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SEGA

MEGA DRIVE

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SEGA

MEGAZONE

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All I wanna do is
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And another thing!

Why is Sega releasing games like 'Super' Afterburner for the 32X? While it was OK in its day, it really has very little to offer today's generation of gamers. We want some hot games and we want them now!

Doom was a promising start, but unless we see a few more impressive games, the 32X is going to end up as another Mega-CD; all tech-specs, no software.

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NITECH WORLD

No. 1 IN AUSTRALIA

Newszone

SEGA GOES TO THE PUB

Now there are things to do in a pub other than drink yourself insensible. Sega has put its highest-tech arcade machines into bars across Australia.

Three hotels in Sydney are the first to feature the machines: the Bridgepoint Tavern in Mosman; the New Brighton Hotel in Manly; and the Smithfield Tavern in, um, Smithfield. Others will follow.

DRINK AND DRIVE

Multi-player participation is strongly emphasised and machines are linked so that the players can play head-to-head. The featured games all have a sporting theme: *Stadium Cross*, *Daytona USA* and *Virtua Racing* among them. Depending on the machine, up to four challengers can drink *and* drive at the same time. In the future, it is hoped that participating hotels will be able to link up over the phone so you could be racing against someone in a watering hole on the other side of town – or even the country.

BEER

Major brewer Tooheys is co-sponsoring the events, and the machines will be heavily themed with chequered backdrops and spare car parts in abundance.

Normally, a spin on one of the machines will cost \$2, but free-to-enter competition events will be run in similar style to pool contests. Megazone went to the opening of the Sega Sports arcades area at Manly's New Brighton Hotel, drank some beer, then signed up for the comp.

Entrants were divided into heats of four for the knock-out competition. The winner of each heat went through to the next round until eventually an overall winner was found – who won a Mega Drive. Heaps of Sonic caps and Sega Sports T-shirts were also given away.

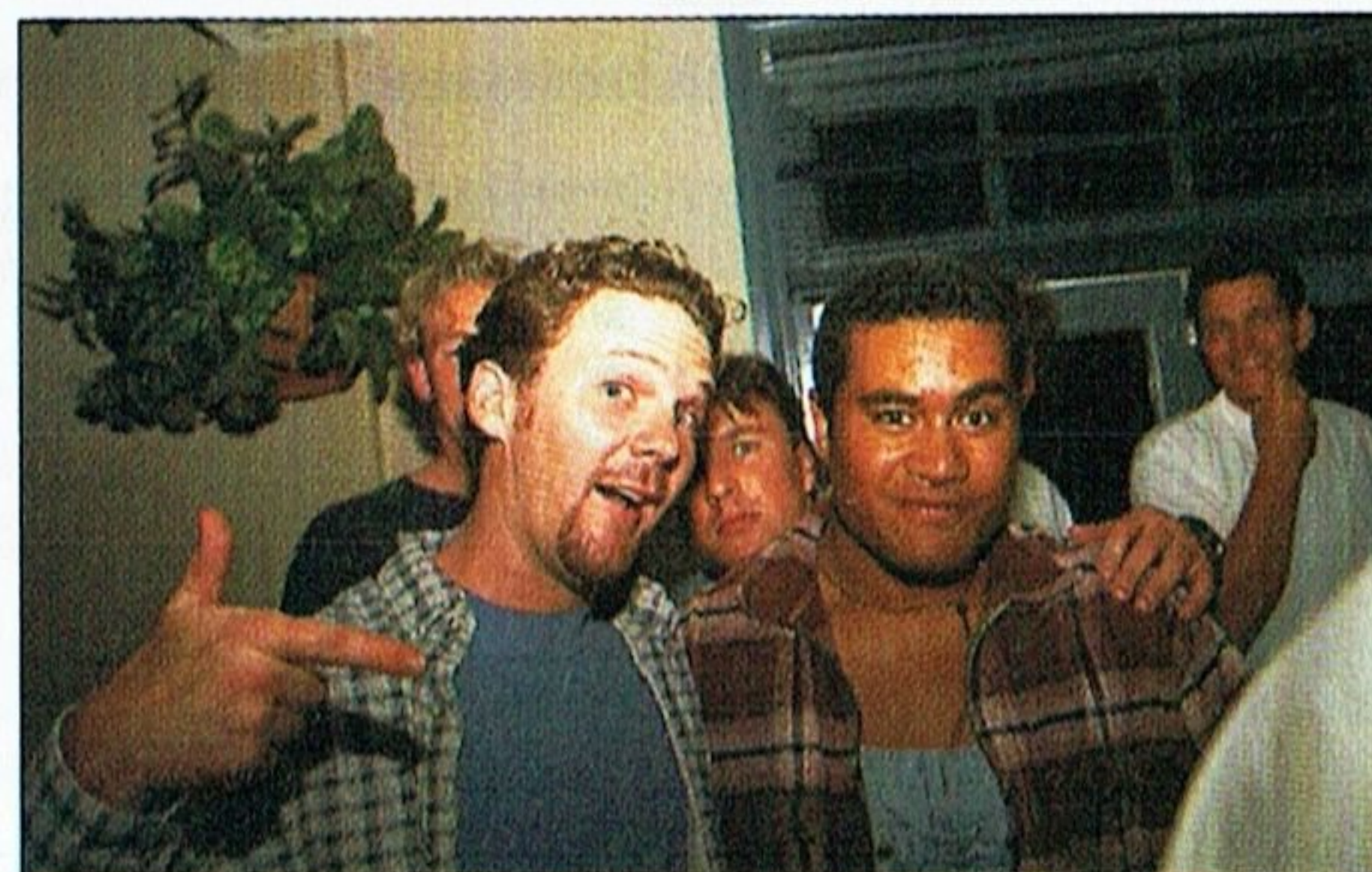


▲ The screech of tyres, the smell of smoke, the drunken brawl in the car park.

PISSED

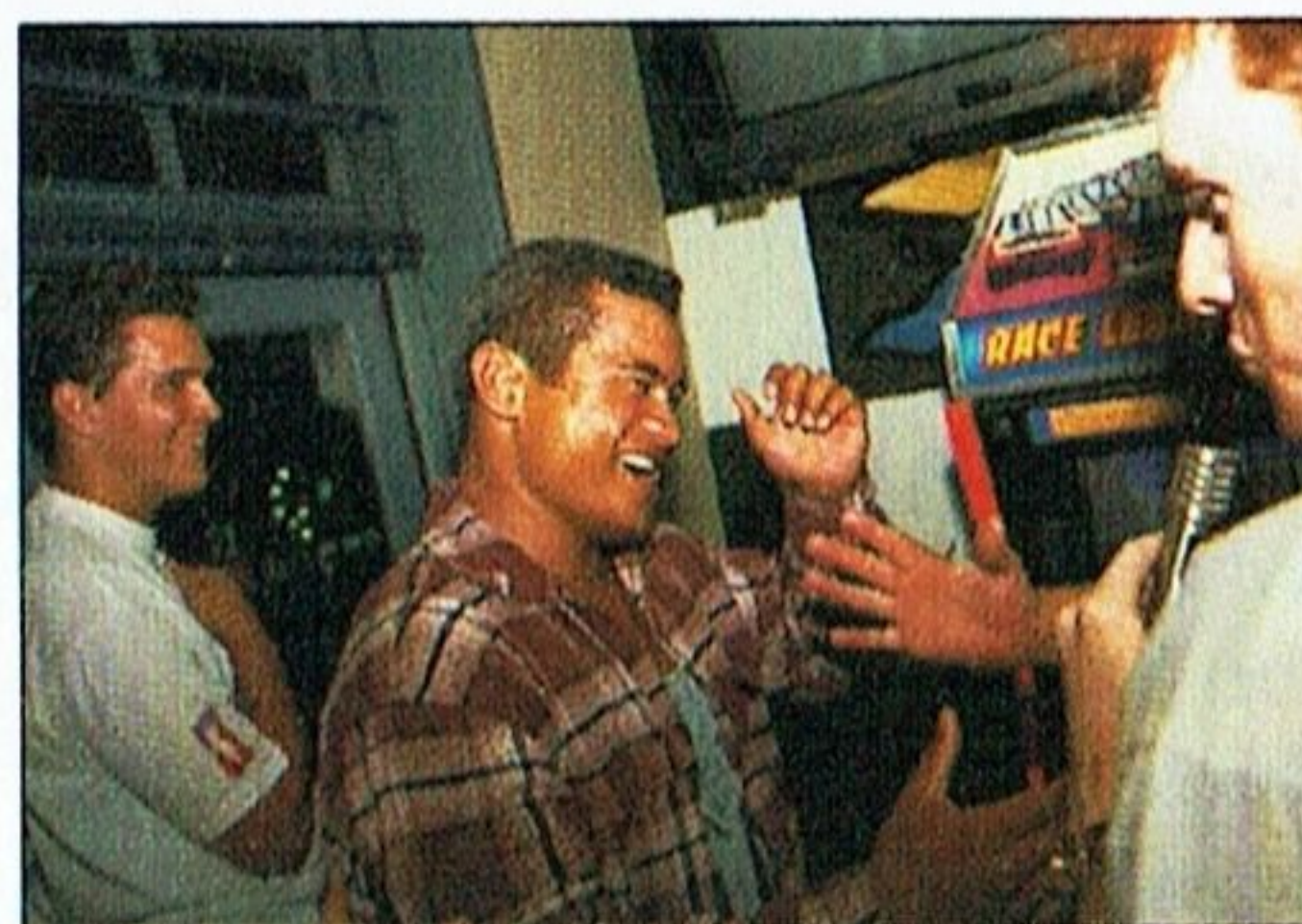
Megazone did not fare well. Editor Adam Waring came last in his heat, trailing miles behind the rest of the pack. Asked for comments on his disappointing performance, he said, "Yeah, I was really pissed – at losing so badly, that is. It proves that if you drink and drive you really are a bloody idiot!"

There will be hot news on other Sega arcade theme areas coming soon. Stay tuned for developments...



▲ "You're me best mate, you are. Can I borrow 20 bucks 'til tomorrow?"

► The compere is Derek, and he's going to do a little number...



NEWS BITS



IT'S JUST A RUMOUR, BUT...

Megazone has managed to pick up a couple of rather juicy rumours while out and about. The first concerns a 32X conversion of *Virtua Fighter*. Sega has yet to officially release a statement concerning the game, but we've found out that it's been in development in Japan for some time now. Although it won't be quite as detailed as the Saturn version (well you wouldn't expect it really), the game will definitely be of top standard, as the developers are 'not prepared' to work on any shabby conversions.

IN THE RED CORNER

The arcade version of *Virtua Fighter 2* has just been released, and a rumour has slipped out that arcade programmers AM2 are working on a conversion for the Saturn. Apparently the conversion will be completed by mid-1995, and as the original Saturn *Virtua Fighter* only uses around 40% of the Saturn's power, you can expect something pretty spectacular...

DOWN, SNOWY, DOWN

French company Infogrames are developing a Mega Drive version of *Tin Tin*, something they've apparently been working on for at least a year. They're still keeping the gameplay under wraps though, so more news when we get it.

WE COULDN'T TELL A LIE...

Virgin Interactive Entertainment has signed up the rights to develop *Pinocchio* for the Mega Drive and possibly other formats too. Again, the gameplay details are still top secret, but we reckon it will be a stunning platformer for release next Christmas.

BLOODSHOT: DOOMED?

Although Sega Ozisoft says that *Bloodshot's* local release has been cancelled, UK gamers are already getting ready to tuck into the *Doom* clone on CD. At \$10 cheaper than the MD version!

Newszone

STOP PRESS: JUNE LAUNCH FOR SATURN

Sega Ozisoft has confirmed that its long-awaited 32-bit console, the Saturn, will be available throughout Australia from June.

The machine is already available in Japan, and the June launch for Australia is some three months ahead of the original plan; it was scheduled for a September launch.

Price has yet to be confirmed, though it

could cost anything up to \$1000. The exact line-up of games is also unconfirmed, but one thing's for sure: Sega wouldn't be opting for an early release without a strong set of releases. These are the titles that have been given the green light so far: *Virtua Fighters*, *Daytona USA*, *Clockwork Knight* and *Panzer Dragoon*. Pretty good going, and we expect to see the list grow as launch-time gets nearer.

► You all know what it looks like by now, but you could be playing with one sooner than you think. June's the month to look forward to, kids. And for in-depth Saturn info, turn to page 16.



MEGAZONE FOR FREE

Next time you go to the supermarket, check out the snack food section. For Megazone is being given away free in boxes of those oh-so-yummy Uncle Tobys munchies.

It's not quite the same as the issue you're holding in your hot and somewhat sticky little hands, but an eight-page mini-special that folds out when you tear off perforations and stuff – coo-e! Plus there are a bunch of other mags to collect, about bodyboarding and basketball and that sort of thing, so you could swap them with your mates to get the full set or something.

As well as a taster of Megazone's reviews, news and tips, the mini-mag contains a mega competition where you can win lots of Timezone stuff, Mega Drives, Game Gears and (drum roll, please) an *NBA Jam Tournament Edition* arcade machine!

► This miniature Megazone comes free with Muesli Bars and other nourishing, wholesome and oh-so-tasty Uncle Tobys products.



JIM TOO RAUNCHY FOR UK VIEWERS

Earthworm Jim is causing much controversy in Britain. The latest TV ads recently put forward for broadcasting have been banned (we reported last month that a granny-eating-worms ad had been given the flick) – as have the billboard campaigns. Apparently, parents and other do-gooders up and down the titchy country have been getting rather upset over a man dressed up in ballet gear (dashing pink to be precise) displaying a rather large 'lunch box'. The TV ads

have been withdrawn and the billboard ads have had a discreet white sticker placed over the offending 'article'.

► It's an outrage! It's filth! It should be banned! And luckily, for the moral watchdogs out there, it has!



THE PRICE IS RIGHT



▲ A cardboard box, yesterday.

Sega's pre-Christmas price cut, which saw Mega Drives slashed to a staggeringly low \$150, has met with approval from the buying public. The company has sold 70,000 machines since it reduced the price of the stand-alone Mega Drive. In fact, sales in the couple of months before Xmas were well over double that over the whole of the rest of year.

Games, too, have seen prices fall slightly with many new titles being released at the sub-\$100 mark. Good news all round for Sega players.

EA STRIKES BACK



▲ Three times the thrills, spills and kills for the same price. Hallelujah!

Electronic Arts has announced that it will be combining the incredibly successful series of *Strike* games into one package, to be released on the Mega-CD. This should please CD owners no end, as they'll get all three games – *Desert Strike*, *Jungle Strike* and *Urban Strike* – for the price of a nor-

mal CD! Top value! Of course, people may just be getting a little tired of the *Strike* games, especially with the likes of *Thunderhawk* and *Battlecorps* already released, but what the heck – they're classics, and they're still selling on cartridge format over two years later!

New toys

Sega is branching out into games normally associated with soft toys, rather than software, manufacturers. A range of baby toys featuring soft, chewy rabbits is among the company's latest offerings.

But by far the most fun is 'Lock On' laser gun game. These operate in a similar way to Laser Zone games; the guns work by 'firing' an infra-red beam and each player wears a headset that detects the beams and keeps score. The number of lives remaining appears in a 'head-up display' on a visor that fits over the left eye.

The guns come in pairs, but shootouts can be played with as many players as have guns; the guns are switchable between sides so you can't 'kill' someone on the same side as you.

The Lock On guns will go on sale early next

Comp winners

A few issues ago we held some neat comps. These are the people whose lives have been enriched...

I'd like to play with your chopper

Aaren Lapham, Halls Head, WA; Dean McLerie, Barrack Heights, NSW.

Lucky 13

Colin May, Cambridge Park, NSW; R. Redwood, Kingsley, WA; Glenn Shepherd, Port Pirie, SA.

year for around \$80 a pair, with the other toys coming out at the same time. We'll take a truck-load, ta.

Quiz

Forgetful? Disorganised? Just plain thick? Then you need a My Magic Diary – a clever-but-cool electronic personal organiser from Casio. It's packed with features. There's a schedule keeper for important dates; a telephone directory with a 'portrait' feature where, as well as your friends' names, addresses and phone numbers, you can store a picture of their face in case you forget what they look like; a fortune teller gives you advice for the day; the best bit is the match-maker which calculates the chances of getting into that special babe's/bloke's pants.

All this for \$99.95. But! Here's your chance to win one. We have three to give away, though the ironic thing is only brainy people stand a chance in the Lucky 13.



1. Who can tell you how to go Hyper Sonic?
2. What is Aero?
3. Why is Leroy unlucky?
4. What do hot spots allow you to do?
5. Who's pink, fires a bow and arrow, and stars in a very average fighter?
6. What does STJNNN allow you to do?
7. According to Kevin, what's the second best thing about *Street Fighter II*?
8. What has a virus, a chopper, and is very hard?
9. What's the Mega-CD's only horizontal scroller?
10. How much can you pick up a brand new Mega Drive for nowadays?
11. How many bits in the Saturn's palette?
12. True or false: *Super Afterburner* is a milestone in 32-bit gaming?
13. Who's Australia's only Sega agony aunt?

Answer all the questions, send 'em to us, with your name, address and phone number, and keep your fingers crossed. The front of your envelope should read like this:

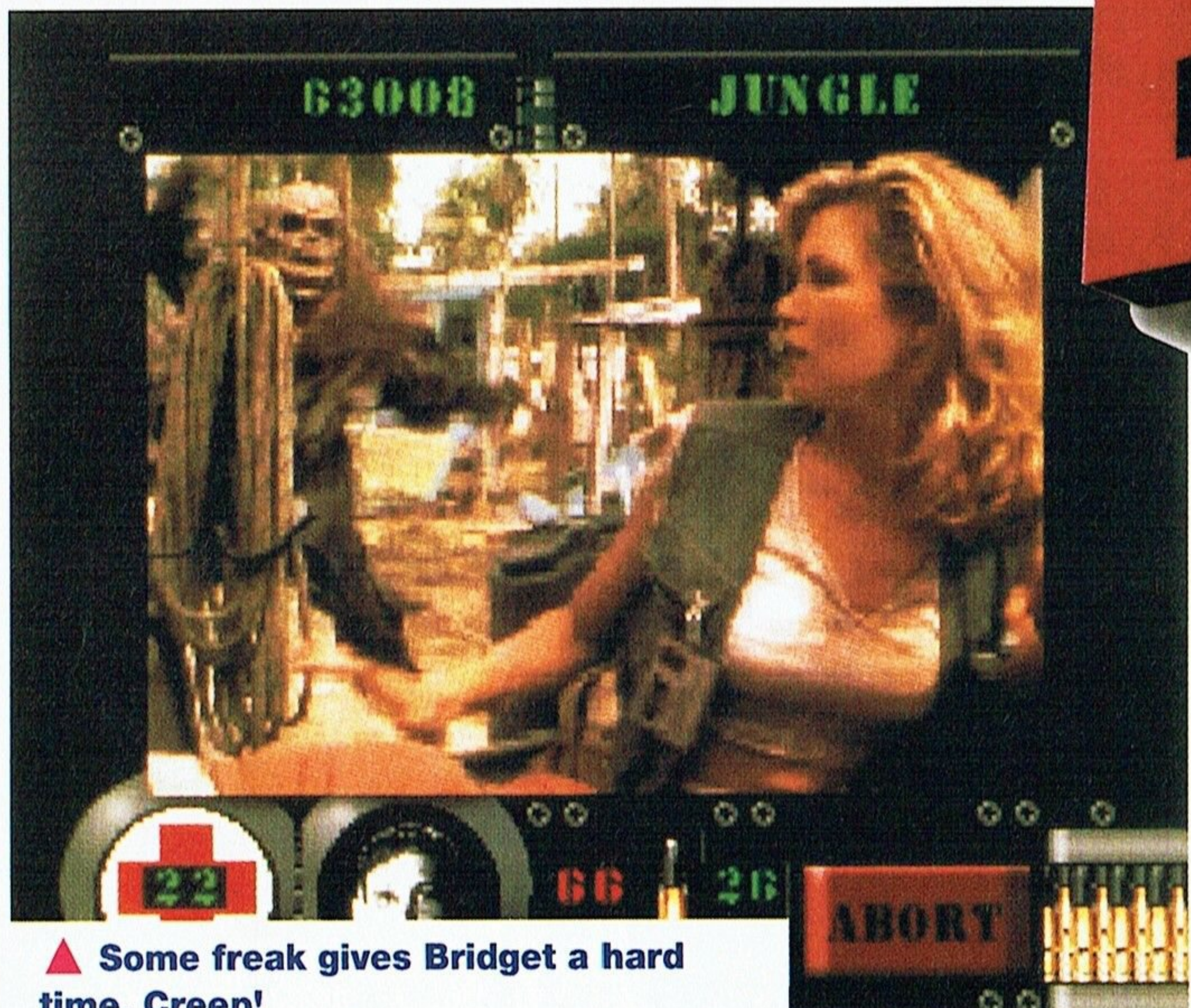
Megazone Lucky 13 (Feb),
PO Box 746, Darlinghurst,
NSW 2010.

gameSPY

DIGITAL PICTURES SPESH!!



▲ **Make-up! Screen star Bridget Butler gets some running repairs.**



▲ **Some freak gives Bridget a hard time. Creep!**

CORPSE KILLER

Digital Pictures, founded in 1991 by Tom Zito, is one of the most successful creators of live-action interactive video games. *Ground Zero Texas*, *Double Switch*, *Night Trap* and *Sewer Shark* have all been released in the past two years, although Digital's name may not be too

familiar – largely because their games are usually released through another company. However, last month they signed an exclusive deal with Acclaim meaning their forthcoming games will be released through one of the biggest game companies in the world. They already have a bunch of releases lined up for this month.

The company is regarded as a pioneer in its field and uses live

actors and a full film production crew. One of the main criticisms, however, is that the characters are kinda wooden and the acting is sometimes, um, *crap*. DP has grabbed some of the industry's leading celebrities to give everything that professional touch. The budget for the four titles due for release has reached a staggering \$US5 million.

The company has realised that to get around the very slow access times of CDs they had to develop some highly sophisticated technological processes. They came up with InstaSwitch which, by

storing and displaying video data, ensures that the on-screen action responds instantly to the player's commands. DigiChrome is also used, a system that allows large amounts of interactive video to be digitised, colour optimised and compressed at high speed.

First up is *Corpse Killer*, developed for both Mega-CD and 32X. Following Digital Pictures' tradition of melding movies with interactive games, the action focuses around a shoot 'em up very similar to the *Lethal Enforcers* series. However, the difference between this and other CD FMV games is that a number of famous Hollywood-types contributed to the game's development, among them John Lafia – director of the cult movie trilogy *Child's Play*.

It's heralded as a 'terrifying non-stop live-action 100 percent real video'. Impressed? It's reminiscent of one of those 1950s B-movie horror-fests. You take on the role of a Navy Seals officer who has to track down a former Pentagon necrobiologist (dead-dude freak) who has worked out a way to create an army of dead types. Not only do hundreds of zombies want you for lunch, you've also been poisoned and four of your mates have been captured by the lunatic. Lord above! You control the action bits, *Operation Wolf*-style, trying to kill the undead to make it to the mad scientist's fortress.

Naturally, Megazone's Derek de la Fuente spoke to busty foxette Bridget Butler, star of *Corpse Killer*, about, um, stuff.

Megazone: So, um, how did you end up with a role in a game?

Bridget Butler: That was easy. The producers were looking for someone to play the part of Julie Barnes, I auditioned and was offered the job!

MZ: Oh, come on! It's not that easy!

BB: Well, I have been in MTV videos. I've also done commercials for television but *Corpse Killer* is the first true film I've been involved in (*it's not actually a film, Bridget!* – Ed). I started out modelling swimwear, toured with Bette Midler in her revue and I'm also a trained athlete. Before all that, though, I worked in a pizza parlour but they sacked me for wearing boxer shorts.

MZ: Mmm... Boxer shorts! Is acting in a game kinda weird?

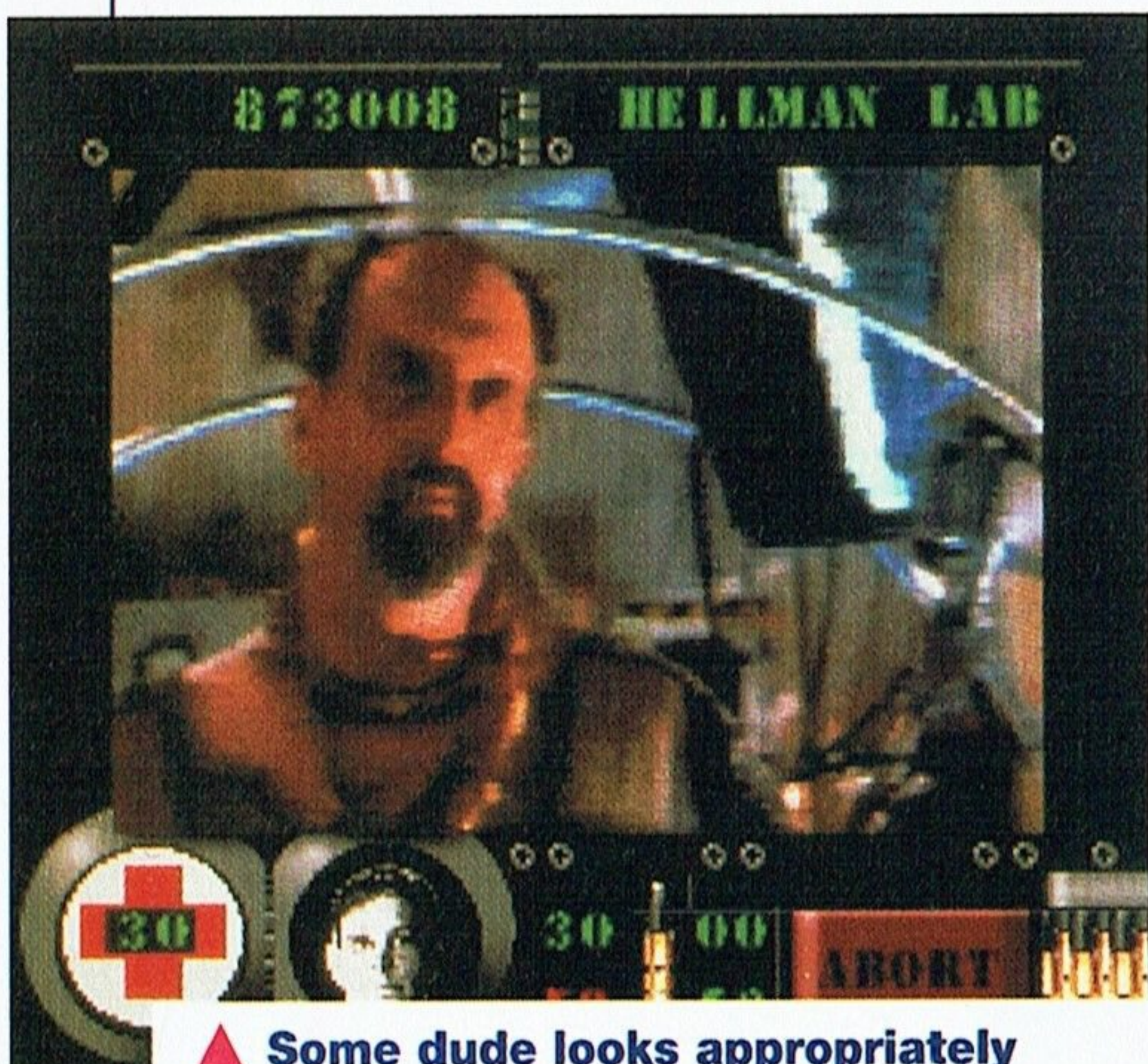
BB: The one major difference is that commercials and movies are made in an order different to the finished thing. Maybe the middle first, then the end, then the beginning and all put together at the editing stage. *Corpse Killer* was filmed in the correct sequence with the computer parts slotted in after. We didn't actually know how it was going to look.

MZ: We know Kylie Minogue had no idea about games before she was in the *Streetfighter* movie. What about you?

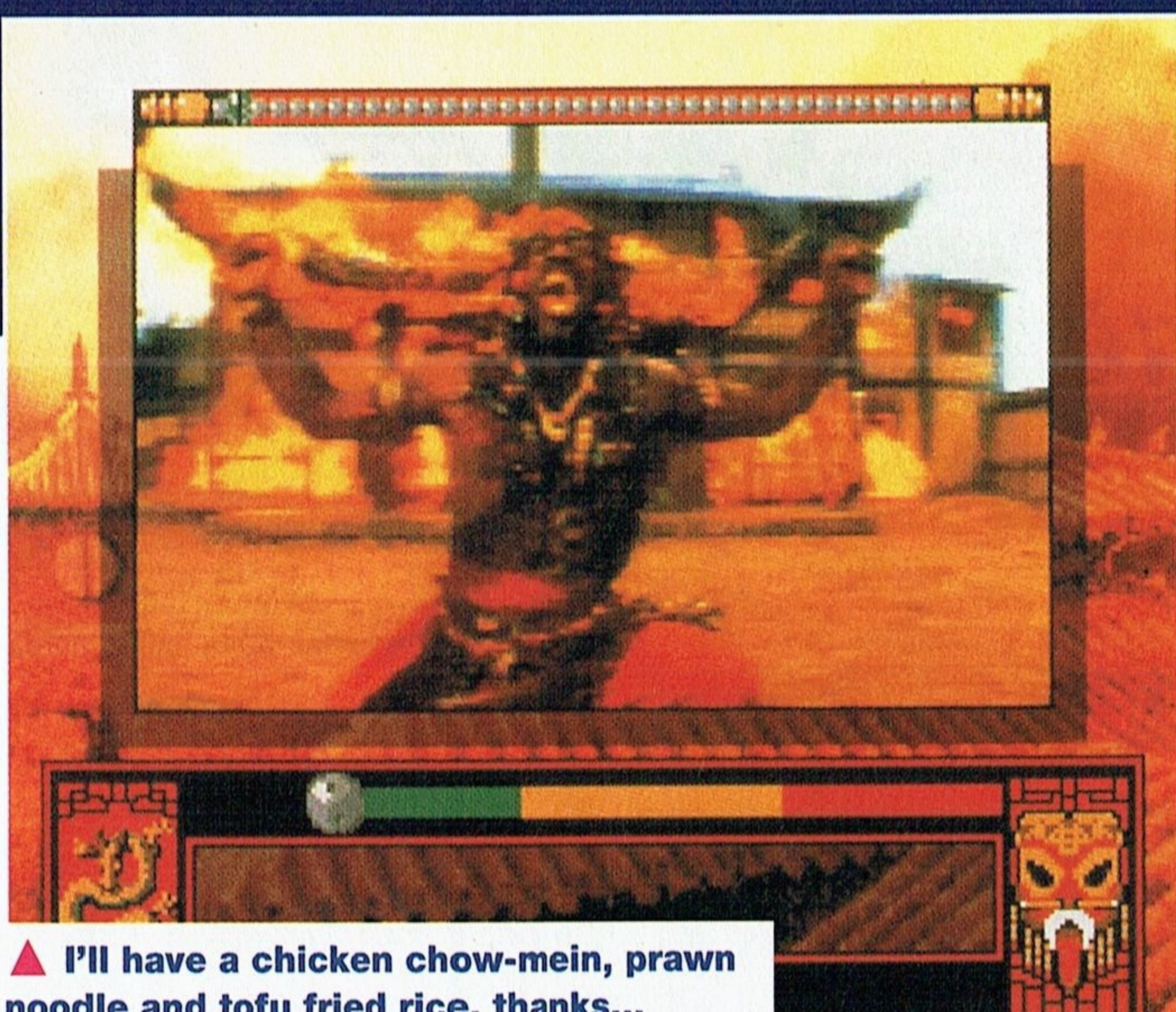
BB: I don't have my own machine but I do have nieces and nephews that do. I have played games and I'm sure that a lot of actors are getting into it. I'm certainly aware of what could happen with film merging with computer stuff. Obviously, *Corpse Killer* is 'another job' but, at the same time, to do something like this does open up whole new avenues. I don't think you'll see any really big names making interactive games at the moment but when it becomes truly global, then yes. It's another form of entertainment.

Format: Mega-CD, 32X

Supplier: Digital/Acclaim



▲ **Some dude looks appropriately heavy. Pack your daks.**



▲ I'll have a chicken chow-mein, prawn noodle and tofu fried rice, thanks...

SUPREME WARRIOR

A martial arts game filmed in Hong Kong and in the same studios where the Bruce Lee films were made. The game takes place in a 16th century Chinese village which has been taken over by a nasty warlord. Your character has been summoned to rid the village of the unwanted visitor. You get the use of lightning kicks, whirling fists and a lot of secret moves. The ultimate challenge is to defeat Feng Tu, the only opponent to have all the martial arts skills and strategies. All the action, apart from your own arms (the only visible part of you), is 100% video footage. *Supreme Warrior* has three skill levels, two hours of video footage (it will come on two CDs) and the curious, though clever, option to play with the cast speaking either English or Chinese!

The best news is that many of the characters appearing in the game are martial arts champions in real life. There's even a relatively famous film star in there too (Ying Wu of the dreary *Joy Luck Club* and *The Last Emperor*). There are 12 opponents to defeat in all, although this is different from the majority of beat 'em ups as it's pretty difficult and

▼ ... and you better make it 'to go!'

each time you play the game you have to go through the entire story. There's no two-player mode either. At present, the game is around 60% complete, and on a first playtest we have to report that the gameplay does seem a little stilted. However, this is probably because the game is 100% video with no additional animation included for the fighting scenes. Digital Pictures assured us that there will be no slowdown experienced in the final game though, and all interaction will be instantaneous.

Format: Mega-CD

Supplier: Digital/Acclaim



▼ Suffer from vertigo? Don't look down then 'cos you'll puke.

THE ADVENTURES OF BATMAN AND ROBIN

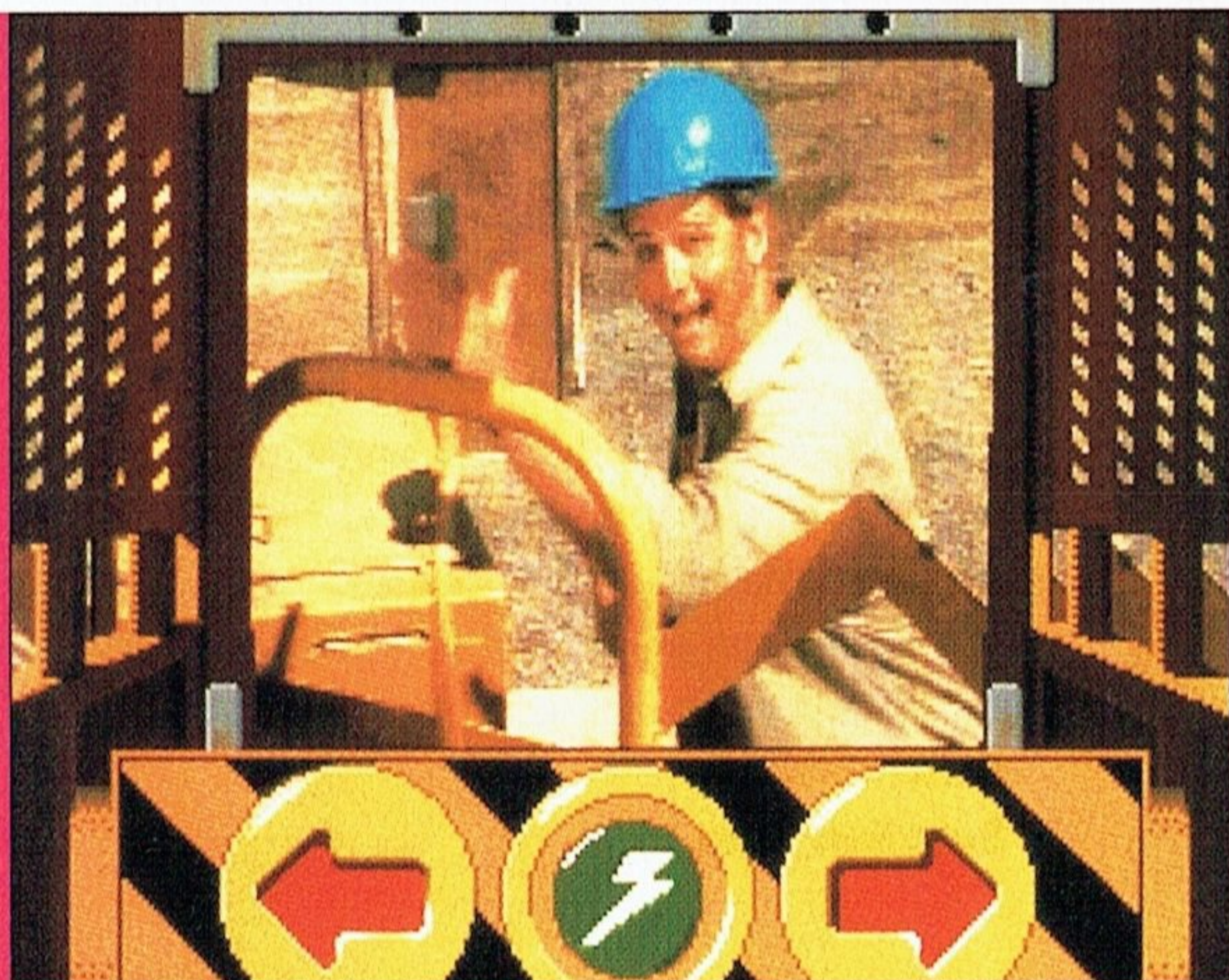
Yup, another year – another Batman game. Although this one certainly seems different from the others – and not just because it co-stars Batman's rather gay sidekick, Robin. Instead of leaving it to programmers to create their own interpretation of the batty one, Sega has joined forces with the creators of *The Dark Knight* animated adventures to bring you *The Adventures of Batman and Robin*. Which hopefully means that it will look far more slick than previous attempts and will play a whole lot better too. Although it's only around 30% complete, the graphics already look amazing and there's some pretty innovative game ideas in there. The game will hopefully be released in March, although Sega has already expressed doubts that they will be able to get it finished by then. This is certainly a game that we're all getting excited about though, so expect to see more on it soon.

Format: Mega Drive

Supplier: Sega



▲ Biff! Ka-pow! Bop! Those Batman sonics in full!



◀ This is Dizzy. Or is it Nuts? Oh, look, whatever, the guy's a real dickhead, anyway.

KIDS ON SITE

Another release takes rather a different angle than any previous FMV games. *Kids on Site* is an educational title aimed largely at the 'younger' Sega user (by young we mean young – around four to six to be exact). The aim of the, um, 'game' is to manoeuvre various objects around a building site without causing any hilarious accidents. Of course, failure to do so results in much mirth and merriment, mainly due to your two co-workers Dizzy and Nuts, an incredibly dim duo who just can't seem to get anything right. Again, this title is 100% video with lots of action scenes, but not much interaction to speak of. And due to its educational nature, it will probably receive a rather low-key release. Just don't let your mates catch you playing it.

Format: Mega-CD

Supplier: Digital/Acclaim

gameSPY

PANORAMA COTTON

You may already have heard of *Panorama Cotton* around the import outlets. This gem of a shoot 'em up first appeared around 18 months ago, and was treated to some top review marks. But due to the high price of import carts, the game fell into obscurity and was pretty much forgotten about. Until now that is. Marubeni have picked up the licence and are planning to release the game within the next three

▼ **This is no weedy kids' game, no siree! Just look!**



months.

Heavily influenced by Japanese anime, this *Space Harrier* clone features a witch called Panorama, funnily enough, and her exploits on her trusty broomstick. This is no weedy kids' game though –

Panorama's philosophy is to shoot first and ask questions later. The graphics are absolutely wonderful and it's initially much more fun than *Space Harrier* on the 32X. Anyway, we've already played a finished import version of this game and can report that it's pretty darned good.

Format: Mega Drive
Supplier: Marubeni



Previews

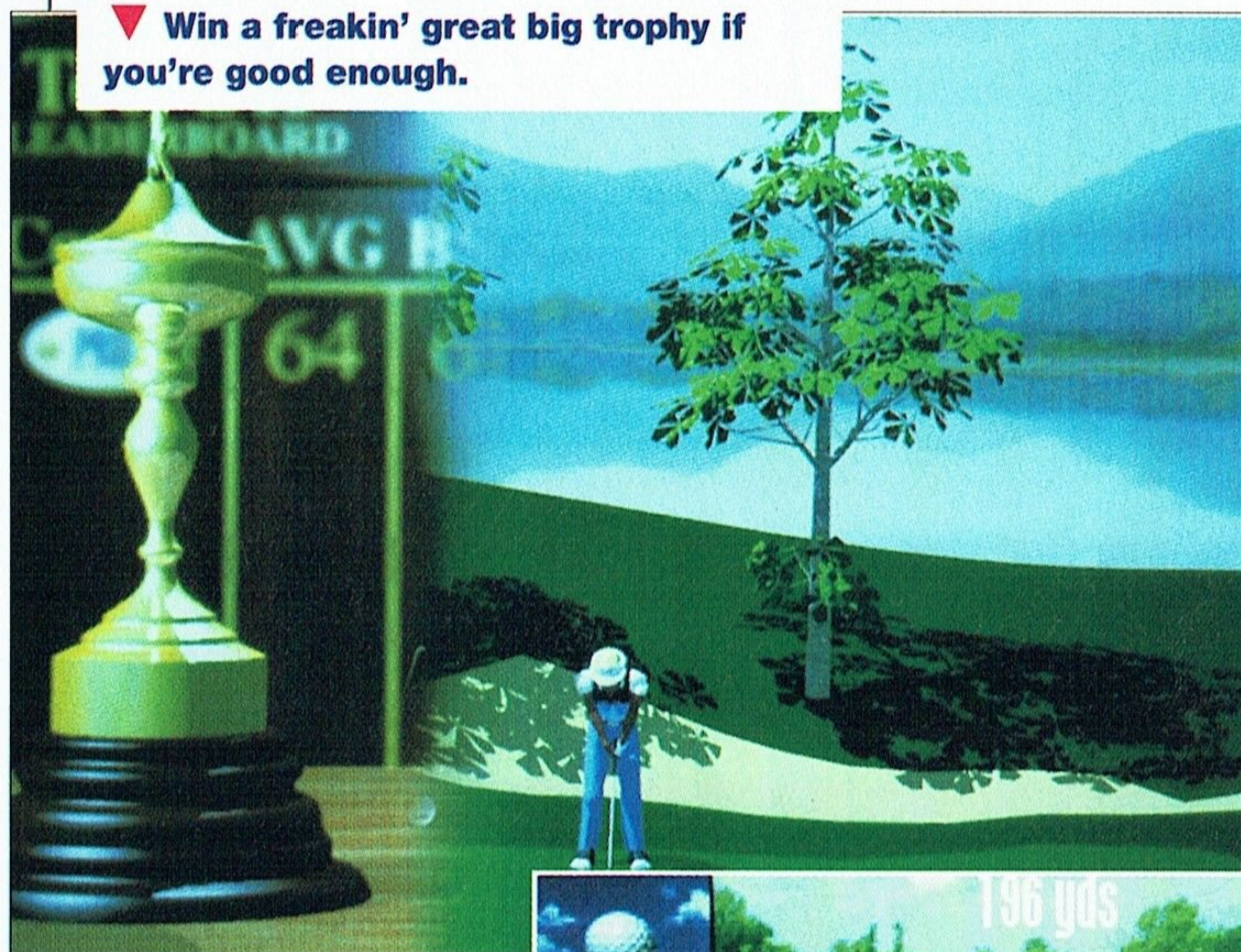
▲ **Play on mind-altering drugs and you're doomed.**

▼ **Killer dragons! Just love those Japanese!**

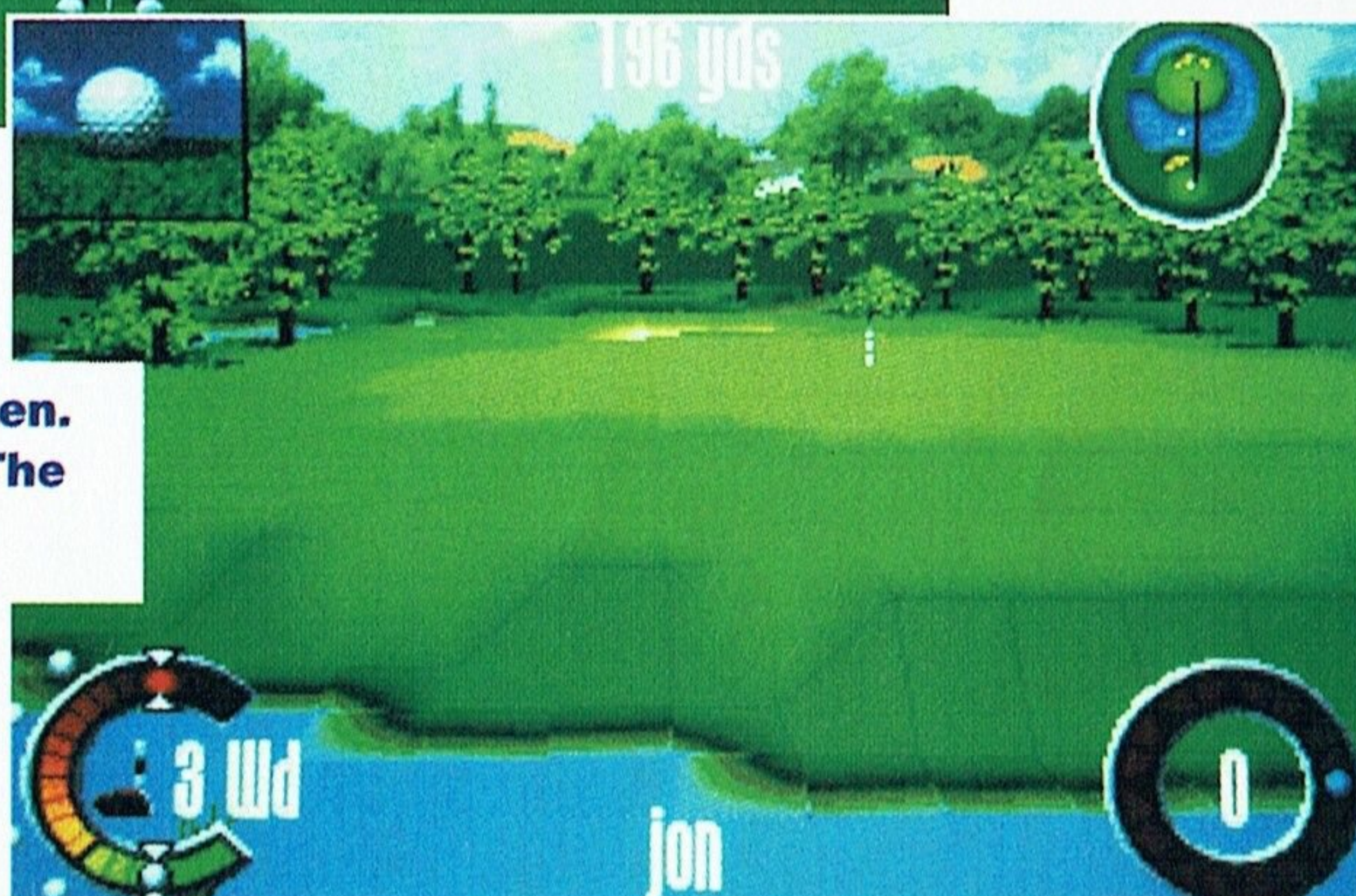


◀ **Translation: 'You're f&%\$@ed, mate. No, you are!'**

▼ **Win a freakin' great big trophy if you're good enough.**



► **Ah, the call of the green. The wind in your pants. The sand in your jocks.**



THE SCOTTISH OPEN

Jumping on Sega's Virtua bandwagon is easy enough, but putting a game together that equals their in-house programming team's standards is a different matter altogether. However, that hasn't stopped UK-based development company Core from trying. A doozey golfing sim, *The Scottish Open* places the player in a real-time 3D environment – the trees, their heights and density, the lakes and bunkers are all exactly like the real course. Imagine that! There are four courses to play on and it offers three points-of-view: the camera view (from a TV perspective), the virtual view (ball-cam!) and a view from the player's perspective.

Four players can take part and there are seven different game styles which includes Practice, Tournament, Skins Challenge, Match Play, Texas Scramble, Shoot-Out and Core Challenge.

The familiar screen set-up available makes the game totally intuitive but at the same time relying on a high skill factor to par each of the holes. The display of the course shows where you are in relationship to the ball, a selection of clubs and the actual meter to hit the ball are clearly on view.

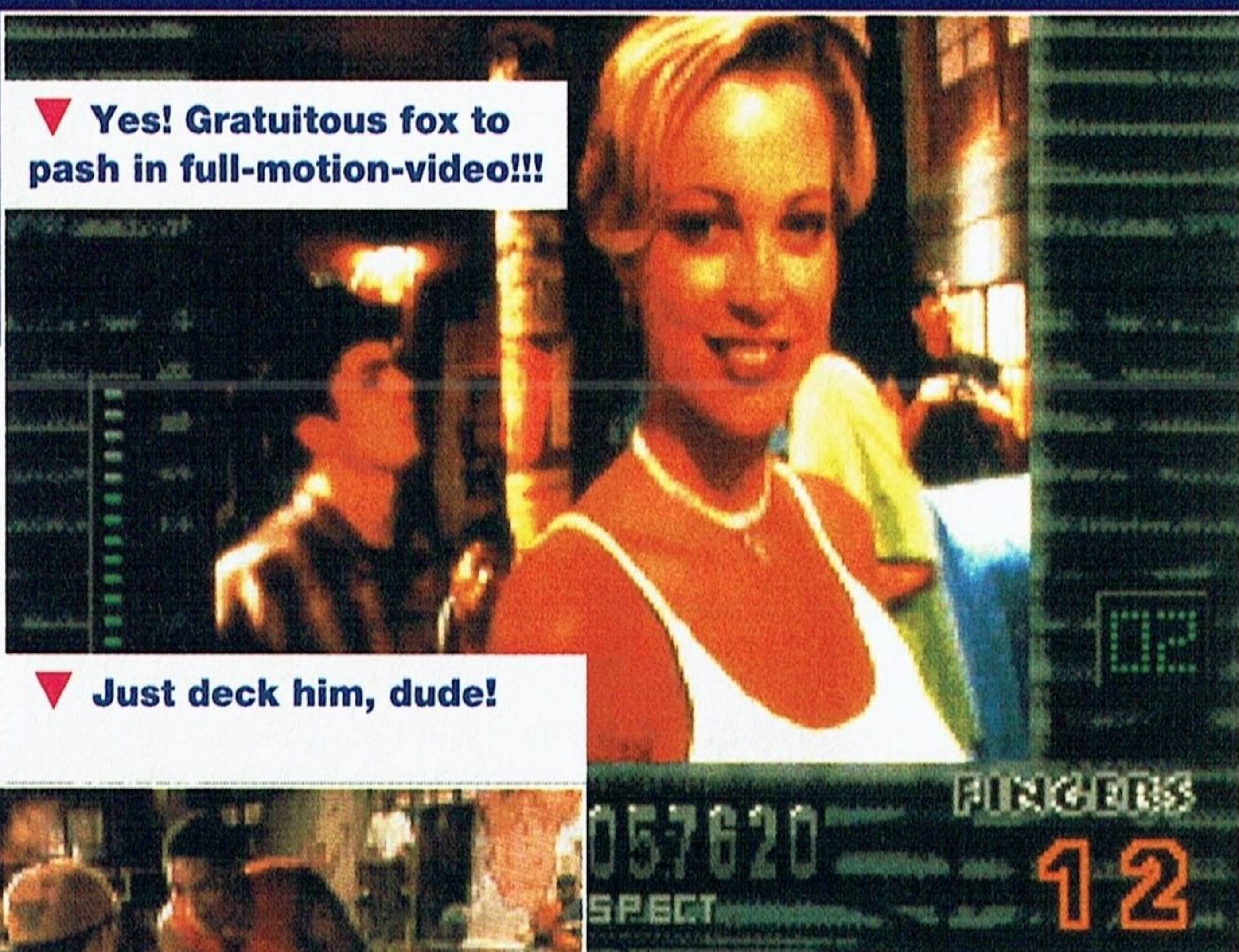
The game encompasses all you would expect, from a large variety of club selections, caddie, plenty of hazards, weather conditions and above all, the ability to really be able to adjust and execute a very difficult chipping shot by cleverly aligning and changing the viewing angle.

The developers are hoping that this will be the most realistic golfing game on a console yet.

Format: 32X
Supplier: Core

▼ Yes! Gratuitous fox to pash in full-motion-video!!!

▼ Just deck him, dude!



SLAM CITY WITH SCOTTIE PIPPEN

The first sports title where you actually play against a real athlete instead of a computer-generated sprite! You take on four opponents one-on-one. If you score enough 'respect' points against these players you get to take on NBA star Scottie Pippen. The spectators chip in with some typical choice comments and wander off if you lose, leaving you a no-hope nerd. Win and not only do you earn 'respect' but you score with a hot babe (if you're a girl gamer you might have to change your spots). The on-screen action is fast and loads of moves are on-hand to steal and shoot at any time. Jive-talk gives the game more appeal and with hours of vid footage this will keep you sweating for a few hours.

Format: Mega-CD

Supplier: Digital/Acclaim

► Choose the option that gives ya 11 goalkeepers.

▼ Buy a Justifier. Take out the guy in the blue



FORMATION

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

STRIKER

Looking for another soccer game? No? We wouldn't want you to get too excited or anything. And far be it for us to complain, this one isn't even an original concept, for *Striker* came out on the SNES over a year ago. Anyway, it was actually quite successful on the old Super Bint so maybe it does deserve a chance. Even if it is just a little one.

Rather than just porting over the Super Nintendo version, Rage has created an all-new version for the Mega Drive and they think that it plays and looks a whole lot better than its Super Nintendo counterpart. But then they would say that, wouldn't they?

Still, it's a more what-you-see-is-what-you-get affairette, which apparently gives the game 'a more arcadey feel'. However, the game still has a fair amount of options. You can change the weather, the length of each match and even the referee - from a beady-eyed foul-spotter to a blind idiot who can't see further than two metres. You can even change the amount of players in your team and have indoor tournaments too. The most innovative feature by far though is the ability to switch between viewpoints. You want to play it overhead? No problem. A side-on view? Easy-peasy! You can even play with a 3D isometric view as seen in Sega's own *Ultimate Soccer*.

Format: Mega Drive

Supplier: Sega

the megazone game guide

Any Moment Now

Kawasaki Superbikes

MDTime Warner

Do we detect gratuitous bucks-for-Kawasaki-plug deal, here? Um, it's a deffo possibility!

Redzone

MDTime Warner

A tricky *Urban Strike*-ey nuke 'em up. Reviewed this ish!

Rugby World Cup '94

MDEA

Australia massacres the world in glorious full-colour. We love that sort of stuff, we do. And not a gun in sight!

Road Rash 3

MDEA

A horrible disease caught from frolicking with babes on asphalt. Too disgusting to be true. Surely!

Beavis and Butt-head

MDViacom

Low-rent, low-IQ, low-motivation game. Except it's really, really, hard! Music supplied by Gwar! Yes!!! And it sucks!!!

The Flintstones

MDSony

Yes. The merchandise steam-roller trundles along at a steady pace. And it's only going to get worse, friends.

Second Samurai

MDSony

Japanese dudes go wild and do stuff that involves swords and machetes and death, no doubt.

Snatcher

CD.....Konami

Destroy bio-robots who've escaped into the real world in this true-to-life detective adventure. Sounds like *Blade Runner*, huh?

Powerdrive

MDUS Gold

Summink to do with drivin'? And power.

The Pagemaster

MDSega

A game of a film that stars Macaulay friggin' Culkin. The first simultaneous film and game release! They hope. Yet another merchandising cash-in.

Itchy & Scratchy

MD, GGAcclaim

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

Next Up, Please

Syndicate

CDDomark

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

Theme Park

CDDomark

You get to build a freakin' great big fun park like Australia's Wonderland and sell a bunch of hot dogs to some suckers and get rich, split the country and go and live on a Spanish island with all your loot and laugh a lot at the people you've ripped off and think you're a martyr like Nelson Mandela. If only.

PGA Tour Golf '95

MDEA

Expanded courses, latest golfing stats, with improved visuals and greater control. Swing those pants!

Super Off Road

MDSony

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

ATP Tennis

MDSega

Bink... bink... bink... bink... bink... plo. 'Fifteen-love'. Hey, a tennis game!

Story of Thor

MDSega

Well, there's, like, this Norse (that's up near Norway and Sweden, team) god. And he's really cool. And he's called Thor.

Gone To Game Hell...

F1 World Championship Edition

CD.....Domark

We reviewed it and said it sucks. And guess *what*?!! They've cancelled its release!

Bloodshot

MD, CDDomark

This one ain't coming out, either. Don't ya hate it when you get teased and nothing happens?

MEGAZONE OUT LETTERS



Vinny's a ninny

Dear Megazone,

Like 99.8% of your devoted fans, I have 17 questions (give or take...) but first a message to Vinny (October and November issues). You are so damn annoying and you write like my two-year-old baby cousin 'It'. Your attitude drives me and my (one, two, three,... um, lots of) mates up the rear end of our Mega Drives! And finally, your X-rated language should be shoved somewhere else than on a piece of paper (serving suggestion: up your arse). What would you give *Thunderhawk* out of five? (Yes, MZ, you missed it in your Mega File of all the 16-bit games in Australia.)

Thank you for your space and remember, if its name's Vinny, it has a criminal record and writes a whole load of crap in to a top mag, then SHOOT IT!

**Anonymous
VIC**

Make that 'had' 17 questions.

Vinny has paid his debt to society and, as part of his rehabilitation program back into the community, he's on a week's work experience at Megazone. Who better then, we thought, to respond to your letter? Over to you, Vinny...

"In answer to your question, I'd give Thunderhawk a big five. I like killing. Check the 'Great Big Guide to Shoot 'Em Ups' - it's there.

Speaking of arse, what's best? Uma Thurman's butt or the delicious Abi Tucker (front view)? Just arse-king! Watch your back, dickhead. You never know... Love, Vinny."

Rex vex

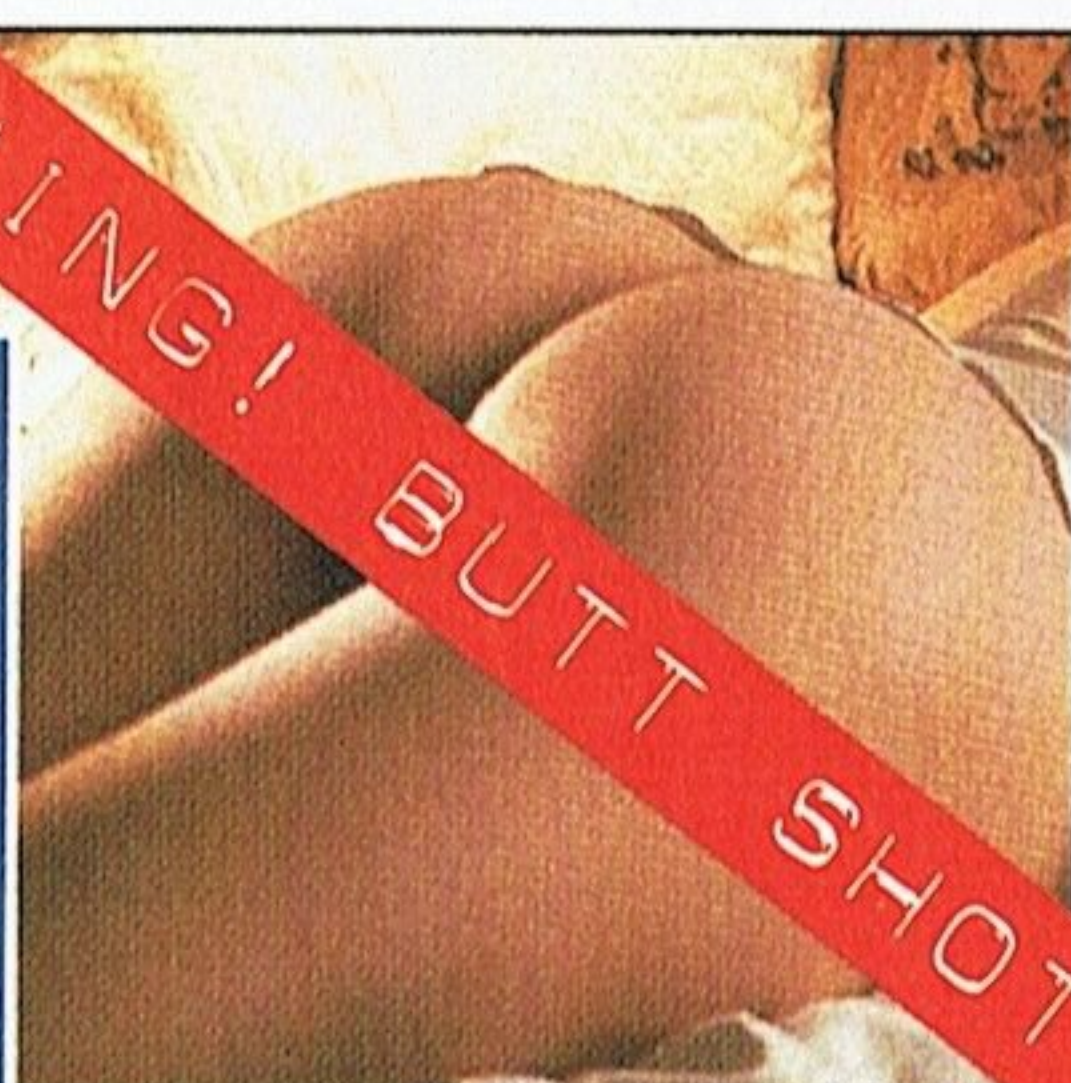
Dear Mega Mouth,

I was peeved that *Rex Vectar* ended. Tell Fil Barlow to hurry up with a new book. Another thing - I can't believe you brought in a free game for subscribing just *after* I recently subscribed.

**Michael
Winston Hills, NSW**

All good things must come to an end, and Rex needed a lie down. He'd been a regular Megazone character for over two years. Fil says he's intending a whole collection of Rex's adventures in book format with, hopefully, further adventures to follow. Meanwhile, sink your teeth into Penelope Pump.

As for your subscription whinge, we can only put it down to bad timing: subscription offers will always change. Hopefully we'll have a similar offer in the future.



◀▲ Vinny asks: "Uma's butt or Abi's front?!"
Conundrum corner or what, gang! Sheesh!

MEGAZONE OP SHOP

TIME TO DITCH THOSE SANTA REJECTS NOW!!!

Yes, you know the story: Christmas morn. Pile of stuff. Unwrap, open up, *bleuuurrgghhhh!!!* What do you call this crap?! Act nice. Grin at Grandma. Feign pleasure. Never play! Ditch for cash. Trade for guns and nuclear missiles*. Where? The Megazone Op Shop, of course

But there are roolz.

Follow our cut-out-and-keep instructions:

LIST your goods and prices v. clearly. State whether they are 'For Sale', 'To Swap', or 'Wanted to Buy'. If you're trying to get rid of a heap of games, don't list them all. Just the best ones will do. It's a real bore typing in all the names.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your telephone number (NO NAMES!) but need all your details for our prying and personal verification process. Ads that don't include these details will go straight into the bin. Yes, we hate people who don't follow instructions.

INCLUDE a one dollar coin (not stamps - a total waste of our time, not toe-nail clippings, not your sister - naked - with a pretty red bow tied around her. Well, *OK* then) strapped to your piece of paper and put it all in an envelope. No fundage - no ad. Simple.

MAIL 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 what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent it in - sucked in. We ripped you off big time and you fell for it! Ha ha ha! Not, really. It will probably be in the next issue.

FOR SALE

GAME GEAR with five games, screen magnifier, battery pack, Master Gear convertor, adaptor and carry case. Cost over \$600, will sell for \$400.

TEL: (047) 515 736

MASTER SYSTEM: Rastan, \$30, Sonic 2, \$40, Spiderman, \$30, Wanted, \$20 (with Light Phaser, \$40), and others. Will negotiate.
TEL: (069) 636 917

MEGA-CD I, \$300, Mega Drive II, \$150, MK II, \$90, Action Replay 2, \$50, SFII SCE, \$60, Sonic 2 and Jurassic Park, \$30 each, Columns and Alex Kidd in The Enchanted Castle, \$10 each, Lethal Enforcers CD (with gun), \$90, Ground Zero Texas CD, Final Fight CD, Sonic CD, Batman Returns CD, all \$60. Plus more from \$40.

TEL: (067) 527 603

MEGA DRIVE: Columns, \$5! Plus Game

* Mums and dads: only kiddin' ya!

TO THE POINT

If it's short send it here. If it's long and tedious, it may end up here anyway. Yes, 'To The Point' is where to send those niggling little questions that have been the cause of all those sleepless nights.

SNES convert

Is it possible to get a converter for the Mega Drive to play Super Nintendo games?

Mitch

No. The last thing Sega – and Nintendo – want is for you to play a rival manufacturer's games on their systems.

Looking for a Pro

I recently went to the US and bought two Mega-CD games but they don't work, I only hear the music. Do I need a converter? Where can I get one from?

Ben

You need a Pro CDX. For details call Kaylee Computing on (09) 310 1962.

Interesting

First of all, what do you have to do to get your letter printed in Mega Mouth... (snip!)

David

First of all, make it more interesting than yours proved to be!

What's on CD?

Can you play music CDs, Kodak photo CDs and, when they come out, those CD videos on the Mega-CD?

Dylan

Out of your list, music CDs are the only format the Mega-CD can handle. It can also handle CD+G, where a music CD has limited graphics for accompaniment, though these are few and far between.

16 into 32 will go

Can you play a 16-bit game when the 32X is plugged into the Mega Drive and is the 32X compatible with the Mega Drive II?

Scott

Yes, on both counts. 16-bit games play 'through' the 32X and the only version of the MD the 32X isn't compatible with is the Multi Mega, which was never released in Australia.

Saturn standard

Will the combo of MD, Mega-CD and 32X be anywhere near Saturn standards?

Jamie

Not really. Although it's a pretty potent combo, the Saturn, if games live up to the tech-specs, will be out of this world.

DEAR MEGAZONE LETTERS

...continued

Let's split

Megazone,

I recently hired out *Virtua Racing* (because I can't afford to buy it) and really got into it! However, the split screen really pissed me off! I therefore ask, is there a device that allows us to play on two TVs? You know, player one here and player two over there?

If there isn't such a device, then don't tell anyone and I'll invent the bloody thing myself!

Stuart

Balaclava, VIC

The short answer is 'no'. The long answer is that although Virtua Racing doesn't have this capability, some games do. First, you'll always need two machines; the Mega Drive simply is not, and never will be, capable of displaying two screens at once.

The game Zero Tolerance has the capability to link one Mega Drive directly with another Mega Drive playing Zero Tolerance. A special cable connects the second joypad sockets of the machines together and relevant data is transferred through that. In the US, a Mega Drive modem allows you to play correctly programmed games over the phone against people across the other side of town – even across the country!

And who knows what the future may bring. Many of Sega's newest arcade games are designed to be multi-player, and the Saturn has a built in communications link...

Why are we waiting?

Dear MZ,

Why is it taking so long for the Saturn to be released? All the other console major manufacturers are set to have their machines in the shops before Christmas or just after, if it hasn't already been released. I think it really sux having to wait another year before you can buy the Saturn.

Will

The Saturn has already been released in Japan. The reason it isn't widely available here is that very little quality software is available for it so far (ie, Virtua Fighters is about your lot). Sega is waiting for more games to become available before the machine hits Australian shores.

Sony and Nintendo are also holding back on the release of their machines for exactly the same reasons. And the machines that are available currently aren't a patch on what the new breed of hardware will offer.

Gear, Home Alone, \$20!

TEL: (02) 389 0957

MEGA DRIVE: 'Go' infra-red control system. Two three-button cordless pads and receiver with instructions. Worth \$90, will sell for \$70. Swap for Mega Drive or Mega-CD game.

TEL: (064) 583 663

MEGA DRIVE II with SF2 Special Champion Edition, MK II, Skitchin', Spiderman vs Kingpin, all for \$550 ono. All boxed with instructions, cheats, and manuals. Will sell separately.

TEL: (004) 621 424

MEGA DRIVE II with six-button control pad and Another World, Sonic The Hedgehog, Ghostbusters and Ghouls and Ghosts, \$200.

TEL: (045) 773 335

AURA INTERACTOR VR unit for use with Mega Drive and SNES. Brand new, packaged in box with instructions. Worth \$250 will sell for \$170.

TEL: (02) 477 2497

MEGA DRIVE: with seven games including MK, Bulls v Blazers, and others, will sell for \$350 or will swap for SNES and cash!

TEL: (07) 882 0267

TO SWAP

MEGA DRIVE: John Madden Football '92, hardly used for NHLPA Hockey '93 (will consider NHL Hockey '94 or EA Hockey).

TEL: (066) 526 183

MEGA DRIVE II with four games and two pads for a SNES with two pads and two games. Or sell for \$290 ono. Call after 3.30pm.

TEL: (02) 635 5546

WANTED TO BUY

RPGs for Mega Drive, Mega-CD and Game Gear. Imports OK. Also want a Pro-Action cart. Will also swap for MD games.

TEL: (089) 526 207

MEGA DRIVE: Itchy and Scratchy, NBA Jam, Bubsy 2, Sonic and Knuckles.

TEL: (02) 389 0957

MEGA DRIVE: Caesars Palace or any other casino sims.

TEL: (049) 691 900

MEGA DRIVE: Shining In The Darkness.

TEL: (02) 665 8435

MEGA DRIVE OR MEGA-CD RPGs. Will pay \$20-\$40.

TEL: (043) 241 100

LETTERS

MKII's not crap

Dear Mega Mouth,

First off, I have to say I love your mag but there are a few things that I get annoyed with. Number one: a reply to Kevin of Bombala, NSW, in the November issue. He said *Mortal Kombat II* is slow and he isn't impressed. But I bought it the week it was released – without even playing it before – and I was so surprised with the speed and the characters that I haven't rented a game for over a month. It kept me busy every night and I'm still not even bored with it, even though I have lost count of how many times I've finished it.

Complaint number two: How come I have sent in four letters now and they haven't been published, but you're publishing crap like Eugene's letter from Murray Bridge, SA? He didn't even know where the screen was on the Mega Drive. I mean, please, get a life or at least get out of the house a little.

Number three: I subscribe to your mag and recently it's been coming very late. I could have got the November issue from the shops long before it arrived through the post. What makes you think people are going to subscribe if it keeps coming late?

Jon

Roleystone, WA

PS Elle's much better than Claudia (reply to Vinny from the October issue).

Actually, you don't have to say you love the magazine, but thanks anyway.

1. Kevin from Bombala stands by his comments, but he lives at the Back O' Bourke, so feel a little sorry for him.

2. Saying something helps. A bit of controversy, joining in a "MKII's crap, no it's not" debate, or in Eugene's case, opening himself up to humiliation and ridicule from all the land.

3. In a bizarre piece of weirdness, the entire consignment of November's subscribers' issues were sent to Tasmania for no apparent reason. Absolutely TRUE! There's your excuse...

No, really, MKII is crap

Dear Sega Megazone,

Thank you for printing my last letter (Kronic Kombat, issue #45). Your response was that I was being really unfair about *MKII*. In all fairness, I have played it through and gotten used to its sloppy controls. I stand by my criticism, but in consolation I found that *MKII* is copying *Street Fighter II*. They changed tactic and ripped off lots of stuff (unlike the original). As for the game itself, yes I do like it and the multi-fatalities add flair, but I still get aggro with the thing when the computer throws me from three paces out. (I hate getting beaten, like I wasn't even fighting back.)

There is one problem with Sega's renting policy. Our little local video shop doesn't have new or decent games. *Altered Beast* and *Mickey Mouse* SUCK! The shop started getting in Mega Drive games when they started to take off, however they are probably not making enough dough to make it worthwhile getting heaps of decent titles because of the initial cost of getting them in. So I have to buy my games anyway, unless I want to play *Altered Beast* again (no, NO – torture!).

Can you appreciate my problem? Being in a small country town life is hard when you're sick of your old games. I get all my games via mail order from WA, so if prices don't come down, then I'm at the greatest disadvantage as usual.

The best things about *Street Fighter II*:

1. Chun Li
2. The funny dying moans
3. Bonus rounds – I love destroying that car!

Kevin

Bombala, NSW

You could always move to the city. Failing that, maybe you should have a word with your video store manager – it could just be that they're hopeless old duffers who know nothing about video games and wouldn't know which ones to stock, or something.

Say no more, Seymour

Dear MZ,

I have a major problem. I figured you are the only guys who can help. I want *Lethal Enforcers*, but my mum says she doesn't want any kind of gun in the house and that I would think shooting people is cool. Tell me what I should do to convince her that they are only sprites running around on screen.

Here are my questions: (Uh-oh, we feared this might happen – MZ.)

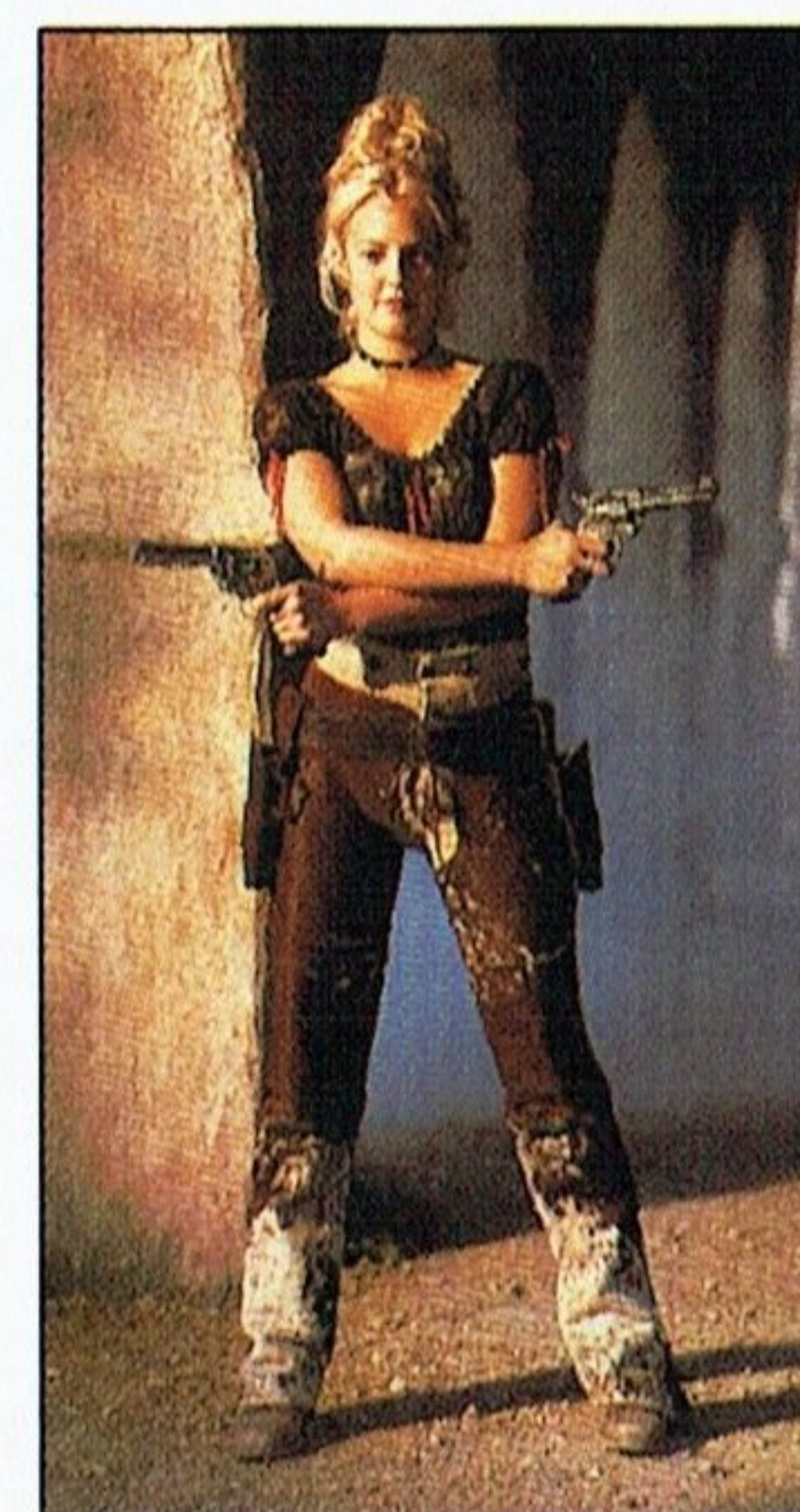
1. Will *Donkey Kong Country* come out on Mega Drive and will it look as good as the Super NES version?
2. If the Saturn has two 32-bit chips, isn't it really 64-bit?
3. Could you please print some screen shots of Saturn games?
4. Why can you play *Lethal Enforcers* with two guns and *Menacer* games with only one?
5. How much will... (Cut! Cut! There are another 10 like this before we get to the end – MZ.)

Seymour

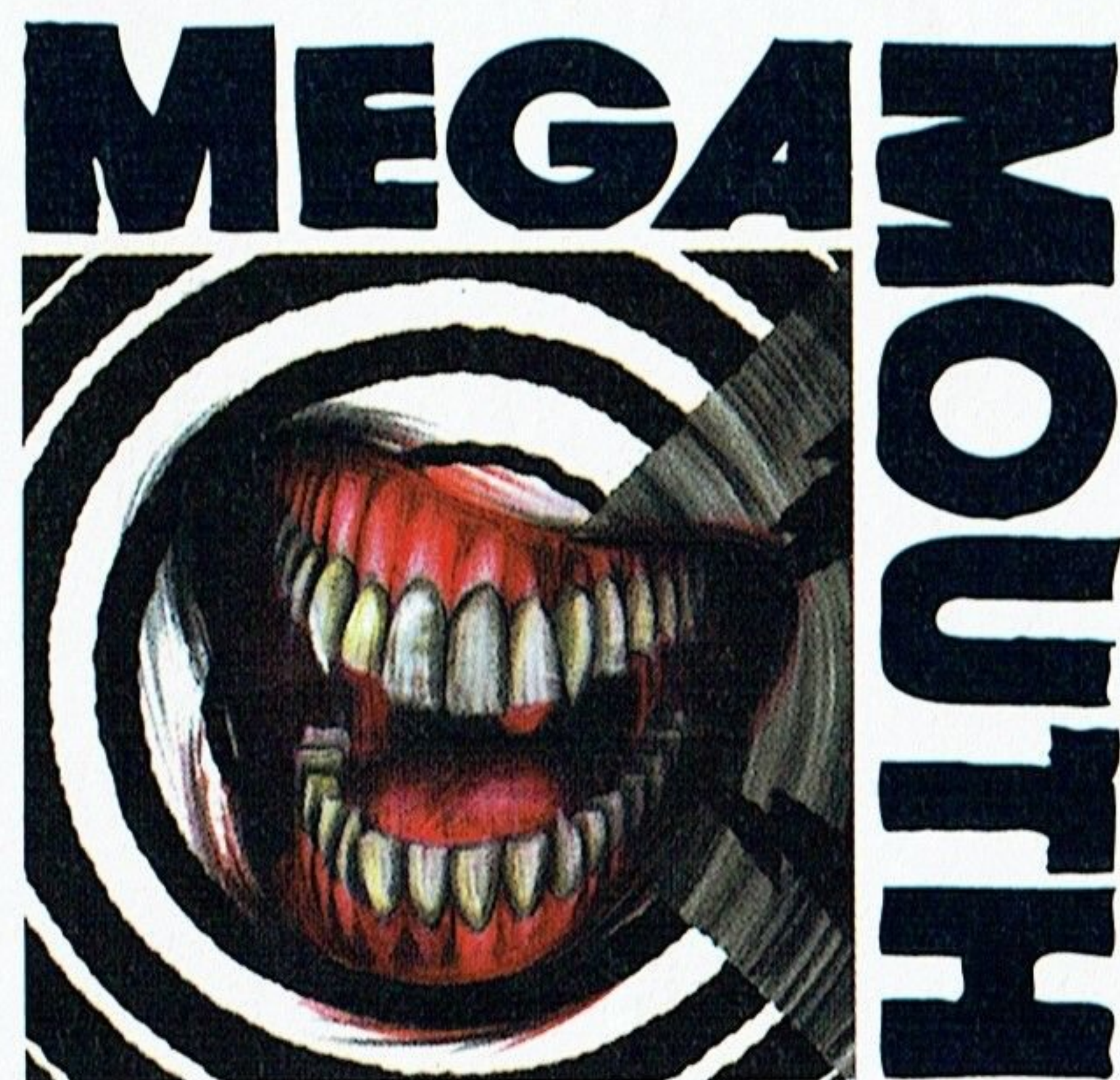
QLD

We all had toy guns as kids and we're all perfectly alright now. Look, about those mass murders – they deserved it. God told us to do it, etc, etc...

Answers: No. Not really but kinda. Oh, alright. We don't know, what kind of dumb question is that? Points five to 14 – sorry, we just got bored.



◀ Well, Seymour. Comfort your Ma by saying unless you get *Lethal Enforcers* you'll be forced to date feisty lasses like this cherub. Sweet, cute and with big guns!



IS FEMINISM RELEVANT IN 1995?

IS THE REPUBLICAN RESURGENCE IN THE USA REALLY THE END OF DEMOCRACY AND CONSIDERED DEBATE IN THE WESTERN WORLD?

Have you seen that arty mag called *Black & White* where famous chicks get naked?

SHOULD WE JUST NUKE BOSNIA-HERZEGOVINA AND GET IT OVER WITH?

Or, in the words of the Chechenyan President:

"Before a wolf eats its own, it rolls its young in mud..." Indeed!

What have ya got to say about that, huh? Not so clever now, hey? So, if you're too thick to grasp these concepts, write us a letter about Sega stuff or send us a picture of your sister in the shower (you might win a prize!). The address:

Mega-Mouth, Megazone, PO Box 746, Darlinghurst 2010

PS: Don't ask when *MKIII* is coming out. Or we'll send you on holiday to Marrickville in Sydney. It's crap there.

how? when? what? why?



From the plight of our environment to the science of surfing...
From genetic engineering to programming your computer...

THE HELIX

the magazine with
all the answers!

The second-largest planet? The Roman god of sheep farming? Or a doozey piece of action? Mark Sariban gets dirty with Sega's new babe.



▲ This unassuming title screen is the first thing you see when you get your hands on a Saturn. Nice, isn't it?

▼ Hide the audio CD control panel and this huge spaceship twists and turns all over the screen.

The Saturn:



HEAVY DUTY HARDWARE

In development for nearly two years, the 32-bit Sega Saturn has finally made its debut in Japan. It'll hopefully be here towards the end of the year. Will Sega's Saturn be an awesome addition to the existing gaming galaxy? Or a black hole sucking in unsuspecting gamers and their hard-earned dollars?

Love at First Byte

Ads screamed 'Welcome to the Next Level' as Sega launched the Saturn in Japan, less than two weeks ahead of the release of arch-rival Sony's 32-bit contender, PlayStation. Japanese gamers have eagerly snapped up the entire existing stock of Saturn machines, despite a very lean library of game titles. It probably helps that the first Saturn game is *Virtua Fighter*, an excellent conversion of one of the best arcade games of all times. Why not simultaneously release Saturn world-wide, you ask? It seems the general wisdom among the Australian, European and American Sega chiefs is that most gamers won't go for a machine that doesn't have enough software support, so we'll just have to wait.

At first glance, Saturn looks like a cross between a 3DO and a Mega-CD 2. Saturn

software will be delivered via CD-ROM, and like the Mega-CD, Saturn's operating system will feature a master control panel. Behind the CD well is a cartridge slot, to eventually allow for back-up cartridges. (There's also talk of single games which will use both CD-ROM and ROM cartridges.) Up front are the two standard control pad terminals. The Saturn controller is similar to the Mega Drive's six-button pad, with the addition of left and right buttons placed either side of the cable leading to the main console. The current Japanese pad is tiny – it will almost definitely be resized to fit the comparatively giant-sized hands of Australian gamers. With a communications cable terminal and an extension slot tucked away at the back of the console, there's plenty of room for add-ons in the future. Optional accessories marketed alongside Saturn in Japan are a shuttle mouse and a 'Virtua Stick' – an arcade-style joystick controller. A multi-player adaptor is due to be released soon, allowing up to seven players to compete at the same time.

The Heart of the Matter

At the centre of Saturn's circuitry are the SH-2s, two identical 2cm square 32-bit

CPUs. These plastic-coated graphics specialists were custom-developed by electronics giant Hitachi. The two SH-2 chips work in tandem on separate tasks. In *Virtua Fighter*, each CPU is responsible for computing the moves and collisions for one character. In

Technical Stuff

CPU: SH-2 32bit RISC @ 28.6 MHz

CD Drive Control: SH1

RAM: 16Mbits main work RAM

Video RAM: 12Mbits

Sound RAM: 4Mbit

CD buffer RAM: 4Mbit

Back-up RAM: 256K

Graphics: Resolution: 320 x 224

Colours: 24-bit palette, 32,000 colours available

Sprites/polygons: VDP1 chip

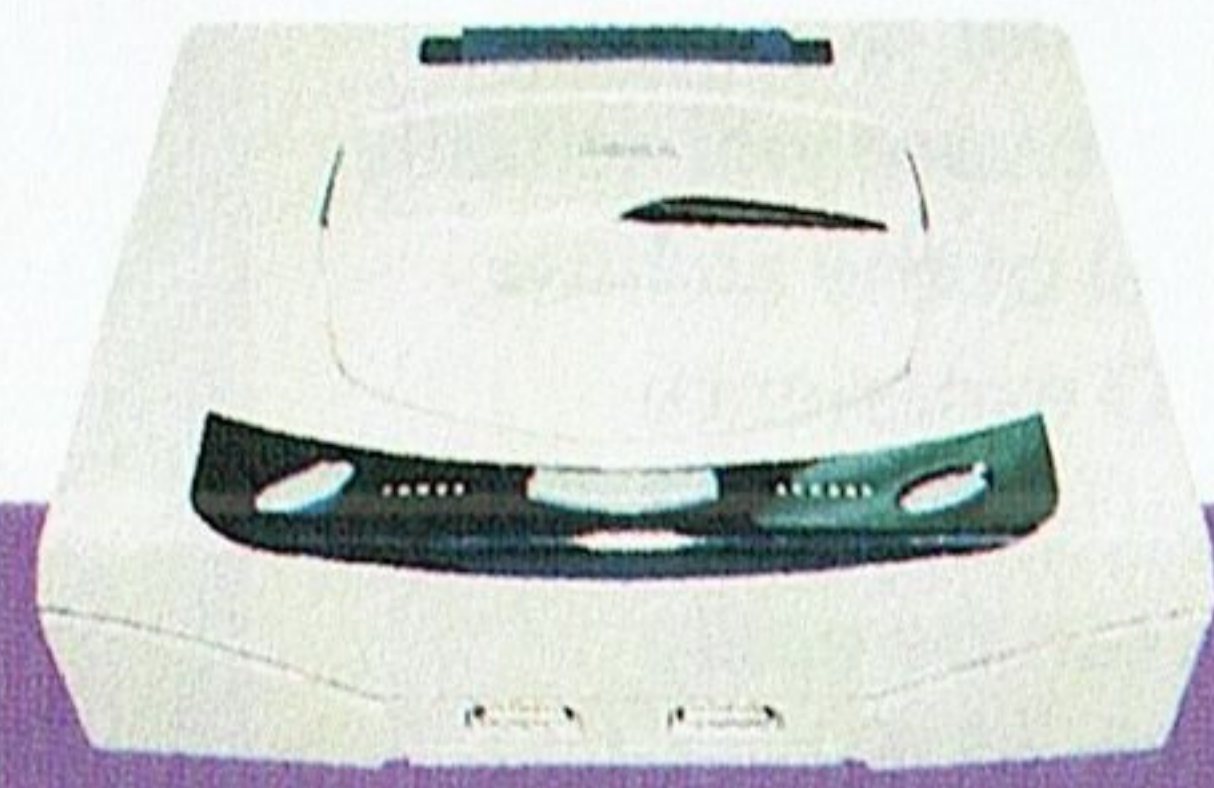
Backgrounds: VDP2 chip. Five planes, four horizontal scrolling planes, two rotating planes, two windows, two zooming planes

Sound: 16-bit 68EC000 @ 11.3 MHz, PCM and FM sound, 32 channels sampled at 44.1 KHz, Audio DSP chip

CD-ROM: 'Intelligent' double-speed CD-ROM drive



Megazone Feature



WHAT DOES 32-BIT ACTUALLY MEAN?

32-bit refers to the size of the chunk of info the CPU can handle at any one time. Each of the two Saturn SH-2 CPUs can process twice the amount of data as the Mega Drive's CPU. You don't have to be a genius to realise this means Saturn is heaps faster.

In addition to these CPUs, there are five extra processors. There's a chip just for calculating sprites, a chip which draws the back-grounds and a 16-bit soundboard custom-designed by Yamaha. Saturn is an extremely powerful graphics processor, with scaled and rotated sprites galore. Five separate backgrounds can be handled at the same



time, allowing true parallax scrolling (where each background is redrawn independently, giving a realistic scrolling effect). Add two rotating fields and you have a stunning graphics environment.

▲ **The audio CD player has tons of options; you can adjust sound far more than on an ordinary CD player.**

Saturn vs Mega Drive — No Contest, Game Over

So just how much of an improvement does the Saturn architecture represent? The SH-2 is a RISC chip while the Mega Drive's CPU, the 68000, is a CISC chip. CISC is short for Complex Instruction Set Computer, while RISC stands for Reduced Instruction Set Computer. The difference being that a RISC handles smaller and simpler instructions, allowing more instructions to be processed per second. The SH-2 can theoretically chew through code at the rate of 28 MIPS (millions of instructions per second), compared with the Mega Drive's ponderous 0.5 to 0.6 MIPS. With two SH-2 chips at work, that's 100 times



WILL SATURN AND 32X GAMES BE COMPATIBLE?

That's simple — no. And there are no plans to produce an adaptor to allow Saturn games to be played on the 32X.

Japanese Saturn Software Release Schedule

Out now!

| | |
|------------------------------|-------------------------|
| Clockwork Knight | Sega |
| Cotton 2 | Success |
| Gamesmaster | Sunsoft |
| Goal Racer | Sega |
| Gotha | Sega |
| Great Wall of China | Sunsoft |
| Hissatsu Pachinko Collection | Sunsoft |
| Mahjong Goku | Shanor |
| Myst | Sunsoft |
| Quo Vadis | Gramus |
| Tama | Time Warner Interactive |
| Virtua Fighters | Sega |
| Wanchai Connection | Sega |
| Zero Four Champ Special | Media Ring |

February Release

| | |
|----------------------------------|------|
| Deadlus | Sega |
| Gail Racer (Japanese title) | Sega |
| Rampo | Sega |
| Van Battle | Sega |
| Virtual Hydlide (Japanese title) | Sega |

In the pipeline

| | |
|---|-------------------------|
| 4D Boxing (provisional title) | Victor |
| Basketball Saturn (provisional title) | Sega |
| Blue Seed | Sega |
| Daytona USA | Sega |
| Deadlus | Sega |
| Doom 2 (provisional title) | Sega |
| Dynamic | Fantasy |
| Ecco the Dolphin Saturn (provisional title) | Sega |
| Fantasy Earth (provisional title) | Sega |
| Greatest 9 | Sega |
| Hardcore | Virgin |
| Ice Hockey (working title) | Sega |
| League Road Saga (working title) | Sega |
| Magic Knight Ray Earth | Sega |
| Masters (working title) | Sega |
| New Legend of Shinobi | Sega |
| Overdrive | Zoom |
| Panzer Dragoon | Sega |
| Pebble Beach Golf Links | Sega |
| Pinball Arena | Sega |
| Race Drivin' | Time Warner Interactive |
| Side Pocket (working title) | Sega |
| Sim City 2000 | Sega |
| StarCade (working title) | Sega |
| Streetfighter The Movie | Capcom |
| The 11th Hour/The 7th Guest | Virgin |
| Tomcat Alley Saturn (working title) | Sega |
| Victory Goal | Sega |
| Virtua Hang On | Sega |
| Virtua Tennis (working title) | Sega |
| X-Men | Capcom |

faster than the Mega Drive. But don't count on programmers ever pushing the SH-2 up to maximum processing speed. According to Yu Suzuki, the head of the Sega amusement R&D department responsible for producing *Virtua Fighter* for the Saturn, "Two chips doesn't necessarily mean twice the power."

The two CPUs have to access the same RAM, which will often mean one CPU waiting for the other CPU to finish its tasks before continuing. And given the difficulty in programming for Saturn experienced so far, especially in trying to manage the division of labour between the two CPUs, the best results that can be expected will be more likely to be about 1.5 times the output of one chip, with the hottest programmers managing around 1.7 to 1.8 times the output. Still, that is a quantum leap in processing power.

You ain't seen nothing yet

The 32 million dollar question is whether Saturn software will actually utilise the potential of the architecture. The Mega-CD experience showed that a platform with enormous capabilities can be easily undermined by lack of decent software. In the case of the Mega-CD, the pressure on developers to get a game on the market appears to be stronger than the desire to stretch the limits of the machine. In this sense, Saturn holds a huge advantage over other 32-bit contenders, due to Sega's expertise in arcade games. Porting proven arcade successes of the calibre of *Virtua Fighter* and *Daytona USA* to Saturn with minimal loss of quality will be a major factor drawing undecided gamers to the Sega platform. Given the long lead-time before

WELCOME TO THE NEXT LEVEL... SO JUST HOW MANY LEVELS ARE THERE?

Sega's product line now includes the 8-bit Game Gear and Master System, the 16-bit Mega Drive, the Japanese Mega-Jet (basically a portable mini-version of the Mega Drive), the Mega-CD and Multi-Mega (a Mega-CD plus Mega Drive all-in-one portable system) and most recently the 32X. How long before Saturn is superseded by a 64-bit machine?

Saturn hits Australia, there will hopefully be a wide selection of quality games to choose from. We will be keeping a close watch on the fortunes of Saturn in Japan, and preview any Saturn software we can get our grubby hands on.

Virtua Fighters

The proof is in the pud. Adam Waring samples the debut software.

Virtua Fighters is one of only two games available in Japan at the time of the Saturn's release (the other is a role-playing game with the entire text in Japanese and so not of huge interest to those awaiting the Saturn with bated breath in Australia). Arcade-goers will be familiar with the 3D polygon-based fighting game where eight fighters battle it out in a game that combines many styles of martial arts and sumo wrestling (which is not a martial art, but a bunch of fat blokes hugging each other while wearing towels for underpants).

The idea is to either beat your opponent senseless or force them out of the ring. Win a couple of times and you're through to the next fighter. Successfully defeat all comers and you face the mysterious Dural, the only character you can't actually pick. You have unlimited continues, and can tinker with difficulty settings, so with enough determination you should fight your way to the top reasonably quickly.

On the surface, controls are very simple, consisting of a punch, a kick and a block. However, this hides a deeply complex and playable game with lots of special moves and combo attacks putting it playability-wise alongside the great *Super Street Fighter II*. The joypad can also be customised to make use of all six buttons.

The fighters are constructed out of polygons, and though they look blocky, their movement is smooth. The conversion is almost arcade perfect; there is slightly less graphical detail but it takes a trained eye to tell the difference.

Fans of the arcade machine will be in seventh heaven with this carbon copy, but it's just a taster of things to come and shows only a glimpse of what the Saturn will be really capable of. **M**



▲ Rounds are won either by depleting your opponent's energy bar to zero or knocking them out of the ring.



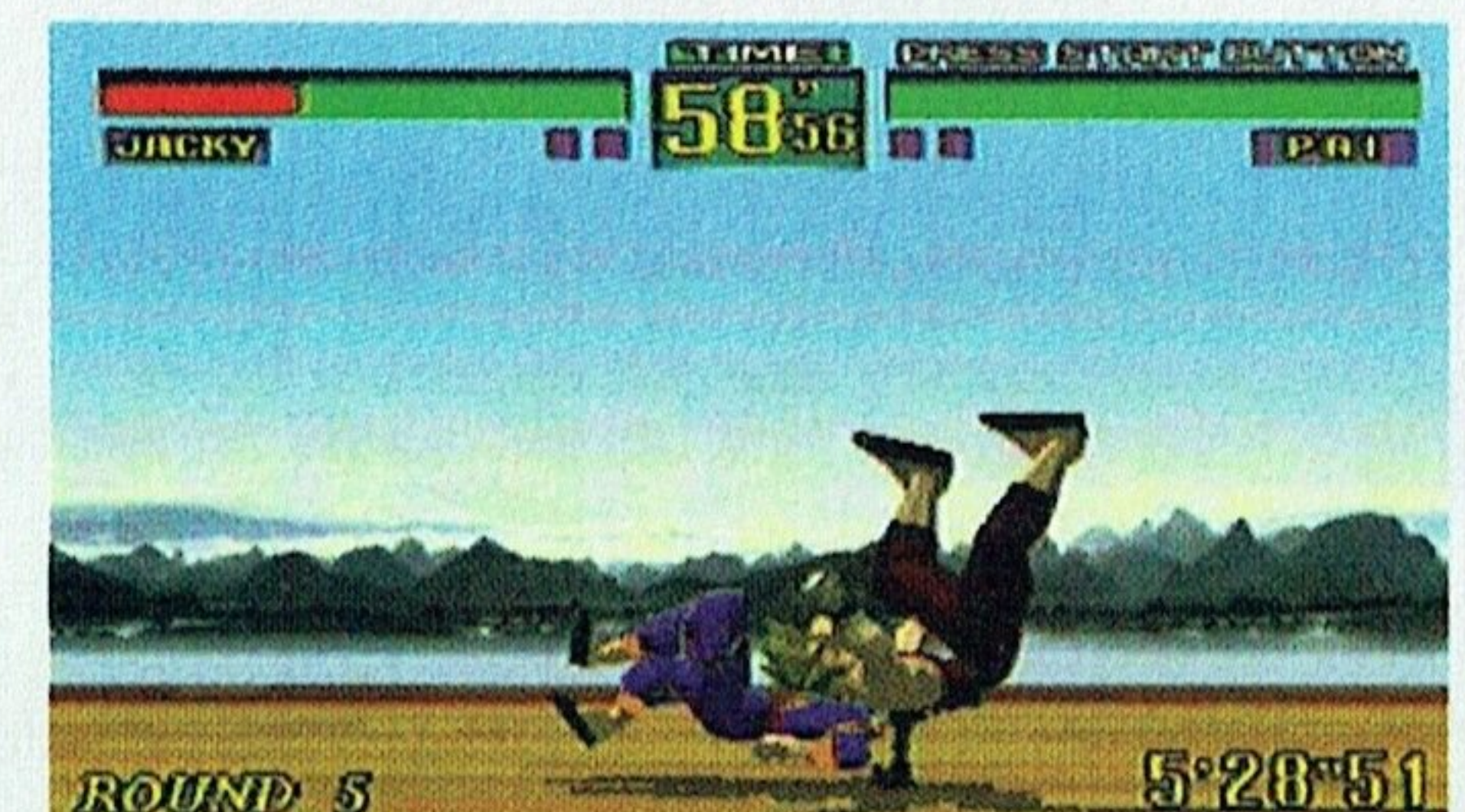
▲ Three wins and you're through to the next round. The 'camera' zooms in for a close-up of your moment of glory.



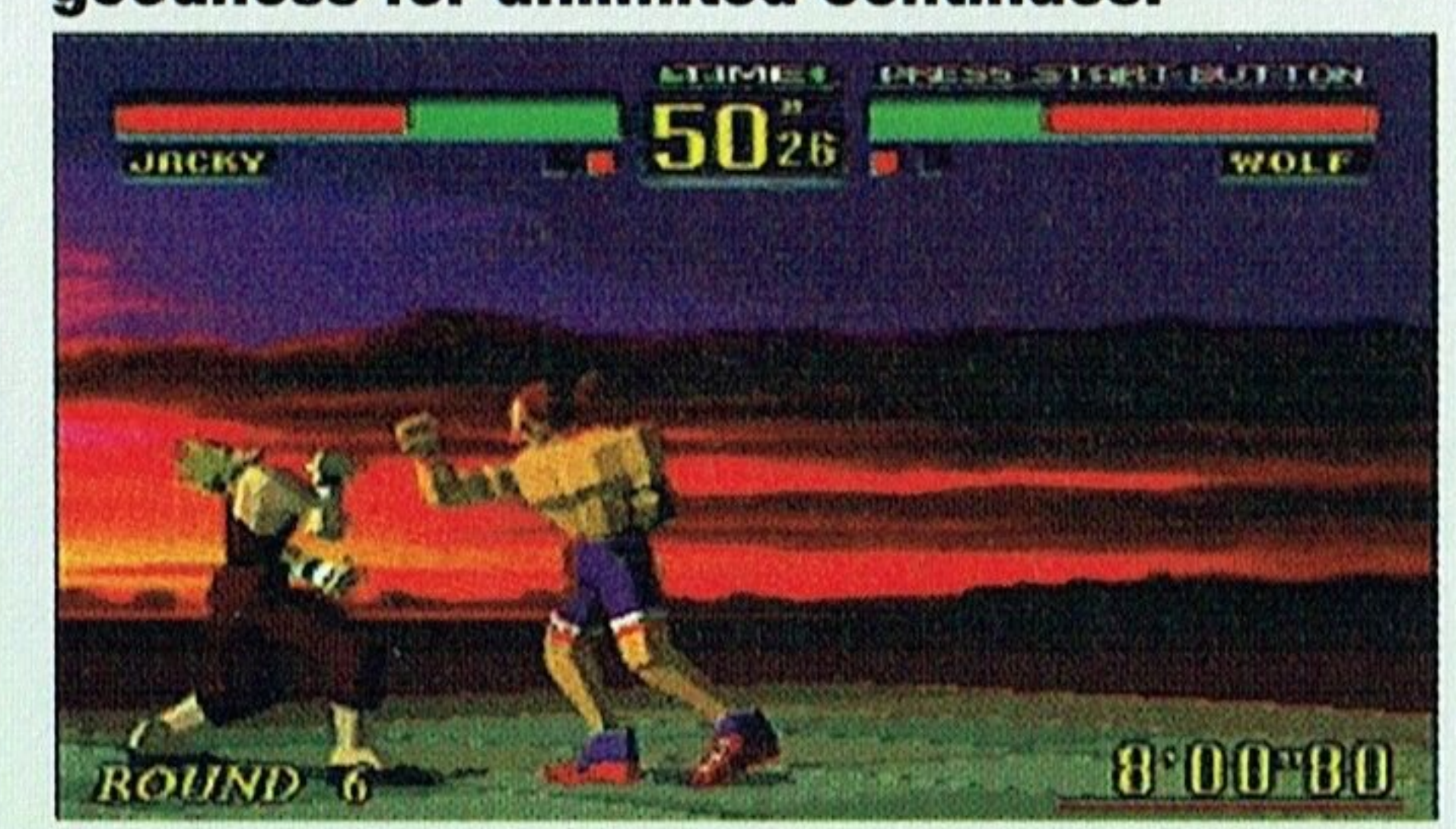
▲ Naturally, the two-player mode is the best fun; thrashing a mate's far more satisfying than beating the computer.



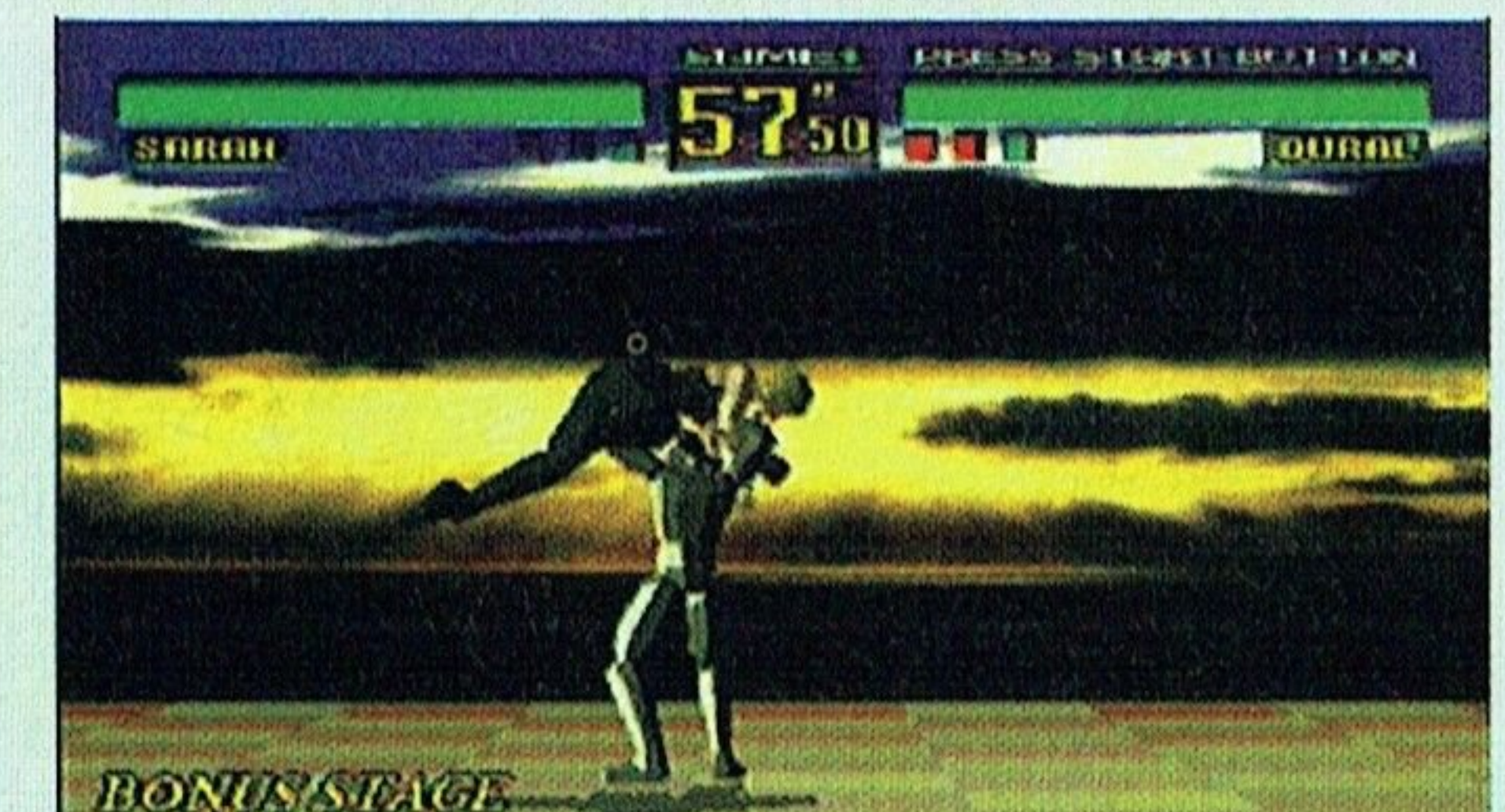
▲ There are eight players to choose from. Each has their own attributes, but the stuff listed here is bollocks.



▲ It gets decidedly tough as you work your way through the fighters. Thank goodness for unlimited continues.



▲ Some of the backgrounds are quite stunning. And doesn't the beautiful sky complement that cracking uppercut?



▲ Dural is the final challenge and the only character you can't choose - she's as mean as Penelope Pump with PMT.



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Motocross Championship

So what's the attraction of a piece of big throbbing machinery between your legs? Edward Larrosa finds out.

[32X]
review

This is another of Sega's arcade-to-32X conversions – sort of. It's loosely based on games like *Stadium Cross*, but makes allowances for the fact it's for a home machine. There's a two-player mode and a racing season to add a little more long-term appeal than a straight arcade conversion might have. Anyone who's been anywhere near an arcade in the past decade or so will no doubt be familiar with the premise behind this kind of game: jump on your trusty dirt bike and rip up some perfectly good countryside.

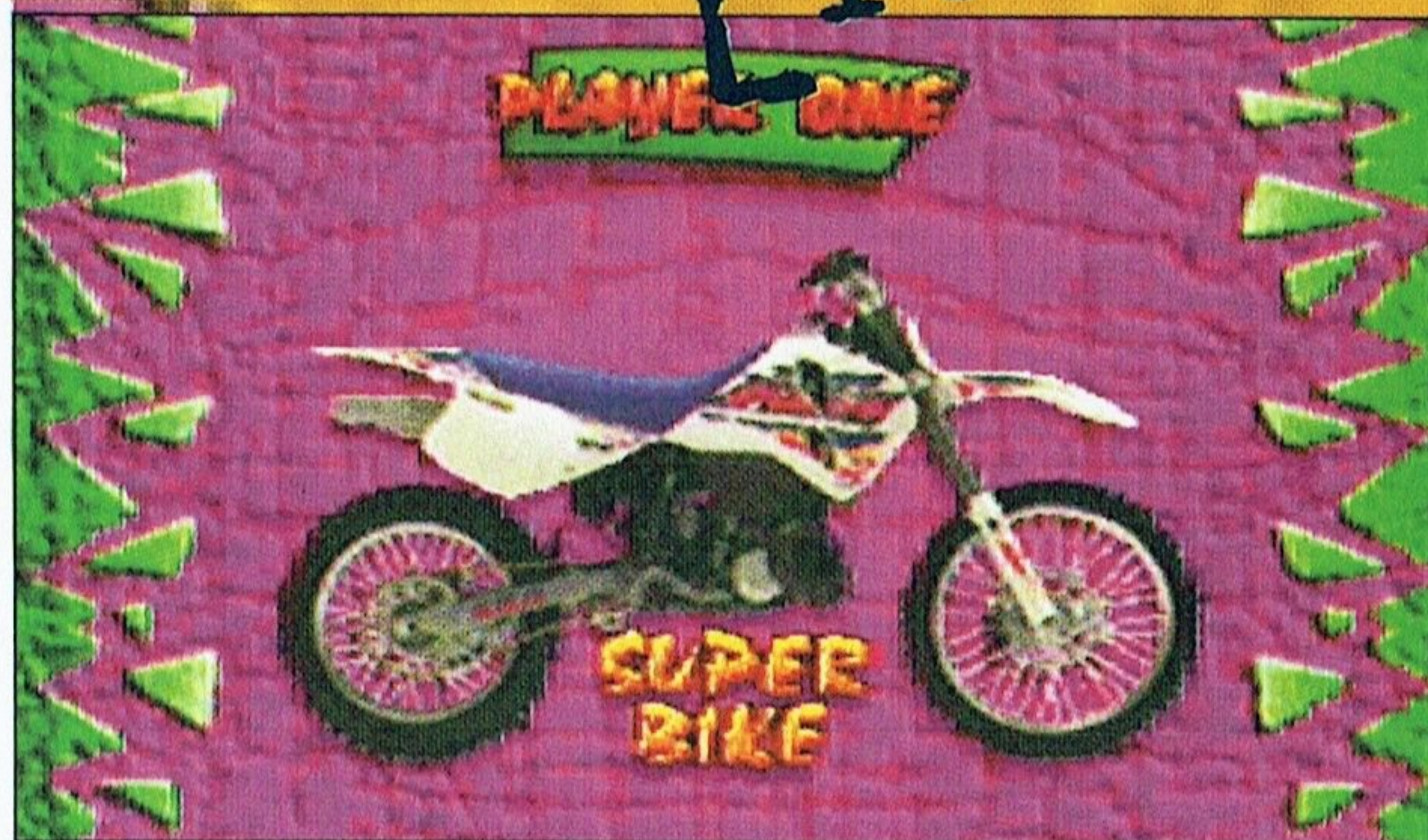
There are two modes: the Practice mode in which you can choose to ride on any of the three bikes on any of 12 tracks; and the Season mode in which you race for money to upgrade your machine over a full season. A unique split-screen, two-player mode lets you take on a buddy, although the size of each screen can have you squinting,

especially if you've got a small TV.

As you're racing on dirt tracks, the variety of obstacles are somewhat limited. There are no trucks to run you over, no cars to dodge and no cops to hassle you. To make up for this, you have the ability to punch and kick your opponents all over the track. This comes in really handy because moving from first place to last can happen in a split second, and your opponents don't exactly play fair either, especially on the jumps and corners.

The graphics are very impressive, with a stack of colours and brilliantly digitised backgrounds that scroll and rotate beautifully and give an amazing sense of depth.

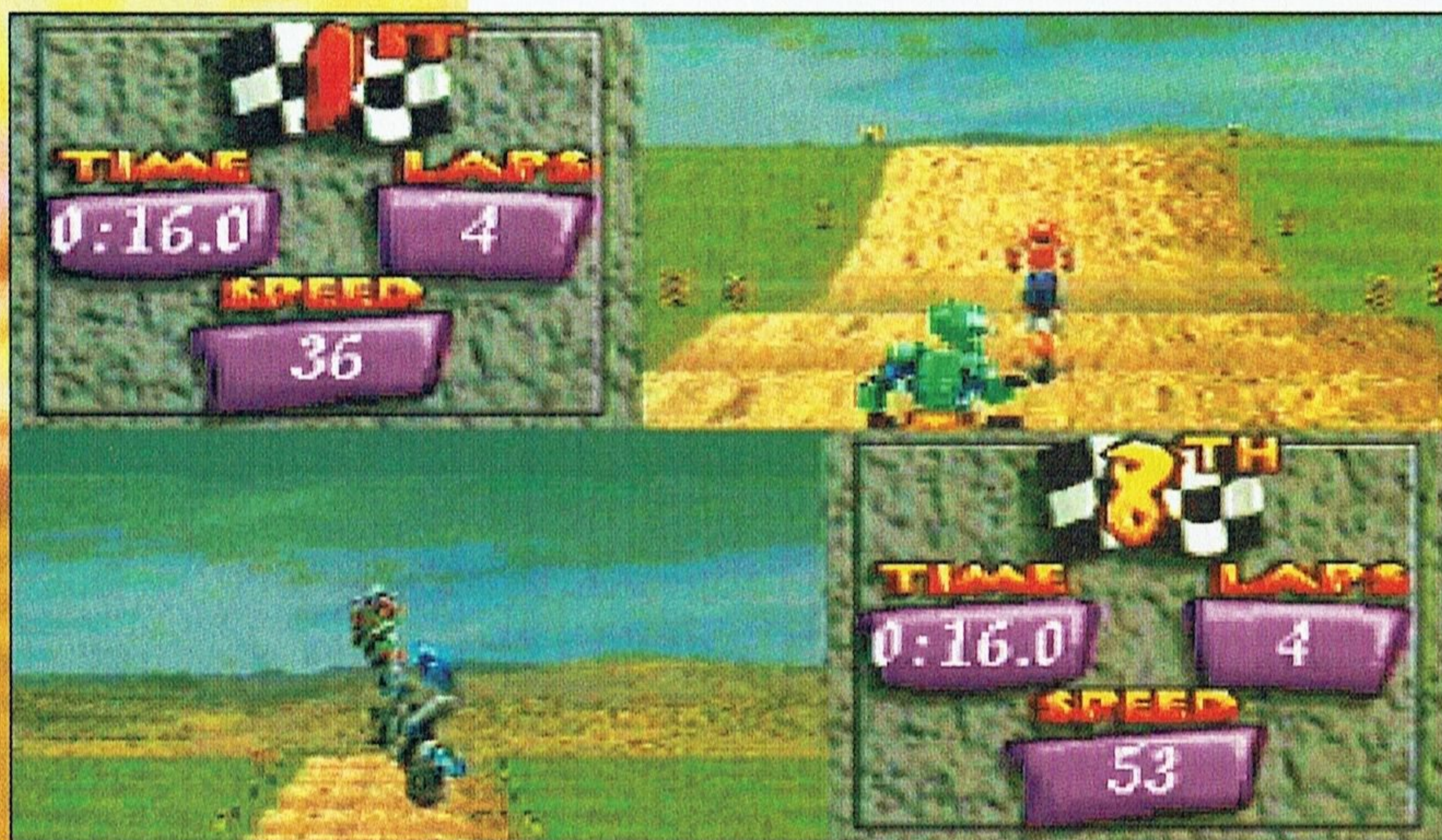
Controls handle excellently plus – added bonus – all the tracks are texture mapped and nicely detailed. The digitised speech and other sounds fit the action perfectly; as you take a hit, you shout 'Hey' and scream as you fall. The whole game moves really smoothly and fast, and is so realistic that you're guaranteed to be picking the bugs out of your teeth for quite a while. **M**



▲ Before each race, you're given the option to choose from one of three bikes: the 125cc, 250cc or the Super Bike. Each bike is faster than the other and the bends can be pretty tough at high speeds, so keep that finger near the brake button at all times – but don't stop accelerating.

▼ When taking long turns, be on the lookout for the patches of mud on the track. These are dangerous, not only because you'll get a face-ful if you hit them at high speed, but because everyone else on the track seems to hit them as well and the casualties are everywhere. Try bumping the other riders into them or slowing down a little.





▲ Definitely the best feature of all racing games is the ability to go head-to-head with a friend. This split-screen is unusual and a little bit small but once you get used to it, it works really well.

Second Opinion

This is another fine demonstration of how good at scaling the 32X is. It moves so quickly that it can get confusing what with bikes flying all over the place and all. Good, if you like this sort of thing, but it won't be everyone's cup of tea.

78%

ADAM



◀ How about a round of 'Spot Player One'? As you can see, when you first take off at the start line, things can get pretty messy. A good strategy is to use button C to kick and punch everyone out of your way and then try to make your way to the edge of the track to avoid the brawl and get the best run.



▲ Jumps and moguls are all about timing. When you get to the top of a jump, press down to lift the front wheel up and get some serious air. Use the same strategy over the moguls. If you're lucky, you'll clear most of them in your first jump. Remember to keep that wheel up otherwise you'll slow down and be eating the other riders' dirt for the rest of the race.

VITAL STATISTICS

FORMAT: 32X

TYPE: Racing

SUPPLIER: Sega

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two

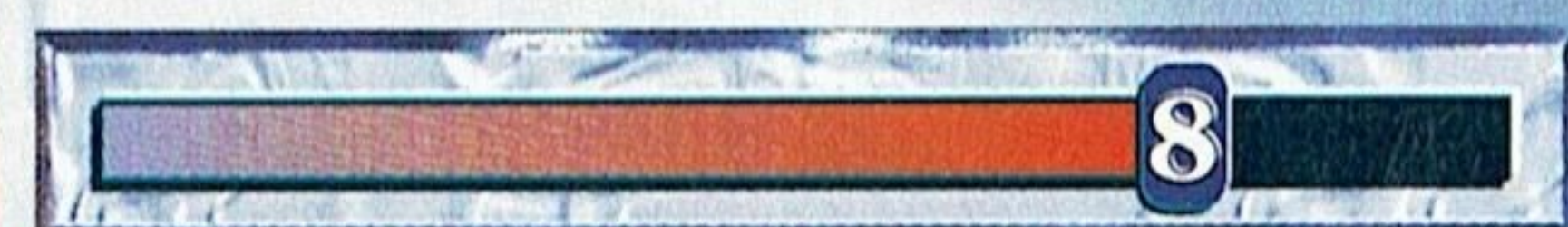


▲ Victory can be so sweet – in more ways than one. If you want to see this screen often, then remember not to stop accelerating and to watch out for fallen riders. Try to memorise where the best places to do super-jumps are because a huge jump near a bend will almost certainly end your quest for glory.

Word

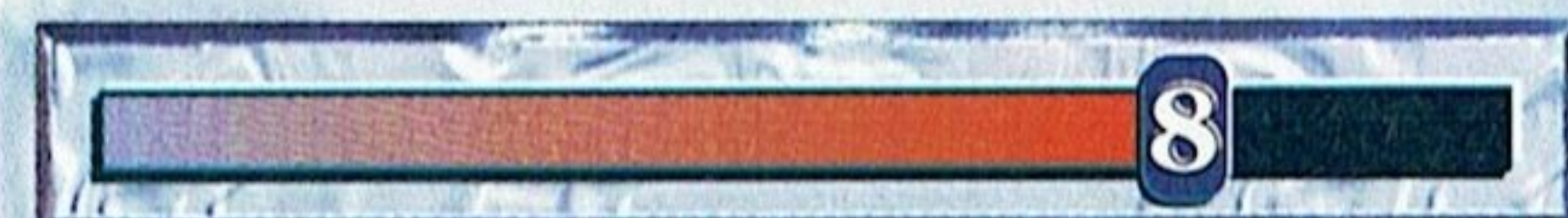
GRAPHICS

Heaps of colours and scaling make for graphics that can only be described as...foxy.



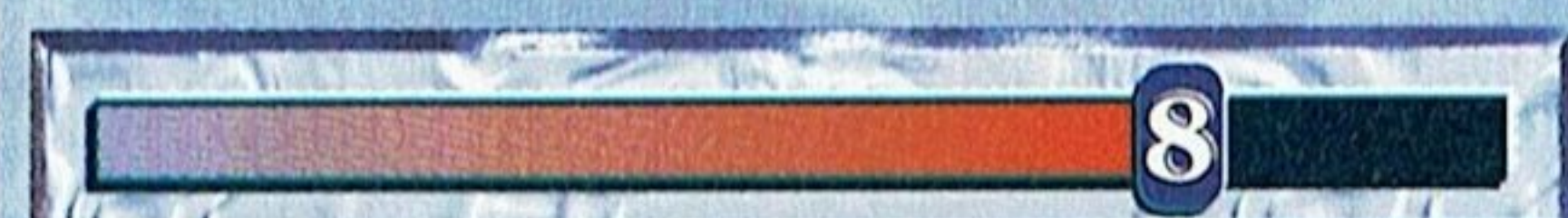
SONICS

Great sampled engine sounds plus a stack of digitised speech make for a great day at the races.



PLAYABILITY

A wide range of options, responsive controls and difficulty setting that hits the mark perfectly.



STAYING POWER

Twelve tracks, three bikes, two-player option, what more can we say?



OVERALL

You'll be cleaning mud out of orifices you didn't know you had. A must for 32X owners tired of mediocre arcade conversions.

87
PER CENT

Super Afterburner

Rockets, unlimited bullets and a heavy scent of jet fuel. Virode Intarnasan gets ready for a night on the town.

VITAL STATISTICS

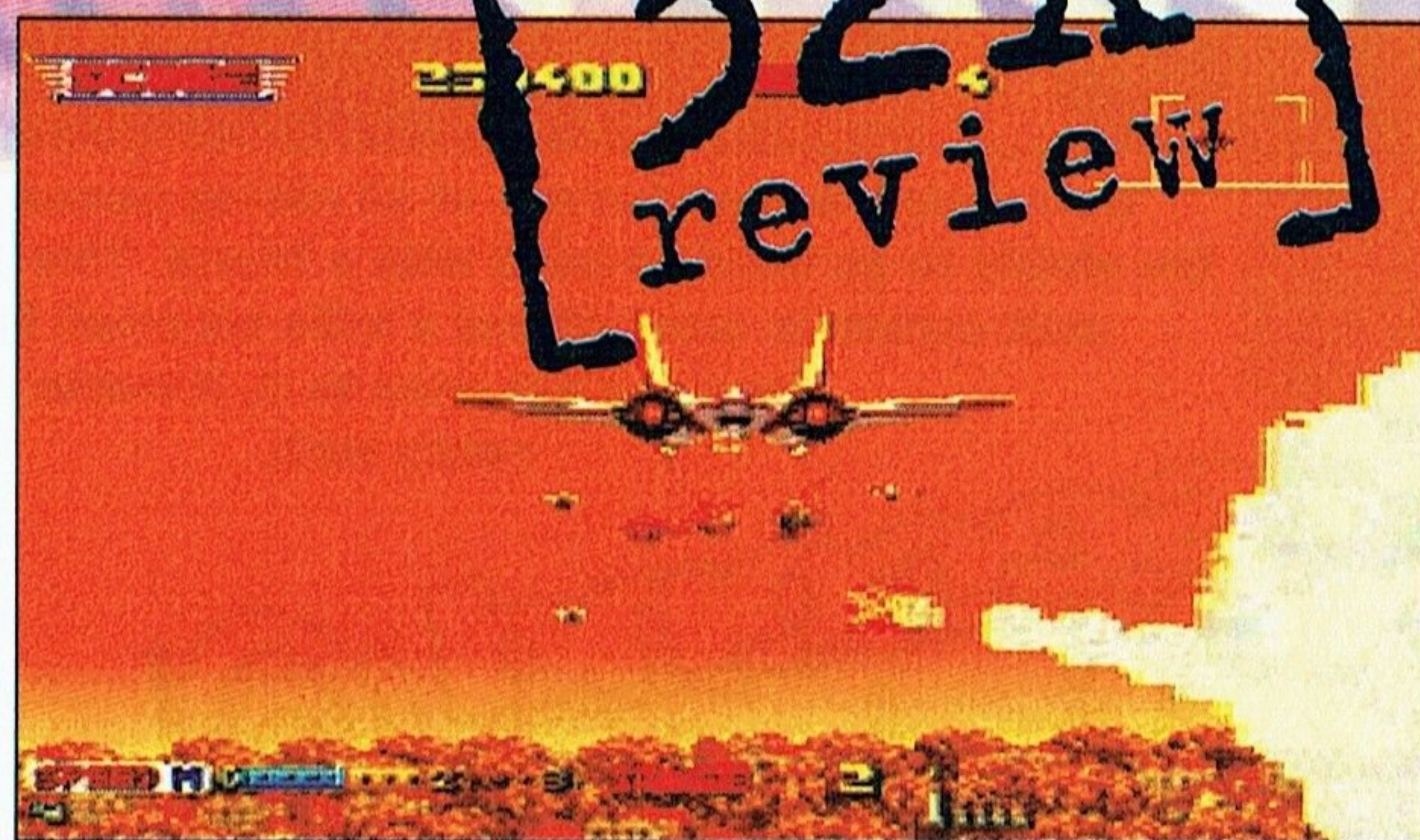
FORMAT: 32X
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: tba
SIZE: 16 megabits
PLAYERS: One

In the late '80s, *Afterburner* rocked the arcades with its stomach-churning hydraulic cabinet, fast-paced action and thumping soundtrack. Average conversions followed on both the Mega Drive and Master System and now it's the 32X's time to come to the party. With its superior graphical and sonic capabilities, *Super Afterburner* really could have been the game that showcased what this machine could do. Or is that couldn't do?

From the second you load *Super Afterburner*, you'd swear you were playing its Mega Drive counterpart. The intro is virtually identical as are the backgrounds and

gameplay. Considering the capabilities of the 32X, *Afterburner* is a bit of a disappointment. The graphics are blocky and poorly animated – compared with a 32X success such as *Doom*. Sonically, *Afterburner* is also a letdown with sorry explosions and pop-tart sound effects littering your adventure. *Super Afterburner* is 32-bit technology disguised as 16-bit.

All-in-all, this is a sorry release for the 32X. The game feels dated and doesn't take advantage of any of the graphical or sonic capabilities. Its damn ugly, boring as hell and it should be put to death. Stuff like this could seriously damage people's perception of the 32X. **M**



▲ Continually shoot your machine gun to kill enemy planes. Better still, lock your enemy into your target sights and let fly with a missile.

second opinion
 Oh dear. Sega is going to have to do better than this if the 32X is to take off. Arcade conversions are fine, but something from this decade would be good. **ADAM**
45%

AFTER BURNER
 COMPLETE



▲ You control an F14 Tomcat plane armed with unlimited machine guns and bucketloads of throbbing phallic weapons of destruction, or as they're more commonly known, missiles. Your mission is to survive a multitude of different war zones ranging from tight canyons, military bases and even icy snowfields. Unfortunately, the action between these stages is just far too similar and offer little, to no, variety. *Super Afterburner* is sadly not enhanced in any way and if you have already played its previous incarnations, this game offers very little in the way of anything new.

Word

GRAPHICS

Poorly animated sprites litter this game making it not much better than its Mega Drive counterpart.



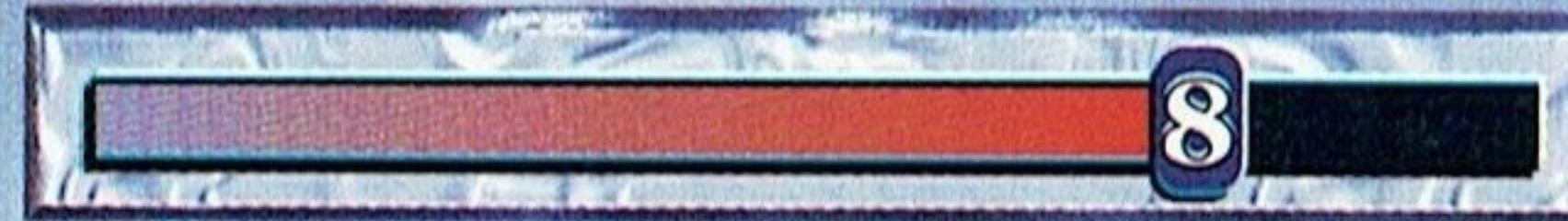
SONICS

Dour sound effects and music does nothing to increase this game's appeal.



PLAYABILITY

Your plane handles well which is about the game's only strong point.



STAYING POWER

Levels are just too monotonous and become extremely tiring. A waste of time.



OVERALL

Another failed 32X conversion that really questions the seriousness of this machine. Rent it if you must.

45
PER CENT

AUSTRALIAN **BODYBOARDER**

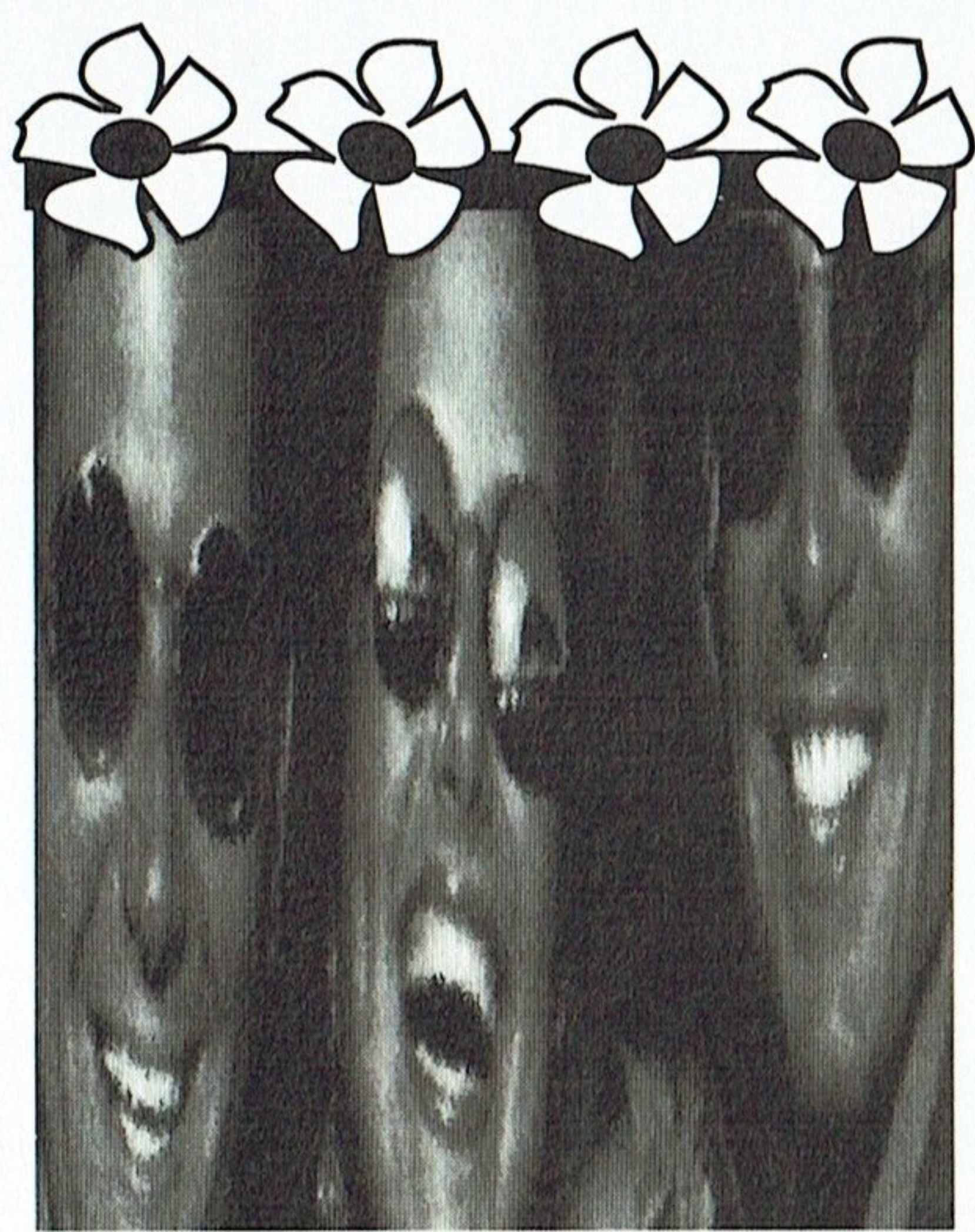
the gnarliest

bodyboarding magazine on the planet

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Stargate

Star light, star bright, I wish for... a movie licence with some really good bits. We told Peter Burney that not all wishes come true...

Based on the soon-to-be-released movie of the same name, *Stargate* is your basic platformer that (once-a-friggin'-gain) relies on killing baddies in the name of world peace.

Bad ET's threaten the earth and only one person can stop them. So, with gun held close and a pocket full of grenades, it's off on a reckless romp of mindless and totally unoriginal shooting, blasting, eliminating, destroying, killing, executing, (etc, etc) everything on the screen in every level, over and over again.

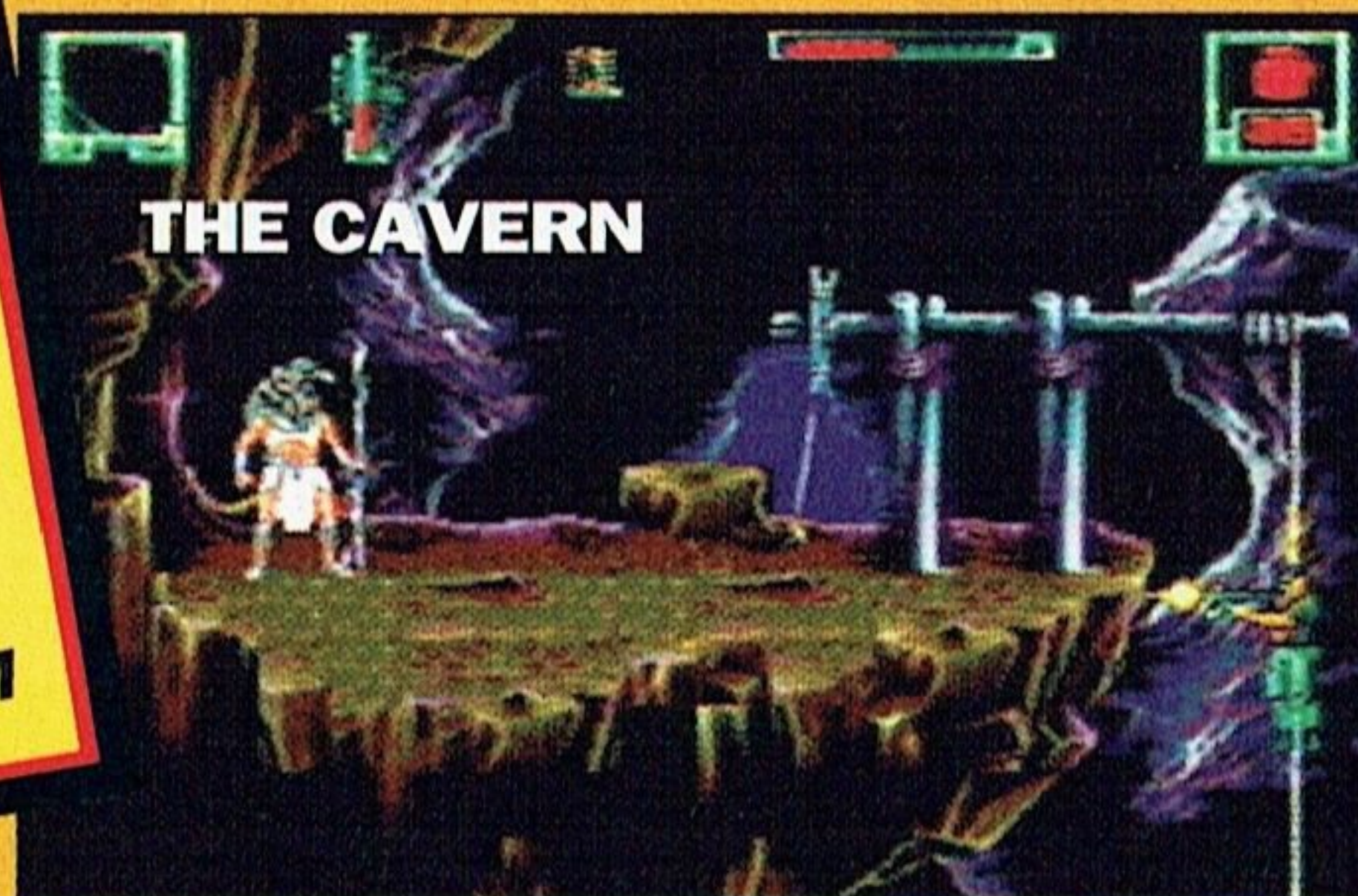
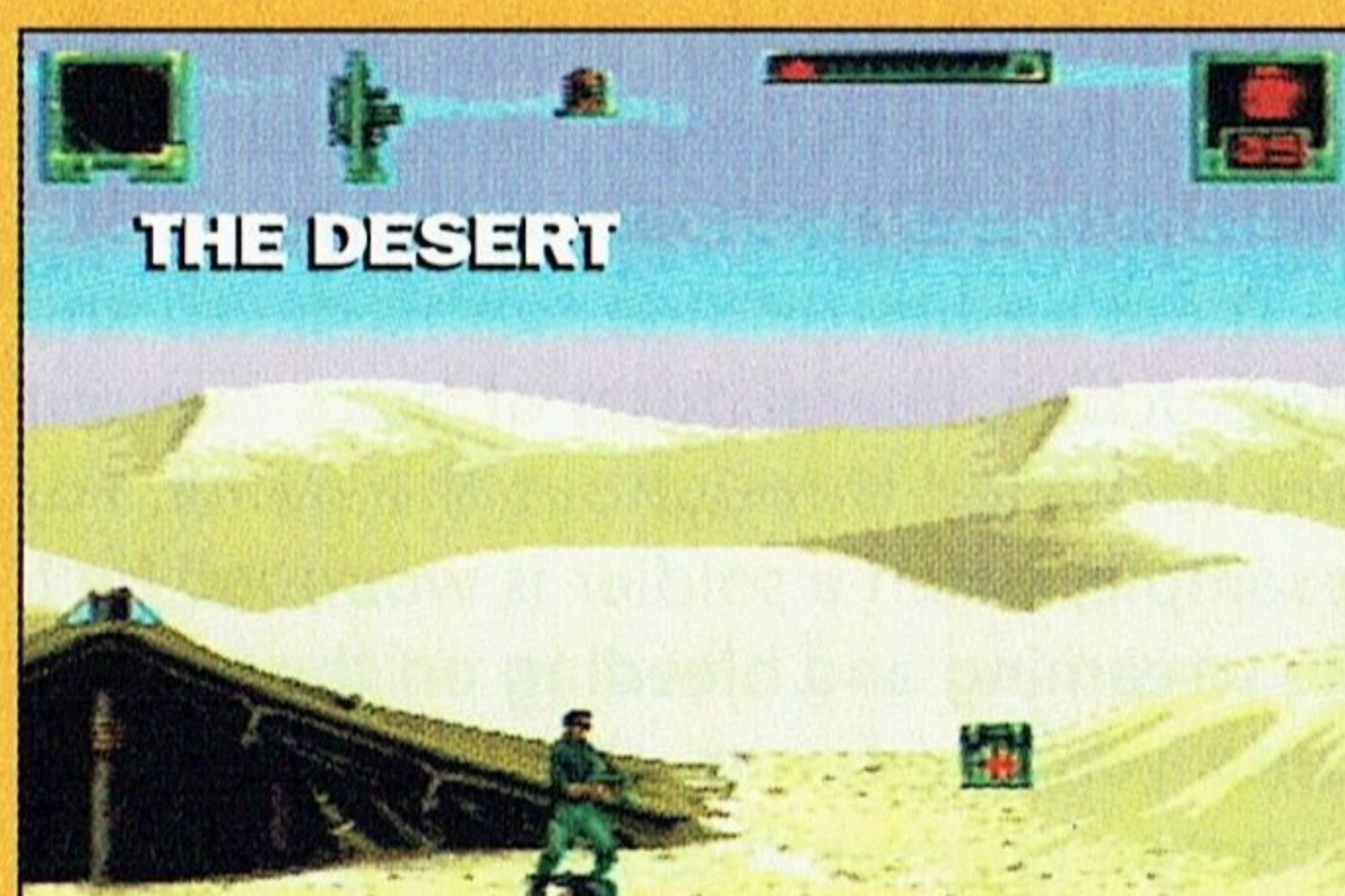
The pick-ups are of the no frills variety: power-ups, extra energy, extra grenades, and the occasional one-up hidden in tricky-to-reach places.

The graphics, on the other hand, are quite unique. Fully digitised sprites traverse smoothly across the multi-scrolling backgrounds. O'Neil (the main character) is almost as silky as Conrad from *Flashback* and the explosions sting like the real thing.

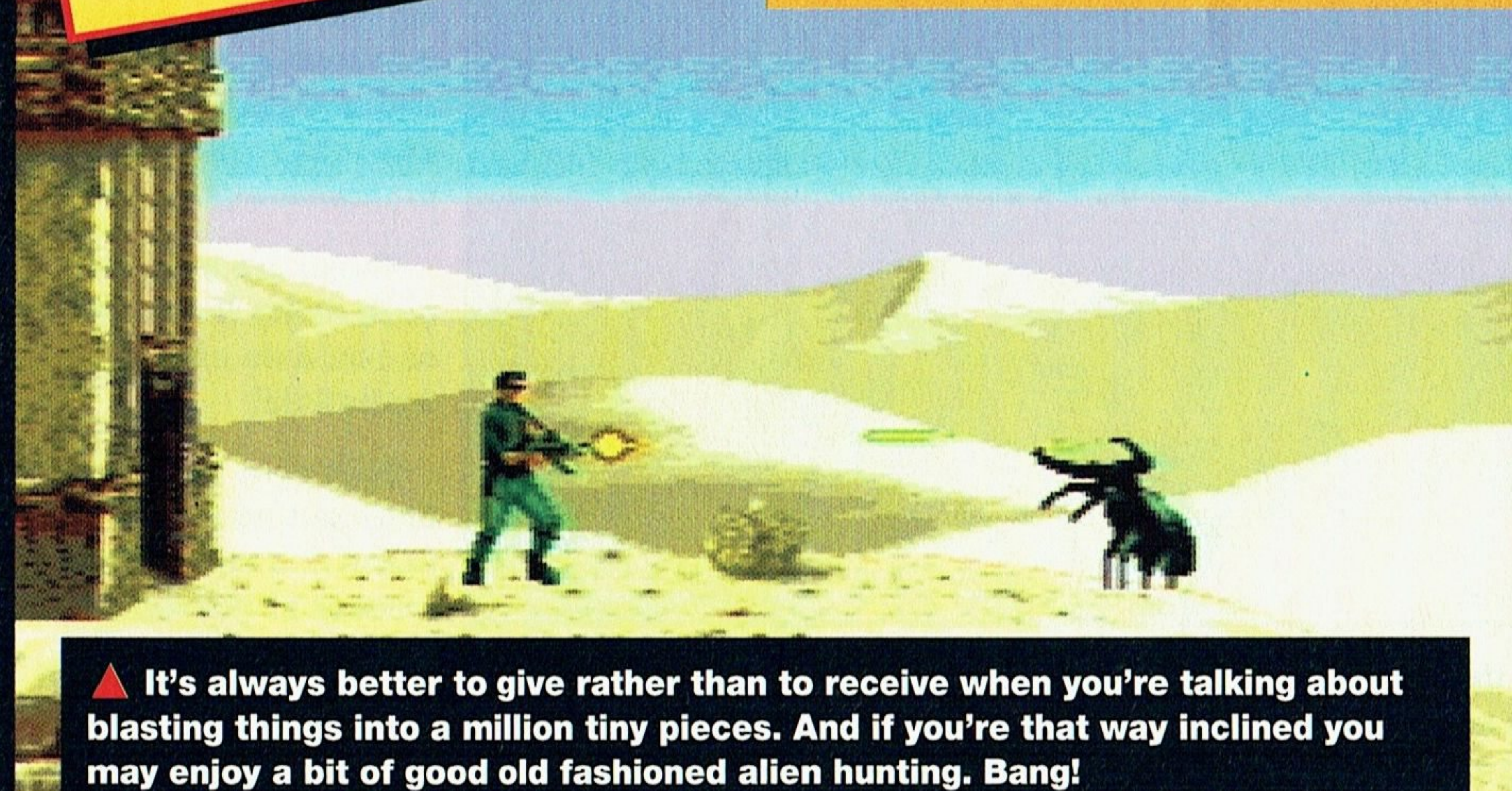
Sadly, dare we say it, this is another movie licence gone astray. Cool-looking graphics and some great sound effects let down by simple, repetitive gameplay. **M**

As you play the game you'll travel through a variety a terrains which contain maze-like structures making finding the end a little more difficult. However, baddies remain the same throughout, as does the gameplay... shoot to kill.

Megazone Tip: The general rule is head to the bottom-right corner to find the exit.



second opinion 
A side-on scrolling shoot 'em up that we've all seen a million times before. There's just nothing special about it to lift it above a sea of similar titles. **ADAM**
50%



▲ It's always better to give rather than to receive when you're talking about blasting things into a million tiny pieces. And if you're that way inclined you may enjoy a bit of good old fashioned alien hunting. Bang!

Megazone Tip: Keep firing at all times so as to take out the aliens before they have a chance to shoot.

VITAL STATISTICS

FORMAT: Mega Drive

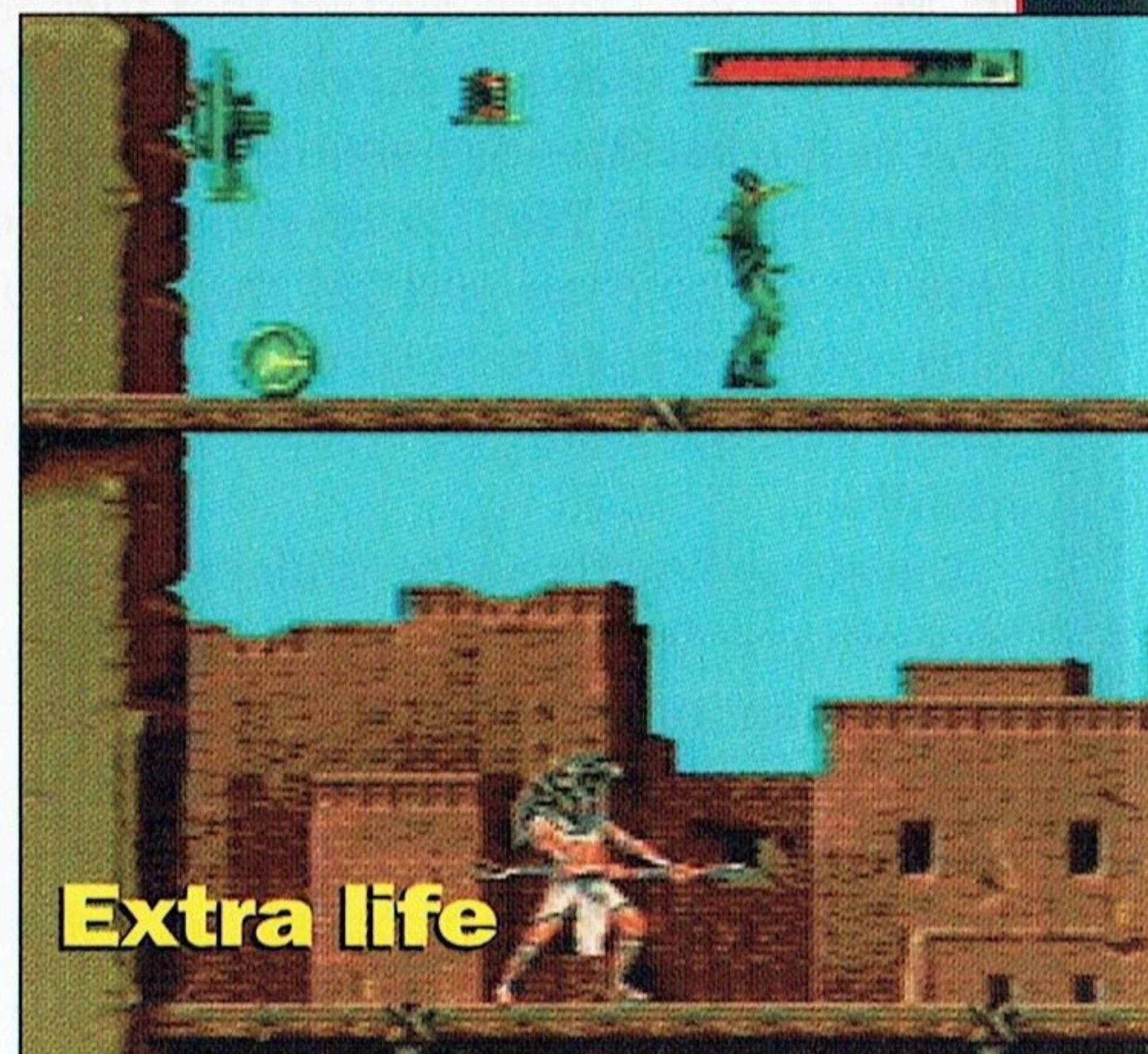
TYPE: Platformer

SUPPLIER: Acclaim

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: One

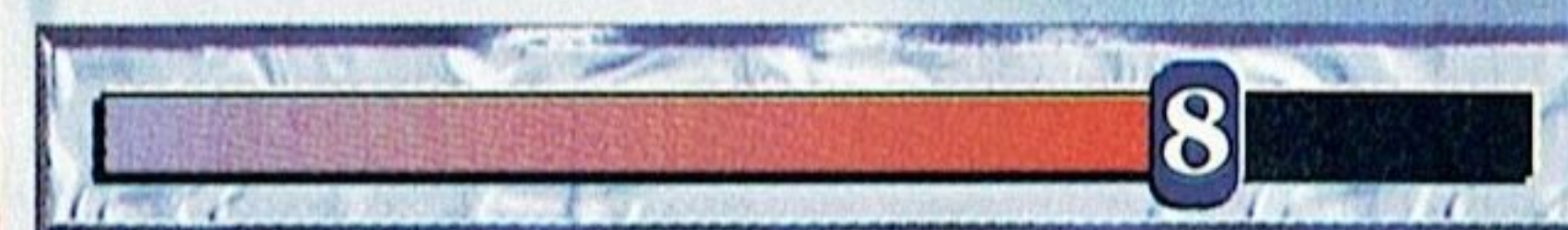


▲ Just before you reach the end of level two, rather than exit at the first opportunity, head up and then left for an extra life.

Word

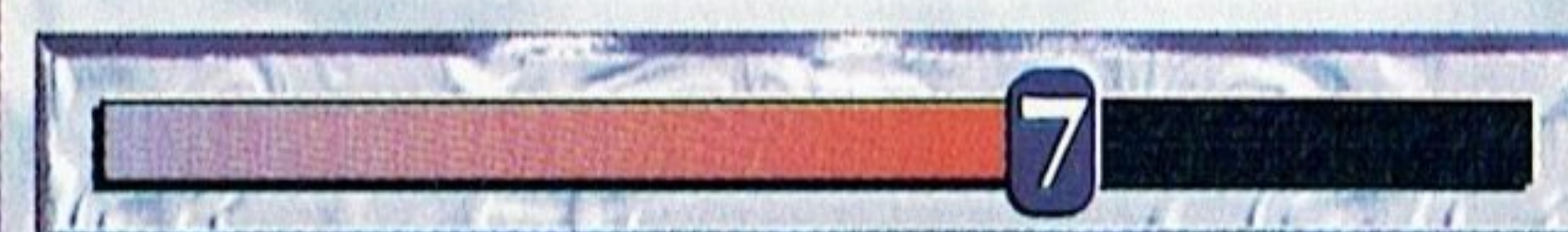
GRAPHICS

Nice digitised sprites, explosive explosions and smooth scrolling but, unfortunately, too samey.



SONICS

Atmospheric tunes, but except for a few realistic sound effects, very limited indeed.



PLAYABILITY

Shoot, run a bit, shoot again and then run a bit more... when will it end?



STAYING POWER

It's not that tough. If you can stomach killing alien after alien you'll knock it over without too much trouble.



OVERALL

Relying on a title to sell an average game is a common ploy. With *Stargate* the graphics are a step in the right direction. Now about that gameplay...

60
PER CENT

Cannon Fodder

The deafening roar of exploding shells,
the agonised screams of dying men.
Edward Larrosa is having fun...

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Strategy/Shoot 'em up
SUPPLIER: Sensible Software
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: One

Remember those long nights spent in front of the TV? Remember growing those blisters that turned an interesting shade of purple after a few days as you persistently hammered away at the control pad? Well, strap yourself into your favourite chair and get those Band-Aids ready because here comes a gem of a game that will have you house-bound for months.

Developed by those 'sensible' guys that brought you *Sensible Soccer* and *Mega-Lo-Mania*, *Cannon Fodder* is set to become a cult classic. Originally developed for the Amiga, then the PC, the Mega Drive version of this strategy/shoot 'em up has to be the best of the lot.

Combining elements of classic thinking/action games such as *Lemmings* and *Jungle Strike*, the main aim is to guide your troop of raw, brainless recruits through 24 missions that are divided into 72 phases. To

accomplish this you have 350 soldiers at your disposal, armed with grenades, rockets and unlimited ammo. Sounds easy? Think again.

Presented with a top-down view, each mission finds you doing battle in a different corner of the world; from cold Arctic wastes to desert canyons and tropical jungles. The missions start off small (the first one is just a couple of screens across) and very quickly get enormous and darn near impossible to complete. To make things worse, the enemy has tanks, jeeps, helicopters and a seemingly endless supply of troops.

There's a lighter side to this death and destruction; liberal doses of black humour are sprinkled throughout the game. For example, when a soldier is wounded he'll lie screaming and bleeding on the ground until you finish him off, and when you shoot an enemy soldier, you can really take out your frustration by blasting him all

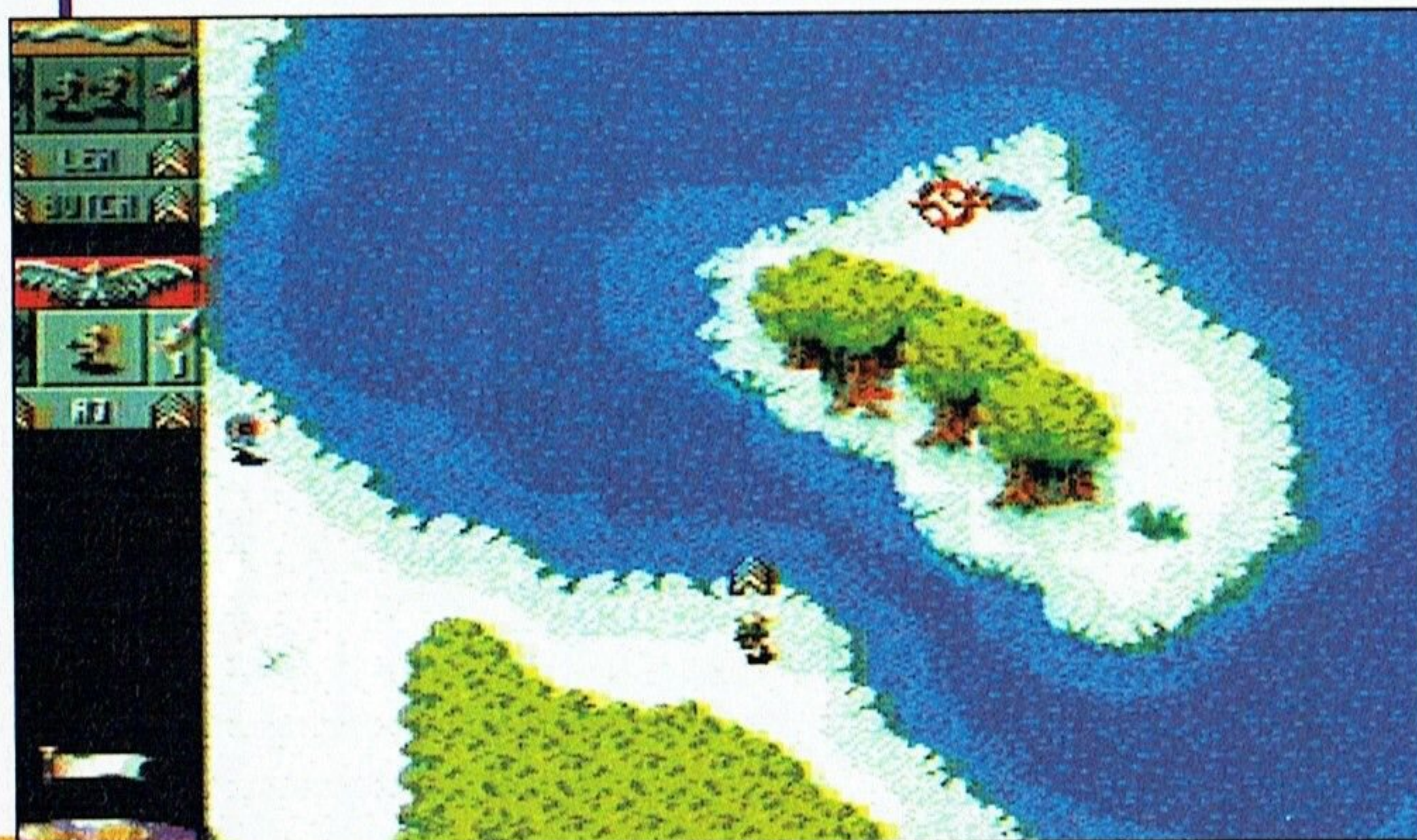
over the screen.

Upon completing a mission, your remaining soldiers get promoted and also increase in intelligence and skill. You can get quite attached to the little fellas after taking them through a few battles, which makes watching poor Leroy finally kicking it a heartbreaking experience.

Luckily, there are a number of clever touches in this game that stop it just short of becoming a gratuitous blood-fest. You're able to divide up your troops, adding an element of strategy; let the leader go for a recon and position the others to cover him. The map feature enables you to locate the enemy and plan your method of attack and the surrender flag helps out when you feel that you don't have what it takes to get the job done.

Controls take a little getting used to but, once mastered, shooting and moving troops at the same time becomes second nature. This is also Mega Mouse compatible, so if you happen to be one of the few, use it. The music is perfectly ironic in its chirpiness and the explosions and gunfire is about as good as you get from the Mega Drive.

Graphically, this is no Da Vinci, the characters being a little too small and hard to see. But it's all about gameplay, and this will be the main reason that you will be foddering your cannon for months to come. **M**



◀ You'll need to whack on the good ol' thermal undies for the sub-zero Arctic missions. In this particular sortie, you'll come across some cute seals who sometimes happen to find themselves directly in the line of fire... how unfortunate! Watch out for the baddies coming out of foxholes and the spear-throwing eskimos.

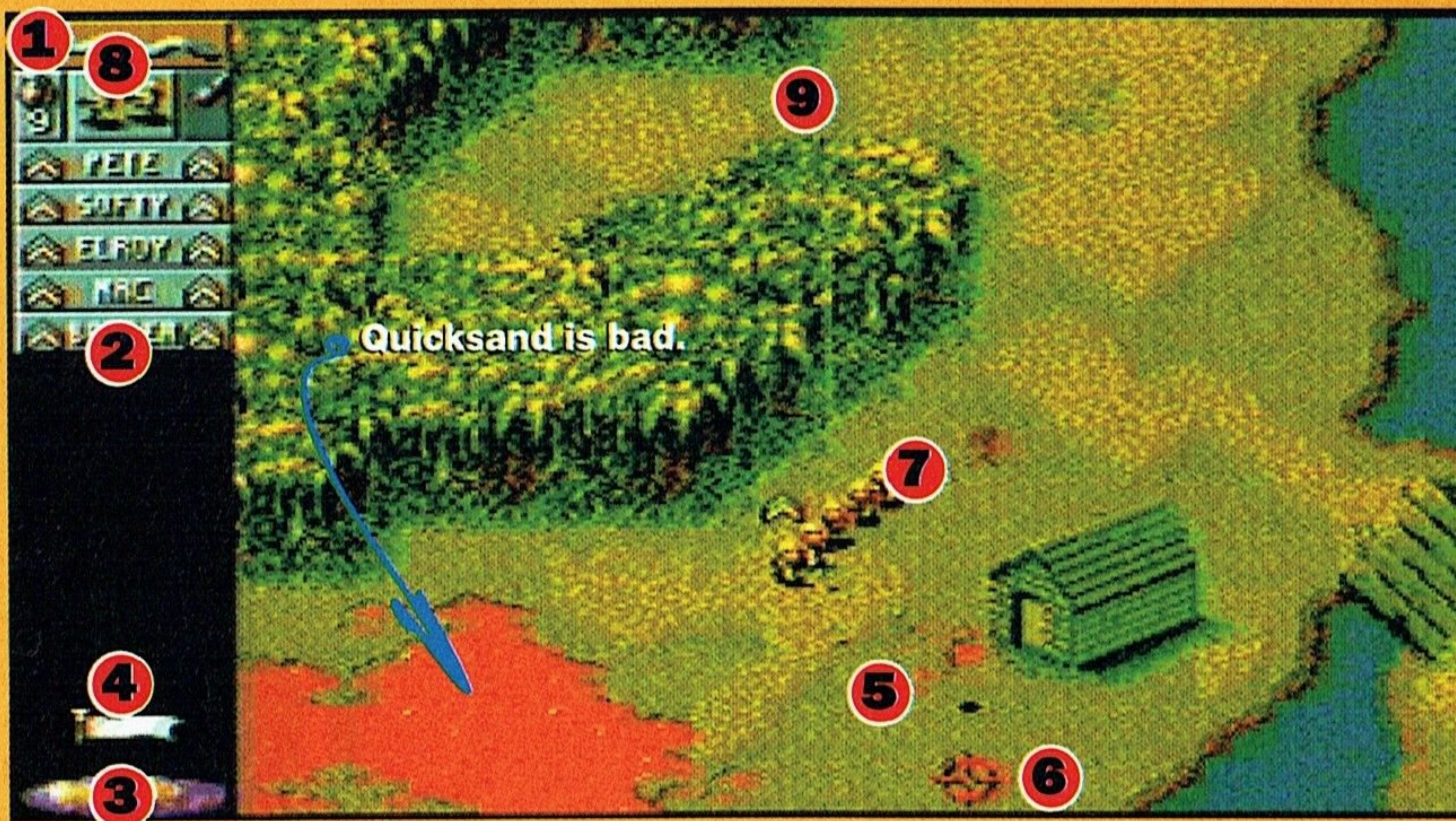
Er, excuse me, am I bleeding?

A few words of battlefield advice: keep your head up, change your underwear every other day and read the following tips.

1 Use the C button to swap between grenades and rocket launchers. Holding B and then pressing A launches the selected weapon.

2 This is where you find out the names and ranks of your soldiers. Don't get too attached though.

3 Use the Start button to pause and access the commands. Press A on this icon and access the level map.



4 Press A twice on the flag to surrender. This is a good way to start the level again without losing any soldiers when you think you can't finish.

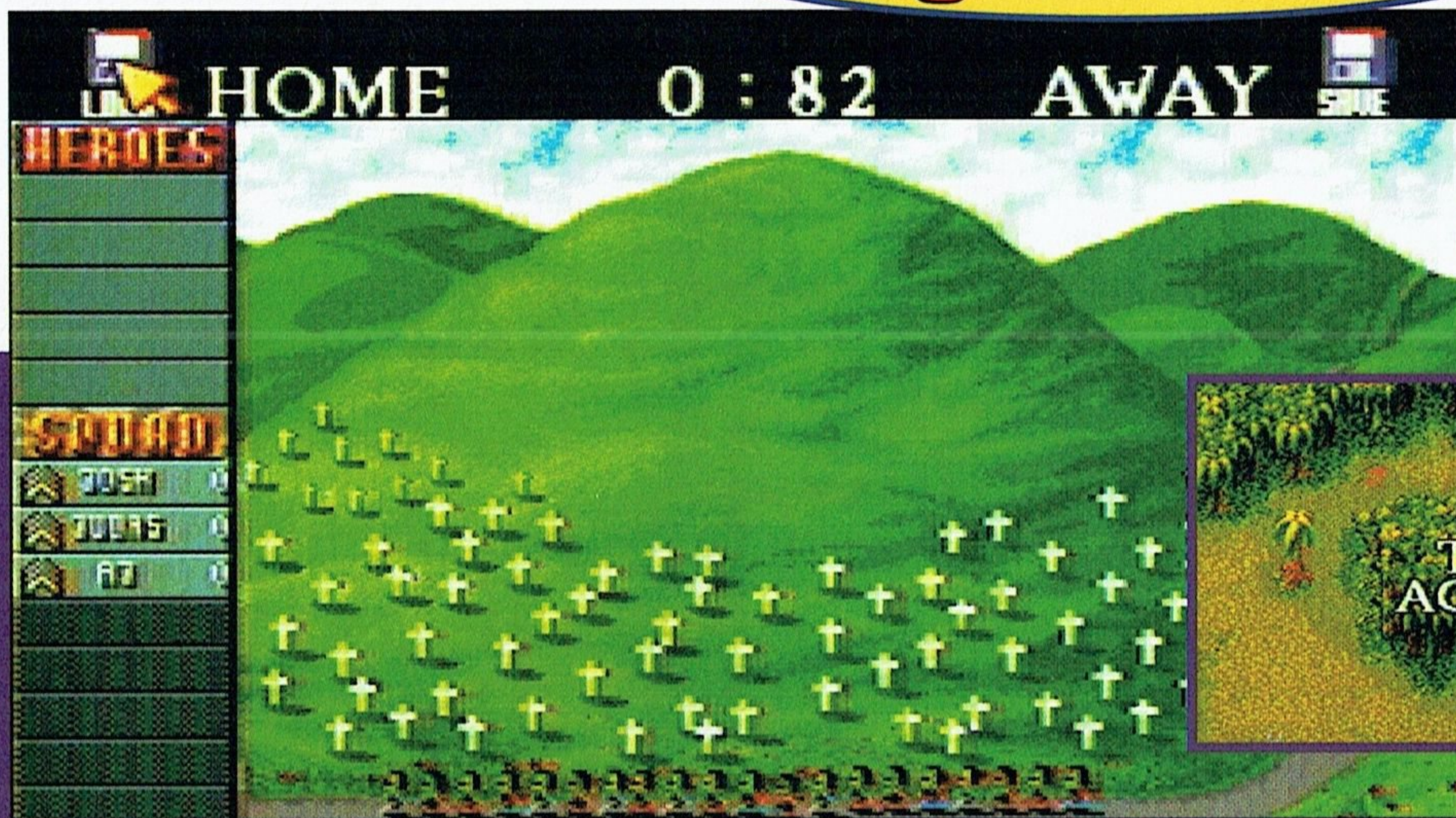
5 Shooting someone doesn't always finish them off. When you wound a soldier, they lie screaming on the ground. Take out your frustration by shooting them off the edge of the screen.

6 This is where all the action takes place. Point the arrow to where you want to move. Pressing B brings up your target and pressing it again lets loose with a shower of machine gun rounds.

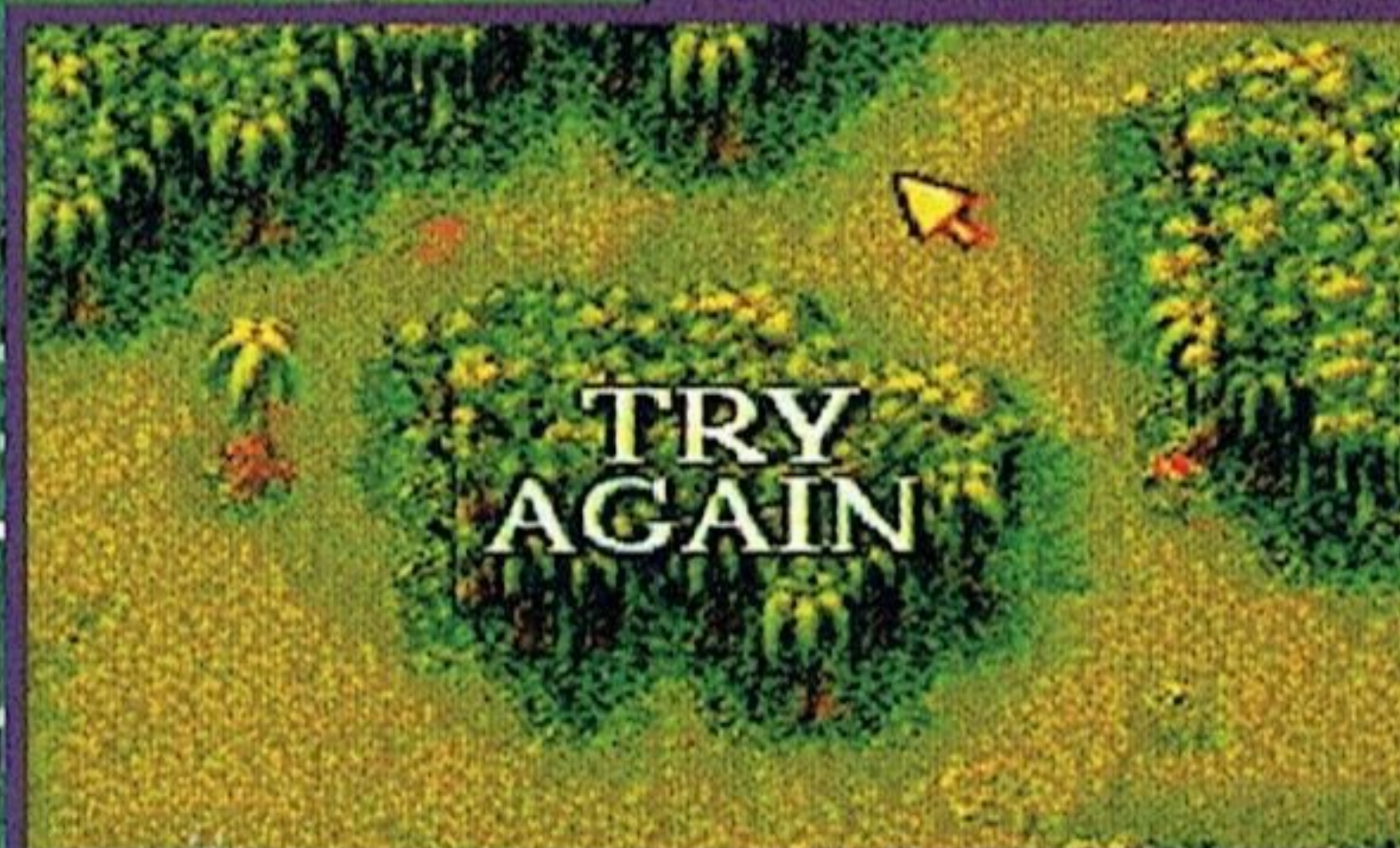
7 These are your little guys doing the conga - as you'd do on a battlefield!

8 Split your troop by highlighting the soldier's name and selecting the mascot at the top.

9 Be very careful when moving through narrow passages... unless you like the idea of growing a new orifice!



◀ From this screen you can load or save a game. The hill is a grim reminder of the dozens of raw recruits that bravely gave their lives for your gaming pleasure... but the little suckers keep on coming. Fools!



◀ Get used to seeing these two words because the later levels are packed with booby traps. The trip wires are easily disposed of by shooting them from a safe distance. Spears

are a different story; move very carefully around them and you should be able to set them off without getting wasted. Unlike poor Leroy.

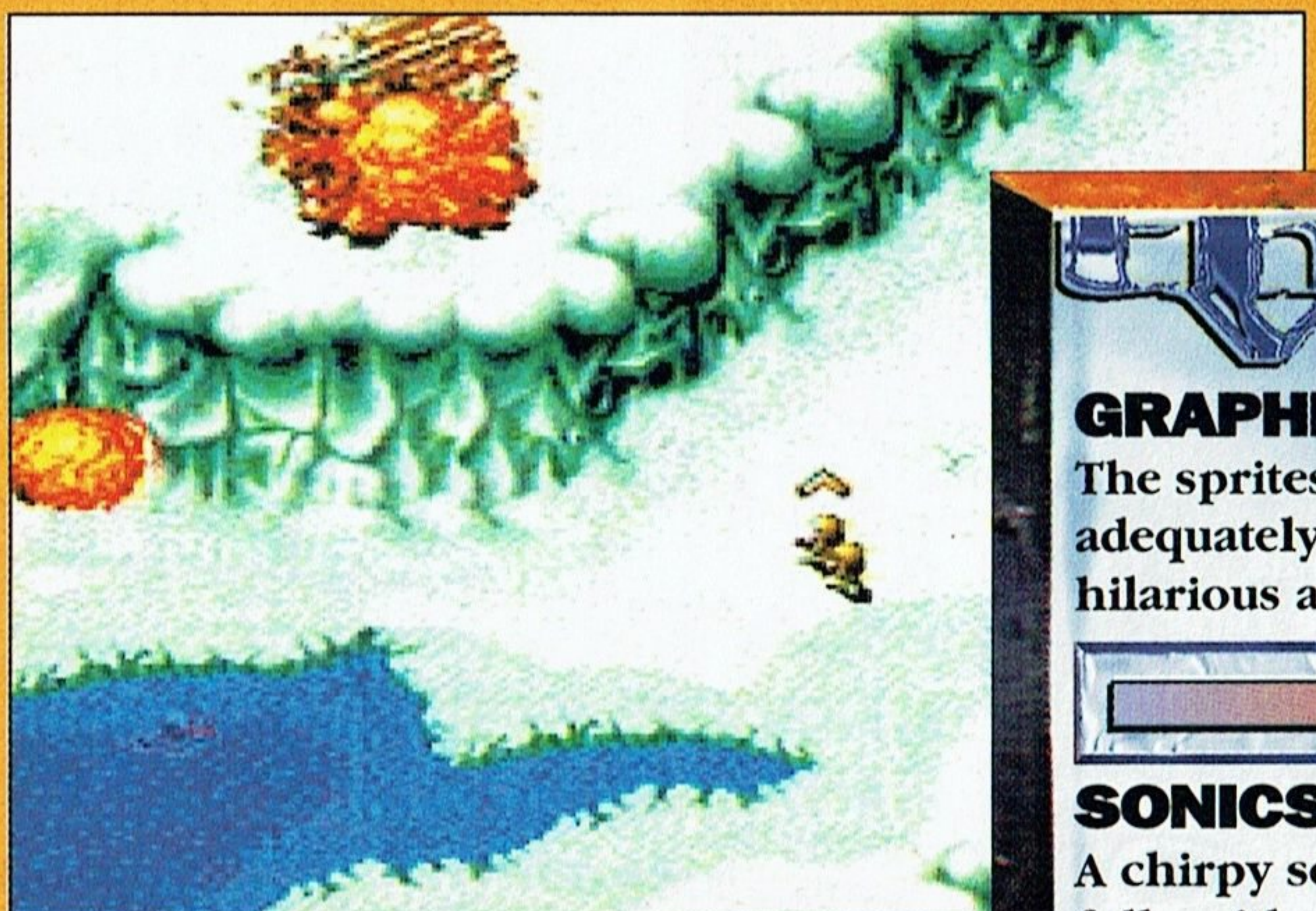


▲ Who said war can't be waged in style? Commander vehicles including tanks, jeeps, helicopters and snowmobiles complete with gun turrets. In this mission, you have to fight your way to the rocket turret in the centre. The turret is the only way to destroy the surrounding bunkers – grenades and bazookas are useless. Once in the turret, you're pretty safe from most attacks so go for the missile-launching guys first.

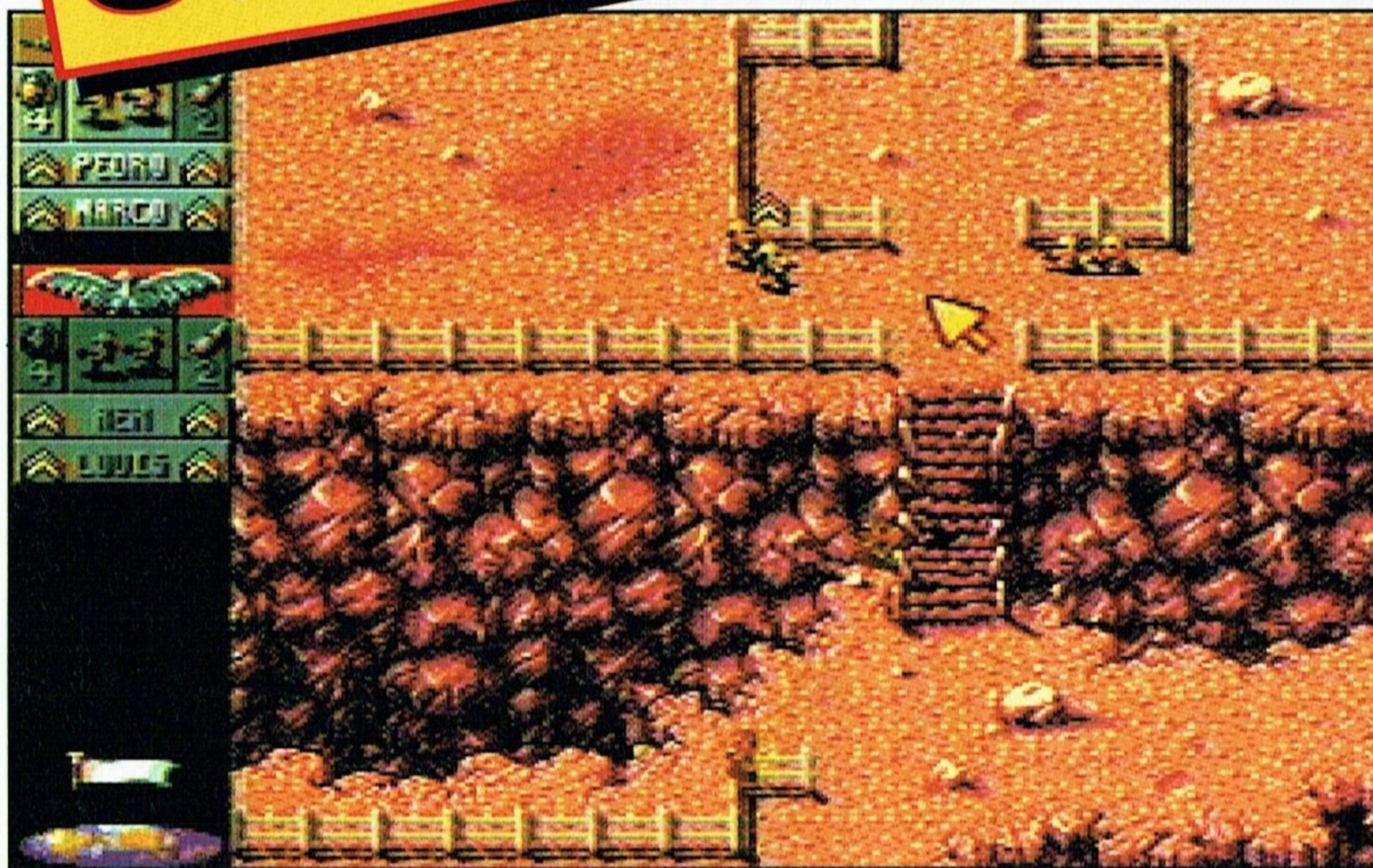
second opinion

The only real criticism is that some of the missions are very frustrating; you have just enough weaponry and a single stray bullet means failure. Plus you have to play them in order – if you get stuck you stay stuck. ◻ ADAM

88%



▲ Most missions require you to destroy enemy buildings. To do this efficiently, stand away from the front door and throw the grenade or rocket at it. Once it blows, be careful of the door and the bits of roof that explode around you.



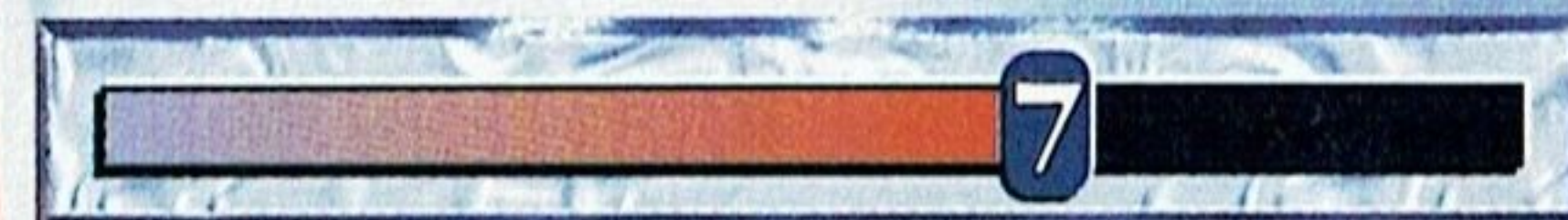
◀ On some missions, the ability to split up your party is damned handy. Place the little guys in a safe area and they'll cover you as you make your run. This can be risky though as all the weapons are

split evenly between the two groups – lose your lone hero and lose half your arsenal!

Edward

GRAPHICS

The sprites are a little small, but it's adequately bloodthirsty with some hilarious animation thrown in.



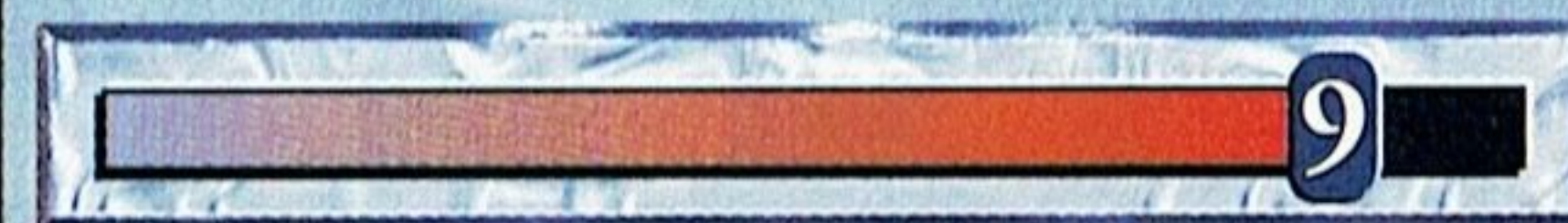
SONICS

A chirpy soundtrack contrasts beautifully with the sampled battlefield sounds and deafening screams.



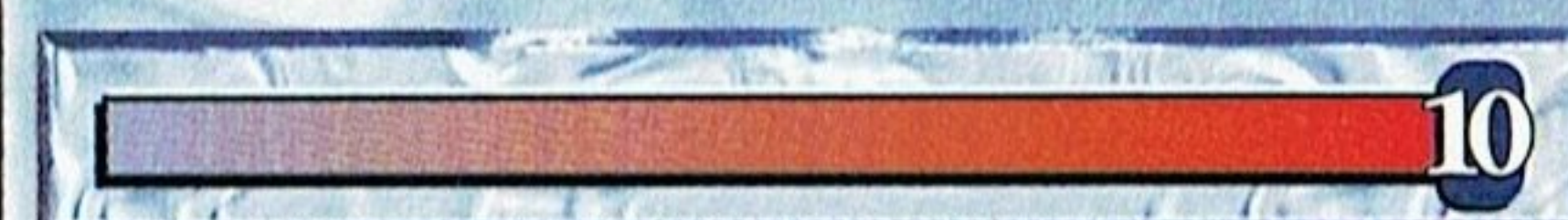
PLAYABILITY

Can be challenging but this makes you more determined. Very playable once you get used to the control method.



STAYING POWER

On the addiction meter, this rates 11 out of 10. If it were a drug, it'd be banned.



OVERALL

Whoever said, "War is Hell," had obviously never seen, let alone played, *Cannon Fodder*. It'll have you hooked for ages. War has never been so funny!

93
PER CENT

Soulstar

When we gave Mark Sariban this game, he looked forward to a soul kind of feeling. He returned with a bad case of the blues.

In a galaxy far, far away, the six planets of the Soulstar system are being threatened by the Myrkoids. The Myrkoids apparently get their kicks by destroying whole planetary systems. Seeking revenge for the destruction of his own home planet is the last of the so-called 'cryo-commandos', Bryk Hammelt.

Bryk's attack vehicle is called the Aggressor, which is capable of morphing into three different shapes depending on the war theatre. Your mission is to guide

Bryk through eight stages set in various locations around the Soulstar system and, of course, kill everything that moves.

The designers of this game have done a great job on the graphics. Scaling is executed seamlessly, and the 3D feel of the sets is first-class.

As for gameplay... It seems that there is no real objective for the first stage, rather, you just keep on firing until the CPU decides you have gone far enough.

Moving on to the second stage, the going gets tough. So tough that even the most experienced gamers will find themselves dying repeatedly, resulting in an immense amount of frustration.

What we have here is another Mega-CD game that looks great, plays well initially, but will become very tedious in a short amount of time. **M**



▲ Make sure you wake up in time for the second stage, inside the Myrkoid Warship, 'cos it is a huge leap in difficulty. Prepare to die a lot as you get accustomed to controlling the Turbo Copter in its first appearance, as well as trying to destroy the computer complex.

Megazone Tip: Use your laser-guided missiles to destroy the main computer. The default weapon, Plasma Shot, is too weak to do the job.

second opinion

If only Soulstar had a better thought-out difficulty curve things could have been very different. As it stands, it's just too hard, too quick. **60%** **ADAM**

1 Shield Indicator

Each time you get hit... you know the rest.

5 Power Display

If your power is low, pick up a power-up in the form of a green sphere.

6 Two-Player Display

Use these displays in the two-player mode.



Cockpit Display

2 Status Display

Basically a damage indicator. If you are close to critically hit, the Aggressor may trail smoke (even in the vacuum of space).

3 Current Weapon Display

There are eight standard weapons and two special weapons. You start the game with Plasma Shot and Missiles.

4 3D Scanner

Displays the location of enemy craft. Arrows point in the direction of the main targets, which are shown as flashing coloured dots.

VITAL STATISTICS

FORMAT: Mega-CD

TYPE: Shoot 'em up

SUPPLIER: Core Design

PRICE: \$109.95

SIZE: CD

PLAYERS: Two

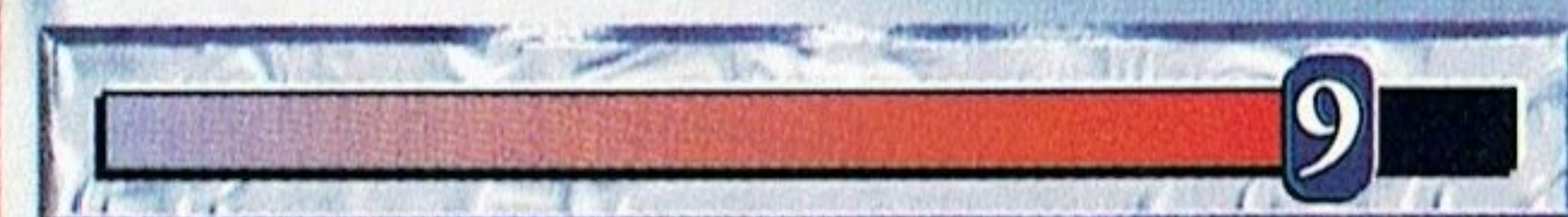


▲ The trick with the first stage, Planet Leira, is to tape down the A Button for continuous firing, close your eyes, and catch up on some sleep. That's about all you need to do to get through a very easy, and very boring, stage. We accept that you need to complete the stage once to get used to the controls and pick up some extra weapons, but once is enough. Ugh!

Word

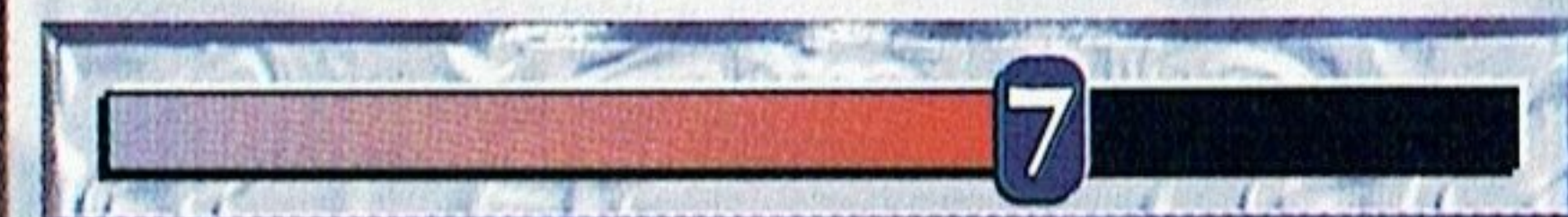
GRAPHICS

Rotation and scaling are excellent, as are the finely detailed backgrounds.



SONICS

The music has all the subtlety of a B-grade sci-fi movie. Combat sounds are okay. We guess.



PLAYABILITY

Depends on the attack vehicle – the Turbo Copter is very difficult to control.



STAYING POWER

Do the words 'insanely frustrating' mean anything to you?



OVERALL

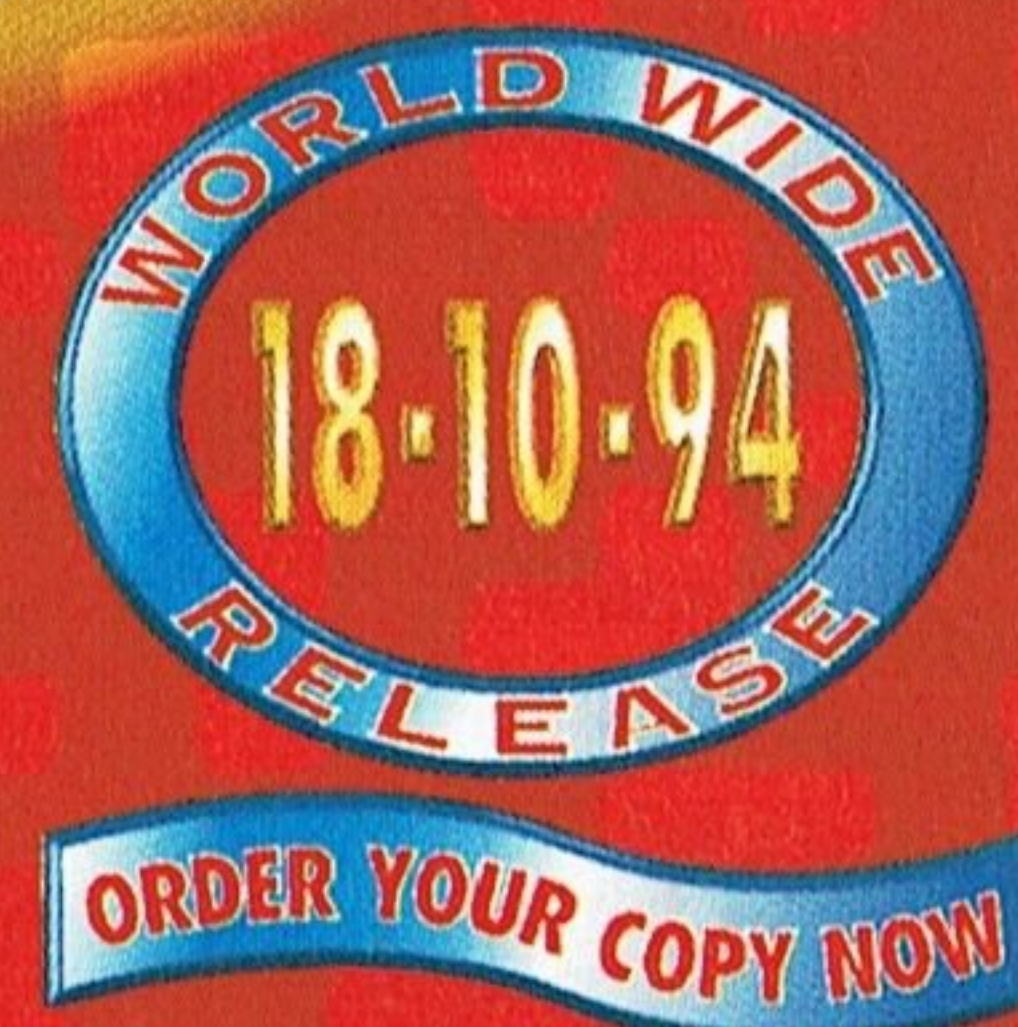
Gripping graphics, lame game. That's about it, really.

55
PER CENT



TM

SEGA®



MEGA DRIVE

SONIC &
KNUCKLES™

the worlds first backwards
compatible game

NBA Jam

tournament edition

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Sports sim

SUPPLIER: Acclaim

PRICE: tba

SIZE: 24 megabits

PLAYERS: Four

The closest Mark Sariban usually gets to 'dunking' is a ginger nut and a cup of tea. Unlucky, then, that he has to deal with these pushy Yanks.

A year after the release of *NBA Jam* comes the new and improved *NBA Jam Tournament Edition*. The big question is do you need it? Or more to the point, do you want it?

Jeez, now just where do we start? For one thing, it's faster. There are more spectacular dunks to be performed, more special moves and more secret power-ups to be discovered. With the new juice control, you even have the option of making the game even faster, making the original

Jam players look like a bunch of grannies dressed up in long shorts and Nikes. The graphics have been improved slightly, with brighter screens and better sense of depth.

But the big diff is the tournament mode. Here, all power-ups, secret moves and hidden features are disabled, and there is no CPU assistance. As in the original game, 27 teams are represented. If you beat all of these teams in the tournament mode, you can challenge superstar matchups, special teams and encounter 'other surprises'.

There are now at least three players on each team, with more popular teams having more. Substitutions of team-mates can be freely made during breaks between quarters.

Unlike the original *NBA Jam*, you and a friend can now choose the same team.

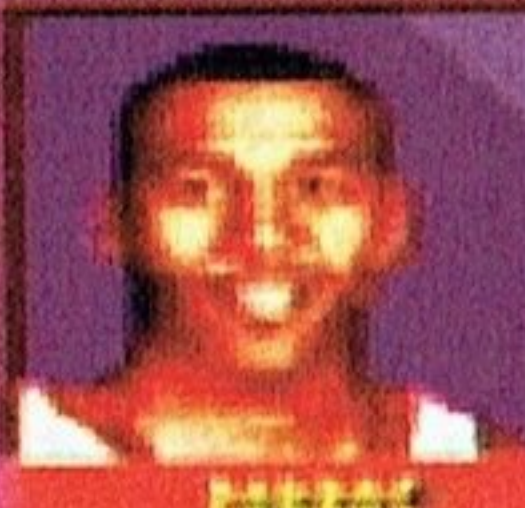
That should solve a few arguments over who is the hotter gamer – no excuses now! There's even a practice feature, giving newcomers a chance to get used to passing and shooting techniques without being hassled by the CPU.

Obviously, a lot of work has been put into this new version, but there is really nothing revolutionary here. This is where Sega Ozisoft's policy of concentrating on the rental market will pay off. We don't think many Megazone readers would fancy forking out big bucks for a cart which is really only an upgrade of an existing classic game. But as for renting it to see the improvements and take on the tournament feature? Run, don't dribble to your nearest Sega rental store for this baby. **M**

second opinion

There's no question that *NBA Jam Tournament Edition* is a great basketball game, but apart from bells and whistles there's not a lot between this and the original; certainly not enough to warrant owners of *NBA Jam* to buy this sequel. **ADAM**

82%

| 2nd HALF STATS: 26 | | | |
|--|---|---|---|
|  | PTS: 11
PTS%: 44.4
ASTS: 2
STLS: 0
BLKS: 0
REBS: 0
INJ: 0 |  | PTS: 11
PTS%: 44.4
ASTS: 2
STLS: 0
BLKS: 0
REBS: 0
INJ: 0 |
|  | PTS: 2
PTS%: 0.0
ASTS: 1
STLS: 0
BLKS: 0
REBS: 0
INJ: 0 |  | PTS: 2
PTS%: 0.0
ASTS: 1
STLS: 0
BLKS: 0
REBS: 0
INJ: 0 |
| CPU | | CPU | |

▲ Having a substitution screen at the end of each quarter has meant the demise of the video half-time report, which is a real shame. Instead you get a run-down of the stats for the first half. Flashing stats indicate the leader in a category. Just make sure you're not the leader in injuries.

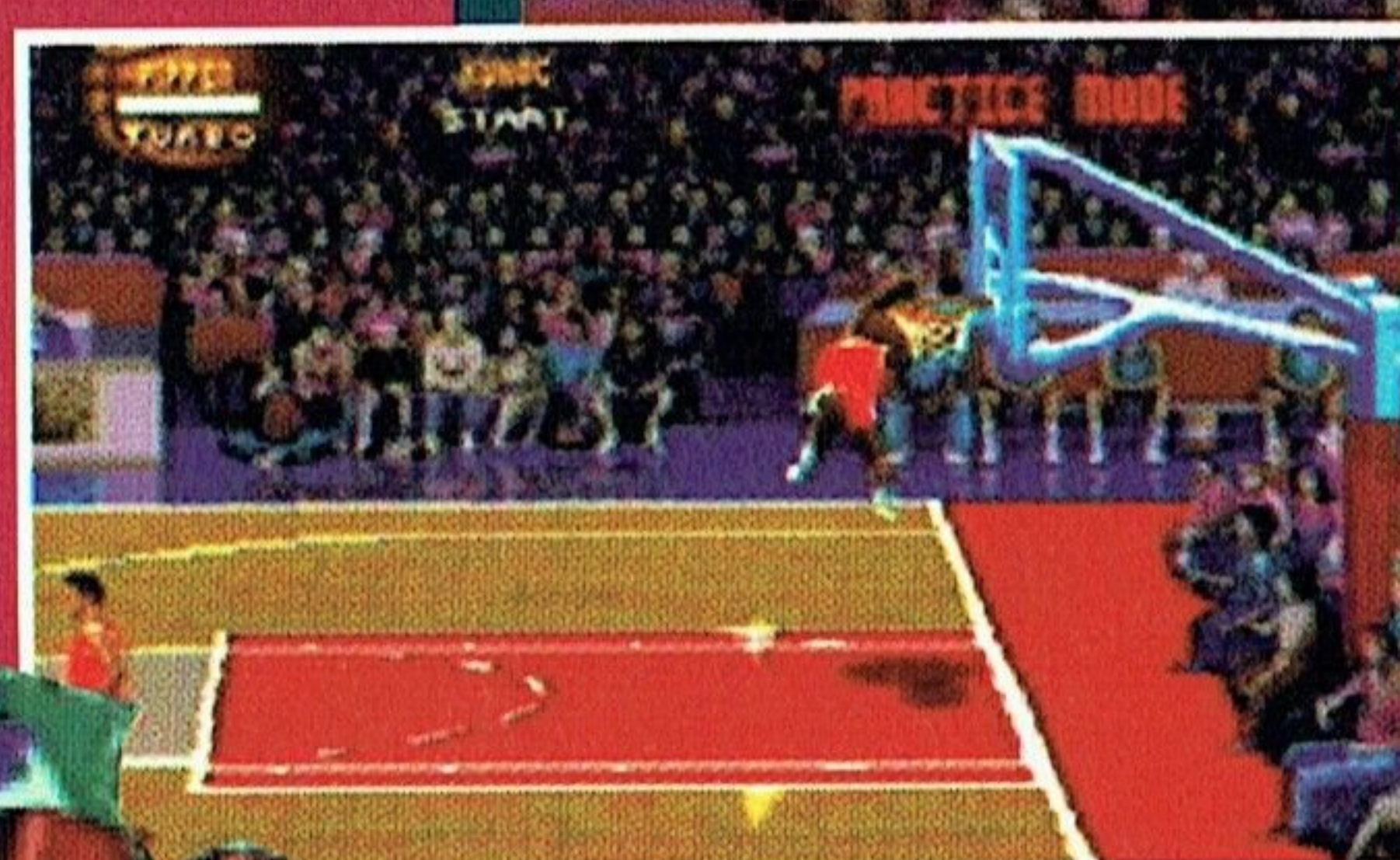
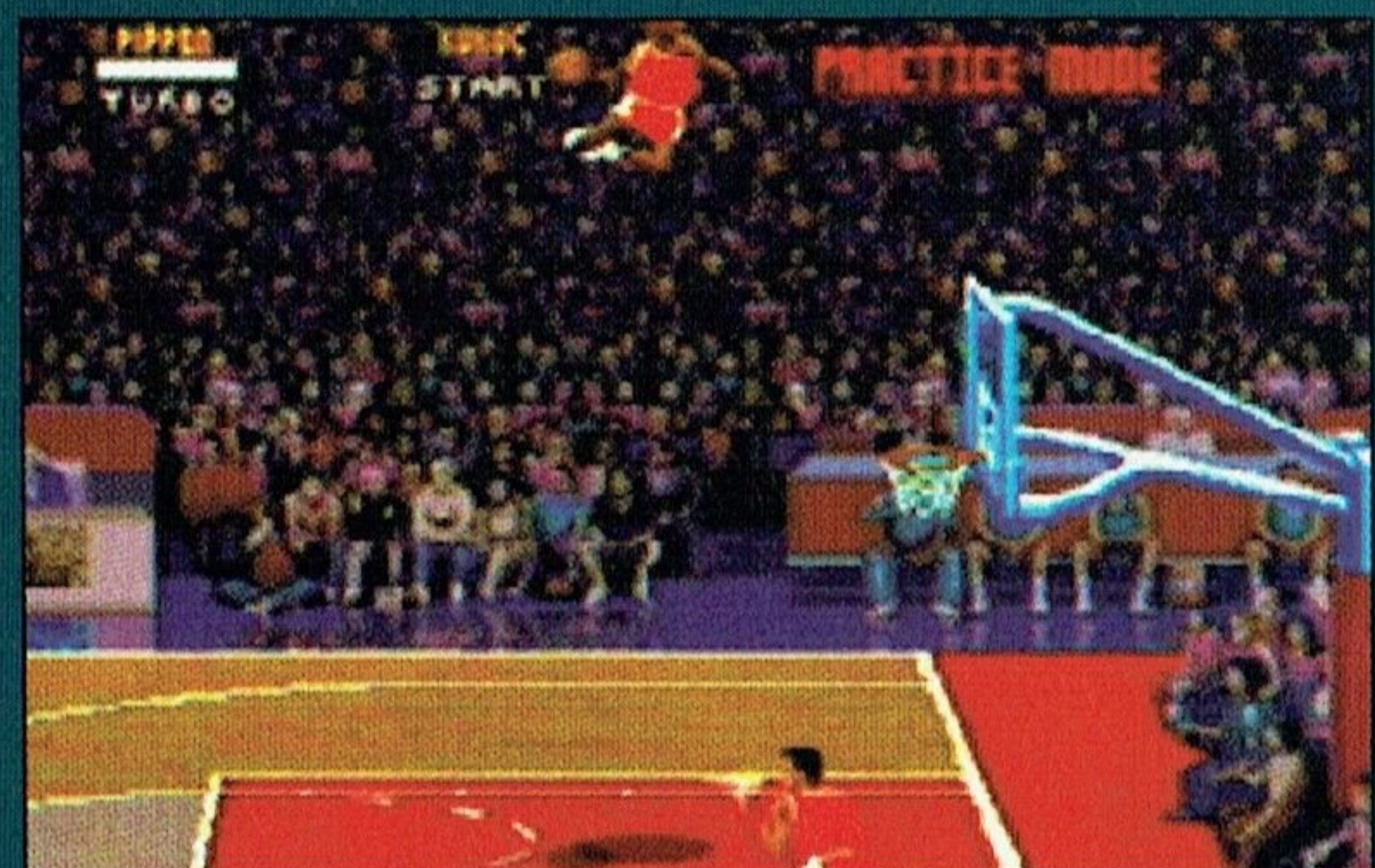
Power up and slam-dunk, man

You can still perform all your favourite slam dunks, and some new ones as well. To help you on your way to becoming a dunking demon, we suggest turning on the power-up option and going into the practice game. Pick up speed and dunk icons for extra bounce and go for one like this...

► Yes, yes, I think that will definitely be enough height...

► Just line her up and...

▼ Wham! In the bag!



New special features menu



This new menu allows you to fine-tune the game to suit your own bizarre and somewhat perverse requirements. And this is what it all means:

The Shot Clock can be adjusted from a maximum of 24 seconds to a minimum of five seconds. Can you make a shot in five seconds? Betcha the CPU can!

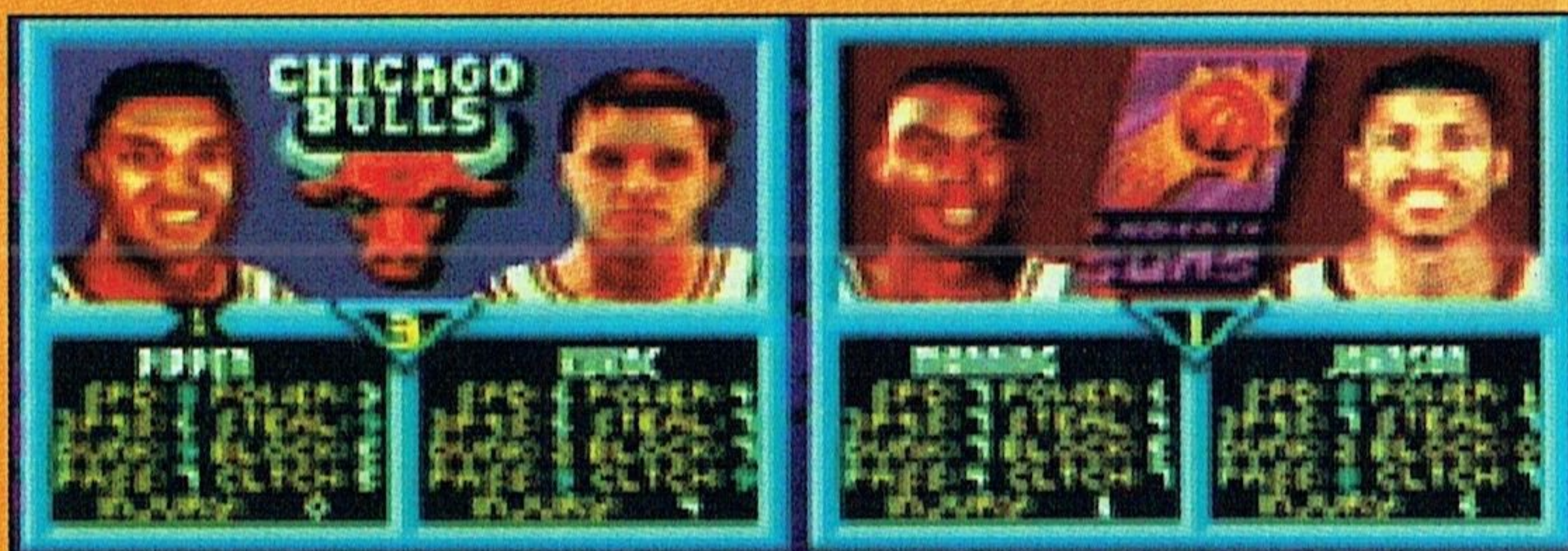
Overtime can set for one, two or three minutes.

Hot Spots allow you to score more points by shooting from certain places on the court.

Powerup Icons can be picked up for extra-special abilities.

Juice Mode turns on juice, which is apparently why O.J. Simpson got nicknamed Orange Juice – for running really fast in football games. Juice can be turned off or set for a pedestrian 'one' to a hyperactive 'four'.

Improved player attributes



In the old *Jam*, players were rated on speed, ability to sink three-pointers, dunks and defence. In the new *Jam*, defence has been split into stealing and blocking ability, and more player attributes have been added. It may seem like a boring old bunch of meaningless statistics, but take note: there are good players and bad players. This is how you tell who can bag a basket from 15 yards out with their eyes closed and who has trouble dunking biccies in their tea.

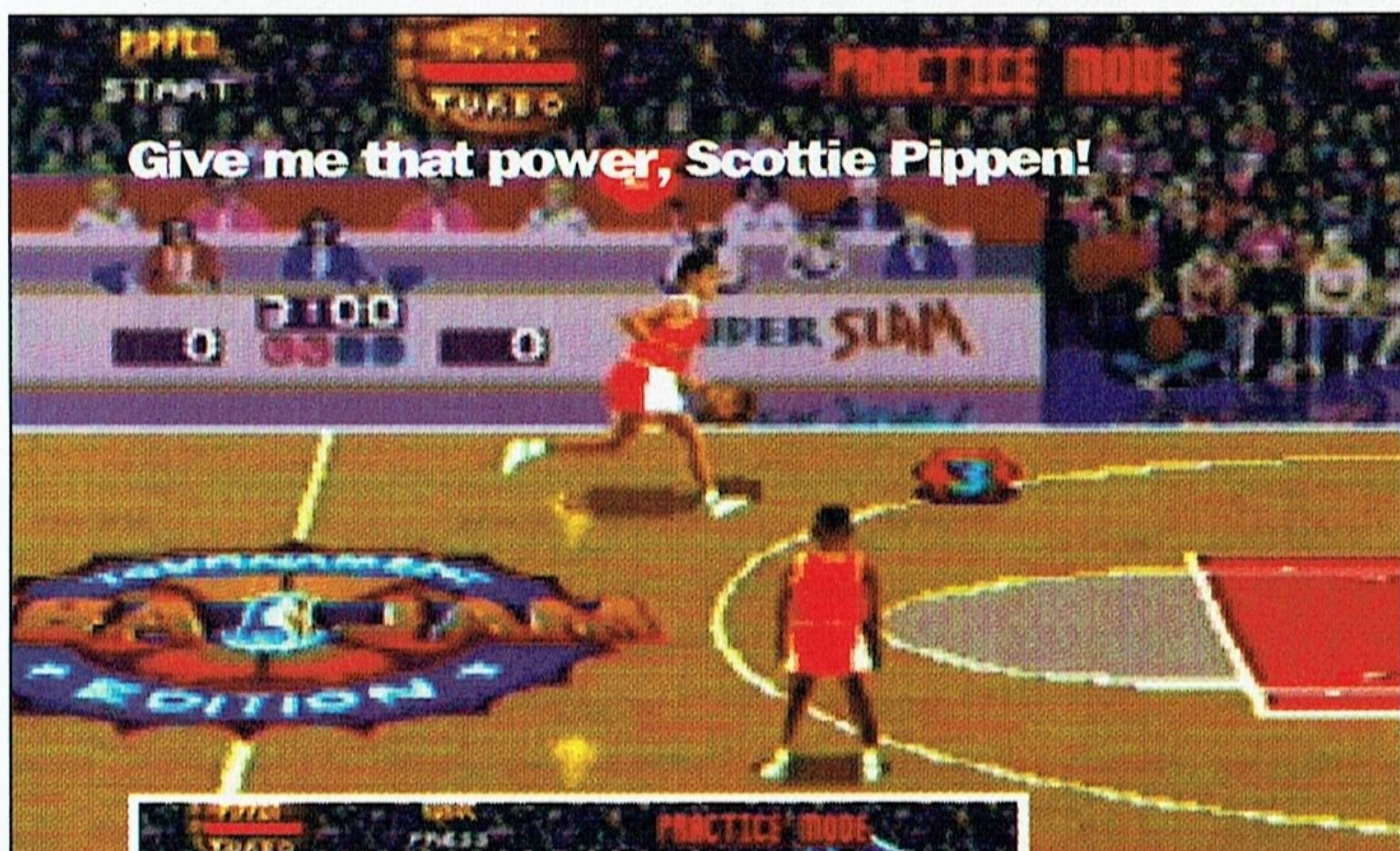
The more **power** your player has, the less likely he is to get knocked over by the opposition.

The higher the **clutch** rating, the more likely the player will make a power move in the last 10 seconds of a quarter.

The better at **passing** your player, the lower the chance of his passes being intercepted.

The **injury** rating appears starting from the end of the first quarter of each game. Getting knocked over causes injuries. The higher the rating, the more mistakes a player makes.

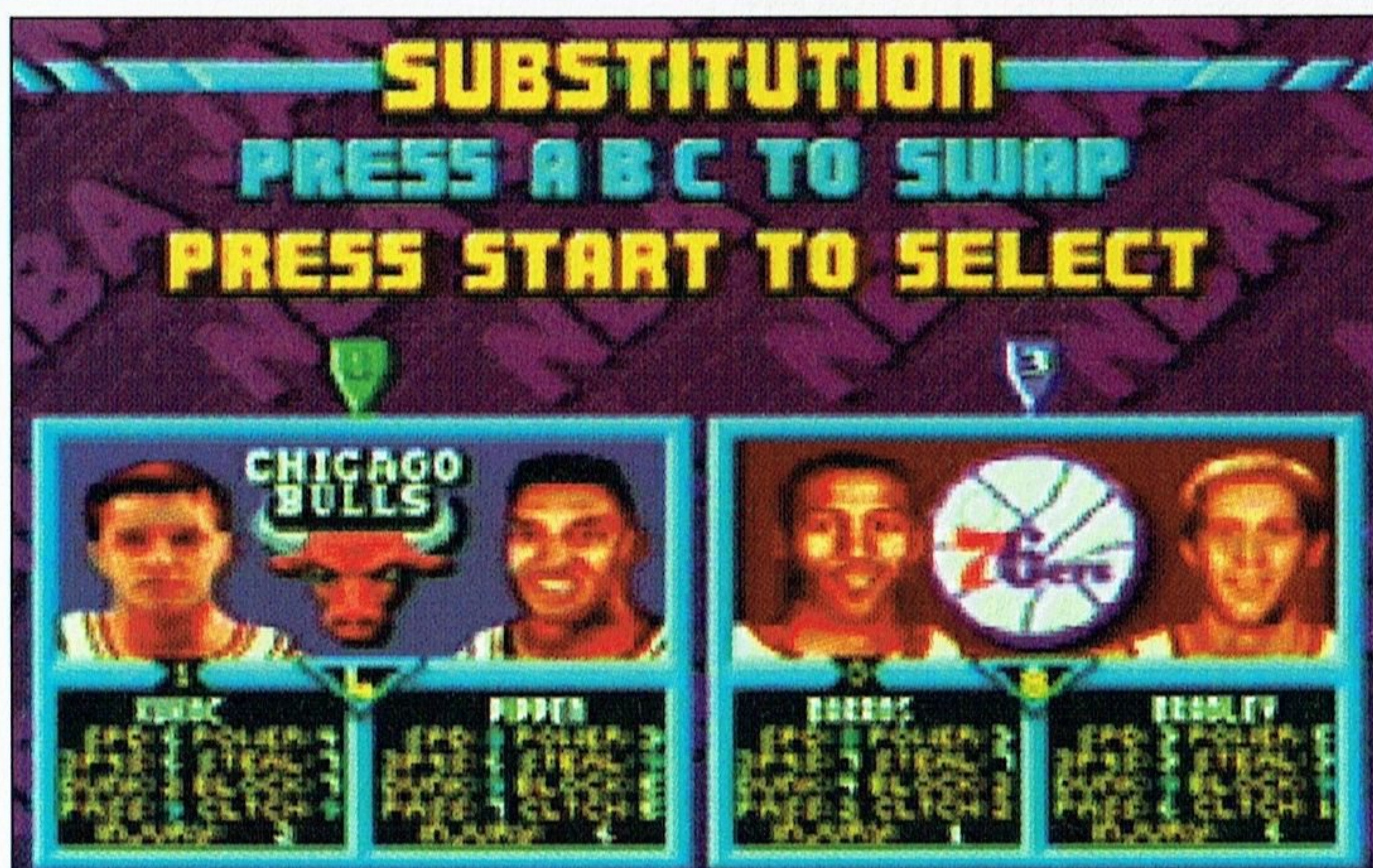
As far as **speed** is concerned, the faster you are the less power you have, and vice versa.



By selecting the 'Powerup Icons' option, small rotating discs will appear randomly on the court. Run over a power-up to pick it up. All power-up discs have a single letter in their centres — 'F' for instant fire, 'D' for increased dunking ability, 'P' for power, 'S' for speed, '3' for three-pointers and 'T' for turbo. Running over a 'B' disc knocks everybody else down and knocks the ball loose!



Turn on the Hot-Spots option in the Special Features menu to have these star shaped icons pop up randomly around the court. Sink a shot while standing over a hot spot, and it will be worth the number of points on the spot. Hot spots can earn you up to nine points for a single shot.



You'll need to replace players who have been knocked down too many times during the preceding quarter, and make strategic swaps in response to changes the CPU has made to the opposition's team. Match speed with speed, and power with power. Choosing a good team, ie Chicago, gives you a bigger player roster to choose from.

Word

GRAPHICS

There wasn't much room for improvement here, but it does look better!

9

SONICS

Virtually identical with the original with the same strangled commentary.

9

PLAYABILITY

Easy to learn and easy to play. A bit hard on your D-pad thumb, though.

9

STAYING POWER

The tournament mode rounds out a very challenging cart.

9

OVERALL

Acclaim has managed to make a good game better. The final word in basketball sims!

90 PER CENT

Red Zone

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up/strategy
SUPPLIER: Time Warner
PRICE: \$109.95
SIZE: 16 megabits
PLAYERS: Two

As his copter explodes into a zillion flakes of golden sunshine, Peter Burney awaits his toast. Which he will become. Again. In a minute.

Sneaking past an evil dictator's heavily armed military might to disarm a bunch of nuclear weapons in less than 24 hours may sound like a tough assignment... and, um, it is if *Red Zone* is anything to go by.

It's a go-and-blow-type mission, which takes you through the skies in a chopper and for a stroll on foot, blasting away at strategically placed installations. If you're familiar with *Urban Strike*, this is basically the same thing. Except about a hundred zillion times harder!

Once you've read your mission brief, it's off on a merry initial flight blowing things up while avoiding deadly fire from tanks, boats, planes, soldiers, and submarines.

Similarly, you get to strap on the trusty boots, stomp on a few heads and set charges to blow up other bits too difficult for helicopter gunfire. This makes for a variety pack of destructive delights.

Every little detail has been thought of to simulate a real chopper: radar, maps, weapon selection, damage report, ammunition and fuel gauges, and even a co-pilot who throws in words of encouragement such as "Waste 'em" and "Eat lead!"

It's all very well done with superb graphics and well constructed gameplay... the problem is, it's tougher than military-styled King Gees: there is only one skill setting (titanium hard), no continues, and one life is all you get. Being caught in enemy cross-fire almost *a/ways* leads to a gory death. But if you think you're pretty hot and think there is no such thing as a tough Mega Drive cart give it a whirl. We dare you! **M**

second opinion

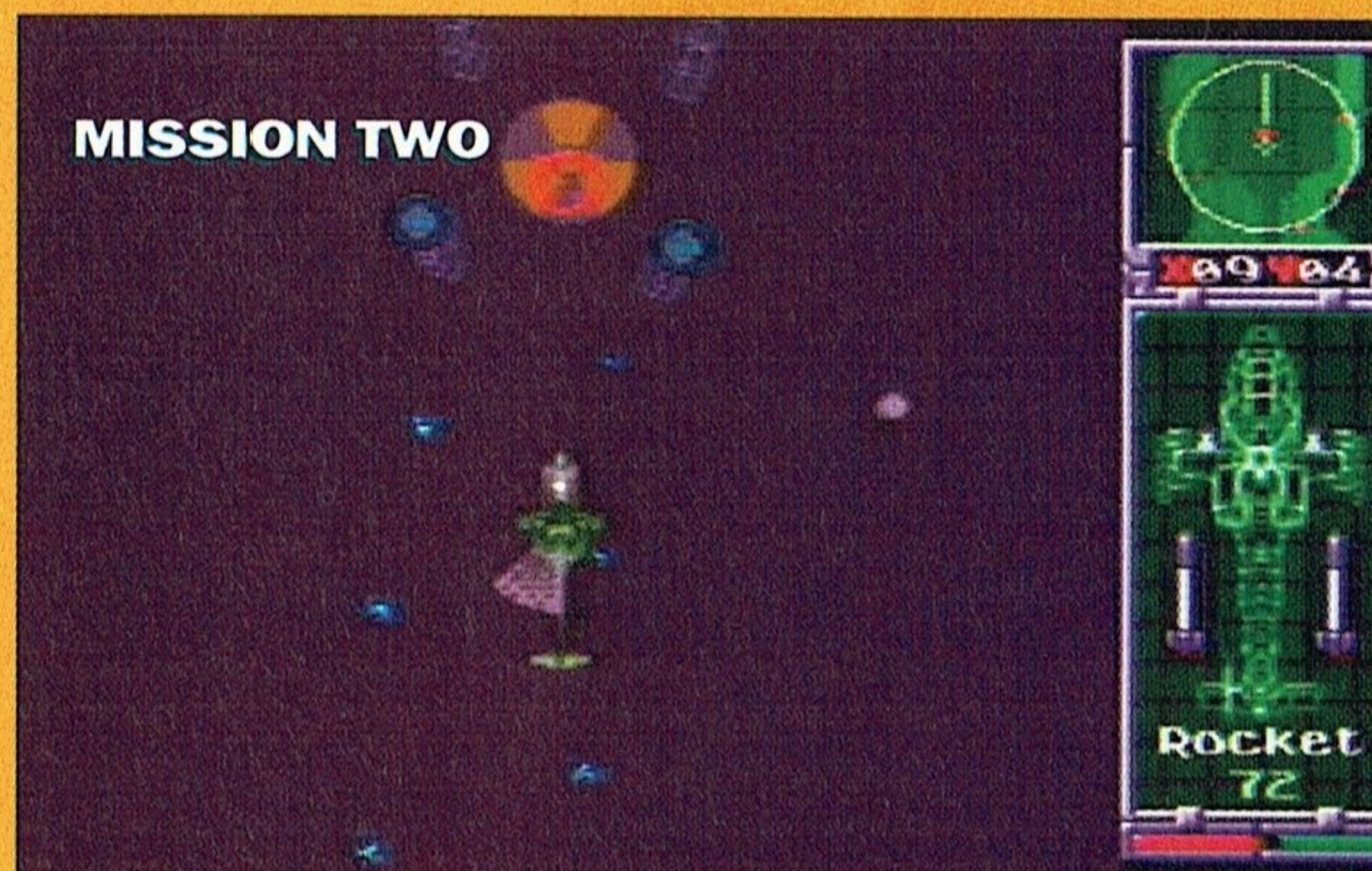
All this malarkey about 'Too hard' and 'There's only one life' is wussy. You only get one chance in life, pal, and it's good to see a game that isn't just a slaughter-fest. If you've conquered the *Strike* series, this will really test your mettle. **88%** **MATT**

With a learning curve steeper than beer at the footy, here's a guide to the first three missions. Be sure to keep your fuel, weapons and armour full by collecting them from around the area. Good luck (you're going to need it, heh, heh)!



▲ Easy-peasy. Fly straight to the bottom-right of the screen and land on the little island. Talk to the soldier there and he'll give you a computer bug... mission complete.

Megazone Tip: You can destroy the electric field first as mentioned in Mission Two to save time later.



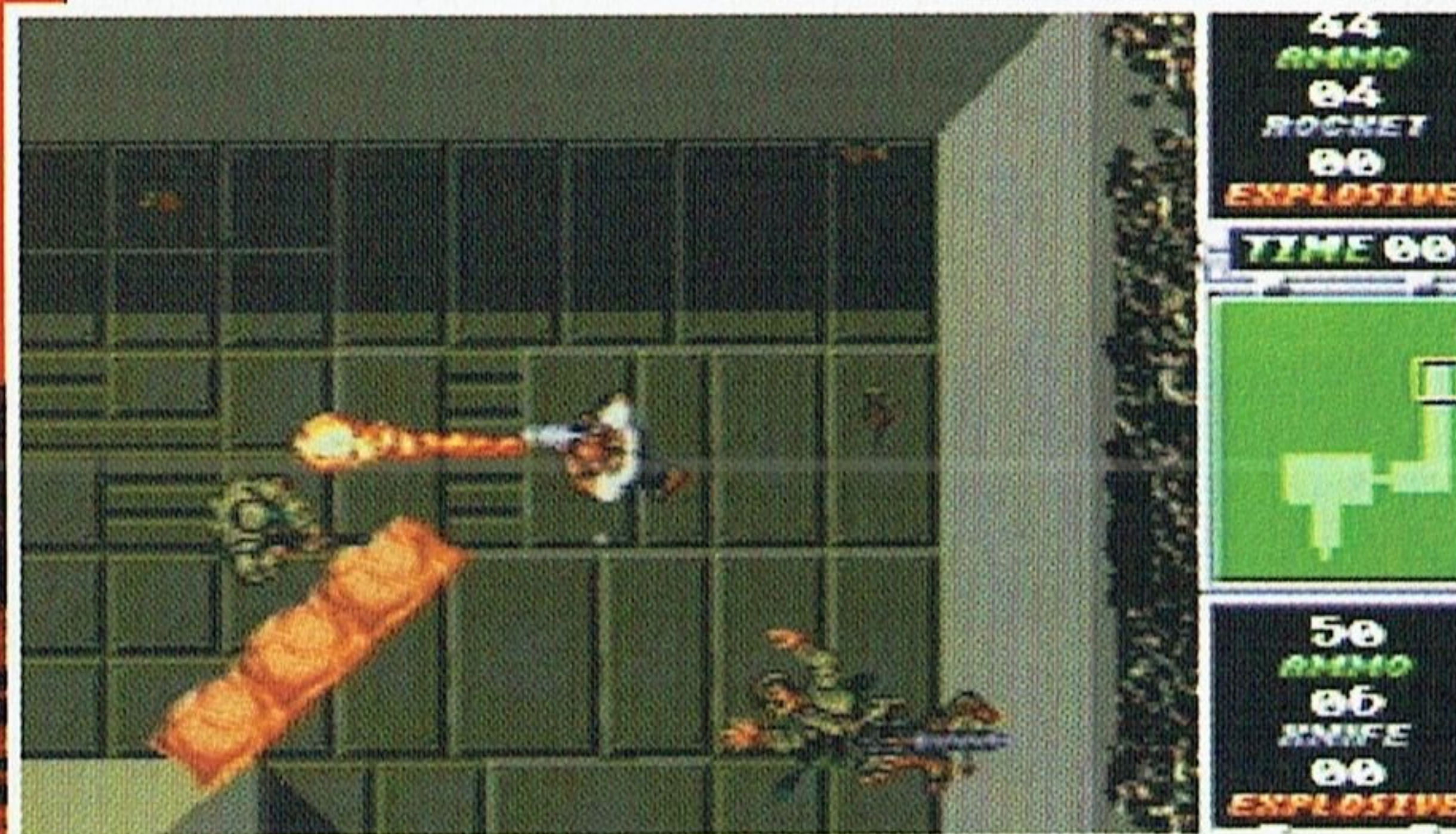
◀ Some practice will be required here. First, find the electric fence, follow it to the radiation symbol - and blow it up. Now enter the perimeter and destroy the radar (you have one minute). Finally, land the chopper, storm the computer building, insert the virus and leave.

Megazone Tip: Collect the explosives from the computer room before inserting the virus.



◀ Prepare to die! Take out the airport at the top left of the screen and then the radar directly South of it and lastly the munitions dump to the East. Beware of new tanks and other military weaponry which appears.

Megazone Tip: Try to destroy as many planes as possible before they take off. Or you'll be sorry.



▲ Doing the foot soldier thing requires running through military bases absolutely crawling with baddies. You can select from three tough mercenaries, each with their own weapons. Two players can blast their way along at the same time.

Megazone Tip: Rocco has the biggest and the best weapons. It's size that counts. Right?!

MISSION 1

OBTAINING INFILTRATION SOFTWARE

You must go to an undercover agent located on the south eastern island and obtain a disk containing a piece of infiltration software designed to stun the enemy early warning system.



◀▶ The mission screens give you all the relevant information needed to send you off to Hell and back (although, most of the time it's a one-way ticket!). They also show you a map reference of where you are to go.

Megazone Tip: Don't skim read the mission notes or you'll find yourself eating lead for breakfast.

MISSION 3

HQ HAS LOCATED AN ENEMY NUCLEAR RAMP

Avoid air to air combat by eliminating the north-western air base. Then enter the enemy bunkers to destroy the missile ramps before Ivan initiates a counterattack.



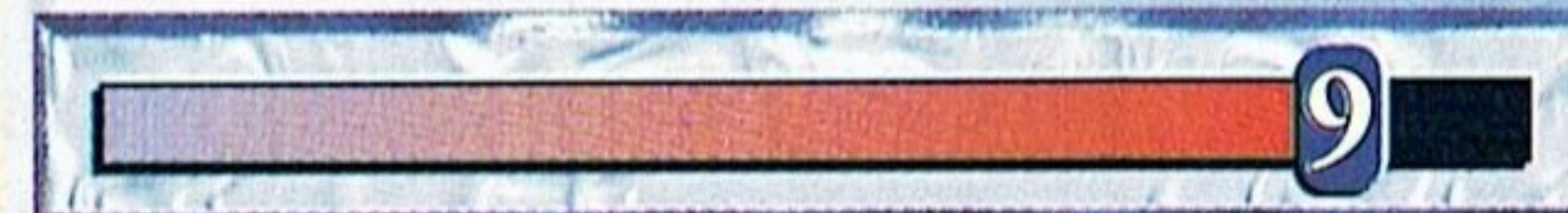
► The map screen can be accessed at any time and it gives all the information you could possibly want (except why the sky is blue, or the grass green for that matter): pick-up locations, enemy locations, targeted areas, mission notes, and it even has a zoom in and out scanning system with FMV of items selected. Slick.



Word

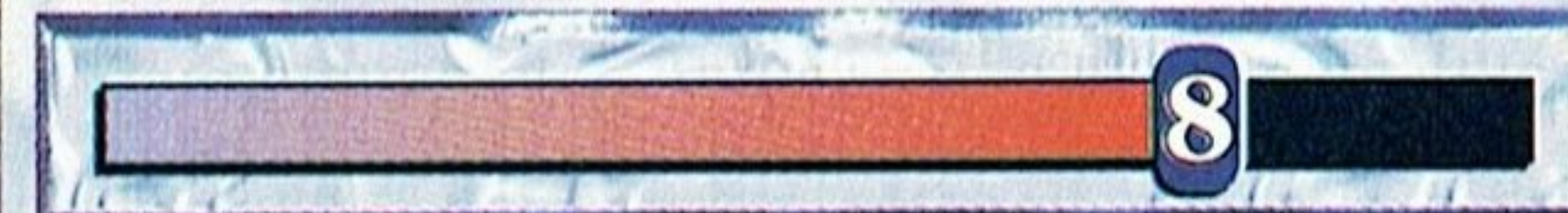
GRAPHICS

Superb intro, accurate sprite detail and a cleverly devised viewpoint. Surroundings are fairly dull though.



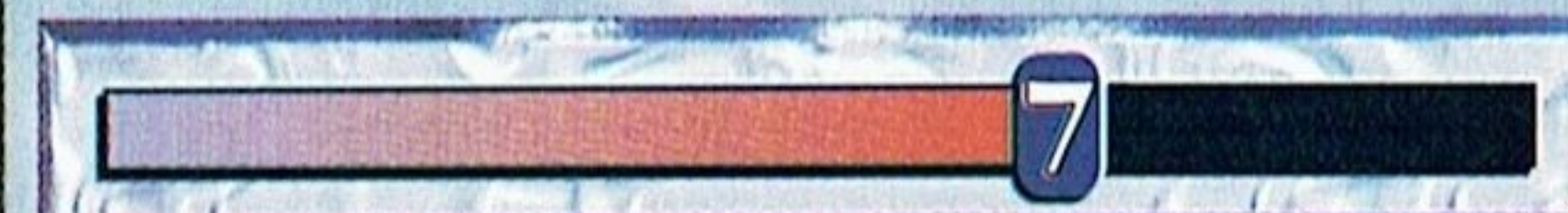
SONICS

An atmospheric soundtrack loaded with explosions, guns firing, and more explosions; you know how it goes.



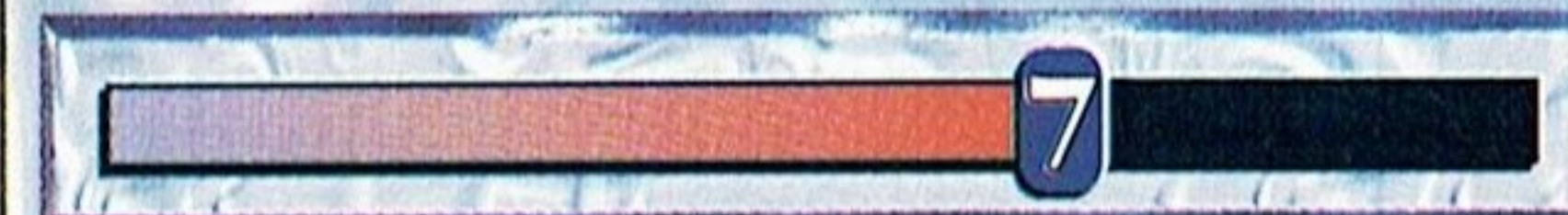
PLAYABILITY

Frustrating controls, and a tricky perspective. The involved gameplay is cool, but it's just damn hard.



STAYING POWER

Persist and it'll take ages. However, death after death after death will keep most of you grounded indefinitely.



OVERALL

One for the masochists: really tough with lots of painful deaths but a great game if you can stand the heat.

81
PER CENT

◀ Planes will take off when you attack the airport. On the ground they're easy targets but in the air they're bastards. When the word 'Shoot' appears on the screen, switch to Stingers and spin your chopper around until the crosshairs turn red... then FIRE! If you miss, you're toast.

Megazone Tip: If you spin too fast the crosshairs won't turn red.



▲ The intro contains five very slick, and very impressive, FMV sequences. The smoothness of motion is quite incredible and really sets the mood for the confrontation which follows.

Battletech

Finally, Peter Burney is quite over-excited.
It must be the big gun in his hand.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Shoot 'em up
SUPPLIER: Sony
PRICE: \$99.95
SIZE: 16 megabits
PLAYERS: Two

When *Desert Strike* landed on the Mega Drive, it blew you off the ground. Now, Sony are about to release the latest in high-tech weaponry, blasting you into orbit... and beyond!

The isometric 3D view and multi-mission levels are in the same vein as the *Strike* series, but the similarities end there. You are put in control of a huge steel walker (similar to those in *Return of the Jedi*) that trundles across enemy-riddled planets while destroying key installations to save the universe.

Strategy, skill, and intense action, mixed with gameplay that goes off in a big way, make this a futuristic, ball-crunching, finger-twitching, pant-wetting classic – a gem in gaming history.

Using the built-in radar, recording where extra energy is, mapping the safest route to travel, conserving ammunition, and avoiding a ton of enemy gunfire aimed at blowing you to Kingdom Come is what it's all about.

And if you like a bit of lastability in your games then *Battletech* will be right up your missile launcher. This thing's tougher than barbed-wire undies, tougher than eating anchovies for breakfast... tougher than drinking a warm beer on a hot day. Yep, any tougher and it'd rust.

The graphics are *unreal* with a realistic 3D perspective, crystal-clear sprites and outstanding detail. Scrolling is smoother than a babe's bottom and the scenery is varied and interactive. And with more than 95 sound fx and some of the sexiest speech ever to vibrate from the Mega Drive, you're getting the full sensory package.

Games this good don't waltz in very often, so if you were engrossed with flying a helicopter on suicidal missions then you'll love stepping into this walking, talking, metal-munching monstrosity called *Battletech*. Get it while it's hot! **M**

Postcards from Hell

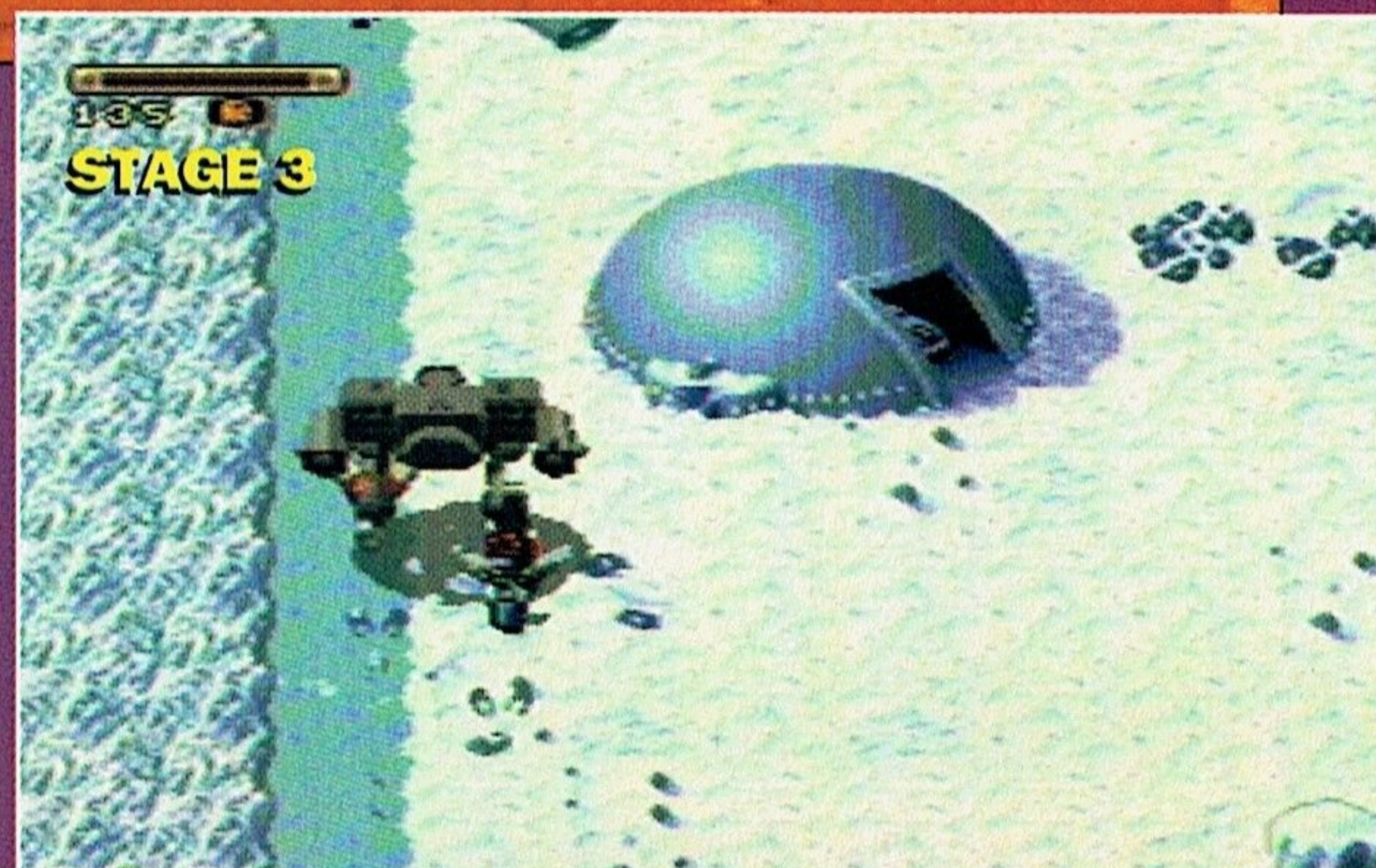
The terrain varies considerably from stage to stage and each has its own perils to cope with.

► The first stage, like most first stages, is the chance to get a grip on the controls. Stay to the outer edges of the screen for the safest route.



▲ The lava planet has red-hot rivers, fireball spitting pits. Every time you bag a bad guy lava is exposed. Avoid these hot spots at all costs.

► The ice planet sees the introduction of new pop-up guns and slippery icy sections. As you walk, your machine leaves footprints in the snow which slowly fade.



second opinion

The two-player dual control mode is pure. See, *Battletech* is a pretty tough game and the teamwork schtick really gives players that well needed advantage. I dig the *Jungle Strike* series and this is a very close cousin. (And that is good.) Man, I just love that Sega Megazone. **DUANE**

85%



ENEMY MECH

These are utter, utter, buggers to destroy and will quickly reduce your energy to the critical level. They should be avoided at all costs. They show up on the radar as red robot-type blips and track you down if you get too close. Be afraid, be very afraid!

Stage one: A guided tour

The key to defeating the stages is to record where coolant can be found, as this restores all energy. Don't collect coolant that you don't need, leave it where it is and return for it later.



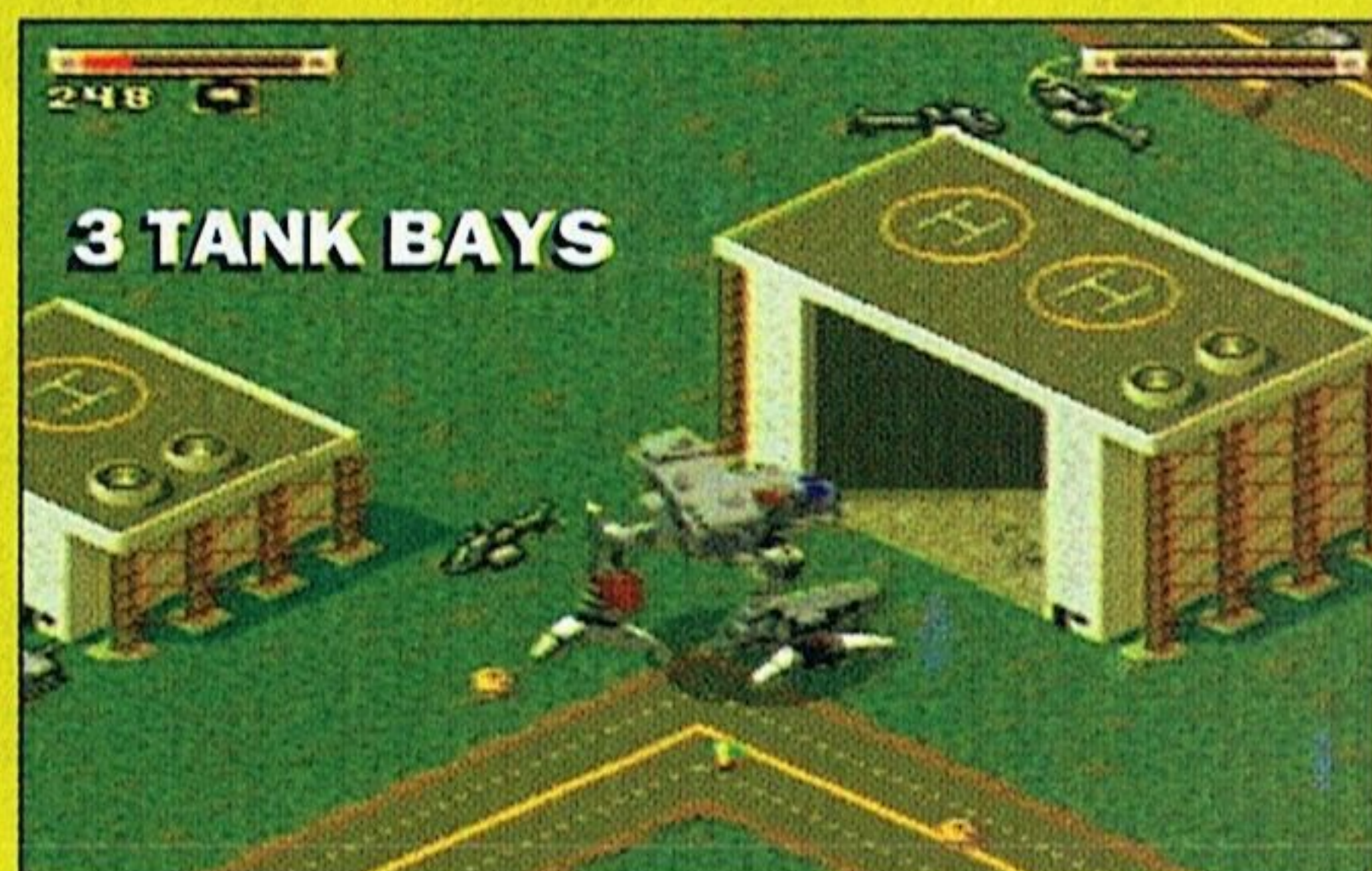
1 RADAR SITE

▲ It's located in the bottom-right of the playing area. Use the Gause Rifle to detonate hidden landmines inside the perimeter and get the coolant from the large radar station.



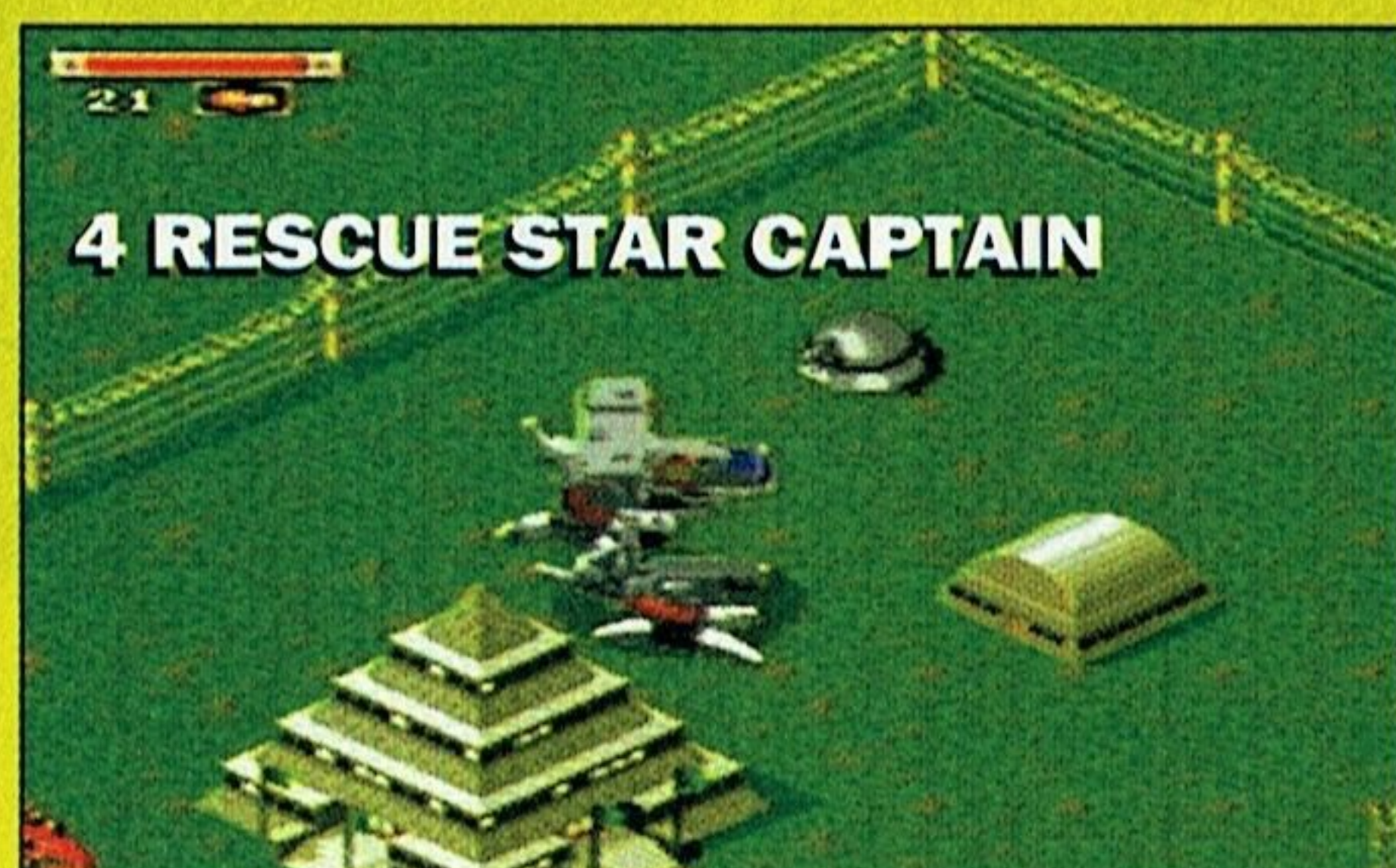
2 AEROTECH SITE

▲ Located in the eastern sector. Blow up all the hangers and guns. Take your time as only fools rush in and being attacked from all sides means sure-fire death. You'll find another coolant here.



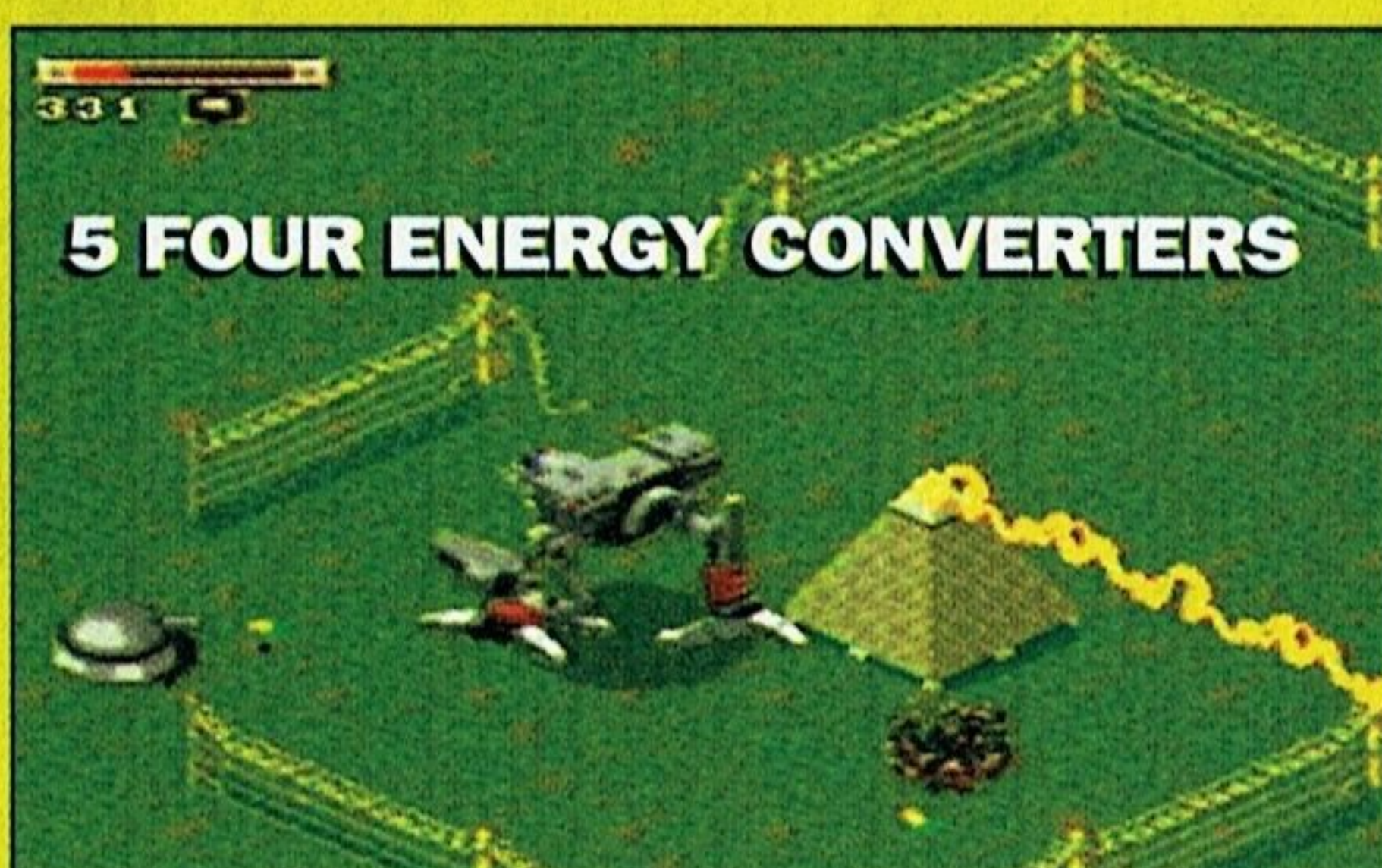
3 TANK BAYS

▲ Found in the western sector. Watch for enemy Mechs as they are popular in this area.



4 RESCUE STAR CAPTAIN

▲ Just to the north of the tank bays you'll find these two buildings. Blow them both up and the Star captain will appear. Walk over him to pick him up.



5 FOUR ENERGY CONVERTERS

▲ Positioned around the DCMS compound. Destroy each one but avoid the electric beam. Coolant is found in the converter in the North-East corner.



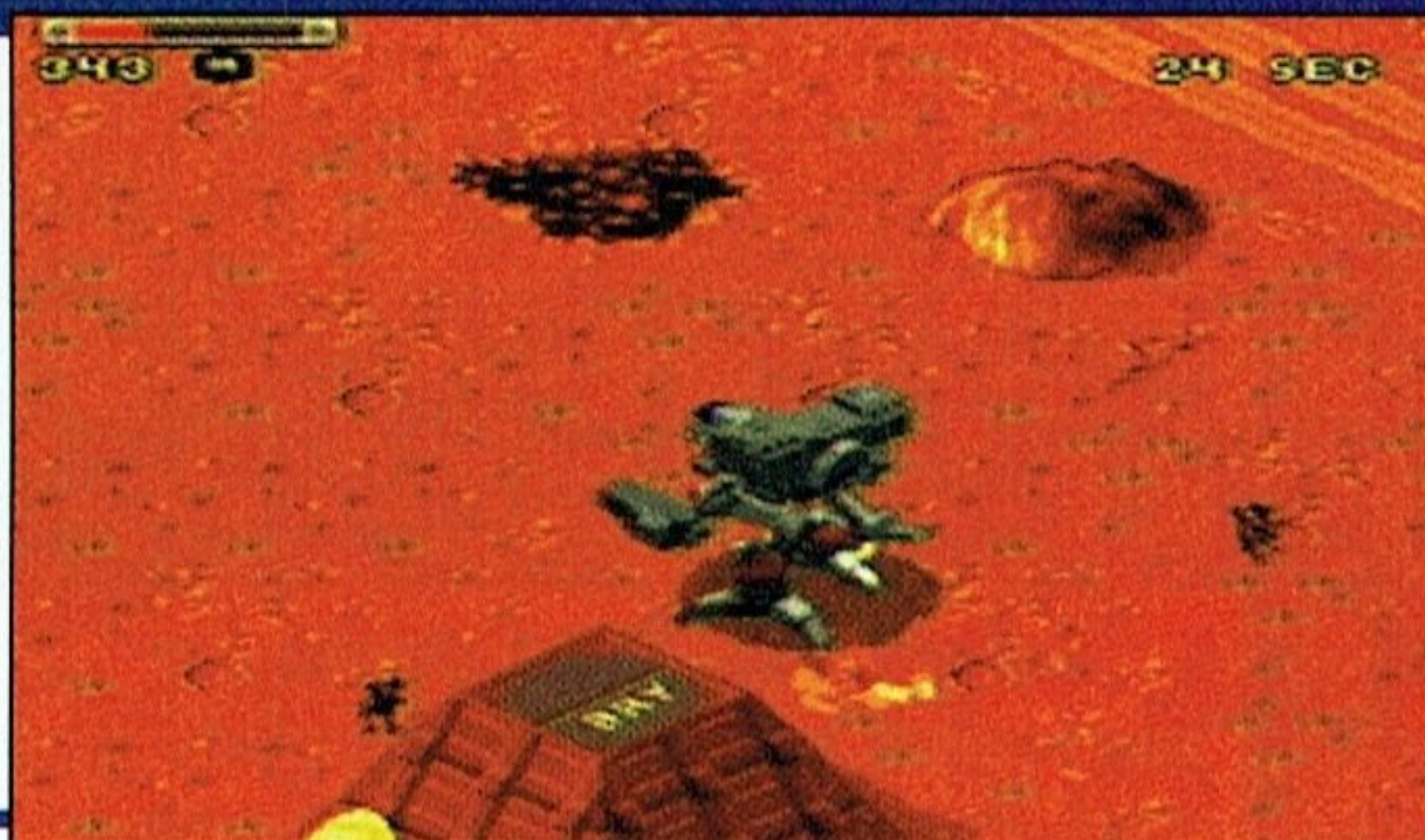
6 DCMS COMPOUND

▲ Destroy everything in sight. Not a difficult task as there are lots of ammunition pick-ups and two coolants hidden inside.

Megazone Tip: Stage two password STJNNN.

► The first part of stage two is a two-minute dash to find these launch buildings. They are located in the bottom-right and top-right of the playing area. But don't dawdle - time runs out very quickly.

Megazone Tip: Head around the outside of the playing area in an anti-clockwise direction for the safest route.



◀ Choosing the three of the nine weapons is the first part of the mission. Indicated is the amount of ammunition you get, the damage it causes, and any other relevant information (like charging weapons for too long will cause overheating).

Megazone Tip: The best weapons we found were Gause Rifle, Machine Gun and Long Range Missile.



◀ Galaxy Commander, Colonel Ward appears over the intercom before each mission giving you the details of each assignment. These orders can be accessed at any time during game play (just in case it slips your mind).



► The radar serves as a very important tool in gameplay as it shows the location of target areas through the use of a red circle. It also shows the location of all enemy forces.

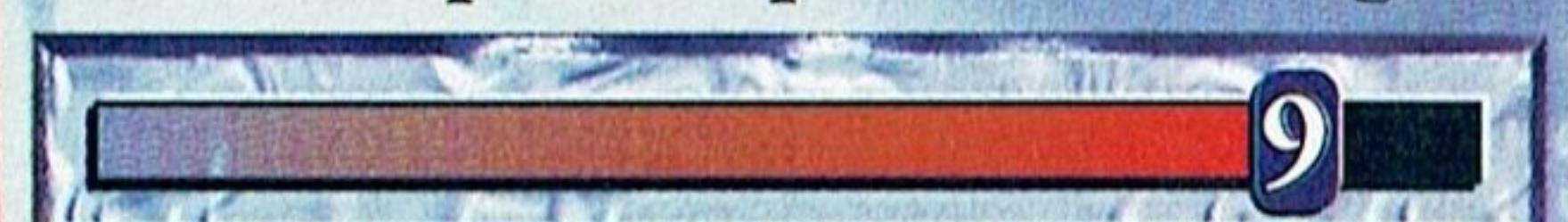
Megazone Tip: Look carefully at the map to determine the safest route to take.



Word

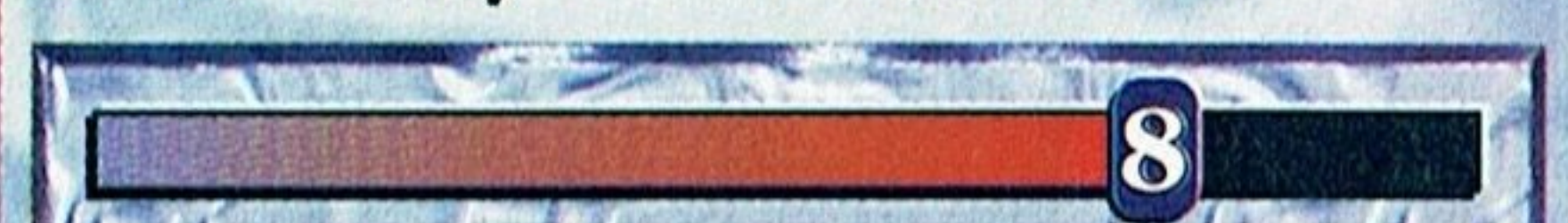
GRAPHICS

Brilliant 3D sprites, smooth scrolling and realistic explosions. The detail in the main sprite is quite astounding.



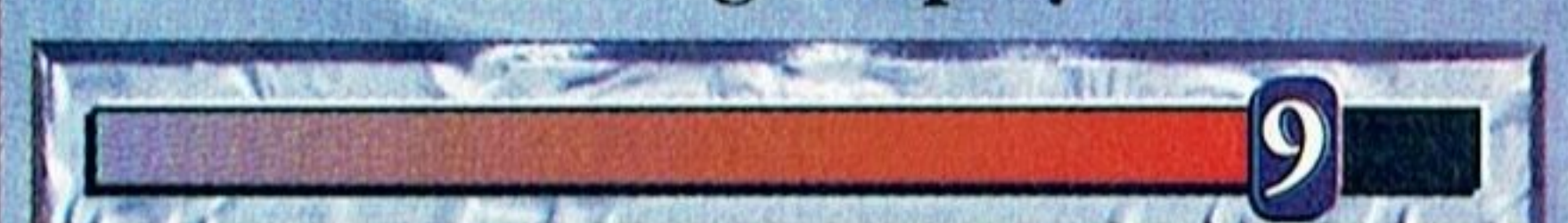
SONICS

Heaps of fx including eight soundtracks and a foxy babe giving soothing advice really adds to the realism.



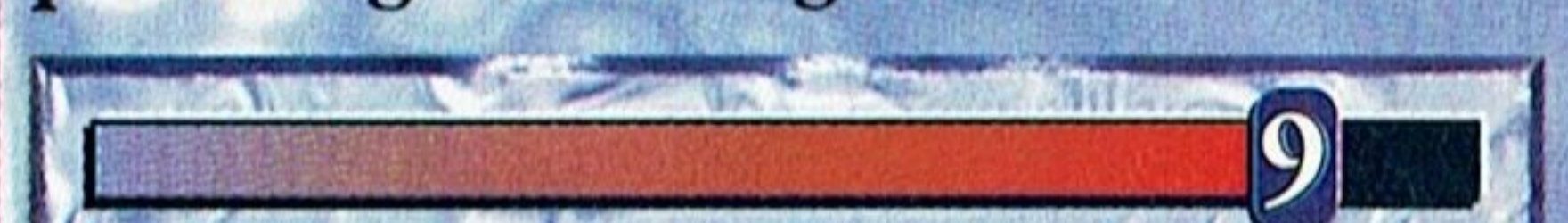
PLAYABILITY

Blasting baddies has never been so much fun or required such strategy. A beast in terms of gameplay.



STAYING POWER

Tougher than a Chinese swimmer on steroids. With nine weapons and varied worlds to explore you'll be pounding at it for ages.



OVERALL

Intense gameplay, brilliant graphics, quality sound and longer lasting than an all-day sucker. You simply can't go wrong.

94
PER CENT

Rise of the Robots

There is no way these robots will get it up, reckons Virode Intarnasan.

Quality games take years to design and develop and are testimony to the skills of the programmers and the imagination of the artists; then there's *Rise of the Robots*.

Sure it looks impressive, the animated intro sequence, in the style of *Another World*, makes any gamer drool uncontrollably. All the characters are ray-traced and move very smoothly. From here on though,

it seems that everyone went for a picnic or something and let the local kindergarten take care of the game-play. If you must know the scenario, well, you, a cyborg, are sent to stop a robotic rebellion, and that's about it. The attacks are made up of punches, kicks and pointless special moves. In two-player mode, player two is the only one who can choose from one of the five other robots. Player one has no choice in the matter. Acclaim held back on the release of this one to supposedly add some finishing touches... only to the packaging we reckon. Ugh. **M**

second opinion

This is one of those ultra-hyped games that promised so much but delivers so little. The rendered graphics are good, but the gameplay sucks. And the two-player mode where you have a grand choice of one robot?

53% What's going on? **ADAM**

ROBOT IDENTIFIED - LOADER CLASS 1.
COMPONENTS LOADING ROBOT.

INTELLIGENCE - LOW
POWER RATING - LOW
COMBAT ABILITIES - POOR
STRENGTHS - SOLID BU

▲ Before each fight, you're presented with an enemy stats screen. All designed to make you weak at the knees. Yeah, *right!*

◀ Some fights are a little unfair. Take on this guy and just two hits from his rotating arm thingies will do major damage to your health. If you manage to defeat him, things definitely get worse as the bosses get faster and more powerful.

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

SUPPLIER: Acclaim

PRICE: \$109.95

SIZE: 24 megabits

PLAYERS: Two

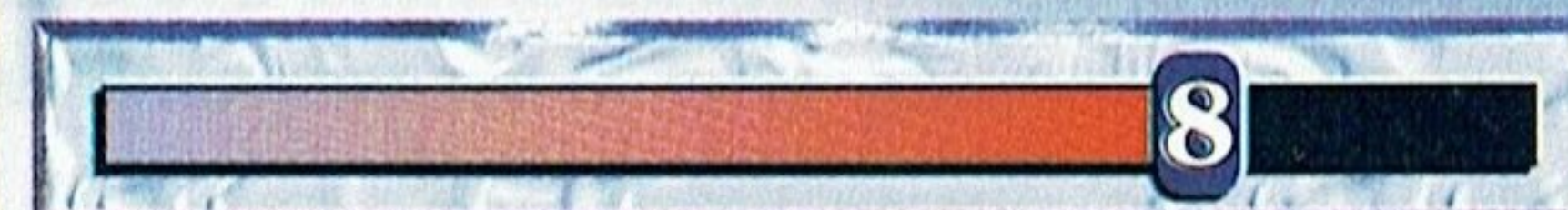


▲ The enemies range in power and intelligence. This big dude is powerful but more than a bit thick. No special moves are required for you to take him out. Just punch straight ahead and the sucker will walk into it every time, but don't get too cocky!

Edward

GRAPHICS

Ray-traced, smoothly animated, mmm... very nice.



SONICS

Repetitive and simplistic music. Friggin' annoying!



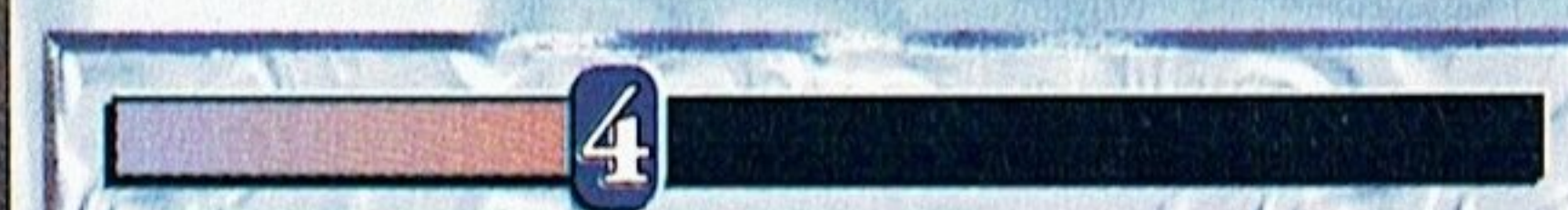
PLAYABILITY

Good, fluid movement and colourful graphics. The controls are easy to master, and the bosses get more difficult as you advance. Not all that much of a challenge though.



STAYING POWER

Once you've beaten the five challengers (during an ad break on *The Simpsons*) go back and do it all over again.



OVERALL

If your first impulse is to throw it out the window, then don't think twice.

48
PER CENT

PLAYER 2 SELECT YOUR FIGHTER



▲ Check out the impressive intro. You'd think you're playing something else... actually, you'd probably wish you were after a while.

Aero the Acrobat

Another platformer. It's enough to drive Virode Intarnasan batty.

Squirrels, hedgehogs, rabbits, gerbils and now bats. What do all of these little furry buggers have in common? No, it's not that they taste good in a lightly toasted bun served with a side salad, but, rather, that they have all starred in their own video game. And now *Aero the Acrobat* is back for more, continuing the fight against the menacing Edgar Ektor who somehow escaped death in Aero's first adventure.

Playing *Aero the Acrobat 2* gives that overwhelming sensation of *déjà vu*. Each level is basically a compilation of familiar puzzles and tricks found in other popular platformers and the game smacks of cliché. *Aero the Acrobat 2* is narrowly saved from the 'completely crap' junkyard only by its slick presentation. Graphics and sounds are

top notch and Aero is great to control. In addition to a variety of moves, Aero also interacts with the scenery – spinning on cogs, getting shot from cannons, jumping on bed springs and even snowboarding through snowfields.

However, *Aero the Acrobat 2* is a game that has obviously borrowed from other titles such as *Sonic* and *Earthworm Jim*. It suffers, as so many other platform clones do, from lack of originality, is devoid of any particularly new ideas and finishes up as rather ordinary. **M**

VITAL STATISTICS

FORMAT: Mega Drive

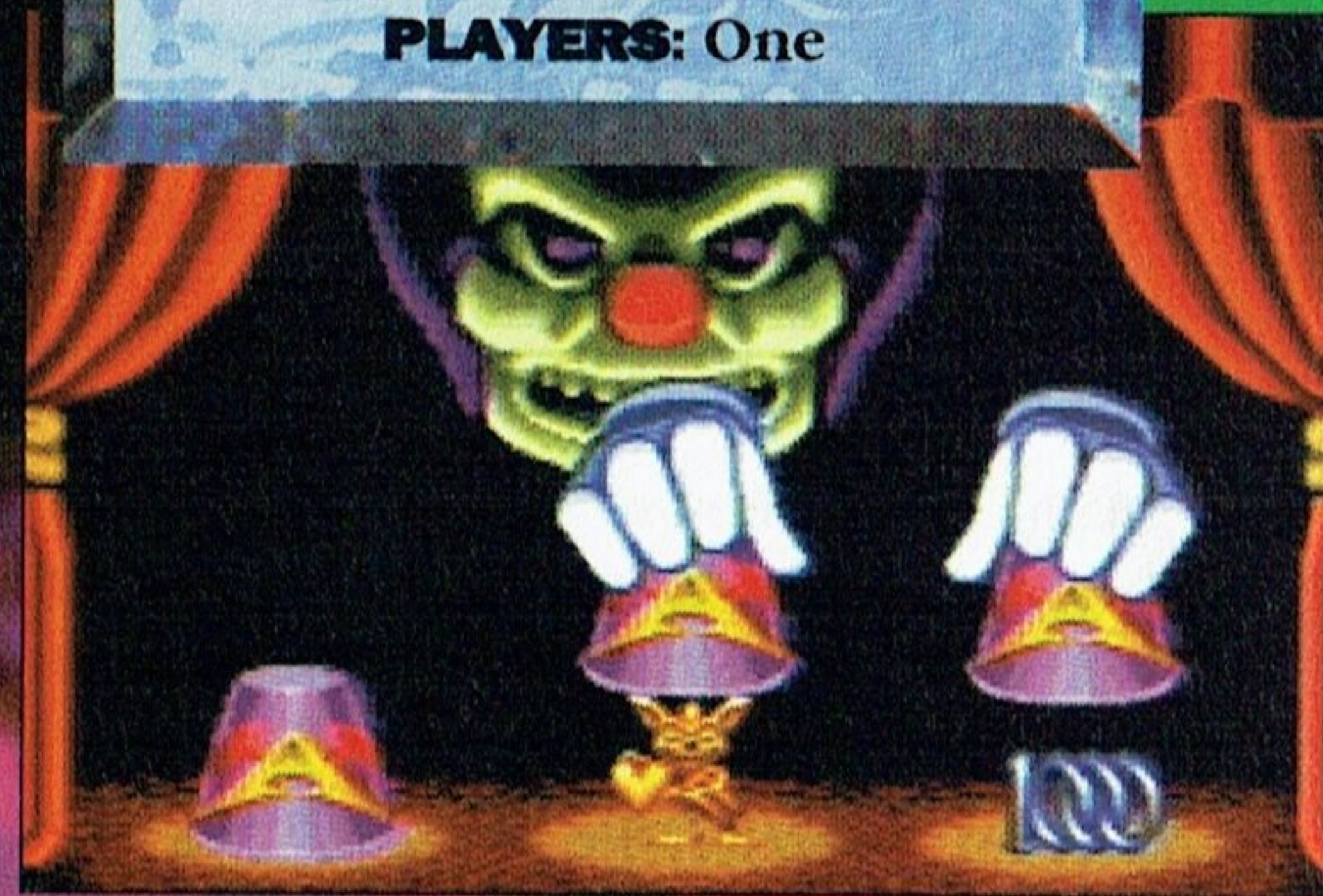
TYPE: Platformer

SUPPLIER: Sunsoft

PRICE: \$89.95

SIZE: 16 megabits

PLAYERS: One



▲ This is one of those wacky bonus levels. Aero's version of 'find the moving thingamajig under the magic cup'.

second opinion

There's nothing really wrong with *Aero the Acrobat 2* bar that it's been done a million times before. It's one of the better platformers for those who haven't had a gutful already. **75%** **ADAM**

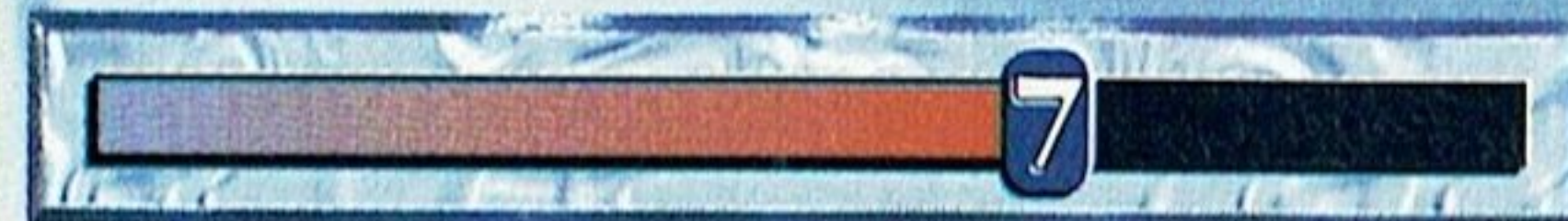
► *Aero the Acrobat 2* is littered with secret rooms in which you will find extra lives, extra energy or some of those nifty stars. To find these rooms try jumping at the taller walls – they most often hide the sort of treasures only a silly bat would appreciate.

The best feature of this game is that Aero is just so simple to control and has a variety of moves. Aero is endowed with many acrobatic skills that he can use to overcome his enemies. Aero can slide and perform a funky spin drill to bury his enemies in the ground. Best of all, Aero can collect stars which he uses to hurl at his opponents.

the word

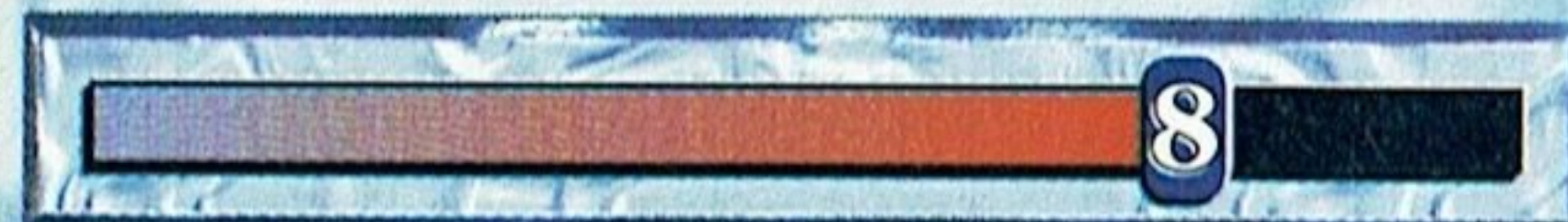
GRAPHICS

Typically cute sprites and great background graphics make Aero appealing.



SONICS

The game's theme and sound effects are top notch and add a certain spark.



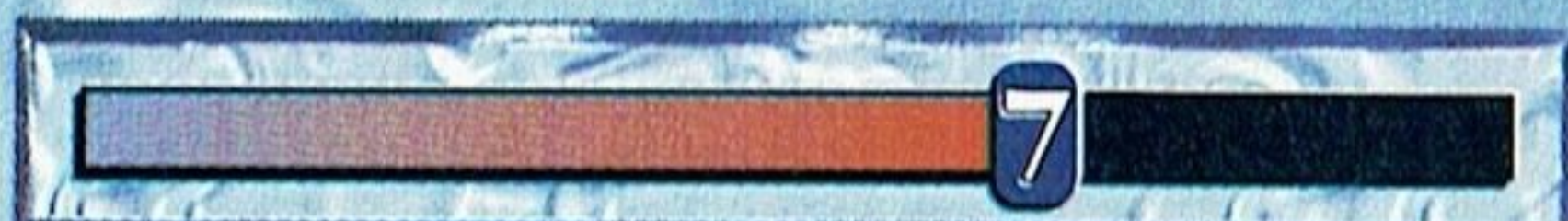
PLAYABILITY

Aero is easy to control and the levels well designed with different challenges. Pity it's already been done to death.



STAYING POWER

A huge game that will challenge the most dedicated platformer fan.



OVERALL

Another game that unfortunately falls into the sea of mediocre platformers. No originality to be found here, really.

65
PER CENT



◀ Aero has seven zones to explore, each with a different theme and objective. Aero starts his adventure at Bell Castle which contains three large zones filled with spiders and, er, bells. Aero then travels through the Boarding zone using a snowboard

► Use this password to the snowboard level and watch Aero get some sick air time. Rad.



(hang on, didn't that hedgehog have a snowboard as well?) and on to his final challenge, the deadly Fort Redstar. All these levels are extremely difficult and some areas will no doubt have you pulling your hair out in frustration. Luckily, the game contains a password that allows you to restart at the beginning of each set of acts.

Mighty Morph'n Power Rangers

Boys and girls dressed in bright, tightly-fitted spandex. There's a law against this, sighs Virode Imtarnasan.

Go, go, Power Rangers! Invading your Mega Drive this new year are five brightly dressed Ninjas, known as the 'Mighty Morph'n Power Rangers'. These five schoolkids with extra-special powers star in their very own beat 'em up. You can either play the story mode where you follow a plot taken directly from the show or, best of all, grab a friend and go for a straightforward Power Ranger biff.

The first thing you notice about *Power Rangers* is that it plays very much like a stripped-down version of *Street Fighter*. The moves and combinations are virtually identical with one another, with each char-

acter having the standard punches, kicks and personalised 'special move'. Disappointingly, however, *Power Rangers* only uses two buttons which limits the gameplay and overall scope of the game. Fights often become repetitive and dull as players are pretty much limited to the same moves and tactics. Graphically, *Power Rangers* is bright and gives good representation to the television show. The characters are all detailed and will appeal to followers of the show.

Power Rangers is clearly targeted at rug-rats. It's very basic and dead easy to get into. Veterans will no doubt find this game

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

SUPPLIER: Sega

PRICE: \$99.95

SIZE: 16 megabits

PLAYERS: Two

second opinion

A pretty lame beat 'em up with a big-name licence tacked on. It's just too limited - a punch, a kick and an extremely basic special move does not make for a good fighter. That's what I say.

50%

ADAM

too simple and limited in scope. With only two buttons utilised, *Power Rangers* just doesn't offer enough variety or challenge to threaten the mighty *Street Fighter*. **M**

Pick A Ranger, Any Ranger

You can play as any one of the Power Rangers each with a special personalised move:

▶ The red Power Ranger is equipped with his mighty sword. Swing your sword by charging Down and then pressing Up with any attack button.



▼ The pink Power Ranger has a trusty bow at her side. Fire an arrow by charging Back and then pressing Forward with any attack button.



▼ The blue Power Ranger has a pike that he thrusts at enemies. Spear opponents by charging Back and then pressing Forward and any attack button.



▼ The yellow Power Ranger has deadly twin sais - Mileena eat your heart out. Do it by moving Back and then pressing Forward with any attack button.



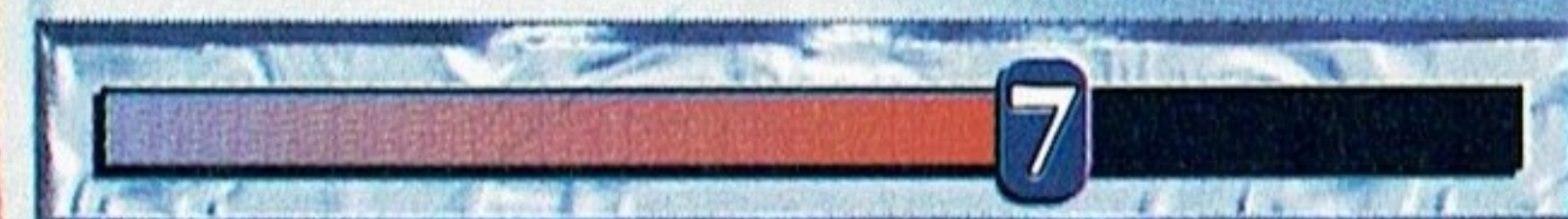
▼ The black Power Ranger is equipped with an axe. And what a lovely axe it is. To swing your axe, continuously tap your attack button.



Word

GRAPHICS

The sprites capture the feeling of the TV show perfectly. However, the animation could have been better.



SONICS

The lame music and sound effects are uninspiring and plain dull.



PLAYABILITY

A poor man's *Street Fighter* with virtually identical moves and combinations. Clearly aimed at kids.



STAYING POWER

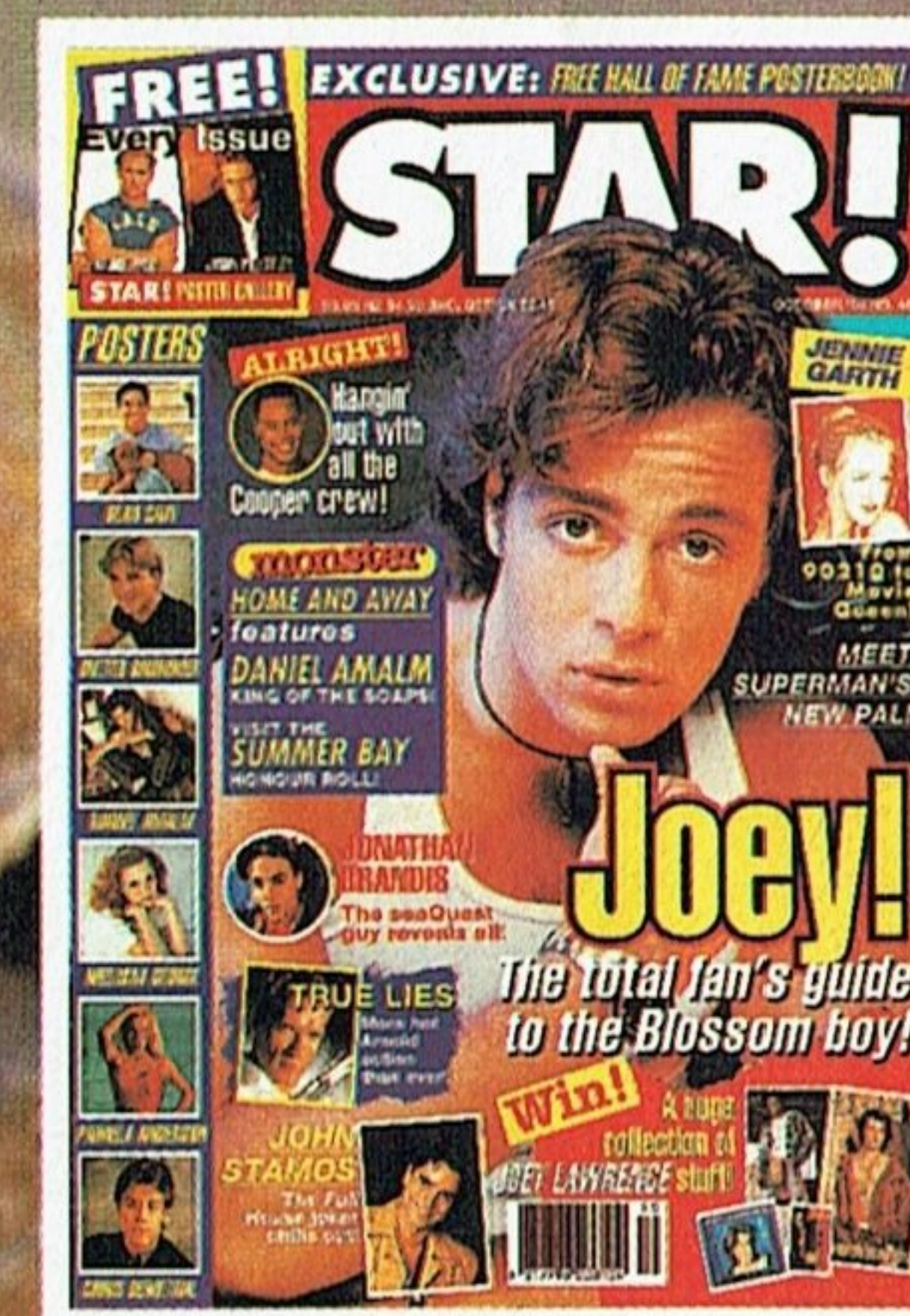
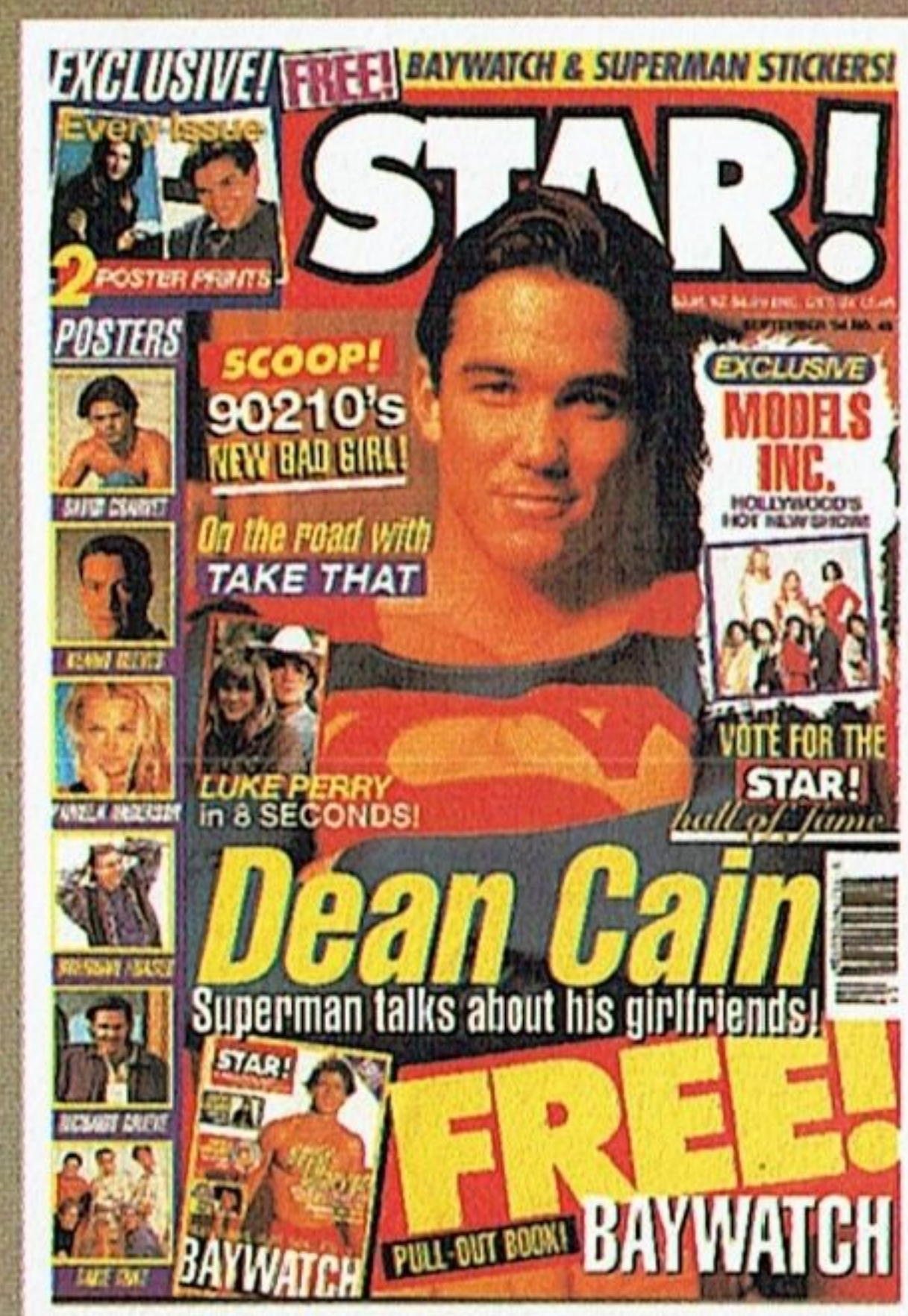
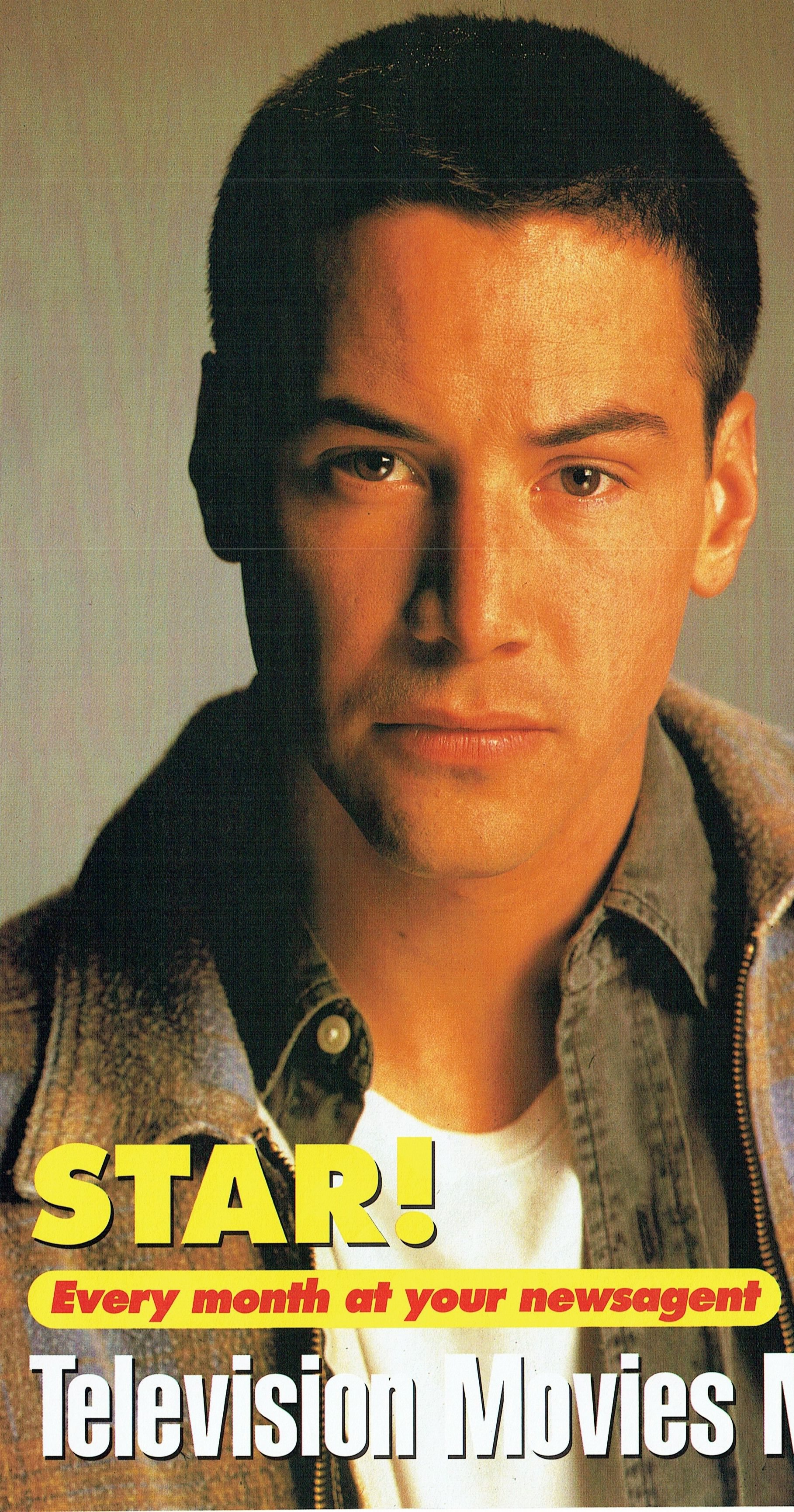
Heaps of characters to fight but extremely easy to play. If you're crap you'll find it hard.



OVERALL

Fans of *Power Rangers* will love this game but deep down it's essentially a very poor *Street Fighter* clone.

60
PER CENT

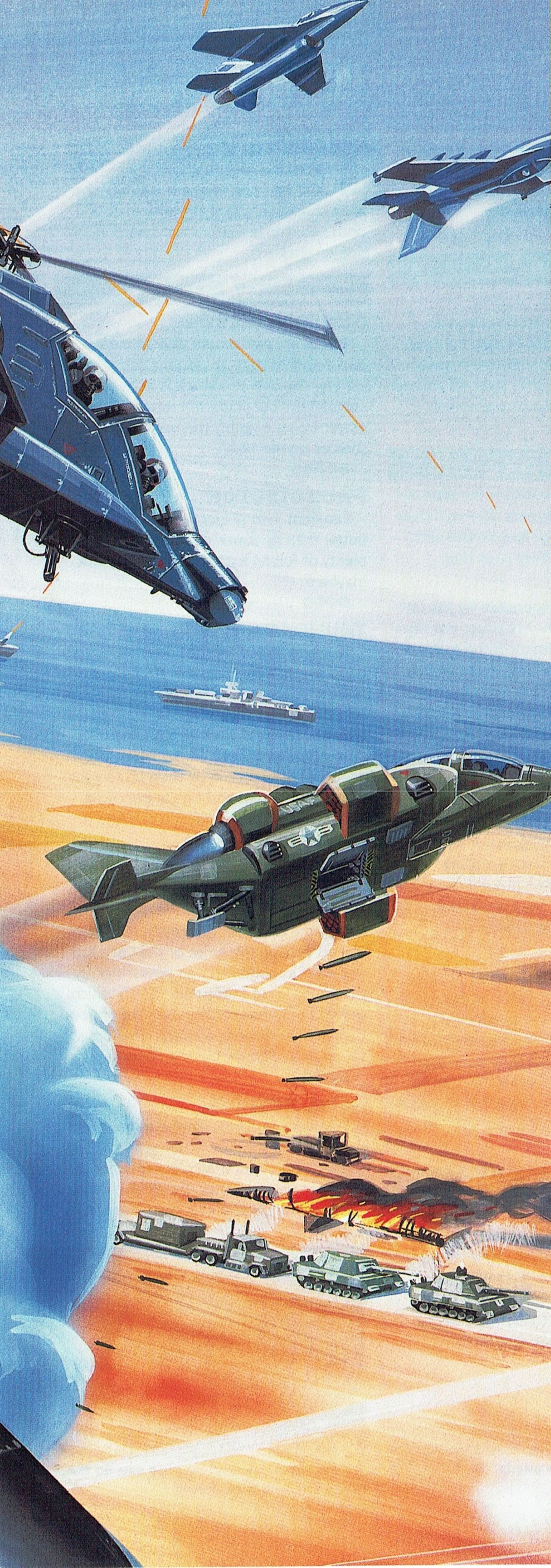


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Great BIG Guide

TO GAMES

**Megazone's gameworld tour.
Hosted by Darren Porter.**

Part One: The shoot 'em Up

Let's get one thing straight. *Space Invaders* has a hell of a lot to answer for; it spawned an entire genre of games hung around the idea that the Earth is about to be invaded by an insurmountable foe, consisting of an awful lot of mindless aliens with puny weapons, led by large impenetrable motherships who are doomed to failure because of a single Earthling craft piloted by an inexperienced rookie.

Although the scenarios may have changed (well, maybe not) the basic principle behind *Space Invaders* is still the same in almost every shoot 'em up.

There are really only a couple of criteria. One: you control some sort of craft, device, creature or other thing that fires stuff, whether it be shotgun pellets, fireballs or laser beams. Two: there must be enemies for you to shoot at. That's all there is to it really, but over the years a few unwritten rules have developed.

Most shoot 'em ups follow a similar pattern: you go through levels or stages fighting lots of very similar – and usually relatively weak – cannon fodder before fighting a boss at the end of the level. After defeating the boss you go on to the next level and do it all again until eventually you will fight a boss that's v. big, mean, and nasty.

So you'd think from such a simple premise that most of the games would be fairly boring and you'd be almost right, but some do stand out from the crowd. Because there are so many available, we've divided them into groups, so if you like a particular style of shoot 'em up, say vertical scrollers, then you can bypass all the others and find out what games should be playing right now instead of wading through crap like this.

Score card

- ★★★★★ Nuclear bomb
- ★★★★ AK47
- ★★★ .303
- ★★ Air pistol
- ★ Cap gun (no caps)

THE HORIZONTAL SCROLLER

Ah yes, the old horizontal scroller, those were the days... *Defender*, *Scramble*... the list goes on. Certainly an arcade favourite but unfortunately it has largely been overlooked on the Sega scene. Most in this genre are best played with a friend to relieve the monotony of countless, very similar, waves of nasties. Enjoyment comes from gaining newer and more sophisticated power-ups like the double-action-plasma-wave-back-fire-cannon found in *Bio Hazard Battle*.

MEGA DRIVE

ZERO-WING

An early Mega Drive release that pales alongside later releases, but well designed and power-ups come regularly. Frustrating until patterns are learnt. Could have done with simultaneous two-player option.

★★★

BIO HAZARD BATTLE

A certified classic. Why this never took off is one of life's little mysteries. Two-player option is superb with numerous power-ups that let each player take on a different role. The backgrounds later in the game make up for the disappointing early ones. Available on the Classics range.

★★★★

GYNOUG

Very similar to *Zero-Wing* though better graphics help pull this one out of the mire.

★★★

THUNDERFORCE I, II, III & IV

Experienced shooters only need apply. These games are hard but rewarding. The standouts are *II* and *IV* although when it was released, the original *Thunderforce* was pretty incredible. *Thunderforce III* seemed to lose the plot a bit. *IV* is readily available on Classics range and will provide you with some of the most heart-pounding action to be had on your trusty 16-bit.

I ★★★★★ II ★★★★★ III ★★★ IV ★★★★★

RANGER-X

Brilliant *Defender* clone that offers the dexterous among us to control two different craft at the same time! Mere mortals will opt for the secondary craft to follow

the robot-like main character and assist in the destruction of all who stand in the way. Difficult at first, but persistence is rewarded with cool gameplay.

★★★★

MEGA-CD

SOL-FEACE

The Mega-CD's range of horizontal scrollers is limited to the freebie *Sol-Feace*. Good thing it was free with the original Mega-CD pack as it's utter crud. All you get is a great intro but shocking graphics.

★

MASTER SYSTEM

The 8-bits don't fair well in the sideways scrollers. On Master System, stay well clear of *Aerial Assault*, *Forgotten Worlds* and *Submarine Attack* as they're all dull.

R-TYPE

Single-handedly responsible for the late '80s renaissance. Nigh-on perfect, considering the limitations. Great control method and a decent range of power-ups and bosses make this a Master System Classic. Hard to find, though some specialist stores carry second-hand copies for a steal.

★★★★

CHOPLIFTER

Technically, a horizontal scroller (you can go in both directions) this C64 classic has surfaced on many platforms but none so purely as the Master System. Collect hostages while avoiding ground-to-air fire. Another hard one to track down but should be available second-hand.

★★★★

FANTASY ZONE 1 & 2

The first thing you'll notice is the absolutely bizarre colour schemes used in the backgrounds and baddies. Both games feature plenty of excitement laden blasting fun for the entire family. *FZ 2* can be found with a little searching, but the original might be a struggle to get hold of.

★★★★

GAME GEAR

FANTASY ZONE

As per the Master System. Unfortunately the only choice for Game Gear owners who'd be better off getting hold of a Gear Master and trying some of the Master Systems games listed above.

★★★

◀ 'Memories... Like the corners of my mind...tra-la.' Yup, *Zero-Wing*. An oldie but a goody. Kinda.

THE PLATFORM SHOOTER

Though a lot of these titles do in fact scroll in a most horizontal-like fashion, they are different. Usually, the main characters travel in multiple directions and stop (a feature not found in side-on scrollers).

MEGA DRIVE

GUNSTAR HEROES

Sprites are well drawn and animated plus a host of start-up options add great variety. The only drawback is in its ease of completion, but you'll still return for two-player frolics. Possibly the best-executed shooter on the 16-bit.

★★★★★

PROBOTECTOR

Excellent two-player side-on scroller, better than its 'super' counterpart. With plenty of full-on explosions and anarchic mayhem.

★★★★

THUNDER I, II & III

Highly-polished arcade conversions with good graphics and passable sound. But for some strange reason, *Rolling Thunder III* is only one-player. You play secret agent-type good-guys in each version and take on a whole range of baddies from your common- or garden-type thug up to your sinister henchman and finally evil crime lord. Stick to number *II* if you can find it.

I ★★★ II ★★★★★ III ★★★

SUNSET RIDERS

Yet another conversion that's missing a lot of the arcade options, this one still retains the same gameplay where two players take on the guise of the Cisco Kid and Pancho. Some strange power-ups (a three-way firing shotgun in 1860?) which should be overlooked for the sake of good gameplay and above-average graphics and sound make *Sunset Riders* a winner.

★★★★

FATAL REWIND

Enjoyable futuristic platform shooter, a conversion of the Amiga game *The Killing Game Show*. A polished piece of work with some nice touches. Consider it if you find it at the bottom of a clearance bin.

★★★



▲ Take that cowboy! You too can be the Cisco Kid in *Sunset Riders*.





▲ Carnage capers: *Robocop Vs Terminator*. Crap on the MD. But cookin' on the MS.

ATOMIC RUNNER

Devilish control method takes a while to master before the game can be appreciated. Fantastic animation of your main character as he blasts all and sundry. A real challenge – even for experienced veterans – and worth renting, but the control method might not be to everyone's liking.

★★★★

ALIEN STORM

Considering the initial promise with its above average graphics and weird alien nasties, this turns out a bit of a letdown. The bonus stages are similar to *Operation Wolf* 3D shoot-outs. Interesting, but it could have been so much better.

★★★

ROBOCOP VS TERMINATOR

This licence promised so much carnage potential but what it really delivered was a rehash on the *Robocop* side-on shooter. You can't even pick the *Terminator*! This game is 16 megs so there is a lot there for fans of *Robocop*, but for the rest of us it's very run-of-the-mill.

★★

STRIDER & STRIDER II

The original *Strider* was a classic in the Mega Drive's early days but it's certainly showing its age. The sequel is more modern, more gutsy, more varied, more everything and is playable to boot. *Strider II* is definitely not ground-breaking but it certainly shouldn't be overlooked if you see it going cheap.

Strider ★★ *Strider 2* ★★★

ALIEN 3

Nothing like the movie – this game is an amalgam of all three films; there are plenty of face-huggers and fully-grown aliens as well as the mother to mash. Overlooking the semantics of licence tie-ins, what we have here is a thoroughly enjoyable platform shooter that creates a bit of tension and provides the opportunity

to waste some serious alien butt. Highly recommended.

★★★★

MEGA-CD

WOLFCHILD

Except for the intro it could have been done on a cartridge. Still, it's not too bad and the sound FX are excellent, but there's better stuff on CD to spend your money on.

★★

MASTER SYSTEM

ALIEN STORM

Suits the Master System better and is, strangely, more satisfying, even though the graphics and sound are poorer than the Mega Drive version.

★★★★

ROBOCOP VS TERMINATOR

Like *Alien Storm*, it's more impressive than its 16-bit cousin. This is probably because the programmers work harder to push the Master System or just because we expect more from the Mega Drive. In this version the backdrops are clear and the sprites are well defined. You can play as The Terminator as well.

★★★★

SECRET COMMAND

One of the oldest Master System titles, it's similar to *Commando* as you play a war-type guy. Heavily armed and outnumbered, you must blast your way through various missions. A serious blast-fest and a must for any collection.

★★★★

GAME GEAR

ROBOCOP VS TERMINATOR

As per the Master System, the two versions are identical (well, except for the tiny little screen, of course).

★★★★

OVERHEAD VIEW

Says it all really. From the Latin *Overnadius Headium*, literally from the sky downward. Didn't know we were gonna call the mag 'Mensazone', did ya?



▲ Oh yeah, this is cool – the *Chaos Engine*.

MEGA DRIVE

ZOMBIES

Originally titled *Zombies Ate My Neighbours* – the last part was dropped for some reason in Australia – this title owes more than just a nod to the Atari classic *Gauntlet*. Stealing the perspective and objective of the arcade hit *Zombies* adds humour and a B-grade film theme to a winning formula. The game is best with a friend but, like some of the best things in life, it can be appreciated alone.

★★★★

GAUNTLET IV

It's been around for years but it's still pretty darn good. If you don't know the story, you and up to three friends (you'll need a Multi-Tap four-player adaptor) take on the roles of the Wizard, the Warrior, the Valkyrie and the Elf and attempt to complete 150 levels of sheer frantic blasting. Take out hordes of ghosts, demons, imps and even death himself and in this version there's even an added RPG. (It's rumoured that this game was the inspiration for *Doom*). A classic.

★★★★★

CHAOS ENGINE

The Bitmap Bros' Amiga title is faithfully ported over to the Mega Drive. Another *Gauntlet* clone, but with a unique plot and setting – steam punk! A sort of cross between Jules Verne and T2. A variety of interesting characters to choose from. Great music, some of the best on the Mega Drive, and atmospheric graphics as well as tried and proven gameplay.

★★★★★

TECHNOCLASH

Electronic Arts' foray into the *Gauntlet* market, though somewhat laidback with

the

Great BIG Guide TO GAMES

more thinking than shooting. Suffers from solely one-player option, although the computer will control your bodyguards. Good plot and effective graphics but lacks that little bit extra to recommend it wholeheartedly. Available at under \$50, though.

★★★

DESERT STRIKE, JUNGLE STRIKE & URBAN STRIKE

Desert Strike is a certified Mega Drive legend. Its unique perspective made it an immediate hit and it spawned two sequels that, while being excellent, didn't really offer any more in terms of gameplay. This is not a bad thing when you have gameplay this good: you fly a helicopter (you get other vehicles in the later games) armed to the teeth with missiles and machine guns on a variety of missions including hostage rescue, surgical strikes, reconnaissance and just plain death and destruction delivery. All three are great games and if you buy one you'll probably buy all three. Start with *Desert Strike* as it's the best.

Desert ★★★★★ *Jungle* ★★★★★
Urban ★★★★★

MASTER SYSTEM

DESERT STRIKE

A great conversion that plays just as well as the Mega Drive version. Tons and tons of stuff to do as you pilot your Apache over the sands of northern Africa and the Middle East fighting 'the' Evil Madman (who looks remarkably like a certain Mr Hussein).

★★★★★

Megazone Feature

3D-VIEW

In this sub-genre you are lookin' straight out of the eyes of the gun-totin' maniac. Just like being there except for the seven pints of plasma required at the end of the shoot-out.

MEGA DRIVE

LETHAL ENFORCERS

Packaged with the Justifier 'light' gun, this arcade translation offers players the chance to prove their shooting skills against a variety of terrorists, bank robbers, thugs and mad dudes. Mistakes cost the lives of innocent bystanders, hostages and cops. If you can get hold of another gun, the game is great fun for two players.

★★★★

LETHAL ENFORCERS II

More Justifier japes, 'cept this time you're in the Wild West. Some funny speech and grainy period graphics make this quite a blast. But you'll need to buy the gun separate, if you don't own the original.

★★★★

TERMINATOR 2 ARCADE GAME

The only game worth owning if you have a Menacer. Take on the robots created by Cyberdyne systems (including Arnie). Extremely difficult to get past the truck stage and two players are almost a necessity. Great graphics and booming sonics add to the overall effect, but if you don't have a Menacer, rent the game first as you may find it too difficult with a control pad.

★★★

ZERO TOLERANCE

A *Doom/Wolfenstein* clone that offers a great challenge over many levels. Lots to do and see and a real sense of tension as

you stalk the hallways armed with various weaponry. The viewpoint is small but the 3D graphics are remarkably good considering the Mega Drive's lack of custom chips.

★★★★

DEATH DUEL

With a Justifier or Menacer this game could have been really great. It's still quite good and the combination of shopping for weapons and varied opponents makes this one-on-one shoot 'em up a real change. The 3D perspective is good and the choice of weapons creates some tactical challenges as well as shooting skill, but the game's difficulty means you'll probably never get past the seventh opponent and end up just leaving it to gather dust in the cupboard.

★★★

Avoid: Sega's arcade translations of *G-Loc*, *Afterburner*, *Galaxy Force*, *Super Thunderblade*, and *Space Harrier* (all ★). Repetitive and no challenge.

MEGA-CD

SOULSTAR

The third game in Core's SEU series, much more polished than its predecessor, *Battlecorps*. Continued play brings out more depth and variety but it gets a little too tough, too quick.

★★★

THUNDERHAWK

More of a flight-sim than a shoot 'em up but there's enough carnage to warrant the tag. Using the Mega-CD's custom graphics scaling and rotation chip to full effect, *Thunderhawk* creates a marvellous sense of speed. There really isn't much more to it but the cool sound effects (including some amazing explosions) and fantastic use of 16 colours provide an experience to immerse yourself in.

★★★★

BATTLECORPS

Core's sequel to *Thunderhawk*, this time you control a lumbering mechanical giant armed with a great assortment of weapons. Look out for killer enemies and also take damage from adverse environmental effects including lava and fire. Uses the same graphics techniques as *Thunderhawk* and is just as absorbing.

★★★★

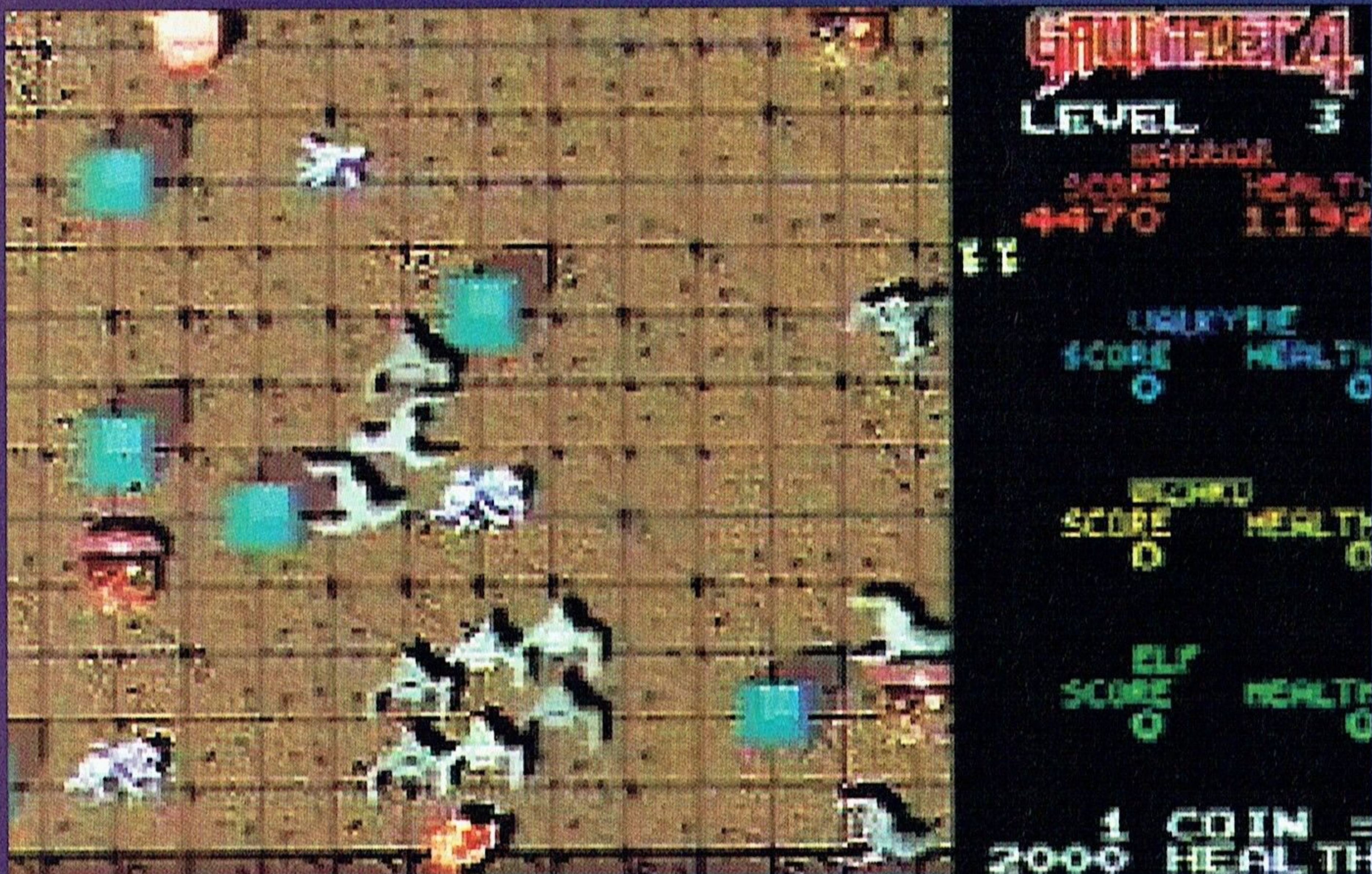
LETHAL ENFORCERS

Identical with the cartridge in every way except that it has slightly better sound and is \$10 cheaper.

★★★★

SILPHEED

This game was keenly awaited by CD owners. When it arrived, it proved to be no more than a beautiful predrawn back-



▲ *Gauntlet IV*: Been around for years and no wonder. It's hot!



▲ "I'll be back... Hasta la vista... etc, etc."

ground with a meagre shoot 'em up plastered over the top. It is graphically stunning as you swoop over enemy mother ships and through robotic canyons. But other than some vicarious collision detection there is little interaction with the background. Enjoyable for about two days.

☆☆☆

32X!

DOOM

The PC classic comes alive on 32X! Every detail is captured faithfully although only 15 levels have survived from *Doom* and *Doom II*. A complete blood-fest: chainsaws, rocket launchers, and the aptly named BFG9000. Kill or be killed!

☆☆☆☆

STAR WARS ARCADE

One of the fastest arcade-to-home conversions as it was done simultaneously and is actually an improvement on the arcade. Helps to be a *Star Wars* fan, though.

☆☆☆☆

MASTER SYSTEM

GALAXY FORCE

Lots of satisfying death and destruction in this fine arcade conversion sees you piloting a futuristic space fighter against wave after wave of alien interlopers.

☆☆☆☆

ZAXXON 3D

The arcade version was a classic. The same cannot be said of this. The collision detection is so far off sometimes that you'd laugh if you hadn't just thrown your joystick across the room. The background graphics leave lot to be desired they look like something you'd see on a Game Boy.

☆



PHASER GUN

The light gun for the Master System proved to be a bit of a joke – there ended up being around 13 games and only three were even remotely fun:

Operation Wolf (☆☆☆) *Rescue Mission*, (☆☆☆) and *Wanted* (☆☆☆).

GAME GEAR

T2: ARCADE GAME

A surprisingly good conversion to the small screen. Tweaked to take advantage of the Game Gear so that the play feels the same as the Mega Drive, but is easier given that only one player is playing.

☆☆☆☆

SPACE HARRIER

Stretches the capabilities of the Game Gear as it effortlessly zooms sprites in and out of the screen. Offers fast and enjoyable gameplay as you control the jet-pack equipped hero who zooms over bizarre checkerboarded alien landscapes killing everything from woolly mammoths to floating eyeballs.

☆☆☆☆

▼ Let the Force be with you, or some gibberish or other. Mmm... what time's lunch, I wonder?

The Hardest Meanest Nastiest End of Level Boss Ever

Thunderforce IV takes the honours with not one but two ass-kicking alien slimoids. The boss at the end of Strite Level (TF IV's first four levels are selectable) has to be mentioned due to the fact that he is found so early on in the game for such a hard boss. When first encountered his body scrolls over two screen lengths and then comes back for the attack – but the real blow comes when you think you've killed him, you have to start again on his top side, and then when you think you've finally nailed the sucker, a smaller boss emerges from his dying carcass. Nasty! The other killer is from, you guessed it, the final level. This guy must take more hits to kill than every boss in every other shoot 'em up put together, even with every power-up you're looking at a good fifteen minutes of continued blasting – while he shoots back at you. When you've taken off his outer armour, out pops four crab-like legs that propel him up the walls even faster. Beat this guy and you can consider yourself a shoot 'em up wizard.



▲ Eat more soup, play more pool!

The Trash Can

Stay clear of these games – they're crap.

1 *Mercs* (Master System).

If only it was about the German cars.

2 *Sol-Feace* (Mega-CD).

Lucky it's not available anymore.

3 *Predator 2* (All formats).

What a wasted licence.

4 *Dick Tracy* (Master System).

The film only had three colours. Two more than the game.

5 *Flying Shark* (Mega-CD).

Should be renamed *Flying Shite*.

VERTICAL SHOOTERS



▲ Oh yeah, *Subterrania*. Awesome graphics and you need a bit of a brain.

In the heydays of the shoot 'em ups (before most of you were born) the vert scroller was a prince. Sadly times have changed and it is now a bit of a frog. But still...

XENON II

The classic Amiga game has aged rather poorly but it still retains its playability and handsome backdrops. The Bitmap Bros specifically designed it as a clone of many arcade games hoping to capture the best qualities of most of them.

☆☆

SUPER SPACE INVADERS

The game that started it all! Domark has

taken the original, kept all the good bits, and added a bundle of extras like power-ups and different waves. Unfortunately, the game really does show its age and probably won't last more than a few hours. Still, many people are *Space Invaders* freaks and they, at least, will love this version.

☆☆☆

SUBTERRANIA

Based on the Commodore 64 hit *Thrust*, itself a derivative of Atari's early vector graphics classic *Asteroids*. You pilot a ship using thrust and rotation to steer. It is initially quite difficult and you'll find yourself careering all over the screen. This 16 meg

cart boasts some awesome graphics but it will take a lot of skill to see most of them. Not everyone's cup of jigglers.

☆☆☆☆

TRUXTON

Dated, yet still sexy, *Truxton* set the example for power-up design. It takes way too long to get into, though, and the waves are very predictable. Still worth checking out, however.

☆☆☆

Avoid: *Battle Squadron* (☆) Slow and dull 1942 clone. Not enough power-ups and the attack waves are too repetitious.

Twin Hawk (☆) Its only redeeming feature is the two-player option.

MEGA-CD

ROBO ALESTE

The only vertical scroller on the Mega-CD is impressive but suffers from it-could've-been-done-just-as-good-on-a-cart-itis. The intro is typically amazing but the game itself it a standard shooter with crisply drawn backgrounds and well-animated sprites. The storyline is novel – it's an alternative future where Japanese Shoguns rule the world from floating metal dirigibles and other airborne technical wonders.

☆☆☆

MASTER SYSTEM

POWER STRIKE I AND II

Fantastic vertical scrollers featuring in-your-face gameplay and a great mix of weaponry and aliens. Fast, furious, frenetic and at least two other F words.

☆☆☆☆☆

Shoot 'em Tips

1 The key to every shoot 'em up (well... most) is the power-up. There's only one rule to remember with the power-up: Get 'em early and get 'em quick.

2 Learn the patterns. Most games follow similar patterns, so pay attention to the formations and weaponry of the attack waves, you'll soon have the early levels mastered.

3 In two-player games, work together – don't compete. You must share the power-ups and learn the strengths and weaknesses of each other's character or ship.

4 If this all fails, remember that cheat carts like the Action Replay thrive on the shoot 'em up, giving you massive weapons and invulnerability, etc, etc.

5 Remember that as you glide merrily through the swarms of attackers cutting a path of death with your trusty mega-laser that the designer wants to build up a false sense of security within you – then he unleashes the seven-headed boss of doom, complete with titanium armour and regenerative limbs.

The Top Six



▲► *Desert Strike* and *Doom*. What more do you want? Well?

1 Desert Strike (Mega Drive and MS)

A perfect blend of thinking and killing. Its two sequels are great as well.

2 Thunderhawk (Mega-CD)

The CD finally shows what it can do, fantastic rotating landscape and awesome sound FX.

3 Doom (32X)

Saving humanity single-handedly isn't what it use to be. It's better!



4 The Chaos Engine (Mega Drive)

Two-player steam punk mayhem.

5 Bio Hazard Battle (Mega Drive)

Highly underrated horizontal scroller. Have a read of our tips section... then go out and rent it.

6 Powerstrike II (MS)

The 8-bit can still produce some classics and it's a wonder that there was never a 16-bit version.

Disney's

THE LION KING

RESERVE
YOUR
COPY
NOW



MEGA DRIVE

SEGA

Master System

© DISNEY

HINTS & TIPS

CHEAT OF THE MONTH

SONIC AND KNUCKLES

Rejoice! Rejoice!! Rejoice!!! Residents of **Parkwood, WA**, please chair your neighbour, **David Cox**, around your hilly streets for he has submitted this month's Cheat of the Month. He is a certified legend!!! He wins a 12-issue subscription to Megazone, hand-delivered by a scantily-clad luscious 'lady' with full functioning 'assets'*.

MEGA DRIVE

Here is a great way to become 'Hyper Sonic' in *Sonic and Knuckles*:

Plug *Sonic 3* into *Sonic and Knuckles* and go to a saved *Sonic and Tails* game with all the chaos emeralds and push Start. You'll see Sonic and Tails fly down after defeating the final Robotnik in *Sonic 3*. Quickly run and you'll see Knuckles leaving a secret passage. After he's gone, go into the passage and enter the large ring. You will now be transported to Knuckles' secret room with the master emeralds.

Your chaos emeralds will float into the air and get changed into bigger emeralds. These are the 'super emeralds' – you have to get them back in each of the special stages. Jump into one of the rings and you should now enter a special stage. Collect all the blue spheres and you will receive a super emerald.

* Cunningly disguised as a postperson.



▲ You may stumble across this screen while performing the cheat. We think.

Once you have all the super emeralds, Sonic will be able to turn into 'Hyper' Sonic. Hyper Sonic has invincibility, speed shoes and all the shield power you want. Jump up into the air and press jump again. You'll see the screen flash white, killing every enemy on the screen. You can also do extra-long jumps by jumping, pushing in the direction you wish to go and then pressing jump again.

To become 'Super' Tails:

Go to a game with Tails and complete all the levels up to Zone 13. Get all the super emeralds and you will be able to become 'Super' Tails.

Get over 50 rings and then press jump twice. Tails should transform into Super Tails with speed sneakers and invincibility. Tails should also have four spinning birds flying around him that kill the badniks on impact. Coo-el.

DYNAMITE HEADDY

MEGA DRIVE

Here is a great level select. When the title screen appears press Start once. Leave the cursor at 'Start Game' and then enter the code: C, A, Left, Right, B. You should hear a sound to confirm that you have done it correctly. Now press Start and you should access a stage select. Now choose your level and off you go.



SUPER HANG ON

MEGA DRIVE

For extra ultra speed press button C and button B together when you're at maximum speed. Thanks to Aaron of QLD.

GAIARES

MEGA DRIVE

For a great invincibility mode, start the game and then press Start to pause the game. Press Left, button A and button C together. Unpause the game and your character should be invincible. Thanks go to Craig Hensley, Ulverstone, TAS, for this and the Dynamite Headdy cheat.



SONIC 2

MEGA DRIVE

If you are having problems with *Sonic 2* using *Sonic and Knuckles* then this cheat, courtesy of **Richard Brown of Elanora Heights, NSW**, is for you. Clip *Sonic 2* into the *Sonic and Knuckles* cart and go to Chemical Plant Zone acts one and two. Using Knuckles, scale every wall you can find and you will nearly always find an extra life.



DRACULA UNLEASHED

MEGA DRIVE

We receive heaps of letters about this game, so we decided to print the whole walkthrough for this vampire nightmare. Gratitude platter: **Diane Abel of Somerset, TAS**.

DAY ONE:

- Anniset's House
- Telegram Janos
- Holmswood's Home
- Hades Club
- Newsstand
- Saucy Jack's Pub
- Harker's Home
- Bookstore
- Asylum
- Holmswood's Home
- Harker's Office before 5pm
- Anniset's Home with necklace in hand
- Go home
- Read telegrams
- Go to bed

DAY TWO:

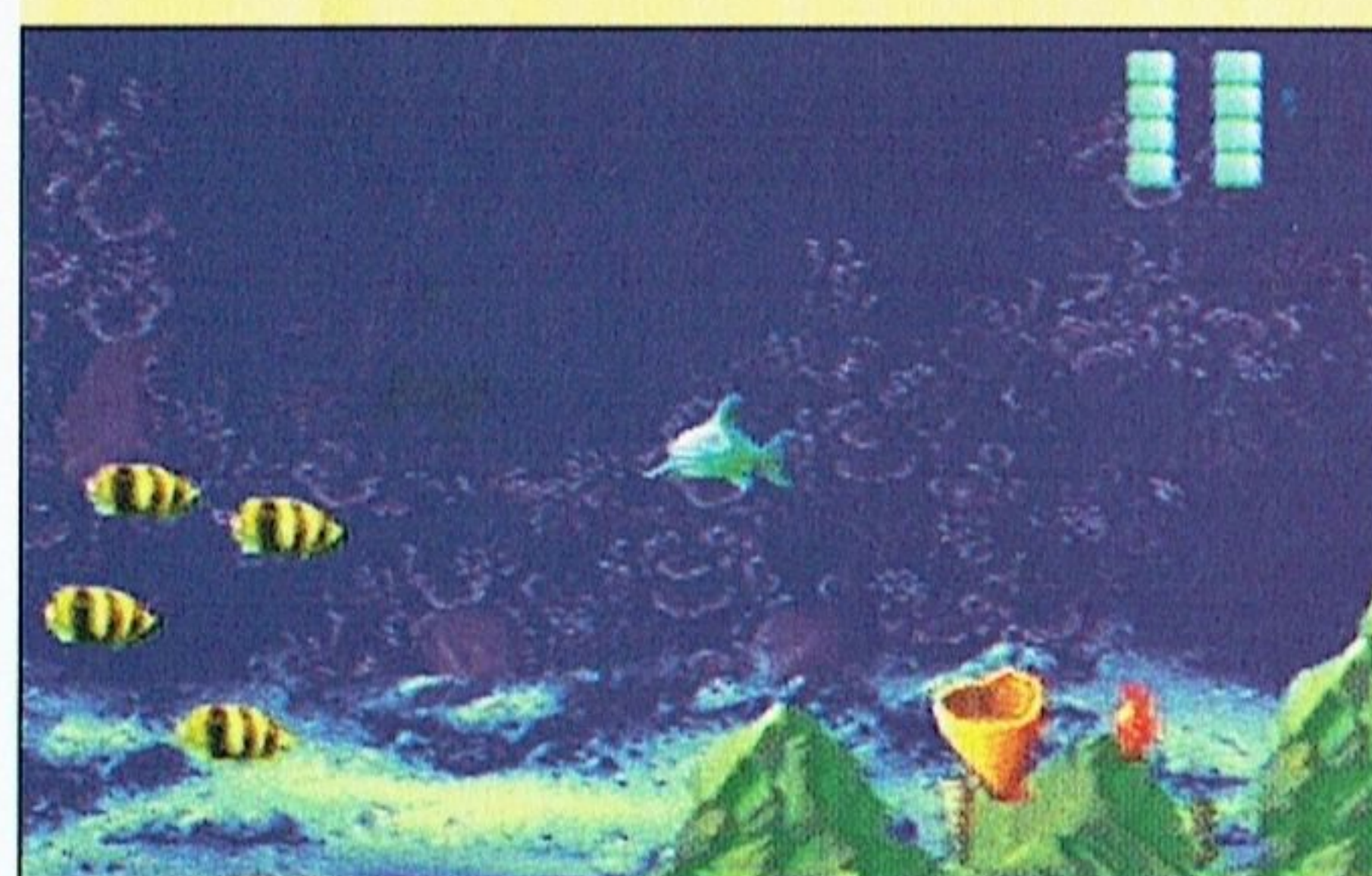
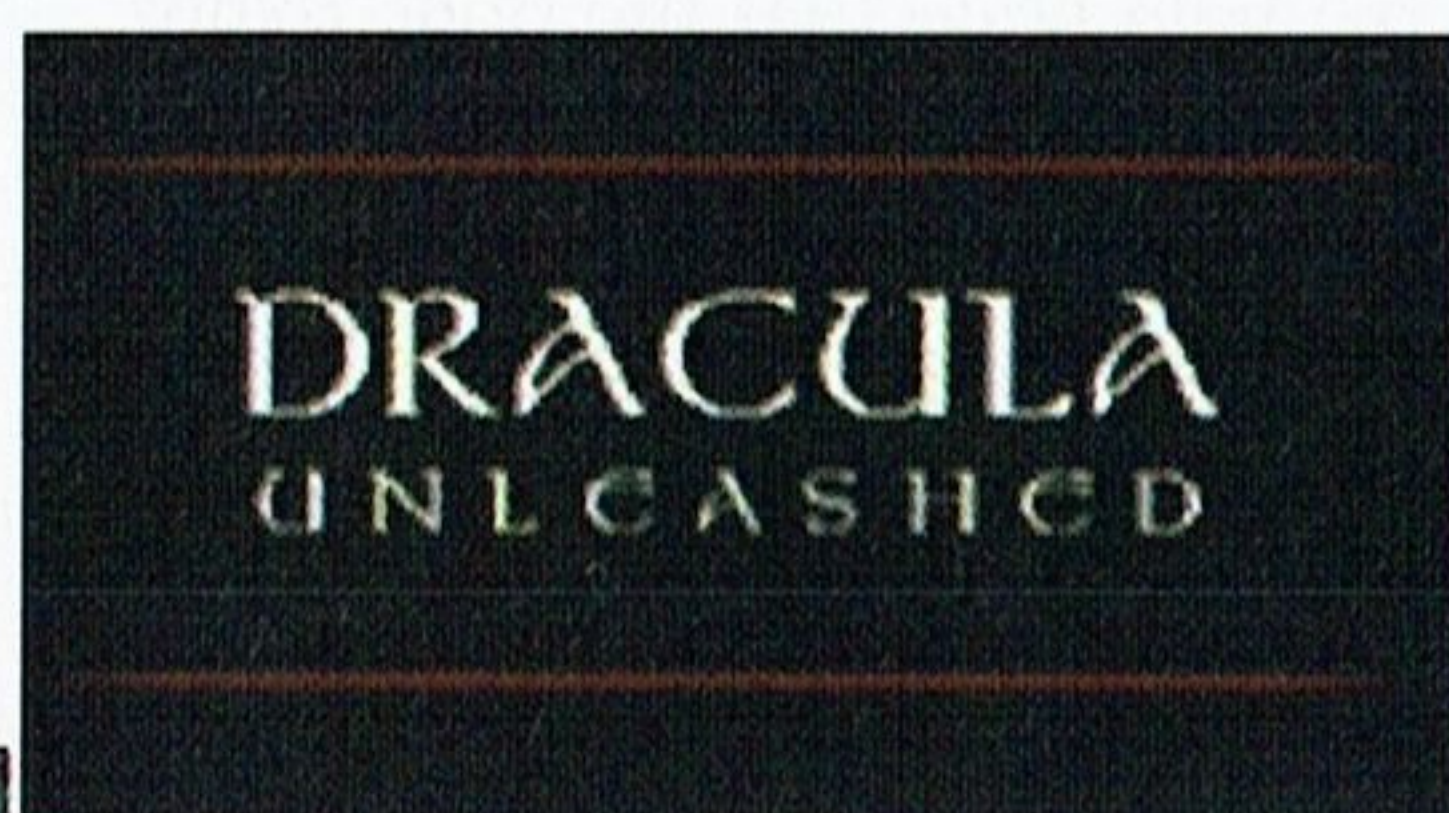
- Harker's Home at 7am
- Asylum to see doctor after 9am
- Telegram Van Helsing and Janos
- Harker's Office
- Hades Club
- Bookstore
- University (coin in hand)
- University (cloth in hand)
- Harker's Home (knife in hand)
- Anniset's Home
- Hades Club (letter in hand)
- Bookstore (key in hand) before 12am
- Go home and read telegrams
- Make Journal Entry
- Go to bed

DAY THREE:

- Newsstand at 7am
- Cemetery at 10am
- Asylum (head knocker in hand)
- Telegram Janos
- University (manuscript in hand)
- Holmswood's Home
- Go home and read telegrams
- Harker's Home after 7pm (manuscript in hand)
- Anniset's Home

DAY FOUR:

- Harker's Office
- Mrs Harker's Home
- Go home and read telegrams
- Newsstand
- University
- Asylum
- Cemetery after 12 noon
- Anniset's Home
- Hades Club
- Harker's Office (cylinder in hand)
- Saucy Jack's Pub
- Cemetery at 5pm (steak and mallet in hand)
- Anniset's Home
- Harker's Home (wolfbane in hand)
- Anniset's Home (cross in hand)
- Harker's Home
- Anniset's Home
- Hades Club at 12pm (cross in hand)

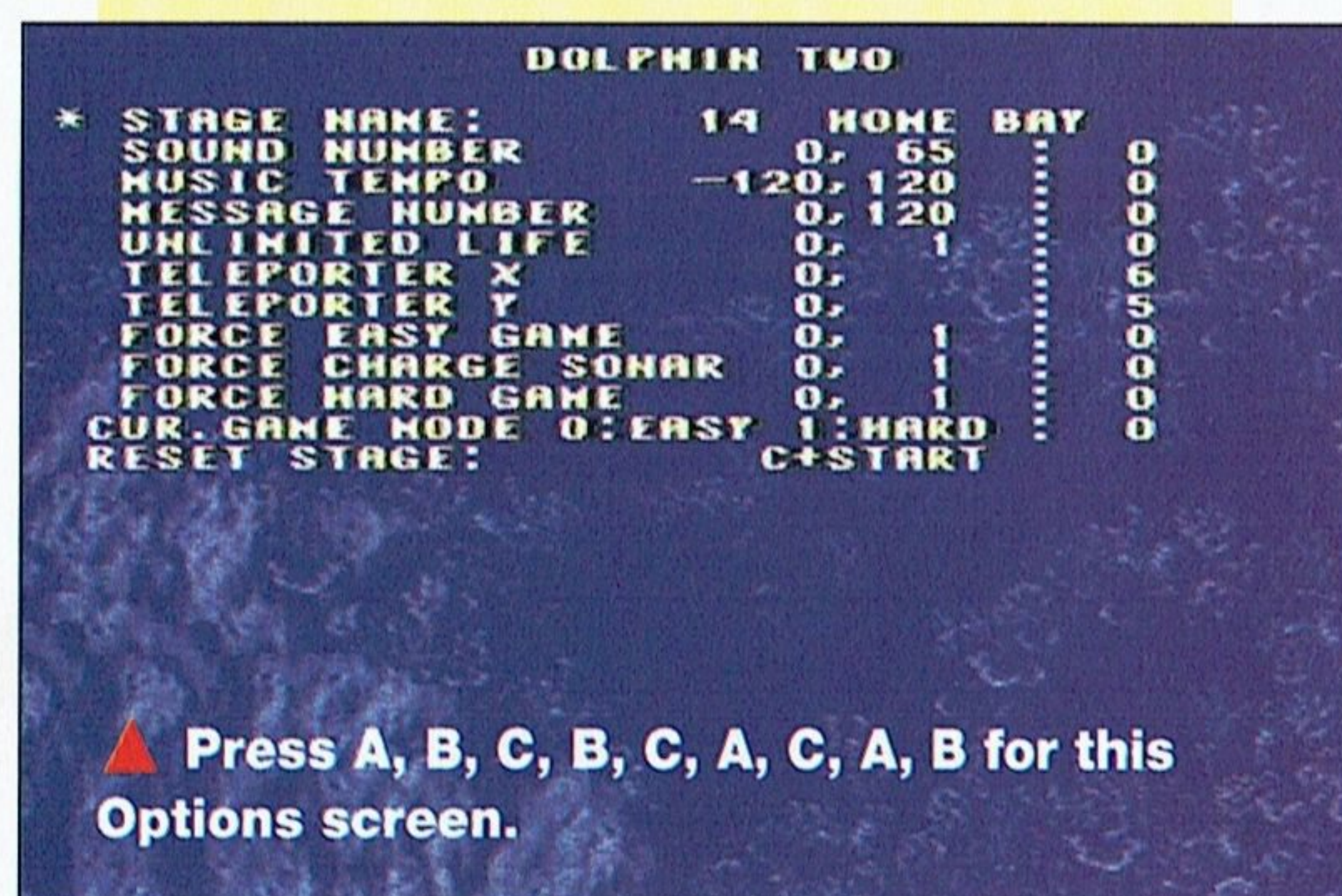


▲ Make Ecco look at you and then pause the game.

ECCO 2: TIDES OF TIME

MEGA DRIVE

Here is a secret debug mode that will help you finish this fished-in adventure. During the game, rotate Ecco so he is facing the screen. Now pause the game and press buttons A, B, C, B, C, A, C, A, B. The debug screen should now appear.



▲ Press A, B, C, B, C, A, C, A, B for this Options screen.

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

MEGA DRIVE

If you keep on getting thrashed in *Tournament Fighters*, try these secret moves courtesy of **Bradley Bradshaw of Jandowae, QLD**. All these moves are used when your life bar is flashing:

Leonardo: Bck, Fwd, Fwd/Dwn, Dwn, Bck/Dwn + button C

Michelangelo: Fwd, Bck, Bck/Dwn, Dwn + button C

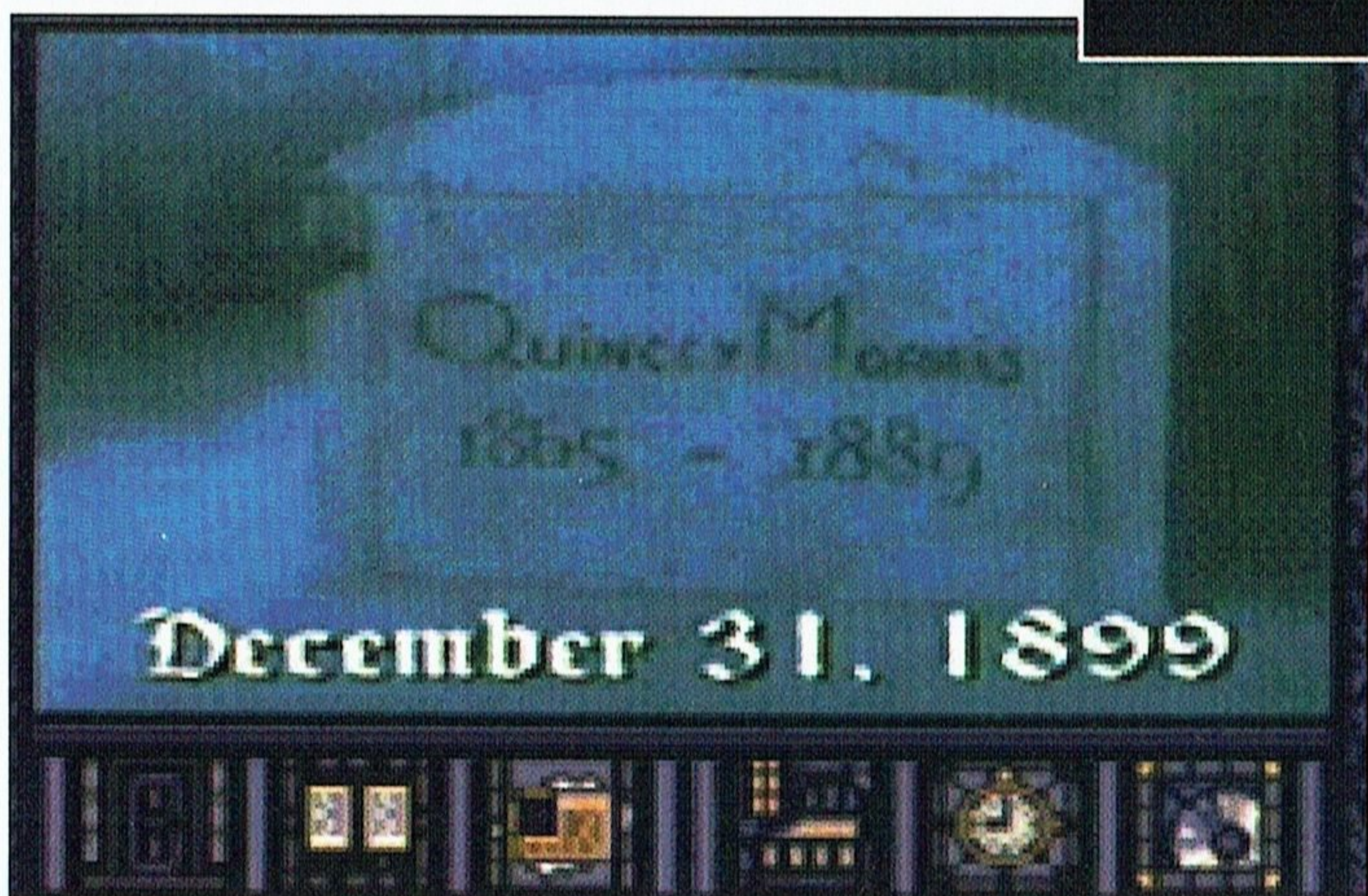
Donatello: Fwd, Bck, Bck/Dwn, Dwn + button C

Raphael: Bck, Fwd, Fwd/Dwn, Dwn, Bck/Dwn + button C

Casey Jones: Fwd, Bck, Fwd + button C (while close to opponent)

Ray Fillet: Bck, Fwd, Fwd/Dwn, Dwn, Dwn/Bck + button C

April O'Neil: Bck, Bck/Dwn, Dwn, Dwn/Fwd, Fwd + button C while close to opponent.





TAZ-MANIA 2

MEGA DRIVE

To access a nifty cheat screen, hold A and B on pad one, and B and C on pad two when the Sega logo appears (press them all simultaneously). When you release all these buttons you should hear a barking sound to confirm that the cheat is on. During the game, pause at any time and press button A. A menu should pop up on your screen giving you access to goodies such as invincibility and a level select.

TAZ-MANIA

MEGA DRIVE

Here is a variation to the Taz-Mania cheat that Agatha gave in the October Megazone issue:

During the title screen hold Down, button A, button B, button C and Start on both joypads.

Now, at any time during the game you can warp to the next level by holding Down, button A, button B, button C and Start on joypad one only.



BART VS THE SPACE MUTANTS

MEGA DRIVE

Here is part two of our walkthrough to the ridiculously difficult *Bart vs the Space Mutants*.

The second level is probably the easiest and shortest in the game. The aim is to collect all the hats possible so keep an eye out for any hats whether in mid-air or on someone's head. Even.

Concrete Pool: Hold down your spray button and go right and jump. This will give you a Super Jump and you should land on the first platform. Perfecting this jump is vital as Super Jumps are also required later on in the game. When you reach the second platform, jump up three times and you should be transported across the rest of the concrete pool section.

Mid-Level Bosses: To defeat these bosses, just knock their hats off and then just hit them on the head a few times.

End of Level Boss: This boss is very difficult and lots of luck is required to defeat her. Start off by dodging the handbags she drops on you and then try to jump on them in the vain hope that the bags might deflect back on to her. Just keep dodging and jumping and hopefully you'll get past her.



AWESOME POSSUM

MEGA DRIVE

Here's a code that will give you access to a secret options menu. At the title screen, press button C, button B and then button C again. Now hold Left and press button B and then button C. You should hear a tone if done correctly. Now press button A to access the secret options menu. You now have access to invincibility, infinite lives and a level select.



ACTION REPLAY CODES

These codes are very special. Almost as special as Winona Ryder dressed in a pretty frock, with a charming smile, on a sunny summer day. But not quite. You'll need an Action Replay cart. You can find out where to get them near you by calling Kaylee Computing on (09) 310 1962. Kaylee is in Perth, so remember they get out of bed later than the rest of the country. But they go to bed later, too. What a treat!

BART'S NIGHTMARE

MEGA DRIVE

FFC67 30001 Infinite energy
FFC80 20005 Unlimited bubblegum
FFC80 70005 Infinite melon seeds

RISKY WOODS

MEGA DRIVE

FF11A5002B Unlimited energy

LEMMINGS

MEGA DRIVE

FFF48 E0013 Infinite builders
FFF48 B0013 Infinite floaters
FFF48 A0013 Infinite climbers
FFF48 C0013 Infinite bombers
FFF48 D0013 Infinite blockers
FFF48 F0013 Infinite miners
FFF48 00013 Infinite diggers

TINY TOONS ADVENTURE

MEGA DRIVE

FFFB0 B0003 Infinite energy
FFFB0 90002 Infinite lives

SUPER MONACO GP

MEGA DRIVE

FFFC2 B00FF Go to 496km/h
FFFC0 B0000 Only one lap in race

STREETS OF RAGE 3

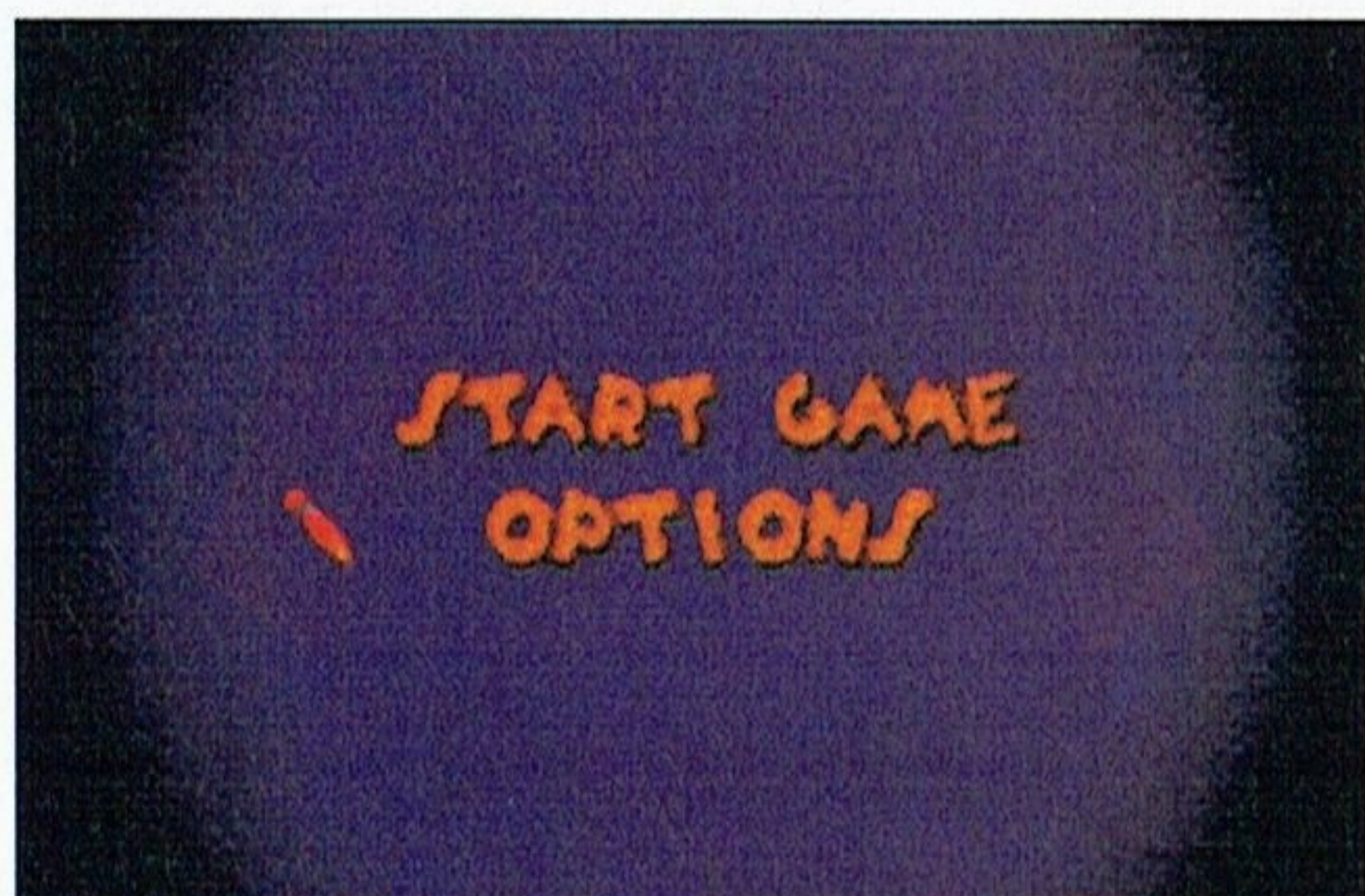
MEGA DRIVE

FFFB0 5000X Level select
FFFB0 3000X Act select
FF88E 20049 Infinite time for level six
FF885 00059 Infinite time for end boss

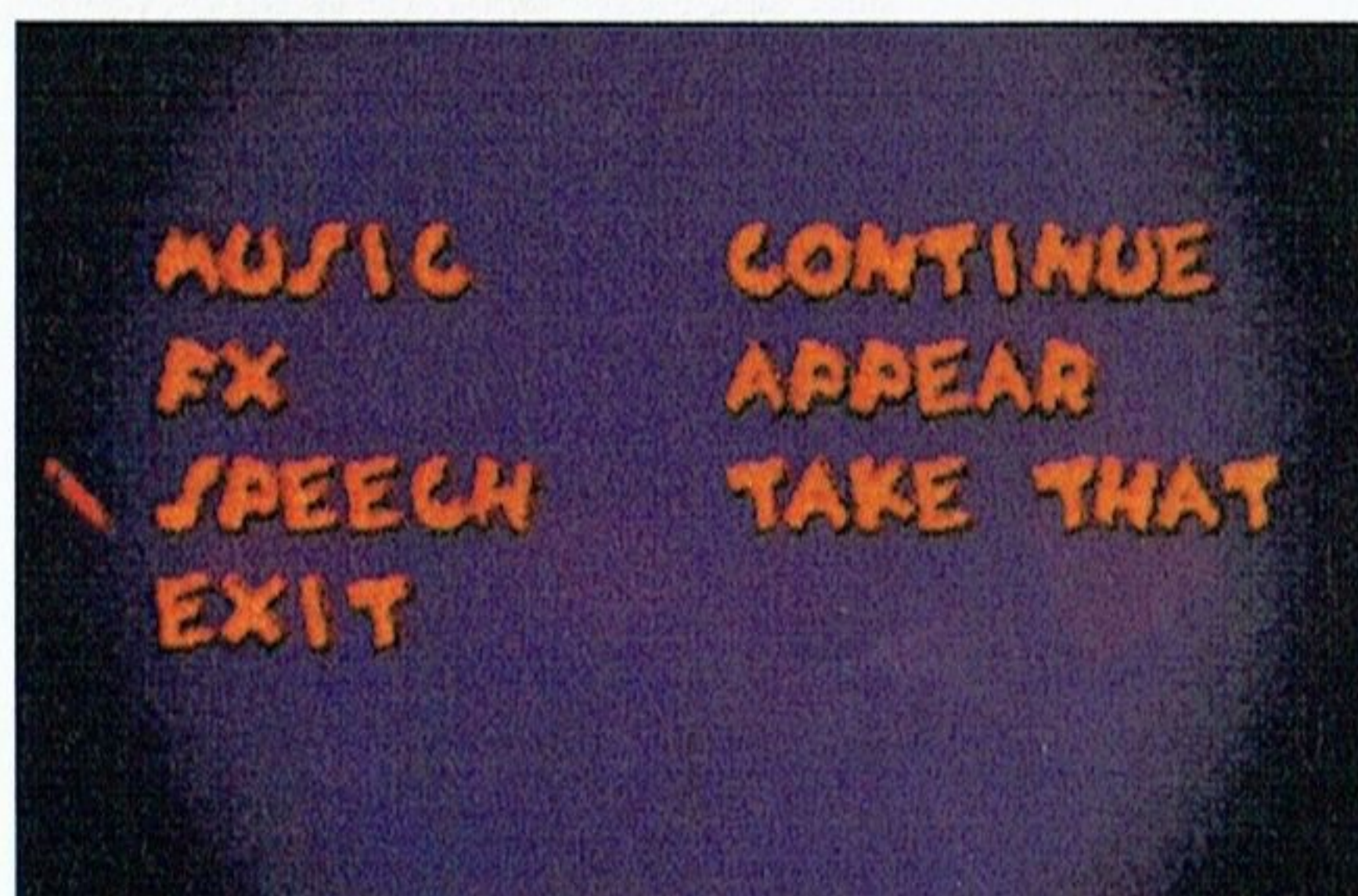
MICKEY MANIA

MEGA-CD

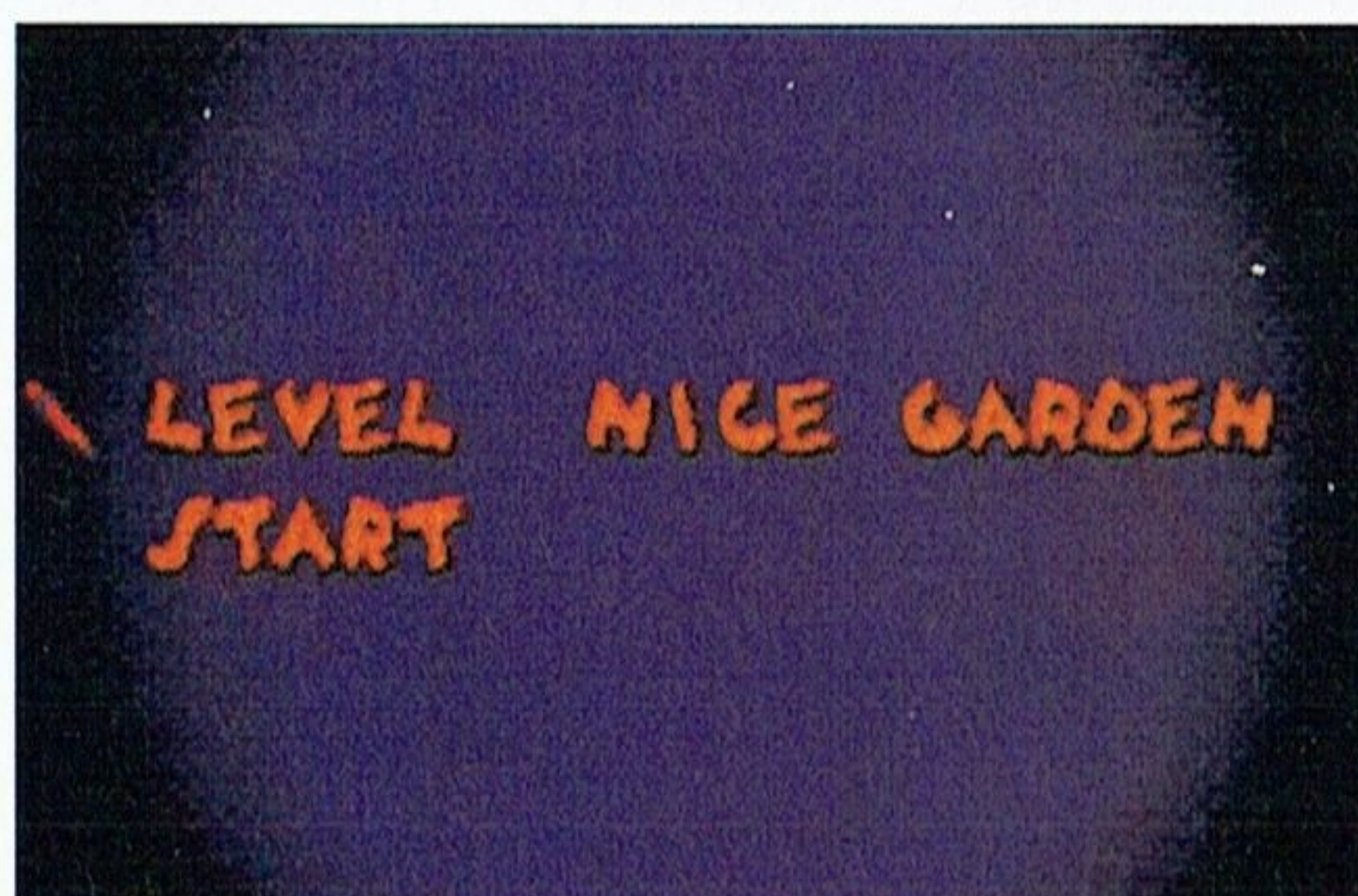
Learn to write, kids. It's a real bonus. If we could have understood what our friend **Fabian** had written he may have won a prize. But we couldn't work out his name or address. So, tough. Let that be a lesson. But he did send in this *Mickey Mania* level select. First, go to the options screen and select the sound test. Now put Music on 'Continue', FX on 'appear', and speech on 'Take That'. Then move your cursor to exit and press Left for around five seconds. You should hear a chime to confirm the cheat is activated. When you exit the sound test, you should be looking at a level select screen.



▲ Enter Options from this screen.



▲ Adjust settings as above, go to Exit and then hold right for five secs.



▲ If done correctly you should be looking at this screen.



NBA LIVE 95

MEGA DRIVE

Here is a great cheat for testing out your player's dunking abilities. When playing the game, go up for a lay-up or dunk and instead of pressing button C, press button C and Start together. Once this is done, you will be able to use the player who was about to score and make him perform anything he's capable of. The rest of the players should be frozen-still, giving you heaps of time to perform your moves. To resume the game, just repeat this process! *Alors!* Thanks to **Cameron Stow-Smith, Kings Langley, NSW.**



SONIC 3

MEGA DRIVE

Here's a great tip for *Sonic 3* (this cheat works with both the individual game and the versh with *Sonic and Knuckles*). At the end of the zone, finish the baddie off at exactly 9.59 on the time and you will receive a Time Bonus of 100,000 points which includes two (count 'em) extra Sonics, Tails or Knuckles. Many thanks to **Rick Vaughan** from somewhere in Australia. Remember your address, guys!

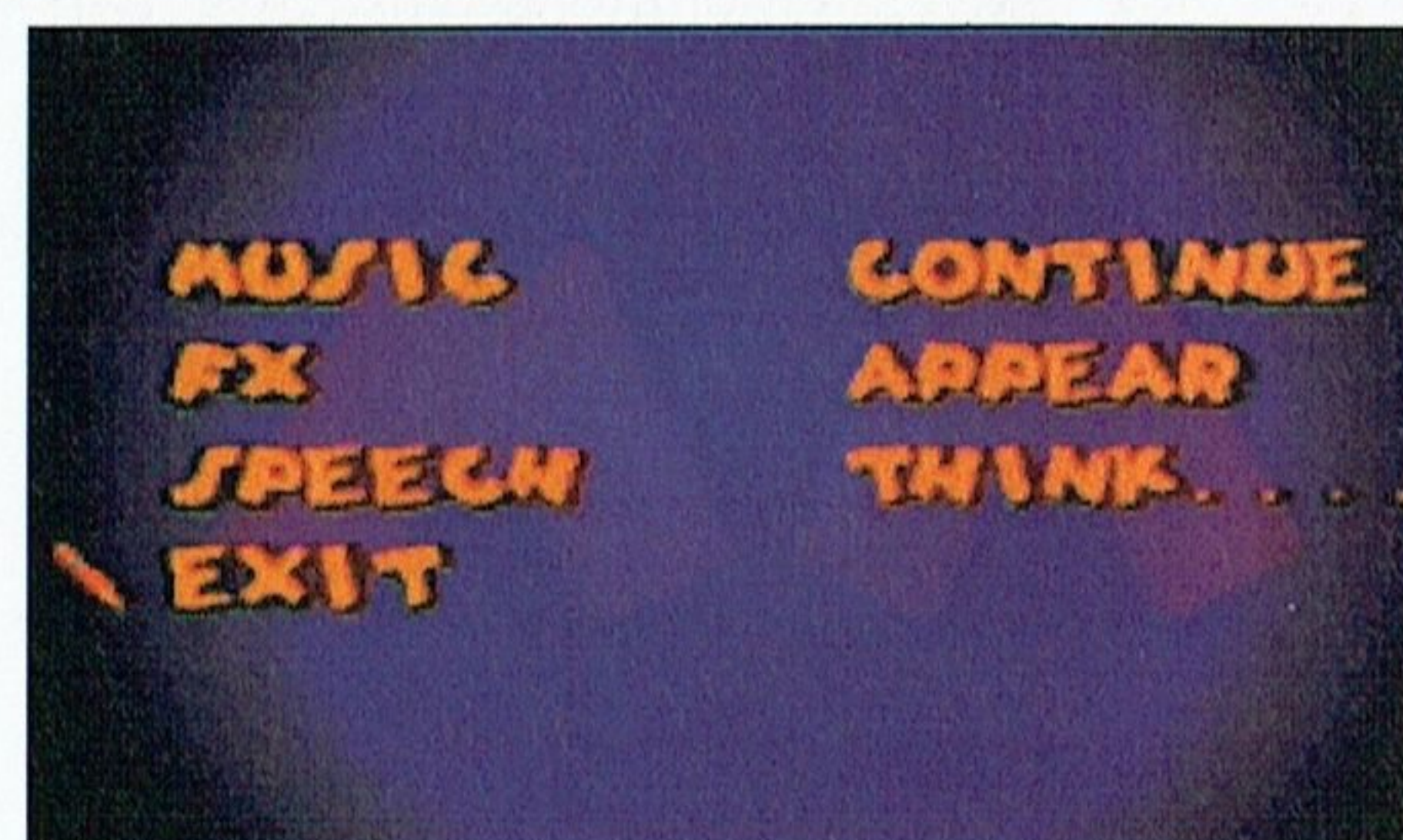
MICKEY MANIA

MEGA DRIVE

Here's the equivalent cheat for the Mega Drive experience. Firstly access the Option screen and enter the sound test. Set the music to 'Continue', FX to 'Appear' and speech to 'Think'. Exit the option menu and then hold Left for around five seconds. You will hear a chime to confirm that the cheat is activated. You should now be looking at a level select.



▲ Go to options



▲ Set the sound options as above and then exit. Hold Left for five seconds and you should have activated the level select.

BECOME MORE ATTRACTIVE TO THE OPPOSITE SEX: SEND US YOUR HINTS AND TIPS

you might **win** a prize!

That's right, team! You too can be a raging sexy success story! Have the 'ladies' (or guys) hanging off your every word! Amaze pals with your new-found popularity! 'Score' big time – every time! How? Well, earn your six seconds of fame by sending us your hints and tips and get your **name** in the **big print**. Then when you spot that tasty morsel sitting across from you on the bus, don't drool! Just whip out your Megazone and flash it in their face. With your name in

it. Then just lie back and wait! Not only that but each 'Cheat Of The Month' winner gets a year's free Megazone. A scoop!

But there are rules:

1. Don't send lame gibberish. Make sure it makes sense.
2. It must be typed or written in your best-ever writing.
3. Label each step clearly.

4. We are really thick. So test it on someone even thicker, like a teacher, or your dad, or wife. If they can understand it put it in an envelope and...
5. Send it to:

HINTS AND TIPS,

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

Dear Agatha...

Feeling a bit... frisky in this summer heat? Burning up on the inside. Hormones running wild? Take up a sport, then. But if you're in a gaming spin, write to me, Agatha – Australia's only Sega agony aunt!

Agatha



MAZED OUT

Dear Agatha,
I've been playing *Wonderboy in Monsterland* on Master System and I'm totally stuck in the dragon's castle. Can you please tell me how to get through this maze.

M Leachy, NSW

The maze you're stuck in has caused many migraines for me too. But, yes, I've worked it out and my life is now a Panadol-free zone. Maybe yours can be too. So pay close attention. Just follow the directions below every time you reach an intersection:

D, D, R, L, D/R, D, R, U, U/L, U, L, D, R/D, D, R, D, D, D.



HERE'S TO ANOTHER ROUND...
OF ASK AGATHA.

WATER WORKS

Hey, Agatha,
How on Earth do I pass the final boss in *Ecco the Dolphin*? I have tried sooo many times and have never even come close. Thanks kindly from a big fan.

Anjelica, VIC

Hey, sister! The best way I found to fry this seafood platter is to continually shake your television while kicking your Mega Drive repeatedly. Stuffs up your TV, though. My mum freaked, totally. As an alternative, try whirling your joypad in the air and cooking your game cartridge in a microwave oven. The plastic torches the oven – a terrible mess – but if you dob in a younger sibling, it's unreal. My brother sulked for days after he was made to clean it up.

If the above doesn't work, try staying away from the the creature's eyes and concentrate on its mouth. Blast them out with your song and when they're both gone attack his mouth. You have to use your Dash attack on his mouth and only attack when the creature has had some jellyfish. After about three hits, the jaw should be destroyed. Lastly, Dash-attack the unprotected skull from underneath and kill the evil alien to release Ecco's pod. Ecco is now the champion and now only ever has to worry about loser drift-net fishermen. Keep gaming, girl!

SIMMER DOWN

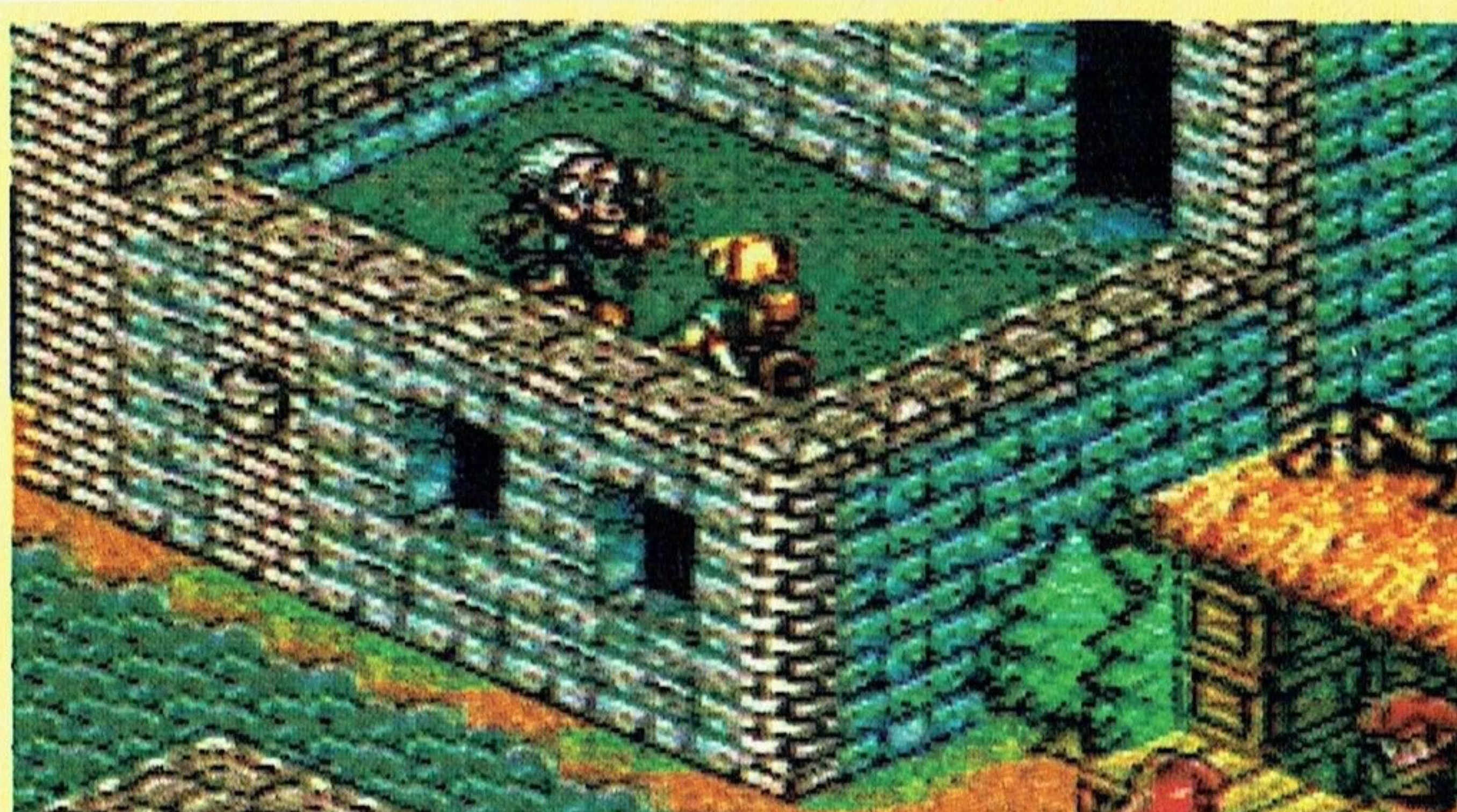
Dear Ag,
I'm playing the awesome game *Jungle Strike* and was wondering if you could please print the passwords to all the levels. Also would you have any cheats on *Final Fight*, CD? Thanks heaps.

Your Sex Slave, TAS

*A sex slave? In Tasmania? Take a cold shower, buster. Get fiddling with your own joypad and keep your sticky paws away from me! For *Jungle Strike*:*

- Campaign 2:** RL6GYKBX6GG
- Campaign 3:** 9V6CR9WNMCZ
- Campaign 4:** XTMDR9WNMCJ
- Campaign 5:** VNPDTL6HDB6
- Campaign 6:** WSDWHFKB7SS
- Campaign 7:** THGR7NS6MCJ
- Campaign 8:** 7GRSD9WT7SS
- Campaign 9:** N4SF3X7NLMS

*For *Final Fight* CD there is a great cheat that offers you auto punch. At the title screen, move to options and go into it. Now highlight the exit selection (like in MKII) and press and hold Right, A, B and the Start button. Now choose a character and you should find that you have repeated punch. This cheat is obviously useless if you have an auto fire joypad.*



FREAK STALKER

Dear Agatha,
I am writing to you for help with *Landstalker*. I am at Mir's Tower but there is a magic barrier that stops me from entering it. Can you please help me?

Aaron, QLD

OK, buddy. Grip this: You need to go to the Mercator crypts to solve those riddles

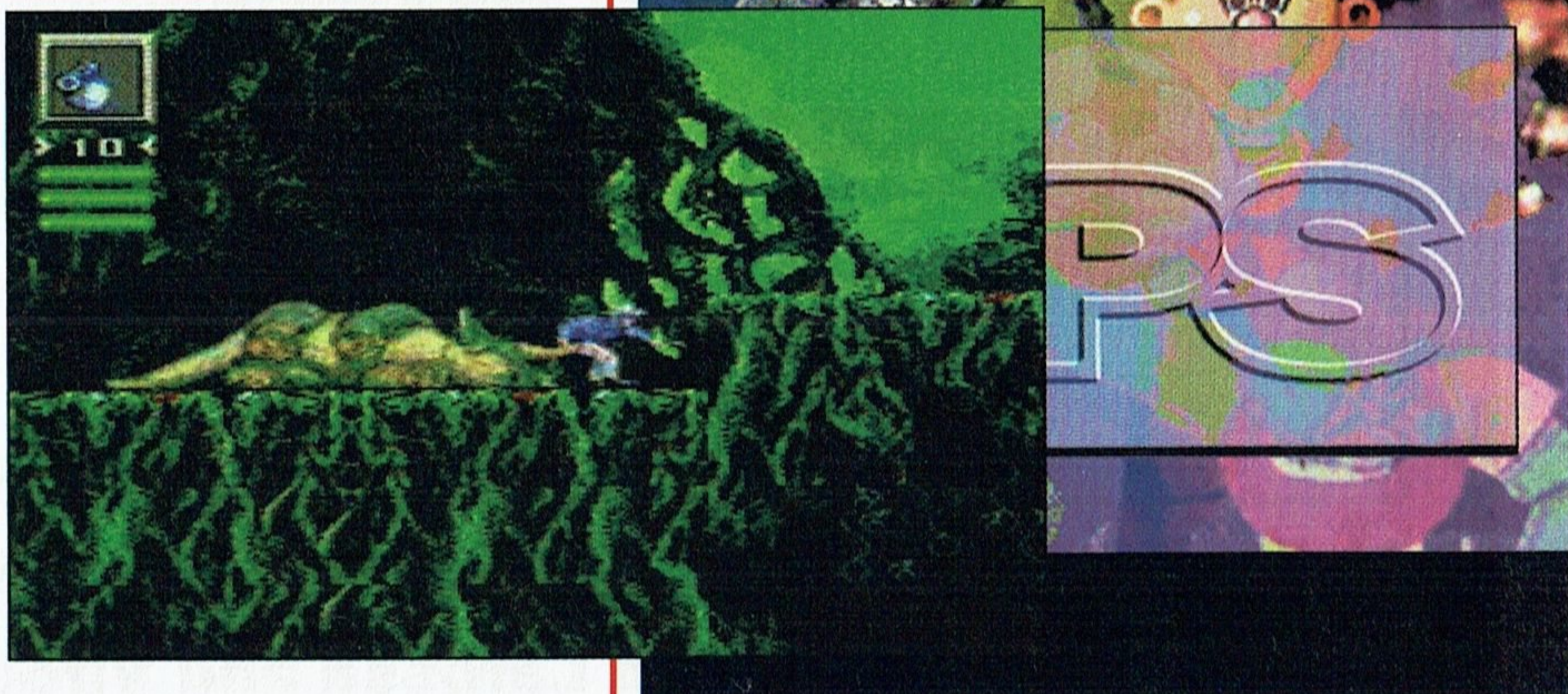
before you enter Mir's Tower. After you complete the final puzzle 'Aside the Shadow', you will get an amulet upon defeating a mummy. This amulet will open the magical barrier into Mir's Tower.

THRILL KILL

Dear Agatha,
I've got *Jurassic Park* on Mega Drive and I cannot kill Dr Grant on the last level. Can you please tell how to kill him? Could you also please print the level select for *Sonic 1*.
Brent Williams, South Morang, VIC.

Got enough requests there, Brent? Well, have ya? In *Jurassic Park*, get your raptor next to the large rock and kick it continuously. After a while the rock should crumble and fall down to crush Dr Grant. Now lunch is served.

As for *Sonic*, wait until Sonic starts waving his finger at you and press Up, Down, Left, Right and then hold button A and then Start. Go get 'em!



BOMBER BUMMER

Oh, Agatha,
Could you, please, tell me the stage select for *Bomber Raid* on the Master System?
Steven, QLD

You are so lucky – I just happen to have this handy. On the title screen, push Up and Left

on your D-pad, button one and two on control pad two, and push button one on control pad one twice. This cheat is very tricky, but persist you'll get it right, and the world will be a tastier place.

THIS IS GETTING PLAIN TEDIOUS

Dear Agatha,
In the game *McDonald's Treasure Land Adventure* on Mega Drive, are there any level selects or any other cheats? Thanks.

Grimmace, Kingsford McDonald's, NSW

Get a life. Here is a cheat for your stupid game. On the title screen press Left, Right, A, B, C on pad one. You will hear a sound and then press Start. You should now be looking at a level select.

Next time, I

BABE (ALITIES)

In the September issue of *Megazone*, you had a *Mortal Kombat* booklet in which you show numerous babalities. The pictures showed a midget with a large face as the baby. I was wondering how to do this.

Pablo Mascia, SA

Doh! The pictures you saw were from a Beta test copy of *Mortal Kombat II*. The picture you see is actually a portrait of one of the programmers and was only a fill-in as the final babalities were not yet programmed. Sorry about the confusion, Pablo.

FATAL FREAK-OUT

Dear Agatha,
I've got a Game Gear and I'm having trouble with *Mortal Kombat*. I can't get Liu Kang's fatality to work. Can you please help me?
Phillip, NSW

To do Liu Kang's fatality hold Start and do a quarter circle from Down towards opponent. This is slightly tricky but shouldn't take long to master.

ANIMAL QUACKERS

Dear Agatha,
I've got *Quackshot* and I want to know what to do when the roof starts collapsing in Egypt. Thanks.
Nicholas, NSW

To stop the roof falling in on you, you must step on the tiles in the following sequence: Sun, Moon and Star. Used in reverse order, you can use your plunger to help you get over the wall.



TOE-JAMMED

Dear Agatha,
Could you please tell me where the pieces are for the space ship in each level for *Toe Jam and Earl*? Thanks.
Paul Burton, Sutherland, NSW

Um, OK. The pieces you're looking for are scattered throughout the game:

Level 2: Look in the middle, bottom-left of the world.

Level 6: Look in the middle, bottom-right of the world.

Level 10: Look in the upper right-middle.

Level 12: Look in the bottom-middle of the world.

Level 15: Look in the far upper-left corner.

Level 17: Look in the upper-right of the world.

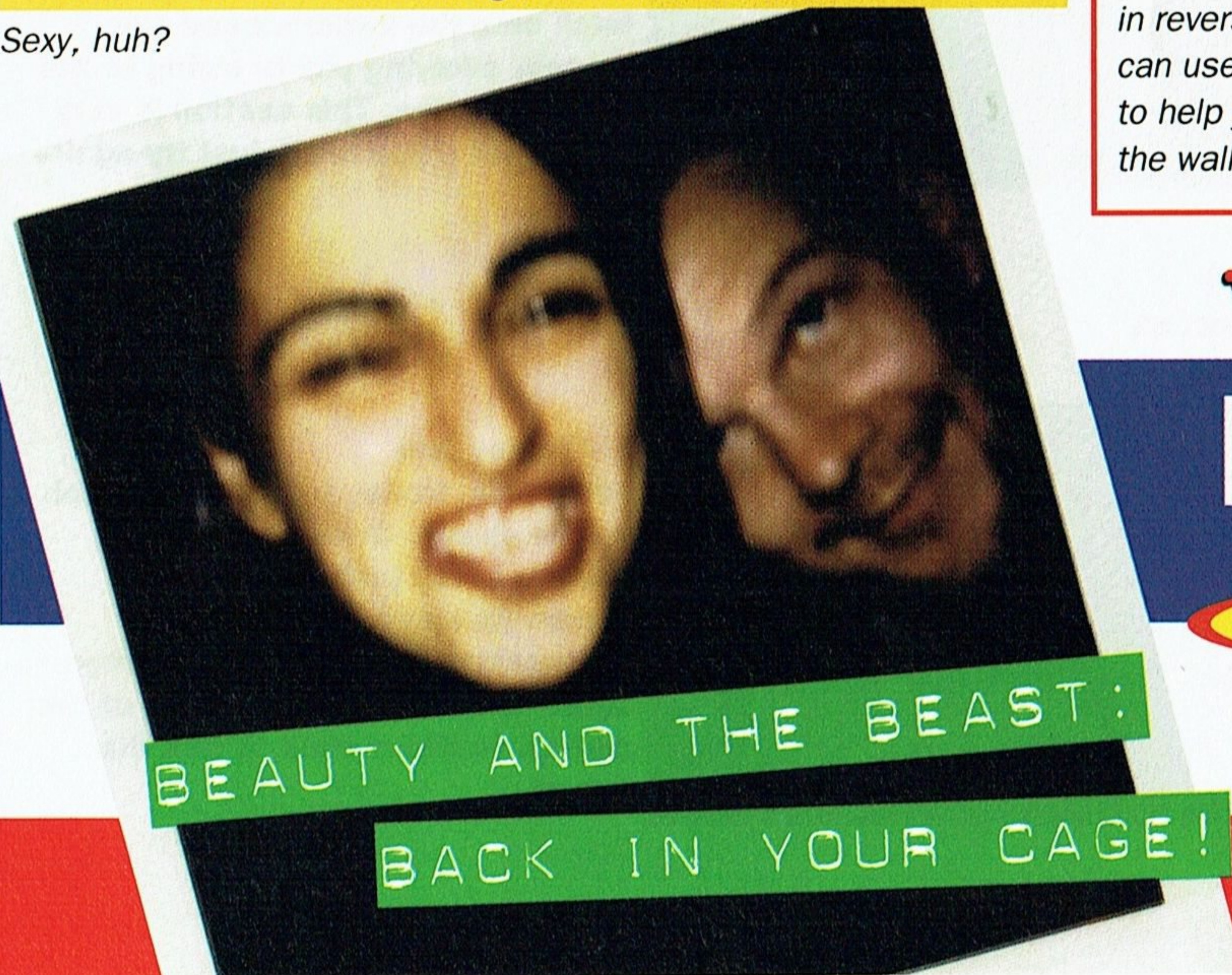
Level 20: Look in the bottom-left.

Level 21: Look in the bottom-right of the world.

Level 23: Look in the upper-middle of the world.

Level 25: Look in the lower-right corner of the world.

Sexy, huh?



Write to Agatha!

Hey, loser! Let Agatha cure your holiday ills with the professional know-how and show-how rub-down that only she can do.

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

Be well aware that Agatha does not endorse the excessive consumption of beer or other spirits (it always ends in trouble).

Earth Worm JIM

They spent too many hours hanging out with a worm, a cow, a big gun and a piece of bungy rope. They lost their minds. They have no life. Their names are Edward Larossa and Virode Imtarnasan.

LEVEL 1: NEW JUNK CITY

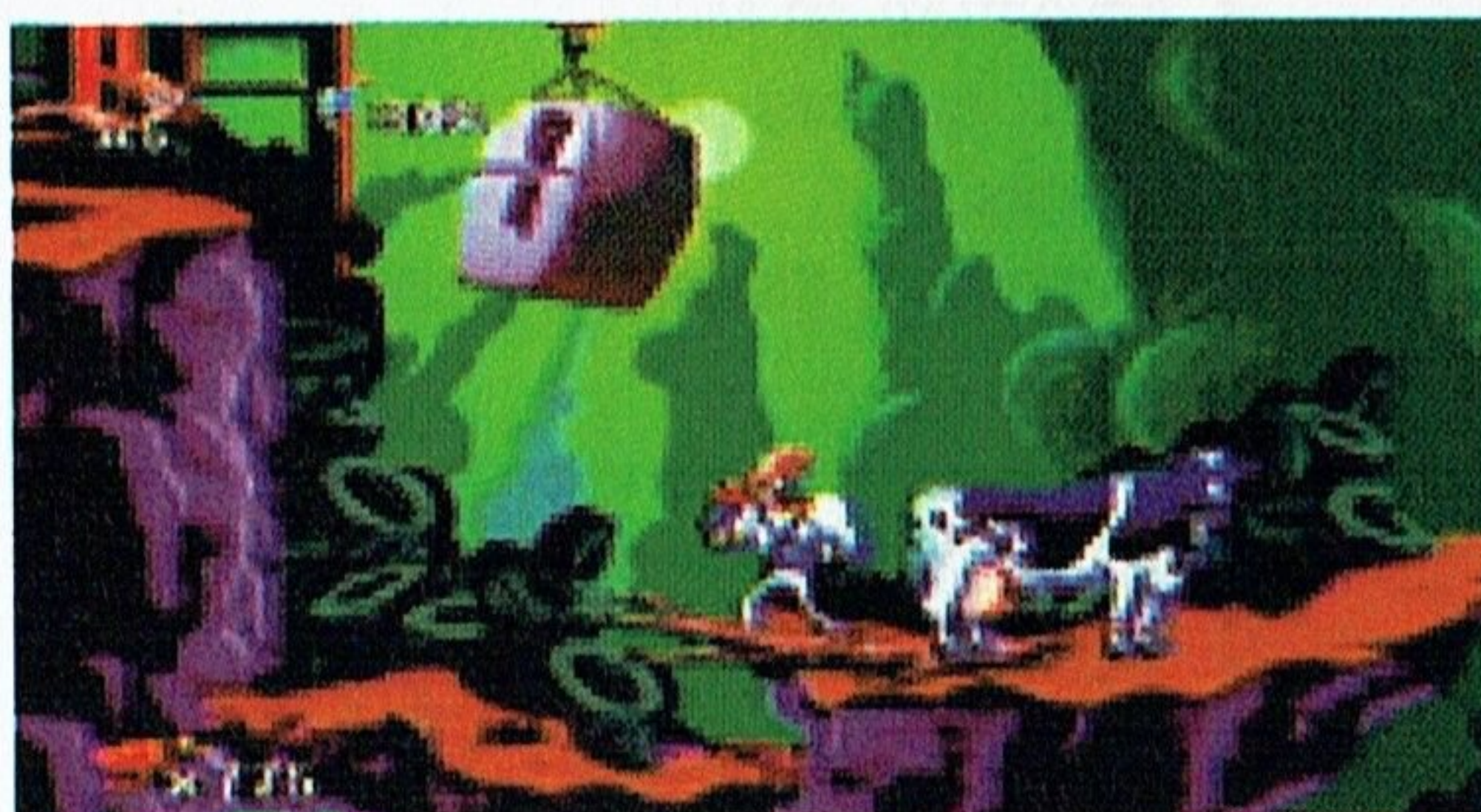
This first level is the best for practising all of Jim's moves, as there are few places in which he can get seriously hurt. Start off by heading right, going across the chain by the kennel and shooting the mutant pooch as you go by. Keep going left until you get to the cow. Launch the cow by either jumping up and whipping the top, or by shooting at it from the ground. Once you've launched the cow, take out the crow and head across the tyres. Press the jump button repeatedly to get some serious height happening on your way to the platforms directly above. Shoot the crow and get onto the flying fox trolley. From here, you have a choice of taking a short cut to the bosses or going the long way to collect more items.

SHORT CUT

Jump onto the first trolley and head down the cable. As you get to the threadbare section, jump and then whip immediately to grab hold of the moose's antlers. You'll then swing onto a chain on the left, above where the kennel is. Head across the chain and onto the platform. Then make your way up, jumping from trolley to trolley until you reach the platform at the top. Go left and you'll come across two more pooches. At the far end, you'll find an ammo power-up and a toilet that will warp you to a hidden section just below the bosses. Once in this section, jump to the right and whip the hook to collect the ammo. Go back to the left and walk straight through the wall. Keep heading left and you'll come to the first extra life. Head all the way up, using the ledges and you'll come face to face with the first boss.

NORMAL ROUTE

At the tyres, go all the way up and over the stack and you'll come across a few bonuses on the other side. Once you collect all these, make your way back up the stack and to the suspended platforms. Shoot the pooch on the top level from underneath to avoid getting hurt. Once at the top, go all the way to the left to collect more energy and then all the way to the right and drop down. Go immediately up the trolleys to get the ammo. Head down to the bottom the go all the right to the conveyor belt. Head up the conveyor and get the continue on the upper right.



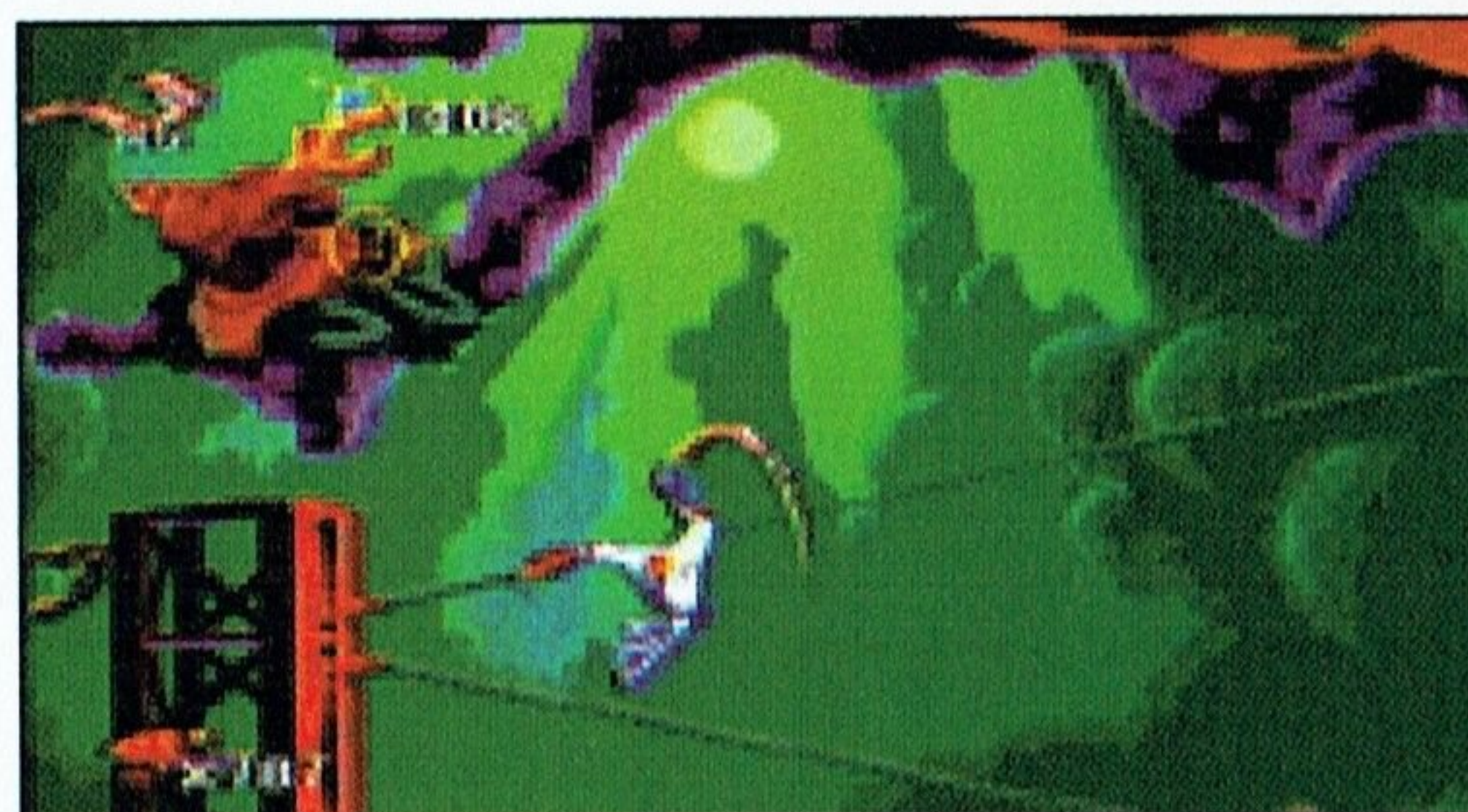
◀ Launching Cow

To launch the cow, whip or shoot the fridge. This may seem a pointless exercise but watch out – she makes a grand reappearance at the end of the game...



◀ Off To The Toilet

While bouncing on the tyres, look out for this ledge near the beginning of the game. Climb up onto this ledge and make your way left. Continue climbing up until you see the flying fox. This is the first step in finding the mysterious hidden toilet warp.



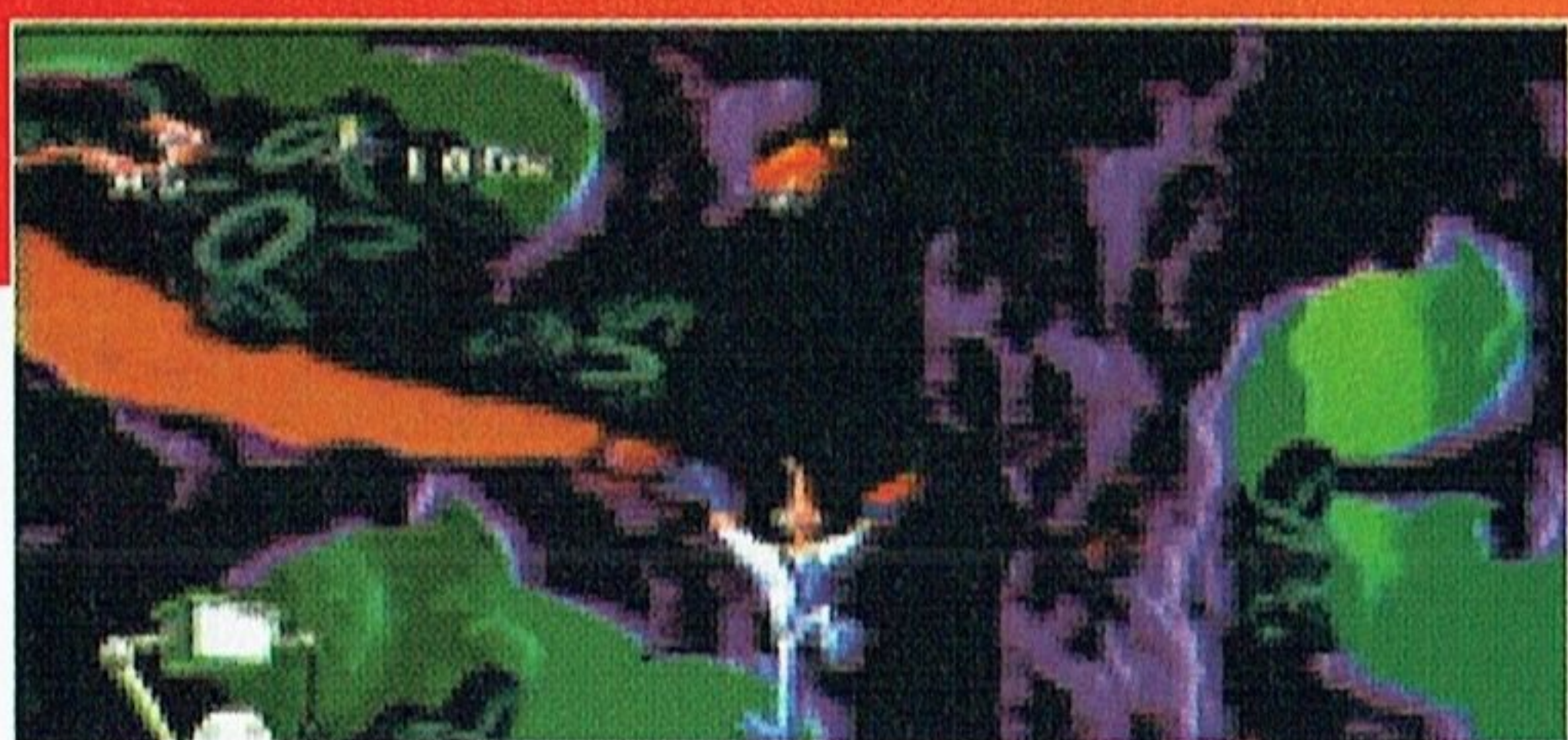
◀ Flying Foxes

When you see the flying fox trolley, jump on it and quickly prepare to jump off. You must jump at the end of the rope and use your whip so as to latch onto the antler's head and thereby allowing you to swing to the opposite ledge. This section is very tricky, but if you miss, just try again.



◀ Trolley Fun

Jump from trolley to trolley to climb up the chasm. Once again, if you happen to fall just move off the screen (to make the trolleys regenerate) and then try the jumps again. Once you reach the top of the chasm, continue right to find the dunny.



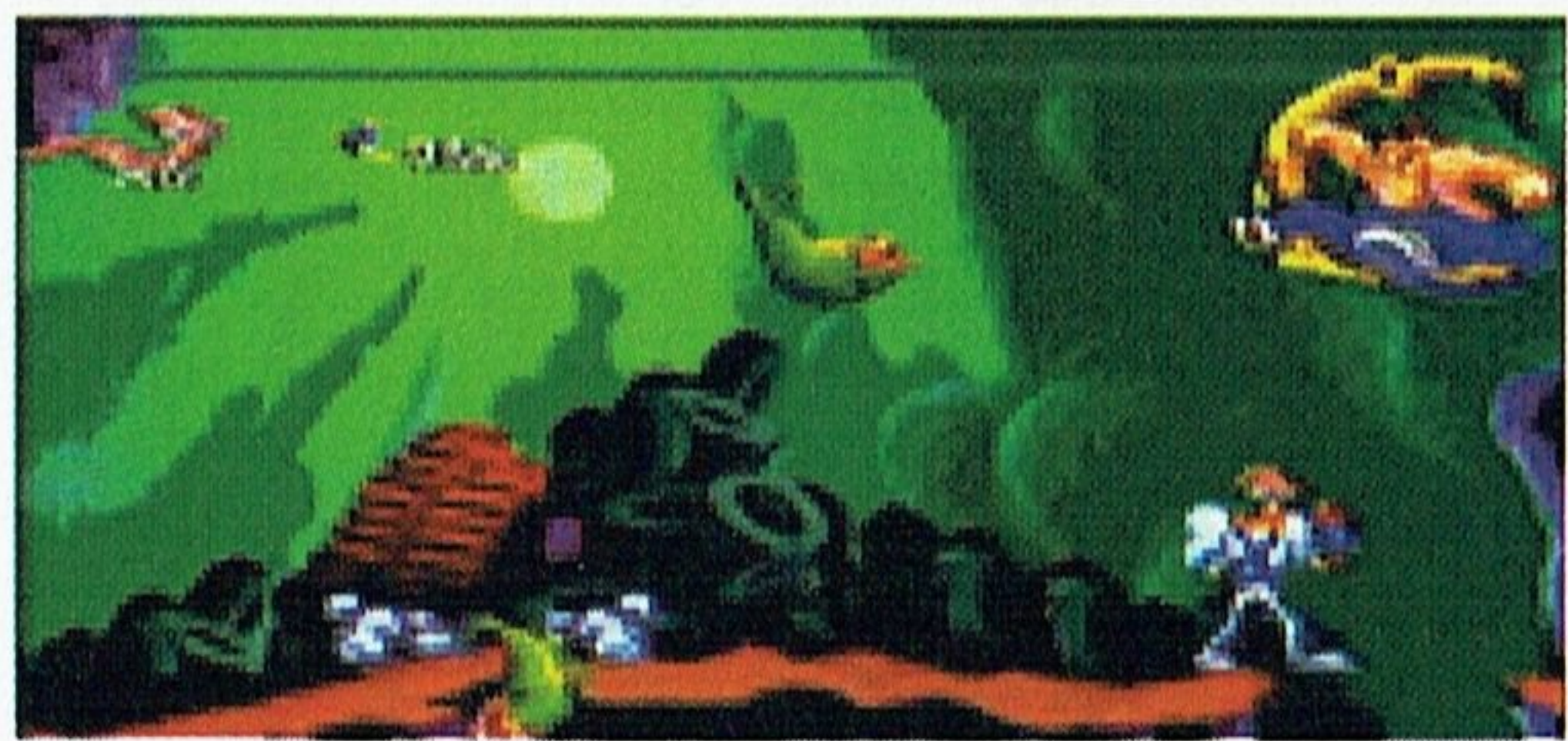
◀ **Toilet Training**
This toilet will warp you to the end-of-level boss. Using this toilet is far easier than using the conventional method as it is far less deadly route and offers more bonus rewards!



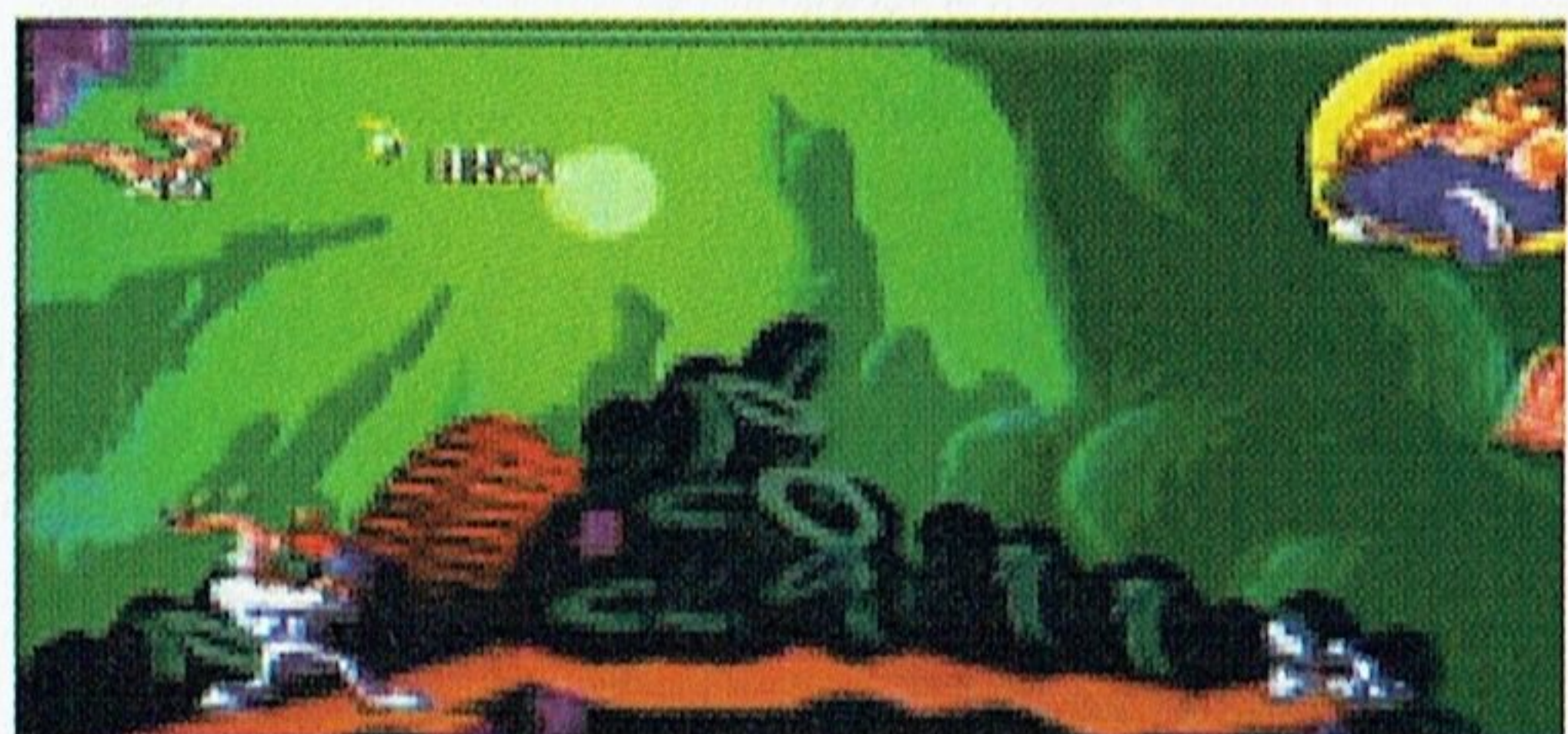
◀ **Power Hungry**
You will emerge in this cave. Collect the power-ups to your right and then walk through the left wall (it's a trick wall) to collect the extra life. Now drop down to face the end of level boss.



◀ **Taking Out The Trash**
To kill the trash man boss just shoot him when he is not moving. This is the only time he is damaged so avoid him at all other times.



◀ **Avoiding Chuck's Fish**
Everytime you manage to hit Chuck, remember to run back to the far right so as to avoid his fish and trombone assault. You'll be safe and should be able to avoid all of Chuck's trash.



◀ **Chucking Chuck**
Avoid everything Chuck throws at you and wait till he drops a crate at you. Now shoot this crate over the cliff and onto the spring. The crate should bounce up and hit Chuck on his fat ass.

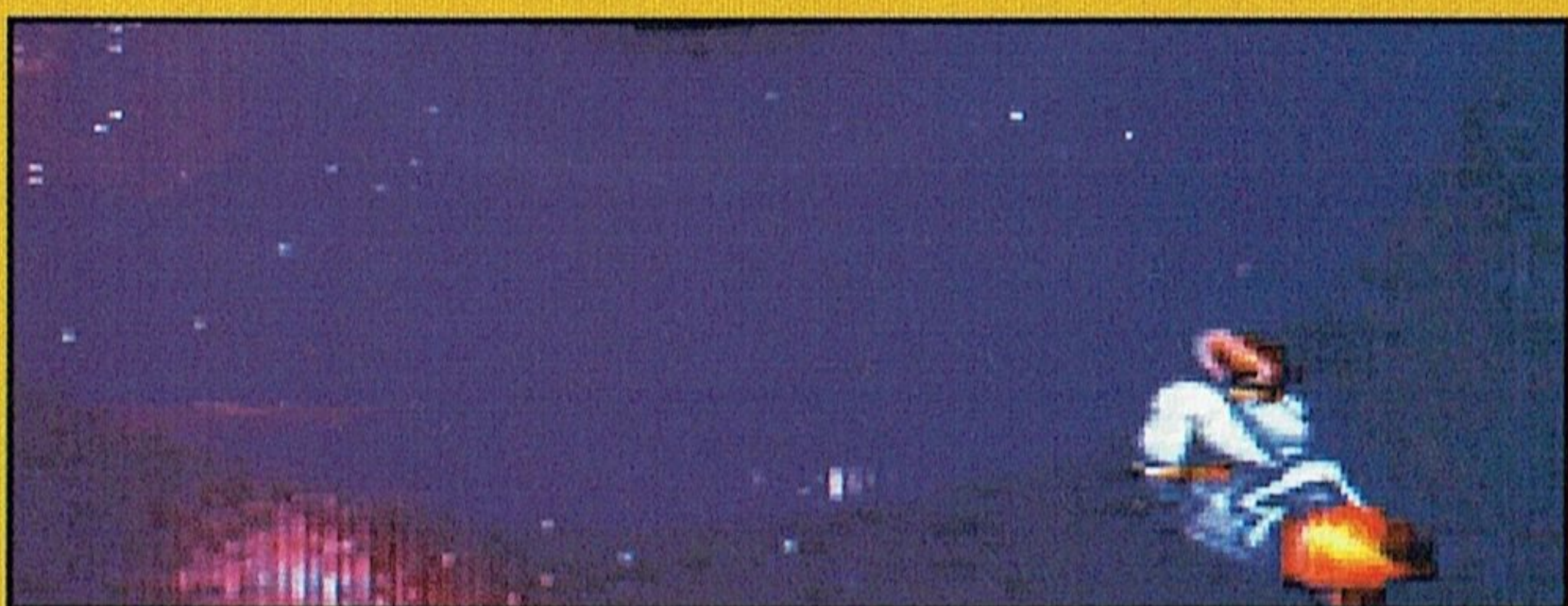
Continue right and climb the ledge on the far side. Jump to the left and whip the hook at the very top, then whip again to get to the other hook and land on the chain above the conveyor. Get the ammo and head back to the platform on the right. Go down, take out the crow, go across the drain then head up again. At the top, take out the pooch and head right. Go down the slide and get the continue at the bottom left. Go all the way right, taking out the crows and pooches as you go across the chain. At the far right, go up the ledge and onto the trolley. Shoot right to move to the left. At the left, go up and roll down the trolley to the right. Jump up and go across the chain to the left then along the other to the right. Just before the rock pillar, jump down, and head all the way back to the continue point. Jump up and whip the antlers to swing into the secret section. Go all the way down and right and at the far end, get the extra life. Move all the way up and you'll come to the first boss.

DUSTBIN BOSS

This boss can do a lot of damage if you're not careful. He has three stages to his attack. The first is when he is standing and stomping. Here, all you have to do is to avoid the junk that falls from the ceiling. The second stage is when he is moving across the ground. When he is moving, jump over him and make sure he doesn't whack you otherwise the cycle starts over again. The third stage is the one in which you can do the most damage. Here he spits the anvils at you and all you have to do is stand and shoot them out of the way. If you have a few mega-blasts handy, use them to get a few hits in before he begins the cycle again.

CHUCK BOSS

Chuck can be easily taken care of if you just remember that the only way to do him any damage is to hit him with a crate. Stand on the far-left of the screen until the crate falls in the centre. Shoot the crate when it lands until it falls onto the spring and shoots up to hit the boss. When he starts to belch the fish, move to the far right of the platform so as not to get hit. Just keep repeating this process to defeat him.



▲ **Andy Asteroids**
In this bonus round try and collect 50 bubbles to get an extra continue. Remember, you can use your shields to go through rocks (Button B).

ANDY ASTEROIDS

This level is one of the best, bonus wise. As you fly along, collect the bubbles and power-ups, while avoiding the asteroids. The glowing blue spheres are shields which you can use to get you out of a tight spot by using Button B. Collect 50 of the light blue bubbles to earn a Continue. Finally, the red spheres give you a much needed turbo-boost to help you get out of a tight spot. If Pyscrow gets too close, just bump him out of the way to slow him down and remember to keep accelerating all the way to the end of the stage. In the later Andy Asteroid challenges, there are more asteroids on screen so the shields are very important and

BONUS STAGE

Pyscrow grabs the boosts as well, so just concentrate on collecting these and dodging the asteroids. Remember to keep an eye on the progress bar.

PSYCROW

Losing the asteroid challenge means facing Pyscrow, which is simple if you just follow these tips. Firstly, avoid the crowbars that he lobs at you, then shoot at him. Once you get him dizzy, hit him with the whip a couple of times. This is the only way to do him any damage. To get rid of him, just repeat this process a number of times.

▶ **Pyscrow**
To defeat Pyscrow, shoot him 'til he is dizzy and then whip him repeatedly.



Earth Worm Jim

LEVEL 2: WHAT THE HECK?

This is a damn weird level, full of cats, demons and fire-breathing snowmen. From the beginning, head right, following the path all the way. Take out all the demons as you go. At the dead end, get the power-ups and head up the ledges to the upper level.

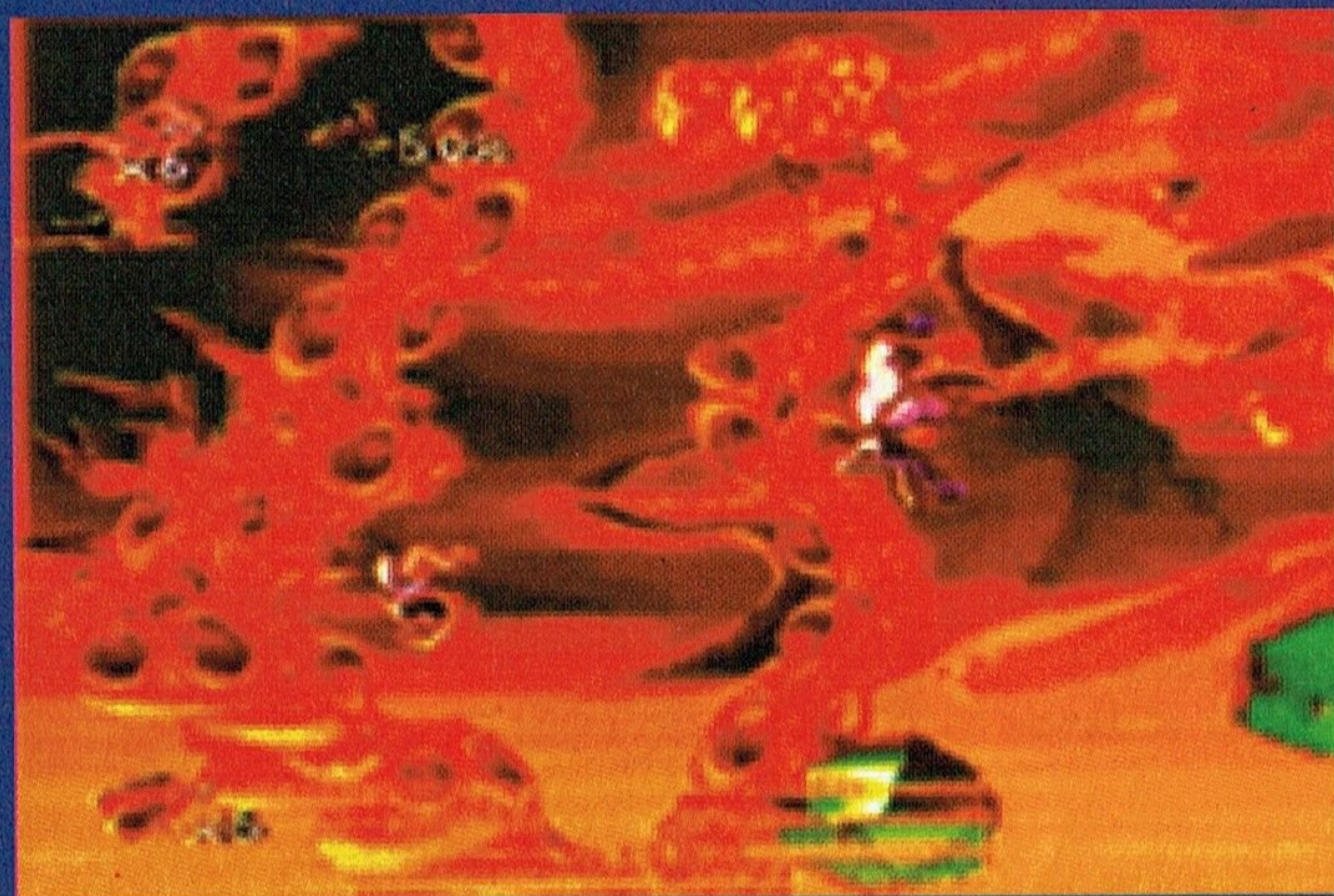
At the horizontal bar, wait for the flame to move across, then jump over. At the end, jump down and go left for more goodies. Run right and keep going, outrunning the flame that spurts out of the vent. At the top of the incline, ignore the demon and keep bolting. After the second turn on the way down, jump over the large gap, and straight away, shoot at the demons. Go up to the top and to the right to the continue point. Jump to the left, whip the hook and swing onto the bar. Drop onto the gem and run in the opposite direction of its spin to make it rise. At the top, go across the bar. Whip the wheel to open the gate, run left to avoid the businessman and and go through the next gate in the same way. Go up to the next gem. Run on it and you'll teleport to the snowman boss.

SNOWMAN BOSS

This boss is very simple to beat. Shooting him is useless. All you have to do is to whip him as soon as he appears to stop him from spitting the fireball. Keep repeating this process and before long, he'll explode and in his place will be a spinning gem. As before, run on the gem to warp to the next section.

WHAT THE HECK: PART TWO

In the next section, run to the left and you'll see the next boss, Evil The Cat, throw a bomb. The blast starts to send stalactites crashing down. Keep moving left and then make your way all the way up the ledges, whipping the hooks on the higher levels to get to the top. At the top, you'll see a bar with goodies on both sides. Go to the left corner, jump right and whip at the hook that is just above the bar. Jim will swing across and collect all the goodies. Go right and drop all the way down the gap. Jump on the gems to the right and go for a ride up the next gap. When the flames appear, jump to the other gem to avoid getting hit. At the very top, jump on the left-hand gem and jump left again to get the extra life. Go back up the gems and this time go right onto the platform and go all the way to the first gap. Drop down the gap to the continue and then go back up. Head across the next series of gaps until you get to the businessman and the gate. The easiest



▲ Extra Life

Halfway through the level (just past the first businessman to the north) you should come across these two gems. Jump on the left gem and this should allow you to jump over the wall to your left and thereby collecting the extra life.

way to get through the gate is to just jump up and get hit on the spikes. While flashing, press right to clear the spikes. Jump up the next ledge and then start heading left across the hooks. This next section requires some careful timing. Once all the way to the left, go up and then head along the suspended platforms, being wary of the demons. If you need more energy, drop down the edges of the platform and immediately press up to climb back up again. Once over at the far right. Jump on the gem and you'll warp to your meeting with Evil The Cat.

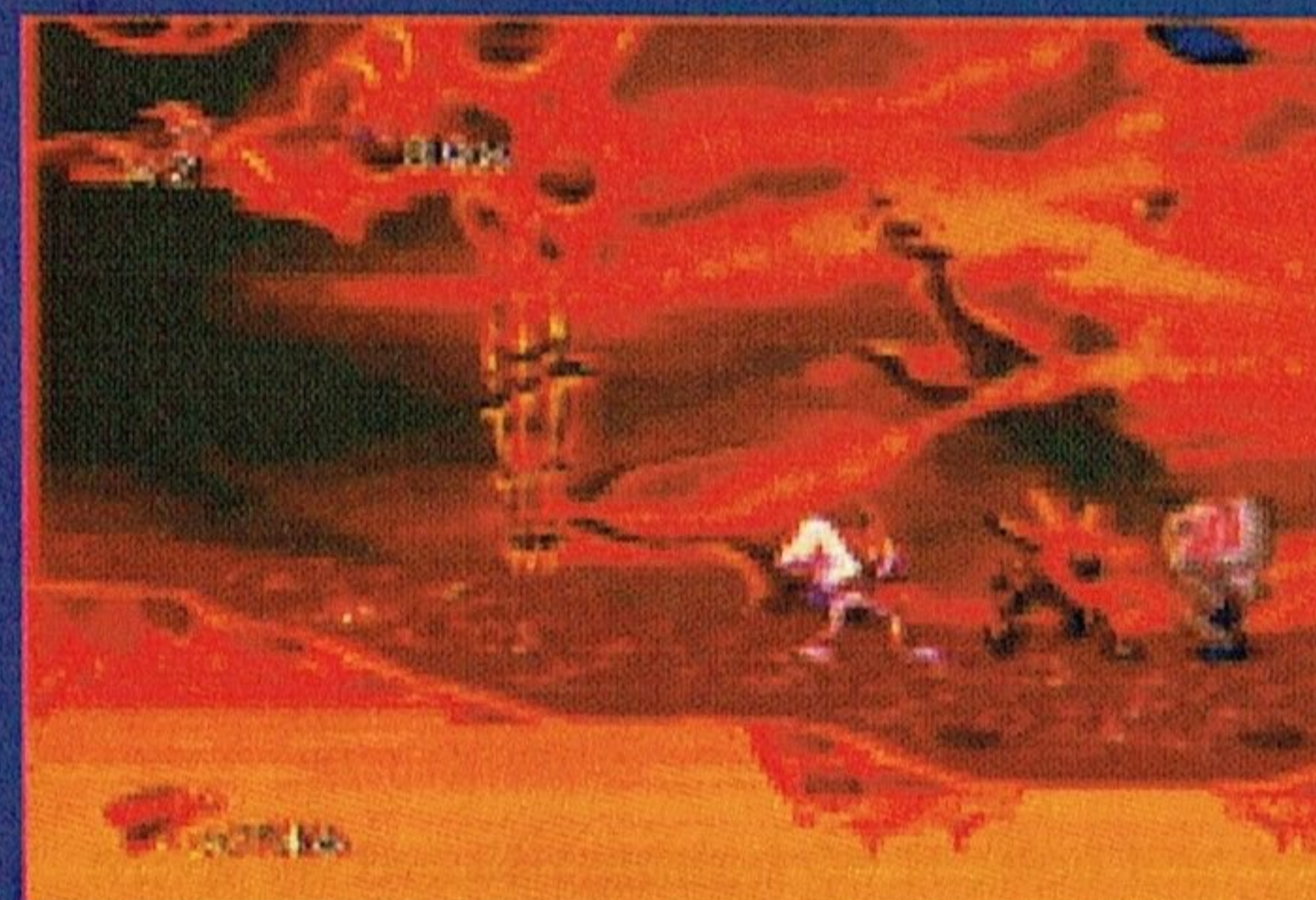
► Bonuses Galore

When you start this level follow the map north 'til you get to this fiery bar. To collect the bonuses above the bar, move to the upper left corner and look out for the small notches above the rope. Now jump to the right and use your rope to latch onto these notches. If successful you should swing across, collecting all the bonuses in the process.



► Snowman Boss

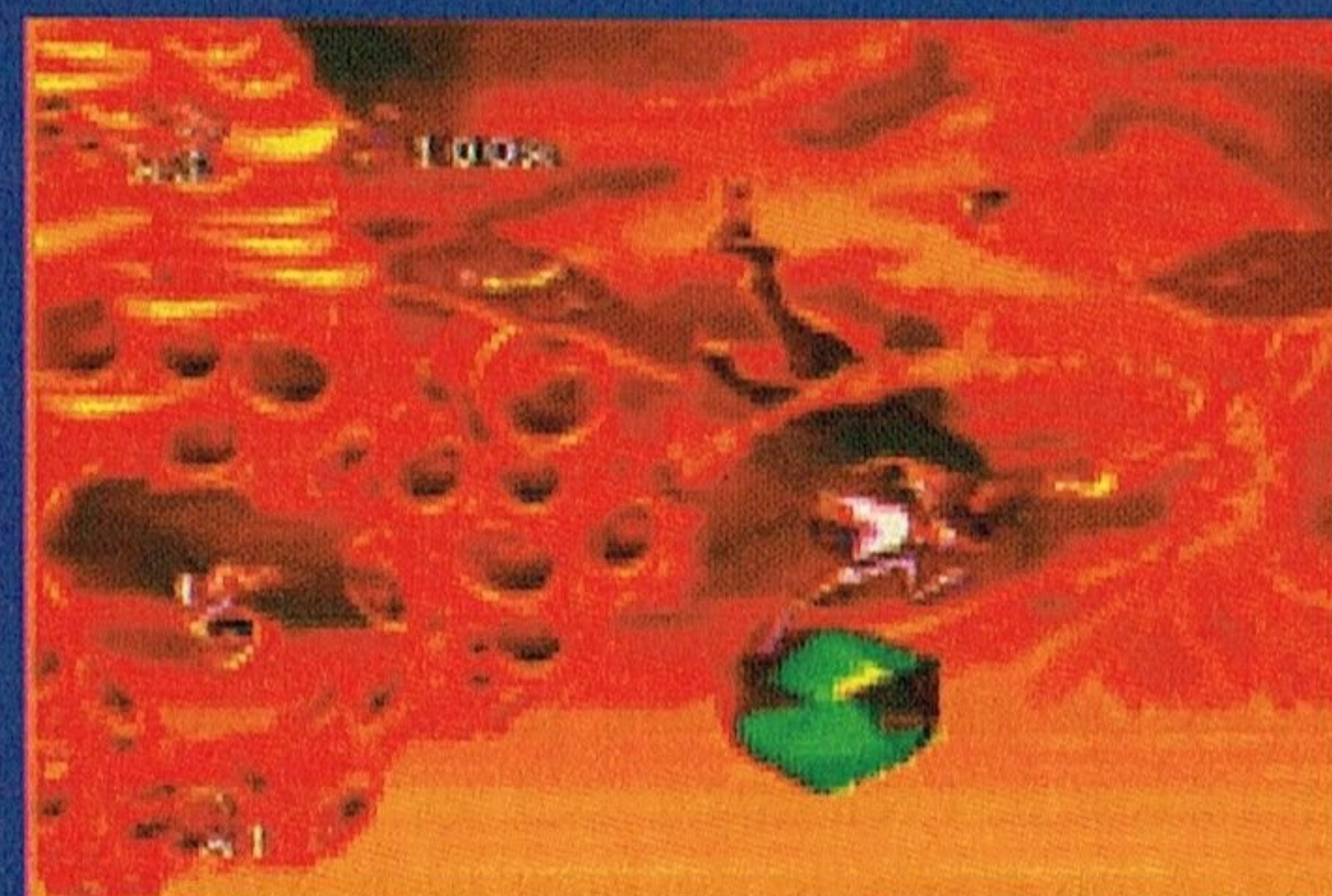
To defeat this boss, watch for where he comes up and then quickly whip him. Repeat this process and he should be destroyed in no time.



◀ Wheel Deal
To open the gate, whip this wheel repeatedly.

► Spinning Gem

When you see this revolving gem just jump on it and start running in the opposite direction to the gem's spin. If done correctly the gem should float upwards providing access new parts of the level.

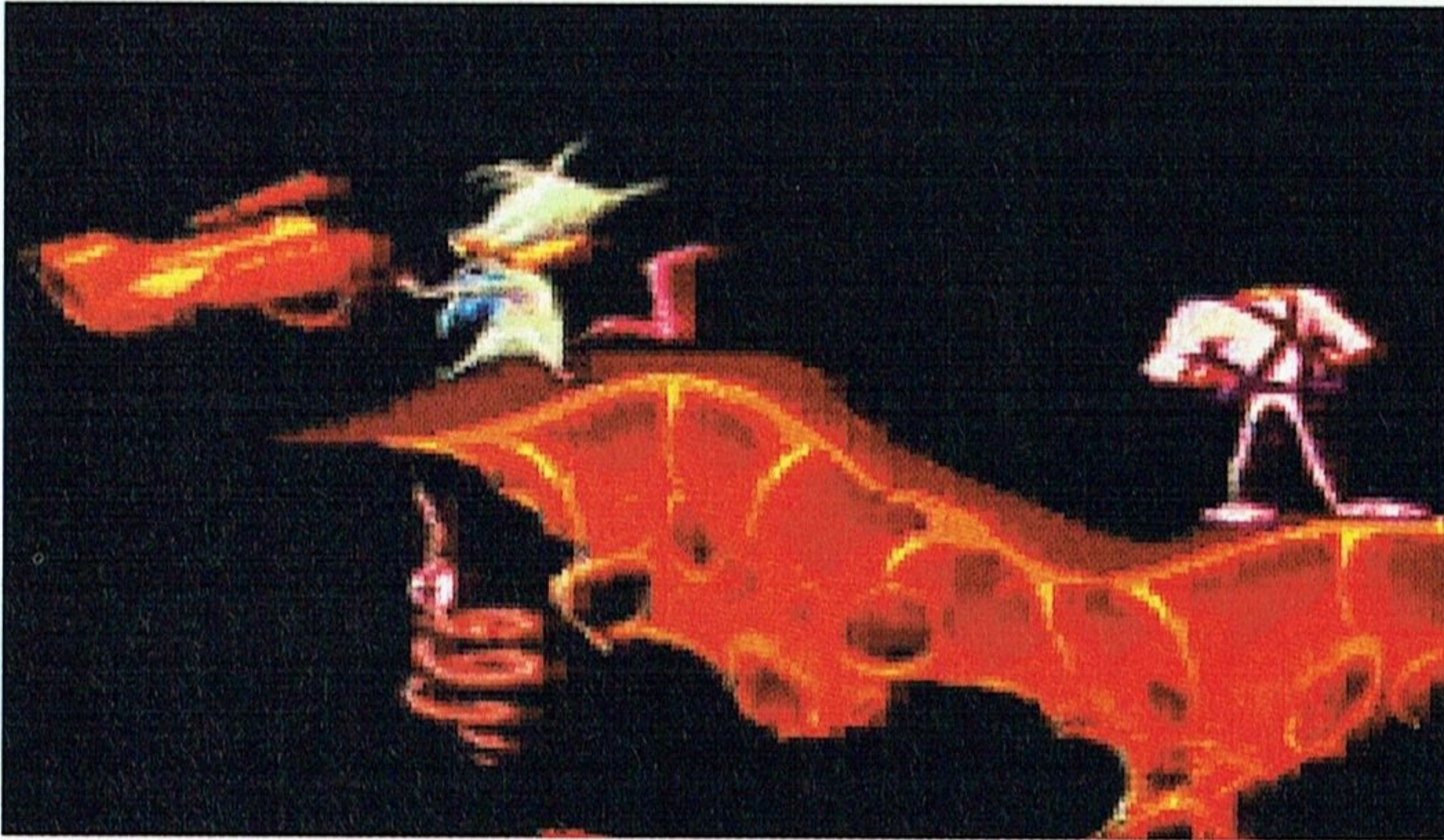


EVIL THE CAT BOSS

This boss comes in two stages. The first part of the battle sees Jim butt-naked outside the suit. Evil The Cat stands on the ledge above, taking pot-shots with an over-sized flame gun. Here, all that you have to do is stand in the middle of the screen and jump over the flames as they travel along the ground. After about seven or eight hits (and a few licks from Evil) the column holding up the

platform will melt and drop the suit down as the cat makes good his escape.

The second section requires quick reflexes. As soon as you see Evil's eyes, shoot at him. Once he's hit, a flame will appear from each side of the screen, which you must jump over. The best strategy is to stand in the middle of the screen. After hitting him nine times, it's off for another round of asteroid dodging.



▲ Evil Part One

You control Jim out of his costume in this section. Evil The Cat will start shooting flames at you so get ready to jump. If timed correctly, the flame should pass under your jump and hit the support wall to your right. Repeat jumping the flames until the right wall has collapsed and you have access to your suit. Jump into the suit and continue right.



▲ Evil Part Two

The second half of Evil's attack is in a room of darkness so beware. Evil appears as a set of eyes above you so shoot him as soon as possible. After you shoot him get ready to jump the flames that collapse in on you from both sides. Time your jumps as well as possible as Evil takes nine hits to kill.

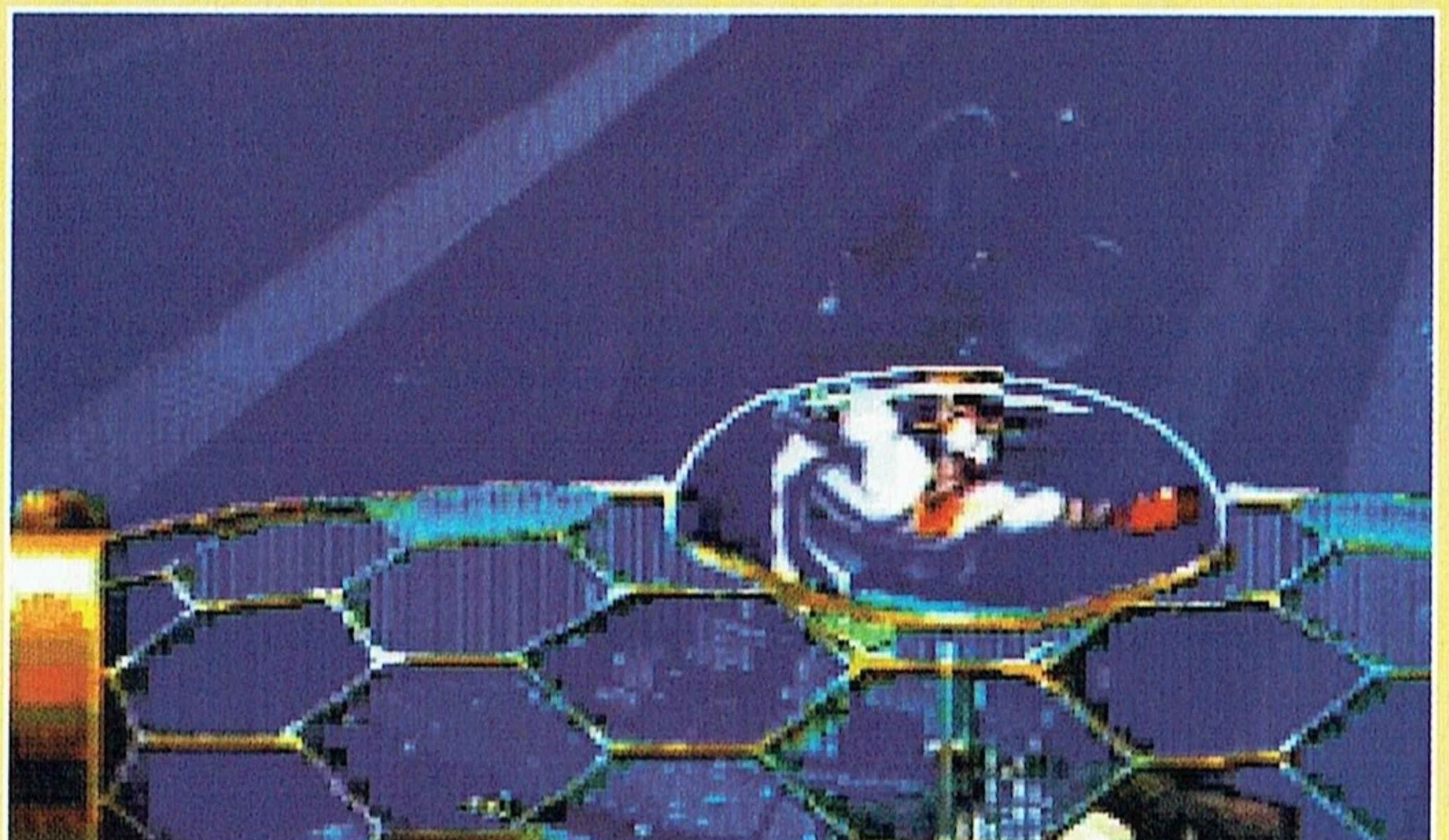
When you land, head right, blowing away the puffer fish as you go. Then, once you get to the big gorilla guy, jump up into the bubble. Once you're hanging there, press Up to lift your butt up and stop him from whacking you. Jump over the next gorilla guy, go into the next set of tubes and use the same technique to get past the next three guys. In the next room go up the platform at the end jump up and use the hook to swing across to the upper left hand platform. Go into the tube and take out the little pink guy. Go back up to the platform, jump and whip the ring to swing into the vertical shaft. Whip the switch to release the hamster, jump on the hamster and chomp through the little pink guys in the tube. At the end, jump up to enter the submarine. Once in the submarine go left for some energy and head all the way right to the exit. Once inside again, go right, up and up the next shaft, then go left and activate the switch at the end. Go all the way to the right dodging the gorilla guys and then enter the submarine at the very end. In the sub, go right and down the first shaft you come to. Recharge, then go left and keep going left to the next recharge point. Go all the way down for a bonus, then go all the way up and over the pillar on the right, then go all the way down to the next recharge. Head all the way right and follow the passageway that leads to another recharge. Follow the passages right then down to find the exit. Once inside go right and get whacked by the pink guy. Head up the vertical shaft and you'll clear this level.

DOWN THE TUBES: PART TWO

Head right, jump over the orange guys and shoot the puffer fish. At the end, jump up whip the hook to swing across, and grab some bonuses in the secret section above the hamster. Whip the switch on the lower right and jump on the hamster. Chomp

LEVEL 3: DOWN THE TUBES

through the orange guys and at the far end get ready for the next submarine level. In this section concentrate on not hitting any walls. But don't hang around because you only have just enough time to make it through this long section. As you go don't be tempted by any bonuses that you see! Once inside again head right, shoot the puffer fish and hit the switch to get to a rather mean looking goldfish in a bowl. Just walk up to him to knock him over and finish the level. Then get ready for another round of asteroid dodging...



▲ Pipe Dreams

When you first start off, move right 'til you meet the big gorillas. These things can't be harmed so don't bother shooting at them. The only way to get past them is to jump into the bubbles on the roof and wait for the creatures to pass underneath you.

Earthworm Jim

LEVEL 3: DOWN THE TUBES

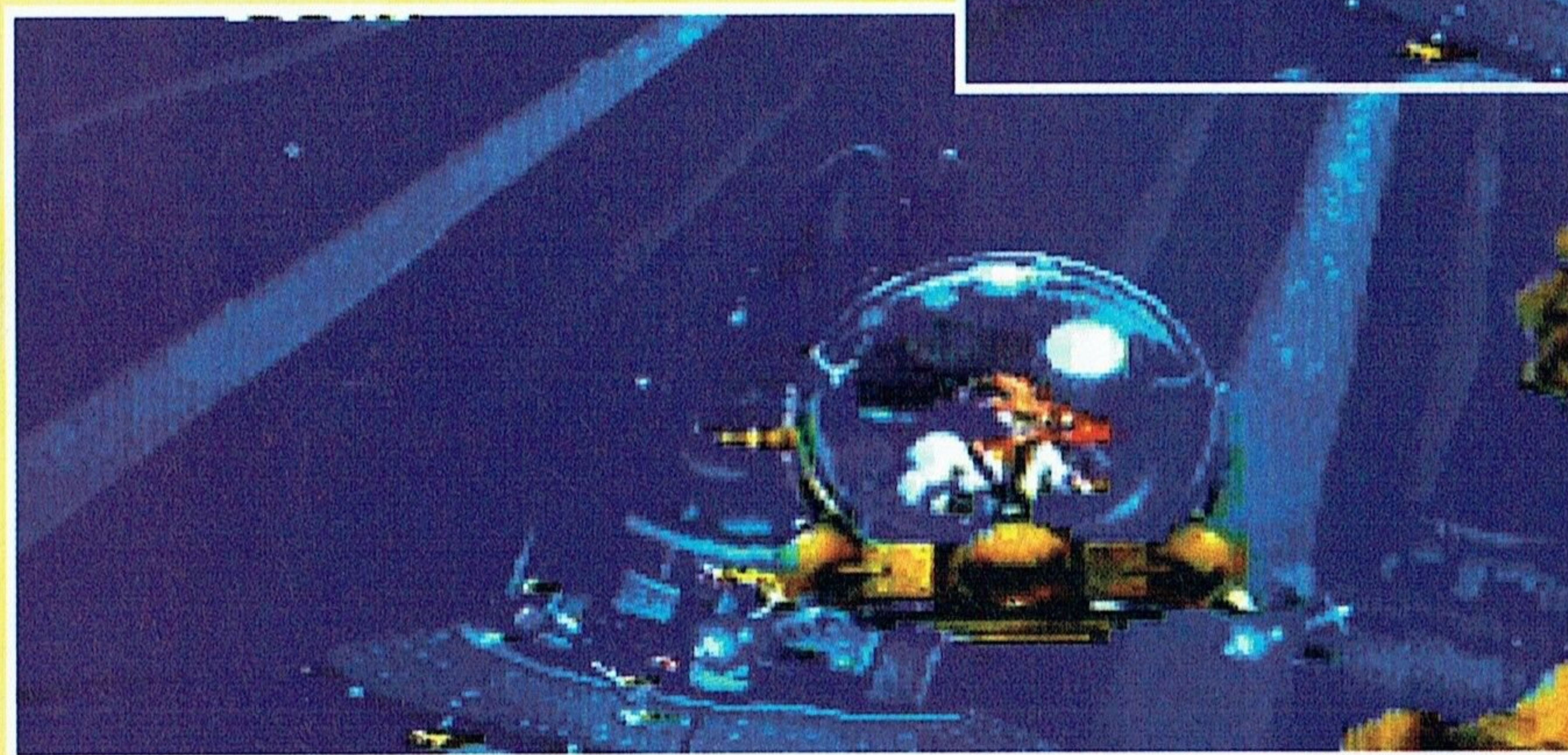
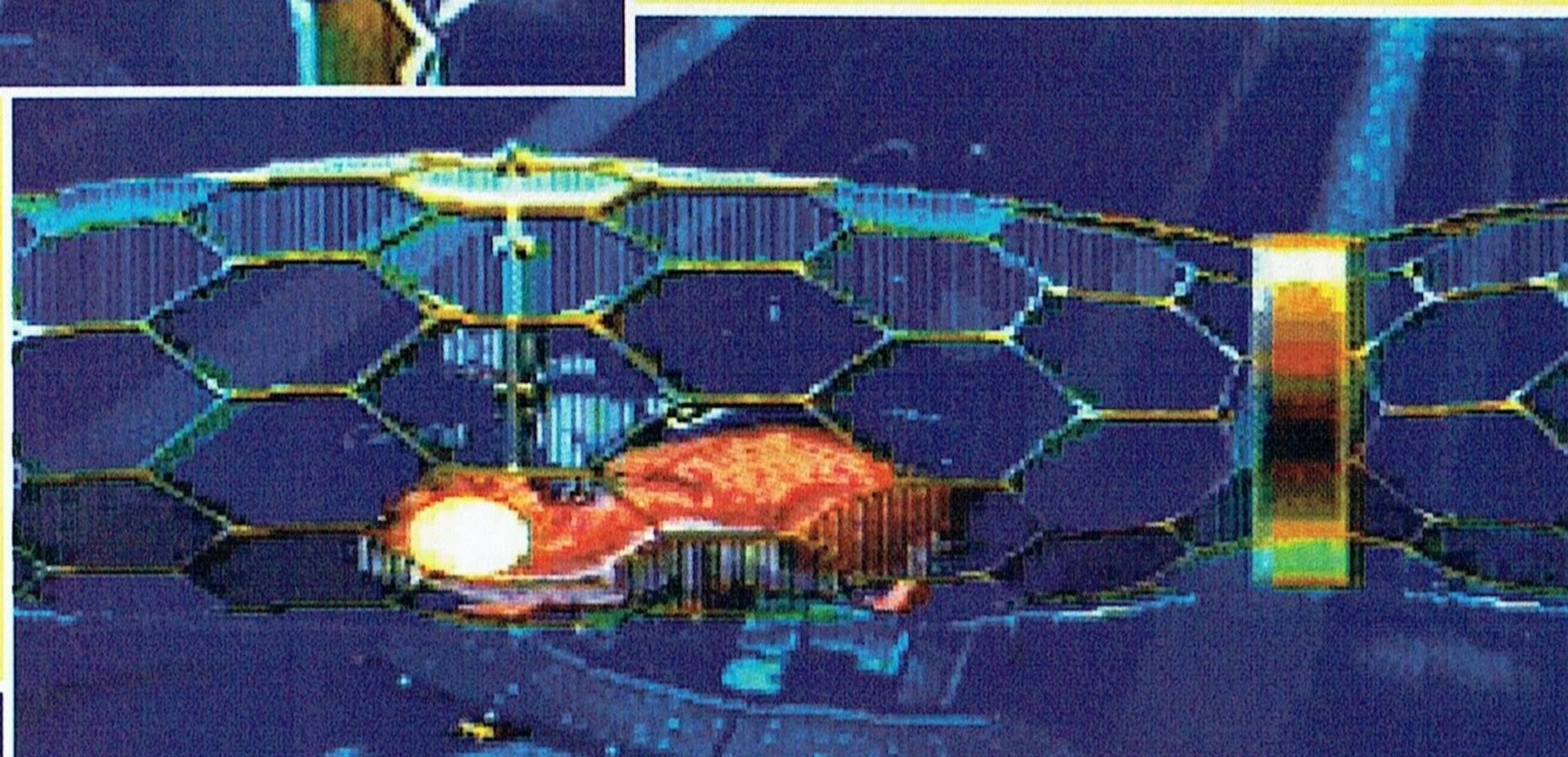


◀ Pet Hamsters

To free the hamster, find this hook just past those gorilla-like creatures. Now jump and use your whip to latch onto the hook to swing up to the tunnel above. There is a switch there that, when pressed, releases the hamster from the chute above.

▶ Hamster Rodeo

Jump on the hamster and get ready for a rough ride. Just press Button B to chomp away at any creatures that get in your way. Ride the hamster all the way to the right and then get ready for the first underwater section.



◀ Underwater Bubble

There are three of these bubble scenes in this level each with varying time restrictions. Just try to avoid the rock faces while moving through the level as fast as possible. It is advisable to concentrate more on avoiding the rock walls than on the time limit itself.

▶ Refuel Point

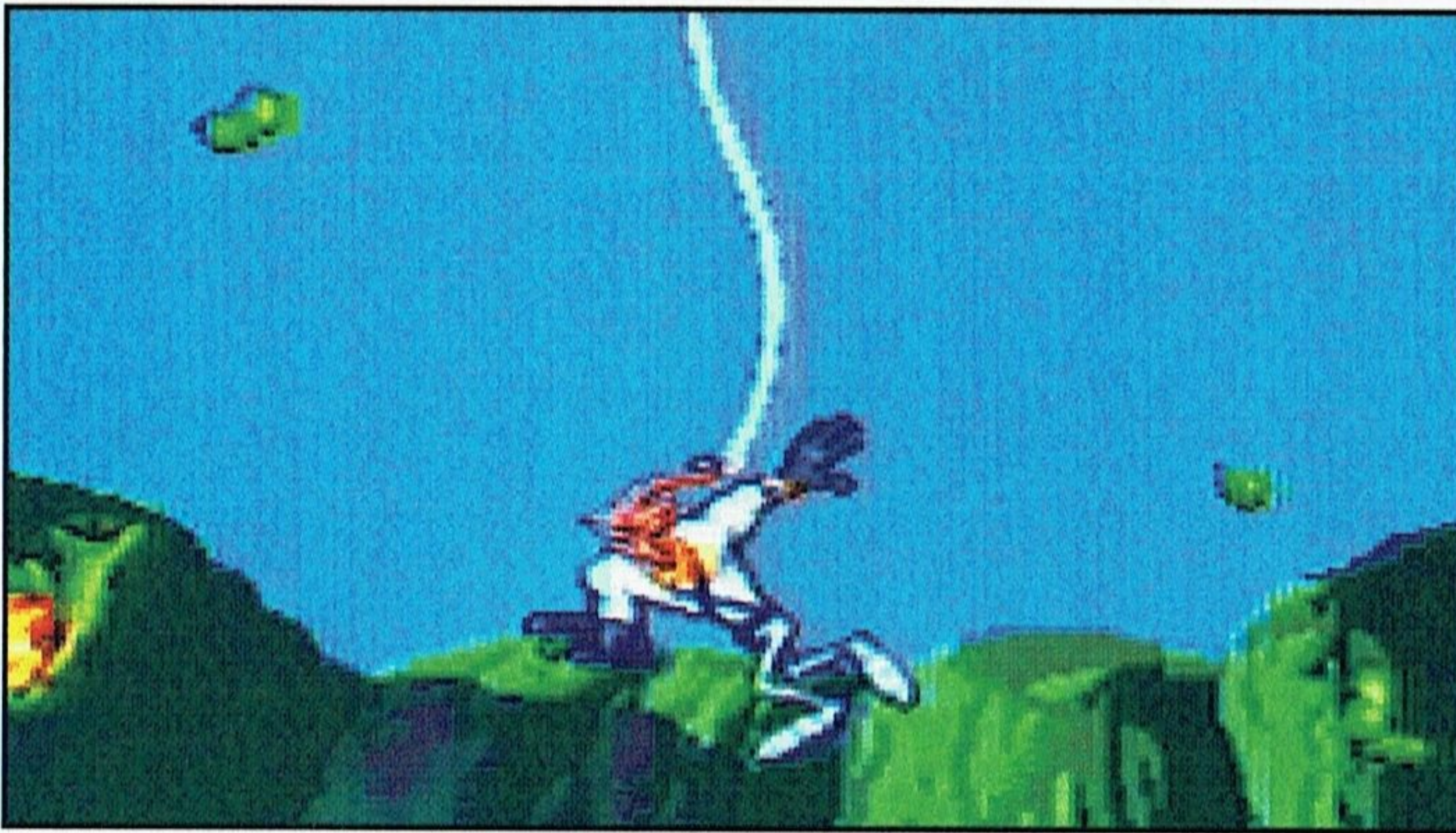
Manoeuvre the pod to these recharge points to replenish your oxygen supply.



◀ Fishy Situation

This boss is a bit of a pushover – literally. Just walk up to the fish bowl and simply knock it over. The easiest end-of-level boss you will ever encounter!

LEVEL 4: SNOT A PROBLEM



▲ Bungy Jumping

The object of this stage is to continuously hit the green, slimy Major Mucus into the cliff rock face. It is important to remember that he is only damaged when he hits the rocks, not while you are hitting him in mid-air.

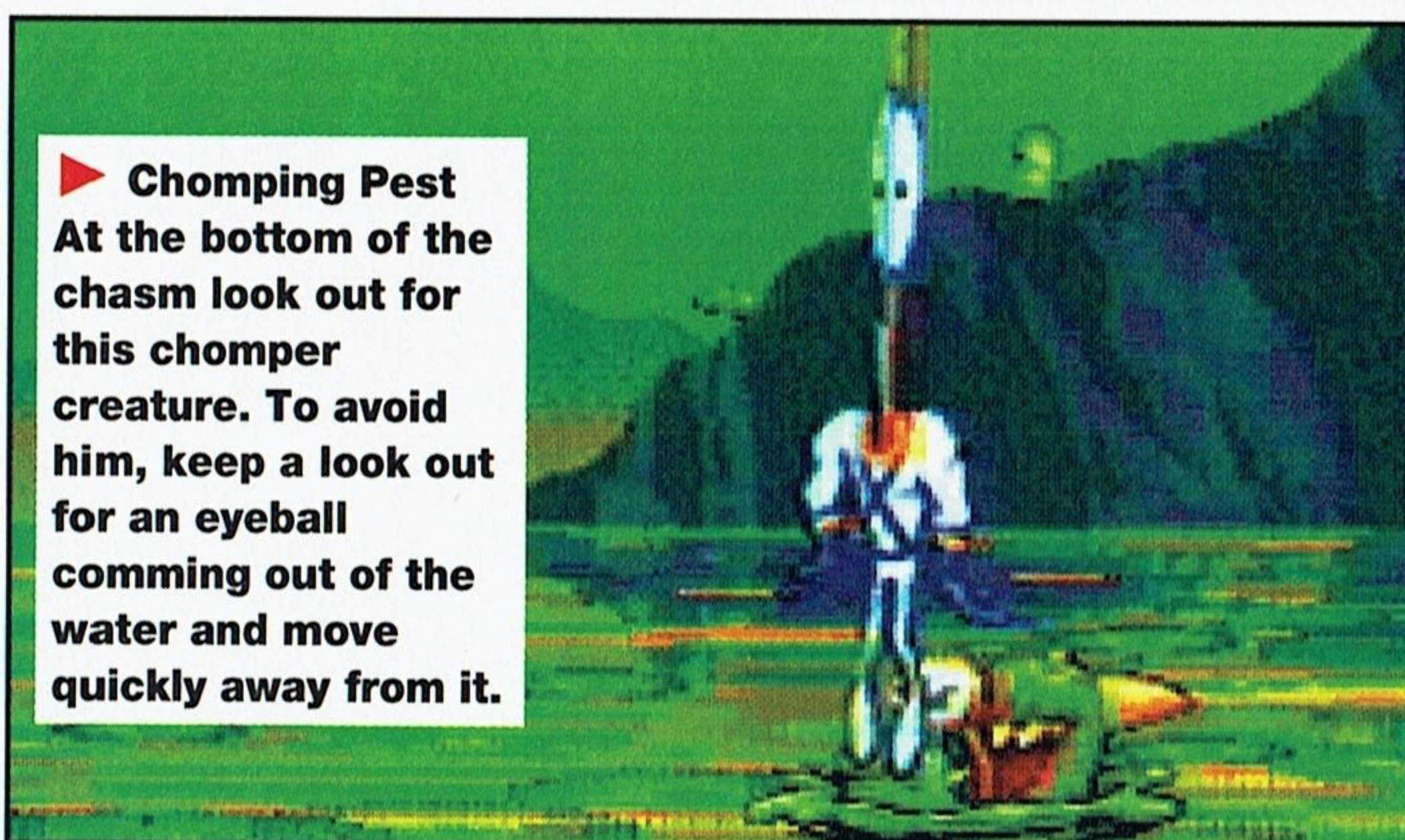
SNOT A PROBLEM

The main aim of this bungy-jumping level is to bump Major Mucus until his cord snaps. The first two rounds are basically the same. As MM follows you around the chasm, try to lead him towards the sides by getting Jim as close to the rocks as possible. When he comes close, go up and over him to get on the opposite side, then attack by pushing him into the walls as many times as you can. When MM starts his spin, just avoid him totally and don't get too close. Once you reach the bottom of the jump, concentrate on avoiding the monster in the water but remember that you can also bump MM while at full stretch.

The third round is definitely the hardest. As you keep the same damaged cord that you used in the first two rounds, you have to be extra careful this time round. Here it's much harder to get Major Mucus to bump the sides so concentrate on the up and over technique and take your time. Don't get too cocky otherwise you'll end up fish food.

► Chomping Pest

At the bottom of the chasm look out for this chomper creature. To avoid him, keep a look out for an eyeball coming out of the water and move quickly away from it.



► Strategy Plus

While falling, you should notice that Major Mucus roughly follows your path. Use this to your advantage by sticking to the rock walls on your way up. In this way the creature will also be sticking to the rock wall, making him an easier target on the way down. Repeat this procedure until the creature's bungy chord has snapped.



LEVEL 5: UM, 'LEVEL 5'

CHEAT!

This cheat allows you to boost your weapon power to maximum. Pause the game at any point during play and press A, B, B, B, C, A, C and C. Your bullets should now be at their maximum power, making this game a tad easier to complete.



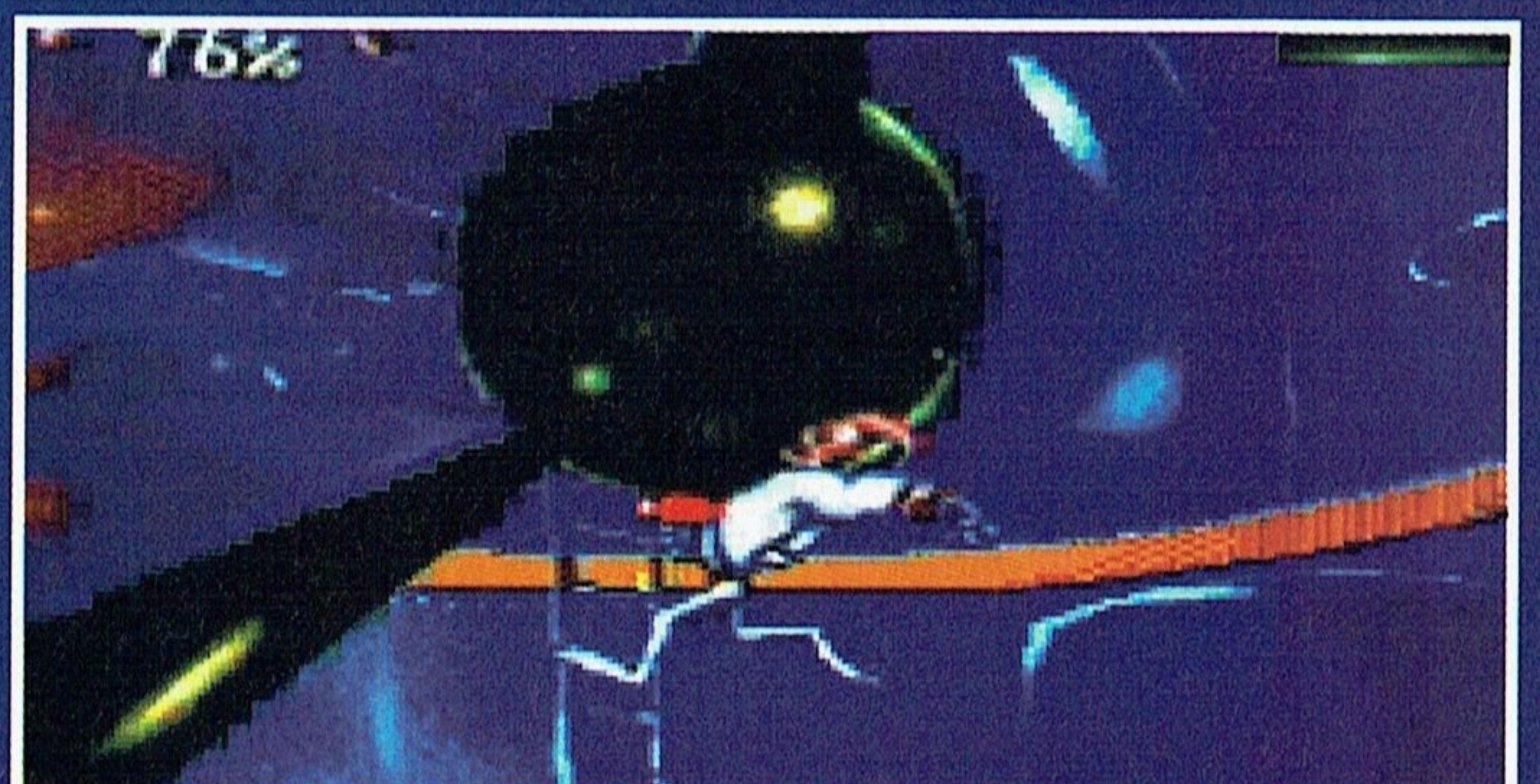
▲ Activating The Escalators

When you first start this level, move all the way to the right and shoot this switch.



▲ Escalator Ride

Now, after shooting the switch, move all the way back to the left to near the start point. Jump up onto the ledge and ride the escalator up. Now continue left 'til you see the black domes.



▲ Bouncy Balls

You must keep bouncing on these balls to make it to the hook on the far left hand side. You must once again use your whip to latch onto the hook and swing across to the other side. This is a little tricky so if you fall, just quickly bounce back and try again. It is important you keep moving on these balls otherwise you will be zapped by an electric bolt.

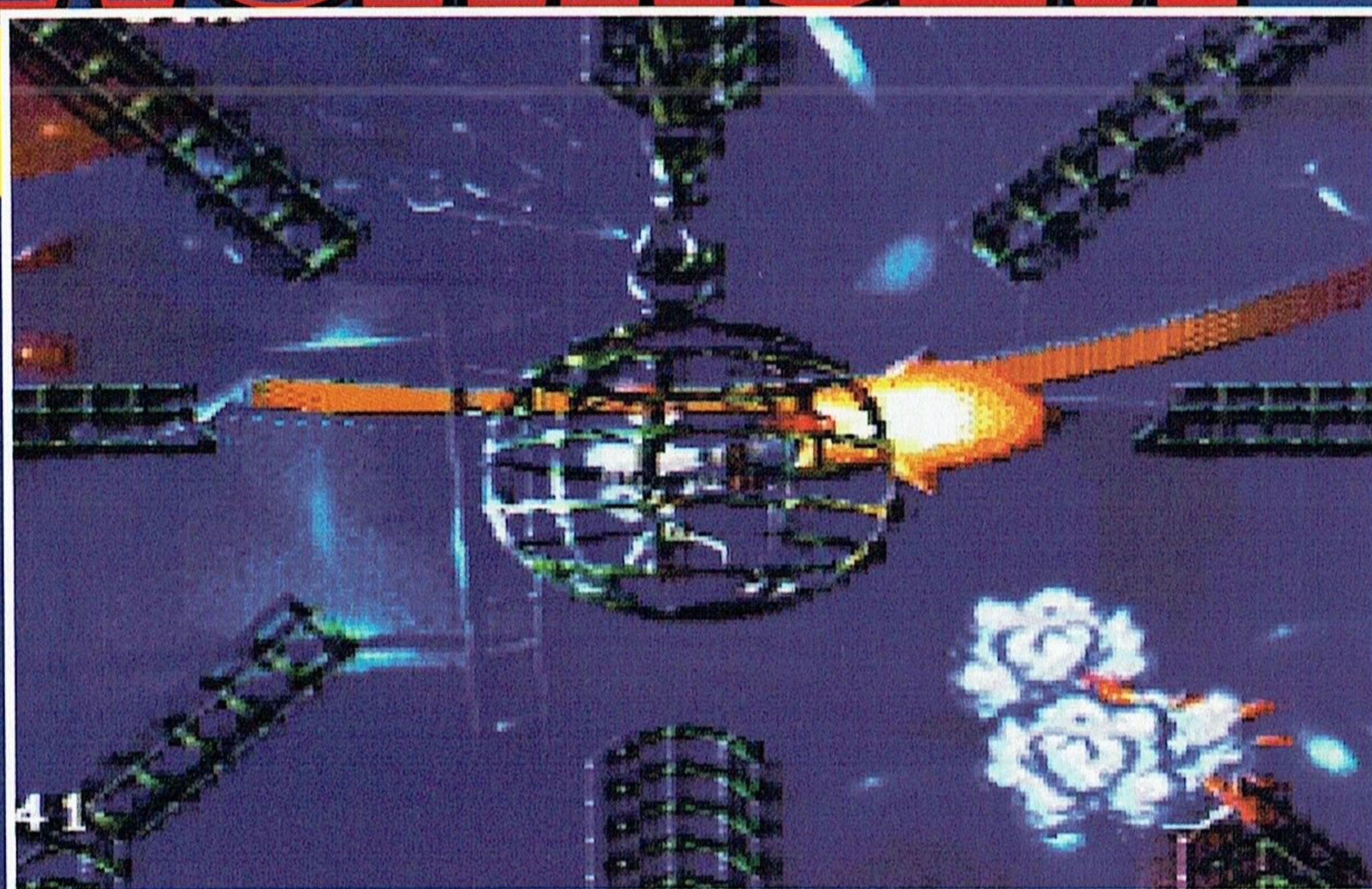
Earth Worm JIM

LEVEL 5: UM, 'LEVEL 5'

From the start, head all the way to the right. Be careful of the flying green blobs because they drop a load of maggots when they're killed. On the right, you'll come to a series of energy poles. Jump on the poles and make your way across to the right, making sure that you stand on the section that isn't glowing. On the last pole, jump right and whip to get to a chain. Head across the chain and onto the small platform. From here, jump onto the black energy spheres and whip to the left to land on the platform that has the target on it. Hit the target to turn on the escalators back near the beginning and then carefully make your way back. Once at the escalators, go up and to the left. Jump up the platform and then jump onto the energy spheres. Don't stand on them for too long or you'll get zapped. On the last sphere, jump and whip left to get onto the platform. Go up and head over to the cage on the far right-hand side. Jump in the cage and go for a ride. In the cage, go past the two skill test sections and sit back for the ride.

At the end, get the continue and head right. Next do three big jumps across the energy spheres and at the far end jump on to the platform where you'll meet Doctor Monkeyforahead. Head left again, then up, and all the way to the right. Jump up the platforms, then whip across the hook to the left hand side. Go up again, and use the next hook to go back to the right. Use the teleporter to warp into the next section. In this section, just move in the opposite direction to the conveyors at the bottom. Get hooked by the fan and Jim will be pulled out of the suit. Head right, and then up a platform to a continue. Go right and get hooked again by another fan, then keep going collecting bonuses as you go. Keep up with the suit, and jump back in before it falls off the edge.

Next, jump up and whip the hook to get onto the next platform. Head right along the next set of conveyors until you get to the end. Jump back to the left and move along the chain, killing all the enemies, above and below as you go. At the end, drop onto the platform and make a big jump and whip the hook on the far left. You'll just make it onto a platform on the left. Jump to the right and kill all the nasties as you go all the way to the end into the teleporter. In the next section, go right, drop down onto the conveyer, and up to the chain. Shoot Monkeyforahead and go all the way to the left. Drop down and repeat the same procedure whilst heading right. Climb up the next series of platforms. Go right then down to the area with the flying eyeballs. Make your way through to the bottom right-hand corner onto another conveyer. Jump up to the chain, and again shoot Monkeyforahead. Move left until you get to a red wheel. Drop down and shoot the wheel for some bonuses. Keep shooting until a demon drops out. Then go left and drop down to the continue point. Jump right onto the chain, and carefully move across the series of energy poles. At the far end you will face the boss.

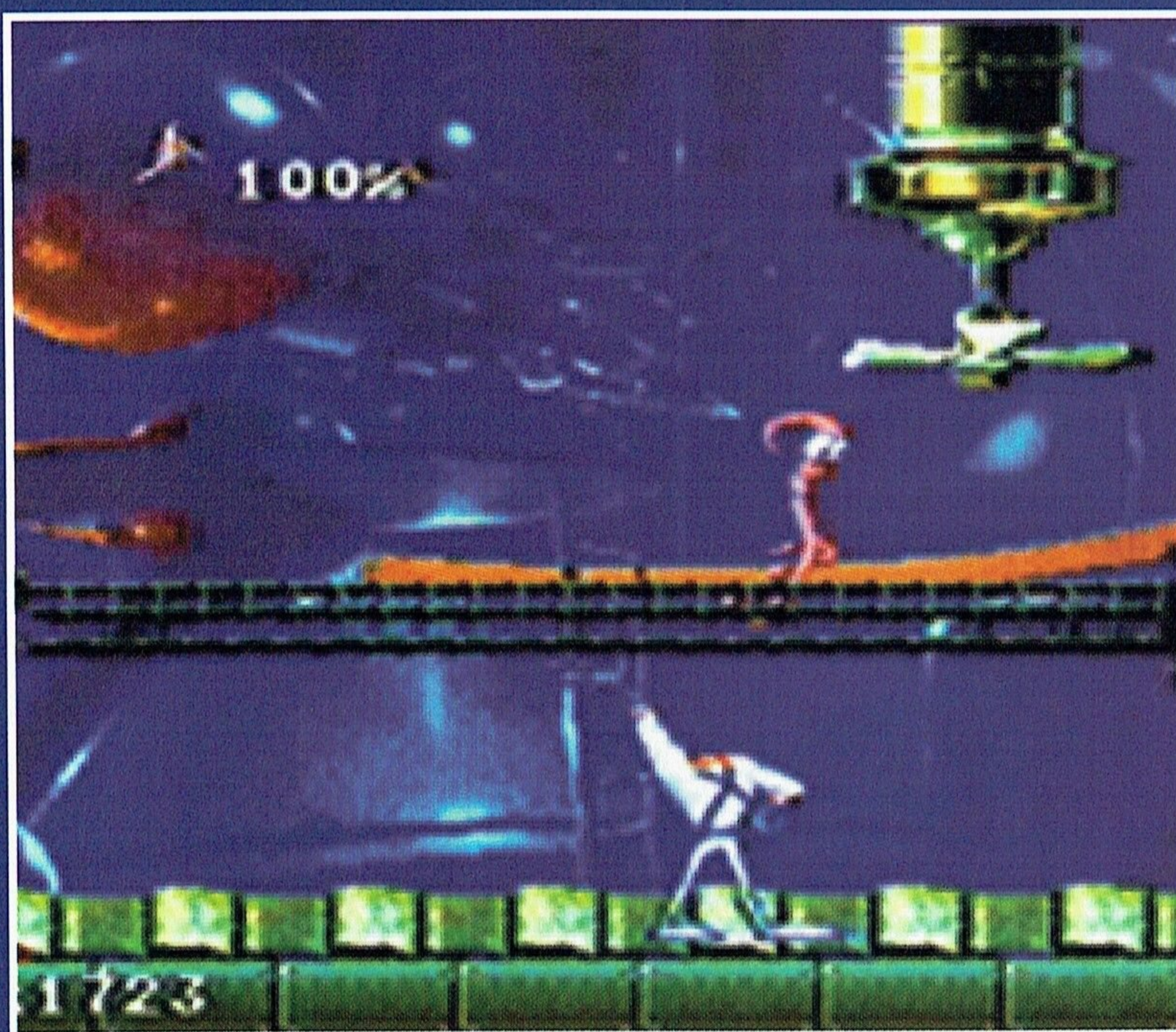


▲ Skilltester

When in the cage just get ready to shoot as aliens will start coming from every direction.

CHICKEN BOSS

The first encounter with the chicken boss is easy. All you have to do is jump up and hit the target to drop an energy orb onto her. This is the only way to do her any damage, so don't waste time trying to shoot or whip her. Jump over the exploding eggs she lays. Once you defeat her, you go into the next section. Here, things get very hard. The aim is to shoot the chicken as much as possible while at the same time trying to avoid the bombs she drops. When she drops the eggs, this means she is nearly dead, just use the same technique and before long, she'll explode!



▲ Headless

In this section Jim has an out of body experience. When you get thrown out of your costume it is important to keep up with the conveyor belt so as you can jump back into your suit. When you reach a wall you must jump up into the fan which will throw you across the barrier.

LEVEL 5: UM, 'LEVEL 5'

▼ Monkey Panic

When you meet Dr Monkeyforahead start shooting him repeatedly. After shooting him jump up on his rope and he will run away. Do not attack him when he is fleeing as he will turn back and re-attack you.

▲ Wheel

When you see this red wheel, whip it repeatedly for a stack of bonuses.



▼ More Monkey Business

When you see Dr Monkeyforahead for the second time, just repeat the technique that you used to beat him the first time around. Be sure to watch out for the eyes and then jump up onto the rope to continue.



▼ Chicken Attack Two

This difficult section requires you to continuously shoot the chicken while also trying to avoid her bombs and her trying to ram you. A good tactic is to try to lure the chicken back into her own bombs which will cause her massive damage. Eventually you should notice that every time you hit her, feathers drop out meaning that she's close to death. Only a couple more hit and this chicken is history.



▲ Eye Strain

When you see these eyeballs be sure to keep moving as these aliens continuously home in on your location.



▲ Chicken Attack

On this scene firstly avoid the egg the chicken throws at you and then shoot the bullseye when the chicken is directly under the chute. If successful, the bomb that drops should hit the chicken causing her to run away.

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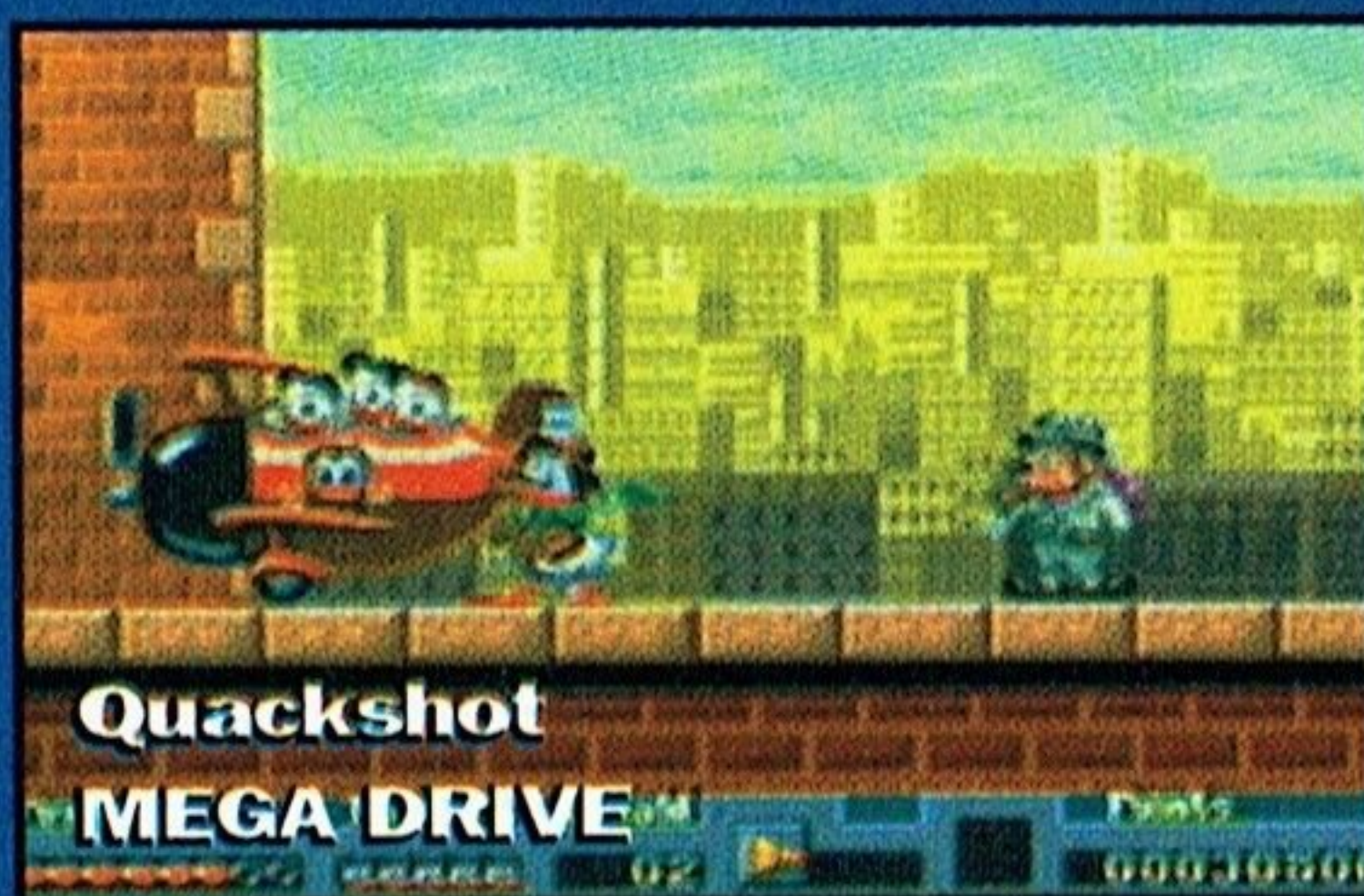
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surfing magazine
in the
universe

ACTION

WE'LL REST
HERE FOR A
WHILE.

WE'RE
IN *M'BUTO'S*
TERRITORY
NOW...

WE HAVE
TO BE
CAREFUL.

AH-
HEY,
BABÉ...

... I KNOW THIS WHOLE
THING'S A CRAZY *DREAM*. SO
WHY DON'T WE GET DOWN TO
MAKING IT WORTHWHILE FOR *ME*...
IF YOU KNOW WHAT I MEAN?

THIS
WORLD
AND I
ARE AS
REAL
AS THIS
SHOTGUN...
KNOW
WHAT I
MEAN?

YOU DO
THAT...
BABÉ.

'SCUSE
ME... GOTTA
TAKE A
LEAK. (GULP)

© 1994 GARY CHALONER



EDGO *REALLY*
PEE'S ME OFF
SOMETIMES,
HARRI.

THAT DROP KICK
DOESN'T HAVE A
HOPE WITH PUMP.
SHE'S TOO...
I DON'T KNOW...
TOUGH.

WHAT DO
YOU THINK...*'LISS...?*
'LISS?



*'LISS, ARE
YOU
LISTENI-**



AAAAAAA

TO BE
CONTINUED!

"CAN WE GO HOME NOW?"

"Just one more page of the mag to go!" said Adam.
"Fill it with crap, then," said Matt.
"Er..." remarked Duane.

LIFE AFTER MEGAZONE

It happens every month. You get Megazone home, read it avidly from cover to cover and only too soon you reach this page, which can only mean one thing: you've finished with it and have a whole month to wait before next issue.

But wait – it's not over yet! There are still plenty of fun-filled, Megazone-related opportunities left. Here's our top 10* suggestions of what to do with Megazone once you've finished reading it...

1. Read it again.
2. Roll it up, insert short length of lead piping, and hit your mate over the head with it for a joke.
3. Lovingly store it in your collection filed and cross-referenced for future use.
4. Throw it in the bin. (If you're environmentally conscious, use the recycling bin. Of course.)
5. Sell it to a particularly gullible friend for a tidy profit.
6. Leave it on the bedroom floor under a pair of smelly undies and empty pizza boxes.
7. That will do, thanks.

*Almost

WIN! WIN! AND WIN! AGAIN

It's perfectly simple. Sega has given us five copies of *Cannon Fodder* to give away. And the best bit is, it's easier than riding a bike blindfold with your arms tied behind your back. To get your mitts on a copy, send us the answer to the following question, along with your name, address and phone number.

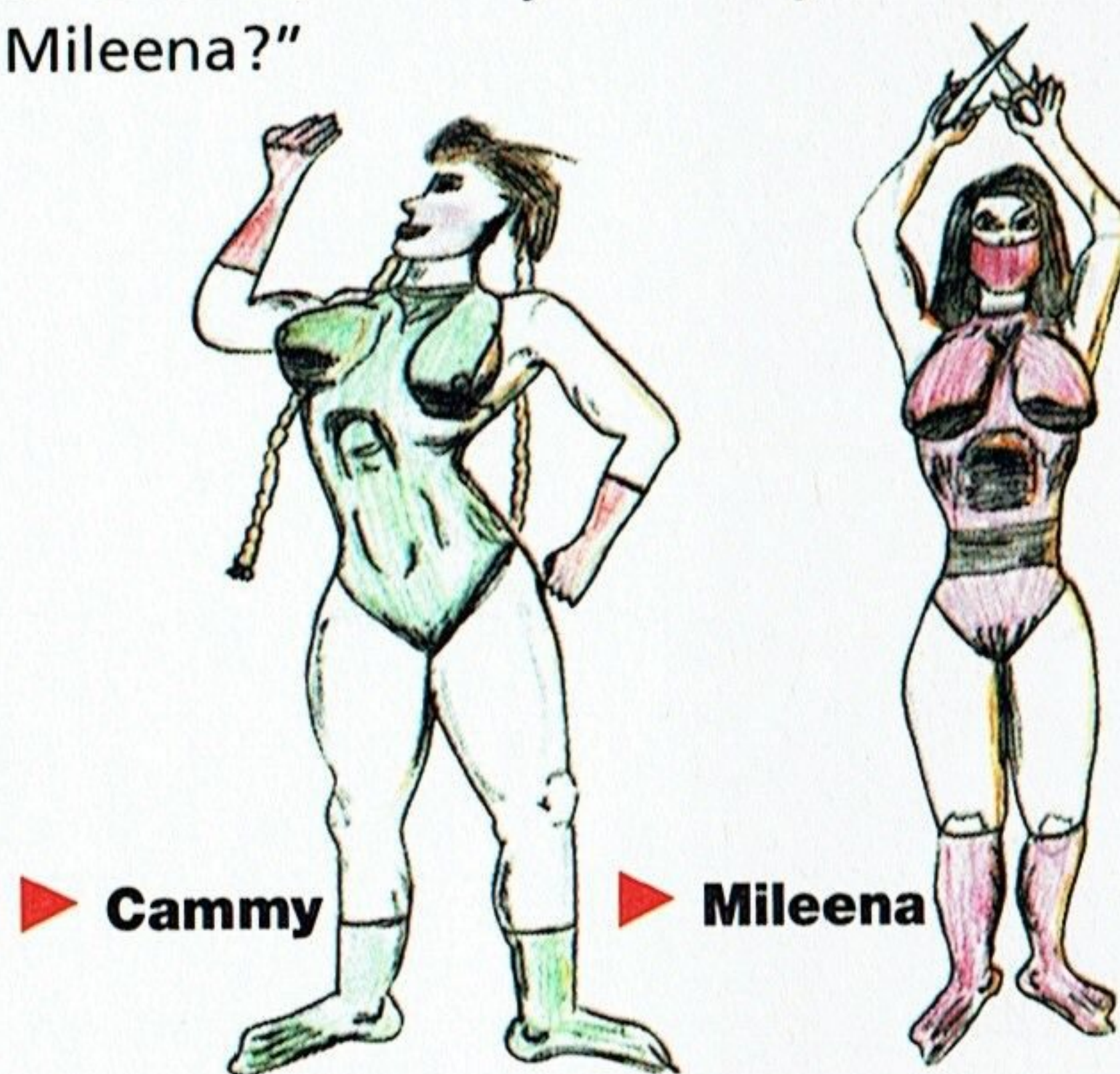
The question is simply this: **Who are the 'team' that developed *Cannon Fodder*?**

Send your entry, to reach us by March 17, 1995, to: **We'll fight them on the beaches, Megazone, PO Box 746, Darlinghurst, NSW 2010.**



BABES OF THE MONTH

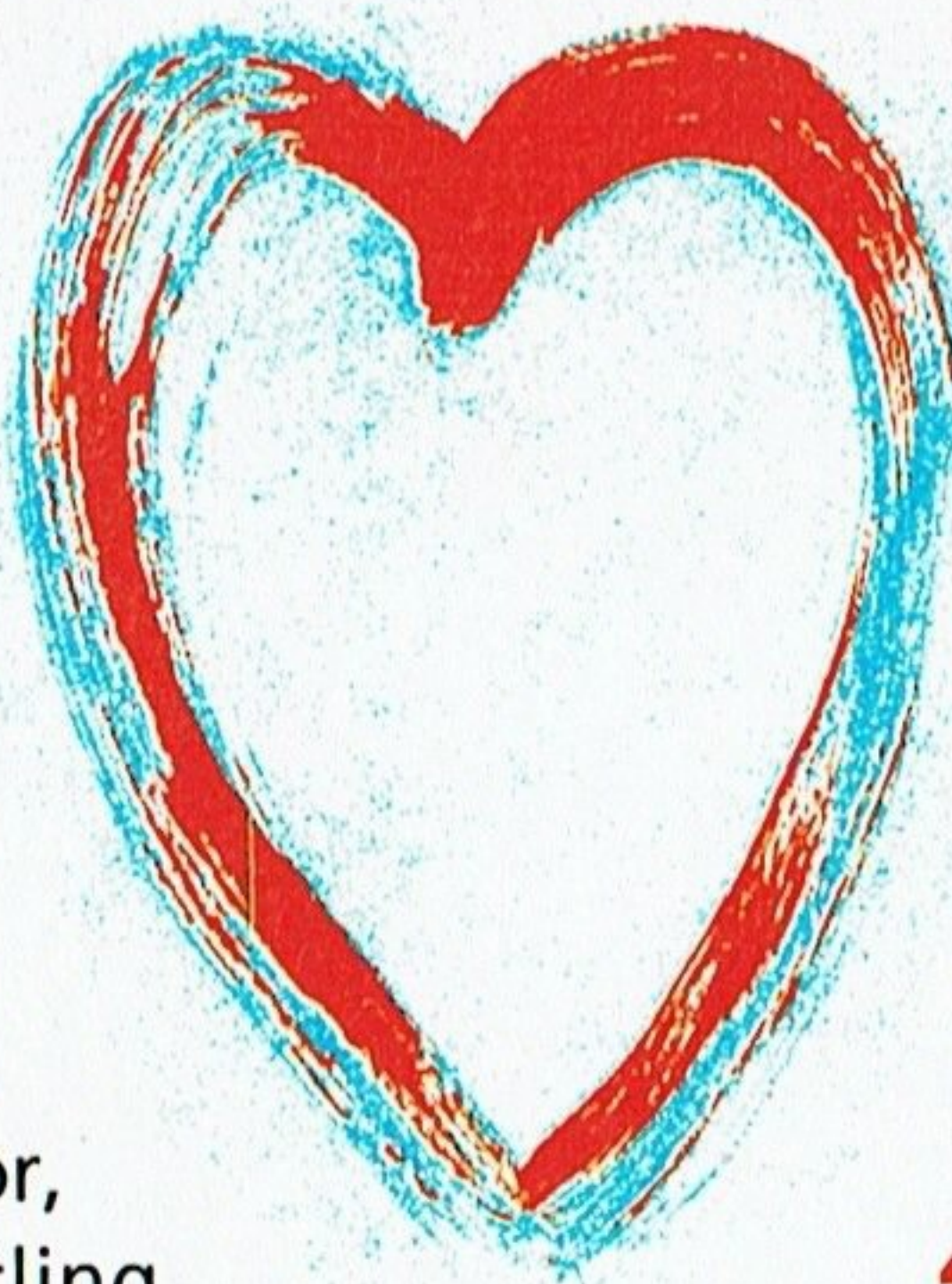
Zack of WA wants to know: "Please tell me, according to my drawn pictures, who is better, chicky Cammy or luscious Mileena?"



Well, judging by your piccies, buddy, we'd go for a six-pack and a pizza every time.

VALENTINE'S DAY SPESH!!!

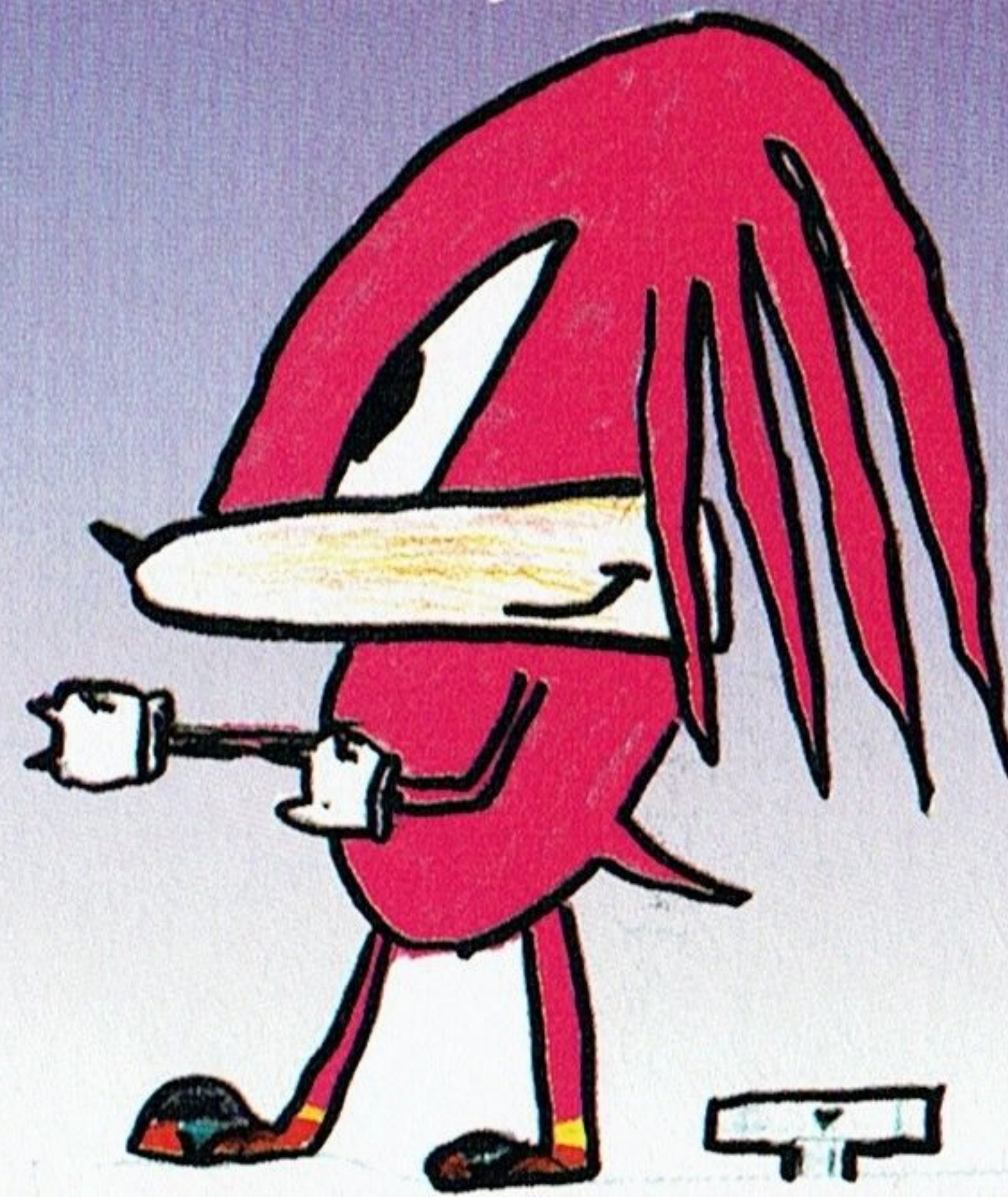
Valentine's Day is once again barrelling down the calendar towards us and we can tell Megazone readers are looking forward to the day with unsurmounted joy! Face facts – February 14 is a day full of rejection, humiliation or, if you have a 'regular' wrestling partner, it's a friggin' drag.



READERS ART CORNER

We don't want to encourage this sort of thing because a lot of you have got far too much time on your hands. Obviously.

▼ From Giles Emery of Victoria.



So, hereby, Megazone presents our top 10 ways to tell St Val to get nicked.

1. "You shouldn't need a capitalist commercial cash-in to know that I truly love you (gag!)!"
2. "I've already given you a 'present'. And I'd get down to the clinic pretty quick if I were you."
3. "Who are you?"
4. "I thought it was February 24!"
(Matt's true-life excuse.)
5. "Nicole, I don't like you."
6. "Brett, you are a dog."
7. "I sent it to your sister by mistake."
8. "You're too fat to be eating chocolate."
9. "What was your name?"
10. "Don't worry, I didn't send my wife one, either."

FIFTY THINGS TO DO ON A VERY HOT DAY – PART ONE

1. Nothing.

UNCLE TOBYS

FREE SEGA AND TIMEZONE STUFF

See Uncle Tobys Nutritious Snack packs for details

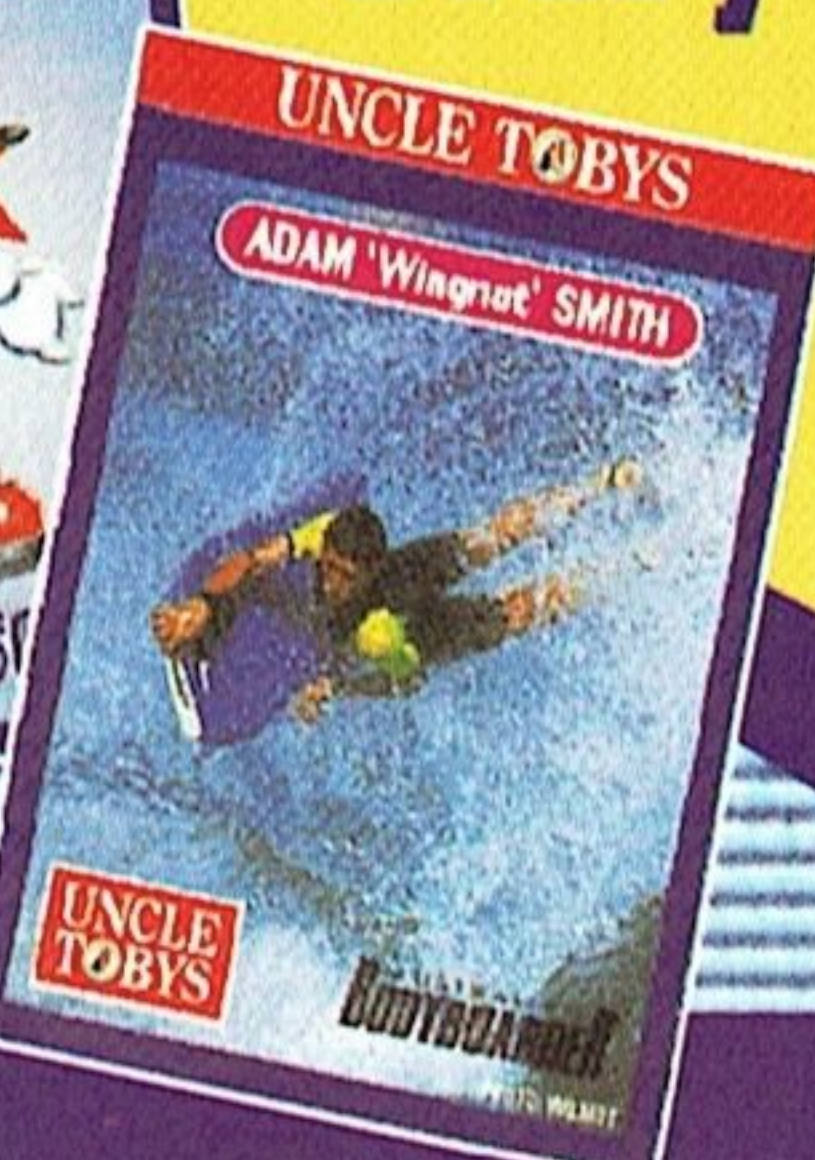
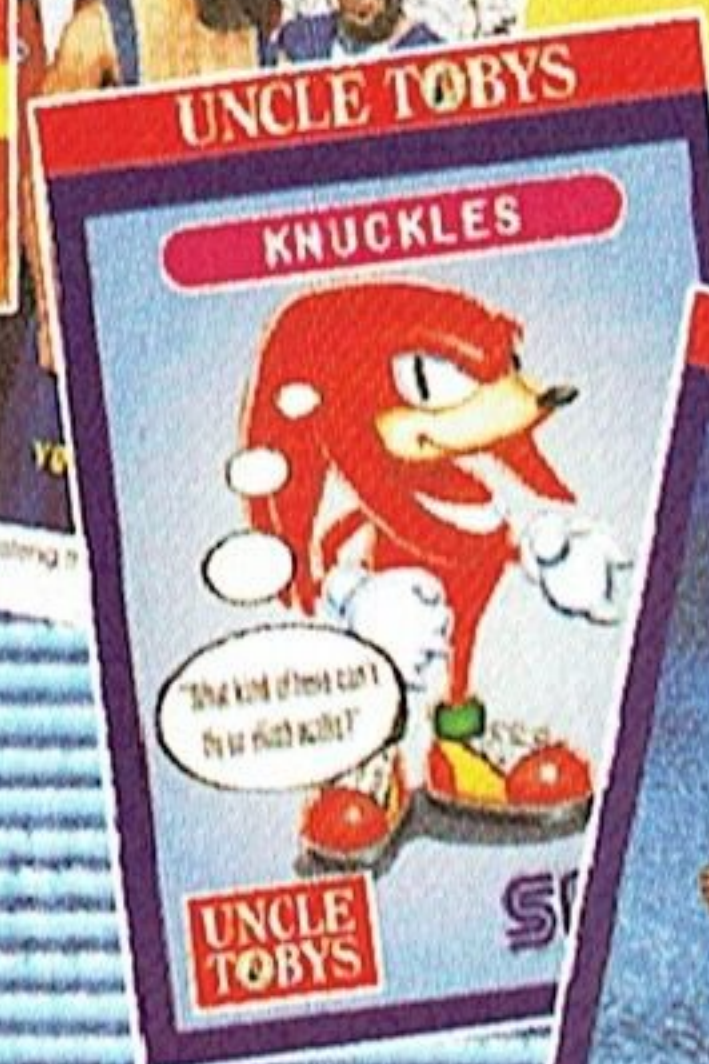
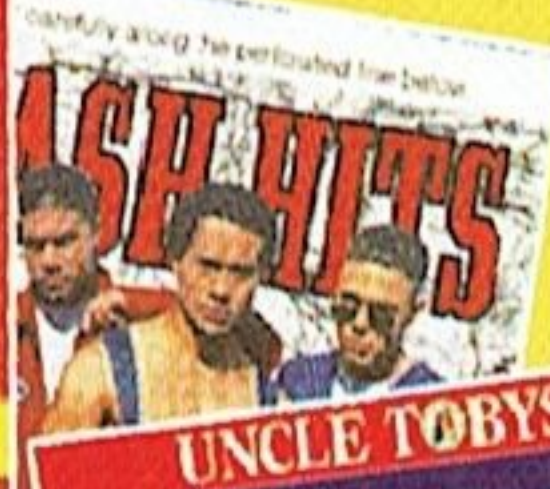


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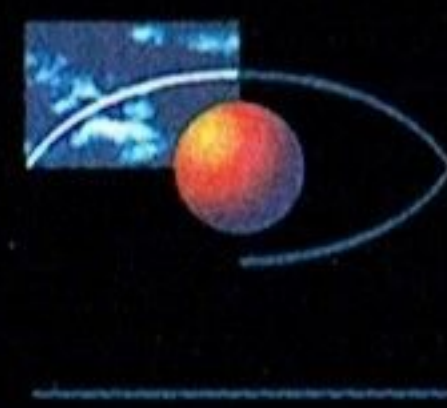


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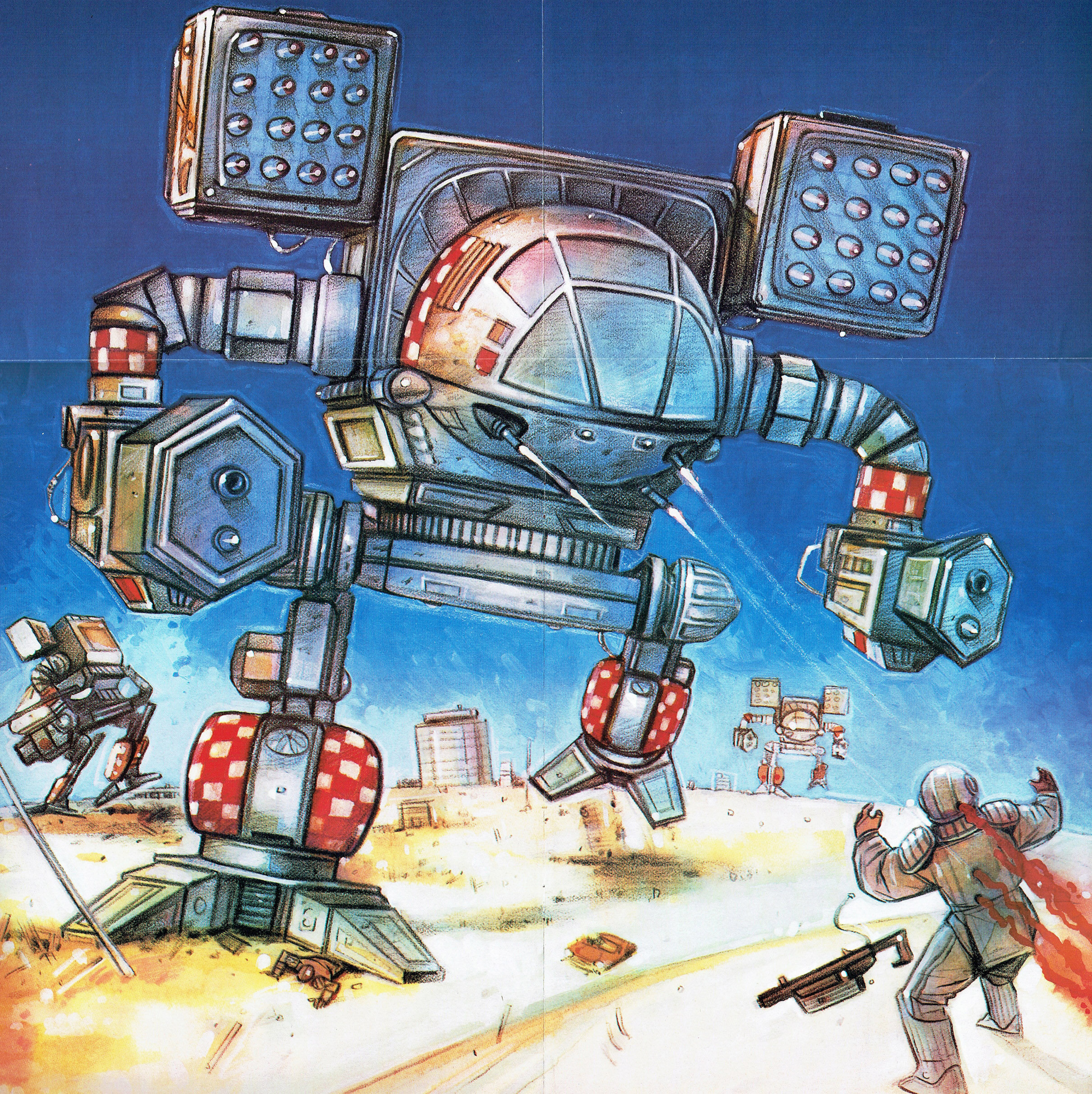
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SEGA
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BATTLETECH

Crush! Kill! Destroy!



NOVASTORM



SEGA
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