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38 ***LETHAL ENFORCERS II***
Step back in time with the Justifier and a host of bad guys. And watch the bullets fly.

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A worm. A machine gun. A whole lot of fun.

44 ***BUBBLE & SQUEAK***
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45 ***DAZE BEFORE CHRISTMAS***
A yuletide cash-in? Quite probably, we reckon.

SEGA MEGAZONE

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And another thing!

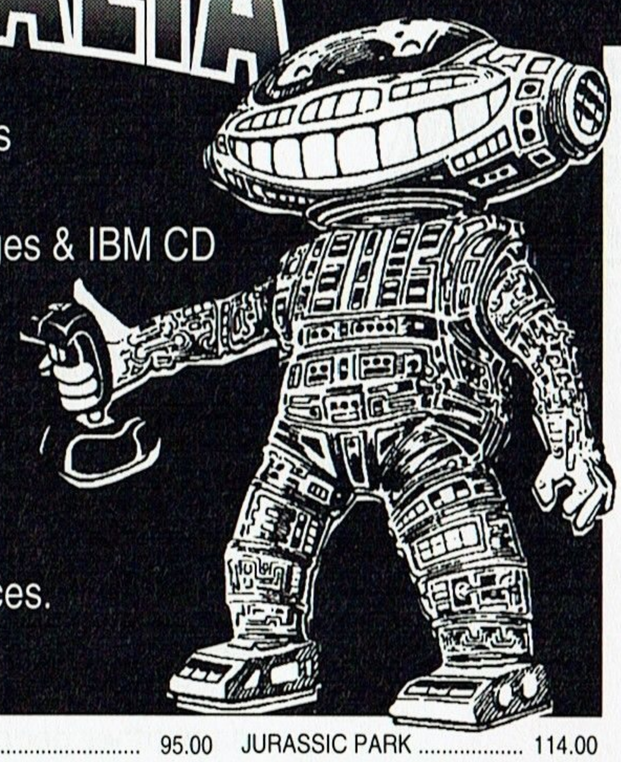
Sega has launched the 32X, and now 32-bit gaming really is within your grasp, especially as it will be available for rental for just a few bucks a night.

And from what we've seen so far, the games are set to blow you away. *Doom* looks amazing and plays even better – but this is just a taste of things to come. Welcome to a new era of gamesplaying...

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News Zone

NEW SEGA CONSOLE SHOCK!



▲ **What do you get when you cross a Mega Drive and a Game Gear?**

From our science correspondent

Sega plans to unleash another console next year. And in keeping with its fondness for naming new hardware after planets (or Roman gods, it's your call), the new machine has been codenamed 'Venus'.

LCD

Details are scarce, but this is what we know: It's a handheld, with a built-in LCD screen similar to the Game Gear. It's also going to be 16-bits. It doesn't take a genius to work out that it's probably going to be a compacted Mega Drive, just as the Game Gear is basically a Master System.

DNA

In that case, it should have available a handy library of ready-made games that simply need to be re-packaged into more compact carts. Good news for gamers on the move.

STD

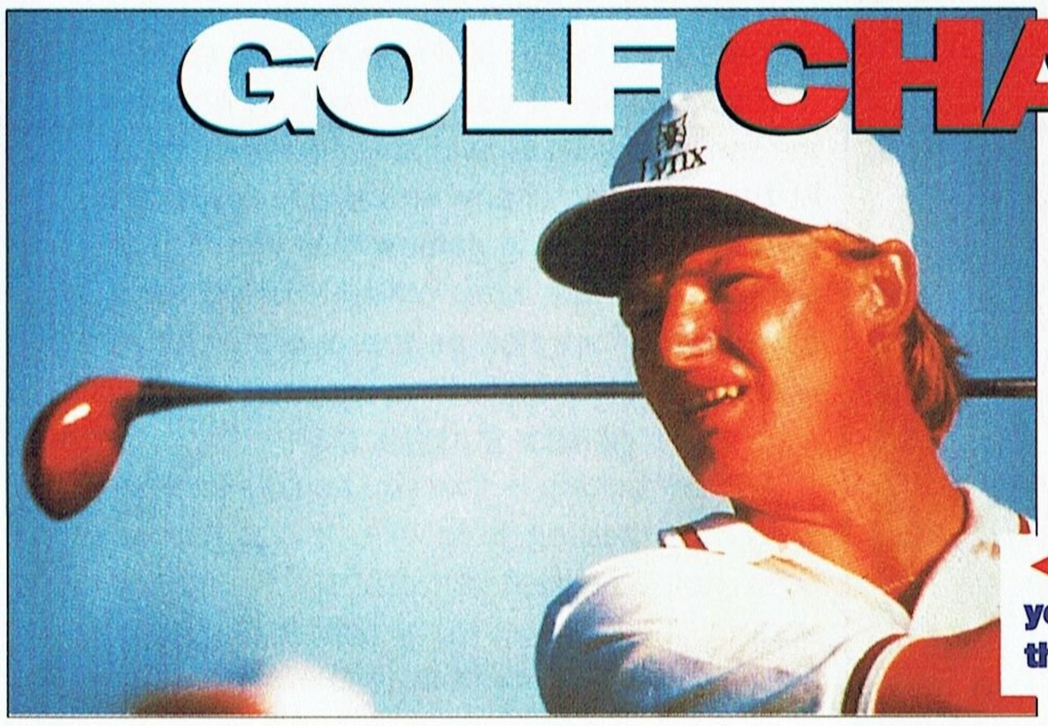
Launch date and price are as yet uncertain. Early next year is the best we can do for now. Of course, as things become clearer, we'll put you in the picture.

DOOM MOVIE



ID Software has signed a lucrative mega-moolah deal with film giants Universal Pictures to begin production on a film version of *Doom*. Names touted for the main roles include King Arnie of Schwarzenegger, Tom Berenger, and big Tony Lockett.

GOLF CHANGE



From our sports reporter

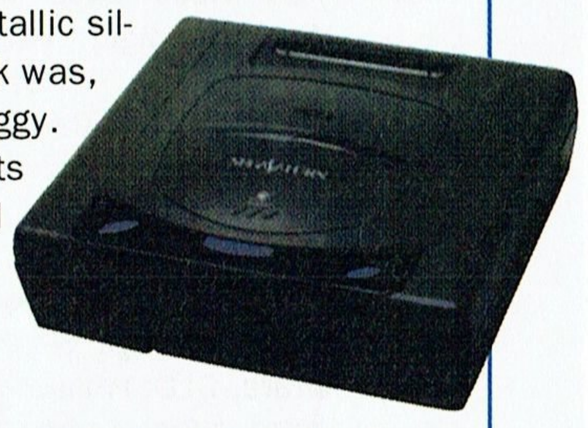
Codemasters has signed South African so-called golf 'star' Ernie Els up for a tie-in with *Global Golf*. And so this means that the multi-format release will now be called *Ernie Els Golf*.

◀ **You'd look like that too if you'd just been speared through the head with a golf club.**

NEWS BITS

SATURN TOUCHED UP

Sega's Saturn, going on sale in Japan around now, has had its cosmetics changed for the final model. It was deemed that the metallic silver-grey look was, indeed, daggy. Now, it sports a very cool matt-black finish.



PICO SET FOR MARCH

Postponed: Sega's kiddie console, the Pico, has been delayed slightly. The brightly coloured educational 'toy' is now set for a March release.

OUR APOLOGIES

Uh-oh. We made a bit of a boo-boo in the October issue when we said that Sega Ozisoft wouldn't be distributing any more 8-bit games in Australia. There will still be new Master System and Game Gear releases, though in reduced quantities. Also, the company have pledged to support the Master System through the Classics range.

EA LOADED

Not short of a few bob at the moment, Electronic Arts has released its pre-Christmas results from its Californian HQ. Among many words like 'fiscal', 'share', and 'quarter', were the facts that EA revenue amounted to $US86,287,000 for the three months to September. ie, A lot.

SEGA AT THE MOVIES

Keep a lookout for cool Sega ads next time you go to the movies. Sega describes its new ad as a 'technology' ad and although it focuses on the Sega brand name, it features the company's high-tech consoles including the Mega-CD, 32X, and Saturn. It's targeted at a more 'mature' audience, and so you'd find it screening in *True Lies* rather than *The Flintstones*.

News Zone

celebrate, all ye comp winners

***Mortal Kombat II* jacket winners:** Sebastian Henry, Narrabundah, ACT; Margaret Sloan, Thornleigh, NSW.

Lucky 13 video pack winners: Daniel Muir, Bendigo, VIC; Craig Hensley, Ulverstone, TAS; Glenn Shepherd, Port Pirie, SA; Daniel Garcia, Banora Point, NSW; Brendan Thorncraft, Bathurst, NSW.

Sonic Books: Chris Haigh, Engadine, NSW; Allan Chamberlain, Surrey Downs, SA; Sean Boden, Grange, SA; Nicholas Guion, Carrara, QLD; William Toohey, Wagga Wagga, NSW; Andrew Owens, Charlestown, NSW; Dane Marcuo, Neutral Bay, NSW; Kellie Spiteri, Elanora, QLD; B Robertson, Gnowangerup, WA; Anthony Luppino, Rooty Hill, NSW; Leigh Cooper, Black Rock, VIC; Daniel Garcia, Banora Point, NSW; Nicholas Liztow, Ascot, QLD; Ben Donnison, Cranbourne, VIC.

VR BEDROOM RUBDOWN BONANZA

Bedroom-based virtual reality comes a step closer with the release of the Aura Interactor, a VR-style vest.

VIBRATION

Worn when playing games, the vest adds feeling to game-playing by processing audio output into pulsing vibrations. It can be plugged not only into a games system but also the TV, stereo system and VCR.

THROBBING

We tried it out on *Super Street Fighter II* and found it a bit lame. Though when Matt plugged it into *F117 Nightstorm* for a Desert Storm bombing mission he complained it gave him a headache just over Baghdad but was heard yelling 'Yes!', 'All-*right*!', and finally 'Arrgghh!' as he dropped his load. This might be because the vest employs the similar technology as that used by the US Military.

MMM...

The Aura Interactor retails for $249 and while we don't think it's a must-have, it's definitely worth checking out.



WIN WIN WIN

And what do you know?! We've got one of these little babes to throw your way should you want to dress up in a funny vest and have loud music and strange pulsations run through your bod.

Simply tell us what bizarre-but-practical use you'd put the Aura Interactor to... the best one wins.

Mail it to:

'Ooh, that tingles, but I like it...', Megazone, PO Box 746, Darlinghurst, NSW 2010.

By January 13. One entry per reader and no big envelopes because they take up too much space in our office.

◀ A bullet-proof fashion item? What would *you* do with it?

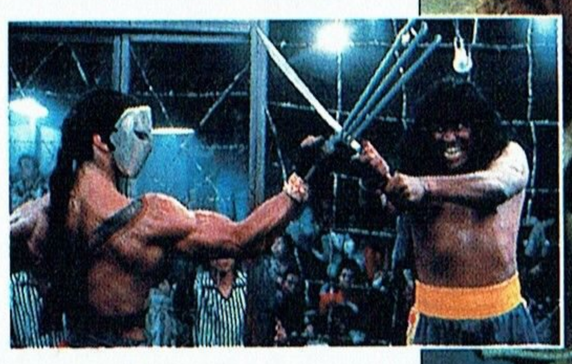
STREETFIGHTER FILM SENDS CRITICS WILD*

From our European correspondents

Top-notch high-brow film critics today gave the thumbs up to the new French arthouse film-noir cellulite classic *Streetfighter*... (*Oops, wrong magazine*...)

KYLIE NUDE

Erm, you know about the movie that stars Jean-Claude What-A-Man, Kylie Minogue and some other guy? We've seen the script. And we can exclusively confirm that Kylie Minogue does *not* appear totally nude. What *does* happen is that M. Bison goes mad (what a surprise!), teams up with Sagat and takes 63 people hostage. As you do. Van Damme and Kyles enter the fray and meet 'interesting' characters along the way, like Ken and Ryu and those intrepid TV reporters Chun Li and Dee Jay.



OLD TRIPE

There's fighting, chases, big explosions, and stuff. It's guaranteed to be either the best movie ever or the biggest piece of old tripe since *Priscilla: Queen of The Crème Brûlée*. Here are some snaps.



REVOLUTIONARY RENTAL SCHEME TRIALLED

From our Los Angeles office

A new scheme is currently being pioneered in the US by Sega which could revolutionise the way that games are rented. The trial uses special cartridges into which games are downloaded as required.

CHIPS

The scheme uses cartridges built with 'flash' chips; these store game code like normal ROMs, but can be erased and re-recorded with new code by plugging them into machines that access a huge catalogue of Sega games.

If successful, it could drastically broaden the range of games available for rental here. At the moment, many rental operators are wary about stocking games that aren't guaranteed sure-fire hits. With this scheme, there's no stock risk as the operator downloads games as, and when, they're needed.

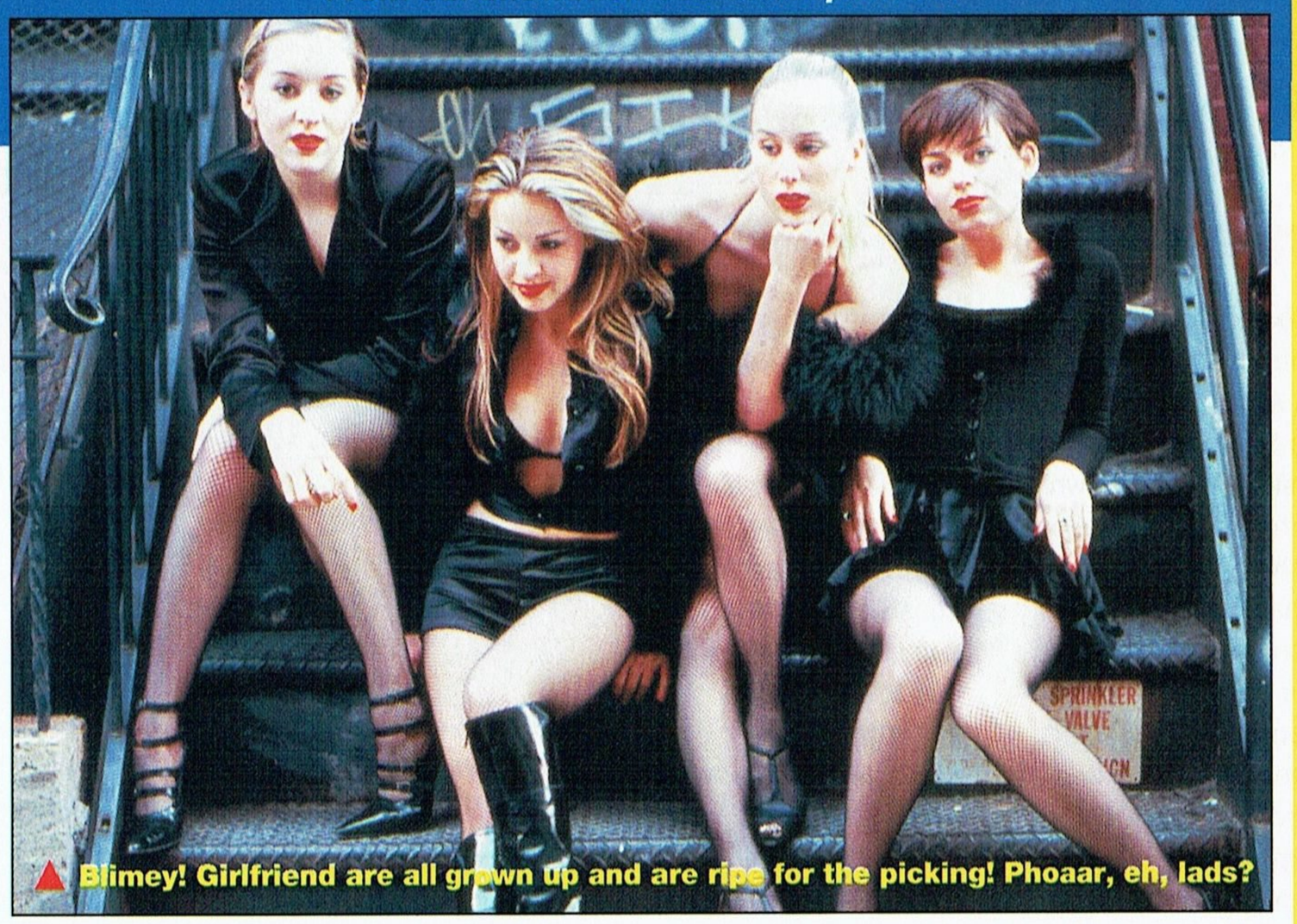
SPICY SALSA DIP

Another benefit is that you could always be certain of getting hold of popular games, which may otherwise be out of stock. With this system, there are as many copies of a game as there are flash carts available.

megazone news

HEAVY METAL VIXENS GET BUTT NAKED IN CD ROMP SENSATION!

From our showbusiness correspondent



▲ Blimey! Girlfriend are all grown up and are ripe for the picking! Phoaar, eh, lads?

Top Aussie metal mothers GF4 have rocked the multi-media world with the release of their debut single *Sooner Or Later* on CD-ROM.

VIRGIN

One of the first of its kind in the entire world, the CD not only lets you mosh to the moody minor chord dirge but you can play it on both Mac or PC (it's *not* a CD+G so you won't get graphics on a Mega-CD) and get a whole interactive smorgasbord of jolly japeries. Watch the dames frolic near-naked (with a *snake*!) in the video clip; click the 'Press Pass' and you get to ask your fave foxette the question of someone else's choice; click the Polaroid option and be invited into the girls' personal inner sanctums; learn how the one called Lorinda's two cats and 14 guinea pigs got mashed; click other icons and look at some boring stuff.

SATAN

It's kind of self-indulgent and strictly for fans. But if it's used cleverly in the future it could be pretty cool. BMG Records, home to GF4, will be releasing more CD-ROM discs from Boom Crash Opera and Divinyls in the New Year. Call us old-fashioned but we, at Megazone, await the first release from Alien Sex Fiend with eager anticipation.

Museums aren't boring SHOCK

From our educational correspondent

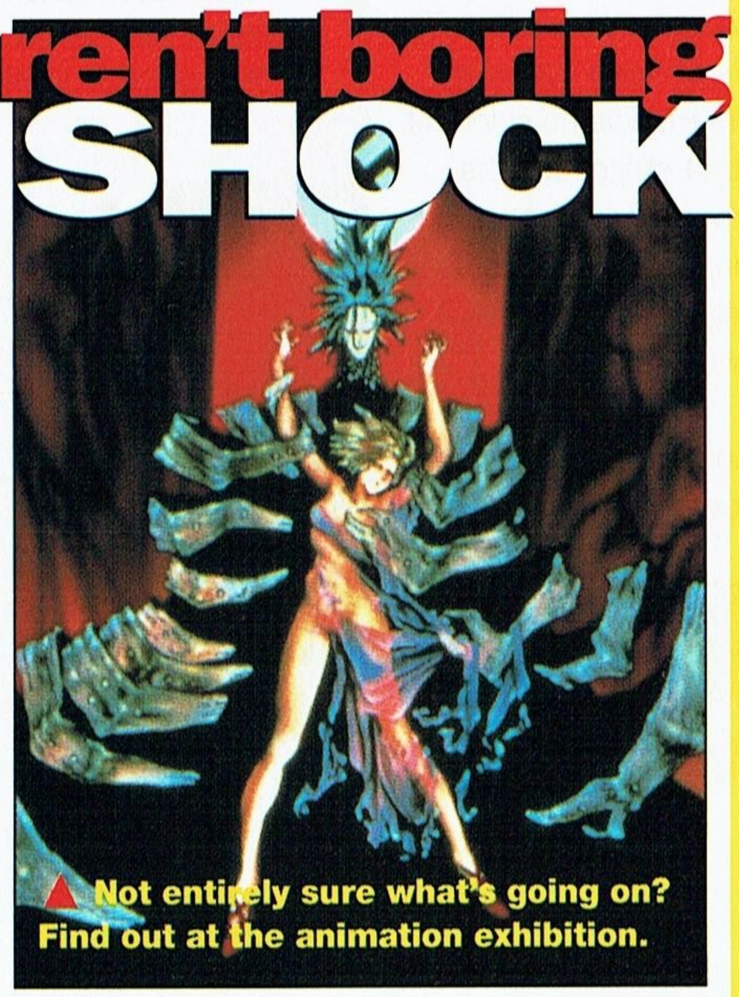
The Museum of Contemporary Art in The Rocks, Sydney, is holding an animation exhibition over the next couple of months. The exhibition will cover both American and Japanese animation and will feature a banned *Ren & Stimpy* cartoon, among other things. Why was it banned? We don't know. To find out, you'll have to see for yourselves...

GROOVY

What's this got to do with Sega, you may ask? Well, as part of the exhibition, five Mega Drives are on show – all running games that feature particularly groovy animation such as *Ren & Stimpy* and *Daffy Duck*. As a special treat, one has been hooked up to a large-screen projector so you can really show off your gaming skills to the whole world.

FROODY

The event started on November 12, and will continue 'til March 5, 1995. Tickets (for entrance to the whole museum, not just this exhibition) cost $8 adults, $5 kids and $18 for a family ticket.



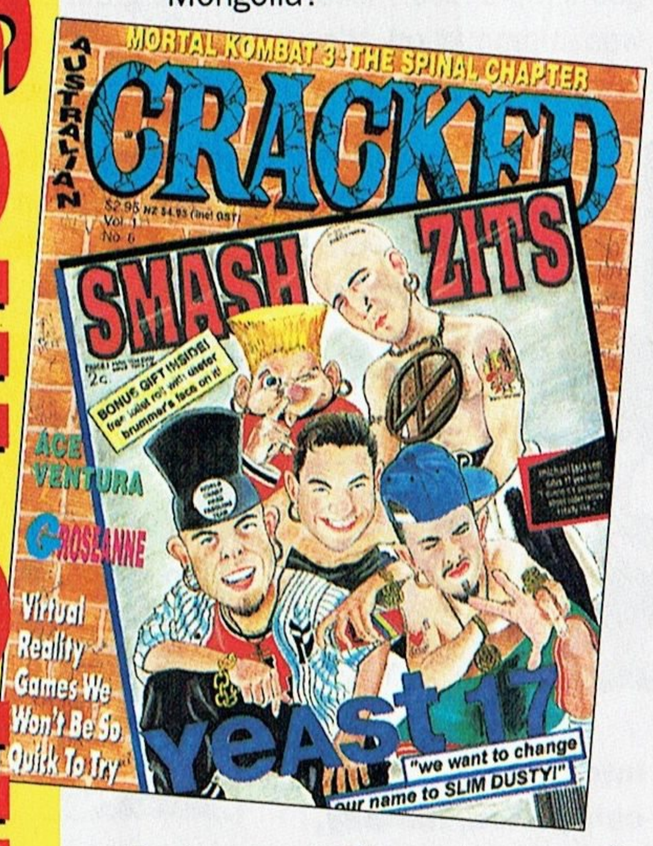
▲ Not entirely sure what's going on? Find out at the animation exhibition.

the megazone lucky 13

Quiz

This month's so-called 'Lucky 13' will keep your brain firmly engaged in gear over the holiday period, so there'll be no over-indulgence from readers of Megazone, thank you very much. This month's prize for the 10 most perceptive students of Megazonia will get themselves a Cracked Pack, comprising a set of issues of a mag called *Cracked* and a bunch of dumb postcards. Why? Because *Cracked* is almost as stupid as we are and they called us up and said: 'Have some copies to give away.' Doesn't the world move in mysterious ways? Erm, no.

1. What does 'VDP' stand for?
2. Who, hypothetically, is the world's largest robot manufacturer?
3. How do you launch a cow?
4. Where do you get to go on a 'trench run'?
5. What happens to your opponent when you activate Shang Tsung's Kintaro fatality?
6. Who gets to gobble down bugs?
7. What do you drink to become Anti-Claus?
8. Who gets blood from Agatha?
9. What colour outfits do the cavalry wear?
10. What does Mary call the rug-rat she drops?
11. How many shots to kill a Lost Soul?
12. What happened to Matt when he played *Maximum Carnage*?
13. What is the capital city of Mongolia?



To be one of 10 proud owners of a *Cracked* mag and postcards, answer all 13 questions (all the answers, except one, are in this issue) and mail it to:

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

And do it by January 13, 1995. One entry per reader, no rubbish, and include your name, address, telephone number and, for the personal data file we're compiling on all of you, your age.

gamespy

Previews

THE PAGEMASTER

Thought Macaulay Culkin was getting just a bit too old for those sickly child star parts? Wrong. He's back yet again with another cutesy-sweet comedy going by the name *The Pagemaster*. And if you're wondering what this has to do with you, well, Probe Software, based in England, are currently working on a Mega Drive version of the film, which will be the first simultaneous film/game release in history. Oh, my God!

The film, due for release in the Northern Hemisphere just before Christmas, sees The Incredible Culk play (guess what?) another precocious child who is sent out on an errand by his father, gets caught up in a freak storm and ends up taking shelter in a creepy library. (Cue spooky music) Of course, it turns out that this is no ordinary library, more of a gateway to another dimension where The Pagemaster (played in the movie by Christopher Lloyd), a wizard with a coat made from pages of books, is on hand to guide The Culk through a multitude of potential disasters and life-threatening situations.



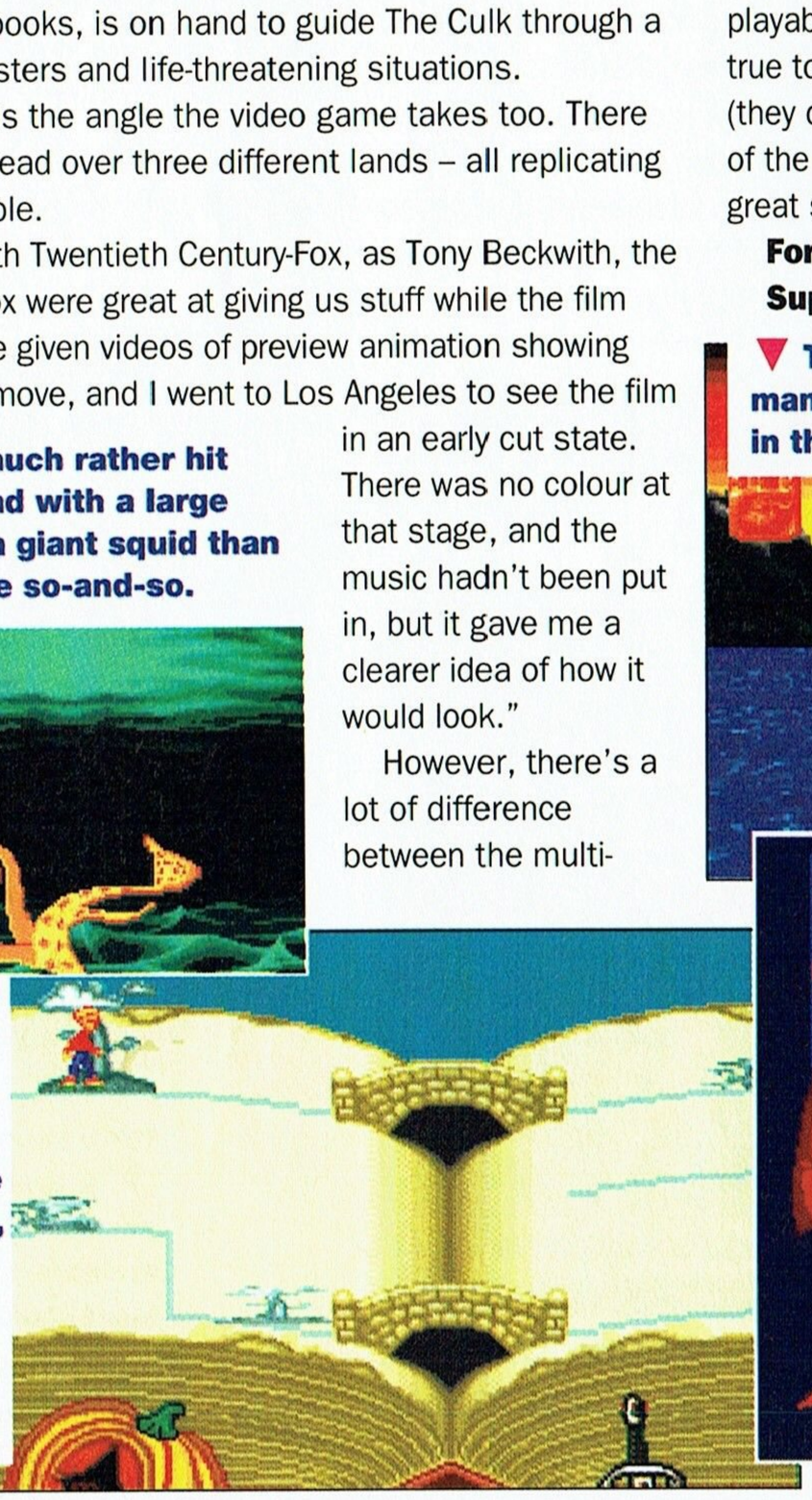
▲ **And finally, here it is: the first simultaneous film/game release. Ta-da!**

Not very strangely, this is the angle the video game takes too. There are 70 platform levels, spread over three different lands – all replicating the film as much as possible.

Probe worked closely with Twentieth Century-Fox, as Tony Beckwith, the game's producer, tells: "Fox were great at giving us stuff while the film was in production. We were given videos of preview animation showing how the characters would move, and I went to Los Angeles to see the film in an early cut state. There was no colour at that stage, and the music hadn't been put in, but it gave me a clearer idea of how it would look."

▼ **Admittedly, we'd much rather hit Macaulay over the head with a large sword or feed him to a giant squid than help the annoying little so-and-so.**





▶ **The game is split into three different categories, fantasy, adventure and horror. All the sections revolve around platform action, although Probe assure us that there will be plenty of original features contained within the levels.**

However, there's a lot of difference between the multi-million dollar budget used to produce the film's animation and the programming techniques used for consoles, so inevitably some compromises had to be made.



▲ **Their eyes met across a crowded cesspit. It was love at first sight.**



▲ **Go on, you little bugger, fall. Onto spikes. And die a horrible, painful death.**

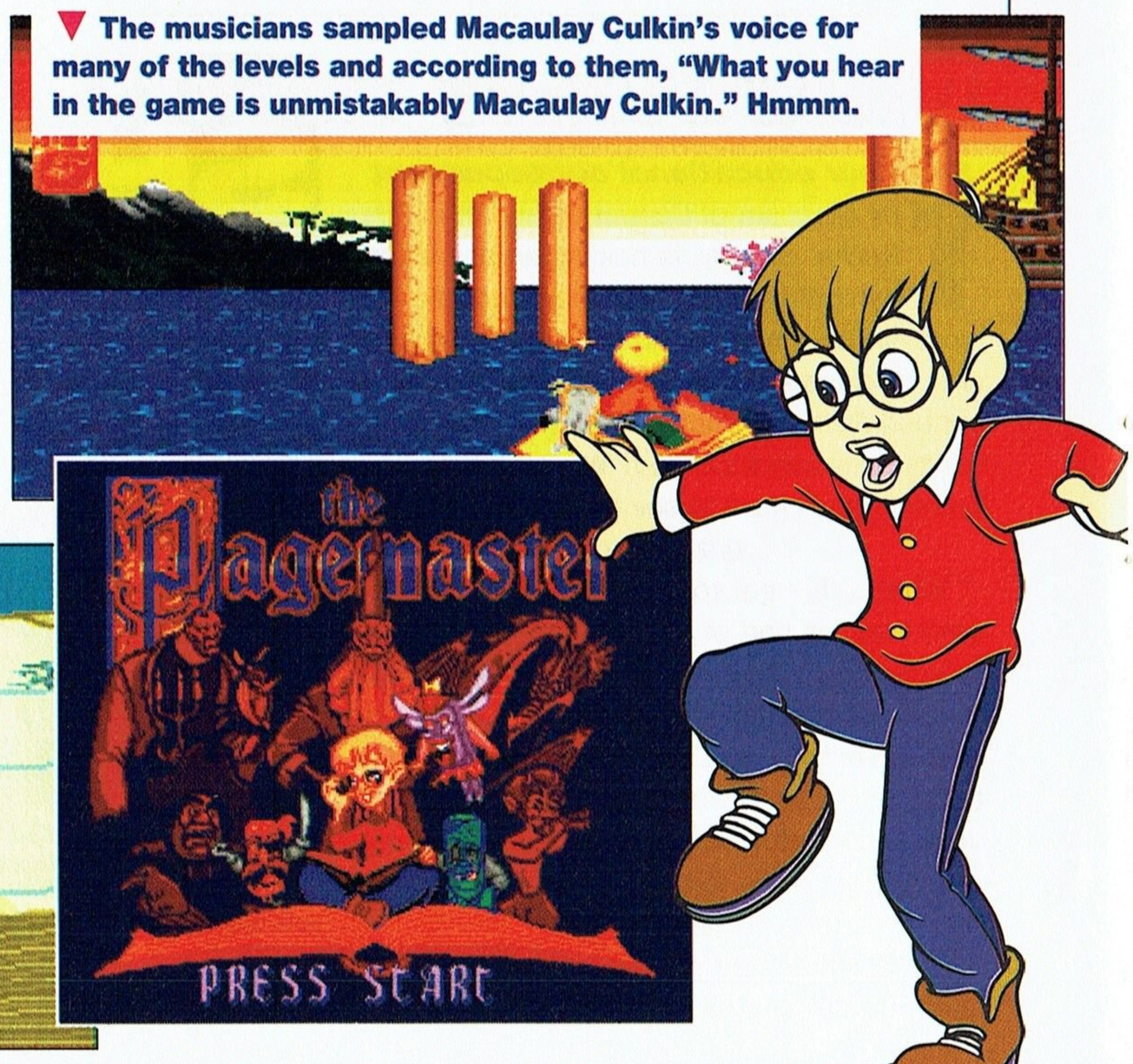
"In the film, Macaulay's character runs into some extremely large characters – too large to be practical on a humble console. Frankenstein is enormous, so we thought we'd just use the hand to give the impression something large is hidden in the shadows. Moby Dick was so big in the film, we just couldn't use him," says Tony.

"He's six times bigger than the dragon, and that's as big as an entire background. The big dragon wouldn't have been interactive enough, so we decided to have baby dragons instead, and we invented them."

Compromises aside, there's no doubt that this is already looking very impressive, and although there's only a couple of levels that are actually playable at the moment, the action is very fast-paced and the sprites are true to their celluloid counterparts. And with big names such as Probe (they developed *Mortal Kombat I*, *II* AND *Alien 3*) involved in the creation of the game, you can expect to see some rather wonderful graphics, great sound, and rivetting gameplay too.

Format: Mega Drive
Supplier: Probe/Virgin

▼ **The musicians sampled Macaulay Culkin's voice for many of the levels and according to them, "What you hear in the game is unmistakably Macaulay Culkin." Hmmm.**



ROCK 'N' ROLL RACING

Rendered in 3D, unlike most other racing sims, you feel much more in control of the car as the screen whips along to keep you in the picture. A lot of effort has gone into the graphics and the fine detail is wild – right down to the smoke trails of the tiny heat-seeking missiles and excellent animation of the cars.

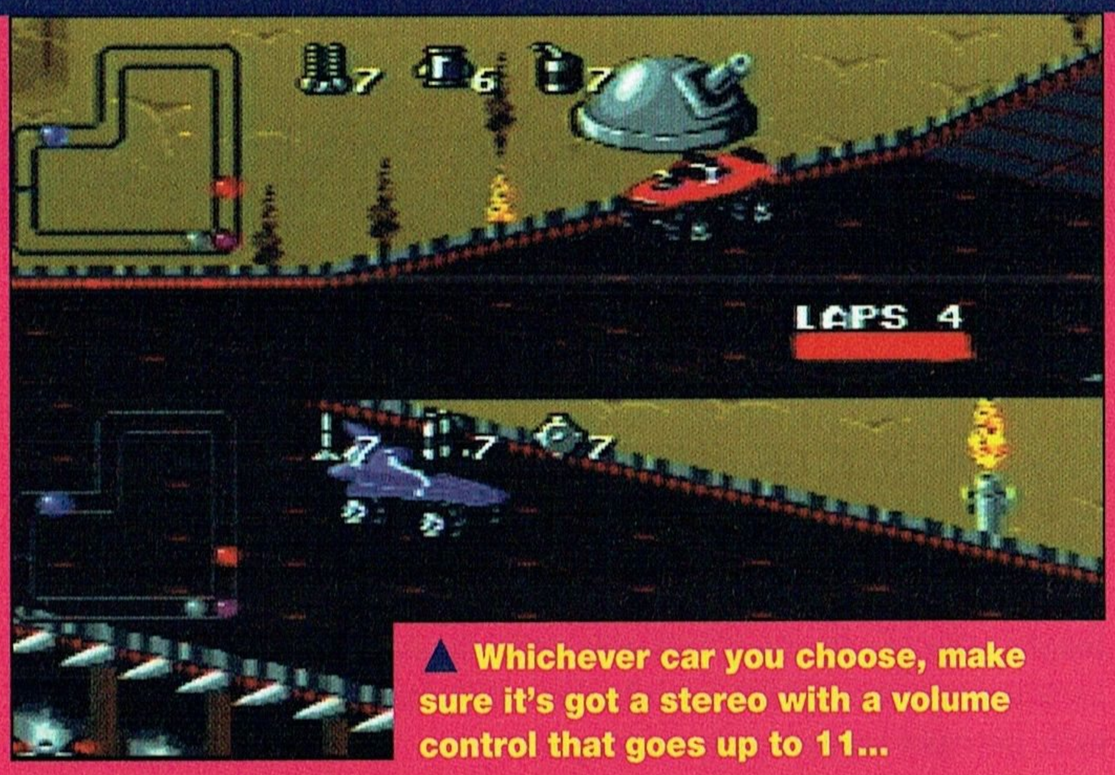
It's not your basic sim. You get continually blasted by classic 'Rock' hits from Deep Purple and Steppenwolf and animated commentary by some guy called Larry.

There are three skill levels, heaps of track layouts and enough variety to keep you happy for days. A really excellent racing shoot 'em up and it will be interesting to see how it pitches up with *Micro Machines 2*.

Format : Mega Drive
Supplier : Virgin



▲ **Buying a car is made ever so easy with a big crane-type thing. I think I'll have the red one.**



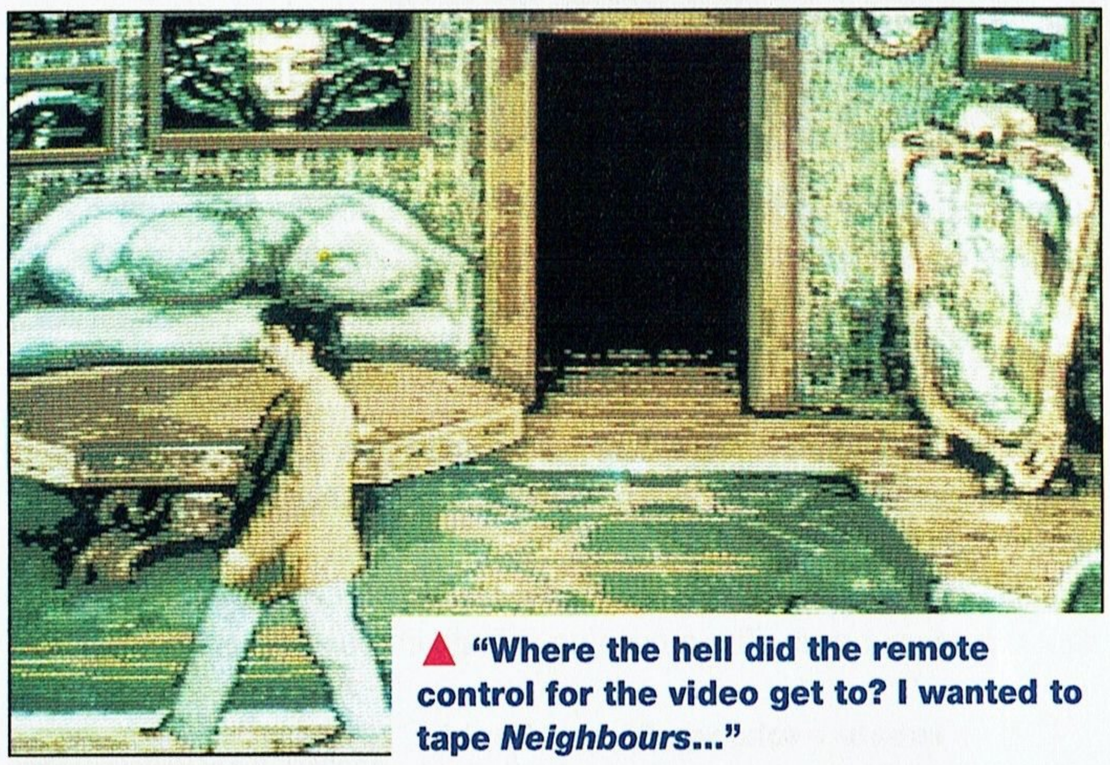
▲ **Whichever car you choose, make sure it's got a stereo with a volume control that goes up to 11...**

DARKSEED

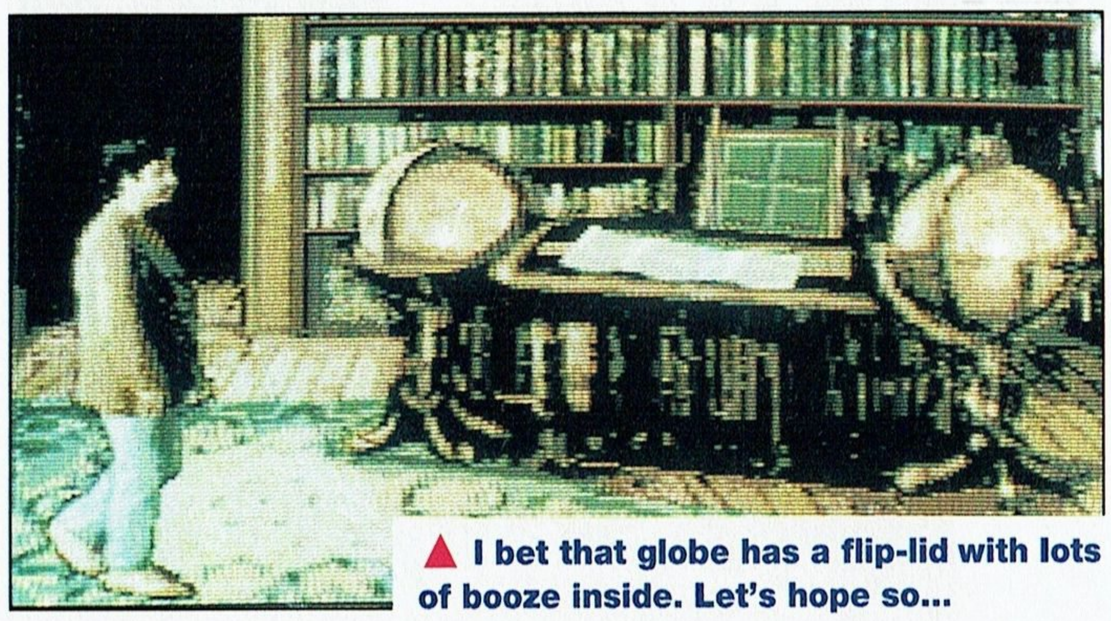
Yet another Mega-CD adventure title is due in town soon, although Cyberdreams' *Darkseed* is infinitely more sinister than anything we've seen to date. Based on the artwork of HR Giger (he was the dude who designed the movie set for the *Alien* movie) the adventure revolves around a young science fiction writer who discovers a gateway to a parallel universe in his creepy Victorian mansion. The alien environment is inhabited by sinister beings who intend to destroy all humanity. And after disturbing the native population, the writer now has to juggle the fates of both Earth and the Alien world, before a three-day deadline is up. As in most of these types of adventures, the action revolves around solving clues, exploring rooms and being in the right place at the right time. However, what really makes this adventure different is the fantastic artwork and the creepy atmosphere employed throughout the game.

Format: Mega-CD
Supplier: Cyberdreams

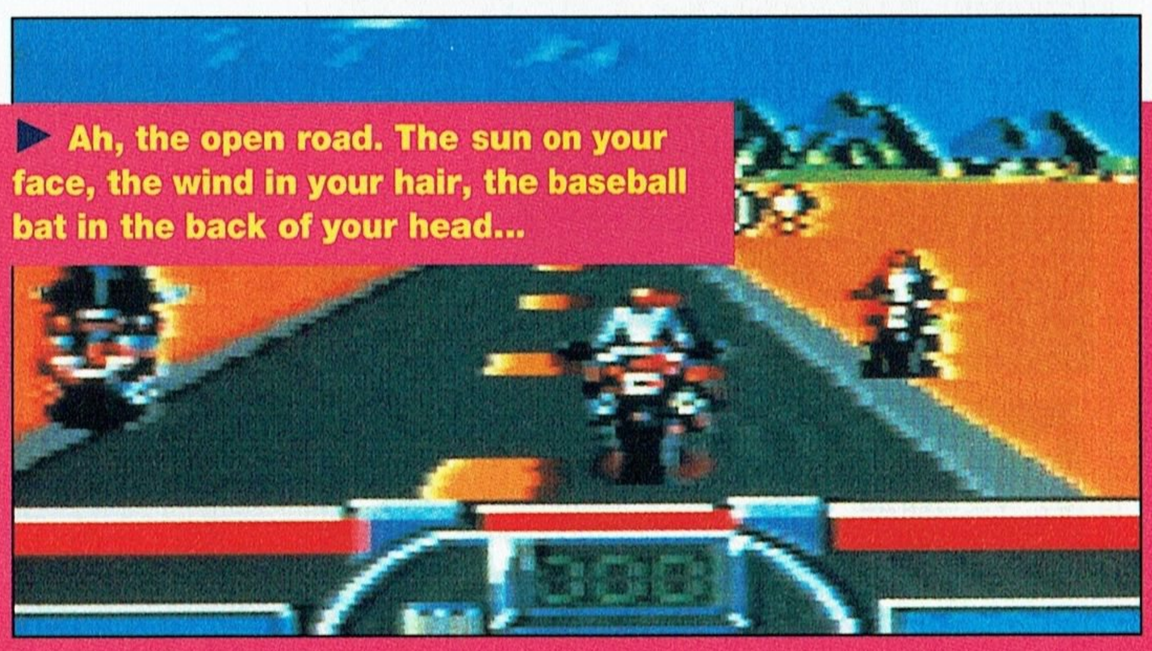
▲ **Fantastic artwork and creepy atmosphere, ahoy.**



▲ **"Where the hell did the remote control for the video get to? I wanted to tape *Neighbours*..."**



▲ **I bet that globe has a flip-lid with lots of booze inside. Let's hope so...**



▶ **Ah, the open road. The sun on your face, the wind in your hair, the baseball bat in the back of your head...**

ROAD RASH 2

If you're a fan of the excellent series of *Road Rash* games, you'll be glad to know that *Road Rash 2* is due for release on Master System and Game Gear very soon. The original game was a phenomenal success, so it was a sure-fire bet that there would be a sequel. This is almost identical with the 16-bit version, with all five courses included.

The tracks become harder as you progress and the action is pretty freakin' fast.

Format: Master System/Game Gear
Supplier: Time Warner Interactive



▲ "No, no, like this. Step two three, turn two three, step two three..."

RISE OF THE ROBOTS

The burning question frequently asked in the corridors of power that are the classification board: Are games too violent? We've seen Baraka slice opponents in half with metal fingers and we've made Fei Long kick the chin off the hapless fools that dare to enter the ring. But, kids, they just haven't seen nothing yet!

Rise of the Robots is the first of a brand new generation of games that combine state of the art programming and advanced artificial intelligence with the cutting edge in design and graphics. It even features a storyline that could have been lifted out of a George Lucas movie.

▼ A smack in the gob really hurts when delivered by a light-but-strong alloy fist.



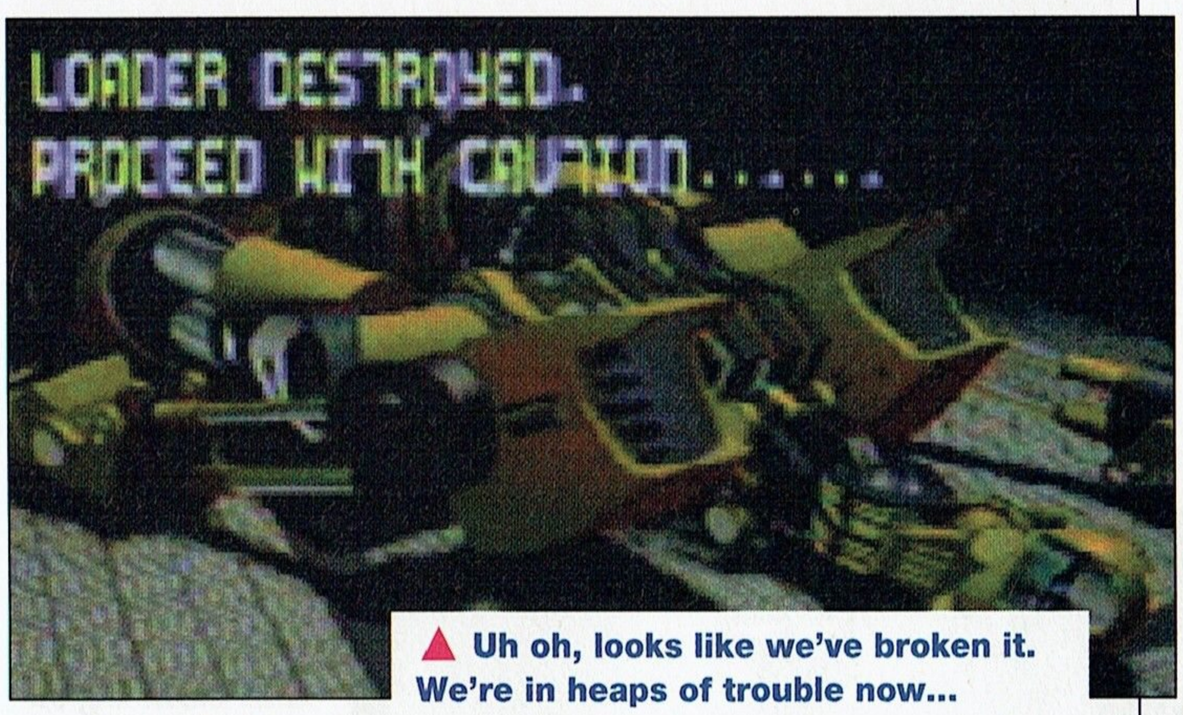
Set, strangely, in the future in a super-tech society run by megalomaniacs served by robots, something weird has happened deep within the bowels of society. Electrocorp, the world's largest robot manufacturer has invented the ultimate in robot technology. But, what do you know?! The droid freaks out and turns into a destructive psychotic. And it's here where you come in.

The graphics are excellent. The development team concerned has concentrated on originality and is the first game to feature quality controllable 3D graphics.

There's also the inclusion of fully morphing characters which change right before your eyes. The moves have been choreographed by martial arts experts, so you can imagine the amount of moves that each droid is capable of.

Wary of games that look great but play like a donkey, the developers are convinced that this game will last and they envisage parallels with *Street Fighter* II in terms of depth. It will be out sometime around February, according to latest reports.

Format: Mega Drive
Supplier: Time Warner Interactive

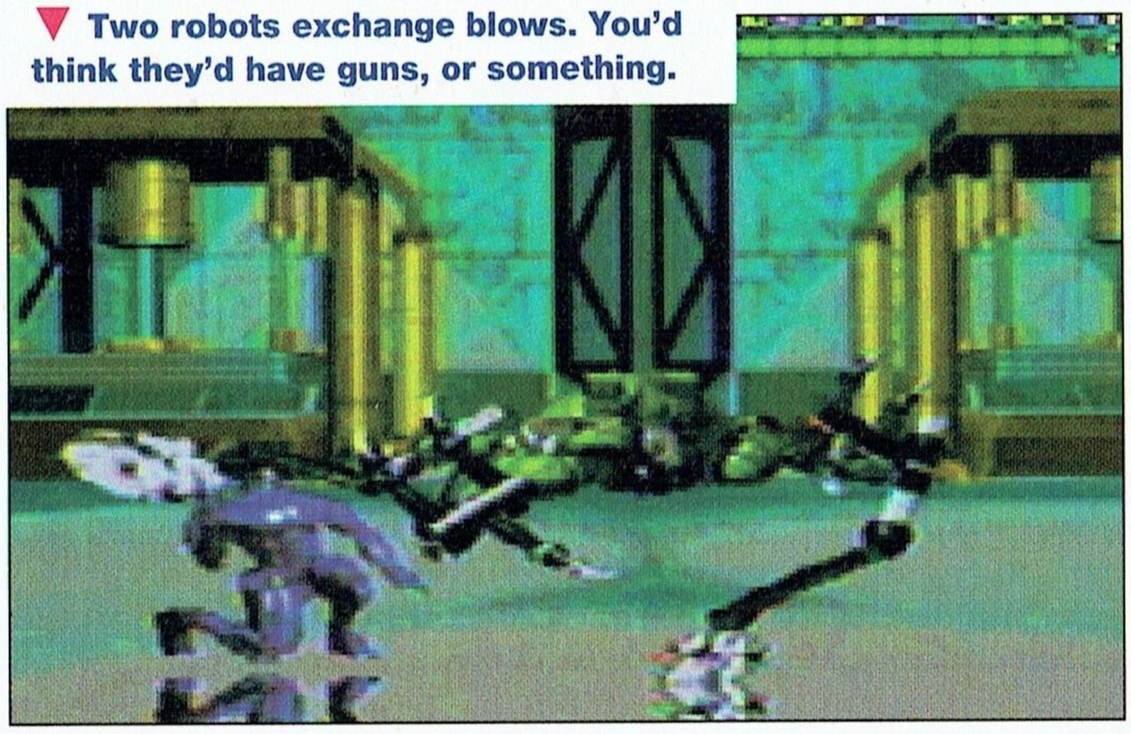


▲ Uh oh, looks like we've broken it. We're in heaps of trouble now...

▼ "Darling, will you marry me? I have a ring made from an old toaster part."



▼ Two robots exchange blows. You'd think they'd have guns, or something.

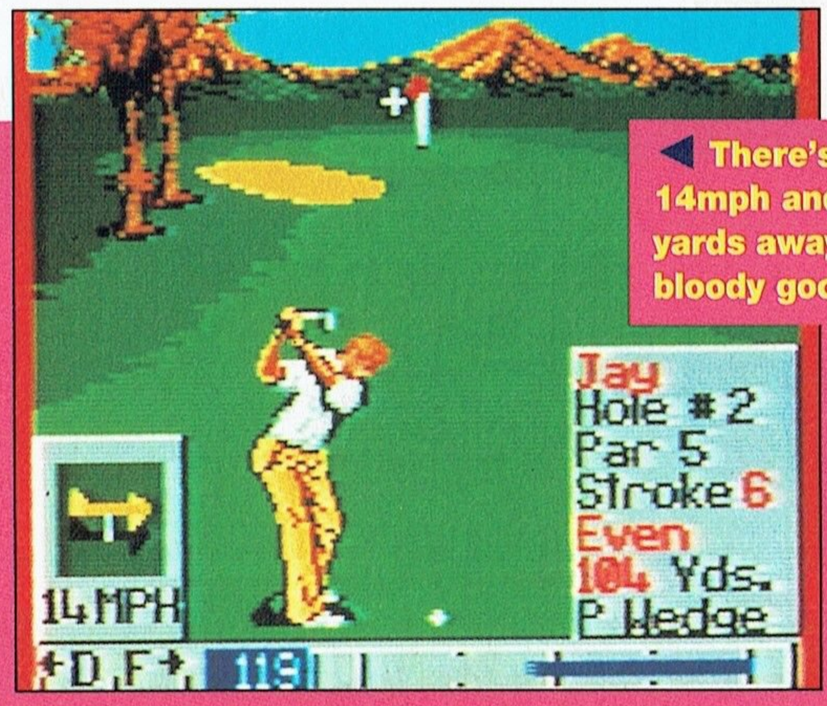


PGA TOUR GOLF 2

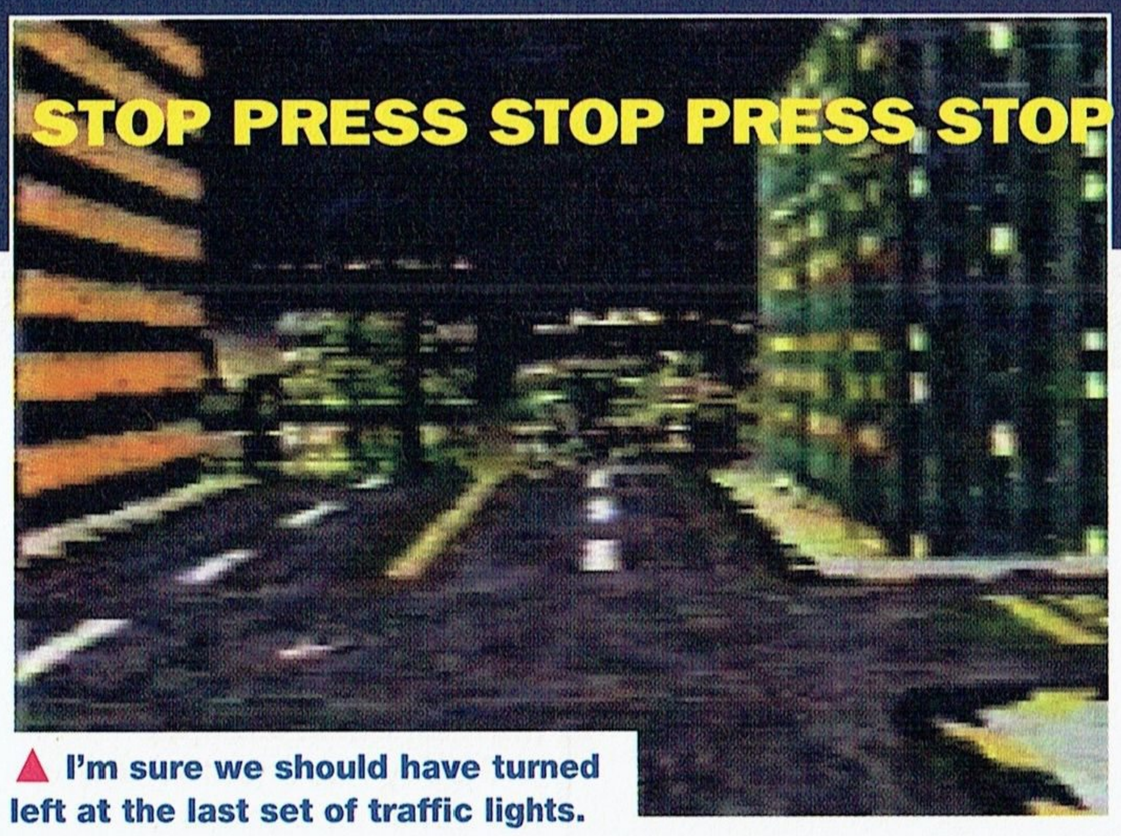
Another old fave returns to the Game Gear and Master Sys. This versh features improved bit-mapped graphics, better ball flight mechanics and an extended 3D view. For the MS this means improved clarity on screen and a more realistic flight path.

Three more courses have been added. You have the option of tournament mode or skins challenge. And a wide array of vile-coloured 'slacks'.

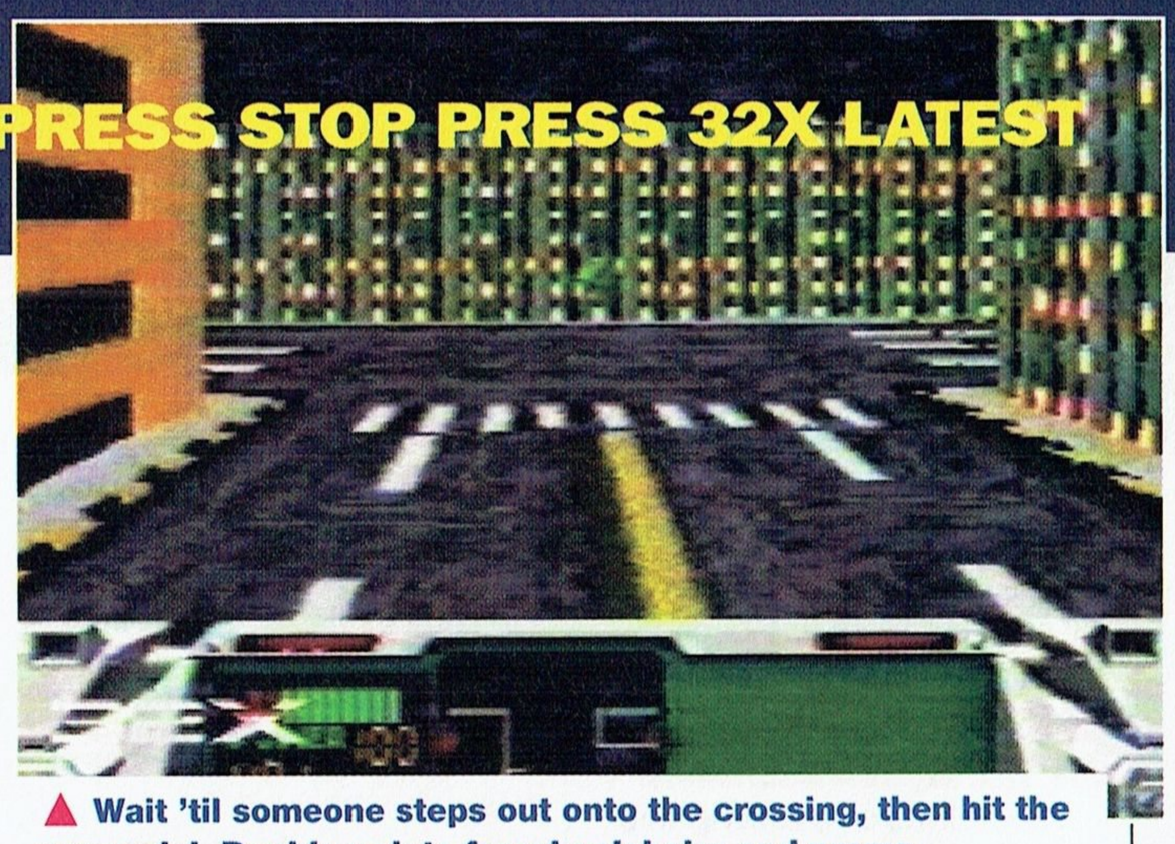
Format: Master System/Game Gear
Supplier: Time Warner Interactive



◀ There's an easterly at 14mph and the hole's 104 yards away. Best give it a bloody good whack, then.



▲ I'm sure we should have turned left at the last set of traffic lights.



▲ Wait 'til someone steps out onto the crossing, then hit the gas pedal. Double points for wheelchairs and prams.

32X LATEST

What should land on our desk just as we're about to bail? Yeah, we've managed to get hold of these exclusive shots of some up and coming 32X titles.

First up is *Super Motocross*, a 3D biking game which will include an option for different viewpoints, as in *Virtua Racing*. Unfortunately, the cart 'only' weighs in at 16 meg. The graphics do look quite impressive, although at this stage the game is little more than a running demo, and to be honest, is looking a little jerky. However, there's still a lot of development time to go, so hopefully these problems will be ironed out in time.

Another title that's still in the throes of development, is *Shadow of Atlantis*. We've managed to get a little peek, although the shape the gameplay will take is still being kept under wraps. However, it would be safe to say that it will involve some underwater kind of malarky, and everyone involved is stoked over the quality of the graphics.

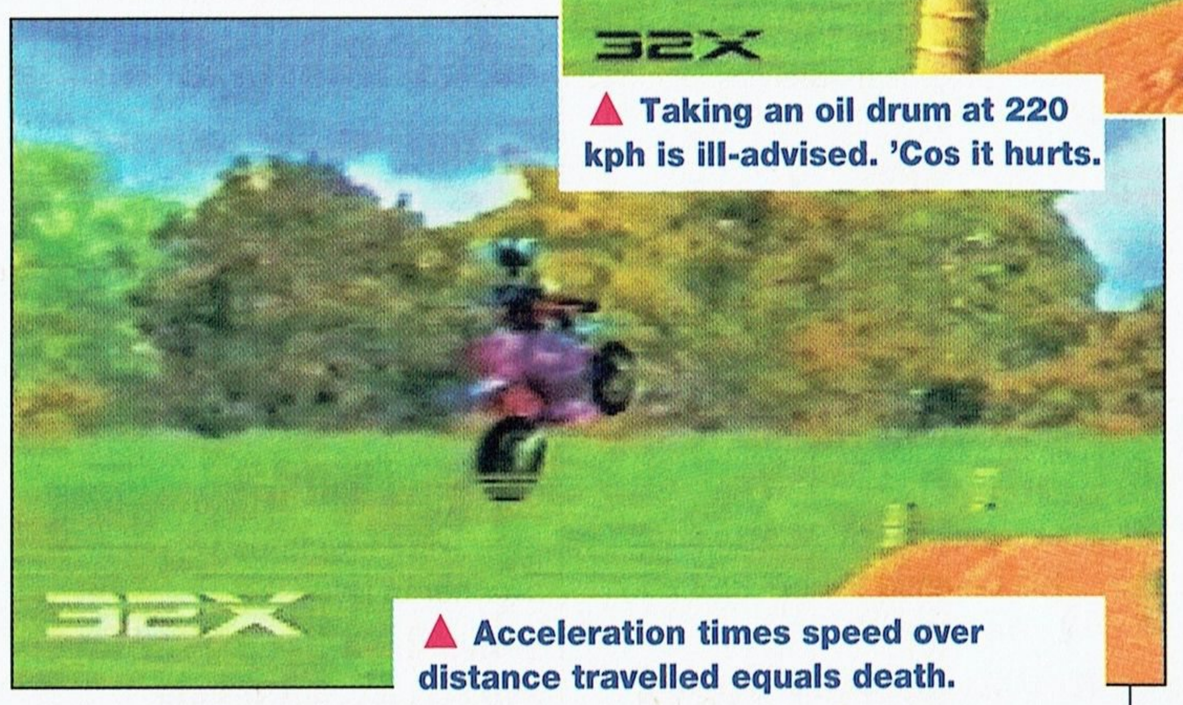
The most impressive new title involves a rather less exciting genre – golf. Yup, *Golf's 36 Greatest Holes* is looking hot, incorporating some incredibly smooth animation with amazing scaling techniques – making it far more realistic than any other golf game currently on the market. And as golf doesn't rely so heavily on fast-paced action, most of the 32X's memory has been used to produce stunning polygon graphics. But we all know that golf is not too sexy but it could be the game that gets your Dad interested in buying the new add-on... (don't show him this, but).



▲ Taking an oil drum at 220 kph is ill-advised. 'Cos it hurts.

▼ Quick, someone pass me an axe. And stuff the environment...





▲ Acceleration times speed over distance travelled equals death.

MEGA BOMBERMAN

Bomberman is based on an incredibly simple concept: blowing up your opponents. It's been around on nearly every other format for ages but finally – *hellooo* Mega Drive.

If ya got no mates, then in one-player mode your Bomberman is chased around the screen by a variety of furry creatures and robotic menaces. You get to nuke 'em by dropping a bomb and splitting real quick. But wait! Getting trapped and blowing yourself up is just far too common, so you've got to use a bit of intelligence now and then.

But it was when we played *Bomberman* in multi-player mode that it really rocked. The games degenerated into a sick slugfest and everyone finished up bad enemies. Lookin' good.

Format: Mega Drive
Supplier: Hudsonsoft



▲ Oh look, a fluffy little bunny wunny. If only I had a threshing machine...

▼ Kangaroos feature heavily in this game. Hurrah for Australia!



This is where Megazone plans what it is going to be doing for the next decade-and-a-half. And guess what? It will mean playing games!!!

the megazone game guide

Any Moment Now

Terminator
CD.....Virgin

This has been hanging around for ages but there has been a 'problem' with some disc thing.

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

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

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.

Zero the Kamikaze Squirrel
MD.....Sunsoft

A day in the life of a kamikaze squirrel.

Ballz
MD.....Accolade

Round thingz.

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

Low-rent, low-IQ, low-motivation game. Sounds like it is set in the Megazone office. Music supplied by Gwar! Yes!!!

Another World 2
CD.....Virgin

The sequel to the groundbreaking animated adventure. Hopefully, even better. If that's at all possible.

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 and boats and stuff. And we can't wait!

The Flintstones
MD.....Sony

Yes. The merchandise steamroller continues.

WWF Raw
GG, MD.....Acclaim

Ring action.

Radical Rex
MD.....Sony

A skateboarding dragon or dinosaur or something.

Power Rangers
MD.....Paramount

It says here: 'TBA, TBA, TBA.' But at least you know it exists.

Second Samurai
MD.....Sony

Whatever happened to the first Samurai?

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.

Powerdrive
MD.....US Gold

Summink to do with drivin'? And power. You just can't get the staff these days.

The Pagemaster
MD.....Sega

A game of a film that stars Macaulay Friggin' Culkin. The first simultaneous film and game release! They hope.

Mega Bomberman
MD.....Hudsonsoft

Run around a maze and blow your mates up. Sounds like fun? It probably is.

Mr Nutz
MD.....Ocean

No, no, it's not what you're thinking. We hope.

Wolverine
MD.....Acclaim

We review this next ish, so now you have a good reason to buy it. (The mag, that is, not necessarily the game...)

Aero the Acrobat 2
MD.....Sunsoft

Acrobatic jinks. Again. With Aero.

Monster Trucks
GG.....Acclaim

Big trucks. You drive 'em. On Game Gear.

January '95

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

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

Quarterback Club '95
MD, GG.....Acclaim

No doubt. An American football classic.

F1 World Championship Edition
CD.....Domark

We reviewed it and and now it's put back. Which is handy, 'cos it sucks.

True Lies
MD, GG.....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.

Flux
CD.....Virgin

There used to be a punk rock band called Flux of Pink Indians. But that was ages ago.

Bloodshot
MD, CD.....Domark

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

Eye of the Beholder
CD.....Sega

It's an RPG.

Itchy & Scratchy
MD, GG.....Acclaim

Bart and Homer's fave animaniacs. And ours too. Whether the game is any good is another thing.

February '95

Monster Trucks
MD.....Acclaim

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

Spider-man TV
MD.....Acclaim

Spidey has a lot to make up for. Let's hope this is it.

March '95

NBA Jam Tournament
MD.....Acclaim

More keyway craziness, no doubt.

Syndicate
CD.....Domark

One of those RPG things a bit like Sim City. We think.

Theme Park
CD.....Domark

See above.

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.

Skeleton Krew
MD.....Core

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

F1 World Championship Edition
MD.....Domark

Cars go around tracks very fast all over the world.

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

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

Addams Family Values
MD.....Sony

More movie capers.

Super Off Road
MD.....Sony

Well, there's this road. And you are off it. And you drive a bit.



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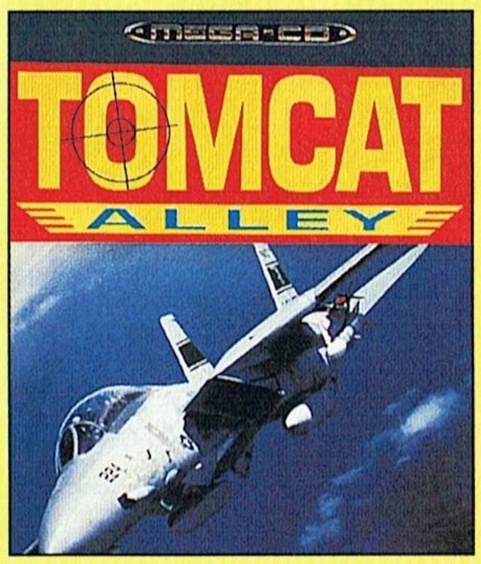
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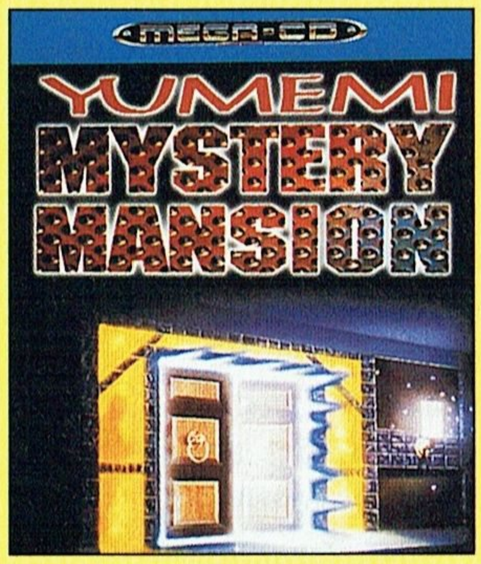
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MEGA MOUTH LETTERS



CD is weedy

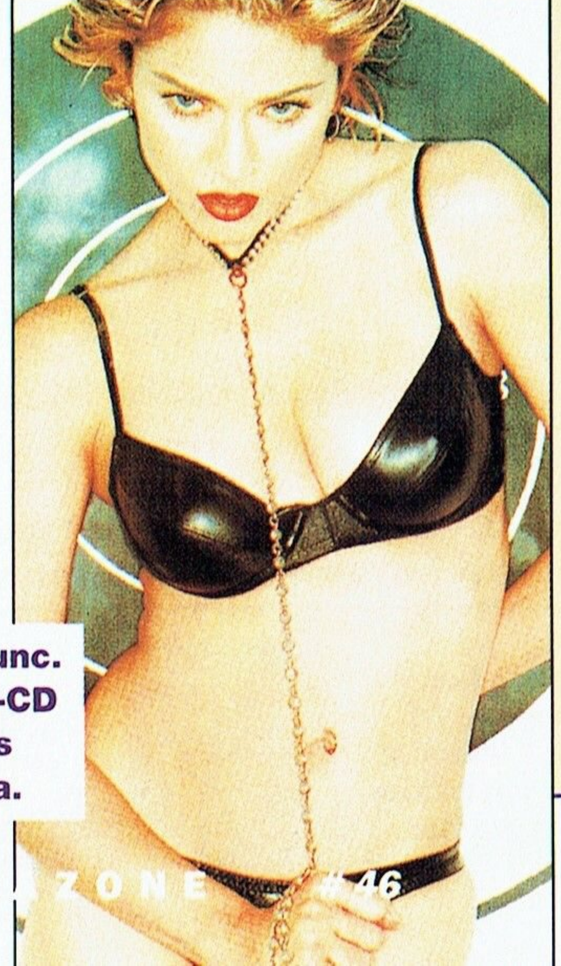
Dear Mega Mouth,

I'm feeling more than a little pissed off at Sega at the moment. Why? Well, for a darn good reason. A couple of months back, I forked out a huge wad of cash for a Sega Mega-CD. This was supposed to be the almighty, penultimate, omnipotent gaming machine that I'd been craving for. But, instead I have a machine that simply doesn't live up to what it's made out to be.

Many of the games that have come out have fallen well short of the mark when it comes down to gameplay, playability and basic quality for money. Games like *Ecco CD* are better off left to the Mega Drive. Many others, such as *Rebel Assault* from JVC, have little playability – impressive, pretty graphics, but it lacks in other areas. I guess I'm whingeing, but I feel ripped off by the lack of decent games available. No playability, no addictiveness, no quality for money. It seems programmers are getting so excited over graphics and pretty introductions that they lose all perspective about the fundamentals of gaming. Ah well, thanks to listening to a whinger.

Duncan Mackay, QLD

Are Mega-CD games all glitz with no gameplay? Or is Duncan just a sad, whingeing old goat? Have your say! You know the address...



▶ Cheer up, Dunc. When the Mega-CD fails you, there's always Madonna.

Fripp, fripp, spoon

Dear Megazone,

Hello! I haven't read your magazine but I hear it's excellent! I have just a few questions to ask:

1. I recently bought a Game Gear but I can't play it because it's still on lay-by and I don't have enough money to get it out. What shall I do? *WAAAAAAH!!!* And my mum won't give me any f@#$%*& money!
2. I bought a Mega Drive game five years ago and I can't use it because I don't have a Mega Drive and I don't want one. What can I do with my game?

Thank you!

Your Pal

We think you're mad, but we like you. If we had a Star Letter, which we don't, this would be it.

1. You could always run away from home.

2. Go and see a therapist. Immediately. Then, when you're let out, why not sell your Mega Drive game through the Op Shop and put the money towards rescuing your Game Gear?

But, seeing you don't read Megazone, you'll never get to see this, will you pal?

Photo courtesy of the Madonna 1995 calendar.

MEGAZONE OP SHOP

JUST SOME OF THE COMMENTS FROM OUR DISSATISFIED CUSTOMERS!

"Megazone – I am outraged! My son has made extra cash by selling our pet kitten through your magazine!" Mrs Cynthia Camilleri, Taree, NSW

"I wish to complain. Upon returning from an overseas trip my wife and I were shocked to discover that our daughter had swapped our family home for a moist fish. This was most disappointing." Mr Dermott T. Gardenbaum, Mt Waverley, VIC

"Your magazine is responsible for the break up of our family. My grandson sold some games he'd tired of through your so-called 'Op Shop' and is now living a high life of beaches, babes, and beer on a Pacific island paradise." Mrs M. Nguyen, Glenelg, SA

"Megazone – you suck big ones." P. Keating, Canberra, ACT

You too can join the ever-growing list of people bearing grudges against us by placing an ad in the famed Megazone Op Shop. It's a barrel-load of bonanzic bounty: treats for Megaheads, stuff for game geeks and pleasures for cart-crazed creeps. Trade, buy, sell. The choice is yours.

Just follow our simple instructions!

LIST your goods and prices very clearly and whether they are to 'Buy', 'Sell' or 'Swap'. Don't forget to mention what system. If you're selling a heap of games don't list them all. Just the best ones will do because it gets really tedious typing in all the names.

WRITE your name, address, and telephone number (including area code) on the same piece of paper. Only your telephone number will be printed but we need all your details. This is for our stringent verification process. Ads that don't have these details on the same piece will be binned. Cruel. Though fair.

INCLUDE a one dollar coin securely taped to your letter and put all this in an envelope. Ads that come without cash will be used to light the bonfire next time we hold a Satanic ritual at the park and burn a few virgins and slaughter a couple of goats.

MAIL all this to:

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

The small print: We reserve the right to edit your ad how we like. Megazone takes no responsibility for events occurring during and after your transaction. It is up to the purchaser to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue on sale after you have sent it in, don't panic. It is merely caught up in the space-time continuum and we're working out how to get it back. It's a long, complicated, scenario but we promise we'll find the solution in our lifetime. It's like a train set that goes around and around non-stop except that it's inside our unconscious and... *Oh my God! There's a spaceship landing in the park across the road!*

MEGA LETTERS

TO THE POINT

We get so much mail here at Mega Mouth, it's impossible to print it all. Especially when most letters ramble on and on and on about complete crap. So, if you have a quick question, check out To The Point where we, erm, get 'to the point', so to speak. And don't be surprised to find your 100-question letter cut to shreds and just one part of it answered here. It means the rest bored us to tears.

Number two

Are the original Mega-CDs still available? If not, would number two fit to the original Mega Drive?

Ben

The original Mega-CD was replaced by the Mega-CD II, so you won't be able to get one new. However, a Mega-CD II will work with the original Mega Drive, no problems.

Going back

How do I go about purchasing back copies? I'm missing both March and May 1994.

Ruth

Our subscriptions department handles back issues. They cost $4.95 each, plus $1.25 added to the total order for postage. Write to 'Subscriptions', PO Box 746, Darlinghurst, NSW 2010, with all the details. Make sure you mention Megazone, or you might end up with Slimming *magazine instead.*

Mixed discs

Can Mega-CD discs work on IBM-compatible CD-ROM computers?

Kamron

No. Because the console and computer work in entirely different ways, games have to be programmed specifically to work on each format.

Tapped

Does the Sega MultiTap four-player adaptor work on *FIFA International Soccer* (or any other EA game) or do you need an EA Four Way Play?

Stuart

In a masterpiece of misplanning, both Sega and EA came up with their own designs for adaptors at the same time, so sadly the answer's 'No', EA games will only work with EA's adaptor.

Rent

Can you rent Game Gear games?

Sam

Sega doesn't put Game Gear titles into rental as part of its rental policy, so you generally won't find Game Gear titles for rent, though some outlets may do so. With a Master Gear adaptor, though, you can access Master System games, which can be found in rental outlets.

In the picture

Dear Megazone,

I've got a couple of gripes which I feel are worth taking a look at. Firstly, when you review a game, the pictures you put in the review are really hard to make out. In the August issue, when you reviewed *Super Street Fighter II* and *MKII*, the pictures were that hazy you could hardly tell what game they were from. Yet next issue there is a free *MKII* playing guide and the pictures are crisp, clear and easy to make out. What the hell is going on?!? Could you please tell me why the pictures in the reviews are so crappy?

Glen

Hopefully, Glen, crap pictures are a thing of the past. We had been unhappy with the quality of the screen-shots for quite a while, and so have invested in a new 'grabber', which is what we use to take screen-shots. The new system has been up and running for the last couple of issues and we're pretty pleased with the results. Hopefully, you'll agree that the screen-shots are looking a million times better...

It's Champion

Dear Megazone,

I have owned a Mega Drive for two years now and have played many a game, but have only discovered your magazine recently (please excuse my ignorance) which I think is fantastic.

In your September '94 issue, under News Zone, you showed an article about the Blockbuster World Video Game Championships in Melbourne. I was wondering if there would be such a competition in Sydney and, if so, how would one enter?

And will there be a *Mortal Kombat II* challenge? I think I am unbeatable... Give me the information and I'll keep buying the mag. Sound like a fair deal?

Jimi

Blockbuster plans to run the competition again next year, and the chain says that it will have at least 10 stores in the Sydney area by then. The competition will start around May/June '95, and Megazone will bring you details of how to enter when the time comes.

As for MKII, *that sounds like fighting talk...*

MEGAZONE SHOP ...continued

FOR SALE

MEGA DRIVE: Eight games including FIFA International Soccer, Cool Spot, Taz-Mania and Sonic the Hedgehog II. $250 or will swap all for a Mega-CD II with or without games.
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MEGA DRIVE: Turtles Tournament Fighters, $50. Or will swap for Pro Action Replay.
Tel: (065) 504 249

MASTER SYSTEM II: Taz-Mania $25, Senna's Super Monaco GP II, $25.
Tel: (07) 281 1647 (after 6pm)

MEGA DRIVE: Aladdin $60, or swap for SFII, Streets of Rage 2 or 3, MKII, Sonic 3, Virtua Racing, Eternal Champions. Master System, Cloud Master, $20 or will swap for any Mega Drive game.
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MASTER SYSTEM with two control pads, light phaser and two built-in games, Hang On and Safari Hunt, $60. Wonderboy with cheat, $7, Mortal Kombat, $45. The lot for $100.
Tel: (02) 624 8875

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MASTER SYSTEM: With built-in game, Jungle Book, Transbot, Fantasy Zone, and Wonder Boy III, with two control pads. $200 or will swap for Mega Drive with Sonic 2.
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MEGA DRIVE: SFII, Landstalker, Lethal Enforcers, MKII, to sell or swap. Perfect condition, bargain prices!
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8-bit ditch hitch

Dear Mega Mouth,

I was reading through the October issue of Megazone and saw the article titled 'Sega Ditch 8-bit'. I read on and I was so disappointed to find out that Sega weren't distributing any new 8-bit games. I remember when the Master System first came out for rent, I liked it so much, I bought my own. I used to get so much fun out of Master System games, not because of the graphics or sound but because of great playability. Just take a look at *Alex Kidd in Miracle World*, which I still love playing. I am sure lots of other gamers would agree with me.

I was going to buy a Game Gear but when I found out Sega Ozisoft weren't distributing games, it made me unsure. Do you think it is worth buying one? And for how long will the old 8-bit games be distributed in Australia?

Before I go, I would like to say something about the Mega-CD. I don't see what's so good about it. Most of the games are either ported over from the Mega Drive with good music or virtually unplayable FMV games. OK, so some games are good (*Final Fight, Ecco, Sonic CD*), but you can count them on one hand. Let's face it, the Mega-CD is a flop.

Matthew
Tamworth, NSW

We weren't, um, 100% accurate when we said that Sega won't be distributing any more games in Oz. Master System and Game Gear games will still be around in '95, although in pretty small quantities. We got the wrong end of the wrong stick so, er, sorry.

Butthole

Dear Mega Mouth,

I have an idea. Why doesn't Sega do a Metallica computer game? There's one for INXS, Kris Kross and other groups. I'd buy it!

Robert
Burnie, TAS

Yes, and where the hell's Butthole Surfers: Make My Video? *That's what we want to know.*

Quick release

Dear Megazone,

Hi from down here in Tassie. I am a serious Sega fanatic and I don't like to be left waiting for really great games like *Mortal Kombat II*. It was released on September 9 on Mega Drive and now it's the middle of October and I still haven't seen *MKII* in the stores anywhere. I even went to Hobart to buy it and it wasn't there, either.

The point is, a release date is a release date. It should only take a couple of days at most to cross the Bass Strait. I know it's not your problem, but I'm very disappointed.

The *Sonic & Knuckles* poster was excellent (pity Sonic couldn't do that in real games) and Eugene (issue 44) is a total idiot!

Now here's some questions:

1. How many colours does the 32X have?
2. Why aren't the Saturn and 32X compatible?
3. Does the 32X need a separate power source?
4. If a bit is one piece of information, how come the Mega Drive has 16 bits? Wouldn't it need more to run games?
5. Is *Jurassic Park 2* any good?

That's all. Thanks for listening.

Luke
Latrobe, TAS

We tend to take release dates with a pinch of salt here: if anything can go wrong, it does, and games are often delayed. However, MKII *should have been out in time. It was here.*

1. 32,768.

2. Just because.

3. Yes, but it's incidental.

4. A console's power (in bits) refers to how much info it can process at a time. Another important factor is the speed, and the Mega Drive runs at almost eight million cycles per second, so although it only does 16 bits at once, it's processing millions of bits every second.

5. Read the review, why don't you?

MEGAZONE SHOP ...continued

MASTER SYSTEM II with two control pads, Alex Kidd, Sonic 2, $30, Wonderboy 3 $20. All for $120.
Tel: (08) 277 8072

MEGA DRIVE: Buck Rogers, Mercs, $35 each. X-Men, Mortal Kombat, $45, Zombies, Ren and Stimpy, $65. All have box and instructions. Or will swap for Eternal Champions, Rocket Knight Adventures, Tiny Toons, Landstalker.
(03) 417 3572

Atari 2600: eight games for $25 or will swap for MS games, MK, Jurassic Park, Ecco the Dolphin, NBA Jam, Road Rash 2 or Cool Spot.
Tel: (054) 935 381

GAME GEAR with AC adaptor, Gear Master, Land of Illusion, Columns, Wonderboy, $180 ono. Mega Drive games, Sonic 3, $50, Aladdin, $75, Cool Spot, $75, Lemmings $35.
Tel: (004) 318 260

TO SWAP

MEGA DRIVE with 11 games for a Mega-CD with two to three games.
Tel: (08) 388 5777

WANTED TO BUY

MEGA DRIVE: Taz-Mania, Toe Jam and Earl, and/or James Bond 007.
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MEGA DRIVE: Flashback, no more than $50 with instruction book please.
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MEGA DRIVE: Shining Force, Phantasy Star 2, 3, 4, Speedball 2, Eternal Champions and Rocket Knight Adventures. Also MS games Ultima 4, Phantasy Star and Ys: The Vanished Omens. Will pay around $50 for MD and $25 for MS.
Tel: (03) 417 3572

MEGA DRIVE: Phantasy Star II or III. Will pay up to $70.
Tel: (086) 450 642



IS THERE A GOD? DOES SANTA EXIST?

Is the demise of communism and subsequent rise of nationalism a further step towards the disintegration of modern Western society. Or merely a media plot? Are Pamela Anderson's tits 'real'? If not, what do they feel like? When is *MKIII* coming out on Mega Drive?

IF YOU HAVE SOMETHING TO SAY, SAY IT HERE. SEND LETTERS, MONEY, INVITATIONS TO PARTIES OR PICTURES OF YOUR SISTER IN THE SHOWER TO:

Mega Mouth, Megazone,
PO Box 746, Darlinghurst 2010

PS: Anyone who asks when *MKIII* is coming out will be sacrificed, with a sheep, to Satan.



TM

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SEGA

MEGA DRIVE

SONIC & KNUCKLES™

the worlds first backwards compatible game

The 32X is here at last and Mega Drive users can enter a new era of 32-bit gaming. But does it live up to the hype? Is it worth the cash? Adam Waring knows. He's played with one.

32X



◀ **The 32X is Sega's first foray into next-generation video gaming. Two 32-bit RISC processors make it a far more powerful machine than the Mega Drive it bolts onto.**

We've heard lots of tantalising tit-bits about the 32X, Sega's add-on that transforms the 16-bit Mega Drive into a 32-bit 'super' console baby. And now, Megazone has got its hands on one. Actually, the one we've had to play with was a Genesis model, designed for use with North American machines, but by the time you read this, the Australian one will be on its way.

SNUG

The 32X plugs into the cartridge port of the Mega Drive (it fits snugly on both the original and the Mega Drive II) and games fit into an identical port on the top of the unit. Standard Mega Drive cartridges will play 'through' the 32X – so you don't have to unplug it every time you want to play one of your older games – but it's only when you plug in a 32X cart that the full power of the enhancer is unleashed.

Basically, the 32X adds a couple of 32-bit processors and a Video Digital Processor (VDP to its friends), which is just the thing for generating fast 3D graphics. And it works pretty well. In fact, all the games we've seen so far are 3D games, and demonstrate just how quickly and slickly the 32X can move things about the screen.

CLEVER STUFF

The 32X has two 32-bit Hitachi SH2 RISC processors running at 23 MHz. In addition to this, the Mega Drive's 68000 processor will run in tandem with the 32X's. Exactly what processors are assigned to do what is largely up to the programmer, but it's envisaged that the 68000 will be given the 'chores' such as handling sound and reading joypad inputs, while the new RISC chips do all the clever stuff.

A curious arrangement exists between the Mega Drive and the 32X. The video output of the Mega Drive is fed into the back of the 32X which then overlays its own video screen on top of the MD's. The VDP adds extra colours – boosting the palette to a massive 32,768 – and provides texture mapping, shading and high-speed polygon graphics. The chip should allow 32X-compatible Mega-CD games to deliver high-resolution video, though we've yet to see any CD games to prove it.

TRUE GENERATION

The 32X is capable of producing high-speed 3D games that leave the 'plain' 16-bit Mega Drive standing, but will not be anywhere near as powerful as true next-generation hardware, like Saturn. It's more of an interim step, planned to whet appetites for 32-bit and keep up interest in Sega, until the Saturn is released. (Interestingly, the Saturn is becoming available in Japan around now, though Sega are wisely choosing to wait for some good software to be developed before they release the machine here.)

The 32X is set for a mid-December release (just in time for Christmas – time to start telling Santa how good you've been all year) and will sell for $299.

LIPS

The question on everyone's lips is, is it worth it? Well, it's double the price of a Mega Drive, but by far the cheapest way for existing Sega users to get into 32-bit gaming.

The main competition for the 32X at the moment is the 3DO and Atari Jaguar, both of which are far more expensive than the 32X, though they are complete units in their own right.

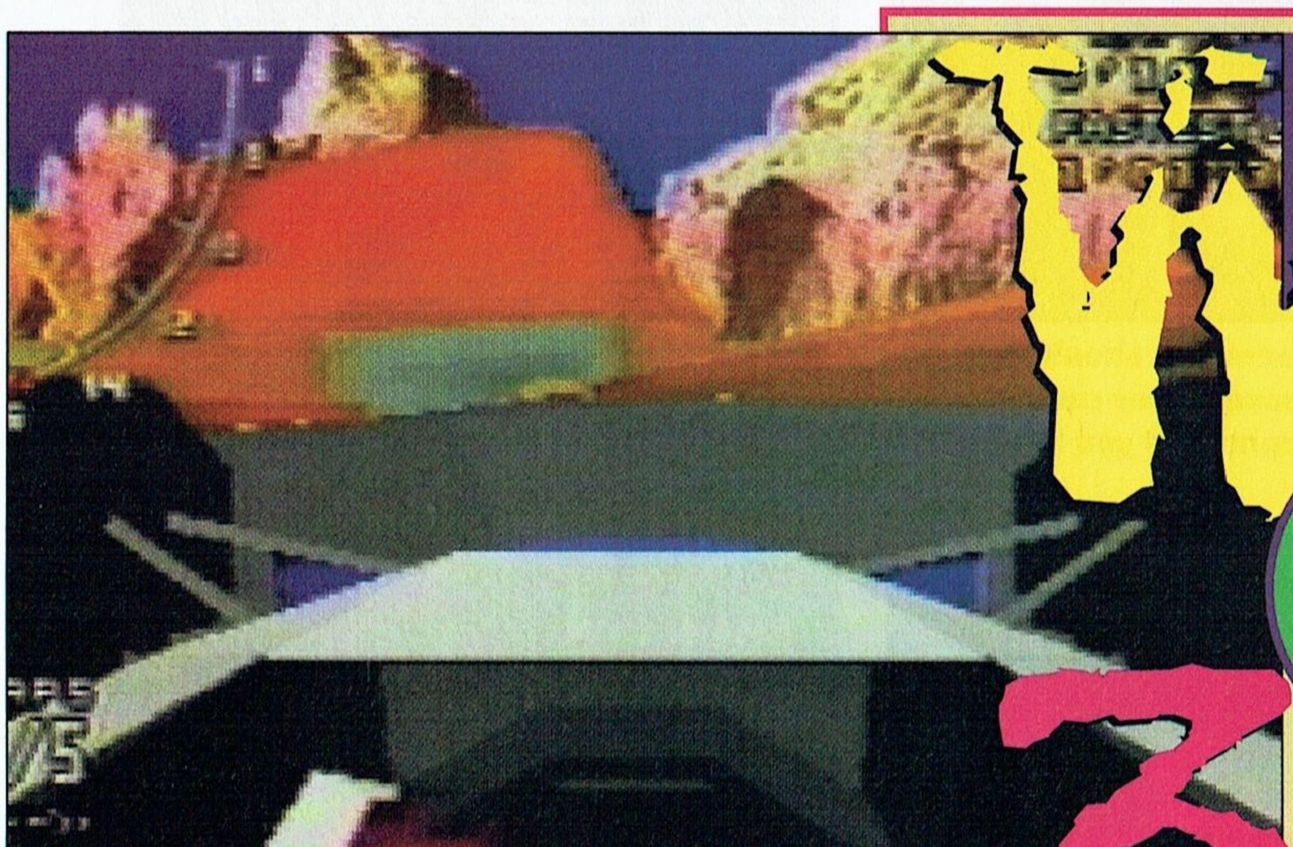
The 32X is the cutting edge of home entertainment – for the moment at least; it won't be too long before it's outshadowed by newer, sexier, machines.

Thankfully for most of us, Sega plans to put the machine into rental, alongside its new-release games. The company says that it should be available for around $10 per night, giving everyone the chance to try the machine before making the decision whether to buy one.

32 all



Win a 32X!



▲ **We've seen a 90% finished version of *Virtua Racing Deluxe* and boy is it looking good. It's faster, smoother, has more tracks and different cars to choose from.**

Most games are set to retail around the $100-$130 mark – around the price of a standard Mega Drive game – and will be between 16 and 32 megabits. It's hoped that CD games will be cheaper.

The 32X is an excellent add-on for your Mega Drive and opens the way to some truly mind blowing games, but it's only the beginning. Welcome to the dawn of a new era in home video-gaming...

THE GAMES

Five games will be available at the time of the 32X's release; we've seen three of them – *Doom*, *Star Wars Arcade* and *Virtua Racing Deluxe*. Check out the following four pages for the true test of the 32X; how good the games are. The other games that are imminent are *Super Afterburner* and *Fahrenheit*, which we hope to bring you next issue.

All the indications are that the 32X will be well supported by the industry. No fewer than 65 games are scheduled for release next year, both from Sega and a wide range of third-party publishers.

Now you're drooling over the prospect of 32X gaming, here's your chance to win one.

Sega has given us a 32X and even though we wanted to take it home and keep it for ever and ever, Adam was a suck and wouldn't let us. Instead, he wants to give it away to you – how lucky can you get? And the really sickening thing is, all you have to do to be in the running is answer this stupidly easy question:

After what heavenly body was the 32X to be originally named?

a) Saturn
b) Mars
c) Pamela Anderson



Send your entry to:

I'd happily sell my sister into slavery for five minutes alone with a 32X, Megazone, PO Box 746, Darlinghurst, NSW 2010.

Some rules: include your name, address and phone number; send one, and only one entry per household; and get your entry in by January 13, 1995. That's all, folks.



VITAL STATISTICS

FORMAT: 32X
TYPE: RPG/Shoot 'em up
SUPPLIER: ID Software
PRICE: $99.95
SIZE: 32 megabits
PLAYERS: One

This is it: the big mother. And Virode Imtarnasan is gagging to go OFF!

You are a Space Marine deployed to investigate a distress signal from the planet Phobos. You're ordered to secure the perimeter of the base while the rest of the team went inside. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then... silence. Don't you just hate that? Welcome to Hell. Welcome to *Doom*.

After revolutionising the IBM PC games market, *Doom* finally makes its way onto Sega via the brand new 32X. *Doom* sees you, a lone soldier, travelling through an amazingly realistic 3D generated world and, generally, killing anything that moves. Viewed in first person perspective, *Doom*'s environment is simply stunning and it would be easy to believe that the programmers had insight on what Hell actually looked like. Gee, maybe they even do!

Complementing the graphical achievements are the most realistic sound effects to ever emerge from a console. You will hear are a whole range of SFX including screams, growls, bones smashing and best of all, the highly satisfying sounds of your weapons. Most impressive is the fact that distant sounds become gradually louder as you move closer to the action. The graphics and sounds within *Doom* work in producing the most chilling gaming atmosphere ever created. The game moves incredibly fast and so smooth, you'd swear you were living out a nightmare. It's all classy, clever and and down right gorgeous. M

second opinion

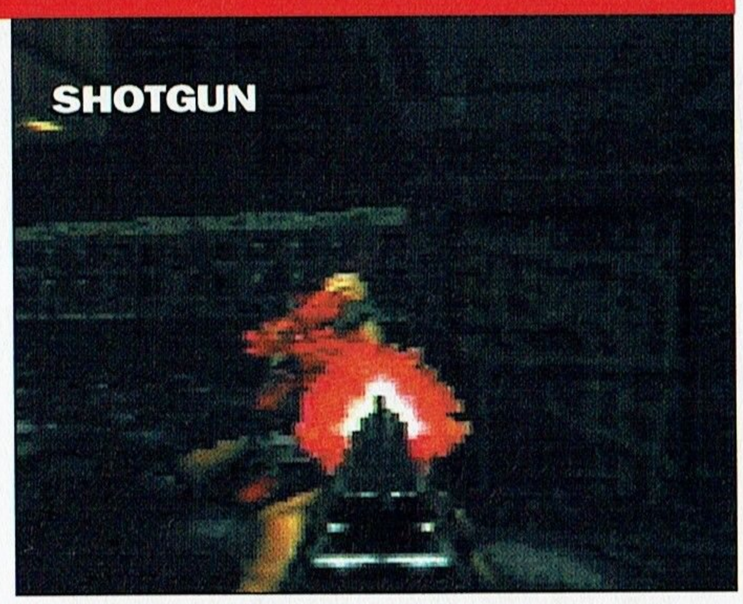
What a game! Sure, the premise is simple: if it moves, kill it. But the gameplay is superb. The game world moves around so realistically, it's frightening – especially when you walk into a room full of psychotic, gun-wielding zombies. ❑ ***ADAM***

90%

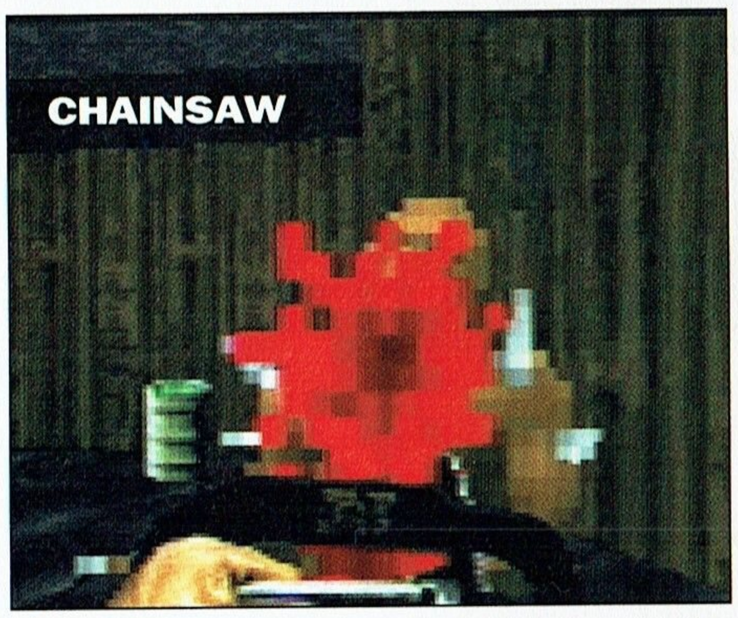
weapons



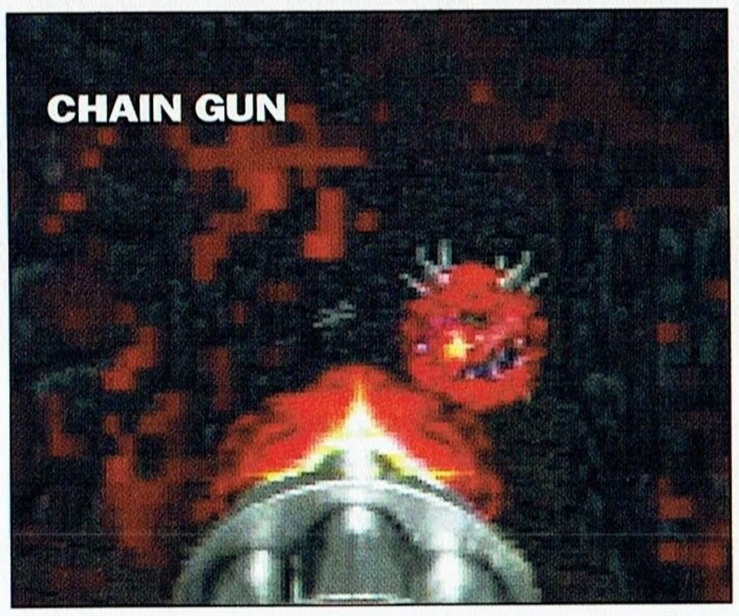
▲ **Punching your enemies should only be considered if you have either run out of ammunition or, secondly, if you have a major death wish.**



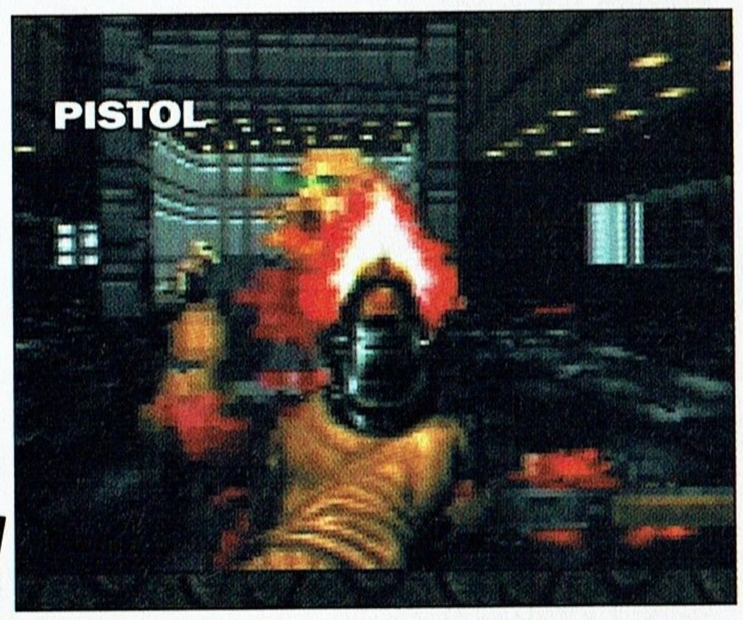
▲ **Your shorn-off double barrel shotgun is your best all-round weapon. Extremely potent as each blast contains a shrapnel burst that spreads over longer ranges.**



▲ **Definitely a short-range weapon. And a messy one. Use your chainsaw only against demons and spectres (ie those creatures without long-range weapons).**



▲ **Sprays a flood of bullets at your enemies. This weapon is great for demonic crowd control.**



▲ **A pretty lame weapon that does very little damage. Do not rely on this pop gun to get you through the game.**



▲ **Fires a missile that kills everything in its blast, including you.**

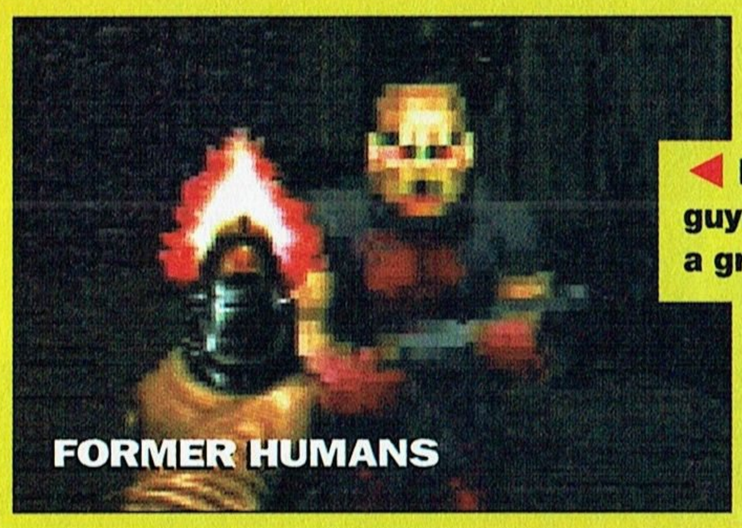
PLASMA RIFLE

▶ **Similar to the chain gun only it fires bolts of deadly plasma. Use only when necessary as, unfortunately, ammunition for this death toy is extremely scarce.**

BFG9000

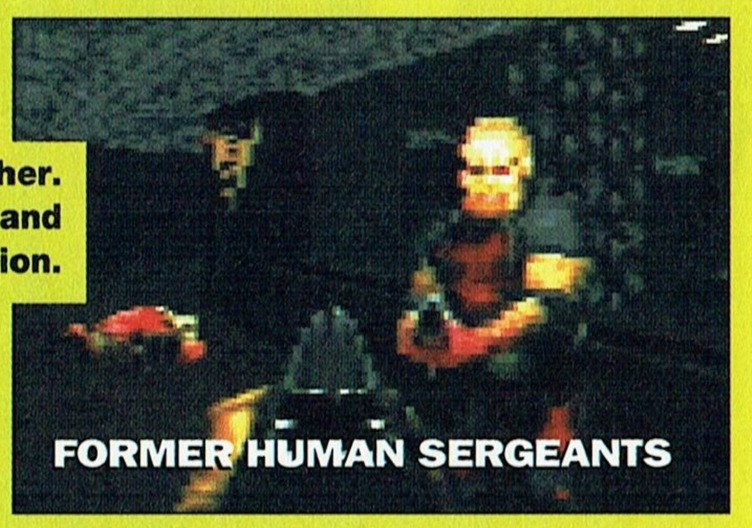
▶ **If the 'B' is for big and the 'G' is for gun, wonder what the 'F' could stand for? Anyway, this baby fires a large bolt of plasma, killing everything in its path.**

monsters



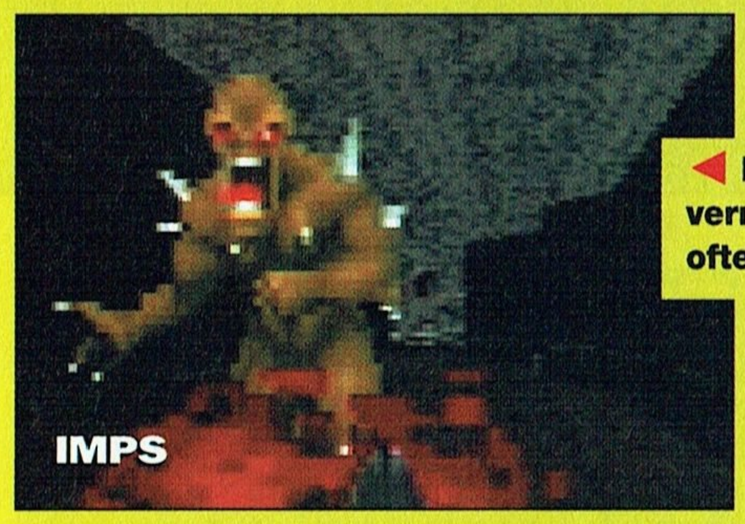
◄ Pansy soldiers armed with pistols. These guys are the simplest enemy to defeat and are a great source of bullets.

Shots to kill: one shotgun
Damage: (2%-30%)



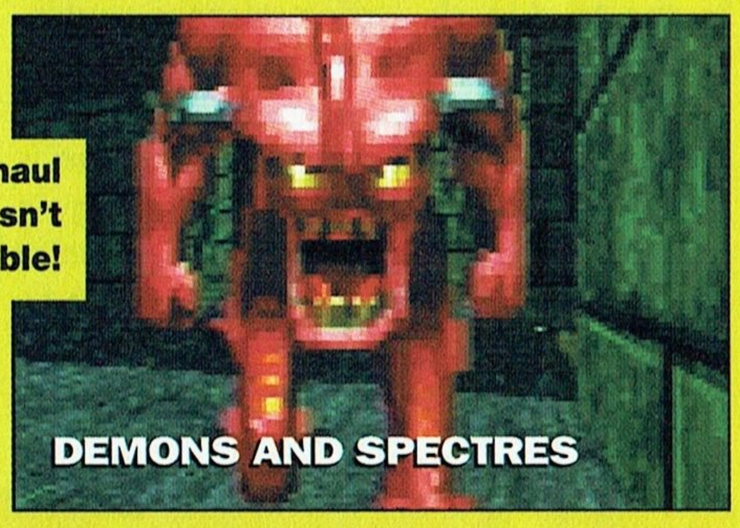
► Same as above only meaner and tougher. These soldiers are equipped with shotguns and also offer a great supply of ammunition.

Shots to kill: one shotgun
Damage: (2%-30%)



◄ Found everywhere, these brown-coloured vermin hurl fireballs with deadly accuracy. Imps often travel in numbers so beware.

Shots to kill: one shotgun
Damage: (5%-25%)



► These bull-like creatures will happily maul any unsuspecting passer-by. And if that wasn't bad enough, Spectres are similar but invisible!

Shots to kill: three shotgun
Damage: (5%-40%)



◄ These flaming skulls attack by ramming your butt into the ground. Locate souls by listening out for their high-pitch screams.

Shots to kill: one shotgun
Damage: (5%-25%)



► Big, red and 100% deadly. Oh sure, they hurl fireballs but they also levitate! Up or down, you are an easy mark. Low on weapons? Run!

Shots to kill: six shotgun
Damage: (5%-50%)



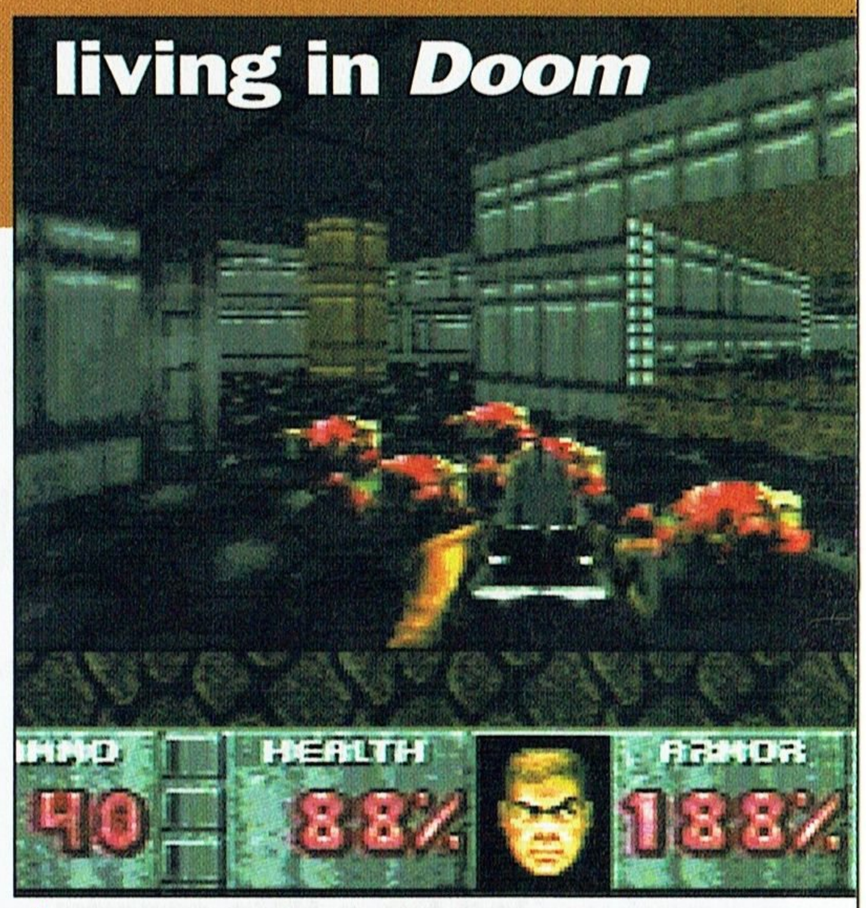
◄ These Goliaths are tough as Hell and will require many hits to kill. Armed with deadly bolts of plasma, they're walking death machines.

Shots to kill: 13 shotgun
Damage: (10%-80%)

The objective of each level is to simply reach its exit. This usually involves a process of finding keys and pressing buttons that let you explore previously restricted areas. There are also secret rooms that house extra weapons and whole hidden levels to explore.



living in *Doom*



▲ The world of *Doom* is the most realistic environment yet created on any console game. Using a process called 'texture mapping', the programmers of Doom have created a 3D environment that has to be seen to be believed. Everything in this world is extremely realistic and adding to this effect is the programmer's use of some amazing 'lighting' effects. These include the way your vision is limited by dim lighting, the flickering of lights, the way that lamps illuminate hallways, the way explosions light up a room and the way your surroundings become encased with darkness.

The Word

GRAPHICS
The best you'll ever see and work in creating the scariest gaming environment you'll ever encounter.

9

SONICS
The sound effects are so frighteningly real that you may have to bring along a spare pair of underpants.

10

PLAYABILITY
Simple to play and deadly addictive. It will no doubt take over your life.

9

STAYING POWER
With five skill levels and 24 wickedly hard levels to conquer, you will be playing for a long time.

9

OVERALL
We could not have asked for a better debut for the 32X. An absolute must.

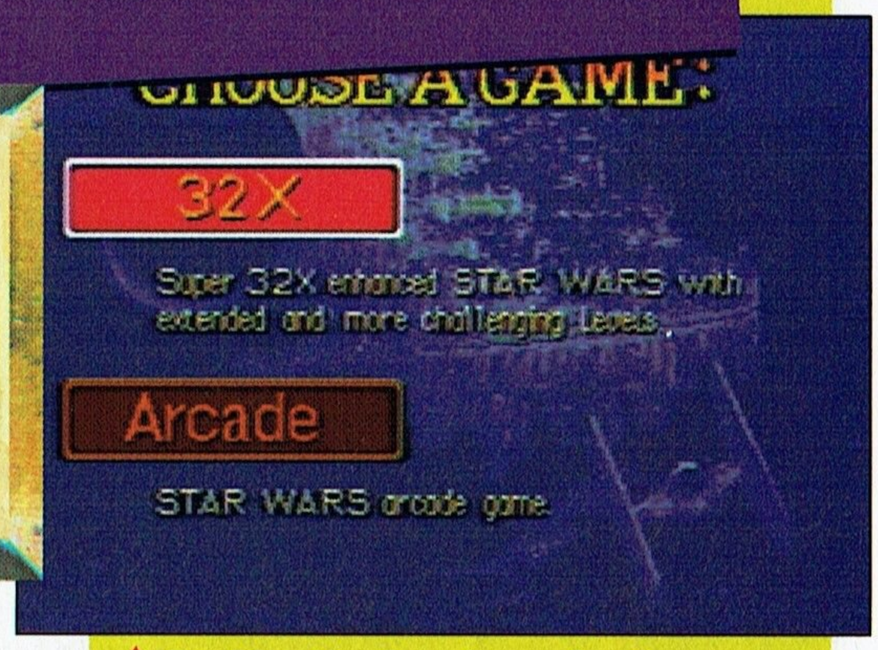
94 PER CENT

STAR WARS arcade

A long time ago, in a galaxy far, far, away Virode Imtarnasan gripped his joypad and waited for a title screen. He then felt a terrible urge to go to the toilet.

VITAL STATISTICS

FORMAT: 32X
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: $109.95
SIZE: 24 megabits
PLAYERS: One



▲ **Besides the Arcade mode, the programmers have also included a bonus 32X mode. Here, players can fly in a host of larger missions and rebel campaigns. These missions are similar to its arcade counterpart except that they are generally longer and more challenging ie. instead of only facing one wave of TIE Fighters, you have to survive a cruel three waves before reaching the next stage. Luckily, a handy training option is available to help players get accustomed to the tricky controls and to help in forming tactics for Empire bashing.**

Star Wars Arcade is a 24-meg game that builds on the *Star Wars* heritage. This impressive futuristic flight simulator/shoot 'em up has you piloting your way through numerous missions and scenarios in an all out attempt to destroy the Death Star. Boasting amazing polygon-based graphics, this game is a joy to watch. The TIE Fighters, Imperial battleships, Corellian Corvettes and, naturally, your X-Wing, have all been faithfully rendered and fly by in life-like formations and uncanny speed. This coupled with its brilliant music and sound effects (R2D2 being blown away is a treat) provides an unparalleled gaming experience. If games were solely judged on sights and sounds, *Star Wars Arcade* would be an outright classic.

Unfortunately, *Star Wars Arcade* suffers from its rather poorly designed gameplay. Your missions are just too tedious and offer very little variety. Even the two modes available are nearly identical with one another and offer exactly the same challenges. Equally frustrating are the rather rigid control systems and the very limited vertical movement allowed to your ship. It is such a shame that the programmers could not have spent a little more time concentrating on gameplay as this licence deserves more. Still, this is an arcade perfect clone and for those who enjoyed the coin-op, *Star Wars Arcade* will seem like a gift from the gods.

Star Wars graphics and sounds simply ooze class and will no doubt sell this game by the truckloads. Unfortunately, underneath all this gloss is just an average blaster that doesn't introduce any new ideas or concepts to the genre. A game like *Star Wars* is a clear reminder that the 32X technology is only capable of producing better graphics and sound, not gameplay. We just hope software houses remember this as games these days should not be sold solely on their aesthetic features; *Star Wars* included. Ⓜ

second opinion

Awesome textures and super-smooth polygon-based graphics. The controls are easy, the digitised speech brilliant, the only downside being getting used to the controls. It's really challenging and has heaps of gameplay. ❑ ***EDWARD***

90%

lost in space?



Score player two: This is your gunner's score. Remember if you die, it's this person's fault. Always.

Time left: Each level has a very tight time limit. When the timer reaches zero it's game over.

TIE Fighters left to kill: Umm, TIE Fighters left to destroy before you can warp to the next stage

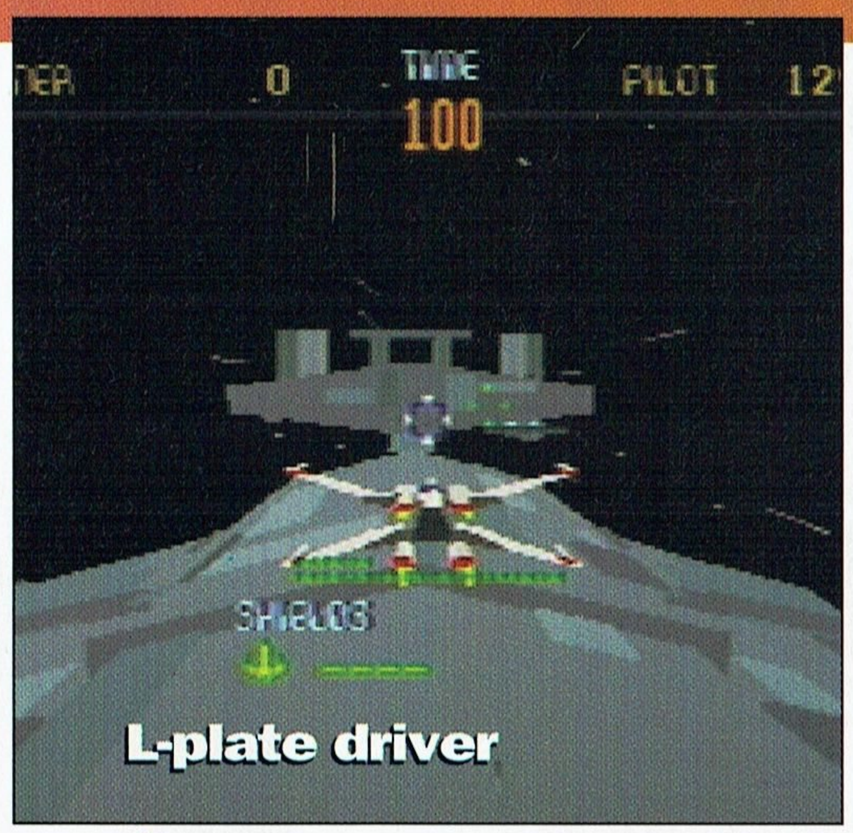
Score player one: This is your pilot's score. Extremely important.

No of shields left: Number of hits your ship can take before becoming space debris.

Speedometer: Shows how fast your X-Wing is travelling at. Extremely important for keeping up with those TIE Fighter squadrons.

Radar: Shows the location of nearby targets.

Proton torpedoes: These torpedoes automatically lock onto enemy targets. Use sparingly, as they take a while to recharge.



▲ One of the biggest annoyances with flying your X-Wing is its rigid control mechanism. Although containing a huge playing area, directing your X-Wing can often be an extremely slow and cumbersome process. This is primarily due to the somewhat unresponsive controls and also from the very limited lateral movement available to your X-Wing.

Star Wars gives the player a choice of two views from which to play your game. The first is a cockpit view which has the advantage of a full HUD (Heads Up Display) display. This cockpit view is the most widely used as it gives the player access to such vital information as shields remaining, speedometer and remaining Photon torpedoes.

The other available view is from behind your X-Wing. Although lacking a HUD, this view gives the player the advantage of being able to see more of their surroundings. This view is unfortunately highly impractical and only really recommended for the Arcade Mode. You can switch between the two modes during the game so it's best to experiment and find the view that best suits your tastes.







◀ One of *Star Wars*' greatest attributes is the fact that two players can play the game simultaneously: one player as a Pilot and the other as the Gunner. Here, both players must co-operate together as one player controls the ship and its Photon torpedoes, while the other player controls the aiming and firing of the ship's lasers. This option adds unparalleled tension to the game's atmosphere. Marvel as your family disintegrates around you this Christmas as Dad fails to turn yet another TIE Fighter into a turkey. Don't forget: it's always the gunner's fault.

The Word

GRAPHICS
The polygon graphics look fabulous and the scaling and rotation effects really show off the power of the 32X.

9

SONICS
Brilliant sampled sound effects. Crank up the volume, sit back and just listen to the whine of those TIE Fighters.

9

PLAYABILITY
Easy to play but shockingly hard to master. Unfortunately, let down by rigid controls and repetitive stages.

6

STAYING POWER
Extremely hard and, like The Force, will take ages to master. A pity there's such little variety in the missions.

7

OVERALL
Underneath Star Wars' revolutionary graphics and sounds lies a bog-standard shooter that gamers have no doubt experienced before.

80 PER CENT

▶ From its amazing graphics right down to its sampled speech, the Arcade Mode is a perfect conversion of the hugely successful coin-op. With four increasingly difficult levels, Arcade Mode has you battling your way through waves of TIE Fighter squadrons, a Star Destroyer armada and finally on to the Death Star trench run. We kid you not when we say this is really like having a coin-op in your very own home.



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

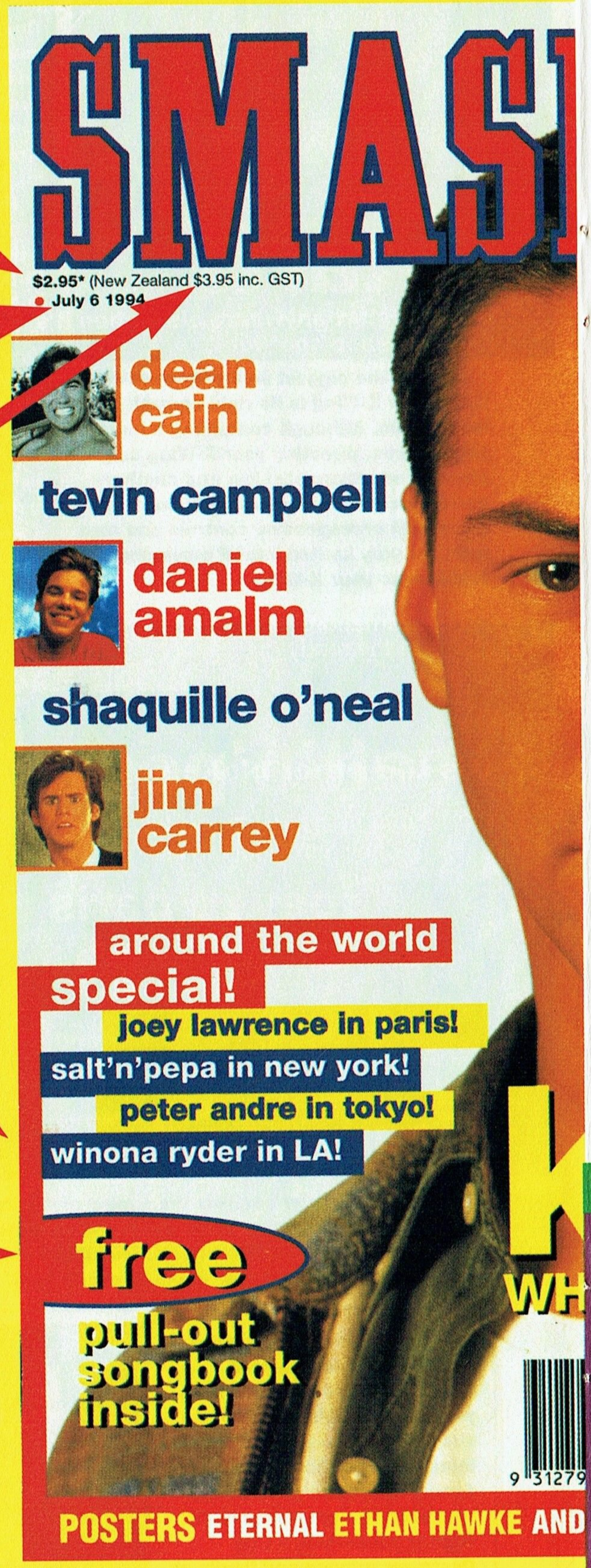
A snip at $3.95 in New Zealand, including GST! Pure value for money, Kiwi shoppers!

Staple

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

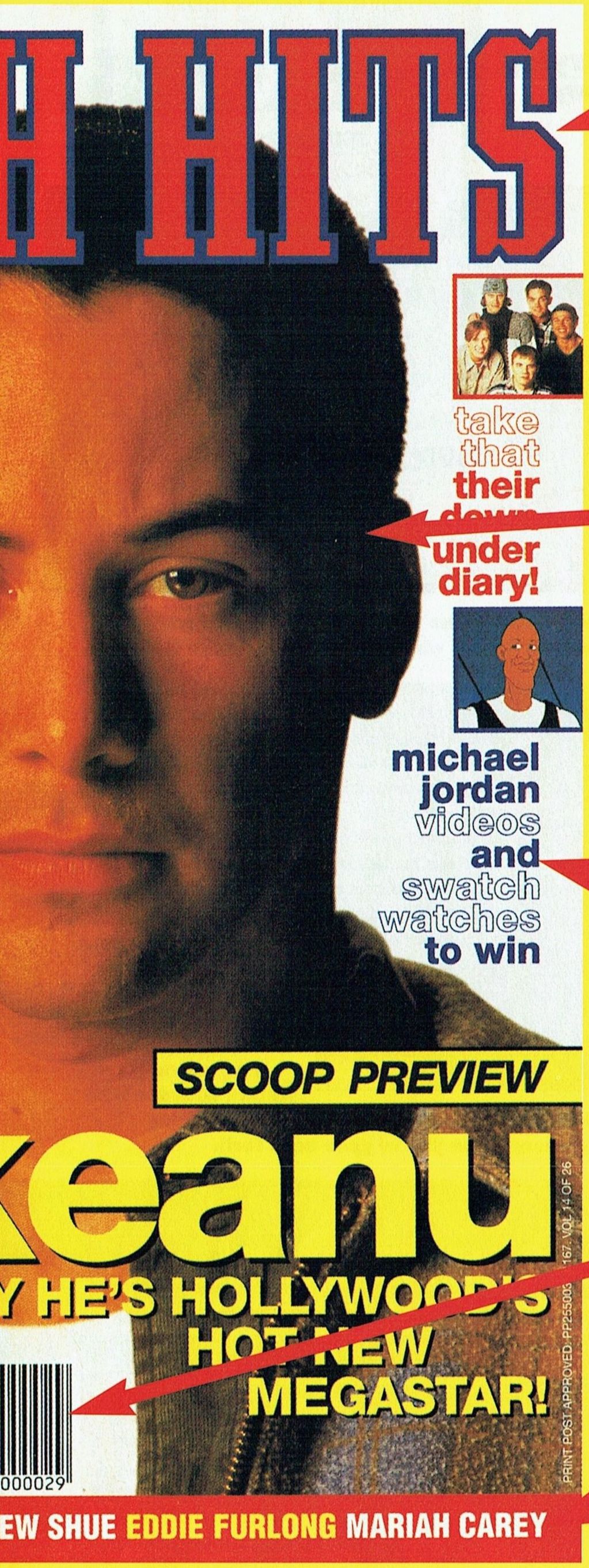
Free Gifts

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

Mega Drive Review

The mis-adventures of Flink

Abracadabra... hocus pocus... shazam... after trying every magic phrase in the book, Peter Burney decides that maybe life as a spotted, three-headed donkey isn't too bad!

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Sony
PRICE: $89.95
SIZE: 16 megabits
PLAYERS: One

The young and innocent Flink (that'll be you, that will) must venture through 50 levels of blood hungry creatures of the night and a few gallant soldiers, defeat five hideously grotesque monsters from the underworld, open secret chests, learn spells, climb ropes, throw boulders, solve puzzles, swim piranha-infested waters and all before breakfast. Toss in a medieval sorcerer's apprentice, a curse from an evil wizard, and an island in big, big, trouble and you've got a rollicking romp of a platformer. Or a quest that belongs in the dark age, depending upon your fancy.

But, this *is* a platformer with a difference even if in parts it does look like a piece of artwork from some crumbling European stately art gallery. You get to learn the 'tricks of the trade' as you go. Opening chests, which rise mysteriously from the ground, reveal some rather magical items: rings, feathers, mirrors, amulets and a host of other goodies used for casting spells. But more importantly they contain clues to gameplay, such as how to climb ropes or concoct new spells. The further your journey takes you the more tricks you learn.

What really had us flabbergasted was the quality of the graphics. They are quite astounding with excellent parallax scrolling, smooth animation and backgrounds which you'd swear were oil paintings. It's got lots of variety and a real fairytale/Gothic feel about it. M



It's tougher than opening a cauldron of boiled worms with a leaf as it contains no passwords, only six continues and some really tough sections to master. It took us three hours of play to pass only the first level (and remember we play games all day. Well, almost).

Megazone Tip: There's an extra Flink in the very first section of level one. You'll find it in the chest above the rock on the ground. Go up the leaves to the right and jump across towards the chest. A new leaf will appear which allows you to reach the chest.



An overhead view of the island shows exactly where Flink has travelled by the indication of a red flag with an 'F' on it. Levels can be returned to as many times as possible with all chests intact (except extra lives). So recording where energy chests are, or those hard to get items, is important.

Megazone Tip: Return to areas with extra energy when your energy is low, but leave as soon as you get it (getting greedy will evidently cost you more energy than you've gone back for!).



Casting spells is a major part of the game but only essential in a few areas to finish it. While travelling through the vast playing area you must collect items from sack-carrying gnomes and wooden chests. Along the way you'll also find clues to casting spells, but a wrong mixture will waste your limited ingredients. In all there are 13 spells to learn from lightning bolts to a shrinking but the Demon spell is the best one that we found.

Megazone Tip: Here are some spells to help you. Happy casting!

GROW SPELL: leaf, feather, silver ring
LIGHTNING: diamond ring, feather, diamond ring
DEMON: (push C twice) gold ring, mirror, necklace
SPIRIT BOMB: feather, gold ring, necklace
SHRINK: mirror, necklace, amulet
GHOST: skull, tooth, root



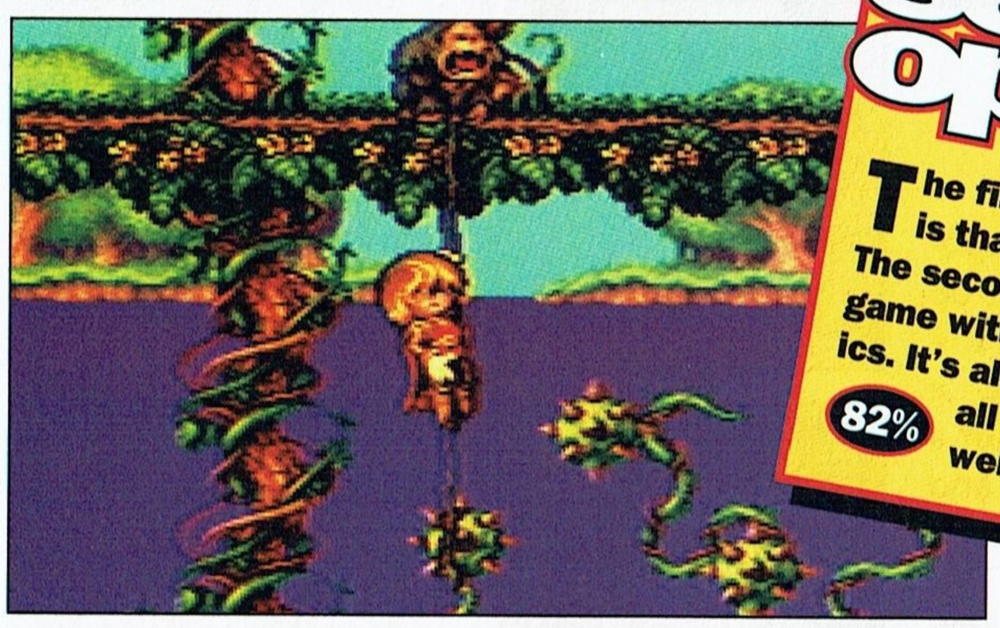
Flink is very, very, clever

Flink is a versatile little fellow. He can climb vines, slide down hills, throw objects at baddies, bounce attack the enemy, and he can even swim.



► BOUNCE ATTACK:
Used to kill baddies, collect ingredients and open chests.

Megazone Tip: A baddie requires two bounces to kill; on the first bounce they become dazed but instead of going for a second bounce you can pick them up throw them at other baddies.



second opinion

The first impression you get with *Flink* is that he needs a bloody haircut. The second is that it's a very polished game with excellent, if unusual, graphics. It's all a bit twee, but underneath it all lies a damned good, slightly weird, platformer.

82%

❑ *ADAM*

▲ CLIMBING VINES:
Use vines to get to higher areas and secret chests.

Megazone Tip: To grab a vine jump up and press A.

► OBJECT THROWING:
Used to kill baddies with one hit.

Megazone Tip: The smaller rocks make the best projectiles as they spin into more than one baddie.





◄ SWIMMING:
Important to cross certain areas.

Megazone Tip: When standing on lilies jump up and down to avoid being thrown into the water.

► SLIDING:
Push down when on a steep hill.

Megazone Tip: This is a great method for taking out the enemy so wait until a few are on the slope before sliding down.





▲ The end-of-level guardians are huge, graphical feasts. There are five to defeat to kill the evil wizard and save the friendly islanders. However, they are not that tough once you have worked out the patterns that they follow.

Megazone Tip: To defeat the first-level guardian, stay between the two logs and when it jumps into the air (always in the centre of the screen) jump up and throw a rock at it as it comes down. Repeat the process until it's dead.

the word

GRAPHICS
A picture to be seen. Clear, crisp sprites and beautiful backgrounds give it a true magical feel.

9

SONICS
Quite smooth sounding music but it tends to grate after a while and the effects are rather medieval.

7

PLAYABILITY
Tough at first, but once the controls are mastered you'll be boiling up baddies in your cauldron for hours.

8

STAYING POWER
Long, tough, limited continues, lots of hidden chests, and a gradual learning curve makes this good value.

9

OVERALL
A mystical platformer with sparkling graphics and one you'll conjure up more than once in a lifetime.

79 PER CENT

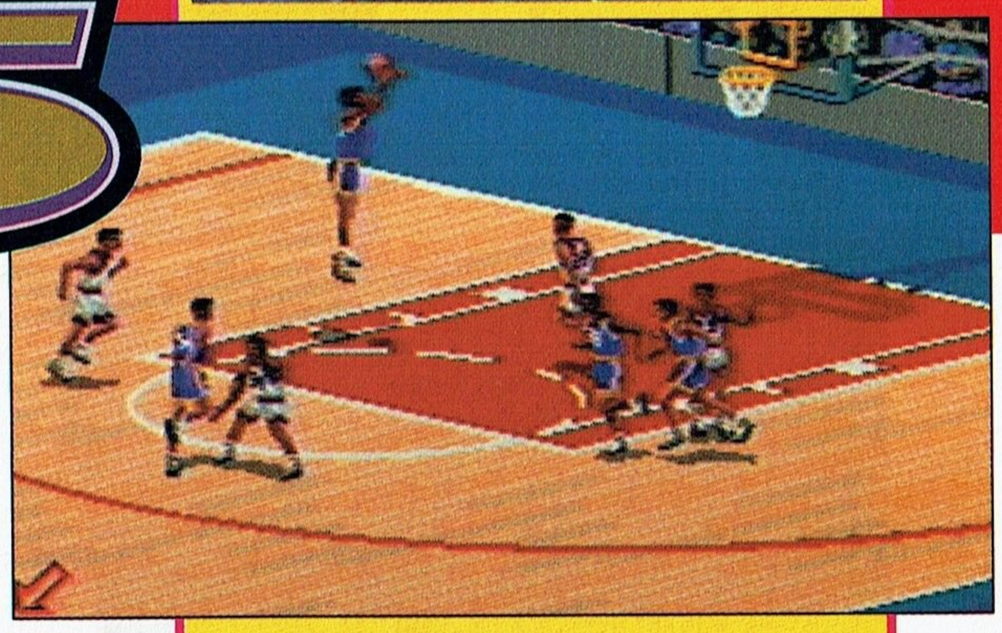
Mega Drive Review

NBA Live 95



VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Sports sim
SUPPLIER: Electronic Arts
PRICE: Around $100
SIZE: 12 megabits
PLAYERS: One to Four



In his quest for athletic peak perfection, Virode Imtarnasan has found the key. Stay at home and play this game.

With *Madden 95* and *NHL 95* already on their way, it only seemed logical that EA would dive into its bag of tricks and release the latest instalment in its basketball series.

The first thing you notice when you load *NBA Live* is the amount of options available. Every factor of basketball has been taken into consideration to provide the player with the ultimate sporting experience. Using the new adjustable rules menu, players may customise their own game rules and conditions, making the game as realistic as they desire. Players are also given options on skill levels and style of play. Set the style to 'arcade' and expect a fast-paced game with action reminiscent of the almighty *NBA Jam*.

One of the best features of *NBA Live* is that it is so simple to play. Anyone can pick this game up and, in a couple of hours, be dunking like the real pros. This is made possible by the extremely simple control mechanism: one button controls turbo, one controls passing and the other controls shooting. Although easy to get into, Electronic Arts have designed this baby so that mastering it will take many months of gaming. With a high degree of artificial intelligence, computer opponents are guaranteed to put up heavy competition; making the road to the championship a daunting one. Better still, get a bunch of friends together and experience what gaming should really be about.

Complementing *NBA Live*'s great gameplay are its superb graphics and sounds. *NBA Live* employs a new isometric view so that you can now see more of the court (especially down-court) for more realistic action. The characters themselves have been superbly animated and all their actions follow their real-life counterparts. The crowd cheers for dunks and even boos visiting teams. The music, although sparse, is also effective and drives the player on to victory.

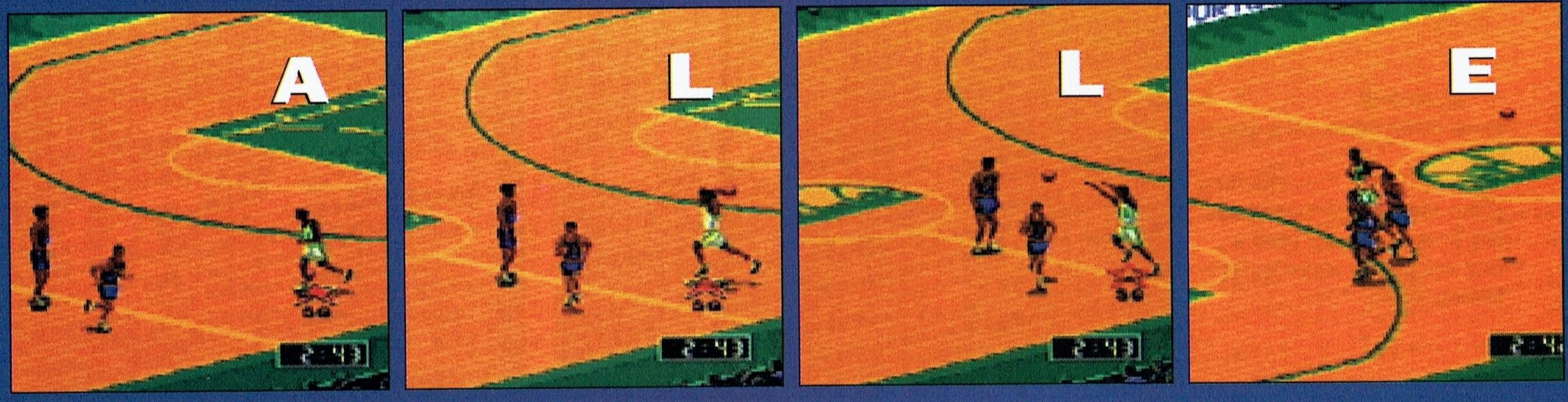
NBA Live has just so many components that gel it into one of the slickest packages of the year. Electronic Arts have built a dynasty in producing most of the best sport games available on any format. With the release of *NBA Live 95*, this trend is surely set to follow. A sporting classic. M

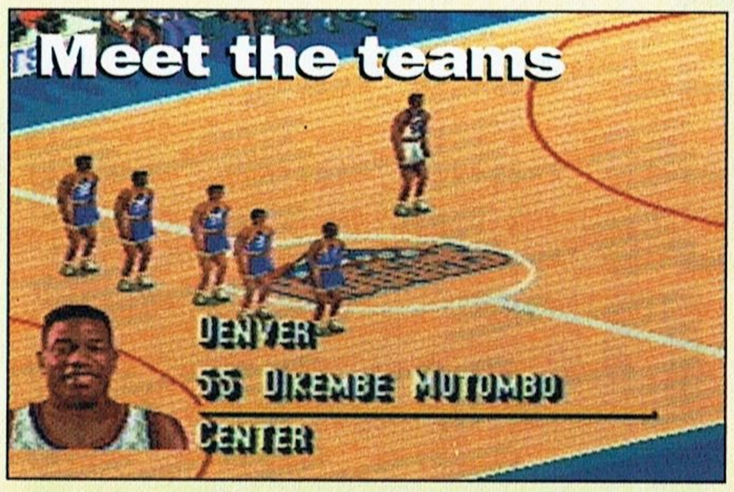


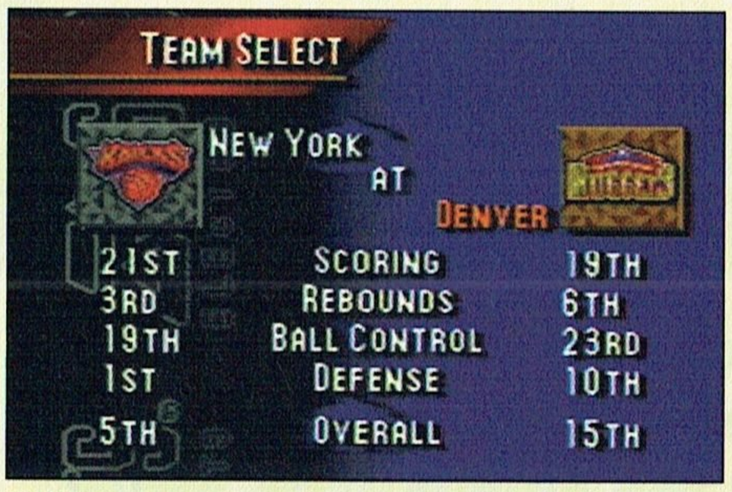
▲ **A new feature in *NBA Live* is the Play Calling Strategy Mode whereby players can call different plays and formations whilst inbounding the ball. Different attacks such as post and isolation are available as well as defensive sets such as zone and man-to-man. This element of strategy adds an unparalleled amount of realism to the game and there is no doubt that you will feel as if you are out there yourself, banging the boards and jamming the ball. Tiring stuff.**

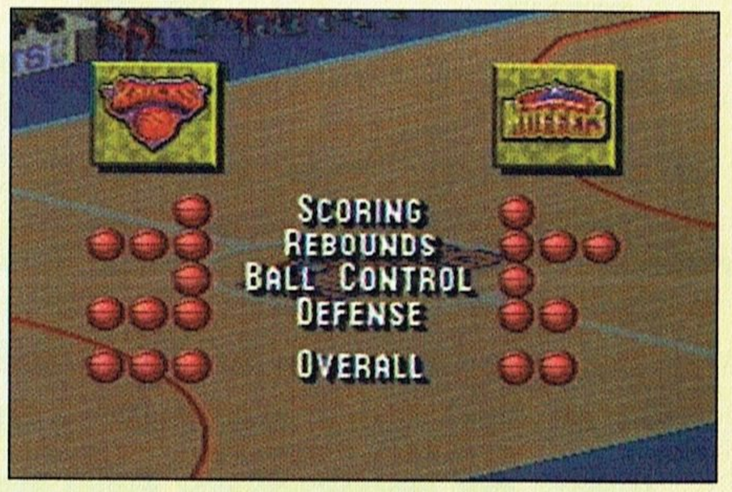
Alley-oop etc

▼ ***NBA Live* contains a host of signature moves and plays made famous by the superstars of the NBA. With alley-oops, sweet lay-ups, power moves, tomahawk jams, reverse dunks and loads of other spectacular showtime moves, *NBA Live* really is a basketball**









One of the best features of *NBA Live* is that it contains actual 1994 NBA team rosters. All players are given attributes and traits based on actual performances throughout the season and their career. Especially attractive is the artificial play-calling module which EA has developed so that computer controlled opponents will also style and call plays according to real life trends. This feature greatly adds to the overall realism of the package as it means teams such as New York will actually stick to their conservative post attack while teams such as Golden State will employ their fast break attack to perfection. In clutch situations, expect to see the team's best player handle the ball and the team's best shooter hit that game-winning shot.

Play by the rules

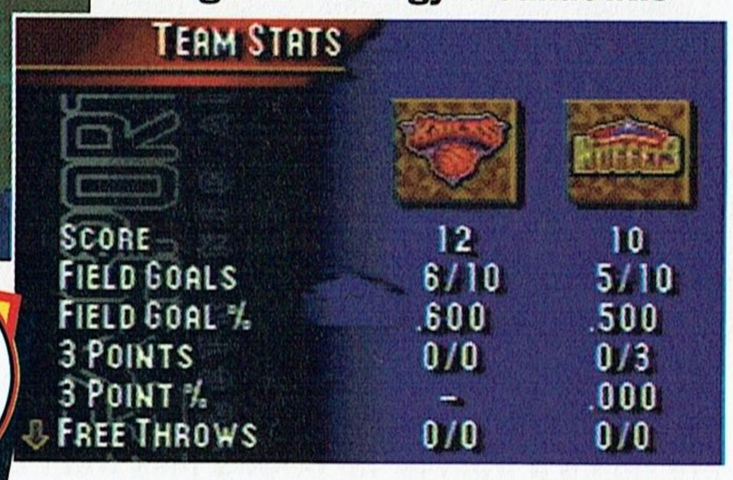
Players have the option to make the game as realistic as they like. An adjustable rules menu allows you to customise the in-game rules and conditions. This means you can influence how the referees judge fouls, out-of-bounds plays and even shot clock violations. Players also have the option to play a single game, a whole season or just the pressure-packed playoffs. Three difficulty levels are also included (rookie, starter and all-star) as well as two styles of play (arcade or simulation).





Stats

***NBA Live* keeps track of virtually every important game statistic and evaluates them to award game MVPs and offensive and defensive awards. The game also gives strategy breakdowns and handy coaching advice for novice players. Furthermore, *NBA Live* features a save function; just enter your name and no matter which team you choose, your winning percentage and shot percentage is displayed. It's these sorts of game details that will keep you hooked until *NBA Live 96* is released!**



second opinion

NBA Live* is so much better than EA's previous basketball offering, *NBA Showdown*. The isometric 3D *FIFA*-style perspective works well and gives a refreshing look compared to other side-on games. It doesn't quite steal *NBA Jam*'s crown, but it is a very good runner up.** ❑ ***ADAM

80%

The Word

GRAPHICS
The animation is silky-smooth. Dunks and special plays look *very* special.

8

SONICS
From the player's intro to the crowd's chanting, the in-game sounds simply ooze class.

8

PLAYABILITY
Players' moves are very accessible and gameplay rewarding. Remember to eat and sleep 'cos it's deadly addictive.

9

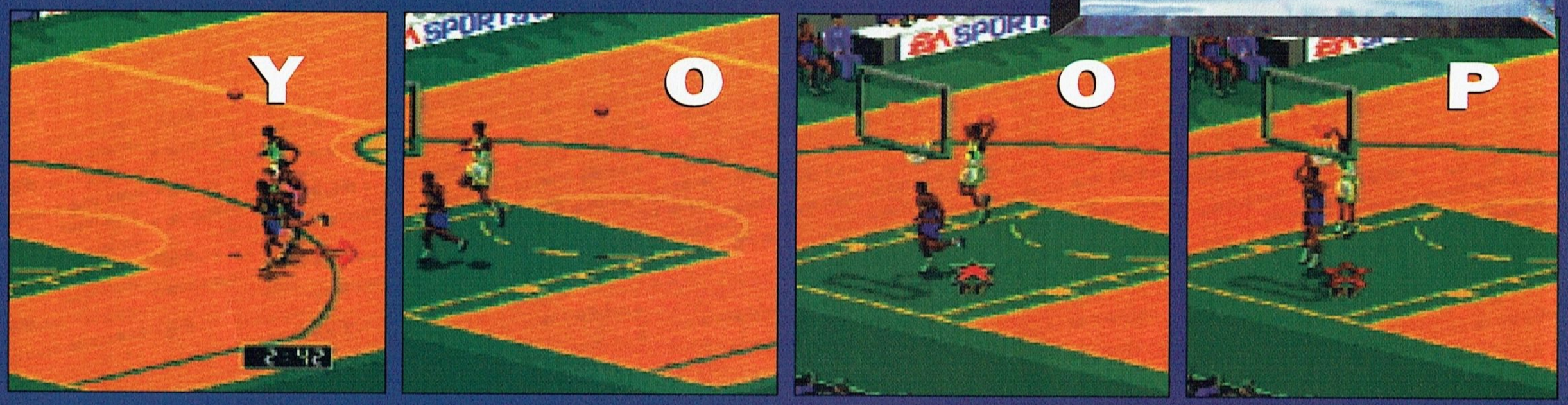
STAYING POWER
With game save facilities, multi-season leagues and an awesome multi-player game, *NBA Live* will be stuck in your Mega Drive for a long, long, time.

9

OVERALL
This game is brilliance defined. Even if you only remotely enjoy basketball, you will love this game.

86 PER CENT

afficionado's wet dream come true *(Ugh! – Ed)*. Best of all, however, is the fact that all these moves are easy to perform, making the game rewarding and instantly playable.



Animaniacs

Being hit on the head by a big hammer, fired out of a cannon, and telling corny jokes are part of everyday life for the Animaniacs. Peter Burney wonders if they work for Megazone too!

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/Puzzler
SUPPLIER: Konami
PRICE: $109.95
SIZE: 16 megabits
PLAYERS: One

Those three cute cartoon characters, the Warner Brothers and Sister from the Saturday morning kids' program, have been brought to life (so to speak) by Konami and are slap-sticking their way around the Warner Brothers Studios (complete with their corny jokes).

You see, they intend to make a few dollars by collecting up famous memorabilia from movies and selling it. Unfortunately, the jolly fat policeman is on to them and determined to throw the three little scoundrels in jail. Tee hee. Or something.

The novel thing about this adventure is that you control all three characters. You can switch between them as you desire and for good reason too. Each character has a different attack move and knowing when to use that attack is essential to passing certain areas.

In all, there are five stages (that we know of) which are as long as they are varied. And all are really tough. It's not that there are lots of baddies, just lots of puzzles which require some intense brain work. However, once you solve the puzzles there really is nothing to prevent you from easily getting through it again. And with unlimited continues...

The policeman is the only real baddie, but he pops up frequently through each level with some rather strange ways of catching you!

Graphically, the animation is cool, colourful, and Animaniac in fashion. There is heaps of variety in backgrounds, yet some of the scenes do look uncannily like those found in *Rocket Knight Adventures* (could this be a sign?!). The music is an accurate rendition of the TV show soundtrack and you'll find yourself humming it into the wee hours of the morning (instead of sleeping).

Animaniacs is a fairly tough puzzler-cum-platformer which looks good and plays well. But we can't help but wonder if once you solve the all the puzzles will you come back to it. That's all, folks! M

second opinion

I quite enjoyed *Animaniacs*. Though controlling all the characters is novel, it can get a bit fiddly. Some of the puzzles are fun, but it's often a case of trial and error – give it a go with all three characters until one does the trick.

75%

❑ ***ADAM***



▲ **The end-of-level policeman comes up with some strange methods to prevent you from collecting the booty. Here you are riding a train as he throws pies from the other track.**

Megazone Tip: **To fire them back use Wakko and hammer the pie thrower on the third carriage.**

Introducing the Animaniacs

Each of the characters has their own special moves to get you through certain areas. It's impossible to get through one stage by using only one character all the time so a bit of trial and error is the name of the game.



▲ **Dot:** **Throws out love hearts and these are used on most of the 'living' enemies, sending them into a love-struck daydream.**



▲ **Wakko:** **Slams a giant wooden mallet to the ground. This is particularly useful in blowing up bombs and breaking walls.**



▲ **Yakko:** **Has two moves (because he's greedy). He can push and pull crates and has a bat attack which is used to thwack the cop.**

Lights, camera, action...

There are five stages (or sets) in *Animaniacs* and you can begin in any set you wish once you've completed the Warner Brothers back-lot section. Each has its own movie theme and varied tasks to complete. Movie buffs will get a kick out of the text that goes with each as all relate to famous movies in history (although the names have been changed to protect the innocent). After each level completed a password gives you that little edge you were looking for.



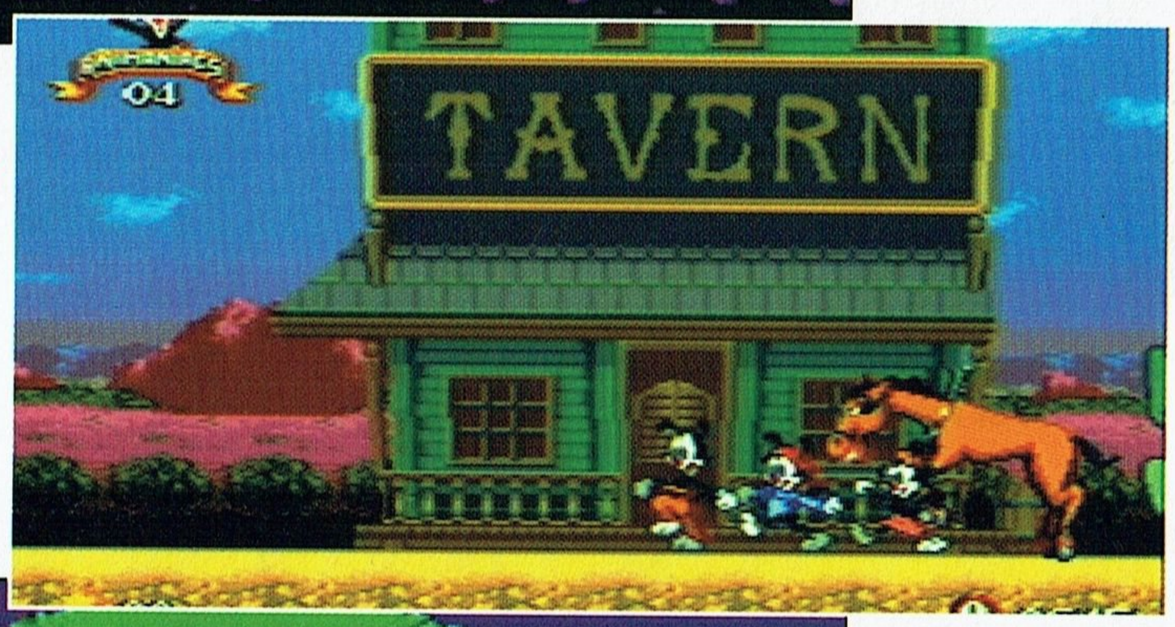
▲ Start Level: the Warner Brothers Studio.



► Stage One: Bungle in the Jungle. 'The Adventures of Dirk Rugged IV' – Indiana Jones eat your heart out.



◄ Stage Two: Space Trucking. 'Space Wars' – A journey to the outer reaches of the galaxy.



► Stage Three: Remember the A La Mode. 'Swing 'em low. Swing 'em high' – How the old West was really won!



◄ Stage Four: To Scream or Not To Scream. 'Blood Mask: Part 32' – Being scared has never been so much fun.



▲ We found this strange looking bonus round in Stage Three quite by accident. It's like a giant chocolate wheel except you bet stars (which are collected around the place). The number beside each face represents how much you will win if you bet on it. eg x4 means you get four times your bet if that face is spun up. You can play it for as long as you wish... which usually leads to bankruptcy.



Megazone Tip: It's in stage three at the bottom far-left on the turning wood platform section.

Overall

GRAPHICS
Colourful, cartoony and accurate to the TV show. Excellent looking backgrounds and lots of variety.

8

SONICS
Sound effects are a little dull but the tunes are really catchy...

8

PLAYABILITY
Easy to play but hard to master. The variety of tasks and the switching between characters assures hours of fun-filled excitement.

9

STAYING POWER
It's tougher than all the *Rocky* movies put together, so how long it takes to beat is a hit and miss affair.

8

OVERALL
A fun and challenging slap-stick adventure with more variety than a box of Quality Street chocs.

83 PER CENT

Maximum Carnage

Spiderman spins a web around Virode Imtarnasan. Who, in turn, reaches for the Pea-Beu.

Carnage, Spiderman's spawn and arch enemy, is the latest comic character to get gamed. With past *Spiderman* games being mediocre at best, we at Megazone had high hopes for this one. Could *Maximum Carnage* be the game that turns it all around?

Unfortunately, the answer is a very loud "NO". It fails to deliver on every front. The gameplay is flat and totally uninspiring. Borrowing ideas from the classic *Double Dragon* and *Streets of Rage*, *Maximum Carnage* simply sees Spidy and Venom jumping, climbing, punching and webbing their way through totally dull and repetitve levels. Worst of all, each level contain a host of the most stupid looking enemies ever to grace a console. Ranging from ladies in aerobics gear to little street punks, these enemies not only look pathetic but act like moronic baby seal cubs just waiting for a good clubbing (*Earth calling reviewer! – Ed*). Spiderman himself is poorly animated and, with only punches, kicks and a pretty dodgy web shooter in his repertoire, his moves are fairly limited. With little to no power-ups and a limited arsenal, *Maximum Carnage* doesn't offer the variety or challenge required to sell this type of game. There are just so many quality beat 'em ups already on the market that do it so much better than this drivel that Acclaim calls a game.

The only saving grace of *Maximum Carnage* are its nice cartoony graphics that might just appeal to the youngstrels. Another big plus is that the game also supports a cast of cameo appearances by popular Marvel comic book characters including the almighty Captain America, Hobgoblin, Iron Fist and the Black Cat. Overall, however, *Maximum Carnage* is just a classic example of a wasted licence. The game is monotonous and downright boring. Avoid this at all cost. M



▲ "I am the Ultimate Insanity!" Erm, yes, that would be true. In summary, this game is a pool of runny plop. Slurp!

second opinion

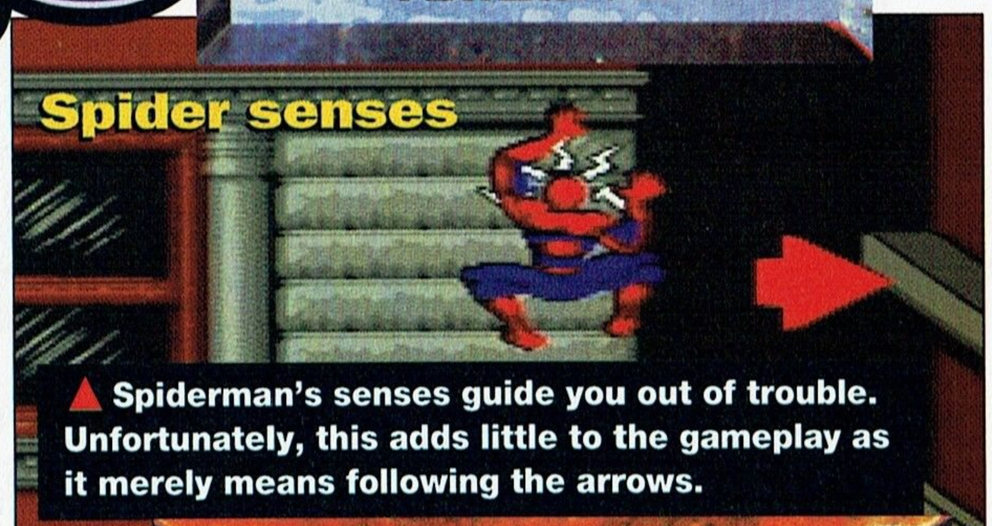
'Dee dum, dum, dee dum, dee dum, dee dum, dum, dum, dee dum, dee dum, dum dum.' Then I blacked out.

40%

❑ MATT

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Acclaim
PRICE: $119.95
SIZE: 16 megabits
PLAYERS: One



▲ Spiderman's senses guide you out of trouble. Unfortunately, this adds little to the gameplay as it merely means following the arrows.

The Word

GRAPHICS
Nice cartoony feel complements this type of game well. Spiderman and Venom both look great.

8

SONICS
Limited fighting sounds and a very dull soundtrack by Greenjelly does this game no favours whatsoever.

4

PLAYABILITY
What playability? It's devoid of any new ideas and downright repetitve. Warning: this game may induce a very deep coma.

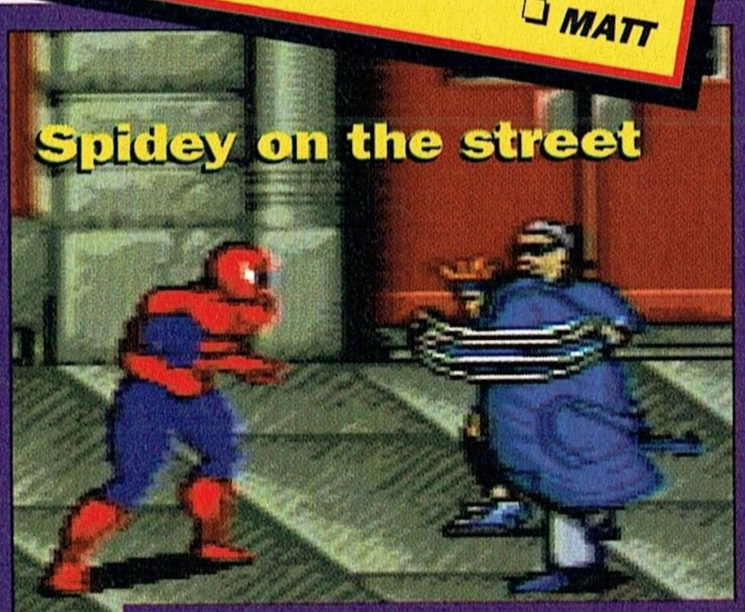
2

STAYING POWER
Playing this game for a long time is like punishment. Don't bother.

3

OVERALL
Maximum Carnage, maximum crap.

40 PER CENT







▲ The enemies that confront Spiderman look pathetic and offer little to no resistance. Spiderman's own arsenal is pretty much limited to punches and kicks, and the game generates into a mindless button bashing experience.

Disney's

THE LION KING

RESERVE YOUR COPY NOW



G

MEGA DRIVE

SEGA

Master System

© DISNEY

The Lion King

"No cute little fur ball is going to get the better of me!" claimed Peter Burney. Little did he know...

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Virgin
PRICE: $99.95
SIZE: 24 megabits
PLAYERS: One

Yet another Disney movie licence gets morphed into a highly polished, graphical feast. With 80 people working on this for over nine months, though, you'd expect something special. And it is!

The story follows Simba through his years as a youngstrel and into adulthood. You'll see many familiar scenes and recognise many character voices taken straight from the film. It's tougher than *Aladdin* – there are only three continues and tougher baddies (being unable to attack from a distance takes some practice) and, if we're comparing, the repetitious gameplay of *The Jungle Book* has undergone a mauling with puzzles, varied levels, two characters to control, and even a 3D-type stage to sink your teeth into.

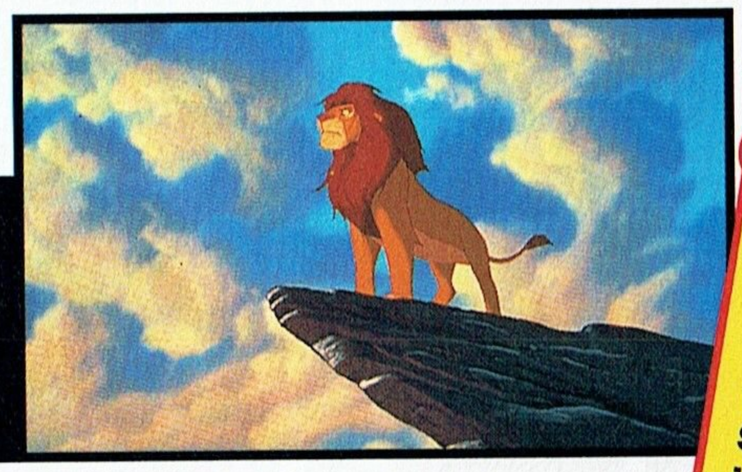
One drawback is the variety of pick-ups available. Besides the extra lives and continues there are only bugs to collect; bugs for extra energy and renewing energy, bugs that deplete energy, and bugs for the bonus level. It's a bit of a bugger (*you're fired – Ed*) really!

But, if you're brave enough to challenge the evil Scar, then step into Simba's paws and play *The Lion King* until the herds come home. M



▲ **In the bonus round you control the delightfully disgusting warthog, Pumbaa, who must greedily gobble down all the bugs dropped by his pal Timon. The bugs fall at varying speeds and if you miss one then lunch is over. The gameplay is reminiscent of the hand held 'Game and Watch' series but is extremely challenging. To play the bonus round you must find a beetle with an 'X' on its back and when you finish the level it's munching time.**

Megazone Tip: The first beetle is located in the top left of round one.



▶ **The game follows the plot of the film closely, and was developed as the movie was being made. There are over 2000 frames of animation, which were created in conjunction with Disney animators.**

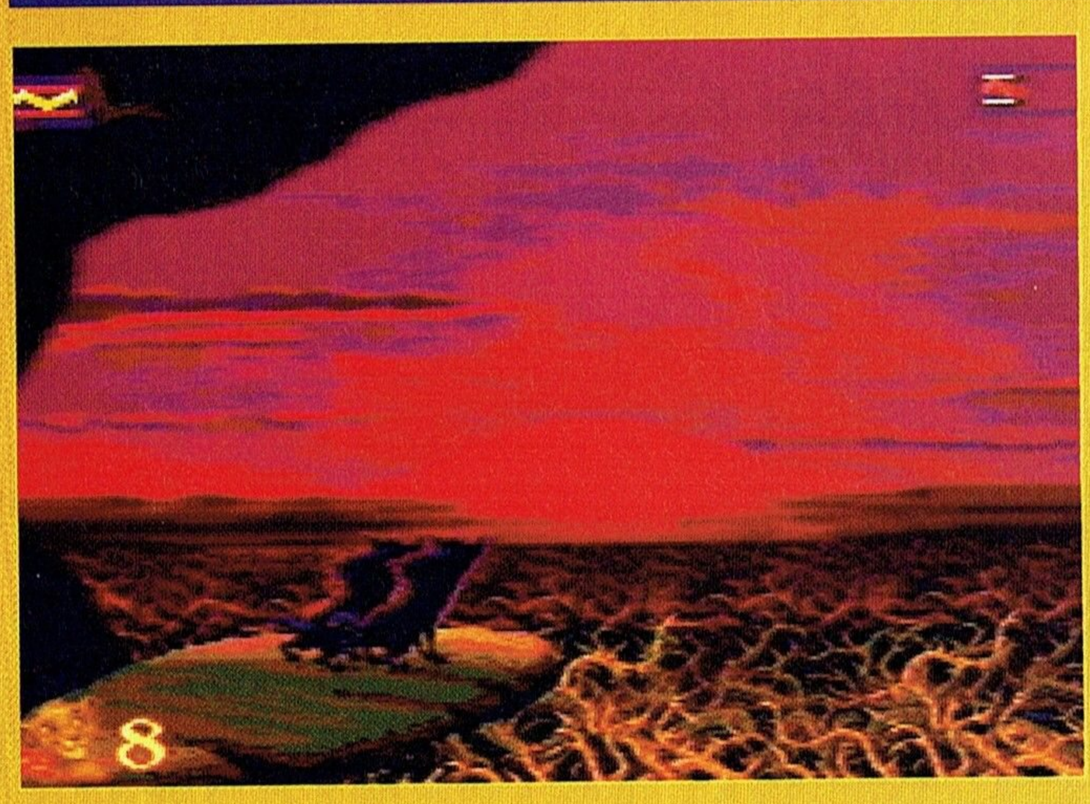
second opinion

The Lion King **offers a visual feast – the animation is excellent – but still follows the same platform formula that has become Disney's hallmark. Still, it's tougher than previous offerings *Aladdin* and *The Jungle Book* and will take you a bit longer to claw your way through. So, erm, Hakuna Matata, mate.**

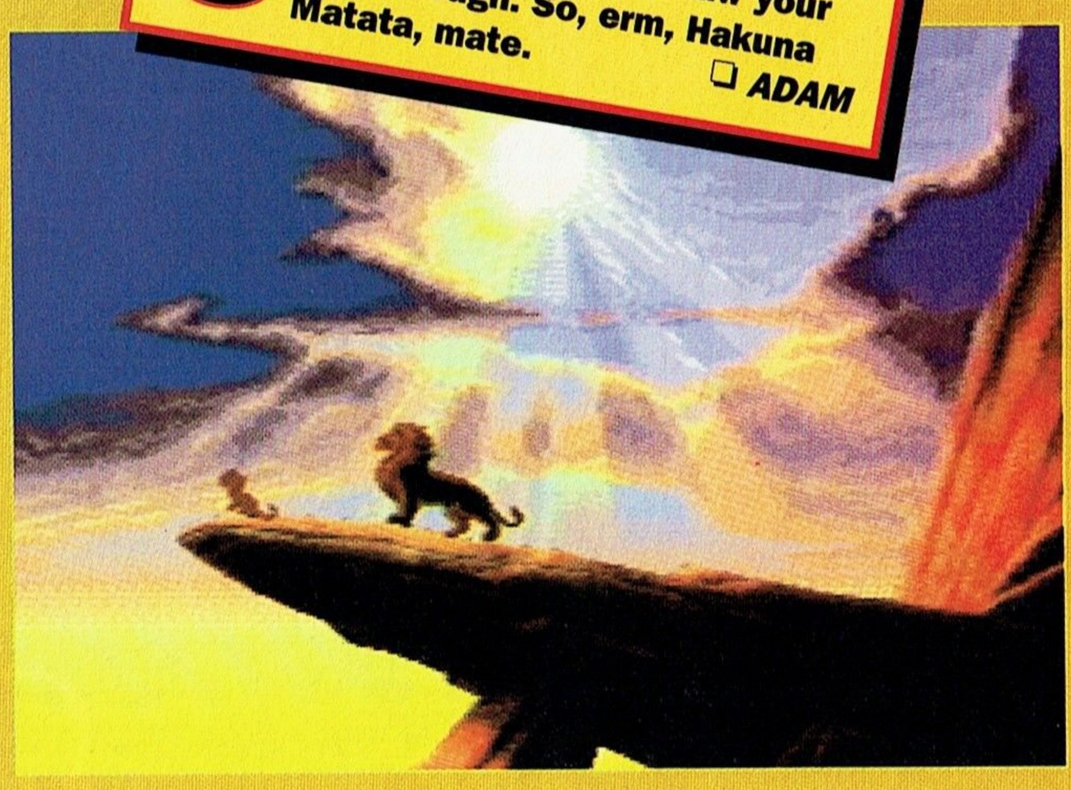
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❑ ***ADAM***

Movie magic

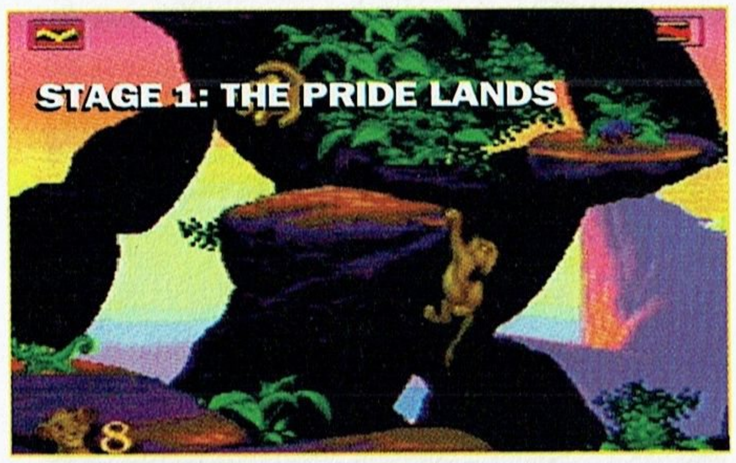


At the end of each stage are short cartoon sequences from the movie. And even more impressive are the actual actor's voice-overs. It looks great, sounds great, and will have you roaring for more. *Meeooww*!



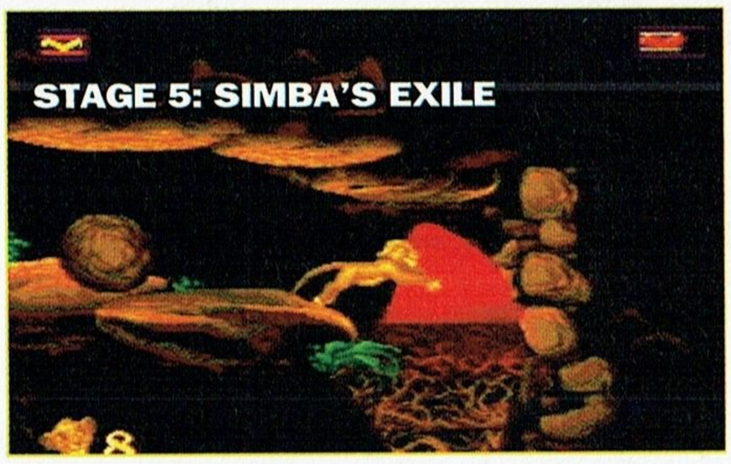
Going through a stage (all 10 of 'em)!

The ten stages are basically the platform variety and get progressively longer and harder. But just like the movie, Simba grows up and the added abilities of swatting, mauling and grappling help to combat more ferocious enemies.



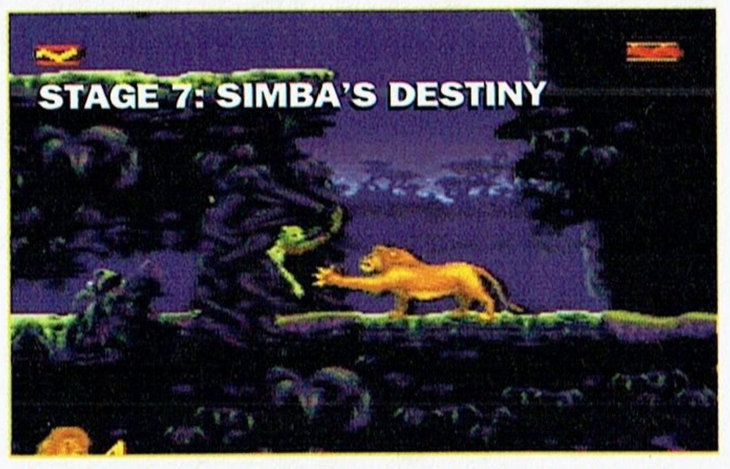
▲ **A fairly short and simple level in which Simba travels his homeland avoiding porcupines and lizards.**

Megazone Tip: Collect the lady beetle to increase your energy bar.



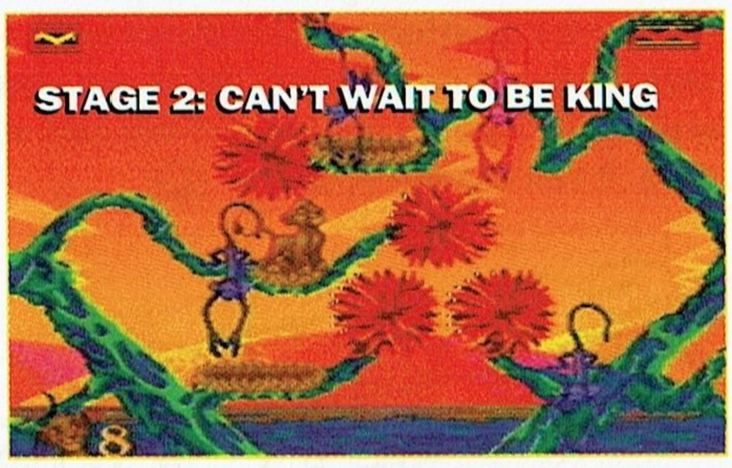
▲ **A race from the hyenas and rolling boulders require fast reflexes and lion cunning.**

Megazone Tip: Keep moving, otherwise you'll be hit by falling rocks.



▲ **The first adult Simba level. Chase the witch doctor, Rafiki, while cheetahs and rolling boulders hamper your quest.**

Megazone Tip: Simba can slash down vines blocking his path.



▲ **Colourful backgrounds and towers of animals grace this level. No predators to speak of but a tricky ostrich ride and playful monkeys which are determined to throw your head into a spin.**

Megazone Tip: Collect the extra life on the island between the hippos.



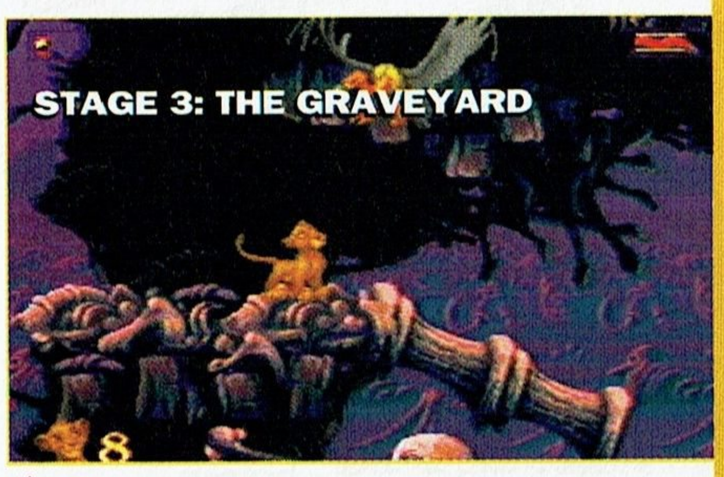
▲ **Meaning 'no worries', but don't believe it. Deadly spiders, spitting bullfrogs and a waterfall bigger than Kenya's await you.**

Megazone Tip: When jumping up the waterfall, leap on logs that move slowly.



▲ **Journey through the molten lava underworld, riding across boiling rivers and swiping at pesky bats.**

Megazone Tip: Jump and kill the bats before they drop from the roof.



▲ **Bones bounce beautifully as you bound boldly through the barren backgrounds (*took him ages to think that up – Ed*). Hyenas and vultures are out to pick your flesh and brittle bones collapse from under your paws.**

Megazone Tip: Collect the continue to the right and down from the second hammock.

▲ **A 3D scamper from the wildebeests. A tough level to master as you not only have to avoid being trampled by the animals but jump over rocks as well.**

Megazone Tip: Try to jump over the rocks rather than avoiding them as these are safe areas from wildebeests.

The Word

GRAPHICS

The 2000 frames of animation will have you salivating and the stampede will trample your senses. Amazing!

9

SONICS

Incredible voice-overs and the music is so accurate – it's scary.

9

PLAYABILITY

A different feel from most platformers with no long range attack, but essentially still a platformer.

8

STAYING POWER

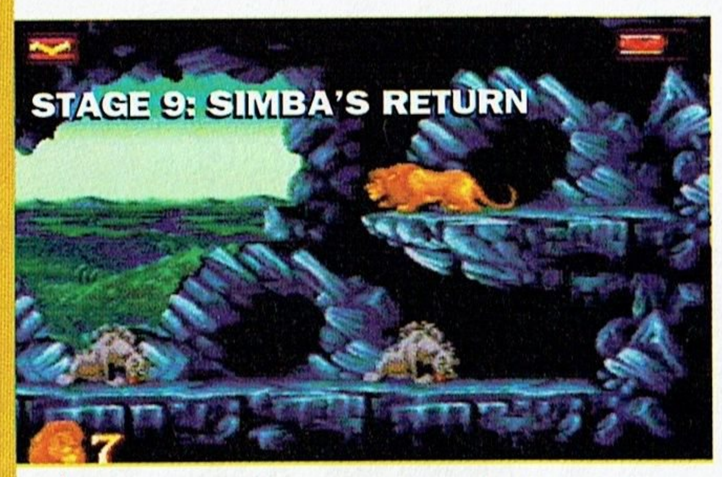
Really tough in places, but once you become king you'll probably only revive it to amaze your friends.

8

OVERALL

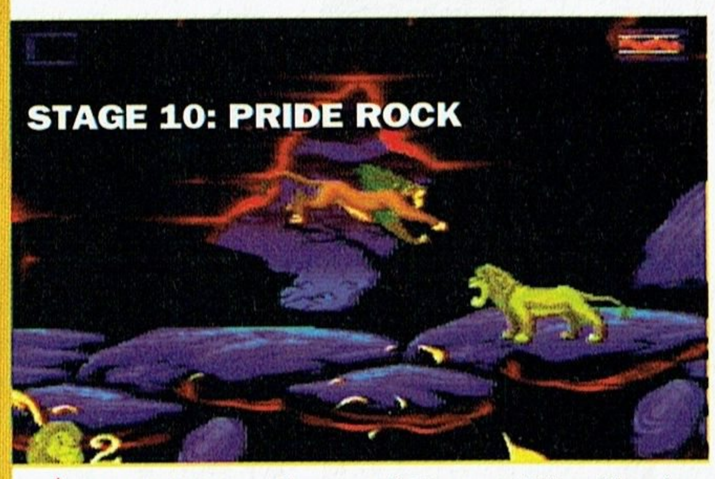
Brilliant sound and visuals and a variety in gameplay. Well worth a romp, even if it's just a quick slash and tumble.

88 PER CENT



▲ **A maze of hyena tunnels through which you must find the correct path and the whole pack of hyenas laughing at you is not a funny sight.**

Megazone Tip: Take the third tunnel on the right first. Don't forget to pay the $2 to the toll booth lady, though.



▲ **Lightning, fire and Scar... The final showdown begins.**

Megazone Tip: Scar takes an awful lot of slashing, pounding and scratching to defeat (and we mean a *lot*!).

Probotector

When Virode Imtarnasan grows up he wants to be a giant psycho, sicko, robot that kills stuff. But isn't he just like that now?

Over the past couple of years, Konami has been responsible for publishing some of the finest games to ever grace your humble console. With releases such as *Castlevania* and *Sparkster*, its name has become associated with unbeatable action and unrivalled quality. This trend is set to continue with the release of the highly anticipated *Probotector*.

Set in a grim and hostile future, your job is to take command of the Probotectors and try and restore peace and harmony to your homeland. Yep, this is your licence to the biggest war zone in gaming history. Just shoot anything that moves and collect anything that flashes. Sit back, make yourself comfortable and get ready for the shoot 'em up experience of a lifetime.

During gameplay, the calibre of design and polish is striking – Konami has really laid it on in the production of *Probotector*. Each level is absolutely huge and extremely well laid out. The graphics are absolutely gorgeous with well defined sprites and the best looking bosses you will ever see. Best of all, however, are the scaling and rotational techniques that the programmers have used to create the spectacular and dizzying action found in some of the levels. Sound-wise, this game also excels with a great thumping soundtrack and very cool spot effects. Explosions are rewardingly loud, your weaponfire sounds with a host of reassuring blasts.

Controls are very responsive and the two-player mode is exhilarating. Although very difficult, playing *Probotector* never becomes tedious and, over time, players should become accustomed to the strategies required to hammer all of those horrendously hard alien bosses.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Konami
PRICE: $109.95
SIZE: 8 megabits
PLAYERS: Two

With the added feature of different solution routes and multiple endings, *Probotector* will take a long, long time to complete. This is a game that sets new standards in platformers and shows what a Mega Drive is capable of. What are you waiting for? Go on out and get this cart at once. It will change your life. M

second opinion

I beg to differ. Though it's a good looking game, *Probotector* is simply too tough. Challenge is one thing, but dying at the slightest hint of a touch is maddeningly frustrating. Sure, it'll take ages to play through, but can you be bothered?

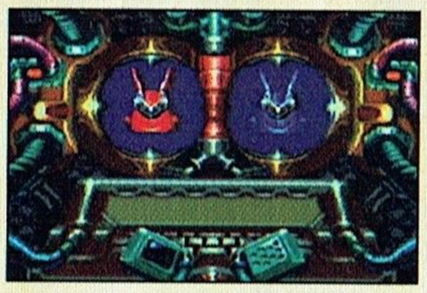
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❑ ADAM

Meet the Robots

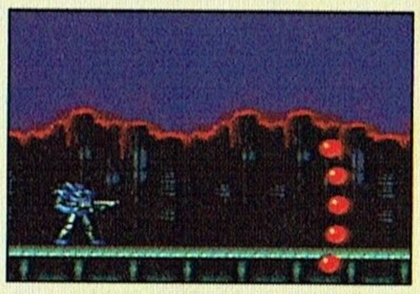
There are four robots to choose. Each character is equipped with different weapons and subsequently has different strengths and weaknesses.

BLUE AND RED WARRIORS



These mecha-robots have identical capabilities and are considered the best all round fighters. They are equipped with a powerful array of weaponry and will serve you well.

THREE-WAY FIRE



The wide blast of this weapon is great for annihilating incoming alien robots. It is, however, not very powerful and the wide spray is somewhat useless against the bigger bosses.

HOMING MISSILE



Forget aiming, this weapon automatically locks on-to the enemy. Great against the bosses.

WOLF WARRIOR



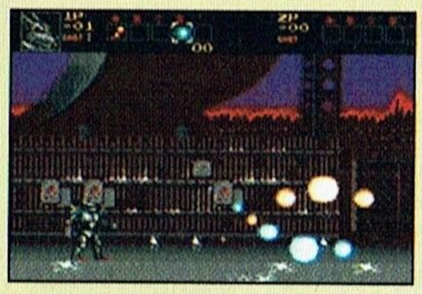
This robot's weaponry is built into its arm. Wolf's short-range attack is potent against evil bosses. Best of all, the Wolf Warrior is oh-so-handsome next to those blue or red guys.

SUPER PUNCH



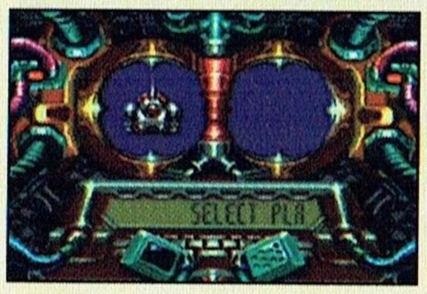
A great close range weapon whereby your robot punches his enemy. An extremely powerful weapon but very hard to execute.

SUPER CHARGE



The classic weapon as seen in the great R-type. Hold the button down to charge an awesome fire bolt, guaranteed to destroy any alien boss.

ANDROID WARRIOR



The midget of the Probotectors with mainly defensive weapons. The android's 'big' advantage is that it's short and can escape under most enemy fire. Although limited in a one-player game, this robotic smurf excels in two-player action.

BALL SHIELD



A very limited weapon whereby your android is protected by spinning energy balls. Stand back for protection or use this weapon offensively by charging into your opponents.

LASER SPREAD



A large beam laser which can be swung around the screen. Although powerful, this weapon is extremely sluggish and whilst activated, your android cannot move.

Those Evil Alien Scum!

Probotector **is littered with the most awesome aliens ever to grace your console. They're huge, ugly, downright vicious and worst of all, they're EVERYWHERE. These beasts make *Probotector* one of the most challenging experiences of your gaming life. Crack this baby and consider yourself a legend in the gaming Hall of Fame. Anyhow, here are some bosses you'll meet in level one:**



▲ This robotic spider is easily killed with a few shots to the head.



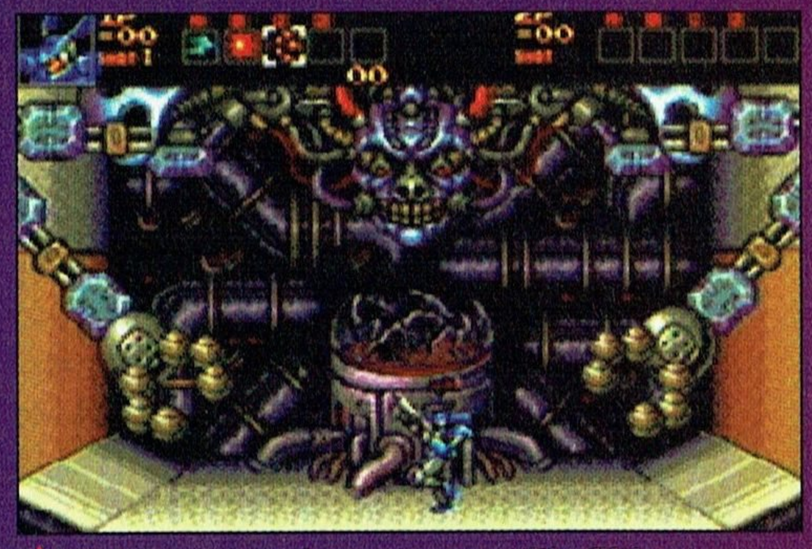
▲ Another spider. Jump when it charges you and just keep shooting his head.



▲ This enemy plane hovers above you firing a barrage of large plasma balls. Quickly find the place on the screen where you don't get hit and fire away. If you still have a powerful weapon, this boss should easily be knocked out.

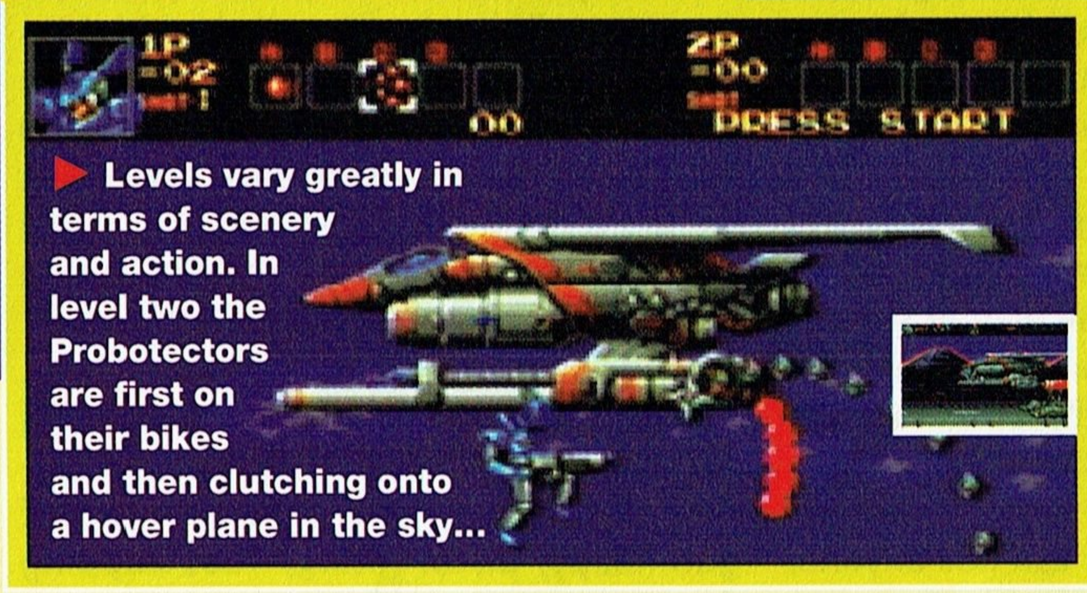


▲ This android is tough. First, shoot his body and duck under the laser fire. When he starts a copter spin, move to the opposite side of the screen and blast away.



▲ This one requires prayer – it's filthy hard. Keep blasting and avoid the debris that drops to the middle of the screen. It's responsible for 'rapid death disorder' syndrome where players are repeatedly faced with the Game Over screen.

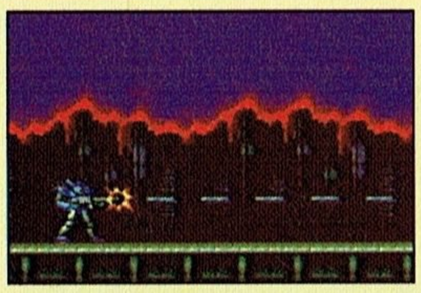
Flying about...



▶ Levels vary greatly in terms of scenery and action. In level two the Probotectors are first on their bikes and then clutching onto a hover plane in the sky...

◀ Later levels see you clinging to mountains and even in a smoking automobile!

LASERS



A powerful thin blue laser. Due to its small size, the laser is extremely difficult to aim and as you might imagine, it's pretty tough to eliminate enemies with.

LASER BURST



The Rolls-Royce of weaponry. Similar to the laser except that it shoots broad spheres of powerful destructive stuff over a wide area. Mmm, mmm, good.

FLAME THROWER



That's right, burn your opponents to the ground. This weapon is very responsive and extremely potent. It will bring satisfaction – guaranteed.

PLASMA ATTACK



A weapon similar to the Laser Burst. Why let the Red and Blue warrior have all the fun?

SWING BALL SHIELD



Once again, a very defensively orientated weapon. The swing ball is extremely difficult to control making this a seldom-used option.

RETURN MISSILES



When this missile is fired, it seeks its target and then returns to the android. This effectually protects the android from incoming aliens and, if used correctly, can hit enemies twice.

Word

GRAPHICS

Extremely detailed sprites and end-of-level bosses that have to be seen to be believed. Absolutely gorgeous.

8

SONICS

A great thumping soundtrack and beefy sound effects complement the frantic action superbly.

8

PLAYABILITY

With brilliantly designed levels and extremely responsive controls, this game just oozes playablilty.

8

STAYING POWER

A really tough game and finishing it will require a good chunk of your life.

8

OVERALL

Up there with the best releases of the year. In a perfect world, everyone would have a Mega Drive with a copy of this game. It is true gaming ecstasy.

84 PER CENT

Mega Drive Review

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up
SUPPLIER: Konami
PRICE: $109.95
SIZE: 8 megabits
PLAYERS: Two

Lethal Enforcers II

GUNFIGHTERS

Paint yer wagon and hide yer woman folk. Wild Davey Thompson did. He's like that.

Konami's original *Lethal Enforcers* was released round about one year ago. *Lethal Enforcers II* is exactly the same game but time-warped back to the 1800s American West. Terrorists and the Mafia have been replaced by outlaws and Indians but they're gagging just as much to perforate your little bod.

Some of the thugs can be wasted with a single shot, but the biggest and meanest take a full magazine and more. This wasting is dished out with the very same aptly-named 'Justifier' – a huge six-shooter, thankfully much lighter than a real gun (not that we know, really). The accuracy of the system turns out to be quite good, although we had to turn up the brightness on the TV to get reliable shots. As before, reloading is achieved by shooting at something off the screen.

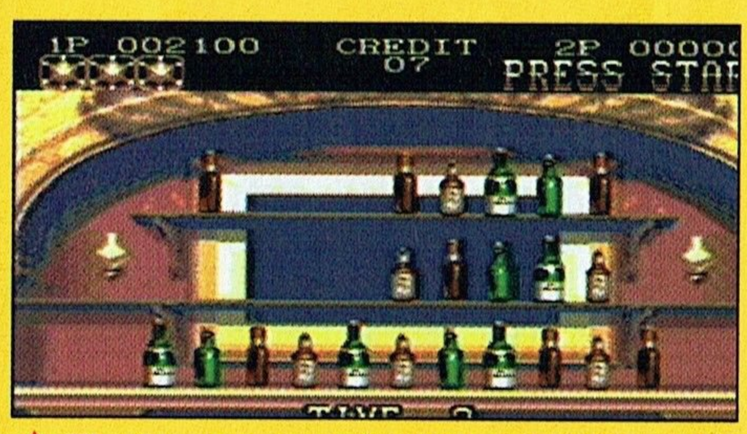
Many as they are, the bad guys still use the 'one-at-a-time' attack method pioneered in the Bruce Lee movies. If you relax and perfect your aim, you can't go wrong.

Scattered about each scene are dozens of innocent bystanders and hostages who all have a very unfortunate habit of jumping up and wailing at you to not to shoot. As you can imagine, when you're all hyped up and trigger happy it's very easy to blow these people away. Just as bad is the Sheriff and other law keepers who, rather than help you, get in the way at serious risk to their lives. Much as you would like to, you must resist the temptation to shoot them as it does bad things to your score and the game duration.

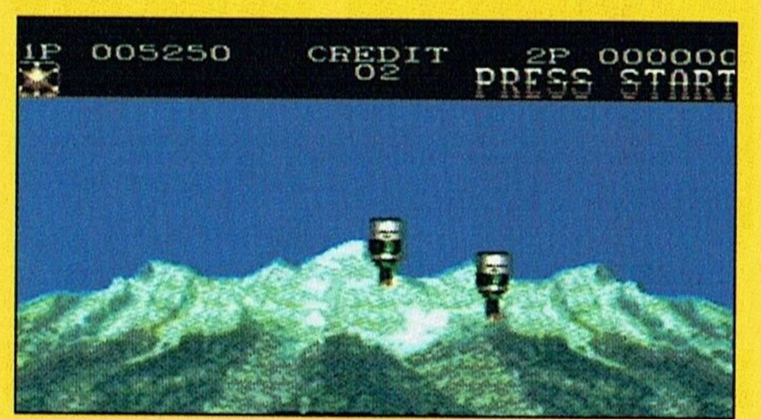
Your trusty six-shooter can nail anyone, but you'll find yourself wishing for more and more firepower. From time to time you will come across red flashing weapon icons. Sometimes they are in full view, sometimes hidden behind something. When you're ready, shoot at the icon and your current weapon will be upgraded. The weapons include a pair of pistols, a shotgun, rifle, and a 50 calibre solid shotgun. These weapons last as long as you can avoid being hit. Once you cop some lead your new weapon disappears. Two other weapons can be found – the Gatling gun and the cannon. These will only last as long as the ammunition they come with. Use it up and you're back to the pistol.

With the option of connecting a second Justifier or game-pad (they must be kidding...) this game will provide hours of gun-happy, pistol-toting, foot-slapping fun. Blast away! M

What a waste...

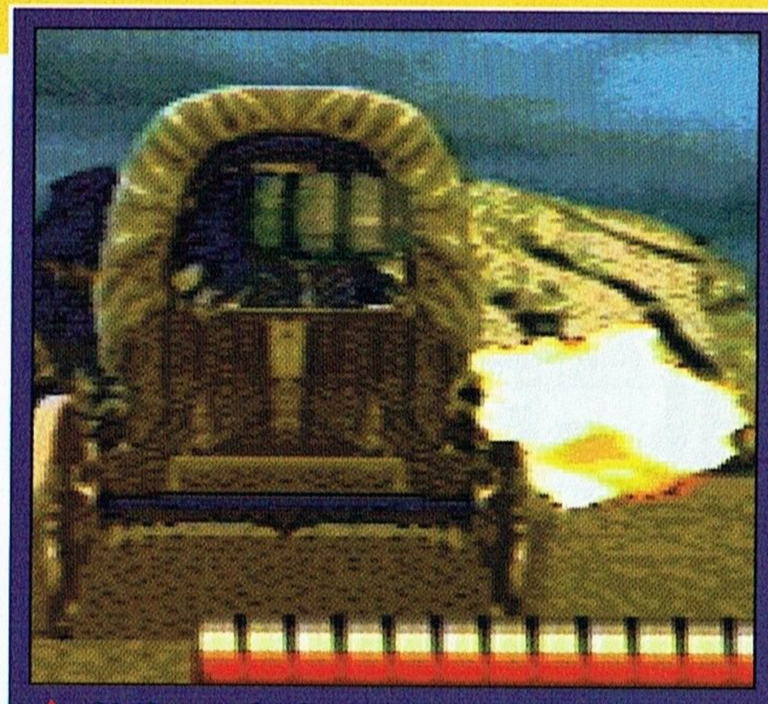


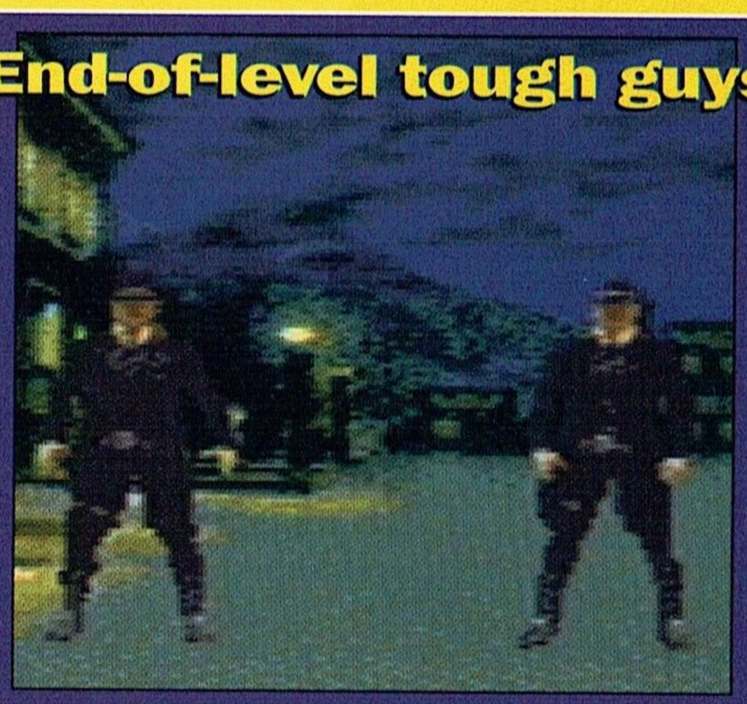


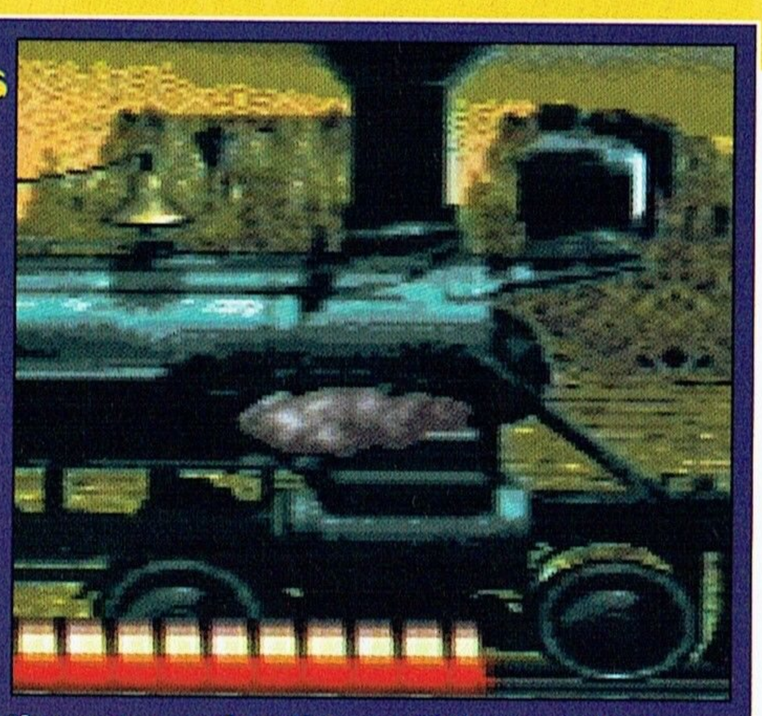


▲ **The bonus stage is like a shooting gallery. Shoot as many bottles in the time given as you can. Extra points are given for the whiskeys sliding past. You don't get anything for bagging the broad in the purple dress, though.**

End-of-level tough guys

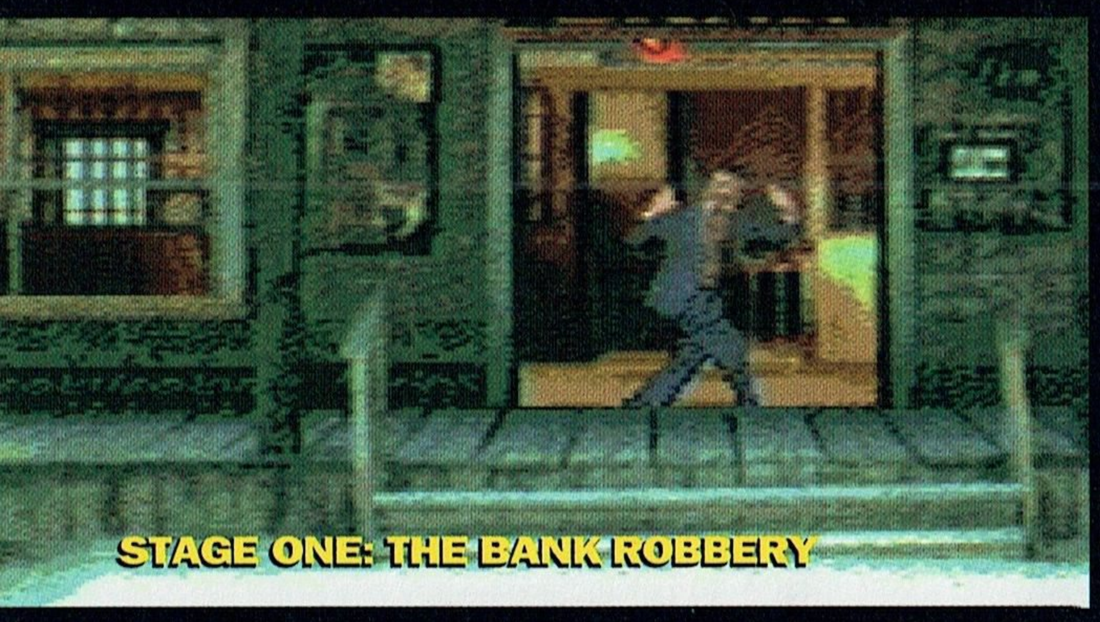




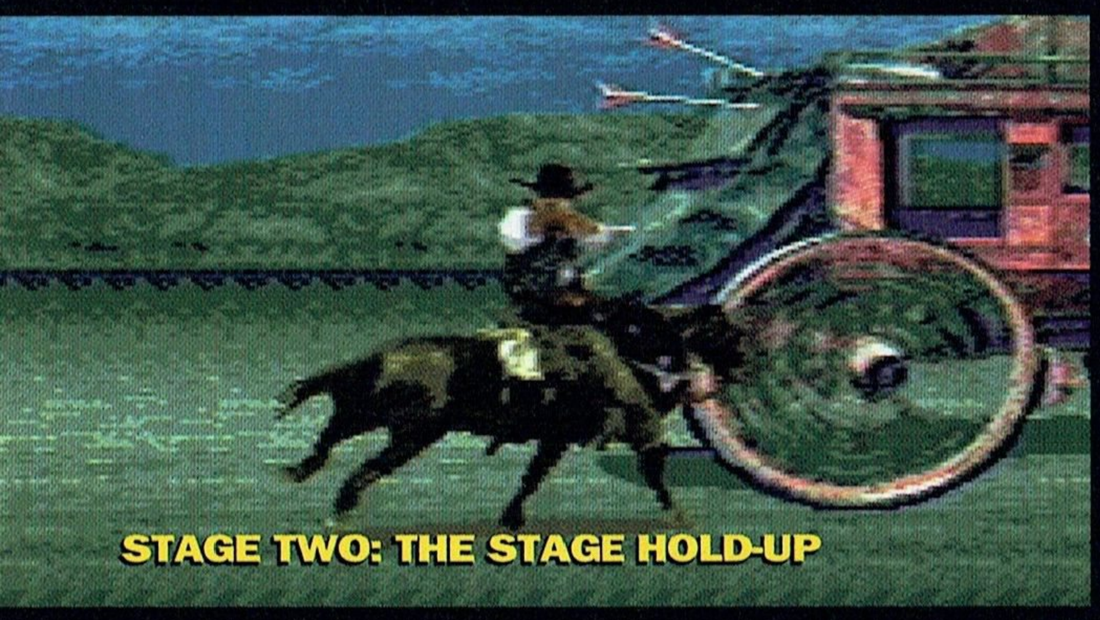


▲ **At the end of every level is a tough boss-type section. Shoot the barrels as they fall off the wagon, plug the gunfighters full of lead before they do the same to you and watch out for the dynamite-lobber at the climax of the train stage.**

The wild, Wild West



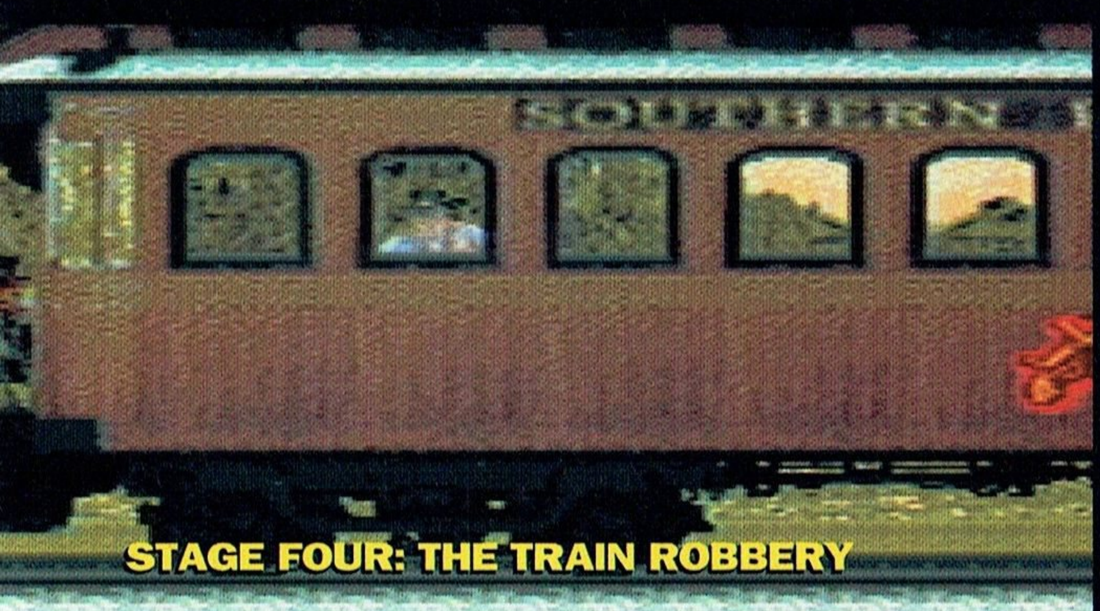
◀ Blast your way in through the front door and start firing. The action moves through the bank into the heavily armoured safe and back out onto the street. Parked outside is a wagon blessed with no less than four cannons. Nobble the cannoneer and you're on to the next stage.



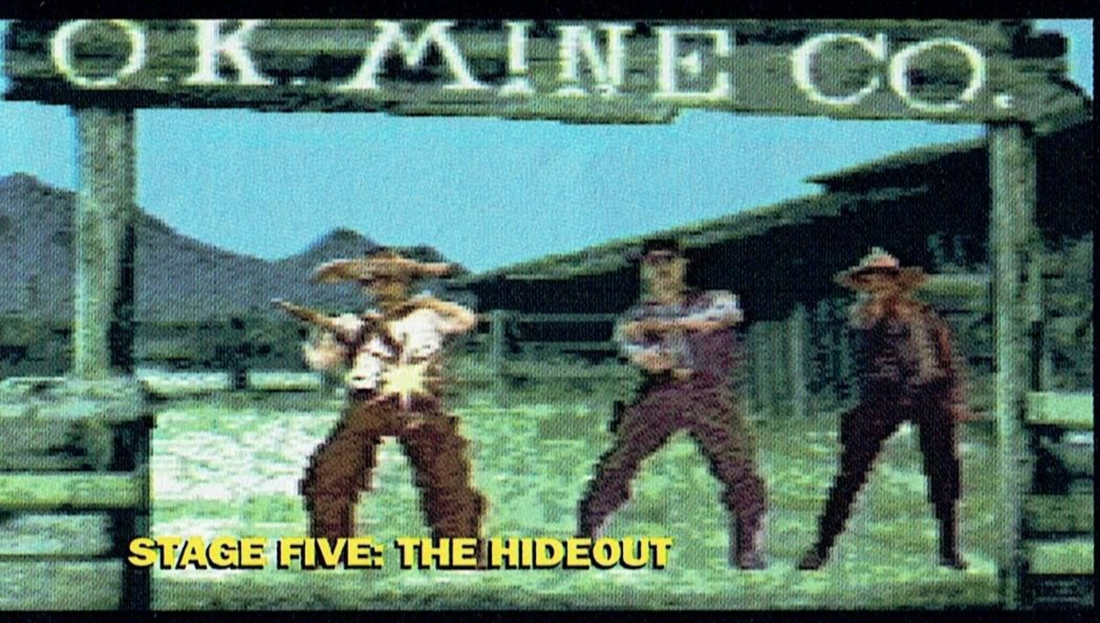
◀ The stagecoach hold-up is a running battle between the ever-present baddies on horseback, a bunch of Indians and you. As you move up the line of wagons you fend off arrows and hatchets before coming up behind a crazy Mexican who hurls explosive barrels in your face. Try not to hit the cavalry guys (in purple), you might put them off their bugle playing.



◀ Duck for cover as tables are overturned and shattered glass flies everywhere. Watch out for guys appearing on the landing, they tend to be quick on the draw. The stage climaxes with a duel (with four people?) between you and three hardened gunfighters. Set 'em up, bartender, I'll stay inside for another shot of bourbon.



◀ Joy, oh, joy – a train full of bandits. Concentration is required to pick out the villains from the innocent as they appear at the train windows. Gradually you move up to the front of the train where some loony throws bundles of dynamite at you while hiding behind the boiler. And that bugger hanging from the underside of the train gave us trouble. Keep an eye out for him.



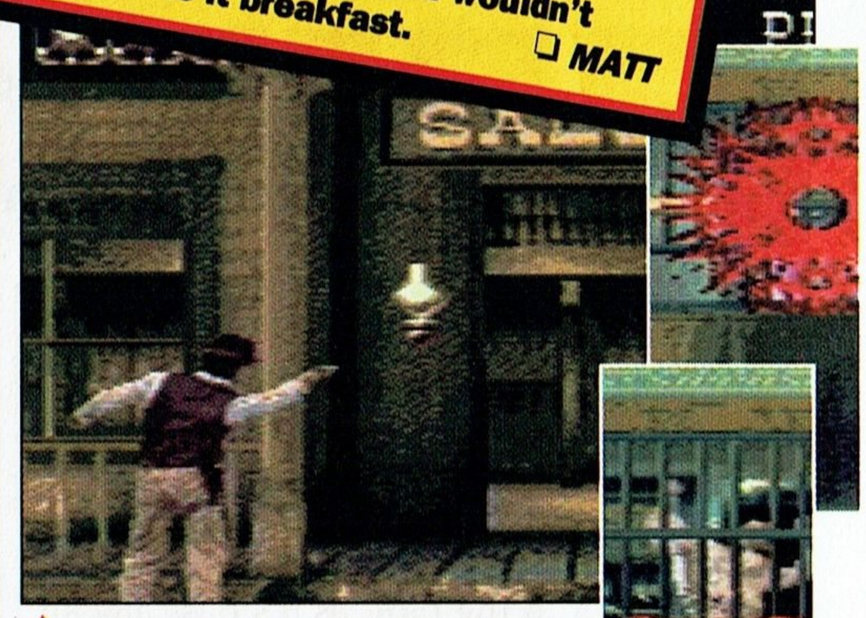
◀ The hideout is the last stage and is set in an abandoned mine. Bandits swing from overhead carts and provide difficult targets. The Hideout is crawling with villains and you'll need all your wits about you complete this final stage.

second opinion

Me? I like the graphics. I like the shooting. But I demand more blood! And more gory death scenes! Sticking to the original game plan is hard. It can be a little easy to get tired and just thump away at anything that moves. So-called 'innocent' victims, sheriffs, and even the odd baddy. But that's no bad thing. Looks great. Is good for a laugh. But you wouldn't make it breakfast.

70%

❑ MATT



▲ Killing the innocent or folks on your side doesn't do you any favours. But don't dally too long or you'll end up with more lead in you than a Mount Isa miner.

the word

GRAPHICS
Tends to be a little bit grainy but the characters are well-detailed.

7

SONICS
Sound effects are excellent. The music doesn't knock you over but it's true to the game's Western theme.

8

PLAYABILITY
One arm with a functional hand is the only prerequisite for this game. Hot shots can speed it up if they wish.

8

STAYING POWER
After 15 minutes, you'll see bandits coming out of the walls and have a dull ache spreading up your arm.

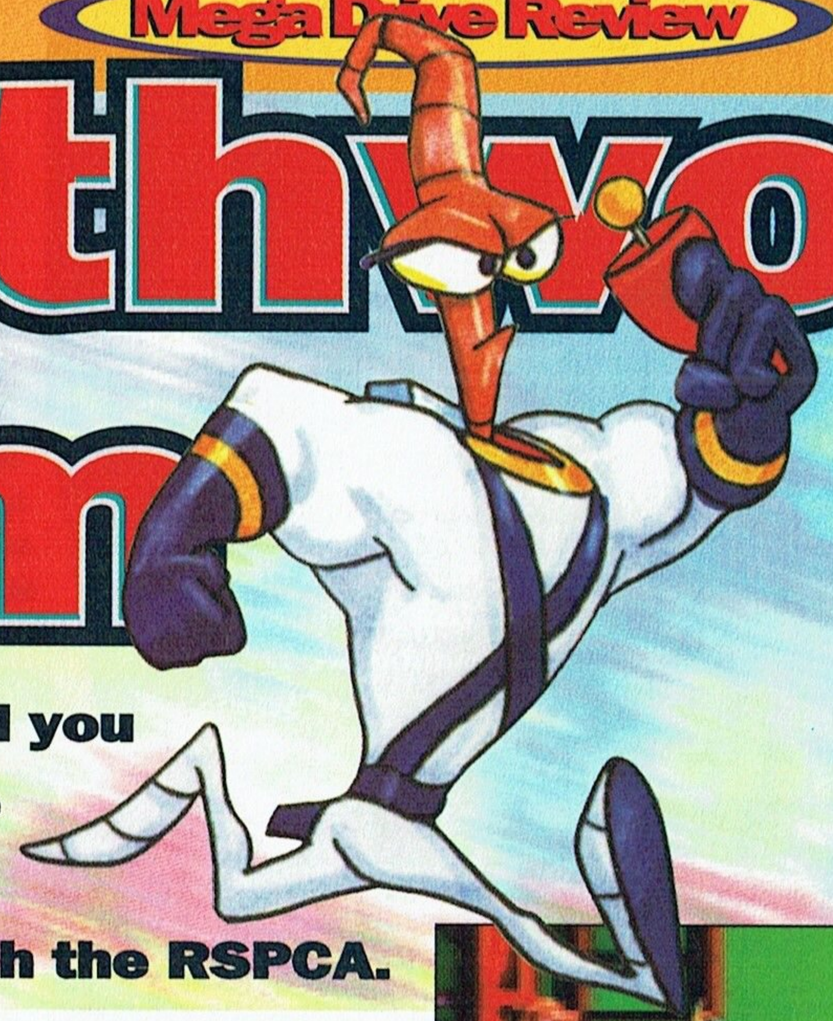
7

OVERALL
Could be a bit dull for the platform fanatics, but is an excellent stress-reliever for those who have always wanted to take the law into their own hands.

80 PER CENT

Mega Drive Review

Earthworm Jim



Chop a worm in half and you supposedly get two live worms. Adam Waring just got into trouble with the RSPCA.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Playmates
PRICE: TBA
SIZE: 24 megabits
PLAYERS: One

A worm with a cyber suit and a machine gun may sound like an unlikely hero, but that's exactly the starring role in what's probably going to be the biggest video game hero this year. There's little point in going into the plot, as it's basically all complete gibberish. It's a cartoony platform game...

"Oh no, not another platformer," we hear you cry. Well, fear not. Yes, it's a platformer, but it isn't 'just another' platformer. You see, the tired old genre of cartoony platform games has just been given a face-lift.

Earthworm Jim was developed by Shiny Entertainment, a company headed by Dave Perry who programmed *Cool Spot* and *Aladdin*. But free from the constraints of strict licensing agreements, the man's clearly gone mad and let his imagination run riot. And it's very scary in there.

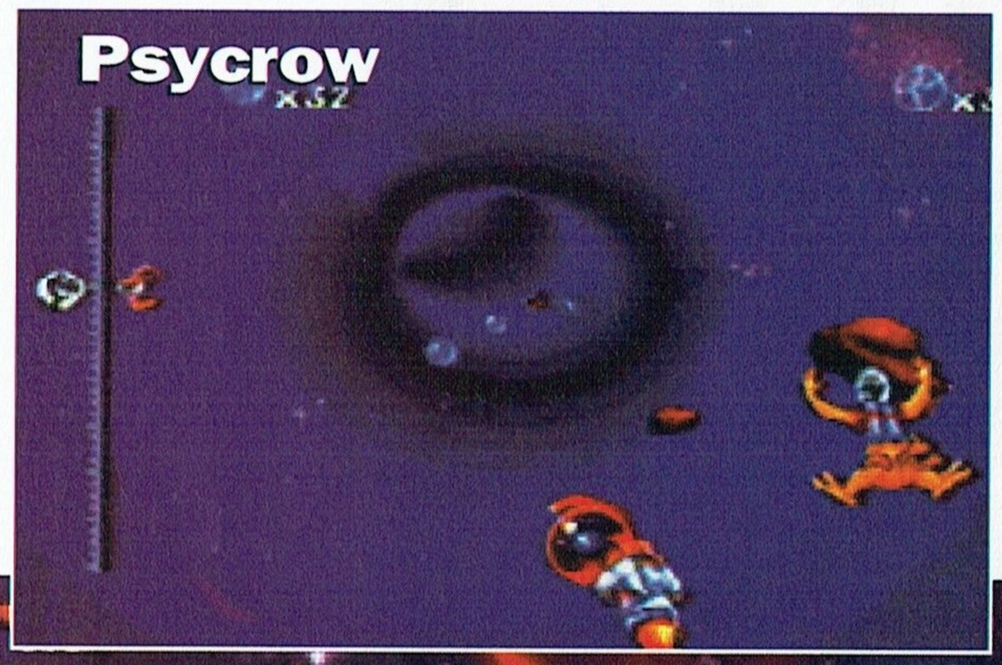
Flying cows, a guy that belches fish, and a digitised hamster whose back you ride on as he eats your enemies. It's cool. It's also very funny. The animation has a real cartoon feel. Cartoon dogs, gorillas and gooey intestines attack our Jim. And when he gets it, he really gets it; eyes bulging as he meets a ridiculous and painful end.

But not only that, it's fun to play. Controls are effortless; miss a jump by a fraction and Jim will clamber onto the ledge automatically. It's tough, with some mean bosses right from the word go, and there's heaps of variety; though platforms make the bulk of the game, there are 3D space races, a kind of underwater thrust section and a bungy jump.

It *is* a platformer and you *will* tire of it eventually, but what the heck, you'll have a ball in the meantime. Plus there are oodles of secrets to discover. Yes indeed, *Earthworm Jim* is an exceptionally fine game. M



▶ This game is weird. And to prove it, near the beginning of the first level there's a cow whose hindquarters are perched on a log. Above the log is a fridge (yes, a beautifully drawn fat old cartoon fridge) suspended by a thin wire. For no reason that makes sense at all, you have to shoot the wire so that the fridge lands onto the log and catapults the cow into space. Do this and you're greeted with the message, 'Cow Launched'. Quite bizarre.



◀ Between levels you have the chance to pick up a Continue. You compete against Psycrow (as the name suggests, a psychotic crow) in a race through space. There are asteroids to avoid and bonuses to pick up *en route*...



▲ Fail to beat Psycrow and you have to battle against him and risk losing energy with which to begin the next round. Win the race and you avoid this fight.

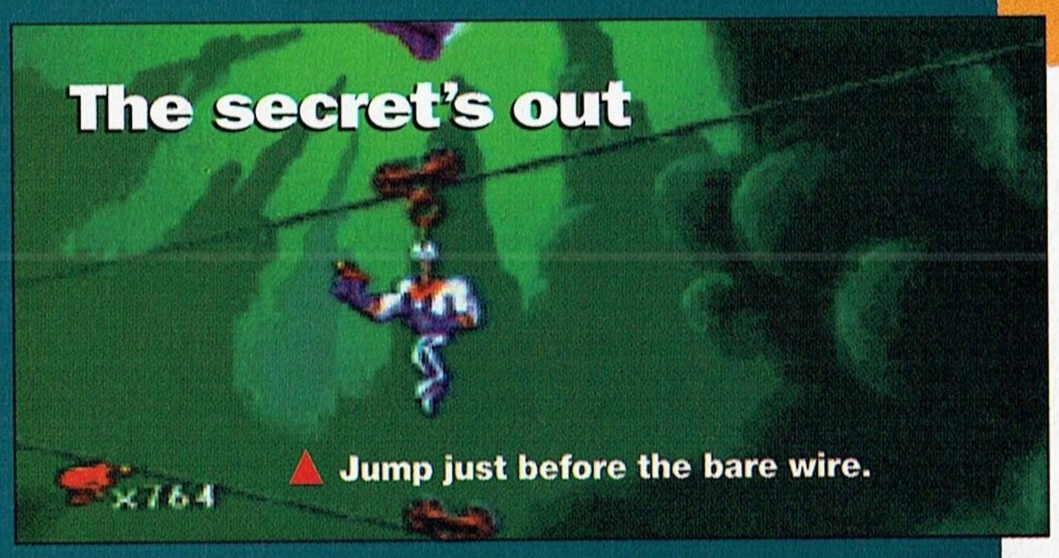
There are heaps and heaps (and heaps) of secrets to discover in *Earthworm Jim*. Many you'll find by accident, many you won't find at all – unless you keep your eyes peeled. Keep a lookout for impossible-to-get-to areas – they're difficult to reach, but *not* impossible. One thing to look for, especially, are glittering hooks hanging from ledges, the top of the screen, or as part of an object such as the antlers on a deer's head trophy.

There are a couple of secret areas at the very beginning of level one. Both are accessed from the first pulley that slides diagonally down the wire.

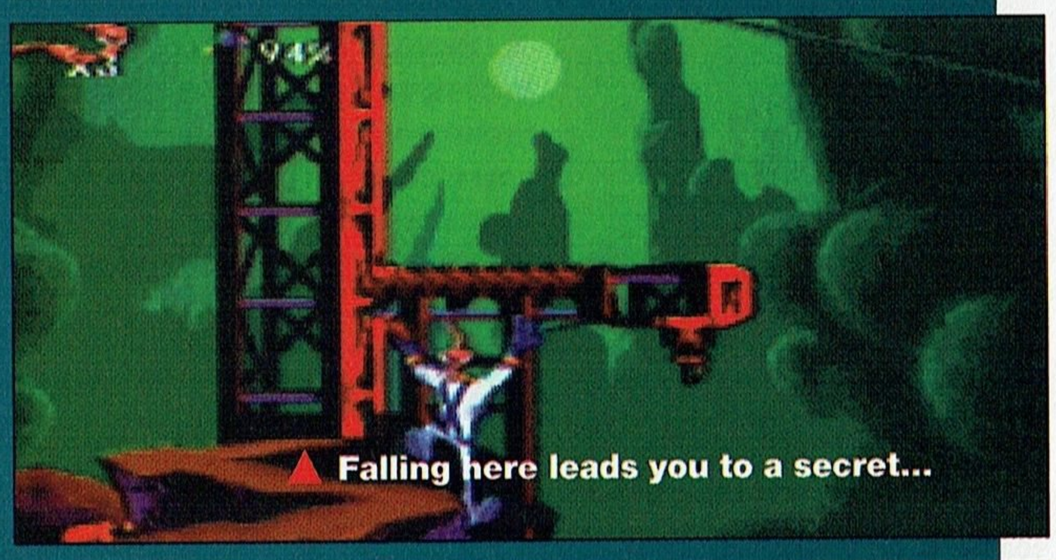
One: Jump just before the trolley reaches the threadbare wire and aim to land at the base of the crane that held the fridge. You'll probably have to give it a few tries but hit it right and you'll slip 'between' the scenery into a secret chamber below. There's an extra life to the left.

Two: Again, jump just before the trolley gets to the threadbare wire, but this time press Whip as you jump. Successfully hook onto the antlers and you'll land on a chain that goes off to the left. The toilet is a teleport that whisks you near to the bosses.

Megazone Tip: This allows you to whiz through level one, short-cutting most of the level and only having to deal with the bosses.



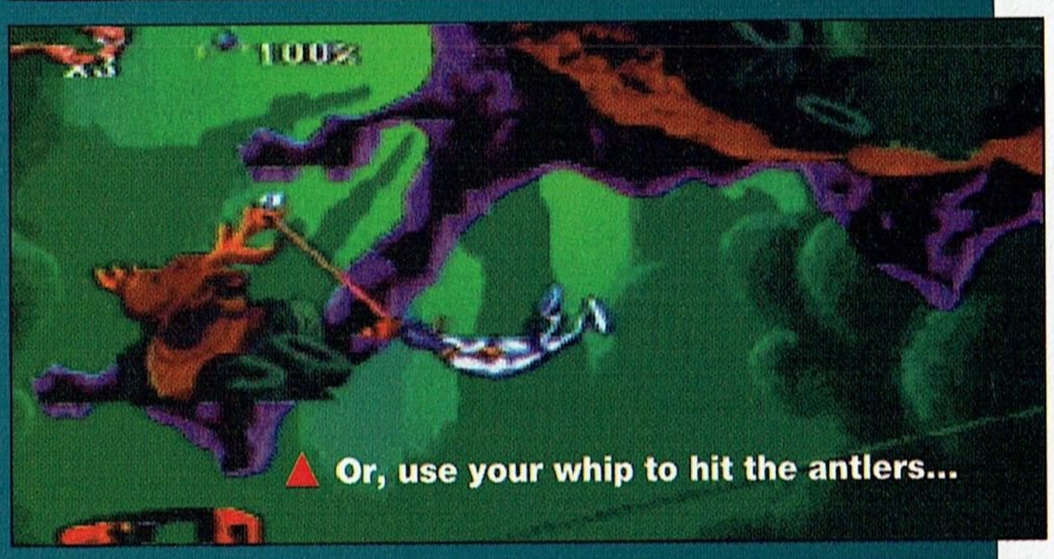
▲ Jump just before the bare wire.



▲ Falling here leads you to a secret...



▲ ...subterranean cavern. And look, a life!



▲ Or, use your whip to hit the antlers...



▲ ...don't be scared, leap into the dunny...



▲ ...and there's yet more hidden goodies.



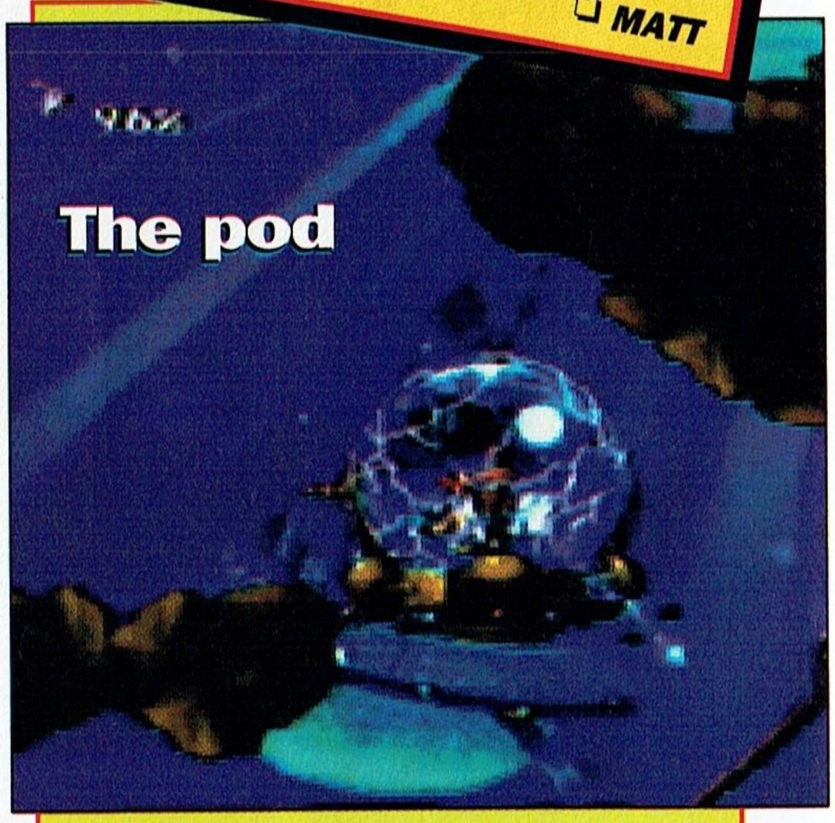
▲ There really are some strange goings-on in *Earthworm Jim*. Sit on the back of this hamster and use it to gobble up the bad guys that block the way. The things you come across are constantly surprising. No really, they are.

second opinion

Lately, platformers have been sending me into a deep coma. But this... *sheesh*! From it's *Ren & Stimpy*-like graphics to the very idea of a machine gun-toting worm, this goes *OFF*.

96%

❑ *MATT*

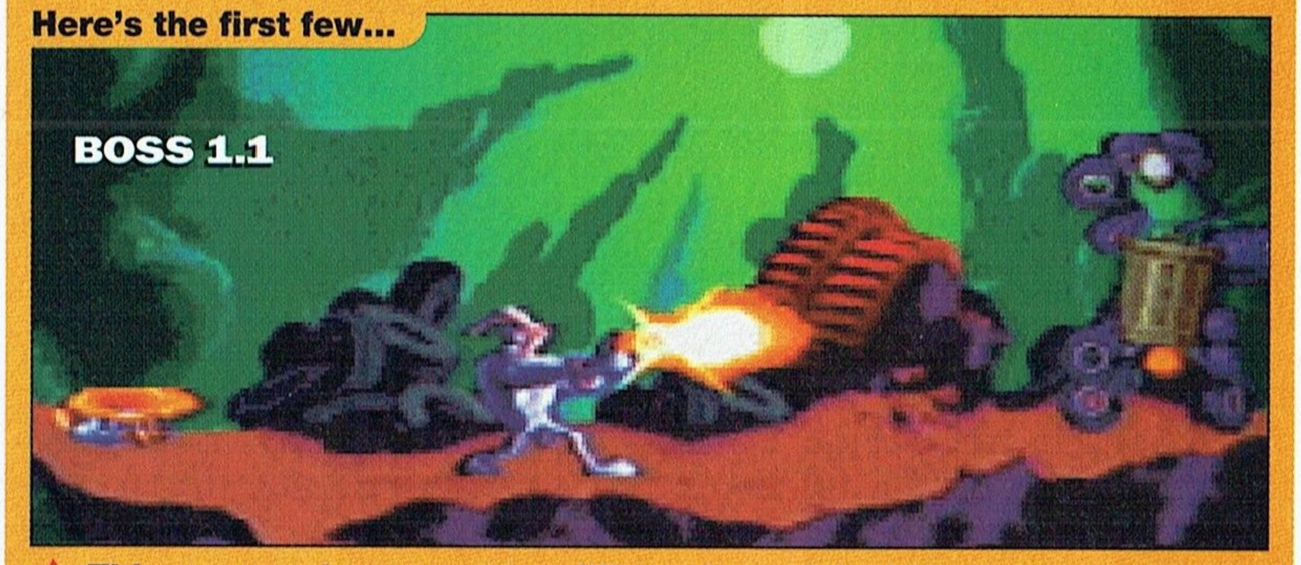


▲ This bit's ace. You use a pod to negotiate these underwater stretches, but only have a limited amount of air (there are occasional refill points to replenish your supply) so you have to be quick. But! Don't be careless in your haste – every time you crash into a cavern, the glass in your pod gets a little more cracked. Collide one time too many and the pod implodes. And you know how fish like worms...

Megazone Tip: On the section where you get 99 seconds you'll see an area with loads of gun power-ups. Don't fall for it! You waste valuable time picking them up and your time limit will run out. You're best off ignoring them.

Showing 'em who's boss

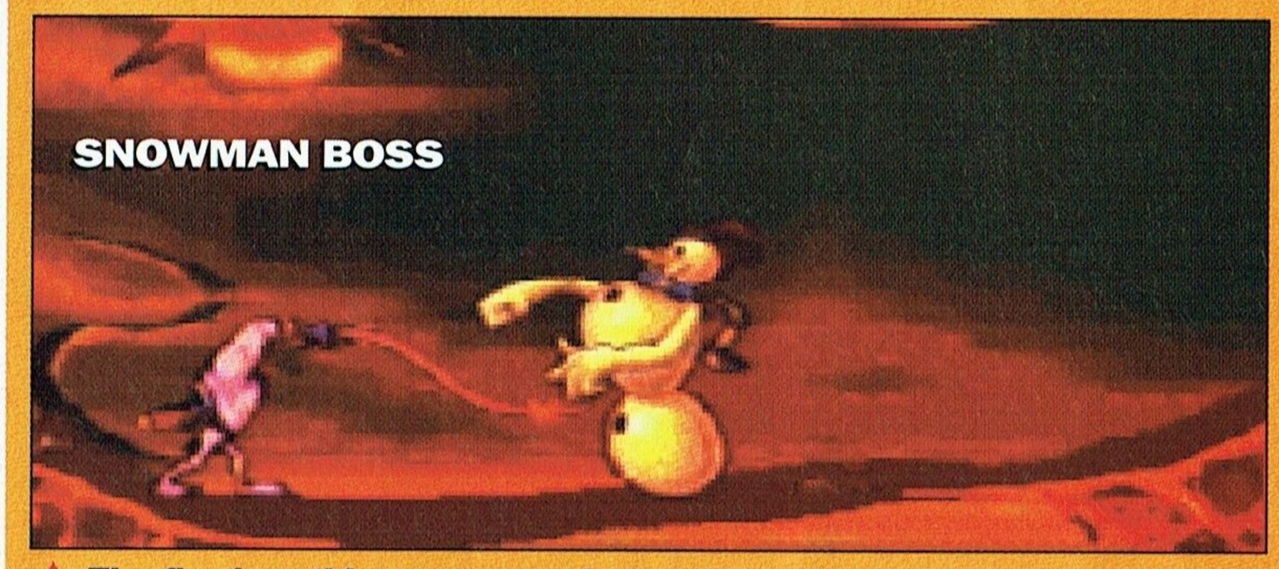
There are heaps of bosses in *Earthworm Jim* and they ain't easy to beat! You'll face all sorts of weird and wonderful creatures. Here's the first few...



▲ **This guy requires numerous hits so keep firing! Move as he stomps his feet – it causes trumpets to fall from the sky. When he spits anvils, keep out of range, step closer to shoot him then move out of harm's way again. When he runs, keep jumping and shoot him in the back.**



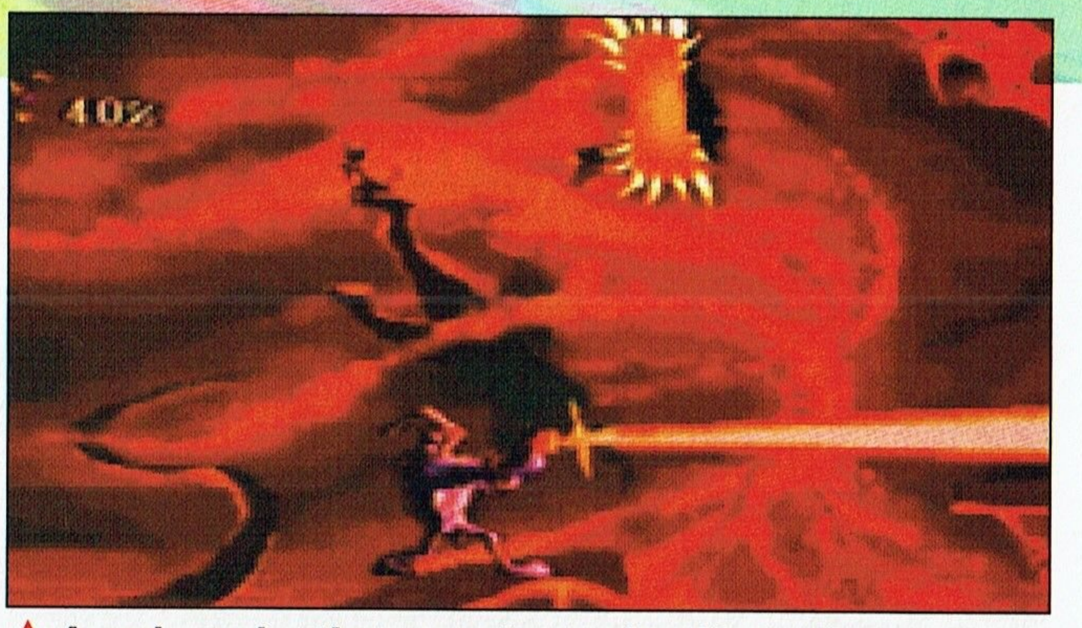
▲ **The junkyard owner uses his crane to drop a crate which you have to whip three times onto the spring at the right-hand side of the screen. Aim the third whip precisely as it's a wasted shot unless the owner is directly above the spring. When you hit him, keep to the right-hand side being careful not to fall onto the spring; it's the only place the fish he belches won't hit you. Keep moving when he drops those trumpets.**



▲ **The fire-breathing snowman in Level Two is relatively easy. Keep close to where he materialises and whip-attack him as soon as he appears. Be quick, or he'll fireball you, and don't stand *too* close!**



▲ **The cat at the end of level two is a dick! Jim has been relieved of his suit and so is defenceless. You have to get onto the ledge between blasts of fire from the cat's flamethrower. It's not easy! Once you make it onto the ledge and regain possession of the suit, shoot the cat as soon as his eyes appear, then jump over the fire. You have to hit him nine times to kill him off.**



▲ **Amazing animation, superb sound and beautiful backdrops. Stage two shows it all off perfectly. As you make your way through this fiery hell, the excellent soundtrack is punctuated by grisly screams as souls are tormented. Digitised samples are crisp, clear, and funny too. It truly is an audio-visual extravaganza.**



▲ **When is a platformer not a platformer? When it has loads of variety. In this stage, you have to bungy jump against a huge piece of green snot while attacking it on the way down so its rope frays before yours does. Hitting the sides of the canyon quickly wears out your cord, but at the bottom of the pit there's a huge monster at the centre of the pool. Stick near to the sides on your descent, but not too near.**

the Word

GRAPHICS
Excellent animation, heaps of hilarious cartoon touches *and* superb backgrounds. A masterpiece!

10

SONICS
Atmospheric music really enhances the mood, for once. FX are funny – check out the yelping dog.

10

PLAYABILITY
Control of Jim is natural, and there's something comforting about having a machine gun from the word go.

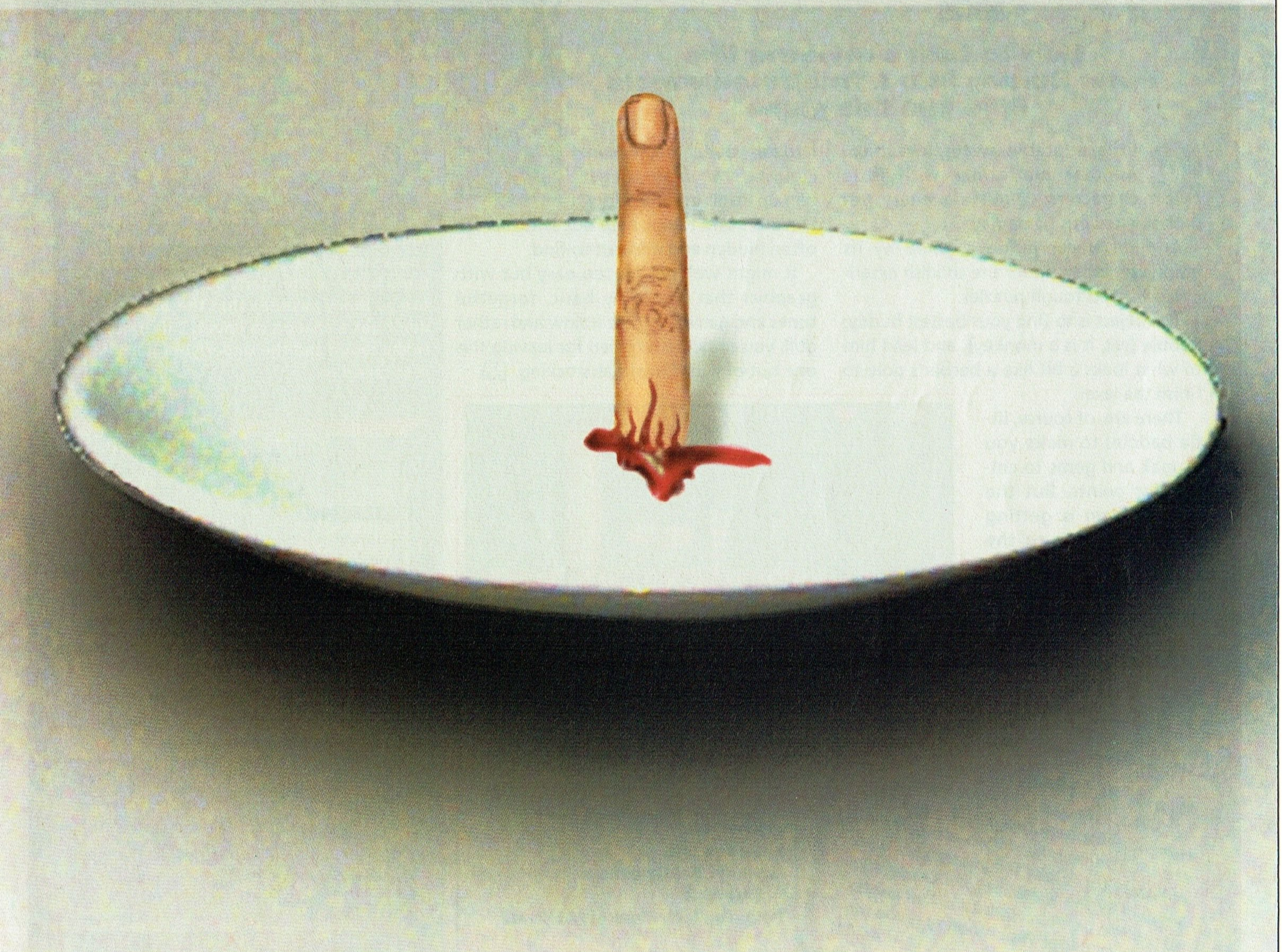
9

STAYING POWER
Like all platform-based games, you'll tire of it. In the meantime, you'll be completely hooked.

8

OVERALL
Fun! That's what it's all about, and *EJ* delivers. It's been a while since a game made us laugh out loud, but this did it. You'll laugh too. Lots.

95 PER CENT



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SEGA

Mega Drive Review

Bubble and Squeak

How to turn a reviewer like Peter Burney into a frustrated wreck: Give him this game.

Cutsie, adorable, sweet, loveable... Another platformer with little characters, colourful scenery, yet probably tedious gameplay.

And lo! Never judge a game by its graphics. Hidden under the childish exterior is a bit of a tough puzzler.

The object is to find your bestest buddy, Bubble (yes, it is a monkey), and lead him to what looks a bit like a barber's pole to finish the level.

There are, of course, little baddies to make you squeak and gems to collect for points. But the real problem is getting your pal Bubble to the pole. You see, although he follows you, he is unable to make jumps as large as your character can. Figuring out how to get him up levels is quite tricky. Elevators and ramps help but switches are often hidden and difficult to find.

It might well not be too easy but with graphics that are fairly basic, forgetful tunes and gameplay that is slow and rather dull, you could be forgiven for leaving this one out of your Christmas stocking. M



▲ This side scrolling shoot 'em up/bonus round appears after you find the spaceship in the platformer rounds. It's fairly basic at the start, as your ship can fire so many missiles that the baddies don't get a chance to shoot. But it gets really tough and the underlying purpose of it escaped us.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer/shoot 'em up
SUPPLIER: Sunsoft
PRICE: $69.95
SIZE: 8 megabits
PLAYERS: One



▲ The pole is the final goal of each stage. But firstly you must find Bubble and get him there.

Megazone Tip:

Level 1
Pole: Top left.
Monkey: Middle centre.

Level 2
Pole: Top left. Monkey: At start.

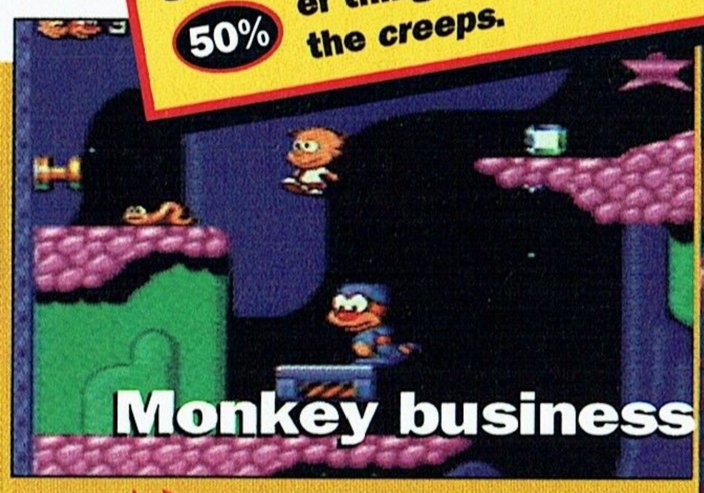
Stage Two Password: RQCRQBPT

second opinion

Oh my God, I think I'm going to puke. This game is so cute, it's sickening. Gameplay-wise, the puzzles are frustrating rather than clever and certainly too tricky for young kids who, judging by the graphics, are the age group the game's aimed at. And another thing! That monkey gives me the creeps.

❑ ADAM

50%



Monkey business



▲► Stuck on a level with your monkey pal? Look for ramps and kick Bubble in the proverbial to send him into his Sonic impersonation or find an elevator to take the two of you on a joyous ride to the heavens. Believe us, it's trickier than it looks.

the word

GRAPHICS
Colourful but rather uninteresting. Looks like something you'd find on the Master System.

6

SONICS
Not what you'd expect to hear at the Sydney Opera House. Not from the busker down the road either.

7

PLAYABILITY
A poor man's ***Bubba 'n Stix***. Tedious and repetitious gameplay makes it all as dull as watching paint dry.

5

STAYING POWER
A steep learning curve makes it a chore and the backward gameplay makes it a full-blown career.

5

OVERALL
A tough little blighter that won't make you squeak, let alone cheer.

55 PER CENT

Mega Drive Review

Daze BEFORE Christmas

You better watch out, you'd better not cry, and Peter Burney's telling you why. Santa Claus is coming to town.

This is a cute and cuddly kiddy cart. You help the fat man through 24 stages saving kidnapped elves and retrieving stolen presents so that all the boys and girls in the world have something to break on Christmas Day.

Not renowned as a cold-blooded killer, Santa throws magic dust at snowmen, penguins, jacks-in-a-box and a host of other lovable characters, turning them into presents for you to stick into St Nick's limp sack.

The graphics are bubbly-cute, colourful and well-rounded. However, backgrounds generally lack imagination and repeat too often. The music drones like a 30-year-old church organ grinding out classic Christmas tunes and the limited speech is reminiscent of the *Altered Beast* days.

Simple controls, limited pick-ups and easy even on *hard* wraps *Daze Before Christmas* into a neat little prezzy for your younger associates. For the rest of us, drag good old Santa into a dark alley and FINISH HIM!!! M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Sunsoft
PRICE: $89.95
SIZE: 16 megabits
PLAYERS: Two



▲ **At the end of each stage you must deliver the presents you've collected to the houses with smoke puffing from their chimneys. It's all very easy and it doesn't matter if you miss a house or two, just remember to avoid the flying baddies. Enjoy your flight.**

second opinion

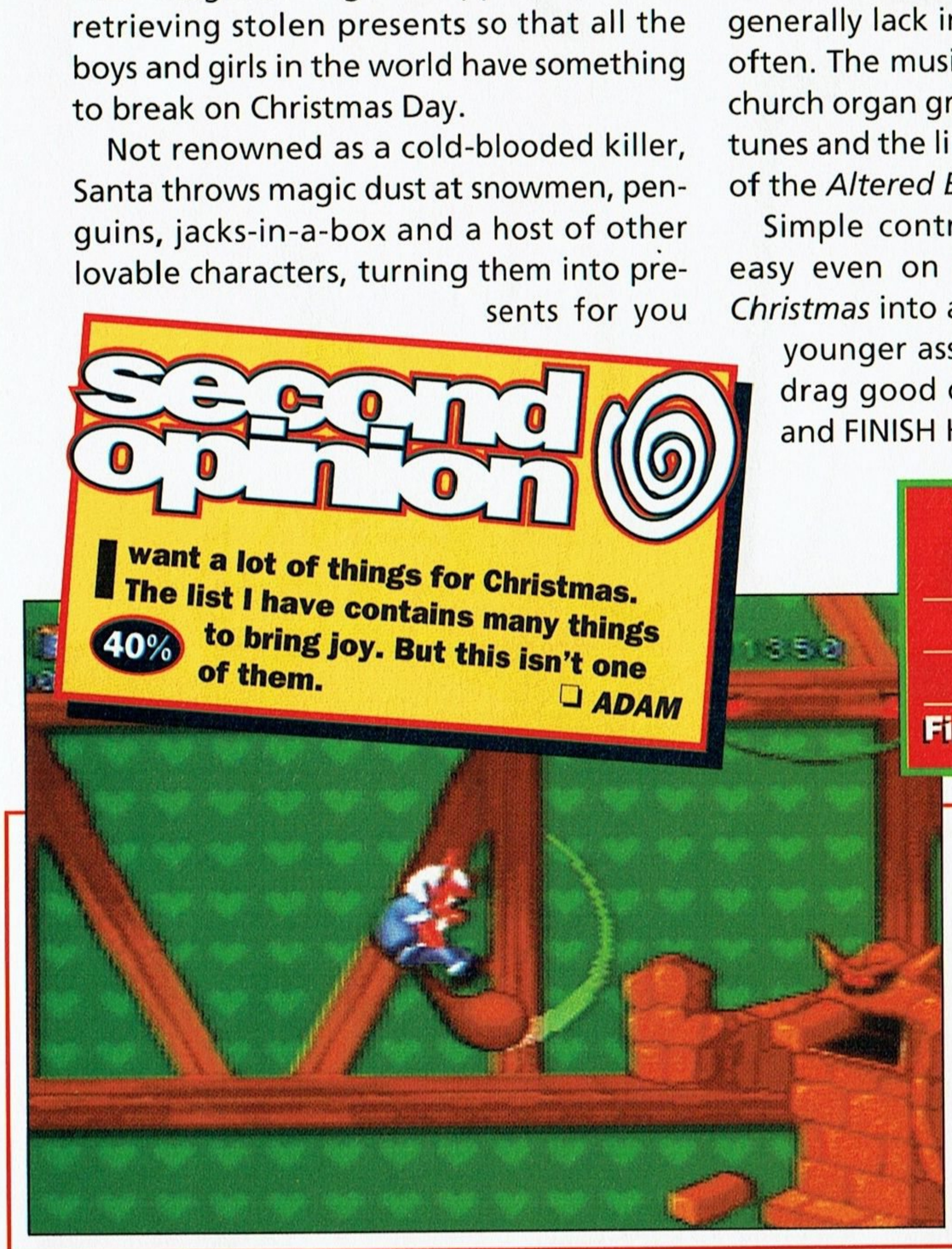
I want a lot of things for Christmas. The list I have contains many things to bring joy. But this isn't one of them.

40%

❑ *ADAM*

PASSWORDS

Stage 2...G8WTK3A
Stage 3...X6THTWG
Stage 4...KW3TKH4
Final Boss...XAHGK9A



◀ **Drinking cups of coffee scattered around the playing area will turn you into Anti-Claus; an invincible, sack-wielding, killing machine. This is a short lived journey to the dark side but it's fun while it lasts... hee, hee, hee (evil laugh)!**

Not Santa's little helpers...

There are four bosses to defeat . A clock, giant mouse, snowman and a cloud man. They are fairly predictable in their movements and follow the same pattern every time.





The Evil Snowman is defeated by shooting fire at his head and avoiding the snow balls, and you can rain on Mr Weather's parade by throwing dust at the small clouds just as one of his lightning bolts hits it.

The Word

GRAPHICS
Sprites look great and move well but backgrounds lack detail and are just too repetitive.

7

SONICS
Gather round and sing a few Yuletide favourites... "Jingle bells, jingle bells!"

7

PLAYABILITY
Easy, repetitive platformer gameplay with limited pick-ups. Shove it back into Santa's sack.

5

STAYING POWER
5:00 am you tear off the wrapping paper... 5:43 am, you're outside squirting the dog with your Super Soaker.

4

OVERALL
Only younger players will want to have a go on this. Like those still in the womb. As for the rest of us and our Chrissy lists... maybe a blow-up Cammy doll?!

52 PER CENT

BUBSY II™

AVAILABLE ON

SEGA

MEGA DRIVE

HINTS & TIPS

CHEAT OF THE MONTH

MORTAL KOMBAT II





MEGA DRIVE

We had about 80 crillion letters about *MK II* this month. Sad, yet true, is the fact that we can only have one winner. But there'll be riotous celebrations on the streets of **Comboyne**, **NSW**, because **Steven Harrison**, from said hamlet, wins a year's subscription to Megazone because he had the neatest writing and the easiest instructions to follow. Let that be a lesson to you all.

So, presenting the second scintillating installment of our *Mortal Kombat II* special that started in September. Here's a list of all the Pit Fatalities, Dead Pool Fatalities and all the secret characters found throughout the game.



SECRET OPTIONS MENU

For a special options menu in *Mortal Kombat II*, simply:

Go to options; put your cursor on Done; press Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. You can now order your computer opponents to do fatalities, babalities or friendships, have one hit kills, choose starting backgrounds and choose battle plans. Every warrior's dream come true.



DEAD POOL FATALITY

To knock your opponent into the acid pool, press and hold Low Punch + Low Kick and then do a normal uppercut (while still holding both buttons). This is the same for every character.

SHANG TSUNG'S KINTARO FATALITY

To do this amazing morph and rip your opponent in half, simply press and hold Low Punch for the duration of your winning round. When you defeat your opponent go to a sweeping distance and release Low Punch.

HIDDEN CHARACTERS

Noob Saibot: A black character whose moves mimics that of the three Ninjas (Scorpion, Reptile and Sub Zero) and Jax. To face Noob simply play and win 25 matches in a row.

Smoke: Go to the Portal stage and try to do lots of uppercuts. If you are lucky, a picture of a man in the lower right hand corner should appear (he appears in random sequence with every uppercut). When he appears quickly press Down and Start. If successful you will be transported to Goro's Lair and fight the amazingly fast Smoke.

Jade: On the round before the Question Mark, beat your opponent with only Low Kicks and no Blocks (like the routine for a babality or friendship). Success means you'll meet Jade.

Pong: To play a game of the classic game Pong, play 250 battles in two-player mode. This one is for keen *Mortal Kombat* fans only.





PIT FATALITIES/TOMB FATALITIES

Both pit and tomb fatalities must be done in uppercut distance to your opponent.

Baraka	**F, F, D, HK**	**Johnny Cage**	**D, D, D, HK**
Kung Lao	**F, F, F, HP**	**Jax**	**U, U, D, LK**
Kitana	**F, D, F, HK**	**Lui Kang**	**D, B, F, F, LK**
Mileena	**F, D, F, LK**	**Reptile**	**D, D, F, F, BLK**
Scorpion	**D, D, F, F, BLK**	**Sub Zero**	**D, D, F, F, BLK**
Rayden	**U, U, U, HP**	**Shang Tsung**	**Hold BLK (D, D, U, D) then release BLK**






MIGHT AND MAGIC

MEGA DRIVE

Here is a way to get easy hit points in this role playing epic thanks to **David Wood** of **Grays Point**, **NSW**. Go to Dragon's Lair and to the middle left wall from where you entered. Walk through and you should receive a whopping 1000 hit points. Beware, however, as you'll have to be pretty strong to fight the ancient dragon at the end of the dungeon.

JAMES POND 2

MEGA DRIVE

Here is a bundle of cheats for this fishy adventure from **Cameron Aitkenhead** of **Tammin**, **WA**.

Level Select: On the title screen (where it tells you to 'Press Start'), hold Down, Left, button A and button C together and then press Start. A level select should now be gracing your screen.

Infinite Lives: Get to the sports level and cross two sets of spikes and get to the big tennis ball. You should now see five objects. Collect them in this order: Lips, Ice-cream, Violin, Earth and Snowman (it spells L.I.V.E.S.). You should now have infinite lives.

Invincibility: At the very start of the game, jump onto the roof and collect the objects in this order: Cake, Hammer, Earth, Apple and Tap (it spells C.H.E.A.T.). This gives you about 10 minutes of invincibility.

Level Skip: To skip to the end of your current level, do the above cheat and then pause the game and press A, B, A, B. When you unpause the game you should be transported to the next level.

FLASHBACK

MEGA DRIVE

Here is a cheat that allows you to walk through locked doors courtesy of **Brendan Tai** of **WA**. Stand in front of any door and turn to face the opposite direction. Now press button A and select the direction to run away from the door. As you start to move, take your finger off the A button and turn back to face the door. Press button A once more and you should be able to walk straight through the door. Do not stop halfway through however, as you will most likely become stuck and the game crashes.



SPIDER-MAN

MEGA DRIVE

You will require two controllers to get this cheat for unlimited webbing and lives. First of all go to the option screen and leave Spiderman next to the word 'Level'. Now press and hold Start on controller two and then press and hold buttons A, B and C on controller one. Now press diagonal up and right on controller one. If done correctly you should see three exclamation marks next to the word 'Level'. Start the game and immediately press Pause.

Now press button A for extra webbing, button B for extra lives and button C for invincibility.

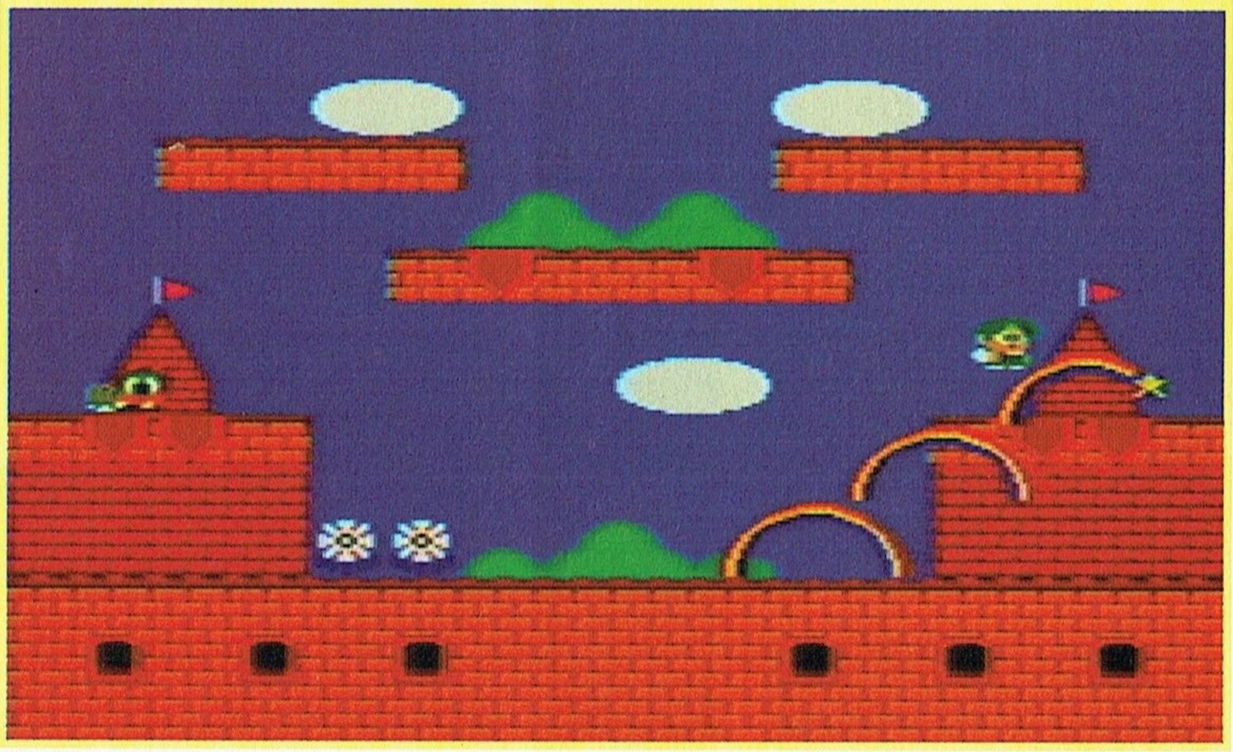
Thanks to **Jason** and **Aaron Wylie** of **Karrinyup**, **WA**.



RAINBOW ISLANDS

MASTER SYSTEM

When the title screen comes up, press Left, button two, Right, Up, Down, Left, Right and button two, again. If successful the music should stop and say 'World One'. Now just press Left and button two to select your world. Thanks to **Rhys Whitely** of **Caringbah**, **NSW**.



WIZ 'N LIZ

MEGA DRIVE

Here are some tips from **Troy Masters** of **Baxter**, **VIC**.

When entering the password: On the last letter press C and Start simultaneously to enter that letter. If done correctly you should start the game with the fruit shop open and 100 stars to spend.

We all know by pressing 'A' and 'Down' that Wiz 'n Liz fart, but enter a game area and press 'Up' and 'A' and Wiz 'n Liz should shout 'Yeah' to confirm the cheat has been activated. Now when you touch a rabbit, it will not turn into a letter or fruit. Rather a glowing time icon should appear giving you extra time to complete your level. Very handy in the latter stages. When choosing 'Colour of Magic' the sub-game, hang around awhile and you should be rewarded with a hefty 250,000 points for your patience.

BUBSY

MEGA DRIVE

Here are the level passwords to *Bubsy* courtesy of **Suzanne O'Leary-Hoy** of **Termeil, NSW.**

Chapter 1 .....JSSCTS
Chapter 2 .....CKBGMM
Chapter 3 .....SCTWMN
Chapter 4 .....MKBRLN
Chapter 5 .....LBLNRD
Chapter 6 .....JMDKRK
Chapter 7 .....STGRTN
Chapter 8 .....SBBSHC
Chapter 9 .....DBKRRB
Chapter 10 .....MSFCTS
Chapter 11 .....KMGRBS
Chapter 12 .....SLJMBG
Chapter 13 .....TGRTVN
Chapter 14 .....CCLDSL
Chapter 15 .....BTCLMB
Chapter 16 .....No Code



BUBBLE BOBBLE

MASTER SYSTEM

Here is an easy way to complete this unreal game thanks to **Nicholas Rademaker** of **Greystanes, NSW.**

Go to the password screen and enter the password 9ENVA55M.

Now go to either one-player or two-player continue and go to level 200.

You should now be facing the final boss. As soon as the round starts, quickly head for the Thunder Bubble. Jump off the top platform (so that you are close to the side) and shoot bubbles into the wall. The bubbles should burst and form a lightning chain reaction. Continue to blow bubbles from the bottom corner and remember to dodge the boss (he always moves in the same pattern). With any luck, the boss should turn red and be encased in a bubble. Pop this bubble and watch the tear-jerking ending.





CHAOS ENGINE

MEGA DRIVE

Here is a code for *The Chaos Engine* that gives you over $40,000 in a two-player game.

LQYDH8223VL6

Thanks to **Stephen Johnson, Thornleigh, NSW.**

GIVE US YOUR HINTS AND TIPS YOU MIGHT SAVE SOMEONE'S LIFE

you might win a prize!

There are only two things certain in this world. One is death rock roolz. The other is that without your help these very pages would be very white. Which would mean death for a couple of staff members here. Which would be OK but sort of messy and we'd have to clear out a few desks and discover all sorts of horrible truths. To curtail any chance of this happening we want you to send us any hints and tips you discover with which we can ensure these pages are jam-packed. The best one each month wins a year's subscription to Megazone. Which, you just gotta agree, is much better than a subscription to *New Zealand Women's Weekly*. There are rules, though.

1. 'That Billy Joel guy is a real talent and on the cutting edge of rock. But not as good as Elton John.' ie, don't send us lame gibberish. Make sure it makes sense.

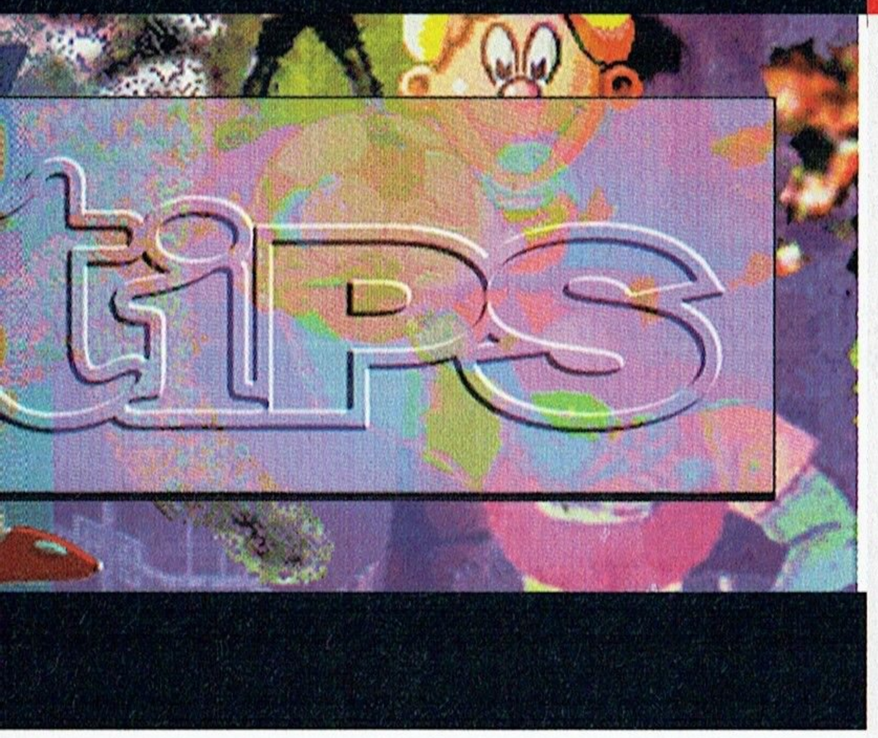
2. It must be either typed or written in your best handwriting ever. You can use the blood of a virgin (if you know any virgins) sacrificed on a mountain top at midnight if you so desire. So long as the wind was blowing in a southerly mode before you danced your merry Satanic evil jig.

3. Label. Each. Step. Clearly. Use. As. Many. Full. Stops. And. Sentences. As. You. Like.

4. Test it on a teacher at school. If they can understand it, send it to us. If you never go to school or are too old to attend, we suggest you test it on a police officer in Melbourne or use the excuse to entice a well-constructed member of the opposite sex (or same, if it is your desire, or even the neighbour's pet cat) into your boudoir for 'joy-pad research'. It works every time for Adam.

(Matt and Duane have the pictures and audio evidence to prove it.)

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



ACTION REPLAY CODES

These codes are very special indeed. You'll need an Action Replay cart to use them. If they're not available at your local milk bar or deli, call Kaylee Computing on (09) 310 1962. They will help.

LAND STALKER

MEGA DRIVE

FF543E00AA	99 Heart points
FF547E00AA	99 Hit points
FF120F00FF	Start with 255 gold.

Thanks to **Troy Masters** of **Baxter, VIC**, for the above two codes.

ZOMBIES

MEGA DRIVE

FFFAD70002	Infinite lives player one
FFFB770002	Infinite lives player two
FFFADD0096	Infinite bullets player one
FFFB7D0063	Infinite bullets player two
FFFAE7000A	Infinite bazookas player one
FFFB87000A	Infinite bazookas player two

Thanks kindly to **Stephen Thoroughgood** of **Newcastle, NSW**, for these codes.



MORTAL KOMBAT II

MEGA DRIVE

FFAB960099	Infinite time
FFB6230078	Infinite energy
FFF4570015	Infinite credits

Enter these codes together:

FFEEA40024

FFEEAD0030

This cheat only works in two-player mode and the Action Replay's activator must be placed to neutral position once you have chosen your players. This code starts you with 24 wins and 48 icons meaning win will take you to Noob.

SUPER STREET FIGHTER II

MEGA DRIVE

Use this code before using any other of the codes below **003BE6602E.**

FF80C10000	Special moves in mid-air for Player One
FF858B000X	Player One fights the same opponent through the game
FF803D0090	Unlimited Energy for Player One
FF80C20001	Player One turns into flame when hit
FF828A0002	Player One only needs one hit to win the round
FF80750001	Extra turbo speed Player One
FF82850005	Stops countdown timer
FF80B40000	Every special move has fire balls for Player One
FF801B0000	Player One's character is speeded up
FF80620012	No combos allowed
FF81890000	No dizzy for Player One
FF80400011	Only low jumps and special moves for Player One
FF803E0011	Bizzaro mode. Very weird moves for Player One.



WONDER DOG

MEGA-CD

Following are level codes for that Mega-CD classic *Wonder Dog*, thanks to **John Bruyn**, **Darwin, NT**.

LEVEL	CODE
1	MYSTIC
2	ANKLES
3	LEDZEP
4	REEVES
5	PIXIES
6	WOOPIE

JAGUAR XJ220

MEGA-CD

We just can't stop **John Bruyn**. Here is yet another cheat from this mad Darwinian gamer.

If you want to always win (and who doesn't?), go to the options menu and highlight the box with '1/Name' in the top left hand corner. Erase the name and put in 'Mar'. Exit and go to the menu to choose the world tour option and then choose the country you want to race in. Wait until the race commences and press Start to pause the game. Simultaneously press A, B and C to have a victory in every race!

SPIDER-MAN

MEGA DRIVE

Also from **John Bruyn** is this level select cheat. Go to the options screen and choose a difficulty level, then press and hold diagonally Up/Right plus A and C on pad. At the same time, keep pressing Start and *voila*! Exclamation marks should appear on the screen. Now start the game, hit Pause, and press A to restore web, B to restore energy, A and C to become invincible. Now for the *pièce de résistance*– press A, B and C to skip to the next level.

ECCO 2

THE TIDES OF TIME

BORIS
©94

SEGA

MEGA DRIVE



Dear Agatha...

Australia has but one Sega agony aunt. And that person just happens to be me. So if you're freaking out over a game or spinning out because you can't escape from level 345 of Slug Maul, drop me a line. I'll fix you up.

Agatha

TURN TO CRIME, KIDS

Hi, Agatha,

My name is Nathan and over here in New Zealand we unfortunately get Megazone one month late and on top of that we have to pay $7 per copy. It's probably not your fault but it sux. Anyway do you have any tips on the *Lucky Dime Caper* on Master System. Thanks and congrats on your Number One magazine.

Nathan Gardner, Hawke's Bay, NZ

Hellooooooo New Zealand. Do I have any tips for Lucky Dime Caper*? Why, yes. First off, die. When the continue screen appears press Down and button One for infinite lives for that level. For more extra lives, find the bouncing pot and break it open to find a power up. Collect the bonus and then walk back a little (about one screen length) and then return. The pot should have magically regenerated giving you another bonus. Keep repeating this process for extra lives and score bonuses.*

If you're worried about the 20 year time lag between Australia and NZ it is always possible to obtain a subscription. This will ensure that you receive the magazine on time and at a slightly cheaper rate. Plus you score a free game. Failing that, if you reckon that Megazone is too expensive you could always just steal a copy from the newsagent or supermarket. Just don't get caught, that's all. Or, alternatively, move to Australia.

MICKEY MAYHEM

I own a Master System and I am stuck on *Land of Illusion*. How do you get past the Castle Ruins Stage?

Paul Healy, Ashburton, VIC

Oh, look. First of all pick up the lanterns and go down the ladder. Jump on the pumpkins and, when you reach the yellow Mickey bricks, pick them up and throw them over the spikes to make a path across. On the scrolling section pick up the blocks as fast as possible to clear a pathway. When you pick up the key you have to jump on the switch and make your way back to the beginning. Continue until you reach a switch and two blocks on top of each other. Throw the key on the switch and then jump on the key. This allows you to pick up the top block and then the bottom block. Destroy both blocks, pick up the key and continue on your way. Simple, isn't it? 'Yes'.



DESPERATE

Oh, Agatha,

Are there any hints, cheats or tips for *Skitchin'* on the Mega Drive? Thanks.

Adam Gunn, Park Ridge, QLD

Is there anything on Skitchin'*? Well, skate demons, it might just be your lucky week. On the intro screen, press button B, button A, Down, button A, Start and Start (it spells BADASS). You should hear a sick car crash sound. Don't get distracted though 'cos here you can enter the following passwords:*

Speed: three nitros
Monkey: gives you $2000
Totem: takes you to rainy Vancouver
Broncos: takes you to rocky Denver
Airport: takes you to grungy Seattle
Capital: takes you to stately Washington
Cars: takes you to grimy Detroit
Palms: takes you to sunny Miami
Liberty: takes you to slammin' New York
And that, Mr Gunn, is a full deck.

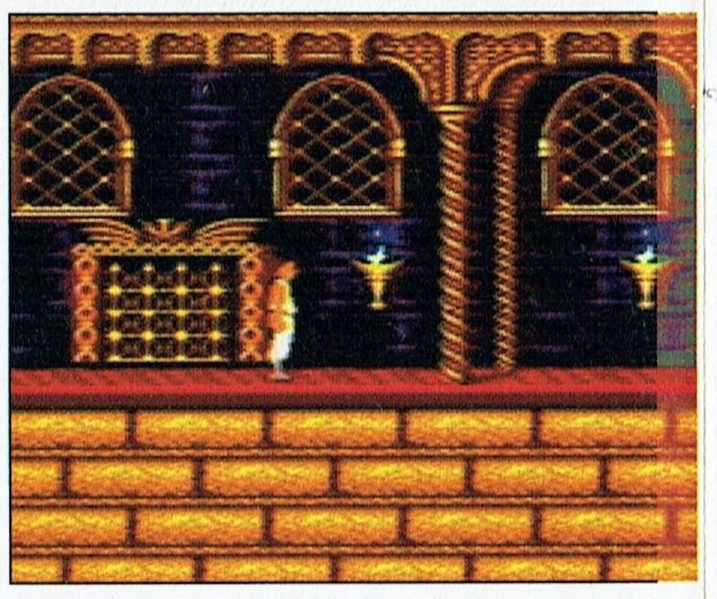
TOTALLY STUCK

Dear Agatha,

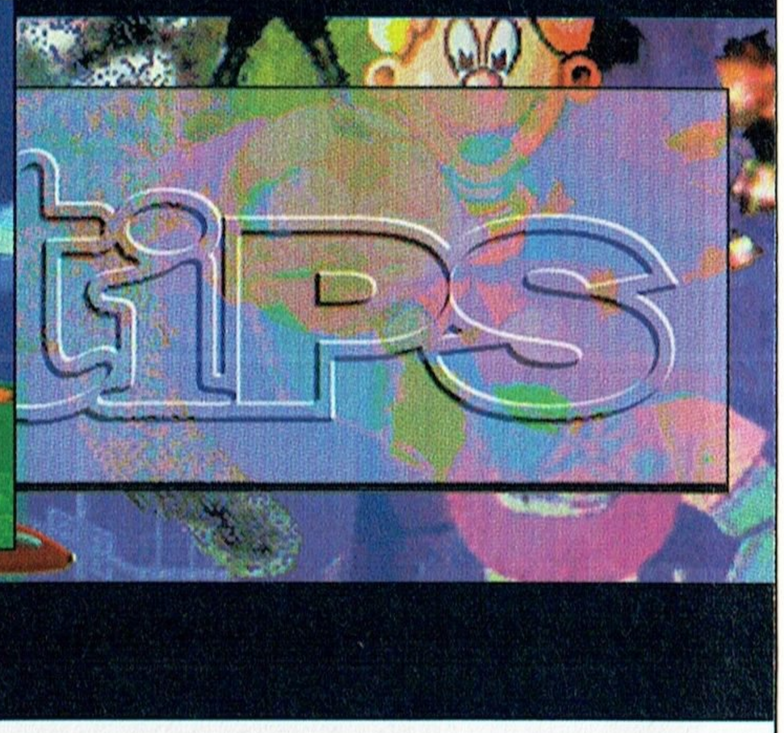
I am totally stuck playing *Prince of Persia* on the Master System. Could you please tell me the password for the last level?

Jake, Tucabia, NSW

Slacko. The password for level 14 is QIGGDX.







PERSONAL ATTENTION

Dear Agatha,

I'd like to know if the level select for *Sonic 3* works. I have tried this cheat hundreds of times but have never been successful.

Raul Torres, Quakers Hill, NSW

The level select really does work, so without coming around to personally tend to you I don't know what you're doing wrong! When Sonic appears on the title screen and shoots out at you, quickly, like really quickly, press Up, Up, Down, Down, Up, Up, Up, Up. You should hear a chime and be given a sound test option. Go in to the sound test and a level select will grace your screens. You have to get the timing right at the beginning.



SPIN OUT

Dear Agatha,

Do you have any cheats for *Sonic Spinball* on Mega Drive.

Martin, NSW

Yes. A cool level select that should help you get through. Go to the options menu and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, Up. When you hit the title screen press:

A + Start to go to level two
B + Start to go to level three
C + Start to go to level four

ANAEMIA

Dear Agatha,

I need blood. What is the blood code for *Mortal Kombat* on the Master System? Thanks heaps.

Adam, QLD

Mmm... blood. On the 'Code of Honour' segment of the title screen, press button two, button one, button two, Down and Up. Welcome to Goreville, Adam.

MUTANT

Dear Agatha,

I have been playing *Bart vs the Space Mutants* for some time now and I am totally stuck. How do you get the window with the purple ghost on the first level? Please help.

Jason, NSW

No problem, Jason. Simply stand between the last two mutants and jump continuously. At the apex of each jump, use your spray can and you should have no further problems with those pesky ghosts.

JUST DON'T GET IT

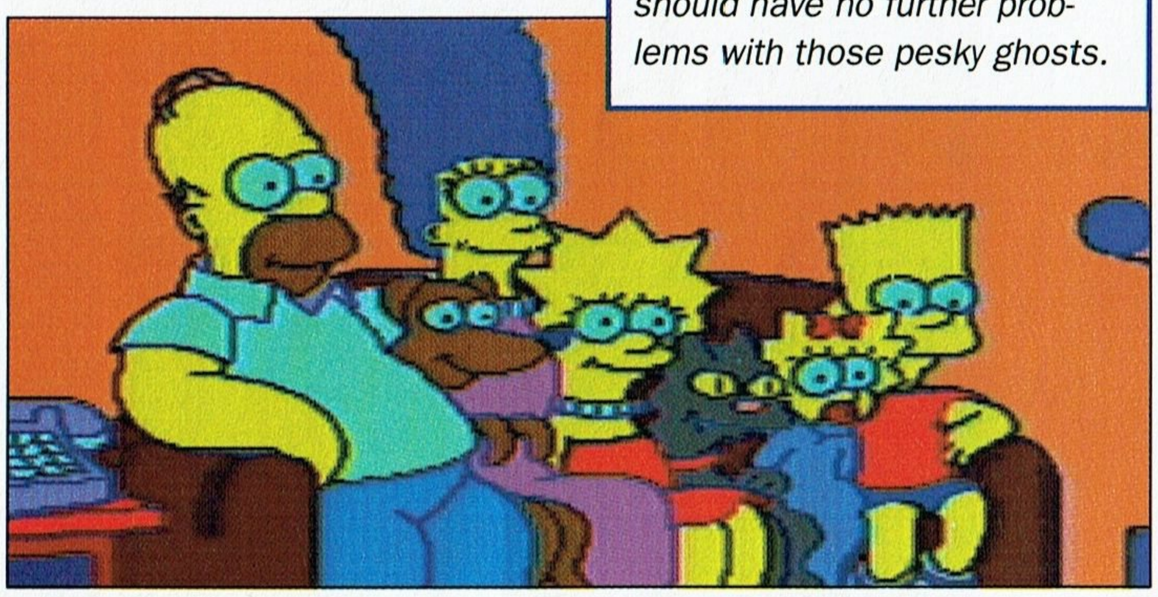
Dear Agatha,

Could you explain the level select for *X-Men* on Mega Drive in as much detail as possible. I have five mags with this cheat but still cannot get it to work. Please

Shane, TAS

Serves you right for reading those other mags. It will make you go blind, you know. It's an extremely complicated cheat but here's a step-by-step guide to make it a bit easier.

1. Turn the machine on and quickly hold down button A and C on controller one.
2. When the title screen appears, press Start on controller one.
3. Press Start on controller two.
4. Press Start on controller one again
5. You should now begin the game in the control room. Look to the right-hand side and you should see a group of control panels (each one representing a level in the game).
6. Stand in front of a control panel and hold down B and C to warp to the desired level.
Don't say I don't look after you.



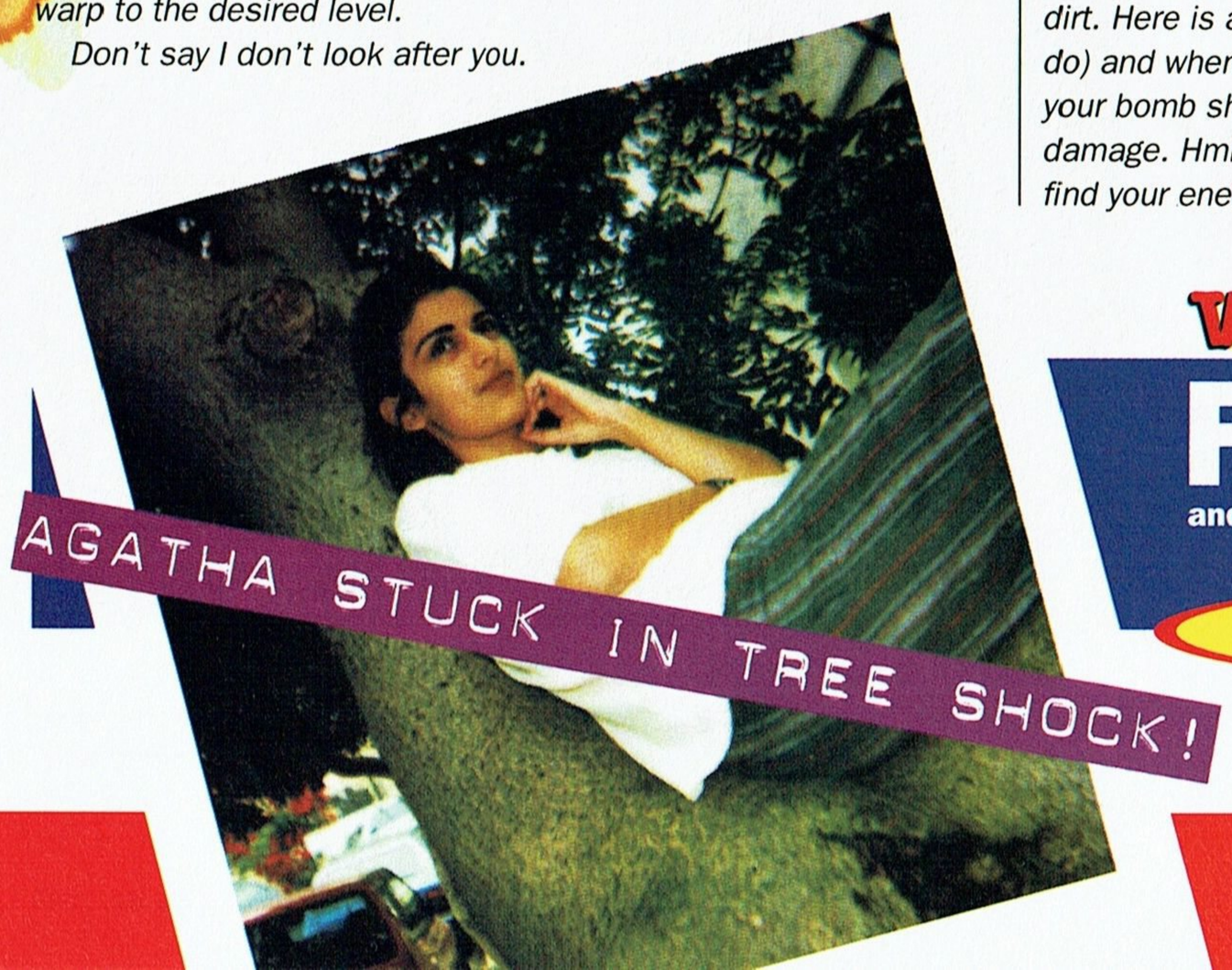
GOLDEN OLDIE

Please Agatha,

Could I please have any cheats for *Truxton* on Mega Drive. I'll take anything.

Rhys Allen, Nowheresville

You may take anything, but I'm only interested in dishing the best dirt. Here is a beaut cheat for this golden oldie. Set off a bomb (as you do) and when it explodes press Pause. Wait a few seconds and, shock, your bomb should still be effective and, unsurprisingly, cause mega damage. Hmm... mmm. Now, simply unpause the game and you should find your enemies dead. Simple, yes. But rock hard.



Write to Agatha!

Freaked out? @%$!ed up? Tongue-tied? Traumatised? Take a holiday and let Agatha, Australia's only Sega agony aunt, cure your ails and make you a nice roast dinner.

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

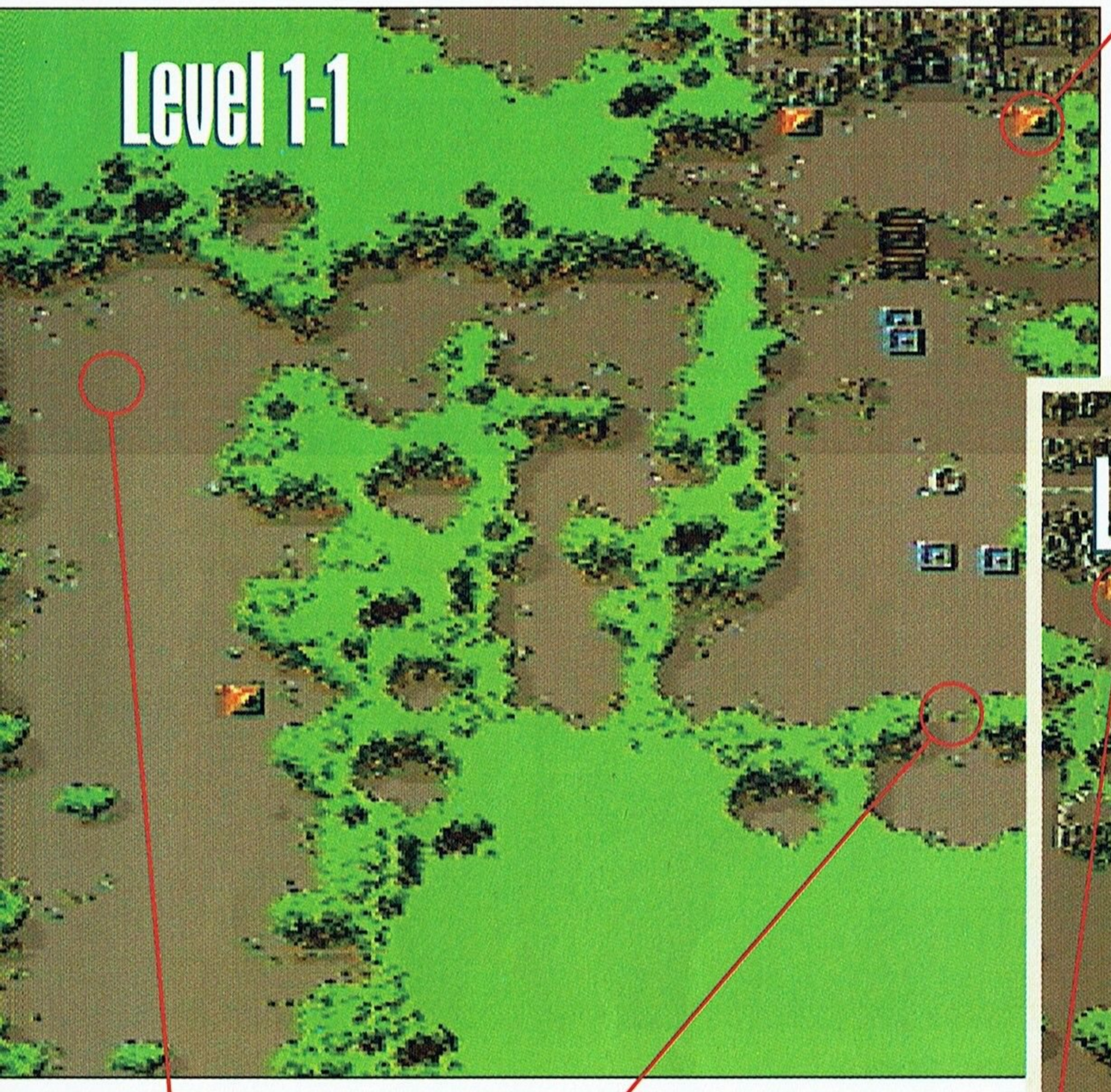
You stuff it – she'll kiss it better
(but no tongues).

the CHAOS ENGINE

gamebuster

Get yourself a time machine; pick up a big mutha of a gun; put on your dancing shoes. It's time to go on the rampage

Welcome to the opening level, designed to give you a gentle introduction to the trials and tribulations ahead. Not much happens to begin with, however this doesn't mean things are easy. Remember, lives are scarce, so don't blow any at this early stage.



▲ The key allowing you to continue through the level is found here; grab it to open a clearing in the otherwise impenetrable scenery.

▲ Use the key located outside to open this room and then enter to collect a veritable feast of power-ups!

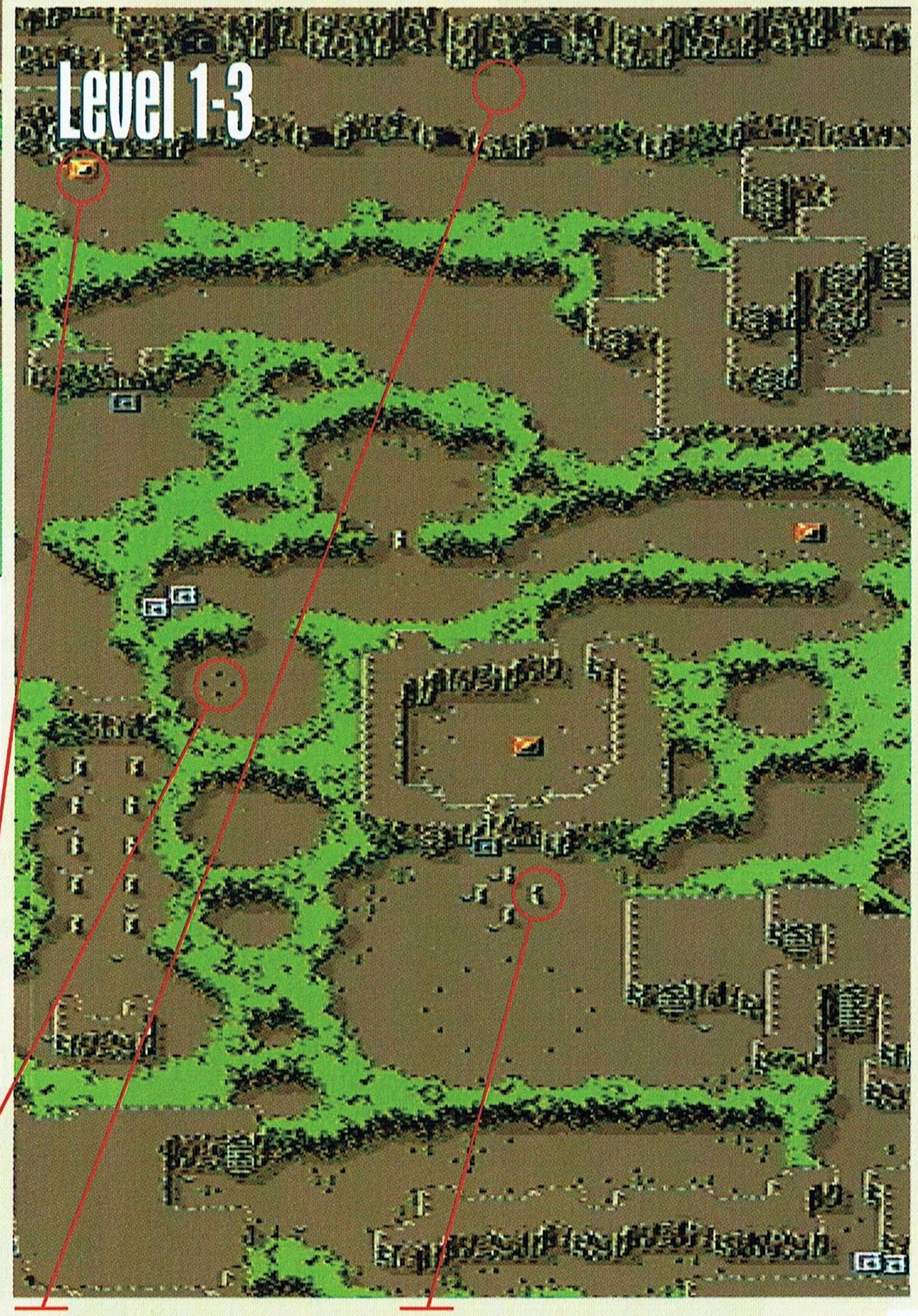


▶ Blast this node and prepare to short the hordes of creatures that appear. Next go right to find a new set of steps, providing access to higher platforms.

▶ Grab this key to remove the pillar blocking the clearing above. Inside is a node. When you come out, go left. The pathway is now cleared in your favour!

◀ Once you reach the end of the level, blast these two nodes to complete your mission and then dash through the exit towards the dangerous perils ahead.

The third section of World One is very straightforward to complete. There are two possible routes to take, but naturally Megazone only shows the best, most efficient one! There are plenty of opportunities to collect loads of power-ups and cash, so be prepared!



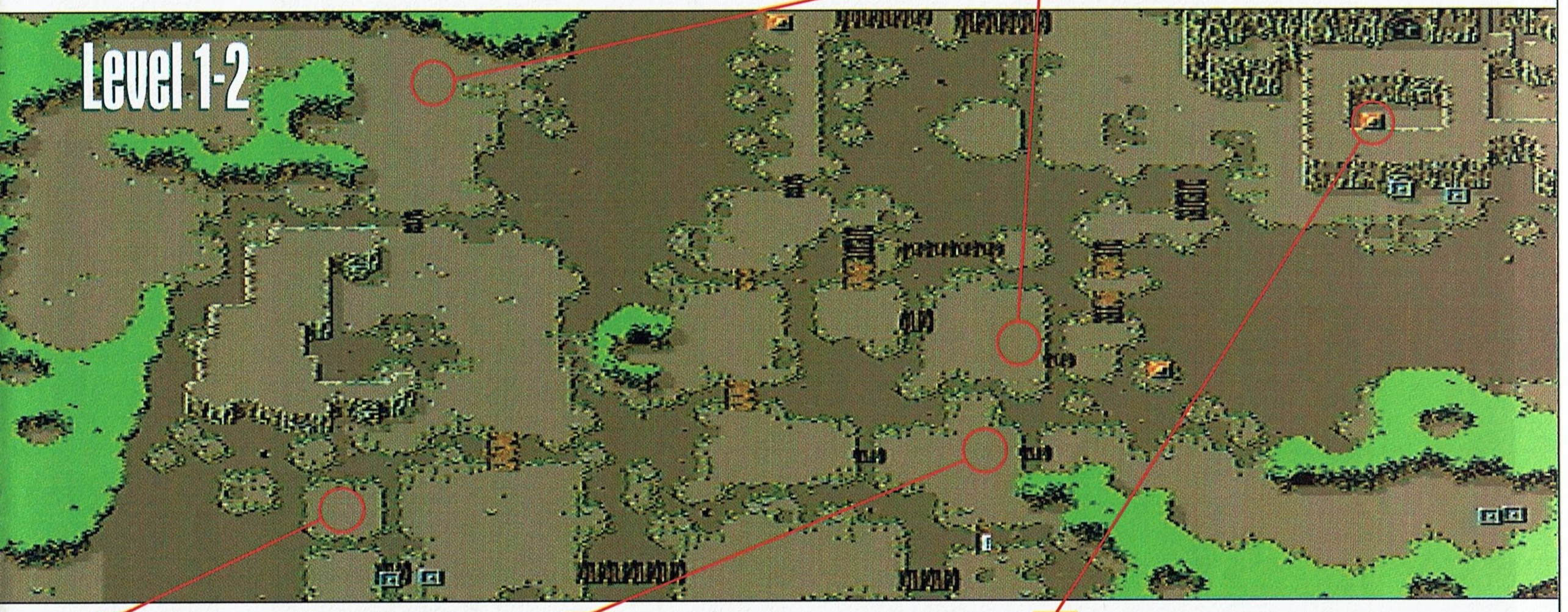
▲ Before heading to the exit kill the creature emerging from the wall to give a welcome boost to your savings!

▲ Shoot the pillar on the right to reveal a key and a restart point. The key provides access to loads of bonuses over to the right.

Solution © Paragon Publishing Ltd, 1994

The action begins to hot up during the second section of World One, as the playing area dramatically increases in size. Throughout the section are alternative routes to the exit and it's important to select your passage wisely, otherwise it could be curtains.

Level 1-2



▼ Grab this key to activate a bridge over the steaming mud stream.

▼ At this point it's decision time. The cause is deciding which way to go, although no real advantage is gained taking a certain route. The only advice we can give is going to the right gets you to the exit quicker.

▲ Clear the path to this island to obtain a few helpful power-ups. The key here also opens the bridge over to the right of the section.

▲ Unveil this bridge with he key located nearby and use it to gain access to loads of tasty power-ups. Once you've grabbed them all, continue using the other bridge.

▲ Destroy the last node and then dash through the exit.

This section gives you an early example of the complexities of *Chaos*. In particular, it shows just shows how much the basic format can change as you go along. Once again there are plenty of opportunities to power-up and, as always, it's best to use them!

Level 1-4



▼ Shoot this to reveal a key and use it to open a set of steps below. These lead to a secret room packed to bursting point with power-ups!

▲ Collect the various keys *en route* to reveal the path upwards, then shoot the node from the neighbouring ledge.

▲ A hole appears her, except nothing ever emerges. Go through the hole to enter a special bonus room full of goodies!

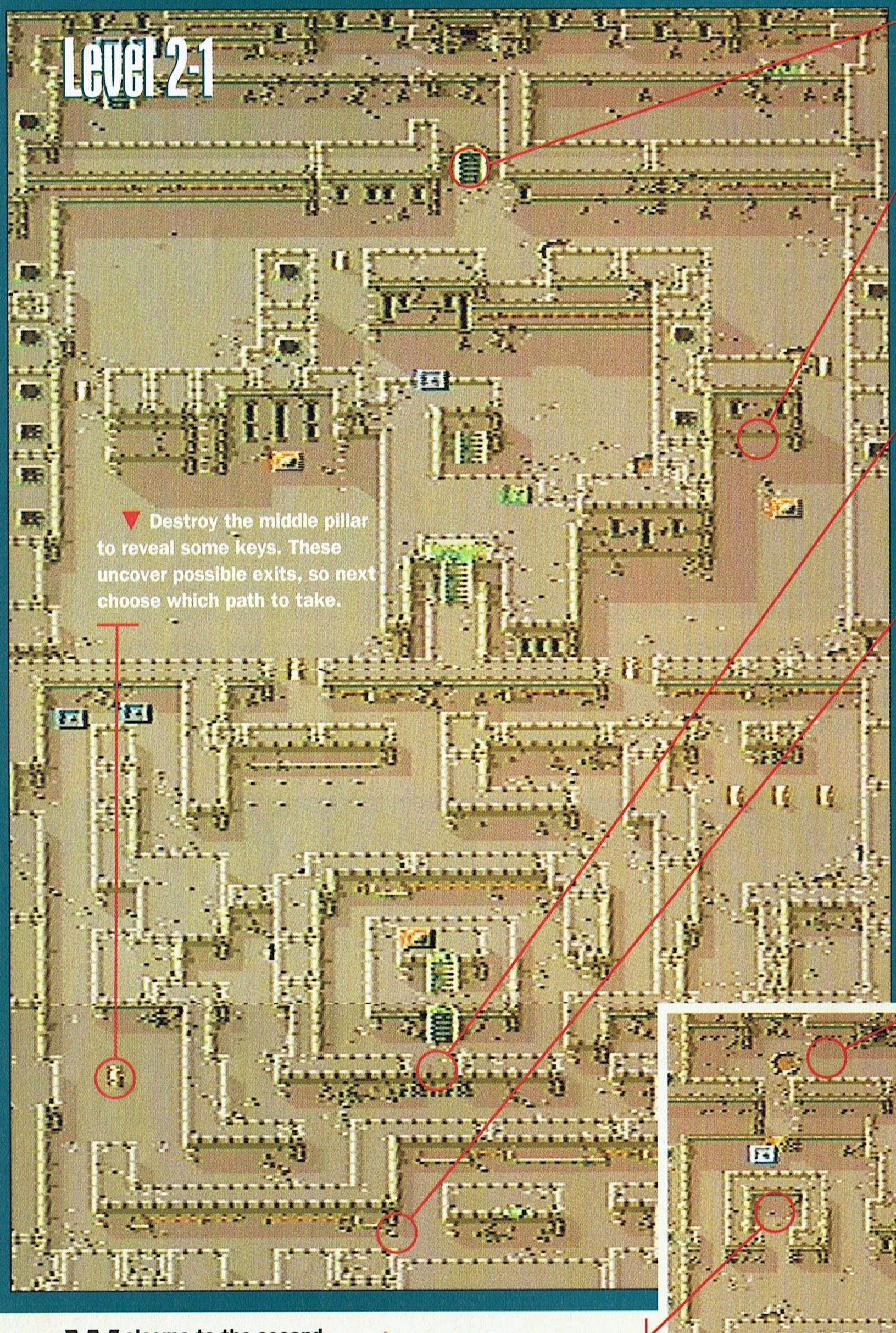
▲ Destroy this node to get a key. This removes the pillar previously blocking your path.

the CHAOS ENGINE

gamebuster

Things start to get a little bit weird in World Two. Each level somehow seems to dramatically rearrange itself as you progress, making it tough to know what's going on. Basically, this means the level looks totally different at the end, compared with the start – or something!

Level 2-1



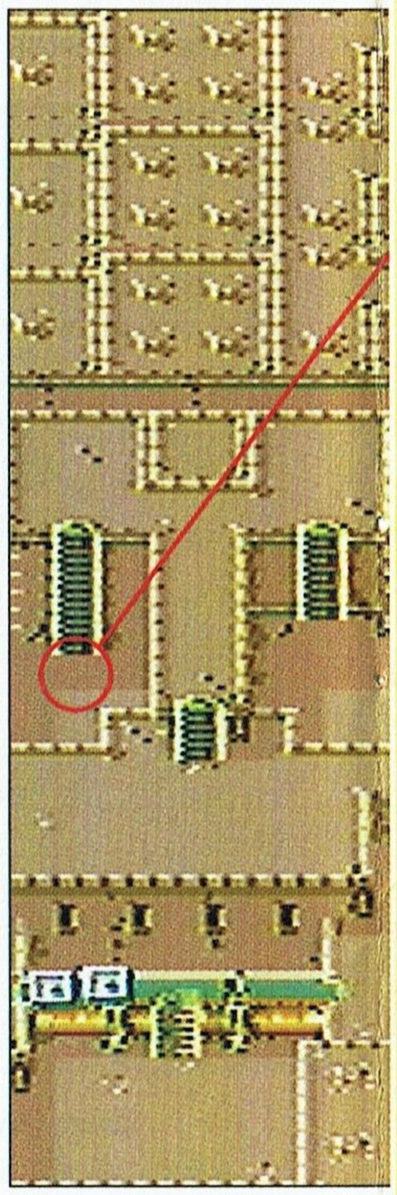
▼ Destroy the middle pillar to reveal some keys. These uncover possible exits, so next choose which path to take.

◀ Go left at the top of these steps to find a key which allows you to get at even more bonus items.

◀ Once the steps appear here, go down and do battle with the evil creatures waiting below. Next head upwards, always keeping a close eye on those walls.

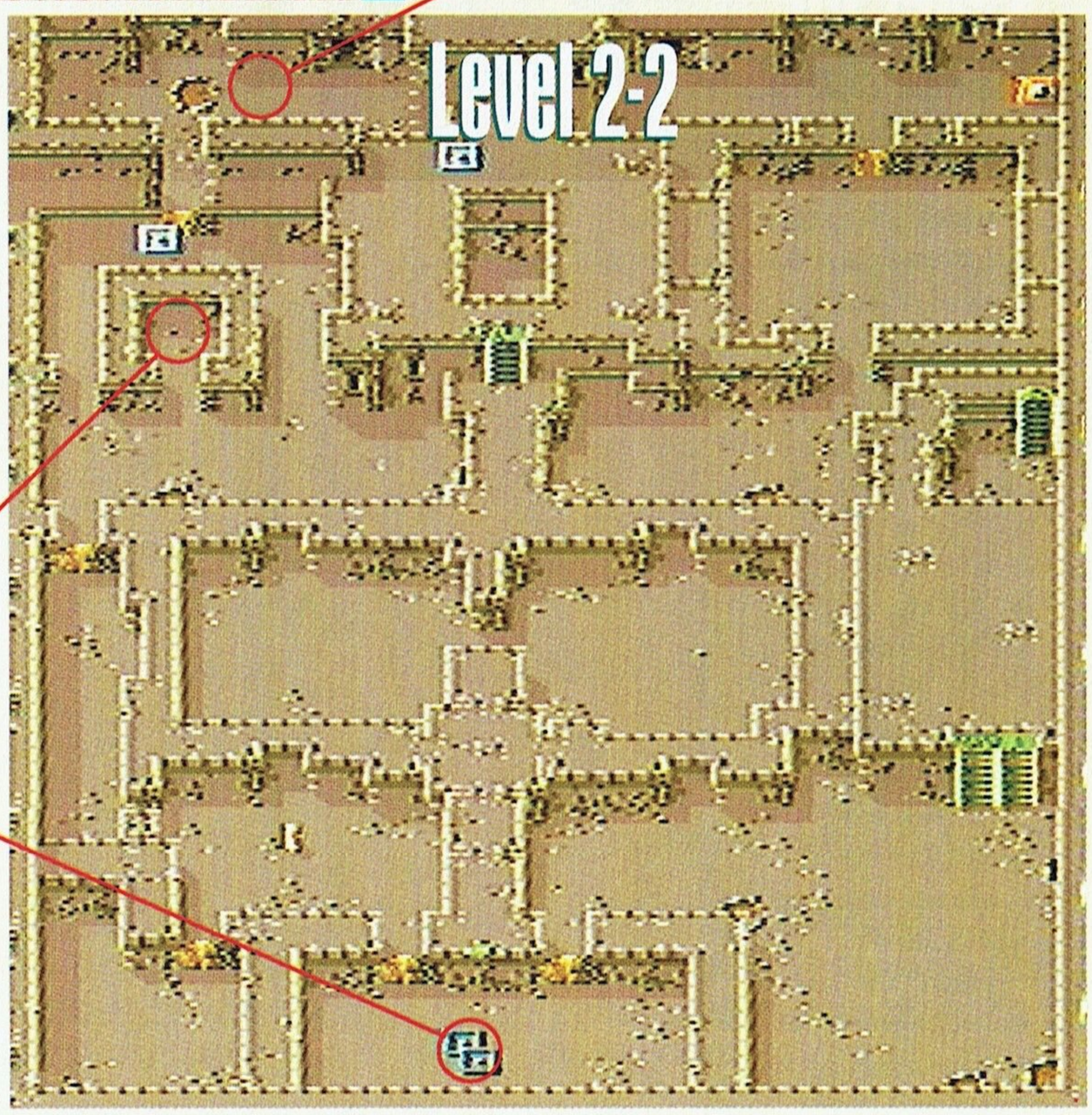
◀ Shoot this wall. Destroy this node and then walk across the top of the wall, collecting the various bonuses on offer.

◀ Grab the key here and then go back to the area you've just passed. Some steps have now appeared, giving you access to hidden bonuses.



▼ Get the key and walk into the crater. This warps you back to the start of the level, however, there will now be a set of steps leading to the top of the walls. Go up here and watch your bank balance surge skywards.

Level 2-2



Welcome to the second section of World Two, where an incredible treasure trove of goodies await the brave! Don't take any chances on this level and, with any luck, you can really boost your standing. The best path to choose, which leads to all the treasures, is the one we've pointed out. So, if you pay attention and follow us, then everything will be quite alright!

▶ This room contains loads of goodies. Grab the key and then blow away the strange dog-like creature that comes running out.

▶ The keys in front of you open the doors on the opposite side. Decide which route to take and then pick up the appropriate key. We reckon the left route is the one to take, it's much more interesting.



▼ Use the steps to get up to the restart point in the room above, allowing you to go down the opposite side.

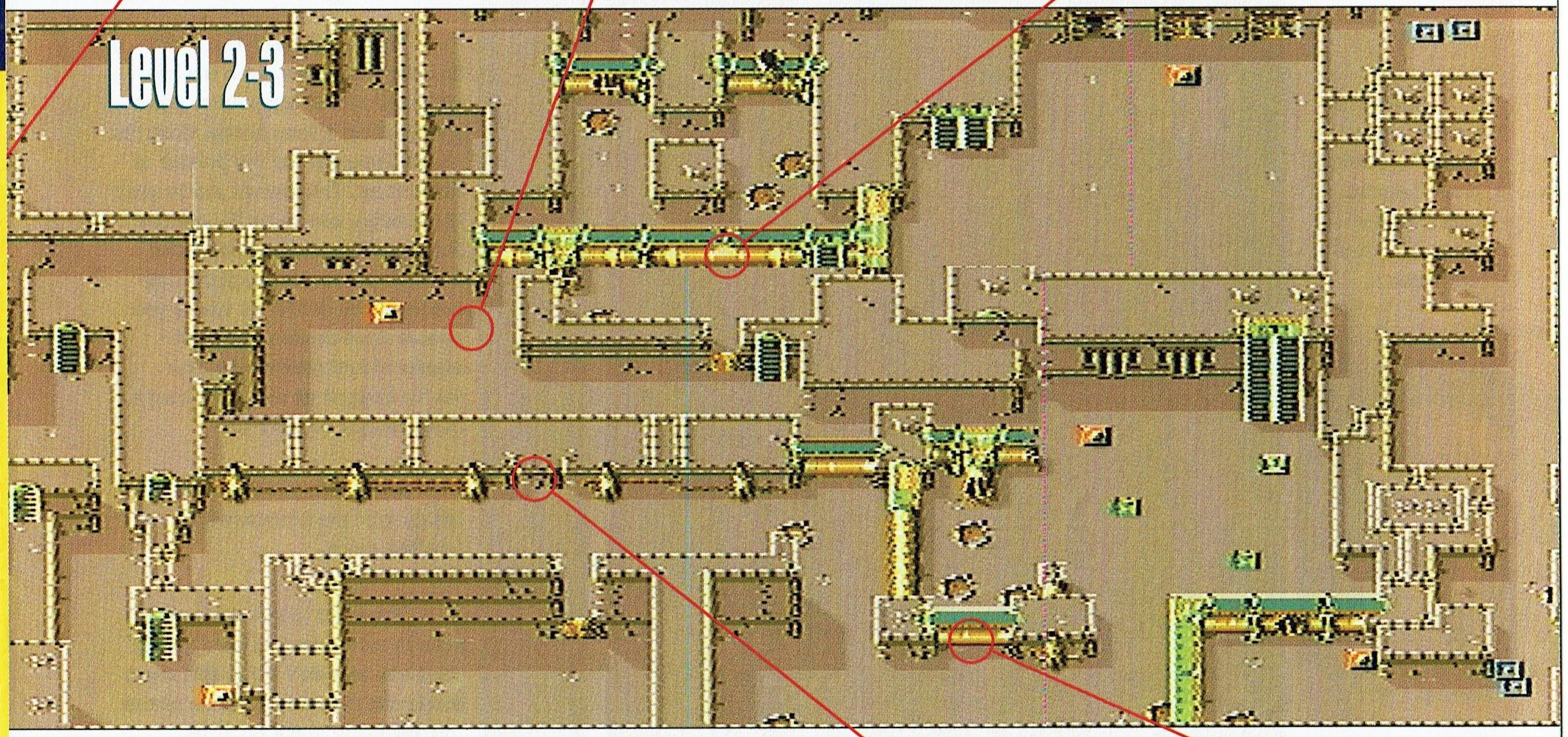


▼ Kill all the creatures in this section to reveal a hidden key. This opens the wooden door next to the steps.



▼ Grab the first key in here, but not the second. This allows you to walk across the pipe above and collect the bonuses.

Level 2-3



If you like landing yourself in hot water get ready. In fact things are positively boiling over and there's steam around every corner. Be careful not to burn yourself and keep shooting the pipes whenever possible. Other than that, your biggest task is staying alive!

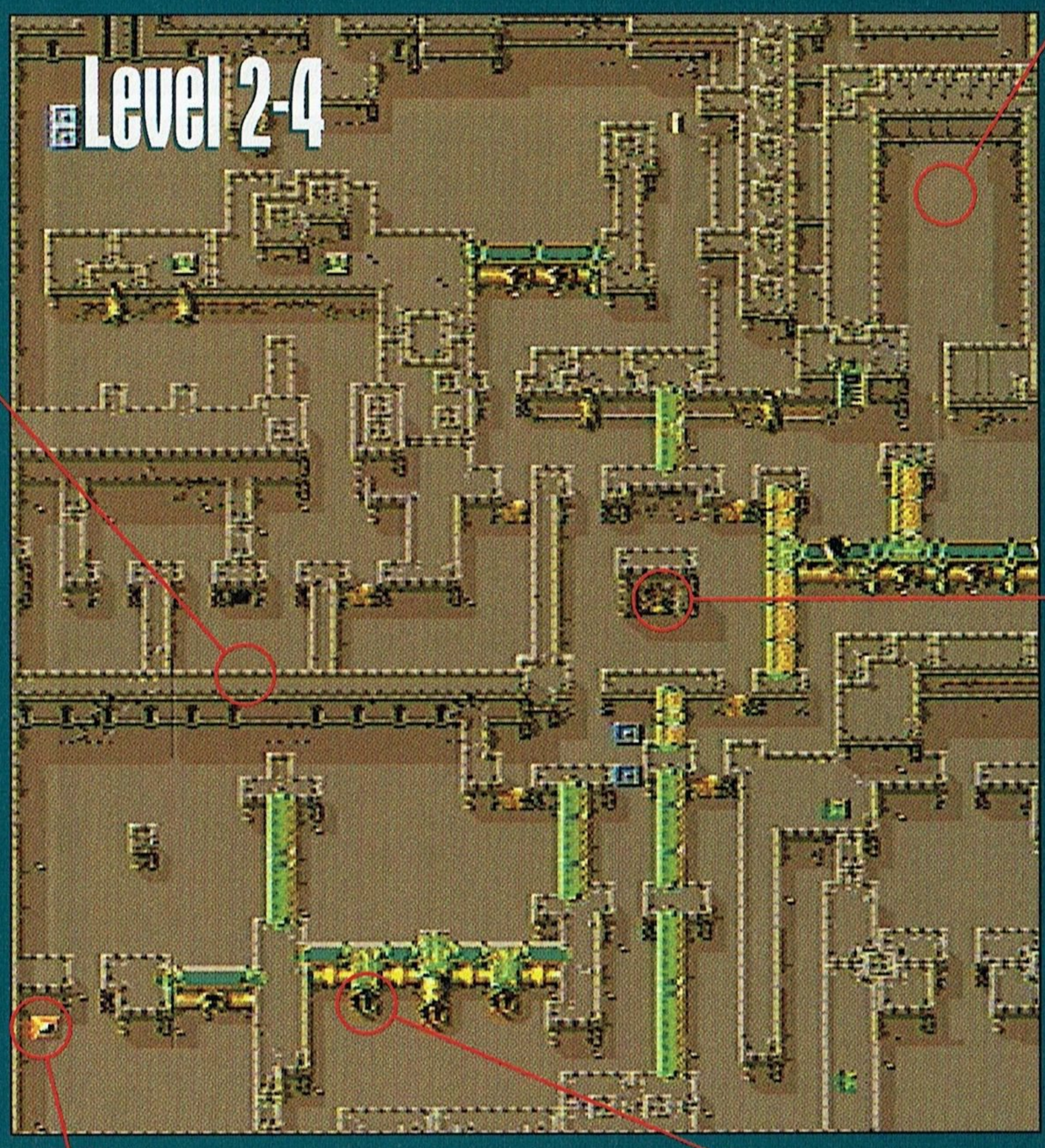
▲ Shoot out this part of the wall to reveal a key to the treasure below.

▲ Blast this pipe to stop the steam from blocking your path though the rest of the stage.

This is one of those puzzles that is very simple once you've worked it out but a complete nightmare until then! You don't have to explore looking for keys to open doors and the rest. Instead just follow the path ahead and the route becomes apparent as you progress.

▶ There are keys galore at this point. Use them to clear the pathway ahead of you and then get the hell out of there!

Level 2-4



◀ Kill every creature in this area and then collect the key. This clears a path for you to escape through without any delay.

◀ This is in fact the exit. It may look easy to get to, but you must explore the whole level five times over before it allows you to leave.

▲ Shoot this node and watch in disbelief as the whole level completely changes in structure before your very eyes!

▲ Watch these pipes. As you get close to them loads of green slimy creatures crawl out to hassle you.

PASSWORDS WORLD TWO

ONE-PLAYER GAME

Mercenary: Lives 8 Skill 10 Cash 55406

Thug: Lives 28 Skill 10 Cash 37278

YKXVGL7HXMDM

TWO-PLAYER GAME

Mercenary: Lives 22 Skill 10 Cash 19956

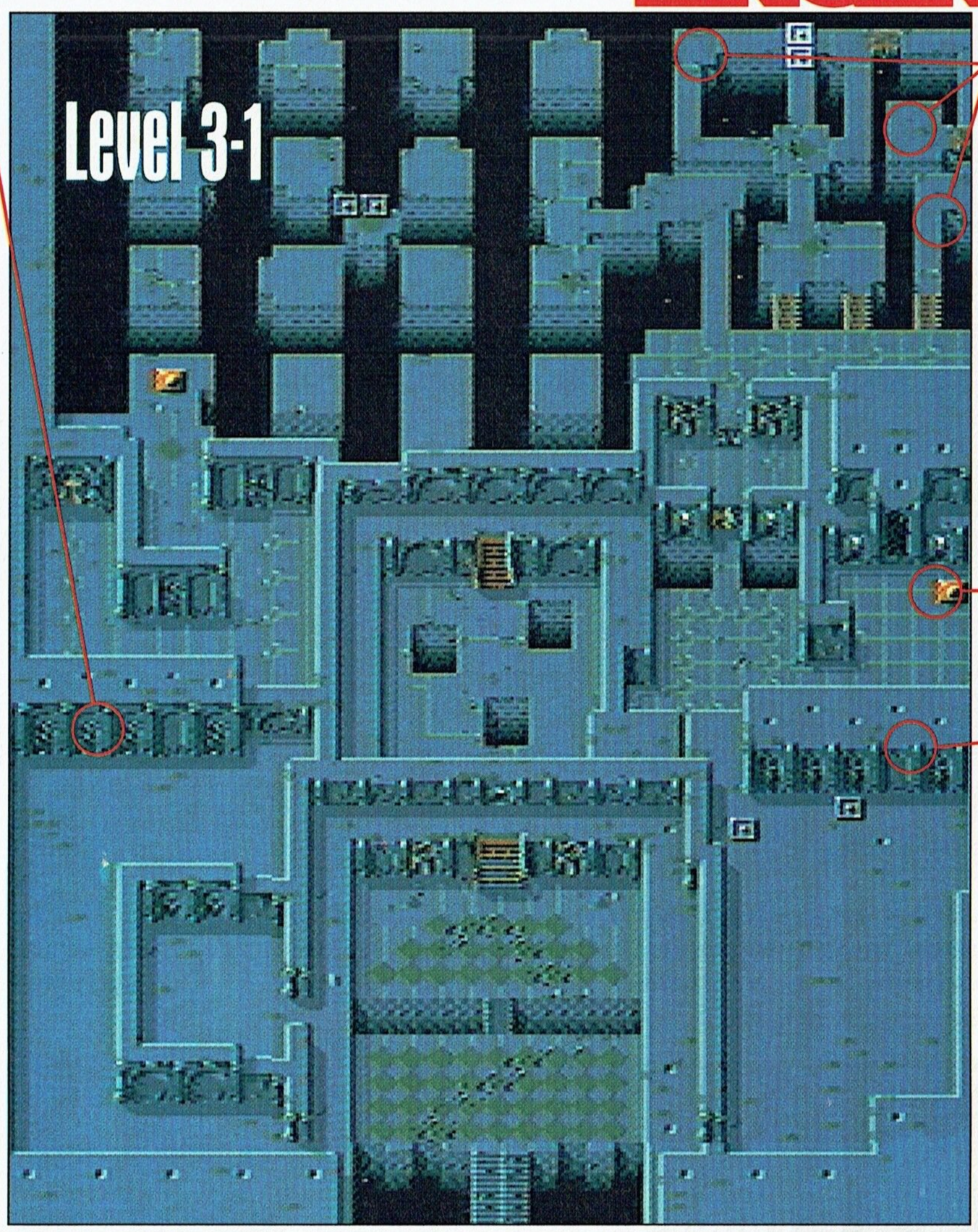
Brigand: Lives 31 Skill 10 Cash 5804

2X#2KFYPS21Z

the CHAOS ENGINE

gamebuster

At the beginning of this level you come across a row of keys. These unlock two different routes through the stage. To get the most goodies walk to the right corner and walk left, collecting every key you reach. However, don't get the one on the far left. Now walk over the bridge that appears.



▶ Shoot the middle statue, which is different from the rest, this clears a pathway out of the room.



◀ When you reach the section of hovering platforms, grab the key indicated by the top pointer, after approaching it from below. Next get he key indicated by the pointer at the bottom. This allows you to grab the goodies shown by the middle pointer. After carrying out these instructions you're warped to the centre of the platforms where you choose from the two different treasures and monsters. Once you've bagged all the gear, beat a hasty retreat to the exit!

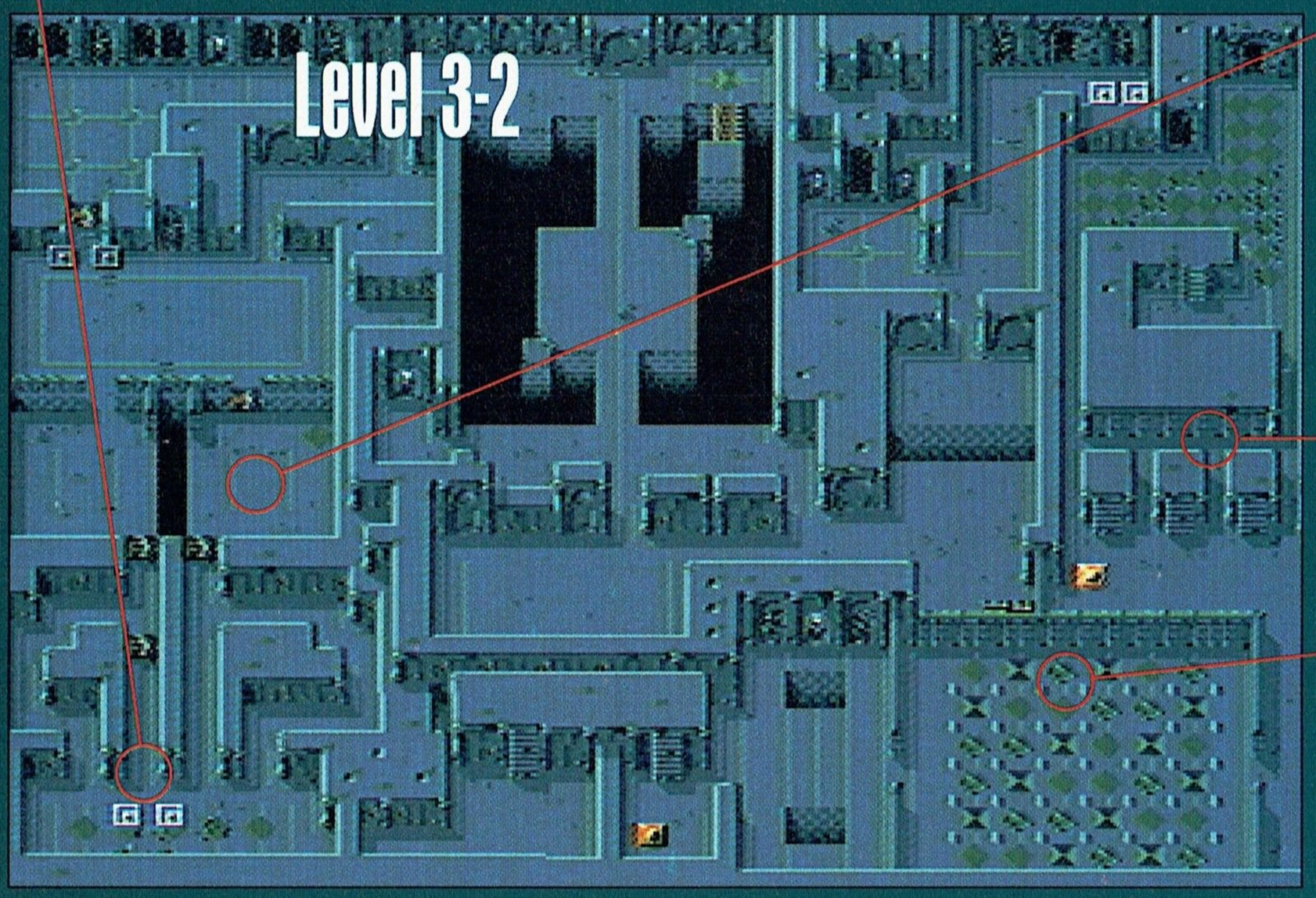
◀ Shoot this node to form a bridge over the chasm in the previous room.

◀ If you fail to get the required keys to reach the left-hand side of the level, fear not! Go to this room and shoot the middle statue at the top, revealing some bonuses.



▼ Take corridor two, then, when you eventually return to the start, grab the set of keys which have now appeared. By doing this, a small section of the floor rises up and teleports you!

When you emerge into this section you're faced by a series of mazy corridors. From the left, corridors one and three take you to the two rooms just north of the start, and corridors two and four loop back to the start. The best route is either two or four, as there is more treasure.

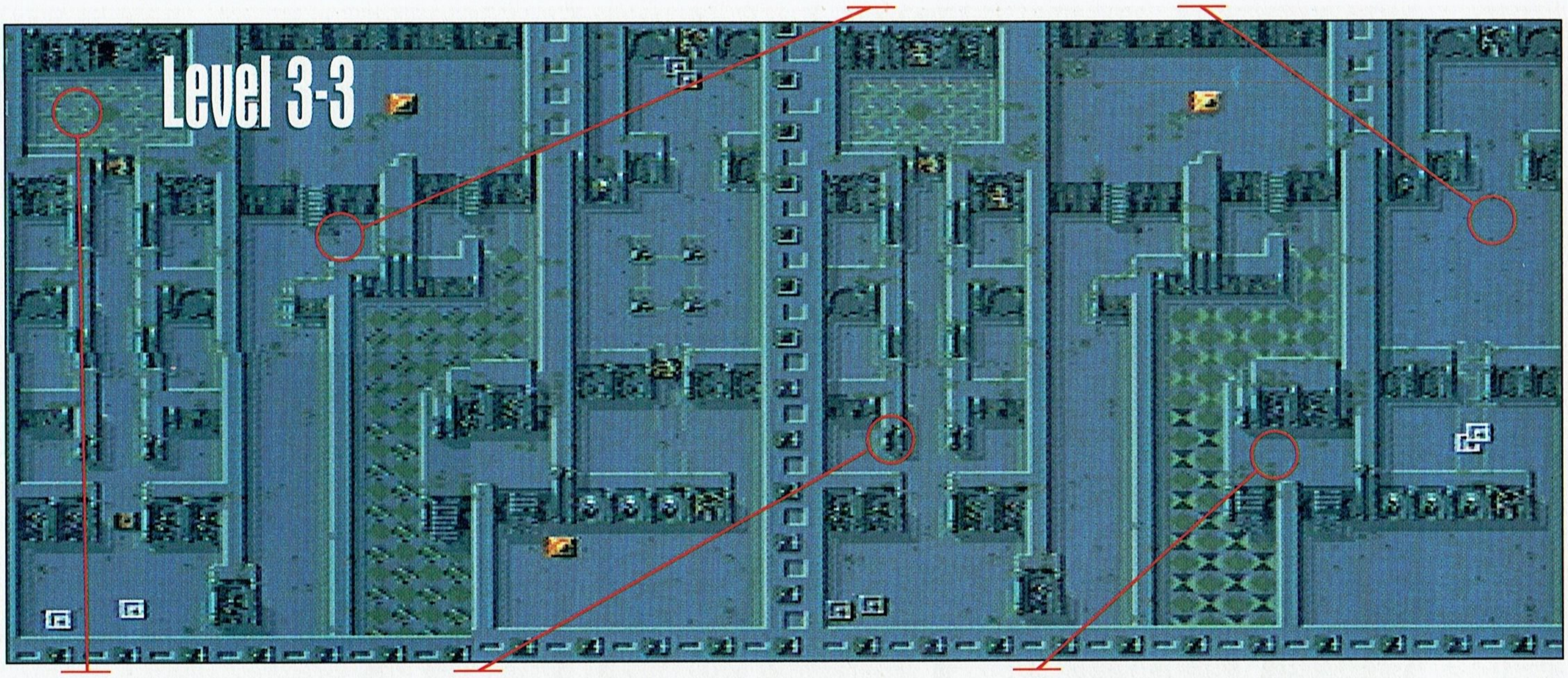


◀ After being teleported, you appear in this room. Go into the room above and to the statue found at the top of this wall. The statues keep disappearing, so walk into it when it vanishes to be teleported back to the start of the level once again. This time the wall to the right is open, giving you access to the rest of the section.

◀ Grab the keys at this point to form a bridge to the next area – these keys give you the most opportunities to grab plenty of booty. Now head for the exit.

◀ To get past this room, follow this sequence of tiles: circle, square, plain. Fail to follow this sequence and it's back to the start for you. On top of this you also reduce the amount of treasure it's possible to collect.

The nature of this level is totally dependent on the exit you decided to take in the last stage. According to your choice, you tackle one side of this stage, although both sides are virtually identical. If you have followed the route in this solution, you will start on the right-hand side, which is the position we'll assume you're in for our tips on this stage.



▼ At this point you're warped back to the original route on the other side of the level. It's all very confusing stuff, but keep persevering.

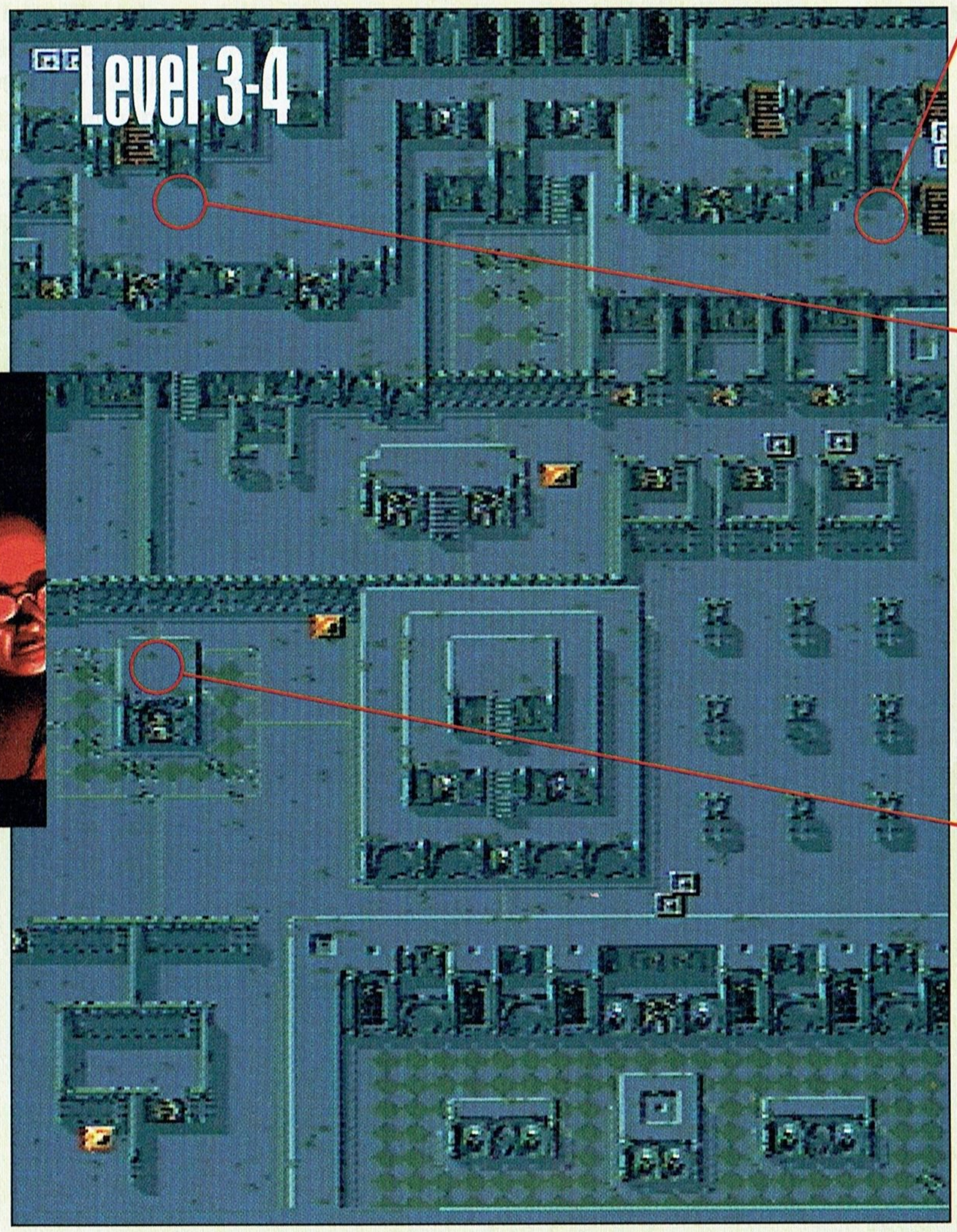
▼ This set of keys is surrounded by a force field. To get to them, shoot all the statues surrounding them in a clockwise direction, starting with the bottom-left statue.

▲ Depending on the side of the level you're playing, this exit takes you to a different starting point on the next level.

▲ As you go through this corridor, the keys in the first rooms you enter open the next set of doors upwards. Keep trying these doors until you find the one leading to the exit.

▲ If you collect the silver key on the right as you go up the stairs, the second one vanishes. Collect the third one and you're warped to the same point on the opposite side of the level.

If you emerge at the centre of the level, collect the two silver keys to be warped to the other starting point in the top-left corner. This level is one of the toughest in the game, with more enemies to contend with then ever before! Try not to do anything silly – remember once through this stage you can power-up yet again.



◄ Step into this alcove and be warped to a secret area at the bottom of the level.

◄ Shoot the statue to reveal a set of steps leading up to the golden key to the right of the starting point. This opens a small treasure room to the left.

◄ Aim for this exit, by shooting the nodes on either side to open it. Once this is achieved you're on to the ultimate world and all the horrors this entails!



PASSWORDS WORLD THREE

ONE-PLAYER GAME

Preacher: Lives 21 Skill 10 Cash 14360

Navvy: Lives 29 Skill 10 Cash 1466

T2YGH9QQ#236

TWO-PLAYER GAME

Thug: Lives 31 Skill 10 Cash 1292

Navvy: Lives 9 Skill 10 Cash 39272

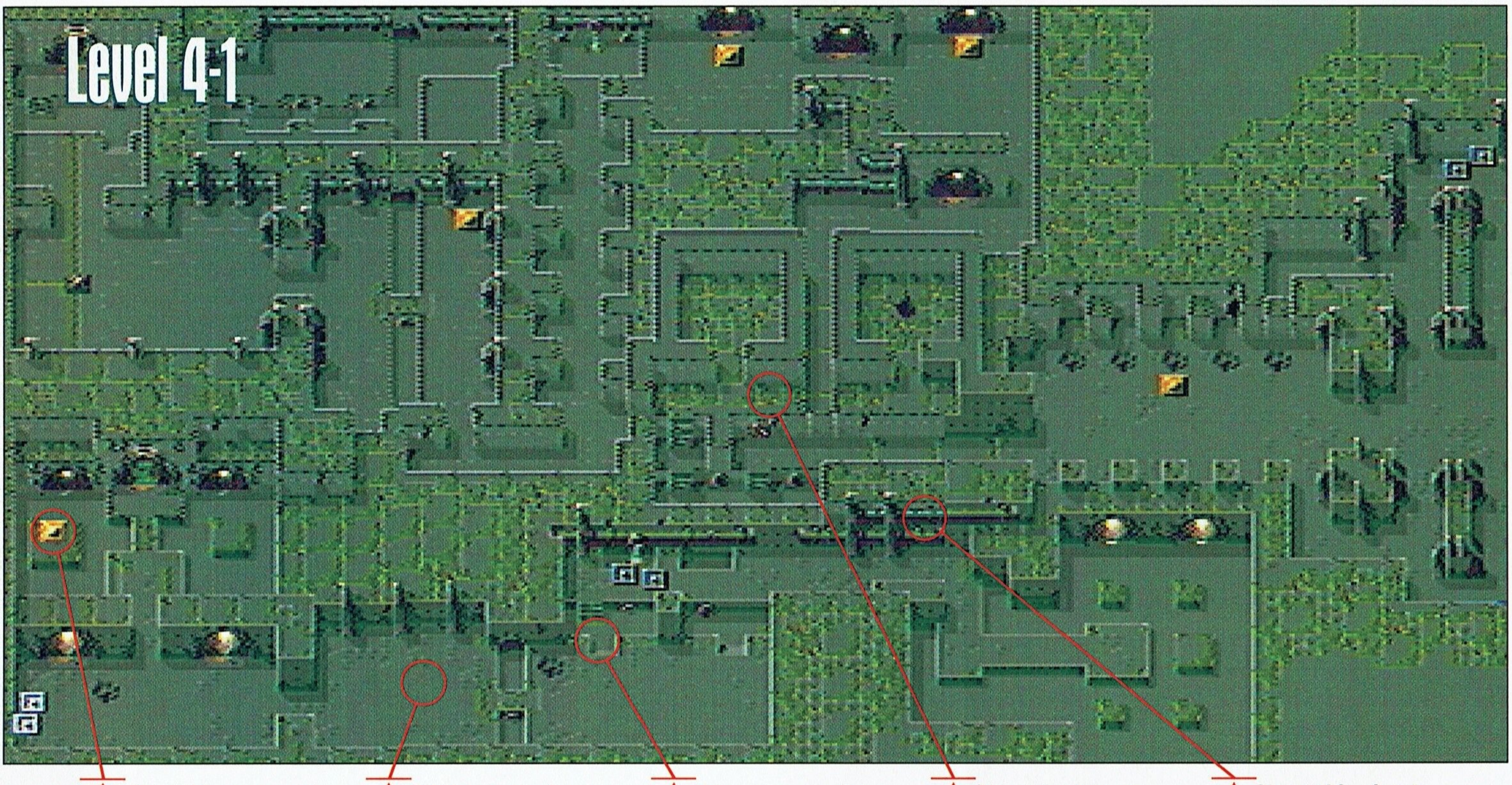
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the CHAOS ENGINE

Gamebuster

When you emerge, blinking, into the terror-ridden atmosphere of the final World, collect the two golden rings located above and below you. These reduce the amount of invincible creatures found in the next room. This stage has two exits, there's nothing much between them and the one indicated is purely our choice.

Level 4-1



Blast this node and open up the exit to escape top the next stage. We're getting close now, folks!

All the rooms here are packed with enemies. Take plenty of time and pick all the blighters off one by one.

When you emerge, shoot the cannons as they appear on the platforms around you, then go left. Shoot the pipe to drain the water from the next room and go down.

Shoot the lever to open the room with the golden key. This key blocks off the alternative route through the corridor on the right. Go to the next room and walk into the manhole.

Shoot this pipe to clear the way to progress. Drop down into the huge treasure room for a romp after that!

Level 4-3

Don't be fooled by the fact that this is a simple stage in structure – it's still damn difficult to complete! All it boils down to is one long corridor leading to the exit at the top. However, the path is blocked by gun turrets and activated by nodes. The force channelling between these babies makes it impossible to walk through without dying.



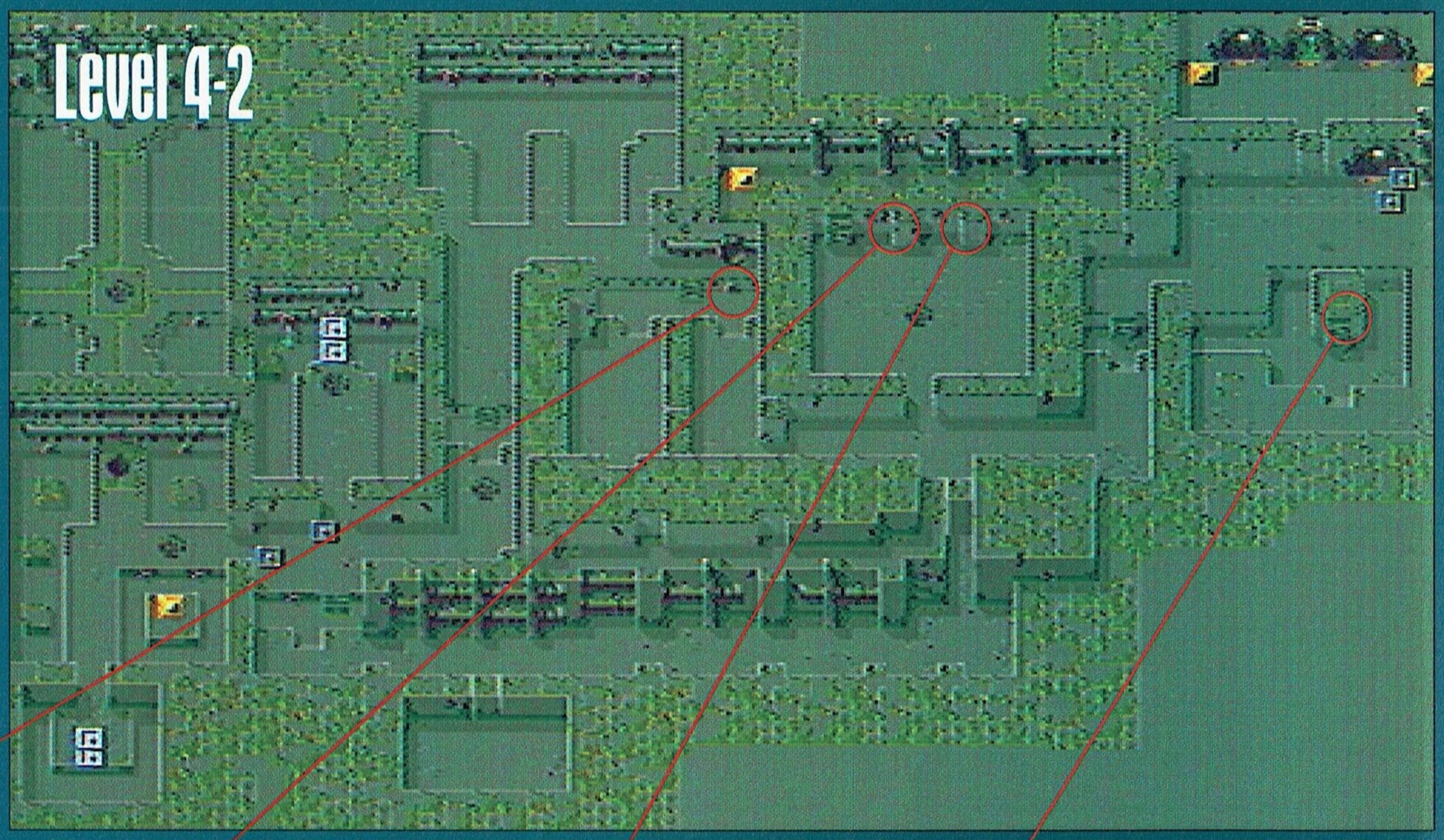
In this first room, collect the golden keys to activate a set of stones forming a circle. Keep shooting any one stone repeatedly until it's destroyed. This causes the others to disappear and in turn switch off the first node while blocking your path.

To get to the exit, shoot the base of this generator. It explodes, opening the gates to the final level.

Think back to the first room. If you shot the digit on the wall it would have changed to four, and the flashing number on the wall would've changed to one. Shoot the corresponding numbers in this room to deactivate the nodes and clear a path to the fifth room.

In this second room, you need a spinning wheel. Note, it sparks whenever it passes a contact on its frame. If you stop this wheel by shooting it at the exact point where the contact meets, you open a short-cut to the fourth room.

If you followed the route marked out on the previous level, you begin this one in a small room. Grab the key to open the door and then go right down the corridor. You're attacked by ravenous rats along the way who take plenty of hits before they bite the bullet. There is a useful extra life at the end of the level.



Shoot the guns that appear around the edge of the room, and then grab the goodies scattered around the floor.

Go into this room and shoot the middle switch on the wall, followed by the left one. This gives you access to a new set of steps.

Once you've explored the outside ledge, shoot the final switch on the right to drain the water from the inside of the pumping room.

Shoot the guns and grab the silver keys at this point. More guns appear along with rats so blow them away before going to the room above. Shoot the last two nodes and split.

This is the final level, with the infamous Chaos Engine located inside a force field in the centre. To deactivate this, first destroy the four generators dotted around the level. Each of these generators must be shot at the base in order to be destroyed. Take care, kick some butt, and beat the system!

The two generators at the top are perhaps the hardest to destroy. Break the electric pulses coming towards you and get around the corner underneath the generator to destroy it, before it gets you with some fresh pulses.



The action begins to hot up when you're confronted by hordes of nasty creatures, as well as homing energy pulses. So take extra special care!

When every generator is destroyed, the force field around the Chaos Engine is deactivated. Walk into the ring in front of it to be warped away for the final battle. The Chaos Engine is surrounded by a protective shell; shoot through this to expose its innards. Once the engine's vulnerable, it increases its firepower. Keep pumping it with lead until it explodes, and then sit back and watch the happy ending!

Be quick to approach and destroy the generators, otherwise they emit small pulses of energy that home in on you.

After each generator is destroyed a restart token appears. You can now re-animate your partner should he die – unless you don't want to, of course!

PASSWORDS WORLD FOUR

ONE-PLAYER GAME

Brigand: Lives 31 Skill 10 Cash 48120

Gentleman: Lives 17 Skill 10 Cash 49486

#YRSOF4W3VDN

TWO-PLAYER GAME

Mercenary: Lives 28 Skill 10 Cash 20308

Preacher: Lives 31 Skill 10 Cash 7740

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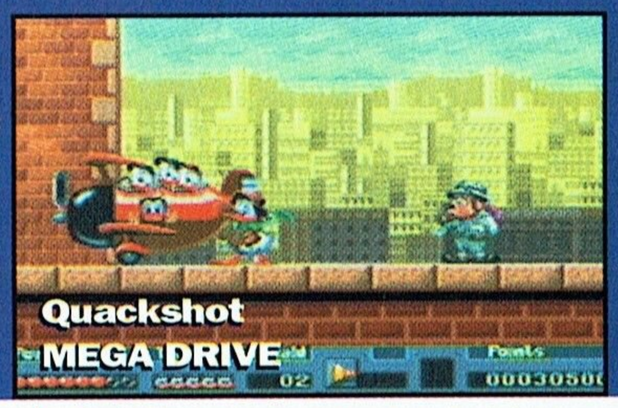


*Rare, we admit. But you never can tell, what with the ozone layer and everything...



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SO FAR:
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HARRI - TELL ME THIS ISN'T REAL.

ER...

I DON'T KNOW WHAT JUST HAPPENED 'LISS, BUT I THINK I PREFER PASHING ON THE LOUNGE!

LUNCH!

EEK!

CHOK!

LUNCH STAY STILL!

COME BACK LUUUNCH!!

THIS MUST BE A (PUFF) DREAM!

NO WAY! THAT BLOKE'S BREATH IS A NIGHTMARE! JUST KEEP RUNNING!

(PUFF) EDGO - I CAN'T *RUN* MUCH FURTHER...

TIRED?

CHACHINK

NO... *DEAD END!!*

HEH HEH HEH HEH. LUNCH MADE ME WORK UP AN *APPETITE* - NOW LUNCH *DIE!*

EDGO - *DO* SOMETHING!

NO WORRIES...

HELP!

WE'RE GONNA DIE.. NOW.

PUMP ACTION © 1994. GARY CHALONER.

BLAM!

GA--*

CHALONER

WHAT WAS THAT?!

I DON'T BELIEVE IT..

...IT'S HER...

EW.. GROSS.

HAEEYAA! LUNCH IS SERVED, TROLLBOY...

...EAT THIS!

... IT'S PENELOPE PUMP!

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I'M GOING TO HAVE A BABY AN' IT ISN'T YOURS 'COS, WE HAVEN'T "DONE IT" YET, EVEN THOUGH WE'VE BEEN MARRIED FOR 10 YEARS!

I EXPECT THIS IS ONE OF THOSE IMMACULATE CONCEPTIONS... BUT NOW I THINK OF IT— YOU HAVE BEEN HANGING AROUND NAZARETH FOOTBALL CLUB ALOT LATELY.

AND SO...

...IN BETHLEHEM...

HURRY UP! OOOH-IT'S COMING- IT HURTS!

LISTEN MATE YOUSE CAN 'AVE THE 'PENTHOUSE' SUITE OUT TH' BACK- BUT IT'S PAYMENT IN ADVANCE!! HEH-HEH!

BACKPACKERS

MEANWHILE ON A HILL...

WOW MAN - IT'S LIKE TOTALLY COSMIC MAN- ALL THOSE STARS! I MEAN, WHAT'S OUT THERE BEYOND ALL THAT BLACKNESS AND VOIDNESS?

YEH, I DIG YA MAN- IT'S LIKE LIFE IS JUST ONE BIG LENTIL CASSEROLE —MAN.

BHURP!

SOMEWHERE ELSE....

...SON OF GOD?... ...UH-HUH.. BETHLEHEM. UH-HUH?.. WE'LL BE RIGHT THERE— CIAO!

WE THREE KINGS OF ORIENT ARE ONE IN A TAXI TWO IN A CAR!

AND SO....

I THINK I'LL CALL HIM STEVE, NO DAVE. YES— DAVE CHRIST! IT HAS A NICE RING TO IT...

HE DOESN'T LOOK ANY-THING LIKE ME!

HERE BABY- HAVE SOME EXPENSIVE GIFTS... A GOLD LOTTO TICKET, FRANKINCENSE AND A MEGA-CD.

WHAT TH' HELL'S FRANKINCENSE ???

MAN, DID YOU SEE THAT STAR IT WAS LIKE— MOOVING!

WE'RE ALL CHICK PEAS IN A COSMIC SOUP!

WHAP

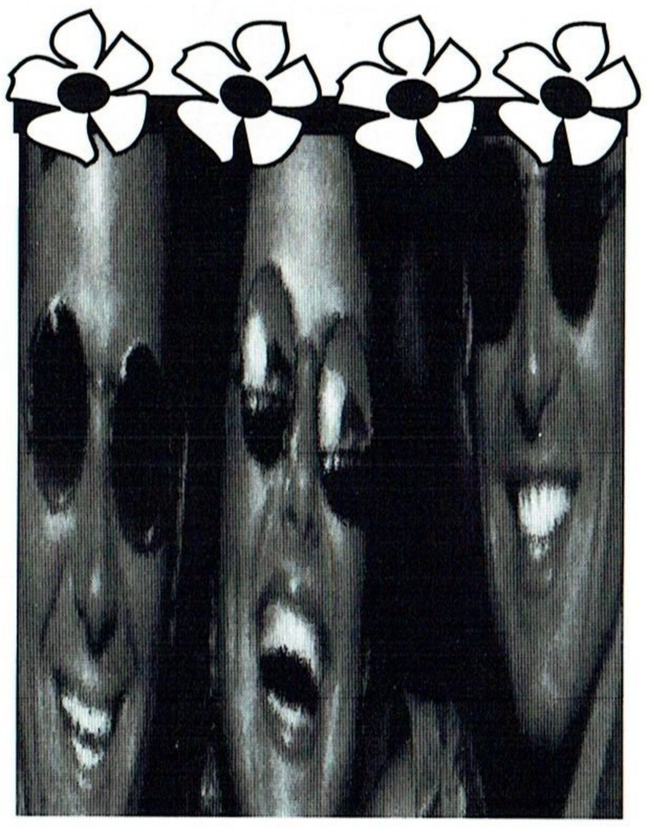
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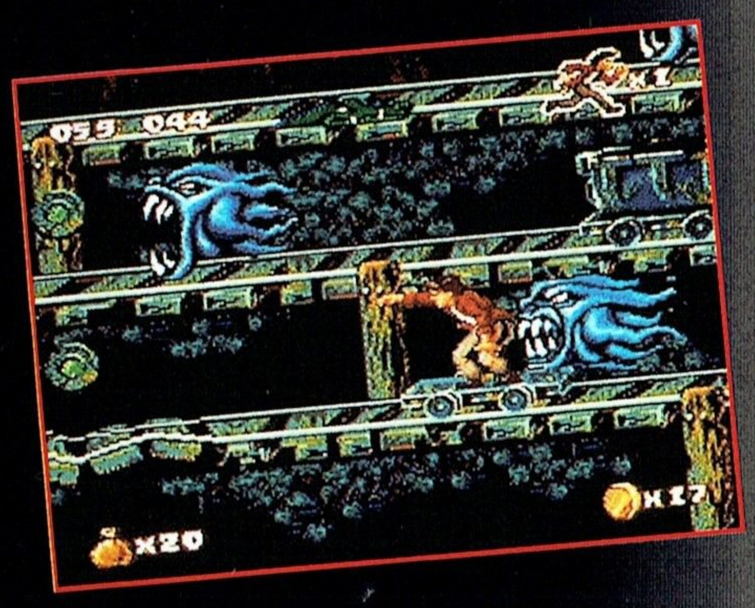
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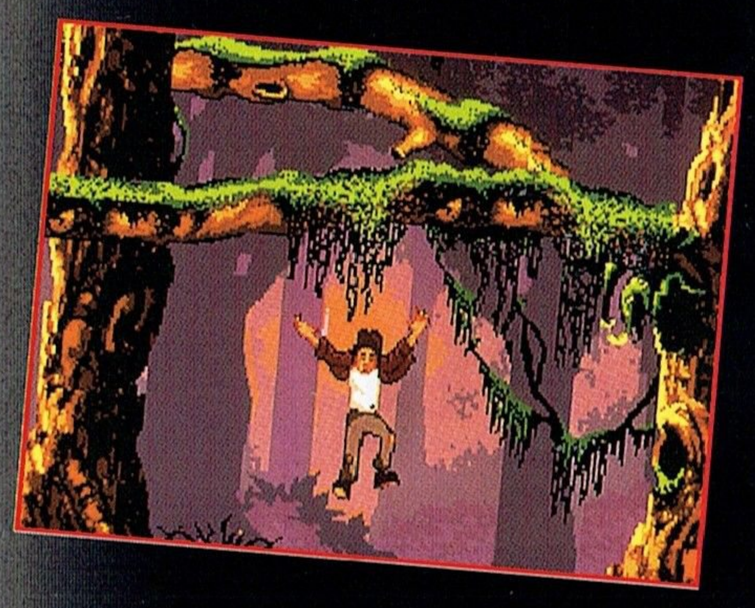
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