on EA's Sports label.

Format: Mega Drive
Supplier: Electronic Arts

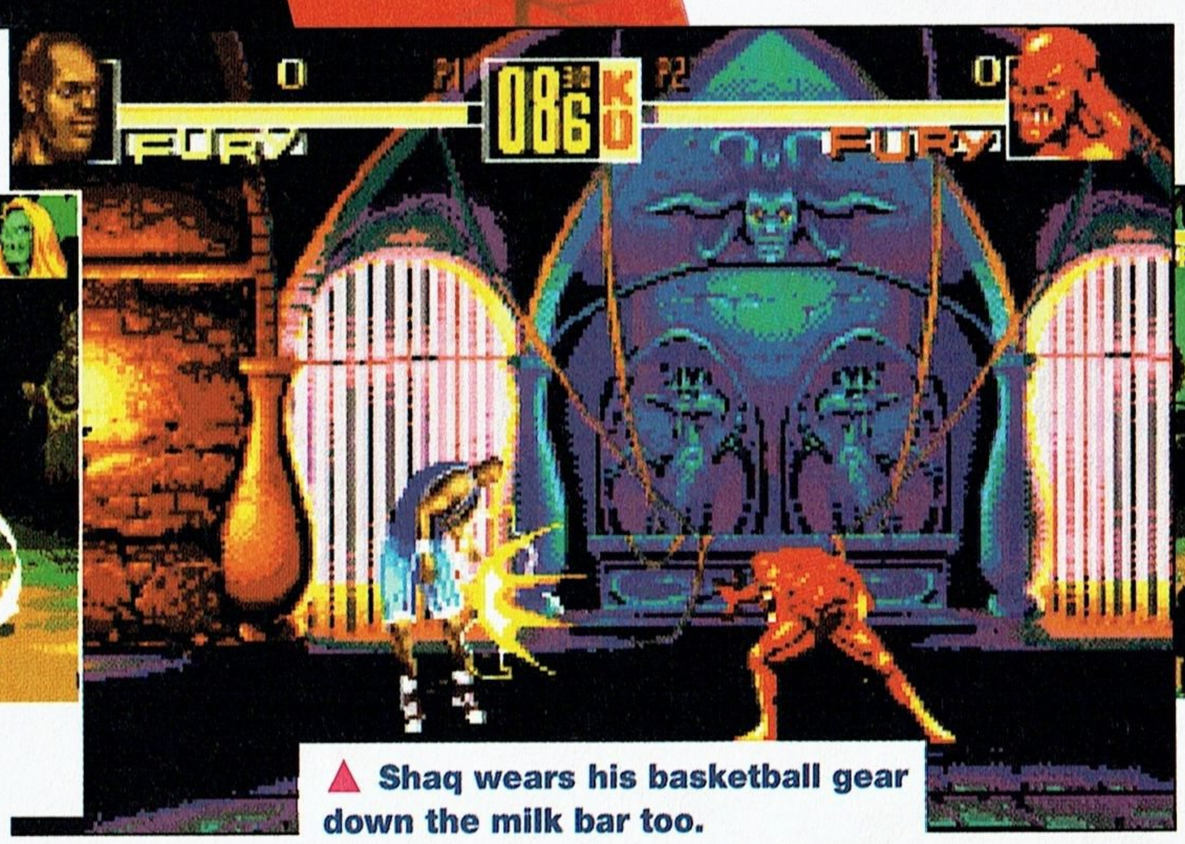


▲ The Orlando Magic stadium complete with new car park.



▲ The all-dancin', slick-movin' Shaq attack!

▲ Crazy special move type scenario that looks sick.



▲ Shaq wears his basketball gear down the milk bar too.

▲ Look out, Shaq! It's behind you. No, really!

It's the question on the tip of everybody's tongue: when is *Mortal Kombat III* coming out? If we knew, it would be on this list. But we don't, so it isn't.

the megazone game guide

Any Moment Now

Ballz
MD.....Accolade

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

Terminator
CD.....Virgin

Arnie blasts them on CD.

Flying Nightmares
CD.....Domark

Jet fighter flying sim. It's changed its name from *AV8B Harrier Assault*. Which you must agree was a bit of a mouthful.

SS Lucifer – Man Overboard!
MD.....Codemasters

Saving-lives-on-a-shinking-ship-type of platformer. Surprisingly addictive.

BC Racer
CD.....Core

Dino-powered dirtbikes in cartoon races. It rocks!

Bubsy II
MD .....Accolade

Bobcat ballyhoo bonanza.



Marko's Magic Football
CD.....Domark

The CD release of that boot-it boy's so-called wacky adventure.

Escape From Mars starring Taz
MD .....Sega

Taz is back and this time he's crazier than ever. Well, what do you expect us to say?

November '94

The Lawnmower Man
MD .....Time Warner

Not the school gardener but, in fact, a highly sophisticated 3D spook-fest of MD magic. Probably.

Snooker
MD .....Virgin

Yet another gruelling and calorie-burning sport turned into a game. The moral fibre of the nation, not to mention its fitness, is crumbling away.

Kawasaki Superbikes
MD .....Time Warner

Traditionalists among us would consider that a 'Kawasaki' is not a 'super' bike. The fact that most of these traditionalists are five metres tall, four metres wide, with big beards and lots of tattoos allows Megazone to agree with them.

Psycho Pinball
MD .....Codemasters

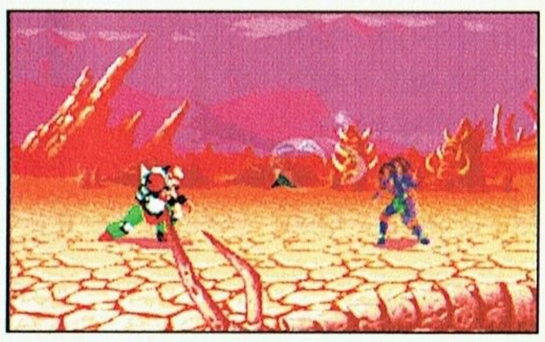
To play this you have to spend 10 years locked away in a small room with cushions for wallpaper and dressed in nothing but a white coat with no arms.

Redzone
MD .....Time Warner

Kill Commie scum? Probably not. We hope.

Beavis and Butt-head
MD .....Viacom

'Hur, hur, hur, hur! This game sucks, Beavis!' 'Like... yeah.'



Probotector
MD .....Konami

Pyscho robots need to be stopped if you are to save the planet.

Tiny Toons Adventures
MD .....Konami

Soccer, basketball and ten-pin bowling are some of the sports that the Toons take part in.

Another World 2
CD.....Virgin

Sequel to the groundbreaking animated adventure. Hopefully, even better. If that's poss.

Bloodshot
MD .....Domark

A cool spacey-shoot 'em up, kill things, type of deal. Domark describe it as very 'Doom-esque'. So who are we to argue?

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.

Lion King
MS, GG, MD ...Virgin

African jungle jinks with Simba the Lion. Bless! From the people who delivered *Aladdin*.

Hurricanes
MD .....US Gold

TV cartoon-derived soccer thing. A cross between *Marko*, *FIFA* and some adventure platformer.

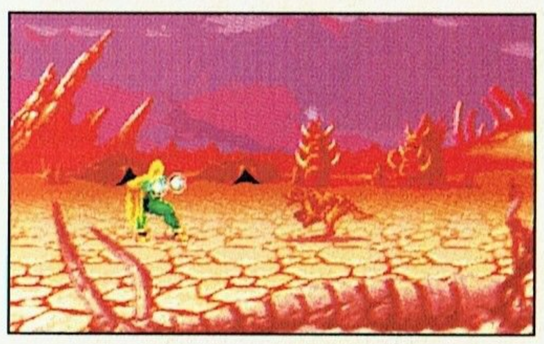
December '94

Micro Machines 2
MD .....Codemasters

Racing little cars. Again. And we can't wait!

Earthworm Jim
MD .....Playmates

Take one worm. One very angry worm. Give him an exo-suit



and a very big gun and, erm, despite all this, you still have one of the year's most eagerly awaited games.

Lethal Enforcers 2
CD, MD .....Konami

Shoot anything that moves in this Western up-date (should that be 'back-date'?). What the hell – shoot anything that doesn't move, too.

Animaniacs
MD .....Konami

Cartoon capers ahoy starring '40s Warner Bros characters.

WWF Raw
GG, MD .....Acclaim

Ring action.

Power Rangers
MD .....Paramount

It says here: 'TBA, TBA, TBA.' But at least you know it exists. Which you didn't this time yesterday. Did you?

Snatcher
CD.....Konami

Destroy bio-robots who've escaped into the real world in this true-to-life detective adventure. Hmm, sounds very *Blade Runner* to us.

True Lies
MD .....Acclaim

It's 16 megabits and that's no lie. Is it related to the Arnie blockbuster with the babe from *China Beach*? Well, it's more than likely.

Out There Somewhere

Soulstar
CD.....Core

It keeps getting put back but don't blame us, OK?

Shaq-Fu
MD .....EA

Basketball star Shaquille O'Neal is 'pitted against fighters from another dimension'. Uh-oh. See the Gamespy up-date for more info. It's probably not as



much of a dud rage as it sounds.

F1 '94
MD, GG .....Domark

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

Skeleton Krew
MD .....Core

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

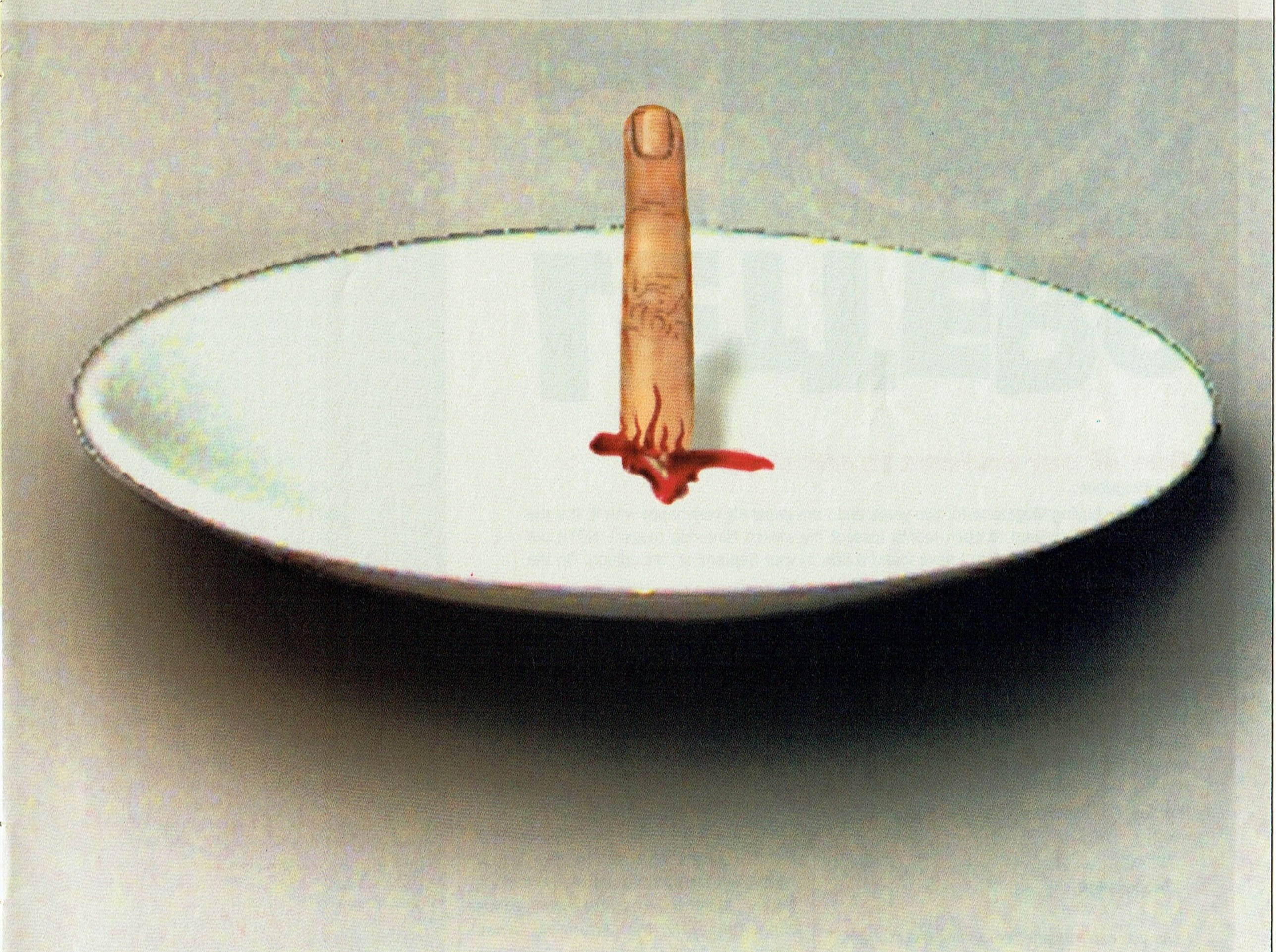
Monster Trucks
MD .....Acclaim

Big trucks with big wheels. And you drive 'em.

PGA Tour Golf '95
MD .....EA

Expanded courses, latest golfing stats, with improved visuals and greater control.





Digit Fritter Supreme

Ingredient hotline 1-902-555-444

Give your diet of defeat the finger. Dial the SEGA Hotline. Everyday of the year, from 10.30am to 10.30pm our dedicated team of dishonest individuals are ready to teach you the fine art of cheating. Recorded info is also available around the clock. If you have MASTER SYSTEM, MEGA DRIVE, MEGA CD or GAME GEAR remember the motto; if all else fails... cheat.

HPB4248

CALLS CHARGED AT ITM 95¢ PER MINUTE. IF YOU ARE UNDER 18 GET YOUR OLDS' PERMISSION BEFORE CALLING.

SEGA

MEGA MOUTHERS



One of our reviews is missing

Dear Megazone,

I have been buying Megazone for two years and I am generally very happy with it. It's the one thing I look forward to each month (except my wicked Nintendo mags – NOT!) but unfortunately for your readers I have found a flaw in your September '94 edition. On the front cover and special feature box you say you have reviewed every 8-bit game for the MS and GG, but a closer look revealed four games (one of which I own and three that I have seen on the shelf) that were not mentioned. Please clear up this innocent mistake of yours. The missing games were: *Majors Pro Baseball*; *David Robinson's Supreme Court Basketball*; *Ayrton Senna's Super Monaco GP 2*; and *Clutch Hitter*.

Now that I've had my whinge, keep up the good work!

Ulianjay
Tecoma, VIC

As you can imagine, compiling the Megafile was a truly mammoth task, and we still visit writer Nathan Cochrane in the Home for the Bewildered and Psychotic where he spends most of his time muttering into his pureed banana and apple or staring blankly into space, twitching occasionally.

We were as thorough as we could be, but some titles were bound to slip through the net. Note that we tried to concentrate only on titles that have been officially available in Australia; including import games (where only half-a-dozen copies, if any, may have reached these shores) would have at least doubled the size of the thing.

However, we may do an update in the future. And you can help. Send us your appraisal of anything we have missed (a couple of sentences about the game plus a rating from one to five) and we will endeavour to include it next time.

The X word

Dear Mega Hoons,

I was wondering if you guys could help me with a little dilemma I have by answering the following question: will any X-rated games come out on cartridge?

Alan
Watsonia, VIC

We too have been eagerly awaiting Sonic's Erotic Adventures *and* Super Street Fighter Tournament Mud Wrestling Edition, *but fear we may be waiting a long time. Presently, the 'strongest' rated carts are MA15+, due more to violence than rudies. Things may change with CD, though:* Penthouse *magazine already has a collection of smutty pictures available for the PC CD-ROM. Mmm.*

MEGAZONE OP SHOP

ONE MILLION* HAPPY CUSTOMERS CAN'T BE WRONG!

"Thanks, Megazone! I sold my sister within two days through the Op Shop!" Julio, Subiaco, WA

"Megazone – you are the best! I swapped my parents' house for *Jungle Strike*!" Nick, Camberwell, VIC

"Megazone – what can I say? I bought a Mega-CD and a bag of mixed lollies for 50¢!" Louise, Mt Druitt, NSW**

Yes – it's true! Megazone Op Shop is the place to sell your gaming delights, trade with fellow Megaheads, or seek out something you are searching for.

To place an ad in the Megazone Op Shop, follow our simple instructions!

LIST your goods and prices clearly and whether they are 'For Sale', 'Swap', or 'Wanted To Buy'. Don't forget to mention what system. If you are selling a lot of games don't list them all – just mention the best ones. Matt gets tired of typing them all in, goes for walks and we tend to not see him for days, sometimes weeks, on end. Because of his pivotal role on the staff this mucks up the mag for everyone.

WRITE your name, address and telephone number (including area code) on the same piece of paper. Only your telephone number will be published but we need ALL your details. Ads that don't include these will not be printed. Cruel. But fair.

INCLUDE a one dollar coin securely taped to your letter and included in your envelope. Ads that come cashless will not be printed either.

MAIL your ad, your buck, 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 and with NO complaints from you. We also take NO responsibility for what happens during and after your transactions. It is up to the purchaser to check that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you send it in, don't panic. It has merely got caught up in a peculiar time loop that involves aliens, space travel, the year 1503, an island in the Indian Ocean, Winona Ryder, Matt, and our production schedules. Spooky.

* Well, give or take six zeros.

** These are all complete lies and the characters described bear no relation to anyone, living or dead, or caught halfway in between. Sort of. Much.

FOR SALE

MEGA DRIVE: FIFA Soccer, $60, NHLPA Hockey 93, $40, Mickey and Donald World of Illusion, $30.
Tel: (042) 287 658 after 6pm

MASTER SYSTEM II with two pads and 11 games. Very good condition, $350.
Tel: (03) 379 6712

MASTER SYSTEM II, $50, Rastan, Spy vs Spy, Transbot, Spiderman, Shadow Dancer,

MEGA MOUTH LETTERS

Right to rent

Dear Megazone,

Just a note to say that Mike from Bellervie (issue #43) put forward some very interesting points regarding game pricing. I think that software houses need to look at their infrastructure, particularly in the area of games development and manufacturing.

It seems that games have reached a two-fold increase in price which is killing (or should be) new games sales, all for the sake of increased clams for software developers. Surely with the current situation of pricing they're shooting themselves in the foot?

Hopefully, with the announcement of a renting policy for new releases, distributor Sega Ozisoft has taken an innovative step in the right direction. The cost of renting a game should offset the end price enabling us, the gaming public, to be able to buy a game three to six months later as a Sega Classic. Hopefully, this will result in a game costing about $60 to $80 a throw. Not only does this result in a happy customer, but also helps diffuse the crap from the cream of new game releases.

The only reservations I have about a renting policy is the fact the store is only going to stock a certain number of titles, and what happens to all the other Sega system formats such as Game Gear and Master System? Can people who own these systems obtain a fair selection of titles?

With the future release of the Saturn I hope that Sega will support its new machine with some decent software titles, otherwise it will be the Mega-CD all over again. A games system can have all the latest tech specs but is still just an expensive piece of plastic if it doesn't have decent games to back it up. It's the games that make or break the system.

Brentton
TAS

A number of interesting points there, Brentton. Sega reports that their rental policy is working well. It was done in response to high game prices, which the company claim it was simply unable to lower. Hopefully, the rental policy will keep the majority of punters happy – it certainly seems to have got off to a good start. Note that six months is the minimum time that a game will take to be released into the Classics range.

As for Game Gear and Master System, I'm afraid that only demand will dictate supply. There are far fewer releases for these formats nowadays, and this will be reflected in the rental outlets. There is a good range of 8-bit titles available through Classics.

Sega reckons that it has the edge on its competitors as far as good 32-bit development goes – see the interview with the company's marketing maestro, Tim Allison, on page 20.

Getting the gear

Dear Megazonians,

I have a problem which I feel the people at your totally mad, unreal, wicked, etc mag should explain for me.

The problem is this: I own a Game Gear (that's not the problem) but I am unable to buy any of the games I want for it because no stores around me seem to stock Game Gear games.

All stores are chock-full of Mega Drive and Master System carts but have very few, if any, Game Gear carts. Titles such as *Sonic Chaos*, *Desert Speed Trap*, *Winter Olympics*, *Dr Robotnik's Mean Bean Machine*, *Aladdin* and other carts supposedly released last year or early this year are nowhere to be seen. I'm dying to buy *Ren & Stimpy*, but I just can't find it – it's not in mail order catalogues either.

Why is this? I know there is a market for Game Gear games. Another thing – no video stores around me offer Game Gear games to rent. What am I supposed to do when Sega goes rental only???

Lizza
NSW

If you're stuck getting Game Gear games locally, check out the ads in Megazone for a mail order supplier. Alternatively, ask the shop to order the game for you. They may not stock it, but there's no reason they can't get hold of it. As for rental, Sega is concentrating on its more expensive Mega Drive titles.

MEGAZONE SHOP

...continued

Rampage, Ghost House, Wonderboy, all $10, or the lot for $90.
Tel: (03) 376 1792

MAGAZINES: 30 Australian mags, mostly Sega, some multi-format for $30. 34 British mags, all Sega, $30. All fairly good condition and not old. All for $50.
Tel: (02) 674 4180

MEGA DRIVE: Whip Rush, Robo Kid, Buck Rogers, Hellfire, Wardner, $20 each. Populous, DJ Boy, James Pond II, $30 each. No instructions or covers. Will swap.
Tel: (059) 629 206

MEGA DRIVE: Rapid Fire, Street Fighter II, Batman, Lotus Turbo, and seven others. Six months old. $690 for the lot o.n.o.
Tel: (02) 835 2026

MEGA-CD and MEGA DRIVE. Includes seven CD games including Cobra Command and Sol-Feace plus Sega classics. Also two control pads. Both together in box for $450. Will sell separately.
Tel: (077) 786 282

MEGA DRIVE: FIFA Soccer, $80 o.n.o, NBA Jam, $90, o.n.o. All in good cond. With instructions and cheats.
Tel: (020 789 1924

MEGA CD II in box, hardly used. Three games. $500.
Tel: (076) 358 177

MEGA DRIVE: Mortal Kombat, $60. Jap TMNT Tournament Fighters (no manual), $50. Both for $100.
Tel: (08) 277 2407

MASTER SYSTEM II: Wonderboy 1, 2, 3, My Hero, Ace of Aces, Fantasy Zone, California Games, Thunder Blade. Also Shooting Gallery, Light Phaser, Control Pad, and SG Fighter joystick suitable for MS and Mega Drive. Worth $320 will sell for $170 ono.
Tel: (02) 349 8592

MASTER SYSTEM II: Prince of Persia, $50, Ninja, $10.
Tel: (074) 457 611

GAMEBOY with Mortal Kombat, Tetris, Gargoyles Quest, Battletoads, Super Mario Land, and a special game with 105 games. AC adaptor, earphones and instruction booklets. $280 the lot.
Tel: (047) 592 379 (w/end) or (063) 361 917

MEGA DRIVE: Sonic 1, 2, PGA European Tour, NBA Jam, La Russa Baseball, International Rugby, Aladdin, Madden '94, Jurassic Park, and more! 14 games in all. Perfect condition. $550 the lot. $750 with Mega Drive and two control pads.
Tel: (07) 208 0285

MASTER SYSTEM II with 11 games, control pad and control stick. Games include Sonic, Asterix, W.C. Grand Prix, and Rampage. $280 the lot, o.n.o.
Tel: (02) 543 8189

MASTER SYSTEM II with Mickey Mouse, Double Dragon, W.C. Grand Prix, Wonderboy, Marble Madness, World Cup Italia '90,

Mr nice guy

Dear Mega Mouth,

Instead of asking you hundreds of questions like when will *Mortal Kombat 50* be out and how much it will cost and will it come out on Game Gear and all the rest of it, I'm just going to tell you what a great job you're doing. I realise you probably don't have many friends and your parents (if you have parents) have disowned you so I'm writing to cheer you up.

Megazone – or should I say, SEGA Megazone, is the best magazine I have ever read. Everything in this magazine is great, not just some things, everything! I have bought several games from the Megazone Op Shop, I also placed an ad in the August edition. News Zone is very interesting and as for Game Spy, well, it's reason enough alone to buy the magazine. You always have great features and your competitions are the best.

Now I come to the game reviews. Before buying Megazone, I used to buy inferior magazines and I found their reviews really crap. You go through the games from start to finish covering everything, and The Word is very helpful.

Well, I've almost used up all the ink in my pen so I'd better start wrapping this up. Gamebusters are cool, your Hints & Tips section is excellent and I'm even beginning to like Rex Vectar. Just one more thing before I go, End Zone is fantastic. This isn't some kind of suck job, I'm just a really nice guy!

Michael
Toolangi, VIC

Don't you have a hobby you can take up? Your flattery makes us feel a bit uncomfortable. Actually, it gives us a warm feeling in the deepest recesses of our souls. Very much like Bourbon does. Rex has gone, but hopefully you'll be just as keen on our new cartoon, Pump Action. It's on page 64.

The great unwashed

Yo, Sega Megazone,

You asked for feedback concerning Sega's decision to go rental? No problemo. It's about time somebody rained (or pissed) on Sega's parade. For my money, I think the policy stinks. Big time!

Any idea why? Because as a serious-minded 'paying' player, who digs to unwrap 'virgin' gear (and I'm talking fresh, factory-sealed games – nothing 'underhand'), the idea of pushing NEW product in 'shabby clothing' into my revered Mega Drive quite simply abhors.

But wait... I hear a collective snigger. I've just paid out for the 'rank' state of rental 'packaging', not the cartridges languishing within. In for a penny, in for a pound. For the most part, the cartridges themselves are sodden too. I mean, what's the point of prostituting new gear and limiting the best part of its exclusivity to the legions of the 'great unwashed'? In other words, Sega's decision to go rental is a step down in my books. And if you think I'm being too hard on 'public Joe' who most probably can't afford a new Sega release of his own, keep in mind 'Joe's' peculiar penchant for 'trashing' rental tapes. How many times has the hapless punter reached for that new release, the big-name movie, only to find the tape itself crumpled and worn – oft times resulting in loss of picture and loss of faith in the rental system?!

To conclude, let public 'Joe' have his cheap kick, courtesy of Sega. The hard nosed gamer (like moi) would sell his soul for a permanent piece of the action! Amen.

Steven,
Silkstone, QLD

Everyone's entitled to their opinion, we suppose. Here's ours: we think you're a lunatic and should be locked away somewhere very, very, secure.

But seriously... you have every right to buy games rather than rent them and independents will still carry new releases.

MEGAZONE OP SHOP

...continued

Rampage, Action Fighter and My Hero. Will not separate. The lot for $250.
Tel: (068) 841 511 after 5pm.

MEGA DRIVE: Jurassic Park, $40, Home Alone, $25, Columns, $15, Alex Kidd, $10, or swap any three for Bubsy (must have box).
Tel: (056) 278 253.

MEGA DRIVE: Golden Axe II, $50, or swap for 6-button pad. Sinic 2, $30 o.n.o.
Tel: (089) 324 289

MORTAL KOMBAT for Mega Drive. Good cond. $60 o.n.o.
(047) 826 630

MASTER SYSTEM II with three games, boxed with instructions. $170.
Tel: (02) 872 4734

GAME GEAR with AC adaptor, Columns, Castle of Illusion, Coolspot, and carrycase with headphones. $220 o.n.o. or will swap for SNES with game.
Tel: (004) 247 246

MASTER SYSTEM II with two control pads plus joystick and nine games. $350 o.n.o.
Tel: (066) 54 2308 after 5.30pm

MASTER SYSTEM II with two pads and seven games plus built-in, $155 o.n.o. or will swap for Mega Drive and any game.
Tel: (059) 791 163

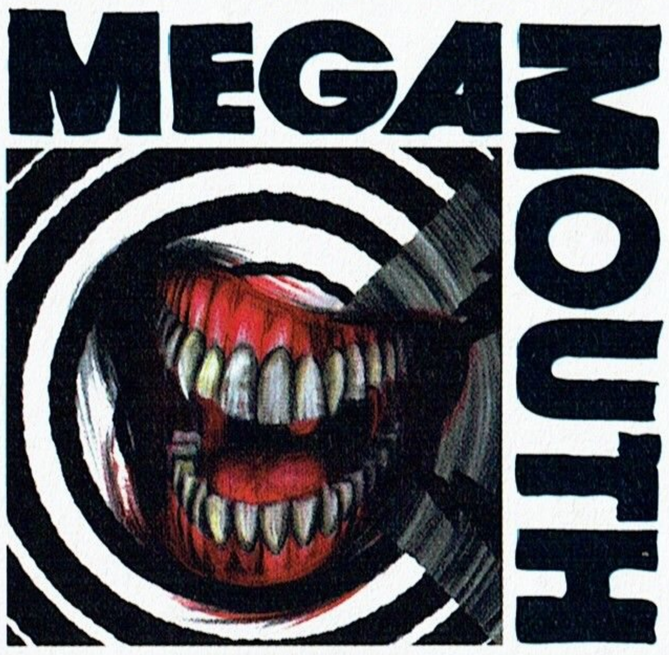
MASTER SYSTEM II with Alex Kidd for $60. Sonic, $25, and others, $10. The lot for $105.
Tel: (06) 291 9781

GAME GEAR with 10 good games, AC adaptor and carry case. $650 or reasonable offer.
Tel: (03) 439 4993

MEGA CD: Sonic, $90; Mega Drive: Sonic 2, $45. Both brand new. Both for $120 or swap for Mortal Kombat with Jungle Strike or Street Fighter II.
(077) 834 772

MASTER SYSTEM II with two controllers and 15 games and one Mega Drive game, $400 the lot or best offer. Brand new with instructions.
Tel: (08) 255 9911

CONCERNED ABOUT KOALAS BECOMING EXTINCT?



Want to take the Tasmanian government to task over its attitude to privacy and human rights?? Feel that Bougainville's victory over imperial colonial oppressors is the greatest thing since Trevor Chappell bowled under arm against New Zealand???

THEN PLEASE, HOLD A LAMINGTON DRIVE AND RUN A COMMUNITY GROUP AT YOUR LOCAL TOWN HALL.

But, if you think Sega sucks, have an opinion about developments in the gaming world, or simply want to DROOL about Winona Ryder or Aden Young (if he takes your fancy, and who are we to say?), then why not write to us? The address:

Mega Mouth, Megazone,
PO Box 746, Darlinghurst 2010

PS – anyone who asks when *MK III* is coming out will be torched.

Vinny writes. Again.

Dear Megazone

Man, what is it with the butt-lickers who write in to your mag? Don't people have anything to say these days? Aren't there any issues that can get these morons to speak out? I don't know how you guys can hack it with their inane questions like, 'When is *Mortal Kombat III* going to come out?' I ask: Come out of bloody where? The f#@*ing closet?!

What I want to know is:

1. When is *Mortal Kombat III* going to come out?
2. On the Game Gear?
3. Will it be any good?
4. The penal system in this country is a travesty, of a mockery, of a sham. How does the government expect those who've 'made a little mistake' once or twice to redeem themselves in an environment populated with thugs and hoodlums that creates a social and morally corrupted underclass? Hardened criminals should be given the benefit of the doubt.
5. Can you give away a 12-inch hacksaw blade with your next issue?

That's all. Except for this question: who's best? Megadeth or Kylie?

Vinny
Melbourne, VIC

Bring back hanging, that's what we say. Now go on, rack off.





▲ Who *is* better? Megadeth or our own Kylie? It's your call.

Kronic Kombat

Dear Sega Megazone,

I'm one of the first *Mortal Kombat* freaks to jump in and buy the *Mortal Kombat II* game. I'm also probably one of the first to complain. The bulk of the complaint is that *MK II* is slow, sluggish and unresponsive.

When several mags reviewed *Mortal Kombat* CD game, they suggested waiting for *MKII*. I got it anyway and felt it a worthwhile purchase. I do not get that same feeling from the sequel. *MK CD*, other than giving the Mega-CD a hernia, plays smoothly and quickly, even without turbo. *MK II*, however, is very difficult in that even simple moves repeatedly do not work; commands have to be keyed in two or three times before they happen and fatalities have a similar problem.

The graphics are great – really top notch. However, the characters appear to have lost that 'digitised actors' look, and some of the moves don't look right, ie Mileena, any one – small tap, big results, lots of blood.

Finally – difficulty. Shouldn't 'very easy' be just that? I never got more than eight wins without continuing and have never passed Kintaro.

MKII is not the game we were lead to believe it was. When will we be blessed with a CD version?

Kevin
Bombala, NSW

It was always a tall order putting something like Mortal Kombat II *onto a Mega Drive cart, after all, the arcade machine had very powerful hardware and heaps of memory. We reckon the programmers of the MD version have done a commendable job.*

But it is noticeably slower than the arcade. We don't have any firm info on a Mega-CD version, but bear in mind it took a year for the CD version of the original MK *to come out.*

We don't feel that MKII *is half as bad as you're making out. But does anyone else share Kevin's views?*

Pro can't beat Street Fighter

Dear Megazone,

Hi, how are you? I have a problem which I would like answered, please. I hired *Super Street Fighter II* and when I got home I quickly shoved it into my Action Replay cart because I wanted to find unlimited energy but it wouldn't work. All I got was a blank screen.

My Action Replay works wonders with all of my other games. Has Sega put a security code into the game like a 'lock out' chip so you can't use an Action Replay or is it because it's 40 meg?

Gary Pichler
Innisfail, QLD

We're fine thanks. We tried Super Street Fighter II *here on our Action Replay and Action Replay 2 carts and didn't have any joy either. We imagine it must be because of the size of the game; when the carts were built there simply weren't any games of that size. Datel are no doubt working on a way to fix the problem for later versions of Action Replay, but unfortunately it looks like there's no way round the problem with your cart.*

MEGAZONE SHOP

...continued

SWAP

MEGA DRIVE: Forgotten Worlds and Altered Beast with Dune 1 or 2, Y's 1, 2, or 3, Cyborg Justice, Terminator 2 (Arcade), or Super Off Road. Or will swap both games for Pro Action Replay.
Tel: (069) 62 6892

MEGA DRIVE: Rocket Knight Adventures amd Golden Axe 2 for Landstalker.
(09) 405 2643

MASTER SYSTEM: Aztec Adventure in good cond. with instruction book for Terminator 1, Spiderman or for $20.
Tel: (02) 233 342

WANTED TO BUY

GAME GEAR: Jap import cart with lots of games on it, eg 54-in-1. Will swap for Mega Drive games or buy for no more than $80. Pro CDX adaptor for Mega-CD will swap for Mega Drive games. Will buy for no more than $35.
Tel: (089) 531 608

GAME GEAR in good condition with Master System converter, cigarette lighter cable and/or TV tuner and AC adaptor.
Tel: (046) 571 359

DOUBLE HAWK for the Mega Drive. Must be in good condition for less than $50.
Tel: (088) 434 322, w/ends.

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Megazone Feature

Sega's Secrets

Ever wondered how those great Sega games and goodies wind up on the shelves of your video store? Tim Allison, Sega's Marketing Manager, is the man who decides what games you'll be playing. Adam Waring talks to him about the success of the Saturn, the failure of the Mega-CD and the future of games development in Australia.



MZ: Tim, what do you do as Marketing Manager of Sega?

TA: I look at all the product coming from overseas that's planned for our market, evaluate it, look at the pricing, how it's going to be positioned in our marketplace, put together a marketing plan for it, produce the advertising, point-of-sale, competitions. You could say I look at a product from its very early stages all the way to delivering it to our players.

MZ: What does a typical Sega player look like?

TA: I see a sort of 13- to 14-year-old, long-haired surfie-type who's probably a fairly cool sort of guy; not the sort of guy who'd be locked in a room playing Sega all the time. They're quite competitive type of people who'd be involved in all sorts of things and playing video games just as part of their lifestyle – just like listening to music or watching a video.

MZ: Where does Sega fit into the grand scheme of things?

TA: I think kids now have grown up with technology all their lives and demand a lot more than what their parents would in terms of entertainment. They've had a good taste of what interactive entertainment really is and what it can deliver. Being a technology product, it's only going to get better and better in the future.

Where Sega fits in is that it's establishing itself as a leader in that market. Through the arcades we've proven that we can deliver the best that kids want to play. In the long term, we're aiming to become a normal part of a teenager's entertainment.

MZ: We've heard a lot of rumblings about forthcoming leading-edge Sega hardware. What can you tell us about the Saturn and Mars 32X?

TA: The 32X is really a stepping stone towards the Saturn. It allows current Mega Drive owners to sample 32-bit software and work out whether they want to take that next step up to Saturn. We're looking at launching the 32X early '95 and we'll have some fairly major games out for that launch like *Virtua Racing*, *Virtua Fighters* – again, typical 32-bit arcade-style games. The 32X is a straight-up upgrade that fits on top of your Mega Drive and it'll basically enhance it up to 32-bit standard.

The difference between the 32X and the Saturn is that Saturn is a full-blown 32-bit machine. It's got extra memory on board and is a little bit more expensive but it has the CD-ROM built onto it as well, so the clarity and the processing power is going to be a little bit stronger than that. The 32X is an improvement on the 16-bits but it's not quite up to the smooth standard

▲ **Tim Allison, Sega Ozisoft's Marketing Manager, outside the company's Sydney HQ. As well as distributing Sega hardware and software throughout Australasia, the firm markets third-party games from American and British companies like Acclaim and Virgin.**

that the Saturn will be.

We feel there is going to be quite an investment, dollar-wise, in terms of going to Saturn. There has to be a stepping stone where people can get used to that type of software and actually see it, sample it, so they feel it's worthwhile forking out those sort of bucks when it comes down to a Saturn.

We're looking at putting 32X through rental just to make it accessible to people at a far cheaper rate.

MZ: Will 32X software be compatible with Saturn software later on?

TA: No.

MZ: Will people buy the 32X when there's hugely powerful hardware – from several manufacturers – coming around the corner?

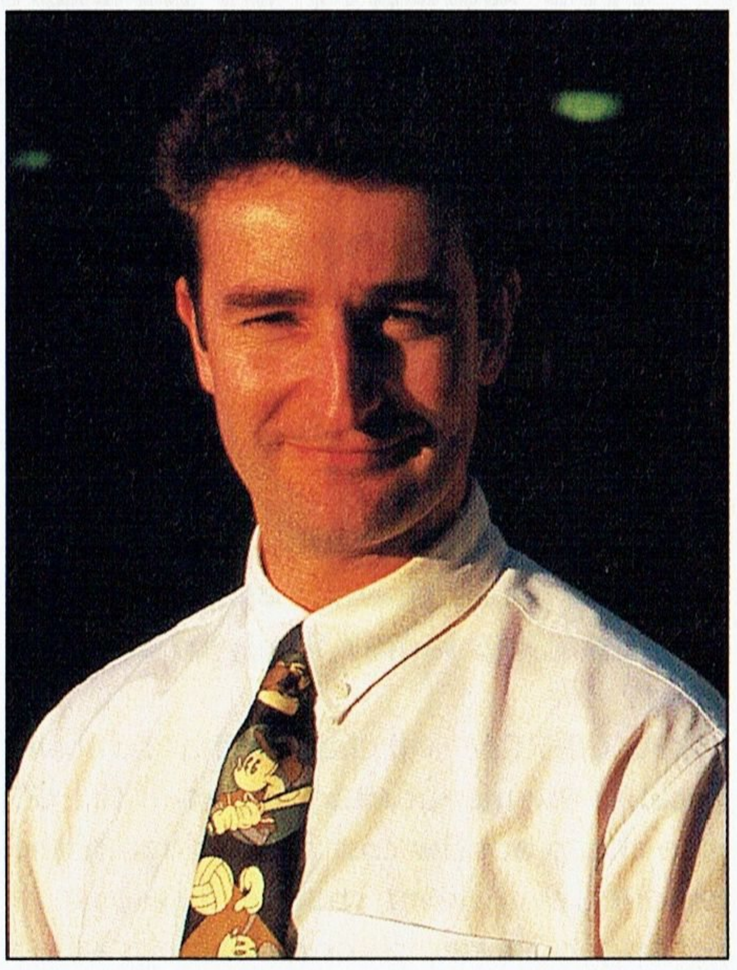
TA: Well, we've got such a huge Mega Drive base now it's a simple case of not everyone's got a whole lot of money and these new systems are going to cost a whole lot of money. Again, by us putting 32X thorough something like rental it will allow every single person to sample it and try it very, very cheaply and that's the key to the whole argument. It's more an upgrade of software rather than a cheap piece of hardware and it's just like the next major game we're offering to our Mega Drive users, rather than saying, "Here's an elitist new piece of hardware that you can only play if you go out and buy it."

MZ: The 3DO, CD32 and Atari Jaguar are already available to varying degrees. Will Sega find it hard to convince its customers to wait for the Saturn to arrive?

TA: It always comes back to what software you have and that's the key thing. I think most people would see in our marketplace that the CD32 and Atari Jaguar have gone already and 3DO has still got some legs but the other two basically failed because they didn't have the games to play on them. So regardless of how good the machinery is, if it doesn't have good software to run on it, it will never succeed. The one benefit Sega has over any other company is again our arcade development. When you look at games like *Daytona* and *Virtua Fighters*, they're developed on a 32-bit processor so it's fairly easy for us to port them over onto 32X or Saturn.

MZ: Old rival Nintendo's Project Reality machine looks technically impressive, as does Sony's PSX. How is the Saturn going to fare against such strong competition?

TA: Well, you've got to be a real techhead to get into the differences. In reality you can only have so many colours on screen at once and so much stereo sound, so much this and so much that. Even the programmers would be struggling to go past 32-bit standard. I think that when you talk about 64-bit it's a question of how far do you go when you stop using the hardware? Mainly because once you reach something like TV-quality standard and you've got 3D polygons – all of which you can get on 32-bit – how much further can you go? I suppose what I'm saying is that I don't feel that you'll see much difference between a 32-bit game and a 64-bit game.



MZ: Software is the key to the success or failure of new hardware. Will the initial batch for the Saturn and 32X cut it?

TA: We've already got the games out there being tested in arcades now and they're proving themselves. *Daytona*, especially, is booming at the moment. The other good thing that it does is that it allows all the other publishers, like Virgin and Acclaim, to have more confidence in our hardware in terms of being successful long term 'cos they know that it will have many, many good bits of software out there for it. So consumers will buy our hardware, and in turn that means they now are investing in Saturn, where even on systems like 3DO you still have many, many publishers standing back saying, "Let's wait a little bit longer to see how successful this will be." We have the luxury now of having these great third-party publishers investing some major bucks behind 32X and Saturn.

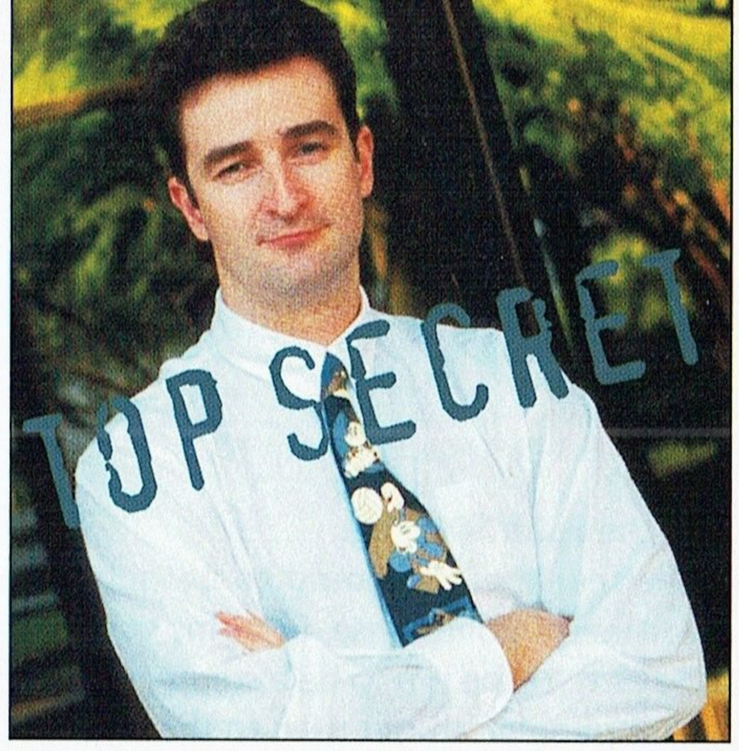
MZ: Talking of the importance of good software, how well has the Mega-CD done?

TA: The Mega-CD hasn't done very well at all for that very reason. I suppose it's interesting that our company came out with Mega-CD first. Being the technology leader that it's always been, it came out with CD at a time when it was very new to the market. You can say we don't have much good software but if you look at the marketplace right now we're actually launching five brand new CD titles and the reason for that is the tremendous delay in how long it's taken to publish some of these titles. I think the third-party publishers that were supporting Mega-CD underestimated how much time it takes to develop a good game on CD-ROM because it's much bigger. So where they planned for development to take 12 months, it's actually taken two years. And that's been the technology learning platform for all of us. Mega-CD will also have 32X software coming out that's compatible for the 32X upgrade and obviously we expect that software to get bigger and better. Also there are still many more titles to come out on the Mega-CD itself, so for the people that own them I think they'll be quite happy with the line-up that's coming out and I think that 32X will allow some other people to sample that as well.

> **"Our 32-bit machine will eventually become the standard form of entertainment for a family home."** ***Tim Allison on the Saturn***

Sega's Secrets

continued...



MZ: Is there ever going to be anything really mind-blowing for the Mega-CD format?

TA: I think because people have seen so much 32-bit stuff now they'll probably always look at Mega-CD and say, "Maybe that could be better." It's possible that the 32X Mega-CD titles will be mind-blowing. I haven't seen anything myself yet. So it's a question of wait and see...

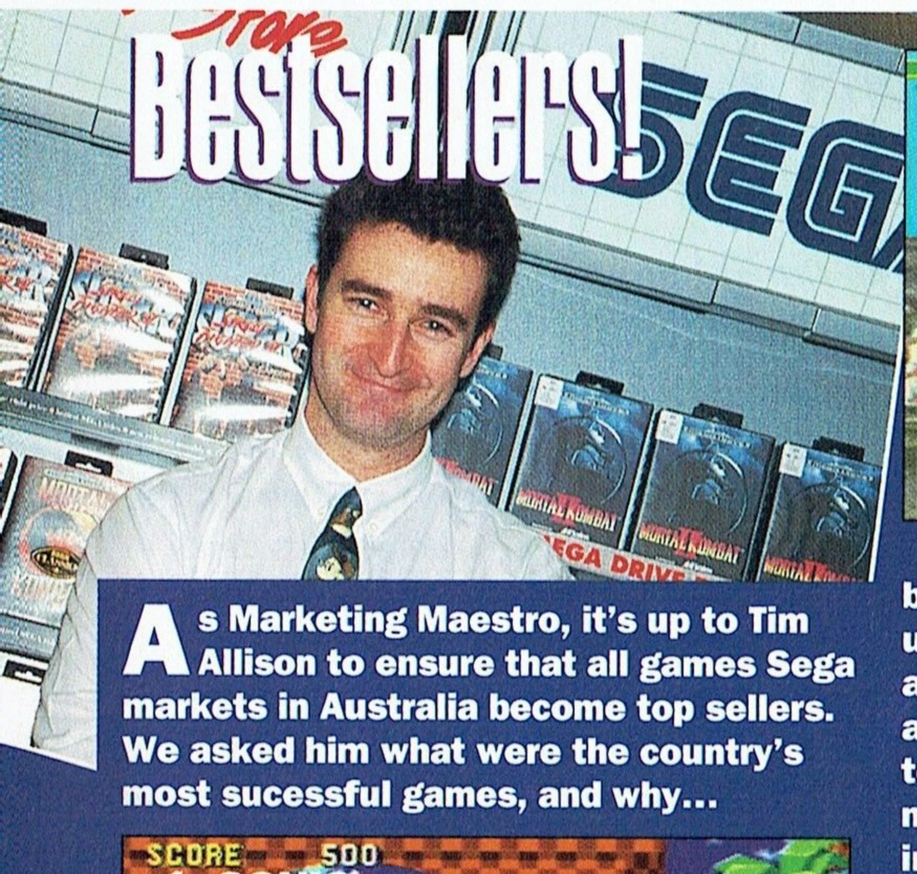
MZ: Are consoles ever going to be as commonplace as VCRs?

TA: Yeah, yeah – in fact more so. There's a feeling that even our 32-bit machine will eventually become the standard form of entertainment for a family home, meaning that on the Saturn, for instance, you can play your stereo compact discs, you can plug it into your stereo and TV and play Kodak CDs – they're the ones people take photos on onto compact disc format so you can replay them through the Saturn – you can obviously play your Saturn games and you'll also be able to play CD films; where a VHS video plays movies currently, our machine will be able play them from CD which will have better quality because you'll have stereo sound and crisper pictures. It won't wear like tapes do. So what you're looking at here is the future systems; complete entertainment units that will do everything that your individual machines currently do at the moment.

> **"The quality of programmers here is as good as anywhere in the world but they really haven't been brought together to produce a game before."** ***Tim Allison on Australian games development***

MZ: Sega – and Nintendo – have received a fair amount of flak on game pricing. Is this likely to change ever?

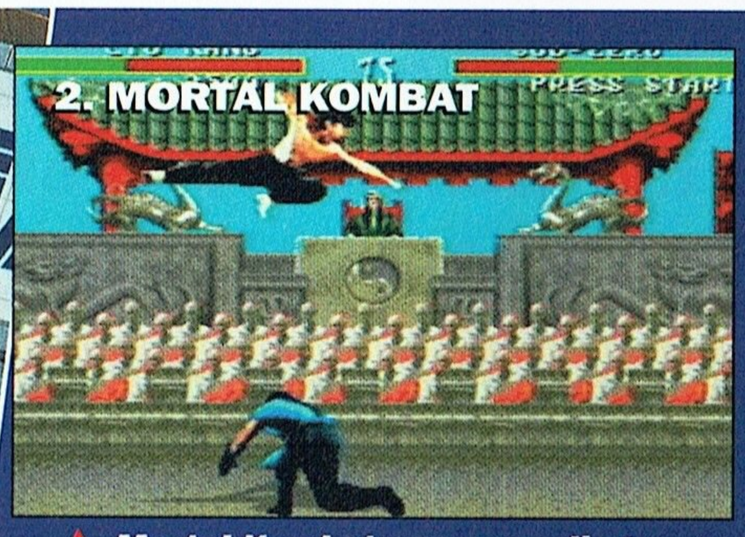
TA: CD-ROM will change that basically because the manufacturing cost of the CD is so cheap but the cost of cartridge-based products will never change. The cost of putting in 20 meg chips or 40 megs – God knows how high these guys will go – but it's horrifically expensive to manufacture and that's one reason why we've seen the prices go so high. The other reason is 'cos everyone's demanding better games, better graphics and better sound; the development time is fairly significant as well. So the chances are in the near future I don't see the prices of new releases coming down at all; in fact, probably some of the cartridge prices will go up. If we're lucky, we might see CD-ROM reduced and



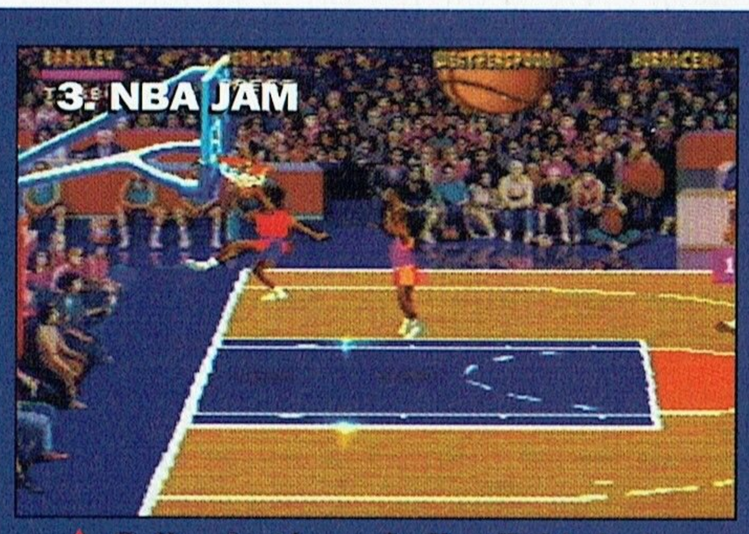
As Marketing Maestro, it's up to Tim Allison to ensure that all games Sega markets in Australia become top sellers. We asked him what were the country's most sucessful games, and why...



I think *Sonic*'s success is derived from it's the sort of game everybody would want to play. It's not skewed at any particular age group or sex. I think even parents would give it a go after they've seen it for long enough.



I *Mortal Kombat* was appealing because it was one of the first games to use smooth-flowing digitised real characters and obviously there was a fair amount of fantasy in there as well in terms of the magic moves that could be made. It was also quite challenging trying to find out the moves. The other thing I liked about that game were the hidden characters and cheat codes which makes it more interesting.



I Following in a similar light, but a different sort of game would be *NBA Jam*. It was successful not because basketball is so hyper but because it's a sort of fantasy game. If you played a normal game of basketball where you go back and forth, back and forth, nothing special happens, it's going to get fairly monotonous. *NBA Jam* with all the special moves and special characters was quite entertaining and fast.

I think we'll see *Virtua Racing* growing and growing and growing as it comes out on 32X and Saturn, but even on Mega Drive it's done very, very well. That's solely because everybody knows it so well and enjoys it in the arcades and it's nice that people can sample a game and get it later on console.



▲ **This Japanese Sega theme park is similar to what's in store for Australia. "'Scuse me, mister, can we have a go yet? You have been on it for four hours."**

there's a good argument for that to happen but in the meantime we've got a very, very large budget range out there now through most department stores and there's some very, very hot games at good prices.

MZ: What of the Sega theme parks? Will they stop people visiting Movie World?

TA: I think Movie World generates its hype off Hollywood whereas we're going to be a technology park. So they can always ride off the back of the next big movie that comes out, while we'll be looking at things like virtual reality rides and interactive rides where everyone is involved in the surrounding game that they're playing. I think it's going to be quite a different sort of event. I think that the sort of people who go to Movie World will be the same people who come to Sega World. They'll probably enhance each other rather than battle each other.

MZ: Anything more you can tell us about the theme parks?

TA: All I can really say is nothing like this in terms of the hardware has been seen in Australia. The arcade machines we get here are poor cousins of what is actually available. For instance, with *Daytona* you should be in a multi-link up where you've got at least eight other people all in their own hydraulic cars with a huge screen up top showing all sorts of flashing lights and stuff. A full, competitive race where you're sitting in your own car almost to the point of putting on a suit and a helmet!

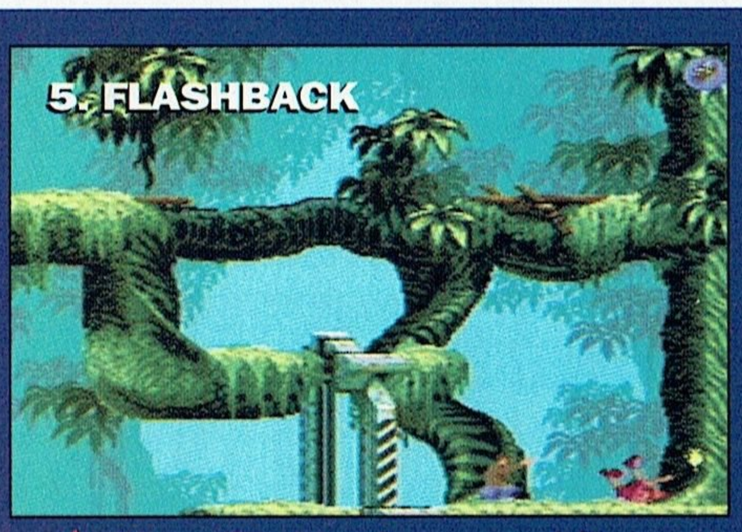
The virtual reality-quality machines we've seen here are quite poor as well. A typical roller coaster ride that you'll go on here is exciting but it's not interactive; you don't actually have any involvement over what's going on during the ride. With our style of games you've got to be involved with whatever you're doing. You have to be able to interact with the bad guys that are coming up against you. That's really the special part about the Sega theme parks.

MZ: What else is Sega up to, in Australia specifically?

TA: We're also doing some game development. You won't see anything for a while because they're 32-bit-based games; this is a good example of what I was talking about before where most publishers now are focussing on the next generation of development because they take a year-and-a-half or two years to come out with a game that's up to that sort of standard. That's what we're looking at now. All sorts of different concepts are coming through including some Australian games as well, specific for our market. From my point of view it'll be great to see some Australian-made games. The quality of programmers here and the creative teams here are as good as anywhere in the world but they really haven't been brought together to produce a game before so I think we'll see some world-class product coming up.

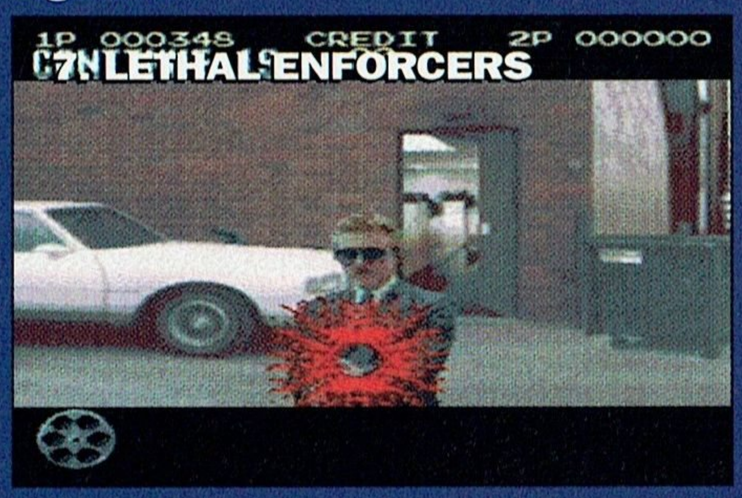
MZ: Anything you can tell us about particularly?

TA: If I told you I'd have to kill you...! M



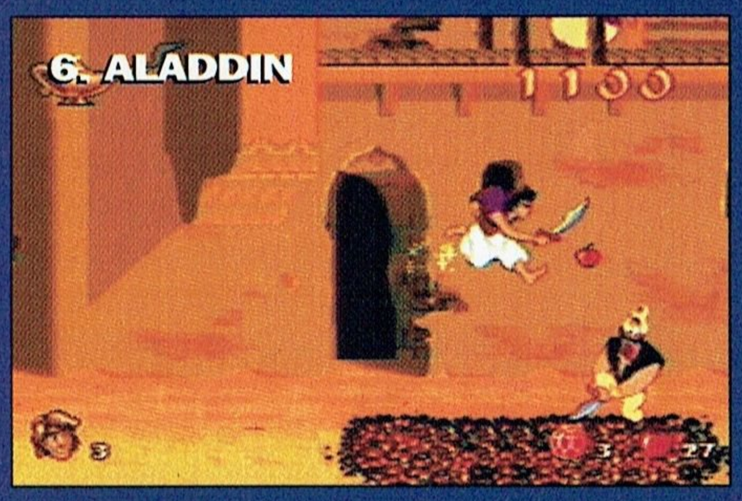
▲ **When *Flashback* came out it was breaking new ground in terms of graphics and the style of platform game. There was a little bit of role playing in there and working out the puzzles and it was a bit more of an older player's thinking platform and I think that the market was really quite desperate for something like that when it came out.**

▼ **I suppose apart from *Mortal Kombat*, this was the only other game that really had digitised characters. It had a good arcade name and the fact that you could get a gun and start shooting people in quite an entertaining way, quite a challenging way. I think the only thing against that was it was quite expensive, buying the game and the gun together.**





▲ ***Street Fighter II* is obviously in there, but interestingly enough, for the Sega players *Mortal Kombat* was probably about three times the size as *Street Fighter*. Talking to our Hotline guys, most of them prefer *Street Fighter* because they've been playing games for so long. I think *Street Fighter*'s a little bit more challenging, but cosmetically *Mortal Kombat* leaves it for dead.**



◀ ***Aladdin*, in terms of gameplay, ended up being too easy but again you're looking at a game that, when it first came out, in terms of graphics and animation was really quite special. You capture the market's attention by bringing out something that's slightly unusual and slightly new. I suppose the nature of the business is that the games with the newer technology are the ones that are going to sell.**

Statistics

Sega spent around $7 million on marketing last year including advertising, direct mail and promotions. Of that figure, nearly $5 million was spent on television advertising alone.

SEGA HARDWARE IN OZ

650,000 Master Systems
300,000 Mega Drives
45,000 Game Gears
20,000 Mega-CDs

Mega Drive Review

Sparkster

ROCKET KNIGHT ADVENTURES 2

A few spins with an opossum has left Peter Burney with a funny feeling. 'Haven't I met you somewhere before?' he asks.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Konami
SIZE: 16 megabits
PLAYERS: One

About 12 months ago we saw the unveiling of a strange new Mega Drive character from Konami. An American animal called an opossum who went by the name of 'Sparkster'. It was love at first sight! Now he's back in a longer, tougher, but not quite as varied adventure... but he's still as cool as ever.

When you cram so much information, such varied gameplay, and super-clear and colourful graphics into a cartridge, it's hard to top it in a sequel.

Unfortunately, *Sparkster* can't match it in the originality stakes with its clone-like gameplay of its predecessor. This is by no means a setback, unless, of course, you've played *Rocket Knight Adventures 1*, then all the surprises you loved are extended pleasures in this game.

To save him from being turned into opossum stew, Sparkster still has his faithful jet-pack which allows him to fly, break down walls and outrun chasing baddies. His sword is still his only weapon of attack but it can be charged up by collecting power-ups and he is able to spin attack into the enemy for a more devastating result.

Both the sound and graphics are of the same high quality as the original with super, big, glossy baddies and lots of them, and a rocking soundtrack to keep you on the edge of your seat.

It's a challenging, fun, swish through seven levels to save the princess from an evil, bad dude. The graphics are cool and the sound is superb and if you're looking for a game with the same freshness as *Rocket Knight Adventures*, this is the closest thing to it. M

Take that...



This game adds lots of variety to the standard platformer. Stage five sees Sparkster leap into a huge robot thingy and fire its fist at flying balloon men, bouncing robot emus and also leaping over bombs thrown by other baddies. But it's the end-of-level boss that is really tough. With a similar robot to yours, (except his also fires missiles), you must stand toe-to-toe and punch his lights out. And if you think that's novel then wait until the end where you swap bodies with the evil one himself and you must defeat him using his powers on you, which is not really you but him who just looks like you! *Huh???*

Pest control

LIVES Yes, the standard three lives to begin the game. You can find hidden lives around the playing area or be lucky enough to get one from the poker machine. The Options screen allows you to switch to as many as five lives and four continues, and if you're still having trouble there are four skill settings as well.

LIFE The hearts deplete slowly as the baddies hit you. You lose between half and one heart per hit. Bones, which are found around the playing area, replenish all your life and apples (which are more frequent) replenish one heart. Lose all the hearts and you lose a life.

POWER GAUGE This shows you how much power your jet-pack has. Once it is used up, all power depletes. But don't fret – the power increases fairly quickly for you to attack again. The jet-pack can be used at anytime (even if it is not fully charged) but the less energy it contains the less power it has.



FIRE SWORD POWER-UP These are found scattered around the playing area and once one is collected it makes your sword twice as strong. However, once Sparkster is hit by an enemy, your power is lost.

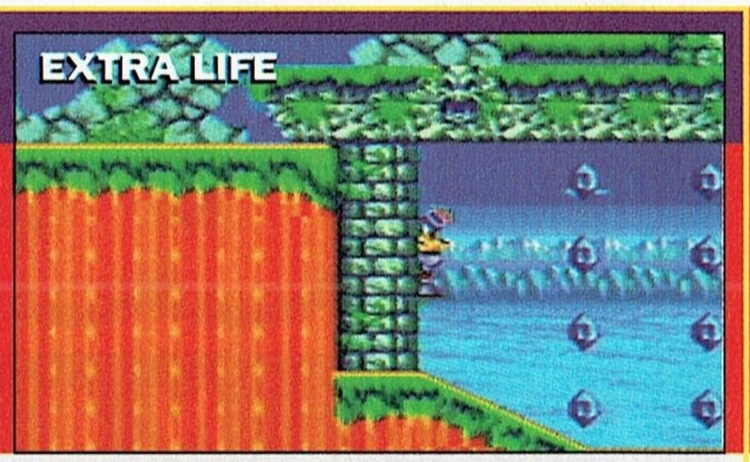
BLUE & RED GEMS Both gems are found in the playing area. When you have collected 10 of the common blue gems, or one of the red gems, the three symbols rotate in a poker machine manner to reward Sparkster with a prize. These can be apples, bones, gems, sword power-up, or even an extra life.

Level one licked

This game is super tough! As you progress through each of the seven huge levels, you'll be challenged by a multitude of imaginative, colourful and extremely dangerous bosses. They pop up intermittently, plus there are the even-tougher end-of-level baddies – all are out to kick your tiny opossum butt. So, to get you on your way, here are the steps to beating level one's major adversaries – plus a few other helpful hints too. Hey, think nothing of it. We're just doing our job...



▲ You'll come across three of these early in the level. Wait until Sparkster's rockets are fully charged and thrust into it. You'll rebound off and then before it gets to you simply leap over it and repeat the process from the other side. Do this three or four times to defeat them.



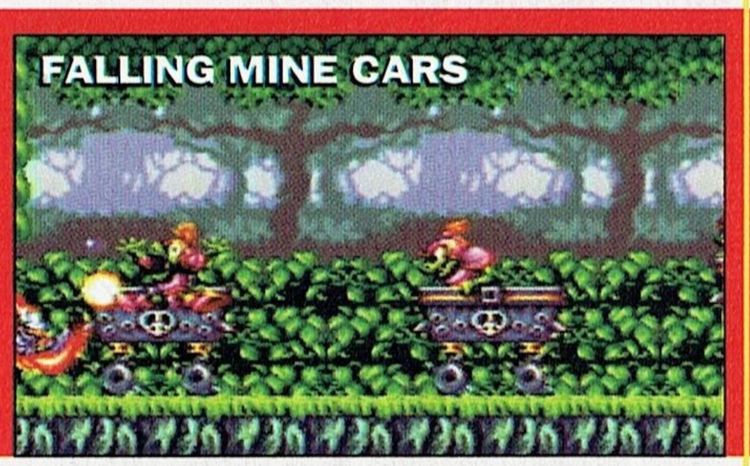
▲ Towards the end of the first part of the level, stay towards the bottom as you head left and you'll notice a bunch of blue gems below. Fall down through the mouth and jump into the left wall. Heavens to Betsy – a secret passage! Run along it to claim an extra life.



▲ When it stops spinning, a platform will appear for you to stand on. Jump on it and it will line you up with a flashing screw. When you're fully charged thrust Sparkster at the screw to unscrew it. When it fires bombs at you simply stand on the platform and jump over them. Repeat this process until all the screws are out.



▲ This guy has three attack moves: arm strike, bomb throw, and bomb drop. If you stay to the far left you should be fairly safe. Charge your jet-pack and when he moves his hands away from his face to attack, jump up and then thrust into his ugly green head. Quickly get back to the left and repeat the process until he explodes.



▲ These aren't too hard. They'll firstly drop down as singles and then doubles and lastly triples. Keep to the left or right and when you see them fall, rocket along the ground to wipe them out.



▲ He'll chase you through winding passageways until you get to a trampoline section. When you reach the highest point of the bounce, rocket into him. You should get three hits in before he moves. Jump over him when he comes along the ground and repeat the process until he's dead.



▲ This is the last, and definitely the hardest, baddie in level one. The object is to hit the red dome at the front of it. Stand just to the right of the dome, jump over the swinging gun as it passes and then hit the dome. The gun will swing extremely fast for two swings, so rocket straight up to avoid it and then repeat.

The Word

GRAPHICS
Big colourful sprites, varied multi-scrolling backdrops and lots of detail.

8

SONICS
A chunky soundtrack which follows gameplay well. Accurate sword 'chinks' and meaty explosion effects too.

9

PLAYABILITY
Not quite the variety of *Rocket Knight Adventures*, but still a romp-and-a-half into the wee hours.

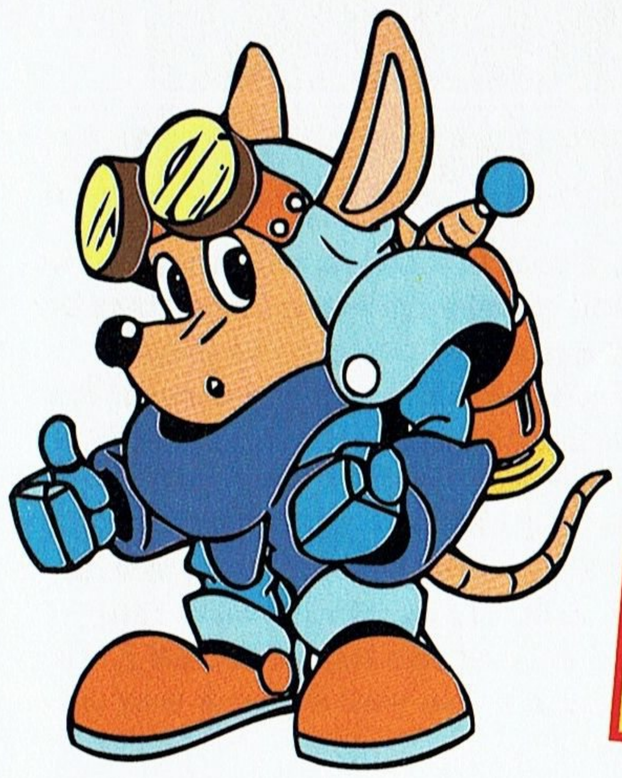
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STAYING POWER
Seven longer and tougher stages than the original will see many days of sword swinging.

8

OVERALL
We expected big things for *Rocket Knight Adventures 2*, but sadly *Sparkster* is a less detailed clone of the original. Definitely worth checking out though.

83 PER CENT



second opinion

I loved the original *Rocket Knight Adventures* – so much variety in such a small cart! So I had high expectations for this sequel. Maybe it's a little unfair to judge a game against a predecessor that was so excellent because *Sparkster* isn't a bad game at all. It has many elements of the original; lots of crazy machines and insane bosses, but just doesn't have the initial impact. A good game, but not a great sequel.

❑ *ADAM*

Mega Drive Review

Star Trek

THE NEXT GENERATION

Watch out! There are Klingons hanging around Uranus. Darren Porter prepares to wipe 'em out.

Space. The final frontier. These are the voyages of the starship Enterprise. Its continuing mission: to explore new worlds... *zzzzz*.

Trekkies have been waiting a long time for the Sega adaptation of the intergalactic frolics of Picard and crew and this cartridge does not let them down. You assume the role of the famous French captain (someone should have told Starfleet that the French normally blow up ships – oh, that's only when they're in the Pacific) and guide the Enterprise around the galaxy following the orders you receive from Starfleet Command.

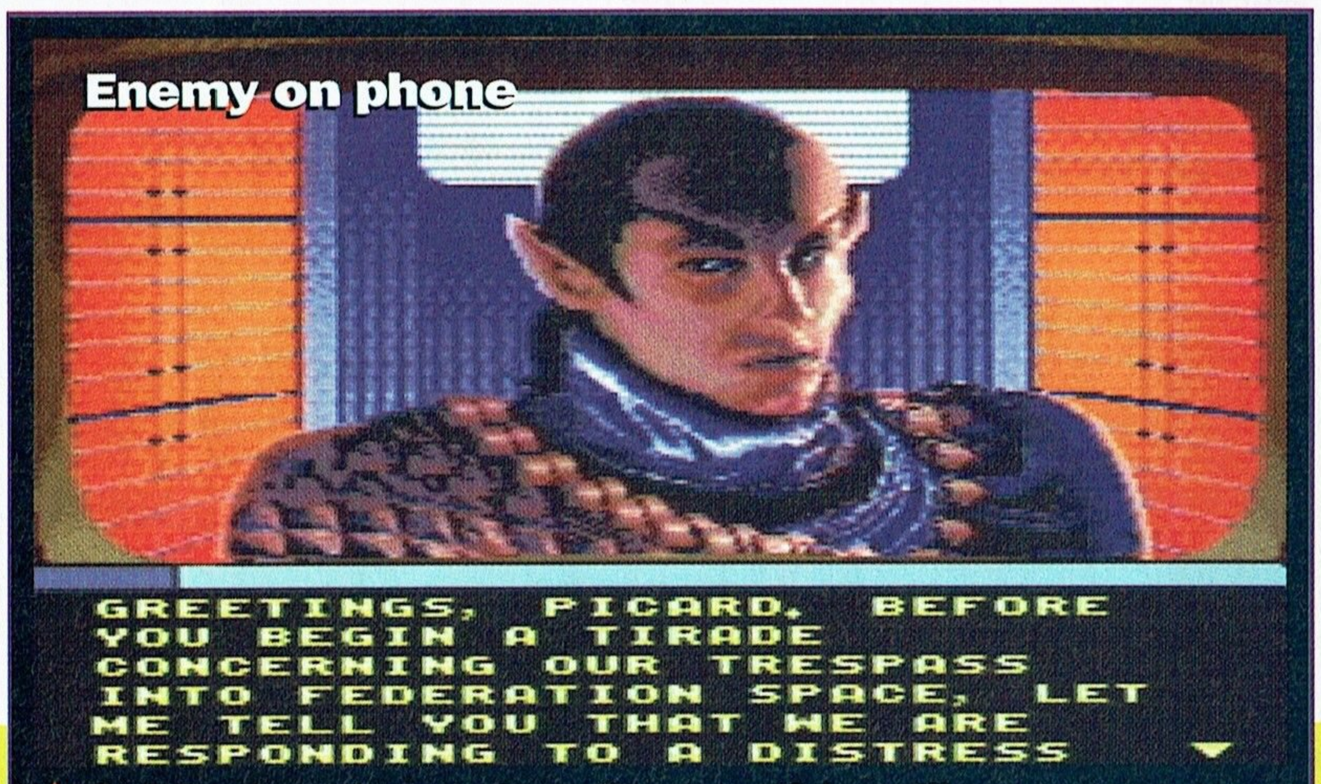
You'll have to utter the famous monologue about going where no man has been before yourself though, because no digitised samples have been used in the game. But the immediately recognisable theme music does compensate a little for this.

This game will probably appeal mainly to the *Star Trek* fan, but it is well worth renting for fun night's adventuring through the galaxy, especially if you need a diversion from the standard beat 'em ups and racing games. Don't expect to finish it quickly, though, as the missions take quite a while to complete. M

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: RPG
SUPPLIER: Sega
SIZE: 12 megabits
PLAYERS: One



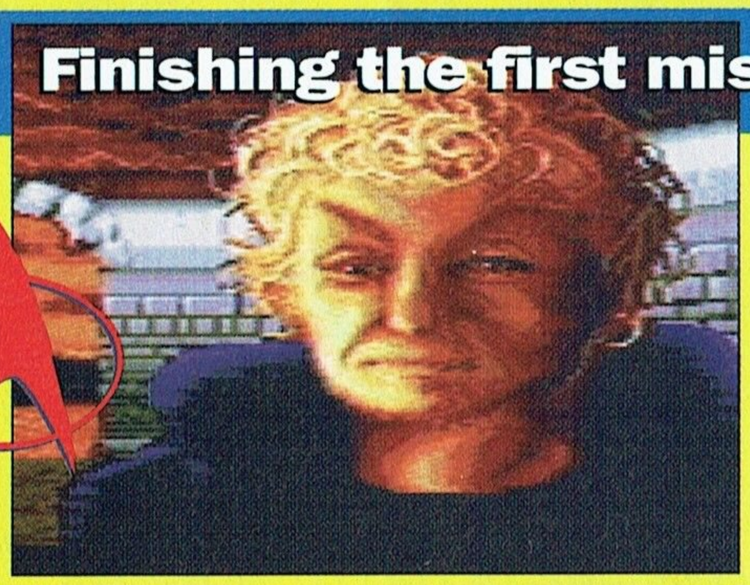
▲ It's once you get to your destination that the fun really begins. You have to put together your 'away team' to beam down to the surface. You control just one of the team, though it is possible to switch between team members. Control of the away team is quirky; you're usually better off sending one of your blokes down on his own as the others just dumbly follow you about and don't do anything useful like shoot back. They end up as a bit of an annoyance because they keep getting killed, thus requiring the rest of the party to beam back up to the Enterprise.



▲ Cruising through space is pretty uneventful – until you come across an enemy spaceship. Diplomacy is the key to survival; talk first, shoot later. Actually, you have no choice whether you fight or not. The banter is pre-set. You just have to watch the conversation unfurl to see whether you can successfully avoid conflict or not. It's sometimes possible to get out of a fight by phoning your adversary up and patching things up there and then. More often it's not, though.



Finishing the first mission at light speed



▲ It all starts with a message from this scientist-type, erm, babe. The Romulans have an unhealthy interest with this butthole of a planet. Hmm, wonder why? (All, no doubt, will be revealed...)

Immediately Warp to Codis Nu VI. Don't attack any Romulan vessels, just respond to their hails. When you arrive at Codis Nu VI, send down an away team lead by someone like Worf. Immediately select phasers and attack all Romulans. When you've stunned them all you can open the cell and free Dr T'Laris. After returning to the Enterprise warp to Oriens Alpha IV, you will encounter an alien vessel, scan it then beam aboard an away team with at least one tricorder. To repower the ship you will need three gas cylinders, two power cells, a pressurisation pump and all the missing circuitry pieces. These can be found scattered around the ship.

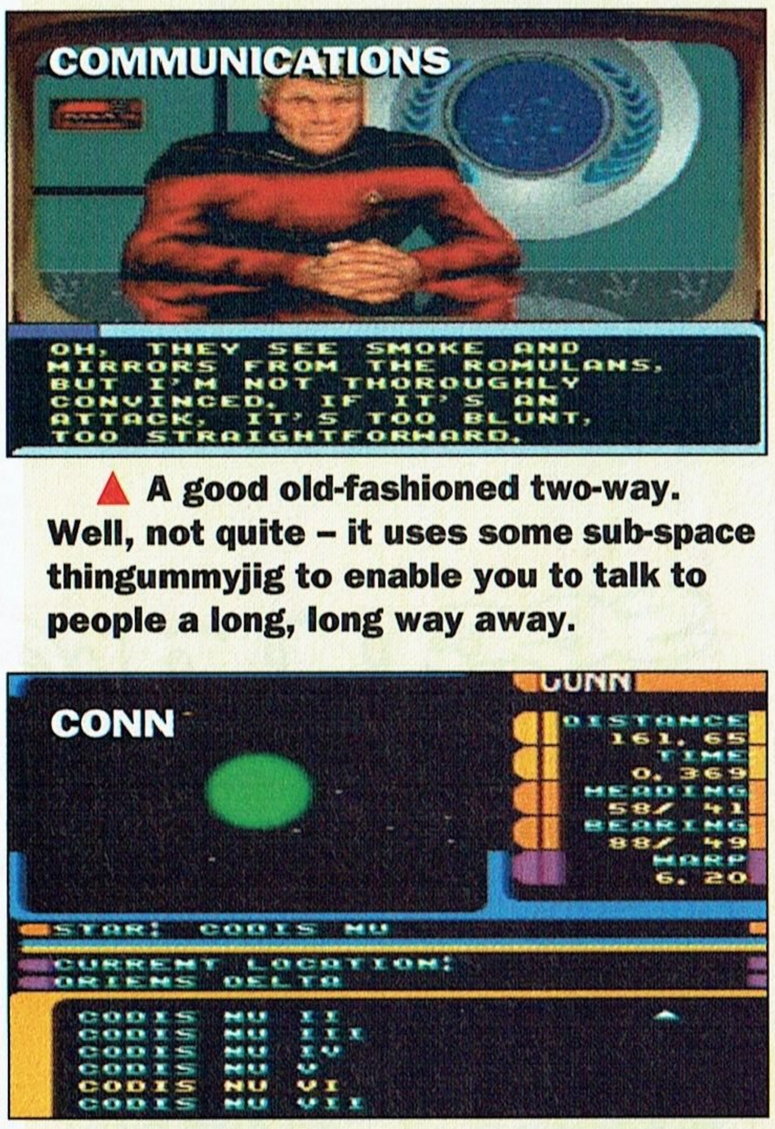
Watch out for the guard drones and check the circuitry pieces carefully as some are just decoys. The gas cylinders need to be placed under their corresponding symbols and the pressurisation pump needs to be placed near the locked door at the top of the ship. That should have you well on your way into the game...

The bridge

Initially you will find yourself on the bridge with a wide range of controls to explore. Control of the Enterprise is administered through various stations that can be accessed by scrolling around the bridge. These include Communication, Engineering, Transporter, Computer, Sensors and Tactical stations. There is a wealth of information accessible at each station to help you on your mission, and you can enter the Captain's Ready Room at any time to be politely reminded by Picard of your mission objectives.

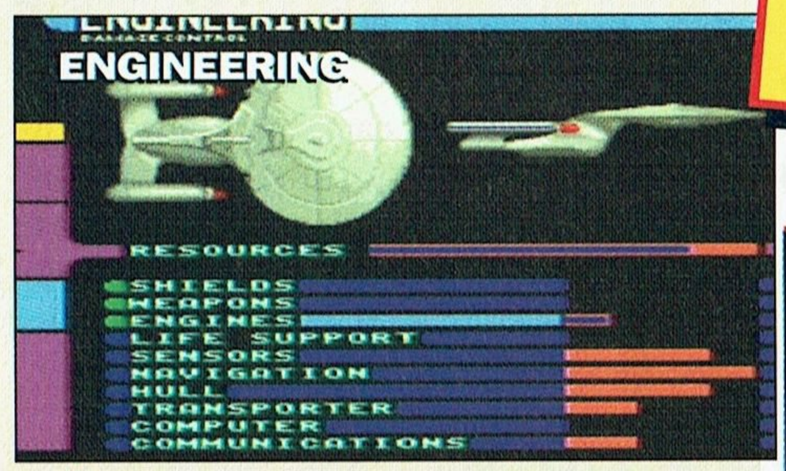


▲ **Klingon and all-round nice guy Lt Commander Worf will aware you of any enemy vessels plus give you the opportunity to vaporise them with your Photon Torpedoes and Primary Phaser Banks.**

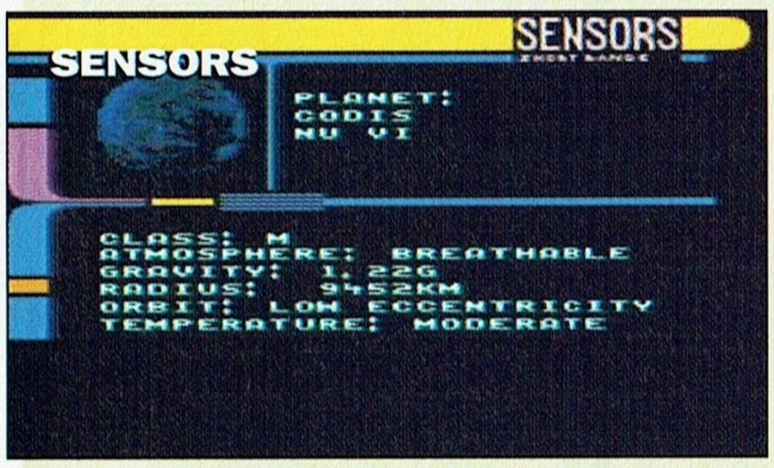


▲ **A good old-fashioned two-way. Well, not quite – it uses some sub-space thingummyjig to enable you to talk to people a long, long way away.**

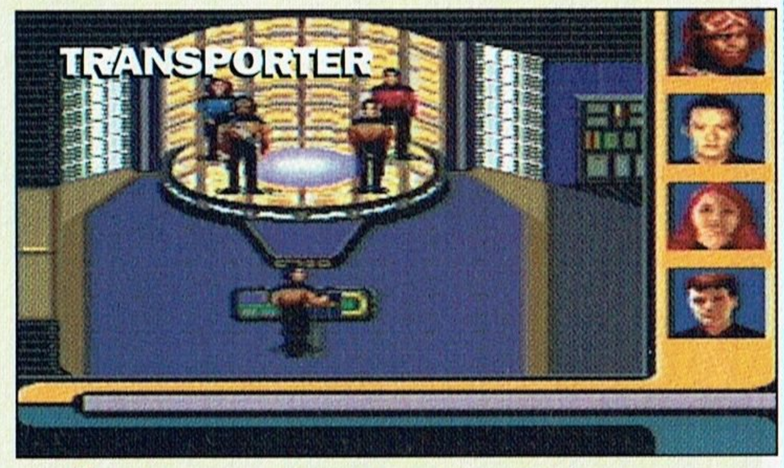
▲ **The fish and chip shop located in the forward hold. Actually, this is your steering wheel, it'll get the Enterprise from A to B in seconds.**



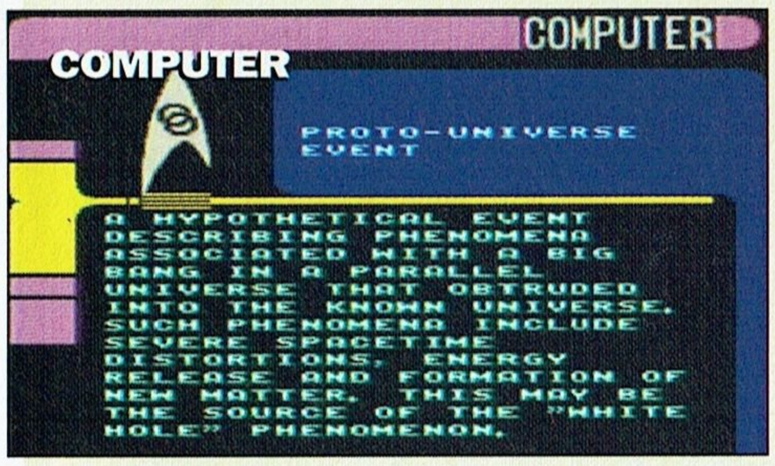
▲ **"I cannae givva no more, cap'n, aye, she'll blow!" Spread your limited energy between the different systems. Tip – give shields the most and adjust damaged systems as necessary.**



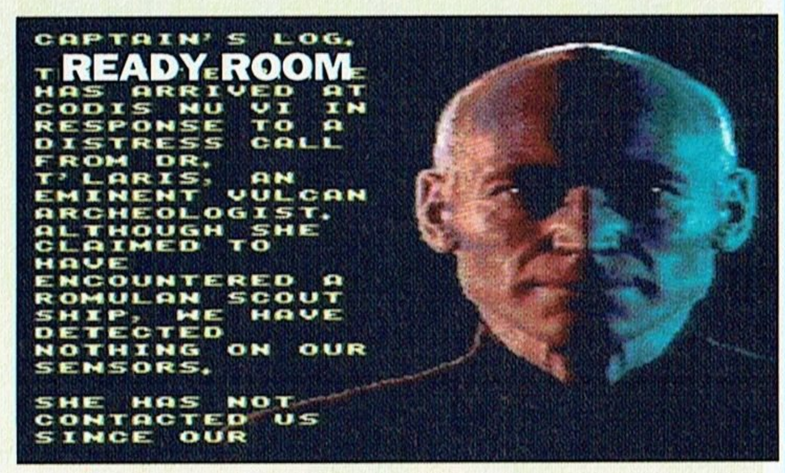
▲ **Provides useful information regarding any ships or planets you come across, such as temperature and mass.**



▲ **We could construct a sentence involving the words 'Beam', 'Me', 'Up' and 'Scotty', but that would be silly. Instead we'll say: 'Steam up my botty'.**



▲ **A veritable cornucopia of trivia regarding everything you ever wanted to know about the USS Enterprise but were too bored to ask. It lets you save your game to the battery back-up too. Handy!**



▲ **When you stray off the path of righteousness, my son, come to my chambers and I will give you a bloody good clip behind the ear: Picard 13:43**

second opinion

I enjoy an hour's worth of *Star Trek* on the telly as much as the next man/Klingon/silicone-based life form that Bones made better with a bag of cement. I was initially quite excited at the prospect of roaming around the galaxy with Picard, Data and Co. Sadly, the game is deadly dull. Lots of sitting around and waiting for things to happen. When you do finally get to your destination, the away team is fiddly to control and roaming around mazes for hours isn't my idea of fun. ❑ *ADAM*

the word

GRAPHICS
Bridge scenes are nicely drawn and the feel of the show is captured well.

7

SONICS
Faithful reproduction of the theme music and accurate-if-sparse effects.

7

PLAYABILITY
Perhaps a little linear for our liking and some missions do tend to go on and on and on and on.

8

STAYING POWER
You'll want to finish it, but you wouldn't play it again.

6

OVERALL
Really captures the flavour of the show but lacks the little something to make it really stand out from the overcrowded market of arcade adventure games.

79 PER CENT

Mega Drive Review

Tiny Toon Adventures

ACME ALL★STARS

What do you get when you mix cartoon characters with a sports sim? This review from Peter Burney for a start.

If you're into cartoons and you're a sports lover, then this cart was probably designed with just you in mind.

Five 'sports' can be drawn from the Options screen which gives you the opportunity to rub out the computer or an opponent in a one-off game. These single game options could be seen as practice matches for the ultimate elitist experience where you challenge another team of, win-at-all-costs, Toons in an all-event battle to the death (well, maybe not quite death... but a damn good flogging)!

The controls take a bit of getting used too as all three buttons are used in game play. And unlike most other sports sims, you control all the players on the field, in that you select which player you want to use when either chasing a ball or manipulating it. It's all very confusing at first, but ultimately rewarding when you get the hang of it.

With close to 800 frames of animation the sprites are wonderfully cartoony and perform... well, like Toons do. The backgrounds are also excellently drawn with a choice of five locations and full interaction with items in them. Backed up by titillating Toon tunes, this is a complete sound and vision package.

A great-looking cart, but some of the games have a fairly short-term appeal. However it is fun, tough and takes time to get skilled at. So you'll be having a Toon of a time with this for quite a while. *(Hur hur, he said 'Toon' – Ed.)* M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Sports sim
SUPPLIER: Konami
SIZE: 16 megabits
PLAYERS: Two

second opinion

I hate cute cartoons. Simba should be eaten by a zebra. Give me Ren, Stimpy, Beavis, or Butt-Head any day. But! This is a clever diversion from your everyday sports sim. One that is best taken not seriously, with a pizza, a buddy, and a free night when there's no vids at the store and the neighbours have gone out and you can't spy on their daughter (joking, Mum!). ❑ *MATT*

All Toons are not created equal

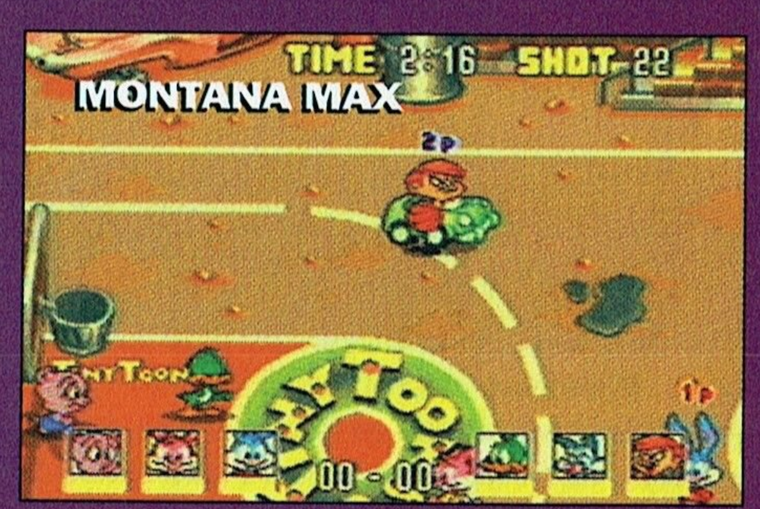
What sets this sports sim apart from the others (besides the Toons) is that each character has a few special moves. These make them all-powerful but only for a short time and you must wait patiently for them to recharge before they are accessible again. Every character has their own unique moves and determining which suits you to make for the strongest team will take time. We found that the best Toons to choose were Buster Bunny and Montana Max.



▲ Runs at super-fast speeds.



▲ Jumps into a metal walking thing and throws bombs from behind.



▲ Hops into a green convertible and runs over the opposition.



▲ Forms into a ball and bounces around the court.



▲ Flies into the air and drops anvils on his opponents.



▲ Jumps onto the ball and speeds across the court.

The main games

▼ Soccer allows you to choose a team of four players (one will be a computer-controlled goalie) to take the pitch. However, strangely enough, you also select the computer opponents who you are going to challenge. Then it's time to take the field for two three-minute halves. All the elements of soccer are here: passing, throw-ins, scoring goals, and a penalty shoot out in case of a draw. Scoring is really tough as the goalies are agile little blighters, so your best bet is to either draw the goalie to one end of the goals and shoot for the top corner of the other or put him out of action by belting the ball into his guts and simply tapping it through for a shameful point.



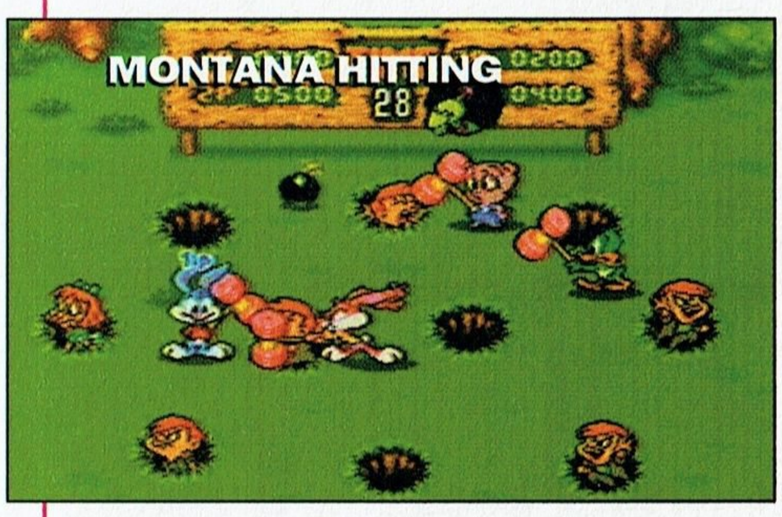


▶ The other of the two big sports, basketball, pits three Toons onto the court for a jammin', slammin', four-quarter aggression session. Lay-ups, three-pointers, and even slam dunks give this selection some extra bounce. Passing the ball around and going for the steal is the key to winning but getting used to the controls takes time. Be prepared to sweat it out for 12 minutes.

The sub-games

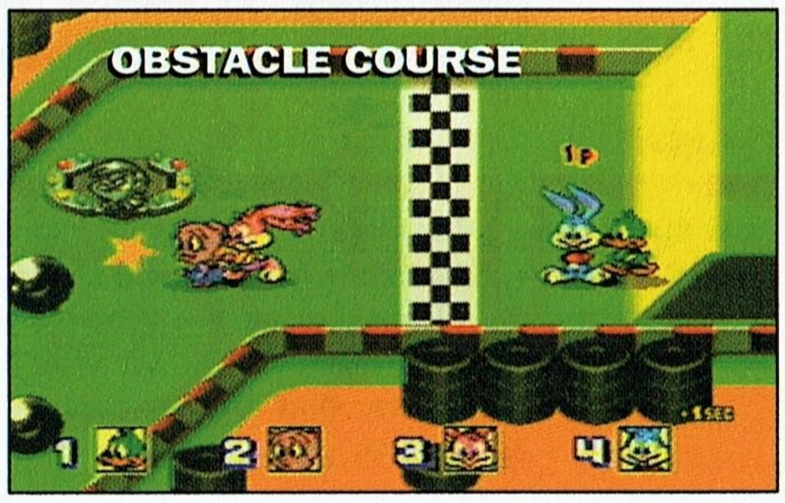


▶ Not recognised for its full contact action gameplay, bowling is the first of the three sub-games. You're automatically given Buster, who must out-bowl his three opponents. The controls are simple: select a starting point, select the speed of the bowl and hit the button when the angle swinger is in the correct position. Starting slightly right (Down) and bowling straight at medium speed is your best bet. The second bowl should always be as slow as possible for greater accuracy. Bowling fact: A 'spare' is a close second to a 'strike'!



◀ Montana Hitting, as the name suggests, is hitting Montana Max as many times as possible. With mallet in hand you must run around the holes and avoid the bombs, hitting Max on the head. But beware, Max isn't the only one stupid enough to poke his head up, and if you happen to knock someone else's block off then be prepared to lose all your points. Get the most hits in the time limit and you become the bonko champion.

▶ The third sub-game, and probably the most fun, is a three-lap dash around bumpers, through rolling balls and over ramps. Getting left behind (too far back to be on the same screen as the leader) will cost you 0.1 seconds but don't fret, in Toonland you find the strangest things; scattered on the track are speed power-ups and bouncers (to throw you over dangerous sections). Running on these is the way to win.



Mmm... passwords









The Word

GRAPHICS
Toony, colourful, lots of variety and cute little touches really make it more of a cartoon than a game.

9

SONICS
Nice crowd cheering and happy tunes get you going. Ball effects are OK too.

7

PLAYABILITY
Hard-to-get-into fiddly controls, but once you've got the knack of it you'll be wiping the Toons from the court.

7

STAYING POWER
A large variety of games few with any real long-term appeal. Four skill settings and lots of characters will keep this one scoring for a while.

8

OVERALL
Once you are used to the controls it's a great romp in the grass. With two players battling the computer together it's double the fun.

80 PER CENT

Mega Drive Review

Nigel Mansell's INDYCAR SERIES

Running grease through his hair and donning a leather suit, Peter Burney comes to terms with the fact he will need to grow a moustache to master this game.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Racing sim
SUPPLIER: Acclaim
SIZE: 16 megabits
PLAYERS: Two

Start your engines... *brrroommm, brrroommm*... and they're off, in another race sim doing the Mega Drive circuit at 360 km/h... and loving it!

Nigel Mansell jumps into the driver's seat once more to make his second appearance on the MD in this very fast, well detailed, Indycar extravaganza.

But the catch is that if you've seen *F1* then you've seen this. It's practically identical in the graphics department with 3D polygon-style tunnels, grandstands and buildings whizzing by at break-neck speeds giving a real sense of motion.

The gameplay is your standard pedal-to-the-metal-breaking-as-little-as-possible-type scenario as you try to take the chequered flag from 11 other would-be winners (including arch-rival Andretti).

There are 15 real-life tracks to tear around, including Surfers Paradise (beautiful one day, suicidal the next), which can be raced individually or as a full season. Thank Mansell for the password save so you can have a 'brake' when it all gets a bit much.

Yes, it sounds all very similar, doesn't it? Well, it is. But don't put it in the garage just yet, it has one added option which accelerates this metal cruncher away from the competition. 'Simulation' seats you into the real race! Yellow flags appear to indicate an accident and unless you slow down it will cost you a lap or even disqualification. Minimum speed is required in the pits and too many crashes will slam you into retirement. You also get to modify your race cars, brakes, stagger, wings, tyres, and camber. This option makes for more fun due to its realism and it is something which we haven't seen on the Mega Drive before.

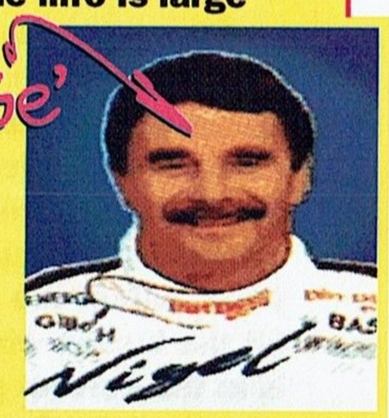
Mansell has done himself proud with this one. Good graphics, variety in gameplay and a truck-load of options gives this cart a good start on the grid. Now, about that moustache... M



There are 15 tracks to master in order to win the championship. Each circuit has a different number of laps to complete (depending on their length) and each has its own characteristics. The easiest tracks to master are the oval style which you can go flat out in the whole time, and then there's the twisty-turny tracks... doh!

Keep your eyes on the road *and* the gauges

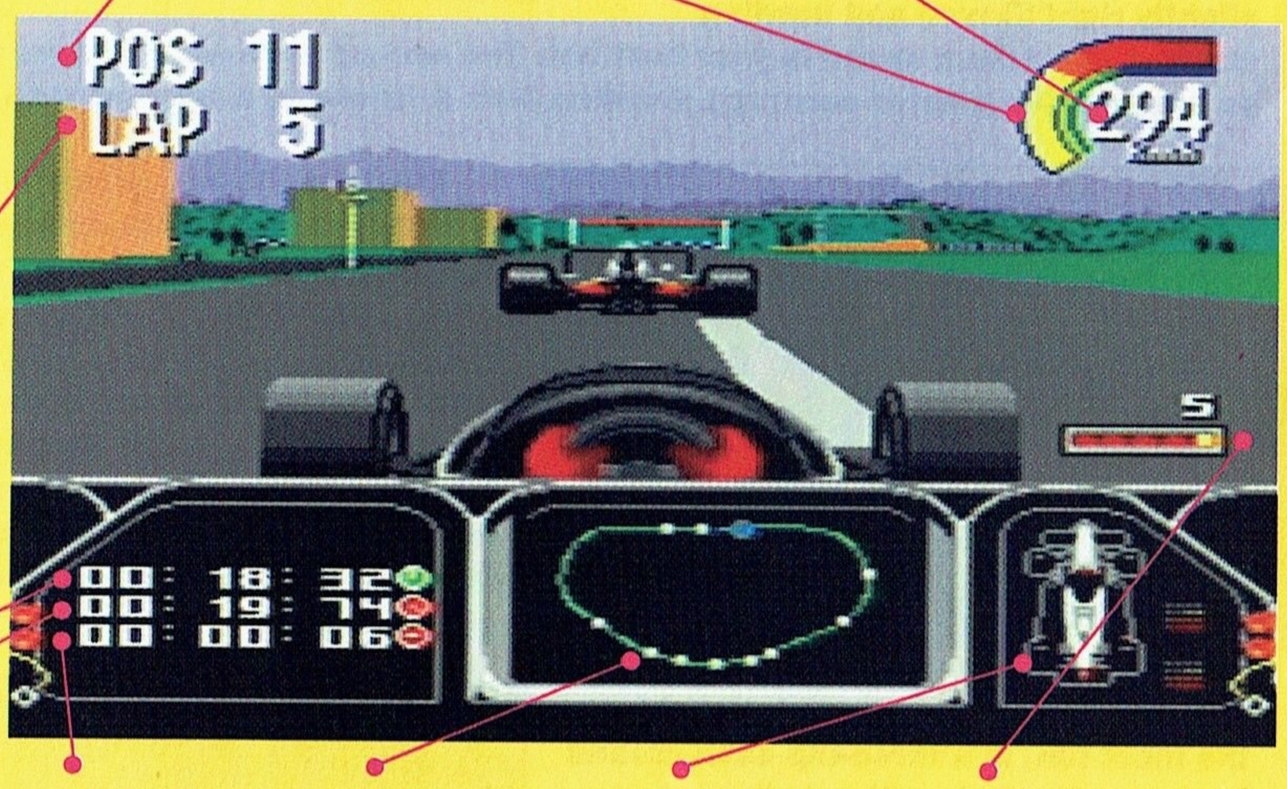
The play screen is probably the most detailed we've seen on any race game. It contains all the relevant information you need when driving a speedy Indy car. However, even with so much information, it's not cluttered and all the info is large and clear, which is pretty important when you're trying to watch the road and glancing at your dashboard at the same time.



POSITION IN RACE: Why do we always want to know how brilliantly or absolutely pathetically we're driving in relation to the rest of the field? Mmm, prize-money.

REV COUNTER: Good when you're using a manual but just fancy lights otherwise.

SPEED: Your current speed in either kilometres per hour or miles per hour.



CURRENT LAP: Keep an eye on this, especially if you're low on fuel.

FASTEST LAP: Keeps track of your best trips around the course.

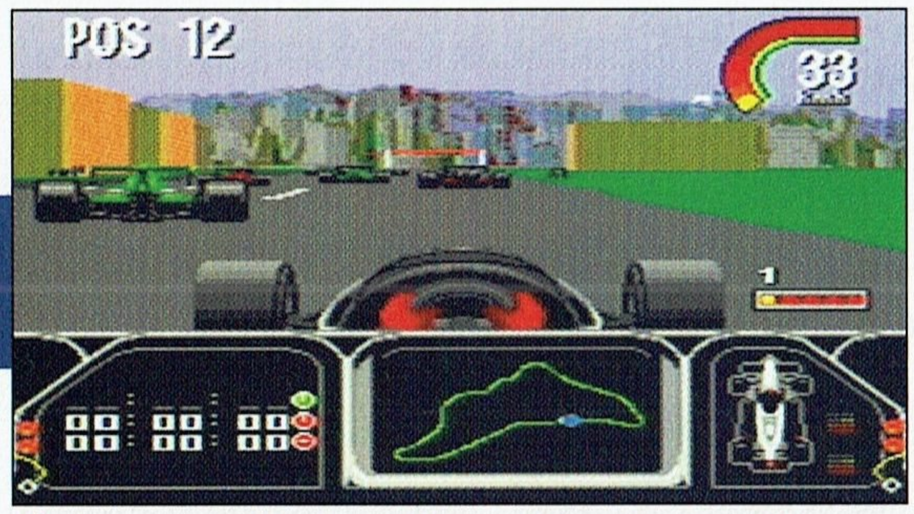
CURRENT LAP TIME: How much time you've been driving in this lap.

TIME TO CLOSEST CAR: Very useful measure of where you are in relation to the car that is leading you.

MAP: The track's sharp corners are clearly shown and you are well represented by a large blue dot.

DAMAGE: Crashing tends to wreck a car! Damaged bits will flash red, and too many crashes will end your race.

GEARS: The red light indicates the gear being used. Good for the manual driver.



▲ Every race begins with a rolling start and if you don't want to start in last place on the grid then go for a few qualifying laps. These are two laps of solo driving in order to get the fastest time possible, but no matter where you qualify the other drivers always seem to take off faster.

Crash and burn

Driving like a maniac will surely have you slamming into the objects which line the sides of the track. And let's face it, we all try to go flat out rather than learning all the bits where 'flat out' is plain stupid.

Megazone Tip: It's advisable to go for a few practice rounds of the track, looking out for landmarks which appear before the hell corners instead of jumping in head first.





second opinion

Oh, you know... racing games are racing games. At least with this you can stay on the track, be competitive and win (shock!) which is more than you can say for a couple of recent releases. So, yeah, if racers are your game, *Nigel Mansell's Indycar Series* will spin you out.

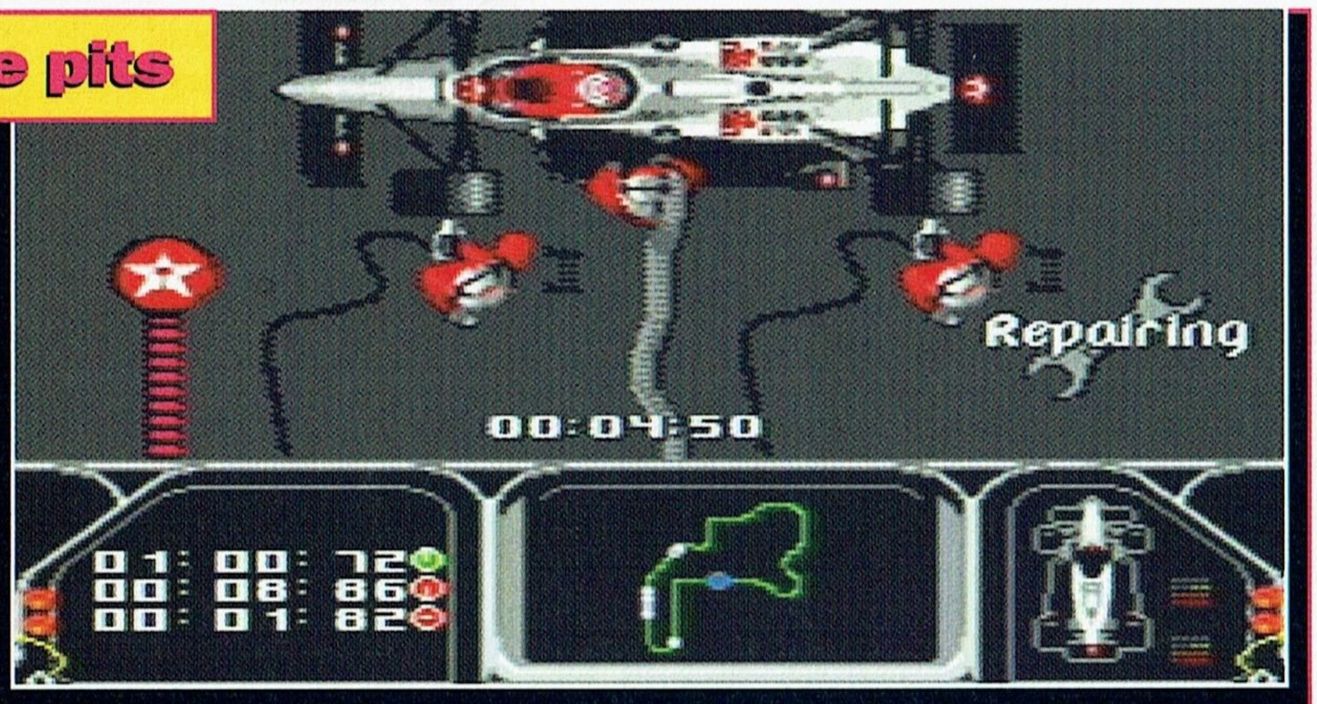
❑ *MATT*

Split screen racing



◀ The two-player mode or the Vs Comp mode are both set up with a split screen. Unlike other split screens the inclusion of track information helps to illustrate where your opponent is. However, this unfortunately reduces the amount of track seen by each player and the graphics suffer slightly. A bit of a downer when the main game is so much better.

It's the pits



▶ The pits are an essential part of gameplay in the *Indycar Series*. While pounding around the track in your quest for the chequered flag you could find that fuel is running low or that your car is becoming a scratched and dented heap of shit from too many accidents. Pulling into the computer-controlled pits will address these problems.

the word

GRAPHICS
Blistering speeds are simulated by the smooth scrolling but definition is lost in the split screen two-player option.

8

SONICS
The SFX are limited and race music will put the most hyped truckie to sleep.

6

PLAYABILITY
Jump behind the wheel and hit the gas. Lots of tracks to speed around and lots of options shift through.

8

STAYING POWER
The password save season will take yonks to beat. You'll need to stick to it to learn the ins-and-outs of handling and of smart car modification too.

7

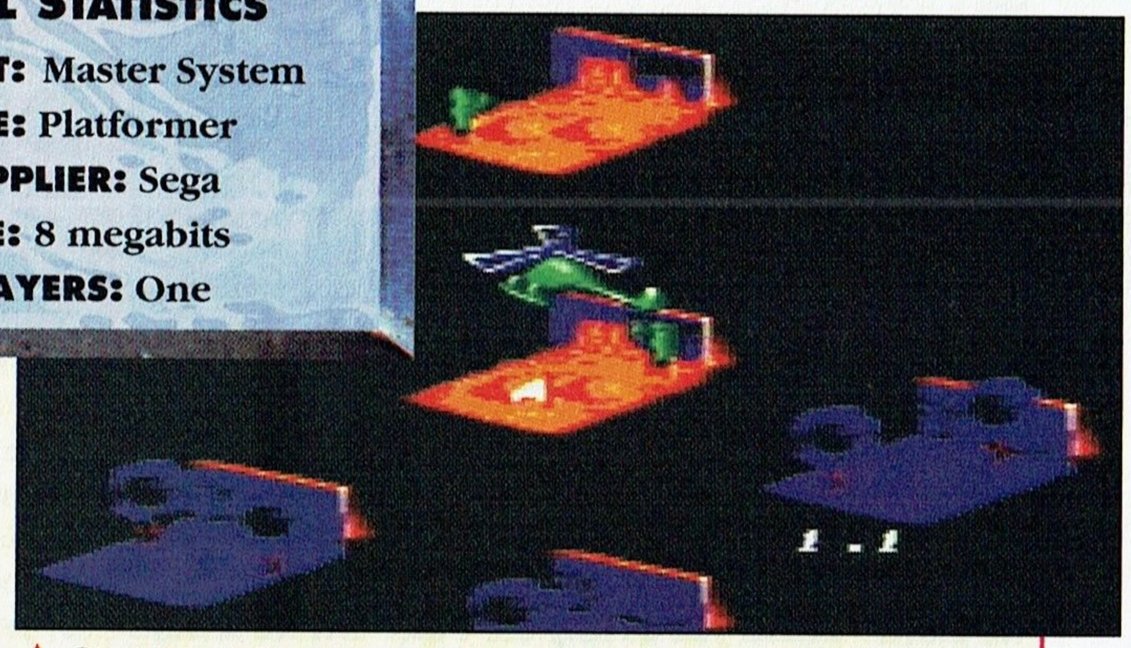
OVERALL
Smart-looking and easy to play. The variety of options add to the value but essentially it's just another racing game.

79 PER CENT

Daffy Duck in Hollywood

"That's dethpicable," says Peter Burney as he quacks another baddie in the head with his trusty bubble gun. What is going *on*?

VITAL STATISTICS
FORMAT: Master System
TYPE: Platformer
SUPPLIER: Sega
SIZE: 8 megabits
PLAYERS: One



▲ **Starting the game, you can select your starting position anywhere within the first six levels. You guide the helicopter over to the area you wish to complete and then parachute down. A white flag appears once an area is completed. Megazone Tip: It's advisable to explore the areas in order as they become harder the further you go.**

Daffy Duck splutters his way to Hollywood in this standard platformer which, let's get this straight from the start, won't leave you drooling.

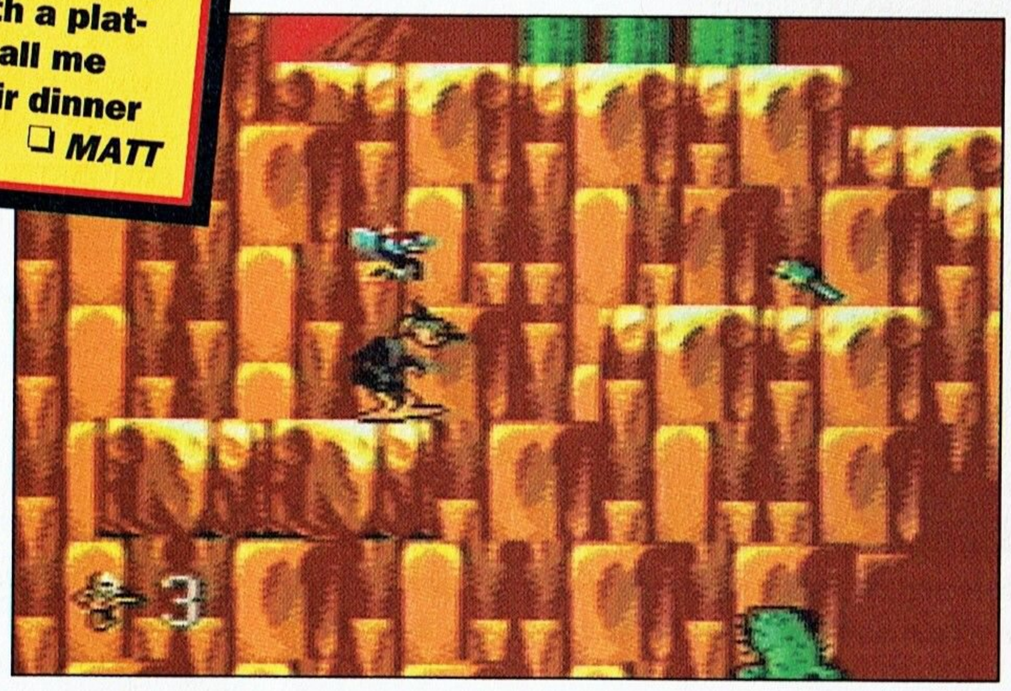
It's the same yawnsome old story – Daffy must travel through a variety of stages, with each stage containing three levels, searching out the bad monster dudes (no, not Elmer or Bugs) so that he can progress further in the level. You see, blocking your way are leafy walls and the only way to pass through them is to find certain baddies (as indicated at the beginning of the level) and eliminate them with your bubble gun, and then do the same in the next level and the next and... jeez!

Graphically, the game looks quite good. Daffy is an accurate rendition of his cartoon self and there are a variety of baddies out to get him, who change with each new stage. The sounds aren't too bad but the effects are dull and lack imagination.

You've seen it all before, and done a lot better than this. Don't get us wrong, it's a nice enough game with lots of levels, pick-ups and some tricky bits but it's just too repetitive. M

second opinion

Great graphics. But, when, oh when, will someone come up with a platformer that has a new idea? Call me controversial, but perhaps their dinner is overbaked. ❑ *MATT*



▶ **Daffy can only survive one hit before he loses his life. But before you cry animal cruelty, scattered around the playing area are wands which give you an extra chance. A small angel duck floats over Daffy's head indicating when he has a spare life.**

Megazone Tip: If you come across another wand while the angel is over your head don't pick it up until you are hit by a baddie (you can't have two angels).

The Word

GRAPHICS
Daffy looks great and the backgrounds are fairly detailed.
8

SONICS
Music is boppy and the *Looney Toons* ditty well rendered, but effects are dull.
7

PLAYABILITY
Easy to control the duck and the pick-ups work automatically so there is no fiddling around.
7

STAYING POWER
The gameplay is repetitive but there are lots of secret rooms which may keep you quacking for some more.
6

OVERALL
Cute graphics and simple gameplay make this cart for the younger gamester. Otherwise, only die-hard Daffy fans need check this one out.

71 PER CENT

Big bubbles, no troubles

There are lots of pick-ups in the game and most of them are power-ups for Daffy's bubble weapon. You find these as they float up out of the ground or some can be picked up from stationary bubbles scattered around the playing area.



▲ **The weapon you start the game with. Not terribly useful.**



▲ **Twice as good as the single bubble.**



▲ **One hit and they're dead. A cool gun.**

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Urban Strike

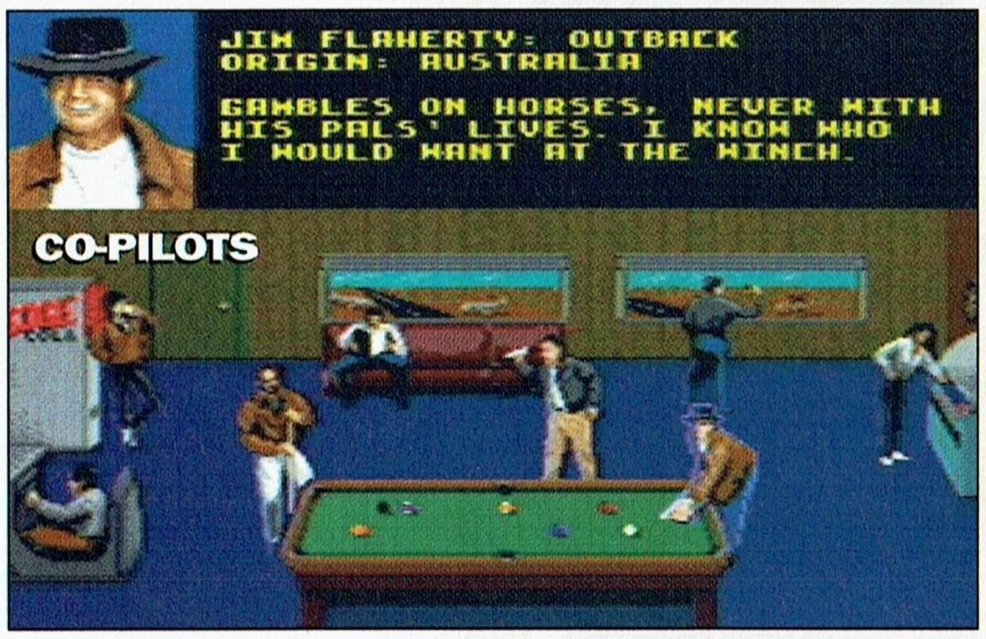
What do you call Adam Waring when he's sat in a deadly assault chopper armed with missiles and rockets? Anything you like, he can't hear you anyway.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Shoot 'em up/strategy
SUPPLIER: EA
SIZE: 16 megabits
PLAYERS: One

First there was *Desert Strike* – against all odds, a single chopper gets sent in to face the military might of a Middle-Eastern madman. Then there was *Jungle Strike* – one little helicopter against an all-powerful drug baron. Now there's *Urban Strike* – one ultra-wealthy tycoon with a massive army at his disposal and plans for global domination. Can a lone 'copter possibly thwart his evil plans?

Yes, of course it can. It's not going to be easy, though. There are 13 tough levels to fight through, each comprising of several missions. There's a definite difficulty curve to the game. The first level shouldn't pose too much of a problem, and after a couple of goes you'll be able to do it blindfolded. After that, things get decidedly dicey.

You're armed with three types of weapon: rapid-fire cannon, rockets and missiles. (Though, as in *Jungle Strike*, you do get to swap vehicles equipped with different firepower.) The trick is using them effectively but economically. Firing a Hellfire at a foot soldier may be fun, but they're better saved for heavier artillery. Ammo is strictly limited, as is fuel, as is armour. You have to make every bullet, every drop of fuel and every steel plate count. Replenishments are available, but they're few and far between and are often hidden. *Urban Strike* has an excellent mix of strategy and action and is deeply engrossing. It's large, has lots of levels, and offers longevity. Just the thing for all you intellectual psychopaths out there... M



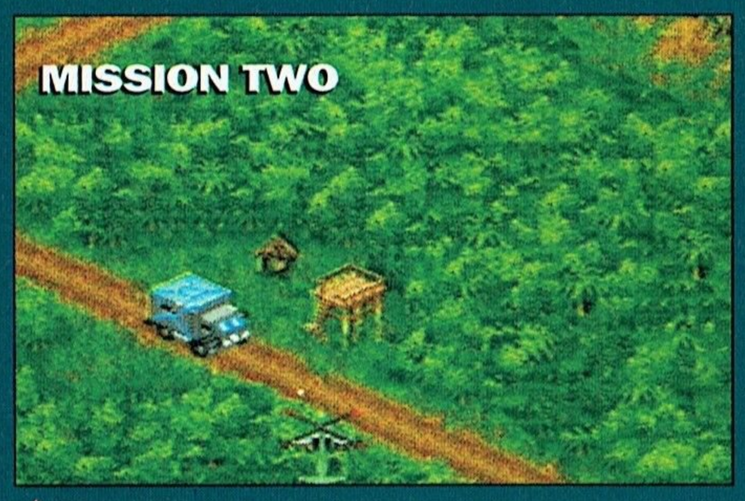
◀ Say hi to Jim, the Aussie co-pilot. Why do they always give Aussies daggy hats? Jim is responsible for the winch and shooting (you press the fire button, but the accuracy of your shots is down to your co-pilot's supposed skill). Ignore the winch skills; good shooting is the only attribute that really counts. The best co-pilots are missing in action and can be picked up as you go through the game.

Let the killing begin

Hawaii might be a good place for a holiday, but you're here for business, not pleasure. There are six missions to get you through this first level. It's all pretty straightforward – a taster for far tougher things to come.



▲ **Fairly straightforward. Mosey on up to the two radar sites – they're directly ahead of your starting position – and blow them to bits. Be sure to watch out for the ground fire.**



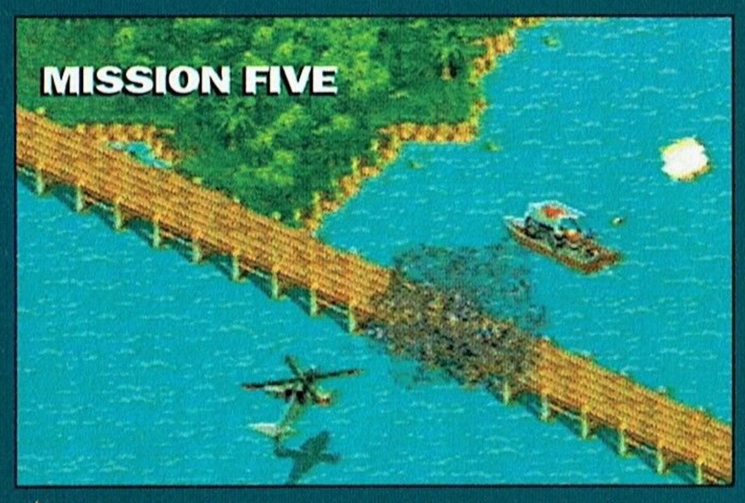
▲ **Blow up the armoured trucks to pick up the stolen telescope mirrors. Be careful – smash them into buildings and you'll have more than seven years' bad luck to worry about!**



▲ **These rather futuristic-looking stealth ships aren't as mean as they may first appear. Just pump 'em full of rockets and they'll soon be nothing but flotsam and jetsam.**



▲ **Rescue the plastic surgeon. He holds the key to Mr Malone's secret identity! You'll find him at the top-left corner of the game map. There are snipers around, but they offer little resistance.**



▲ **The bridge needs to be knocked out. Concentrate your cannon fire on it and save missiles and rockets for armoured cars and tanks – these shoot back, the bridge doesn't.**



▲ **Carry the bomb from the small island and drop it over the purple smoke. The commandos appear one by one – as do snipers. Use cannon fire, but be careful not to hit the wrong guys...**

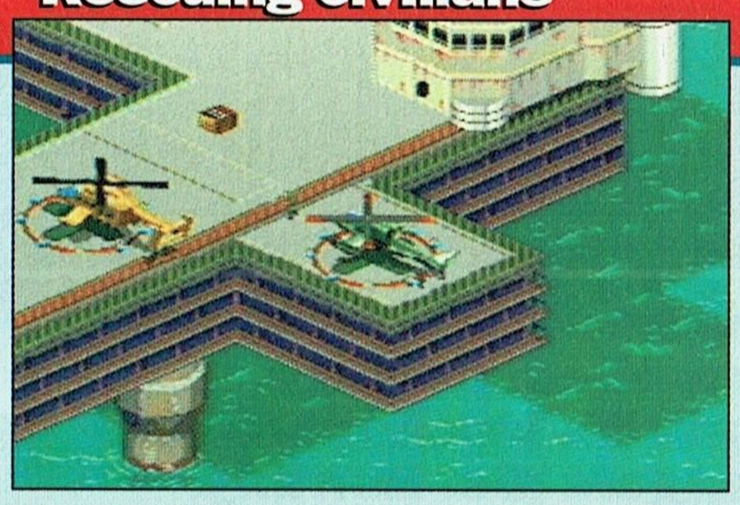
Map and mission

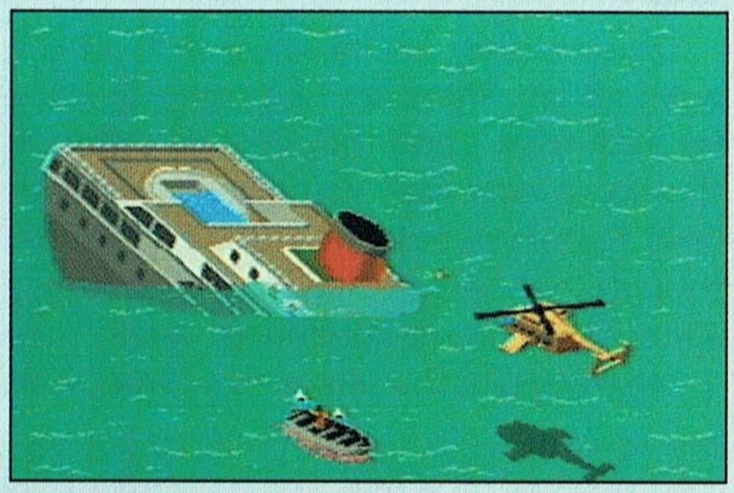




▲ **The Map and Mission screens are essential. Press Start to access them and A and B buttons to switch between the two (a status screen can be viewed by pressing C, but it's not nearly as useful). The Mission screen supplies your orders and gives you information on the strengths and weaknesses of the enemy while the Map screen is vital for finding your way to targets and locating that much-needed fuel dump.**

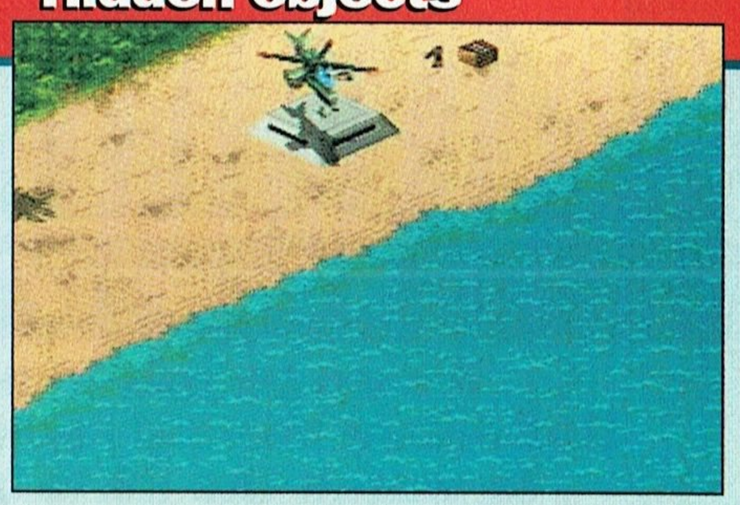
Rescuing civilians

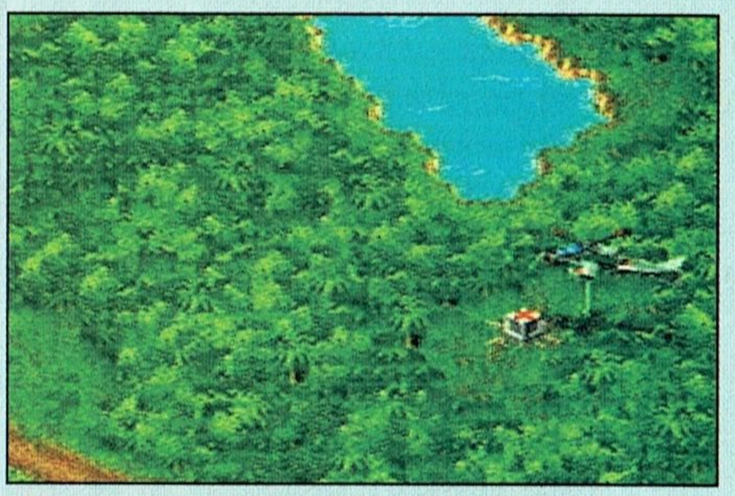




▲ **Sometimes you have to put the business of killing aside and rescue people instead. Bummer, we know, but it's a vital part of some missions. In level two especially, you have to save civilians whose ocean liner has been sunk. The Mohican can only carry six passengers and so you have to swap to a larger passenger-carrying helicopter to carry out this rescue mission. Hint: This other helicopter is very well protected, though it's not equipped with missiles. Make the most of it; use it and abuse it in the next mission or two. Ditch it for your trusty chopper when it's almost worn out.**

Hidden objects





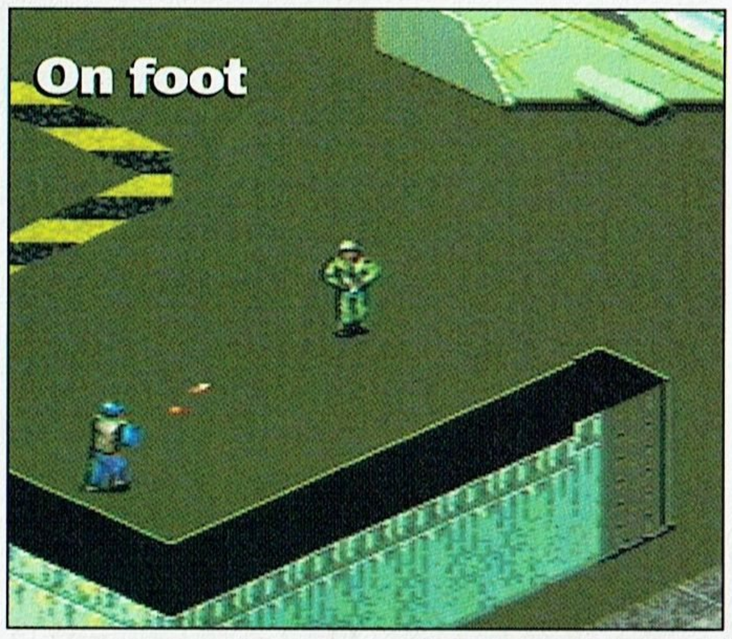
▲ **The Mohican is a thirsty bird and you're forever running low on fuel – as well as ammunition and armour. If it's not obviously apparent, rip apart a few buildings or enemy posts. You'll often find what you're looking for hidden in the rubble. You'll also uncover special items, such as a faster winch which makes picking up other stuff easier.**

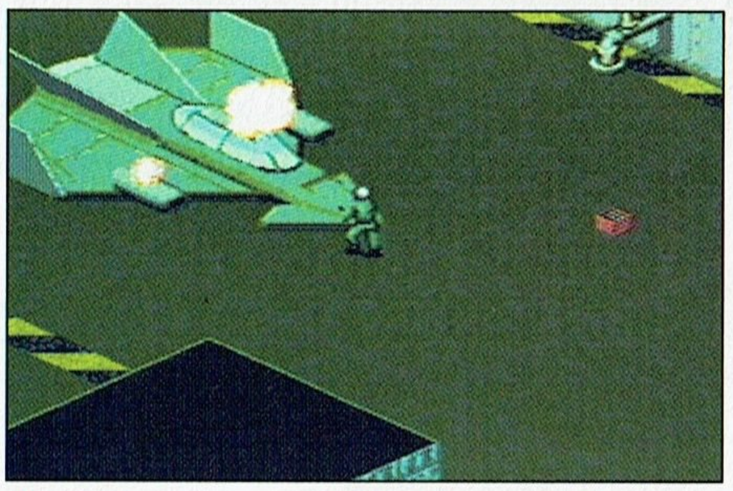
second opinion

Finally, the time has come when I can wholeheartedly agree with Adam. Sure, there isn't much difference between this game and its predecessors, but if it ain't broke, why fix it? The formula works on several levels – that's what I like about it. It's a thinker, with guns (and a sense of humour). Yep, addictive. ❑ *DUANE*



▲ **If you were smart, you wouldn't be here. Now you're going to die. The Mohican is surrounded by ultra-tough Ground Assault Vehicles and simply doesn't stand a chance. What you should have done is ditched the chopper and nicked one of these babies to do some real damage. That'll learn ya...**





▲ **Just when you think it's over, there's more... At the end of level two you jump out of the 'copter and continue the mission on foot. You're far more mortal without the thick skin of a helicopter to protect you. There are four parts to this mission, which includes blowing up planes and rescuing hostages. Will it never end...?**

the word

GRAPHICS
Isometric 3D viewpoint works well. Not the smartest graphics ever, but they do the job.

8

SONICS
Machine gun fire and explosions are pretty much it. But, then again, what more do you need?

7

PLAYABILITY
Excellent! In line with other *Strike* games, its mix of strategy and action is superb!

10

STAYING POWER
Huge levels, heaps of missions, and a splash of secrets make this one to come back to.

9

OVERALL
EA have done it again! It's really just the same as the others, but what the hell, it's bigger, better and hellish fun. Pacifism is for pansies!

92 PER CENT

Mega Drive Review

Lemmings 2

the Tribes

It's up to you to save the lemmings. But Adam Waring reckons it's much more fun to watch the little beggars die. Horribly.

VITAL STATISTICS
FORMAT: Mega Drive
TYPE: Puzzler
SUPPLIER: Psygnosis
SIZE: 16 megabits
PLAYERS: One

Lemmings – it's a game of two halves. Erm, no, that's soccer, isn't it? Sorry. *Lemmings* – it's a game where you have to save the lives of heaps of little green-haired things that don't have a brain cell between them. *Lemmings 2* is the sequel, where you have to do much the same thing. The clueless creatures wonder about aimlessly and will plunge themselves off a cliff without giving it a second thought. Or even a first one.

Only you stand between them and their certain doom. By 'possessing' individual lemmings, you can make them carry out acts that will save them – and their fellows. For example, you can make them build bridges over gaping chasms or bash through walls and so ensure safe passage.

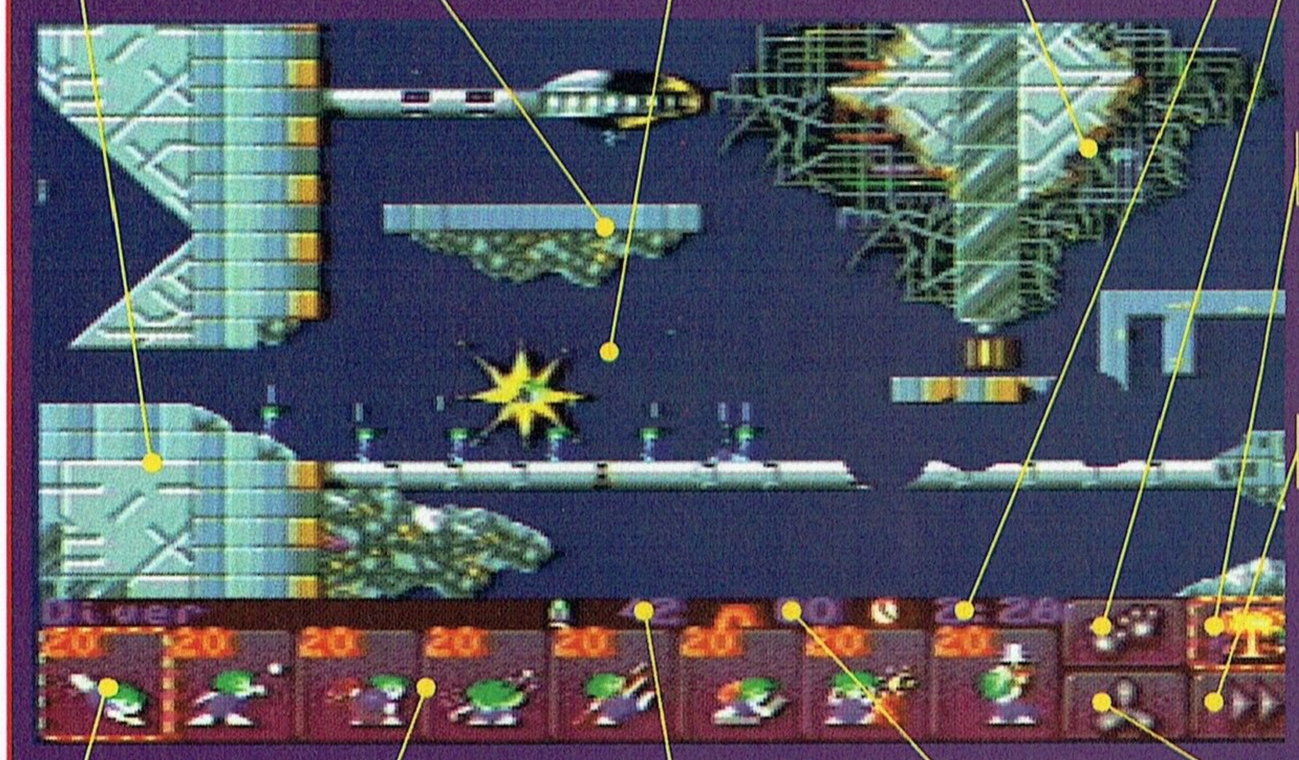
All in all, there are 50 different actions that you can make the lemmings carry out. Some are quite cool, such as magna boots which allow lemmings to walk upside-down across the ceiling or jet packs which give the power of flight for a short time.

A level is completed as long as you take at least one lemming to the exit. However, each tribe has 10 levels to get through, and it's unlikely that a single solitary lemming will make it all the way on their lonesome. You can replay levels over in order to increase your lemming count.

Your position can be saved with a password system. There are 12 passwords – one for each tribe – and they contain information as to how well you completed each level. Passwords are long and cumbersome, though, but better than having to replay all those previously conquered levels.

Lemmings 2 is the sequel to a classic. And it too is a classic, offering hours of gameplay. If you liked the original, you'll love this. And if you haven't tried *Lemmings* yet, it's about time you did. M

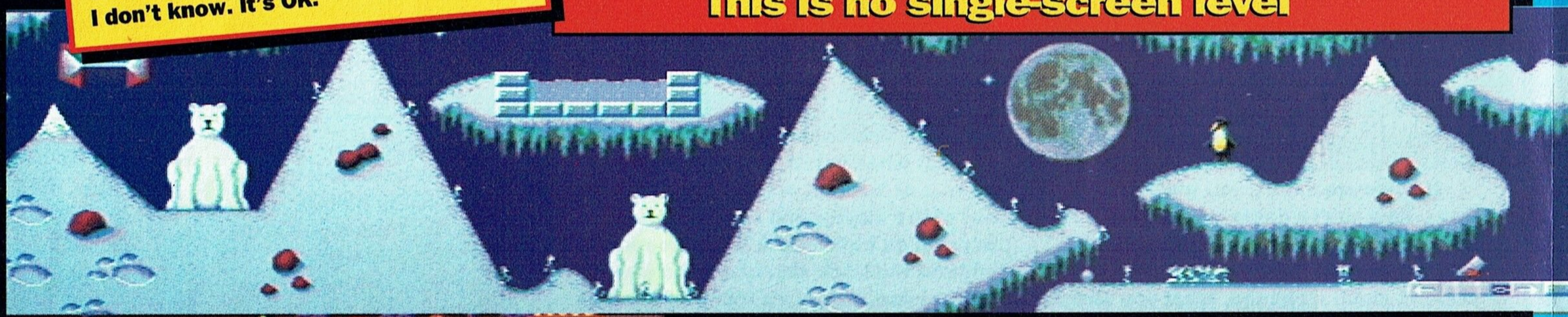
Living with lemmings



second opinion

This game does have a lot going for it. Tons of different levels, a panapoly of puzzles, a soundtrack that won't necessarily cause cerebral meltdown, and a history! Yes, *Lemmings* has been around for ages in one format or another. It *must* be good. Mmm, but I don't know. It's OK. ❑ ***DUANE***

This is no single-screen level

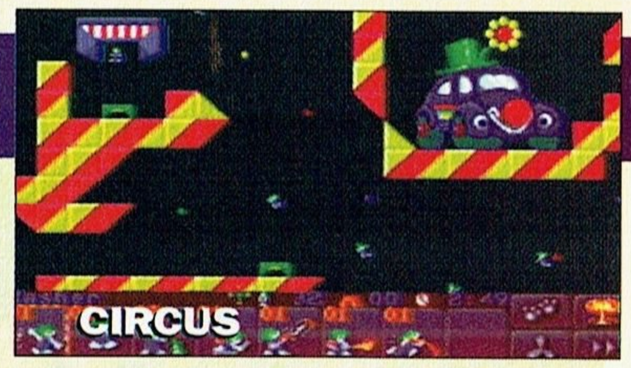


Levels come in all different shapes and sizes. Some are just a single screen, while others may be several screens deep or wide. The screen scrolls when the cursor gets near to the edge. Whenever you

Tribes and tribulations

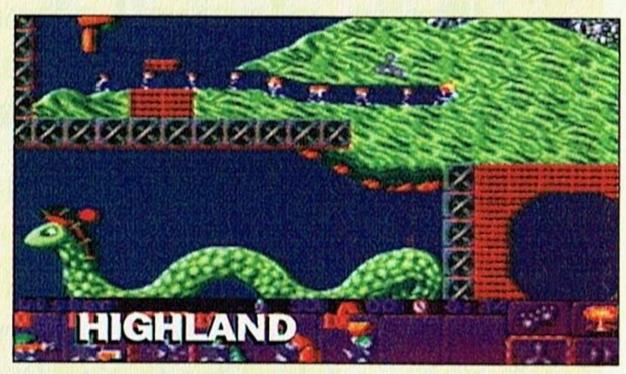












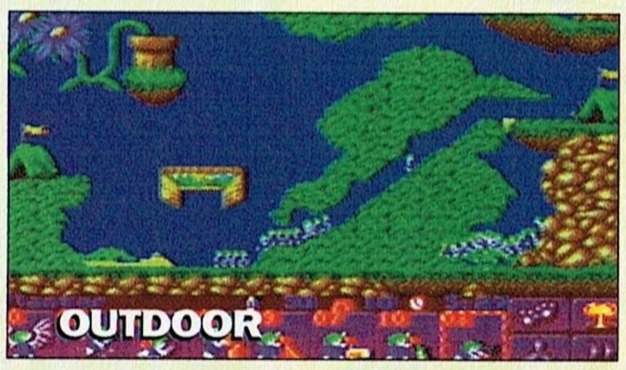
There are 12 tribes to take to safety in *Lemmings 2*, each with 10 levels. That makes, erm, 120 levels in total. Should keep you going for a while...

You switch between tribes at will, so effectively there are 12 starting points into the game. Get stuck on one level, and you can always come back to it later.

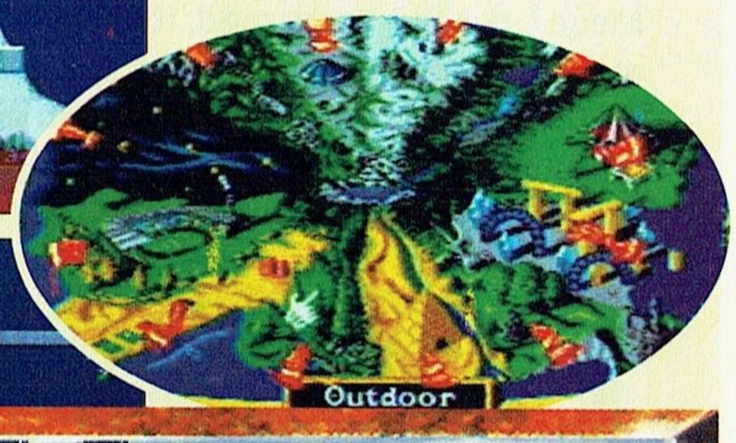
The tribes range from Cave Lemmings through Medieval and Egyptian Lemmings, to Space Lemmings. They all look identical (apart from Highland Lemmings who have shocking red hair rather than green) and, apart from the backgrounds, behave very similarly too. While Sports Lemmings tend to have pole vaulters, it's by no means a hard and fast rule. Don't be surprised to find Cave Lemmings with flamethrowers.

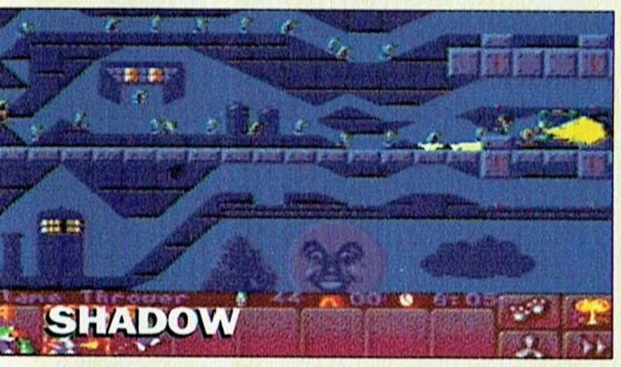
The idea is to ensure at least one lemming from each tribe makes it all the way through to the 10th level. You start with 50 of each, and at the end of each level, are rewarded either gold, silver or bronze medals depending on how many make it through each level (or nothing at all if you make the whole tribe extinct).

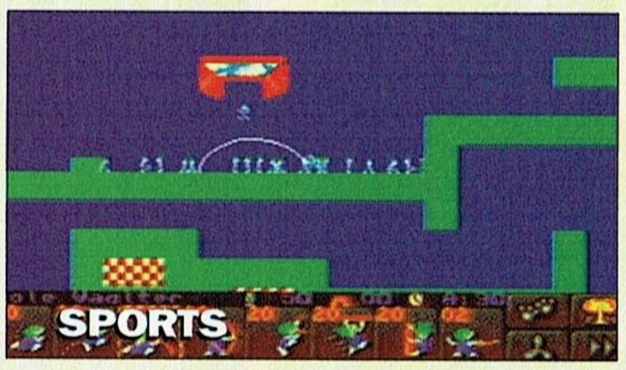










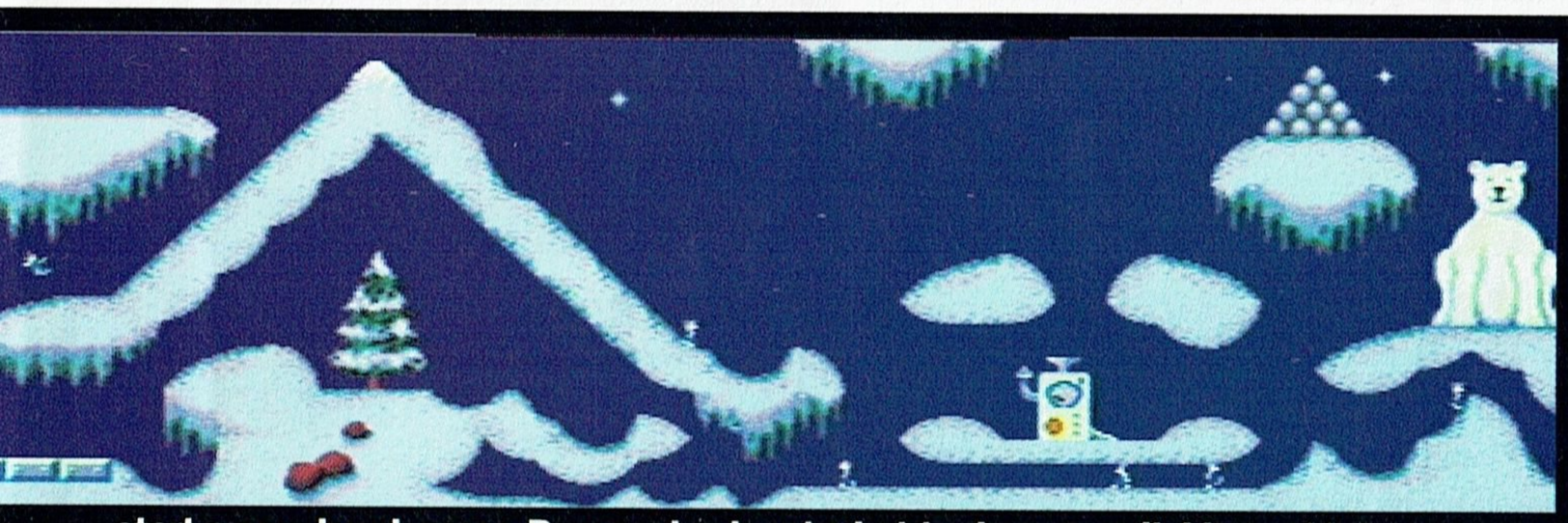




Nuking lemmings



It's not often that you'll complete a level on the first shot, and quite often you'll realise the error of your ways halfway through. When you want to give it all up as a bad job, hit the Nuke icon. A five second countdown appears above each lemming. Just watch those little beauties go...



start a new level, press Pause, check out what tools are available, and have a good look around to see the best way to tackle the level. Pausing often and thinking is the key to completing the game.

The Word

GRAPHICS
The lemmings are tiny but still manage to retain plenty of character.

8

SONICS
A different and atmospheric tune for each tribe. And they're not too bad!

9

PLAYABILITY
Easy to pick up and loads of puzzles. You just have to keep going at them 'til you crack them.

9

STAYING POWER
Over 100 levels, with loads of entry points so getting stuck with one level doesn't mean getting stuck with the whole game.

9

OVERALL
There's heaps of challenge in this excellent sequel to one of the most addictive games ever. Who'd have thought saving lives could be so much fun?

90 PER CENT

Mega Drive Review

EA Tennis

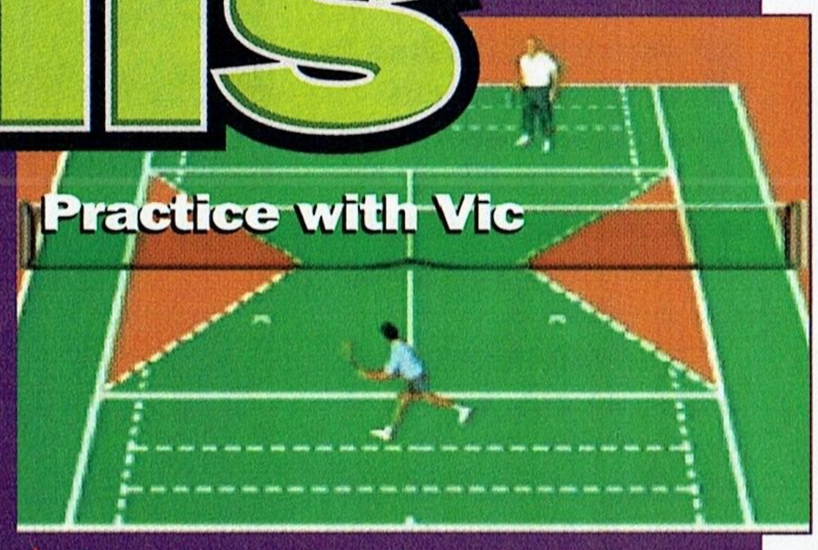
'Balls, please!' shouts David Thompson as he flounces onto the court in his designer shirt, shorts, socks, shoes, cap, hankie...

The Mega Drive has sports sims spilling out of its headphone sockets. Some of them are brilliant, some not. *Pete Sampras Tennis*, which we recently reviewed, had fantastic playability and cute graphics. *EA Tennis* is more of a graphical masterpiece but sacrifices playability for realism.

You have a choice of three strokes. Pressing 'A' results in a neat lob, the B button for a standard volley and 'C' gives heavy-handed smashes and also controls your serve.

You can play one-on-one with the Mega Drive but be warned, it very rarely makes mistakes and has a killer serve. It's better to play with a friend. You can also play doubles (two humans against the Mega Drive or with computer partners).

The sound effects are limited to ball sounds and the umpire's score updates. There are line judges everywhere but no line or net calls are announced making it difficult to follow the game. A little bit more player feedback would have gone a long way. M



▲ **Choosing the Practice with Vic item sends you off to the practice court where you are faced with Vic and his serving machine. We recommend that you park yourself here until you have the timing sussed.**

Megazone Tip: Never let a ball come right at you – it's impossible to hit. Move to one side. You can't hit the ball while you're moving, so get somewhere near the ball *before* you swing. Don't be afraid to stop and swing at something that looks too far away, you'll be amazed at the players' 'reach'. Once you get a grip on positioning, you only have to worry about timing. Returning serves is the trickiest. Start swinging in anticipation just as the ball passes over the net. Stick with the B button in service return; it seems to be the most forgiving.

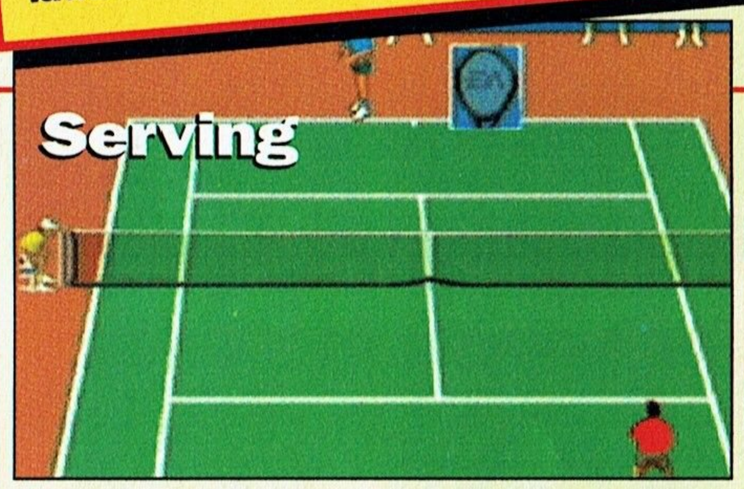
second opinion

Unlike most other sport sims, I get the feeling that only true tennis fans could get into this. It's not that it's so bad, it's just... tennis. My main gripe: where did they get the characters who are meant to be tennis players? Sexy? Erm, no. Probably EA's slackest effort in a while. What next, lawn bowls?

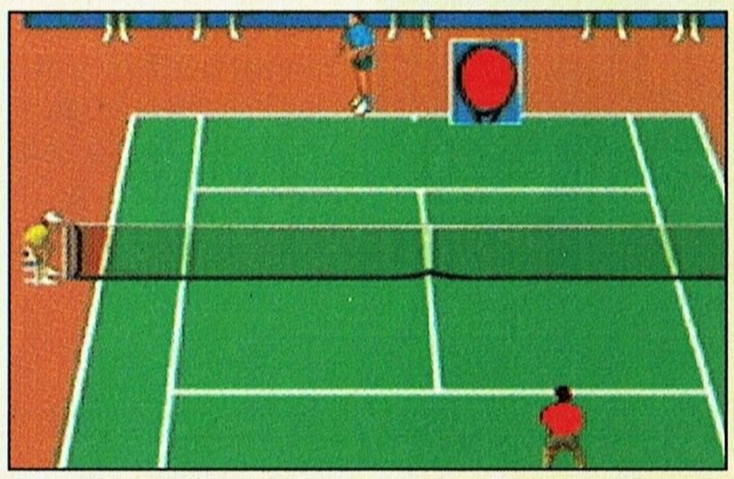
❑ *MATT*

VITAL STATISTICS

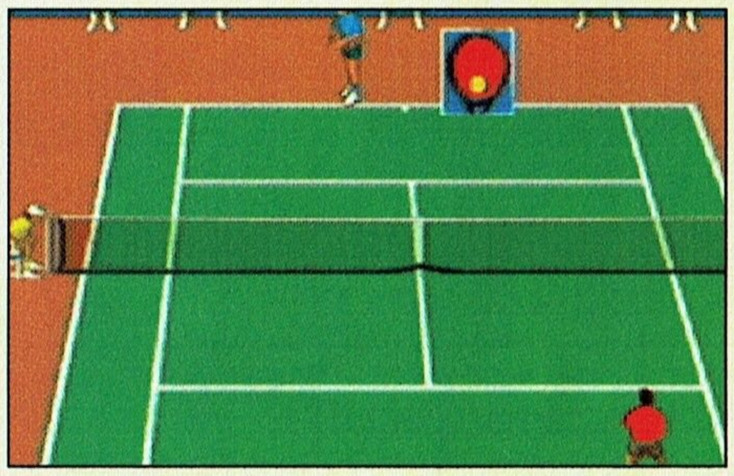
FORMAT: Mega Drive
TYPE: Sports simulation
SUPPLIER: Electronic Arts
SIZE: 16 megabits
PLAYERS: Two



▲ **You can adjust your serving position by moving left or right within the normal constraints. Press and hold button C.**



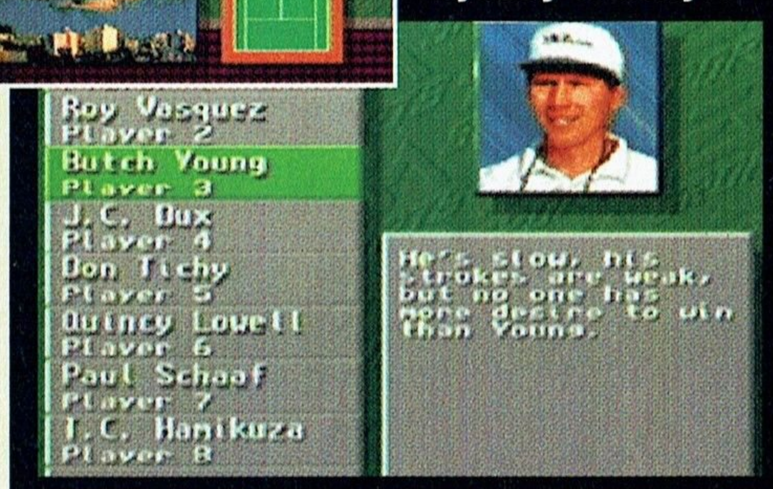
▲ **The racquet will fill with red indicating increasing power until your release. Hit C again and a ball will appear in the racquet.**

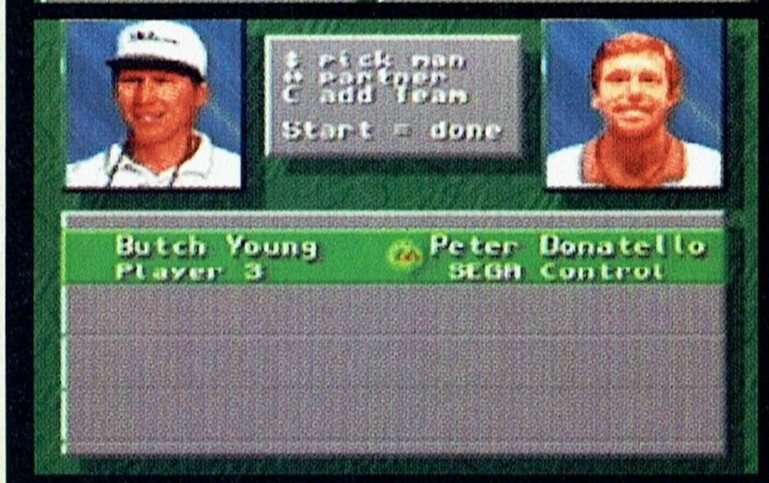


▲ **When you press C a third time, the ball will freeze in the chosen spot and you'll serve with the requested amount of spin.**

The game has three modes: Exhibition, a one-off; Tournament, lets you choose a team of players to play match by match; New Tour sends the team on the world circuit and the venues range from Sydney to Tokyo!







▲ **Here are a couple of the fellas that are playing the EA courts these days.**

the word

GRAPHICS
The players are well animated, but the rest is pretty mundane.

7

SONICS
The music sucks. It could do with at least 100 more sound effects.

5

PLAYABILITY
A real struggle to work out at first, but once you have it sussed, the game play is very realistic.

7

STAYING POWER
Unless you're a sports sim genius, it will take half your rental time just getting into this game.

6

OVERALL
A perfectly adequate tennis sim, but check out *Pete Sampras Tennis*, a game where playability reigns supreme.

70 PER CENT

Game Gear Review

Sonic 3

TRIPLE TROUBLE

VITAL STATISTICS
FORMAT: Game Gear
TYPE: Platformer
SUPPLIER: Sega
SIZE: 2 megabits
PLAYERS: One

Mega Drive maniac David Thompson spends a night squinting at a Game Gear. Six hours and three buckets of cold water later we finally got it back off him.

There is no shortage of Sonic games on the Game Gear, but that hasn't stopped Sega bringing out yet another episode in the Sonic saga. Sonic and Tails are united again and you have the choice of playing either character. There are no options in this game, not even a difficulty level. This is a pity because we found the game way too easy. Experienced Sonic fans will find it a pushover.

Sonic retains all the normal *Sonic 2* moves but Tails has learnt some new ones. Falls from any decent altitude can be turned into a gentle glide as Tails fires up his furry rotors. Given enough height, you can travel quite a way like this. If Tails is moving fast enough, he can skip over the surface of water while spinning, where Sonic would founder.

The levels, Great Turquoise, Sunset Park, Meta Junglira and Robotnik Winter, are broken up into the usual three acts. There are Chaos Emeralds hidden away on each level although you don't need them to finish the game.

A number of new items have been added to *Triple Trouble*. Rocket boots, Sonic pogo sticks and believe it or not, a snow board. While these are great fun, it remains to be seen whether this will be enough to attract the Game Gear fans. M

Special items



ROCKET BOOTS
Whoooooooahhhh!!!. Not really very useful, but a good way to speed through a boring level. You'll lose them if you hit anything. So don't.



SONIC POGO STICK
Leap tall buildings in a single bound! Not that there are any tall buildings. About as useful as the Rocket Boots.



THE SNOW BOARD
Way cool! Sonic strikes a mean pose as he carves his way down the mountain. No real need for any of this stuff. So what.

second opinion

It's Sonic. It's on Game Gear. I wonder if we're having fish fingers for tea tonight? If you donate blood, stand up really fast next time when you finish. If you're lucky you might pass out. And always ask the nice nurse first. Seriously, If you have a GG and Sonic is your man, you need this. ❑ *MATT*

The Verdict

GRAPHICS
Pretty slick animation for Game Gear! Colourful backgrounds and good scrolling.

9

SONICS
In the same league as most Sonic games. Plenty of nice sound effects.

8

PLAYABILITY
Moves along at a brisk pace but the whole thing is disappointingly easy.

7

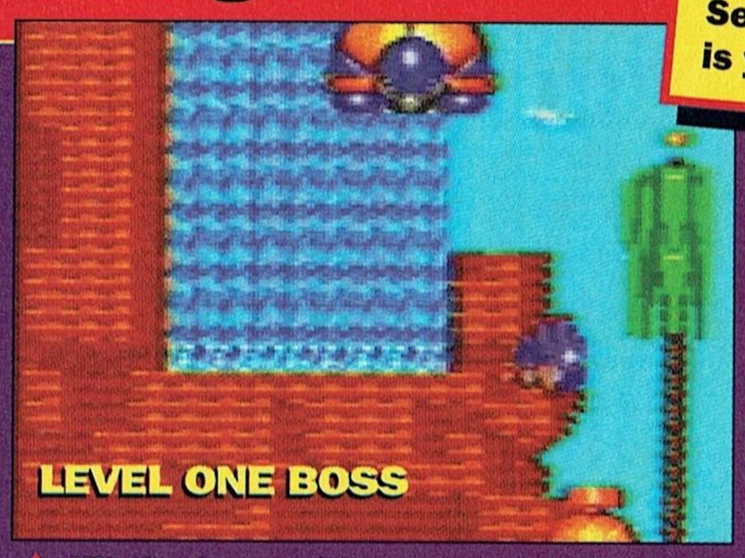
STAYING POWER
Not even remotely challenging. It might amuse you for a few hours though. Well, one or two anyway...

6

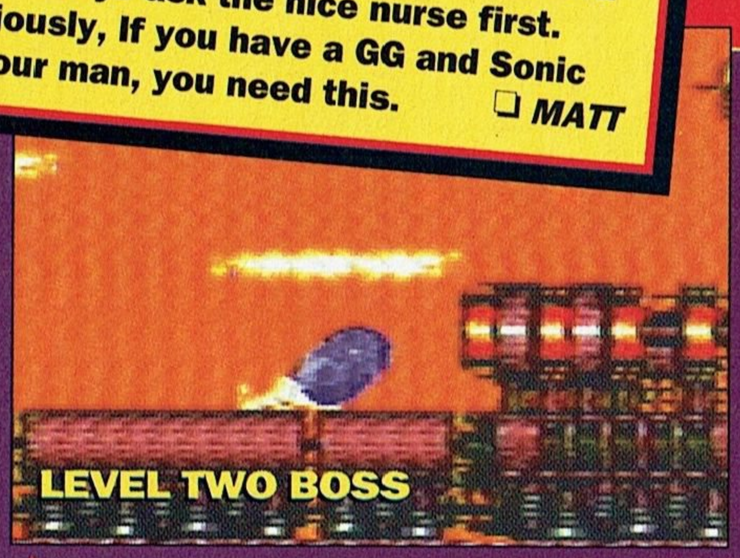
OVERALL
Another excellent *Sonic* game for the Game Gear. Sure, it's a bit easy, but may well prove to be every bit as exciting as the MD version for some.

80 PER CENT

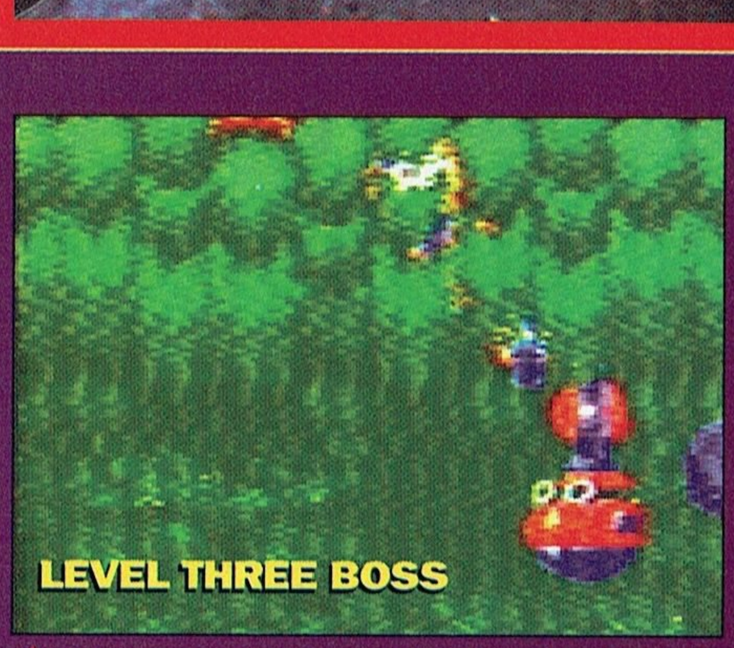
The big bosses



▲ **Hit the boss with a spinning attack as many times as you can when it first appears. Don't bother killing the little bumper-baddies (or whatever they're called), there is an endless supply of them. Instead, use them to jump up to the next level where the Boss is waiting. Use the bumper-baddies to spin up to the Boss and attack again.**



▲ **Pick up rings and watch out for mine-dropping baddies and gaps between train carriages. After the three gaps, move to the front of the carriage. Keep wasting mine-droppers. When the engine appears, jump over the cannon and hit it with a spin attack. Jump over the cannon balls and spin onto the top of the engine when possible. It should take two or three hits.**



▲ **Not really hard at all. Spin at its head repeatedly. You don't seen to suffer any damage while spinning so let him have it. When you finally kill the boss, lots of wreckage will fall on you. Not much that you can do except wish that you had collected more rings.**

Battlecorps

Ever wanted to hop into a mega war machine with enough firepower to take out a small continent? Virode Imtarnasan quietly nods his head and smiles.

VITAL STATISTICS
FORMAT: Mega-CD
TYPE: Strategy/Shoot 'em up
SUPPLIER: Core Design
SIZE: CD
PLAYERS: One

It was a dark and stormy night... doh! It is the year 2064 and mankind has developed a fixation with giant robotic killing machines. As you do. Your job, as the pilot with the elite Battlecorps, is to reclaim the hostile planet Mandlebrot, a mining colony, after the planet's computer system turns on the colonists and transforms Mandlebrot into a heavily armoured fortress. Your mission, if you decide to accept it, is to hop into your trusty Bipedal Attack Machine and stomp your way through 16 hazardous warzones for a final showdown with Moses the computer. Be warned however, this must be one of the hardest games to ever grace your Mega-CD.

Battlecorps has the usual slick presentation that us gamesters are accustomed to from Core-designed games. Using the same scaling and sprite rotation found in *Thunderhawk* CD, *Battlecorps* really delivers in the graphical department. Each level is made up of a well drawn 360-degree landscape and all the enemies are excellently animated. Most impressive of all, however, are the cool visual touches throughout the game such as steam rising from small crevices in the volcanic stages, the rippled effect of the underwater stages and the way-cool explosions of enemy robots. Overall, the game's graphics gives *Battlecorps* instant appeal. Everything moves smoothly and you really get the feeling that you are driving a Mecha robot. Coupled with a blaring rock soundtrack, *Battlecorps'* graphics and sounds really shows off what a Mega-CD can do and makes this game a stand out from the rest of the crowd.

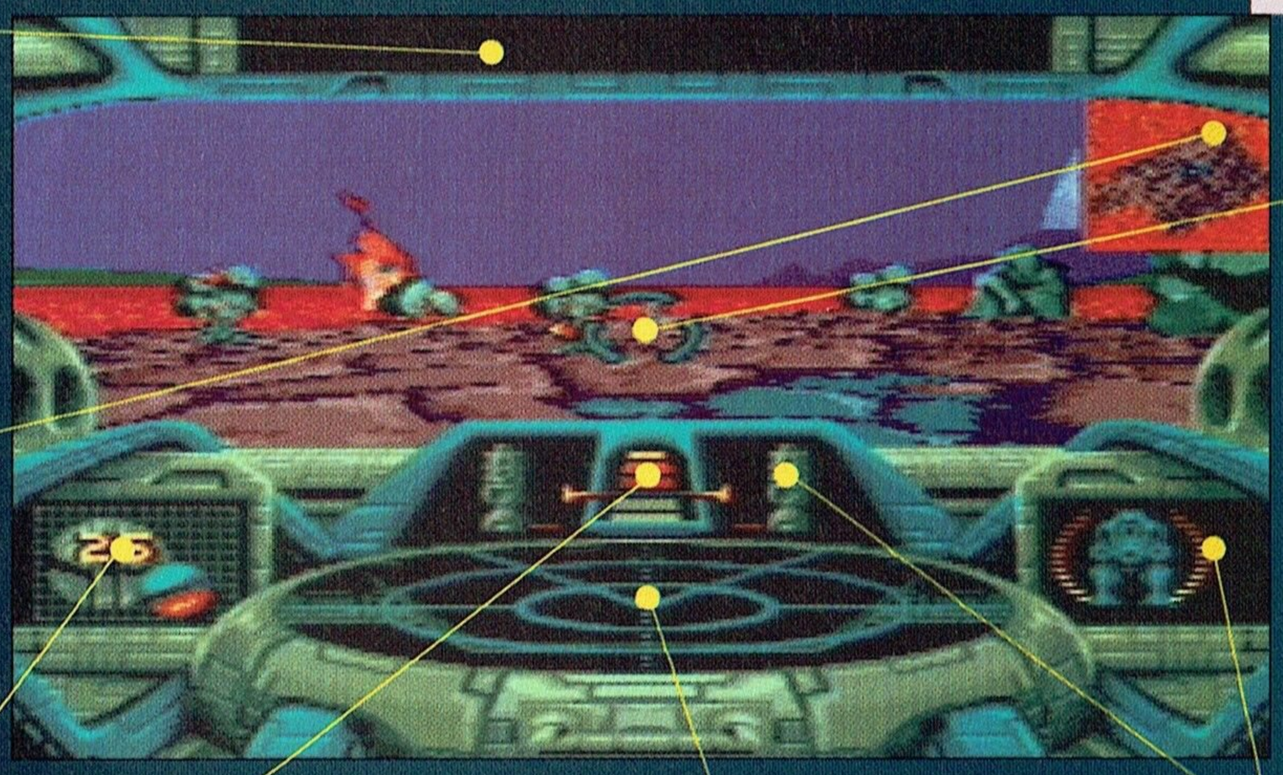
But, unfortunately, the gameplay lacks the spark that makes it a classic. All missions are very much the same and lack any variety. You'll soon find this game painfully repetitive and somewhat dull. Players have seen this type of gameplay before and it is a huge shame that the programmers did not include any new concepts and ideas. *Battlecorps* is a game whose brilliant graphics and sounds are let down by very average gameplay. It just doesn't play as well as it looks. What a shame! M



▲ While you are waiting for bits to load from disc, this image appears. You might notice that this robot is equipped with a fine set of guns. We at Megazone appreciate robots and other creatures that have been blessed with great sets and take this opportunity to honour some of our favourites... Or maybe not.

Cockpit Display

You are in command of a Liberator Class Bipedal Attack Machine, a Mecha warrior walker armed with the latest in weaponry and gadgets. Controlling this war machine is by no means an easy task as players must memorise a host of actions and commands. Although tricky at first, these controls should eventually become second nature and it is really only then that *Battlecorps* becomes a highly enjoyable experience.



MESSAGE DISPLAY
Warns you of approaching enemies, surrounding traps and apparent death.

MAP
Shows the surrounding landscape and your destination points.

WEAPONS DISPLAY
Shows the current weapon selected. Button C toggles between the weapons while Button B fires the selected weapon.

SPEED
Your robot has three speeds levels. Pressing Up increases your speed by one notch, while pressing Down decreases your speed by one notch. If Down is pressed while you're stationary, your robot moves in reverse.

RADAR
Shows the surrounding enemies and locked targets.

WEAPONS OVERHEAT PANEL
Using your weapons constantly can overheat and damage them. A constant eye on this display is vital during combat as overheating can lock up, or worse, destroy your guns.

GUN SIGHTS
Your robot has the ability to swing its torso up and down, as well as left and right. This gives you the ability to shoot down airborne targets as well as the high Gun Towers scattered throughout the game.

Pressing A + UP moves your gun sights down

Pressing A + DOWN moves your gun sights up

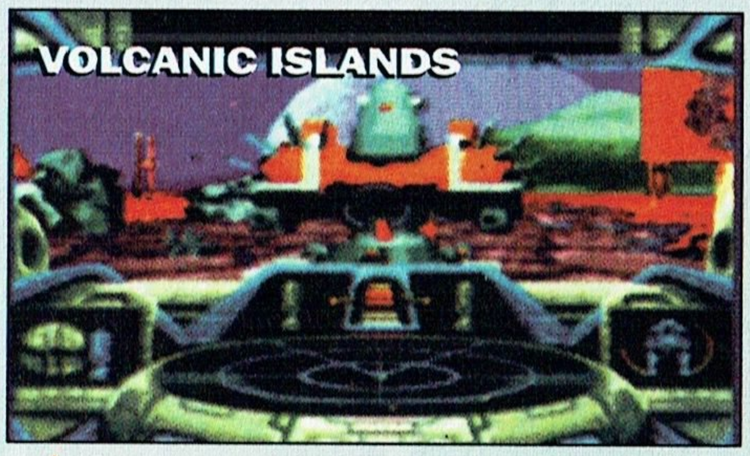
Pressing A + LEFT swings your torso to the left

Pressing A + RIGHT swings your torso to the right.

SHIELD
The amount of shield you have left. It is vital you keep a constant eye on this gauge as if your shields hits zero, your robot's future involves a scrapheap.

Welcome to Mandlebrot

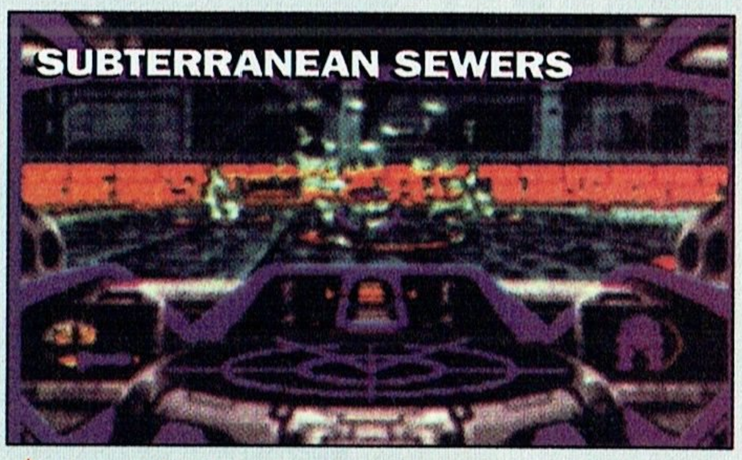
There are 13 levels in Mandlebrot covering six different environments. Each level is made up of a fully explorable 360-degree landscape and littered with excellently animated sprites. Unfortunately, these flash graphics are mainly used to disguise the similiarly designed levels and missions. And unfortunately, it all starts to look the same.



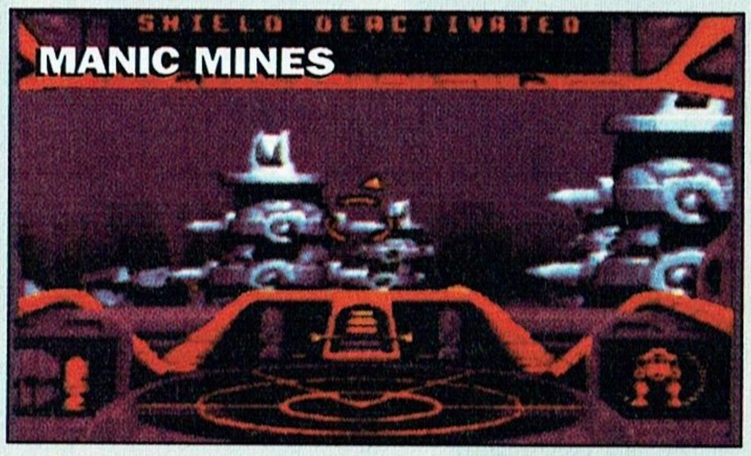
▲ Surrounded by deadly molten lava, these islands house a host of enemy towers and radar systems. Some missions require you to wade through the stuff to reach your objectives. Ouch.



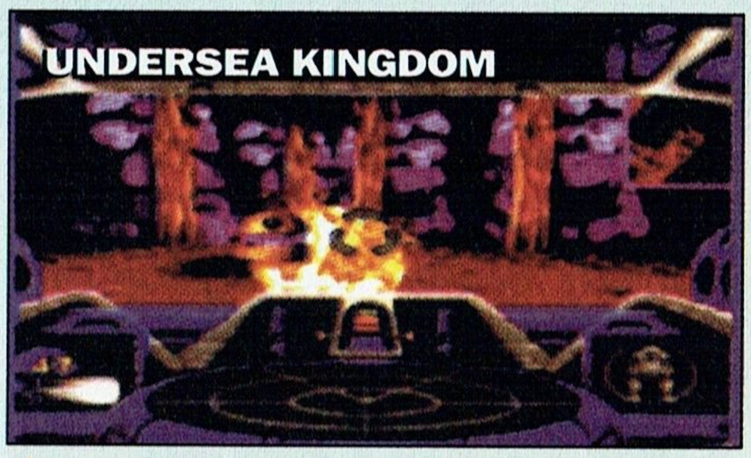
▲ This frigid wasteland contains many flying gun turrets and robot snipers. Unfortunately, most of your weapons are inoperative in the cold. Drag.



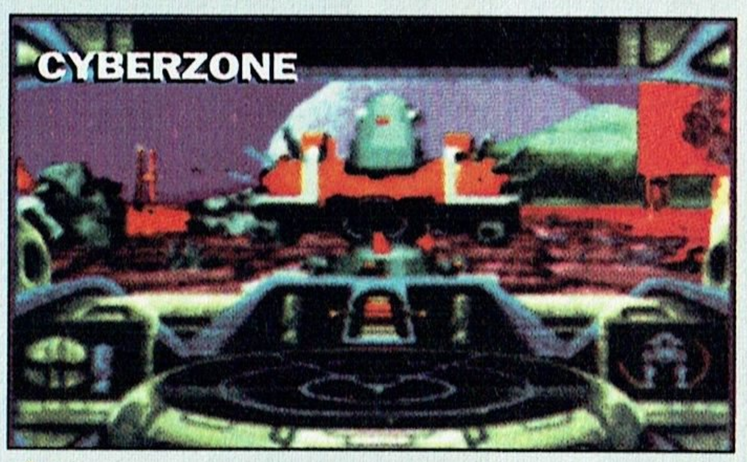
▲ Locating the teleport pods is vital in finishing this level. Hurry though, this green stuff stinks up your robot. Ugh, *Boogerman* alert!



▲ These mines are deadly in the fact that the darkness prevents you from seeing what is ahead. Watch out for the Battlebots hiding behind false walls and proceed slowly. This level is deadly.



▲ Amazingly, your Bipedal robot came with flippers and an anti-rust coat, making manoeuvring under water effortless. Once again visibility is limited making enemy mortar launches very difficult to detect and worst of all, your radar is not operational down here.



▲ At last you meet up with Moses. Take out his core and you become the saviour of Mandlebrot. What a hero.

Types of Weapons

Luckily for you, your robot comes fully equipped with the latest in mass destruction weaponry.



TWIN CANNONS Your standard weapon. Although effective, your cannons have an awful habit of seriously overheating.



FLAMETHROWER Your best close range weapon. Fry, sucker, fry.



MORTAR Lobs spherical grenades at your opponents. This weapon is useful in destroying very high aliens or opponents hiding behind barriers.



THREE-MORTAR ATTACK For those who enjoy mass destruction. This weapon is similar to the previous but fires three grenades at the one time. Yum.



MISSILE An explosive warhead on one end and fire on the other. Erm, deadly.



BLAST 'EM LASER Similar to the twin cannons but more powerful. Because of its limited ammunition, this weapon is best saved for larger enemies.

second opinion

If you have the attention span of a gnat, go play hopscotch, or something. If not, get a few tins of soda, a packet of B-B-Q chips and a comfy chair and go clomp, clomp, clomping and nuke, nuke, nuking across this big dumb planet. If you get bored, go and have a lie down and take a look at the sky. The graphics go off. Just like the game.

❑ *MATT*



▲ There are three members of the Battlecorps to choose from. Each one possesses different characteristics that may be better suited to a particular mission. Pay attention and choose wisely.

the verdict

GRAPHICS
Sprites are well detailed; scaling and rotation used to great effect. Excellent.

9

SONICS
Roaring rock music and deep explosion effects spurs the player on to kick Battlebot butt.

8

PLAYABILITY
The lack of any original gameplay and the long tedious missions hurt the game immensely. Levels feel the same and variety in the missions is lacking.

6

STAYING POWER
It will take ages to master driving your robot. The difficulty of each mission will ensure months of gaming.

8

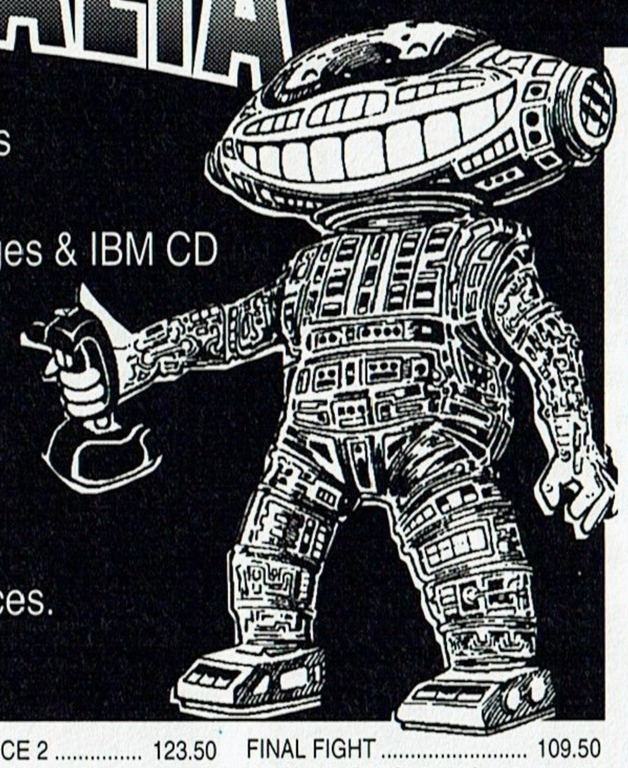
OVERALL
Battlecorps is a great concept that suffers greatly from poor game design. This could have been so much more.

70 PER CENT

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COMPETITION

Strike it lucky!

EA's new game *Urban Strike* is just it – check out the review on page 34 for proof! And what's more, you could get your mitts on your very own copy for little more than the price of a stamp.

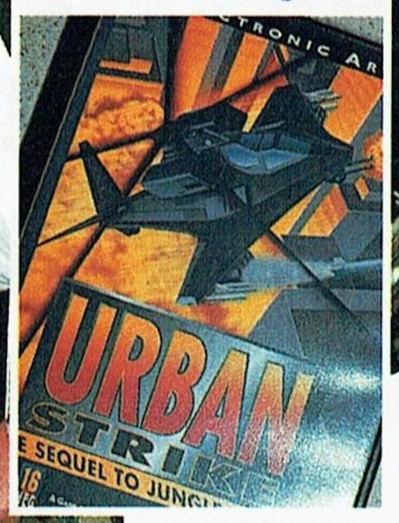
In fact, our friends at Electronic Arts have put together a couple of legendary prize packs consisting of an Urban Strike T-Shirt*, an EA bomber jacket and a copy of the game.



▼ Oh yes, a T-shirt.



▼ The cartridge.



▲ *Style as personified by our very own Dear Agatha™ alongside Megazone's official Proof Reading Legend Brian Goggin. (Direct from Models Inc. No, really.)

We have two of these packs to give away. And to be in the running, simply answer the following questions:

1. What's Urban Strike's Australian co-pilot's codename?

- a) Bruce
- b) Outback
- c) Diggersportbuddymate

2. What's the fifth mission on level one?

- a) Blowing up a bridge
- b) Doing the week's shopping at Franklins
- c) Removing your own tongue with a rusty spoon

3. Who's the bad guy in Urban Strike?

- a) A troop of renegade and ruthless girl guides
- b) A rich American industrialist
- c) Bert Newton

Send the answers, along with your name, address and phone number, to:

I'd like to play with your chopper, Megazone, PO Box 746, Darlinghurst, NSW 2010.

The competition will be drawn out of the ed's flying helmet on December 16, 1994. So make sure you get them to us for then. And please, just one entry per reader, or we'll be sticking a Maverick missile where the sun don't shine...

A Cheat's Gui

Real Price

$2.95 (at newsagents and supermarkets throughout this land we know and love!)

Date

Indicates fortnightly frequency.

Funny Price

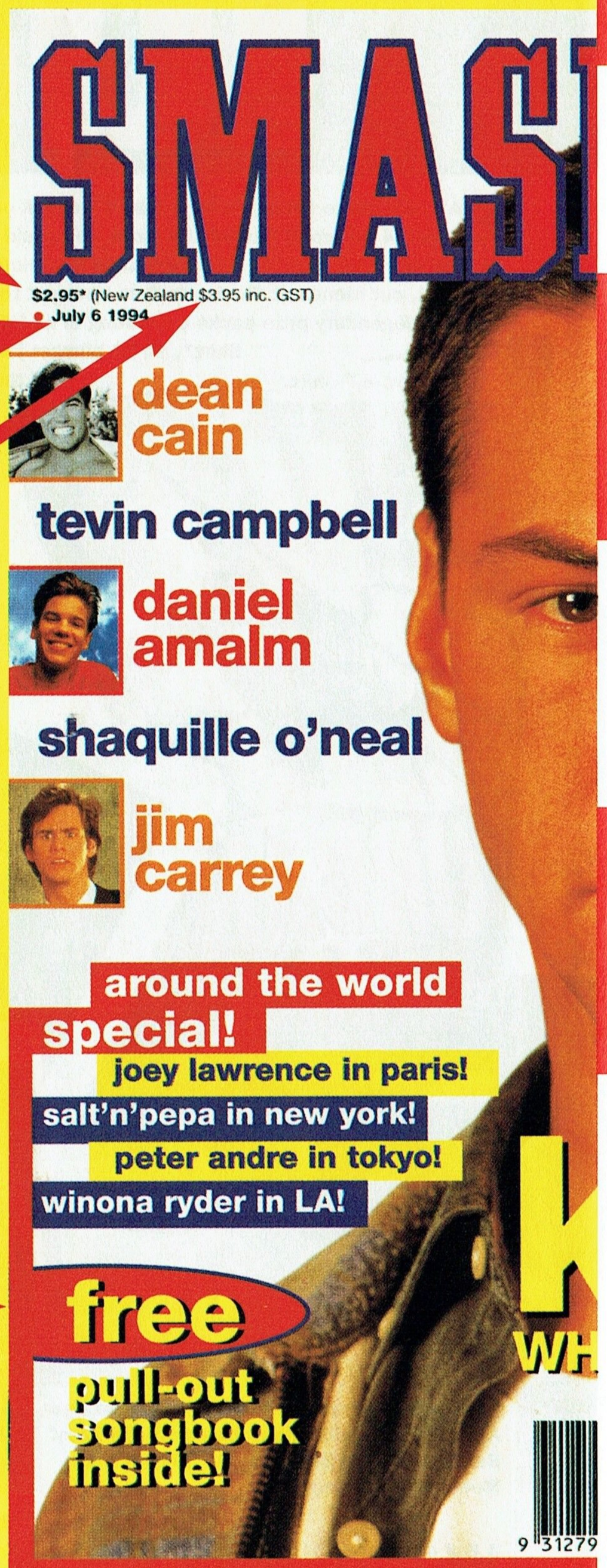
A snip at $3.95 in New Zealand, including GST! Pure value for money, Kiwi shoppers!

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

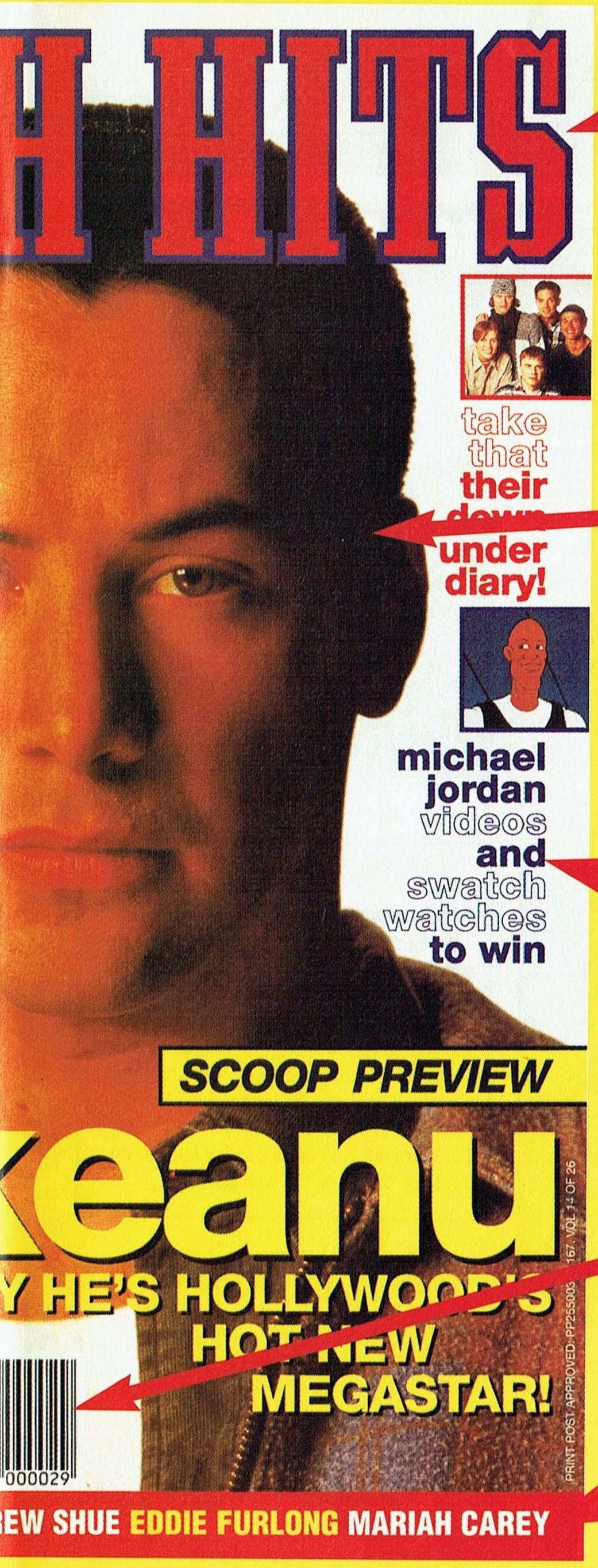
Free Gifts

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!



Get with it ev

de To SMASH HITS



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 Jackhammer Skills Weekly*) from your local newsvendor or "super" market!

Famous personalities

In this instance, a rather popular thespian-type blokey with grunge tendencies who's remarkably non-ugly indeed. Probably every famous star that's ever been has adorned the cover of *Smash Hits*. Except Billy Joel. Obviously.

Prizes

Win lots of exclusive things you can't buy in the shops! And more besides! Every issue is a winner!

Barcode

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

Posters

They're fast making wallpaper a thing of the past!

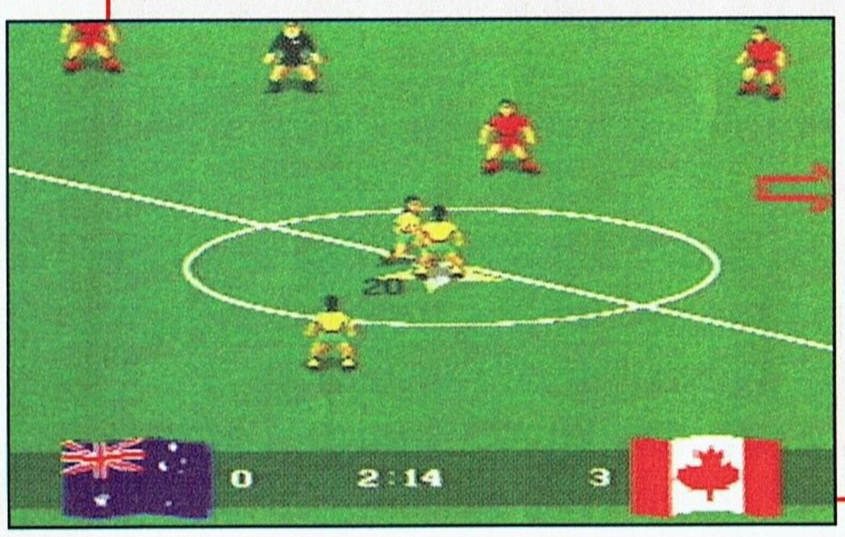
very fortnight

Hints & Tips

CHEAT OF THE MONTH

FIFA INTERNATIONAL SOCCER

This month's tasty delight comes from **Warren Simpson** of **Nanango, QLD**. Warren has also scored a year's free subscription to Megazone. My word!



MEGA-CD

Here are a host of great cheats for the incredibly spunky *FIFA International Soccer*. To access them just go into the Options Screen and press:

Dream team: A, A, B, B, C, C, A, A

Crazy ball: C, A, B, C, C, B, A, C

Crazy curve ball: B, A, C, B, C, C

Invisible wall: C, C, C, B, A, A, A, B

Super power: B, A, B, B, B, B, B, B, B, B

Super goalie: A, A, A, A, A, B, B, B, B, B

Super defence: B, B, B, B, B, C, B

Super attack: A, A, A, A, A, B, C



QUACKSHOT

MEGA DRIVE

Daniel Frey of **SA** has sent in these handy hints for *Quackshot*. The order of events you must follow to complete the game go a lot like this:

1) Duckburg

2) Mexico

3) Duckburg:
To get the Hero key.

4) Mexico Temple:
To get the Red plunger.

5) Duckburg:
To get the Bubblegum.

6) Transylvania

7) Maharajah's Palace:
To get the Sphinx Tear.

8) Egypt:
Using the Sphinx Tear to open the Temple. Get the Sceptre of Ra.

9) South Pole:
Using the Sceptre of Ra to get the Viking key.

10) Viking Ship
To get the Green Plunger.

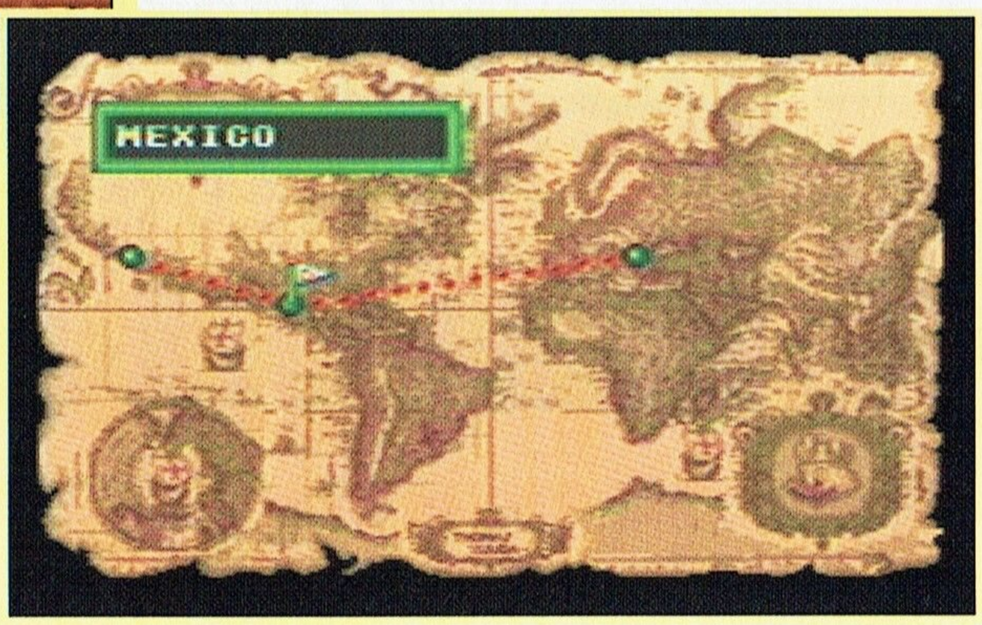
11) South Pole:
Using the Plunger on the bird. Use Bubblegum to break the ice block containing the Diary.

12) Ducky Gang Hideout:
To retrieve the map and diary.

13) Duck Treasure Isle

On the final scene you must face a Duck who throws swords at you. To kill him, fire a plunger at him when he points his sword skywards. Now quickly fire a plunger at the wall and climb up high. Avoid the falling bricks and when he starts rotating his sword, jump back down and repeat the process.





SHINING FORCE

MEGA DRIVE

Before turning on your machine, hold Up and Start on controller two. Now turn the machine on while keeping the buttons pressed. Wait until the Sega logo appears and then press A + Start on controller one and A + C on controller two. Now begin the game and use your Forbidden Box. Your characters should have now jumped to Level 19. **Warning:** This cheat is very hard to do. But keep trying as it is well worth it.

MUHAMMAD ALI'S BOXING

MEGA DRIVE

Here are the codes for all the boxers in *Muhammad Ali Boxing* courtesy of **Darren Kissell** of **Westport, New Zealand.**

Frank Bruno	L07D6KC7
Carlos Espinoza	V07D6KC7
Eddie Montague	607D6KC7
Kim Lee	D07D6KC7
Marvin Cooper	80MD6KC7
Jack Blake	M0MD6KC7
Tommy Hammer	107D6KR2
Mac Robinson	P0MD6KC7
Bart Rambler	307D6KDZ
Muhammad Ali	H07D6KCZ



MORTAL KOMBAT

MEGA DRIVE

This is a most bizarre cheat to make your characters dance! Courtesy of someone who forgot to enclose their name and address.

1) Make sure you are near your opponent when he is about to die.

2) When 'Finish him!' comes on the screen, quickly do your fatality. Once completed, walk on top of your opponent's body until you find the place where you change the direction you are facing (near the opponent's torso).

3) If you're at the right spot, the Mega Drive won't know which way your character is facing so it performs a crazy dance in a state of confusion!

4) This cheat works best with Lui Kang.

MORTAL KOMBAT

MEGA DRIVE

A few months back we brought you how to face the Reptilian Sonya in *Mortal Kombat*. Now, **Tamara Walker** of **Leopold**, **VIC**, has sent in these cheats on how to get to the Reptilian Rayden and the Reptilian Cage. These are really hard to pull off but we know they work. So have a little patience.

Reptilian Rayden

1) Don't choose Rayden

2) Enter the DULLARD cheat

3) Set Plan Base to one

4) Turn on flags zero, two, five and six

5) Make the first map the Warrior Shrine

6) Don't access Reptile on the first pit stage but wait until the next stage which will be the first endurance match. Do a double flawless victory and then defeat Reptile. Not easy, but have a go. Kill Reptile and then Reptile Rayden should enter (like Reptile Sonya). He has a cannonball attack and a squishy uppercut.

Reptilian Cage

1) Do not use Cage, Kano, or Lui Kang

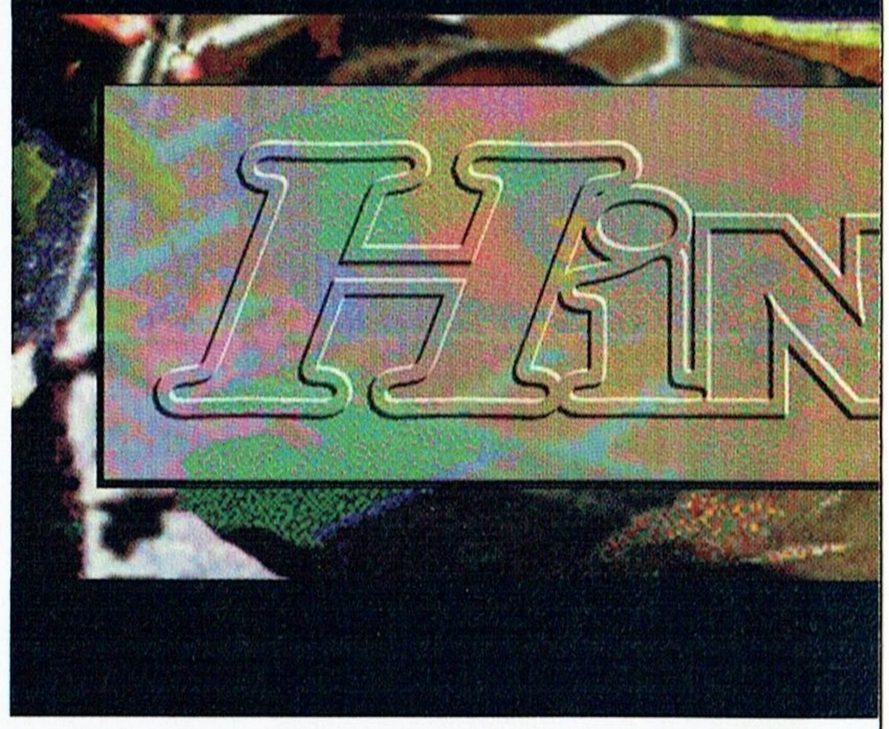
2) Enter the Dullard Cheat

3) Turn on flags zero, two, five and six

4) If you are using either Scorpion or Sub Zero use Plan Base two. If you are using Sonya use Plan Base four. If you are using Rayden use Plan Base one.

5) If you are Scorpion, Sonya or Rayden then set your first map to Warrior Shrine. If you are Sub Zero then set your first map to Palace Gates.

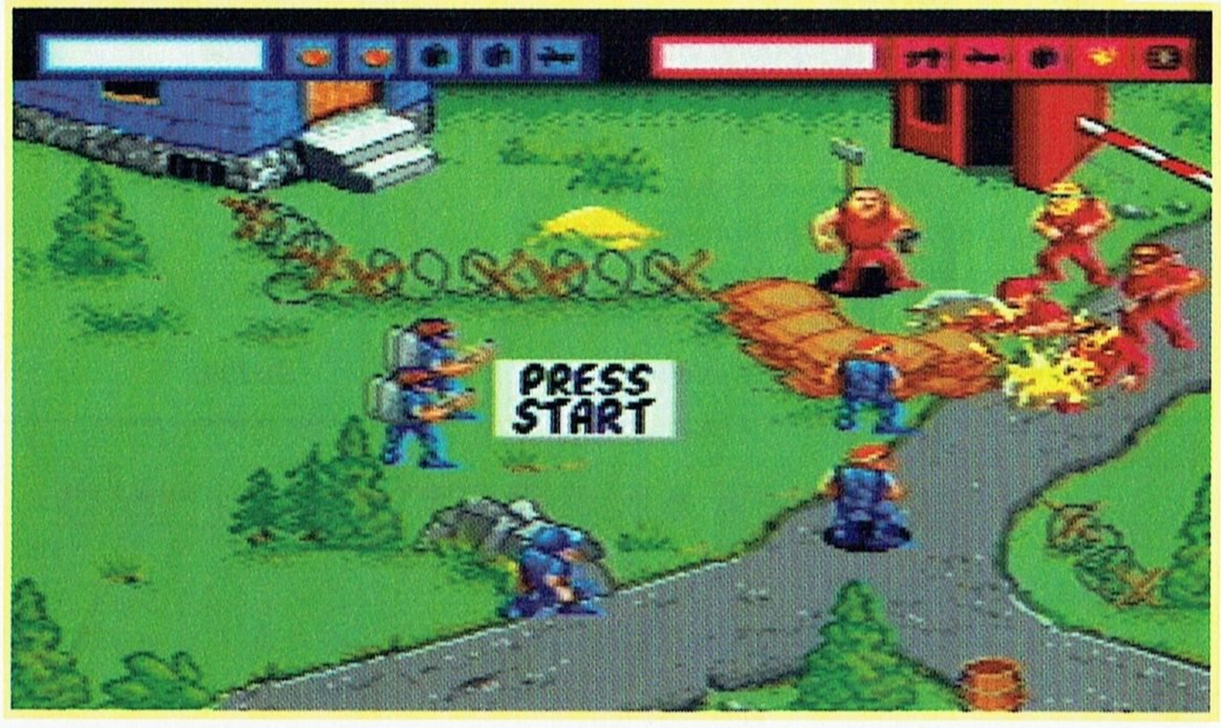
Note: If you don't successfully complete a flawless victory, just keep dying and continuing until you hit the Pit stage again.



GENERAL CHAOS

MEGA DRIVE

Darren also sent in this great cheat for the strategic gem, *General Chaos*. To beat your opponents easily, choose a team with plenty of chuckers or blasters. Now have your team throw a grenade or dynamite and then pause the game while the bomb is in mid air. Everything should now be frozen except the bomb, which should carry on to destroy its now motionless target. Use this method for guaranteed victory.



GIVE US YOUR HINTS AND TIPS

you might win a prize!

The hints on these pages, as you may have noticed, come via our many readers from the many far-flung corners of this great nation of ours (cue *Advance Australia Fair*). Without them (that's *you*, that is), these pages would be very white. In fact, they'd be blank. Which would make Matt, Duane, and the production gurus warm and fuzzy with joy 'cos they wouldn't have to do much but Adam and the Big Bwanas would *FREAK*, negating all the positive energy that the white pages had created. (Cue *Suck This Dry Mean Motherf#@%er* by Poisoned Puss Virgin Munchers). So, what you need to do is send us your hints, tips, and general inside info. There is a reward as inspiration. A year's free subscription to Megazone goes to the Cheat Of The Month. This is equal to a swillion big bucks, what with the sky-rocketing inflation and the fact that the price of Megazone is likely to be about $100 an issue in a few months if the guys in suits have their way*. So get tippin'. But, shock, there are a few rules.

1. 'The aliens captured me and took me on a mystical journey to Pluto. Blue crystals are a state of mind.' ie Don't send gibberish. Make it easy for us to understand. We are very thick.

2. It must be typed or written in your besty-west handwriting ever. If it's written in blood it's OK, so long as it's your little sister's and you stick Sellotape over it because blood fades in the mail. True fact.

3. Mark each step clearly. Use as many full stops and new sentences as you like. Try and abide by the rules they laid out to us all in Grade One. They did it for a reason, you know.

4. Get your idiot brother, batty grandfather, or mad aunt to test it. Better still, use it as an excuse to coerce that babe-a-rama back to your place (show them this, if they think you're joshing). If they can't understand your instructions, return to step one.

5. Send it to:
Hints and Tips, Megazone,
PO Box 746, Darlinghurst, NSW 2010.

*** Not really. They are nice guys, don't think like that and wouldn't do it, even if they could. Am I fired, yet?**



TINY TOONS

MEGA DRIVE

Put the Buster Bunny icon on the Password option and then press Start. Now enter the password as NGQQ WWQW QKWQ QWWQ WGRY. This should open up the whole game map and you can select any level you wish to start from. Thanks go to **Michael Simpson** of **Yeppoon**, **QLD**.

AERO THE ACROBAT

MEGA DRIVE

Go to the Start/Options Screen and press C, A, Right, Left, C, A, Right and Left. Now play the game and Pause on the first level. Now press Up, C, Down, B, Left, A, Right, B and then hold buttons A and C together. A secret menu should now be on screen giving you access to Infinite Stars, Infinite Lives and a Level Select.



ULTIMA IV

MASTER SYSTEM

Alan Bainbridge of **Hamilton**, **VIC**, has sent in a wonderful guide to playing one of the greatest fantasy adventures of all time, the lovely *Ultima IV*. This month we start off with all the major locations you will require to complete your quest. In the following months, look for further survival hints, a breakdown of all the spells and a complete walkthrough of all the dungeons and underground.

Starting

At the gypsy's table choose:
Honesty to be a Mage
Compassion to be a Bard
Valour to be a Fighter
Justice to be a Druid
Sacrifice to be a Tinker
Honour to be a Paladin
Spirituality to be a Ranger
Humility to be a Shepherd

Mantras

Honesty	AHM
Compassion	MU
Valour	RA
Justice	BEH
Sacrifice	CAH
Honour	SUMM
Spirituality	OM
Humility	LUM
Pride	MUL

Important Locations

Towns

Britain	GK	FC
Skara Brae	IA	BG
Moonglow	IH	OI
Minoc	BE	JP
Magnecia	KJ	LL
Yew	CL	DK
Jhelom	NO	CE
Vesper	DL	MJ
Paws	JB	GC
Trinsic	LI	GK
Serpents Hold	PB	JC
Lyceum	GL	WK
Empath Abbey	DC	BM
Buccaneers Den	JO	II
Cove	When in ship, sail into whirlpool	
Entrance to Abyss	OA	NK

Items

The Skull, Nightshade and Mandrake are only found at night.

Skull	PF	MF		
Bell	NA	LA		
Candle	In the Cove			
Book	In the Lyceum			
Horn	KM	CO		
Wheel	NH	GA		
Nightshade	CM	MN		
Mandrake	KF	GE and	DG	LG
Air Balloon	PC	OJ		

Shrines

Valour	OF	CE
Honour	MP	FB
Compassion	FM	IA
Justice	AL	EJ
Honesty	EC	OJ
Sacrifice	CN	MN
Humility	NI	OH

MARIO ANDRETTI RACING

MEGA DRIVE

S. Farrawell of **Smithfield**, **NSW**, is a bit of a speed demon and has sent in these circuit level passwords for *Mario Andretti Racing*.

Sprint Cars	Y5X5 SHU2 WGDH SNCF 3NAB	Level 5
Stock Cars	GMXL WFU6 YHD2 BCDH TGAB	Level 5
Indy Cars	Y43S WHU2 QKCJ DURH SCAB	Level 5
Sprint Car Champ	KN8F LPFJ 8NDQ SUQF 28AK	



CASINO GAMES

MASTER SYSTEM

Amanda Glassop of **Ashmore**, **QLD**, has sent in this tip for *Casino Games*. To see the end of the game, simply enter your name as Ms 'Sex(space)Machin' (yes, that is without an 'e') and your account number as 9216376556.

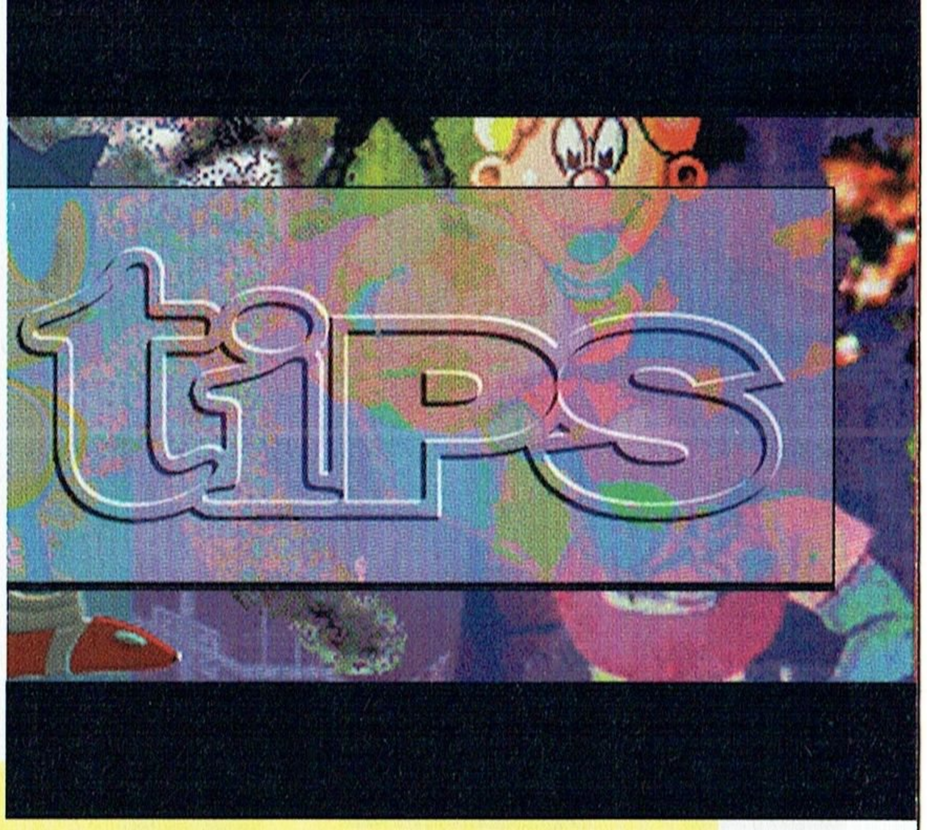
JURASSIC PARK

MEGA-CD

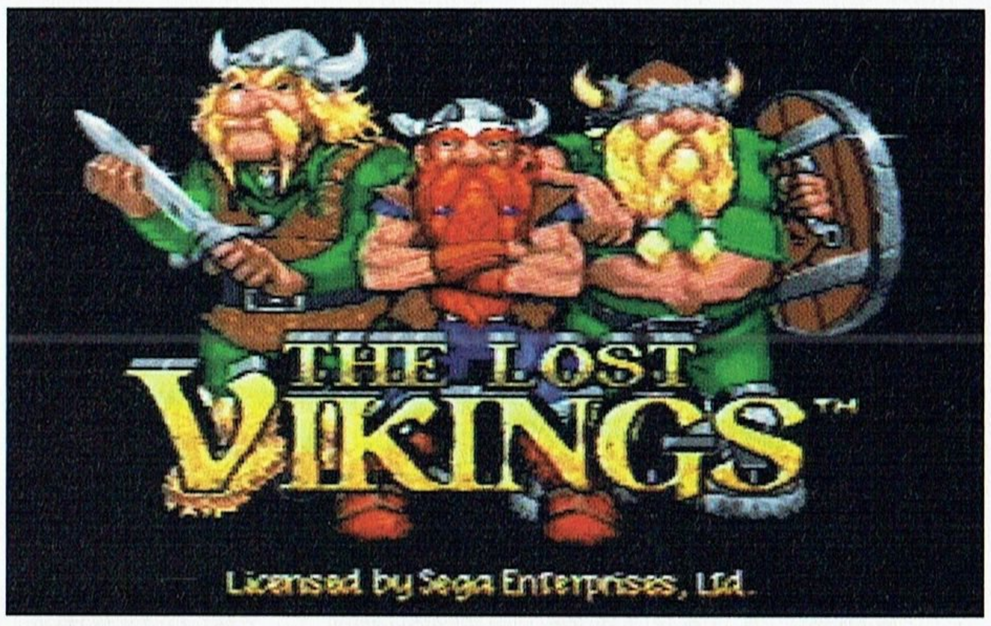
This cheat gives you a secret Node Jumper which lets you skip stages and access all the video footage from within the game.



First collect at least one egg and find the pliers in the toolbox at the Visitor's Centre. Use the pliers to obtain the blue keycard out of the slot right before the large wooden entrance doors (it looks like a letter box). Go through the doors and go to the Visitor's Centre. Once inside, go up the steps and enter the second door to the right. Once in the room, put the egg into the incubator. Now go to the Control Centre and access the computer to save your game. Exit the control room and then press Start on pad two until the Node Jumper appears.



THE LOST VIKINGS



MEGA DRIVE

The following codes are proudly brought to you by **Exposé** of '**UC**'. Wherever that is.

1	STRT	**22**	PLNG
2	GRST	**23**	BTRY
3	TLPT	**24**	JNKR
4	GRND	**25**	RVTS
5	LLMO	**26**	CBLT
6	FLOT	**27**	HOPP
7	TRSS	**28**	SMRT
8	PRHS	**29**	V8TR
9	CVRN	**30**	NFL8
10	BBLS	**31**	WKYY
11	TR33	**32**	CMBO
12	VLCN	**33**	SBLL
13	QCKS	**34**	TRDR
14	PHRO	**35**	FNTM
15	CIRO	**36**	WRLR
16	SPKS	**37**	PDDY
17	JMNN	**38**	TRPD
18	SNDS	**39**	TFFF
19	TMPL	**40**	FRGT
20	TTRS	**41**	4RN4
21	JLLY	**42**	MSTR

SONIC 2

MEGA DRIVE

Here is one of the most bizarre cheats we have ever seen. It turns Sonic green. If you want to see this oddity, first enter the sound test and enter tunes 19, 65, nine, 17 and then one, nine, nine, two, one, one, two, four (this is the Debug mode!). Now start the game and turn Sonic into something that is invisible and start printing them everywhere. In the bottom left hand corner, where it shows how many lives you have, Sonic should be green. When you turn back into Sonic, Sonic himself should be green. This came from a mystery tipster living in **Langwarrin**, **VIC**.



COSMIC SPACEHEAD

MEGA DRIVE

Thanks go to **Kylie Netluch** of **Raymond Terrace**, **NSW**, for these *Cosmic Spacehead* passwords:

CAZE TEWE EEWI LLIA MS9B	Cape Carnival
D7Z3 TEEA FEWI LZIA MS6U	The Border
YGZ3 TEEA UDWI LQIY MSTU	Dodgy City
MRHP OFE6 WWLW LRWW IM6Z	Staff Room
CGHP BFE6 WWL9 PRWE IDOX	Gas Station
MRHP JFE6 WWLI LRWW MMI8	Factory Reception
D7QZ TEEA PJWI LQIA M767	The Caves
DVHP JEE6 WW8I LSWW M7TO	No Mans Causeway



SEGA MEGA DRIVE

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Dear Agatha...

Are you a freak? A social retard with no life whatsoever? Do you have hot and cold flushes at the mere sight of Cammy? Or perhaps you are stuck on level eight of *Mutant Mongrels Nuke Everything That Moves And Hell, Everything That Doesn't, Too*. I can help you – with all this and more. Confide in me. I'm Australia's only Sega agony aunt, you know.



SONIC SHOCK

Dear Agatha,

I've got *Sonic 3* and in the level select, I have noticed three extra zones which I can not seem to access: Flying Battery, Mushroom Valley and Sandopolis. Is there any special cheats to get into them or are they just there for effect? Please help me.

Michael Kenchington, Aberfoyle Park, SA

It's not exactly there for decoration. Apparently, Sonic 3 *was originally released in Japan as a huge 24 meg cart compared with the smaller 16 meg version released in Australia. Unfortunately, these three extra levels were playable on the Japanese version only. Clever? Uh, no. But* Sonic and Knuckles, *the latest versh, is intercompatible with previous Sonics. Using this cart in conjunction with* Sonic 3 *should open up the three mystery zones and allow you play them as either* Sonic or Knuckles. *A great marketing strategy, huh? I received a similar letter from Dan and El in Victoria, so I hope this explanation clears things up a bit.*

CAMMY IS A BABE: UH-OH, LOSER ALERT

Dear Agatha,

I have been playing *Super Street Fighter II* religiously for the past month and I was just wondering, could you please tell me where Cammy lives. I think she is the sexiest babe in the world and I dream about her day and night. Just thinking about those tight thighs and sexy figure makes me drool uncontrollably and this has me concerned as I fear my saliva will damage my joypads. Please can you help me, my mother is starting to think that I am on drugs.



Edward, Mascot, NSW

Ed, believe your mother. You are a complete loser. Seek help as soon as possible and remember to look out for closed doors. Cammy is a drawing. She's made up, Ed. She's not *real. She's got more personality than most of the cast, but still wouldn't get a part in* Models Inc. *Try getting out more and maybe even attempt to talk to some of the real-life girls in the queue for your pie and sauce at lunchtime. Or are you still being breastfed by your mother? Get a life.*

DUNKIN' (MMM...) DONUTS

Dear Agatha,

Could you please tell me the code for super dunks on *NBA Jam* and also, are there any cheats or passwords for *Marko's Magic Football*?

Sam Eastwood, Mulgrave, VIC

Mmm... dunks. Mmm... donuts. Mmm... *To dunk from anywhere on the court in* NBA Jam, *rotate the control pad clockwise (from the Tonight's Matchup screen) and press Button B 13 times (making sure you get all taps in before tip-off or else you're rooted). For* Marko's Magic Football *the passwords go something like this:*

2	*Haunting*	**8**	*Traffic*
3	*Bstroke*	**9**	*Elf*
4	*Gungetnk*	**10**	*Krusty*
5	*Ectoplsm*	**11**	*Barrel*
6	*Jaws*	**12**	*Crabtree*
7	*Garage*		

Salivating, no?

STUMPED

Dear Agatha,

Warriors of the Eternal Sun has got me stumped. Do you have any survival tips on this great game?

Noel the Lost Warrior



Buy a big nuclear cannon. Erm, always eat your greens and listen to your parents. Tidy your room every Thursday night. Or, try these. Equip members of your party with slings and bows. You can kill enemies that you can't see when using them. And they look most fetching. When your party goes up a level, be sure to go back to all the shops and check for new items that you may purchase. Whenever you buy new weapons, the computer automatically equips them for you. There are heaps of secret caves throughout this game. To find them search along the crevices in the walls but be prepared, many of these contain monsters instead of treasures. Eeek.

CRUDE

Dear Agatha,

Could you please tell me if there are any Level Selects or Invincibility Codes for either *Alien Storm* or *Two Crude Dudes*. Thanks.

Brendon Ielec, Mount Hutton, NSW



For Alien Storm *a small cheat is to use Scooter and when your life gets to zero, self destruct and you can carry on without dying. In* Two Crude Dudes, *bust up the machines on the bonus rounds for extra lives. You can also use the old two-player trick for extra lives. When player one is about to die press Start on pad two and carry on using Player Two for two extra lives. Not that I recommend cheating.*



HOW TO OPEN A DOOR

Hello Ag,

I'm writing to you for some help with *Landstalker*. I have reached the part where the Gumi's have taken Fara into the Swamp Temple and was wondering, how do I open the large door? Could you also please tell me what months the *Landstalker* gamebuster was in Megazone?

Greg Hunt, Browns Plains, QLD

The lovely Landstalker *Gamebuster was featured in the May and June Megazones. It contains a complete walkthrough of the game as well as the maps to all the dungeons. Luckily both issues are still available from our back issue department* (Plug, plug, do I get my raise now?). *To open the large door, have you tried turning the handle? No, only teasing. Use the Idol stone you find in Gumi.*

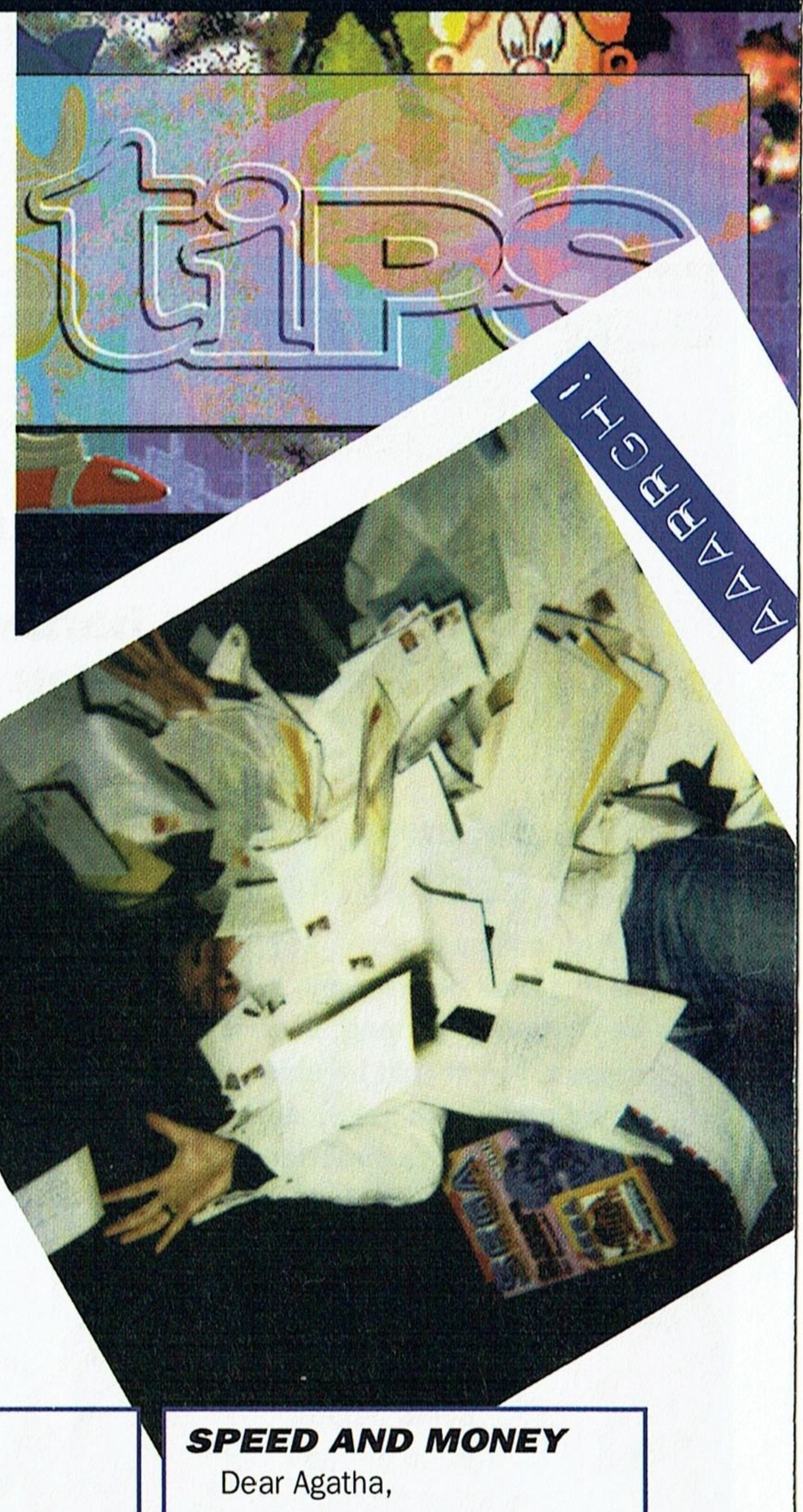
A LEVEL SELECT REQUEST SIMPLE

Oh, Agatha,

Can you please print a level select for *Global Gladiators* on Mega Drive.

Stef, VIC

Plain and simple – OK. Simply press B, C, A, A, B, B, C, B, A and B to skip your current level.



RIPPED OFF

Agatha,

In the August issue, there was a cheat for Nimbus Terrafaux on *Mortal Kombat* but I can't seem to get it to work. Can you please help?

Patrick Purcell, Launceston, TAS

The guy who sent in the Nimbus cheat is on our wanted list. The loser ripped it off from a Brit mag and it has as much credibility as the Street Fighter II *'Bertnernie' cheat. Ignore it. And that guy is dead, 'cos as the old Megazone motto goes, 'Losers get axe-murdered in the end.'*

SPEED AND MONEY

Dear Agatha,

Is there a password for *Speedball 2* on the Mega Drive to get loads of money? Thanks kindly.

Luke, NSW

That sort of money grabbing attitude went out with the '80s, buster. Get with the times! Finger on the pulse! But hey, I must admit, I've really got no problem with the old gimme something for nothing schtick. Try using this great password for heaps of money and a great winning record:

LPCaZsbdKIX0maBO CJ9RpIfaI+8VM7My



ME AND WINNIE

Write to Agatha!

Some of the things that Agatha does would get a normal person expelled, banned, barred, deported, and hey, in some countries with a strict social order, maybe even executed. But in her spare time she likes to look after the readers of Megazone with their problems. So drop her a line. She loves your evil requests.

Dear Agatha..., Megazone, PO Box 746, Darlinghurst, NSW 2010.

You stuff it – she'll mumble a bit and then... fix it!

the Jungle Book Gamebuster

With a banana tightly in hand, Peter Burney shows you how to peel your way through the *Jungle Book* adventure.

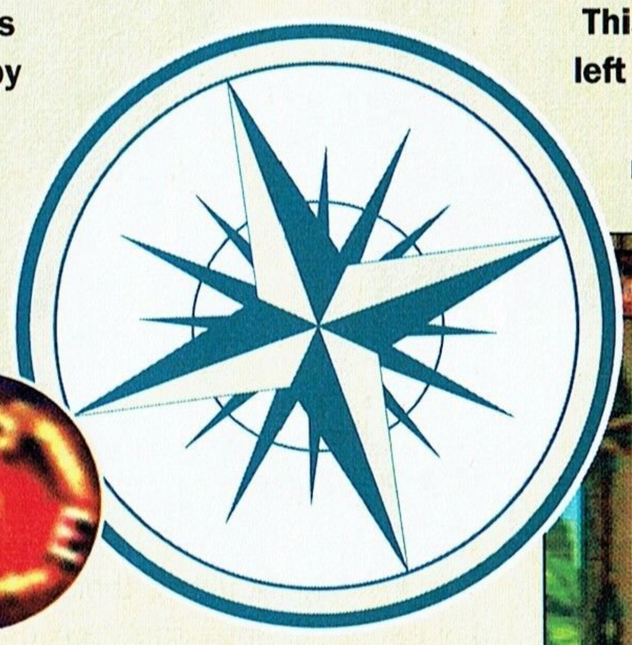
The Compass

The compass is the key to solving this game. It shows you the location of the gems and by following it you can't really go wrong. Even if a gem is hidden, you should be able to find it by going around while keeping a close eye on which the direction the compass needle is pointing.



Following is the location of the compass in each stage, as well as some helpful tips to get you swinging through to the next level.





Stage one 'Jungle By Day'

Compass location: Jump up slightly to the left from the starting point.

This stage is divided into two parts, you'll find 12 gems on the left half and three on the right.

To get to Bagheera go to the top of the screen and swing right on the vines, then go down.



Stage two 'The Great Tree'

Compass location: Go right through the tree and over the gap. It's hidden in the leaves above the gap.

Push up while standing in front of the holes in the tree to be transported to other parts of the tree. To get all 15 gems you'll find two hidden inside the trunk. One is directly right of the start. Jump up inside the trunk to reach it. The second is near the first re-start elephant on the right side of the trunk. From here you need to climb up one level and jump left to a secret room in the trunk (where the 'z... z... z...' are).

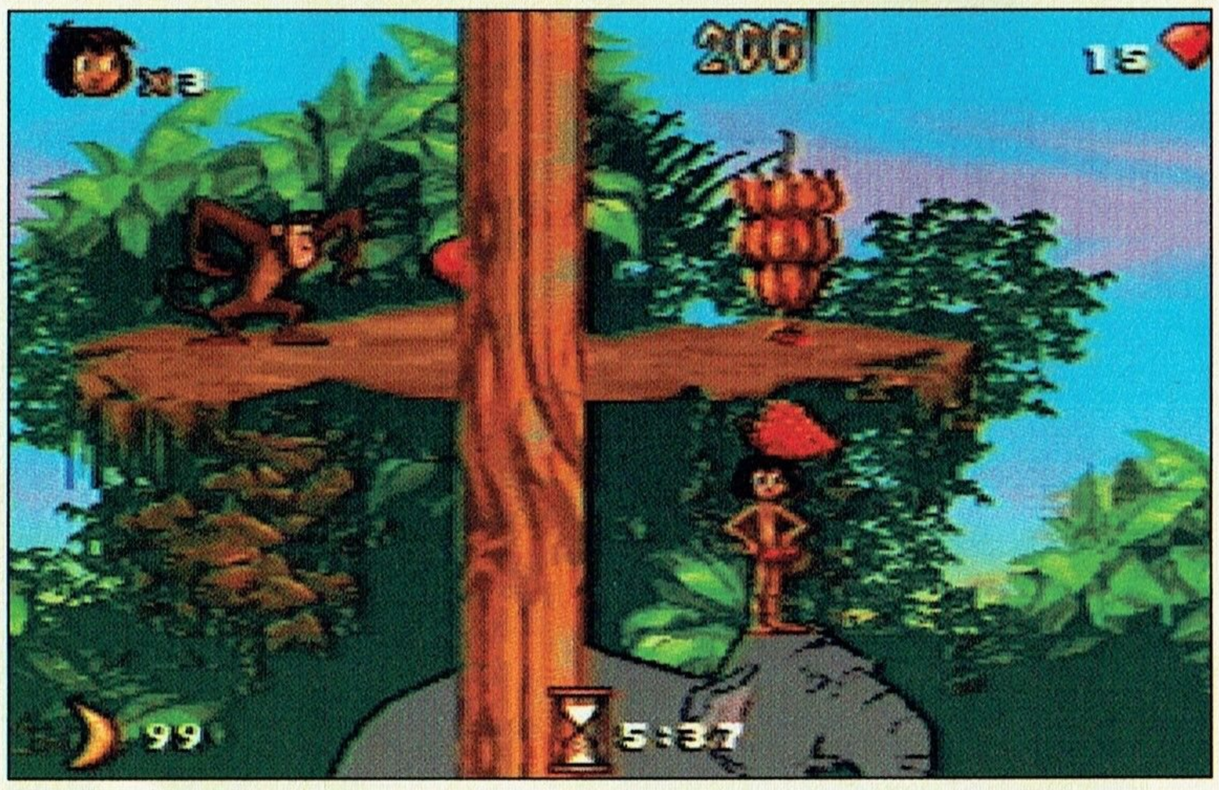
Kaa is at the top of the tree on the right hand side. To get to him go up to the highest point on the left side and from here jump right, through a secret passage in the trunk.

Stage three 'The Dawn Patrol'

Compass location: Go left and up the first vine.

To get to Bagheera at the bottom right, you can either ride the elephant across the bottom or, a quicker method and one which will gain you more gems, is to go to the top and swing across the vines. Most of the gems in this level are found towards the right.







Stage four 'The River'

Compass location: Go up the first vine and you'll find it hidden in the leaves directly over the monkey's head.

The gems are scattered all over this level. You can ride on the river using the turtles and the alligators, and cross on the lilies (but beware, they sink). Be sure to look down before jumping off low ledges so that you don't go swimming. A neat trick is being able to jump off the surface of the water if you miss the object you were aiming for but only one water jump can be done.

Baloo is at the bottom right of the playing area.

Stage six 'Tree Village'

Compass location: Go right and up the first vine. You find it on the left side of the branch.

There are lots of hidden gems in the stage. They are mainly inside the huts and the trunks of trees. The huts allow you to be transported to other huts in the area (push up when you can see yourself in the window of the hut). The only way to reach the Witch Doctor is to go up at the start to the top of the screen and then head right. You'll find him at the top right.

Stage seven 'The Ruins'

Compass location: Head right, jump over the first gap and you'll find it directly over the second gap.

The gems are all in plain view in this stage and it's simply a matter of following the compass. Standing on the edge of a platform too long will cause it to collapse. Don't worry about falling either as you'll land safely at the bottom. Bagheera is at the bottom to the left.





Stage five 'Baloo and the River'

Compass location: Go up a level and head right.

This stage is very similar to stage four except you can ride Baloo across the water, but doing this will not get you the gems required to finish the level. Bagheera is found at the bottom right of the screen.



Stage eight 'Collapsing Ruins'

Compass location: Follow the blocks to the right.

Unlike the other levels this one requires speed and accuracy. Not all the blocks are collapsible. If a block is going to collapse it will shake almost immediately after you jump on it so get ready to go to the next one. When a block doesn't shake that usually means that the next block will emit spikes so stand for a while to check it out. The gems are easily found as they are always close to the main path and exposed. You'll find King Louie at the top right hand side.



the Jungle Book Gamebuster

Stage nine 'Jungle at night'

Compass location: Climb up the first vine and head left. Jump on the sleeping snake hidden in the bushes and you'll be thrown into the compass.

The trick to this level is to get the top from the start and swing across the vines to get most of the gems. If you want to get all 15 there are a few at the bottom as well.

You'll find Bagheera at the bottom right.



Stage ten 'Wastelands'

Compass location: Head right, jump over the first gap and continue right until you reach the restart elephant. Now head left and down (do a small jump over the fire) and you'll soon come to it.

Don't stand still for too long otherwise you'll be struck by lightning. Most of the gems are found in the trees but there is no bonus round in this stage so collecting 15 is merely a points gatherer. You'll find Shere Khan at the bottom right. NB He only appears after collecting 10 gems.



Bonus Round

The key to getting all the pieces of fruit you need is to find the hour glasses to extend your time in each round. The bonus round serves no real purpose besides to gather points. You cannot lose a life in here or, for that matter, gain one. All in all, it's a fairly useless exercise. If you want to collect all the objects in here the easiest way to do it to use the cheat – Up, Up, Down, Down, Left, Right, Left, Right, B, A and your time will be restored. You can do this cheat as many times as you wish. Happy hunting!



The Baddies

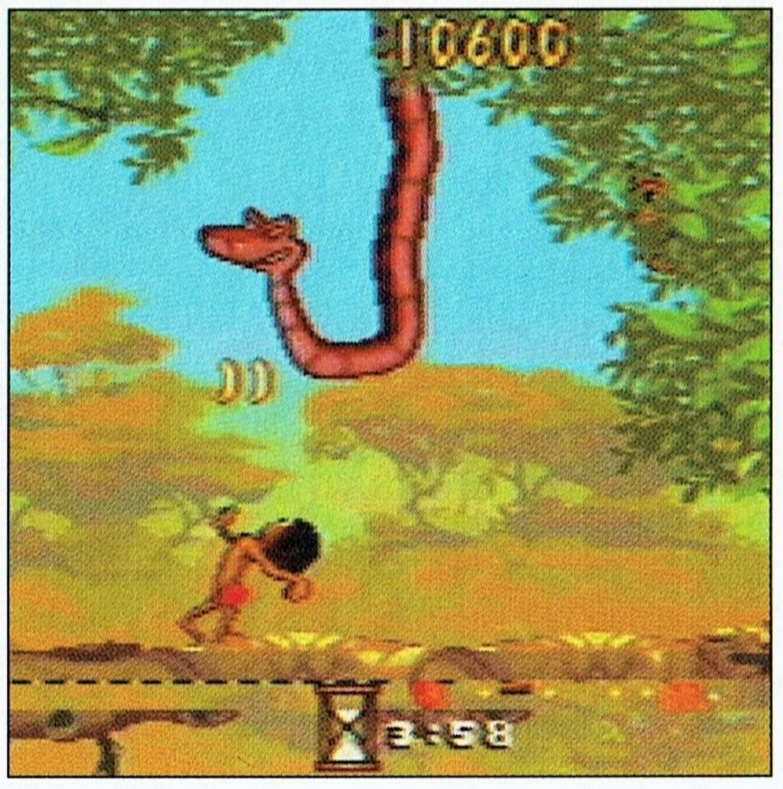
Saving any weapons (besides the single banana attack) is the key to defeating the end-of-level baddies. The double banana throw is by far the superior attack method, as long as both bananas are hitting the enemy.

KAA: THE GREAT TREE

Stand directly in the centre of the screen and when Kaa comes down from the top, fire up at his head.

When he fires the ball from his eyes run to the right and jump over it and then when it follows you jump it again. It should then burn itself out.

You should be able to beat Kaa before he goes back up, but if you can't here is the pattern he follows... top, left, bottom, bottom, top.



Gamebuster



BALOO: THE RIVER ▲

Being your friend, Baloo is not out to kill you. He throws fruit for you to catch and if you miss three, the lily pads will fall and you'll go to the next stage (you won't lose a life though).

KING LOUIE: COLLAPSING RUINS ▼

Single bananas are probably the best to use here. Even though they don't inflict much damage they can be thrown continuously and never run out (and throwing continuously is the key to beating King Louie).

King Louie follows no particular pattern but he does have four attack moves which can easily be avoided if you always stay on the opposite side from him.

1. COCONUT BOWL: Simply jump over them (he always bowls two each time and this is the best opportunity to hit him).

2. HANG AND BANANA THROW: Jump over the bananas as he shoots them (he always throws two) still throwing your bananas.

3. HANDSTAND AND BANANA THROW: When you see Louie move into the handstand position duck immediately, and stay down until all three bananas have been thrown (don't try to attack this move or else you'll get hit).

4. FORWARD SKIPPING: Jump over him and get to the far opposite side.



SHERE KHAN WASTELANDS ▼

Using double bananas, and other fruit, is essential here.

Shoot from the rock pillars which rise out of the ground (if you fall you'll be toast). The pillars will shake just before collapsing, giving you time to jump to the next one. Don't wait until the last second to jump because the pillars fall fairly quickly.

Ignore the fireballs coming from below because as long as you stay on the solid pillars you should be safe.

To avoid Shere's fire rings jump straight up to get over them.



WITCH DOCTOR: TREE VILLAGE ▼

The witch doctor, really three monkeys hiding behind shields, can only be hit when the shields are open.

Part 1

Run up close to make it move and then run to the far left and throw single bananas as it comes towards you (you can't be hit). Then as it starts to move away, move in close and continue throwing single bananas (you can't be hit).

Part 2

After being hit enough times it will break into three sections.



Shoot double bananas at the bottom monkey first. Move to the far left each time it throws fruit at you to avoid being hit. After you've beaten it shoot up at the monkey to the far right by standing under it (watch out for the other monkey's fruit though). Lastly, jump onto the branch where the monkey you just killed was and shoot across at the last monkey on the left.

Tarzan and Cheaters

All of these cheats can be done at any time during the game. Simply press pause and...

LEVEL SKIP-BUTTONS: B, A, A, B, B, A, A, B, A, B, B, A, A, B, B, A.

99 OF EVERYTHING: restored lives and restored time–Up, Up, Down, Down, Left, Right, Left, Right, B, A.

START NEAR KAA: C, A, A, B, C, A, A.

START NEAR WITCH DOCTOR: Right, A, Down, B, A, Down.

START NEAR BALOO: B, A, Left, Up, Up.

START NEAR KING LOUIE: Left, Up, A, Left, Up, A.

START NEAR SHERE KHAN: A, C, A, C, A, C, A, C, B, B, B, B.

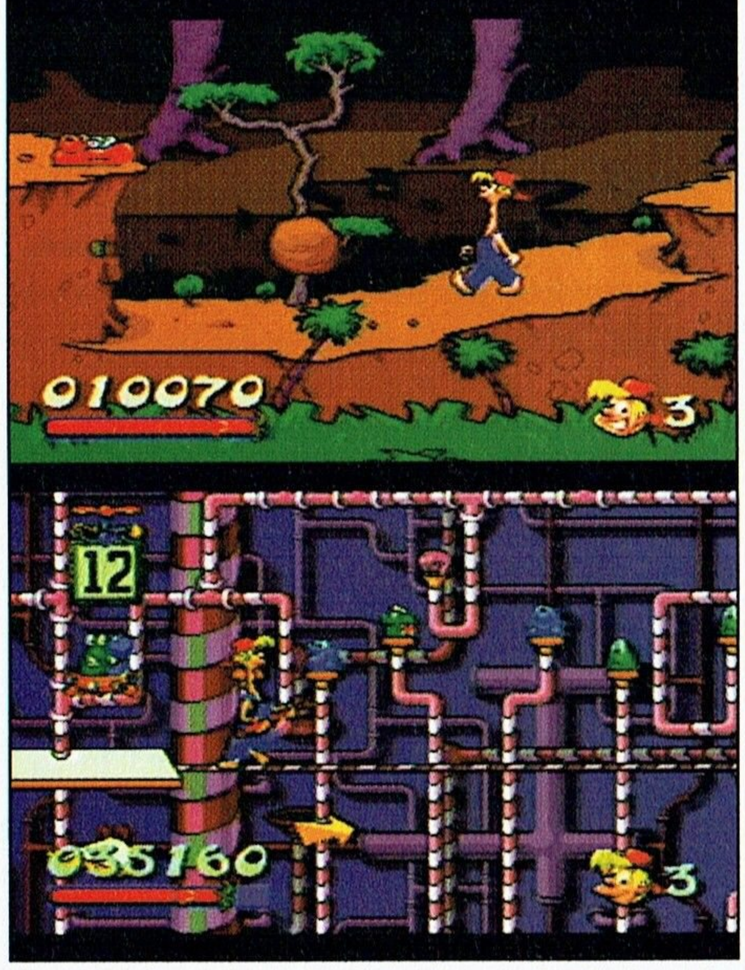
Bubba 'n Stix

Peter Burney has a nasty habit of poking his Stix in unwanted places... that's why we thought he'd be just right for this job!

Bonus level

Every level has a bonus level attached to it, reached by killing what we can only describe as a blob with lots of eyes. (You can see it at the very start of level one, it runs away to the left past the tree that follows you.)

Picking up the tiny blobs adds to the amount of time you have in the bonus level. Ah, so that's what they're for...!



Stage TWO Waldo's Starship

The object of this stage is to open the four pink doors next to the transporter.

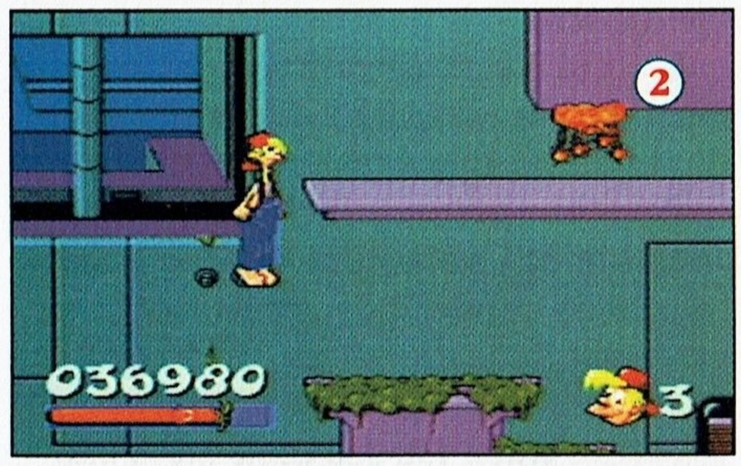
(1) **BARREL IN ROOM** Lever barrel over, put Stix in the left wall, then go through the hole on the right side.

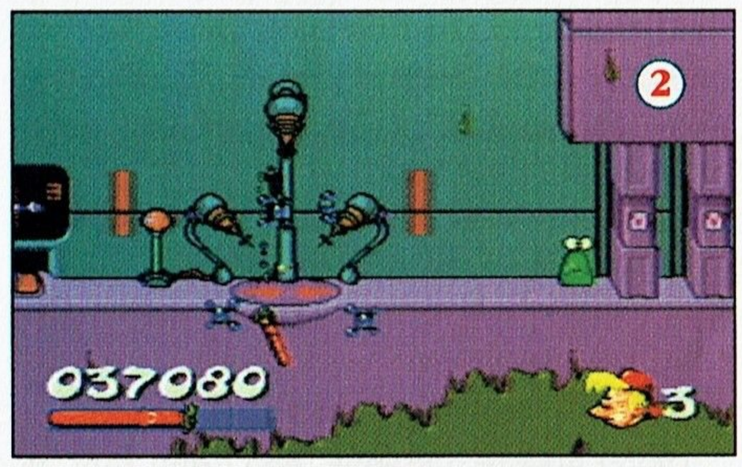
(2) **SLUDGE ROOM AND DOOR ONE** Walk left and hit the lid off the cylinder. Continue left, hit both switches then jump on the platform to go up. Flick the switch on the left and go back to the cylinder. Bounce up to the moving platform and head right. Hit the switch and strike the beach ball to the right. Bounce up to the highest level and throw Stix at the orange aliens so that they stick to the high roof (out of your way) and then walk on the button. Go back down and right to the transporter. Walk on the button to change the floor and then hit the switch.

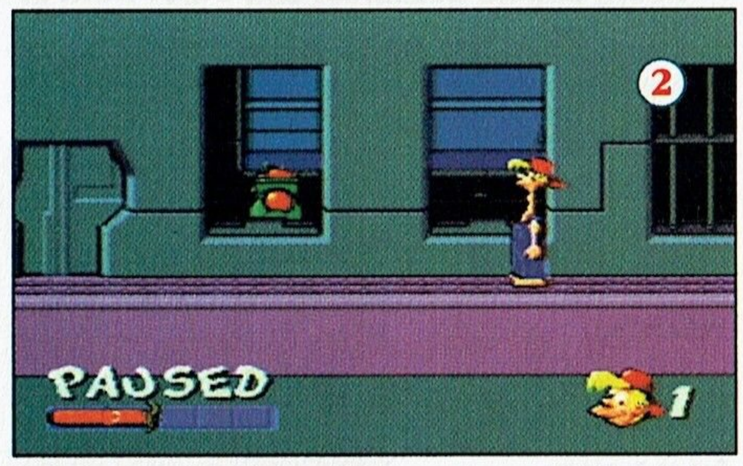
(3) **DOOR TWO** Go to the second floor and head left while watching for cars. When you see the green alien, run in the opposite direction until he is out of sight, continue on your way. Hit the switch to the far left to get the milk bottle then walk to the far right (the bottle will follow). Put Stix in the hole so that the bottle can get up. Bounce on the alien after it drinks the milk and head left. Walk on the button and transport back.

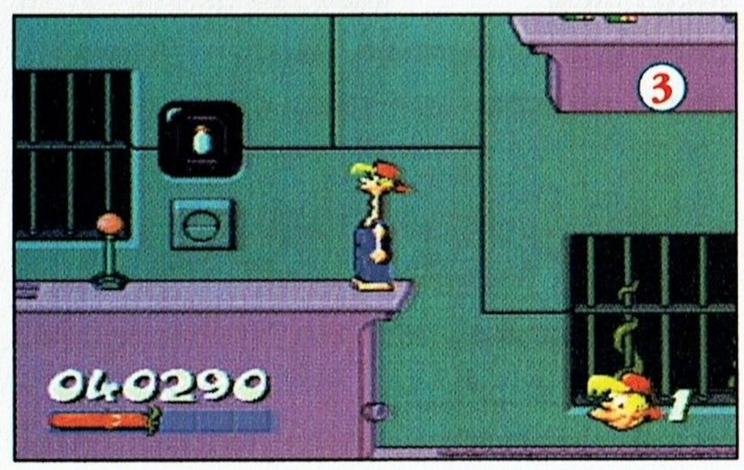












Stage ONE Alien Forest (or, a little revision)

We gave a solution to level one in issue #43 of Megazone, along with the review. So this is just a re-cap, really. We did discover the trick with the tree that follows you at the start of the game though.

TREE Jump up and throw Stix at the very top of the tree. Walk away to the right while Stix bounces off the tree at the other side of it. Eventually, it'll be cut down to size. Now go left.

BLOB WITH EYES Jump on this to get to open the way to the bonus level. It runs away, but you'll catch him.

STONE ON LEDGE Bounce across the spiky pit by repeatedly jumping on the mushroom and collect the stone on the top of the ledge to the very left. This opens up lots of platforms that contain goodies later on in the game. Now go right.

CLIFF Put Stix in the hole.

SPOTTED EGG Quickly jump on and off egg and use boulder to get up.

LARGE GAP Lever boulder off and then use it to get up.

TALKING RED AND GREEN BLOBS Throw Stix low from a distance while the blobs are still talking.

GREEN ALIEN WITH BIG GUN Duck. Basically.

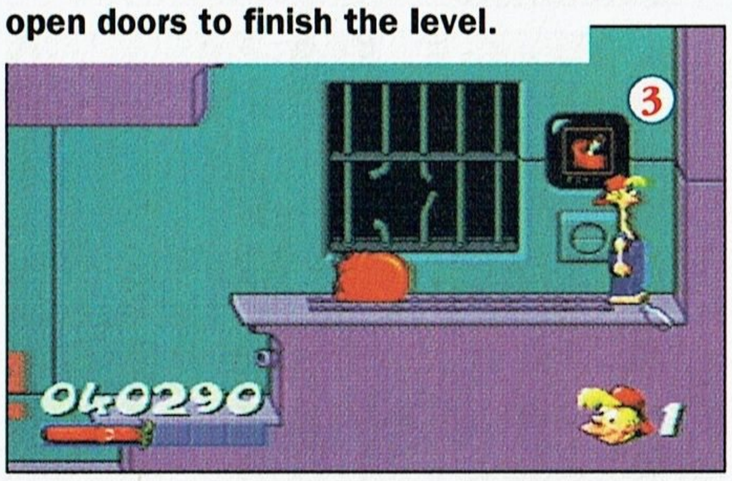
WALKING TREE STUMP Jump over it then put Stix in the cliff hole and use the tree as a step up.

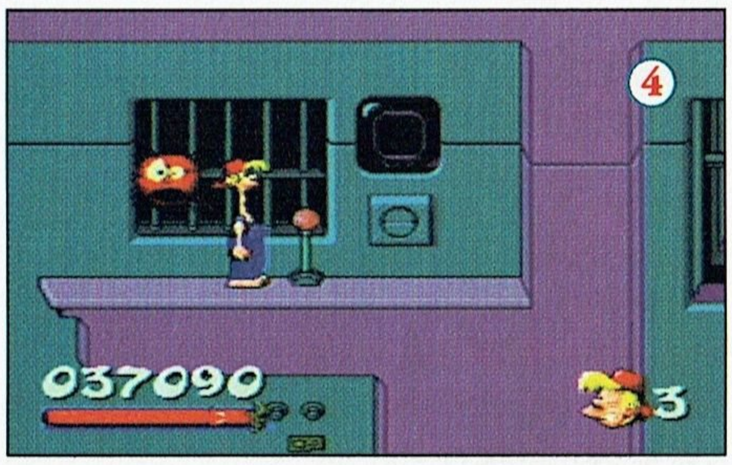
SLEEPING BLOB ONE Jump and throw Stix at the boulder.

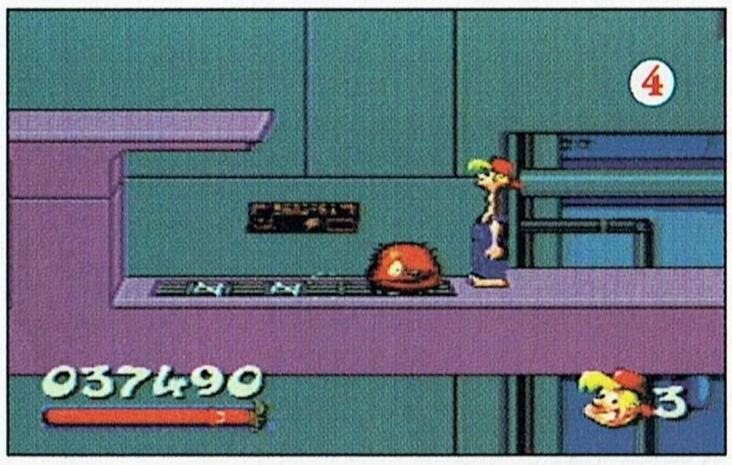
SLEEPING BLOB TWO Throw Stix low at the blob and jump on it. Then jump up the cliff.

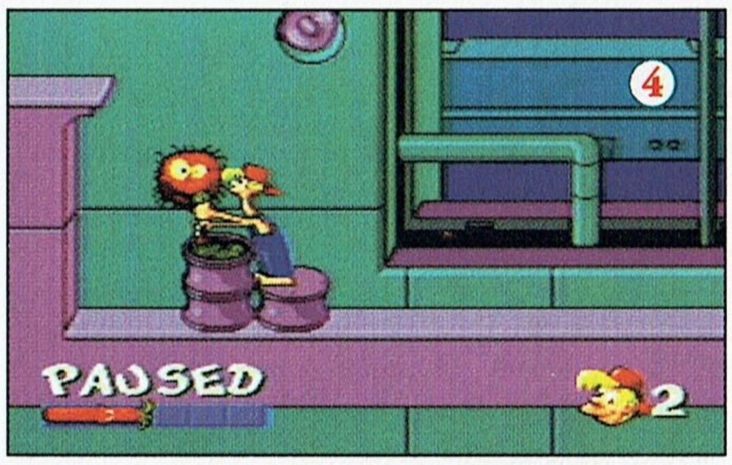
(4) **DOOR THREE** Go to the third floor. Head left and try to kill the red blobs as you go. After the first crawling section head up and right and flick the switch to get the fur ball with eyes. It will follow if you don't move too fast. Hit it to cross the electric floor and to get up to the switch. Go back down and hit the lid off the pipe, stir the slime and ride the bubble up. Follow the path to the button then go back to the first floor.

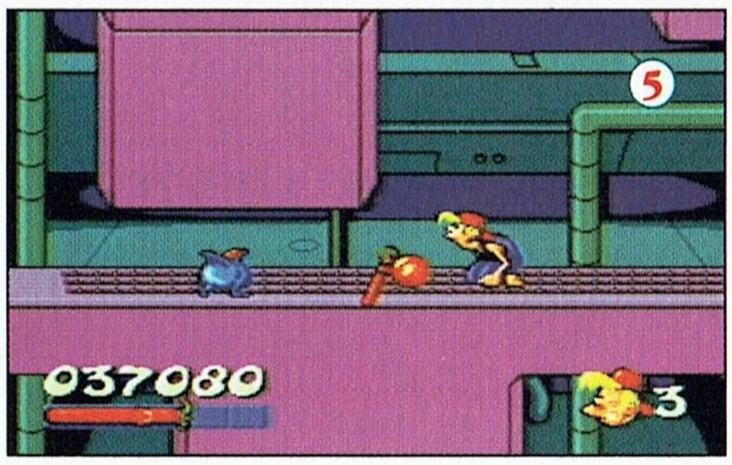
(5) **DOOR FOUR** Transport to the fourth floor and head right hitting all aliens up to the high roofs to continue. Run/jump to cross the first gap. Head left and flick the switch to reveal the red marble. Poke it left and off the ledge, then jump down and keep poking it left. Poke it over the button and cross the electric floor. Continue left and walk on the button for door four. Go back to floor one. Head right through the open doors to finish the level.











Gamebuster

Stage THREE The Volcano

PART A: THE LAVA AREA

Run/jump the first gap and duck in the middle of the second platform to avoid the bouncing boulder.

(1) **SINKING ROCKS** Throw Stix while in the air to make the boulder fall from the ledge.

(2) **LAVA WATERFALL** After crossing, hit the shaking rock above the next platform.

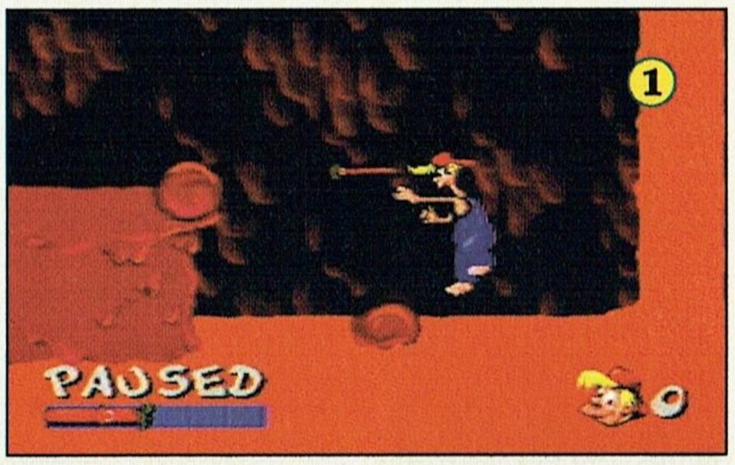
(3) **TIGHTROPE** Poke the small rock across the tightrope then slowly cross by rhythmically depressing the D-pad right.

STEAM Jump on the stone when it's at the peak of its flight.

(4) **HIGH LEDGE** Put Stix in the hole and duck under it. Jump on the boulder which falls on it to get up.

(5) **LAVA WATERFALL TWO** Put Stix in the hole (far right) and jump up on the boulders as they appear.

(6) Crawl to avoid the flying bugs. Head left until you reach a large machine and walk on the red button. Go back to the right and hit the car. Follow it and stand on the blue blob after it's been flattened so that it throws you into the air. Hit the lid off the pipe and you'll be sucked in.



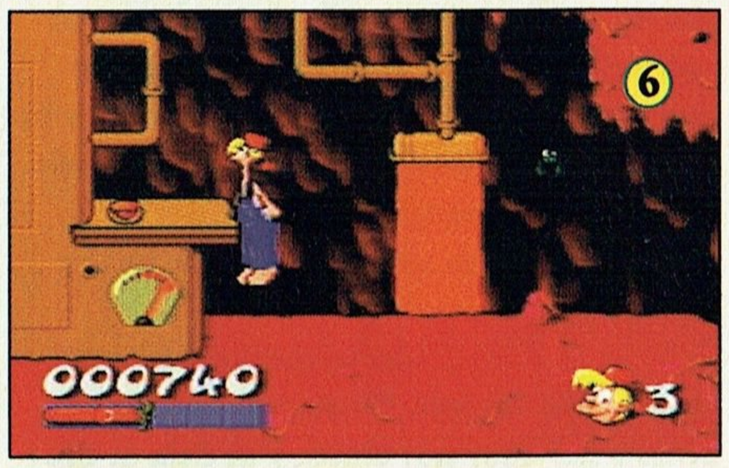
















Bubba 'n Stix

GameBuster

Stage THREE The Volcano

PART B: THE BALLOON MACHINE

You have to turn on the seven lights to complete the stage.

1. **LIGHT ONE** Head right and hit the switch, then hit the person stuck in the pipe and get sucked in yourself.
2. **LIGHTS TWO AND THREE** Head left and put Stix in the hole. Jump into the pipe near Stix and call Stix as you float up (hold left to land on the platform to the left). Head left and hit the switch. Continue left across the grates to find the next switch. Go back to the elevator (to the right of where you became a balloon).
3. **LIGHT FOUR** Go to the top floor and head right and down to find the fourth switch. Also walk on the red button near the switch.
4. **LIGHT FIVE** Take the elevator down to the next stop to the right. Watch out for the closing doors. Hit the switch and keep going down, walk on the red button to call the lift.
5. **LIGHT SIX** From five, go up one floor, head left and jump up the first platform. Jump up onto the lava carrier and then immediately up to the wire. Slowly cross the wire, walk to the far left (avoiding workmen and spinners) and then head up and put Stix in the hole. Go back to the first spinner and head up. Hit the switch to stop the fireballs, cross the wire and then jump up onto the lava carrier, then up again and hit the switch. Go back to the elevator.
6. **LIGHT SEVEN** Go to the bottom and head to the far left. When you hit the switch the door will close. Put Stix in the hole and he will be trapped inside a balloon. Go back towards the elevator until you reach a red button. Stand on it when Stix is over the pipe facing up. Stix will be sucked in and returned as normal.
7. Go back to the original starting point and get sucked into the next stage.

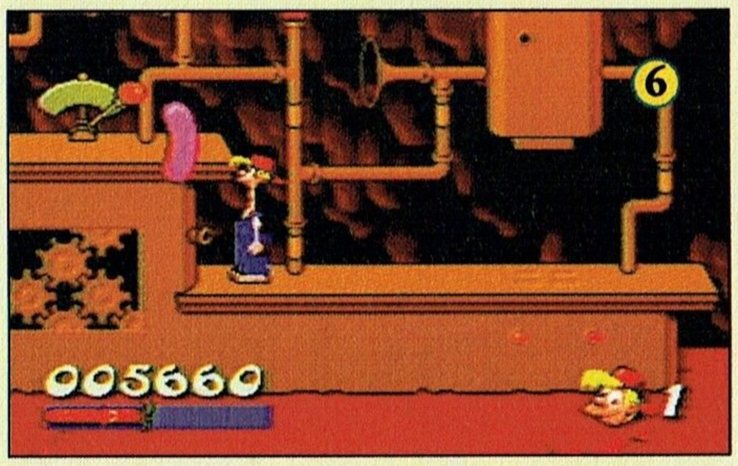








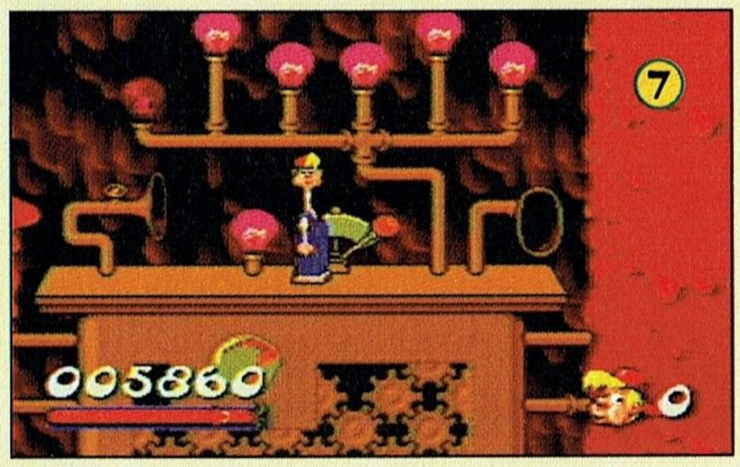












Passwords

Level 2)	FK4HWX6GXT	Level 4)	ND1YJKD?!1
Level 3)	55XVRB665Z	Level 5)	XYW4!3W3NG

Stage FOUR Marine Temple

① Head right and put Stix in the first hole to lower the water. Then call Stix when you get to the next hole and quickly shove Stix in and jump up.

② **SPEARS** Duck under these and put Stix in the hole.

③ **WOODEN DOOR ONE** Put Stix in the wheel just before it and hold 'A'.

④ **WOODEN DOOR TWO** Swim left onto the button to lower the water. Kill the fish. Push the button again and turn the wheel (top right) just enough to fit Stix under the door. Press the button again and throw Stix at the fish near the door. Press the button, open the door fully and swim through. Hit the small switch to get air and then swim left, hit the next switch and go down.

⑤ **WOODEN DOOR THREE** Open the door just enough to throw Stix underneath and kill the baddie (he takes lots of hits).

⑥ Walk on the button and jump up the platforms to put Stix in the hole. Go left along the top until a piece of bridge collapses. Walk on the button again and ride the plank to the right (by standing to the left of it).

Jump on the button near the hole, put Stix in the hole and quickly go up. Crawl left and put Stix in the hole then quickly call him out. Swim to the far right onto the button and go down.

⑦ **STATUE HOLDING BALL** Put Stix in the hole (right) and jump up onto the stone ball. Jump right then run/jump to the left. Open the door, jump and flick the switch and when the ball floats up hit it and ride across to the other side.

⑧ **PILLAR DEAD END** Go down onto the button. Throw Stix at the pillar and put him in the hole to the left.

⑨ **RUBBER RAFT** Swim to the right under the raft and jump on it to hit the switch.

⑩ **POKING TONGUE PILLARS** Keep putting Stix in the hole until the correct tongue pokes out.

⑪ **STONE BALL** Go right and down to push the button, then push the button on the far right. Go down and put Stix in the hole and as the ball pushes out of the water jump left to the level (hold 'C' and when water level is highest call Stix. As the ball hits, push left and jump while still holding 'C'). At the top jump and hit the baddies.

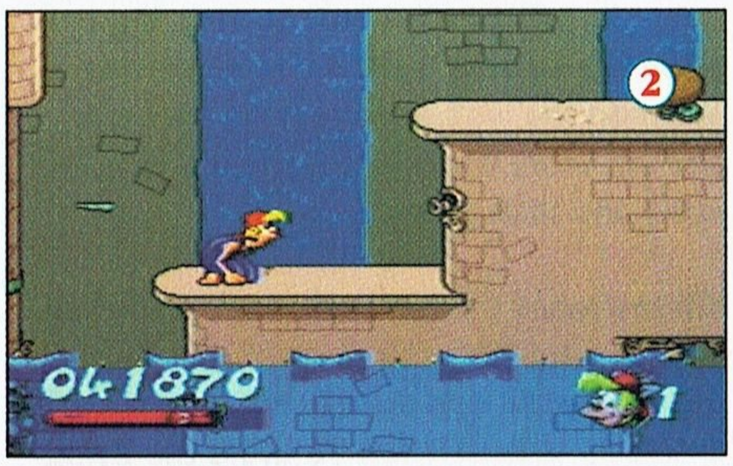
⑫ **OPENING MOUTHS** Don't hit the switch. Turn the wheel until all the mouths are open then put Stix in the hole to release the golf ball. Poke the ball underneath the door (right) and head right.

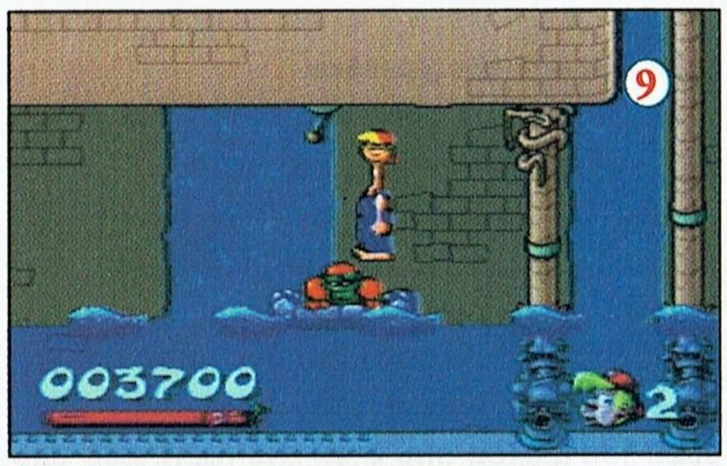
⑬ **WOODEN BRIDGES** Run/jump over the gap and head right until a piece collapses. Go down and put Stix in the hole and ride the plank across the spikes (stay ducked). Quickly jump off after hitting the switch and swim down and right.

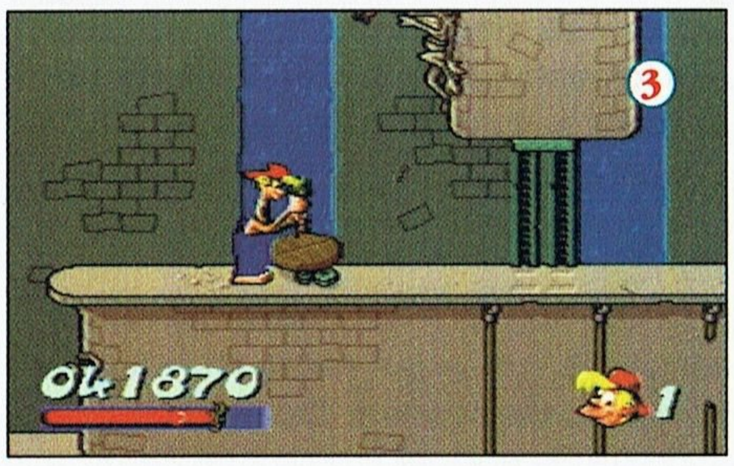
⑭ **TALKING BLOBS** Hit only the blue blob and jump on it to cross the water.







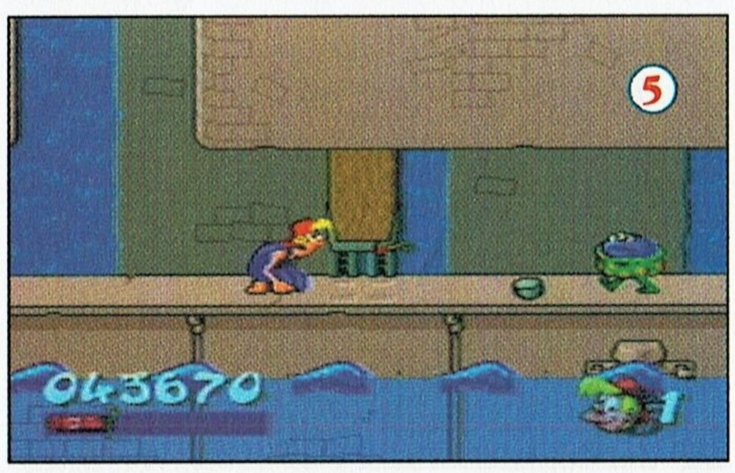






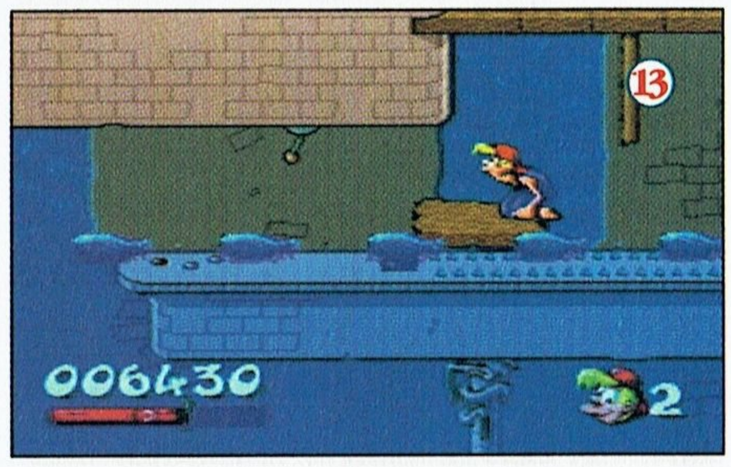




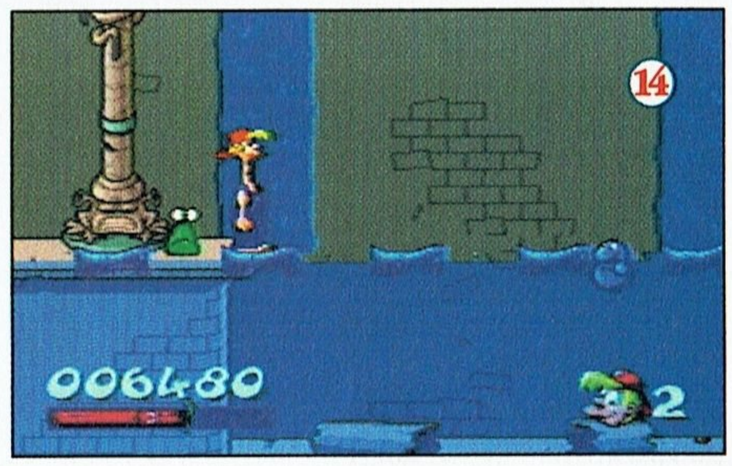












Bubba 'n Stix

Stage FIVE The Space Port

GameBuster

1 UMBRELLA ALIEN Put Stix in the alien's mouth when it stops walking and go right through the scanner.

LASERS Run right and jump to avoid the laser at the moving walkway.

ROBOT PLATFORMS ONE Hit these, jump up, run left and kill the robot (it needs to break up twice).

2 SPIKES Walk onto the button and ride the robot up. Jump to the left platform and push the button and then the right side and touch the blob. Go down and run far left.

3 ROBOT PLATFORMS TWO Hit the first robot to stop it moving and then the second to make it fall. Put Stix in the hole to get up. Then kill the robot, hit the robot platform and put Stix in the hole to get up.

4 BAG AND CONVEYOR BELT Lever the bag onto another on the conveyor belt and ride it to the level. Jump up and hit the bag with the red tag above you to get up.

5 METAL BAG CARRIER ONE Jump on it and throw Stix left to hit the switch. Ride it up to get an extra man. Go back down and hit the robot so that it drops the bag. Lever the bag every time it stops until it goes through the hole on the far right.

Then run to the far left and use the bag to jump up onto the robot platform and continue right.

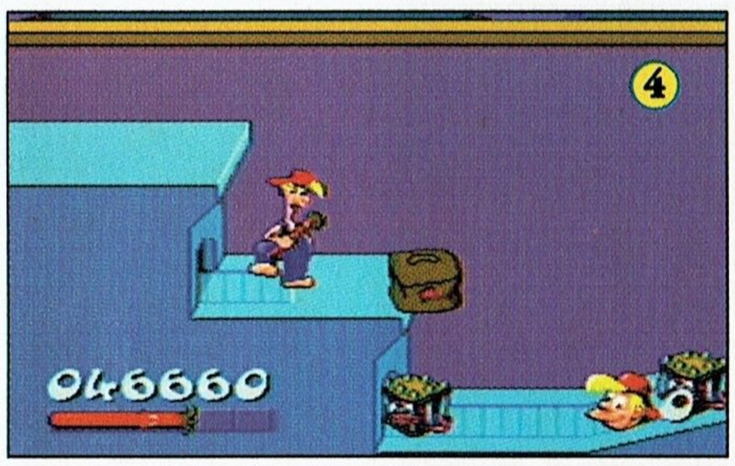
6 BADDIE LUGGAGE ON CONVEYOR BELT Put Stix in the hole to stop the belt when the second baddie bag is halfway between the wall and the hole. Go right and fall down the hole (to the left is a free man) and then go right.

MOVING ROBOT PLATFORM THREE Kill the robot the hit each platform before you jump up (this takes practice). At the top jump right and then head up.

7 WIRE WALK ONE To avoid the flying robots walk close to one then backwards and forwards until it moves. Walk left and be ready to duck as it flies over.

METAL BAG CARRIER TWO Hit it and quickly jump on. As it flies up jump to the right.

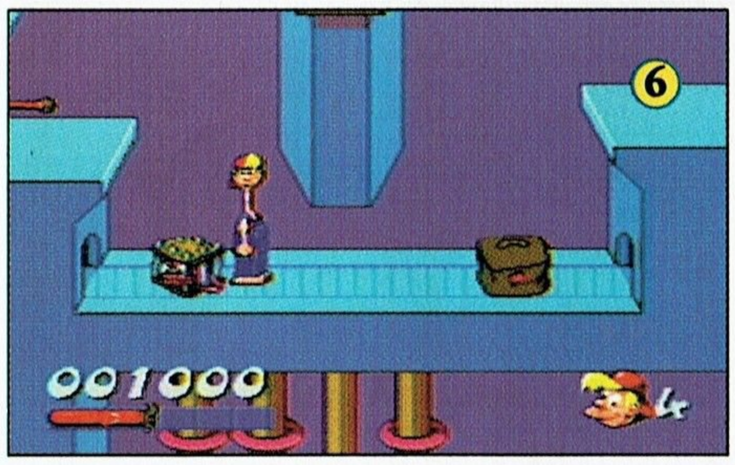
WIRE WALK TWO Follow the same pattern as for one but watch the robots as they go in the opposite direction.







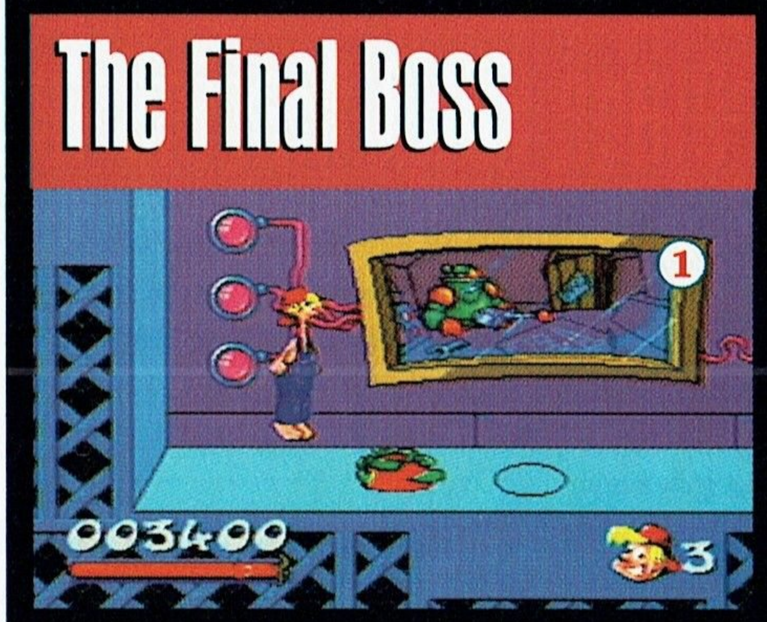








The Final Boss



This thing is one tough cookie and requires over 40 hits.

1 Throw Stix low while the boss is spinning across the ground (it will come towards you three times). When it stops in the centre go in close (left side) and keep hitting it. Follow it to the right and keep hitting it again. It should start to bounce if you've hit it enough. Continue to hit it while it's bouncing.

2 When it moves rapidly from side to side dropping its spike, get to the far right and jump/throw Stix at it. After a few hits it will fall apart, but keep hitting it.

3 Keep right and duck to avoid the plungers it throws and when it comes over hit it continuously again. It will then throw out balls from behind. Stay in front of it, hit it one or two times and will go back to the centre. Quickly get in close and keep hitting it (you'll be safe here).

After throwing fireballs and leaves it will alternatively fire high lasers and low plungers. Jump the plungers and hit it.

Lastly it will bounce towards you firing lasers on each bounce. Duck to avoid these and after each one get in three quick hits. Repeat this until it's destroyed.



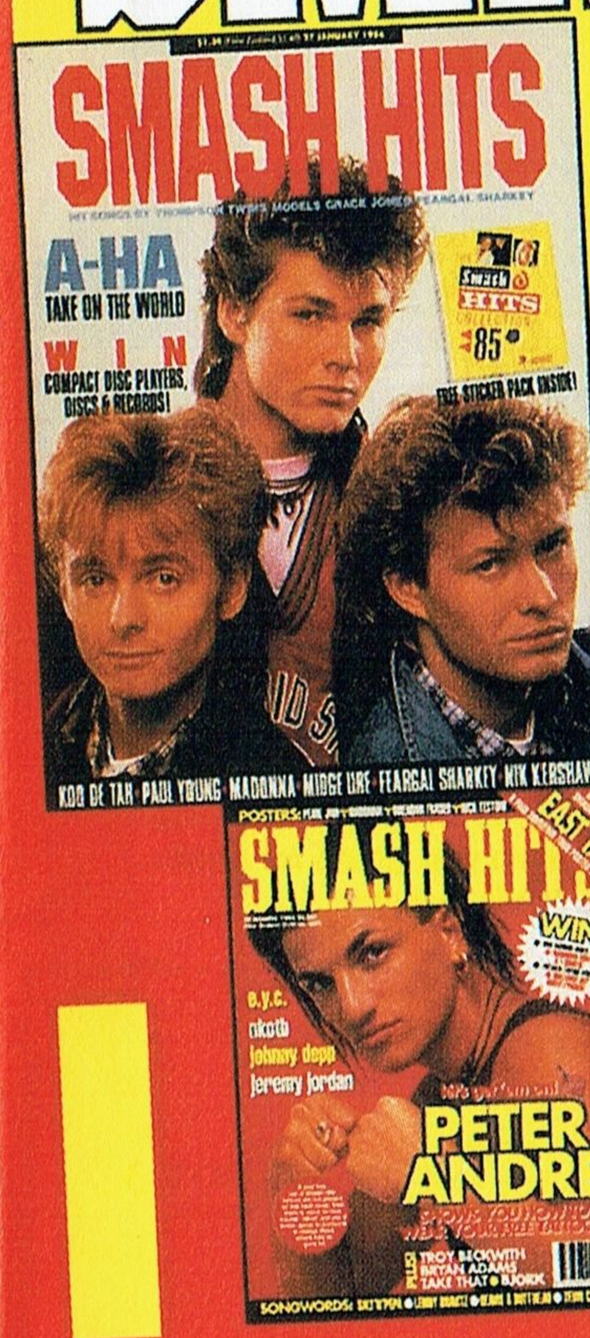




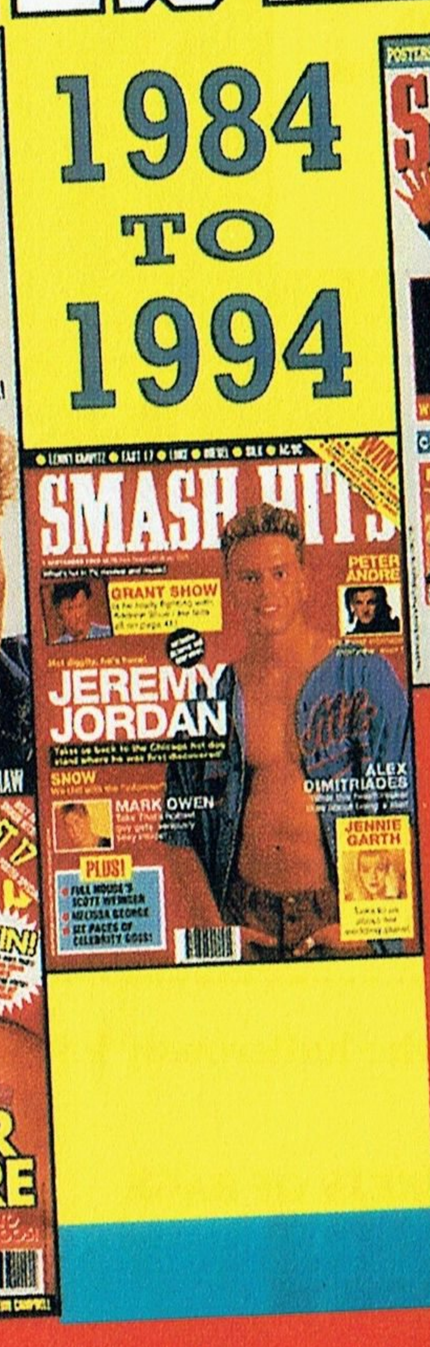
IT'S THE ALBUM OF THE DECADE!

To celebrate the 10TH ANNIVERSARY of SMASH HITS magazine here's a double CD/cassette containing 32 of the HOTTEST hits of the last ten years!

A DECADE OF SMASH HITS

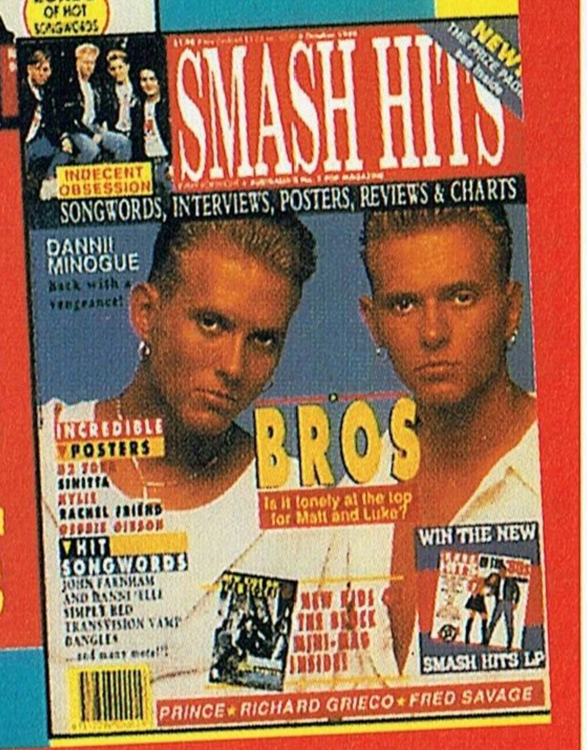


1984 TO 1994





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The Hit List!

"Take On Me"
A-Ha
"The Right Kind Of Love" JEREMY JORDAN
"All That She Wants"
ACE OF BASE
"Mr. Vain"
CULTURE BEAT
"Things That Make You Go Hmmm"
C+C MUSIC FACTORY
"Pump Up The Jam"
TECHNOTRONIC
"Rump Shaker"
WRECKX-N-EFFECT
"Treaty"
YOTHU YINDI
"Gimme Little Sign"
PETER ANDRE
"You Got It (The Right Stuff)"
NEW KIDS ON THE BLOCK
"Get Ready For This"
2 UNLIMITED
"U Can't Touch This"
MC HAMMER
"Jump"
KRIS KROSS
"Sucker DJ"
DIMPLES D
"I'm Too Sexy"
RIGHT SAID FRED
"Good Vibrations"
MARKY MARK
"The Only Way Is Up"
YAZZ
"Funky Town"
PSEUDO ECHO
"When Will I Be Famous"
BROS
"Girls Just Wanna Have Fun"
CYNDI LAUPER
"Wake Me Up Before You Go Go"
WHAM!
"Walk Like An Egyptian"
BANGLES
"Venus"
BANANARAMA
"Locomotion"
KYLIE MINOGUE
"You Keep Me Hangin' On"
KIM WILDE
"Joyride"
ROXETTE
"That Word (L.O.V.E.)"
ROCKMELONS
"Love Will Lead You Back"
TAYLOR DAYNE
"Live It Up"
MENTAL AS ANYTHING
"The Final Countdown"
EUROPE
"When Something Is Wrong With My Baby"
JIMMY BARNES & JOHN FARNHAM
"Tucker's Daughter"
IAN MOSS

free games

Three reasons why you'd be absolutely nuts not to subscribe to Sega Megazone.

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2. You get a game. Completely free. Pay for 12 issues of Sega Megazone (at the ludicrously low price of $59.40) and you can pick the game of your choice from the selection below. And you'll be protected against any price rises.

3. If you don't, we'll shoot this helpless and (very) endangered koala.

Don't delay, send off today. Or grab your credit card and call our subscriptions hotline on **008 807 913**.

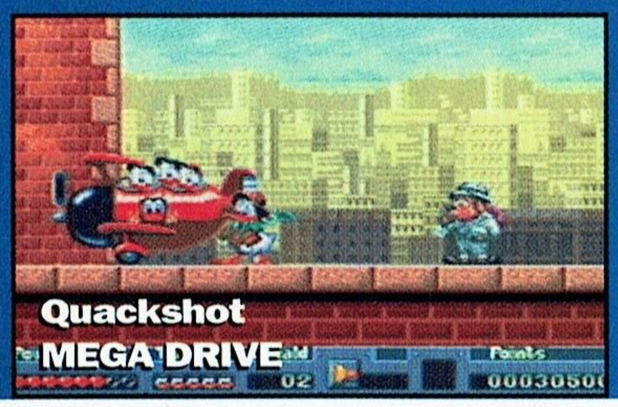


*Rare, we admit. But you never can tell, what with the ozone layer and everything...



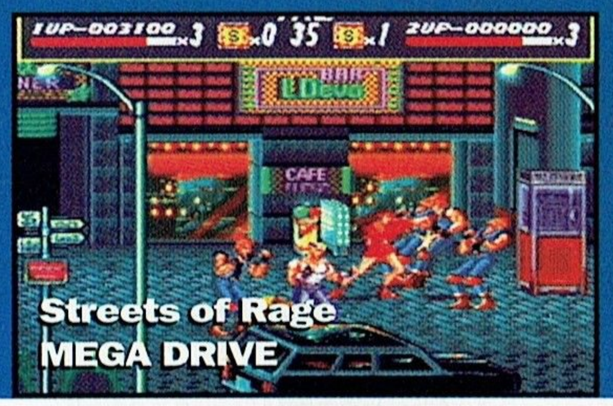
Sonic the Hedgehog
MEGA DRIVE

▲ The game that put Sega where it is today. Earthshattering at the time of its release, nothing else can touch it for speed.



Quackshot
MEGA DRIVE

▲ Disney has produced some cracking games, and *Quackshot* is no exception. Smart cartoon graphics, slick animation and superb playability to boot.



Streets of Rage
MEGA DRIVE

▲ For ages it was widely regarded as one of the best beat 'em ups around and it can still hold its own against newer fighting games.



Wonder Boy 3: Dragon's Trap
MASTER SYSTEM

▲ Excellent arcade adventure with plenty of levels to explore and enough to keep you going for yonks. An 8-bit classic!

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ECCO 2
THE TIDES OF TIME



NOVEMBER RELEASE

SEGA

MEGA DRIVE

ACTION

BONUS POINTS!

WRITTEN & ILLUSTRATED BY

GARY CHALONER

IT STARTS LIKE THIS:

IN A RUNDOWN RENTAL HOUSE IN THE 'BURBS, A *GAME* IS BEING PLAYED...

YES! I DID IT! LEVEL 13!

COME ON TROLL BOYS - HARRI'S GOT SOME LEAD FOR YOU TO CHEW ON!

DOES SHE *HAVE* TO PLAY THAT THING *ALL* THE TIME? SHE'S BLOODY OBSESSED!

LEAVE HER ALONE, EDGO. SHE LIKES PRACTISING.

MMM... SO DO I. C'MON, LET'S GO TO MY ROOM AND LEAVE THE SPACE CADET TO HER GAME.

YOU CAN BE SUCH A *WANKER* SOMETIMES EDGE. SHE DOESN'T *NEED* ANYONE. SHE *LIKES* HER VID GAMES!

NOW GET OFF ME! I DON'T FEEL LIKE BEING MAN HANDLED TONIGHT.

HEY, 'LISS - WHAT YOUR FRIEND *NEEDS* IS TO BE MANHANDLED A BIT HERSELF... KNOW WHAT I *MEAN*?

YOU'RE *SICK!*

TSK! SHE FOLLOWS YOU 'ROUND LIKE A DAMN LOST *PUPPY*. I THOUGHT I WAS TAKING *YOU* OUT, 'LISS - NOT *HER*!

SHE'S MY BEST FRIEND. HANDLE IT.

THIS GAME'S LIKE *NOTHIN'* I'VE PLAYED BEFORE 'LISS... WHOA...

... THE GUY THAT SOLD THIS TO ME SAID YOU'VE *GOTTA* GET TA LEVEL 13 AND THEN THE *REAL* FUN STARTS.

HUH? "PREPARE TO BE TRANSPORTED"? WHAT DOES *THAT* MEAN?

PREPARE TO BE TRANSPORTED!

ACTION

... H ...! WH ...

AZOTH

THE ROOM EXPLODES WITH LIGHT...

TIME FRACTURES.

REALITY WARPS.

SANITY SNAPS.

AAHAHAHA-

-OOH!

... LEAVING THREE CONFUSED AND SCARED HUMANS..

SKRNCH!!!

... SOMEWHERE ELSE!

GASP!

WHAT'D I DO?

© Gary Chaloner, 1994

TO BE CONTINUED!

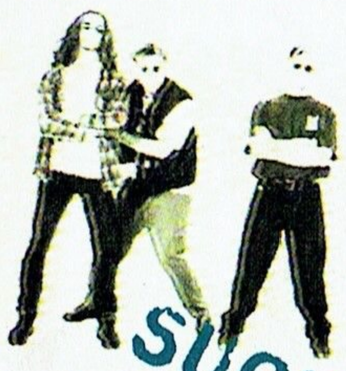
Endzone acquires a lifestyle. And tells it like it is.

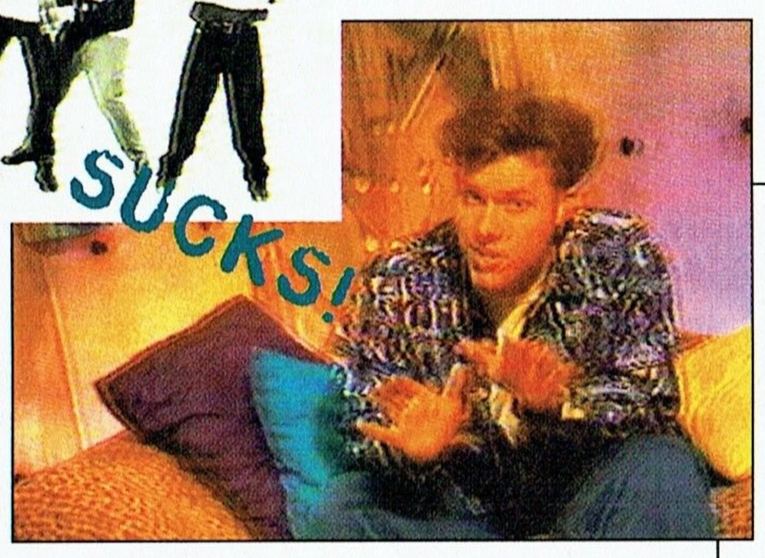
ENDZONE STUFF THAT SUCKS!



TV
THE ZONE

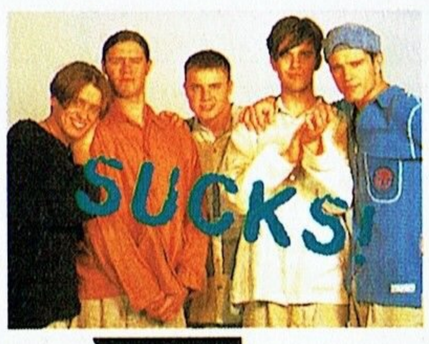
The Zone sucks. Like, have you seen it?! All that hand jiving from the Adam 'dude' is really cool. No, it really is. Face facts: Given a choice between watching *The Zone* or *Ren & Stimpy*, what do you choose? 'Bro'?

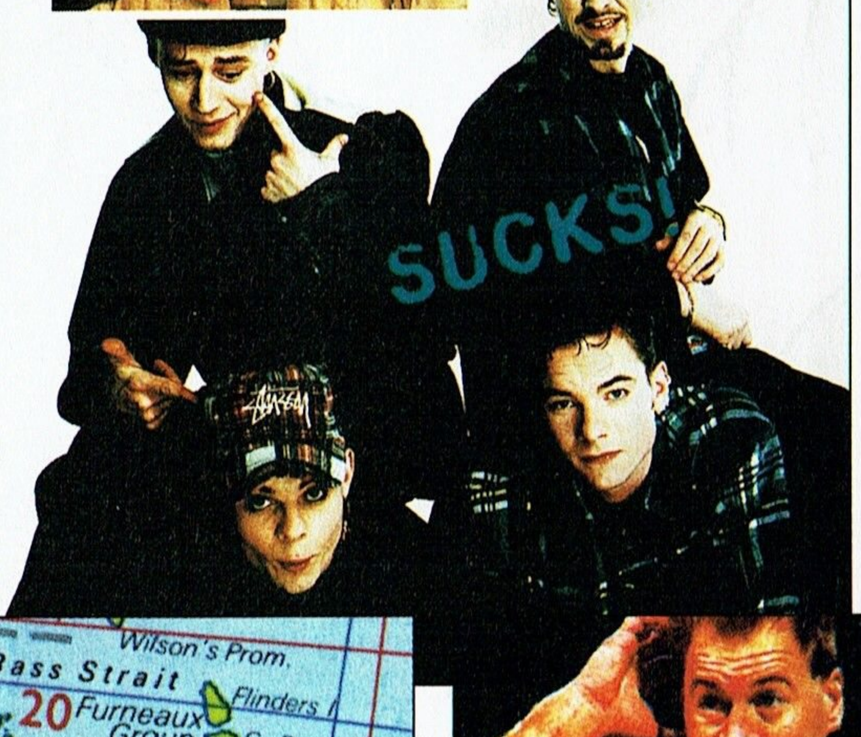




MUSIC
PASTY-FACED POMMY POP PANSIES

Take That. East 17. Peter André (face it, he's a Pom). Pet Shop Boys. Kylie (she should be a Brit). We say: Buy a distortion pedal for your guitar, mate. And get some of that angst stuff. We want to rock and we want to rock *now*.



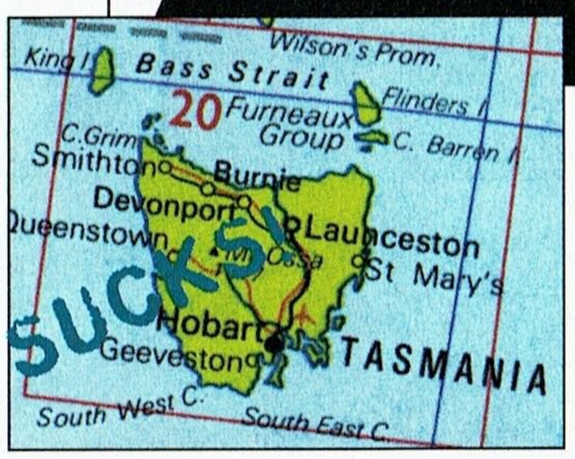


MAGAZINE
GAMESTAR

Gamestar sucks. Like, have you seen it? Hey, 'way' 'cool'! French fries! Tim-Tams! Jelly Bellys! Twisties! Smarties! CHERRY RIPE! And we should know. We're Taureans with Scorpio rising. And *waaaay* cool.

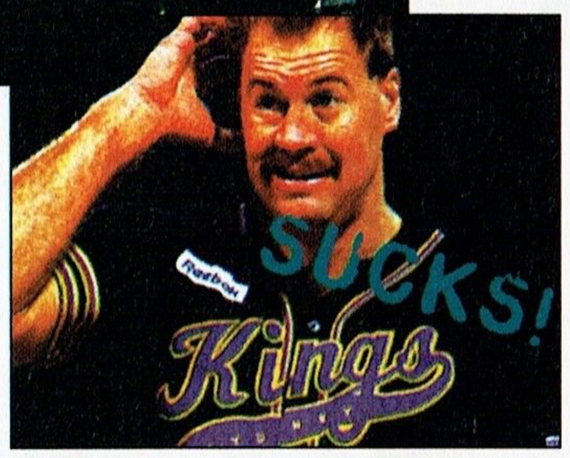
TRAVEL
TASMANIA

Now, Tasmania is a beautiful place. But it sucks. Most of the people are weird. It has such a sordid history they had to change its name from Van Diemen's Land to make people want to go there. The pervy state government wants to know what you get up to in your bedroom. But they *do* make nice beer. And cream. But they make apples too. No wonder it's regularly left off maps of Australia. 'Cos it *sucks*.



SPORT
SYDNEY KINGS

Sydney Kings suck. (Even though they're sponsored by Sega.)



Compo Winners!

We held some competitions. There were some winners. These are them:

Lucky 13: Jayden Green, Townsville, QLD; someone in Kincumber, NSW (they forgot to put their name, doh!).

It's Neat To Cheat: Steven Browne, Budgewoi, NSW; Nidal Sayegh, Mulgrave, VIC; Badawi Elaro, Campsie, NSW; Paul Sloan, Thornleigh, NSW; Zheng Yu Wang, Caulfield North, VIC; Lee Summerville, Bowraville, NSW; Andrew Ost, Hurstville, NSW; Lewis Burr, Huntingdale, WA; Ash's Autos, Noosaville, QLD; Cameron Russell, San Remo, NSW.

Stuff Explodes Out Of Bodies: Nick Spencer, Chadstone, VIC; G. Cunningham, Cannon Hill, QLD; Mathew Adams, Georges Hall, NSW; Jason Tan, Magill, SA; Sean Nates, Elizabeth Vale, SA.

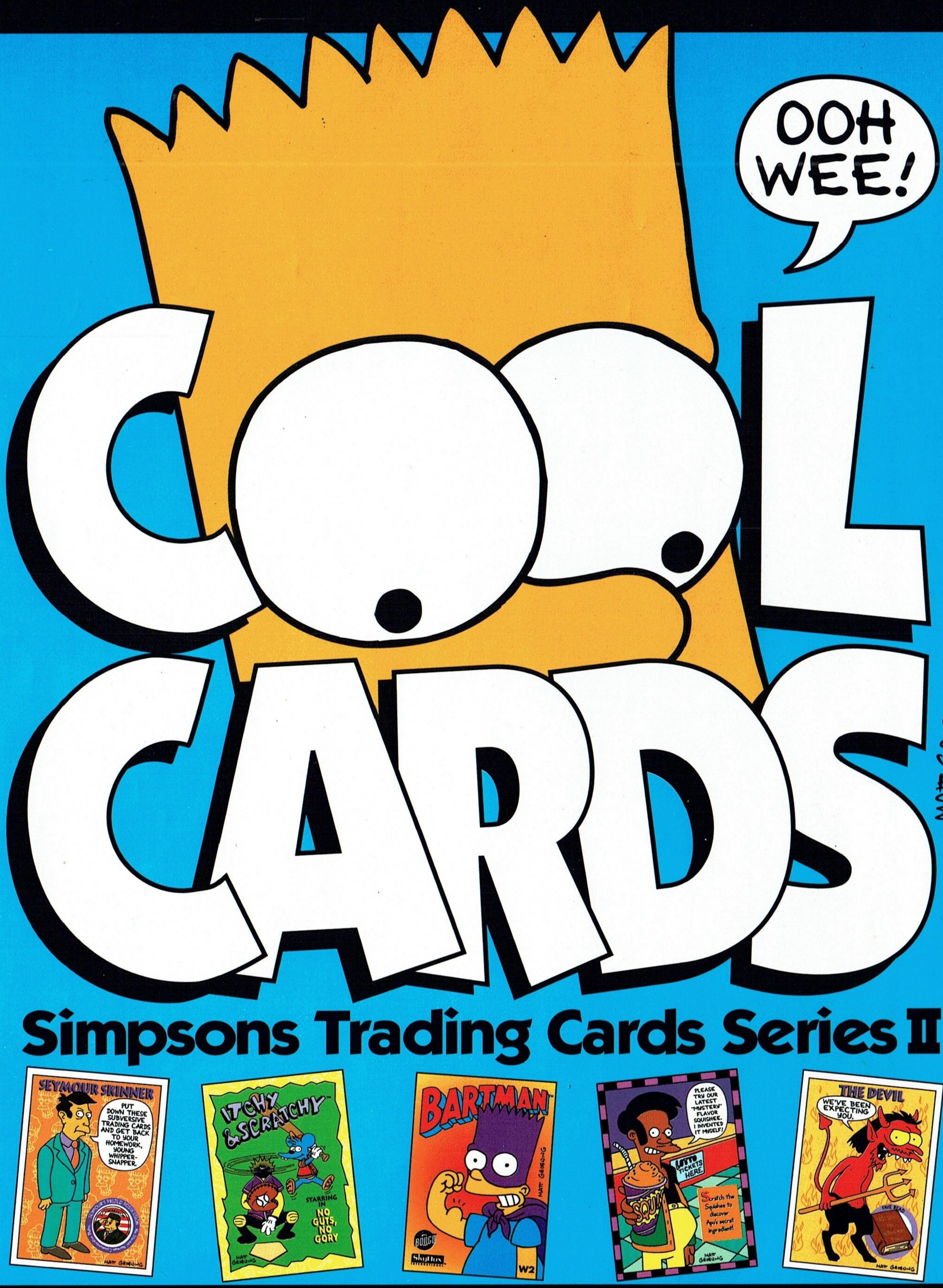
Let Me Win Or I'll Break Your Knee Caps: Glenn Wilson, Benalla, VIC; S. Lonergan, North Sydney, NSW; Steven Bartlett, Kirra, QLD; Orlando Rodriguez, Mt Waverley, VIC; Sam Dobinson, Bellerive, TAS.

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SEGA

MEGA DRIVE



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- Returning are those wacked out Simpsons character cards, Itchy & Scratchy and the ever faithful Radioactive Man and his entourage of friends and foes.
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- Only a limited number will be produced, so if you snooze, you lose, man!

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*Odds of finding master series art cards approximately 1:180 packs, disappearing ink cards 1:36 packs, wiggle cards 1:6 packs, smell-o-rama cards 1:3 packs.

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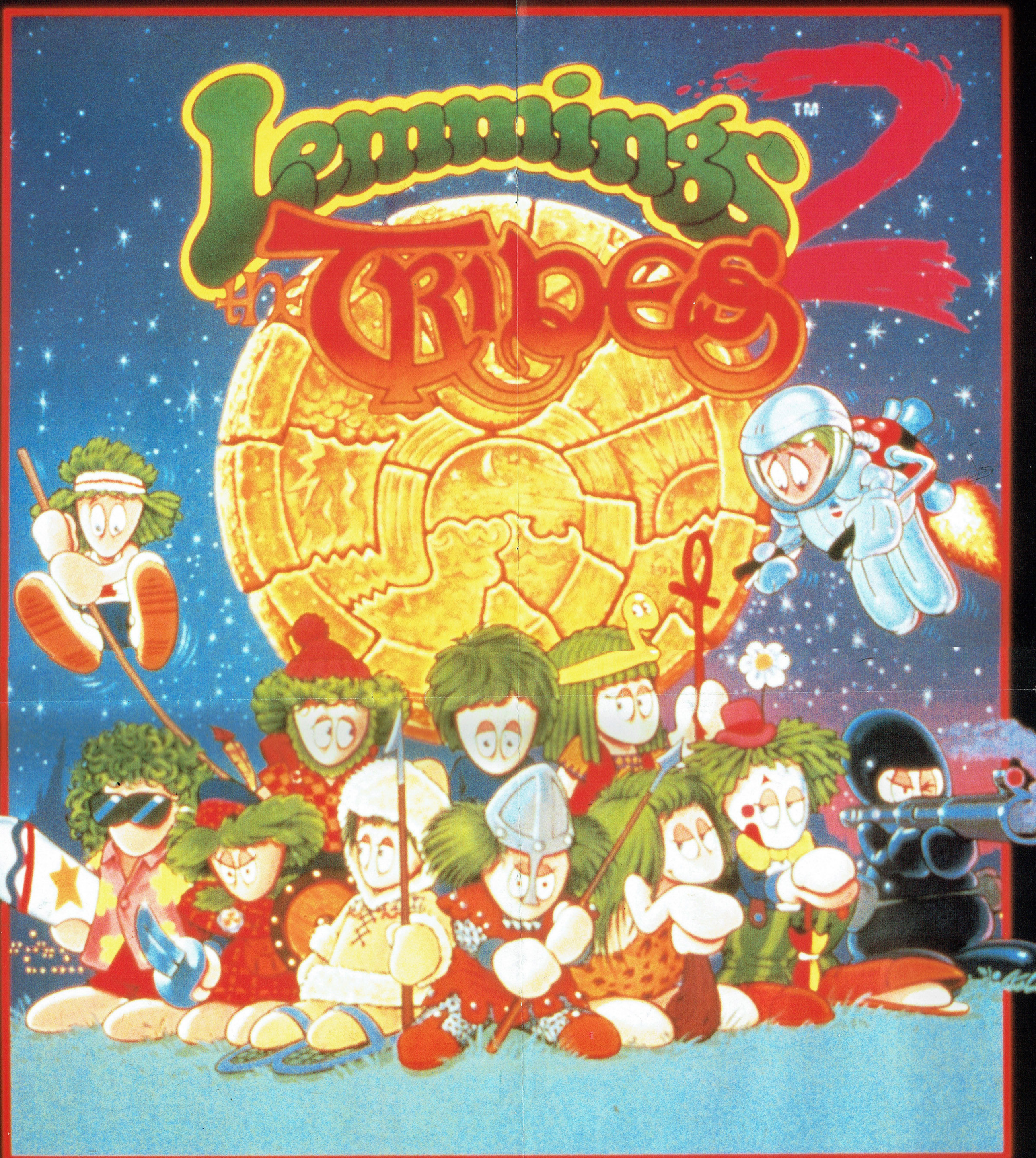
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URBAN STRIKE

Paint the town dead!

SEGA MEGAZONE

Lemmings™ 2 The Tribes



SEGA

MEGAZONE