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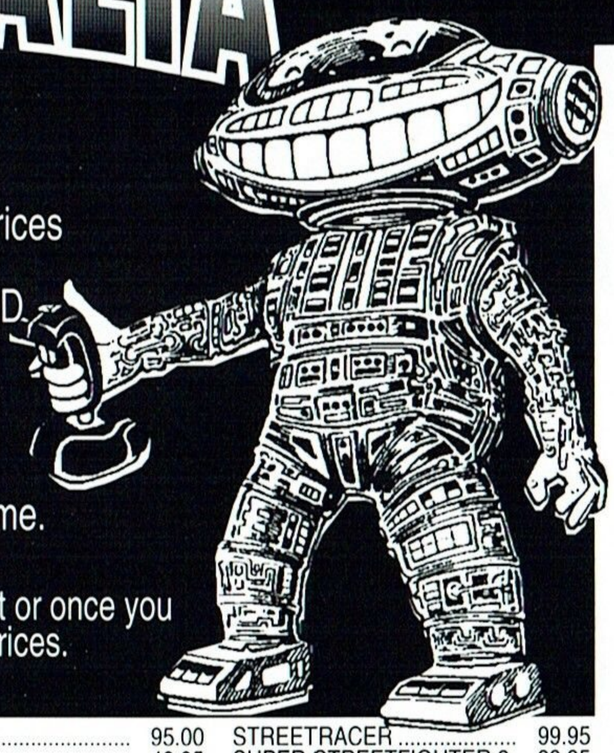
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And another thing!

The Saturn is here at last! (Or it should be, unless there's yet another hitch to hold up its launch.) Sega has managed to beat its major competitors in the race to get its machine onto the shelves first. It has a major head start in the 32-bit market, the importance of which cannot be underestimated. It's kind of like *déjà vu* – after a late entry, Nintendo's SNES never caught up with the Mega Drive.

Things will get very competitive – Sony's PlayStation will be here soon, 3DO has a new machine up its sleeve and the Ultra 64 is bound to get here eventually. But for the moment, the Saturn has the market pretty much to itself. As long as Sega builds on this with consistent releases of quality software, then things won't go far wrong. And we Saturn owners will be happy.

*It kicks serious butt.

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NewsZone

CONSOLE PRICES TUMBLE

Prices of next-generation consoles have fallen in both Japan and the UK in recent months, but for entirely different reasons. In Japan, Sega reduced the price of a Saturn by over 20 per cent, seeing the official street price drop to ¥34,800 (approx AUS$570). Sega made the move in response to Sony, cutting the price of its PlayStation by 25 per cent. Both machines have sold in huge numbers in Japan, which has reduced manufacturing costs.

Meanwhile, in the United Kingdom, prices of the Panasonic 3DO, the Atari Jaguar and Sega 32X are also falling. This time, the discounting is largely due to retailers, reducing their prices in readiness for the launch of the Saturn and PlayStation. The 32X can now be picked up for as little as £99 (approx AUS$220).

The price reductions in both cases are due to market conditions that are unique to their respective countries, and so don't hold your breath for the same to happen here.

Back at the ranch in Japan, Sega has announced that it is to move its games hardware manufacture outside the country. The company already produces most of its export machines, plus 60 per cent of its domestic machines, in nearby Asian countries like China, Malaysia and Taiwan. The move is due to the high yen, making exports from Japan very expensive.



▶ As the Saturn is launched in Australia, prices tumble in Japan. However, don't expect the Aussie $799 price tag to drop in response – at least not until there's more competition in the marketplace...

SATURN AT THE MOVIES

The Saturn is to get an MPEG upgrade. A compression standard for movies, MPEG (standing for Motion Photographics Experts Group) allows significant lengths of video footage to be stored on a compact disc.

The system uses ultra-efficient compression routines which require the use of additional hardware, and so the upgrade comes in the form of a plug-in unit.

The add-on will have two specially made movies to run with it, based on fighting games *Virtua Fighter 2* and *Street Fighter The Movie*. The first is pretty much just a demo of what the unit's capable of, but the second is more interactive and your actions influence the outcome.

No Australian release date or price has been announced yet. We'll keep you posted, of course...



◀▼ Scenes from *Street Fighter The Movie* – to be available for use with the Saturn MPEG cart.



NEWS BITS

NO ULTRA 64 FOR XMAS

Nintendo's Ultra 64 has been held back until April 1996, leaving the way clear for Sega and other next-generation console manufacturers to clean up in the lead up to Christmas. The company claimed that while the hardware is, in fact, finished, there simply isn't a strong enough range of software available for a pre-Christmas launch.

EA's BIG-BUDGET BLOCKBUSTER

Oscar-winning actor Christopher Walken is to appear in a blockbuster CD game currently in development by Electronic Arts. The company is shelling out around $8 million for the star's services in a forthcoming interactive movie, *The Darkening*. The project has a cast of 50 actors and 500 extras and is currently being filmed in the UK's Pinewood Studios.

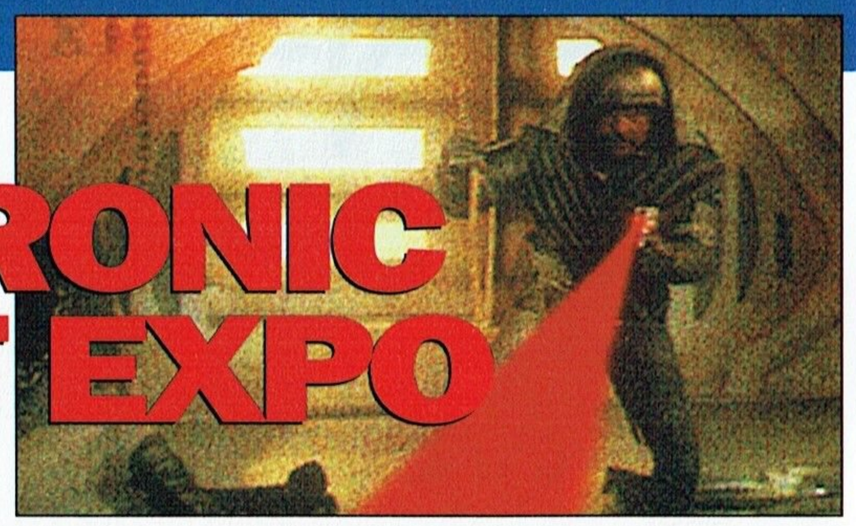
SEGA's BIG MIX-UP

Best-selling Saturn titles *Virtua Fighter* and *Daytona USA* are getting 'remixed'. The remixes are updated versions of the games, and feature updated graphics and additional fighters/tracks. They are going on sale in Japan at the moment, and should make their way here in due course.

UK, US SATURN RELEASED

Saturn released early? Yep, the Saturn will be available across Europe by mid-July. And the American Saturn has been available in the shops for three months before its supposed official release. No such luck down under, where we've only seen delays...

News Zone



E3 – THE ELECTRONIC ENTERTAINMENT EXPO

by Marshal M Rosenthal

Of all the things to do in downtown Los Angeles, spending six hours a day in a convention centre just doesn't make the top 10. But if the all-new E3 (Electronic Entertainment Expo) is there – well hey, that's a different story. We're talking about over 200 companies, including film and movie houses, plying their electronic entertainment wares for the PC and video game consoles.

We checked it out, and we know that Sega is what you want to know about. So put on a pair of comfortable shoes and head on down those aisles with us as we check out some of the highlights...

ACCLAIM

Acclaim gets bigger every year – its stand, that is. Not content with just filling up a huge space with monitors and software, the company had to go out and get the actual, full-size mock-up of the Batmobile from *Batman Forever*, proudly displayed along with the Mega Drive and Saturn versions of the game. Batman, Robin, Two-Face, Riddler – they're all there. And while both feature realistic action and follow the storyline of the movie, the Saturn cart uses Acclaim's proprietary motion-capture system to take scenes from the film and translate them into the game. So you're playing with the actual characters, with the Saturn processor making the motion look real.

Also shown for Mega Drive was *Cutthroats*, a title based on an upcoming Geena Davis swashbuckling pirate film. There's also the hilarious Looney Tunes basketball – probably the only game that goes beyond the expected into cartoon-land. You play various well-known Warner characters (like Bugs, Daffy, Taz), accessing their wild and unreal skills.

ABSOLUTE

Popping over to Absolute's stall turns up *Battletech: Grey Death Legion*. An extension of the *Battletech* line, this Saturn title really conveys the power of being a huge robot. Take on others on 'the line', or just mess around and watch the 3D views zip by.

TIME WARNER INTERACTIVE

Time Warner Interactive showed off its Saturn *Virtua Racing*. You don't just get a high-speed racing game that beats all 16-bit carts flat, but multiple real-time views (we like jumping from inside the driver's seat to the isometric overhead view). Besides the usual lap chasing, there's also a two-player mode and even hidden power-ups.

Going from zooming to booming gives us *TMEX* for 32X, and it really looks like fun to play at driving a futuristic tank, blasting the hell out of those bad guys. The highlight of this sim isn't working the controls (though this is one tank-sim game that's easy to work), or the ace sound effects, but in the way we get to watch our handiwork once we've blown up an enemy – the scene shifts automatically to highlight the explosion and aftermath, so we are able to appreciate it. Nice touch – the little wisps of smoke that hangs amidst the debris.

AMERICAN LASER

While American Laser's Saturn stuff is still in development, working Mega-CD titles *Space Pirates* and *Bounty Hunter* were on display. *Bounty* continues American Laser's Western theme, and of course you must again use that gun to enforce the peace.

Space Pirates is a bit different, in that it's a sci-fi scenario. But guess what? The aliens you encounter want to kill you, so you must high-tech laser them first. Those with morality problems and slow reflexes need not apply.

PLAYMATES

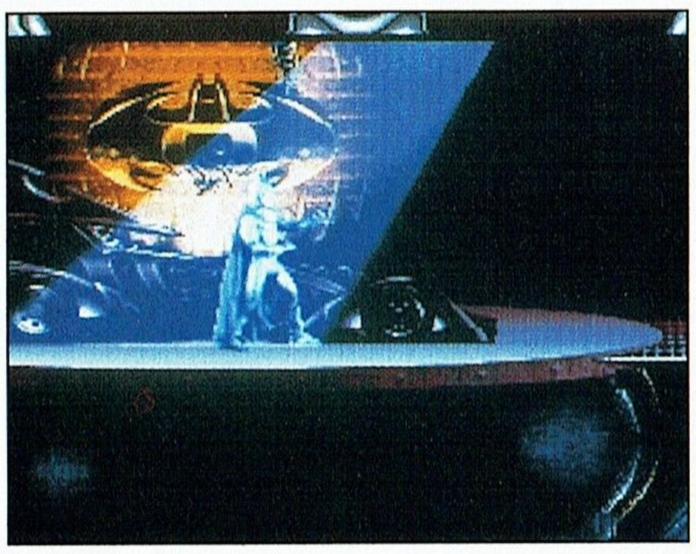
Playmates showed off *Earthworm Jim 2* (see preview this ish), along with *Mutant Chronicles*. *Mutant* is based on the arcade titles – two guys, two guns, lots to kill and plenty of gore. Talk is that Jim will make it to Saturn soon – wait for it.

JVC

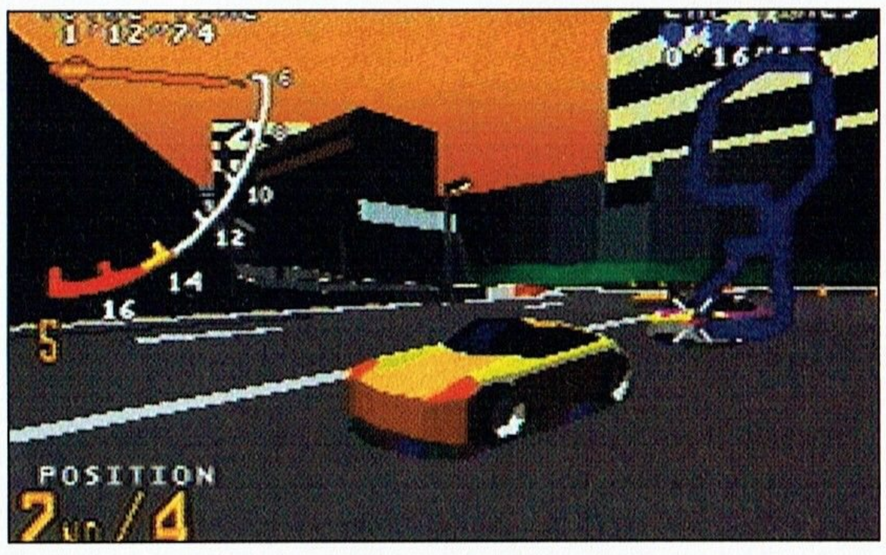
Hitting JVC can really hurt, as its *Centre Ring* is a first-person perspective boxing title that really drives that Saturn disc. You pick from a series of fighters, and try to work your way up to the champ. With the same kind of graphics that made *Virtua Fighter* so cool, plus simple and intuitive controls, this will be a good one for fight fans.

Deadly Skies, also for Saturn, combines cartoon-style characters with flight simulation. You pilot through the skies and take on all sorts of bad flying stuff, blowing them up. Sound effects and really fast-moving graphics make this both a fun and dizzying action game.

▼ **Batman forever and a day...**



▼ ***Virtua Racing* for the Saturn.**



▼ **Virtua brain damage.**





▲ Agatha before she's put on make-up.

VIRGIN

At Virgin, they are working on tons of stuff, but we're most interested in the video work being done for *11th Hour*. This is the sequel for *7th Guest*, and again has you inside that weird, haunted mansion. Video scenes play out, characters and objects morph into new and disgusting shapes, puzzles toss themselves into your face. All doing its thing on Saturn. Also 32-bit are *Converse Hardcore Hoops* and *Spot Goes to Hollywood*. *Hoops* doesn't use digitised graphics – it's all created graphics, but the level of realism in gameplay and character animation is a treat to view (though the CPU opponent makes it tough to win). *Spot* takes the 7-Up character and gives him the 3D treatment – adding levels that parody Hollywood movies and jumping between the expected side-scrolling action to isometric view. Hey – it's all part of what you can do when you're working from a CD!

DISNEY INTERACTIVE

Disney Interactive featured two titles now in development. One is *Pinocchio*, and features the same kind of fluid movements seen in Sony Imagesoft's *Mickey Mania*. Also shown was *Pocahontas*, based on the upcoming animated feature movie. While only showing bits and pieces (we watch 'Poke moving back and forth across forest scenes accompanied by her animal friends), the quality of the animation looks first-rate. And that's on 16-bit too.

VIACOM NEW MEDIA

Viacom New Media's movie *Congo* is on its way, as is a tie-in Mega Drive cart. We liked the combination of arcade and reflex-driven action on display in the demo.

ACCOLADE

Accolade has *Barkley 2*, another in the *Jam* series of basketball action, featuring the big, bad hoop-tossing guy.

INTERPLAY

Interplay's Saturn *Casper* game is damn good-looking – Cas is translucent and 'floats' through the game as you search through the old house and beyond – solving puzzles and trying to avoid ectoplasmic disasters.



▲ This is what *Cool Spot* looks like in 32 bits.

OCEAN

Last stop is Ocean, which has *Waterworld* working – it's based on the Kevin Costner sci-fi film that looks to be the most expensive movie ever made. The Mega Drive version features plenty of arcade and strategy action. Our other favourite is *Lobo*, from DC Comics. You get to take on a variety of comic-book characters in streetfighting action, with plenty of hurting and violence.

E3 is an entertainment software title publisher/developer exposition held once a year in Los Angeles, USA. And before you call up and ask when a particular game is coming out here, note that the games mentioned here are still in development over in the States. Which means we won't see them for a while, okay?

HOW THE CONSOLES COMPARE

Sega launches the Saturn this month, and has released a chart comparing the tech specs of the Saturn with other next-generation consoles. Not surprisingly perhaps, the Saturn compares very favourably with its competitors. But, of course, the real decision-maker is how good the software is. Check out the first batch of Saturn software, reviewed this issue!

	Sega Saturn	3DO	Sony PlayStation	Atari Jaguar
CPU	2 x SH2 32-bit RISC @ 28.6 MHz, 25 MIPS SH1 32-bit RISC @ 20 MHz, 17 MIPS 68EC000 16-bit CISC @ 11.3 MHz, 1.1 MIPS	ARM60 32-bit RISC @ 12.5 MHz, 7 MIPS	R3000 32-bit RISC @ 33.8 MHz, 30 MIPS	2 x Motorola 32-bit CISC @ 12 MHz, 1.2 MIPS
SOUND	PCM 32 channels (& FM)	PCM 7 channels	ADPCM 24 channels	PCM 2 channels
MEMORY				
Main	16 Mbit	16 Mbit	16 Mbit	4 Mbit
Video	12 Mbit	8 Mbit	8 Mbit	?
Audio	4 Mbit	?	4 Mbit	?
CD block	4 Mbit	no	256 Kbit	no
Backup	256 Kbit	256 Kbit	no	no
ILP ROM	4 Mbit	8 Mbit	8 Mbit	no
GRAPHICS				
Resolution	320x224 to 704x480	320x240 to 640x480	256x224 to 640x480	720x576
Colours	16.7 million	16.7 million	16.7 million	16.7 million
Polygons	500,000/sec	50,000/sec	360,000/sec	16,000/sec
SPRITE CAPABILITY	Scaling, rotation, distorted sprite, half-transparency	Scaling, rotation, distorted sprite, half-transparency	Scaling, rotation, distorted sprite, half-transparency	?
COLOUR GRAPHICS CAPABILITY	Texture mapping, flat shading, Gourand shading, wire frame	Texture mapping, flat shading	Texture mapping, flat shading, Gourand shading	Flat shading, Gourand shading
SCROLLING	5 screen	no	no	
CD DRIVE	Intelligent double-speed	double-speed	double-speed	TBA
SOFTWARE	Game CD, cartridge, music CD, CD+G, CD+EG, Photo CD	Game CD, music CD, CD+G, Photo CD	Game CD, music CD	Cartridge

EARTHWORM JIM 2

The only thing more fun than playing *Earthworm Jim* is *EWJ 2* – a sequel with 10 all-new levels, new bad guys, new weapons, new special moves… let's face it, plenty of new stuff! For the real skinny, we sent Marshal M. Rosenthal to talk to Douglas TenNapel, Creative Director for Shiny Entertainment. He be the main man, the guy who came up with the characters of Jim and his pals – so let's hear him spout.



▲ From the 'I.S.O. 9003' level, EWJ killing, erm, something.

Megazone: What about new weapons, new ways to fight off the bad guys, special moves – huh? Are they crude-looking, silly, what?

Doug TenNapel: Jim has a homing missile that is shaped like a home. He also has a full-screen nuke that knocks him on his butt every time. He has a peaceful bubble-gun that shoots happiness and does nothing to enemies. Perhaps his coolest new move is "The Glove-Manta-Shield", where his gloves pop into a giant manta-ray shape and give him temporary invincibility.

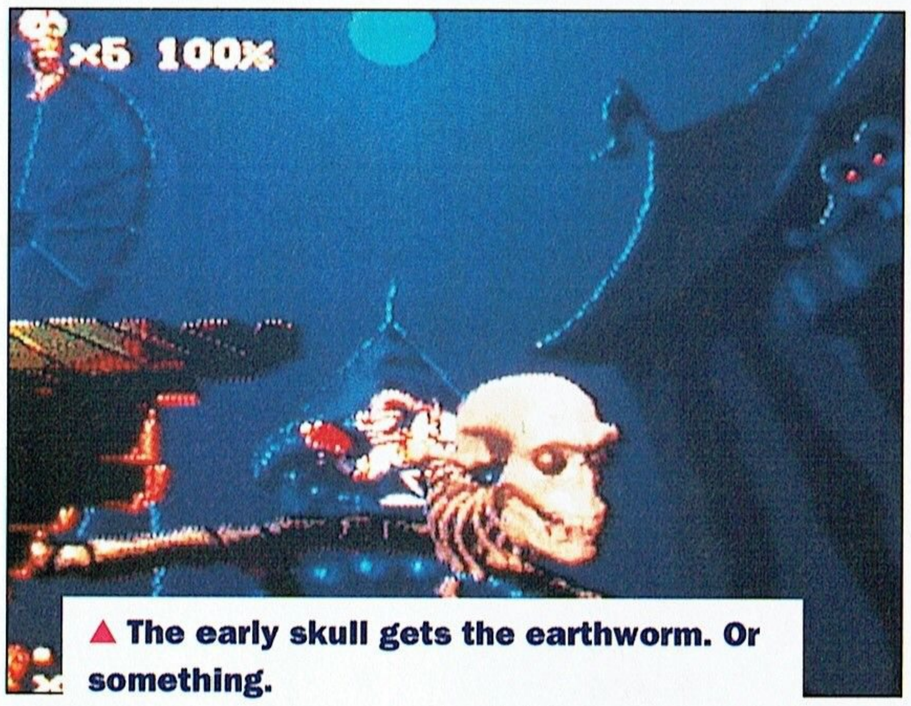
MZ: We've heard that Jim's companion Snott helps out with something called the 'Snott swing' and the 'Snott parachute'?

DT: Snott lives in Jim's backpack. You can now use him to stick to any ceiling and 'whip' objects in the air you can't normally reach. The Snottachute is another special move where he breaks your fall by inflating himself with air! Snott teaches us that you can pick your friends, but you can't wipe your friends under the couch.

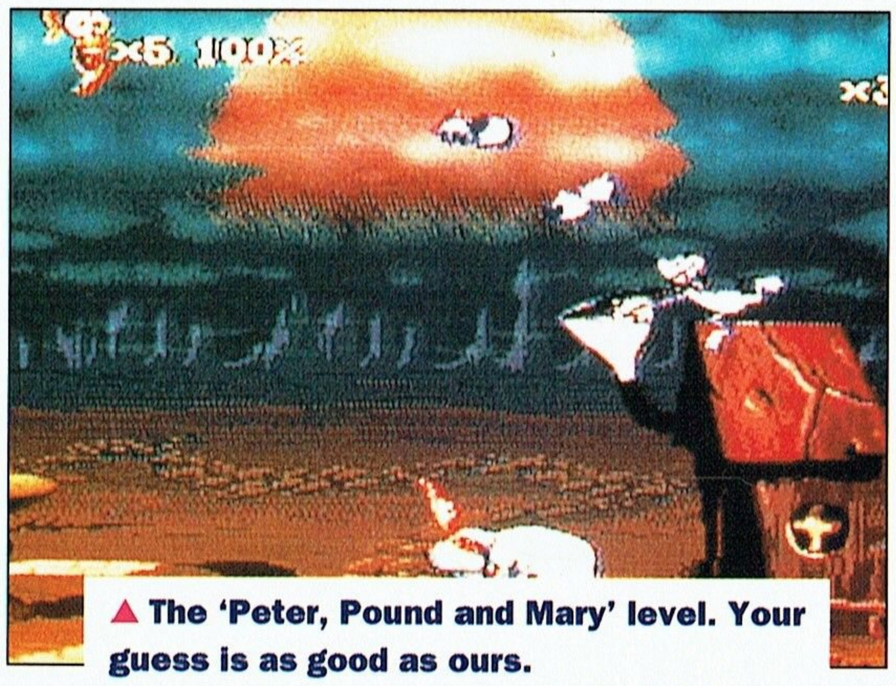
MZ: There's a bit where Jim is disguised as a salamander?

DT: Well, it's hard to explain, but I designed this from my combination enjoyment of amphibian and human anatomy. Thus, a flying, blind cave salamander that soars through intestines that try to digest you. The intestines are animated in 3D thanks to backgrounder Mark Lorenzen and 3D artist Rod Altschul. The music is 'The Moonlight Snotta', so it has a beautiful fantasia feel to it.

Because we aren't well, we threw in a game show bonus round that I promise will be the stupidest, silliest thing ever to be put in a cartridge. In the middle of all of these intestines we put in elements of a pinball game… what did you expect?



▲ The early skull gets the earthworm. Or something.



▲ The 'Peter, Pound and Mary' level. Your guess is as good as ours.



▲ EWJ killing something else.

MZ: What the heck is a 'Marshmallow of Love', and why should anyone care?

DT: The Marshmallow of Love is a Jim-sized marshmallow conceived by our Animation Director Mikey Dietz. It is Jim's only weapon against PsyCrow for this level. PsyCrow is throwing Peter's Puppies off a building, and Jim must bounce them on this marshmallow to safety.

MZ: Anything new with that dufus Princess worth noting?

DT: Yes, she is forced to marry PsyCrow. We learn a painful secret about her at the end of this game.

MZ: What do we need to know about the Wormburger world?

DT: It's real name is 'The Eye of Raw', and has Jim running among slabs of meat. I'm not sure how this happened, I just walked into work one day and Mark had this level up and running. I designed this bonus area where Jim jumps into a drinking straw and has to keep from knocking a sacred scarab beetle off the straw, or The Eye of Raw appears and cooks Jim to cinders. This, and the Blind Cave Salamander, is what happens when you give idiots like Mark and I freedom to do whatever we want with a level.

MZ: Since we'd rather be playin' than talkin' – how about a few final words on why you folks are doing a sequel?

DT: Why a sequel? We wanted to prove that you can get blood from a turnip and that it can do some good to whip a dead horse. That, and after playing *Family Feud* on the Mega Drive, we were inspired to work some of those mechanics into our next game – we had to meet that standard of gameplay.

Format: Mega Drive

Supplier: Playmates

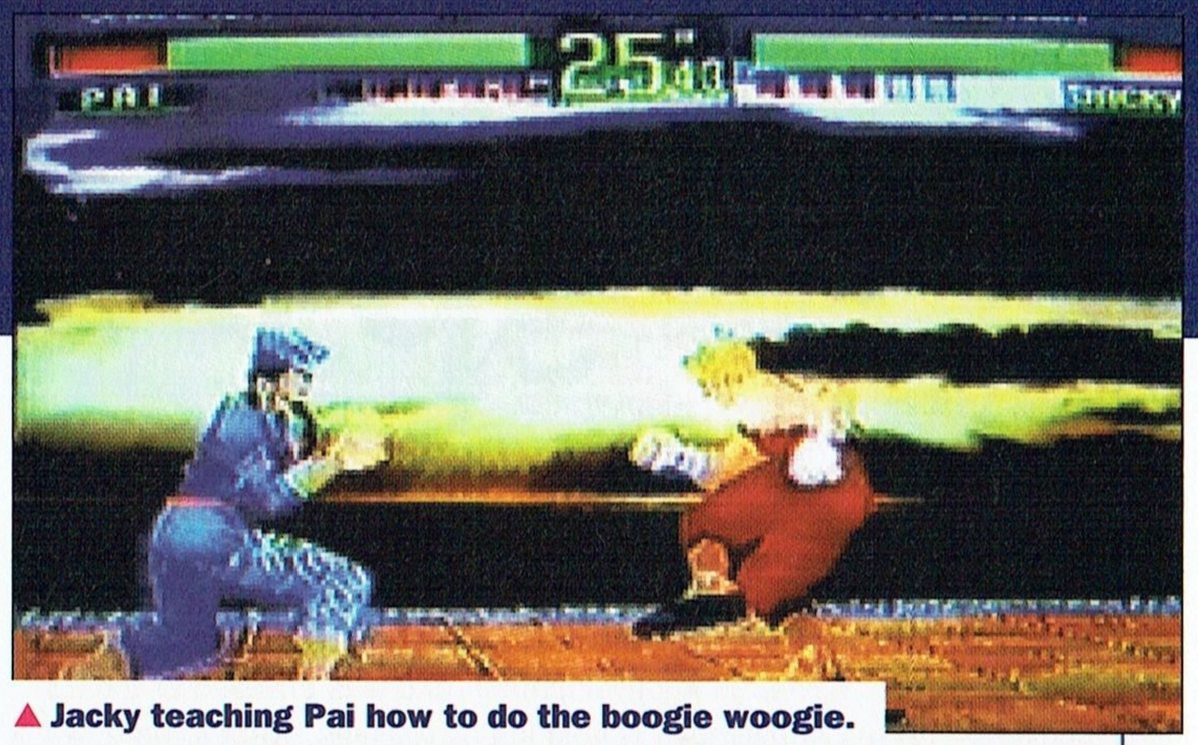
VIRTUA FIGHTER REMIX

After some complaints from the Japanese public that *Virtua Fighter*'s graphics weren't quite up to scratch, developers AM2 decided to take the conversion to pieces to see where they went wrong. Of course, for anyone who's played the game, it's obvious – the sprites occasionally disappear for a fraction of a second. Anyway, after much temple-rubbing, AM2 found that not only could it eliminate the problem, it could also add tons more texture mapping to the characters. However, rather than simply release this into the shops quietly, the team decided to update the coin-op too. And if you happen to have this in an arcade near you, go and take a look, because what you see in the coin-op is exactly what you'll be getting in the Saturn version. Like exactly. It's undecided at the moment how much the updated disk will cost, and indeed whether it will actually be released in Australia. In Japan, it will be packaged with the second shipment of official Saturns, to commemorate the millionth Saturn off the assembly line.

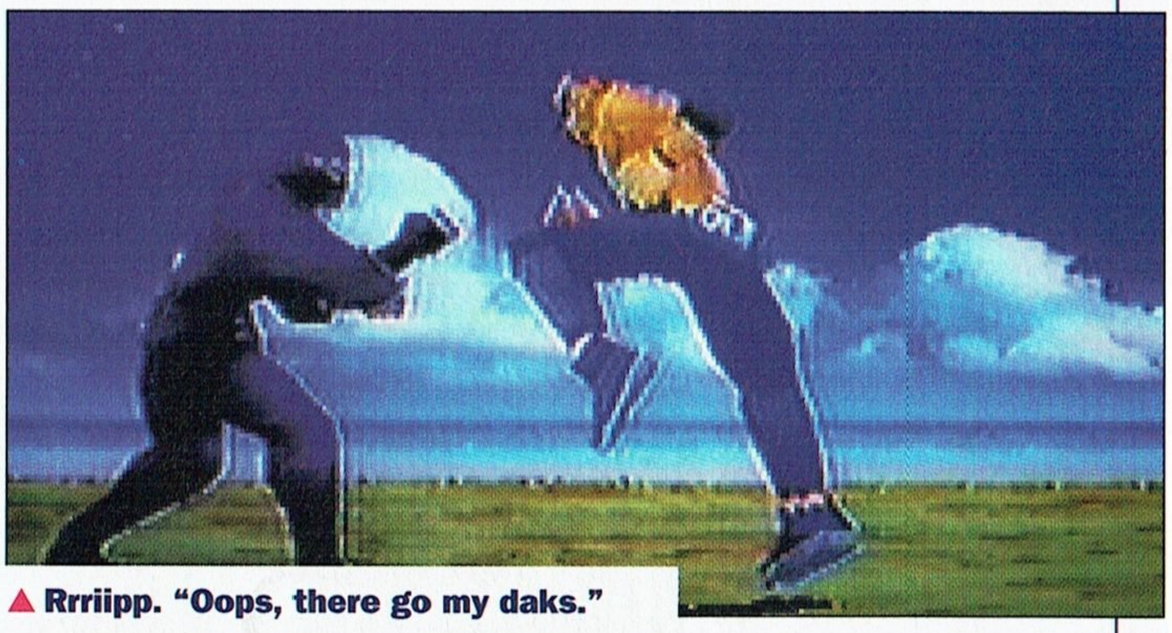
Format: Saturn
Supplier: Sega

▼ **Kage making it look all too easy.**

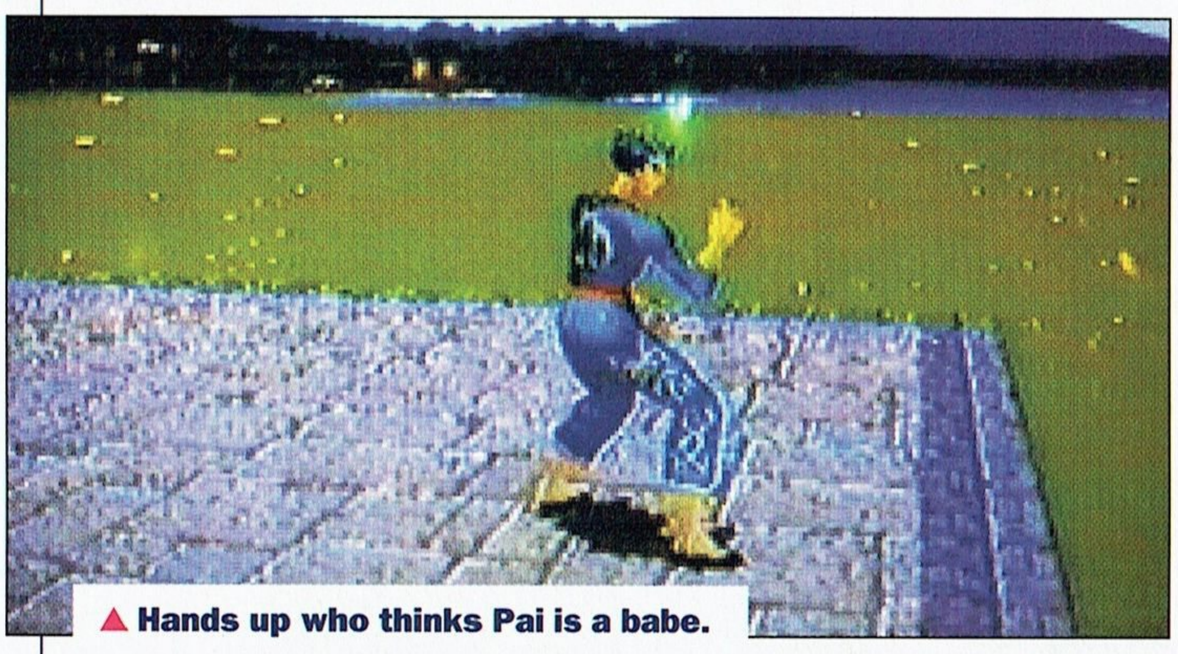




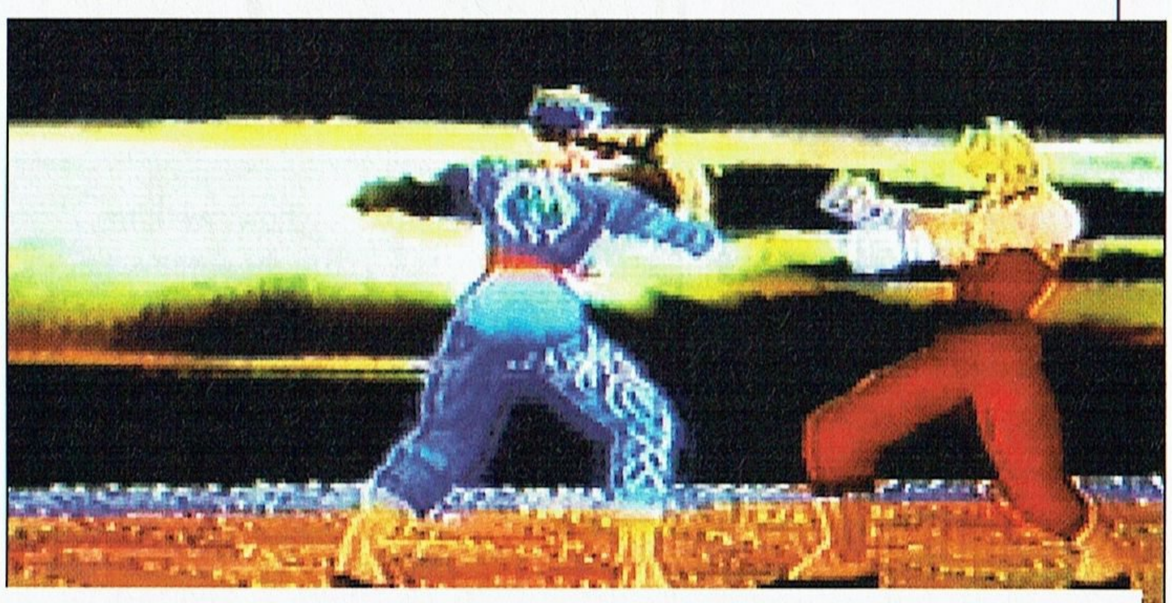
▲ **Jacky teaching Pai how to do the boogie woogie.**



▲ **Rrriipp. "Oops, there go my daks."**



▲ **Hands up who thinks Pai is a babe.**



▲ **If Pai became a US citizen, she could call herself American Pai.**

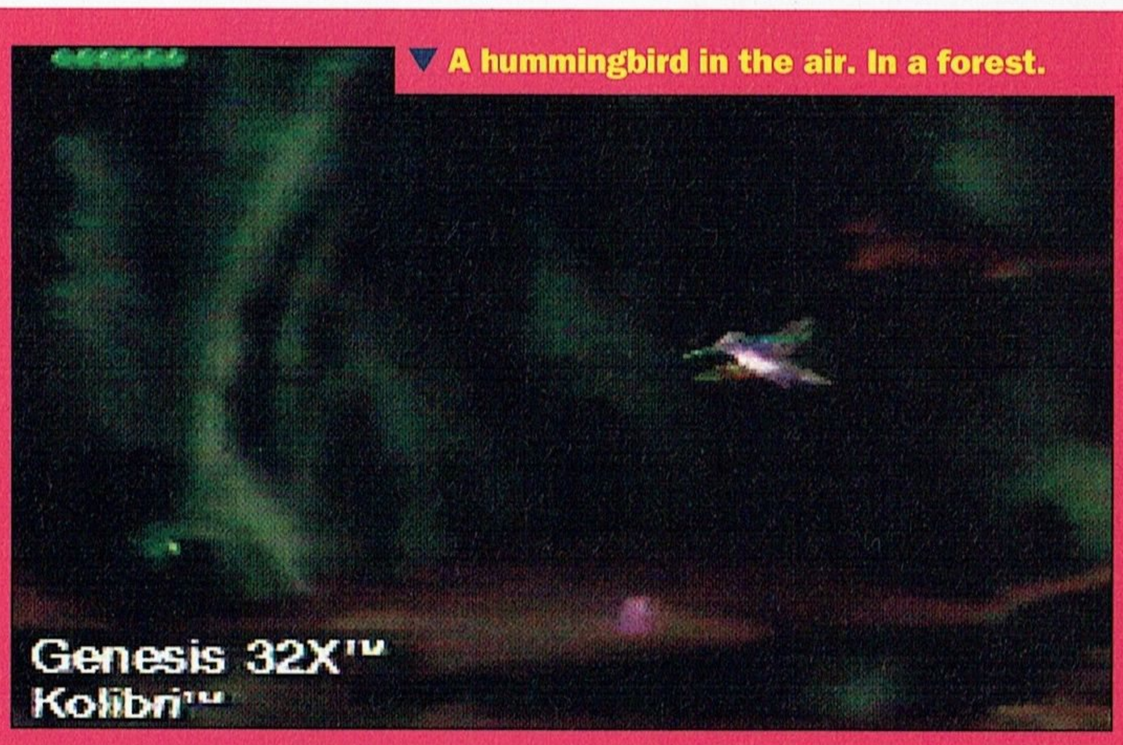
KOLIBRI

When *Ecco the Dolphin* was released on the Mega Drive a couple of years ago, everyone marvelled at its great graphics and original gameplay. But the developers have only released a sequel and a junior game. So what have they been up to for the past year or so? Well, they've been hard at work on a brand new 32X title, *Kolibri*. In fact it's rather a strange concept – Kolibri is a hummingbird, who buzzes around the land rescuing crystals and saving the environment. Kind of on the same environmentalist trip as Ecco. Actually, it has the same platforming action too (although the platforms are very well disguised) and thankfully, the graphics do seem to use the 32X's superior technology.

This is one of the few 32X releases that will be out by the end of the year. What's more, it looks like it actually might be quite good, so look out for it!

Format: 32X
Supplier: Sega

▼ **A hummingbird in the air. In a forest.**





▶ **A hummingbird in the air. Not in a forest.**

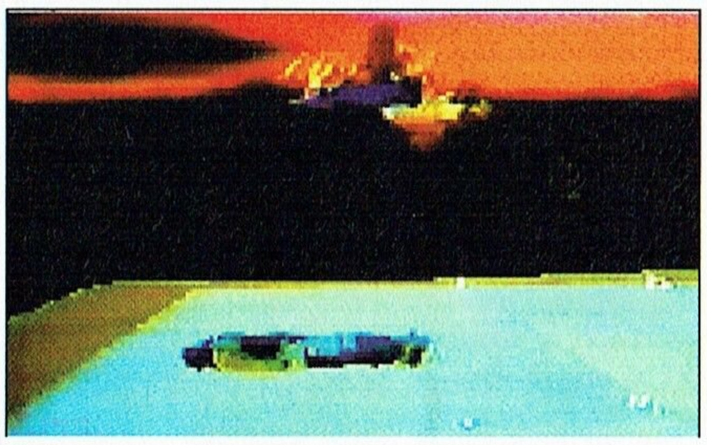
◀ **A hummingbird and a frog. In a forest.**



Previews

VIRTUA FIGHTER 32X

Oh no! A 32X release that's actually going to be good! Er...anyway, *32X Virtua Fighter* is in development, and was unveiled at the E3 consumer games show recently held in Los Angeles. What's more, we've played an early version of the game and can report that it's pretty damned fast, and although some of the animation has been dressed down, all the moves and characters that appear in the coin-op version are included. At the moment, you can't actually connect with an enemy – the sprites simply move about the screen – but you can pull off some of the character moves. Original developers AM2 aren't handling the 32X conversion, but the new programming team are working very closely with them. In fact, the team are even boasting that there will be some features in this version that weren't even included in the Saturn version. Anyhow, we'll be bringing you plenty of updates on this title, but in the meantime, here's a few early development shots.

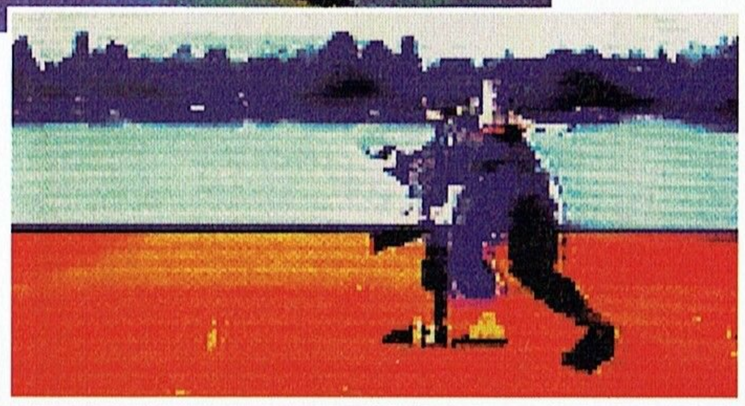


▲ **Looks like Jeffry is going to have a headache real soon.**

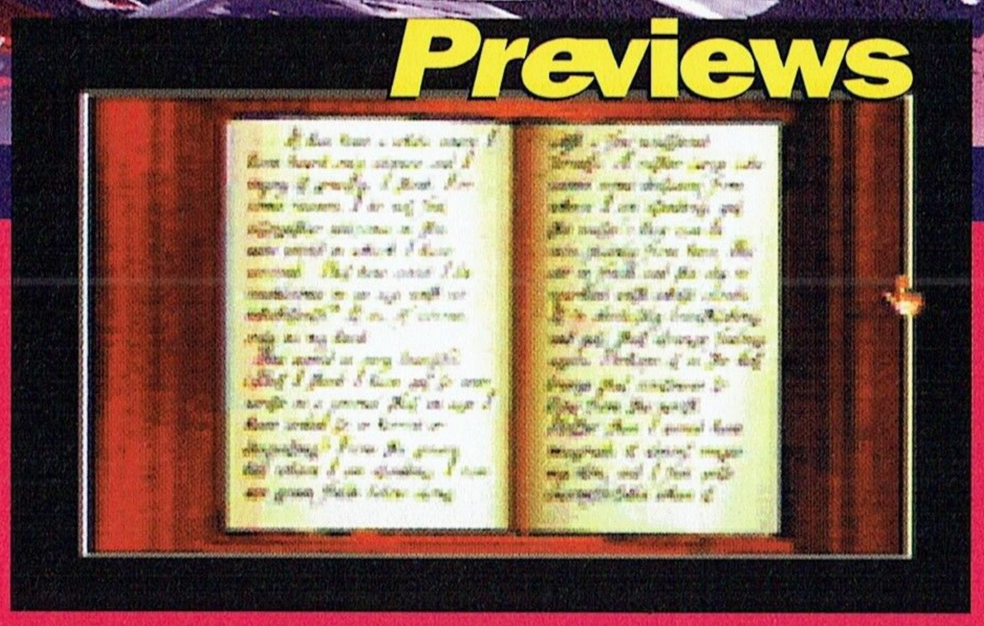
Format: 32X
Supplier: Sega



◀ **Either they're fighting or dancing. You make the call.**



▶ **"Excuse me, madam, I think you dropped something."**



▶ **Erm, a book. With some writing as well.**

MYST CD

If you're a bit of an all-round game buff, you've probably already heard of *Myst*. For non-PC owning types (ie practically the whole world), here's the lowdown. *Myst* is an award-winning RPG-type game that wowed the PC world a couple of years back with its top graphics and wickedly complex plot. Since then there's been numerous book-length solutions published, and the game has consequently been ported over to the Saturn (still awaiting an English translation, though). Unfortunately, due to its first-person-perspective gameplay and CD-quality sound, it's far too much for the humble Mega Drive to handle, but thankfully, Marubeni has decided that it's 100% possible on the Mega-CD.

So there you go, then. Graphic resolution will probably be a bit poorer, but apart from that, you'll get a $2500 PC CD-ROM-perfect adventure on your marginally cheaper Mega-CD. The plot revolves around a book left on the island, which contains all the details of the people that once lived there. All you have to do is solve the mystery surrounding the strange land, and you'll be free to return home. Believe us, this is just the sort of thing that the Mega-CD should be used for. It's just a shame it's taken so long to arrive. Anyway, here are some nice pictures.

Format: Mega-CD
Supplier: Marubeni



◀ **A room. With some things in it.**



◀ **Hmm, hurting people. Cool.**



▶ **Kung Lao is a big-time loser.**

MORTAL KOMBAT III

Mortal Kombat III has only been out in overseas arcades for little over a month, and already developers have the console conversions on the way. An early demo was on display at the E3 show, and was looking very, very impressive. Unfortunately, we won't be seeing a review copy until at least Christmas, but here's a few shots and expect to see a full update next month.

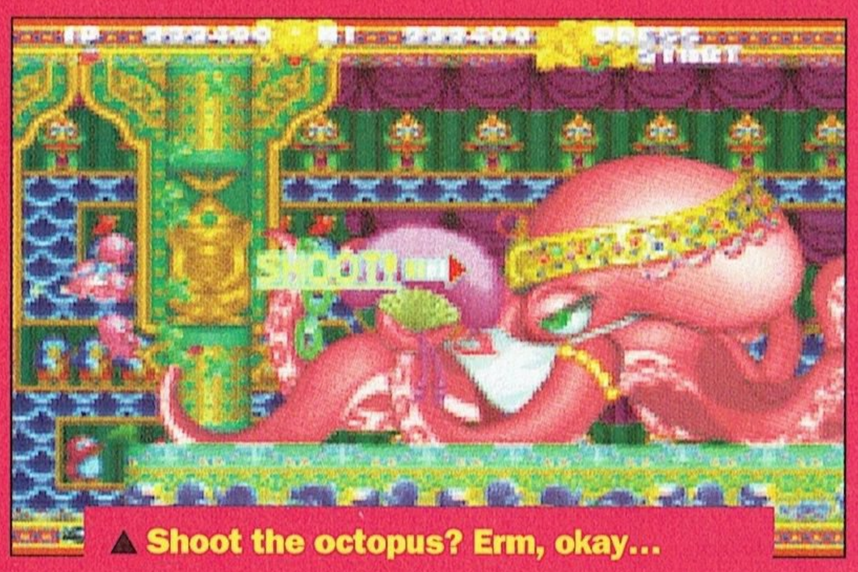
Format: All
Supplier: Midway



▲ An eagle in a top hat and bow tie. Yeah, right.

PARODIUS

Unlike Sony, Sega has been rather slow off the mark in signing up third-party companies to develop for the Saturn. However, with the machine already on sale in the States and hotting up for a UK and Aussie release, third-party developers are being signed up at an amazing rate. Among them game veteran Konami, who brought greats such as *Rocket Knight*, *Probotector* and *Tiny Toon Adventures* to the Mega Drive. However, for its first Saturn release, it's harking back to the halcyon days of the Super Nintendo. In fact, the chosen release, *Parodius*, was one of the best titles of its day, mixing frantic shoot 'em up action with cutesy Japanese graphics. Admittedly, the game hasn't changed an awful lot from the 16-bit original. The graphics look slightly more colourful and the sound has been given the CD treatment, while the action still holds its own really well, which, of course, is what it's all about really, eh?



▲ Shoot the octopus? Erm, okay...

Format: Saturn
Supplier: Konami



▶ Aah, a babe. Now you're talking...



▲ It's getting better all the time...

GARFIELD: CAUGHT IN THE ACT

Remember Garfield? You know, the fat ginger cat that likes to eat, sleep, and, er, well, that's about it really. Hmmm, hardly the most likely candidate for platform character of the year. But still, the development dudes down at Sega have deemed him a worthy Mega Drive star and are currently converting him for a 16-bit adventure. It's difficult to say exactly what the game will feature, seeing as Garfield does bugger all in the comic strips and cartoons, but hey, have faith, true believers, and we're sure that Sega will come up trumps by the time *Garfield* is released.

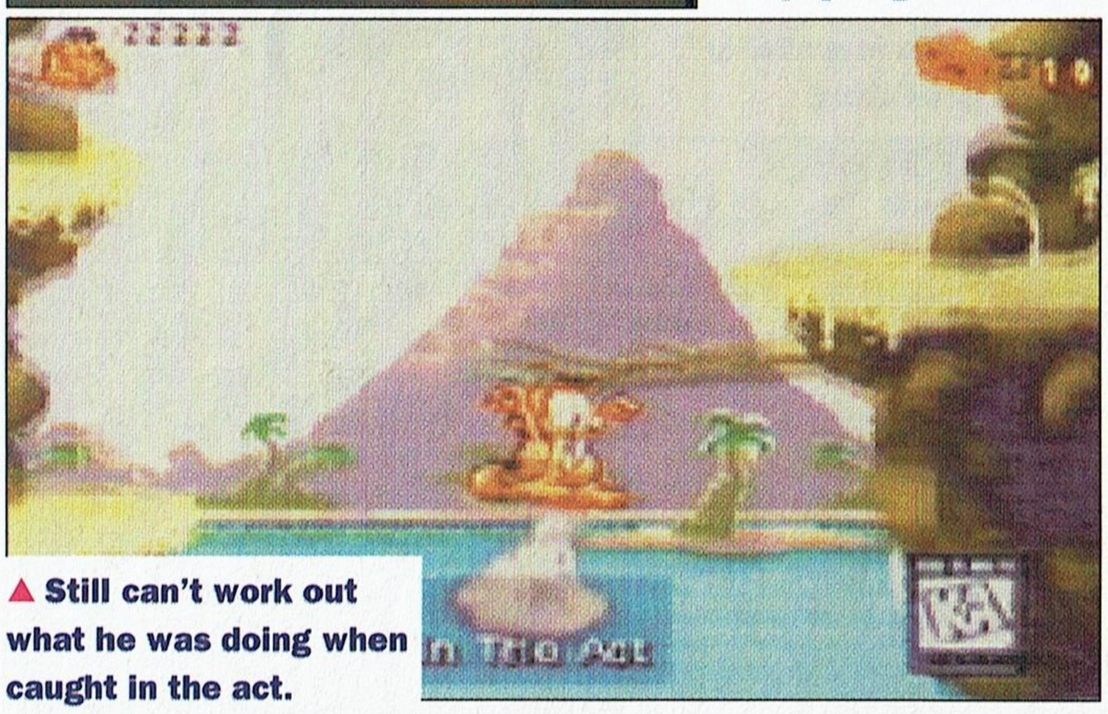
Format: Mega Drive
Supplier: Sega



▶ Garfield being physically active shock.



◀ Do we get to kill the dopey dog? Huh? Huh?

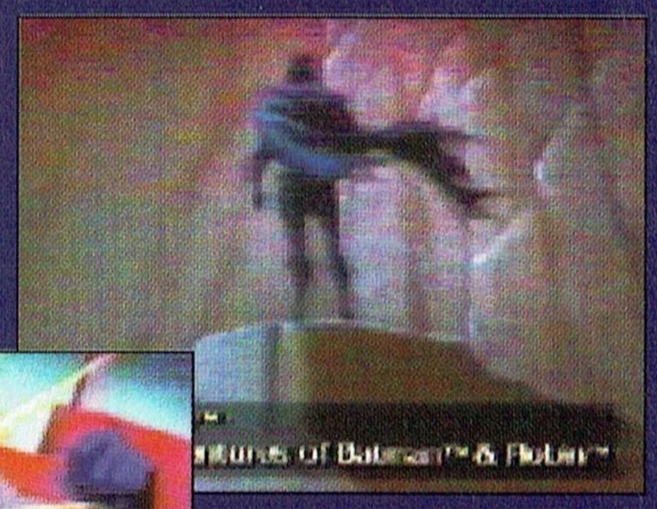


▲ Still can't work out what he was doing when caught in the act.

BATMAN CD

He's back, he's bad, he's dressed in black. Batman! Batman! Yup, the second CD adventure has finally arrived, and it's very similar to its recent Mega Drive counterpart! So you can expect lots of slick graphics, rock-hard platforming action and even some 3D driving sections, courtesy of the last *Batman CD* game. It looks as though the engine from the first CD title has been lifted 100%, and has been given some new graphics to jazz it up a bit. Still, the first CD adventure was pretty smart, so even if the action is similar, at least you'll be getting quality.

Format: Mega-CD
Supplier: Sega



▼ Crime doesn't pay, except in real life maybe.



▲ Batman looking very dark and brooding.



▶ Shoot first, ask questions later.

The 'Coming soon' bit

VIRTUA COP

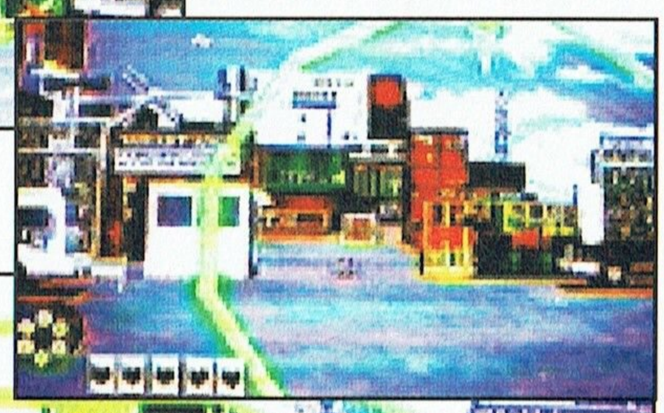
Everyone knows that *Virtua Cop* has to be the coolest, most street-cred coin-op going. Which makes it twice as brilliant that an arcade-perfect Saturn conversion is on the way. Again, an early version was on display at the Los Angeles E3 show, and it played really, really well. At the moment, only part of the first level is actually playable, but we played it extensively at the show and it's absolutely ace!

Format: Saturn
Supplier: Sega

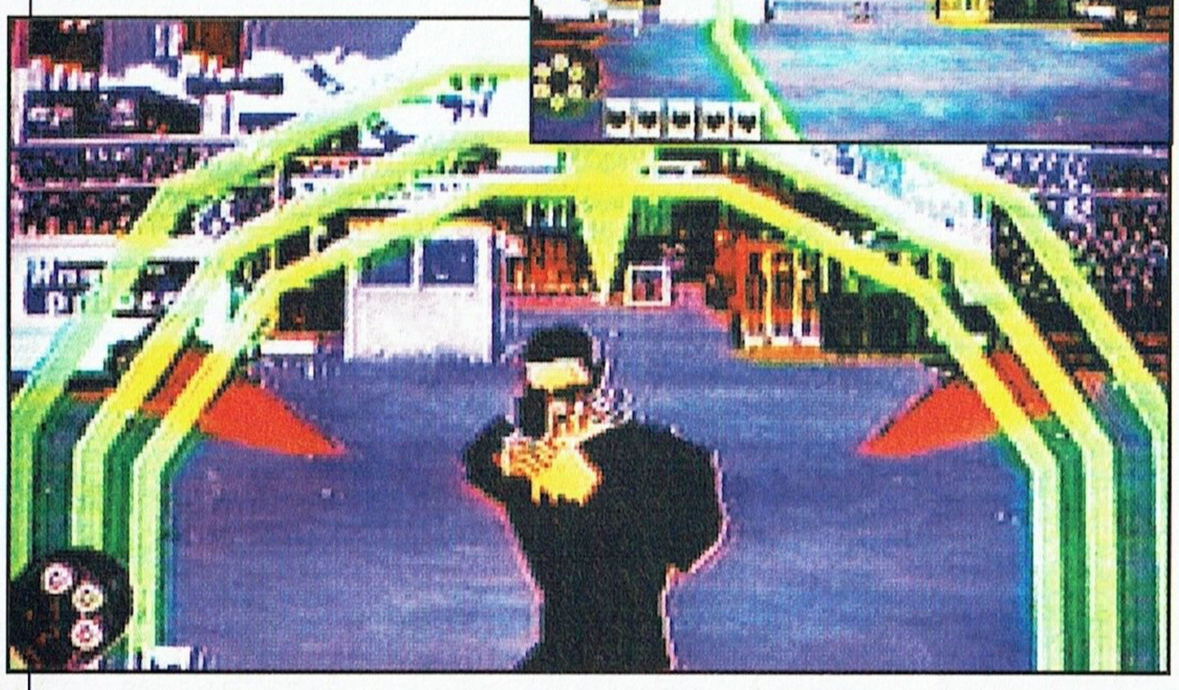


◀ See that guy over there? Kill.

▼ Then kill him again.



▼ Erm, this is probably not a good thing.



FIFA '96

Hotly tipped to be one of the best sports releases this year is *FIFA '96* on the Saturn. Already the best selling game in the past year on the Mega Drive, this souped-up Saturn version is sure to be a success with its top 3D graphics, CD sound and gameplay to top *Victory Goal*. In fact, the Saturn version is very close indeed to the recent 3DO version of the game, which is reputedly the best version of the title yet. A demo of the game was on show at E3, and we even got to have a quick play. It's certainly fast and furious, something which can't altogether be assumed from this video shot.

Format: Saturn
Supplier: EA



▶ It looks as good as *Victory Goal*. If it plays better, then it'll be a winner.

Another World II
MD .....Acclaim
Another sequel.

Batman Forever
MD .....Acclaim
Well, there's this movie...

Boxing
MD .....Acclaim
Destroy your opponent's brain cells, as he returns the favour.

Castlevania "The Bloodletting"
Saturn .....Konami
Sounds good to us.

Clockwork Knight 2
Saturn .....Sega
As if one *Clockwork Knight* wasn't enough.

Comix Zone
MD .....Sega
Something to do with comics.

Congo
Saturn .....Sega
Fight intelligent killer gorillas. In the mist.

Cut Throat Island
MD .....Acclaim
Be afraid. Be very afraid. On an island.

Darxide
32X.....Sega
Of the moon.

Demolition Man
MD.....Virgin
Smash stuff, man.

Exo Squad
MD.....Virgin
Decidely un-funky...

Flux
MD.....Virgin
Well, we have no idea.

Gran Chaser
Saturn .....Sega
Chase grandmothers around a lot. In a car, apparently.

Judge Dredd
32X .....Acclaim
He kills people. Even if they're good.

Manhattan Project
32X .....Acclaim
Build an atomic bomb and destroy a major Japanese city?

Maximum Carnage 2
MD .....Acclaim
Sounds promising.

Micro Machines 2 – New Edition
MD.....Codemasters
Profit-milking machine, more like it.

Monsters
MD .....Viacom
Scary stuff.

Phantom
MD .....Viacom
Ghost who walks on platforms and shoots things.

Pinocchio
MD.....Virgin
Would we tell a lie?

Popoitto Hebereke
Saturn.....Sunsoft
Japanese game about being blind drunk, apparently.

Revolutionix
Saturn.....Acclaim
An FMV shoot 'em up.

Sensible Golf
MD .....Sensible
Isn't golf always sensible, what with Rupert the Bear trousers and argyle jumpers?

Sonic Mars
32X.....Sega
Sonic gets in a space ship and goes to another planet.

Star Trek Deep Space 9
MD.....Virgin
Go where hardly any other MD games have gone before.

Super Skid Marks
MD.....Codemasters
Goes to show what happens when you don't clean the dunny.

32XTREME
32X.....Sega
Your guess is as good as ours.

Total Football
MD .....Acclaim
As opposed to half a football.

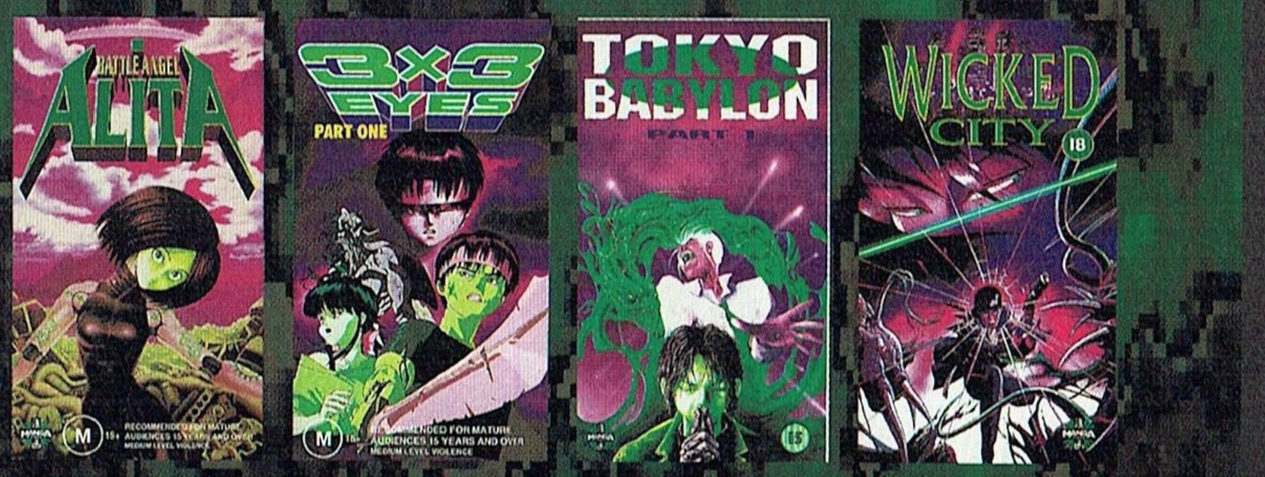
Waterworld
MD .....Ocean
Kevin Costner's movie flops onto the Mega Drive.



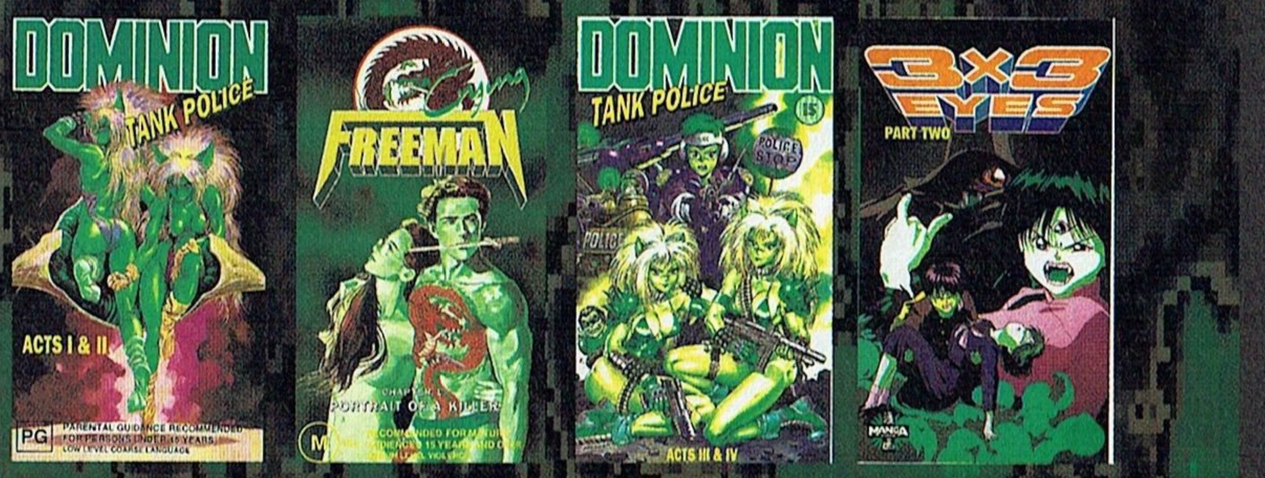
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Megazone Ad - Robot Carnival 17/5/95 3:53 PM Page



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MEGA MOUTH LETTERS



The life of Matt

Dear Megayoungsters,

I am concerned at the welfare of my son Matthew Hall-Monitor. You are always teasing him. It's not his fault he has low bladder control. I mean, if I wanted you to tease him I'd tell you about this morning when I broke another chisel cleaning his undies. That's three in one week! And Adam, the little smart-arse, is the worst one – always calling him names like Tongue Ring, Arsehole and Barney Rubble.

Yesterday, when the policeman brought my boy home, after telling me of his illegal activities he told me that Duane had snapped his bra-strap and left a painful red mark.

And Agatha really shocked me getting Matty into bed, then telling him it was only a joke and taking lots of degrading photographs and sticking them on various walls and shop windows for everyone to see. I'm not saying that it wasn't funny, but think of Matthew. How did he feel?

Last week, someone – I don't know who – stole his laxatives and left him in agony. His doctor also said that if you keep kicking his bottom, his haemorrhoids will worsen and take over his whole body. I remember when I found him washed up on the beach. I laughed and drove away. Later I returned to see him still there, so I picked him up and put him on the bonnet. I knew the radiator would keep him warm. We are all human, I thought, so I claimed him, seeing no-one answered my ads in the paper. Five or six years later, I grew to love him so I named him Matthew Marigold and gave him my surname, Hall-Monitor. My point is you should learn to accept him. Let that be a lesson to all of you.

Ferdanande Algige Hall-Monitor
Darlinghurst, NSW

Accept Matt? Never, we say. Never!

I wanna hold you

Dear Megazone,

1. I bought a Mega Drive for its graphics and playability. One thing I don't like is how you have to be home to play it. So I went and looked at a Game Gear, but the graphics were awful. Is Sega going to bring out a 16-bit hand-held machine? If so, when and how much? If not, why not?
2. Would you be able to tell me the best Sega shop in SA (i.e. value and range)?
3. Is *Donkey Kong* on the Mega Drive?

Ben
SA

1. No. Sega, in its infinite wisdom, has decided not to release the hand-held Mega Drive in Australia. Start your petition now. Or buy a bloody long extension cord and a portable TV.

2. Game Power, in Adelaide, phone (08) 289 1116. Mind you, we're only saying that because one of our contributors works there...

3. Good try, but, believe it or not, there was an even more stupid question this month. Still, very close...

MEGAZONE OP SHOP

Need cold, hard cash for your old trash? Can't find in the store what you are looking for? Have stuff to swap? Then try Op Shop!

Perhaps you have to raise bail for Uncle Barry again. Or pay off the heavies before they break your legs. Or need to get hold of stuff you simply can't buy on your Grace Bros charge card.

Whatever your reason, we're not fussed. It just doesn't concern us. We don't want to know. Megazone Op Shop – buy, sell and swap stuff, no questions asked. Just follow the easy steps below for a painless Op Shop experience.

LIST your goods and prices clearly and state whether they are 'For Sale', 'To Swap', or 'Wanted To Buy'. If you're trying to get rid of heaps of games don't list them all. Just write out the best ones 'cos it's really really tiring typing millions of game titles into the Megazone computer.

WRITE your name, address, and telephone number (including your area code) on the same piece of paper. We only print your phone number but need all the details for our stringent verification procedure. Plus, we sell your names to companies that want to sell you useless crap at inflated prices, for a tidy sum, and then we get rich quick. No, we don't do any of that, really. But ads that don't include these details will get nuked. No questions asked.

INCLUDE a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. This is for us to spend on drink and pizza every now and then. So, it's really important though pretty simple, don't you agree?

MAIL all this to:

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

The small print. We reserve the right to edit your ad how we like. Megazone takes no responsibility for 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 in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

FOR SALE

Mega Drive: NBA Showdown '94 $30 ono
TEL: (02) 679 1478

Mega Drive 2 & Mega-CD 2, 17 games, three-button pad, six-button pad, Sega Multi-Tap, full range of cheats for games sold, all manuals and boxes, as new, $800 ono
TEL: (092) 293 4627

Mega Drive: NBA Jam, Streets of Rage, Strider, the lot $100
TEL: (077) 703 118

TO THE POINT

Length isn't everything, you know. Well, okay it is, but here the rule is the shorter the better. Short and sweet...

Role model

What are RPGs? And will there be a CES show in WA?

Steven
Perth, WA

RPG stands for role-playing games, which are 'adventure' games which combine puzzle-solving and action. And no, there won't be a CES (Consumer Electronics Show) in WA or, indeed, Australia as they're a USA-only event.

Past-it System

Is it worth holding onto a Master System or should I sell it?

Mark
Balhannah, SA

Sell it. Like, now.

Rumblings of Daytona

We heard a rumour that *Daytona USA* will come out on Mega-CD. Please set us straight.

Drake and Nick
Taree, NSW

Absolutely no chance at all. Like, zippo, buddy boy.

Gone adrift

I've heard about a Sonic racing game on the Game Gear. Will Sega ever bring this out on the Mega Drive?

Chris
George Town, TAS

The game you refer to, Sonic Drift, *is one of those rare things: a Game Gear-only title. Sorry, but there are no plans to convert it to the Mega Drive.*

90s LETTERS

News Flash

Dear Megazone,

Here's some stuff to stick in your news page:

- *Virtua Fighter 3* is already in production
- Sub-Zero doesn't wear a mask in *MK III*
- Arcade *MK III* is a PSX
- *Doom 2* will be on the 32X/Saturn
- The 'Sega Reality' will be an add-on for the Saturn
- *Virtua Racing*, *Virtua Cop*, *Virtua Fighter*, *Virtua Fighter II*, *Daytona*, *Sega Rally*, etc will be on the Atari Jaguar
- Atari has sued every computer company using the 9-pin configuration, including Sega, IBM, Commodore, etc...
- *MK III* will be on every type of computer including Master System, Game Gear, Game Boy, SNES, Mega Drive, Jaguar, 32X, 3DO, etc...
- Apple Mac will be releasing a super console with tech specs to kick the Ultra 64's arse to the moon and back five times in a row without getting puffed
- There will be no hand-held 'Venus' Mega Drive console
- The 32X will work with the CDX, but not with the Mega PC
- There will be an *Earthworm Jim 2*

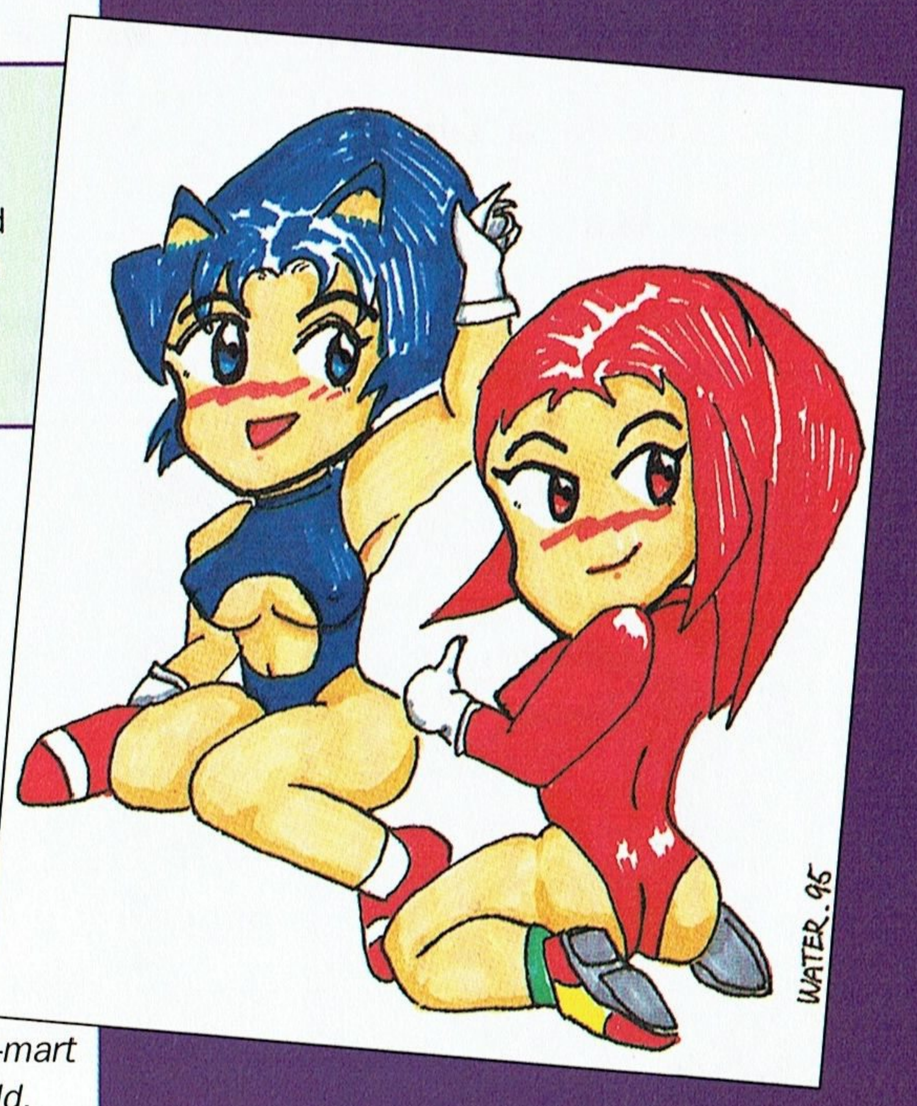
That's all from me. We'll cross now to *Today Tonight*...

Lindsay
Elizabeth Park, SA

Don't believe everything you read in the news...

Readers' Art corner

This 'interpretation' of Sonic and Knuckles as babes comes from some hippy by the name of Water. Water perv, eh!?



I still haven't found what I'm looking for

Dear Megazone,

I'm not going to suck up to you or anyone. Basically, your mag is just another mag on the shelves at the newsagent's and I'm getting sick of 'format racism'. To me a format is just a format to either play games on or to do other stuff on it. I'm also getting cheesed off with Sega Ozisoft, the Australian distributor of Sega games, because I am unable to get the game I want, especially for my Mega-CD. I cannot get hold of *Snatcher*, *MKII CD* and *Pitfall CD*. You say that the 32X has been released and that games are available for it, but I say you're lying: I can't find it in any store where I live. Why has this happened? If they don't wake up to this problem they'll lose another customer.

Ray
Lismore, NSW

We're not 'racist', we just hate Nintendo. If you can't find what you're looking for locally, try the mail order companies that advertise in Megazone. The 32X is only available in specialist computer and games stores – you won't find them in the likes of K-mart – so again, if there's no such stores in Lismore, you're going to have to shop further afield.

MEGAZONE SHOP

...continued

Mega Drive: World Cup Italia '90 $10, Alien 3 $15, Altered Beast $10, Bulls vs Blazers $15, boxes and manuals inc., the lot $35
TEL: (02) 567 7733

Mega Drive: FIFA International Soccer $50, Rugby World Cup '95 $80, Earthworm Jim $90, all in excellent condition, the lot for $250. Will sell individually.
TEL: (02) 823 4484

Mega Drive 2 with three-button control pad, Sonic 1 and 2, Road Rash, Super Monaco, World Cup Italia '90, the lot $200
TEL: (03) 9383 2349

Mega Drive with two control pads, seven games including Mortal Kombat, Streets of Rage 2, Road Rash II and Shining in the Darkness, plus 15 Megazones, $280 ono
TEL: (02) 660 1801

Game Gear with TV tuner, Master System Converter, transformer, screen enlarger, carry case, Mortal Kombat, NBA Jam, Bart vs the World. All games with cases and manuals, excellent condition, the lot $250
TEL: (03) 9464 0147

Mega Drive: six-button control pad $30, Lemmings $30, Street Fighter II $60. All are in top condition and include manuals. Also two board games, Battlemasters and Heroquest Citadel miniatures games with paint set, $100.
TEL: (069) 216 180

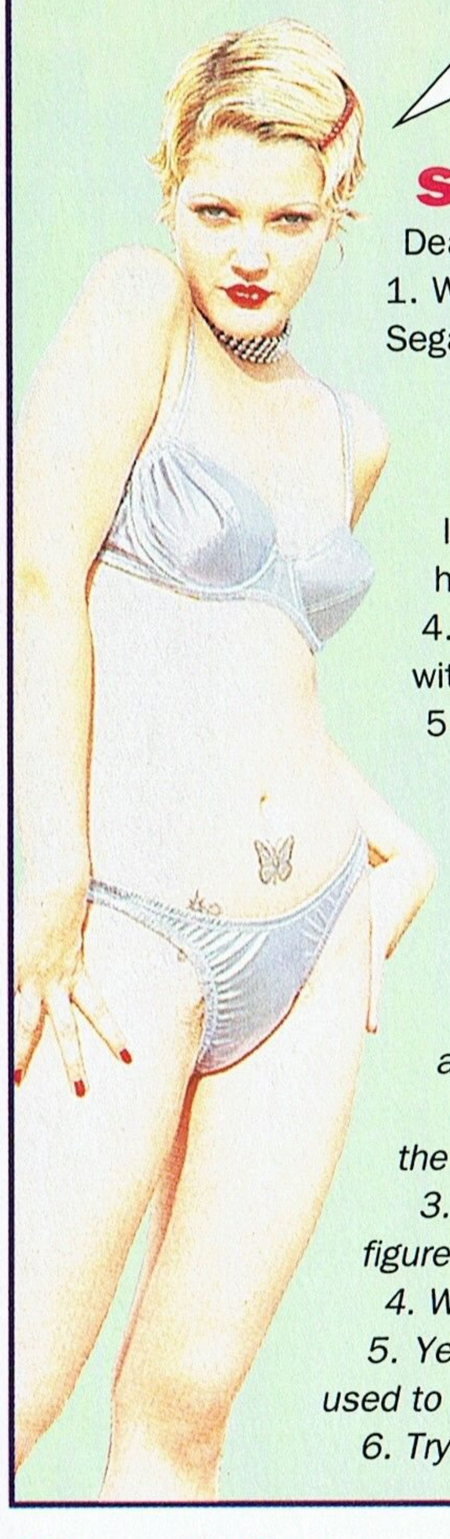
Mega Drive with three- and six-button control pads plus Mickey Mania, Golden Axe, Mortal Kombat and four other games. The lot for $290.
TEL: (02) 587 5550

To Swap

Cannon Fodder and Sonic 1 FOR Sonic and Knuckles in good condition
TEL: (09) 537 1877

LETTERS

DREW BARRYMORE SAYS:



"Hi! Drew Barrymore here. This month we have a double entry for Stupid Question Corner. Durant and Daven – see, even their names are dumb. Then again, I don't know what my parents were thinking of..."

Stupid Question Corner

Dear Megazone,

1. Will Australian software be compatible with the new Sega Saturn?
2. Is there going to be an *Earthworm Jim 2* for the Mega Drive?
3. Why don't you tell Drew Barrymore to get her bikini line waxed before photo shoots – her bloody pubes are hanging down her leg!
4. When are they going to make Nintendo compatible with Atari?
5. Get rid of Pump Action, unless she's gonna strip. You wouldn't know style if it sat on your face!
6. Why is my butt itchy?

Durant & Daven
Cheltenham, SA

1. What Australian software are you morons talking about?

2. Yes, there will be. In fact, we have an interview with the creators in Game Spy, so why not read all about it.

3. You must have spent a long time staring at Drew to figure that one out. Get a life.

4. When are they going to nuke Cheltenham, SA?

5. Yeah, and you don't know Jack Shit. But we, do – we used to go to school with him.

6. Try taking a bath once in a while.

Nine uninteresting questions

Dear Megazone,

1. How much will *Daytona* for the Saturn cost?
2. Will there be a Game Gear to Mega Drive converter?
3. Does Nintendo suck?
4. Does Sega rule?
5. Is it really worth getting a 32X even though the Saturn is coming out?
6. Where can I get my hands on more Sonic caps like the ones in ish 51?
7. Why does Nintendo have such a crappy name for its magazine?
8. Is there a mouse or trackball for the Mega Drive for use with *Lemmings*?
9. If so, where do I get one?

Ben
Caboolture, QLD

$89.95. No. Yes. Sort of. Depends on your personal wealth. Shops. It just does. Yes. Japan – it was never released here.

Cruelty to spiders

Dear Megamouth,

I hired out the game *Maximum Carnage* and I fail to see why you disliked it so much. I found it to be a good game, with good graphics and playability. It was a beat 'em up not quite as good as the *Streets of Rage* saga, but nearly as good. Don't think I'm some *Spider-Man* freak, because I'm not. I just think you were a bit harsh with your review.

Davy Carroll
Box Hill, NSW

Well, yes, we were a bit hard on it (it was reviewed in issue #46 and received 40%) but, to be frank, we've seen more beat 'em ups than can surely be good for us and were just a little tired of the same old rehashed formula which was about as original as cheese and tomato sandwiches.

No comparison

Dear Megazone,

Let's get to it, this is for C Barraud (WA) and anyone else who has a problem with the 32X. I have just bought one for myself and I also own a Mega-CD. I have found both these systems and the range of games for them to be way up to standard.

How can you compare games for these systems to computer games? As any simple person would know, they aren't going to run as quick. You should stick with the Internet and your Yank friends and leave the fun systems for people who like a bit of enjoyment.

Craig
Seven Hills, NSW

Yeah.

Need a quick fix

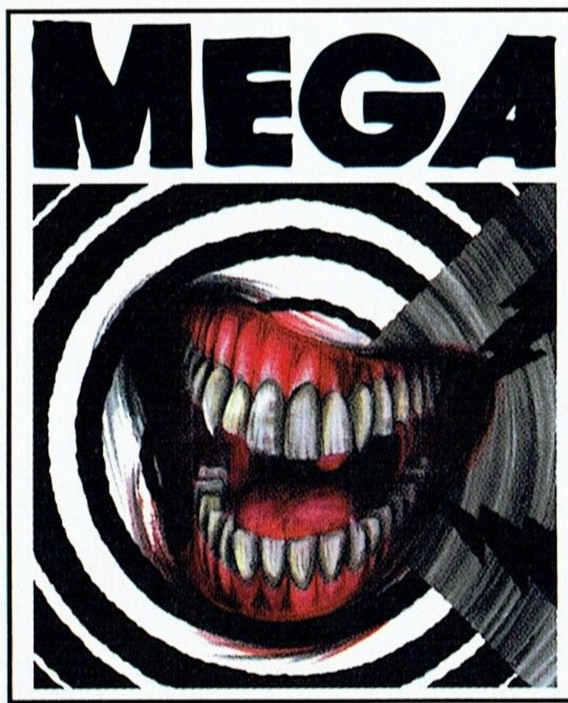
Dear Megazone

I think your mag is pretty neat and I've bought a few games due to your cool and groovy reviews.

My Mega Drive (model one) is broken and I don't know anyone who can fix it. I've been everywhere from Dick Smith's to TV and video repair shops. No one can help me. Could you please give me a list of places I can go in NSW.

Matthew
Penrith, NSW

As your machine is out of warranty, your best bet is to contact Sega's maintenance company, Hills Telefix, on 131 989 (Australia-wide). They will be able to advise you of your nearest repair centre.



The French have resumed nuclear testing in the Pacific

If this bothers you, write to your MP or a newspaper or something. Frankly, we don't give a rat's arse. However, if you have something to say about the serious world of Sega gaming, then we're all ears.

Send your scribbling to:

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

Win! Win!

COPIES OF PRIMAL RAGE!



Primal Rage is something different in a beat 'em up. Instead of the usual ninjas and sumo wrestlers beating the living daylights out of one another, huge monsters battle it out. And there's heaps of blood, which should keep the gore fanatics happy.

And to celebrate the game being good and us liking it, Sega has given us five copies of *Primal Rage* to give away in a competition. Five prizes, five winners. It could be you...

How to enter

We're trying something a little different this month: all entries for this competition are to be done over the phone.

It's one of those 0055 numbers, but fear not, we've arranged a rate that costs about the same as sending your entry through the post. And you don't have the hassle of running to the post office to buy stamps. Or get that nasty taste from sealing envelopes.

It also saves us the trouble of sorting through all the competition entries every morning, which frankly is a bit of a chore. So, as you can see, it makes everyone happy. It's the '90s way to do things.

All you have to do to enter is call:

0055 19951

You'll be asked to dial the number on your phone that corresponds to question A, B and C. If you get them all right, you'll be asked to leave your name and address etc, so we can send you the booty, should you win. Then to take out the Grand FInal and win a copy of *Primal Rage*, tell us in 15 words or less how *you* think dinosaurs became extinct. (It can be funny, it can be crap – we'll judge the best one anyway.) It's an awful lot easier than poking your eye out with a bowling ball. The questions are:

A. JUST WHAT ARE THE FIGHTERS IN PRIMAL RAGE*?*

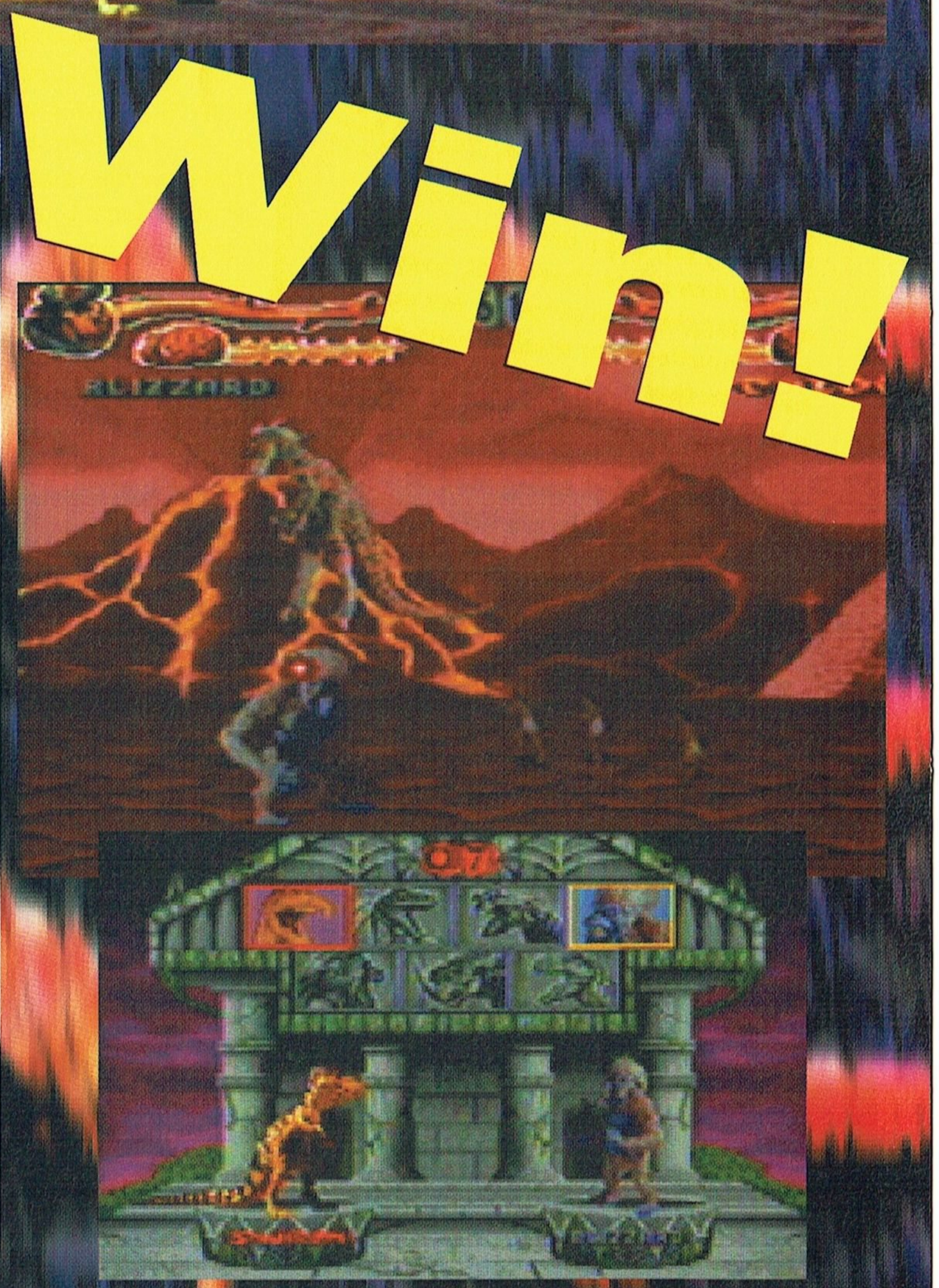
1) Prehistoric dinosaurs but in the future
2) Muscle-bound martial arts black-belts
3) Blinky Bill and friends

B. WHICH ONE OF THESE CHARACTERS APPEARS IN THE GAME?

1) Vertigo
2) Reptile
3) Taipan

C. WHERE IS PRIMAL RAGE *SET?*

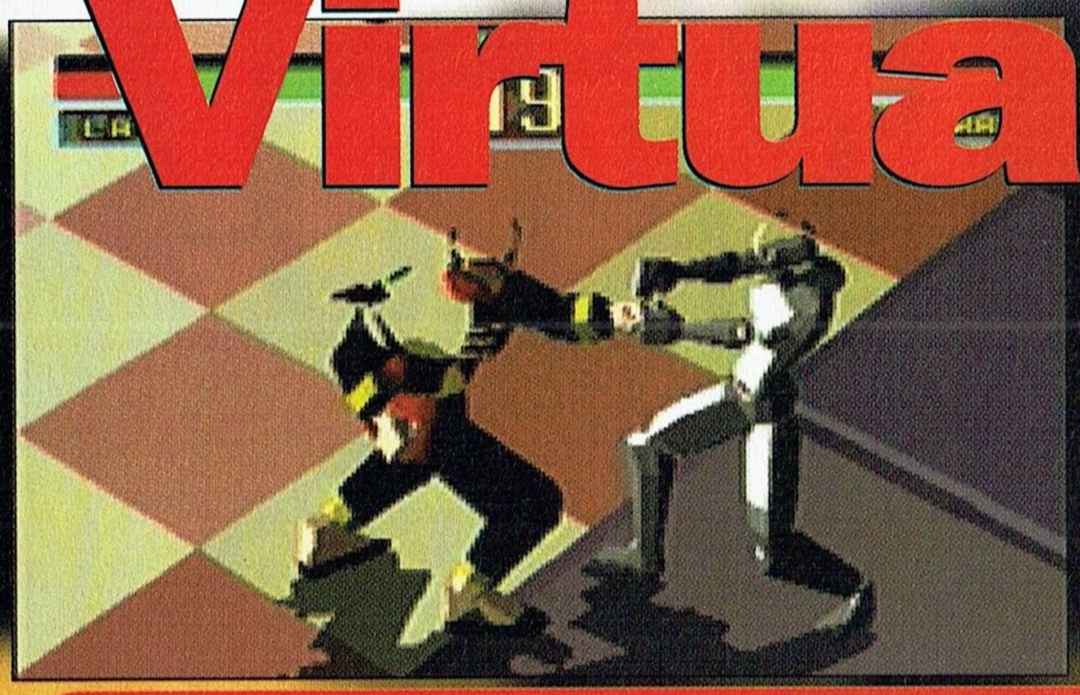
1) Earth
2) Urth
3) Uranus



The small print: One, and only one, entry per reader. Competition closes September 15, 1995, so don't bother calling after that. Calls charged at 35 cents a minute, which, providing you don't have a really long address on a sheep station at the back o' Bourke, or are really dumb and take ages to answer the questions, should cost you 50 cents or less. If you don't pay the phone bill yourself, get the okay from the person who does before you call. Tricom Audiotext: Budget Rate: 25 cents buys 42.9 seconds. A higher rate applies to mobile and public phones.

Saturn Review

Virtua Fighter



◀ In Replay mode, depending on the angle and how the losing fighter was finished off, the Saturn may fail to display up to half the fighter's polygons. To be fair, it is being replayed, and has no bearing on the playability of the game.

VITAL STATISTICS

FORMAT: Saturn
TYPE: Fighting game
SUPPLIER: Sega
PRICE: Bundled with Saturn
SIZE: CD
PLAYERS: Two

Mark Sariban went off for a virtual fight, and came back days later with sore thumbs and puffy eyes...

Every new system needs a 'killer application' – a game that is so good that it sells machines. Well, *Virtua Fighter* is the Saturn's 'killer app'. Sega obviously knows this, as it has decided to include *Virtua Fighter* in the Saturn package.

It's simply stunning – both in its own right and as a faithful port of the arcade classic. From the character selection screens to the fight replays, this game looks great. Swooping camera views, amazing attention to detail – check out how Pai's pigtails swing as she moves in to attack – and realistic animation make this game a stunning graphic experience.

Sound fx are impressive as well – try playing a round with the sound turned off to appreciate the role the collision samples play. Just listen to Pai and Lau's power kick (B, B, B, K), which is executed with a jet engine-like roar.

As in the arcade version, the character line-up is reasonably well rounded, although it does seem that Sarah and Jacky are the strongest players. Well, they are brother and sister, after all. Lau is Pai's father, so they share some common attacks, like a roundhouse kick. Once again lumbering Jeffry and equally muscle-bound Wolf trade speed for sheer power. And while Akira has the strongest attacks, his fighting style has a fatal flaw – simply stand upright and keep pressing Guard. Edge backwards between attacks to avoid being grabbed. After Akira attacks, get in a quick punch or two, and press Guard again before Akira counter-attacks. Get the timing down pat for a guaranteed 'Perfect'.

As in the arcade game, the moves are controlled with just three buttons – Punch, Kick and Guard. However, for those prone to a bit of cheating, there are button configurations allowing the more common multiple-button moves to be performed using the X, Y and Z buttons.

Okay, so *Virtua Fighter* isn't perfect. The zoom into the opposing fighters at the beginning of each bout tends to be a little jerky. The characters break up, and sometimes disappear completely in the replay mode. And special moves which involve rapid button sequences can be hard to execute on the joypad. Those quibbles aside, *Virtua Fighter* is a spectacular fighting game with remarkable depth. Ⓜ

second opinion

There's no question that this is a pretty hot copy of the arcade game. All the moves are there and, apart from a few niggles, the graphics are near arcade-perfect. So what it boils down to is whether you're a fan of the arcade machine or not. I must admit, I've never been that keen on it at Timezone, though being able to play for free in the office is another matter... Give it a few goes and it quickly becomes apparent that what on the surface appears to be a regular (if graphically impressive) beat 'em up is, in fact, a deeply strategic and hugely playable game. ❑ *ADAM*

85%

the word

GRAPHICS
A few stutters in re-draws mar a visual feast.
8

SONICS
Arcade-perfect.
10

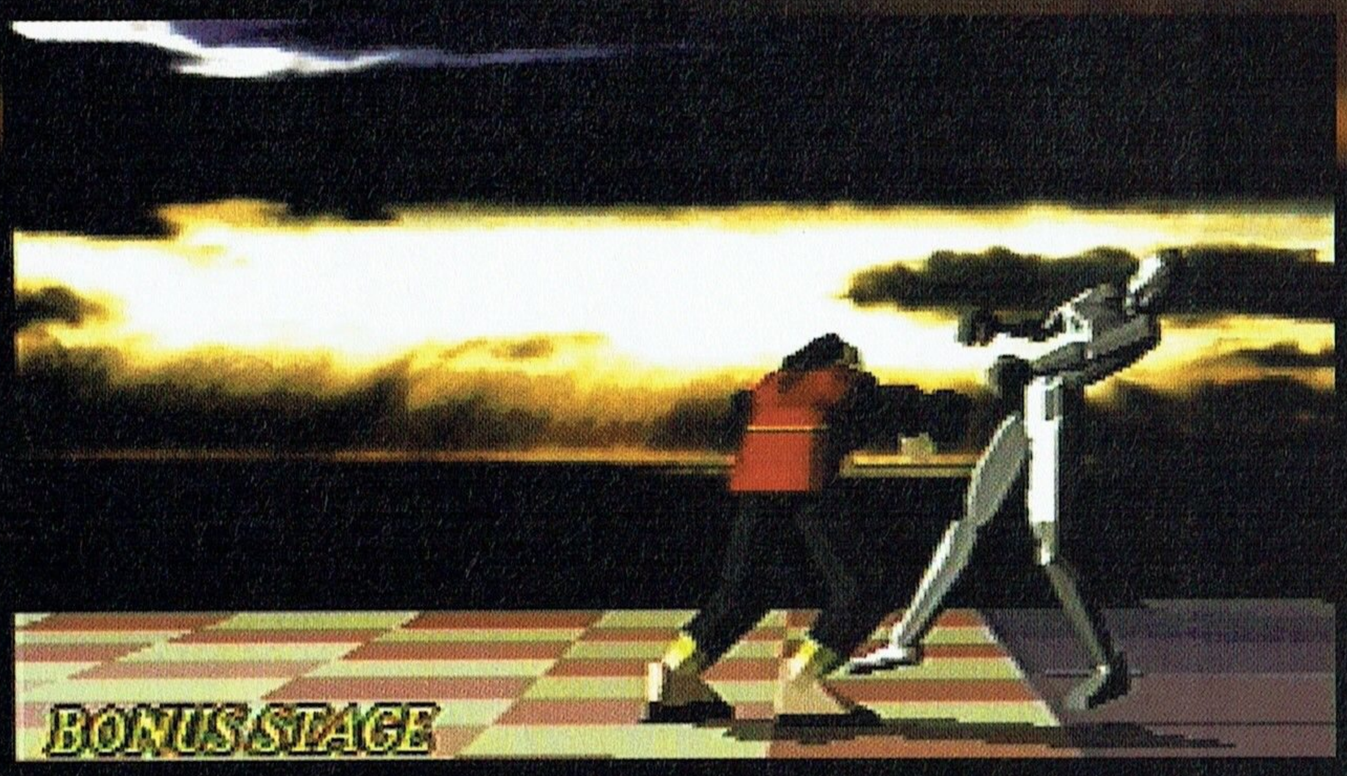
PLAYABILITY
A steep but very rewarding learning curve.
9

STAYING POWER
Compulsive, addictive, sleep-depriving... you get the picture.
10

OVERALL
A virtual arcade machine in your living room.

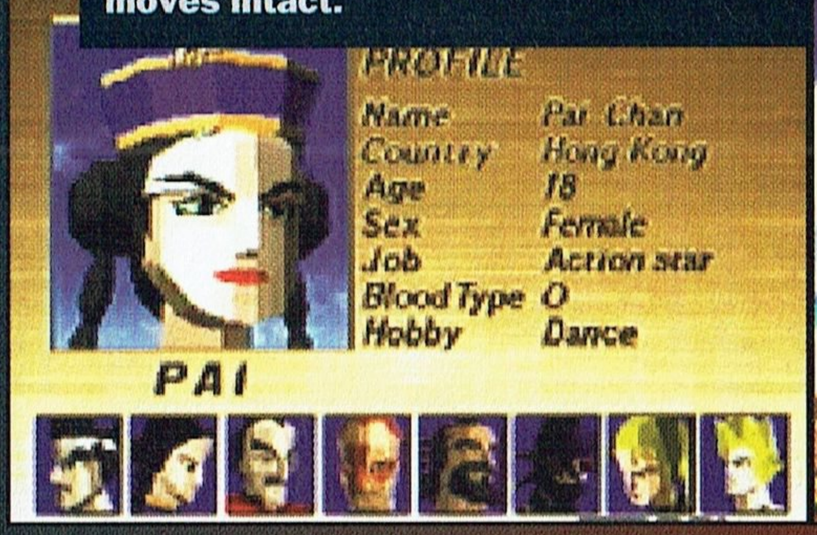
95 PER CENT

▼ As in the original, working your way through the whole fighter line-up is rewarded with a date with Dural, a metallic megabitch who can execute everybody's special attacks. She's not impossible to defeat though, it just takes a lot of practice.



Megazone Tip: Dural can be forced out of the ring with an overwhelming all-punch attack. She is also vulnerable to a jumping kick (kick while pressing Up) when in close range.

The original eight characters from the arcade game have made the trek to the Saturn with all their special moves intact.



▲ A dancing, 18-year-old action star from Hong Kong, with O-type blood?



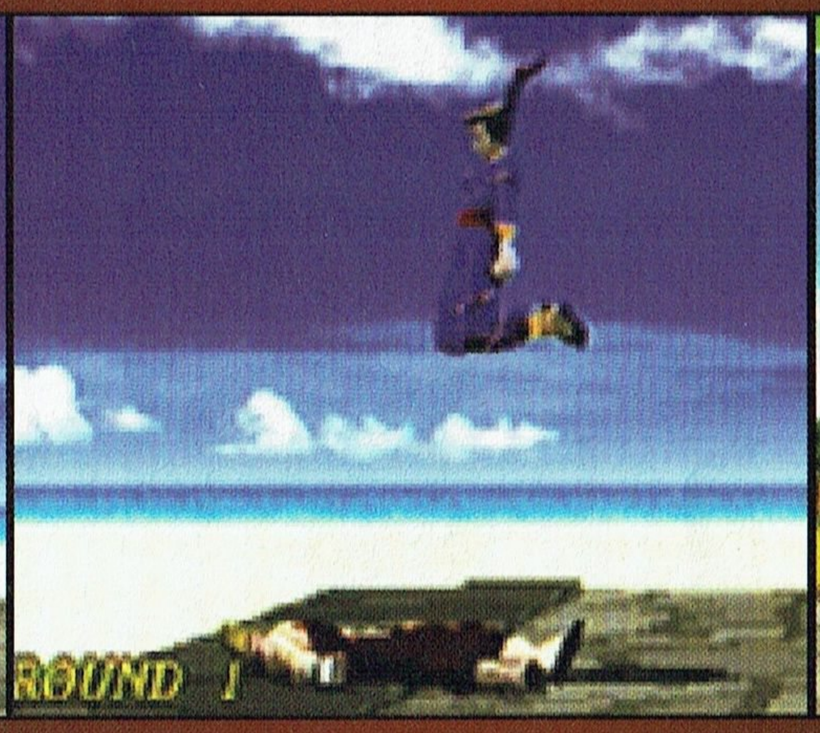
▲ You can get twice the damage from Lau's stomp by pressing Jump again in mid-flight.



▲ Now that's gotta hurt...



▲ Pai swivel-kicks her way out of trouble.



▲ One KO, coming up.



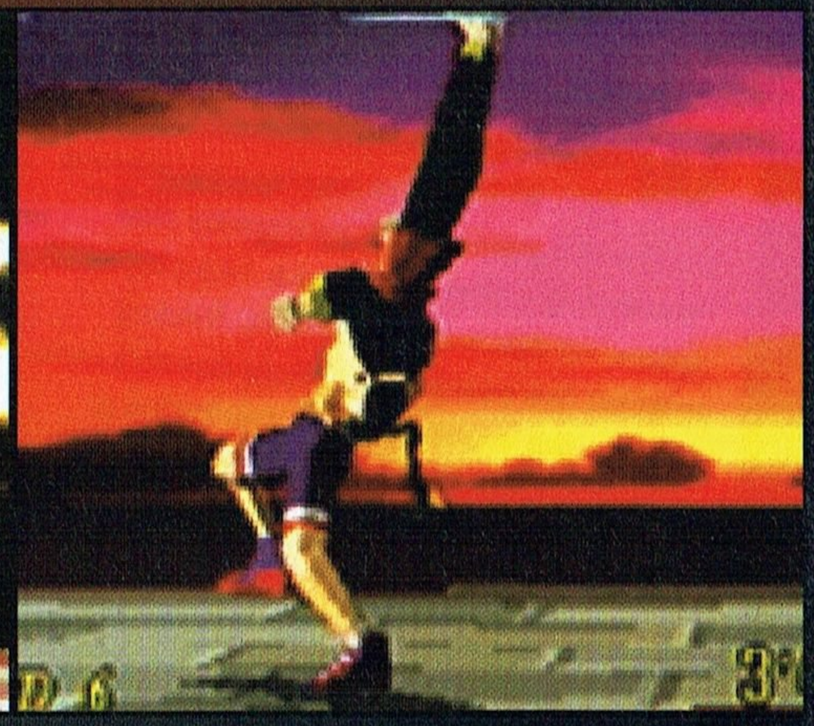
▲ Kage's best move is a back-flip which knocks his opponent flying.



▲ If Jeffry grabs hold of you, it's all over...



▲ Akira is the most dangerous fighter – he's fast and strong.



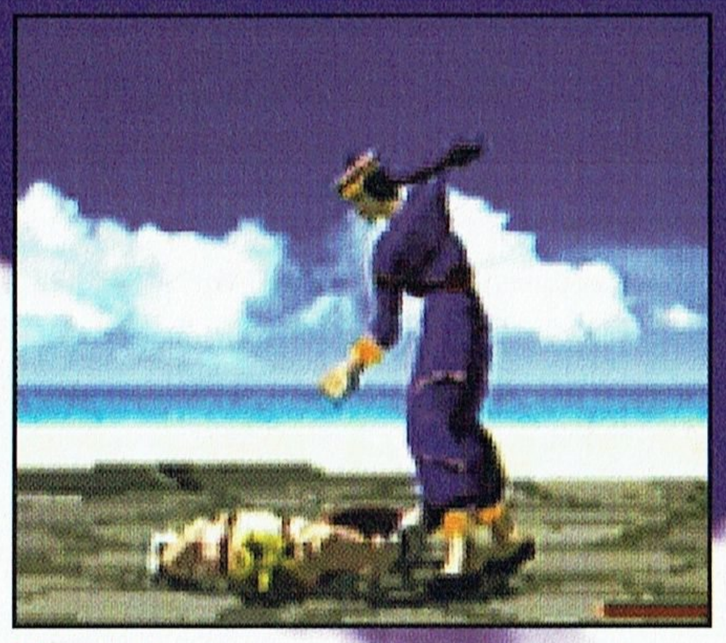
▲ Wolf making more money for spinal surgeons.

NEVER GIVE A SUCKER AN EVEN BREAK

One of our favourite hits is the quick punch to the defenceless body of a prone fighter.

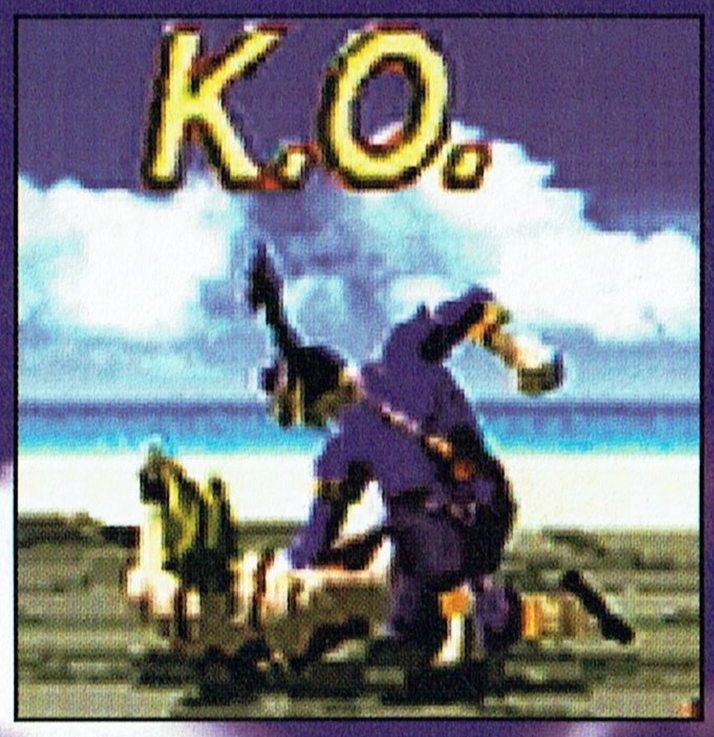


▲ Works best after throwing your opponent down...



▲ ...get in close, and press the D-pad down and towards the victim while pressing Punch.

▼ And you'll deliver this sneaky blow.



Saturn Review

Daytona USA

It's horses for courses as Darren Porter takes on *Daytona USA*, Saturn style.

VITAL STATISTICS

FORMAT: Saturn
TYPE: Racing
SUPPLIER: Racing
PRICE: $89.95
SIZE: CD
PLAYERS: One

When *Daytona USA* came out in the arcades, it simply wiped out the competition. Get ready for a repeat dose in the 32-bit console wars...

As a racing game, *Daytona USA* is fairly straightforward – it's really just a matter of hooning around a circular track. What made *Daytona* the Schumacher of arcade racing games was its amazing graphics and incredible realism.

While a very good attempt has been made at the conversion to the Saturn, it is sadly lacking the finesse of its bigger arcade brother. The first time you play *Daytona USA*, you'll be so freaked you won't notice the minor graphical glitches or the poor distance mapping. But after a few spins around the track, especially after playing the Advanced course, you'll notice the slow-down and lack of colour depth.

The control pad takes some getting used to – luckily Sega plans to bring out a steering wheel soon after *Daytona*'s release. After you've mastered the controls though, you'll soon start winning races. And the Grand Prix mode on the harder levels is simply gripping.

The music is high-quality but closely resembles muzak – the programmers really should have included a disable option. Sound effects are great, but are drowned out by the music.

Considering the game on its own merits (supposing for a moment the arcade version never existed), it's simply the best racing game to ever grace a TV screen. *Daytona USA* is certainly a worthy investment for any Saturn owner. M

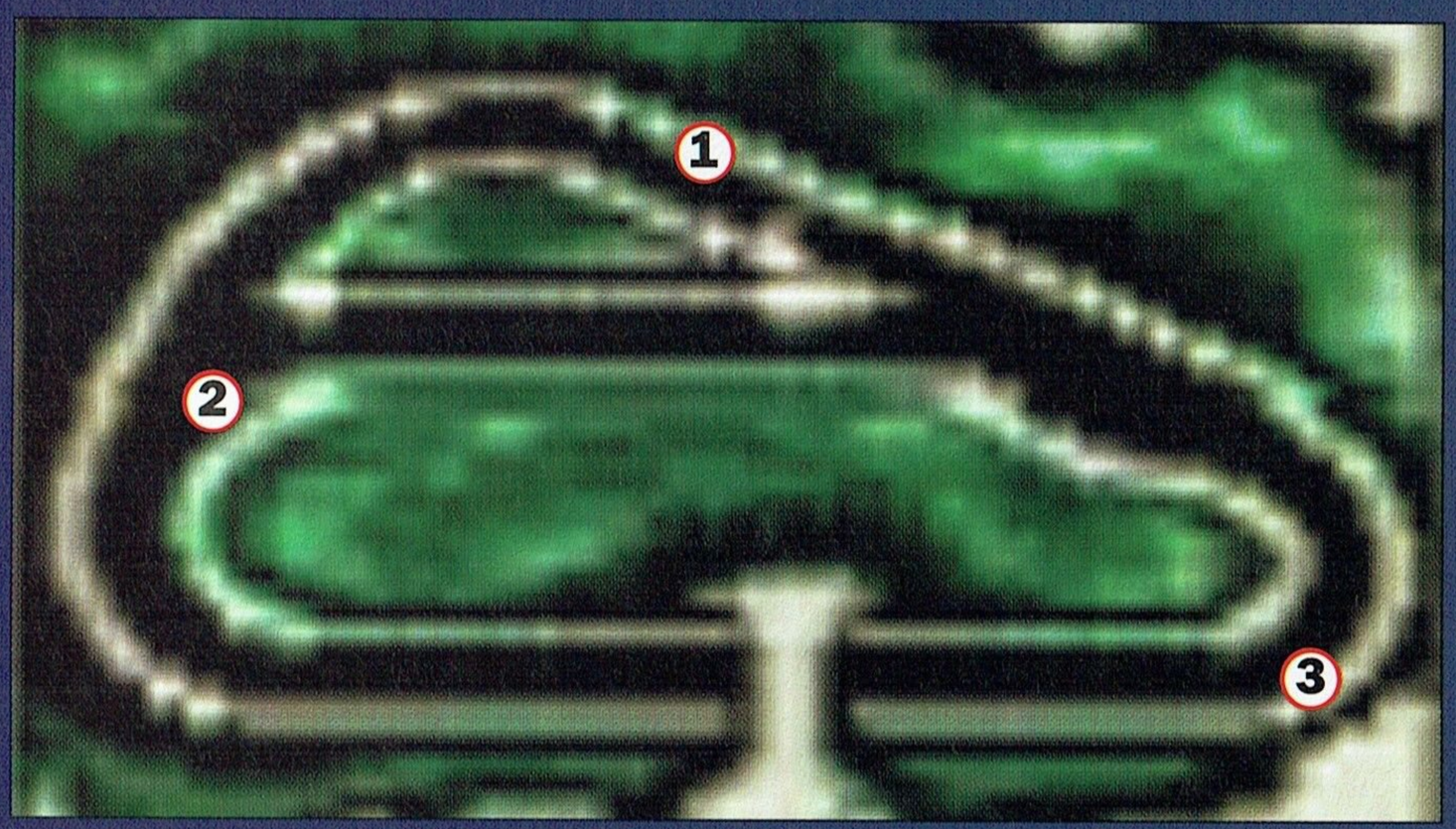
second opinion

Whenever I play *Daytona* at my local pub, it's always against my mates. So it's disappointing – extremely disappointing – that there's no two-player option on the Saturn version. Racing against the computer simply doesn't compare to the excitement of taking on a human player. *Daytona* is impressive, but you'll soon tire of computer-only races.

83% ❑ ADAM

DEMOLISHING THE VERY HARD/BEGINNER TRACK

The Beginner track may look easy, but if you're going to beat the CPU cars on Very Hard, you'll need to lap under 17 seconds. Make sure you have all the cars available, then select the Gold Car. Follow these steps to lap at around 16.7 sec.



1. From the starting straight, angle in towards the first corner. As you hit the end of the straight, rapidly tap the joypad to hug the corner. Stay right, on the inside of the track, as you approach the second corner.

2. About half a second before the second corner, pull in hard to the left. Your car will hug the corner for about two-thirds of the bend. Ease off the steering and let the car drift over to the right-hand edge of the track. Stay down until the third corner.

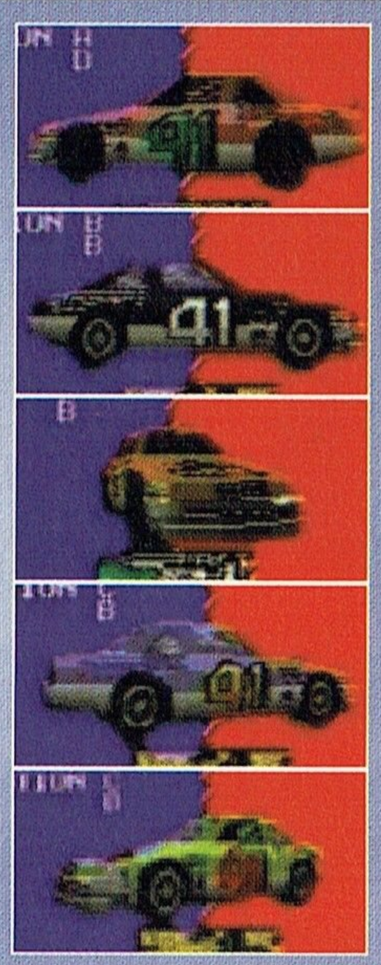
3. This is the most important turn. Driving the gold car, you can hit the wall, yet barely lose any speed. You must start wide, at the beginning of the turn. Veer in towards the apex as hard as you can. The car won't make it, but you should only glance off the wall, maintaining a speed of around 320 km/h.



CAR SELECTION

As you win races in the harder modes, you are given more cars to choose from. There are only two cars to choose from in Arcade mode, but in Saturn mode there are a massive 10 cars, and two horses, to choose from.

Colour	Gear Box	Top Speed	Acceleration	Grip
Red & Blue	Automatic	315 km/h	Good	Average
Red & Yellow	Manual	325 km/h	Good	Average
Dark Blue	Automatic	305 km/h	Excellent	Excellent
Red	Manual	315 km/h	Excellent	Excellent
Green	Automatic	325 km/h	Excellent	Poor
Pink	Manual	329 km/h	Excellent	Poor
Black	Automatic	315 km/h	Good	Good
Gold	Manual	325 km/h	Good	Good
Light Blue	Automatic	325 km/h	Average	Good
Yellow	Manual	329 km/h	Average	Good
Brown Horse	Automatic	325 km/h	Excellent	Average
Grey Horse	Manual	329 km/h	Excellent	Average



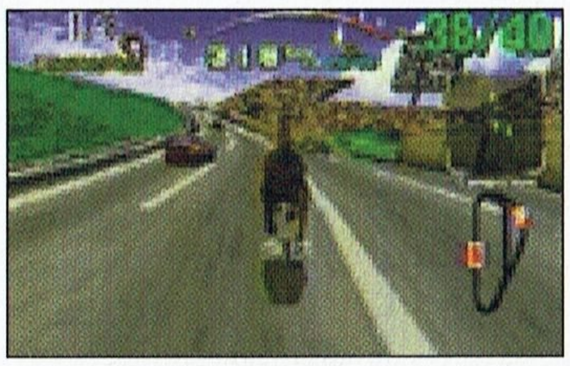
COURSE SELECTION

There are three courses to choose from: Beginner, an easy oval track; Advanced, a course with some hard bends and twisty canyon runs; and Expert, very tight with hairpins and long straights. Hold down 'Start' at the Course Selection screen to race any of the tracks in Mirror mode. Hold 'Start' down on the Car Select screen to race 'Time Attack' with no other cars on the road. It's good for practising, but you won't get really fast times without other cars on the track to slipstream. In the Options screen, you can change the length of the race from Normal to Grand Prix or Endurance.



A HORSE?

Yep, a horse. To play as the brown horse or his automatic brother, you have to win all the tracks on at least the Hard setting. Once you've won the Expert track, check through the car selection screen until you reach the words 'Daytona UMA' (*uma* being Japanese for horse). They're pretty fast, and won't skid or slow down on grass.





There's no light sourcing in the Saturn version, so when you pass through the tunnel you won't see any shadows on your car. Well, they had to sacrifice *something*.

The Word

GRAPHICS
Glorious texture-mapped polygons, but glitch-ridden with a touch of slow-down.

8

SONICS
Would've benefited from a BGM disable option, so we could hear the growling engine. The CD music is extremely irritating.

7

PLAYABILITY
The control pad is hideous for steering, but you'll eventually get the hang of it. Sorely misses a two-player option.

8

STAYING POWER
Loads of options and the constant challenge of improving lap times adds up to months of enjoyment.

9

OVERALL
The closest thing to owning your very own *Daytona* arcade machine.

88 PER CENT

A VIEW TO A THRILL

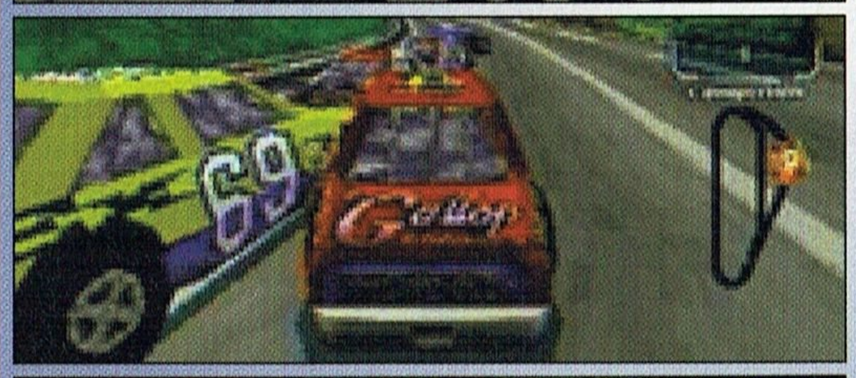
It's a *Virtua* game, so you get a choice of four viewpoints. They range from well in front of the car to well behind it. It's a matter of taste which one works for you and you can zoom in and out to choose the one that suits you best.



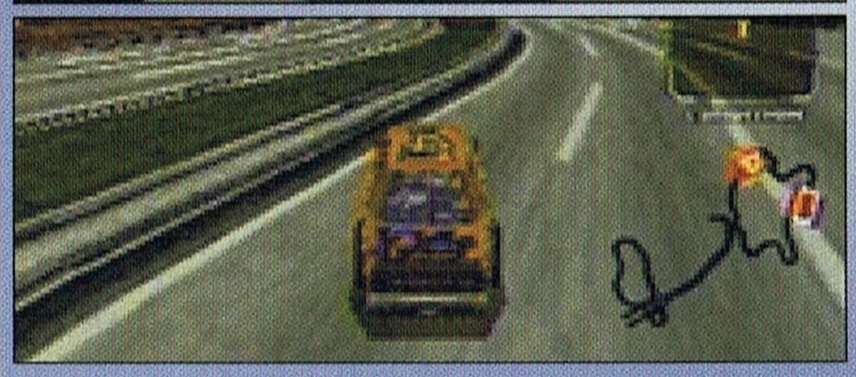
INSIDE THE CAR
The game feels much faster in this viewpoint, but it's harder to judge car width.



INSIDE CAR WITH BONNET
Similar to the first view, although sighting over the bonnet helps you to avoid walls and other cars.



OVER CAR
Slightly above and behind the car. This is the standard viewpoint the Saturn gives you at the start of all races.



TRAILING VIEW
Far above the car, this view allows optimum steering and control, but causes some slow-down on the Expert track.

Saturn Review

Panzer Dragoon

So what is a 'dragoon', anyway? A Scottish dragon? We sent Darren Porter to find out...

Sega has always been a great exponent of the 3D shoot 'em up – just look at *Afterburner*, *Space Harrier*, *G-Loc* and *Thunderblade*. With *Panzer Dragoon*, they have taken the concept a step further, producing an amazing technical showcase for the Saturn.

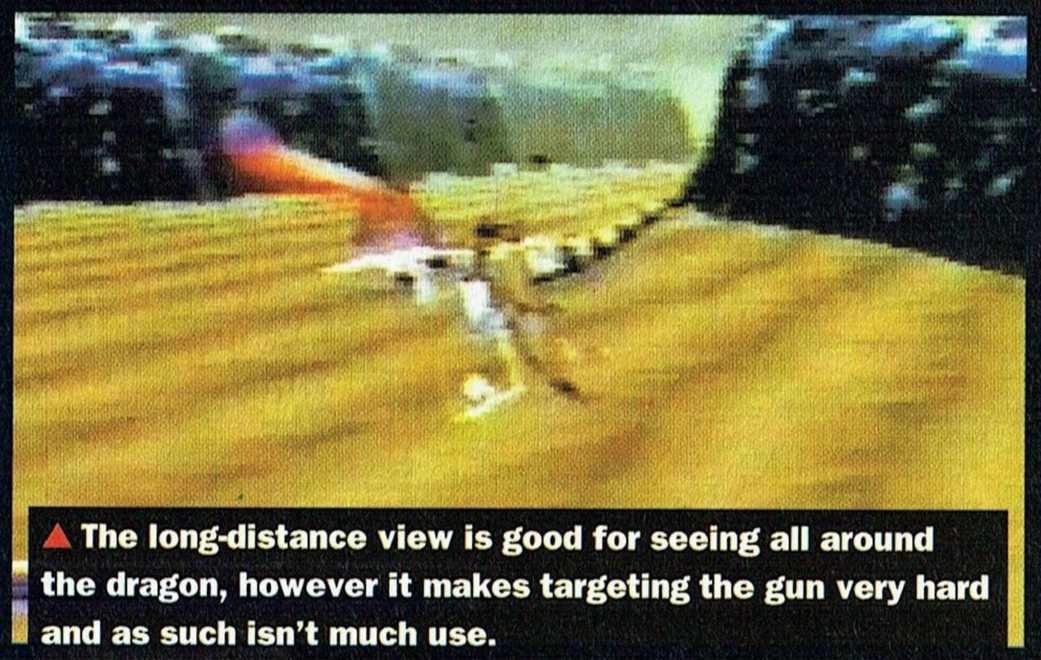
You take control of a massive dragon – well, actually you are his rider, and as such don't have that much control over where he flies. But in grand Sega *Virtua* tradition, you have a number of viewpoints from which to control the game. Basically, you must wipe every living thing in each level, while protecting your dragon with a blue plasma cannon. The cannon has two modes – normal fire and lock-on fire. Normal fire is faster and good for covering a wide area, while lock-on fire always hits its target. You need to use a combination of both to finish each level, as well as changing viewpoints so you can defend the dragon from all sides.

The levels aren't very long, but they do have a good difficulty curve – and the bosses really add to the sense of climax. Each level's background scenery is superb – from the amazing light reflections in the water on the first level to the subtle dusk effects on the third level, the graphics really are the best yet seen on any game.

The music is suitably atmospheric, changing pace for the more dangerous areas and slowing down for the leisurely flight over the countryside, and the sound fx are spot on. Overall, *Panzer Dragoon* is a visual feast that incorporates exciting gameplay and a rock-hard challenge, a definite buy for all Saturn owners. M

VITAL STATISTICS

FORMAT: Saturn
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: One



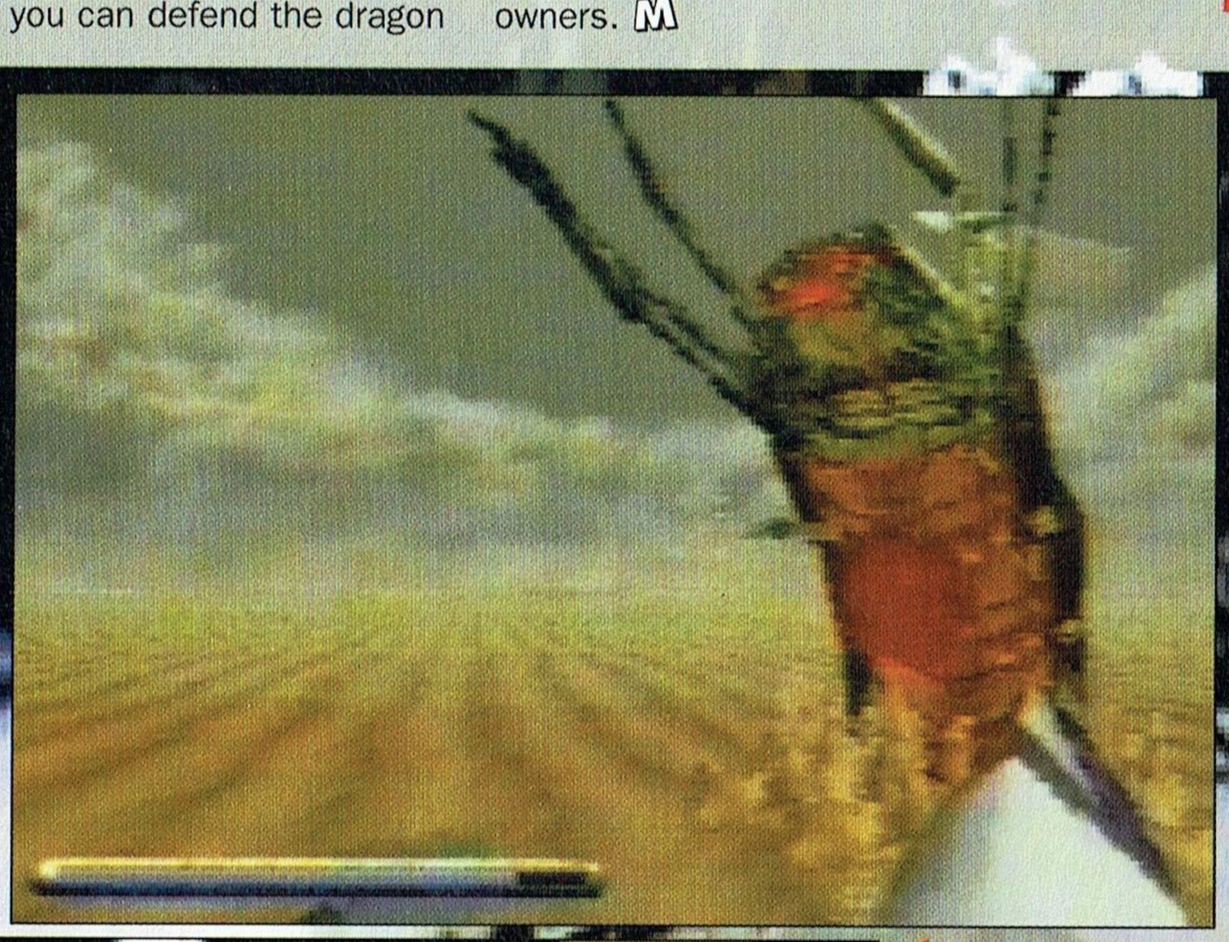
▲ **The long-distance view is good for seeing all around the dragon, however it makes targeting the gun very hard and as such isn't much use.**

second opinion

Looks absolutely amazing, and plays okay as well, although pointing and shooting does tend to becoming a little dull...

80%

❑ *MARK*



▶ **Looking like the sandworms out of *Dune*, these fellas are big and bad enough to have been end-of-level bosses.**



◀ **You'll need to use the lock-on fire to full effect in the underground level, as waves of enemy fighters flash past your dragon for simultaneous attacks.**

the word

GRAPHICS
Incredible. Quite literally breath-taking. Amazing creatures, backgrounds and bosses, and great rendered cut-scenes.

10

SONICS
The music is atmospheric and the sound fx are spot on.

9

PLAYABILITY
It's really just a 3D shoot 'em up, but it handles beautifully, even if you don't feel in control.

8

STAYING POWER
It's hard. Damn hard. We still haven't finished the game.

8

OVERALL
Along with *Daytona USA*, the must-have for all new Saturn owners.

93 PER CENT

THE BOSSES

Level One

The first boss is pretty easy. He looks like a giant flying pirate ship, and has some miniature drones guarding him. If you take out his cannons straight away, the rest of his attacks pose no threat.

Level Two

The level two boss is the white dragon from the intro story. He also has two tornadoes guarding him, but they act as more of a distraction. Using the lock-on fire finishes him off rather snappily.

Level Three

This guy is a major pain in the butt. He changes between three different shapes, and his propeller blades cause a lot of damage. The secret is working out his pattern and having patience.

Level Four

The fourth level is particularly hard – by the time you reach the armour-plated pterodactyl boss, you have very little energy left. He shoots his arms at you, and has a nasty homing laser.

Level Five

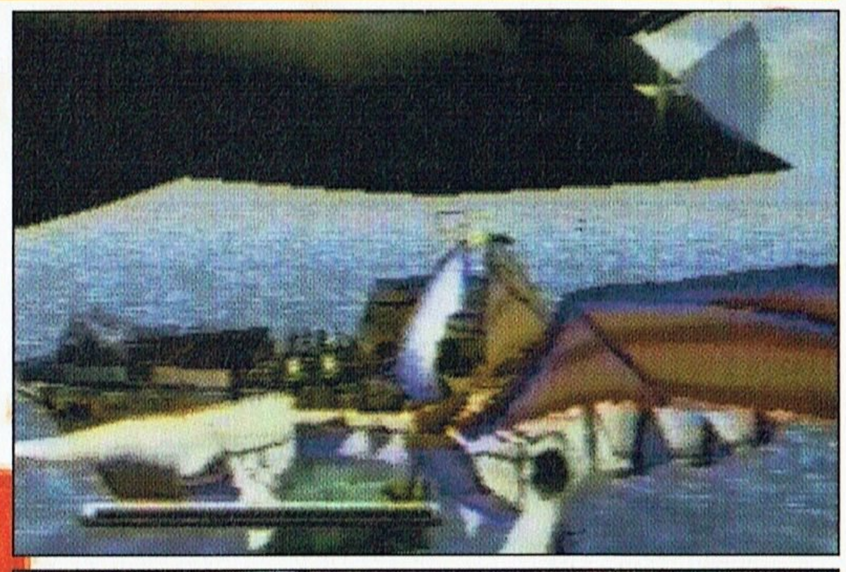
This giant polar bear statue is guarded by four of the bosses from level one. There is so much fire coming at you from every direction that total concentration is required.





◀ To get closer to the action, select the overwing view. This view is vital in the confines of the two cave levels.

▶ Like all Sega *Virtua* games, there all multiple viewpoints. This view is over the shoulder from the dragon's right.





◀ The fifth level is over a beautiful forest. Trees extend hundreds of metres above the canopy.

▶ The dusk level has some incredible lighting fx – here's the standard view from close in behind the dragon.

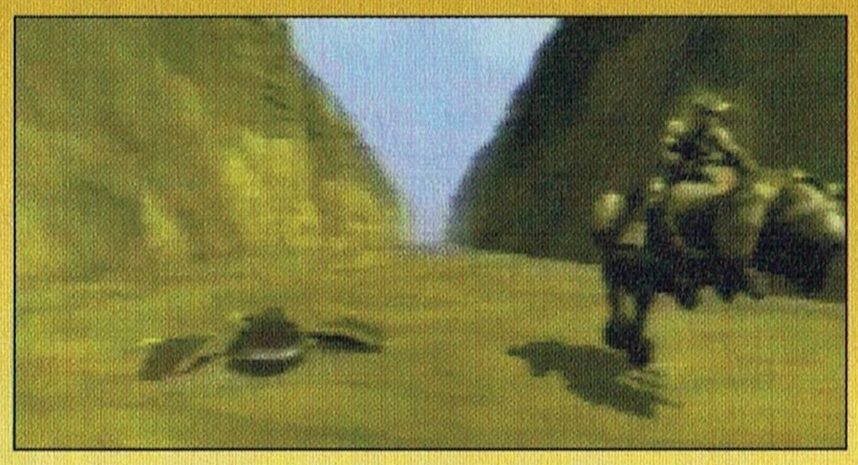


THE STORY SO FAR...

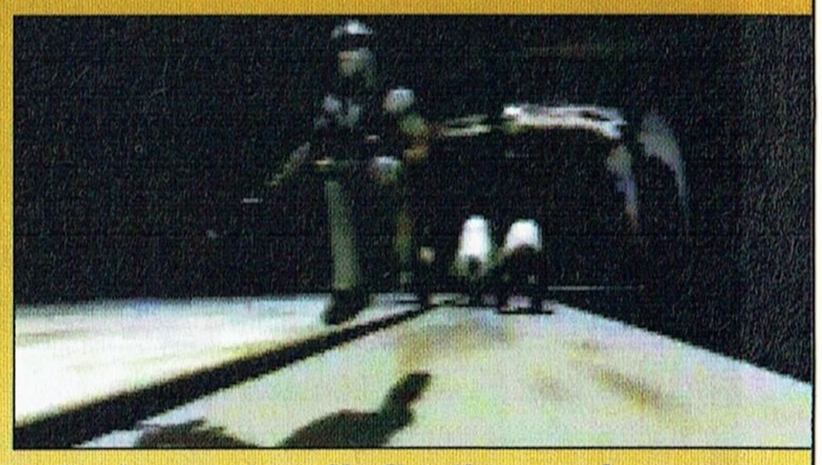
Panzer Dragoon has a truly incredible intro sequence to get you up to date on the storyline. The light-sourced rendering is so good that you'd swear you were watching a cartoon, so sit back and enjoy the show...



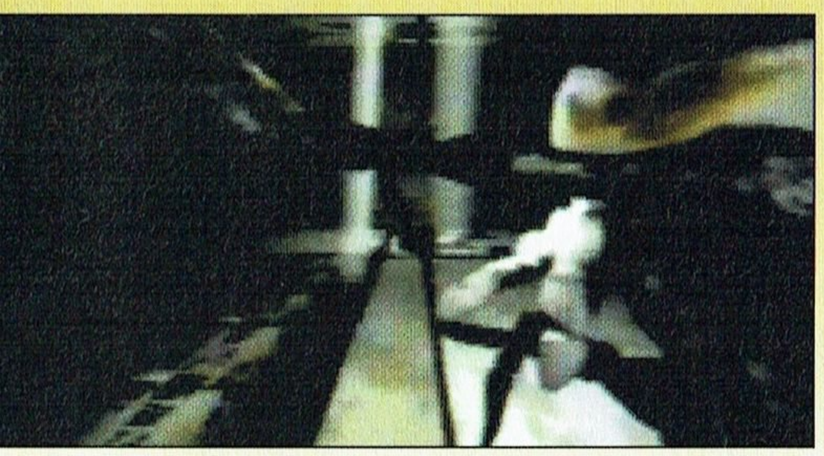
▲ These three guys are having a casual stroll down their local canyon when a giant ship flies overhead.



▲ While staring up in amazement, they are caught off guard by a weird sand scorpion, which manages to take one of them down...



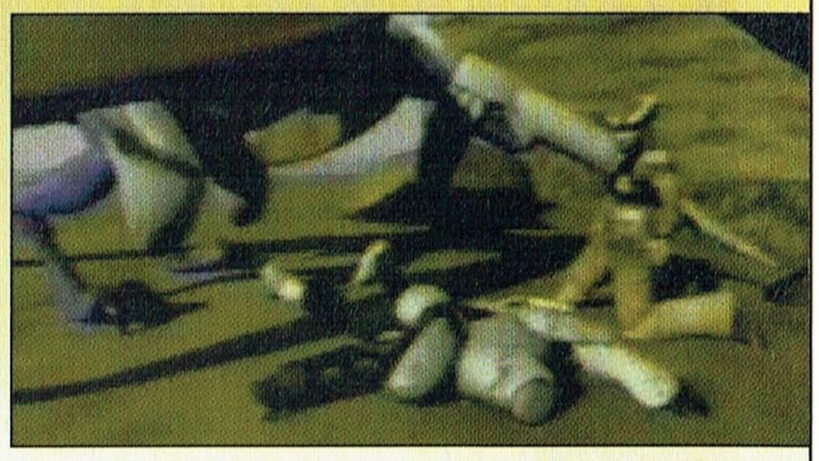
▲ Our hero races off after the scorpion, only to lose it in the mouth of a giant cave...



▲ He enters the cave to find the scorpion dead. The creature that killed it suddenly drops down and attacks...



▲ The top of the cave bursts open. Two dragons locked in a deadly combat fly in, killing the creature following our hero.



▲ The concussion knocks him out. He awakens to find the white dragon victorious...

Satum Review

Clockwork Knight

VITAL STATISTICS

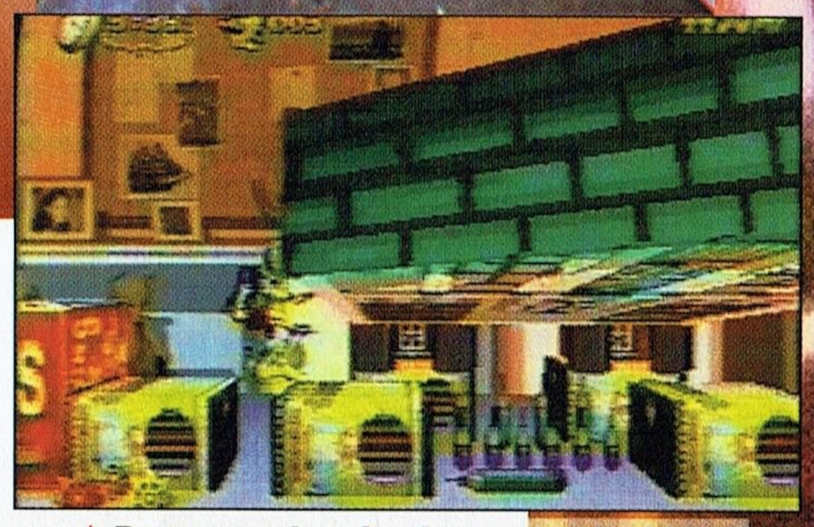
FORMAT: Saturn
TYPE: Platformer
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: One

***Clockwork Knight*: *A Clockwork Orange* meets the Dark Knight? "No such luck," says Darren Porter.**

Platform games have been the staple diet of gamers for the past few years, so it was always likely that the Saturn would start off with a platformer. *Clockwork Knight* is Sega's first 32-bit platformer, shoving out Sonic for the privilege. You take the role of Pepperouchau, the wind-up toy knight, whose love interest has been kidnapped by the evil toys, who all come alive at midnight.

The first thing you'll notice is the toyland graphics – bold, bright colours and cute creature animations. It's enough to make you sick. The sound is suitably carnivalesque as well, featuring nursery rhyme-style music and larger-than-life sound fx.

Clockwork Knight shows its lack of depth in gameplay. Pepperouchau has only one form of attack – his big key – and for all the lovely background features there isn't any scope for interaction. Objects come flying in and out of the background but Pepperouchau is stuck in the same plane. The only tasks involve timing certain jumps, beating off the baddies and collecting pick-ups scattered around the place. This wouldn't be too bad if there was more to the game. As it is, it's just not worth buying as you won't get more than a couple of days' play out of it. Still, *Clockwork Knight 2* is due soon – hopefully Sega will have learnt from this first effort. M



▲ **Pepperouchau is almost crushed by this falling house, one of the few dangers in the first level.**

second opinion

I could only bear to play this turkey for five minutes before giving up. A very Japanese game that just doesn't cross over.

45%

❑ ***MARK***

The Word

GRAPHICS
You can't fault the graphics. Garish, colourful and bright... just like a toyland.

8

SONICS
The music is too cutesy for its own good.

6

PLAYABILITY
Lots of potential, but way too easy. Offers nothing new.

5

STAYING POWER
You'll finish this game in one or two sittings, especially if you get the hang of the roulette straight away.

3

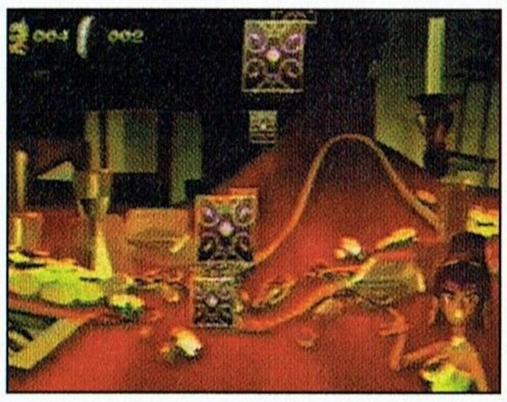
OVERALL
A for effort, but ultimately pointless for anyone over the age of eight.

62 PER CENT

SPINNERS ARE WINNERS

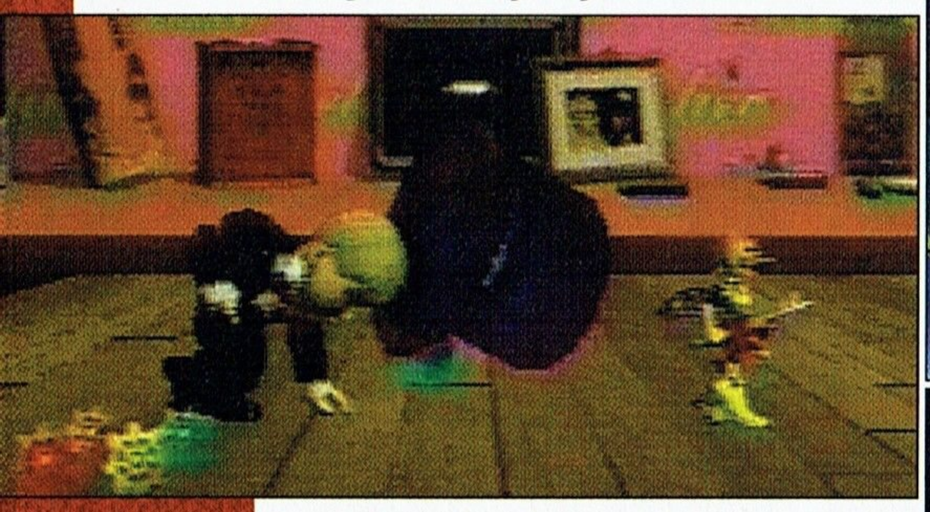
Perhaps even more fun than the game is the roulette sub-game. At the end of each level, you get to bet the coins you have collected in a game of roulette. Start by selecting a wager of one, two or three coins and then look at the contents of the boxes. The boxes close and spin around furiously. When they stop, open one. If the box contains a laughing clown, you lose that round. Otherwise you win the contents, with the option of keeping your winnings or starting again. You can win up to twenty free men per shot.





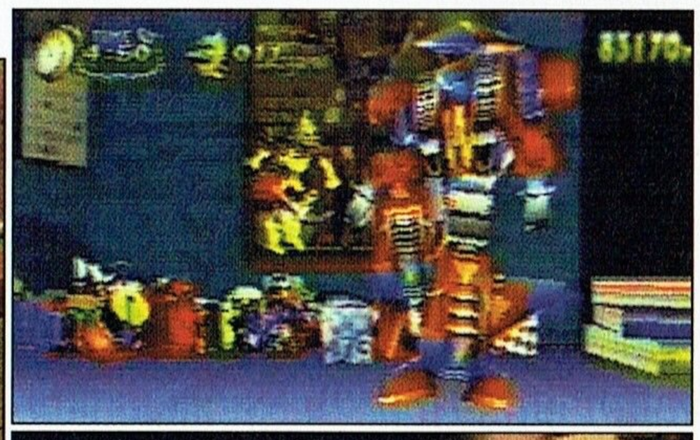


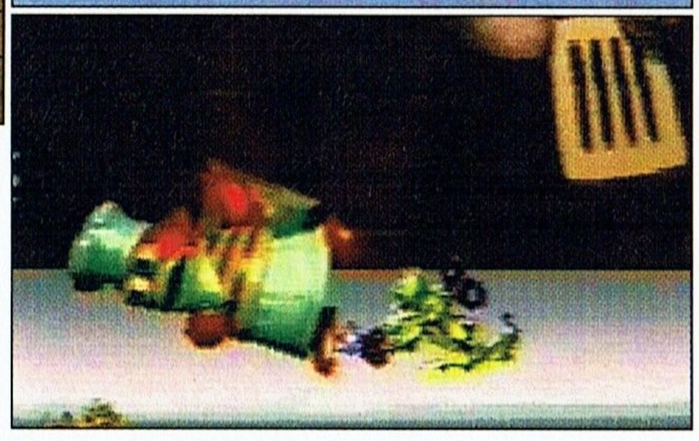
▼ **The first boss is ridiculously easy. His hat hardly defends him, and he takes about five thrusts of your trusty key to finish.**



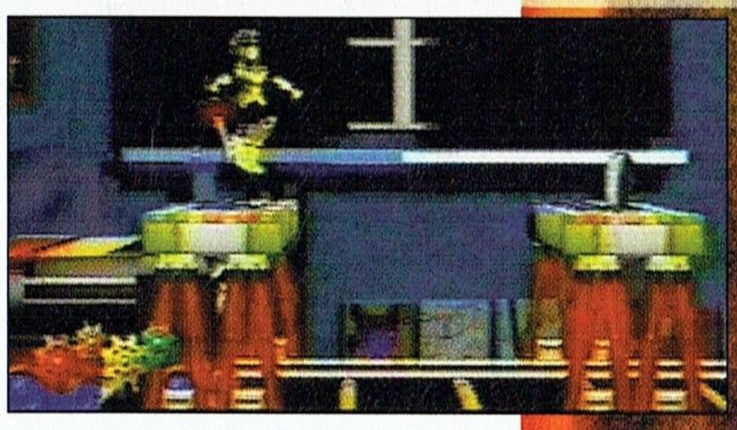
▶ **Similar to the first-level boss, this chef in a pot waddles around ineffectually until you put him out of his misery.**

▼ **This robot transforms into a plane and sweeps past to drop enemies upon you.**





▼ **The third level is set on a toy train set, and is the hardest part of the game. You have to time your jumps from platform to moving train perfectly or fall off the screen.**



Saturn Review

Deadalus

A Doom clone without the blood is like a meat pie without the gristle, reckons Mark Sariban.

VITAL STATISTICS

FORMAT: Saturn
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: One

It's the year 2077. Robots have been sent to destroy a space station attached to a clump of rock, for reasons far too complicated to explain here. Okay, so you're a robot and you have to blow away other robots who stand between you and your goal. The robots don't scream as they attack, and when they are destroyed there's a minimum of appropriate sound fx. Hello!? Time to take a reality pill, programmers. This game is big-time dull.

There are 30 levels in all, with the last level an attack on the central Deadalus CPU. Unfortunately, the levels all look roughly the same, and have the same objective – find the key to the next level.

The graphics are gorgeous, especially the intro sequence, which is the best we have ever seen. The soundtrack could do with a major rework, as it heavily favours moodily atmospheric tunes which don't do anything to counter the lack of emotional involvement.

Deadalus feels half-finished, which is a shame, considering how good it could have been. It's *Doom* on downers. M

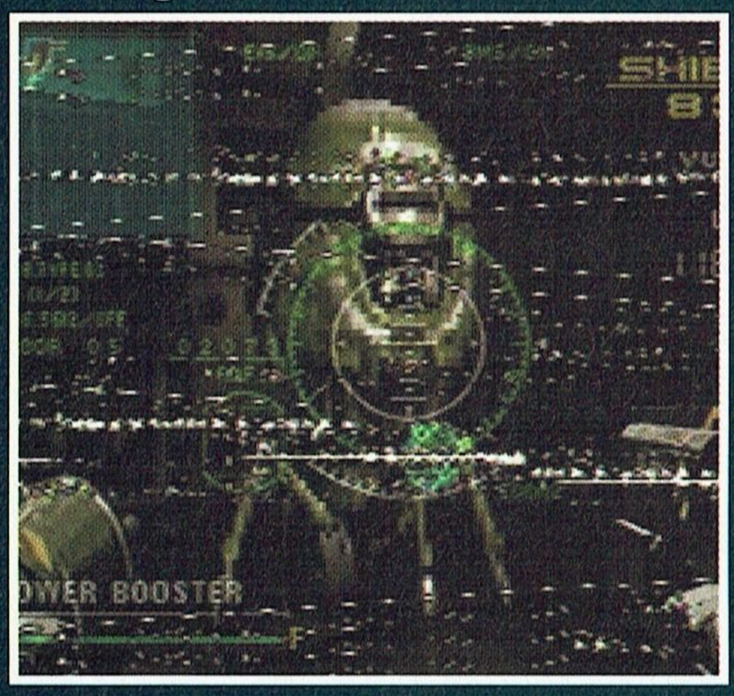
second opinion

After the most amazing intro, the game opens with an ultra-smooth, *Doom*-style 3D interface. Things are looking good. However, it entirely lacks atmosphere and soon becomes dull. A real waste. ❑ *ADAM*

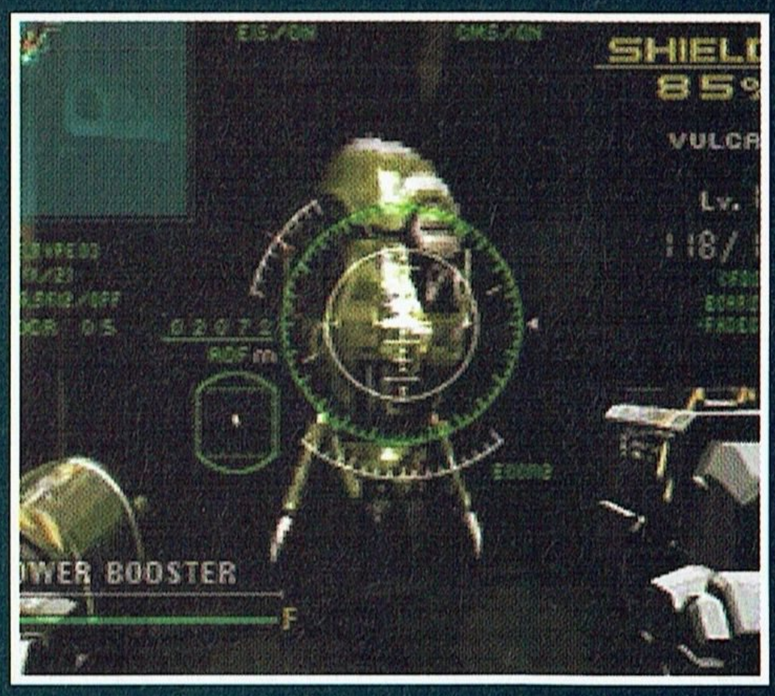
60%



▶ **The intro sequence is a full-motion video extravaganza, explaining how you end up as a robot, trying to destroy a well-guarded CPU.**



▲ **The only graphical innovation is the effect of the screen's breaking up when you're hit. You're a robot, after all.**



▲ **The enemy fighters move slowly, hardly ever fire at you and take very few shots to destroy. Boring!**

the Word

GRAPHICS
Looks great, except for the dull robotic enemies. Has the best intro sequence we've ever seen.

9

SONICS
Good backgrounds, but no screams of pain from dying life forms!

7

PLAYABILITY
Easy enough to play – too easy in fact.

7

STAYING POWER
With no emotional involvement, it's hard to maintain interest.

4

OVERALL
As atmospheric as outer space. A dead loss.

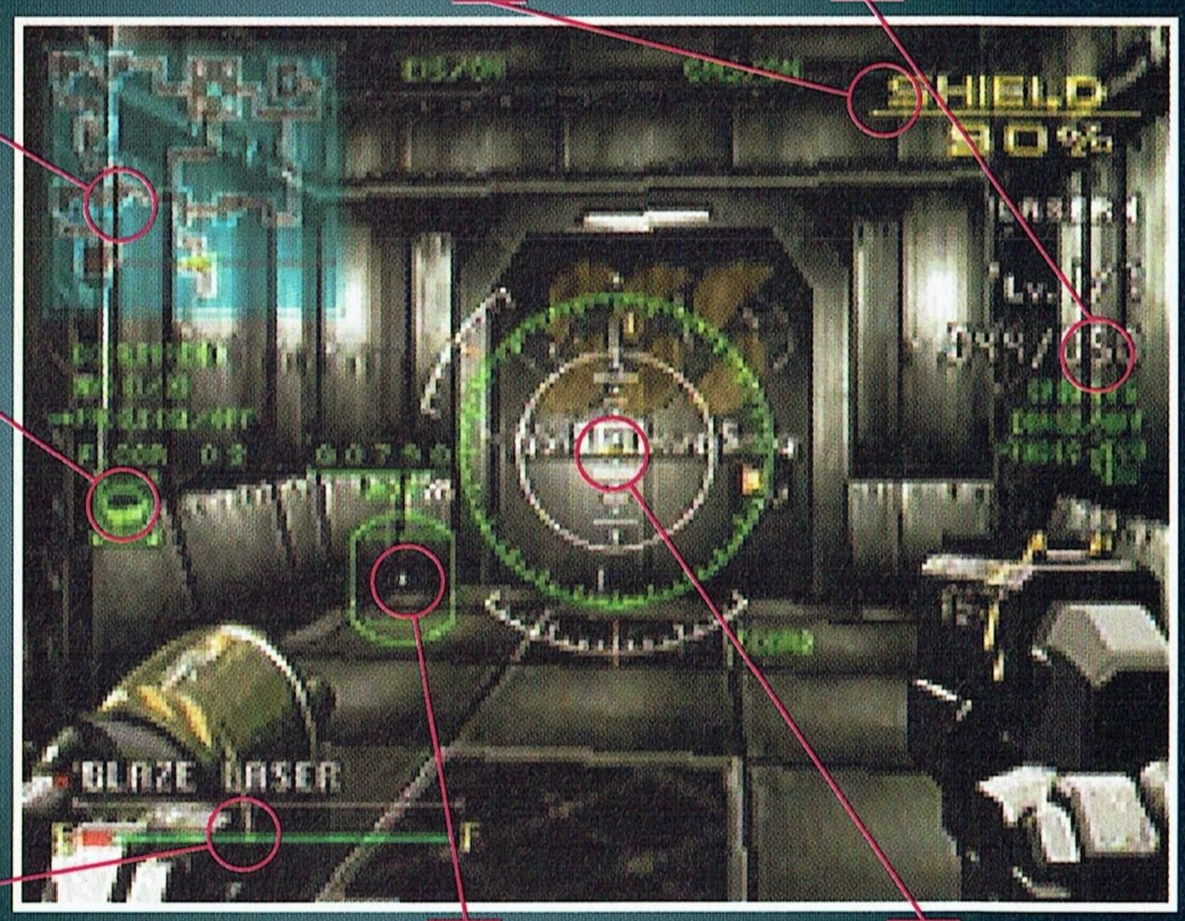
55 PER CENT

IN YOUR INTERFACE

MAP
The map for each level is built up by trial and error, although if you find the right terminal, you can call up the whole map.

SHIELD
Your only protection. Lucky you hardly need it...

WEAPON
Displays your current weapon and amount of ammo available.



KEY ICON
You must collect this key to clear the level.

SPECIAL ITEMS
Shows how much energy available for special moves, like continuous laser or extra protection.

ENEMY POSITION
Displays location of enemy robots in firing distance.

RADAR
Indicates enemy robots are in close proximity.

Saturn Review

Pebble Beach Golf

In preparation for the big game, Adam Waring zips up his plus-fours, slips on an argyle jumper and steps into a pair of flippers. He never gets it right.

Guess what's the biggest-selling type of video sports game around? Could it be soccer? No. Basketball? Nope. Gridiron? Wrong again. It's golf. Yep, amazing as it may seem, computer users buy golf sims by the bucketload.

Of course, golf's not a real sport. It's full of overweight, old fogies who spend far too much time wearing check trousers and trundling around in golf trolleys. Heck – they don't even lug their own equipment about. Anyway, it's not too surprising that one of the Saturn's initial titles is a golf 'em up.

The graphics are nothing short of amazing, especially the FMV intro sequence. Even the golfers are digitised and overlaid onto the computer-generated course. The 3D graphics engine is pretty impressive, though when you get really close to a tree it goes a bit blocky.

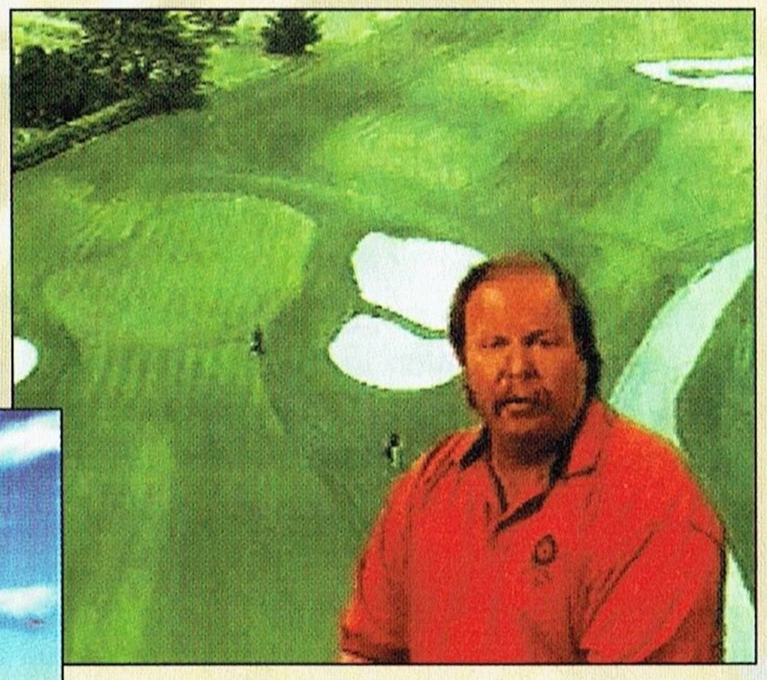
But under the glitzy graphics, it really is exactly the same as any other golf game. Not much fun on your own, but strangely compulsive when playing against mates. M

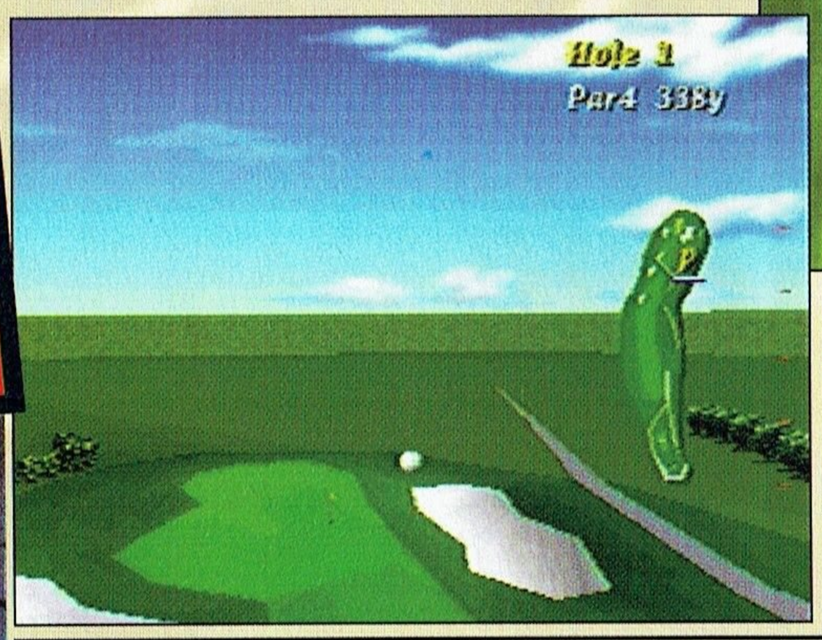
VITAL STATISTICS

FORMAT: Saturn
TYPE: Sports sim
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: Four

JUST LIKE TELLY

The Saturn makes stunning use of full-motion video, both in the intro and between holes. A helicopter fly-by shows the course, there's footage of people playing golf, and some fat tosser with a moustache, presumably famous in golfing circles, raps on about the best way to tackle each hole.





UP IN THE AIR

This funky ball-cam follows the flight of the ball through the air, which is better than watching it disappear into the distance. You can also watch the ball from a reverse view, if you're that way inclined.

second opinion

The only problem with this game is that it's a golf sim. If you happen to like golf, go for it by all means. I'll pass, thank you. ❑ *MARK*

80%

Verdict

GRAPHICS
Superb full-motion video, realistic golfers and smooth, detailed 3D.

9

SONICS
Elevator muzak. Could do with a Beastie Boys soundtrack to liven things up a bit.

5

PLAYABILITY
If you've ever played a golf game before, you'll pick it up instantly.

8

STAYING POWER
Even playing a round gets boring when you do it solo, but against friends it suddenly becomes fun.

7

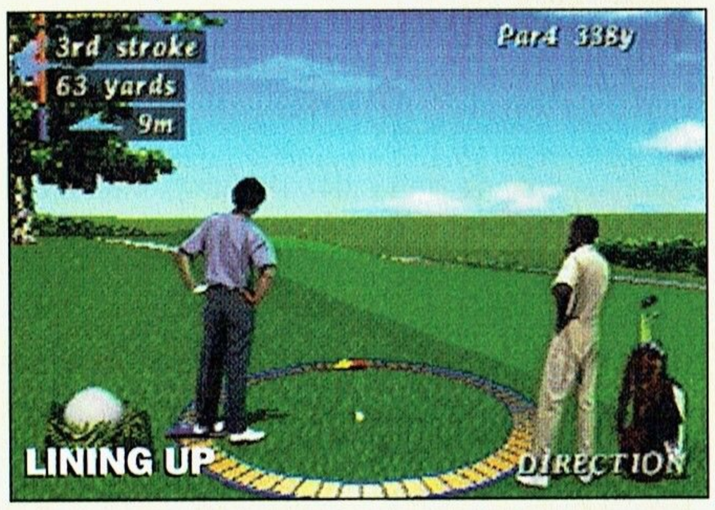
OVERALL
Someone, somewhere, must be really enthusiastic about golf games. We've yet to meet them.

73 PER CENT

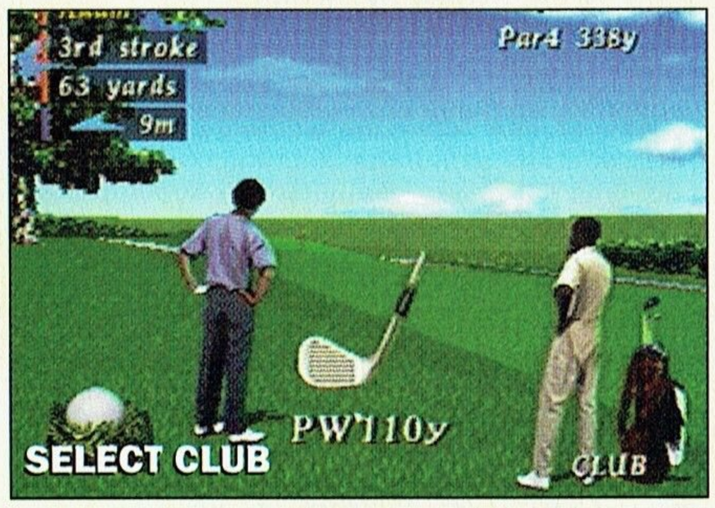
FORE!

There's no doubt that this features top-notch graphics, but, underneath the sheen, a golf game is a golf game is a golf game. Once you discover how to get the distance you want when hitting the ball, it's little more than a glorified reaction timer.

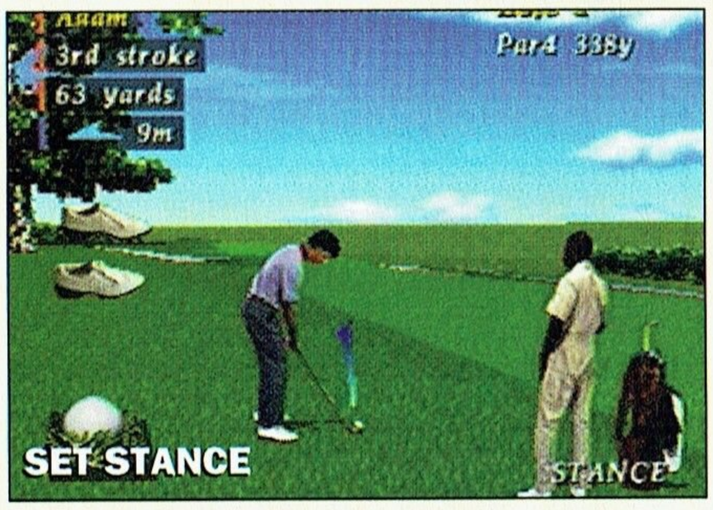
The red dot shows the path the ball will take, the yellow arrow is the direction of the hole, the blue is wind direction.



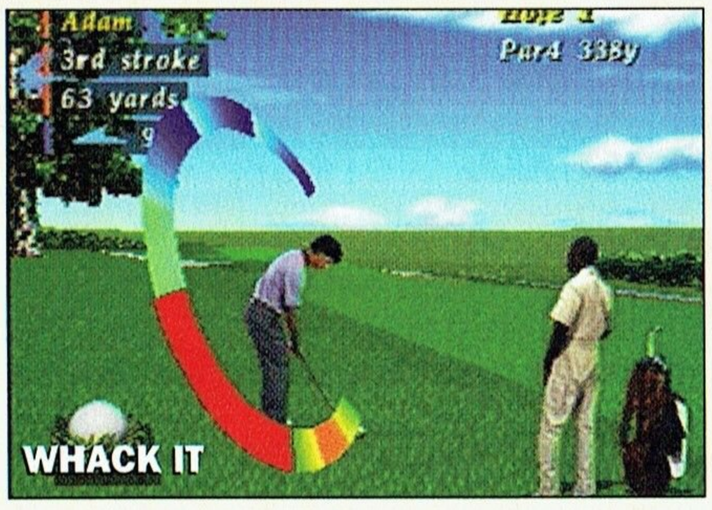
The computer recommends the type of club to use – compare the club's power to the distance to the hole.



Stance affects the angle the ball travels at and altering it aids getting around obstacles like trees.



The first press starts the meter rising, the second determines power and a third whether you slice the ball.



Saturn Review

International Victory Goal

"'Ere we go, 'ere we go, 'ere we go. These are the only words that we know," sings Adam Waring in a booming baritone.

VITAL STATISTICS

FORMAT: Saturn
TYPE: Sports sim
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: Two

International Victory Goal is an updated version of the original Japanese soccer game *Victory Goal*, but with international teams replacing the Japanese J-League. However, we do have to put up with the stupid 'victory goal' rule where matches can't end with a draw, even if it means a penalty shootout to decide who wins.

The graphics are head and shoulders above anything you've ever seen before. The players are true 3D, and get larger the closer they are to the 'camera'. They look blocky in the stills, but the overall effect is fluid and makes it intuitive to play.

This is further helped by the pick-up-and-play controls. There are a number of joypad configurations, but all use the A button to shoot and the B button to pass (as long as you point vaguely in the direction of a teammate, the ball usually goes pretty much to his feet).

Yes, it's a joy to play. But there are a few whinges. Pressing the C button changes to the player nearest the ball, but this doesn't always give you the player you want – usually when the opposition is just about to score! The computer has a bloody funny idea of the offside rule, too. And once you get used to the gameplay, the computer is easy to beat, with scores of eight-, nine- and 10-nil not uncommon. Good for your ego, but it hardly makes for a challenging game...

But, despite all this, it's excellent, simply because it's so much fun with two players. You can bet that once some of the pommie software development teams get to grips with the hardware, there will be better soccer sims around, but for now, this will do just fine. M

second opinion

Some of the CPU decisions are pretty dodgy – especially offside rulings. But it looks great and is very addictive, and that's the bottom line.

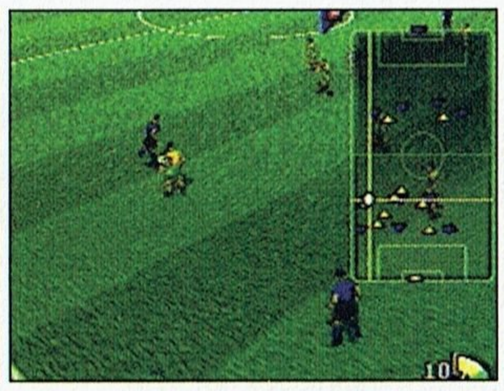
85%

❑ *MARK*

FAR OUT, MAN

There are four angles from which the game can be viewed (which can only be selected by pausing the game) and three levels of zoom (which can be chosen at any time with the joypad's top Left and Right buttons), effectively giving 12 different viewpoints. The most detailed view is right up close, but gives a very limited view of action elsewhere on the pitch. The best for play is to zoom out as far as possible, but the players are tiny. Them's the breaks.







**GOOO

Mega Drive Review

Death and Return of Superman

What? A cry for help! Ducking into the nearest phone booth, Peter Burney dials the operator and demands the distressed woman's forty cents back! Once again evil is thwarted!

A few years ago, Superman died – killed off by Marvel Comics as punishment for diminishing sales. Old Superman just wasn't keeping up with the times. But he has since returned in full financial glory, and is now being exploited in this uninteresting, unoriginal side-scrolling beat 'em up.

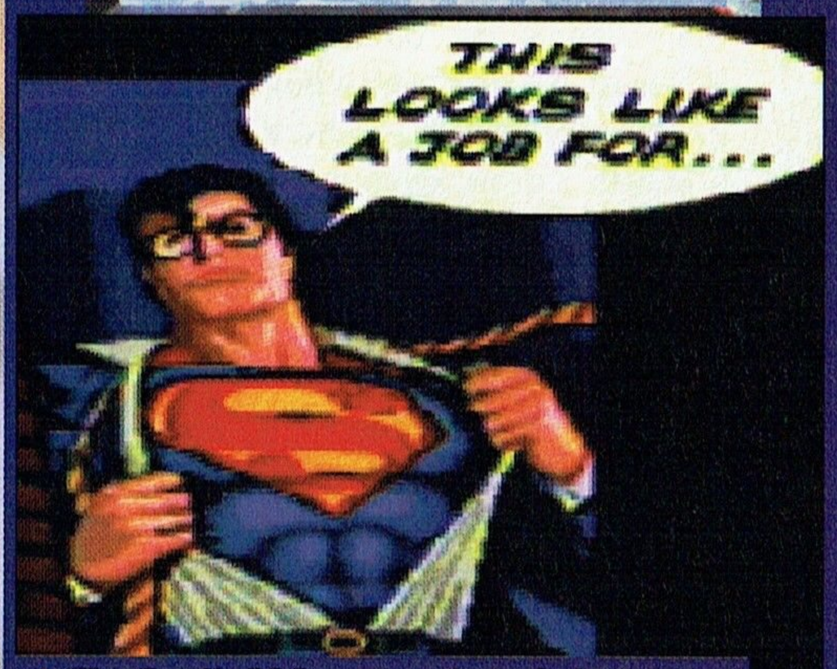
What can we say? It's got nothing over other fighting games (except that Superman is the star) and it really won't have you leaping tall buildings in a single bound. Sure, the concept of following the comic book storyline is somewhat novel, but where in Krypton do the programmers think we've been? It's the tired old eat-my-fist-you-bad-person-you rubbish, utterly lacking any original ideas.

The sprites are nice and meaty, and there's a good variety of characters. However, movements are jerky and backgrounds overly simplistic. A lot of the cart's memory seems to be expended on the (admittedly cool) cartoon stills. These appear between levels, giving an impressive rendition of the story so far.

Beat 'em ups were great when they first thumped onto the shelves, but while the Man of Steel may have slugged more baddies than anyone else, he didn't have the muscle to get this one off the ground. Definitely not super, man! M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Sunsoft
PRICE: $99.95
SIZE: 16 megabits
PLAYERS: One



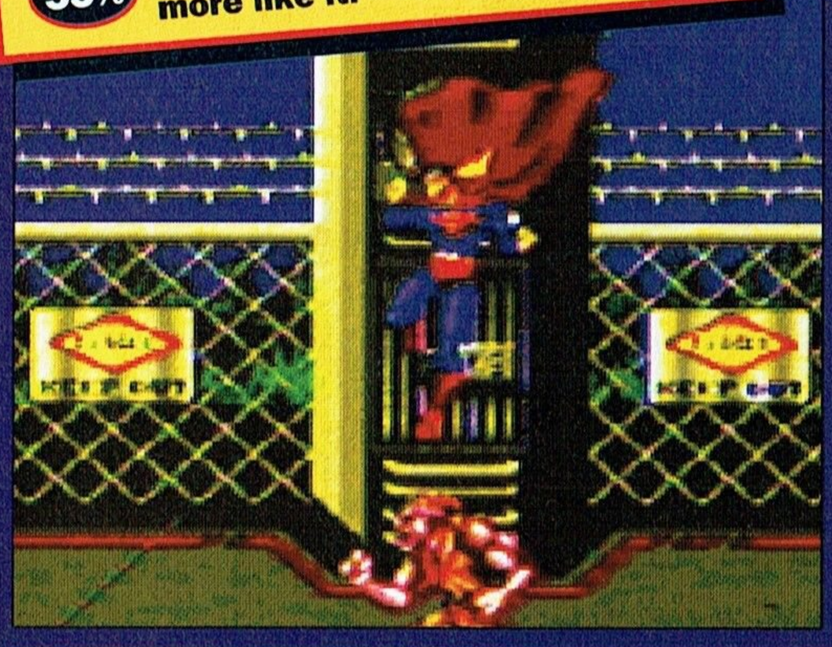
▲ 'The Death Of Superman' comic has become a collectors' item, and now sells for around $80. But you can read all about it via some very cool stills throughout the game.

second opinion

Oh dear. After the excellent *Justice League* cart, Sunsoft has gone a bit soft in the head. Stupor-man is more like it.

55%

❑ MARK



◀ Like all fighting games, there are a variety of moves available to you (including a special limited move to kill everything on the screen). Superman can also fly above his enemies. This is useful to get over, erm, tall buildings and in later levels, where the baddies can also fly. **Megazone Tip:** Always fly to the top of the screen as you progress through the game, to find hidden energy and extra lives.

the word

GRAPHICS
Large sprites with average abilities and uninteresting backgrounds. Comic stills look good though.

7

SONICS
Merry-go-round music and standard beat 'em up thumps.

6

PLAYABILITY
He may be faster than a speeding bullet, but gameplay is as slow as a wet week.

6

STAYING POWER
Repetitive, and downright boring. Unlimited continues should see this Man of Steel cark it fairly quickly.

6

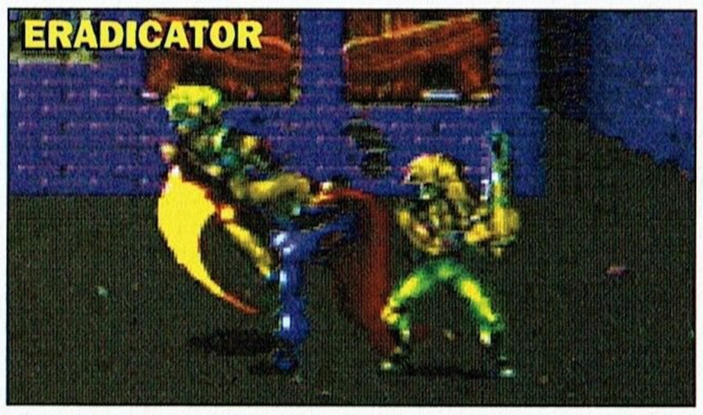
OVERALL
Look! Up in the sky! It's a bird, it's a plane... No, it's just another average beat 'em up plummeting to its early death!

64 PER CENT

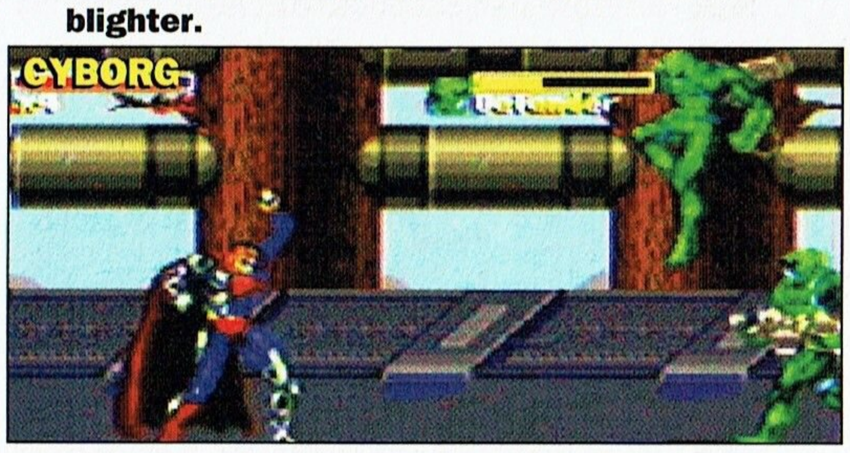
You begin the game as the traditional Man of Steel but, as the name suggests, you are killed off at the end of level two. Don't fret though, as the game doesn't end there. You come back to life as a variety of bizarre Superman clones, who bear only the slightest resemblance to the almighty one. Each clone's fighting technique is a little different, but they are all performed with the same button combinations.



▲ Some say the genetic clone of Superman. He may be small, but he's a tough little blighter.



▲ Superman with spiffing orange wraparound. A punching and kicking master.



▲ Part man, part machine. He even has his very own flying bit.

32XCD Review

Night Trap

Watching scantily clad sex kittens on TV has always been a bit of a hobby for Peter Burney... he never thought he'd make a career out of it!

Night Trap – two simple words on their own, but put them together in a game and you get controversy, debate, and a two-year Australian ban. Yes, it's the game that put the class into classification... well, it may not be classy, but it does have some young, half-naked, ripe-for-the-picking bimbos bouncing suggestively across the screen. And it has slipped seductively from under the covers and into your living rooms, bringing with it 32,000 colours.

Obviously, the sheer amount of exposure it's already received will sell hundreds of copies alone. But don't be fooled, the gameplay is deadlier than Lorena Bobbitt with a sickle – frustrating and extremely painful!

The object is to operate eight security cameras situated in rooms around the house, hopefully catching sight of an intruder and nabbing him in a trap. Sadly, there is no indication of when a baddie enters the house, and so you end up frantically switching between rooms in random order, praying to get lucky.

To make matters worse, there are also five security colour codes which can be changed at any time by the occupants. Without the correct colour code, you can't operate the traps. Listening in on the conversations to note when a colour will be changed is imperative (meanwhile 10 more baddies have entered the house!). The game ends when you've missed too many baddies or one of the lovely little fillies is captured.

Night Trap has been a long time coming, and has received lots of airtime. But after sifting through all the publicity and checking out the reality, all you're really left with is two durable beer coasters. M

second opinion

The video footage looks great, and it sounds great, too. A big improvement on the Mega-CD version, but still so dull...

60%

❑ *MARK*

VITAL STATISTICS

FORMAT: 32XCD
TYPE: Interactive role-playing
SUPPLIER: Sega
PRICE: $99.95
SIZE: Two CDs
PLAYERS: One



▲ **The extra power of the 32X, with its 32,000 colours, really boosts the overall look of the Mega-CD, but that doesn't mean the gameplay has improved as well.**



▲ **This is an empty room. Get used to seeing these, as randomly scanning around the rooms (indicated on the bottom of the screen) is what it's all about. Talk about frustrating.**

the word

GRAPHICS
Full-motion video with a 15+ censorship rating (nuff said)!

9

SONICS
An eerie soundtrack and singing babes on heat.

9

PLAYABILITY
Involves too much luck to be fun. Bit like courting, really.

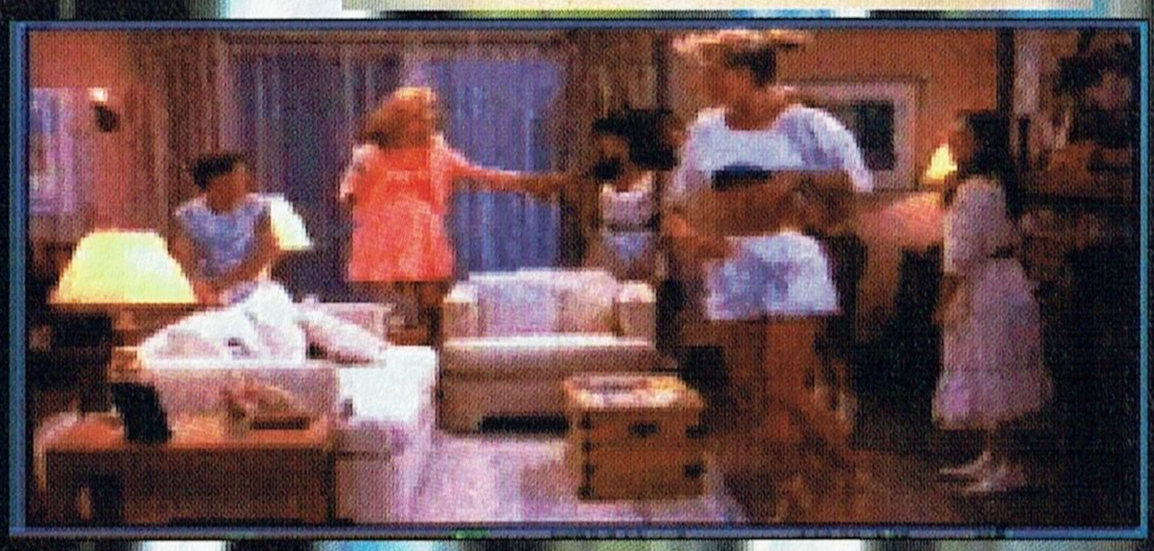
4

STAYING POWER
You can only watch the same firm young flesh for so long!

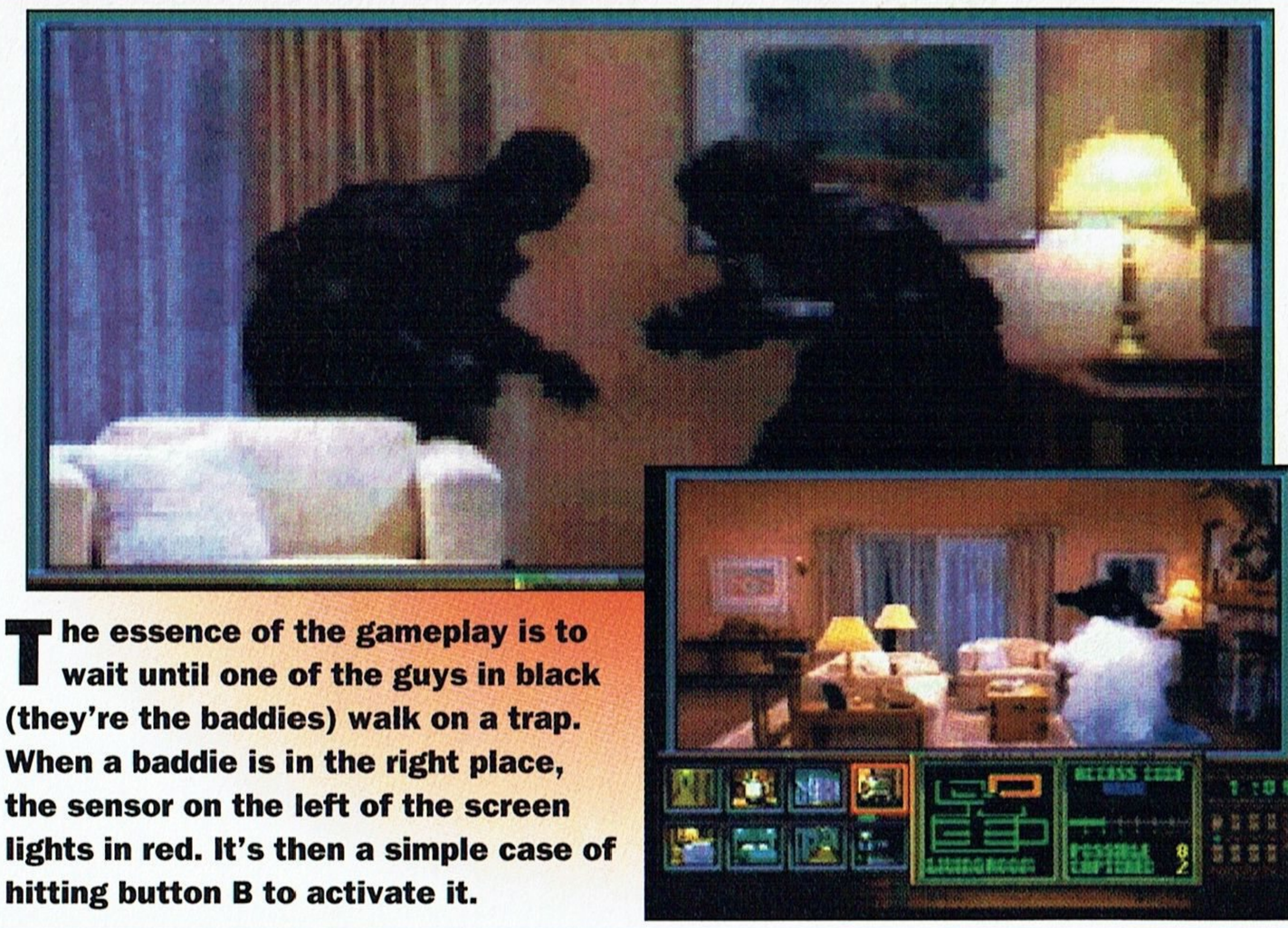
4

OVERALL
High on novelty value, with some great graphics, but low on long-term enjoyment.

59 PER CENT



▶ **These are the lovely young ladies whom you must protect. They don't really do much besides scream, giggle, and frolic in brief garments. Mmm... frolic.**



The essence of the gameplay is to wait until one of the guys in black (they're the baddies) walk on a trap. When a baddie is in the right place, the sensor on the left of the screen lights in red. It's then a simple case of hitting button B to activate it.

Mega Drive Review

Pete Sampras Tennis '96

Peter Burney, the boy with the fuzziest balls on the block, checks out the latest in tennis sims.

Tennis is a lot like anchovy pizza, you either love it or hate it. *Pete Sampras Tennis '96* is a rehashed version of *Pete Sampras Tennis '94* (der), and so boasts better graphics, more moves, improved sound (arguably the best part of the game) and new courts. But does this make for a better game? We don't think so.

One drawcard is the use of the J-Cart, which opens the court to four players at the same time. Great fun if you have four starters who all like tennis. Otherwise there's the two player doubles or singles options, and lastly the lonely singles player, who must thrash it out against the computer.

The controls are surprisingly easy to use for the beginner, but also allow plenty of leeway for improvement. Thankfully, the CPU opponents also give you that scent of victory as they stuff up the easiest of shots and hit balls over the back fence!

Fun for those who are into tennis and the best sim on offer at the moment, but the gameplay really has little over its predecessor.

Game, set and match. M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Sports sim
SUPPLIER: Codemasters
PRICE: $99.95
SIZE: 16 megabits
PLAYERS: Four

second opinion

It does look better than last year's model, with some nice extra touches. But really, it's just more of the same.

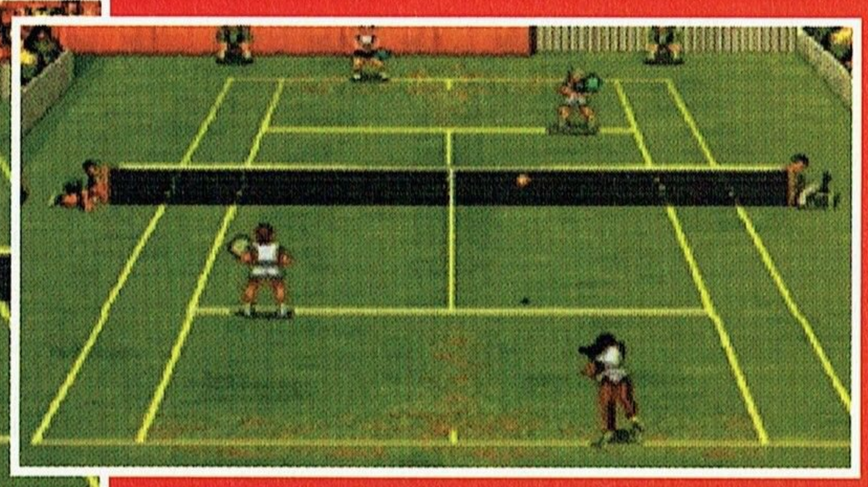
70%

❑ MARK

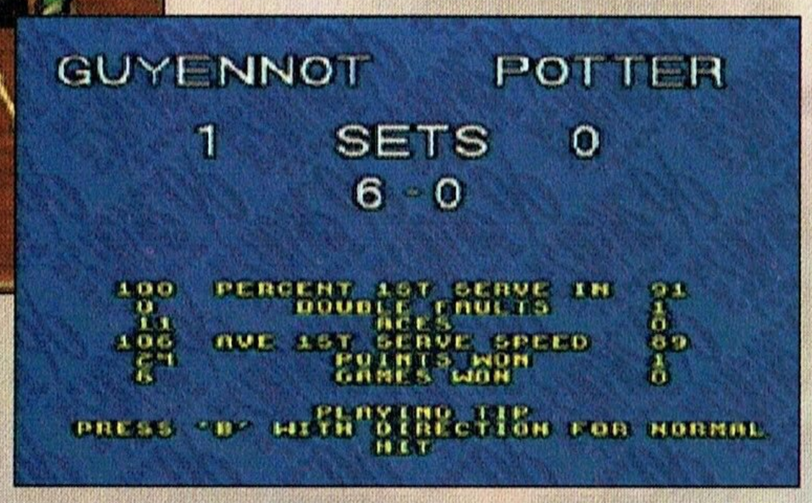
SHE'S GOT PERSONALITY...

Each of the players has their own personality traits (usually reflecting your own feelings at the time), such as throwing the racquet in disgust or throwing their hands in the air after a great shot. Other graphic treats to add that touch of realism are the ball boys' fetching loose balls and the girls' skirts' flying up during a service. Woo-hoo!





▼ At the end of each match you get a rundown of both your and your opponent's statistics. It may not be of much use, but they still use it on telly.



▲ The Codemasters-developed J-Cart allows four tennis fanatics to slog it out at the same time. Totally confusing, but a lot of fun.

◄ Sometimes balls are out of reach, but never fear – a diving move has been included. Hit the C button and press the D-pad in whichever direction you need to dive. It's pretty tricky, if not impossible, to hit the ball with this movement (we never did!).

the verdict

GRAPHICS
Nice player antics and good sense of depth. But how much can you really do to improve a tennis court?

8

SONICS
You'd swear it was the real thing – commentary and all!

9

PLAYABILITY
Simply put, if you like tennis you'll like this.

7

STAYING POWER
You'll probably have a hit up every Saturday morning (until you wear out those sandshoes).

7

OVERALL
It may be out of the amateur ranks, but it won't win the Grand Slam!

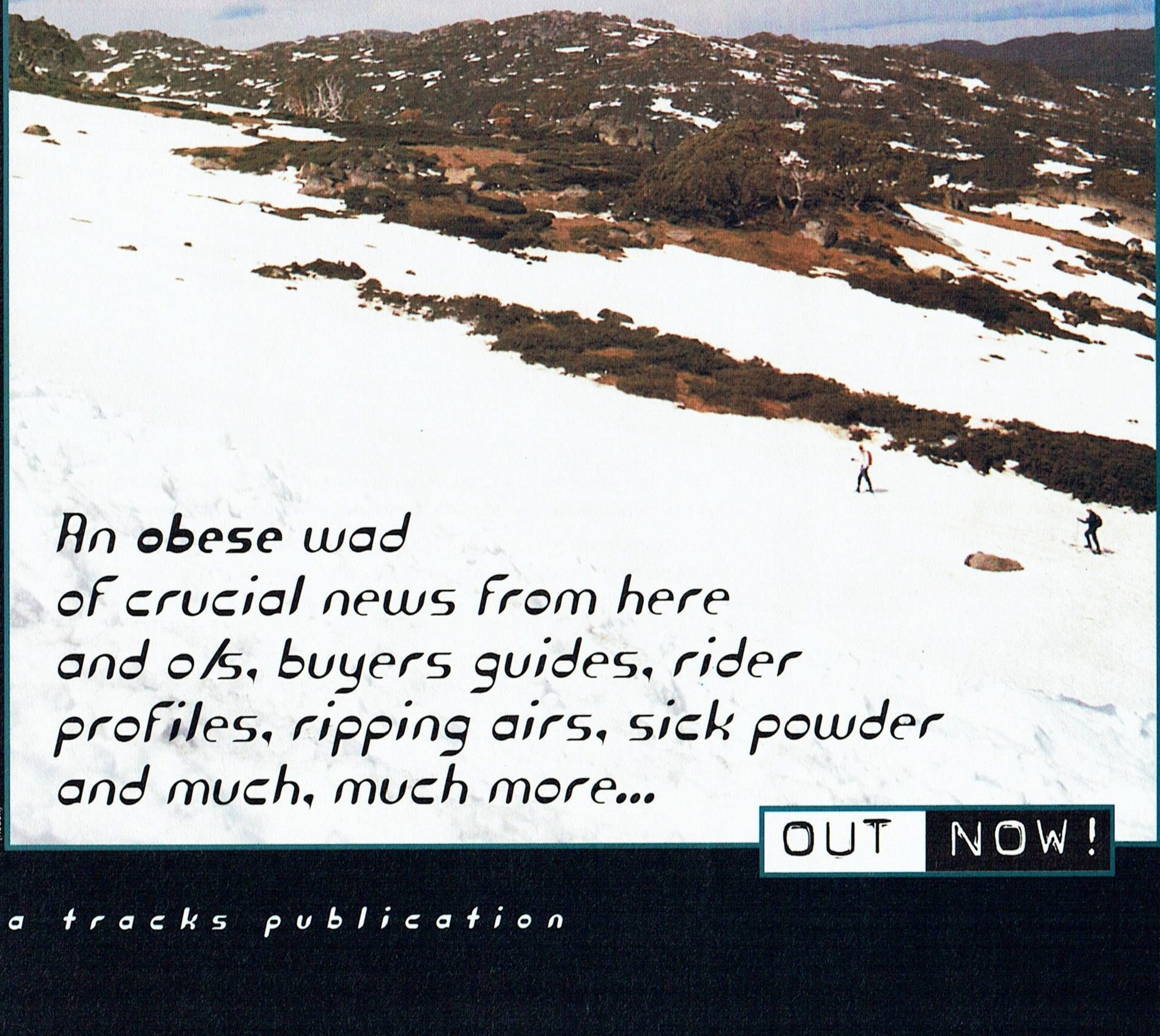
75 PER CENT

AUSTRALIAN SNOWBOARDING



Neil Hardwick.
Thredbo back country.
Nov '94.

a fat, ugly, mutha of a snowboarding magazine!



An obese wad of crucial news from here and o/s, buyers guides, rider profiles, ripping airs, sick powder and much, much more...

(Roden)

OUT NOW!

a tracks publication

Mega Drive Review

Primal Rage

What big eyes you have! What big claws And teeth you have! Peter Burney wishes he didn't have such a big mouth... CRUNCH!

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Time Warner
PRICE: $89.95
SIZE: 16 megabits
PLAYERS: Two

Ancient as the concept may be, *Primal Rage* chews up the standard beat 'em up and spits it out as a meaty bloodfest of prehistoric mayhem.

In the not-too-distant future, a big piece of rock from space (that's a meteorite, fact fans!) collides with our beloved planet, destroying civilisation as we know it. But wait, there's more – this sparked off some sort of chemical reaction, spawning incredible mutants called Draconions (dinosaurs with extra abilities). Now they must fight each other (mmm... how original!).

This is *Mortal Kombat* with dinosaurs, featuring seven crazed beasts in an arcade conversion battle for supremacy of the new Urth. Each monster has a variety swipes and bites, hidden special attacks and even finishing moves. And if that hasn't got your heart rate up, it's also got blood – lots of furiously fountaining blood.

Stop-motion animation has been used to create smooth, life-like character movements to rival those created by the *MK* team. Impressive backgrounds and foolish human followers (who have the uncanny knack of getting in the way) time warp this into the next millennium. Unfortunately, sprites appear a little blurred, due to memory limitations (never fear, it's also due for release on the 32X and Saturn formats).

Graphics don't make the game, but this thing also plays like a dream – speedy sprites, precise controls, and accurate collision detection really get it rocking (and did we mention it's got lots of blood?).

With 16 skill settings, a two-player option and gameplay to roar for, you'll be tearing the flesh from dino bones until the next Ice Age. Growl. M

URTH



▲ **In all, there are seven lands to conquer before reaching the final showdown. Each Draconion has its own colour, which is used to designate the areas in which you have won battles. Your followers will also wear your colour. The object is to cover the map of Urth with your colour. However, if you lose a round and choose to continue with a different character, you have to start all over again.**

second opinion

It's not a bad game, but if you have any of the other decent one-on-one fighters, you don't need Reptile Kombat.

76% ❑ *MARK*

the word

GRAPHICS
Fluent, life-like motion is as close to the real thing as you're gonna get (after *Jurassic Park*, that is).

9

SONICS
Screaming howls, threatening roars and a jungle of deep, dark tunes.

8

PLAYABILITY
Fast, intense and more fun than an archeologists' convention.

9

STAYING POWER
This could last even longer than the dinosaurs did.

9

OVERALL
You'll need a giant toothpick to get the meat from your jaws after feasting on this. An excellent arcade conversion.

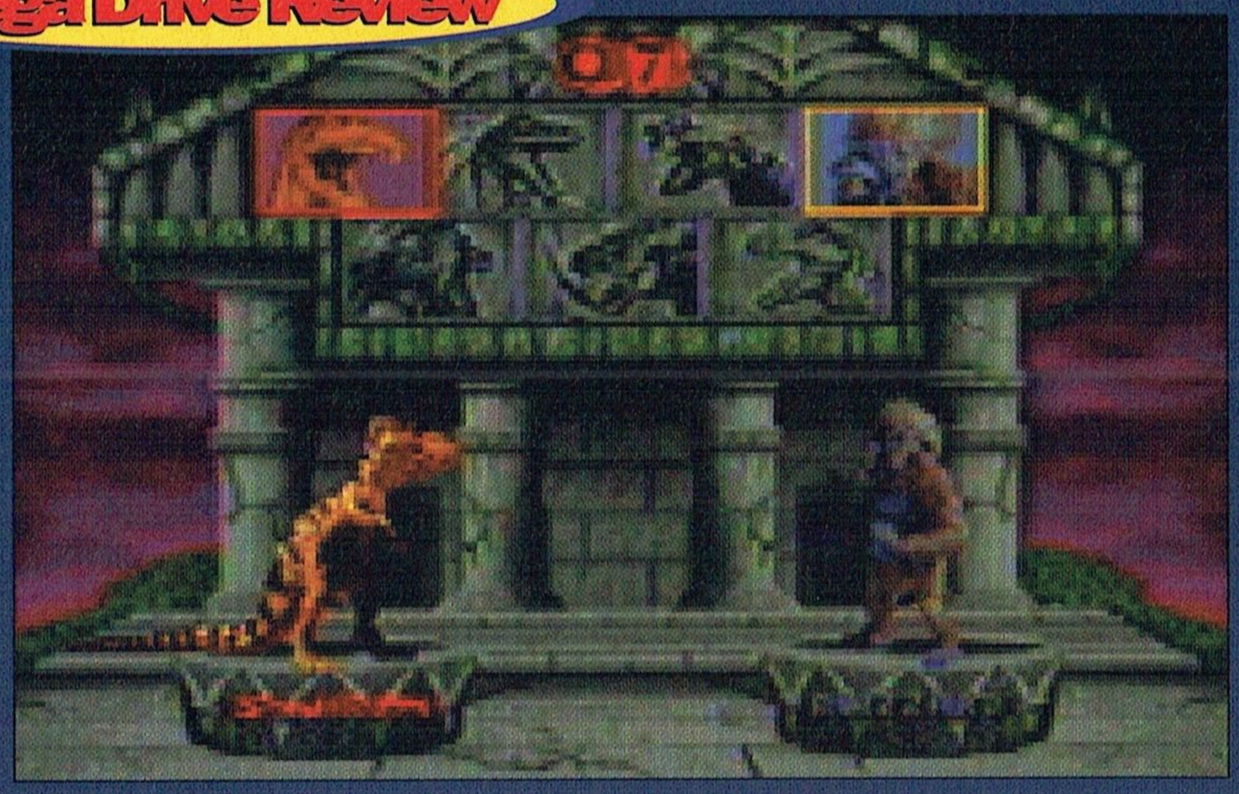
89 PER CENT



▲ **After defeating all the other Draconions, you get this cool sub-game where the object is to pulverise as many of the blighters as possible before time runs out.**

▼ **Gather as much reserve (bonus) energy as possible before the final showdown, where you must defeat all the angry dinos once again and all in the same round. The word tough is an understatement. Happy munching!**

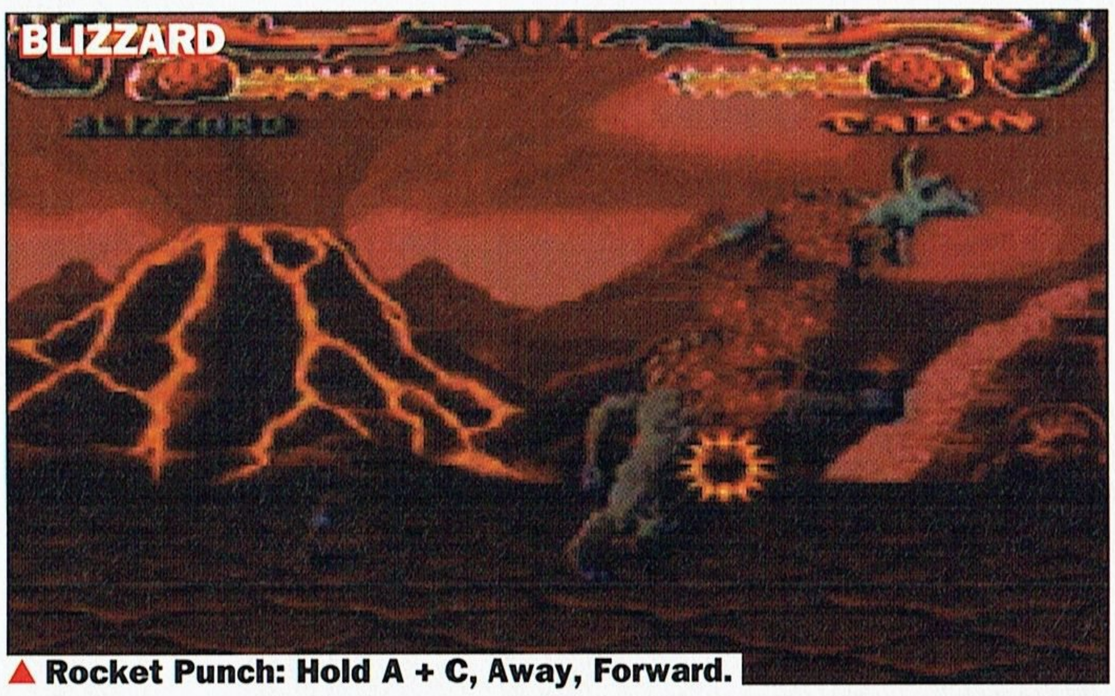




▶ ***Primal Rage*** **is like a box of chocolates, you never know what you're gonna get... so we'll tell you. Each of the beasts has their strengths and weaknesses. For example, Vertigo has great long-range attack, but moves fairly slowly, while Talon moves like greased lightning, but inflicts little damage.**
Megazone Tip: Blizzard is our pick of the bunch, due to his all-round abilities.

I'LL SHOW YOU MINE IF...

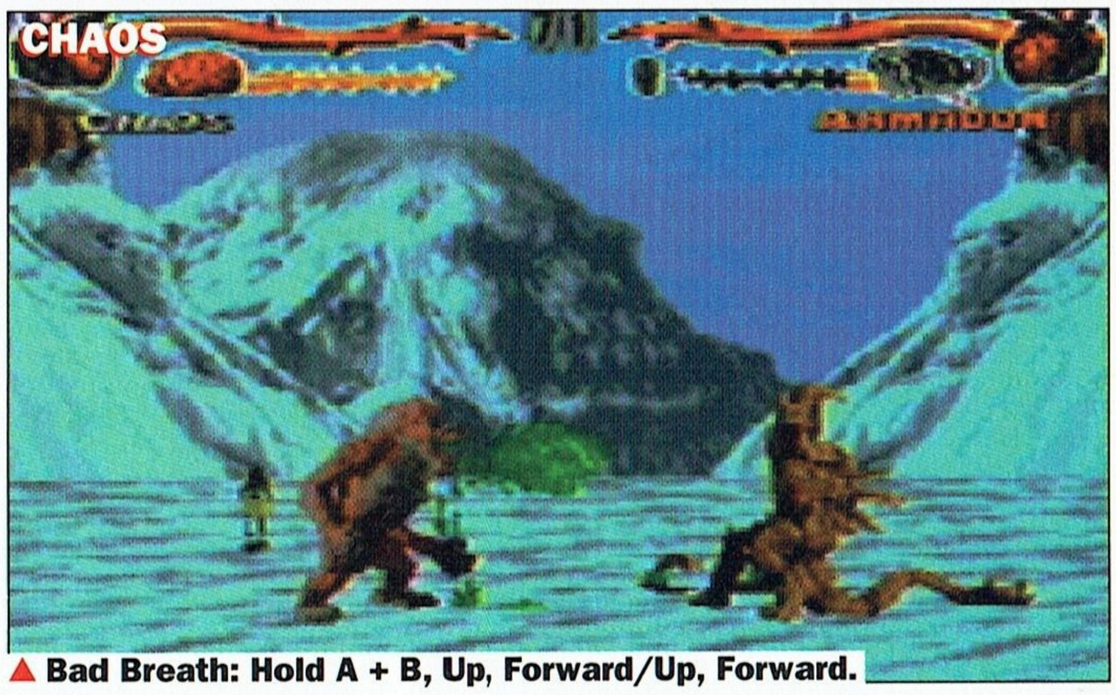
Winning battles with mere biting and scratching takes lots of timing. It's a risky business, getting in close enough to your opponent to strike. But us friendly folk here at Megazone don't like to see our readers being torn to shreds by computer-generated dinos. What we love to see is some good old-fashioned butt kicking – giving 'em the ol' what for – shoving their head so far up their... well, you get the drift. And in *Primal Rage*, you sure can do some serious damage.



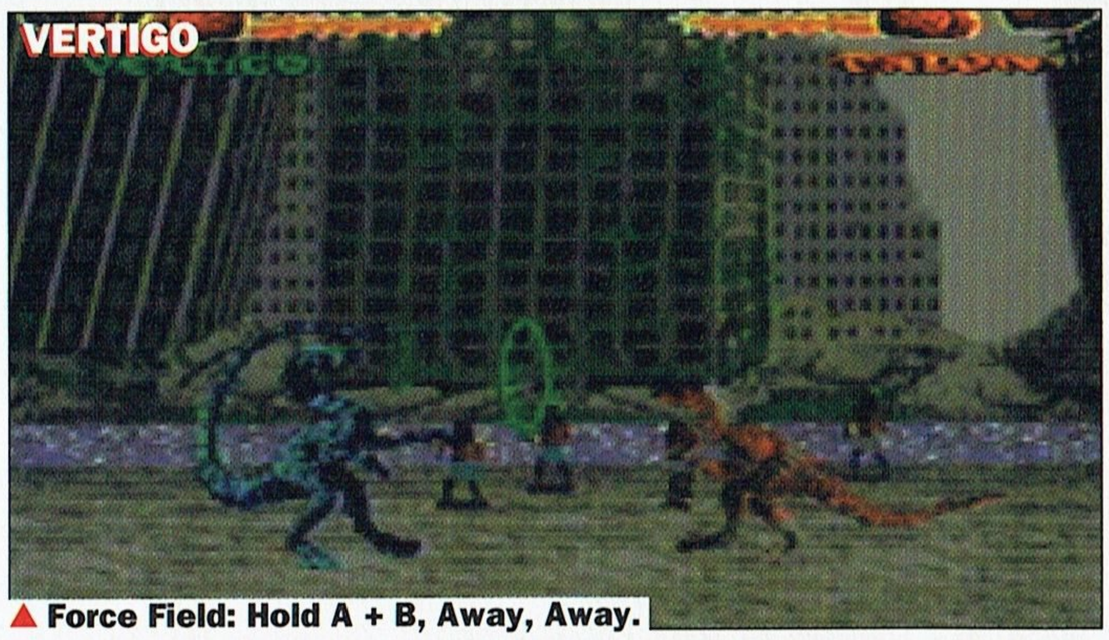
▲ **Rocket Punch: Hold A + C, Away, Forward.**



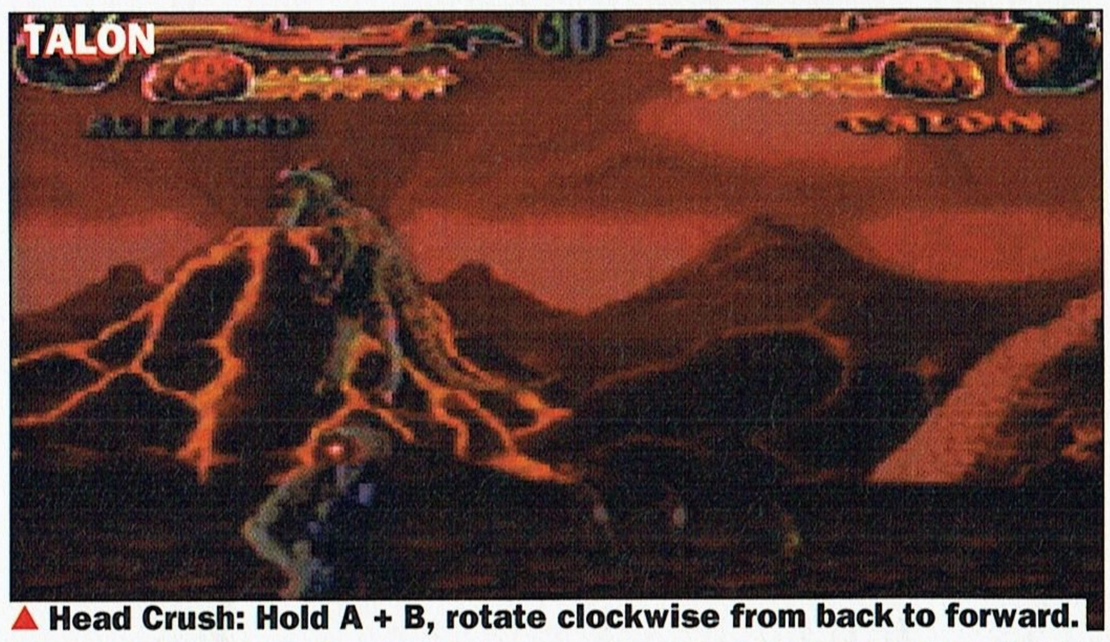
▲ **Gut Ripper: Hold A + B, Down, Up, Down.**



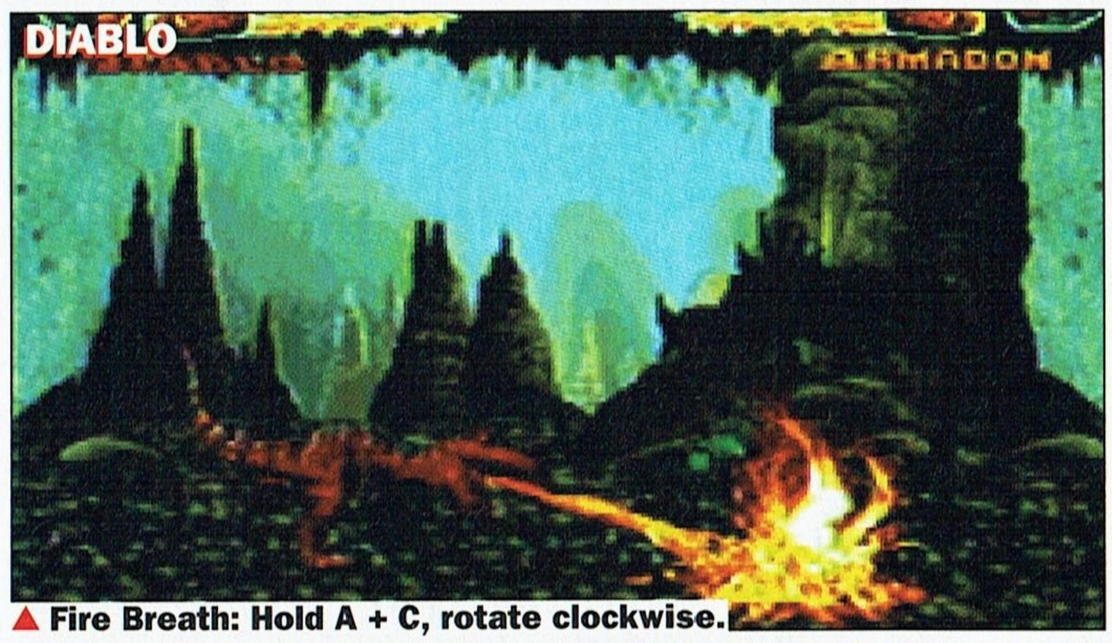
▲ **Bad Breath: Hold A + B, Up, Forward/Up, Forward.**



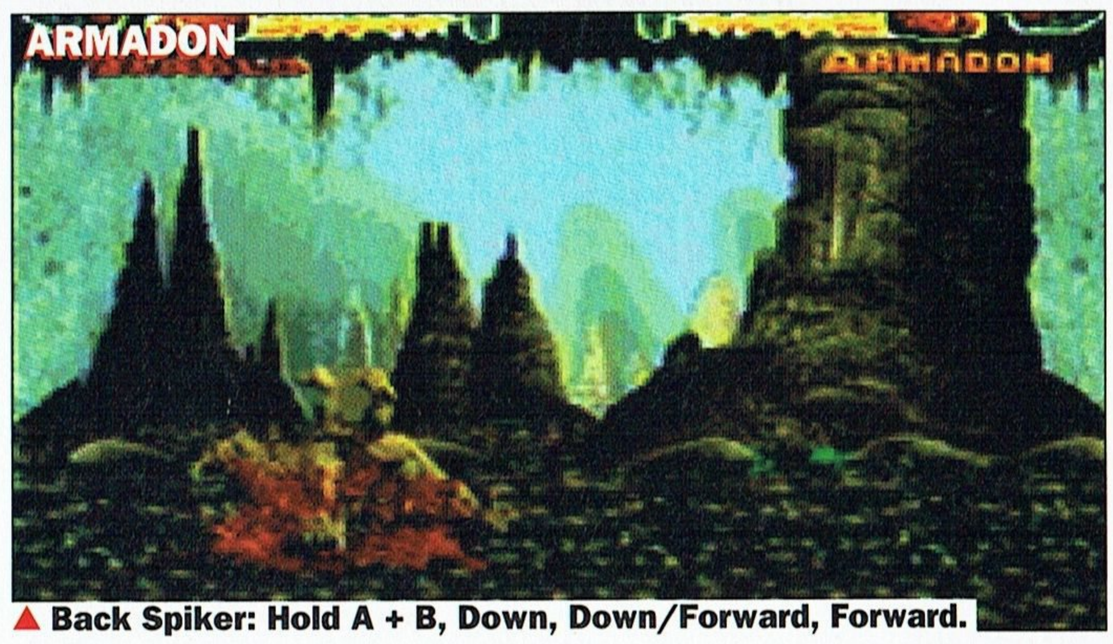
▲ **Force Field: Hold A + B, Away, Away.**



▲ **Head Crush: Hold A + B, rotate clockwise from back to forward.**



▲ **Fire Breath: Hold A + C, rotate clockwise.**



▲ **Back Spiker: Hold A + B, Down, Down/Forward, Forward.**





the Great BIG Guide TO GAMES

Scroll, climb, shoot, scroll, climb, shoot... 'Platformer' may be getting to be a dirty word in the gaming world, but does that stop Darren Porter? Erm, no.

Part Seven: Platform Games

If any one type of game has typified video gaming since the late '80s, it's the platformer. Sonic and Mario have led opposing forces in the worldwide marketing war between Sega and Nintendo. We are constantly inundated with new clones, all aspiring to be the next big thing. Still, all you game freaks out there must still be buying them, or they wouldn't be shoved down our throats.

To be fair though, a good platformer is a thing of joy. it offers hours of dexterity-improving gameplay and a real sense of achievement. With so many on offer, it can be quite daunting searching for a platformer that will keep you entertained for a night, let alone a week. So we've sorted the pearls from the swine of the Australian releases, and here they are...

report card

- ✪✪✪✪✪ Aladdin's princess babe
- ✪✪✪✪ Sonic on a caffeine kick
- ✪✪✪ Better than a knuckle sandwich
- ✪✪ A cool, wet, damp, smelly spot
- ✪ Half an Earthworm Jim in an apple

MEGA DRIVE

THE PEAKS AND PITS

MICKEY MOUSE (CASTLE/WORLD OF ILLUSION/MICKEY MANIA)

Mickey Mouse has managed to maintain his popularity on the Sega front, and it's not hard to see why. These games all feature excellent graphics (for their time), liberal doses of playability and well-known characters. *Castle of Illusion* is pushing on now, but is still a good example of how to make a game playable. The same goes for the sequel, *World of Illusion*, which has the added feature of an excellent two-player mode. *Mickey Mania* incorporates some nice artwork direct from the early cartoons, but adds nothing new playwise. All three are especially good for the younger gamers.

Castle ✪✪✪ ***World*** ✪✪✪ ***Mania*** ✪✪✪✪



▲ **M-I-C... see you real soon, K-E-Y... Why? 'Cos we have a video game licence... M-O-U-S-E.**

ASTERIX (THE GREAT RESCUE/THE POWER OF THE GODS)

Whether you love or hate the little superpowered Gaul, you'll probably find both these games repetitive and dull. Considering the material available from the excellent books, there's very little in the game to capture the Asterix feel. No ultra-violent fisticuffs, a too-miserly sprinkling of supporting characters (Geriatrix, Vitalstatistix etc), and under-done graphics. As it is, we wouldn't bother.

The Great Rescue ✪✪ ***Power of the Gods*** ✪✪



▲ **"Halt, who goes there?" "It is I, 32X."**

WONDERBOY IN MONSTERWORLD

Although this isn't the only *Wonderboy* released on the Mega Drive, the early ones are unavailable. Anywhere. Trust us. Anyway, this *Wonderboy* is a bit more of a puzzler in the RPG style than most platformers. As such, it offers more long-term playability. ✪✪✪



▲ **Collecting items, buying things, stats... is this an RPG in disguise?**

ZERO THE KAMIKAZE SQUIRREL

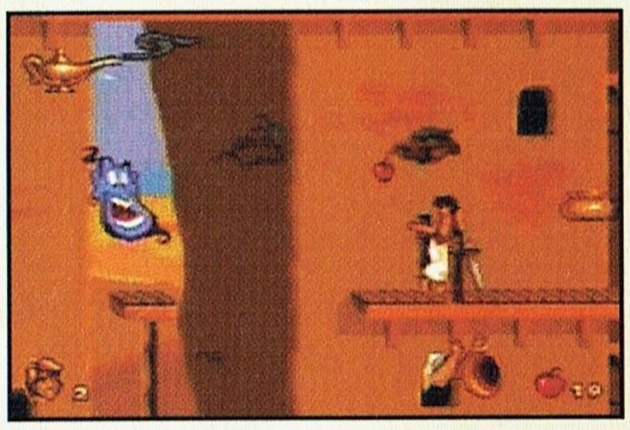
Now here's a game that makes no bones about its Sonic influence. If you'd never seen Sonic, you would think this was pretty good. As we don't live in a hedgehog-unpopulated world, *Zero* has to stand as a well-done but rather tame clone. ✪✪✪



▲ **Zero the kamikaze squirrel – unsuccessful kamikaze, unfortunately.**

ALADDIN

Who said Disney doesn't have a sense of humour? (Quentin Tarantino, most probably.) *Aladdin* is a great platformer, with enough humour to elevate it above the ruck. The animation is astounding. ✪✪✪✪



▲ **Arabian nights, spent in the company of a blue genie. Hmmm.**

BUBSY/BUBSY II

The original *Bubsy* was much hyped, but didn't really contribute anything new to the genre. That said, some people still consider it to be one of the best platformers out. We don't. Nuff said. *Bubsy II* has really gone to town on the options side and has tried to be different, but it falls into mediocrity. ***Bubsy*** ✪✪✪ ***Bubsy II*** ✪✪✪

TAZ-MANIA/TAZ-MANIA ESCAPE FROM MARS

Warner Bros' Aussie hero Taz makes a great platform hero, with his unique moves and humour. The first game was very original for its day, and the second offering doesn't tinker with the formula. Suitably large playing areas add to the long-term challenge.

Taz ✪✪✪✪ ***Taz II*** ✪✪✪



▲ **The guy with the best attack in the platforming world.**

DYNAMITE HEDDY

Being a puppet with a broken head may not sound like everybody's idea of fun, but with Dynamite Heddy, the cranially impaired hero of this game, you'll find it incredibly helpful. Use his different heads to battle through some of the most frenetic platform fun ever. Absolutely amazing attention to detail puts this right up there with the classics. ✪✪✪✪✪



▲ **Dynamite Heddy will blow your mind. If you let him.**

MR NUTZ

What is it with platformers and rodents? Hedgehogs, possums, bobcats and now a squirrel. *Mr Nutz* is probably aimed at the younger players and as such becomes a bit repetitive. Great looking and good SFX. ✪✪

ANIMANIACS

Platform puzzler involving the relatively obscure Wakko, Yakko and Dot. The puzzles are fairly easy to solve, and as such is probably better suited to the younger game freaks. Some nice touches, but nothing that yells out 'Buy me!' ✪✪✪

ZOOL

The Amiga's attempt at out-Sonicing Sonic has lost a lot in translation to the Mega Drive. The limited colour palette doesn't really work, and makes the backgrounds seem garish. Zool himself handles quite well. ✪✪✪



▲ **Wonder how much Chupa Chups paid to have their logo all over this game...**

TOE JAM & EARL 2

Featuring two of the wackiest characters ever conceived, this game plays very differently from the original. All the humorous touches that made the first a hit have been carried over. ✪✪✪✪

the Great BIG Guide TO GAMES

JUNGLE BOOK

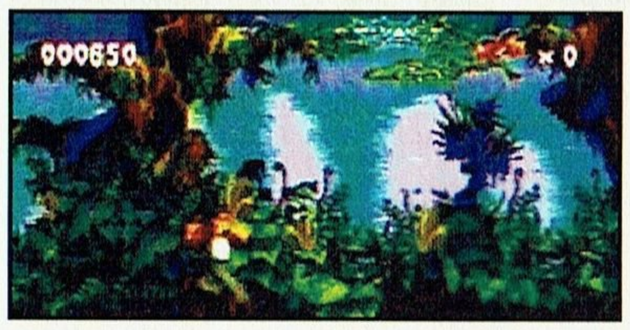
Another Dave Perry/Virgin/Disney platformer along the lines of *Cool Spot*, *Aladdin*, *Global Gladiators*, etc. It does it all as well we have come to expect. Great graphics routines and instant playability help you forget how much the plot has been twisted from the film (or even worse, from the book). ✪✪✪✪



▲ **Rudyard Kipling is probably rolling over in his grave.**

PITFALL: THE MAYAN ADVENTURE

The Atari 2600 had some classic games – none more so than *Pitfall*. Activision has brought it thrashing and screaming into the '90s with some luscious graphics and liberal doses of platform conventions. As a bonus, the complete original game (all 8K of it!) is hidden away somewhere!. ✪✪✪✪



▲ **Pitfall Harry taking a big dive. Again.**

IZZY'S OLYMPIC QUEST

Izzy, the nondescript mascot of the upcoming Atlanta Olympics, is here for a cash-in, erm... sorry, tie-in. The game is standard platform fare and really has nothing to do with the Olympics. Still it plays reasonably, and is infinitely more enjoyable than having your leg gnawed off by a shark. ✪✪✪

COOL SPOT

Dave Perry can do no wrong. *Cool Spot* was one of his earlier efforts, but the legendary animation and playability, seen at their best in *Earthworm Jim*, still shine brightly. The character is in fact a soft-drink mascot in America! ✪✪✪✪✪

QUACK SHOT

That old Disney magic, this time featuring Donald Duck. Colourful graphics and simple but compelling gameplay make this ideal for younger gamers. ✪✪✪

RADICAL REX

Skateboard-riding dinosaurs are a dime a dozen. Well, perhaps not, but this doesn't mean that this Australian-made platformer is any slicker or more original than any other you care to name. Nice effort, fellas, but unfortunately you've missed the boat. ✪✪

BUBBLE 'N' SQUEAK

From its Master System-style graphics and twee sounds, to a steep learning curve, this game has too much going against it to deserve attention. ✪✪



▲ **Bubble 'n' Squeak is the name of both a MD game and some pommie food. Neither is very appetising.**

RISTAR

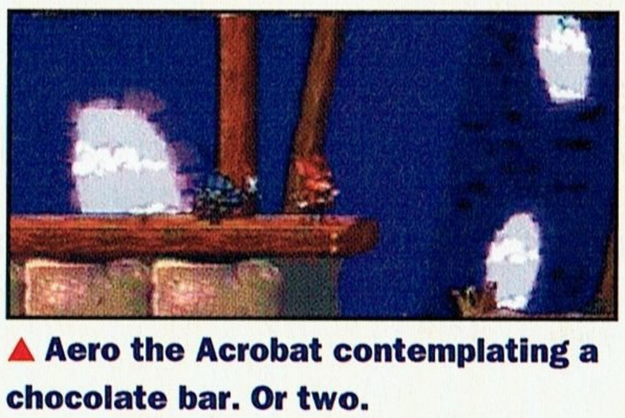
Sega worked away on this one for a few years, hoping to develop a character worthy of succeeding to the Sonic throne. They've failed – he simply doesn't have the hedgehog's charisma. Nevertheless, this is still one hell of a good game – Ristar's extendible arms are the main twist on the old platform theme. Everything is executed very nicely, as you would expect from the Sega in-house team. ✪✪✪✪



▲ **Using his amazing stretchable arms, Ristar reaches for the stars. Doesn't quite make it, though.**

AERO THE ACROBAT/AERO THE ACROBAT II

A few novel ideas thinly spread on top of Commodore 64 platformer duff isn't enough to save this game. The graphics are average, and simply put it's just not fun. The sequel is the better of the two, but the fiddly controls should scare off all but the most platform-starved gamesters. *I* ✪✪ *II* ✪✪



▲ **Aero the Acrobat contemplating a chocolate bar. Or two.**

EARTHWORM JIM

When Dave Perry, the man behind Disney's successful platformers, left to form Shiny Entertainment, big things were expected. And with *Earthworm Jim*, he delivered. This game knocks Sonic off his pedestal with 24 Mbits of fun-packed gaming. Jim himself is so well animated that you could be forgiven for thinking you were watching a cartoon. The sounds, the backdrops, the cow launch... it all adds up to the best thing since sliced bread. ✪✪✪✪✪

BOOGERMAN

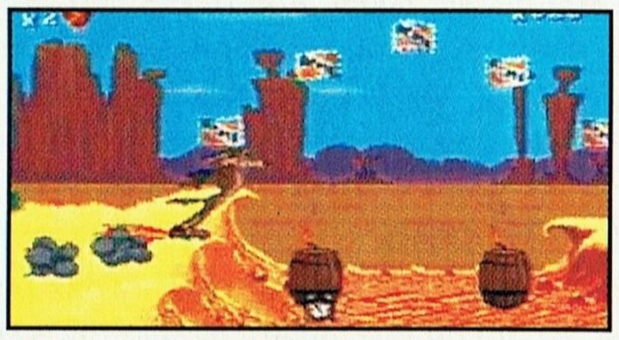
For all you sad gits out there who chuckle in mirth any time somebody lets one go, this is the game for you. Disgusting, repulsive and downright funny, *Boogerman* adds a touch of humour (albeit of the toilet bowl style) sadly missing from many games. And it's playable as well. ✪✪✪✪



▲ **Phlegm, farts, snot and vomit. Says it all, really.**

DESERT DEMOLITION

Another wasted Looney Tunes licence. *Desert Demolition* at first glance looks good, but after successive plays reveals its lack of challenge. To make matters worse, if you play as Wile E. Coyote you can actually catch the Road Runner. Blasphemy! ✪✪



▲ **How does Wile E. Coyote pay for all the ACME stuff?**

CHEESE CAT-ASTROPHE STARRING SPEEDY GONZALES

In the same vein as *Desert Demolition*, you take the role of Speedy Gonzales and attempt to rescue all your mousey chums from the 'dethpicable' Sylvester (who's the real hero in our books). Graphics – OK. Sound – OK. Playability – OK. What more do you want? Oh – originality. Sorry, none of that to be found here. ✪✪✪

THE LOST VIKINGS

Immensely challenging and addictive platform puzzler that involves three Vikings (strangely enough) who happen to be lost. Each Viking has a special ability – you will need to use all three Vikings to finish each level. ✪✪✪✪

THE LION KING

Take control of the rapidly growing Simba, heir apparent to the lion kingdom, in his battle

against his evil uncle Scar. This 24 Mbit Disney cart was coded by the people from Westwood, who certainly turned the difficulty up a notch to two on *Aladdin* or *Jungle Book*. Nothing terribly original, but still an excellent example of the genre. ✪✪✪✪✪

MARKO'S MAGIC FOOTY

14 levels of soccer madness featuring Marko and his ball – an excellent recipe for gaming fun? Close, but no cigar. Let down by a lack of depth – there are no bonus levels or secret rooms to keep you interested. ✪✪

NORMY'S BEACH BABE-O-RAMA

If the programmers had invested as much time making the game playable as they did thinking up all the little jokes, it might have been quite good. As it is it's OK for a laugh, but you won't play it more than a couple of times. ✪✪

CHESTER CHEETAH

My, what a huge head your sprite has! This game is very slow and bland, yet it does have something that makes you play just a little bit longer in the hope it gets better. It doesn't. ✪✪

HURRICANES

There are just so many soccer-based platform games around you can't move for the crush. Well, there's actually only this and *Marko's Magic Footy*, and of the two this is the better. It's a bit too 'English', and that was probably the major factor behind its dismal showing here in Australia. ✪✪✪

TINY TOONS

One of the best cartoon conversions available. Featuring Buster Bunny and his fellow Tiny Toons, this game is very fast and colourful, making it ideal for kids. ✪✪✪✪



▲ **Buster Bunny – just like Bugs Bunny, only not as interesting. Or fun.**

JAMES POND I, II, III

More fishy antics than a Japanese trawler – this trilogy contains some great graphics, with each game playing quite differently. As a result, it's patchy in parts, brilliant in others. *James Pond II* is probably the pick of the bunch, with his great extendible body. ***I*** ✪✪✪ ***II*** ✪✪✪✪ ***III*** ✪✪✪

GLOBAL GLADIATORS

Early Virgin effort that introduced the animation techniques shown to such great effect in *Aladdin*, *Lion King*, etc. Take control of Mick and Mack as they try to clean up the environment. If you can get to grips with the touchy controls, you'll probably love it. ✪✪✪

PUGGSY

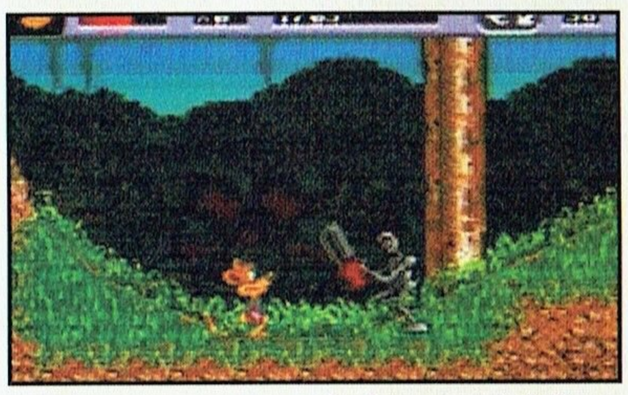
Ideal for young gamers, as it incorporates a special junior mode that teaches the game as you play. While the graphics are large, well drawn and colourful, and the sound effects bright and bouncy, it probably plays too slowly for older players. ✪✪✪



▲ **That Puggsy has a face only a mother could love.**

AWESOME POSSUM

As if the Mega Drive didn't have enough animal-based platformers with average graphics and average sound. Oh, it doesn't, you say. Well alright then, here's another one. Hope you enjoy it. ✪✪✪



▲ **Possum versus chainsaw-wielding skeleton. Doesn't seem fair, really.**

TAILSPIN

Just missed a prime place in our trashcan. This cartoon conversion is inane and frustrating, but does have some appeal to the littl'uns. ✪

ADDAMS FAMILY

Another film tie-in that doesn't really follow the plot that closely, but in this case it can be forgiven as it's a good game in its own right. You play Gomez, who must foil a plot to steal his riches. ✪✪✪

SONIC SERIES (I, II, III, SONIC & KNUCKLES)

What can you say about these games that hasn't already been mentioned before? Simply put, if you own a Mega Drive, you should own or at least have played all of these games. The blue hedgehog is a legend who has made the leap from video-gaming into pop culture. It's the game that cleaned up a tired old genre, and while the sequels haven't really introduced many new features, they are still extremely playable. The advent of the backwards-compatible *Sonic & Knuckles* adds a new lease of life to *Sonic 2* and *3*, and should be commended. Graphics, sound, gameplay, hidden areas – everything is just perfect. ✪✪✪✪✪



▲ **Sonic doing some serious coffee.**

FANTASTIC DIZZY

The main character is a tiny egg. The graphics are seemingly reproduced from a Commodore 64. The sound is no better than a Game Boy. But it's got enough puzzles and simple playability to keep you at it for hours. Not everyone's cup of tea – should be rented with some trepidation. ✪✪✪



▲ **Look up in the air! Is it Sonic the Eggnog? No, just Fantastic Dizzy. Oh, well...**

CHUCK ROCK/CHUCK ROCK II

Core hasn't ever made a really bad game. And while *Chuck Rock* is not worth selling your mother for (unless you have a really nasty one, that is), it can provide a few hours' diversion. The sequel is a lot different, being based around Chuck Jr and his massive club, Chuck Rock. ***I*** ✪✪✪ ***II*** ✪✪✪



▲ **Chuck Rock chucks rocks, erm, at the sea side.**

SYLVESTER & TWEETY

Good conversion of the Looney Toons classic. You take the role of the cat, following Tweety through various levels. Great animations and gameplay that reflects the cartoon. Unfortunately, it's a bit easy to complete. ✪✪✪

HAVOC

Codemasters have done everything right, yet the game still doesn't stand out from the crowd. An easily controlled character, colourful backdrops and a nice learning curve make

this one of the better second-string games. ✪✪✪



▲ Havoc seems to have everything under control. But who cares?

THE PAGEMASTER

This game should win an award for managing to fit in more platform clichés than any other 10 games combined. Macaulay Culkin is as nauseating as Larry Emdur, so unless your under eight and loved the film, don't bother. ✪✪

THE MISADVENTURES OF FLINK

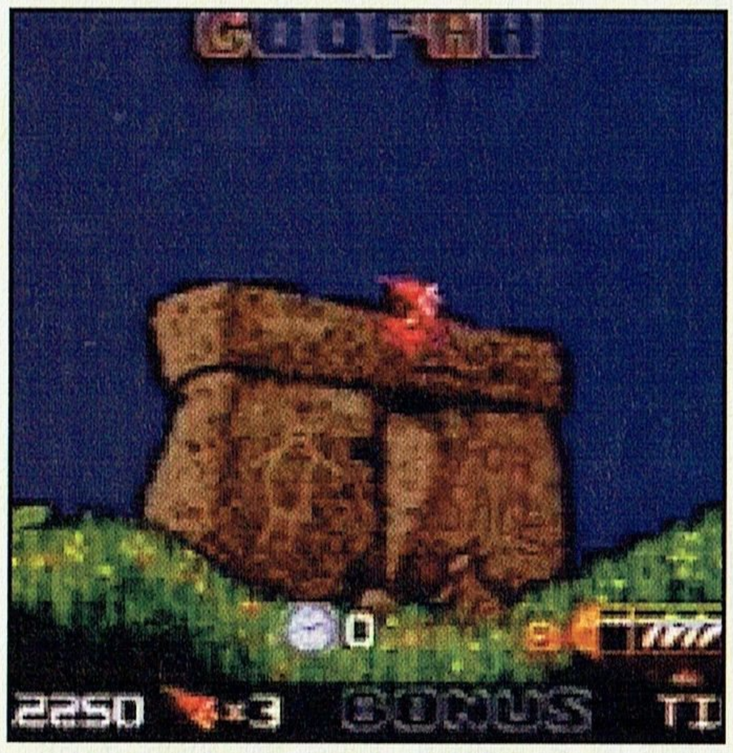
While jumping on people's heads to render them dead is by no means original, *Flink* introduces enough new ideas to make it stand out from the crowd. The graphics are eye-popping and look like something from a 32-bit machine. Unfortunately the game plays too slowly. Worth looking at, but rent before you buy. ✪✪✪

KID CHAMELEON

Has some novel features, such as the ability to change characters (well, costumes really) but plays very similarly to *Super Mario World*. Showing its age now, it might be worth a look for people who are enthralled by the simplistic gameplay of the Nintendo mascot. ✪✪

WIZ 'N' LIZ

Race against the clock or a friend in this superfast collection game. Take control of one the wizards (Wiz or Liz, der) and race to free bunny rabbits and collect letters to form words. Surprisingly great fun, it really comes into its own as a two-player contest. ✪✪✪✪



▲ Can't have a pagan platformer without a visit to Stonehenge.

the top five platform games

1. Earthworm Jim

Jim is now a living legend. Continuing on from were *Aladdin* left off, *EWJ* has redefined the meaning of playability and chucked in so much new trickery that any future platformer is going to have to be mighty fine to even be comparable. *EWJ 2* is coming (happy, happy, joy, joy!), and there's even a cartoon in America.

2. Sonic & Knuckles

Innovation is the name of the game here. Not only do you get an enjoyable game in its own right but it also supplements *Sonic 2 & 3*. Hopefully we'll see more of these backwards-compatible carts from Sega soon.

3. Dynamite Heddy

Treasure, the people who brought you *Gunstar Heroes*, have delivered the goods again. *Dynamite Heddy* has to be one of the most innovative games we've seen. Everything from the beautiful backdrops to the superbly animated baddies screams quality. One of the Mega Drive's most underrated games, this deserves immediate attention.

4. Aladdin

This game features all the humour of the film, and plays well too. Aladdin is incredibly animated as he jumps about, throws apples and makes advances towards robed men. Beats out *Jungle Book* and *The Lion King* by a whisker.

5. Cool Spot

As cool as Grandma's hands. As spotty too. And that's cool. And spotty.



▲ Sonic giving a Robotnik henchman a knuckle sandwich. Or something.

the Great BIG Guide TO GAME Trash

the trash can

You can't really do too much wrong with a platformer. Just make sure the lead character handles well, the levels offer a challenge and the graphics are passable. So why is it that so many go at it so half-assed that the results are indistinguishable from tripe? We could easily fill two trash cans given the amount of platformers out there, but we thought we'd warn you about the ones that are more likely to catch your eye – the licence tie-ins.

1. The Adventures of Mighty Max

Games released in this day and age should have more going for them than a crappy licence tie-in. Sadly Sony seems to be about the only company who hasn't grasped this fact.

2. Pink Goes To Hollywood

As a general rule (considering *Daffy Duck* below), stay clear of a game with Hollywood in its title. The only people that should even go near this steamer are those sad gits who collect Pink Panther paraphernalia.

3. Daze Before Christmas

Way too cutesy to be taken seriously, with a completion time measured in minutes. This game could be a challenge for anyone who has yet to attend school.



▲ Daze before Christmas? Minutes before Christmas more like it.

4. Jellyboy

Quoting from the March '95 review – "It's a *Sonic the Hedgehog* clone for uncoordinated kiddies – a painfully slow, lobotomised clone." Says it all really.

5. Daffy Duck Goes to Hollywood

To describe this game as bland would be a massive understatement. This game is so run-of-the-mill that if you put it up against a grey wall, it would blend in perfectly.

PUTTY SQUAD

Novel idea in that the hero can change shape to get through different situations, but lacks staying power. The sprites look like they've been claymated. ✪✪✪

BUBBA 'N' STIX

Another platform puzzler – you take the role of Bubba, an earthling captured by an alien zookeeper. Bubba's task is to escape with the aid of the magical being Stix. Puzzles revolve around Stix's unique shape-changing abilities. Nice cartoony graphics and a fair challenge. ✪✪✪

ROCKET KNIGHT ADVENTURES/SPARKSTER

In typical Konami fashion, no expense has been spared in developing a truly platformy platformer. These games take all the best bits from games like *Sonic*, *Castle of Illusion* and *Aladdin*, adding enough new surprises to definitely warrant a look. *Sparkster* (the sequel) looks the better and feels more fluid, but *Rocket Knight* pips it for sheer originality. This is how platformers should be done.

Rocket Knight Adventures ✪✪✪✪✪

Sparkster ✪✪✪✪



▲ Throwing game design out of the window, this level in *Sparkster* starts with a boss.

MASTER SYSTEM TOP 10

1. SONIC SERIES (I, II, CHAOS)

Every Master System owner should have at least one, if not all of these games. The zippy blue hedgehog set a benchmark for other games to follow. *Sonic Chaos* is the best of the series, closely followed by the original *Sonic* and the first sequel. Speed, colour, rodents – rapture! ✪✪✪✪✪

2. COOL SPOT

An animated red dot may not seem like a fantastic central character, but the programmers have imbued *Cool Spot* with enough humour and quirkiness that this game transcends the confines of the plot. Once again, the Virgin animation team has produced a remarkably fluid character and heaped enough gameplay on top to grow flowers. ✪✪✪✪✪

3. ALADDIN/JUNGLE BOOK/LION KING

A Disney threesome that each translate remarkably well from its 16-bit original. All three feature similar gameplay and great graphics culled from Disney animation features. *Lion King* is perhaps the best of the lot, but definitely check them all out if you're a starved 8-bit platform freak. ✪✪✪✪✪

4. MICKEY MOUSE SERIES

Castle and *Land of Illusion* both show what a bit of time actually spent programming can do for a video game. These excellent carts are every bit as playable as their 16-bit counterparts, and the graphics really push the Master System to the limit. ✪✪✪✪✪

5. ASTERIX THE SECRET MISSION

Great game remarkable if only for the fact that it's one of the few Master System games that is actually better than the Mega Drive version. ✪✪✪✪

6. JAMES POND II

Almost identical with the MD version, this game plays much like *Mario* but has far better graphics and sound. Show this to your NES-owning friends and then laugh maniacally. ✪✪✪✪

7. NEW ZEALAND STORY

Underrated MS classic featuring great jingly tunes that keep you humming along while you attempt to finish off just one more level. The one to buy once you've whipped all the *Sonic*s. ✪✪✪✪

8. RAINBOW ISLANDS

Sequel to another 8-bit classic, *Bubble Bobble*, this one has very different gameplay but is great for a laugh. On the downside, it's fairly tame and you'll finish it in days. ✪✪✪✪

9. THE LUCKY DIME CAPER

A wealth of things to see and do, combined with lovely Disney backdrops make this another winner. ✪✪✪✪

10. ALEX KIDD IN SHINOBI WORLD

After some real shockers like *The Lost Stars*, *Hi-Tech World* and *Miracle World*, Alex Kidd finally stars in a decent game. Unique in that it combines two very different games into an immensely enjoyable platform romp. ✪✪✪

THE NEXT LEVEL

SONIC CD

Mega-CD

A curious blend of the cartridge versions, but with vastly improved graphics and a fantastic intro. It really is a fantastic game, but just wasn't different enough to sell Mega-CDs. Perhaps Sega should release a *Sonic 1/2/3* compilation disc. ✪✪✪✪✪

MICKEY MANIA

Mega-CD

Not many differences from its cartridge-based brother, but all-new speech samples and music, as well as some new animations, make it a lot more fun. ✪✪✪✪

CHAOTIX

32X

Basically it's a beefed-up *Sonic* for the 32X. Choose from seven characters, including Sega's new hero, Knuckles, and you're off for some high-speed japery. Totally un-crusty graphics and a new two-player bungee cord thing make this the 32X platformer of choice. ✪✪✪✪✪

EARTHWORM JIM

Mega-CD

Contains a whole new level and includes even more frames of animations and some new abilities for Jimbo. All Mega-CD owners should buy this game – it is without a doubt the best platformer ever. Until *Earthworm Jim 2*, that is. ✪✪✪✪✪

CLOCKWORK KNIGHT

Saturn

Graphics don't make the game. The 3D-rendered visuals will certainly be good for showing your friends what your new machine can do, but that's about it. You will finish this game in under three hours. If you can rent it, then certainly do – otherwise check out *Astal*. ✪✪

ASTAL

Saturn

The hand-drawn graphics in this game are simply breathtaking. The zooming feature really adds to the gameplay, and the music and sound FX are fabulous. But for all its technical innovation, it still is just another platformer. But don't let that put you off. If you get a Saturn, definitely get this over *Clockwork Shite*. ✪✪✪✪



▲ Of the first two Saturn platformers, *Astal* is the clear winner. Just look at those graphics. Mmmm, graphics.

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Hints & tips

CHEAT OF THE MONTH

MAN OVERBOARD

MEGA DRIVE

We had quite a few letters sent in for this game, but our overall winner with the neatest and most correct spelling goes to **Aaron Hooton** of **Seven Hills, NSW**. Here are the following passwords:

Level 2	JUMPED	**Level 30**	GUITAR	**Level 58**	TONGUE
Level 3	JIGSAW	**Level 31**	COYOTE	**Level 59**	LUXURY
Level 4	WARSAW	**Level 32**	LONDON	**Level 60**	SECOND
Level 5	BANANA	**Level 33**	FOREST	**Level 61**	ACCEPT
Level 6	OYSTER	**Level 34**	APOLLO	**Level 62**	TYPING
Level 7	TENNIS	**Level 35**	BORDER	**Level 63**	UNITED
Level 8	ISLAND	**Level 36**	CARPET	**Level 64**	CANDLE
Level 9	CRATER	**Level 37**	ENERGY	**Level 65**	JUGGLE
Level 10	DENNIS	**Level 38**	ENGINE	**Level 66**	CHANCE
Level 11	PADDLE	**Level 39**	DOCTOR	**Level 67**	PLAYER
Level 12	FATMAN	**Level 40**	ACROSS	**Level 68**	MEDUSA
Level 13	SUMMER	**Level 41**	FLOWER	**Level 69**	RABBIT
Level 14	CLOUDS	**Level 42**	SYSTEM	**Level 70**	FADING
Level 15	KEBABS	**Level 43**	INSIDE	**Level 71**	BUTTON
Level 16	LIZARD	**Level 44**	CINEMA	**Level 72**	DISCUS
Level 17	SILVER	**Level 45**	KEYPAD	**Level 73**	ROMANS
Level 18	BRIDGE	**Level 46**	SISTER	**Level 74**	RUBBER
Level 19	RECORD	**Level 47**	CAMERA	**Level 75**	LIVELY
Level 20	MOTHER	**Level 48**	SPIDER	**Level 76**	MIDDLE
Level 21	SUNHAT	**Level 49**	ORCHID	**Level 77**	FLUFFY
Level 22	NICKEL	**Level 50**	SATURN	**Level 78**	SOCCER
Level 23	LITTLE	**Level 51**	AMAZON	**Level 79**	QUARTZ
Level 24	TREATY	**Level 52**	PEOPLE	**Level 80**	VALLEY
Level 25	LISTER	**Level 53**	AROUND	**Level 81**	HELMET
Level 26	SHARKS	**Level 54**	HAMLET	**Level 82**	JAGUAR
Level 27	PLURAL	**Level 55**	FARMER	**Level 83**	SUNDAY
Level 28	RUNNER	**Level 56**	BEAGLE	**Level 84**	PUBLIC
Level 29	STRIPE	**Level 57**	CASTLE	**Level 85**	LEADER
				Level 86	MARKET
				Level 87	TWENTY
				Level 88	JAMJAR
				Level 89	NATURE
				Level 90	FURROW
				Level 91	BUBBLE
				Level 92	SEESAW
				Level 93	PEANUT
				Level 94	FRENCH
				Level 95	SPRITE
				Level 96	CATTLE
				Level 97	FROZEN
				Level 98	IGNITE
				Level 99	PUMICE
				Level 100	BOTTOM



GODS

MEGA DRIVE

Level 2 – NASWAN

Level 3 – COYOTE

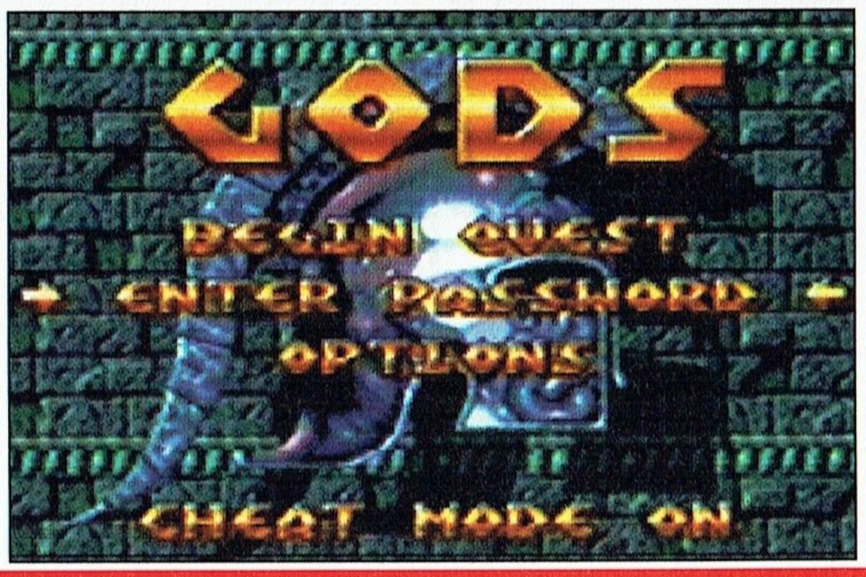
Level 4 – FOXX

For infinite energy, type in MESIENTOTANFELIZ. The message 'Cheat Mode On' should appear.



▲ **Firstly, you put in this code...**

▶ **...and the Cheat Mode will be activated.**





NBA JAM TOURNAMENT EDITION

MEGA DRIVE

These power-ups, sent in by **Voon Low** of **Perth**, **WA**, are a great help to those who really need the extra edge.

To do these power-ups, go to the 'Tonight's Matchup Screen'. If you are fast enough, you can get in a couple of these:

Quick Hands – L, L, L, A, R
Power-up Fire – D, R, R, B, A, L
Speed Up – U, U, U, U, L, L, L, L, A, B
Power-up Turbo – B, B, B, A, D, D, U, L
Goal Tending Ability – R, U, D, R, D, U
Power-up 3 Pointers – U, D, L, R, L, D, U
Shot Percentage Display – U, U, D, D, B
Teleport Pass – U, R, R, L, A, D, L, ,L, R, B
Slippery Court – A, A, A, A, A, R, R, R, R, R
Power-up Dunks – L, R, A ,B, B, A
Power-up Offence – A ,B, U, A, B, U, D
Power-up Block – D, R, A, B, A, R, D
High Shots – U, D, U, D, R, U, A, A, A, A, D
Maximum Power – R, R, L, R, B, B, R

KEY:

L = Left
A = Button A
R = Right
B = Button B
U = Up
D = Down

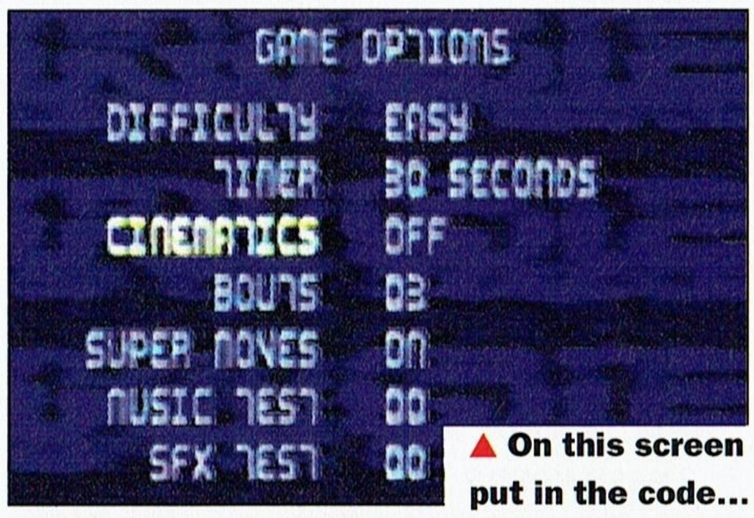
RISE OF THE ROBOTS

MEGA DRIVE

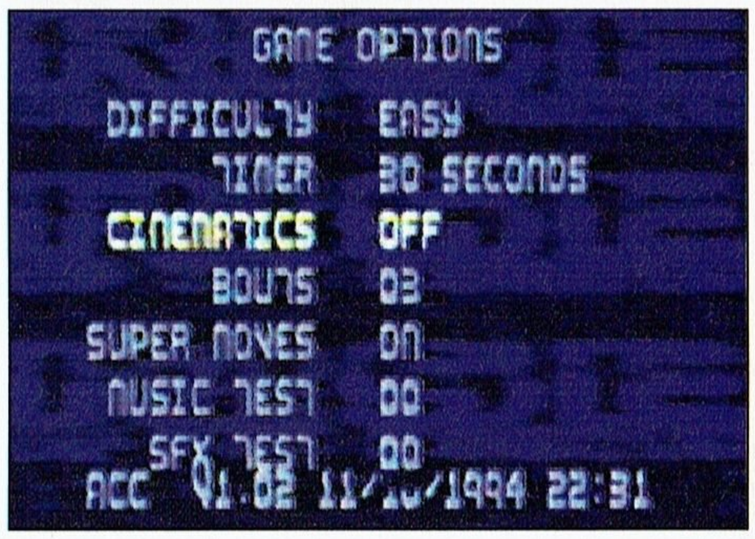
Here is a cheat from **Lindsay Stevens** of **Elizabeth Park**, **SA**. Go to the Options screen and press: Up, Up, Down, Down, Left, Left, Right, Right, A, B, C, A, B and C, then go to the versus mode. Player two can now select the Supervisor Droid.

Now press:

- Up five times and any button for invisibility
- Forward five times and any button for invincibility
- Down five times and any button to reverse opponents' moves
- Back five times and any button to switch off opponents' moves



▲ On this screen put in the code...



▶ ...at the bottom screen an extra line appears with the code activated.

URBAN STRIKE

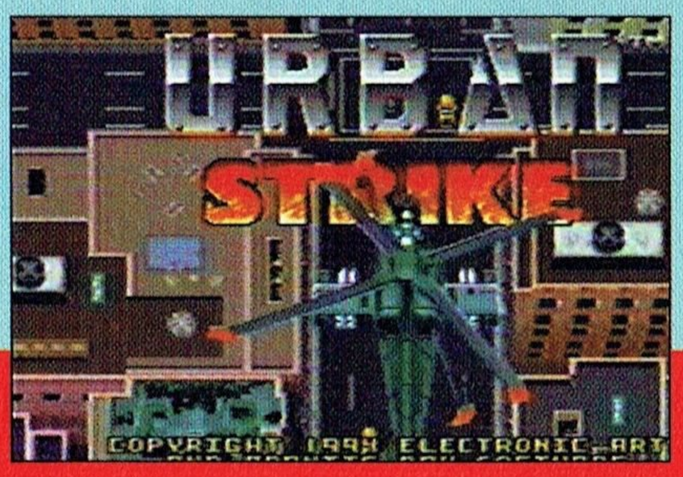
MEGA DRIVE

The following passwords were sent in by **Cameron Allen** of **Grange**, **SA**.

Baja Oil Rigs	CNHLGBRANBF
Inside Oil Rigs	ZLGBWD3PFZD
Mexico	9BWDR6MJYNM
San Francisco	NDR63P7VZLT
Alcatraz	H63PMJT4SYL
New York	LPMJ7VSXFZR
Las Vegas	GJ7VT4FKYNM
Casino	BVT4SXYCZLT
Vegas Underground	WR63PMT4SYL

To begin the game with 10 lives and no co-pilots MIA YCZ9NHLGBT7

To start Mexico with 16 lives G6T9BR6S3V



SONIC 3

MEGA DRIVE

Adrian Valente of **Thomastown**, **VIC**, sends in a hint to get more lives. When you reach Launch Base Zone, position Sonic between the two klaxon alarms. Start your Sonic spin, but don't let go. The alarm should send the robotic birds at you. Keep spinning, killing as many of those birds as you can and you will be rewarded with extra lives. Keep on spinning until you think you have enough extra lives, and then get going because you do have a time limit.

REBEL ASSAULT

MEGA-CD

Here is a health-restoring cheat for *Rebel Assault* sent in by **M Johnson** of **Evanston**, **SA**. At the 'Lucas Arts' logo press: Up + A, Down + A, Up + A, Up + A, Left + A and Right + A. You should hear a voice say "Lucas Arts". Pause during gameplay to see two more options on the paused screen.

ACTION REPLAY PRO CODES

SONIC AND KNUCKLES

MEGA DRIVE

These codes were sent in by **Kristopher Karp** of **Randwick**, **NSW**. Plug in *Sonic 1* into *Sonic and Knuckles*, and enter these codes to skip 10 levels and with all the Chaos Emeralds:

Level 250:	5204 0500 2163
Level 500:	5358 4423 5191
Level 750:	4981 1647 0667
Level 1000:	5092 6073 6399

ALIEN 3

MEGA DRIVE

Andrew Weston of **Culburra Beach**, **NSW**, sent in these codes for *Alien 3* and the next two games.

INFINITE RADAR – FF0884 0039
INFINITE ENERGY – FF0881 0035

JUNGLE BOOK

MEGA DRIVE

FFF4DB 0007

VALIS III

MEGA DRIVE

FFF44A 0003
FFF453 0001

DEADLY MOVES

MEGA DRIVE

Enter the password EVV99P2AQ7 and you'll be fighting the last opponent.



FLASHBACK

MEGA DRIVE

Here are all the codes for the Easy, Normal and Expert levels.

EASY

Level 1	PIXEL
Level 2	BETSY
Level 3	PANCHO
Level 4	STUDIO
Level 5	TOHO
Level 6	AKANE
Level 7	INCBIN

NORMAL

Level 1	FALCON
Level 2	DATA
Level 3	MILORD
Level 4	QUICKY
Level 5	BIJOU
Level 6	BUBBLE
Level 7	CLIP



EXPERT

Level 1	CLIO
Level 2	ARCTIC
Level 3	BLOB
Level 4	STUN
Level 5	MIMOLO
Level 6	HECTOR
Level 7	KALIMA

MICRO MACHINES

MEGA DRIVE

This cheat, sent in by **Chris Jacques** of **Oatley**, **NSW**, gives you unlimited lives. Pause the game and press B, Down, C, Down, Up, Down, Left and Down. Unpause the game – you should now have unlimited lives.

ZERO THE KAMIKAZE SQUIRREL

MEGA DRIVE

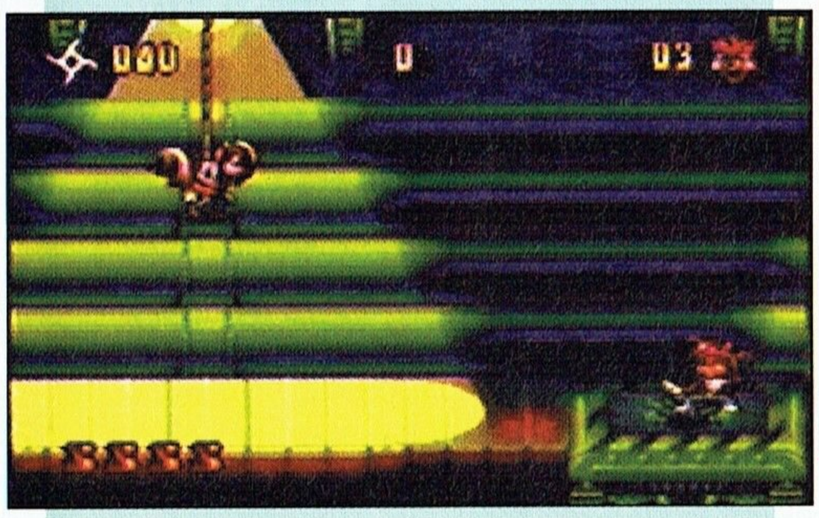
To access these cheats, pause the game and press:

For a level select – A, C, Right, A, B

For unlimited stars – Down, A, B

For unlimited hit points – B, Up, B, B, A

For a power-up – Right, Up, B, A, Down, Up, B, Down, Up, B



ECCO THE DOLPHIN

MEGA DRIVE

Here are some level codes to *Ecco*, as well as some added bonuses.

PASSWORDS

The Library – ALNILSEN

The Last Fight – NESLINLA

The Undercaves – AAAAAAAA

Welcome to the Machine – NNNNNNNN

Origin Beach with deadly sonar. Press B then A. – AAAANNNN

Island Zone – NNNNAAAA

Hard Water with infinite air – ANANANAN

Hard Water with infinite air, deadly sonar and stun sonar – NANANANA

The Vents with infinite air, deadly sonar and stun sonar – AANNAANN

Dark Water with infinite air – NNAANNAA

Deep City with infinite air – AANNNNAA

Dark Water with infinite air – ANNANNAA

The Vents with infinite air – ANANAANN



▲ **Enter this code...**



▲ **...to stun your opponents.**

STARGATE

MEGA DRIVE

Ever-reliable **Kim Strecker** of **MacGregor**, **QLD**, has sent in more passwords, this time for the movie tie-in *Stargate*. Check out the screen shot if you aren't sure what the hieroglyphics mean.



▲ **From left to right, the first one is an eye, followed by a boot, a horseshoe with a dot, a beetle, a triangle with a dot and blank.**

Level Two – Blank, Eye, Blank, Blank, Beetle, Horseshoe with Dot and Horseshoe with Dot.

Level Three – Blank, Eye, Horseshoe with Dot, Blank, Beetle, Beetle and Blank.

Level Four – Blank, Eye, Horseshoe with Dot, Horseshoe with Dot, Blank, Beetle and Horseshoe with Dot.

Level Five – Blank, Eye, Horseshoe with Dot, Horseshoe with Dot, Beetle, Boot and Blank.

Level Six – Eye, Blank, Blank, Horseshoe with Dot, Beetle, Boot and Horseshoe with Dot.

Level Seven – Eye, Blank, Blank, Horseshoe with Dot, Triangle with Dot, Blank and Blank.

Level Eight – Eye, Blank, Boot, Blank, Eye, Blank and Horseshoe with Dot.

ZOMBIES

MEGA DRIVE

These level codes were sent in by **Ben Teoh** of **Panorama**, **SA**.

Levels 5 to 8:	ZYZM
Levels 9 to 12:	PBRR
Levels 13 to 16:	QCFM
Levels 17 to 20:	BMLK
Levels 21 to 24:	PQBR
Levels 25 to 28:	QLNK
Levels 29 to 32:	LNKX
Levels 33 to 36:	SDHM
Levels 37 to 40:	BKVR
Levels 41 to 44:	BZPM
Levels 45 to 48:	VNYQ
Levels 45 to 48:	BNYZ*

(* This is for the harder levels.)

WONDERBOY IN MONSTER WORLD

MEGA DRIVE/MASTER SYSTEM

Continuing on from last month, here is the second instalment to *Wonderboy*, courtesy of **Dan E**.

Alsedo:

When you reach the village of Alsedo, buy the weapons first, then go and save the game at the Inn. Once you have everything that you need, go to the two angel statues. Stand between them and press Up. Then go right to speak to the fairy princess. After talking to her, go back to the two angel statues and push Up to return to the village. In the village, go to the first house to the right of the statues. Inside the house talk to the girl, whose name is Sonia. She will tell you about the Ocarina she lost in the cave. Exit her house and go all the way to the right until you reach the cave. When you reach the door with the musical floor, go down and onto the platform below to pick up the Ocarina. Pick up the Ocarina, by standing in front of it and pressing up. You'll need to play a different tune to open each door. If you don't know how to play a tune, you can go back to town and talk to Sonia, the girl who told you about the Ocarina. She will teach you how to play the tunes for the three doors.

To use the Ocarina, pause the game and put it at the top right of your item box. Then you need to open the musical doors. Stand at the centre of the musical floor, facing the door, and hold button A (Mega Drive) or button 1 (Master System) towards the door. Keep the button pressed until the message 'SHION PLAYS THE OCARINA' appears. As soon as the message appears, you have to play the precise tune. If you've done it correctly, the message 'YOU PLAY BEAUTIFULLY' appears and the door will open. If you're not playing it correctly, you'll be told 'THE MELODY ISN'T QUITE RIGHT'. Practice makes perfect...

[PART TWO]

THE TUNES

Mega Drive

Door 1 – B, A, B, A, B, C, B

Door 2 – A, B, C, B, C, A, B

Door 3 – A, C, C, A, B, A, B

Master System

Door 1 – 1, Up, 1, Up, 1, 2, 1

Door 2 – Up, 1, 2, 1, 2, Up, 1

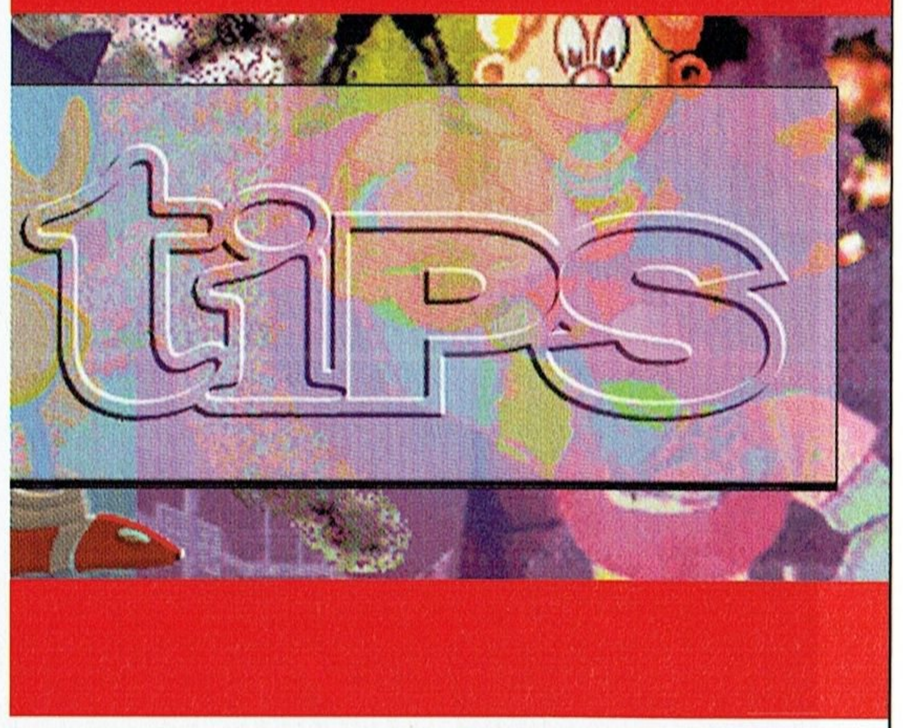
Door 3 – Up, 2, 2, Up, 1, Up, 1

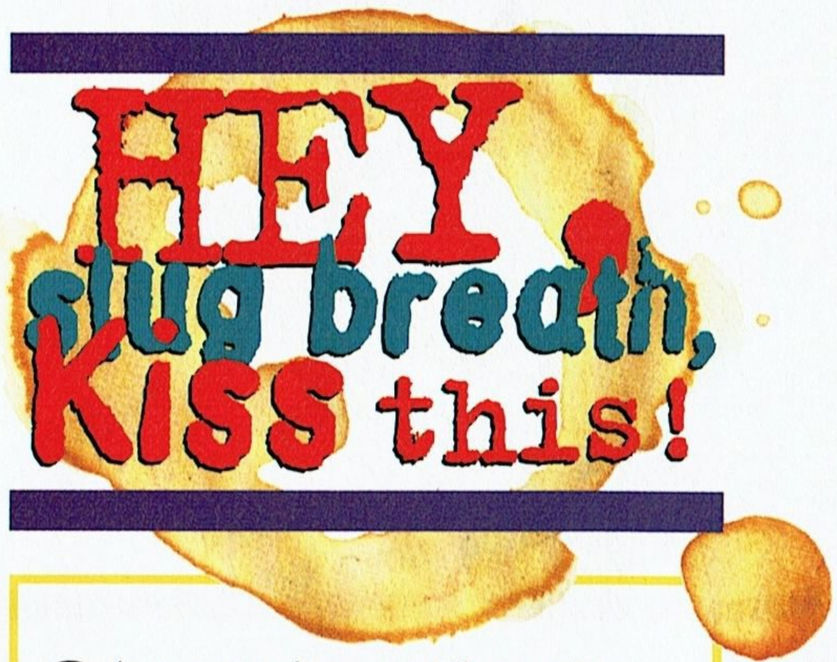
When you reach the Myconid boss, you need to be sure you have the small spear equipped. To defeat him, stand in front of him and keep hitting him until he jumps up. Every time he jumps over you, run to where he will land and hit him again. Repeat this process until he dies.

Go through the door and back to the village. Talk to everyone, then stand between the statues and go up to talk to the Princess Elenora. When you have finished talking to her, go out to the village. At the village, go left and into the tree to exit Alsedo. The next village you go to is Purapril. When you get through the tree, go down the ladder and keep heading left.

When you get to the platform that leads down to another section, ignore it. Keep on going left. You will need the bracelet from the dragon in the Dragon Village to get into this ice section.

Just keep going left until you reach the grey knight. To defeat it, keep on ducking down and continuously stab at his feet. After defeating him, you will meet the princess of Purapril. When she asks you to go to the Castle Hall, go through the door and head up the stairs to the very top of the tower, then all the way to the right to speak to her. When you have finished talking to her, go back down the tower and enter the first door. You should now have entered the village of Purapril.





Okay, so you've spent the past two weeks trying every possible button combo on every last section of that obscure platformer, and you've finally found something. Well, don't just sit there, show off! Tell us your hints and tips – it could be worth a year's supply of Megazone...

Time for your reality pill.

1. Please, please write in a language closely resembling English. And number any steps clearly.

2. We've ruined our eyes playing with our, erm, Mega Drives so use very neato handwriting. Or even better, type it out.

3. Test it on someone breathtakingly stupid. If they can understand it without suffering brain damage, send it to:

HINTS AND TIPS,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.

Please note: Stuff incorrectly addressed gets chucked, no questions asked.

SOUL STAR

MEGA-CD

These hints were sent in by **Jason Yagan** of **Carss Park**, **NSW**. In the first level, be sure to collect as many weapons as possible to help you defeat the main computer in the Myrkoid Warp Ship. It is particularly helpful to stock up on missiles and bombs. To defeat the main computer with the least damage done to yourself:

1. Destroy all the enemies planted on the ground around the main computer, as they will shoot at you while you are fighting the main computer.

2. Don't get too close to the computer, and move up and down repeatedly to dodge the lasers it shoots at you.

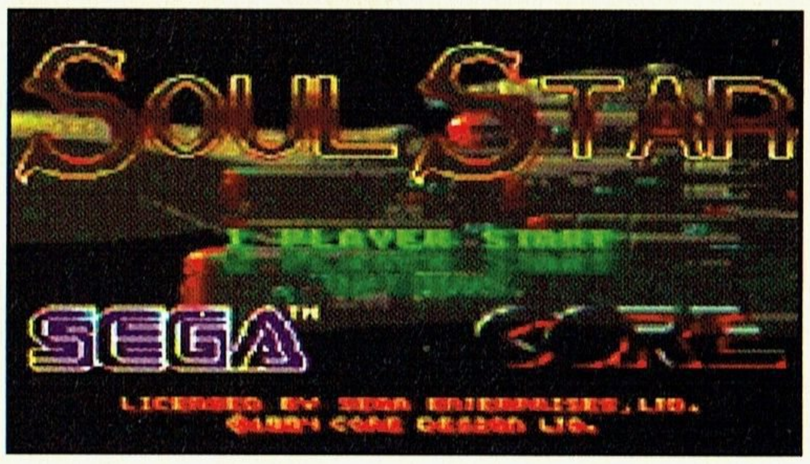
3. When the shooting stops, keep close to the ground until the orbs around the computer start spinning out towards you.

4. Quickly move up and over the orbs. Then move towards the computer, so the orbs are now circling around you.

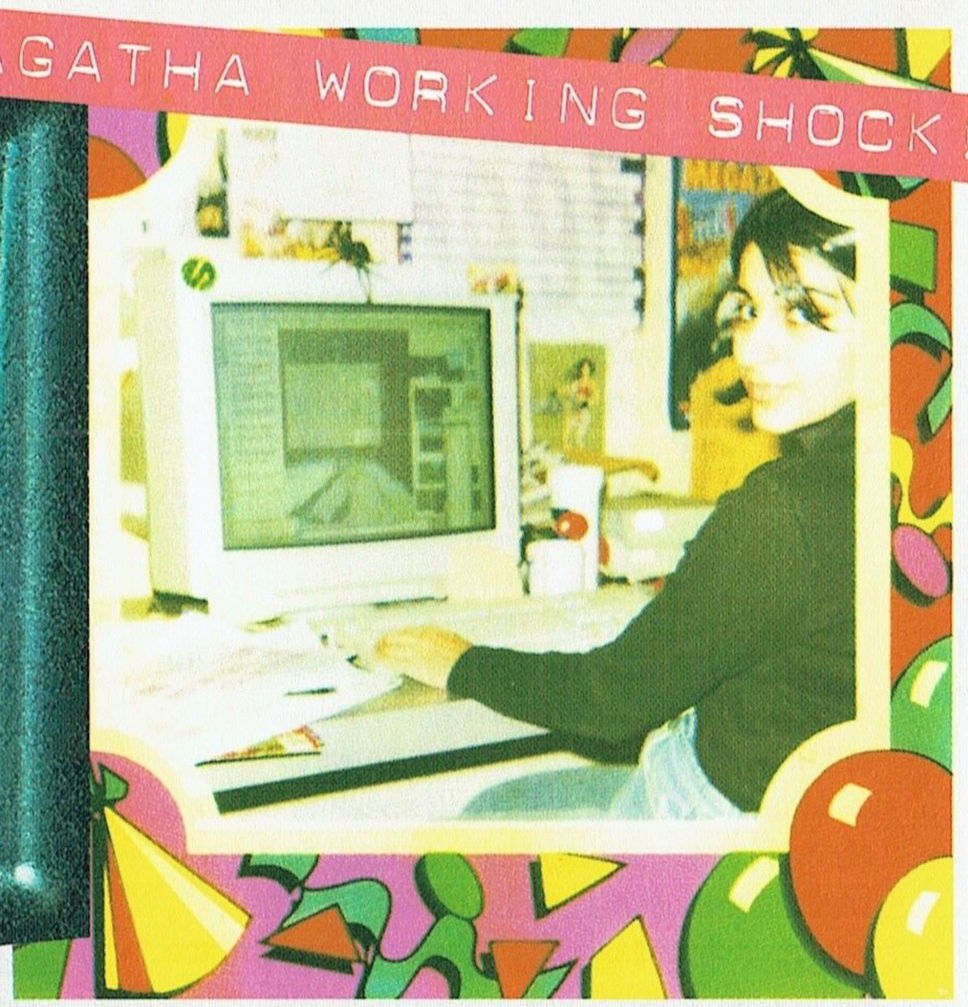
5. Fire as many missiles as you can at the sphere This is your only chance to inflict major damage, before the orbs move back into the centre.

6. Move out and repeat steps two to five until you destroy the computer.

After destroying the main computer, find the 'easy' warp gate. Activate it, using your bombs to destroy the orbs surrounding the two parts of the gate (which are directly opposite to each other). Now land on the red circle in front of the gate, and you will be automatically warped out of the ship. You should be able to pass this level without losing a life.



A.S.K. agatha





Dear Agatha...

Yep, it's your game goddess Ag here to bestow enlightenment on you poor suffering souls. I've gone into real depth on a few questions this ish, but fear not, normal service will be resumed next month!

DON'T TRY THIS AT HOME

Dear Agatha,

ARRRRRRRRGGGGGGGGHHHHHHHHH!!!!!!!!!

If you don't tell me everything about *Bart vs the Space Mutants*, I'm going to kill myself!!!! Do you understand?????!!! I'm really going to do it!!

Kurt, NSW

Go ahead, kill yourself, see if I care, you worthless slime.

Note: Just in case you're really serious, Kurt, here is everything we have on the game.

Extra note: Megazone accepts no responsibility if Kurt kills himself, but we'd all be willing to come to the funeral, providing there's lots of free beer.

LEVEL ONE

THE ALIEN POSTER AT THE CINEMA

Stand next to the third alien on the right, then jump and spray until red.

MO'S APRON

Put a coin in the telephone box (pause the game, go through the inventory and highlight a coin). Press the button that uses the X-ray glasses to put the coin in. When you have done this, Mo will come out. You have to spray his apron red. Jump on the clothesline to cover the items on the ground. Go into all doors you can, as you need to buy cherry bombs, rockets, a wrench, a key and a whistle.



FLOWER POTS

Can be reached by jumping on the window panes, door frames and the like.

THE SHOP AWNING

Use the wrench you bought on the fire hydrant outside of the hardware shop.

BIRD AT PETSHOP WINDOW

Stand on the window pane and throw a cherry bomb on the ground.

BIRD ON JEBEDIAH STATUE

Fire a rocket (select it from your inventory – when you see it on the ground, walk on it) at roughly a 45 degree angle to the bird.

FIRE HYDRANTS

Just spray all the fire hydrants with your can.

BOWLARAMA SIGN

Use a rocket fired at a 45 degree angle.

WINDOWS

Same as above.

OTHERS

Any others you should be able to spray at ground level.

Hints: *Use the key at the building with the clothesline to bypass the entire skateboard section. Stand under the last window of the retirement home and use the whistle if you are ever short of money.*

LEVEL TWO

The aim of level two is to collect all the hats. Keep an eye out for any hats on the ground or in the air, as well as ones being worn.

When you get to the concrete pool, hold down your spray button, press Right and jump. This will give you a super jump onto the first platform. On the second platform, jump up three times and it will

transport you across the rest of the concrete pool (including those horrible lollipop things).

You will come across a couple of mid-level bosses. Just knock their hats off and hit them on the head a few times.

For the end-of-level boss, you have to dodge the handbags dropped by the lady, then jump on them in the vain hope they will occasionally hit her. Just keep dodging and jumping.

LEVEL THREE

The aim of this level is to get rid of all the red balloons. You can get rid of them by either touching them or shooting them with the slingshot. You can find the slingshot just past the man holding the balloon. You can get bonus coins and lives by pressing Up in front of the ducks, and playing the bonus games.

Keep on moving right, hitting any balloons you can. You don't have to worry too much about your goals, as you can get the rest at the end of the level. You can jump over the clowns if you time your jump well. The other enemies you have to worry about are the kids who shoot at you. They can easily be shot or avoided.

When you get to the room filled with pipes, you have to time your jumps to correspond with the air from the pipes. The long jump is the hardest, but all you have to do is wait for the third pipe to blow air, then jump. You will have reached the big face. If you get to the very top platform and drop straight down, you will get an extra life.

When you get to the ferris wheel, you have to make a big jump onto a carriage. This will take you to the other side, where you jump off.

If you don't have enough goals, just stand on the roof, and wait for the balloons to float by. To beat Sideshow Bob, all you have to do is jump on his oversized feet about eight times.

LEVEL FOUR

In this level you have to collect all the exit signs, by touching or shooting them.

To get the items out of the glass cabinets, stand on the cabinets and jump straight up three times.

Some exit signs will be out of reach. For these you will have to jump on the picture frames, then jump again, shooting them while you are in mid-air.

When you get to the water, use the trees and alligators to cross it. To get the alligators to help you, you will have to move right to the edge of the water.

To kill the green plant that spits at you, simply stand next to him and bounce on its head a few times. Then stand on its body to reach the exit sign.

After doing a few very hard and precise jumps, you will come to a section that you can't walk past. At this point, you have to jump onto the platforms on the wall. Jump off them in such a way as you manage to bring a cross with you. Keep doing this with the three different platforms, and a button will eventually rise up out of the floor. Jump on this and you will be able continue to the right.

When you get to the platform that comes in and out of the screen, make one big jump, then another. You will then have to make a series of jumps over water.

When you come to the mid-level boss, just avoid his attacks, and then do a big jump onto his head a few times.

LEVEL FIVE

In this level, you have to collect all the rods for the nuclear power plant. They are small green glowing things, spread far and wide around the five levels of the power plant.

What you have to do is methodically search every level of the plant.

Some nuclear rods cannot be collected until you have collected the rest.

You get the access codes for each level from Maggie.

They are: 1-14, 2-32, 3-11, 4-41, 5-21

Using the access codes, thoroughly search every level. When you finally have all but one rod, you need to find Maggie. She will give you the last rod.

Congratulations, you have completed the most pathetic game of all time.

You are a loser!



THE FROGS ARE BASTARDS SHOCK

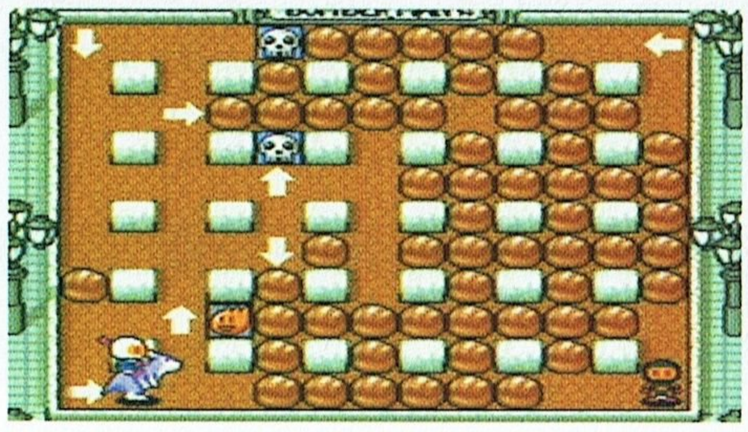
Dear Agatha,

I like to blow things up, which is why I like the *Bomberman* game. However, I would like the passwords to this game, as it would make things even easier to blow up. Thank you.

Jacques Chirac, France

Here you go, Frenchie...

JAMMIN' JUNGLE	
1-1:	*4128*
1-2:	*6800*
1-3:	*5120*
BANANA AND MONKEY BOSS:	*7420*
VEXING VOLCANO	
2-1:	*4501*
2-2:	*8111*
2-3:	*7421*
2-4:	*1051*
MR PYRAMID HEAD BOSS:	*3351*
SLAMMIN' SEA	
3-1:	*4502*
3-2:	*8112*
3-3:	*7422*
3-4:	*1052*
CRAB BOSS:	*3352*
LEVEL 4	
4-1:	*5123*
4-2:	*5123*
4-3:	*9723*
4-4:	*3353*
BAT BOSS:	*5653*
LEVEL 5	
5-1:	*8194*
5-2:	*2814*
5-3:	*1134*
5-4:	*5654*
SNOW QUEEN BOSS:	*7954*
FINAL STAGE:	*0515*



IMPROVE YOURSELF

Dear Agatha,

I'd dearly love to be a better *Clay Fighter* on the Mega Drive. Please help me.

Cameron, ACT

Here's some special moves that, when mastered, will make you a legend...

MISTER FROSTY

VERTICAL SNOWBALL *– Down two seconds, Up, any kick*

HORIZONTAL SNOWBALL *– Back two seconds, Up, any kick*

SLIDE *– Back, Back + Down, Down, Down + Forward, Forward, any kick*

FROZEN PUNCH *– Down, Down + Forward, Forward, any punch*

ICE BREATH *– Back, Back + Down, Down, Down + Forward, Forward, any punch*

SHOULDER CHARGE *– Back, Forward, any punch*

SUPER PUNCH *– Down five seconds, Up, any punch*

THE BLOB

BLOB STOMP *– Down, high kick*

SPIT *– Down, Down + Forward, Forward, any punch*

FLYING BLOB *– Back two seconds, Forward, any punch*

SLIDE *– Back, Back + Down, Down, Down + Forward, any kick*

BLOB MISSILE *– Down, Down + Back, Back, any punch*

ICKYBOD CLAY

GHOUL SPIT *– Down, Down + Forward, Forward, any punch*

GHOUL PUNCH *– Forward, Down, Down + Forward, Forward, any punch*

GHOUL DASH *– Back two seconds, Forward, any punch*

TELEPORT *– Middle kick + high kick*

BONKER

CARTWHEEL *– Back two seconds, Forward, any punch*

HIGH PIE TOSS *– Down, Down + Forward, Forward, any punch*

LOW PIE TOSS *– Down, Down + Forward, Forward, any kick*

FLYING HORSIE *– Down two seconds, Up, any punch*



JOKE FLOWER SPRAY *– Back, Back + Down, Down, Down + Forward, Forward, any punch*

HEAD BUTT *– Back, Down + Back, Down, Down + Forward, Forward, any kick*

TAFFY

FLYING FIST *– Back two seconds, Forward, any punch*

SPINNING FIST *– Back, Back + Down, Down, Down + Forward, Forward, any punch*

TINY

MEDICINE BALL *– Back two seconds, Forward, any punch*

VERTICAL MEDICINE BALL *– Down two seconds, Up, any kick*

SUCKER PUNCH *– Down, Down + Forward, Forward, any punch*

SUPER SUCKER PUNCH *– Back, Back, Back + Down, Down, Down + Forward, Forward, any punch*

HELGA

VIKING RAM *– Down, Down + Forward, Forward, any punch*

FLYING BUTT *– Back two seconds, Back + Down, Down, Down + Forward, Forward, any kick*

ELBOW *– Down, Down + Forward, Forward, any kick*

OPERATIC SCREAM *– Back two seconds, Back + Down, Down, Down + Forward, Forward, any punch*

BLUE SUEDE GOO

BAD NOTE *– Down, Down + Forward, Forward, any punch*

HAIR WHIP *– Down, Down + Back, Back, any punch*

ETERNALLY YOURS

Dear Agatha,

I want everything you've got on *Eternal Champions* on the Mega Drive, and I want it now!

Edwin, TAS

Everything? Okay – you asked for it!

OVERKILL MOVES

(Just like a fatality, only crunchy!)

To begin with, choose the stage you want to play from the options. (Each stage has a different overkill.) Select a two-player game, but don't control the second player. Player one picks Larcen and player two selects the appropriate character. Player one kills player two in the first round. In the second round, have player one keep hitting two until the fighter only has a fraction of their life left, and one more hit would kill them. Then throw them onto the right spot for the overkills.

RAX

Have player two on the left and player one on the right. When player two is directly in front of the stone head (in the centre of the screen), have player one throw him. Rax will be frozen by a flying droid and shattered into little pieces by a laser beam.

BLADE

Have player two on the left and player one on the right. Along the roof are yellow pipe connectors. When player two is directly under the connector on the right-hand side of the big fan, have player one throw him. Blade will be sucked into the fan in the centre of the screen.

SHADOW

Have player one on the left and player two on the right, so that Shadow's hand is just touching the first neon sign from the left. Then throw her. Shadow will fly into one of the neon signs and fry.

JETTA

Player one must throw player two into the exact centre of the gap in the fence. The ground will open up and eat Jetta.

TRIDENT

To the right of the screen there is a water spout. Player one must throw player two under this. Tentacles will come out of the water and pull Trident under. Water sprays up as if from a struggle, then blood spreads over the surface of the water.

MIDKNIGHT

Player one throws player two in front of the cow. The helicopter in the distance will swoop down out of the sky and launch a missile at Midknight, who catches fire and burns until only his skeleton remains.

XAVIER

Player one throws player two onto the bonfire. Xavier catches fire and is burnt alive.



LARCEN

Have player one on the left and player two on the right. On the left-hand side of the ticket booth, at the very front of the screen, is a lamp post. When this is exactly between the players, throw Larcen. He should land just to the right of the booth. A gangster then drives past and guns Larcen down.

SLASH

Push your opponent to the left side of the screen, and line yourself up directly underneath the volcano in the background. Use button C or Z, and strike Slash towards the left of the screen.

Here are the special moves...

BLADE

WILD FURY ATTACK *– A + B + C*
STRAIGHT BLADE *– Away five seconds, Y + Z*
TRACKING BLADE *– Away five seconds, X + Y*
STUN BEAM *– Away five seconds, Forward + Z*
ELECTROSTATIC PUNCH *– X*
POWER PUSH UP *– Down + C*
PILEDRIVER *– Up + Towards + C*
TRUNCHEON KICK *– C*

JETTA

FLYING CHOKE HOLD *– Away five seconds, Forward + Z*
DEATH DIVE *– C*
MOVING CORKSCREW *– Spin right, B + C, spin left, A + B*
CARTWHEEL ATTACK *– C when facing opponent*
BLADERANG *– Away for five seconds, Forward + X or Y*
RICOCHET *– Away + Up + A or C*
COSSACK THROW *– Z when close to opponent*
FLYING TORPEDO *– Up + Towards, Z*

SHADOW

FLYING MINE MOVE *– Away five seconds, Forward + Z*
TWIRLING FAN ATTACK *– Away five seconds, Forward + A, B or C*
HIGH JUMP ANGEL KICK *– Down five seconds, Up + B*
STUN BEAM *– Away five seconds. Forward + Z*
SHADOW MODE *– Hold A + B + C three seconds*
FLYING STEP TOBI ASHI *– Hold A + C*
SHURIKEN *– Away five seconds, Forward + Y*
NINJA KNIFE *– Away five seconds, Down + Forward + Y*

LARCEN

CEILING CRAWL *– Down one second, Up + C*
CEILING DROP *– Down + Y or Z when on the ceiling*
POWER SWEEP *– Hold A + Y + C for five seconds*
SWINGING HAMMER FIST *– Hold X + Y + Z*
AIR SWEEP *– Hold A + C*
SAI THROW *– Away five seconds, Forward + Y*
REFLECT PROJECTILES *– Away + X*
FOOT SWEEP *– Hold Down + B + C*

TRIDENT

TITANIC KICK *– Up + Towards + C*
SPINNING TRIDENT *– X + Y + Z*
PLASMA BOLT *– Away five seconds, Forward + Z*
SLIDING SPINNING TRIDENT *– Away five seconds, Forward + Y*
LIQUID MODE *– A + B + C*
DEPTH CHARGE *– X + Y*
AQUA DRILLER *– Y*
ATLANTIS BALL *– Down + Z*

XAVIER

DRAGON TRAP *– Away five seconds, Forward + Z*
ATTACK AND SMACK *– A + B + C*
SNAP BACK *– Away five seconds, Forward + X*
IDENTITY CHANGE *– X + Y + Z*
SWAMP SPELL *– X + Y*
CONFUSION SPELL *– A + C*
HANGING KICK *– C*
SNARE THROW *– Z when close to opponent*

RAX

OVERLOAD *– A + C*
CYBER KICK *– A + B + C*
AIR JETS *– Down five seconds, Up + B*
LOCK AND LOAD *– A + B*
KNEE SMASH *– Away five seconds, Forward + C*
JET LEG SWEEP *– Down + C*
TECHNO KICK *– Continually press C when close to opponent*

SLASH

SPINAL CRUSH *– Forward +Y within throwing range.*
RUNNING HEAD BUTT *– Away five seconds, Forward + C*
DOUBLE SWING KICK *– A + C*
DE-CLAW *– Away five seconds, Forward + Z*
POWER THUD CLUB *– Y + Z*
STONE CARTWHEEL *– C*

MIDKNIGHT

STOMACH PUNCH *– Forward + A + B + C*
FLYING WALL SMASH *– Away five seconds, Forward + C*
CEILING RAM *– Down five seconds, Up + C when within throwing distance*
LIFE DRAIN *– Forward + X + Y + Z*
BEDAZZLE *– X + Y + Z*
MIST ATTACK *– A + C*
DRAGON'S BREATH *– Down + C*
MUTOID WASTER *– Forward + Y or Z when close to opponent*



Got the 16-bit blues? Can't master your 8-bit system? Well, unload your frustrations on dear Auntie Agatha. She'll help you get to the bottom of your troubles and woes. That's what she's here for.

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

The Story of Thor

A Successor of the Light

The latest arcade adventure to bolt from the Sega stables is definitely a contender for game of the year. The plot is real swords-and-sorcery stuff – two magicians, called Reharl and Agito, killed each other in a massive battle, but their magical gold and silver armlets survived intact. One day, the young Prince Ali was digging away in the dirt when he found the golden armlet. A flaming wizard appeared and told him he had to find four spirits before he could battle the evil silver armlet. We'll show you how to find all four spirits. Note that as you have to sometimes backtrack, the maps here are in no set order. Refer to each one when you need it...

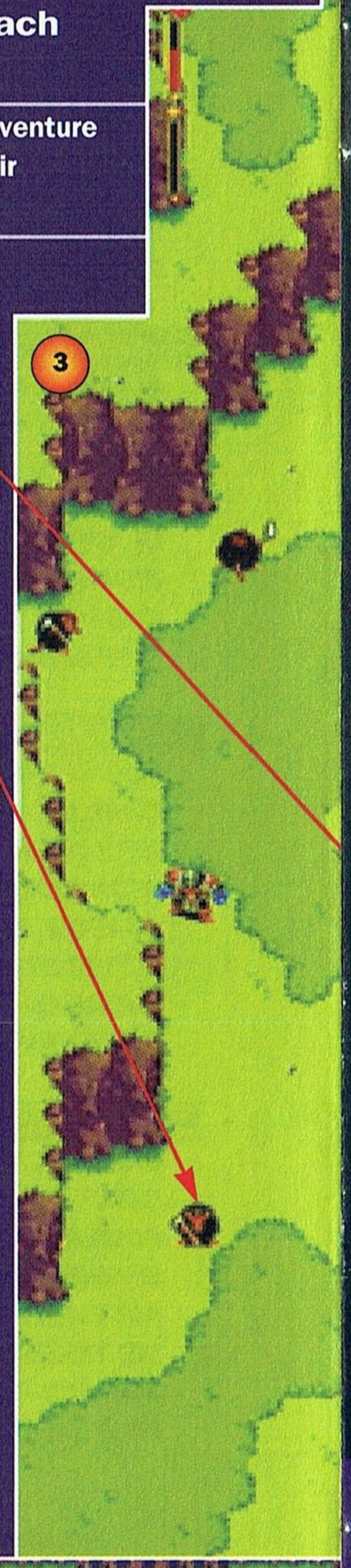
Right at the start of the game, you need to explore a village and have a chat with the locals. Walk up to the north and about five villagers will run past you screaming. Carry on walking and you'll shortly meet up with a group of monsters (including a big troll) who are out for your blood...



To fight this lot, stand in front of one of them and press button B. They usually take three hits each, although the bigger troll will take up to six or seven.

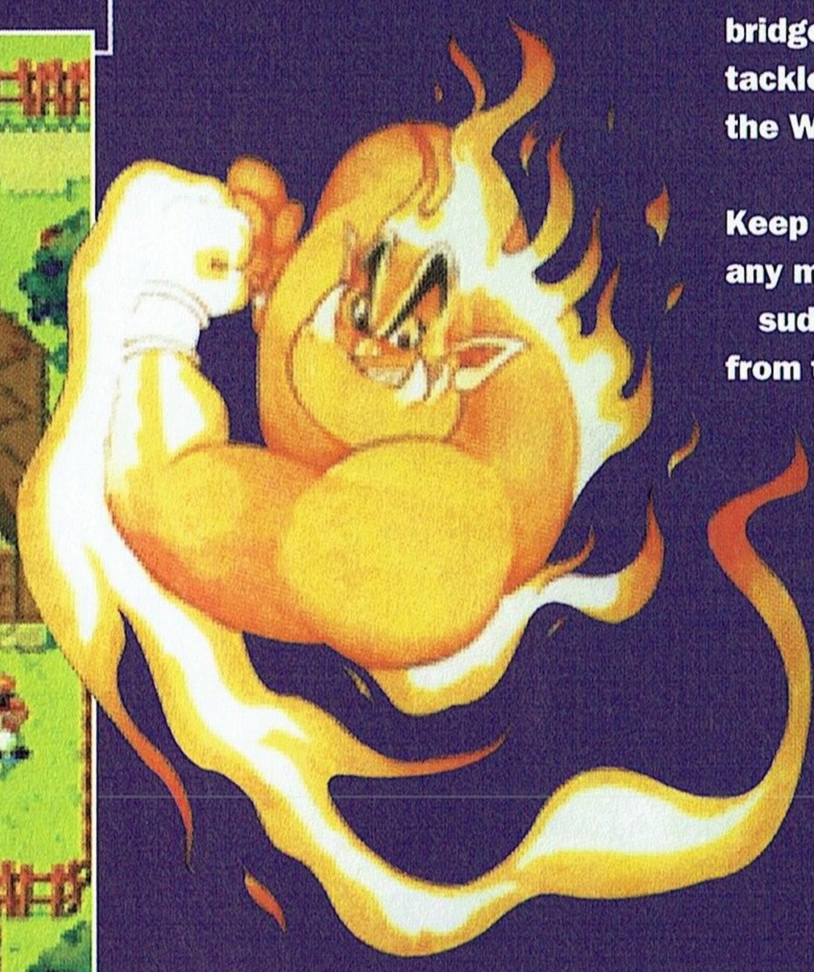
Walk up to a villager and press button B to try to get information. Unfortunately, most of them will just take the micky out of your treasure-hunting ways!

On your way to the castle, you'll have to venture past this area – again populated by a fair number of nasties! Yipes!



There is a flame underneath the bridge that can be tackled once you get the Water Spirit.

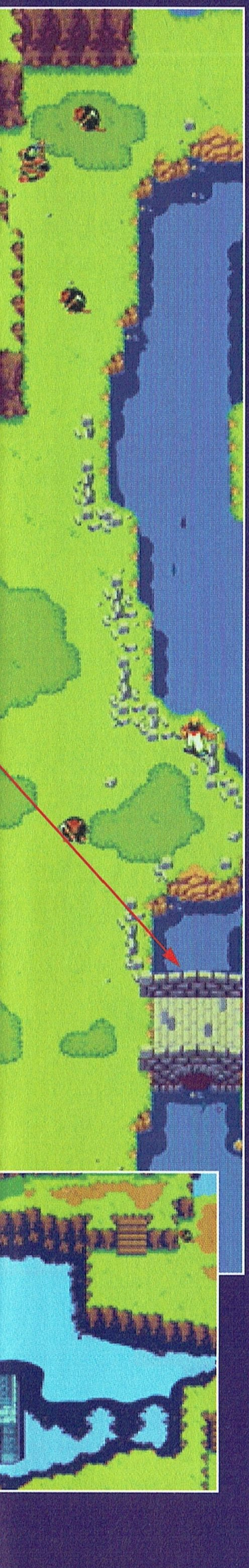
Keep an eye out for any meanies that suddenly pop up from the ground. If you see the earth start to move, run. Fast.



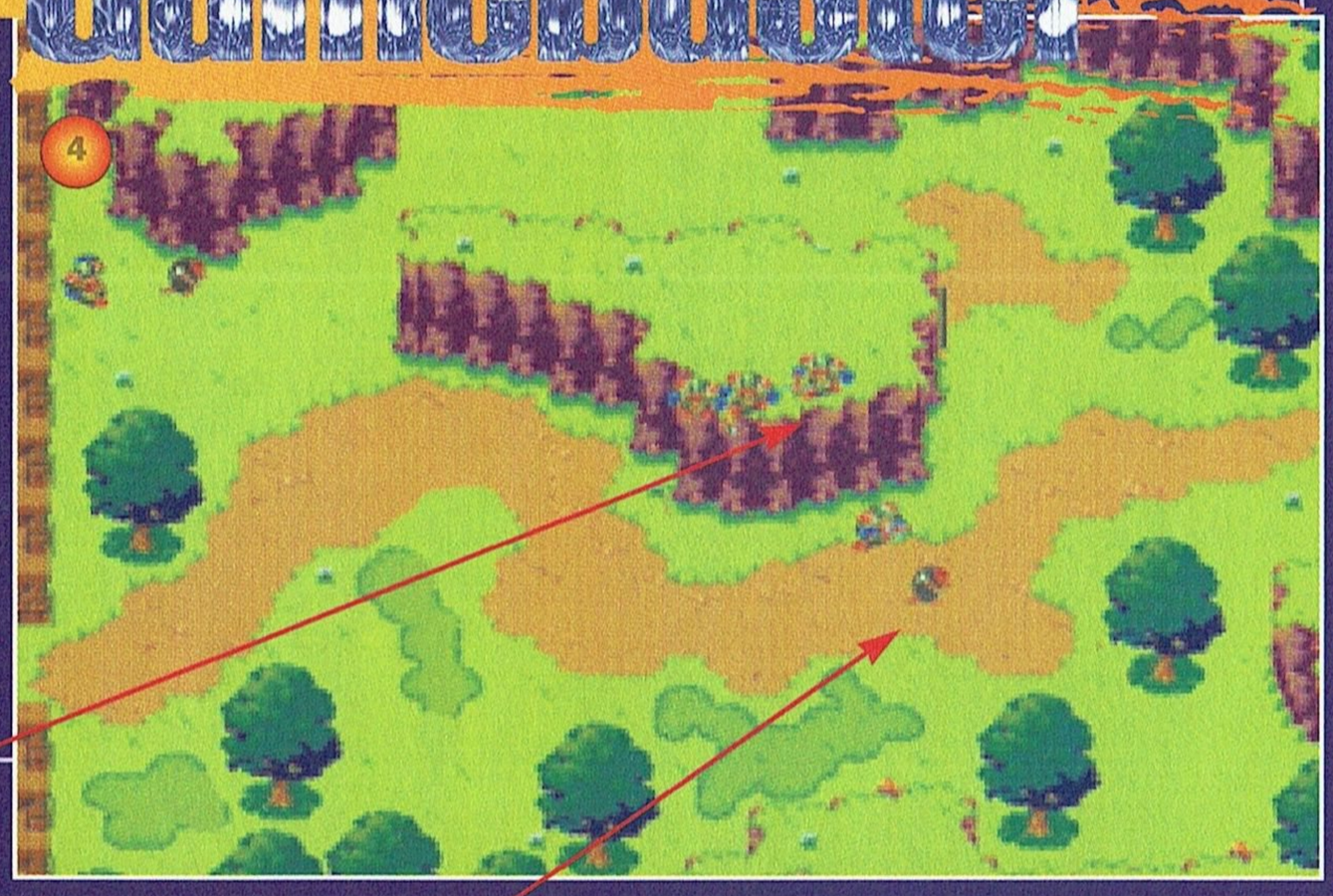
In this area is a water shrine, home to the Water Spirit. It's one of the first places you need to visit in the game. To get there, you'll have to go the long way around – making your way past some sinister armed guards to the top of the map, then travelling down and across until you reach the entrance.

Around here there are mostly small rat-creatures, but occasionally you'll meet up with an armed guard.





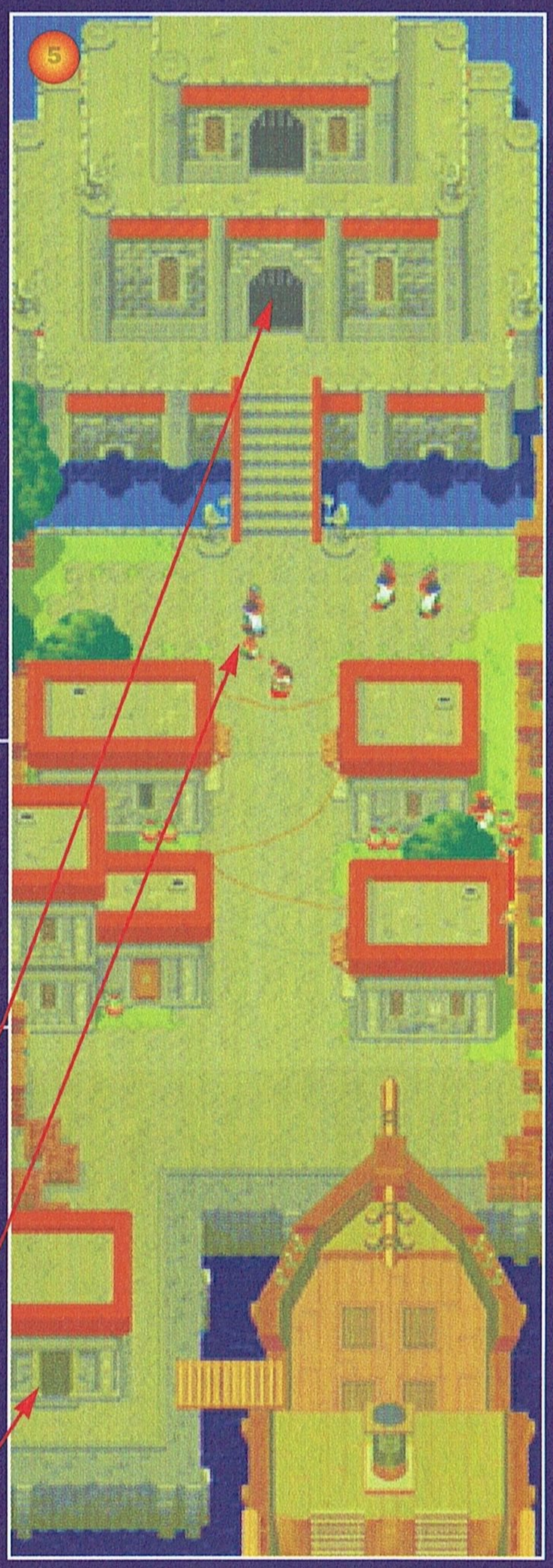
Another large area of landscape populated by nasties with all kinds of attitude problems. The quicker you can get past this area, the better. Just follow the path running from the left to the right and you'll be fine. Although there aren't any big trolls in this area, the sheer number of baddies makes this the graveyard of many a brave knight, prince and adventurer. Gulp!



There are several armed guards lurking around here. They'll jump down on you, so make sure they don't get you when you walk underneath them!

Keep an eye out for any rat-creatures that suddenly pop up from the ground – they can catch you by surprise and inflict quite a lot of damage.





The castle is where the King and your sister live. Down to the south of the map is a house which you'll need to go to later on in the game. There's a boat docked to the east of the building, which contains several useful treasure chests. Much later on in the game, this whole area will be overrun by enemy guards and creatures.

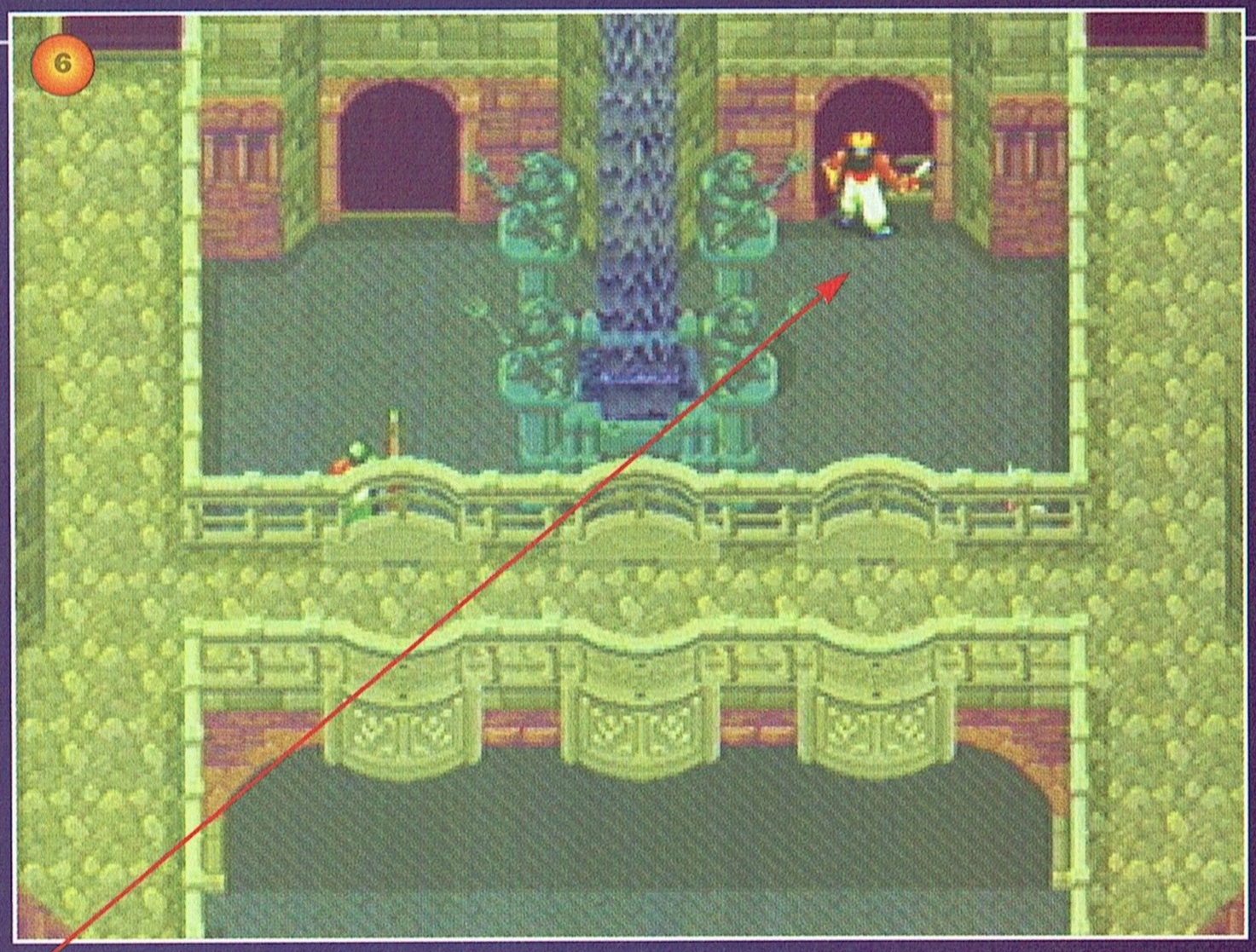
To enter the castle, simply walk up the steps and enter through the front gates. You can make a handy quick exit by jumping down through the top window.

You can talk to the many townsfolk that you meet here, although just about all of them will give you useless information. D'yoh!

Enter this building and you'll be told about a secret entrance to the castle, located in the forest to the west.

The Story of Thor

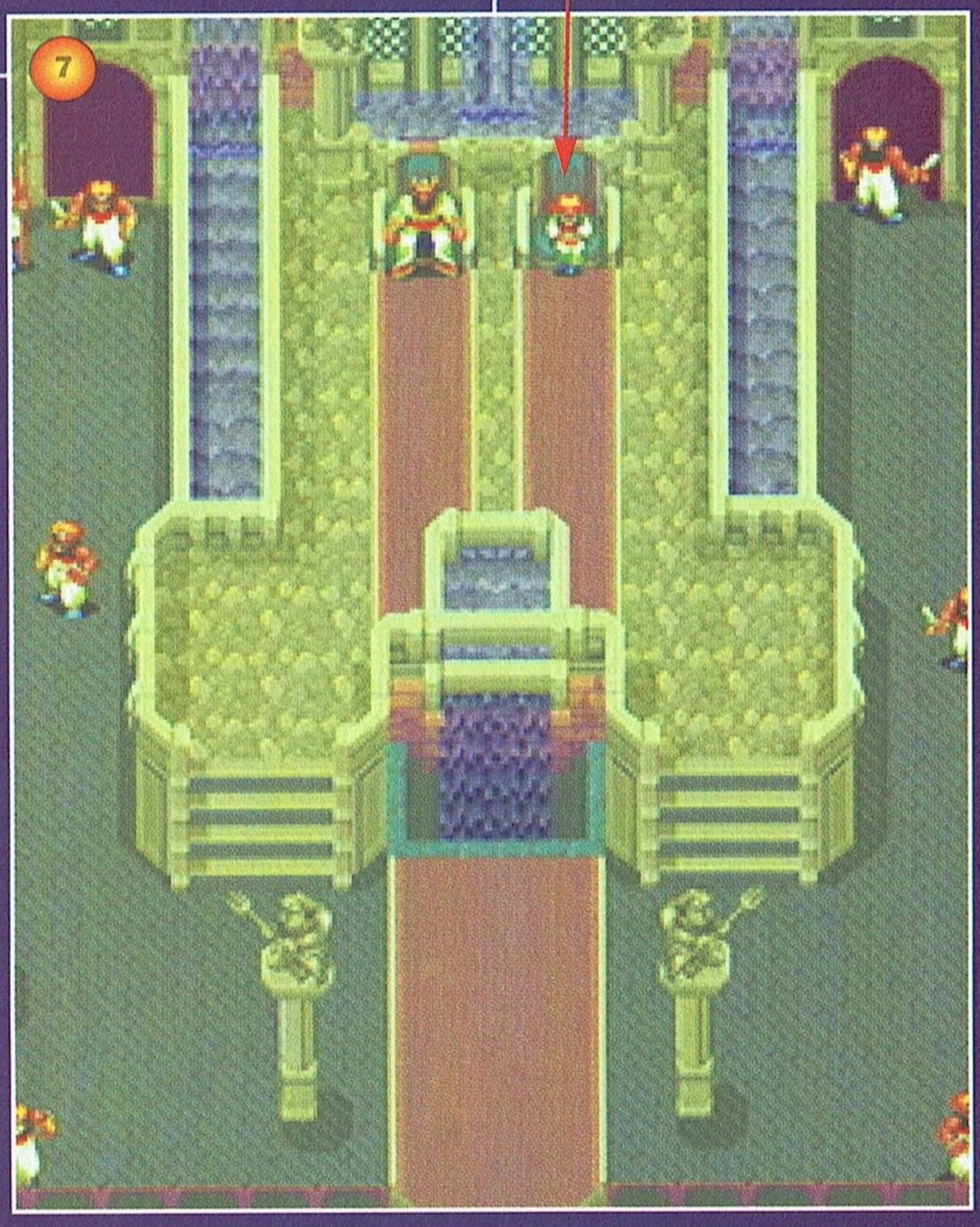
When you first enter the castle, go through to the top-right door. Walk along the balcony above, walk down, across and then up again. Thankfully, there are no enemies here to harm you, and you can take your time exploring. Look for a weapons room with swords and bows to save for later.



Once inside the castle, the next task is to find the King and make sure that he's alright and unharmed from the invasion. This level is really quite straightforward.

The King will tell you of a helpful spirit, which can be found in a shrine to the east. What he doesn't tell you is that this shrine is populated by all kinds of nasties!

Have a chat with your sister, who'll tell you of some books containing special moves, located in the back room.

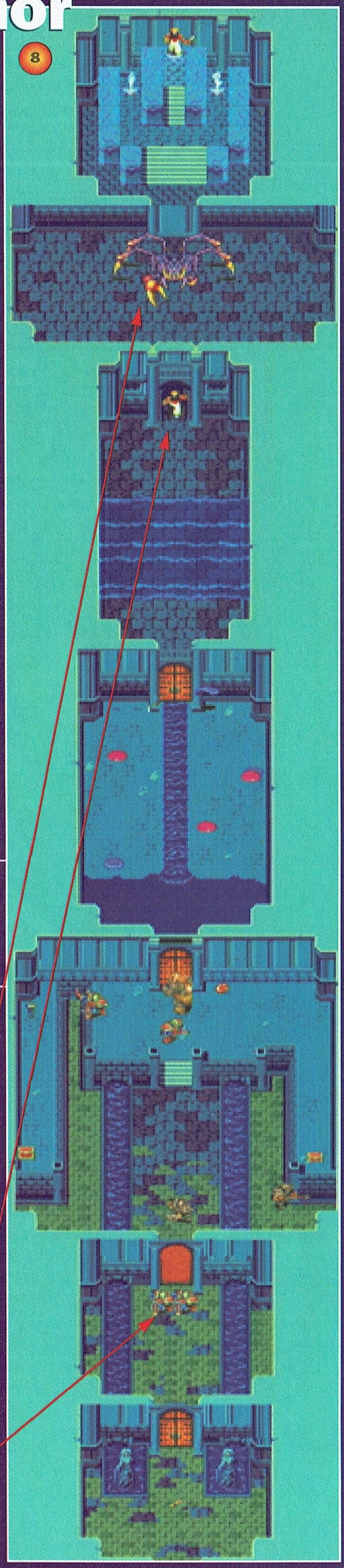


Inside the water shrine, you'll find seven small rooms which you have to battle past.

It is now time for the big spider guardian. Hit him in the face to run his energy down, while eating items of food to top up your own health. He'll be dead in no time.

This room is a test of your leaping ability. Every two seconds, a tidal wave of water will rush down on you. To avoid it you must take a running jump.

Kill the two guards you find, and one of them will kindly deposit a key for you.



Gamebuster

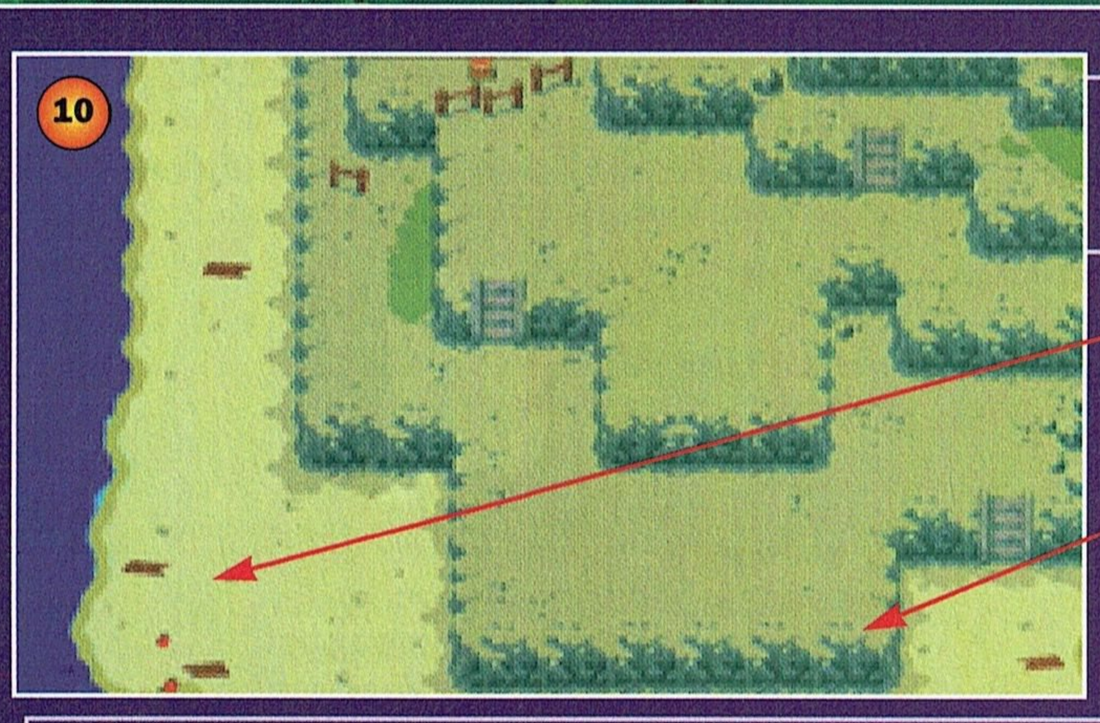


This level is situated in the depths of the forest, but don't let that put you off. As long as you've brought plenty of extra energy power-ups and nerves of steel, you should be alright!

The occasional treasure chest can be found in this section. Treasure chests contain some extra energy power-ups and maybe even the odd weapon or two.

There are some slippery snakes lurking in the grass in this area – watch out for their sudden strikes.

A rat-man camp lies at the bottom-left of the map. When you walk past the camp, they'll probably run after you and attack. Luckily, the little pipsqueaks are easy to kill.



You won't need to venture into this bit of land until much later in the game. Don't even think about going for a look-see – it's too dangerous.

Keep an eye out for the fish that jump out of the water here – miss them and you'll end up paying for it.

The whole area is populated by massive trolls and frightening armoured guards. Most of these guards will throw fire-bombs down at you, so beware!

Another landscape map, another host of baddies and another maze for you to find your way around. To the north-west of this map is a gathering of baddies, led by a huge troll.



There are quite a few treasure chests scattered around this map – most of which contain extra energy.

Battle your way past these guys and head for the staircase to the south. Then make your way around the plateau in an anticlockwise direction. You should come to a sheer drop, There should also be a pole stuck in the ground on the other side. You can get across here if you come back later on in the game, after collecting the Shadow Spirit from a certain cave...

This cave is home to hundreds of zombie warriors – cut off their legs and they still attack! As well as the zombies, you'll have snakes to contend with. These critters are guarding the treasure chests located in the pit towards the middle of the level. On top of all that, you'll also have to deal with flame-throwers!

One of the chests towards the top of the map contains the key to the door, although it's up to you to find out which one it is!



The blobs are back for this section too – the majority of which will block your progress as you walk up the far-right of the stage.

The Story of Thor

So you've managed to get past the previous level. Well, a whole new set of problems await you here! The first thing you need to do is defeat the huge, ugly troll that is waiting for you. This guy holds the key to the door, so you have to kill him to get it. Grab the key from the treasure chest to get past the next stage, and then it's on to the skull-guardian. Once you've destroyed him, fire your armlet at the door blocking your way into the room holding the Fire Spirit. You'll now be briefed on the spirit's special moves.



This guy spits out flames from his mouth, as well as attacking you with his two vicious claws. He takes hundreds of hits to kill, although you can see just how well you're doing by looking at the yellow energy bar. Bows come in useful here.

Move the boulder and leave it over the green slab.

There are no bad guys to bother you in this stage, so you don't have to worry about any trouble here. You can get down into the water by using the steps located just to the right of the waterfall. Remember that you can summon any of the spirits if you fire your wrist armlet into the appropriate substance. For example; the Water Spirit can be summoned when you fire at water, the Fire Spirit is summoned when you fire at any flames and later on the Shadow Spirit can be called upon when you see your own reflection. Easy, eh? Each spirit has a unique effect – the Water Spirit can extinguish flames, the Fire Spirit can melt away ice, and the Shadow Spirit can be used to get you across any gaps (as long as you have a pole to hang onto, that is!).





To get into the fire shrine, you'll need to call up the Water Spirit in front of the waterfall.

Just fire at the outline of the entrance and the shrine will become revealed to you! Now enter the fire shrine, brave prince!

Located under this bridge is a block of ice. Use the Fire Spirit to destroy for mucho bonuses!

This area of land is heavily populated by fearsome monsters, so you'll need your wits about you if you want to survive. Plenty of treasure chests are scattered around the whole area, so be sure to take a look inside each one and see what goodies they hold.

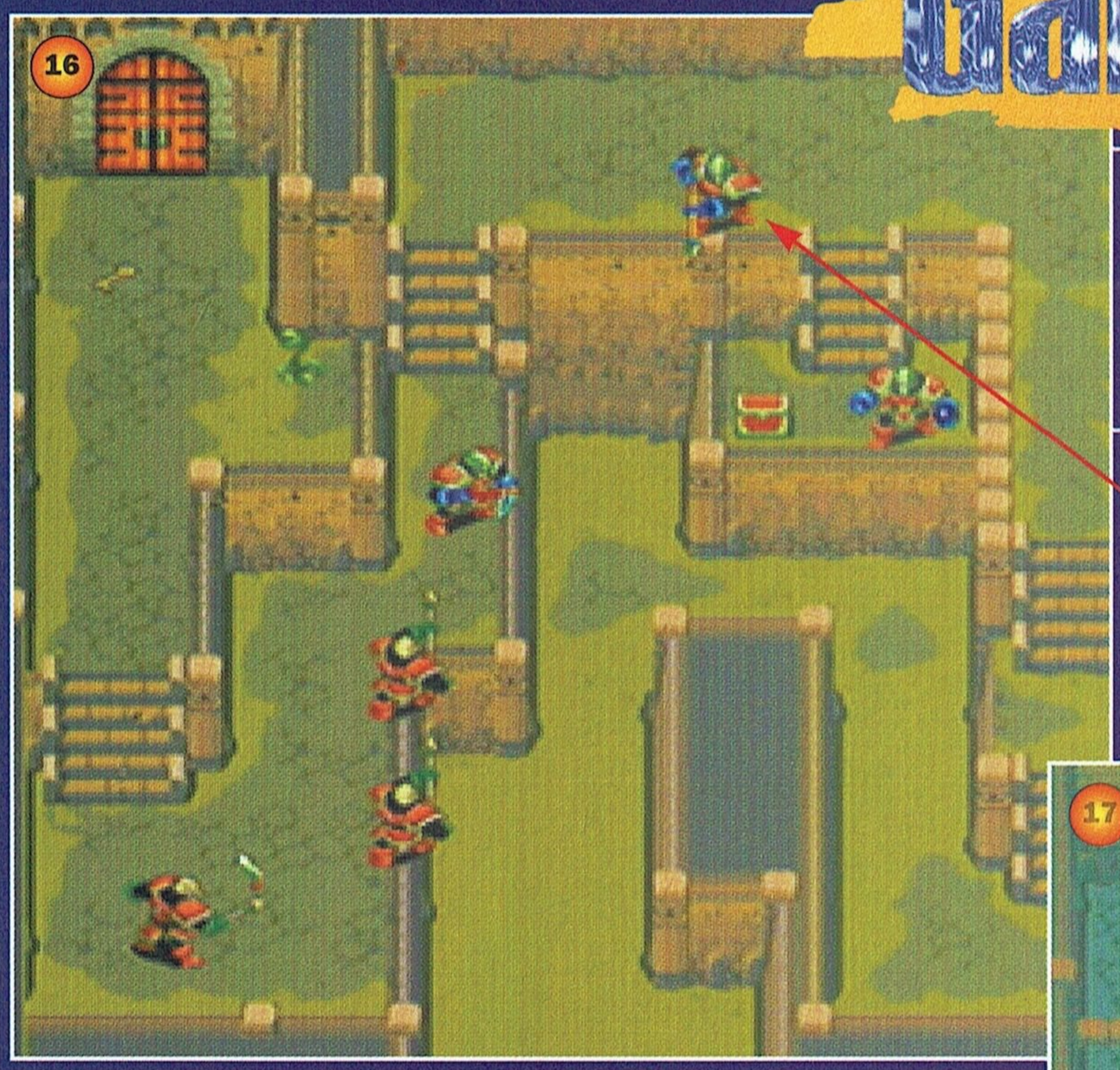
Make sure that you don't get caught out by any zombies that block your way – if you begin to see the earth move in front or behind you, get ready for a fight!

Use the Water Spirit to extinguish the flame blocking your way up to the lower rise of ground.

The fishies that jump out of this swamp can be a bit of a pain, but a few hits should set things right.

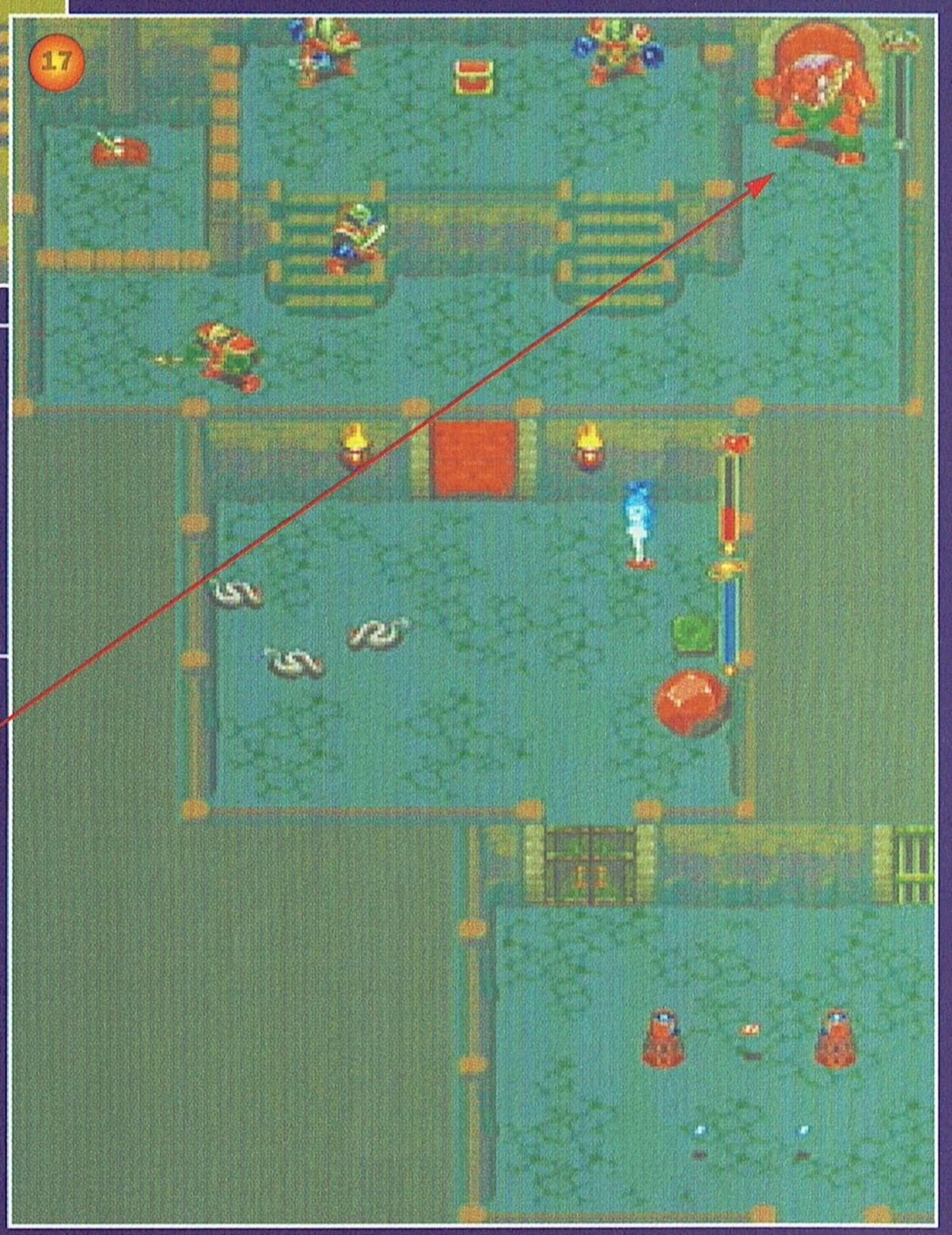


Gamebuster



Six tough guards block your way in this map, so waste no time and kill the lot of them! Don't forget to open the treasure chest, or else you'll miss out on an important key. Once you've dealt with everyone in the room, the exit will open up and you can then progress to the next section of the game.

As you fight the guards, don't forget to use some of your special moves on them. For instance, by pressing the D-pad forwards twice and then following it up with a swipe of your sword, you unleashed much more powerful hit than usual. Another good move is to rotate the pad in a full circle and then follow it up with a press of button B. That'll teach 'em!

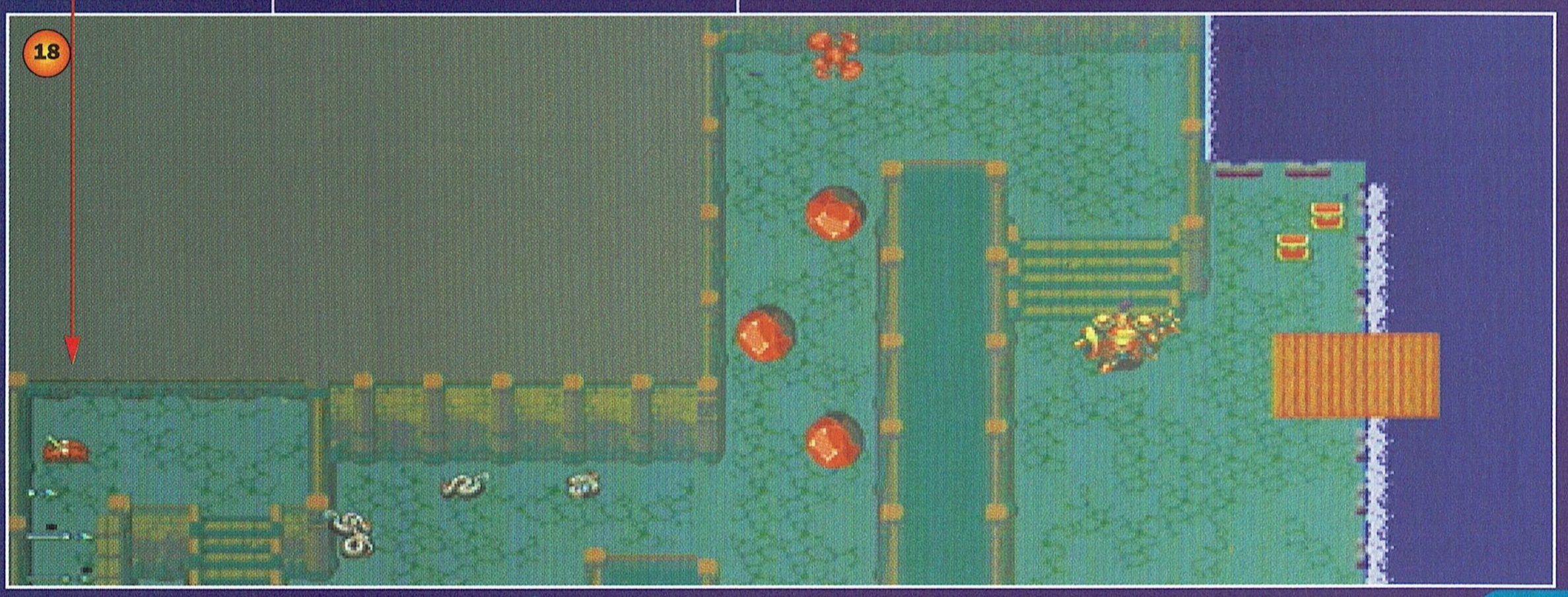


You have to deal with four problems in this section. Firstly, you must disable the two energy ball-firing turrets. The best way to deal with them is to stand right next to them and hit them like crazy. After that come the snakes, which are a bit more tricky to deal with. You'll find that if you stand it front of them for half a second, they'll launch themselves at you, causing about a quarter of your energy to go down. Crouch down and hit them on their sides.

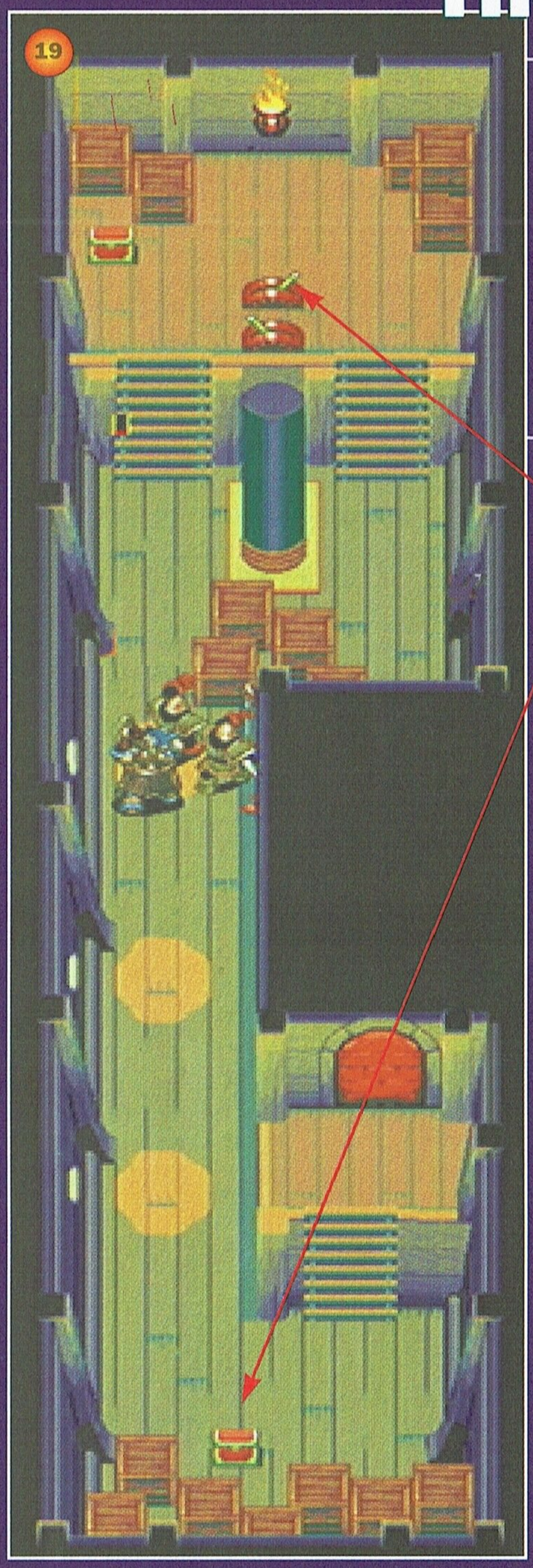
This huge troll serves as a guardian to this stage, so get ready for a real rumble.

More snakes than you'd find in Indiana Jones's worst nightmare can be found in this part of the game! Seven snakes now greet you when you walk down the steps, so crouch down and hit them each from the sides. Avoid all the boulders that trundle along the passage. Then walk down another set of steps to confront an armed guard. A few good hits and he's done for.

Trigger this switch and you will open the way into the next section.



The Story of Thor



You'll now find yourself aboard a ship heading for a destination as yet unknown. Walk up the steps and hit the top switch. Open the treasure chest before walking down the steps. Kill the six baddies that leap out from the sides (it shouldn't be too hard). Make your way down to the next treasure chest located just to the bottom of the steps heading up. Open this, and then go up the stairs. The door should be open, and you can continue up to the next section – the ship's deck...

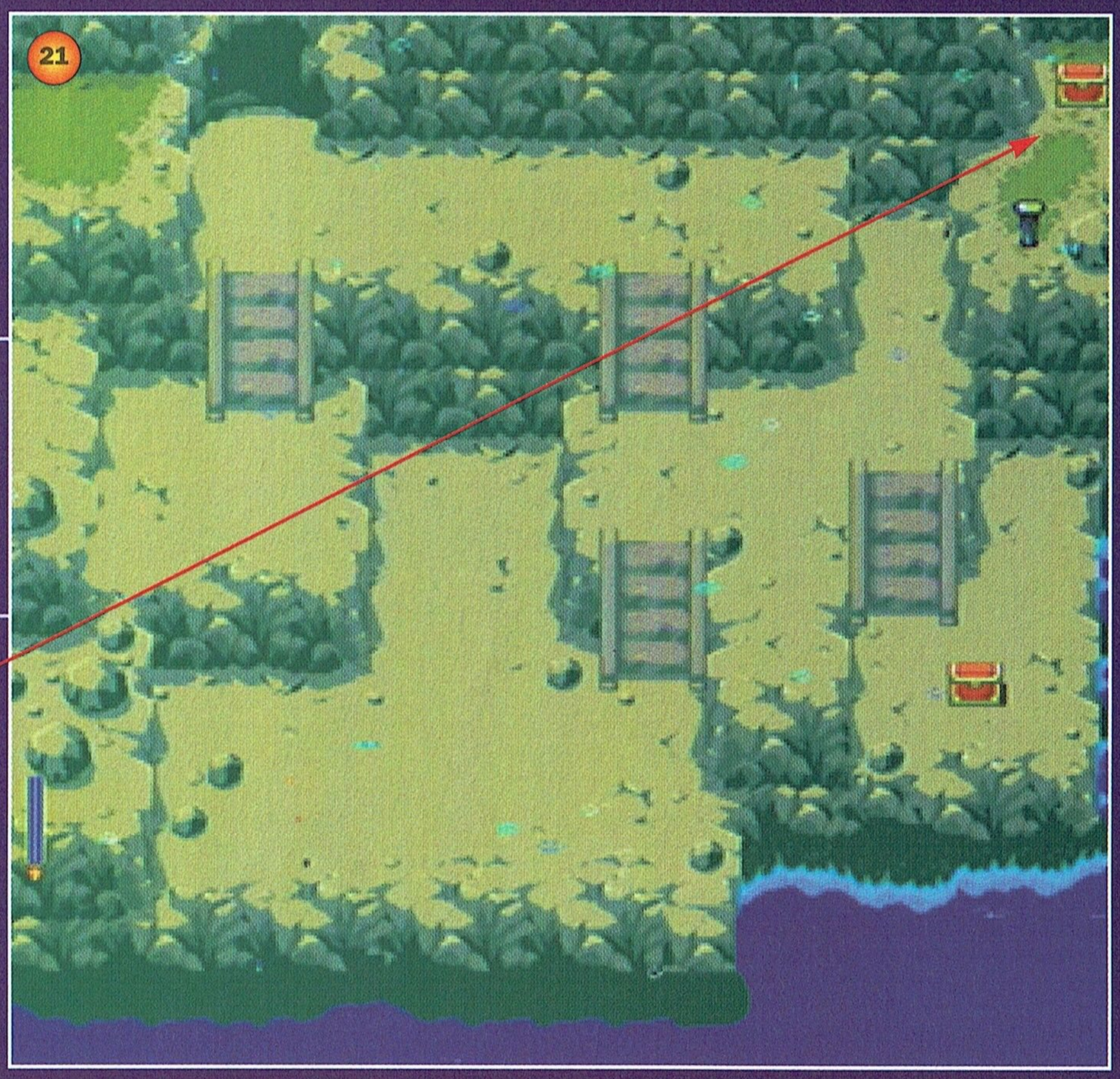
Hit this top switch to open the door located at the bottom of this map.

Open this treasure chest for more goodies than you can possibly imagine. Probably.

The deck of the ship is home to several baddies, all intent on making your life a hell of a lot shorter. Head for the plank. You'll find a guard armed with a sword here. A few hits is all it'll take to dispose of him. Continue up the ship, dealing with the next two guards as you go, before jumping down into the next area. Climb up the stairs, walk across and jump down again. Now all you have to do is continue walking up and you'll find the game's main baddie – the Silver Armlet! After a brief talk with him, you'll have to battle two gargoyles...



Open these two treasure chests for a couple of handy power-ups.



Towards the top of the beach is a cave, your portal to the next section... When you emerge from the cave, you should have the Shadow Spirit added to your arsenal. Use his pole-grabbing ability to access the treasure chest located to the north-east of the map.

When you finally arrive at the next section, you'll find yourself on a wet and muddy beach. Plenty of treasure chests scattered around here.

Gamebuster



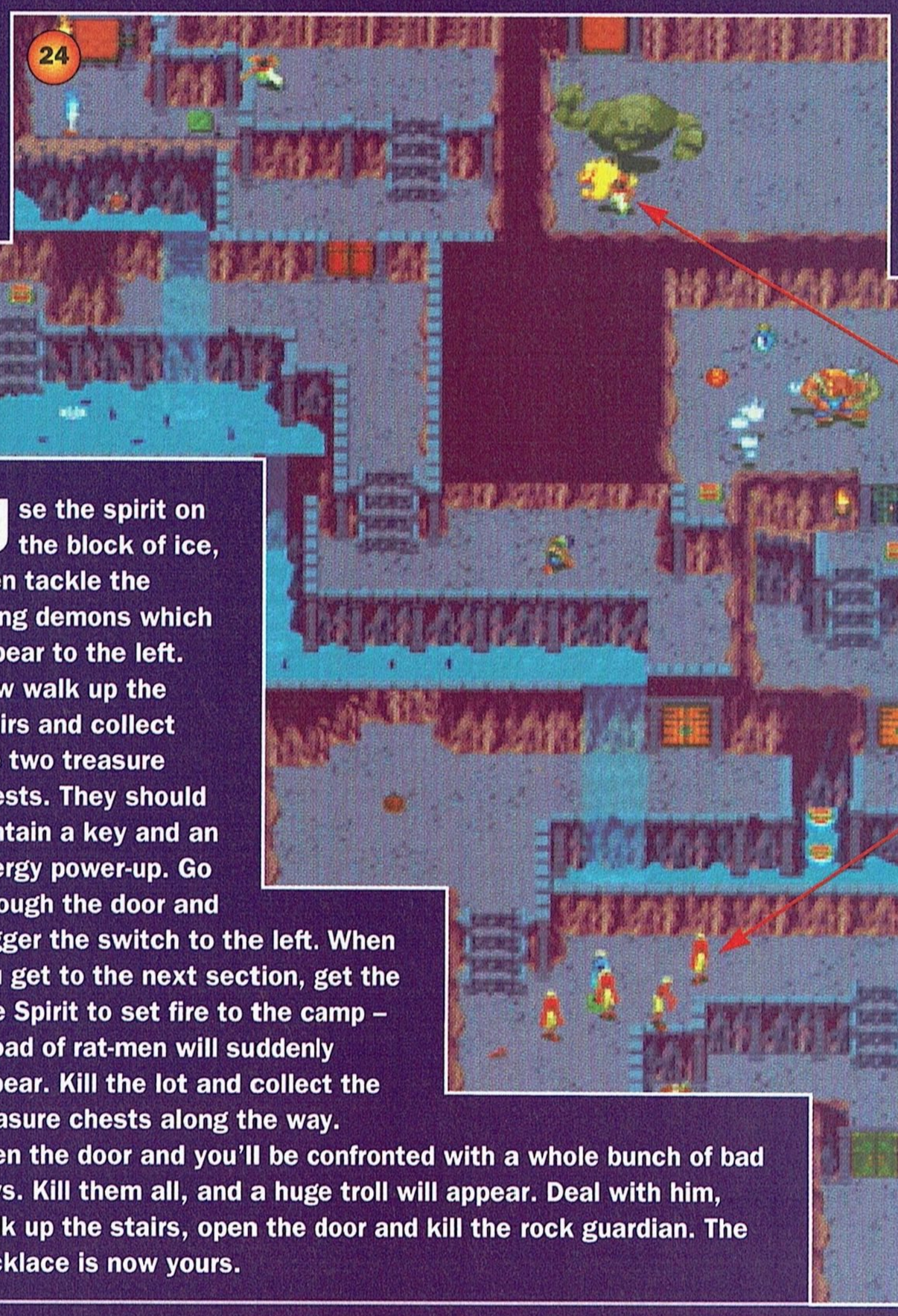
A hidden stash of treasure chests can be found in this section. These chests contain the usual collection of goodies, and you'd be well advised to collect them if you have hopes of playing this game in an hour's time! After you've done this, walk back out of the hidden room and swipe at the two other switches. Now continue your adventure by walking to the left...

Flick the middle switch to find a secret room.

Once inside the cave, move the large boulder out of your way. Now walk up the stairs and kill the guard – it should only take one hit – and then deal with the large warrior to the left. A whole load of mean and nasty blobs crawl along the floor. Kill them by crouching down and slashing away. Now trigger the switch, get past the steam and open the treasure chest, revealing a key. Run into the north passage. Later on in the game, use the Fire Spirit to melt away the block of ice that blocks your passage into the section to the west. You'll be able to summon him by shooting your energy-missile into a torch that can be found to the north of the stage.



This juicy treasure chest contains a vital door key. There are two other treasure chests to open in this part, both of which contain goodies to help you along in your quest.



Use the spirit on the block of ice, then tackle the flying demons which appear to the left. Now walk up the stairs and collect the two treasure chests. They should contain a key and an energy power-up. Go through the door and trigger the switch to the left. When you get to the next section, get the Fire Spirit to set fire to the camp – a load of rat-men will suddenly appear. Kill the lot and collect the treasure chests along the way.

Open the door and you'll be confronted with a whole bunch of bad guys. Kill them all, and a huge troll will appear. Deal with him, walk up the stairs, open the door and kill the rock guardian. The necklace is now yours.

Let your Fire Spirit destroy this pesky rock guardian, and concentrate on keeping yourself alive.

Kill all the zombies you find in this section, and watch out for any that suddenly pop out of the ground.



The Story of Thor

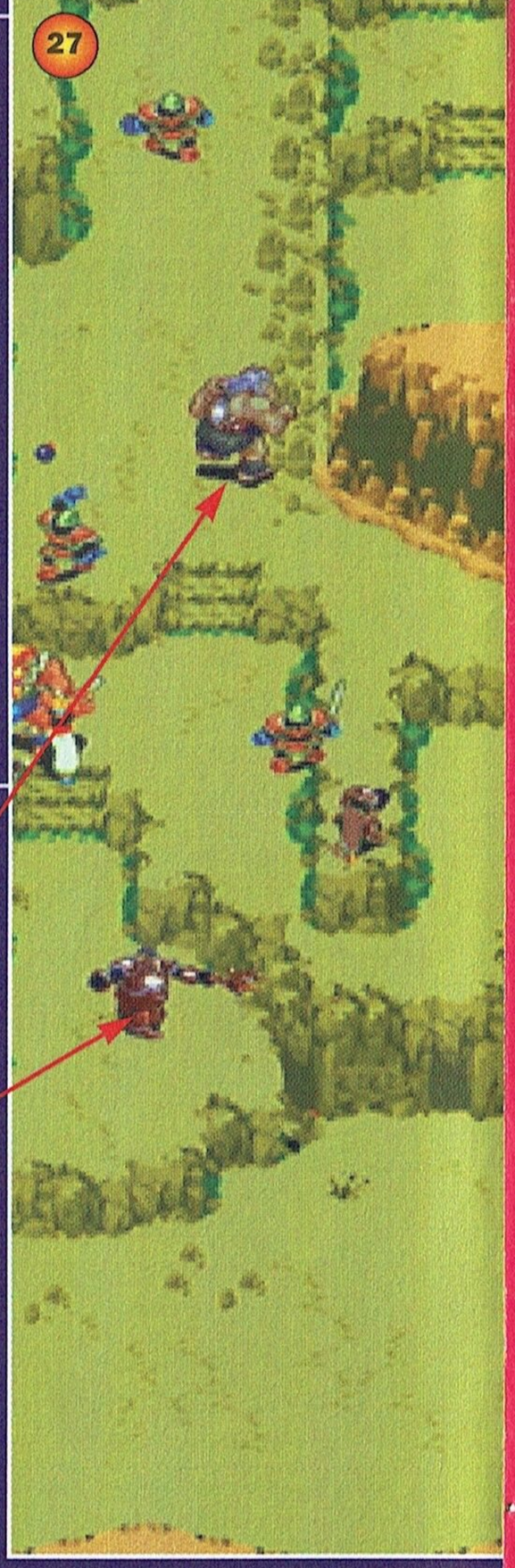


Upon exiting the cave, you must make your way westwards. Walk down the steps and cross the first river to the next section of dry land and continue walking across to the left. Another pond awaits you, so make sure that you've got a sturdy pair of gum boots on! Several blobs live in this zone – crouch down and start swiping whenever they get near you. When you get past this section, all you have to do is reach the steps leading up to the next stage and you've made it! (Albeit a little wetter than before.)

The first thing you'll find is a load of guards waiting to ambush you. Grab the key from the treasure chest and open the door on the right. Open all the chests inside this little room and then destroy the eight robotic contraptions waiting for you. Run along the corridors, down to the large room in which waits a knight in armour. Avoid the moving spikes and open the chest.



You now have to make your way to the wall fortress located to the north of the island. Walk up the steps and then drop down to another platform. Kill the armed guard, and walk straight up the next set of stairs. Kill the huge troll waiting for you, walk across and hit the guard with the sword. Walk up to the next platform to find three more nasties. There are a couple of bomb-throwing baddies and another troll for you to deal with. Now, walk down a couple of levels and head right...

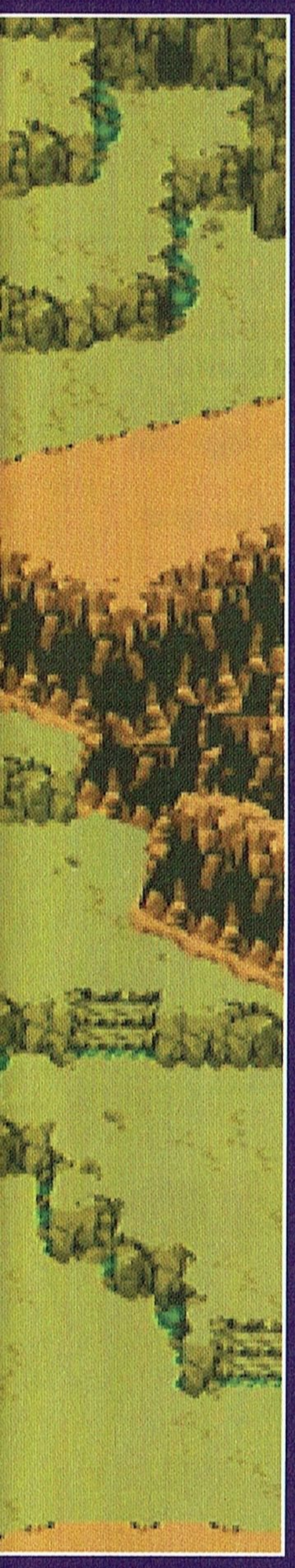




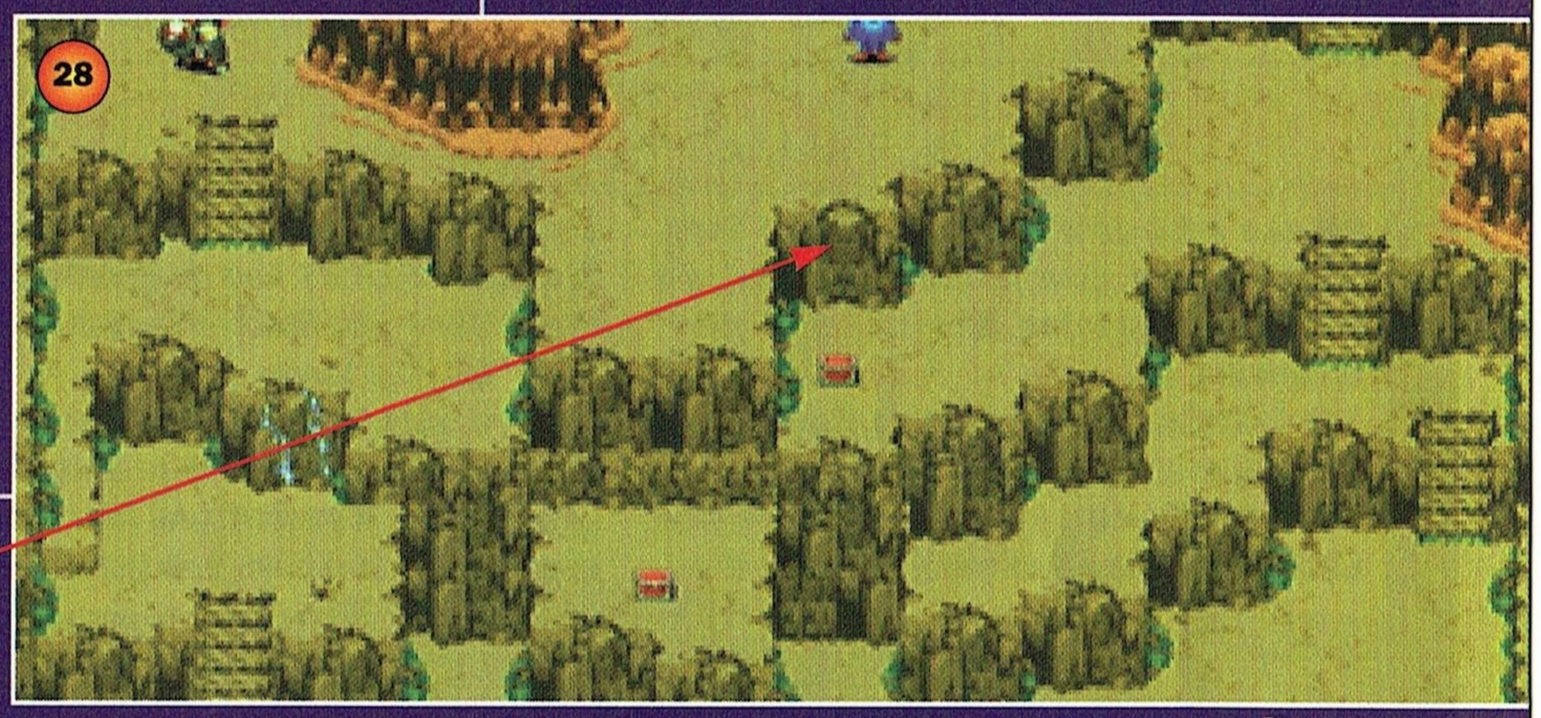
Gamebuster



Watch out for any attacking fish – they'll suddenly jump out of the pond at you. Keep an eye on the shadows they make in the water to see exactly where they are.



Head right and kill the guard with the crossbow – he can be a little tricky to deal with, but you should soon get past him. Now climb up the two sets of stairs and open the treasure chest. Collect the goodie that you find inside, before walking up to the next level. Kill the guard and deal with the strange hairy creature that jumps after you. You'll find more of these later on in the game. Now jump down a level and climb up the last set of stairs. A couple of armoured warriors greet you here, so finish them off and then continue north.



A blue devil will leap around the screen, making life hard for you. So kill him.

Work your way past the various platform levels, steps, guards, bomb-throwers, armoured warriors, rat-men and blue hairy demons until you reach a ferocious troll waiting for you at the top of the map. When you come to the waterfall, summon the Water Spirit and use all of your magical energy on healing yourself. Then approach the troll. Kill him and you should now find yourself at the base of a castle. It's probably best if you save the game at this point. Walk up the set of steps, and walk right. The next stage is a real test of your joypad-jiggling skills, so watch out!





Kill this nasty troll, and enter the castle to arrive at the last stage of your epic journey.

Heal yourself at this waterfall before going on to face the giant troll.

At long last!

Make it past this section of the fortress and you'll have done it! Just follow the instructions on this last map to make it through safely. Ta-daaa!

Make your way past these rolling blades, then open this treasure chest.

Summon the Fire Spirit and light every camp site you find, before using timing to ease your way past the sea of spikes.



Subscribe and save!

SEGA MEGAZONE

free joypad!

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***except that you have to subscribe to Megazone.**

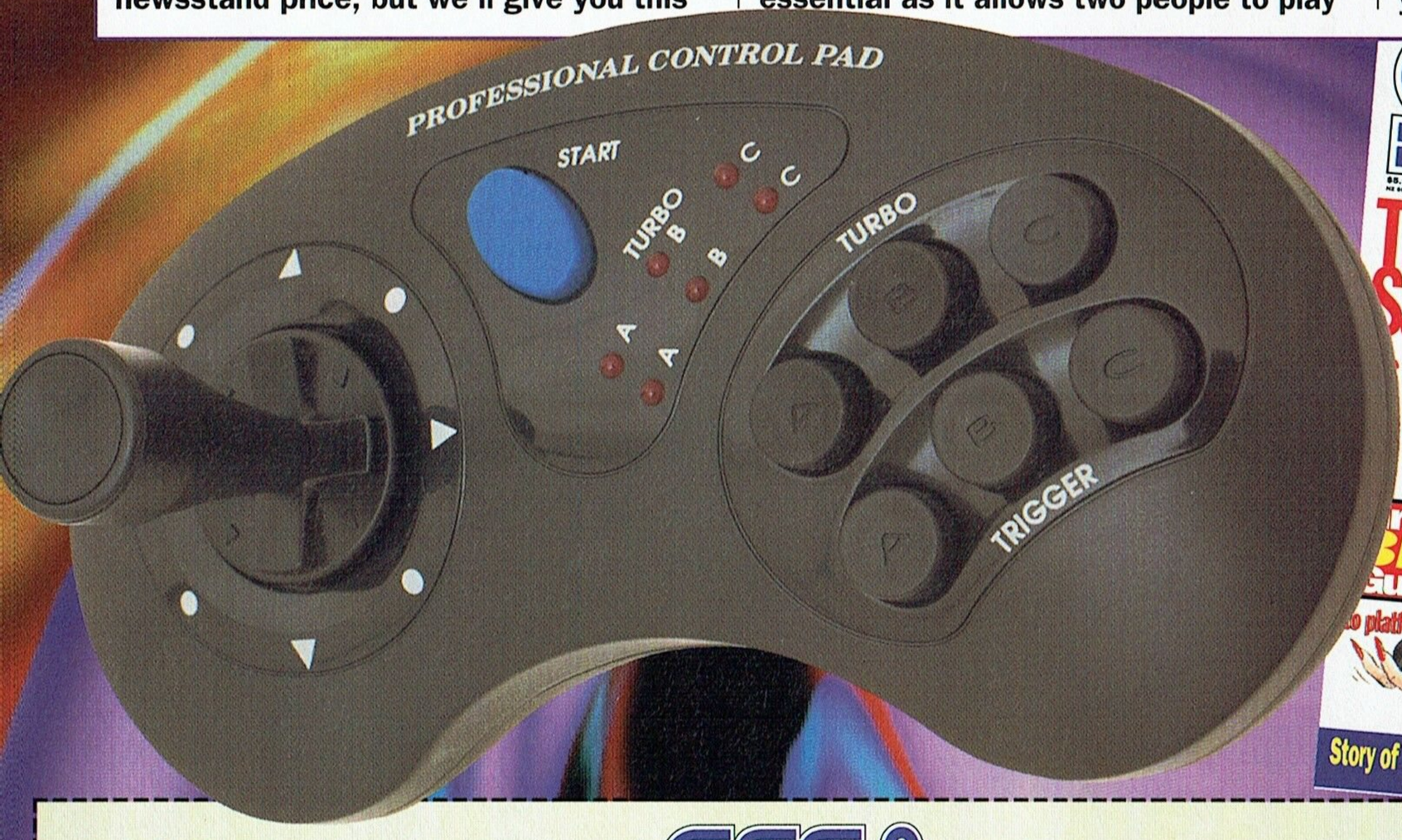
Take out a year's subscription to Sega Megazone, your favourite knitting and homecraft magazine, and we'll give you an official SEGA TURBO FIRE JOYPAD for FREE! Which isn't bad, you gotta admit.

Hand over $59.40 for 12 issues and not only will you SAVE $12 off the regular newsstand price, but we'll give you this Sega Turbo Fire Joypad for, um, nothing. It's worth $29.95 and plugs into both Mega Drive and Master System consoles. Why? Oh, you know.

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SEGA MEGAZONE



READER SURVEY

Yep, it's that time again. We want to know what you makes you tick. Or whatever noise it is that you do make. Three lucky readers will win themselves a Sonic T-shirt, just by filling in this simple form. It won't take a minute, so hop to it.

1. Which Sega machines do you own, intend to buy, or have access to (through friends, etc.)?

	OWN	WILL BUY	ACCESS
A) Game Gear	1☐	2☐	3☐
B) Master System	1☐	2☐	3☐
C) Mega Drive	1☐	2☐	3☐
D) Mega-CD	1☐	2☐	3☐
E) 32X	1☐	2☐	3☐
F) Saturn	1☐	2☐	3☐

2. Which computers or other games systems do you own?

	OWN	WILL BUY	ACCESS
A) 3DO	1☐	2☐	3☐
B) PlayStation	1☐	2☐	3☐
C) Atari Jaguar	1☐	2☐	3☐
D) Atari Lynx	1☐	2☐	3☐
E) Super Nintendo	1☐	2☐	3☐
F) Game Boy	1☐	2☐	3☐
G) PC	1☐	2☐	3☐
H) Apple Mac	1☐	2☐	3☐

3. How long have you been playing video games?

1☐ Up to three months
2☐ Four to six months
3☐ Seven to 12 months
4☐ More than 12 months to two years
5☐ More than two years

4. How much time do you spend playing games per week?

1☐ One hour or less
2☐ Two to four hours
3☐ Five to 10 hours
4☐ 11 to 20 hours
5☐ Over 20 hours

5. How many games do you own for your Sega system?

1☐ None
2☐ One to three
3☐ Four to six
4☐ Seven to 10
5☐ More than 10

6. How many of these games were given to you as presents?

1☐ None
2☐ One to three
3☐ Four to six
4☐ Seven to 10
5☐ More than 10

7. How often do you buy or get given games?

1☐ Never
2☐ One to three a year
3☐ Four to six a year
4☐ Seven to 11 a year
5☐ One a month
6☐ More than one a month

8. How often do you rent games?

1☐ Never
2☐ One to three a year
3☐ Four to six a year
4☐ Seven to 11 a year
5☐ One a month
6☐ More than one a month

9. What influences your decision when choosing games?

1☐ Games magazine review
2☐ Games magazine preview
3☐ Recommendation by a friend
4☐ Advertisements
5☐ Saw it on TV
6☐ Saw it in a shop

10. What accessories do you intend to buy within the next six months?

1☐ Joypad or other control device
2☐ Multi-player adaptor
3☐ Cheat cart
4☐ Foreign cart converter
5☐ Other (please state) _____

11. Where do you usually buy your games and equipment?

1☐ Specialist computer shop
2☐ Via mail order
3☐ Virgin Megastore
4☐ Electrical retailer (e.g. Brashs)
5☐ Department store (e.g. Grace Bros)
6☐ Discount variety store (e.g. K-Mart)
7☐ Toy shop
8☐ Other

READER SURVEY...

12. Do you buy import games?

1☐ Yes
2☐ No

13. What do you think of the price of games?

1☐ A good deal
2☐ About right
3☐ Too expensive

14. How often do you buy Megazone (or have it bought for you)?

1☐ Every issue
2☐ Every couple of months
3☐ Once or twice per year
4☐ This is the first time

15. What made you buy this issue of Megazone?

1☐ The cover
2☐ A competition
3☐ A giveaway
4☐ A game review
5☐ A feature
6☐ Hints & Tips
7☐ I always buy Megazone
8☐ I'm a subscriber
9☐ Other

16. How likely are you to buy the next issue of Megazone?

1☐ Definitely will buy it
2☐ Very likely to buy it
3☐ Fairly likely to buy it
4☐ Not likely to buy it
5☐ Definitely won't buy it

17. How long have you been reading Megazone?

1☐ This is the first time
2☐ Less than three months
3☐ Three to six months
4☐ Seven months to a year
5☐ Over a year

18. How many people will read this copy of Megazone?

1☐ Just me
2☐ One other person
3☐ Two to three other people
4☐ Four to five other people
5☐ More than five other people

19. Where do you usually buy Megazone?

1☐ Subscription
2☐ Newsagency
3☐ Computer store
4☐ Other retailer

20. Compared with the price of other magazines, do you think Megazone is:

1☐ A good deal
2☐ About the right price
3☐ Too expensive

21. What other games mags do you read?

1☐ Hyper
2☐ Nintendo Magazine System
3☐ Overseas games magazines (please state) _____

22. To what extent do the following factors influence you when you decide to buy a magazine?

	A LOT	A LITTLE	NOT AT ALL
A) Cover pic	1☐	2☐	3☐
B) Number of pages	1☐	2☐	3☐
C) Price	1☐	2☐	3☐
D) Certain articles	1☐	2☐	3☐
E) How cool it looks	1☐	2☐	3☐
F) Poster	1☐	2☐	3☐
G) Something free	1☐	2☐	3☐
H) My friends buy it	1☐	2☐	3☐

23. How do you rate Megazone?

1☐ It rocks big-time
2☐ Cool
3☐ OK
4☐ Dodgy
5☐ Utter crap

24. How would you rate the following sections of Megazone?

	BRILL	GOOD	OKAY	DODGY	CRAP
A) Cover	1☐	2☐	3☐	4☐	5☐
B) Game Spy	1☐	2☐	3☐	4☐	5☐
C) Mega Mouth	1☐	2☐	3☐	4☐	5☐
D) Reviews	1☐	2☐	3☐	4☐	5☐
E) Great Big Guides	1☐	2☐	3☐	4☐	5☐
F) Hints & Tips	1☐	2☐	3☐	4☐	5☐
G) Ask Agatha	1☐	2☐	3☐	4☐	5☐
H) Gamebuster	1☐	2☐	3☐	4☐	5☐
I) Pump Action	1☐	2☐	3☐	4☐	5☐
J) End Zone	1☐	2☐	3☐	4☐	5☐

Personal stuff

25. Are you:

1☐ Male
2☐ Female

26. How old are you?

1☐ Nine or younger
2☐ 10 to 12
3☐ 13 to 15
4☐ 16 to 18
5☐ 19 to 21
6☐ 22 to 30
7☐ Older than 30

27. So what do you do when you're not staring at a TV screen?

1☐ School student
2☐ Uni/tech/college student
3☐ Employed full-time
4☐ Employed part-time
5☐ Unemployed/unwaged
6☐ Other

28. Any last comments about Megazone?

_____

_____

_____

29. Your favourite video game of all time is:

_____

_____

_____

Send completed survey to: Freepost 33*, Megazone Reader Survey, PO Box 746, Darlinghurst 2010.

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We have three high-quality Sonic T-Shirts from Acme up for grabs. If you want to be in the running, stick your name, address and phone number here. We may contact you for additional research, but we promise we won't flog your details to *Reader's Digest*. Oh yes, and use your 'skill' to complete this sentence: I never win anything, but this time I will because _____

Name _____

Address _____

_____

Phone Number _____

Washing blood, mulga ants, ancient toilets, and poisonous green slime.

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So don't just sit there waiting to borrow a friend's copy, get your own now.

PUMP ACTION

BY GAME OVER MAN & JOHN J. JOHNJOHNS

PUMP ACTION CREATED BY GARY CHALONER

SIR! PENNY PUMP AND THAT OTHER ONE ARE IN SECTOR 12, WITH M-16s!

THEY STILL HAVEN'T RUN OUT OF AMMO?

NO SIR!

THEY... THEY KEEP PICKING IT UP, SIR!

BUGGER. I KNEW WE SHOULDN'T HAVE LEFT IT LYING AROUND.

SHOOT HER HIPS! SHOOT HER HIPS!

NOW THEY'RE IN SECTOR 18 WITH VULCAN 6-BARRELS!

HMMN.

SECTOR 21 WITH RPG-7s SIR!

TIT.

SECTOR 28 WITH SQUIDS SIR!

HAH! SQUIDS AREN'T GUNS AT ALL!

THEY'RE HARMLESS SEA MAMMALS!

SEA MAMMALS!

HARMLESS SEA MAMMALS!

MAMMALS!

OH NO!

HARMLESS MAMMALS!

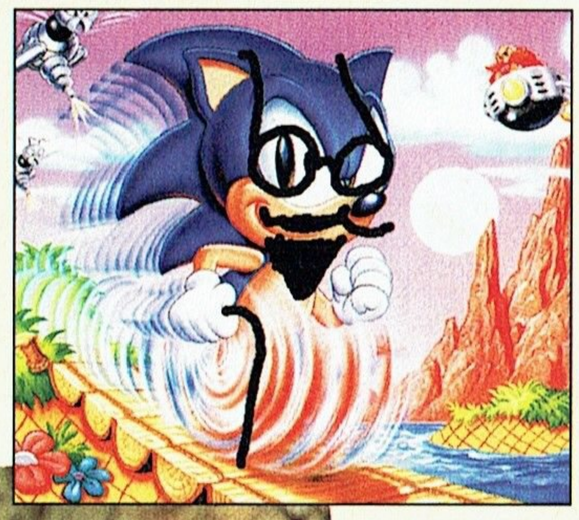
NEXT: CEPHLAPOD FURY

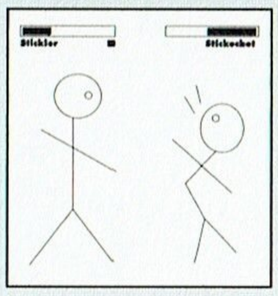
END ZONE

Proudly presents the Top Ten Sega games (that you'll never, ever see)

Sonic 67

Sonic loses those bloody Chaos Emeralds again. Along with his sidekick Bollocks – a geriatric cicada who suffers from Tourets syndrome, swearing uncontrollably at his opponents – you take on the robotic forces enslaved by the dastardly Dr Robotnik, etc, etc... Pick-ups include arthritis tablets, zimmer frames and motorised wheelchairs!





Stick Man Kombat

Pushes the Saturn's graphics processors to the limit.

Virtua Cop Killer

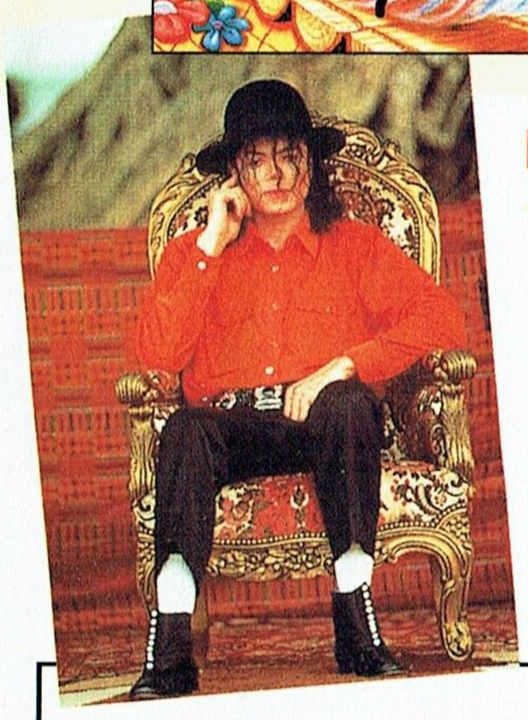
Waste cops as you shoot your way out of the bank robbery, airplane hijack, the local CES, etc. Features a soundtrack by Ice-T.



Foxy Hunter

Starring Tails in a real life-and-death adventure. Can he outwit the pompous, upper-class English aristocrats before the bloodhounds rip him to shreds?





Make My Snuff Video

The Mega-CD U-Direct series is revived! Make your own snuff video to singles of fallen star Jacko. Features: Studded leather clothing, monkeys, minors and oxygen tents!

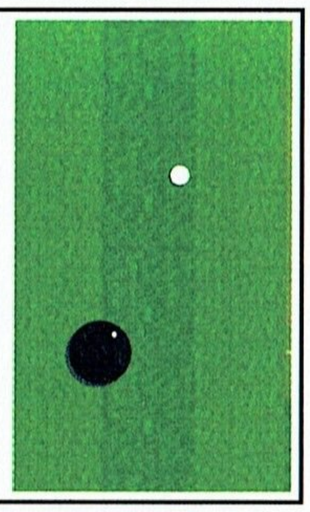
Princess Maker 2

Japanese import where you 'receive' a 10-year-old girl from 'God' and have to bring her up for eight years and turn her into a princess. And you think we're kidding...



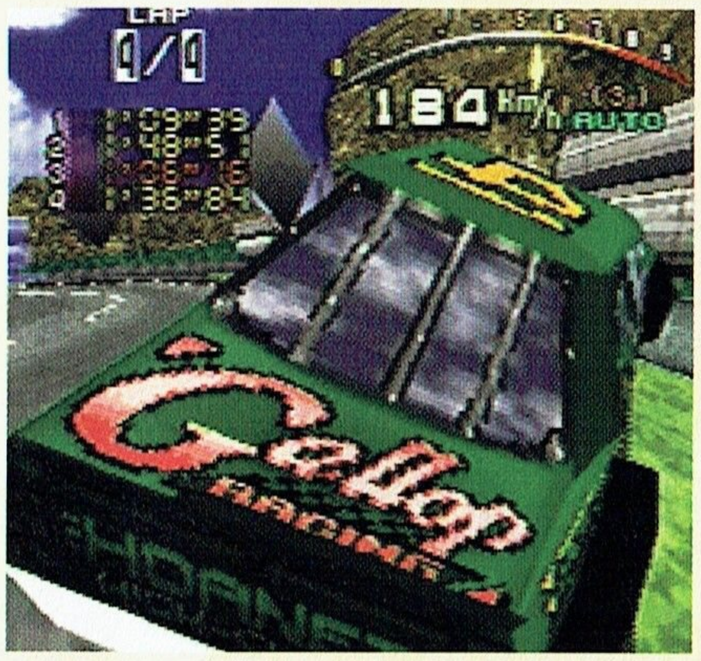
Pro Lawn Bowls Simulator

Codemasters has come up with another classic! The innovative 'F-Cart' design has large, raised controls. Pensioners get a discount.



Virtua Drink-driving

Basically playing Daytona with manual gears, without the steering wheel add-on.



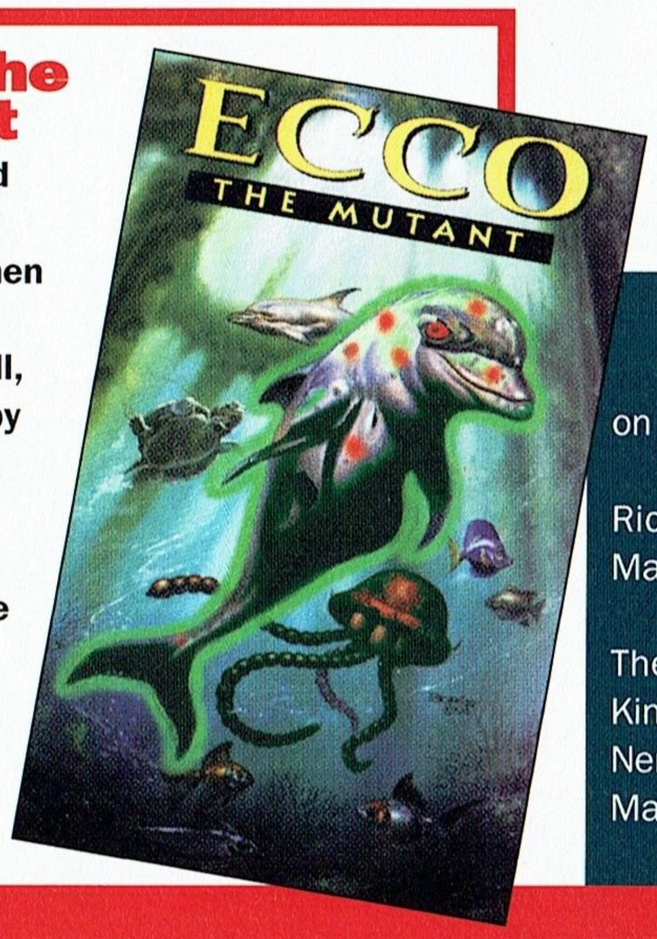


Rugby '96: Super League vs ARL

It's just like the real thing: Buy entire sports, poach players, renege on contracts, turn your back on the sport that made you what you were.

Ecco the Mutant

Ecco's pod mysteriously vaporises when his home, Mururoa Atoll, gets nuked by an evil force. Guide Ecco from the Pacific to the River Seine in a quest to bite Jacques Chirac on the bum.



Competition Winners

I wanna sit on a Saturn Yep, it's the big one. Erina Wilson of Smiths Lake, NSW, come on down! You've scored yourself one of the first Saturn consoles to hit Australia!

Lucky 13, May The following winners can get down and get dirty with a Nine Inch Richards CD: Jayden Green, Thuringowa, QLD; Joseph Jordan, Geebung, QLD; Simon Martin, Richmond, TAS; Colin May, Cambridge Park, NSW; Scott Jones, Norlane, VIC.

I think I'm gonna chuck There were some mighty fine captions written for this comp. The 10 winners of *Theme Park* were: Steven Pugh, Bowen, QLD; Jason Johnson, Kingsgrove, NSW; Andrew Kratz, Armidale, NSW; Steven Nolan, Calwell, ACT; Michelle Fay, Nerang, QLD; Colin May, Cambridge Park, NSW; W. Martin, Chippendale, NSW; Matt Slack, Macclesfield, SA; Matthew Cleghorn, Noosaville, QLD; Aaron Welch, Duncraig, WA.

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SEGA Saturn



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