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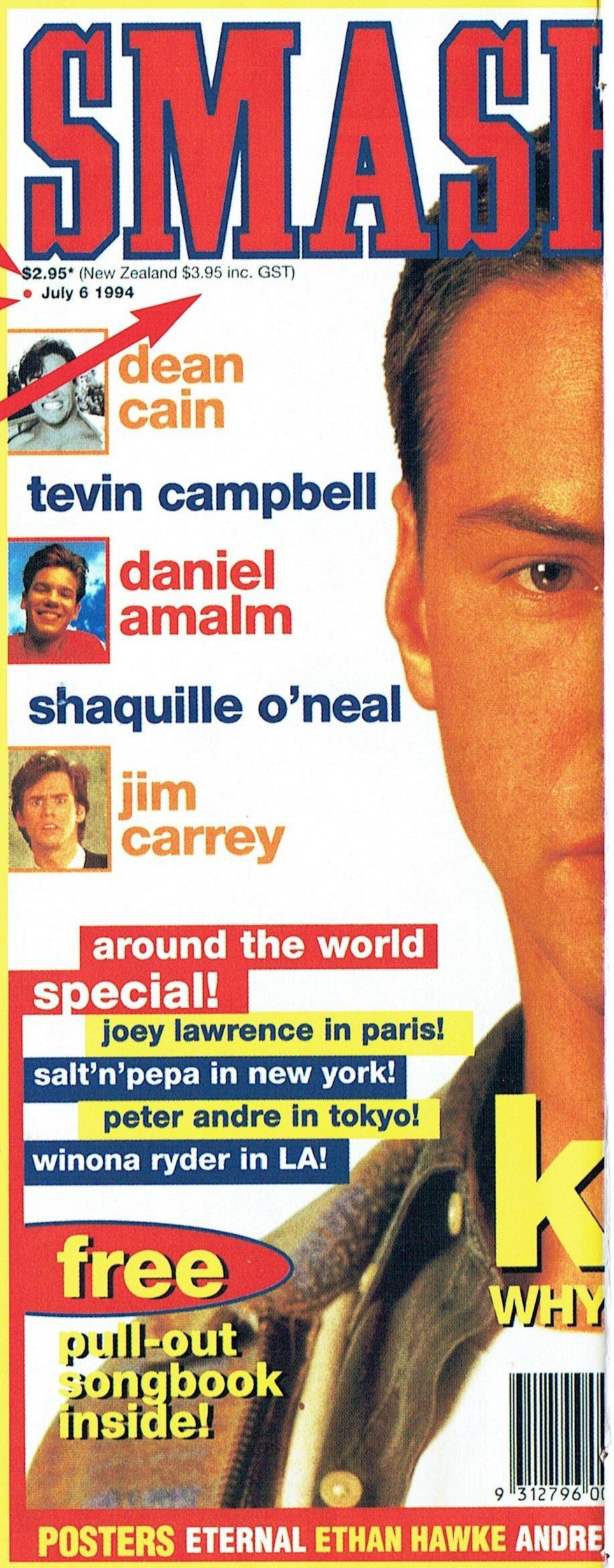
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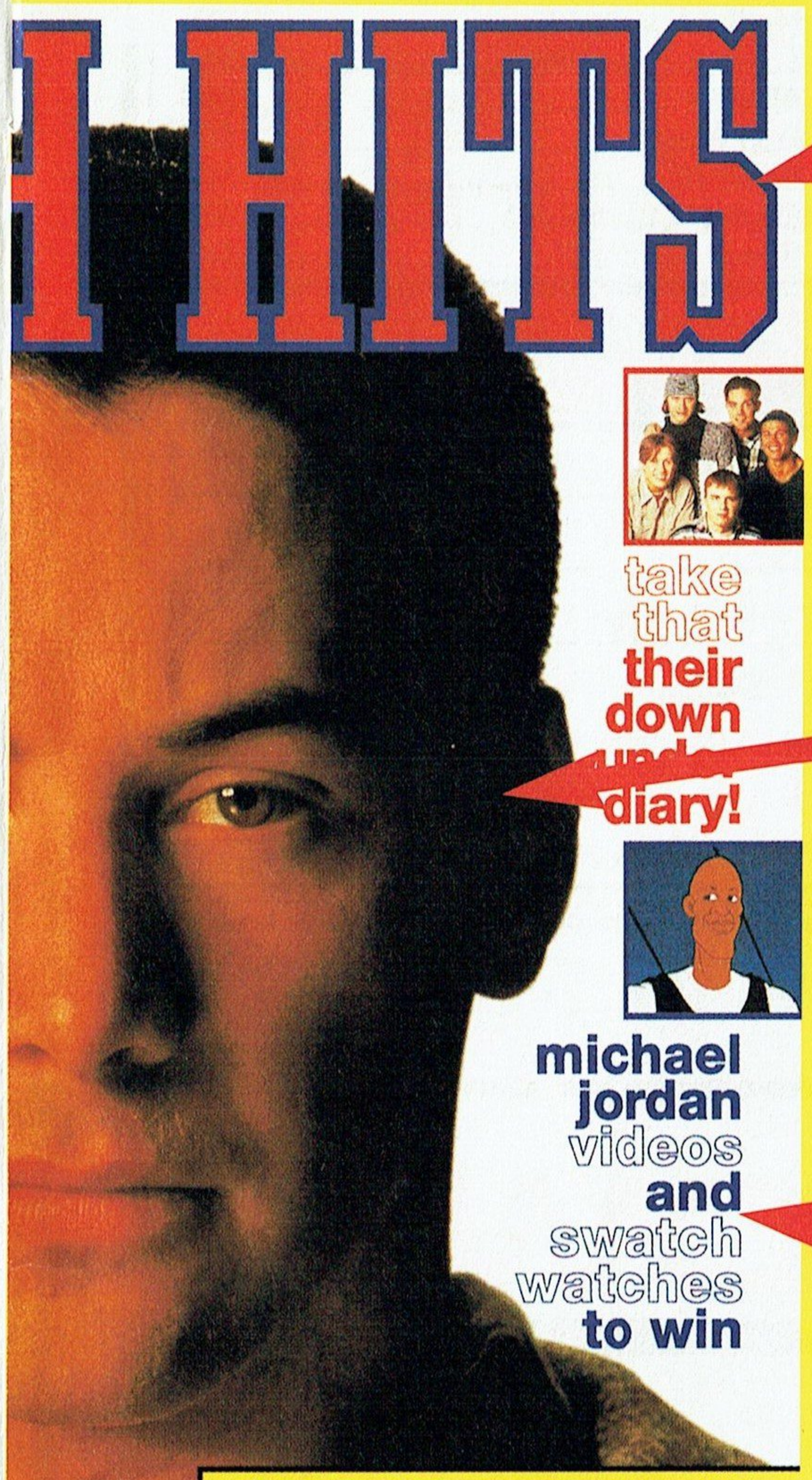
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*Recommended and maximum retail price only.



And another thing!

Well, this is it. Megazone has bowed to the demands of the French goverment. In return for the cessation of nuclear testing in the South Pacific, we have reluctantly agreed to stop producing our monthly mag. This bumper summer issue is, we regret to announce, the last of the Megazones. A small price to pay for a nuclear free neighbourhood, don't you think?

Of course, the declining popularity of dedicated games consoles, due in turn to a lack of vitality in the video game industry, may have had something to do with our decision.

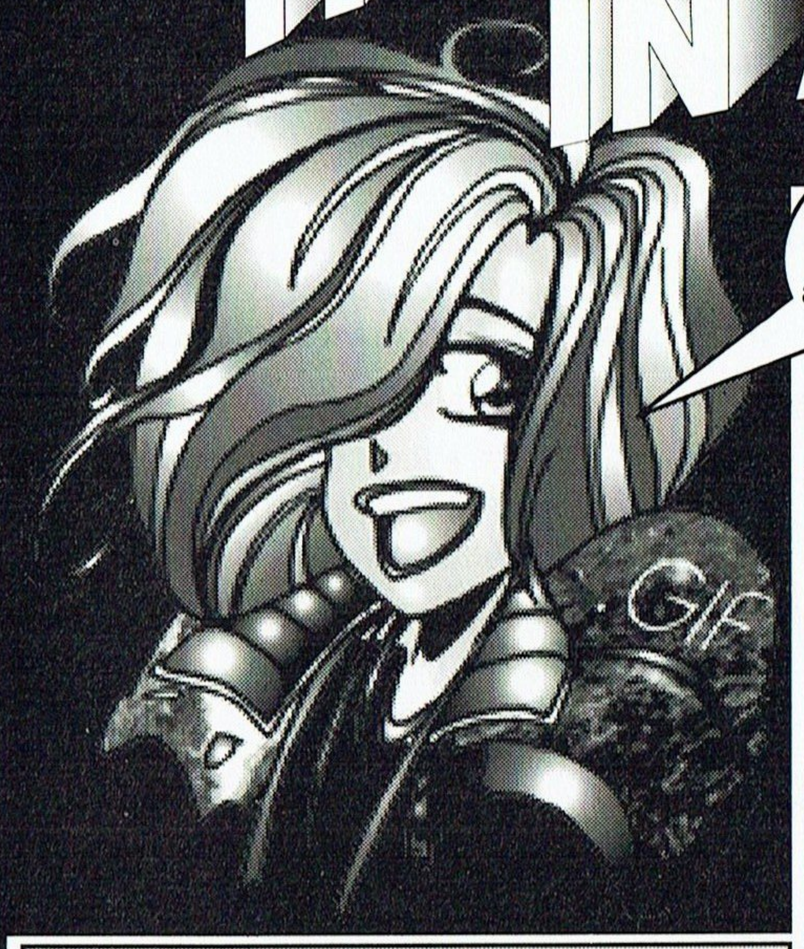
Anyway, we're off to buy a PlayStation.

Bye!

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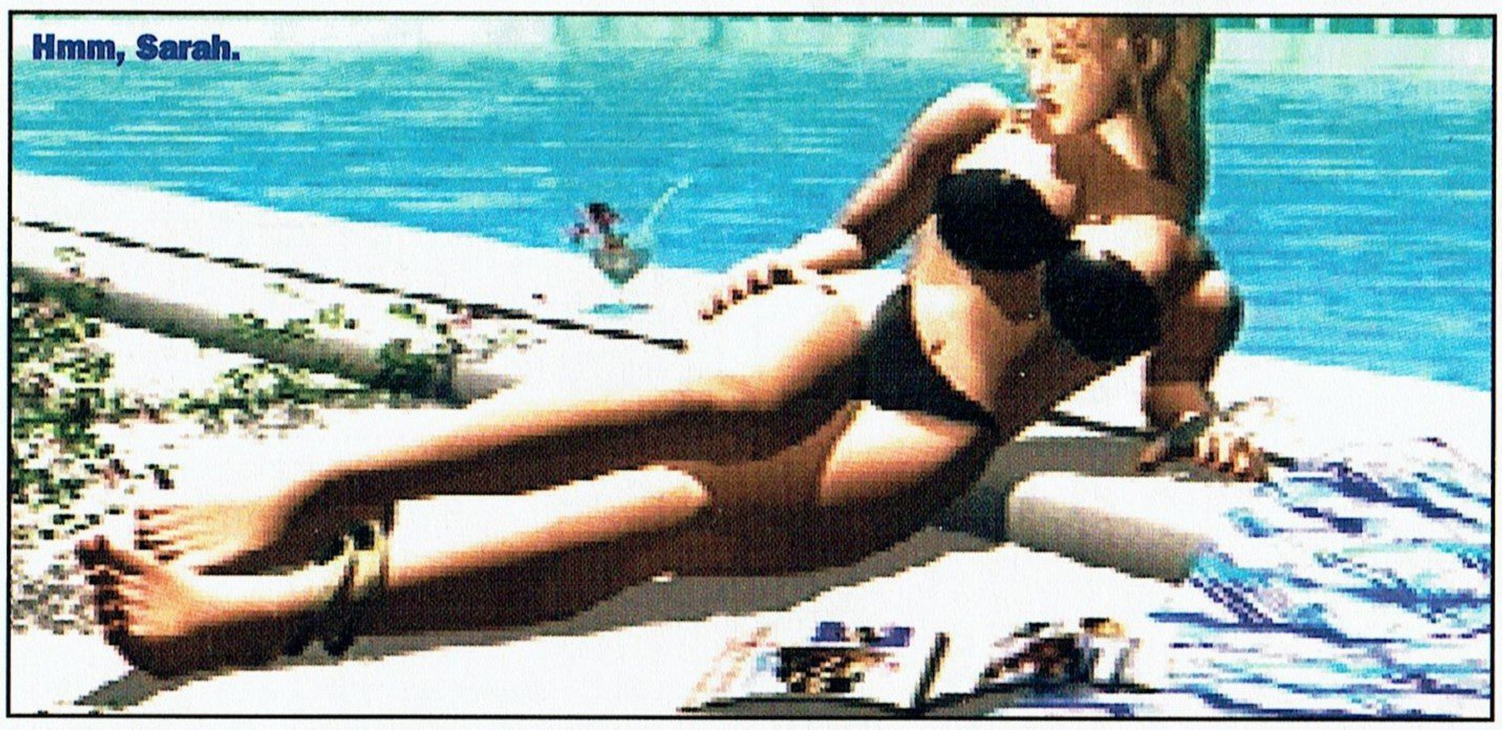
VIRTUA FIGHTER CG PORTRAIT COLLECTION

From the local peeping tom

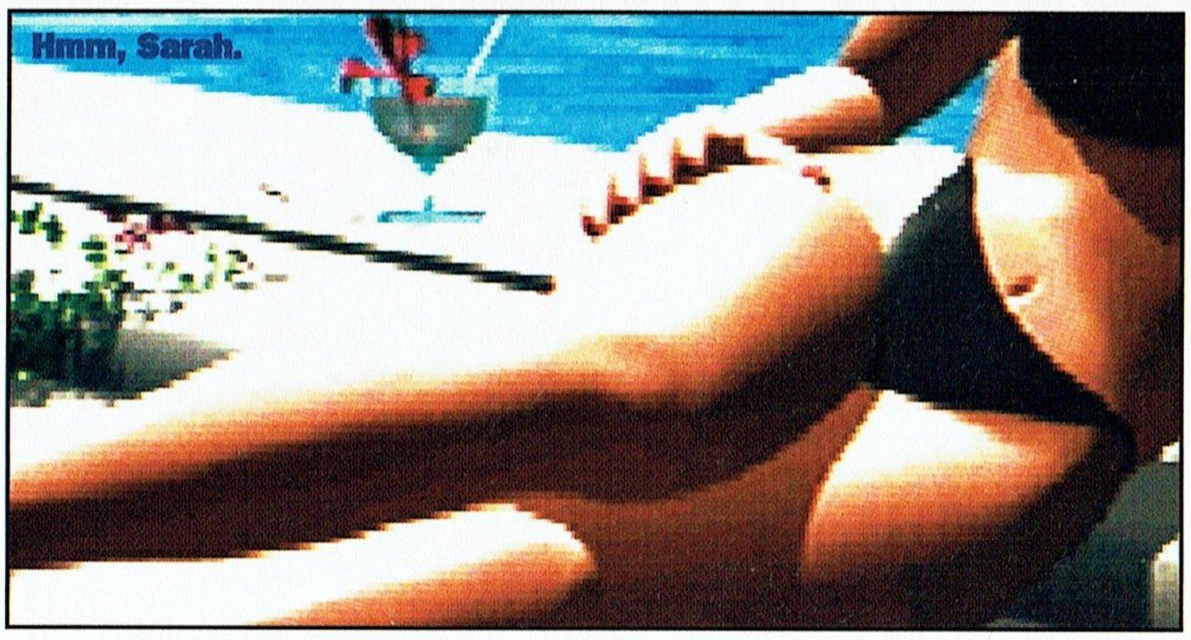
As you may know, Japanese gamers snapped up Saturns at a phenomenal rate, and the millionth Japanese Saturn console has already rolled off the assembly line. As a prize for the promotion of the millionth Saturn, this impressive collection of computer graphics portraying the characters from *Virtua Fighter 2* was put together. Interactivity is limited to zooming in and out of the pics, and selecting the order in which the portraits are displayed. As with most Japanese releases that haven't been toned down for foreign release, some of the graphics are very odd. Like the one with Jacky being shown sitting by himself in a bar, looking very depressed indeed, or the two shots of Pai in her underwear.

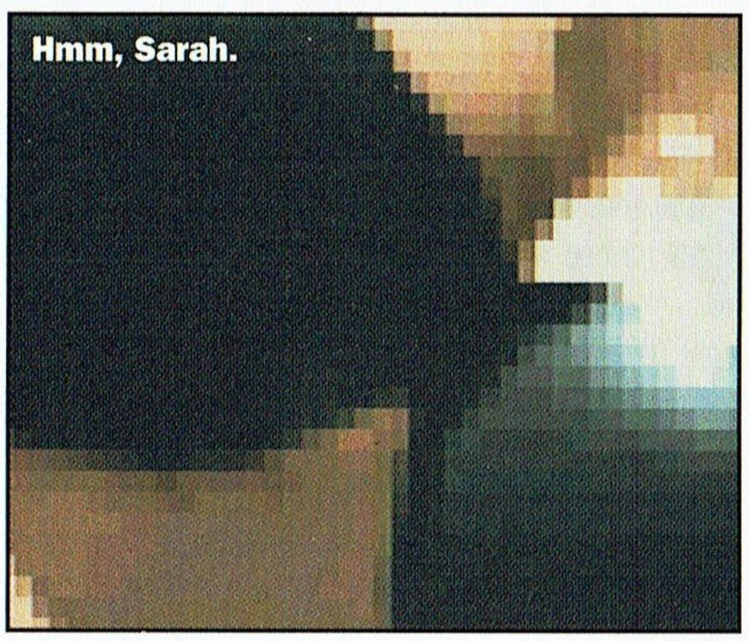
▼ It's Björk! Oh, sorry, it's Pai. And if any of you complains one more, you meet an army of Pai. Or something.





Using the Left and Right buttons of the Saturn controller, you can zoom in to examine areas of particular interest.





NEWS BITS

SEGA JAPAN MAKES MONEY SHOCK

Crikey! Sega Enterprises reported pre-tax profits of 11 billion yen (A$130 million) for the first half of fiscal 1995. Which may not sound like much compared to the glory days of a few years back, but would still buy a lot of erm, PlayStations.

ACCLAIM TO BAIL FROM 16-BIT

Unbelievably prolific games publisher Acclaim *(Mortal Kombat III, Batman Forever)* is winding up their 16-bit development program, with the last Mega Drive title to be released next year. Acclaim reckons CD is the way to go. Hmm, maybe they have something there.

A TO Z OF THE INTERNET

Net surfers ahoy – look out for the *Internet Guide*, from Mason Stewart Publishing. It's edited by computer guru Gareth Powell and features over 1000 sites. Some useful, some bizarre and some quite shocking...

HOTLINE ON THE MOVE

The Sega Hotline has moved on. Again. The line moved from telemarketing firm Telemasters to another telemarketing firm, ITM. Earlier in the year it was offloaded by Sega. The reasons for the move aren't quite clear and really won't affect you – the number is still 1902 555 444 and the call cost is still a wallet-stinging 95 cents per minute.

News Zone

GAMES FROM AROUND THE GLOBE

Our globetrotting game freak reports

A new Saturn peripheral allows you to play imported games on the Sega Saturn, and Australian games on imported machines.

The CD Plus fits into the cartridge slot and 'unlocks' foreign games so that they are available for play on your system.

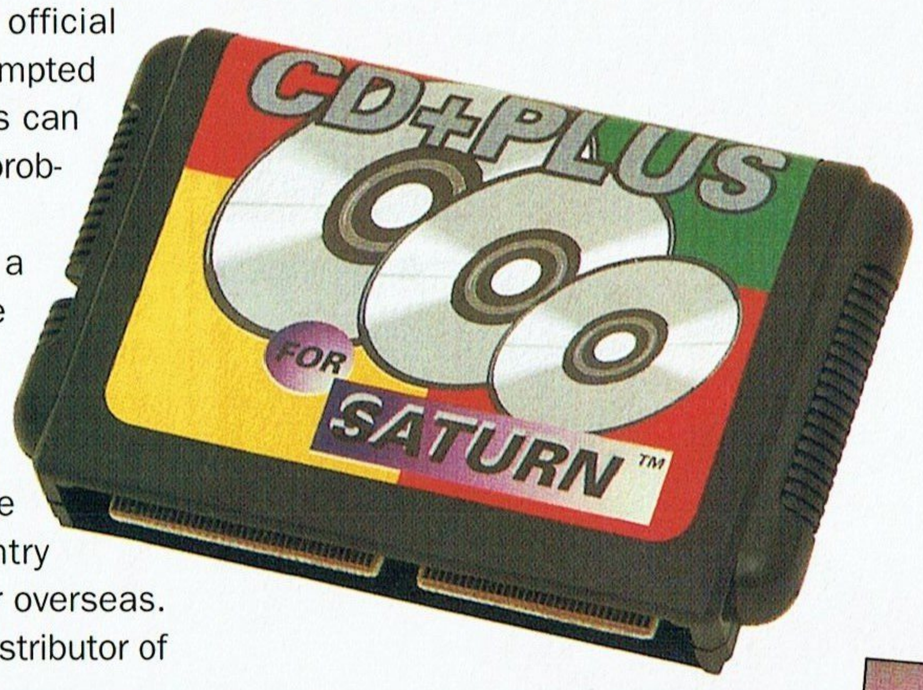
The Saturn was available for many months in Japan before its official Australian release. Many games fans bought imported Japanese machines rather than wait, only to find that the official Australian releases wouldn't work on their system. The adaptor gets around this problem.

Also, those who've bought the official Australian model and have been tempted by cheaper games prices overseas can buy without fear of incompatibility problems.

Games are coded to work with a particular model of machine – if the code on the game CD does not match the one stored in the Saturn, it simply will not work. This is to prevent 'grey importing', where games are brought into the country unofficially by buying them cheaper overseas. This practice deprives the official distributor of revenue from the sales of the game, even though they might have spent heavily promoting and advertising the game. There are three models of Saturn: North American, European and Japanese. Australia uses the European machine.

The CD Plus won't convert between different TV standards though – it won't allow a NTSC Saturn to work properly on an Australian PAL TV, for example.

The CD Plus costs $59.95 and is distributed in Australia by Kaylee Computing. Give them a buzz on (09) 310 1962 and they can advise you of a local supplier.



SCISSORS, PAPER, NUD

From an anonymous source

Forget the endless strip mahjong games, the latest pervy Saturn sensation is strip scissors-paper-rock. Choose one of 12 girls, ranging from an OL (office lady) to, naturally, a high school girl, and, erm, play scissors-paper-rock against them. Win five times in a row to make your 'opponent' take off an item of clothing. And yes, even the under-age missies will take it all off. Who needs censorship when industry self-regulation works so well...



STREET FIGHTER II – THE MANGA MOVIE

From our Street Fighter the movie critic

First there was the game, then there was the movie, then there was the game of the movie, and now there's the cartoon based around the game and the movie. Where will it end?

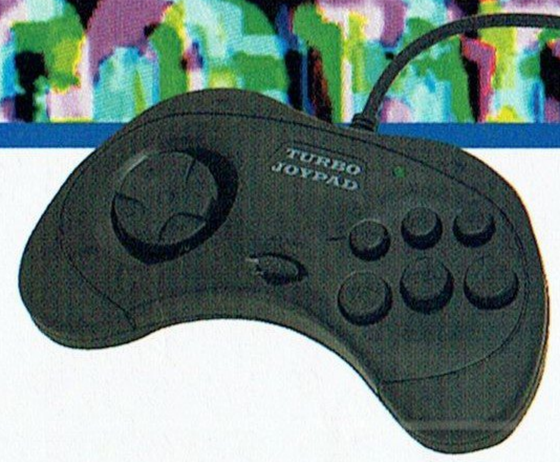
And in case you're thinking that a cartoon version is a load of kiddie nonsense where no-one gets killed, think again! This is is manga-style animation, with more blood and guts than your average abattoir.

It's just been released on video by manga specialists Siren Entertainment, and is available on rental from video stores across the land. In the meantime, cop a look at some of these screenshots.



PADS WITH WINGS (ALMOST)

From somebody who cares



Rapid-fire joypads are appearing for the Saturn. The joypads look similar to regular Saturn controllers, though they tend to smaller than Sega's Australian controllers as they're modelled on the Japanese joypads.

Rapid-fire pads are particularly useful for shoot 'em ups, where pumping out as much alien-pulverising firepower as possible is the name of the game. They work by rapidly toggling the buttons electronically, much faster than possible manually, and saving you from 'fire button fingerache'.

The two we got our hands on are the Panther 2 from Pheonix Imports, and the enthusiastically named Saturn Controller, from Kaylee Computing.

The Panther 2 has six additional buttons, which can be switched on and off to independently control autofire on the A, B, C, X, Y and Z buttons. The pad retails for $55.00 and is available from Pheonix Imports – call 1800 626 233.

The Saturn Controller has a switch underneath which sets all buttons to autofire at the same time. It also has a 'slow motion' feature, which toggles the Start button on and off. In many games this has the effect of pausing the action between frames, slowing to a snail's pace. It costs $36.90 and is distributed by Kaylee Computing, who can be reached on (09) 310 1962.



THE STICK WITH THE DIFFERENCE

From our resident couch potato

If you're the sort who thinks driving to the local golf course and scooting about in a golf cart is too much like actually exercising, then TeeVGolf is for you.

The TeeVGolf system consists of a base sensor unit, a 0.7m long golf club and an adaptor module. The sensor unit connects to the controller port on the Mega Drive. A bulky transmitter on the end of the club outputs a continuous light signal, which is picked up by the sensor unit and relayed to the Mega Drive CPU. The faster you swing the club across the sensor, the further the ball travels. There's a driving mode and a putting mode, and even an optional left-handed mode.

You'll need a specific adaptor module to play your fave golf MD game. Currently available adaptors include ones for *PGA European Tour*, *PGA Tour Golf* and *PGA Tour Golf II*.

megazone dead shock

From the harbinger of cold economic reality

You have in your hands the last issue of Megazone. Yes, after six or so years it's time for us to say a teary goodbye.

The reasons are the same as those that close any publication – we simply weren't making enough money. The 16-bit console market has been declining for some time now, and as well as less readers buying the magazine, this has meant less advertising revenue. In addition, the costs of producing magazines has risen sharply recently. All in all the books just weren't balancing up.

Why has the market been in decline? In our opinion the lack of original, innovative games from publishers is largely to blame. Apart from a few exceptional products over the last couple of years – which you can count on the fingers of one hand – people have just got sick of the same old platform/beat 'em up formula. New products have failed to stir up this stagnant market – the Mega-CD was a hopeless flop, the 32X has been disappointing. We just hope the Saturn doesn't suffer the same fate.

And what of us? Adam has gone onto a number of new projects. If you have a computer and modem, check out the *Internet Guide*, a no-nonsense approach to the Internet that features over 1,000 web sites every month. In his spare time he's involved in *PC Player*, a magazine for gamers that comes complete with a covermounted CD-ROM.

Agatha has gone on to be art director of *Smash Hits*, the fortnightly pop mag which has lots of stuff about, erm, pop and what's on the telly.

And Mark has run off to deepest India, to consult his guru, practice yoga five hours a day and meditate a lot. Bloody hippy.

Goodbye, and thanks for your support. It's been fun. Most of the time.

megazone the lucky

Quiz

This one's for fun only as there won't actually be anyone to open the mail any more. Pity – we were actually going to give away a top-of-the-line Mercedes convertible. We guess we'll just keep it instead. Anyway, read the magazine – the answers to all the questions here can be found throughout the issue.

1. Which Aussie golf god does the commentary in *Links*?

2. How many frames per second will *VF2* run at?

3. Which game reviewed in this ish is as dull as watching the grass grow?

4. How many weapons does the Phantom get to play with?

5. In which game do you get to kill Bajorans?

6. Who on Earth is Max Autohead?

7. And why is Sonic the Hedgehog wearing a bra?

8. What has Mark the Prod. Ed. gone to India for?

9. What is skinny and 0.7 metres long?

10. How many times do you have to win scissors-paper-rock before your lady opponent drops her daks?

11. Where does Cool Spot go?

12. Is *Batman Forever* any good?

13. Is anyone sad that Megazone is closing down?

CASPER

The whole fun of *Casper* the movie is that you're really watching a very, very expensive video game. Sure, there are actors and scenes inside and out of Whipstaff Manor, but the real stars are the ghosts. Or more accurately, the computer graphics which are used to create the ghosts. So the transformation of these images onto a tv screen is a small step... Featuring cameos by Stretch, Fatso and Stinky, *Casper* the game requires the world's friendliest ghost to solve over 20 puzzles in his search to once again become a living boy. The game play is unique, since Casper can float his way through the many floors, besides being able to pass through walls and even travel through electrical outlets. All in aid of Casper's search for the missing pieces of the Lazarus machine. To gather the pieces, Casper must locating clues and special objects scattered throughout the stages. But there has to be some conflict too, and this comes by way of Casper's uncles – they're always getting in Casper's way (and yours), muddling things up and making a mess of all your efforts.

It's a natural for a vid-game, natural for the 32-bit Saturn box and so we naturally sent Marshal M Rosenthal to talk to Mark Nashua – Interplay's Director/Arcade and Action Division, to fill us in on some of the vid-facts:

Megazone: To start right off, what did you find to be different in developing this game on 32-bit as opposed to the older 16-bit?

Mark: The main differences are the ability to get all of the 3D rendered animations of Casper into the game, and also the actual sampled voices of the uncles as well as Casper onto the disc. This would not be possible on 16-bit due to cart space and audio limitations. We also have cinematics, scenes which would not be possible on cartridge.

Megazone: Tell us something about the graphics, why are they so cool on the Saturn version?

Mark: Probably because the character looks 3D. Also, he appears ghostly and transparent. You can see background items through him – the floors, walls etc. The total number of animations also give him a very fluid feel – more frames possible due to the 32-bit processor. This includes his morphing animations (turning into smoke, a fan, spring, becoming SuperCasper, etc). All of this has the same visual qualities of Casper from the movie.

Megazone: What else were you able to put into the game to give it more 'realism'?

Mark: Well, for one, the actual voice of Malachi Pearson (Casper voice actor from the movie) whose participation enhances the video game character's personality. It will give the user the feeling he is playing the movie character. Streaming his sampled voice with the voices of the uncles will make the game feel more like the movie environment. The voicing with the rendered animations will make this product way above and beyond anything we could do on 16-bit.

Megazone: What obstacles did you encounter working on *Casper*?

Mark: Some of the problems we had to solve were the ability to stream both music and sampled voices off the CD simultaneously. Not a major problem, but an issue. Getting all of Casper's rendered animations and morphing abilities into the game were still a problem, even on 32-bit. Another problem is porting from one SKU to another. There are differences in the hardware and we are attempting to translate as transparently as possible.

Megazone: To end on a note as positive as Casper's personality, what do you especially like about the development of this game?

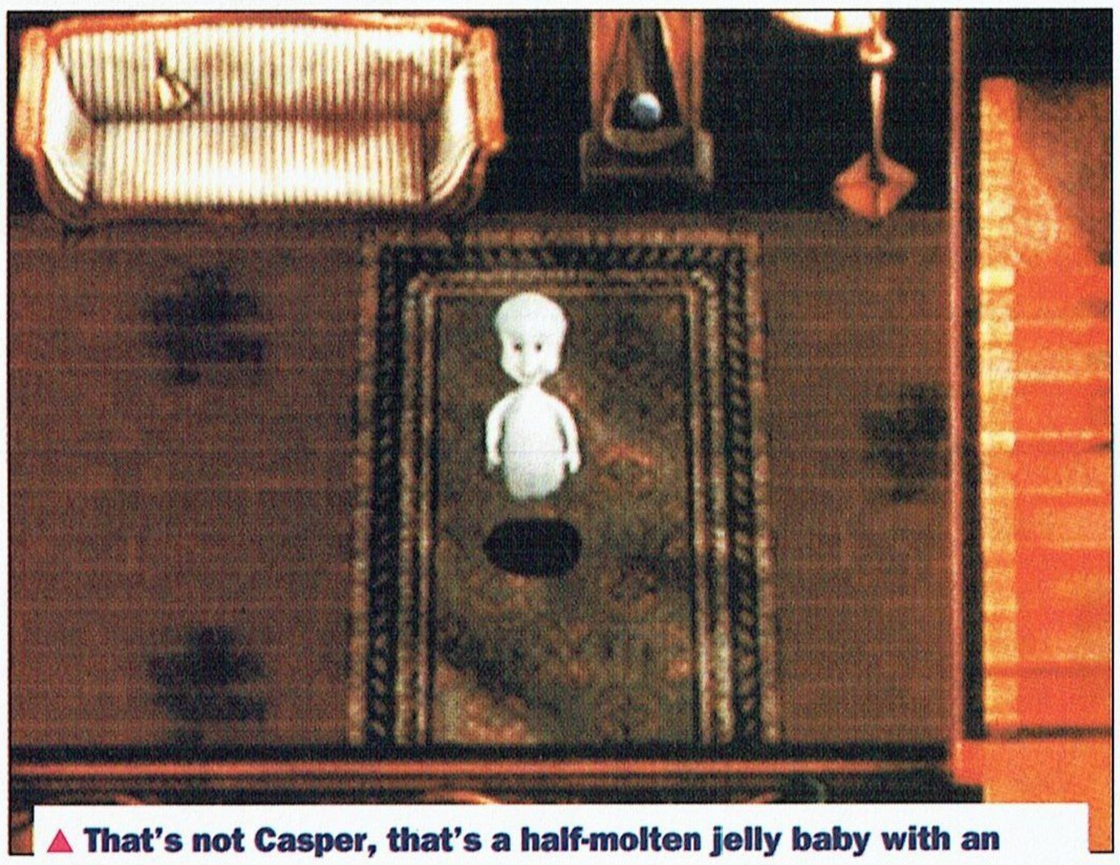
Mark: I would have to say the horsepower of the console systems. The ability to use more colours, more memory, CD quality audio for music and voices, and being able to add in animated intros.

Format: Saturn

Supplier: Interplay



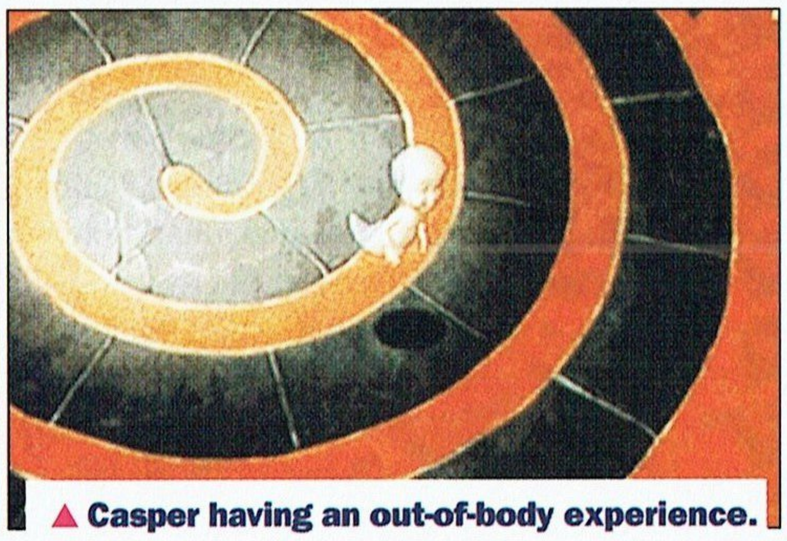
▲ **They call him Casper, Casper, faster than lightning. Oops, wrong tv show...**



▲ **That's not Casper, that's a half-molten jelly baby with an attitude problem.**



▲ **Play dead.**



▲ **Casper having an out-of-body experience.**

COOL SPOT 3/SPOT GOES TO HOLLYWOOD

Spot is back, but this time he's hi-tech and ready to rock. Virgin brings that 7-Up dot forward into 32-bit with *Spot goes to Hollywood*. Forty big levels of platform/adventure – with our little friend embarking on a multi-level romp through some of Tinseltown's most recognisable movie genres; sites that remind you of places from *Indiana Jones*, *Star Wars*, *Aliens*, *Dracula* and *Jurassic Park*, among others. As he makes his way through all kinds of 3D-generated adventures, the player will have to solve puzzles and search for hidden bonus areas and secret passages. There are pirates and aliens to fight, creepy castles and other places to venture though, with themes dealing with science fiction, horror and even jungle film spoofs. All with tongue firmly in cheek, and high-end animation that combines the traditional hand-drawn with high-tech.

Marshal M Rosenthal talked to Mark Kelly, the producer of the project, and he has a few things to say about Spot's latest outing. He notes that new processes are being used for *Spot* – with a 17 person team of programmers, digital ink and paint artists, designers, 3D background artists, and animators. Kelly: "For *Spot goes to Hollywood*, we are using the next generation of the Digicel process... Digicel 2 with Enviro-light. This system allows us to take 24-bit full-colour animation images, generated on our animation system, and reduce the colours to usable animation sequences... The Enviro-light allows us to dynamically change the colours on an animation during the game in real time relative to its position in the game world. We can also use this system in conjunction with our enviro-sound system. As far as video is concerned, we are mainly using 3D Studio sequences with digitally composite animation overlaid on top using Autodesk Animation Studio. This allows us to create great looking sequences while maintaining the same look throughout the game. The new 32-bit platforms have several methods for allowing movie playing, and we are currently using the Duck compression on the Saturn."

Kelly points out that many of the software tools being used are being custom developed by Virgin – "Sega provides development kits, but we needed some speciality ones that had to be created in-house. These tools include the Digicel 2 software, various mapping tools for level construction and alien and environment placement information and custom art utilities for image generation and colour reduction with viewing capabilities. Although a lot of the work is done for you, in the form of libraries supplied with the systems, we are producing a slightly different style of game, to which the libraries do not easily lend themselves to. To this end, we are continually having to refine our display routines and methods and constantly trying something a little different to squeeze every ounce of processing power out of the systems. The main bulk of the 3D work is done using the libraries. We have created several custom tools for 3D world building, object manipulation, and data handling."

Production has been relatively smooth and the game is scheduled for an release. Will it be worth the wait? "You bet!" says Kelly.

Format: Saturn

Supplier: Virgin Interactive



▲ **See Spot on a railway cart. See Spot go out of control. See Spot go splat. Good Spot.**



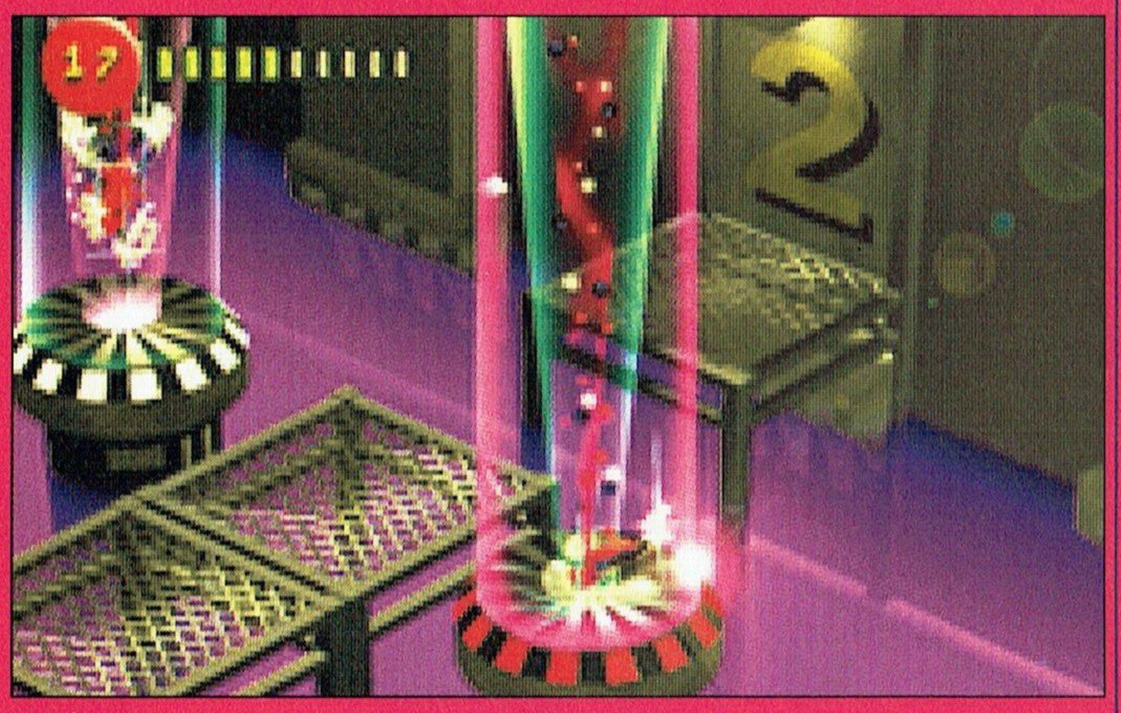
▲ **In a spot of bother on a pirate ship. Never mind the pirate – it's what the seagull has in mind that worries us.**



▲ **We can't imagine what Spot has done to get those starfish so pissed off. Well, yes we can, but we're not saying.**



▲ **Spot sees the light. Just before getting blown away.**

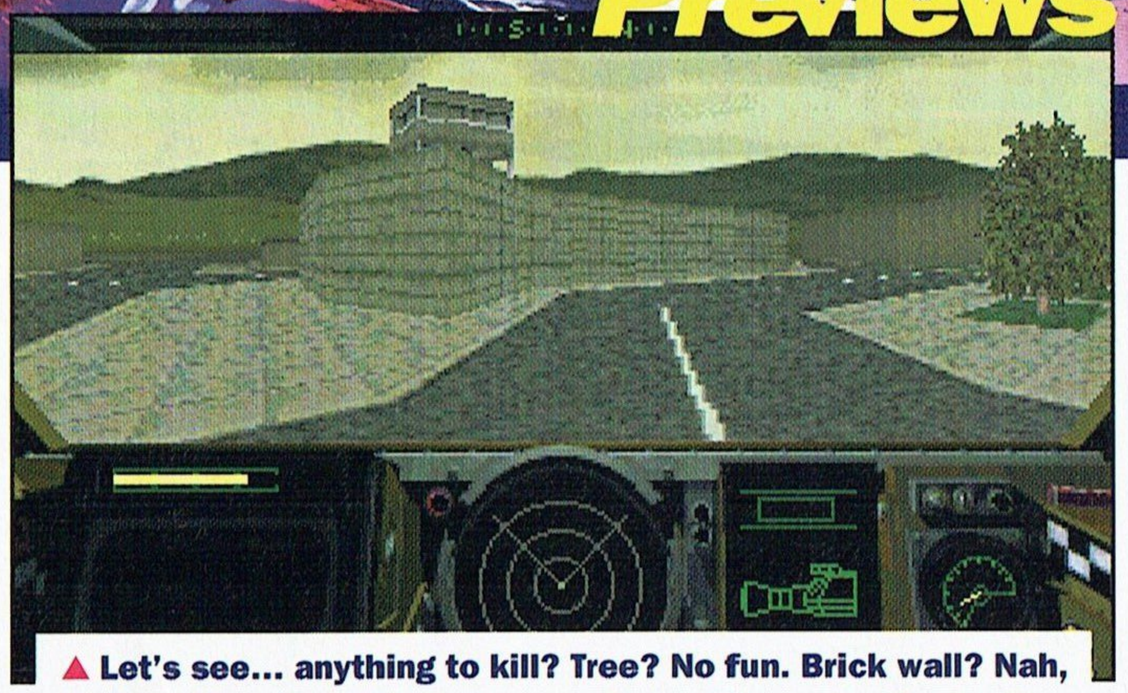


▲ **Beam me up, Spotty.**

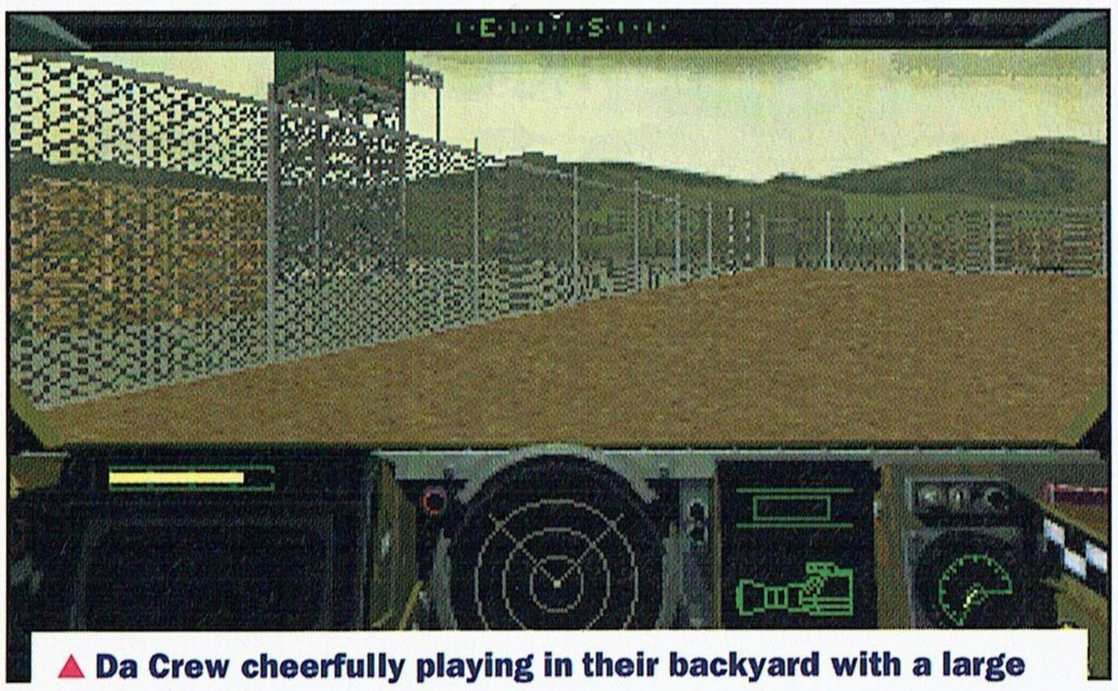
SHELLSHOCK

Yaay! We like Core design. Mostly because they're not scared to get hold of a new machine, take it to pieces and see what it's really capable of. They did wonders for the flagging Mega-CD market when they released *Thunderhawk* and *Battlecorps*. They're developing for the 32X too, but what we're really impressed with is their latest work in the Saturn. The game is set in the future where evil terrorists are tormenting ordinary citizens and scaring them out of their wits. Naturally, a special task force called Da Crew is drafted in to sort out the sorry mess, and your aim is to both destroy all enemies and earn enough money to pay all the mercenaries you've had to employ to do it. You're given a rather nifty tank which you can hammer around each level to your heart's desire. The ultimate objective, however, is to track down enemy bases and destroy all living creatures with the aid of a fine array of weaponry. As the game progresses, you can upgrade your tank's performance, armour and armaments, letting you kill things in increasingly spectacular ways. All the levels are fully texture-mapped, and you're also free to move around all of the environments as you please. With 25 missions in real-world locations to complete, *Shellshock* looks set to kick some serious gaming butt.

Supplier: Core Design
Format: Saturn



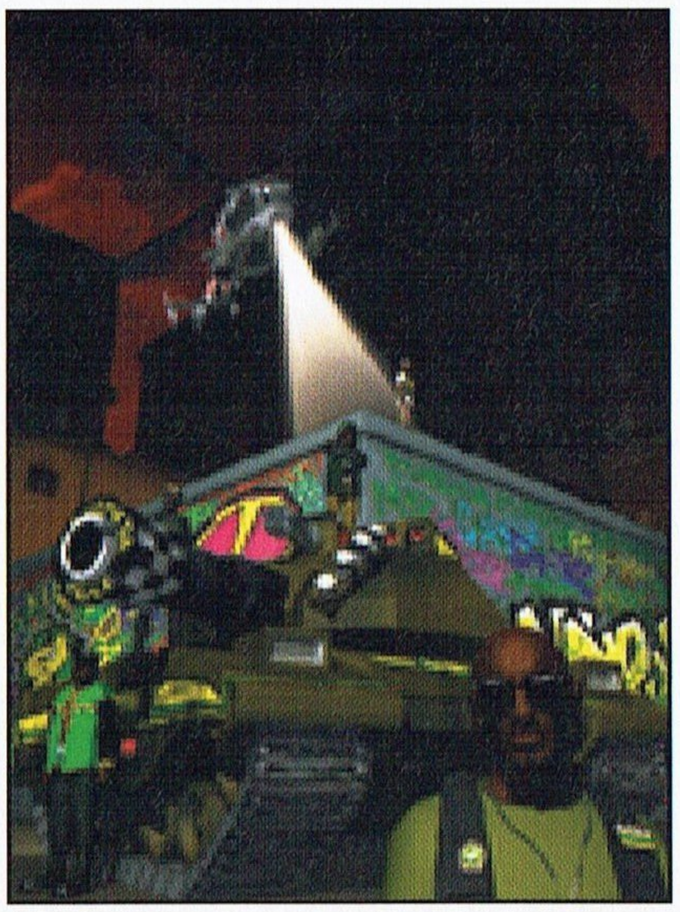
▲ **Let's see... anything to kill? Tree? No fun. Brick wall? Nah, boring. Ah well, just keep on moving and hope for the best.**



▲ **Da Crew cheerfully playing in their backyard with a large menacing tank.**



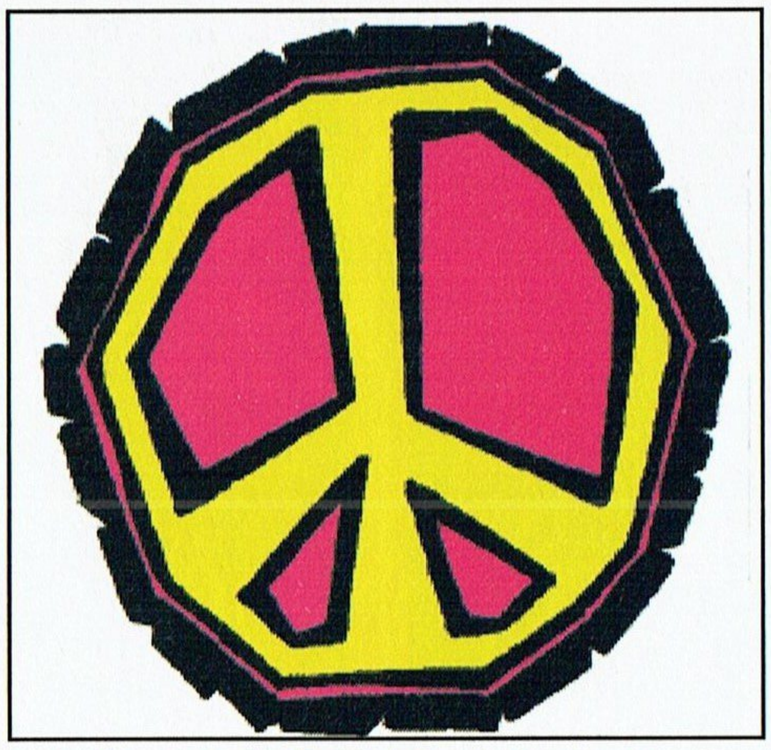
◀ **Be afraid. Be very afraid.**



▶ **A big bad helicopter picking on a poor defenceless armoured killing machine.**



▲ **We suddenly feel very peaceful.**



▲ **Yes, yes, that sets the mood nicely.**



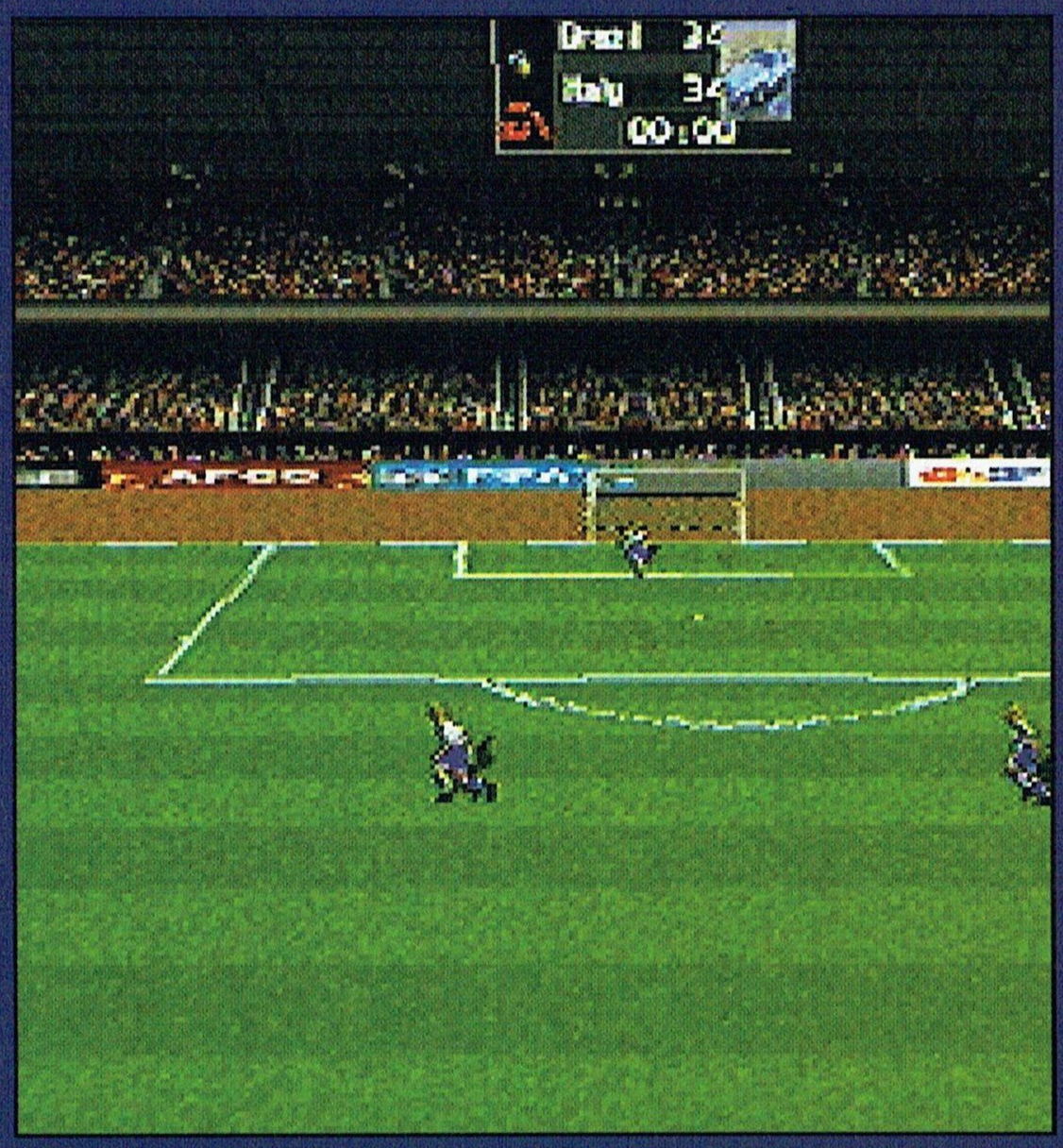
▲ **In case you didn't see it the first time.**

FIFA SOCCER '95

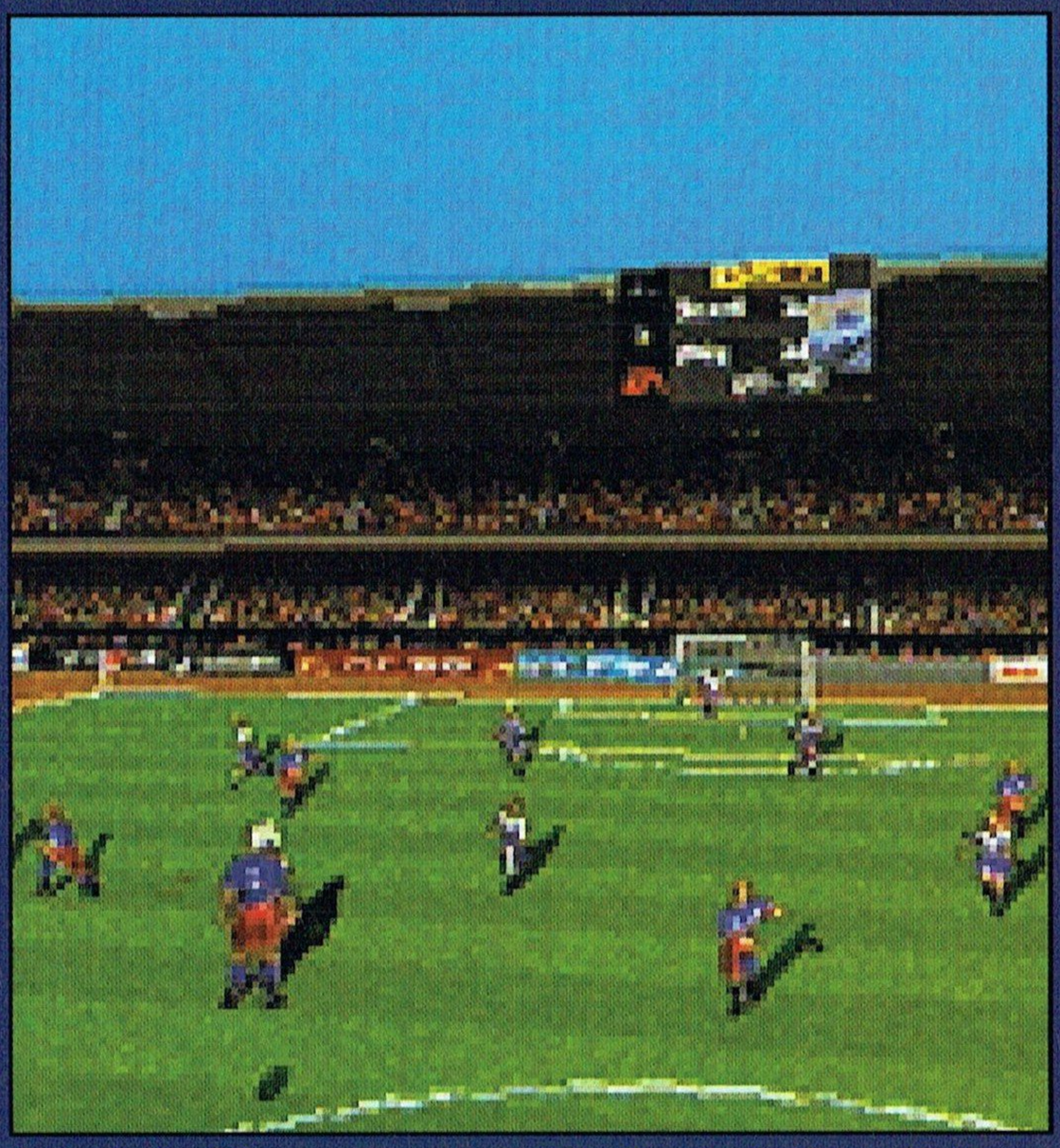
Those who poo-pooed the likes of *Victory Goal* on the Saturn certainly had a valid point, but as you'd expect, there's more than one footie title being released on the platform. Why, only the other day, Electronic Arts popped round the office with the very first version of *FIFA Soccer* on the Saturn. And, may we say, it looks rather similar to the 3DO version released earlier this year, which has been hailed as the best football game ever. Naturally, it includes all the top footie action that you've come to expect of the *FIFA* series, except this time, it's all in 3D! Oh, and while we're on the subject, they're also releasing the game on the 32X – both versions are shown below.

Format: Saturn

Supplier: Electronic Arts



▲ And the prize for this week's spot-the-ball competition is a slap in the face with a dead fish.



▲ Don't stand there, run, man, run! The bloody goalkeeper's gone and farted again!



▲ Oi! You're going the wrong way, ya daft bugger!



▲ "Now if I shoot for goal from here, would I lose the element of surprise?"



▲ "End of first half? Right, I'm definitely not going to miss out on an orange this time."

gamespy

THEME PARK

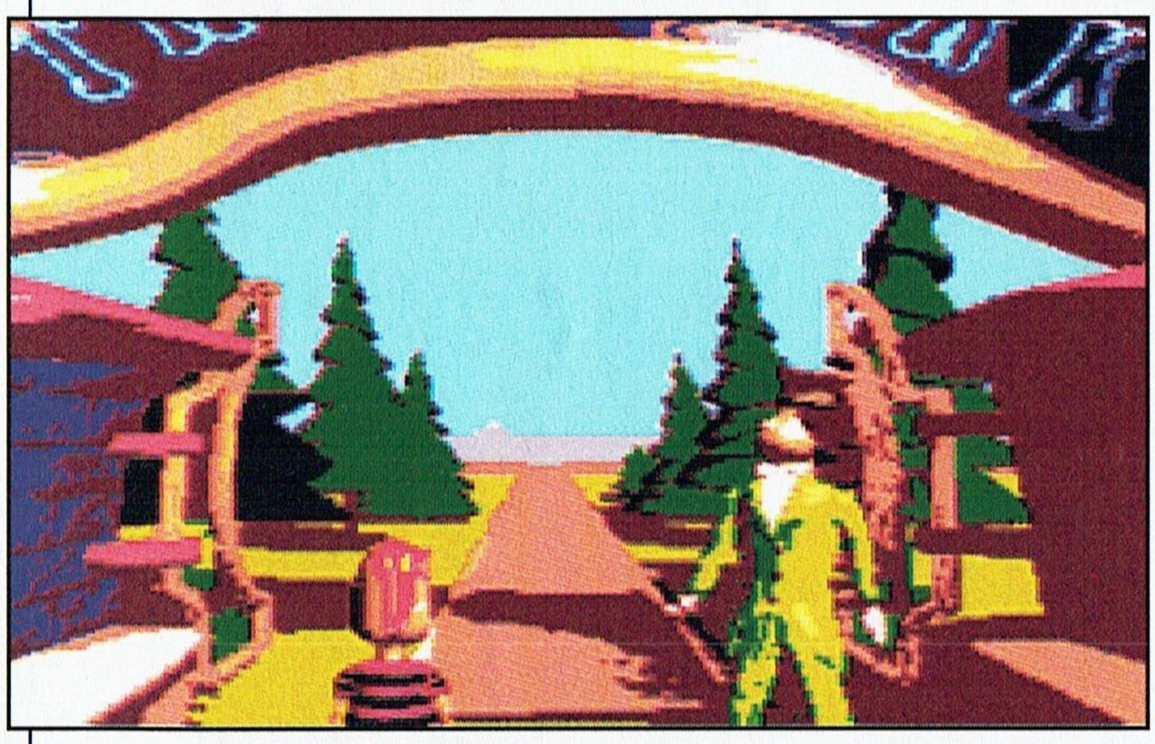
Ever been jealous of your swank PC-owning friends because they can play *Theme Park* to their heart's content and you can't? Well, looks like the last laugh could be on you. You see, *Theme Park* is being converted to the Saturn at this very moment, and it includes all the frills from the original PC version. Which means you get a rather lovely intro, loads better graphics than the recent Mega Drive version, and you also get to see your rides in action. Of course, the best part of all this is that you don't need to shell out $4000 to play it. So, two fingers to the lot of 'em eh?

Format: Saturn
Supplier: Bullfrog

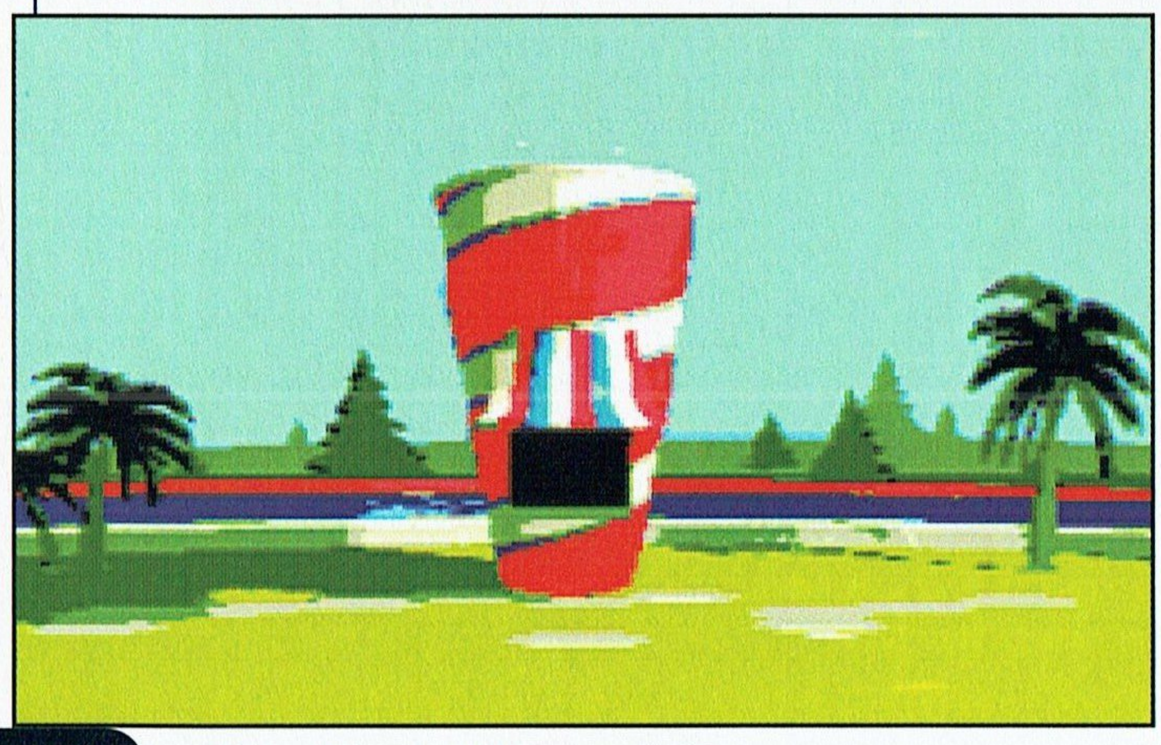
▼ **The wierdest-shaped head competition winner and runner-up.**



▼ "I'm sorry, but you'll have to keep your children on a leash."



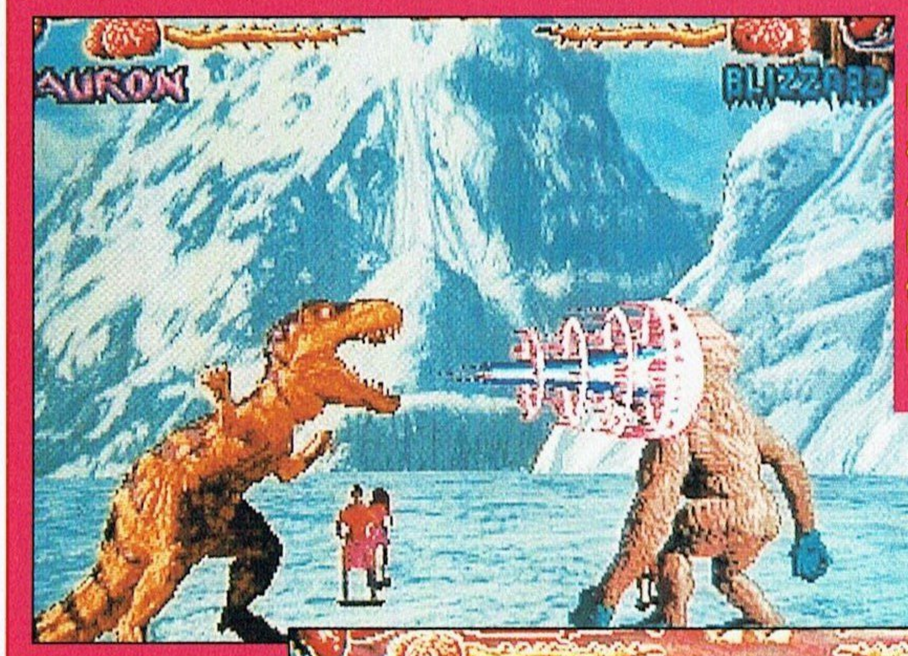
▼ Don't ask. Just don't ask.



PRIMAL RAGE

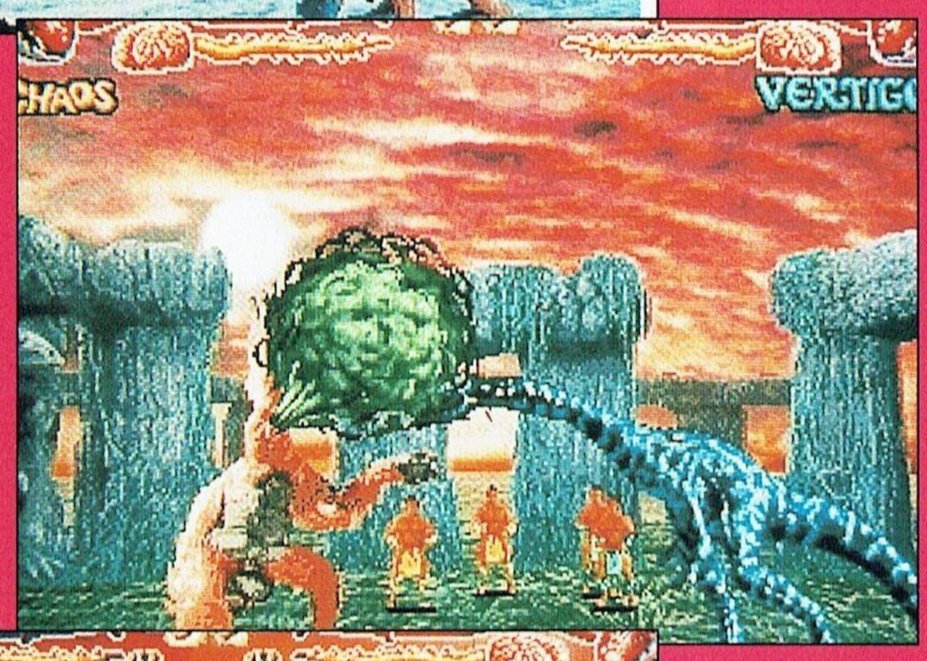
Already hitting the Mega Drive with a considerable amount of success, the *Primal Rage* coin-op title is currently being converted to the Saturn. You can expect to see a beat 'em up that resembles the coin-op much more closely than anything 16-bit. For a start, all the graphics have been given the 32-bit going over, and the animation is much smoother. All the special moves from the coin-op have been included, and of course, the authentic musak has been included too. More on this one as and when.

Format: Saturn
Supplier: Time Warner



◀ **If that T-Rex's attack is as lethal as Adam's onion breath, then that monster is in trouble.**

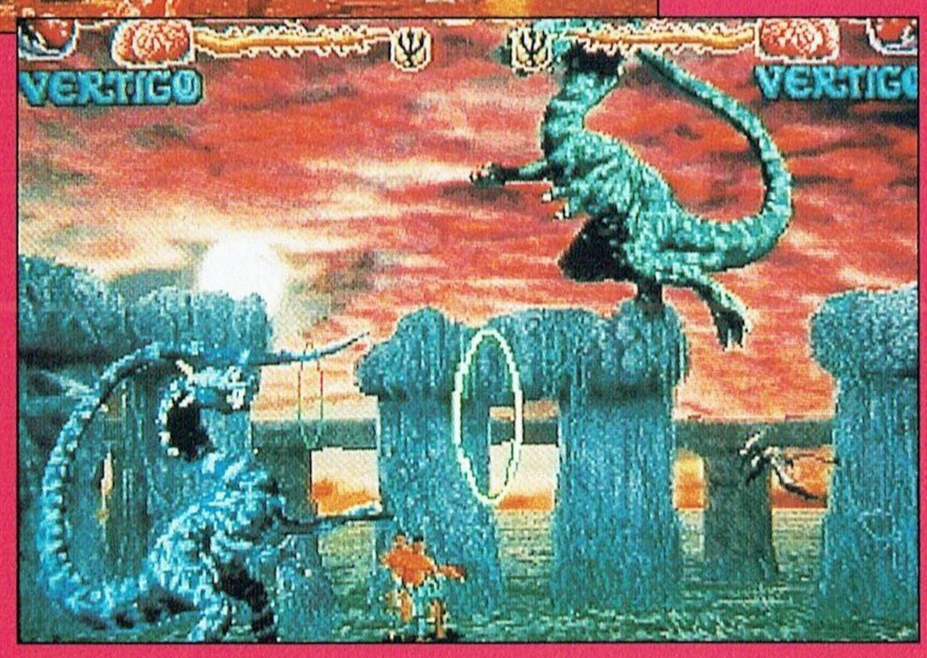
▶ **Ah ha! So that's what Stonehenge was used for!**





◀ **Who cares which dinosaur wins? They'll both be extinct in no time, anyway.**

▶ **True fact! Within one year of the invention of hula hoops, the dinosaurs became obsessed with the toy, forgot to eat and all died out!**

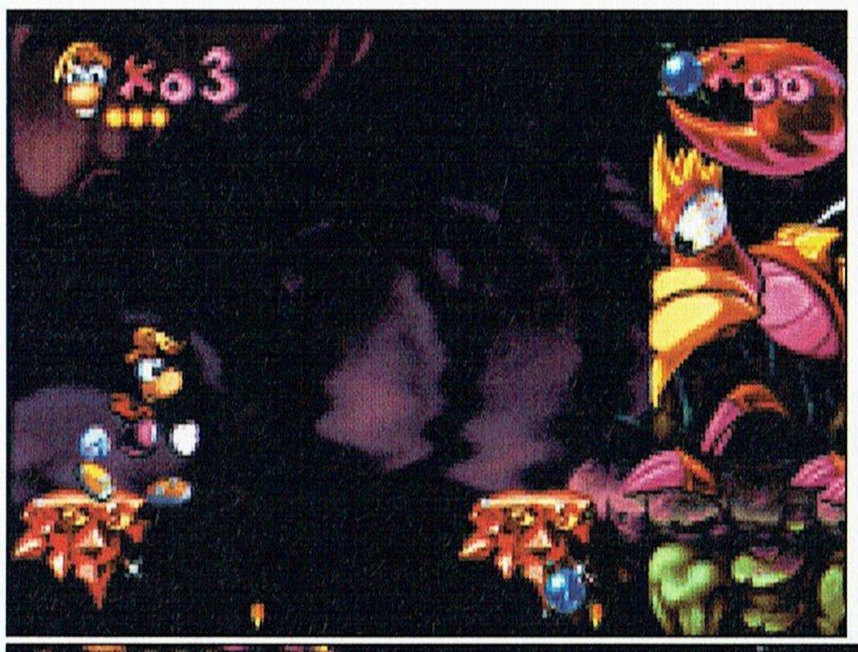


RAYMAN

So far, the Saturn has seen plenty of decent graphics and gameplay, but no one's yet come up with an impressive platform hero. Sure, *Clockwork Knight* looked good, but it played like a dog. The same goes for *Astal*. Still, it seems as though developers are trying hard to come up with a new spokesperson for the next generation, and one of these offerings comes in the form of *Rayman*. Created by French developers Ubisoft, *Rayman* is a platformer of epic proportions. Harking from a world where everything is cutesy-cuddly, his rose-coloured world is shattered when one Mr Dark decides to imprison all the nice beasties and replace then with vicious, nasty ones. There's over 60 levels in all, and although the sound and intro have yet to be programmed into the game, it's already looking very stunning, and it's pretty good fun to play too. Look out for the full review soon.

Format: Saturn

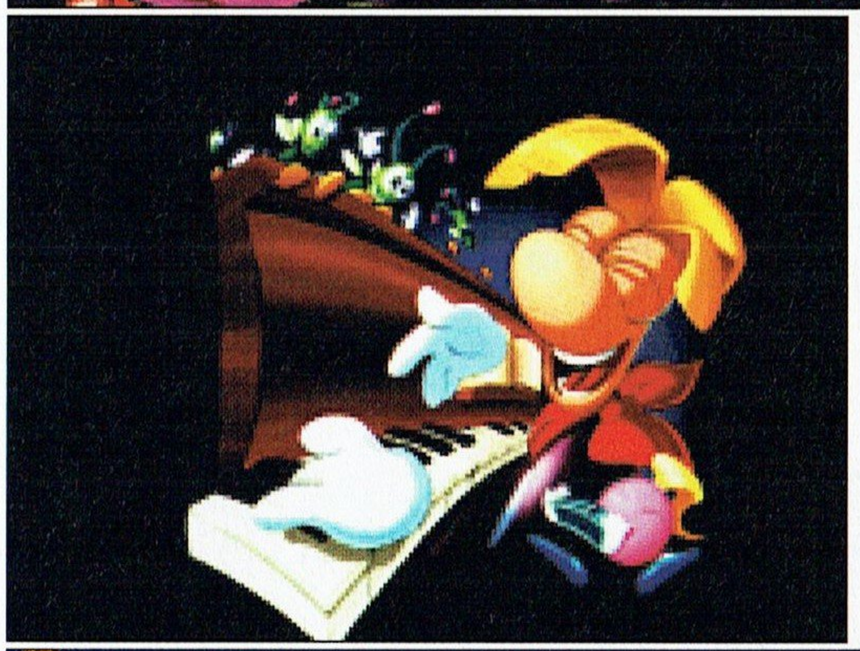
Supplier: Ubisoft



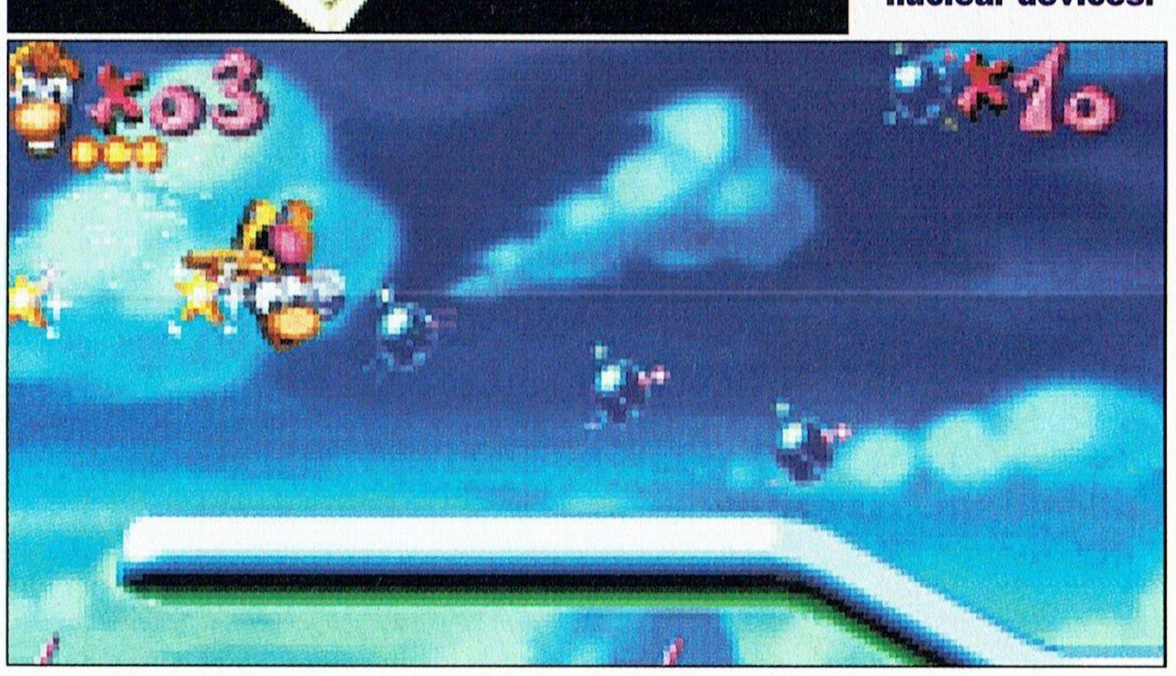
◀ **Now if you saw this giant scorpion thingy on the other side of a chasm...**



▼ **...would you jump over and attack it?**



◀ **You have to be suspicious of someone this happy...**



▼ **If this is a French game, those round things must be nuclear devices.**

WATERWORLD

Although English developers Ocean don't quite have the same budget for their cart that Kevin Costner had for his film, they're still hoping for big things when *Waterworld* the game is released. Following the movie's plot just about as much as a game can, the adventure pits you in the midst of a full-scale pirate war, and of course, the object is to conquer Waterworld for yourself. The graphics are still at a fairly early stage at the moment, but the programmers have plenty of work left to do on the conversion, and hopefully, the end result will be really impressive. Oh, by the way, this is also coming out on the Saturn, although there's no pics available for it just yet.

Format: Mega Drive

Supplier: Ocean



▲ **Wayne's Waterworld.**



▲ **Government Health Warning: Smokers want slaves.**

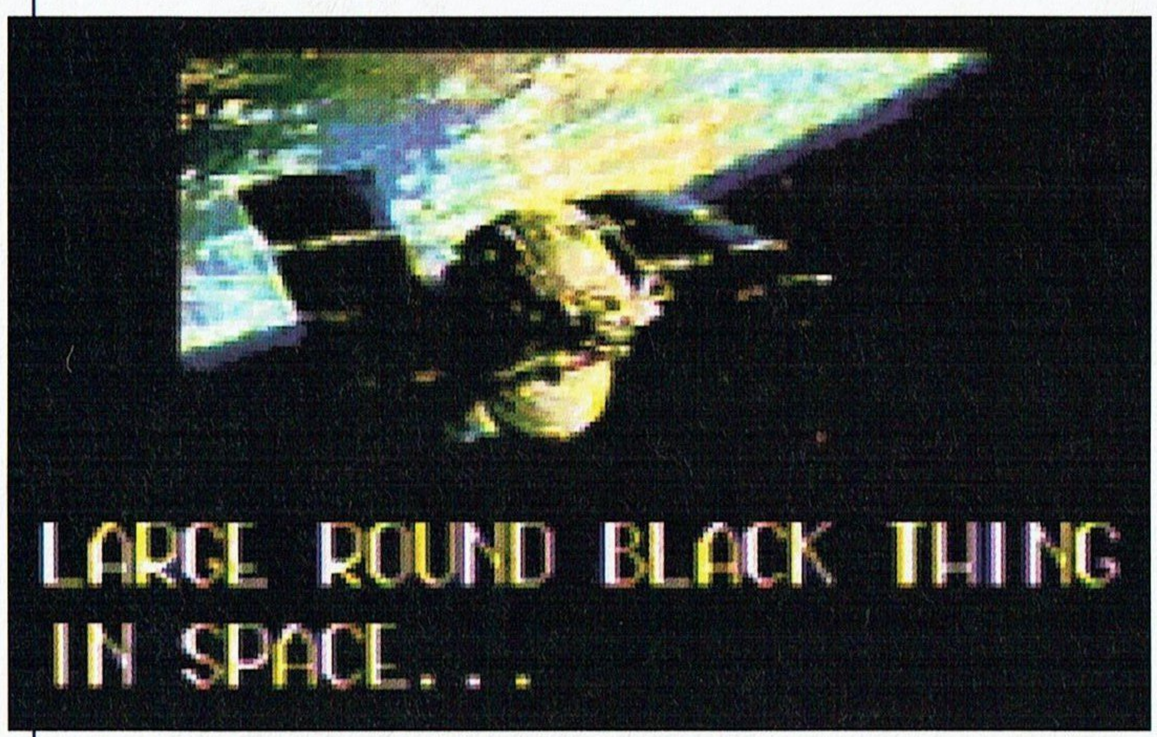
▲ **In a world covered with water, the dude with the catamaran is king. Or something.**

CONGO

Michael Crichton's novel *Congo* was released absolutely yonks ago, and was only made into a movie after the successful movie versions of his other novels, *Jurassic Park*, *Rising Sun* and *Disclosure*. And where would a cash-in movie be without a cash-in licensed game? Set in the deepest darkest Congo (der...), the game's storyline revolves around some scientist dudes coming to blows with a bunch of very intelligent gorillas. Which means lots of platforms and dark jungly-like backgrounds. Still, not much to see on the preview game, and no details on whether that babe, Amy the talking gorilla, makes an appearance...

Supplier: Viacom
Format: Mega Drive

▼ **Says it all, really.**



▼ **Water and rocks. Not a good combination.**



▼ **Isn't that nice. They've put on a laser show for the killer gorillas.**



VIRTUAL VOLLEYBALL

Look, don't get too excited okay. We know it has a kind of *Virtua* connotation in the title, but don't go getting your hopes up. It doesn't have anything to do with AM2 or AM3, or even AM1. In fact, we don't know who is responsible for this offering. And yes, we are aware that it's a bit of a strange sport to be converting to a next generation machine. But, volleyball it is, and er, that's about it really. You know, it has all the rules of volleyball, loads of players, fairly nice graphics, and it all looks very similar to, um, volleyball really. That okay with you?

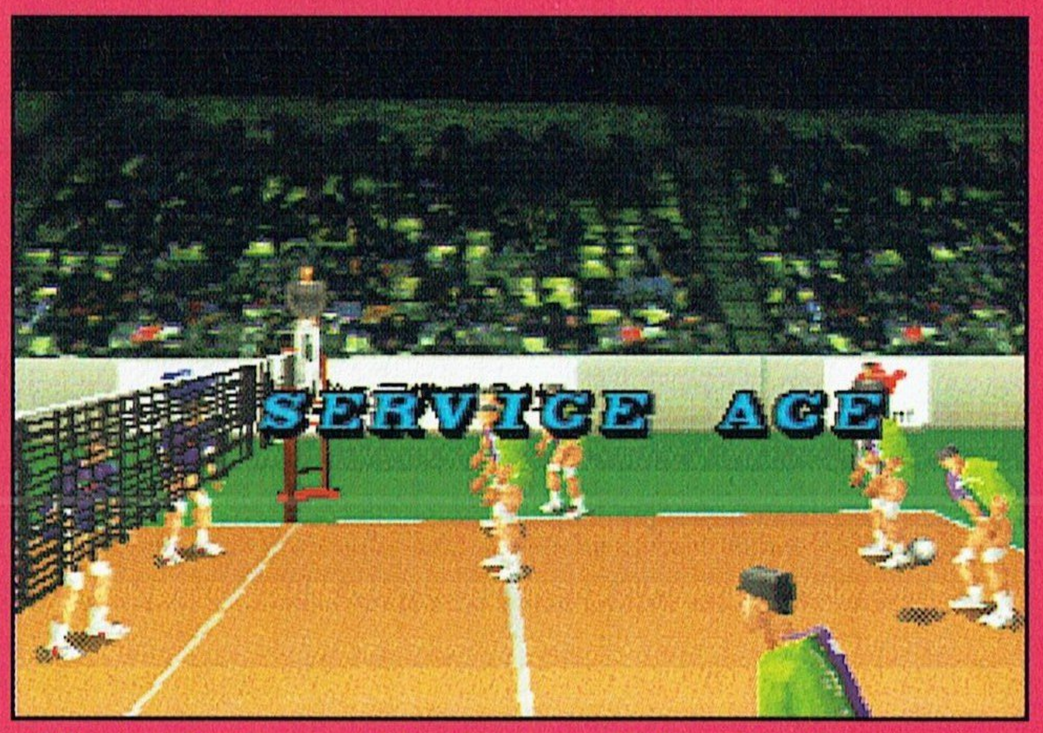
Format: Saturn
Supplier: Sega



▲ **Hang your head in shame, loser.**



▲ **Translation: 'The World League mode is the mode which decides who is the strongest team in the world.' Not nearly as exciting as it looks, huh?**



▲ **No wonder the receiving team couldn't get to the serve – there's two bloody big words hanging in the air.**

VECTORMAN

Vectorman. He's full of balls, isn't he? Well, er, actually he is. You see, he's made out of balls. And he can turn into lots of different shapes and make weapons out of his body and everything.

Well, maybe that's a bit of an exaggeration. However, *Vectorman* is one of Sega's more high profile titles for the end of this year, and the early versions of the game are certainly mighty impressive. In fact, on first impression, you could be forgiven for thinking this is on the 32X.

Taking a firm platform stance, intermingled with some ace 3D levels, *Vectorman* is a far cry from the barrage of cutesy rip-off platformers we've been seeing recently. The graphics are genuinely different in each level, and there's quite a bit of original gameplay too. Unfortunately, you're going to have to wait for a few months before you see a review of the game, but in the meantime here's a few ace screenshots.

Format: Mega Drive

Supplier: Sega



◀ What the hey?

▼ Here's one way to avoid paying the fare on the ferry.





◀ Vectorman out for a pleasant Sunday stroll. Of course, if he gets a chance to kill anything, we're sure he'd take it.

▼ Boy meets train. Boy kills train.

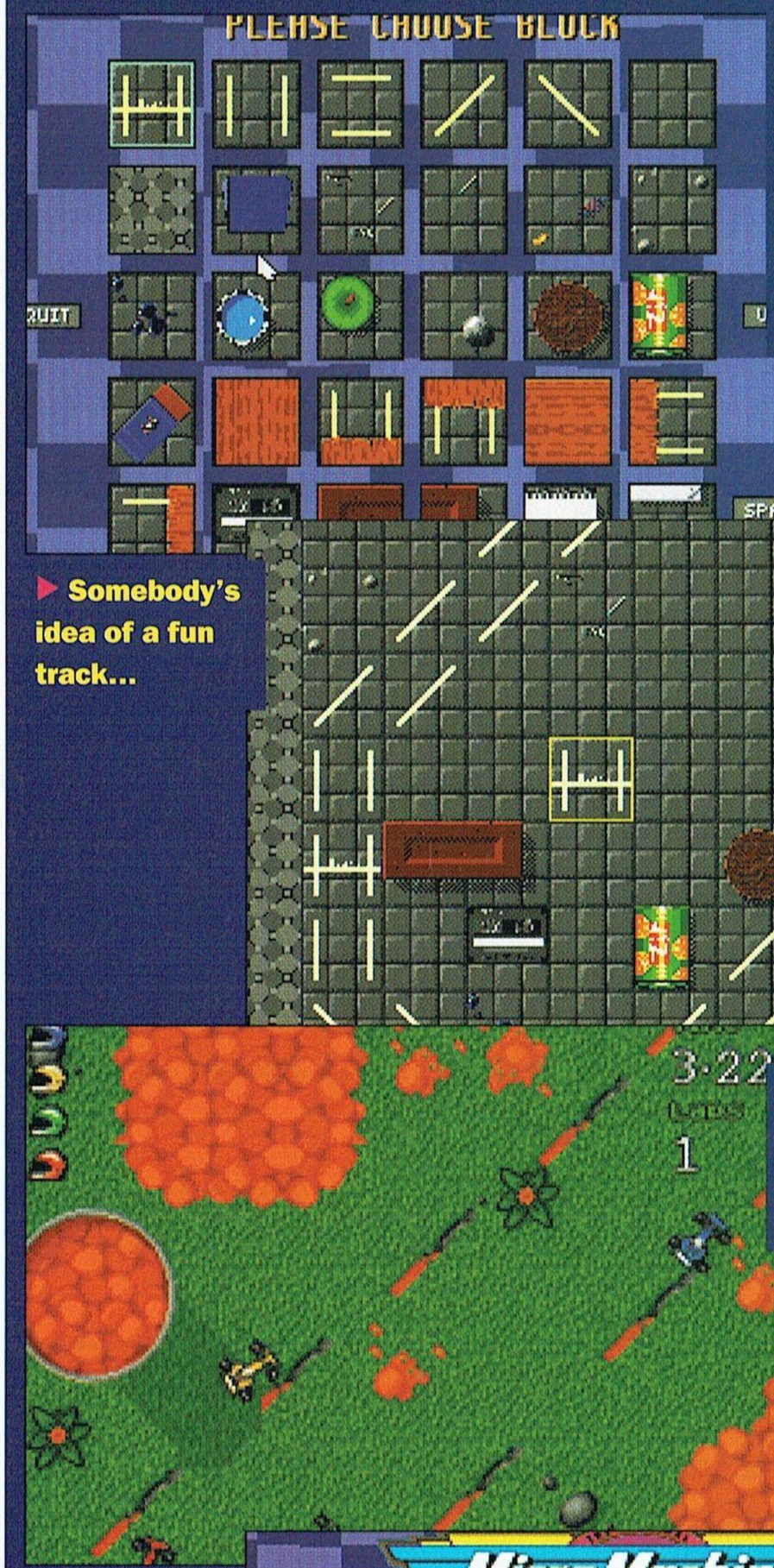


MICRO MACHINES '96

You'd think, with there being two *Micro Machines* titles already in existence, that there wouldn't be much call for another game along the same lines, but it seems as though gamers can't get enough of the series. Hence this '96 update from Codies. Still, there's plenty of new features in this third installment, the most significant being the construction mode. Although there's plenty of new tracks included in the update, the construction mode gives you the chance to create your own track by drawing your own graphics, editing old tracks, or by simply installing new objects on the top of old tracks. And, being ingenious types, Codemasters have discovered a method for storing the tracks so you can save twice as many as was previously thought possible – plus you get an option of up to eight players with their legendary J Cart. So, it's not the case of the usual feeble yearly update – this really is a whole different game. It's going to be massive too, so get your orders in soon!

Supplier: Codemasters

Format: Mega Drive



◀ Revisit your childhood with the Construction mode.

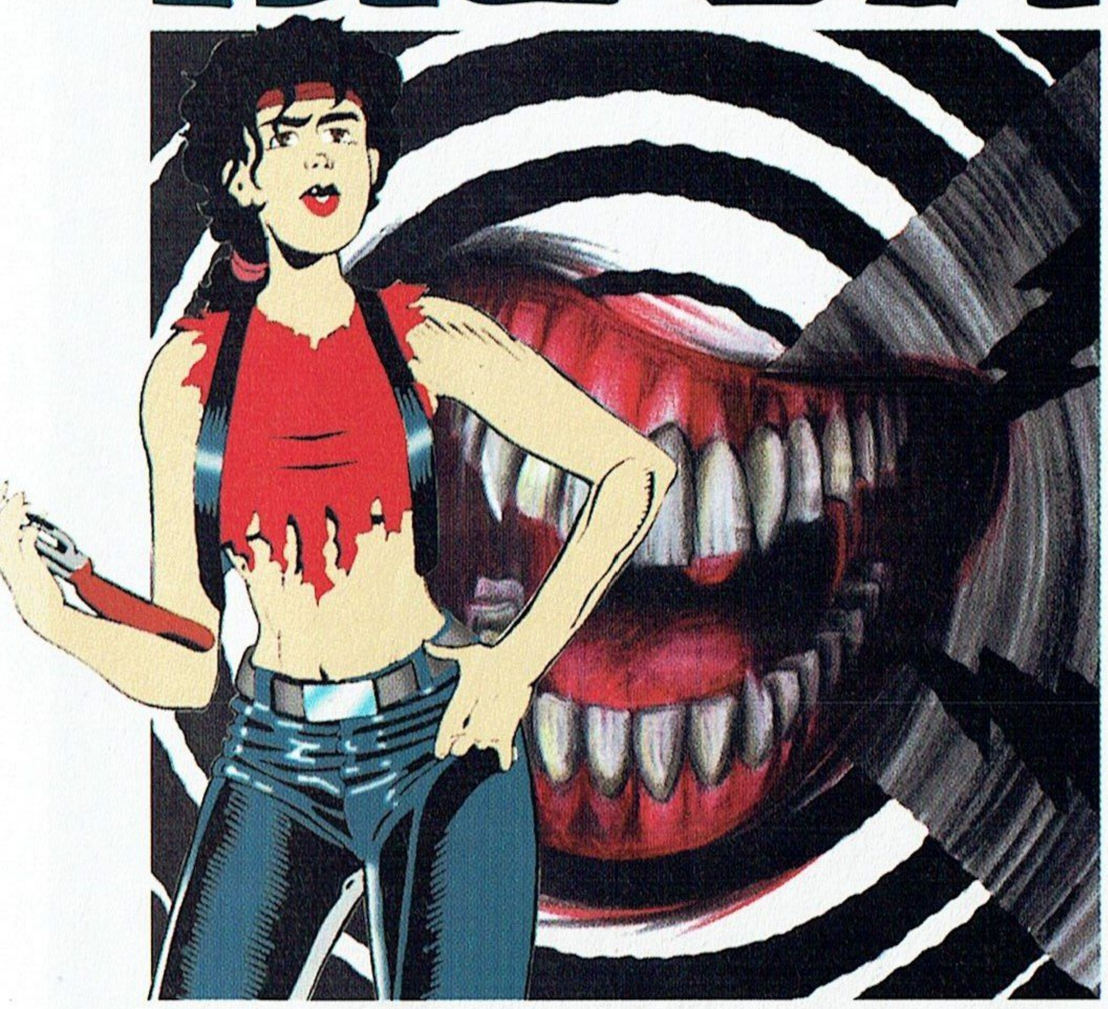
▶ Somebody's idea of a fun track...



◀ Don't you just love the overhead perspective?

▶ You can even draw your own car. It just gets better, doesn't it?

MEGA MOUTH LETTERS



The real thing

Dear Megazone,

1. I would like to know when the Rugby League game by EA will be in the stores.
2. I don't think, I *know*, your mag is the best on the market. The rest can go and f— off!
3. I wonder do Matt Makin, Philip Butler and Luke get their thrills and hard-ons from drawing the girls from *SFII* and *MKII* in bikinis and in the bloody nud. What could it do for them? Maybe those boys should try and find their father's *Playboy*s and see what the real thing is like.
4. All the babes at Megazone do the work.

Richard
Moorebank, NSW

1. When it has been made. Which is not for a while yet, so just hold tight. We'll tell you more when we know more.

2. Damn straight.

3. So how about it, Matt, Philip and Luke? Got something to say for yourselves?

4. Bull-crap – Adam and Mark work their butts off while Agatha wears out the phone talking to her friend about boys.

The case of the postman and the puppies

Dear Megazone,

I have severe problems. The dog just had puppies and they look strangely like the postman, the cat seems to be...

Sorry, enough of my problems. What I really wanted to say is that I haven't bought a game for my Mega Drive or Mega-CD in so long it's scary. I also need a six-button controller and I'm thinking of buying a Saturn.

Now, if you're feeling generous, you could give me any or all of the above items. On the other hand, if you're a bunch of tightarses, you could tell me the best games to buy for each system, the best controller to buy and is it worth buying a Saturn.

Adrian
Essendon, VIC

Adrian, get real. As for our recommendations, we think the best MD cart is Columns, *the best Mega-CD game is* Columns *and we are anxiously awaiting news of the release of* Columns *on the Saturn. Personally, we're not going to sink any money into a Saturn until we're sure about* Columns.

MEGAZONE OP SHOP

Too many carts cluttering up your place? Mega-CDs gathering dust in a corner? Time for a little spring cleaning, perhaps?

Then step right up to Op Shop. Here's your chance to unload the stuff you don't want anymore, or pick up a bargain, like *Columns* for Game Gear (not that we want to get your hopes up). Just follow the steps below to get your name – well, your telephone number at least – in print.

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: Rocket Knight Adventures, Spiderman vs The Kingpin, Aladdin, all $70–$80
TEL: (074) 352 5964

Mega-CD with Sherlock Holmes and Road Avenger CD, $365 ono
TEL: (067) 323 561 or (067) 321 971

Mega Drive: Landstalker $55, Shining Force $50, Phantasy Star 3 $100, all in good condition
TEL: (077) 831 344

Mega Drive: Shinobi $10, Street Fighter II SCE $60; Nintendo: Super Mario Bros 3 $30 ono, Shadow Warriors $10, Sonic I $20, all with booklet, cover and codes.
TEL: (058) 531 570

Mega Drive: Jurassic Park (with codes and cheat) $45, Mega Games I $50, Alex Kidd in the Enchanted Castle $55
TEL: (067) 711 651

LETTERS



The "I've far too much time on my hands" corner

Scott Piper, of Toorak Gardens, SA, sent in this photo of himself as Judge Dredd. Love the cool kitchen gloves...

Illiterate reader's corner

Dear Megazone,
Those asholes onely play the nintendo are sux.
PS My riting is not good!! I hope you under stand.
PPS My bro. rote in for cheats.
Mike
WA

Yeah, and don't feel my ass

Dear Megazone,
Congratulations on the great mag. Oh yeah, Scott from Cairns in Queensland is a m*t*a*u*k*r. Who does he think he is, insulting us by calling us fat asses? We don't just sit there and do jack shit except for playing games all day. Scott, if you don't like us playing games, stiff shit! I've only got one question for you – I bought a Mega Drive yonks ago in Malaysia and it's Japanese. Now there's nothing wrong with that but I wanna get a 32X. The question is will the 32X work?
PS I am an Aussie but I can speak Cantonese so here are some more bad words:

ngor ware ngor ger darn	I scratch my balls.
ngor jconie seck sea	I like eating shit.
ley deem gung ngor ger darn	You're touching my balls.
moh moor ngor ger boot	Don't feel my ass.

Anthony
Perth, WA

As a Japanese Mega Drive outputs NTSC signals (the TV format in Japan and the USA), and an Australian-market 32X outputs a PAL signal, unfortunately they are incompatible.

Some stuff

Dear Megazone,
It started with tips, now I've progressed to a letter. Luckily for the Megazone staff and readers, I'm not going to ask 17,000 questions, instead I'm just gonna say some stuff.
Firstly, to Scott, Django and Clint of Cairns – why don't you poor, sad, miserable, SNES-owning, pussy excuses for living organisms crawl back in your holes to grey plastic box consoles, eh? That is, unless those holes were sprayed.
Secondly, I read in this very magazine a few months back that they were going to start making Saturn/32X games in Australia. If so, then why couldn't they make some Oz stuff, like an AFL and 7 Sport-licensed Aussie Rules game, or for *Gladiators* fans a *Gladiators* games (seeing as *American Gladiators* on MD is almost as desirable as Scott, Django and Clint!). Okay, that's it.
PS Aussie Rules kicks Rugby League
PPS I can understand Lachie from Glenelg North's comment about Kitana, but Chunners beating Cammy? I doubt it.
The Yak
Cranbourne, VIC

EA are developing a Mega Drive AFL game, so who knows – we may eventually see Aussie Rules on the Saturn.

MEGAZONE SHOP

...continued

Master System with built-in games, light phaser, control pad $100
TEL: (02) 773 9943

Mega Drive II, with seven games, including Earthworm Jim and NBA Jam, two six-button control pads (one with turbo fire and slow-motion), the lot $250 ono
TEL: (02) 858 4512

Mega Drive: Phantasy Star 2 $80
TEL: (088) 825 6242

Mega Drive II, one three-button control pad, Mortal Kombat I, X-Men, Zool, Streets of Rage 1, Alex Kidd in the Enchanted Castle $200
TEL: (047) 586 960

Mega Drive II, Mega-CD II, 32X, two six-button control pads, Doom 32X, Star Wars Arcade, VR Deluxe, Ground Zero Texas, Lethal Enforcers CD, Desert Strike, TMNT Hyper Stone and Fatal Fury, the lot $1100, will sell separately
TEL: (06) 247 0986

Mega Drive II with 11 games, two 3-button controllers (one with turbo fire), a Battle Stations 2 (two six-button arcade controllers with turbo), over 20 games magazines, IBM-compatible computer with colour monitor, hard-drive, joystick, over 100 games, printer, the lot $1500 OR will swap for Quad Pentium 100 with 16 megs RAM gigabyte hard drive, 32-bit sound card, quad-speed CD-ROM drive and 2 megabyte VESA card. Phew!
TEL: (065) 699 281

Mega Drive, two three-button controllers, six-button controller, seven games – Sonic 1, 2 and 3, Krusty's Super Fun House, Batman, X-Men, Quackshot, Desert Strike, $200
TEL: (02) 686 6253 or (02) 264 7560

Mega Drive: Sonic 1 $10, Columns $10
TEL: (02) 456 5190

Mega Drive: Marko's Magic Football, with codes, $30
TEL: (048) 21 8381

Mega Drive, two games, two three-button pads, one six-button pad, $150 ono
TEL: (077) 831 344

Mega-CD: Prince of Persia, excellent condition, never used, unwanted gift, $50 ono
TEL: (02) 888 3180

Mega-CD 2, near new, one game $350 ono
TEL: (02) 484 0310

WANTED TO BUY

Micro Machines 1 or 2, Super Monaco GP, will pay for postage
TEL: (058) 531 570

Mega Drive: Sorcerer's Kingdom
TEL: (088) 825 6242

TO SWAP

Mega Drive: Gadget Twins FOR Power Rangers or General Chaos. Will sell for $60 ono, in immaculate condition
TEL: (090) 271 540

LETTERS

True faith

Dear Megazone,

I have or have had every Sega console known to man. I reckon Sega's the best. I have had 100% loyalty and faith in it... until now. The questions:

1. Do you really believe that the 32-bit Saturn can stand up against the 64-bit PlayStation?
2. Is it true that the Saturn's price will be a lot higher than the PlayStation's?
3. Do you have any idea how much a game for the Saturn will cost?
4. Will a lot of those Japanese high school games be coming to Australia fairly soon?

Also, the guys who wrote the letter titled 'Jealousy will get you nowhere', in ish #53, you're all lumps of soggy camel shit.

Duji
VIC

1. It's not the size that counts, it's what you do with it. And anyway, the PlayStation isn't 64-bit, it's 32-bit.

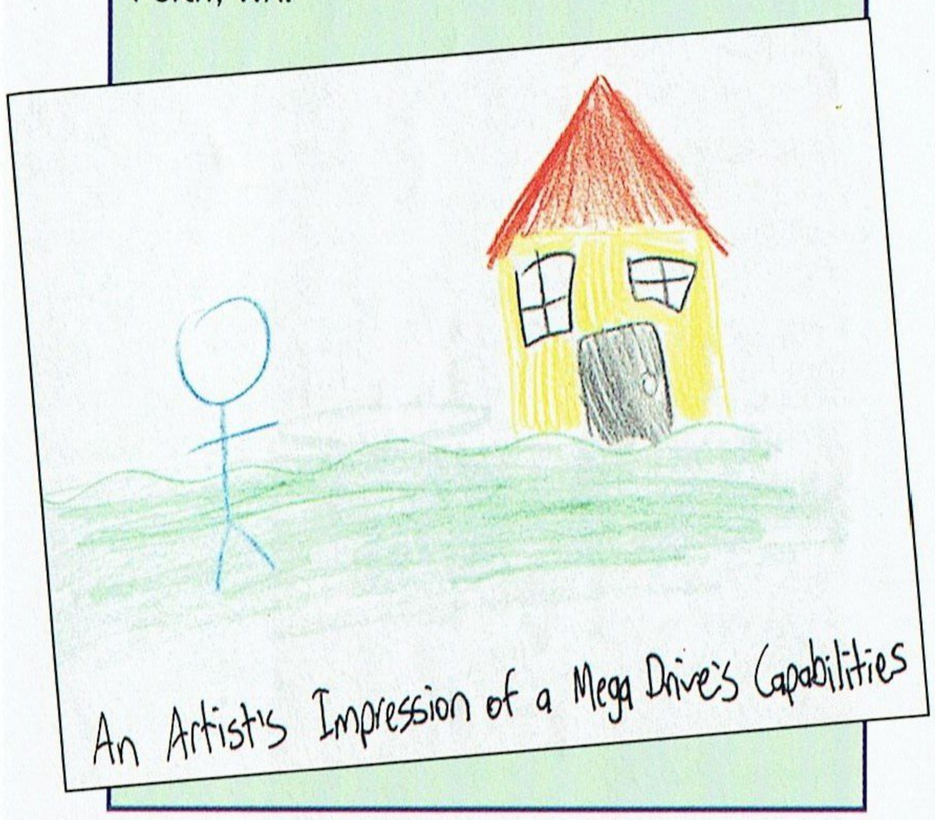
2. Yes, but you get Virtua Fighter, *whereas we have been led to believe that PlayStation will be sold without a pack-in game, for around $100 less. So it works out about the same, really.*

3. The first batch of games will all sell for $89.95.

4. Only on import, and you still have to risk compatibility problems with the Australian Saturn.

Obscure reader's art corner

This masterpiece is from David Quokka of Perth, WA.



Mortal Kombat newsflash

Dear Megazone,

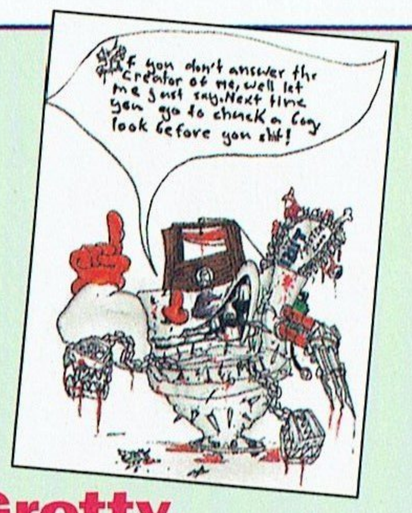
First of all, I'd like to set you straight on what you said about *MKIII* not being released "for a bloody long time". Well, you're right and you're wrong. The PlayStation does have an exclusive on *MKIII*, but it's for six months and applies only to the 32-bitters. I logged onto Midway on the internet at my friend's house, and they gave me this approximate release guide:

Console	Month	Part 1/2
PlayStation	Aug/Sept	part 1
Mega Drive	Sept/Oct	part 1
Master System	Oct/Nov	part 1
Game Gear	Oct/Nov	part 1
Arcade	Sept/Oct	part 2
Saturn	March/April '96	unclear
Jaguar	March/April '96	unclear
3DO	March/April '96	unclear

In case you're wondering "What do you mean part 1/2", it means that in September or October there will be an upgrade sent to all arcades for an extra six fighters, more moves, etc.

Yazza
Elizabeth Park, SA

Well, you're just a bundle of information, aren't you? Just bear in mind, readers, that this allegedly is the American release schedule. More news on the Oz schedule when we get it.



Grotty reader's art corner

Haemorrhoid Maker™

Your bum's worst nightmare, from the disturbed mind of Leon Bak, of Ocean Reef, WA.

Megazone sucks shock

Dear Megazone,

I would just like to say how crappy your magazine is. At first I thought that it was okay, 'cos it would help me finish my Sega games, but after I saw the degrading pictures of females, it just made me want to puke all over your so-called magazine. I totally agree with Scott, Django and Clint from Qld, and Katie, also from Qld. Why can't you get it through your thick minds that nobody likes your magazine. It really shows how desperate you guys are, especially the people who sent in that picture of a naked woman and the one of a group of women with large breasts in ish #53. I mean, I bet your mothers would love to see these pictures. And when are you going to start having pictures of Brad Pitt, Dieter Brummer or Daniel Amalm for us girls? I think all the people that work their butts off for this magazine need help quickly before they all lose their minds. I would also like to say that Adam Waring is a total dork.

Really pissed-off reader
SA

You know, you are so right. We don't know what we were thinking, putting degrading pictures of females in the mag. And we have all decided to seek help to deal with our problems, except for Agatha, who is a girl and doesn't have any problems. Oh, and surely Adam isn't a total *dork? Anyway, here's a piccie of Dieter for you...*



MEGA MOUTH



The end of the world is nigh! And we're all going to die!

If you've been good, you'll go to heaven and live in the fluffy white clouds. But if you've been bad than you'll end up in hell, where it's very hot and they don't even have air conditioning. Now, it just happens we're 'in' with the man upstairs.

So get in God's good books, and write to Megazone, at:

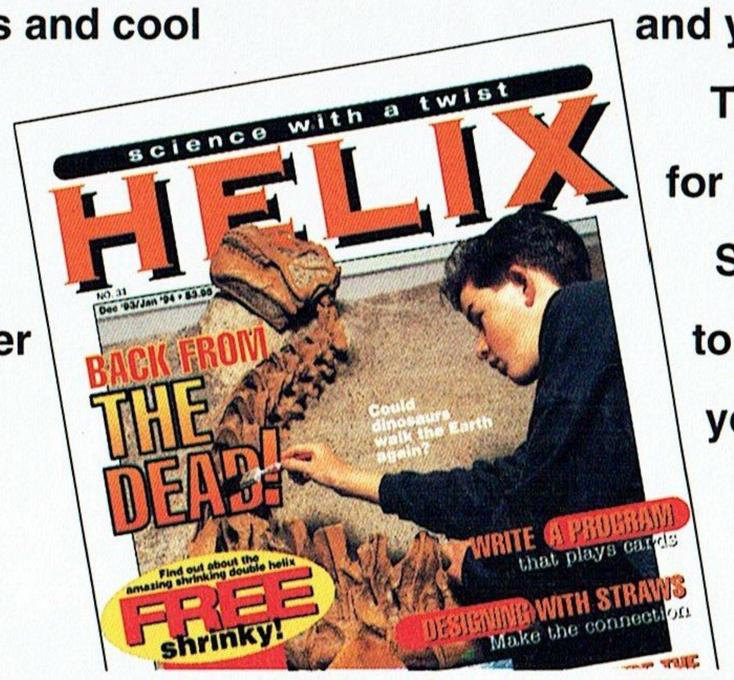
Mega Mouth, Megazone, PO Box 746, Darlinghurst, NSW 2010

Washing blood, mulga ants, ancient toilets, and poisonous green slime.

What more could you want ?

Helix is a rad magazine packed with hundreds of berserk facts, heaps of competitions and cool experiments you can do at home.

You'll read about mad things like emu burgers, a machine that washes your own blood, bizarre bugs, computer hacking, and loads more.



In fact, there's enough crazy info to freak you and your friends out for life.

The Helix is at your newsagent for a dirt cheap $3.95.

So don't just sit there waiting to borrow a friend's copy, get your own now.

Saturn Review

Street Fighter The Movie

We sent Darren Porter to the movies, but he got into a fight on the street instead. Go figure.

VITAL STATISTICS

FORMAT: Saturn
TYPE: Fighting
SUPPLIER: Sega
PRICE: TBA
SIZE: CD
PLAYERS: Two

Capcom have realised that the *Street Fighter* series was getting a bit tired and needed a new twist to compete with the likes of *Tekken* and *Virtua Fighter 2*. Unfortunately, they've taken their lead from Midway and introduced digitized actors and backgrounds. The Saturn version is arcade perfect, but that isn't saying too much given the quality of the digitisation. The characters lack animation frames and the backgrounds are dull and lifeless. And to top it off, the sound effects and music don't blend together, robbing the game of the atmosphere of the sprite-animated versions.

Having said that, there are some positive aspects. All the moves are the same as the other *Street Fighter*s. Fei Long gets dumped, to make way for new characters. There's none of the control delay or slow response time found in previous *SF* efforts. If you enjoyed *Super Street Fighter*, you will be glad to know *The Movie* handles almost identically. The special moves look wicked, especially the fireball and flaming dragon punch moves. And of course, Guile is played by none other than Jean Cluade VanDamm, our very own Kylie plays the luscious, if slightly large-bottomed, Cammy and the late Raul Julia plays M.Bison.

You have the choice of four modes – Movie Battle, Street Battle, Versus Battle and Trial Battle. Street Battle is your standard mode, whereas Movie Battle follows a storyline and has some cinematics (but you can only play as Guile). The Versus Battle is just a two-player mode with some good score-keeping options, while the Trial Mode uses a scoring system similar to *Virtua Fighter*'s Ranking Mode. There are enough options to keep most people happy, but what it boils down to is whether you are a *Street Fighter* fan or not. All the glitz and updating can't hide the fact that it's just another side-on beat-em-up, that will really only appeal to fans of the series. By all means check it out, especially if you see it in the arcade. A couple of games will determine whether it's your thing or not. Otherwise stick to *Virtua Fighter*. M

second opinion

There are lots of new options, but not enough to make up for the crap graphics and the lack of atmosphere. A dissapointment given the amount of hype before release. ❑ ADAM

75%



◀ Being a CD. you can bet there's lots of full-motion video cut scenes to make use of all that expensive movie footage starring Jean Claude Van Damm-you.

◀ The character select screen has a new face – Sawada – but is missing Fei Long. Akuma is also selectable with a secret key combination, and another character, Blade, is also rumoured to exist.

the word

GRAPHICS
Washed out and grey, without enough frames of animation.

5

SONICS
Okay music and sound fx, but they just don't fit together.

6

PLAYABILITY
Same old *Street Fighter* with new moves and options. If you're not a fan, it won't convert you.

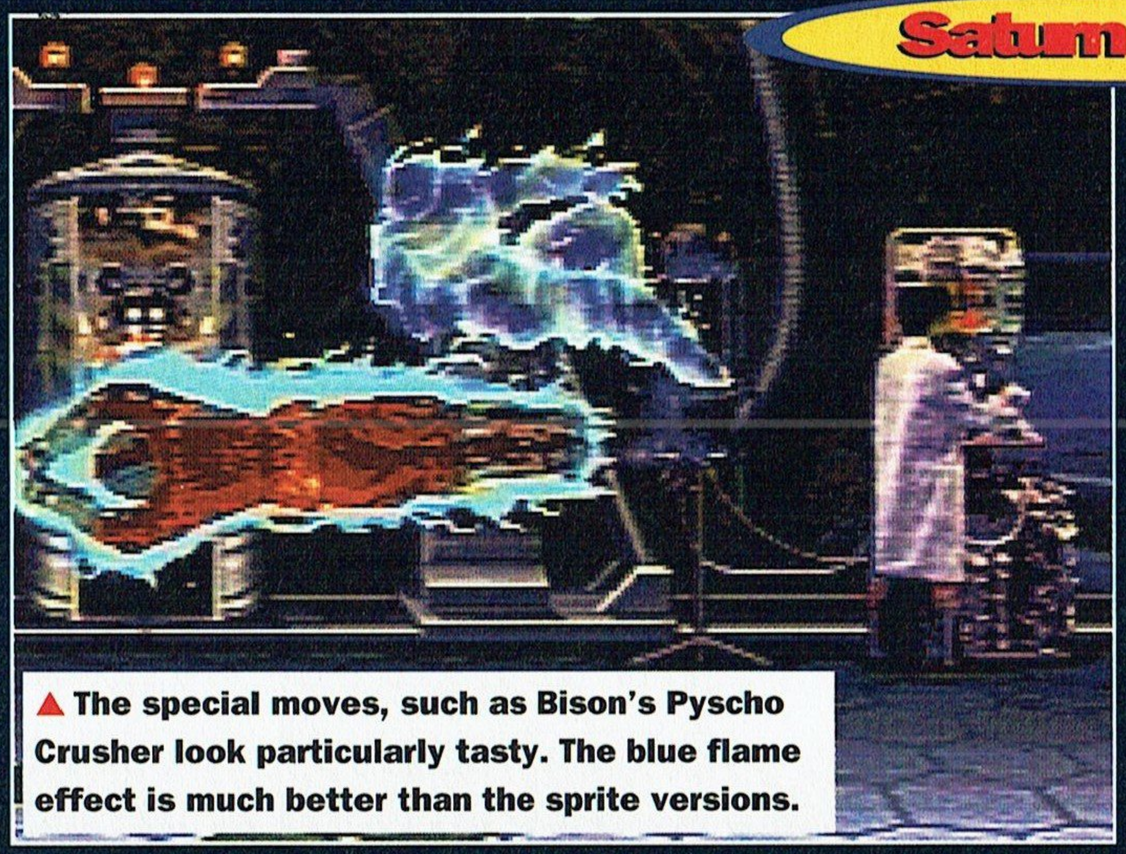
8

STAYING POWER
There's more secrets and options, and lots of new moves.

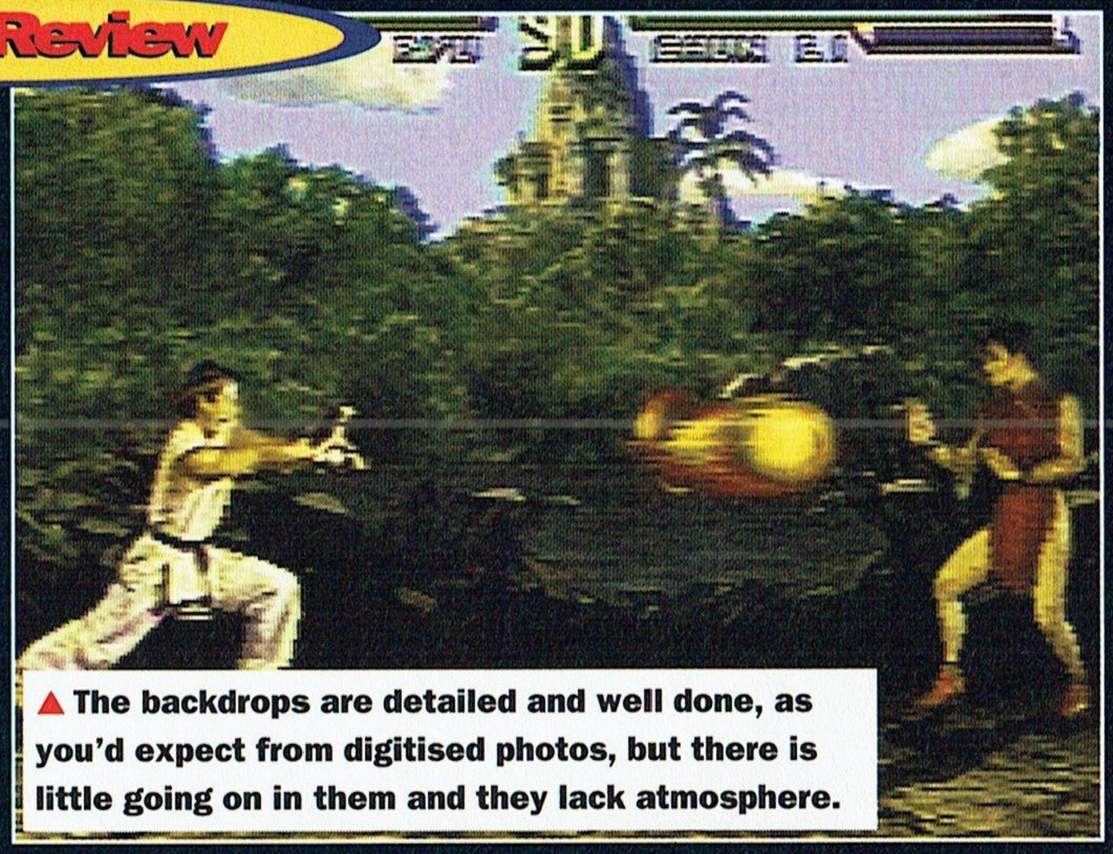
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OVERALL
Street Fighter meets *Mortal Kombat*, but without the wonder stuff.

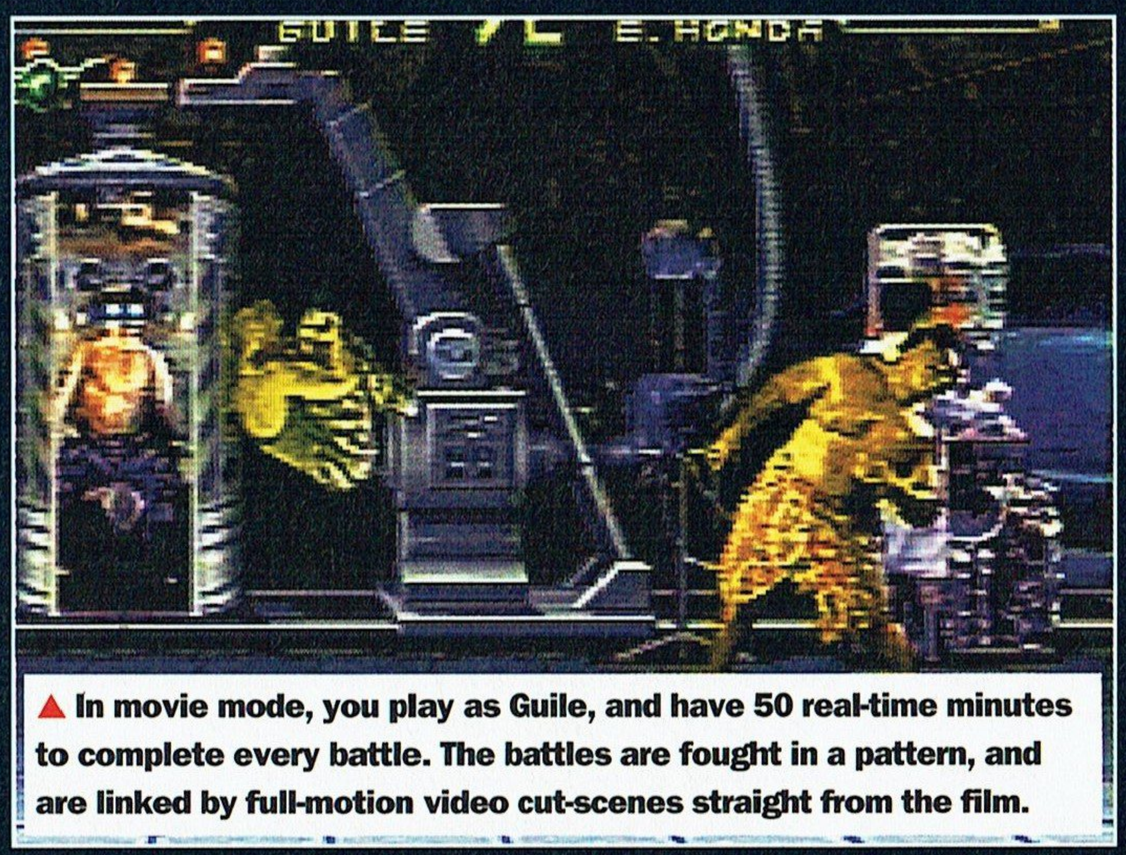
79 PER CENT



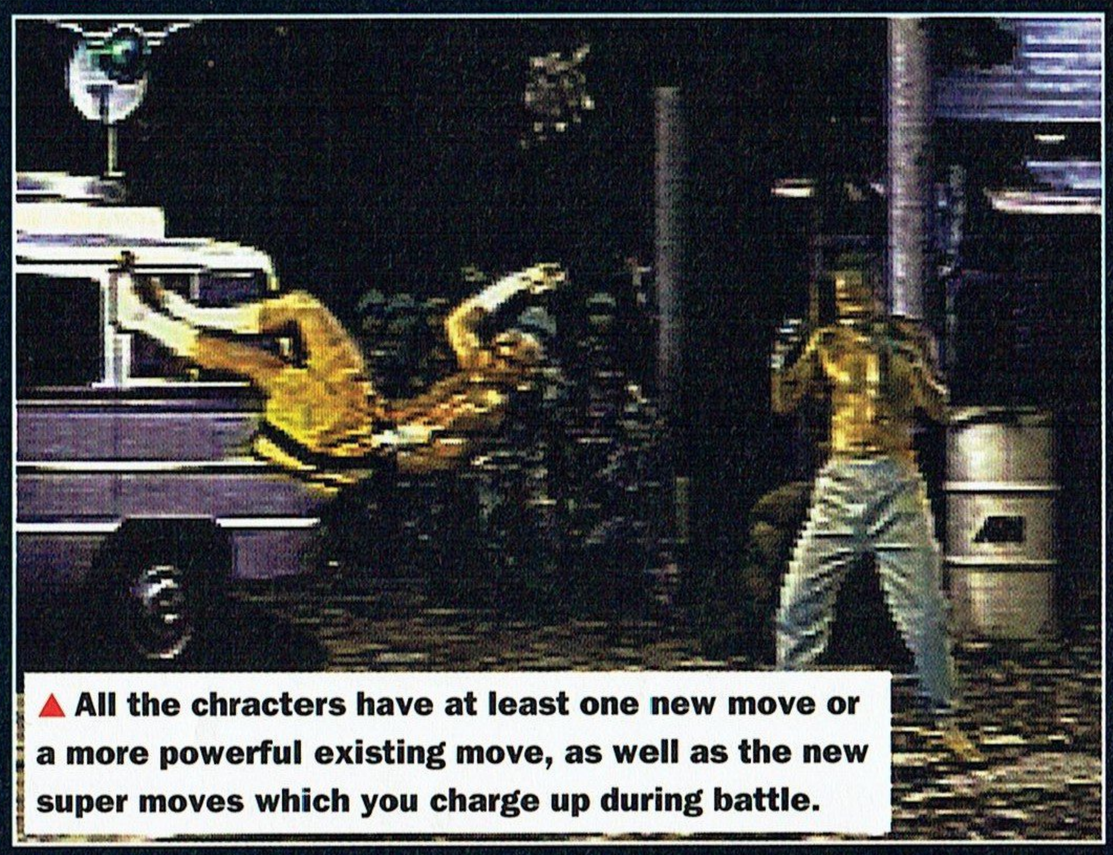
▲ The special moves, such as Bison's Pyscho Crusher look particularly tasty. The blue flame effect is much better than the sprite versions.



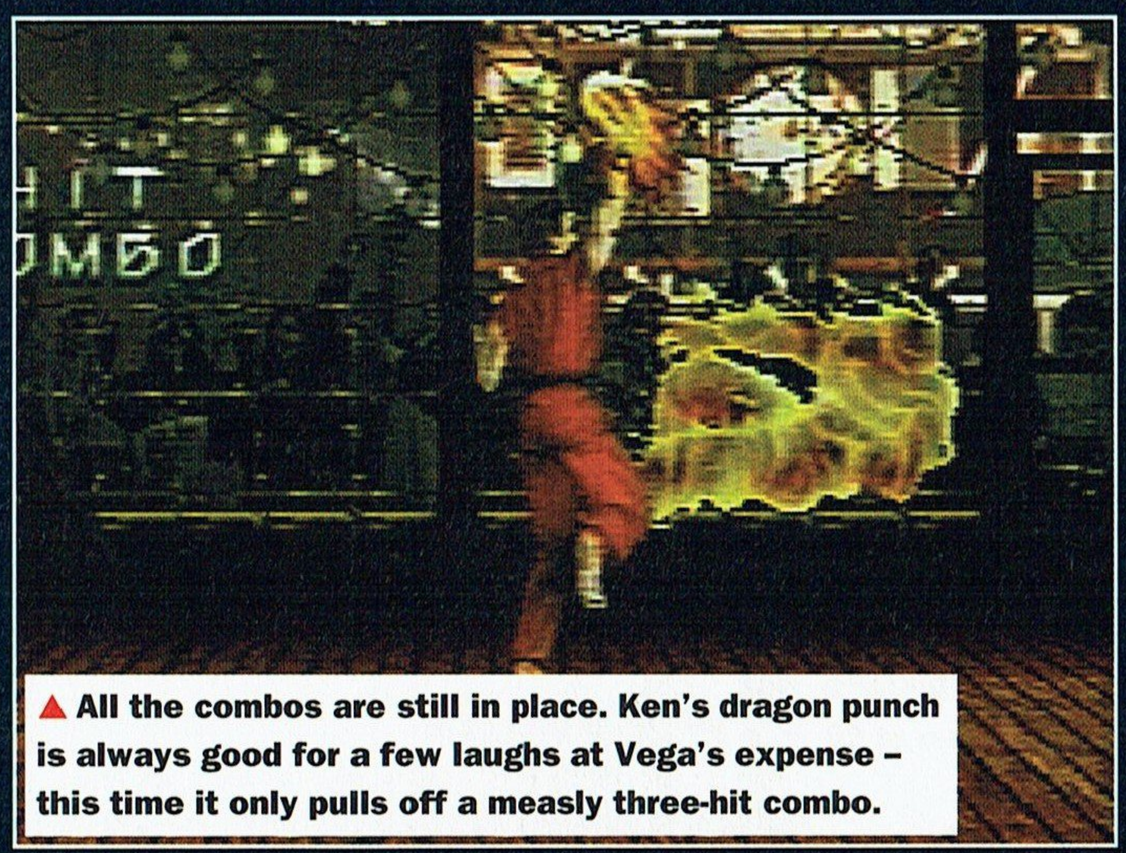
▲ The backdrops are detailed and well done, as you'd expect from digitised photos, but there is little going on in them and they lack atmosphere.



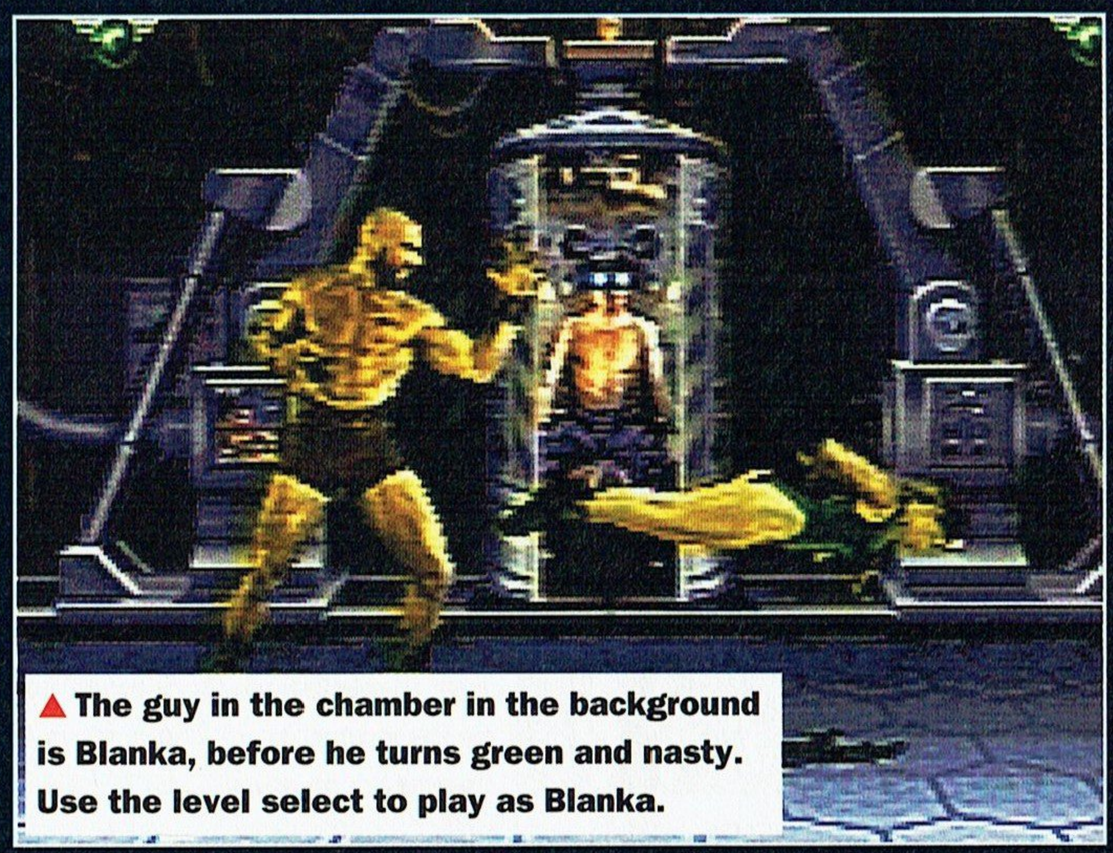
▲ In movie mode, you play as Guile, and have 50 real-time minutes to complete every battle. The battles are fought in a pattern, and are linked by full-motion video cut-scenes straight from the film.



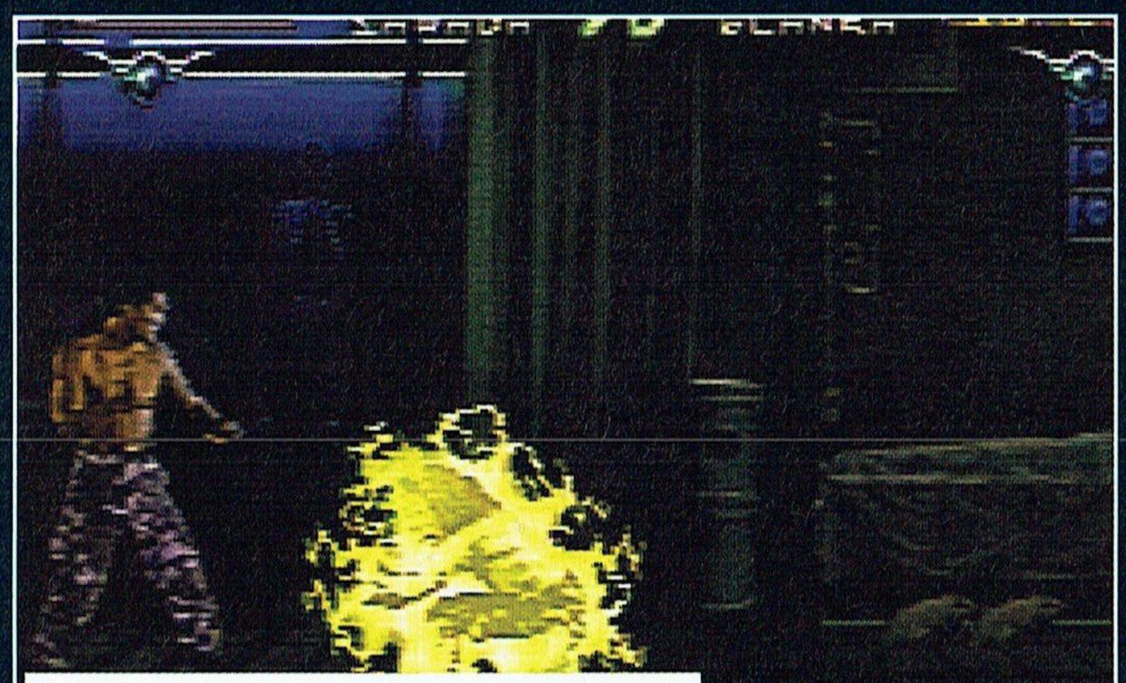
▲ All the chracters have at least one new move or a more powerful existing move, as well as the new super moves which you charge up during battle.



▲ All the combos are still in place. Ken's dragon punch is always good for a few laughs at Vega's expense – this time it only pulls off a measly three-hit combo.



▲ The guy in the chamber in the background is Blanka, before he turns green and nasty. Use the level select to play as Blanka.



▲ The new guy Sawada, one of Guile's soldiers, looks on in astonishment as Blanka sings 'You light up my life'.



▲ Arch-enemies Sagat and Ryu are at it again. Ryu spins in with a swift hurricane kick, which Sagat takes on the chin like a man. That's the boy – if only McNeeley was as tough.

Saturn Review

Virtua Fighter Remix

Virode Imtarnasan went virtually nuts when we gave him this game. We guess he liked it...

Although an astounding achievement, *Virtua Fighter* on the Saturn was a bit of a rush job. It may have been brilliantly playable, but it did suffer from some nasty graphical glitches. Programmers AM2 have even widely acknowledged that at the time, they did not have a full grasp of translating games for the Saturn hardware, and were pressured by deadlines to complete the game. Well luckily, the AM2 team have developed a brand new programming sequence for the Saturn and are making amends with *Remix* versions of their games.

The first thing to strike you about *Virtua Fighter Remix* is the improvement in graphics. The characters have all been fully remodelled, and now appear fully textured (making them look more life-like). The graphical glitches have also been addressed and you can now enjoy watching the replays of your fights without having the fighters disappear.

Containing gorgeous bright colours and fully textured characters, *Remix* simply highlights the power of the Saturn. The characters look truly impressive, giving the game a whole new look. Be warned, though, *VF Remix* still plays exactly the same as the original. It ultimately boils down to is whether gamers are willing to fork over for essentially the same game with only a new graphics engine. This plays identically to the Saturn pack-in version, so you're gonna have to really hate the graphics in the original to want this. M

second opinion

The only thing that stopped the original Saturn *VF* from achieving game nirvana was the graphics. It looks great now. Nuff said. ❑ ***MARK***

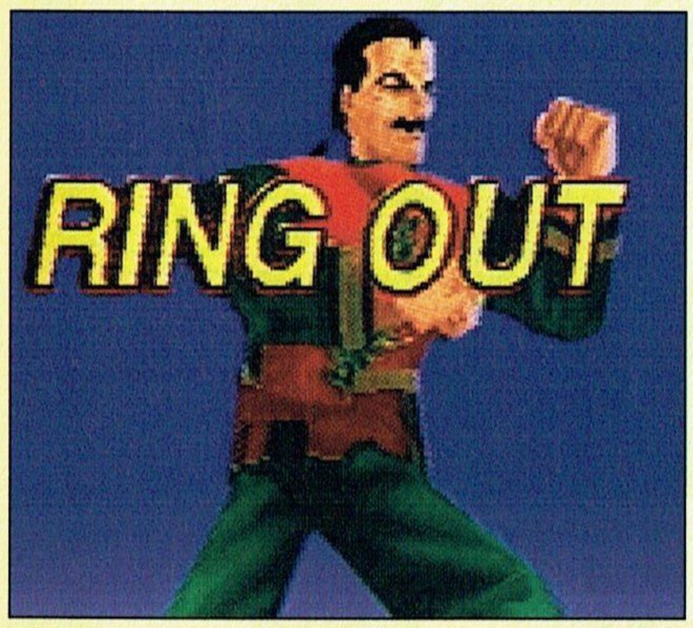
97%

VITAL STATISTICS

FORMAT: Saturn
TYPE: Beat 'em up
SUPPLIER: Sega
PRICE: $89.95
SIZE: CD
PLAYERS: Two



▲ **One minor change is the replacement of polygon mug shots with artistic impressions. You still get a facial reaction from the character when you choose your player.**

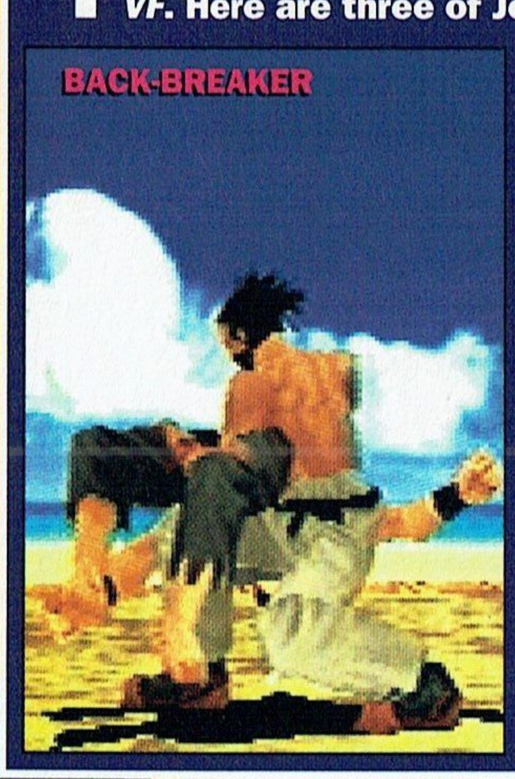


WOW, IT'S LAU

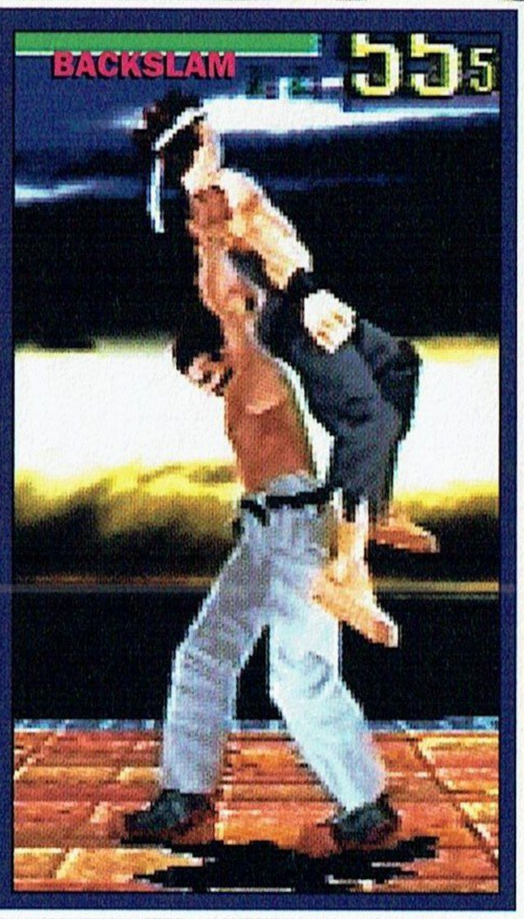
◀ ***VF Remix*** **replaces the rather plain polygon fighters of *Virtua Fighter* with gorgeously textured characters. These characters are faster and considerably larger than in its predecessor, giving the game much more character and appeal. Each fighter looks very similar to those in *Virtua Fighter 2*, and all their moves are fluid and amazingly animated. An astounding fact is that *VF Remix* only runs at 30 frames a second yet provides an arcade-like experience. According to AM2, *Virtua Fighter 2*, to be released at the end of the year, will run at 60 frames a second. Can't wait to see that...**

JEFFRY ON THE RAMPAGE

The moves are exactly the same as in the original *VF*. Here are three of Jeffry's specials...







Verdict

GRAPHICS
The new fully textured characters are bigger and look totally amazing.

10

SONICS
Only a few new samples and minor effects on this remix.

10

PLAYABILITY
Extremely easy to play, yet one of the most challenging and addictive games on the market.

9

STAYING POWER
Remix plays exactly like the original, so may become tedious if you have played the 'pack-in' game to death.

6

OVERALL
Acts as a great taster for *VF2* but there is no difference in playability between this and the version Saturn owners have.

95 PER CENT

Mega-CD Review

Earthworm Jim CD

VITAL STATISTICS
FORMAT: Mega-CD
TYPE: Platformer
SUPPLIER: Playmates
PRICE: TBA
SIZE: CD
PLAYERS: One

...orms are Adam Waring's favourite food, we thought it quite ...ing the review this game.

When *Earthworm Jim* was released last year on cartridge, we nearly cried with joy: so it was possible to produce a funny, playable, godammit, original, platformer that wasn't a hopelessly boring clone of all the other platformers.

Now Jim has wriggled his way onto the Mega-CD for more bilateral invertebrate-related tomfoolery.

But is *Earthworm Jim CD* any different from the cart-bound *Earthworm Jim*?

Basically, it's the Mega Drive version and more – there are extra levels and power-ups, and the levels that have been carried through have been re-jigged to be bigger and play slightly differently. Good-looking screens have been added between levels, so at least there's something to gawk at while the data is being loaded from the CD, and there's heaps more sound effects, sampled speech and music. A password feature has been added between levels, so you don't have to replay previously conquered stages.

It's all good stuff – much more has been done here than the usual tack-on-a-soundtrack treatment that most Mega-CD conversions seem to receive. But is it worth getting if you already have the cartridge version? Probably not – it's not *that* different. However, if you did miss out on the cart *and* you have a Mega-CD, then (a) you're an idiot – this is the best platform game ever – and (b) you're not, actually, because now you can buy this which is even better. M

second opinion

Just love that Uzzi... and Jim's white trash accent... and, of course, the cows... and... and... need I go on?

90% ❑ *MOON UNIT MARK*

the word

GRAPHICS
The most fluid and silliest animation just got more fluid and sillier.
10

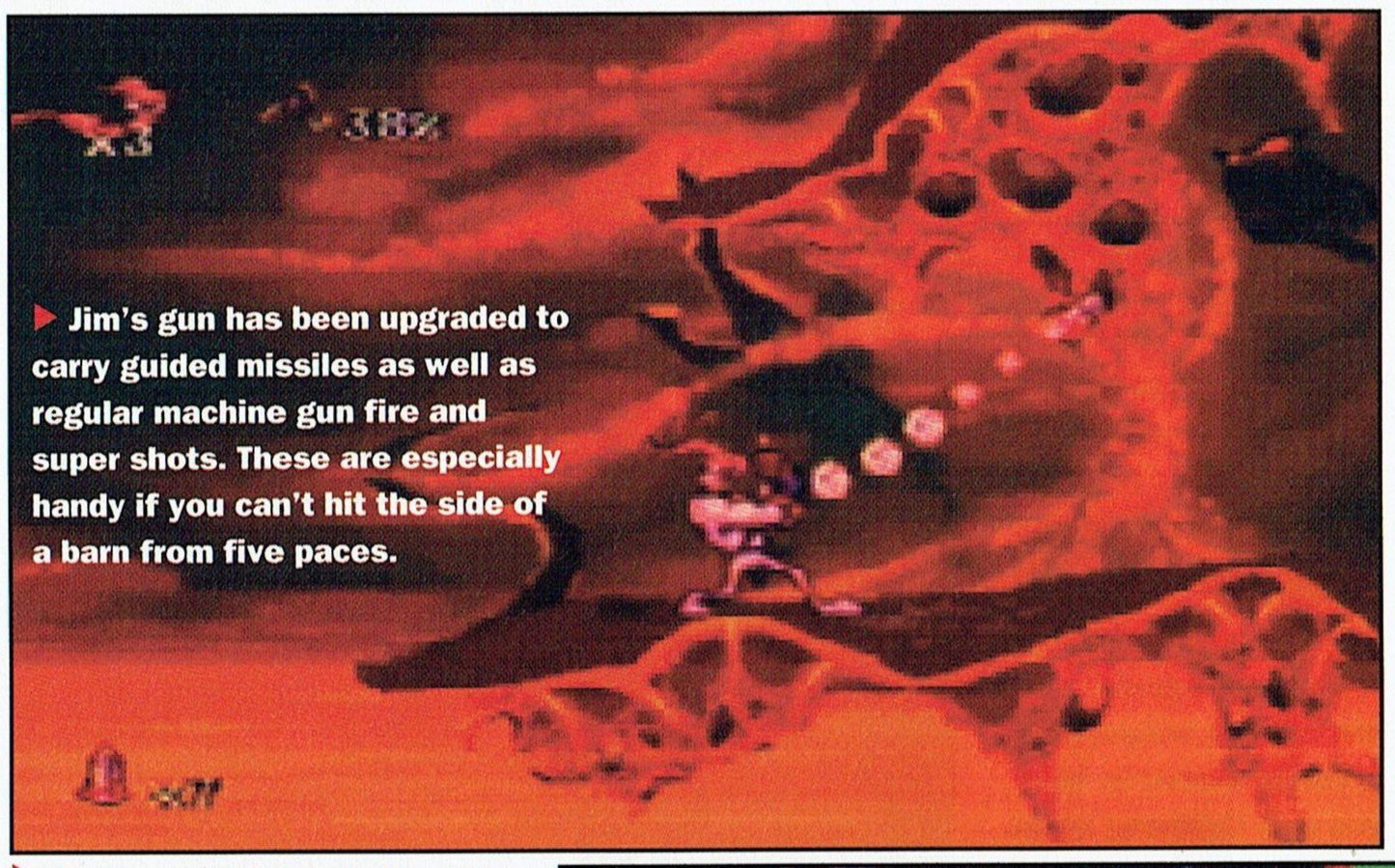
SONICS
Heaps of stupid samples and silly sound fx. And madcap music.
10

PLAYABILITY
This is no ordinary platformer – it's funny and extremely playable.
9

STAYING POWER
It's a platformer and so you will finish it eventually, and the password system means the end comes sooner, rather than later.
8

OVERALL
The CD has extra bits, but not enough to warrant a purchase, so don't buy it if you have it on cart already. But do if you don't.

93 PER CENT

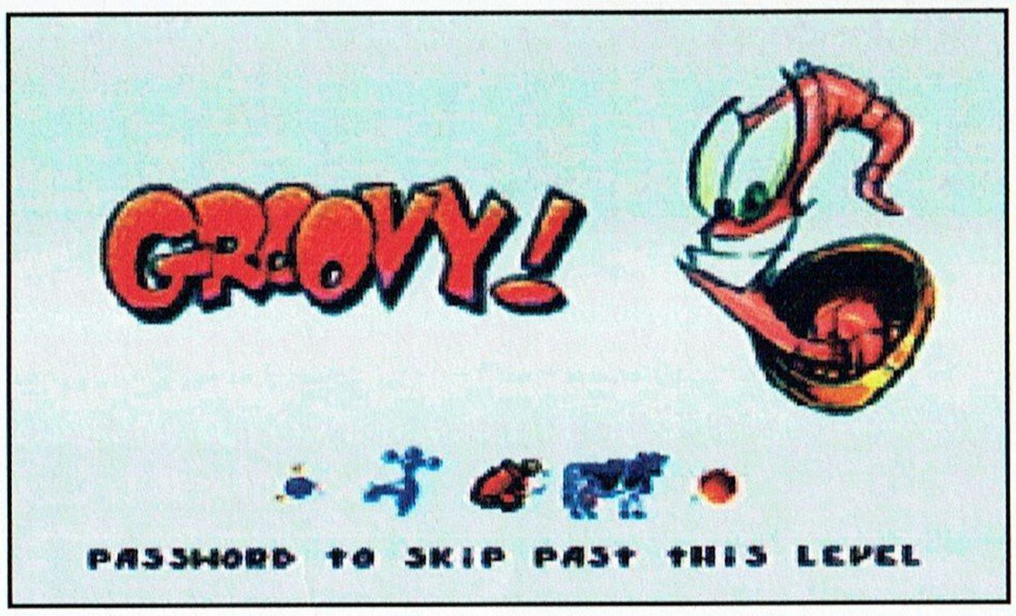


▶ **Jim's gun has been upgraded to carry guided missiles as well as regular machine gun fire and super shots. These are especially handy if you can't hit the side of a barn from five paces.**



▶ **You soon get to see the extras that have been added to the CD version – this sub-level pops up in the middle of level one. Jim's stark-buttock naked and half-way through has a choice of picking up his suit (wimp) or carrying on in the flesh.**

Megazone Tip: Jump up to get to the stud route and hold Left. You'll go into an area where you get a few extra goodies, plus an extra life to boot, so it doesn't really matter too much if you get killed.



◀ **Look, a password. The infuriating thing about non-password platformers, including the original *EWJ*, is that once you've lost all your lives, you have to replay the game all over again, including the really hard bits, just to get back where you were. But the bad thing about passwords is that they shorten the life of a game. You just can't win, can you?**

Mega Drive Review

Zoop

After eating zee zoop, Peter Burney awaited his main course, only to find zat zat was all zere was!

VITAL STATISTICS

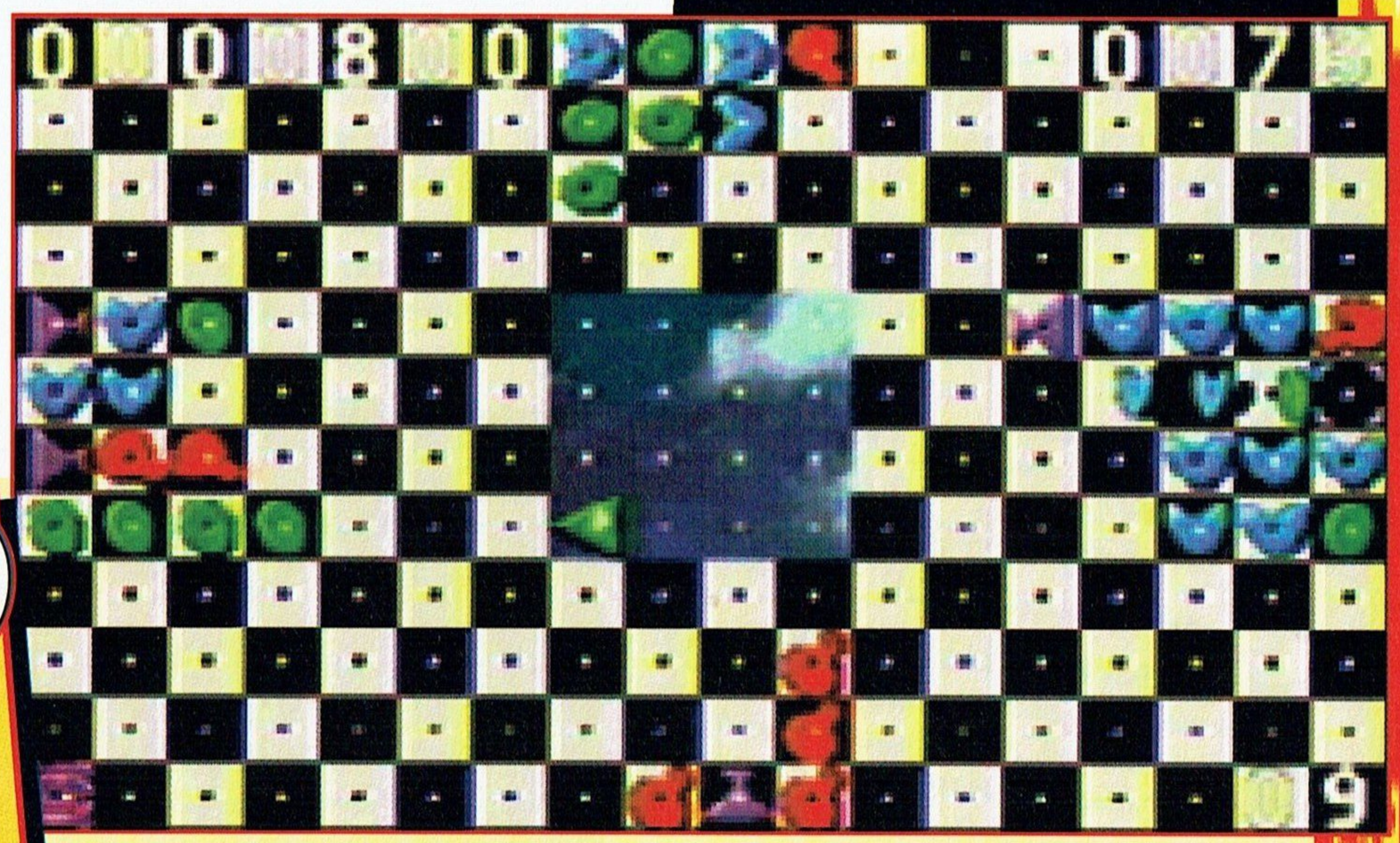
FORMAT: Mega Drive
TYPE: Puzzler
SUPPLIER: Viacom
PRICE: TBA
SIZE: TBA
PLAYERS: One

Puzzle games like *Columns* are a rarity on the Mega Drive, and for good reason. Most gamers just won't fork out big bucks for a fairly simplistic cart. So when we say *Zoop* is one game that even puzzle lovers will find hard to get excited about, consider yourself warned.

The object of the game is simple: stop the coloured blobs from reaching the centre square by firing at them with the triangle thingy. When hit, the blobs change the colour of your firing triangle, and only blobs of the same colour as the triangle can be eliminated. So a fair amount of strategy must be used to get anywhere. Basically though, the gameplay is as dull as watching grass grow (the graphics aren't much better) and the only difference between the levels is the speed.

Simple graphics, repetitive sound and a puzzle game seriously lacking in variety and fun makes *Zoop* a non-starter. M

▼ **Starting on difficulty four (the highest) puts the blobs a little too close for comfort. Better leave this one for the experts (or someone with nothing better to do with their time).**



second opinion

I played this for over an hour, waiting for the moment when it clicks into place and you're hooked. A wasted hour, I'm afraid.

40%

❑ MARK



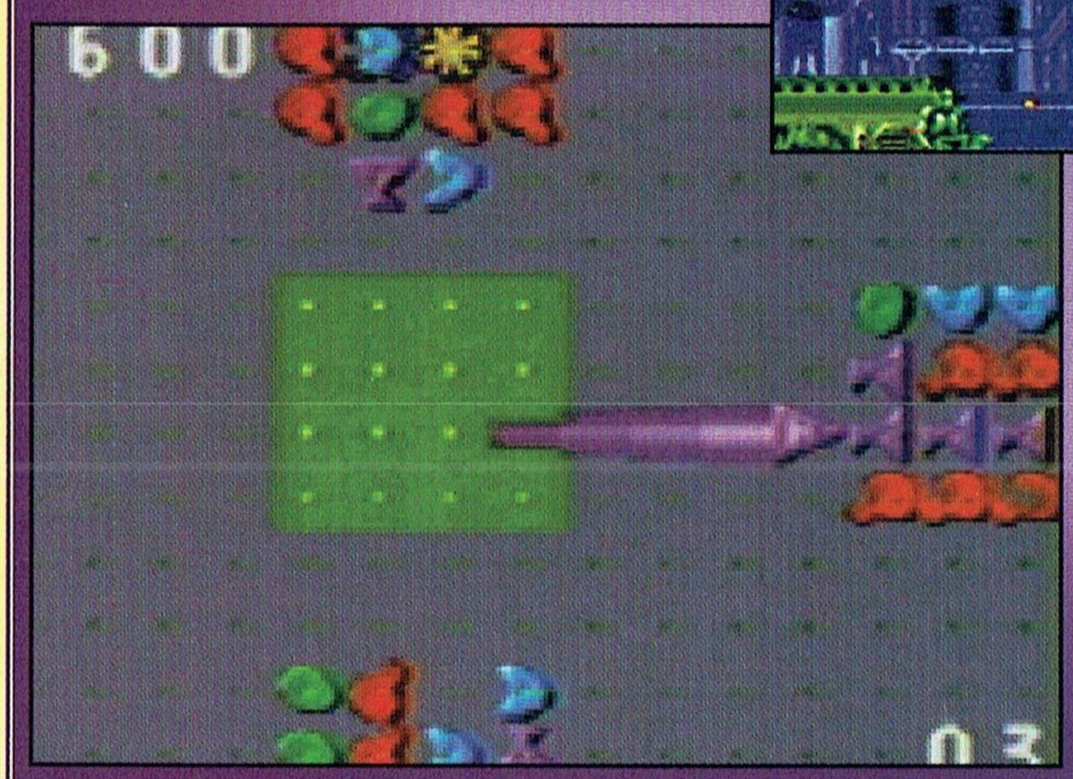
▶ **As you progress through the levels, new symbols appear to help you out. Lightning bolts, flowers and a host of other goodies eliminate more blobs than the normal triangle.**

THE BLOBS

The game revolves on shooting the coloured blobs so that they don't invade your square. If you hit a line of the same colour, your score is increased dramatically.



▲ **Mmm, there's four purple blobs together so I'll shoot that purple one by itself to change my triangle...**



◀ **And then I'll take out this whole group together. Now where to next?**

the Word

GRAPHICS
Puzzle games aren't renowned for being graphical masterpieces, but they're not usually this bad.

5

SONICS
Zoop, zoop, zoop... mmm, so that's where the name came from.

5

PLAYABILITY
You do get better at it, but why would you bother?

4

STAYING POWER
Columns fanatics may go for it... then again, maybe not.

3

OVERALL
About as zippy as Skippy on a hot summer day. Do yourself a favour and give *Zoop* a big swerve.

40 PER CENT

Mega Drive Review

The Phantom

After playing *The Phantom* all night, Peter Burney staggered into the Megazone office... Mmm, the ghost who walks!

The guy with the skull ring and the purple suit who fascinated superhero fans a generation ago (or was it two?) has for some strange reason surfaced on the Mega Drive in this average platform adventure.

It involves all the running, jumping, shooting and punching things we've seen for the past 400 years (that's a Phantom joke, youngsters), although in this case getting anywhere is painfully slow and looking for the keys to doorways is frustrating.

We must admit that the programmers have tried to spice it up with a large range of attack moves, plus a whopping 12 weapons to play with.

You have a limited amount of ammo, but instead of adding more intensity to gameplay, switching weapons is tedious and all too soon you're resorting to the pathetic, I'm-certainly-doomed-now fisticuffs as the bullets run dry.

Purple stockings went out in the seventies and *The Phantom 2029* is outdated in almost all respects. It's time for the ghost who walks to lie down and hibernate. M

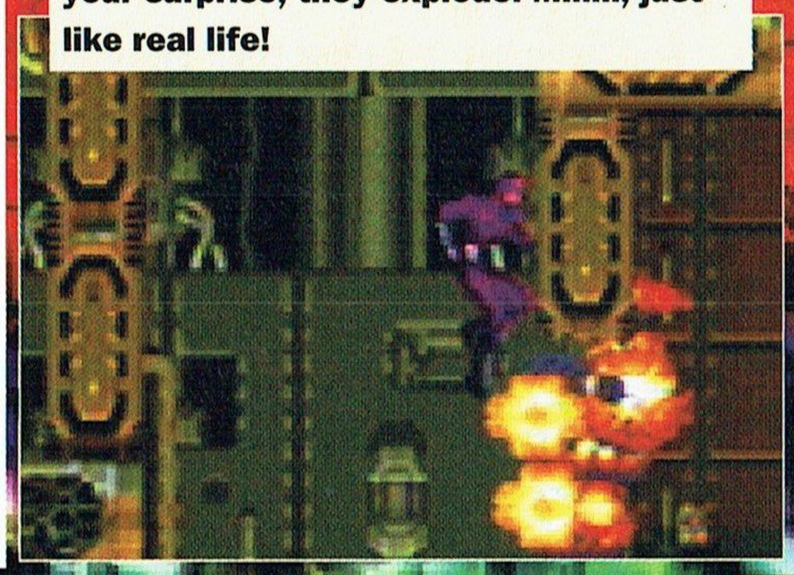
second opinion

As a big fan of the old Phantom (the one without all the weapons), this cart is a big disappointment. Dull with a capital D.

65%

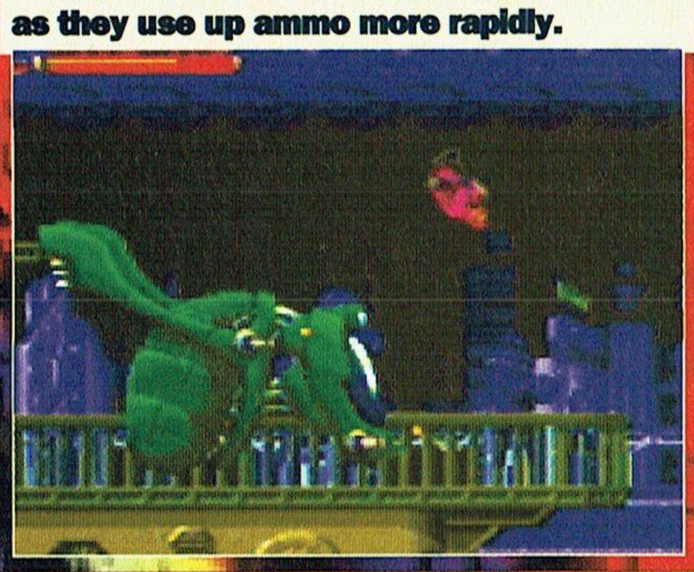
❑ MARK

▼ In some levels, you can kick walls which at first seem impassable. Much to your surprise, they explode. Mmm, just like real life!



▼ End-of-level baddies get bigger and better the further you progress. They are, however, not that hard to kill – using more powerful weapons on them is the key to victory.

Megazone Tip: Only use the more powerful weapons in desperate situations, as they use up ammo more rapidly.





◀ The Phantom, without any super powers, needs weapons to kill his enemies. And what a selection he has. In all, there are 12 weapons to use, including a mine shooter and pulse rifle. These can be picked up as you travel through the game. We found making full use of the weapons quickly becomes tiresome, though.

STRUNG OUT!

The most used object in your inventory (besides the gun) is the ghost web. This can be accessed from the item screen and is probably best to keep equipped at all times. The web is tricky to use, and you'll need lots of practice to become a proficient spinner.



▲ The web can be used to reach otherwise inaccessible levels. Fire the web at the side of the wall and press Up to climb.



▲ To reach distant ledges, simply do the Tarzan thing and swing across to the other side.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Viacom
PRICE: $79.95
SIZE: 16 megabits
PLAYERS: One

The Word

GRAPHICS
Some cool metallic monstrosities and an accurately rendered Phantom offset dull scenery.

7

SONICS
Standard explosions, shooting effects and music. *The Phantom* deserved a better conversion.

5

PLAYABILITY
Slow, frustrating and a fairly high difficulty setting.

6

STAYING POWER
Not a chance that this will keep your attention as long as the comic did for so many fans.

5

OVERALL
A skull suit, skull ring and skull cave – could these references to death be some sort of sign!?

70 PER CENT

Mega Drive Review

Star Trek Deep Space Nine

Trapped in a space station sabotaged with hundreds of armed grenades and no food, Peter Burney clings on for dear life...

Ahead warp factor two! The latest *Star Trek* spin-off blasts us into the outer reaches of the galaxy in a scientific space station called *Deep Space Nine*...

In this RPG/platformer hybrid, you step into the boots of the station's Commander, and all-round good guy, Benjamin Sisko. Then single-handedly (surprise, surprise), you must save the station from invasion by the evil Bajorans, who are intent on blowing you into space dust.

The gameplay involves roaming the station, talking to all the occupants. They each give you certain relevant (although sometimes useless) information, cluing you in to the situation at hand and cryptically suggesting where to go next. The correct order of conversing is fairly important to get essential items or open locked doors, so it can get mighty frustrating.

The other chunk of the gameplay is more platform oriented, as you run, jump, punch and shoot your way to freedom. But it's not as simple as walking left to right killing stuff – traversing maze-like levels, searching for bombs and disposing of them in safety shoots, is what it's all about.

And to make it harder than getting Mr Spock to smile, there is a time limit and only one life per game – one simple slip off a ledge will end it all. Thankfully, a password save has been installed to soften those frustrating falls from grace. However, we don't think it's enough of a buffer to reduce the pain, as you must always restart at the beginning of the level. Considering it takes approximately 15 minutes to complete one level, it can really give you the heebie-jeebies.

The graphics may not be out of this world, but Ben moves particularly well and all the sprites are of a decent size. The scenery scrolls more smoothly than a greased conveyor belt, and both characters and backgrounds are true to the series.

Deep Space Nine will probably be too slow for most platform freaks, although RPG fans will surely get a kick out of it. Basically, it's an old concept updated but still worth investigating. Prepare to beam down. M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: RPG/platformer
SUPPLIER: Virgin
PRICE: TBA
SIZE: TBA
PLAYERS: One

the Word

GRAPHICS
Large sprites and multi-scrolling scenery thrust it in the right direction.

8

SONICS
The sound fx are not very noticeable or that memorable, but they are there.

7

PLAYABILITY
Slow and frustrating at first, but once you get the hang of it you'll be hooked.

7

STAYING POWER
Tougher than Spock on steroids, but once you finish it you may not return.

7

OVERALL
Definitely not everyone's cup of Klingon stew, but it's still worth deactivating those defence shields and investigating.

80 PER CENT

▼ For those familiar with the TV series, this game will have you hyper-spacing for joy. It contains all the main characters from the show, including Odo, Dax and even Ben's son, Jake. And if you get thirsty you can even drop in for a quick one at Quark's bar. Mmm... alien beverages.

second opinion

80%

As a Trekkie from way back, I was initially disappointed by this cart. But after playing it for a while, it won me over. ❑ *MARK*



▶ Ben is not only smart, he's also an athletic little blighter. He runs everywhere, can leap ledges, swing from rafters and climb walls (sounds like a real contender for *Gladiators*!). The motion is surprisingly fluid for such a large sprite, and he reacts to controls in much the same way as Conrad from *Flashback* – tricky at first, but ultimately rewarding.





▲ The battle parts of the game feel like a blast from the past. You have two battling options: punch or fire your phaser. Punching is slow and fiddly, and the collision detection is a bit iffy. The phaser on the other hand is a swift beam of death for any baddie in its path.

Megazone Tip: Keep the phaser equipped at all times. You never know what'll be around the next corner.



▲ As you progress through the game you accumulate a large collection of useable items. However, only two can be carried at any one time and the rest are stored... well, somewhere else. You can access other items by holding button A for a second, then scrolling through them with the D-pad. Luckily, the game is paused while you are fossicking through your goodies bag.

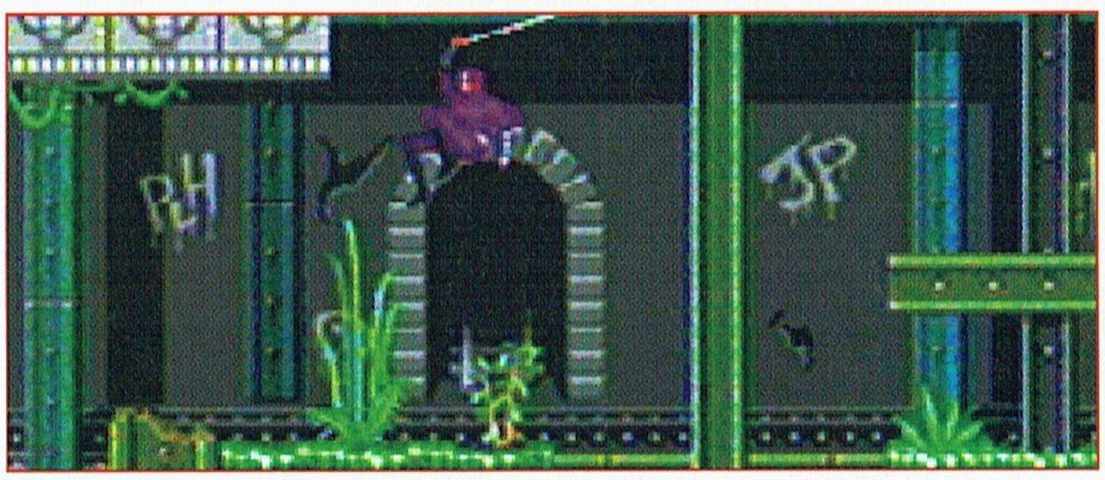
STAGE ONE – DEEP AND MEANINGFUL

To give you an idea of the gameplay and provide a helping tentacle, here is our in-depth solution to stage one. So sit back and enjoy the ride.

Megazone Tip: Stage two password: NUHNEJ



▲ You start the game in Ben's office, with a call from Odo. From here you must go out the door and ride the elevator to level two (one stop). You'll find Odo's office around the middle of the floor. Go in and talk to him, then return to level one.



▲ Talk to Dax, the officer dressed in blue, on this level. She will assist you by giving you a tricorder. Head back to level two.



▲ Find these doors to the Main Pylon Corridor, where there seems to be trouble (the doors are located near the elevators). Go in by pushing up.



▲ Ride the lift to the bottom floor, where you'll find the injured engineer. Close by will be a phaser (make sure you pick it up by pushing down). Use the tricorder to detect the grenades and follow the map to them.



▲ Kill the bad Bajorans with your phaser, and pick up the grenades (push up for a few seconds). Drop them into the safety chutes. You will need to do this with all three grenades.



▲ Lastly, at the far bottom-right is a jammed door. In a crouched position, shoot it out and blast the Bajoran. Exit through the door.

Mega Drive Review

Batman Forever

We put Arash Chehelnabi on A bus to Gotham City, where he discovered Batman isn't forever.



▲ **Special moves galore! People flying around, swinging hips, shaking bums, cartwheeling clowns, it's all here in the training mode. But be warned. Due to excess body movement, the characters have turned a horrible shade of grey.**

Two Face has broken out of an asylum, releasing some of his psychotic chums to frag peaceful Gotham City. If you've seen the movie, you'll know all about Two Face – he has serious problems that date back to early childhood.

This platformer puts you in the role of either the ultra-cool Batman or the dorky Robin. Set in grim Gotham City, the plan is to kill all the baddies. This will keep you busy for a while, 'cos there are a lot of bad people in Gotham – must be something in the water. You take the first step in cleaning this filth-ridden nightmare town by equipping yourself with a variety of special weapons. Although you can only choose two, they more than serve their purpose. There's also a wide range of Bat-moves available, but you'll need a six-button pad to make the most of them.

The levels start out cool enough, with dark and foreboding evil men waiting patiently around each corner, but soon become tedious and repetitious. After a while, you have to be pretty thick not to know where the next bad guy will pop out. Boring...

At the start of the game, you have a choice between playing the game and 'Kombat' training mode. Training mode is a straight beat 'em up , where you choose from a variety of characters and fight against a friend or the CPU. The moves are amazingly similar to *Mortal Kombat II*... But the characters are rendered in black-and-white for some bizarre reason. Yep, black-and-bloody-white!

Graphically, it plays smoothly. The characters animate beautifully and beating baddies up looks great. The background scrolling can get annoying at times (especially in the middle of blood-thirsty combat). As you race around, maiming baddies everywhere, it's difficult to see what you're actually doing (it's a dark city, this Gotham). The scenarios are steeped in semi-darkness. Poxy sound effects and dull music don't do much to create a believable atmosphere.

Batman Forever is an interesting platformer with some great special moves and smooth graphics. But still, there are much better platformers out there. You have been warned. Ⓜ

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Acclaim
PRICE: $99.95
SIZE: 24 megabits
PLAYERS: Two

BOMBS AWAY

Robin carries a staff around for some stupid reason. It does come in useful, though, as it's also a grenade launcher...

second opinion

The cart certainly looks great, and is pretty tough going. Solving those riddles makes life interesting for a while, but not long enough. Oh well, nice try and worth a look. ❑ *MARK*

70%

the word

GRAPHICS
The digitally rendered characters move smoothly. The background scrolling is rather lame, and it's too dark.

7

SONICS
If you're expecting Gotham City to come alive in a cascade of beautiful sounds, tough luck.

5

PLAYABILITY
Easily controllable characters and special moves, with interesting riddles to help you along.

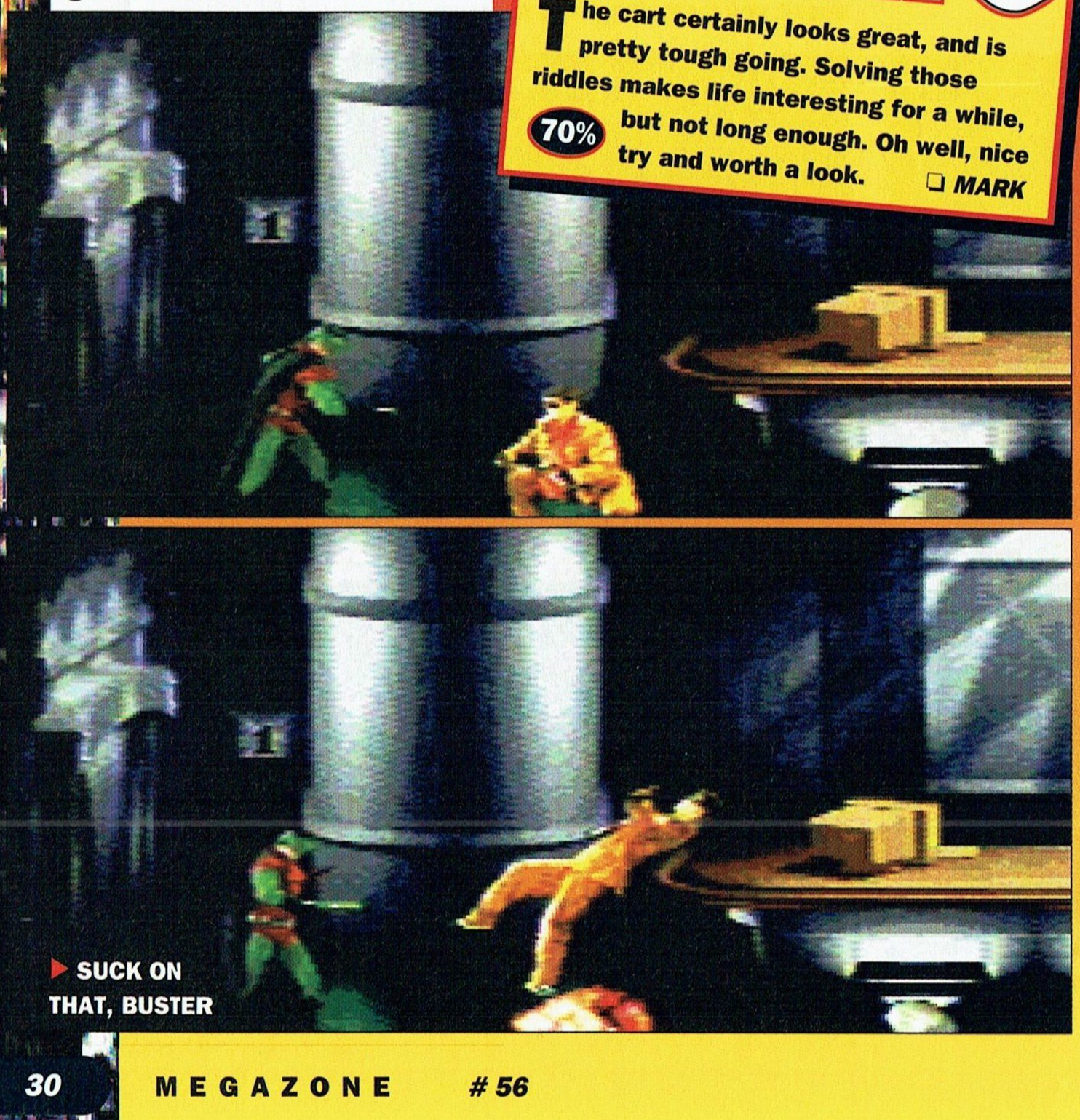
8

STAYING POWER
Unless you're a total Batman freak, you'll tire of this game in no time.

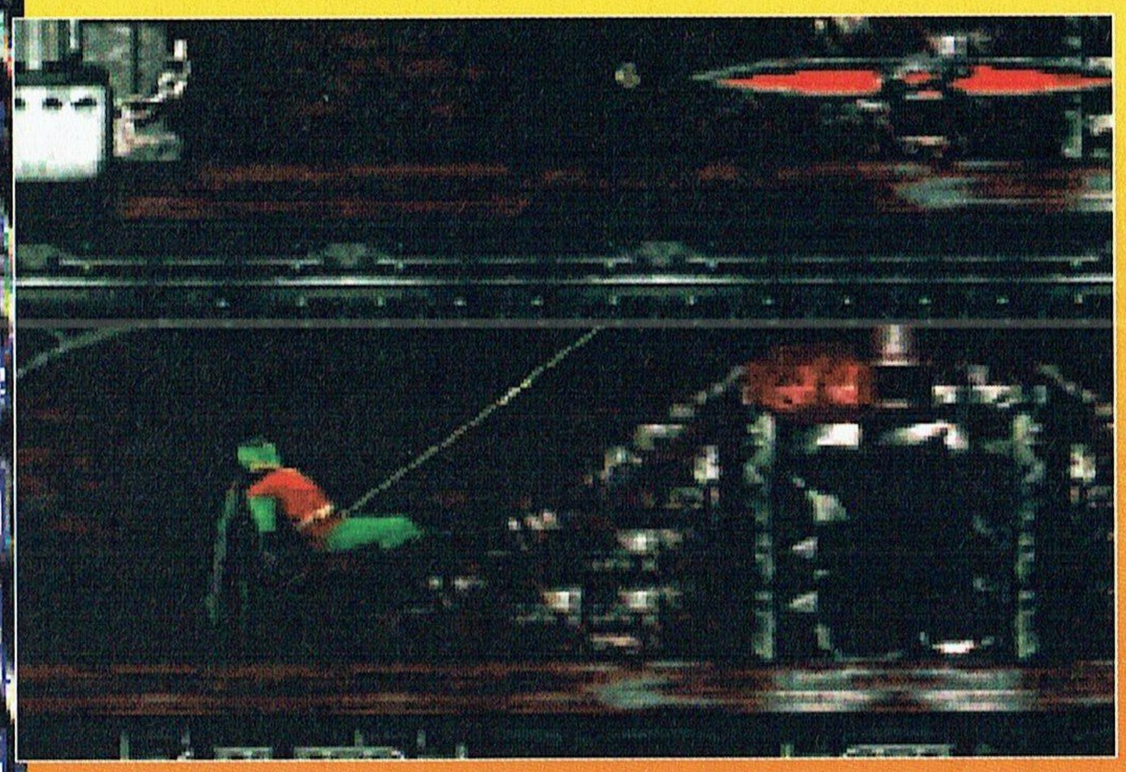
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OVERALL
The training mode is cool, especially the two-player option, but even that loses lustre after 20 minutes. *Batman Forever* is enjoyable, but ultimately forgettable.

65 PER CENT



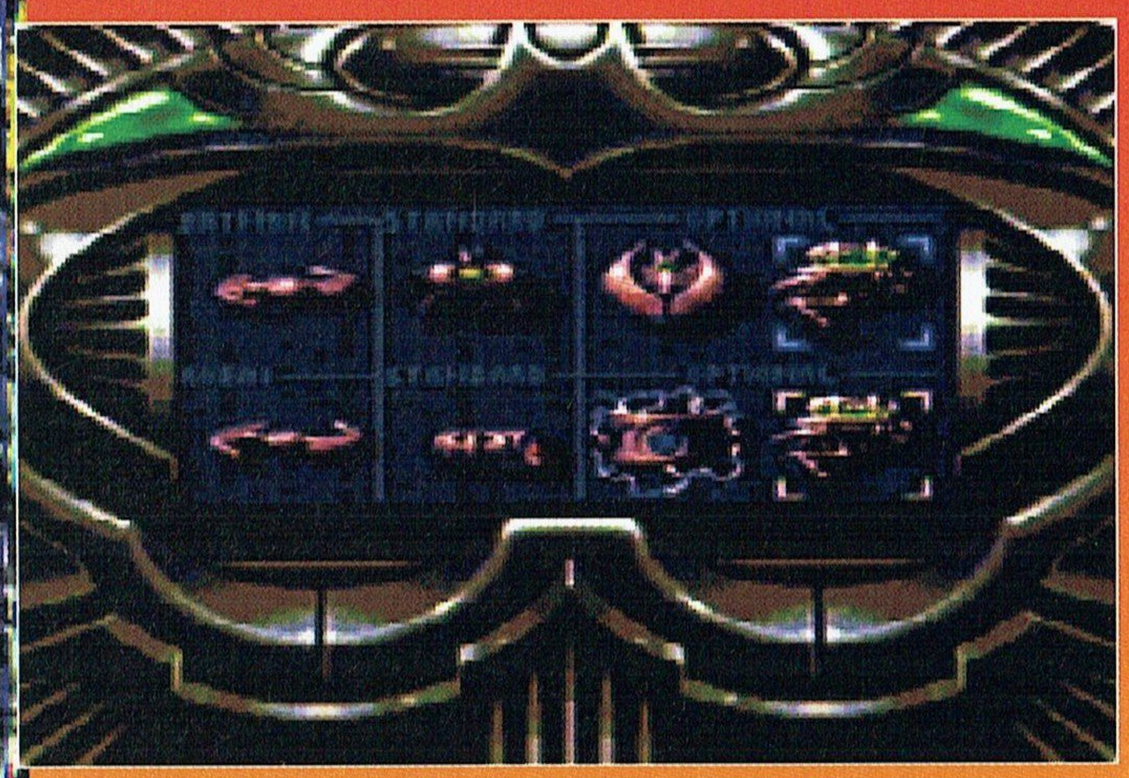
▶ **SUCK ON THAT, BUSTER**



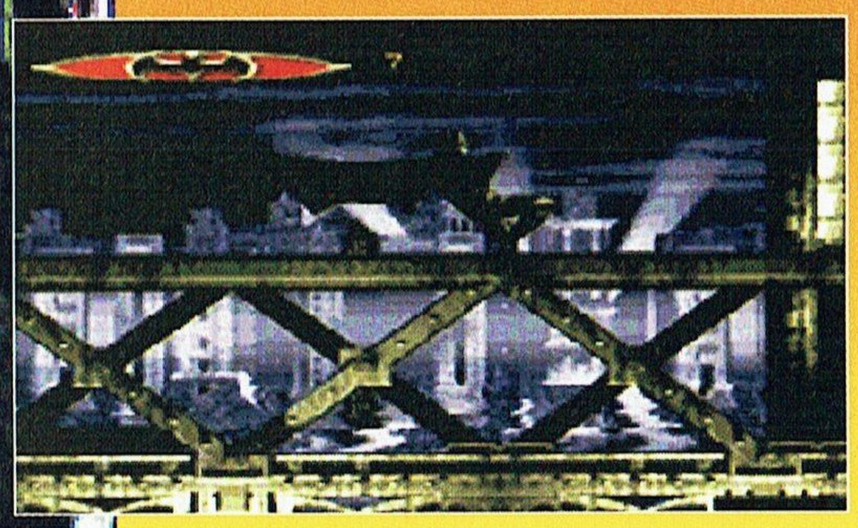
▲ Of course, the caped crusaders have gadgets coming out of their bums. One of the more useful tools is the grappling cable, which winches you up to the next level. It's the only way to get around.



▲ Robin meets the girl of his dreams. Too bad she's a statue. He'll just have to stick with Batman...



▲ There's a wide variety of gadgets and special weapons up for grabs at the start of the game. Everything from sticky goo to smoke pellets are at your disposal. Pity you can only choose two...



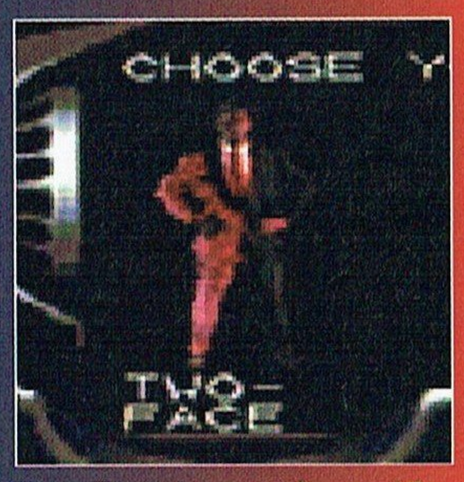
◀ And where would Batman be without wings? On the ground, of course!

THE GOINGS ON IN GOTHAM CITY

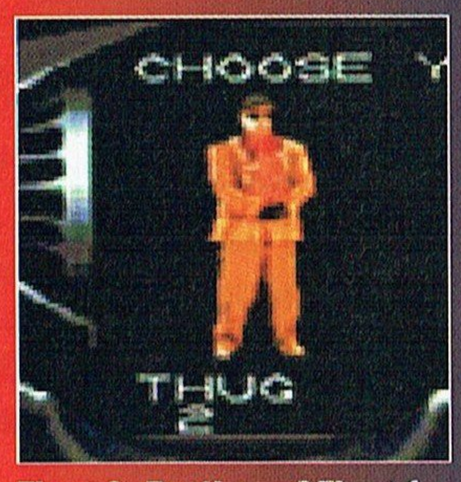
There are some questionable characters in Gotham City, any of which you can use in training mode.

Batman kicks some serious Bat-butt.

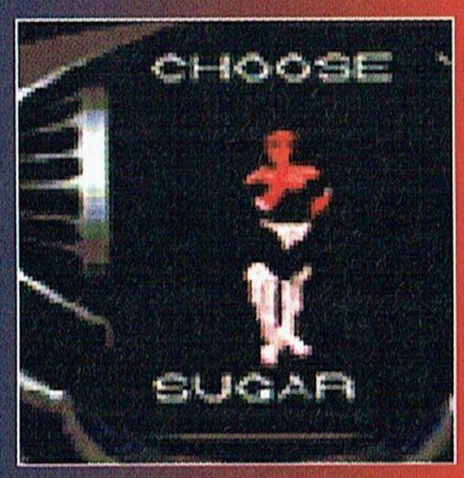
Robin – Batman's favourite little boy...



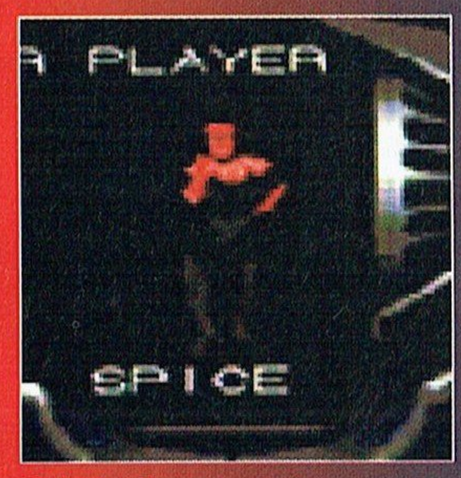
Two Face has serious skin problems – he's one sick puppy.



Thug 2. Brother of Thug 1, Thug 2 is a qualified dental surgeon, sort of.



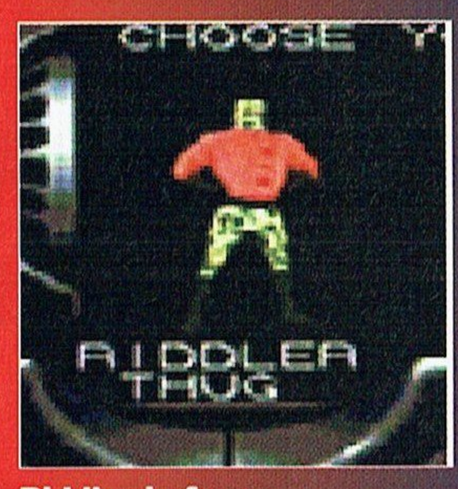
Sugar. Bet that's what they all say.



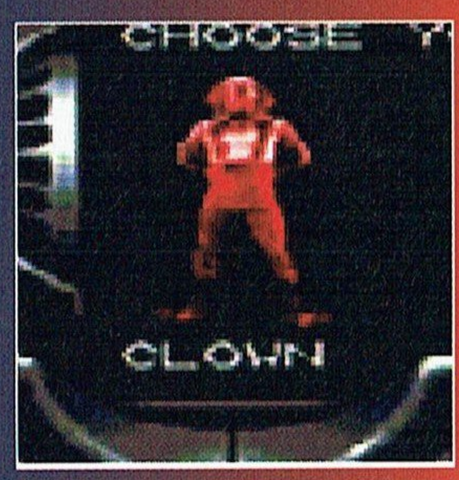
Spice. Hmm... spice.



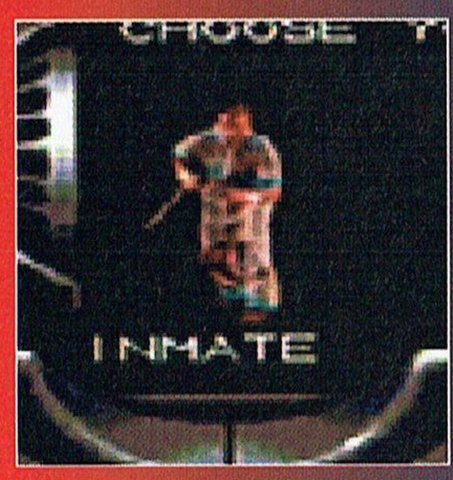
Thug 1. A former asylum inmate.



Riddler is funny. Psychotics are like that.



Clown left the circus to become a mass murderer. Good career move...



Inmate is an idiot. A strong nasty idiot, mind you.

Mega-CD Review

Links

Fresh air, exercise and glorious sunshine all in your own living room – now that's what Peter Burney calls technology!

VITAL STATISTICS

FORMAT: Mega-CD
TYPE: Sports sim
SUPPLIER: Sega
PRICE: $99.95
SIZE: CD
PLAYERS: Six

Golf! The frustrating game of smacking a tiny white ball with a graphite wood around nicely mown paddocks... and paying good money for the privilege. This time it's the Mega-CD's turn to have a bash, and with Sega getting a good grip on the shaft, it could have many old swingers searching for their balls all over again.

Let's face it, golf sims come out every now and then, with the programmers claiming bigger and better features. *Links* is the first Mega-CD sim to use real video fly-overs for each hole, with "live" commentary from golf personalities, Ben Wright and Australia's own Steve Elkington. Enthusiastic calls of "Beauty, mate!" and lonely phrases of "You're in the rough." help to spice up the action. Sadly though, there are no crowd cheers or oohs-and-ahs to give it a push. The standard effects of ball whacks, club swishes and a tweeting bird are just that – standard. One drawcard is the improved depth of field and detail in the scenery – far better than anything we've seen on the Mega Drive. But this birdie round soon hits double bogie status with access times between shots slower than a golf cart with no battery. This game really drags.

If you've played any other golf sims, you've already seen basically all there is to see in *Links*. There are lots of options, from multiple viewpoints and fading the ball to getting up to six friends involved in a full-blown tournament. Yep, if you're into the gameplay of golf, then this has got everything golf has to offer (apart from the 19th hole).

Links does have some limitations – no computer opponents and only two modes of play. There is only one course, although the game has been designed so that you can load update CDs containing extra courses, but don't hold your breath waiting for them.

What it really boils down to is whether you want lots of variety in golf games or are a player in the graphical stakes. But, let's face it, all it really comes down to is pushing the button at the right time to hit the ball. Fore! M

second opinion

It's golf. What else can I say. Perhaps John McEnroe said it best: "Golf isn't a sport. You have to run for it be a sport." Or something. ❑ *MARK*

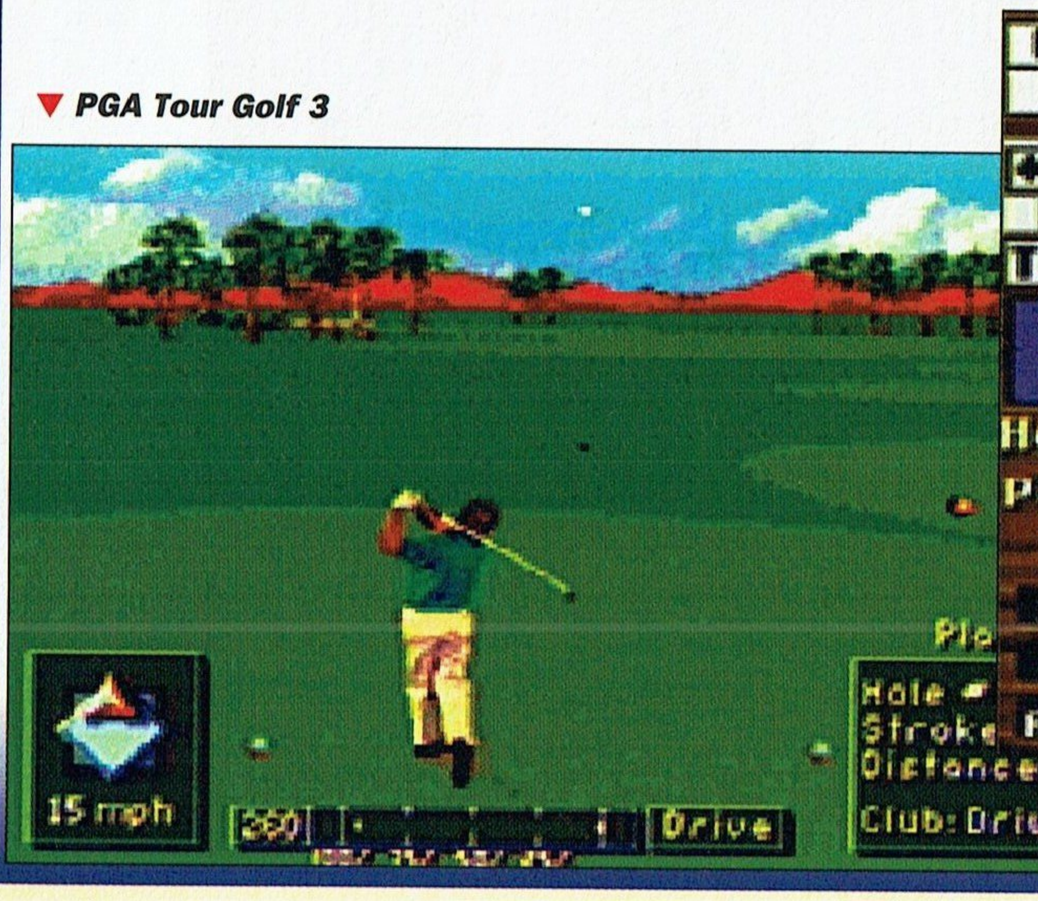
56%

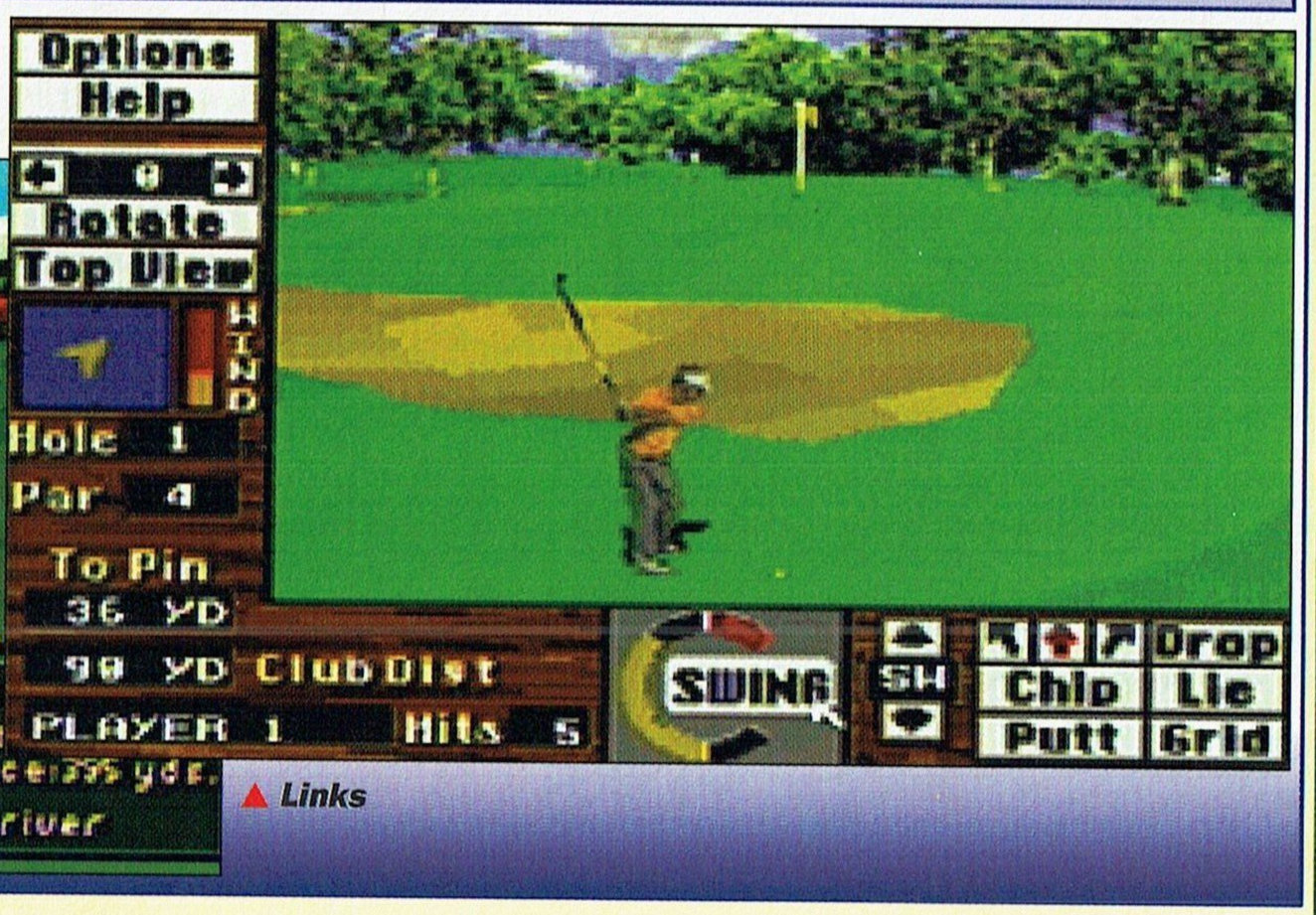
GIVING *LINKS* A HANDICAP

With so many titles around we decided to do a comparison with the current number one golf sim doing the circuit at the moment – *PGA Tour Golf 3*. Then you can judge for yourself.

	Links	*PGA Tour 3*
Graphics	Video footage with nicely detailed holes. Slow access times.	Great player digitisation, but limited detail in holes.
Play modes	Practice, tournament, driving.	Practice, tournament, match, skins, shootout, stroke.
Computer opponents	No	Yes
No. of Players	Six	Four
Controls	All the options that make golf golf. Easy to use.	All the options that make golf golf. Easy to use.
Courses/holes	1/18	8/144
Sound	Lots of faultless speech, intro music, swishes, whacks and that bird. No crowd effects.	Intro music, swishes, whacks, bird tweets and crowd effects.
Save option	Yes	Yes
Reality quotient	Wind	Wind, clouds.
Player rotation	Yes	No

▼ *PGA Tour Golf 3*

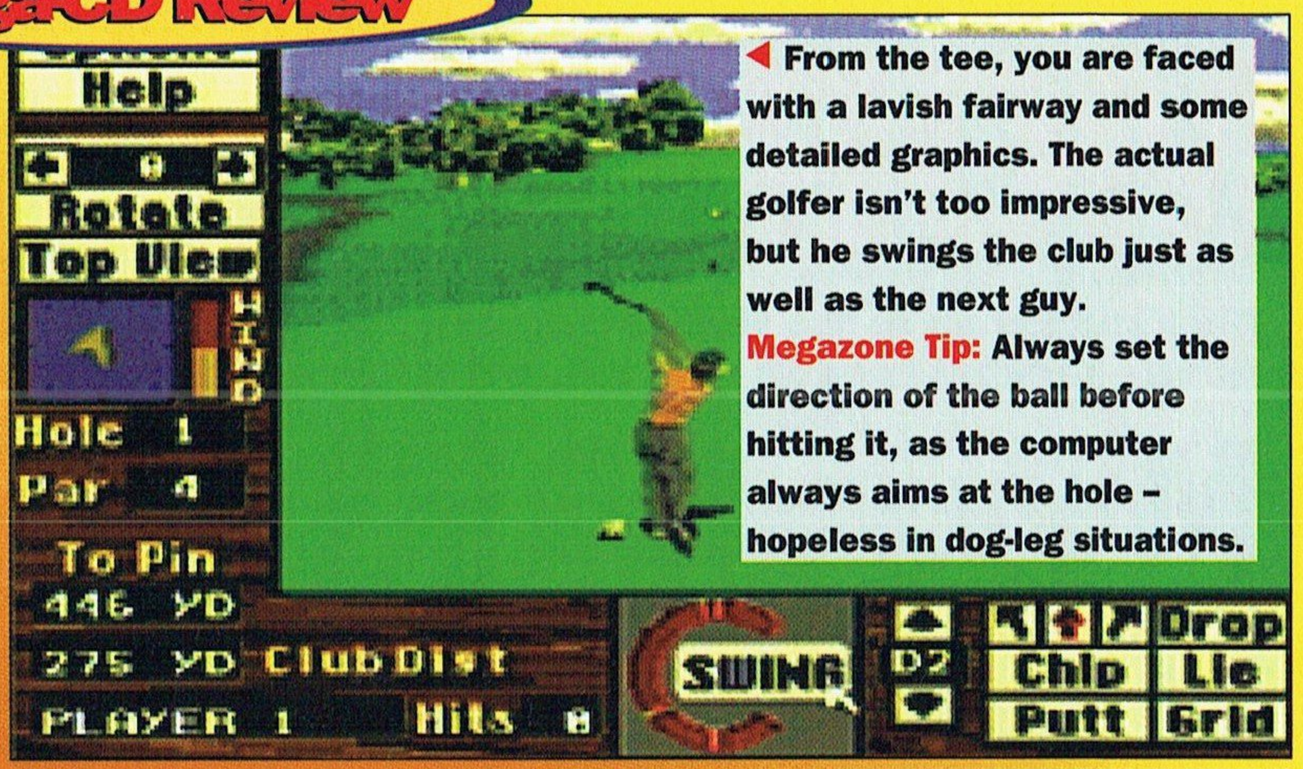




▲ *Links*



▲ There are three possible viewpoints when lining up your shot. Above/behind looking towards the green, above/behind looking towards the tee, and the directly above (and useless) view from 200 km up.



◀ From the tee, you are faced with a lavish fairway and some detailed graphics. The actual golfer isn't too impressive, but he swings the club just as well as the next guy.
Megazone Tip: Always set the direction of the ball before hitting it, as the computer always aims at the hole – hopeless in dog-leg situations.

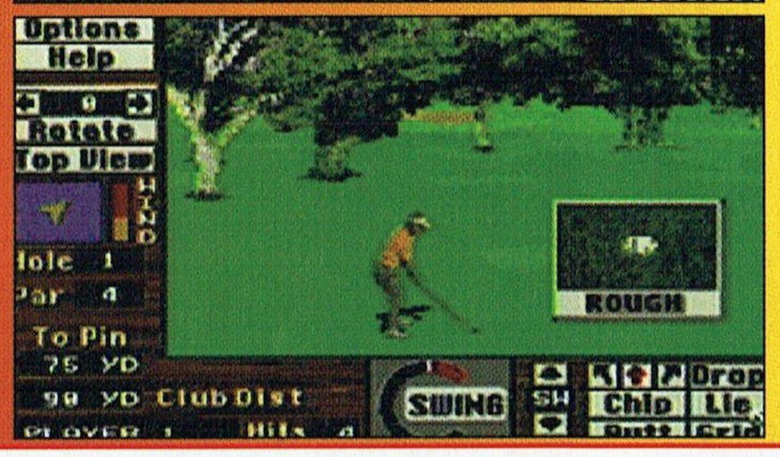


▲ What sets the game apart from similar titles are the very impressive fly-overs of each hole before you play it. The video quality is superb, and with tips from the experts thrown in, it's just like watching TV.

▶ One neat feature is the ability to turn your golfer to face in any direction. So being stuck behind a huge oak tree can be overcome by turning 90 degrees and thus getting the ball back in line with the flag.



▶ Checking the lie of the ball is essential. The computer automatically selects the club to suit the distance. However, a wood is useless when you're knee deep in grass – try an iron to get you out of bother.



The Word

GRAPHICS
Rolling video footage and more depth and detail than you can poke a wood at.

9

SONICS
A hail-storm of speech clearer than the water hazard on the 16th, but that damn bird just won't shut up.

7

PLAYABILITY
Walking between shots could be actually quicker than the access times. Still, great fun with a few friends.

7

STAYING POWER
Only 18 holes and no computer opponents buries it deep in the sand trap.

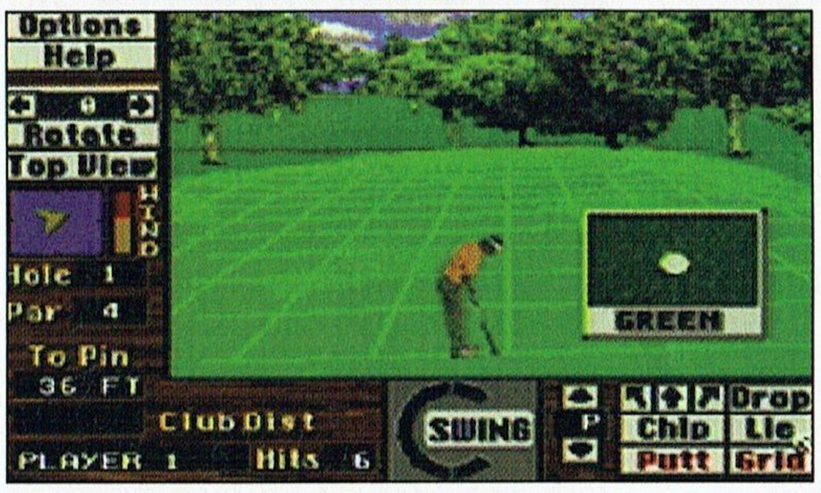
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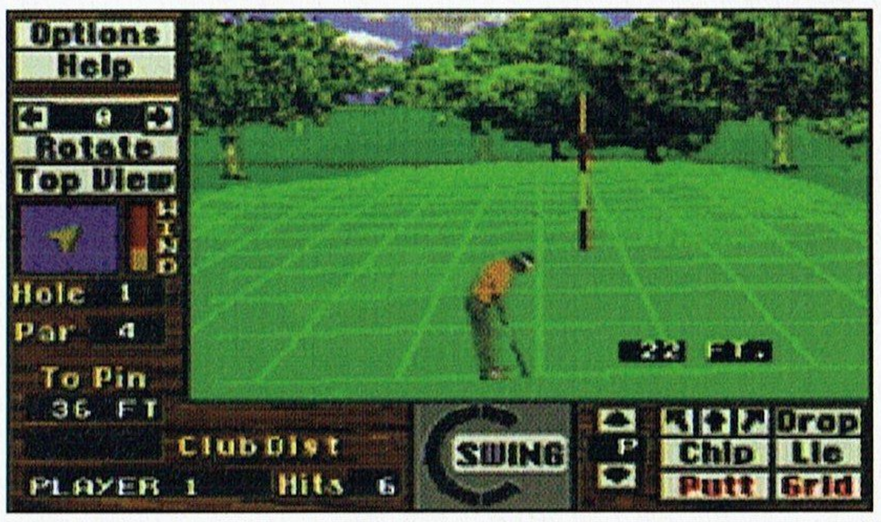
OVERALL
Probably the most realistic and best looking golf sim around, but its long-term appeal could have you wishing you'd stayed in the clubhouse.

79 PER CENT

PUTT YOUR BEST FOOT FORWARD.

When putting, you need to consider the distance to the hole and the slope of the green. Unfortunately, while the aiming of the putt is catered for, the power of the stroke is a hit-and-miss affair – lots of practice is the only way to get a grip on things.





▲ Lining up the putt means selecting the grid overlay, showing you the slope of the green. You must take into account both the horizontal slope and the vertical rise (or drop) to the hole.
◀ Once you've decided on the horizontal slope, you must select the direction of the putt. Hold button B and moving the direction stick either to the left or right.

▶ Lastly is the power of the swing. Unlike fairway strokes, you only need to hit button A. The longer you hold it, the further the power gauge arcs and the harder the hit. If you get all the correct, it's another one in the bag.



Mega Drive Review

MORTAL KOMBAT III

They stuffed up in the first two games and now they've done it again – Combat is spelt with a C, not a K, sniffs Peter Burney.

MK and *II* were the most popular games ever on the Mega Drive and now it's time to prepare yourself for the ultimate in fighting carts – the tower of power, the king of sting, the one we've all been waiting for – *Mortal Kombat III* (suddenly mass hysteria erupts in the Megazone office as frantic attempts to throw the first punch brings work to an abrupt halt). Yep, it's finally arrived and this time it's bigger, better and will blow the seat out of your fairy underpants.

Round three sees fourteen fast, furious and frenzied fighters battle it out for the safety of the Earth. You see, Shao Khan has escaped from the Outerworld and arrived on Earth. Here he has taken the souls from all the humans. Those humans he can't extract souls from he will kill.

Basically, the gameplay hasn't changed much (kill-the-other-fighter stuff!), but the speed has been dramatically enhanced (one thing seriously affecting *MK II*). It's also easier to perform special moves, and there are a few new secrets...

Seven previously unseen Kombatants splatter onto the screen with new abilities and new tricks to learn. The other seven are a combination of fighters from *MK*s *I* and *II*, and even though they've been there, done that, some of their abilities are different or old moves require different button combinations. So essentially what you're getting is a totally new outlook on things.

Unfortunately, the graphics aren't as crisp as part two, with a grainy effect appearing in most backgrounds. But this is not really a major concern, as it still looks great and plays at a hundred miles an hour. The sound has also been enhanced, and there's a coffin load more effects! The fighters' names are announced before each bout and new screams, explosions and general thumping effects have been upgraded. Simply, the latest, the greatest and with 32 megabits at your fingertips you can't go wrong. M

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Beat 'em up
SUPPLIER: Sega
PRICE: TBA
SIZE: 32 megabits
PLAYERS: Two

second opinion

Really, it is very similar to the other two *MK*s, but, um, it's a lot faster and that's good. It's slicker, the moves are easier to perform, and it's the closest to the arcade game. So far, at least.

90%

❑ ADAM

THE NEW HEAVYWEIGHT CHAMPION

So what new stuff have the guys dug up for us this time? Here's a run down to *MK III*'s new bits.

MERCY

This is performed when the words 'Finish him' appear on the screen. But after a series of button combinations, instead of ripping your opponent's throat out, you supply them with a small amount of new energy. And for maximum humiliation you bash the crap out of them again!

Megazone Tip: This can only be performed in the third round.

ANIMALITY

The is the ability of the victor, when the words 'Finish him' appear, to change into an animal and shred your opponent to pieces.

Megazone Tip: You can only perform an animality after a mercy.

SCENE FATALITIES

As with previous outings, you can perform three new scene fatalities. These are background dependent and can only be performed in the Subway, Pit and Wooden Tower. Yes, that dude is about to be splattered by a train!

Megazone Tip: All are done with the same button combinations for every character.

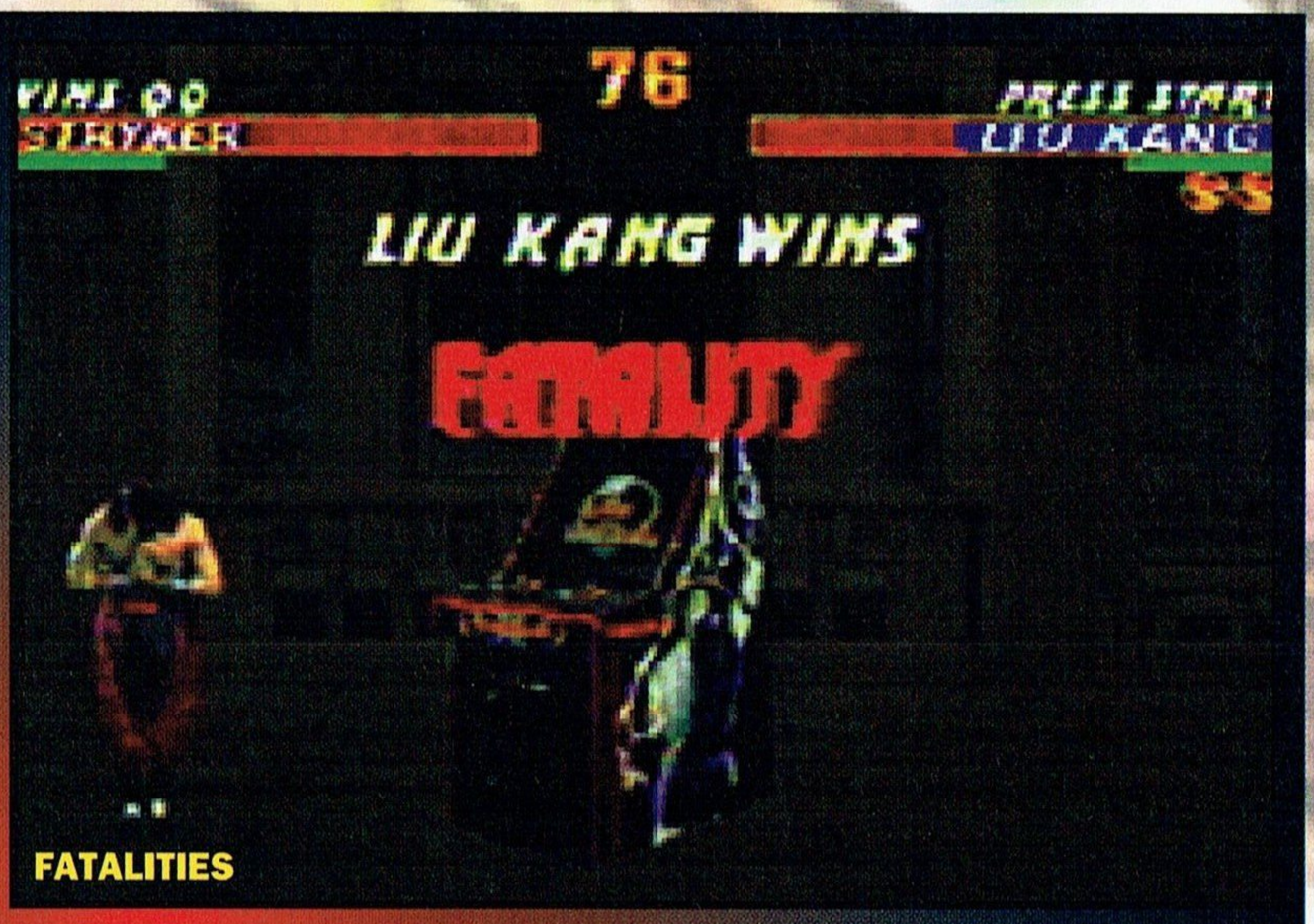
FATALITIES

Yes, the gore that put the more into mortal is back. This time they aren't as bloody, but are well animated all the same. How about having an arcade machine dropped on your head

Megazone Tip: To perform Stryker's fatality hit Forward, Forward, Forward + low kick (far away).

BABALITIES

The wussie baby moves have also returned, but they actually look clearer and the word babality is written in lovely coloured letters on playing blocks. Sissy stuff if you ask us!



FATALITIES



SCENE FATALITIES

SPECIAL MOVES

Finding special moves is always a pain in the butt, so we have fiddled around for hours searching for moves which the fighters can perform. Here is a selection to give you a helping fist!

SINDEL



She was Shao Khan's wife in the Outerworld, but sadly died of some strange illness. She was then reborn in the Earth's realm to battle in the tournament.

Breath ball – Forward, Forward + low punch
Scream drag – Hold Forward, high punch twice

CYRAX



A cybernetic organism programmed by Sub Zero's evil clan to find and kill him. Being a robot, it has no soul to take and splatters oil instead of blood.

Net throw – Away, Away + low kick
Bomb – Away, Away + high kick

SHANG TSUNG



He was Shao Khan's sorcerer, but was expelled for not winning the last tournament. He has enough secret powers to avoid the soul extraction.

Single fire ball – Hold Away, high punch twice
Double fire ball – Away, Away, Forward + high punch
Triple fire ball – Away, Away, Forward, Forward + high punch

SONYA



The all-American girl was rescued from the evil clutches of Shao Khan by Jax. She returns to the tournament to seek her revenge.

Force ray – Down/Forward + low punch
Warp – Forward, Forward, Away + high punch

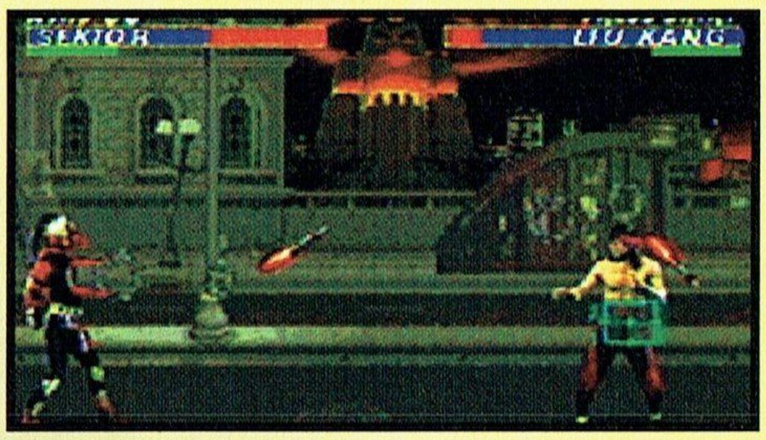
LIU KANG



Considered by Khan as his greatest threat – an extermination squad was sent to kill him. Kang has come to earth to seek refuge.

Low fire ball – Forward, Forward + low punch
High fire ball – Forward, Forward + high punch
Bicycle kick – Hold low kick four seconds, release
Flying kick – Forward, Forward + high kick

SEKTOR



The third prototype programmed to kill Sub Zero. It also has no soul to take.

Straight missile – Forward, Forward + low punch
Guided missile – Down/Away + high punch

KABAL



He is a complete mystery to the other fighters, but says he was born for the tournament.

Laser ball – Hold Away, high punch twice
Tornado spin – Away, Forward + low kick

NIGHTWOLF



An American Indian who uses his religious beliefs to protect himself against the power of Khan.

Stick swing – Down/Forward + high punch
Shoulder charge – Forward, Forward + low kick
Shield – Away, Away, Away + high kick

SHEEVA



Once the leader of Khan's army and hand-picked by Khan himself. Rebelled against him when she found out he was destroying her people.

Stomper – Down, Down, Up.
Flame throw – Down/Forward + high punch.

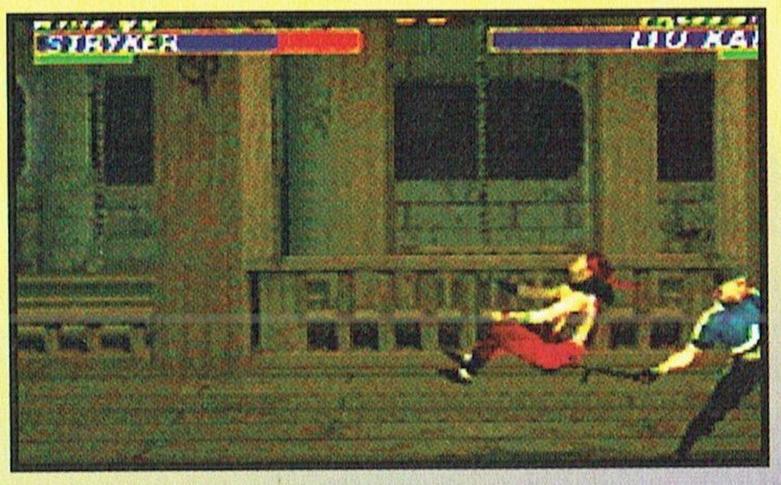
JAX



A Major in the army. He hates Khan for capturing his friend Sonya, and seeks revenge through the tournament.

Gotcha grab – Forward, Forward + low punch
Multi-slammer – Get close Forward + low punch, then high punch three times
Rocket punch – Forward, Forward + high punch
Earthquake punch – Hold low kick for three seconds

STRYKER



One of the riot police sent to protect the people against Khan's extermination squads. He was the only human survivor.

Baton swing – Forward, Forward + high kick

Grenade – Down/Away + high punch

KUNG LAO



He wants to reform his secret society of ninjas, which Khan destroyed, and thus he wants Khan dead.

Hat throw – Away, Forward + low punch.

Teleport – Down, Up.

Aerial kick – Up, Down + high kick while in the air.

KANO



Managed to escape from Khan's clutches when Sonya was rescued, and so he too wants revenge.

Laser swing – Down/Forward + high punch.

Laser throw – Down/Away + high punch.

Spin attack – Hold low kick for three seconds.

SUB ZERO

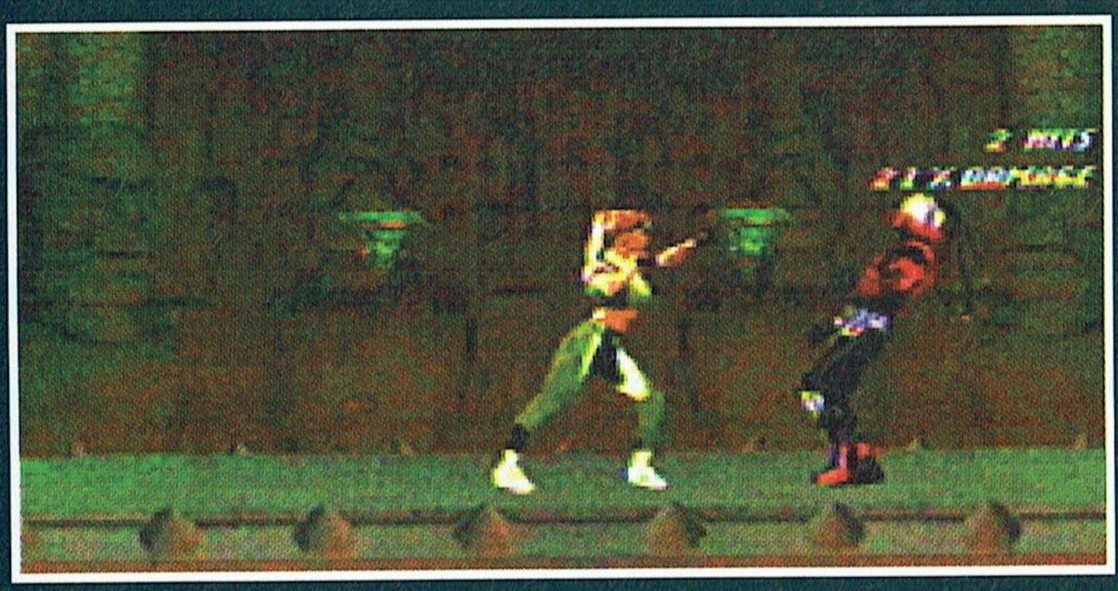


Betrayed by his ninja tribe and pursued by Khan's exterminators, he returns unmasked and with a grudge.

Ice shower – Down/Forward + high punch.

Freeze – Down/ Forward + low punch.

Frozen image – Down/Back + low punch.



◀ This time around, with the sheer speed of the thing, there are what are known as combos. These are rapid attack moves performed using some frantic button pushing up close to your opponent. Combos start at two hits, reducing your opponent's energy by 13%, and are performed mainly using the high kick and high punch buttons.

Megazone Rumour: We've heard you can get Sub Zero and Cyrax to perform 100% combos – how's that for tough!



▶ Running has been introduced into the gameplay, to allow you to quickly get to or away from an opponent. Push the Start button to run.

Megazone Info: Button B now acts as the block, pushing A + B is now high punch and B + C is high kick. It works pretty well, but a six-button controller is better.



◀ The grab and throw moves have certainly been given a boost, with some of the weirdest and wackiest throws you'll ever see. Get in close to your opponent and pushing toward + A. Away they go, losing a big chunk of energy.

The Word

GRAPHICS
Fluent motion, violent special moves and plenty of detailed backgrounds. It is slightly grainy, though.

9

SONICS
Chunky, eerie speech and a morgueful of deadly tunes.

9

PLAYABILITY
Moves are easier to pull off, and it's faster than a hit-and-run accident.

10

STAYING POWER
More characters, more moves, more secrets and, erm, more tough.

9

OVERALL
If you've got Mortal Kombat I and II... buy this as well – and let the good times roll all over again!

92 PER CENT

MORTAL KOMBAT III

Interview

Yep, Mortal Kombat III is here at last. We sent Marshal M. Rosenthal off to annoy the dudes who made this bloodbath possible.

Continuing the mighty Mortal tradition is *Mortal Kombat III*, featuring the latest state-of-the-art graphics and game play. Each of the eight new fighting characters have their own special powers and 'designer' actions, as well as the lighting-fast animation and realistic movements as expected. The latest installment boasts hidden characters plus scrolling scenery and fully digitised fight scenes. There's also eleven 3D-rendered graphic backgrounds, one-player multiple game selections, twice as many hidden features and more animalities, babalities, friendships, fatalities and secret moves per character.

Rather than going over every move, let's grab Ed Boone and John Tobias – yep – the guys who made *MK* from the ground up. Ed's the programmer and John does the designing. So, okay:

Ed: I'll tell you a bit about some of the cool powers in *MK III*, but there's so much stuff happening that this could take a long time. For instance, Cyrax has a 'Plasma-Net', which shoots out and engulfs his opponent. It then pulls opponent in to Cyrax, who gets a free hit. Sektor (one of the cyber-ninjas) can shoot a rocket out from his chest – it's like a guided homing missile. He can also teleport around. Nightwolf has a glowing green axe, and Sub-Zero can leave an ice-clone behind which will freeze his opponent if he touches it.

"...you can hit your opponent into another level..."

John: One of the best things is that we've added a 'Run' button, so that the characters can now dart back and forth quickly. Game play is faster and more deadly than before. And the way you can hit your opponent into another level is cool too; what happens is that you can land a punch (usually an uppercut) and blast the other guy straight up and out of the screen into another background. Then the screen scrolls up to this level as your character jumps up to continue the fight. You can punch him through the floor to a previous level too.

"We've got a lot of background-related fatalities."

Ed: There's plenty of hidden stuff, like bringing up smoke to fight with...

John: Yeh, and we have background stuff happening that interacts with the players, too. For instance, knock your opponent off the bridge and he lands on some pretty sharp knifes. Or kick him off in the subway and watch him get run over by a speeding train. We've got a lot of this – we call it 'background-related fatalities.'

Ed: There's a lot more variety of characters too, more intense battles and faster response to what you do.

John: Right, the game's got a faster pace and is packed with action and packed with hidden features, some like in the arcade version. An example being the hidden character Noob Saibot. He's a tough one, 'cos he's all black and blends into the background real well. You can bring him up to fight by knowing the 'Kombat Codes' from the arcade.

Speaking of which, the home versions contains six original encryption codes. To crack them, you must arrange six out of a series of ten symbols in various combination lock-like sequences. These will allow you to unlock secret moves that can be added to the powers of the characters used, and so befuddle and destroy your opponents. So prepare yourself for serious kombat and hope that your reflexes are up to the challenge.

"Prepare yourself for serious kombat."











Mega Drive Review

Spirou

What do nuclear testing and Spirou have in common? They're both French disaster areas, pouts Pierre Burney.

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Sega
PRICE: TBA
SIZE: TBA
PLAYERS: One

Spirou, the hero of this cart, looks like a French bell-boy and has a dog called Spip. Together they are out to save New York from an evil scientist in another pretty plain platformer.

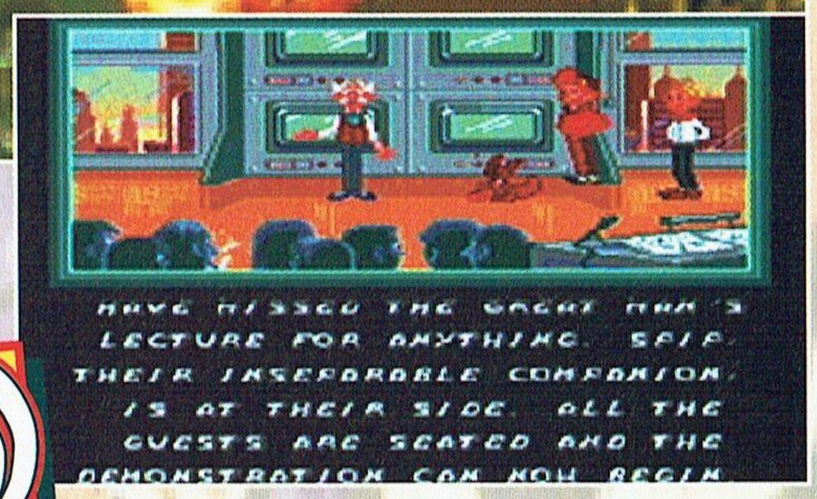
The first thing you notice about *Spirou* is the crisp, clear, cartoony characters and slickly scrolling scenery. The second thing you notice is the ordinary gameplay. It's simple, repetitious and, dare we say it, only slightly more interesting than petrified poodle plop!

Twelve levels of jumping, climbing and bouncing on baddies becomes nauseating after only a few plays, and although some of the levels vary in gameplay – you get to ride on the back of the train and pick up one or two weapons – it really is quite dull. Pick-ups are limited to hats, which give you an extra life, hearts to increase energy and... well, that's about it!

Spirou is the classic example of lathering the cake in rich cream to hide the stale and crumbly centre... A flopped souffle. M



▼ Level three involves a ride on the New York subway. This level, although not particularly long, it is quite tough. The sole reason being that the signs which fly by overhead are incredibly difficult to see and thus getting blind-sided is a common occurrence. Frustration plus!



▶ The graphics are really well done and in between levels the story unfolds in a variety of cool cartoon stills just like this one...

▼ Spip is more than just a fluffy add on, he also helps you along the way. If you find yourself stuck at any time, simply keep an eye out for little fellow who'll be pointing in the direction you are supposed to go.

The Word

GRAPHICS
Looks really good, has lots of variety and even a touch a humour.

8

SONICS
Woh, a step back in time – beep, bop, tinka, tinka.

5

PLAYABILITY
About as exciting as a stale croissant and a cold cafe lattè.

5

STAYING POWER
Life expectancy of a fish at Muroura Atoll (nuff said)!

5

OVERALL
Let's see how we can describe this cart – colourful... cartoony... cutsie... crap!

59 PER CENT

second opinion

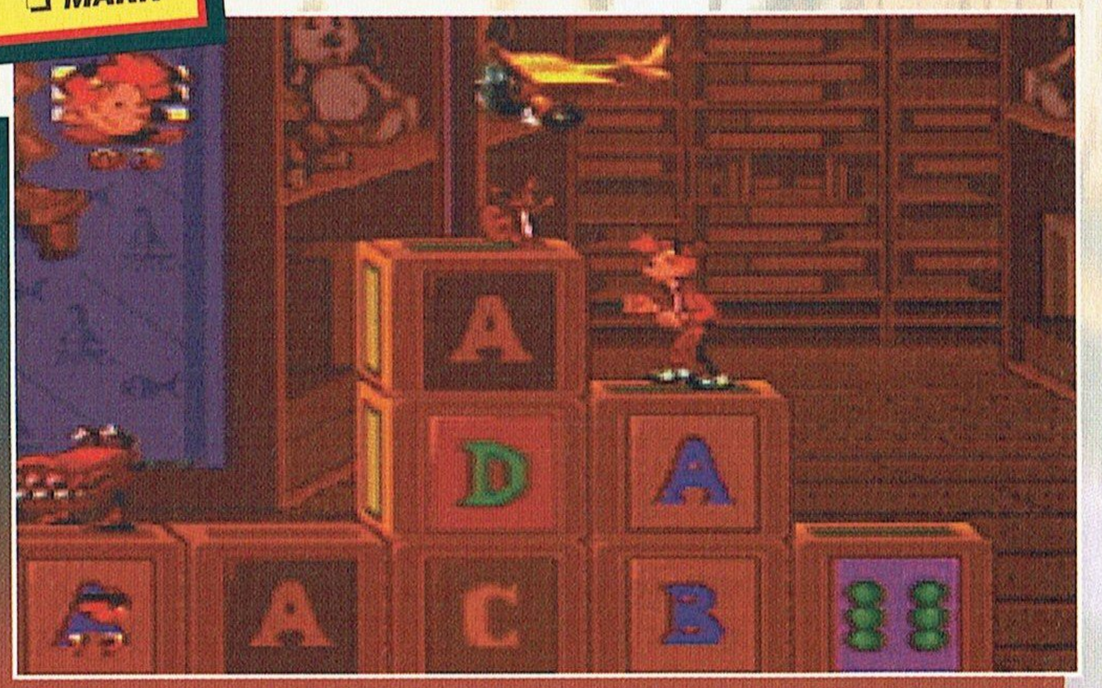
Sacre bleu! Spirou looks like a little French idiot and frankly, we don't care too much for the snail-chomping twerp.

55%

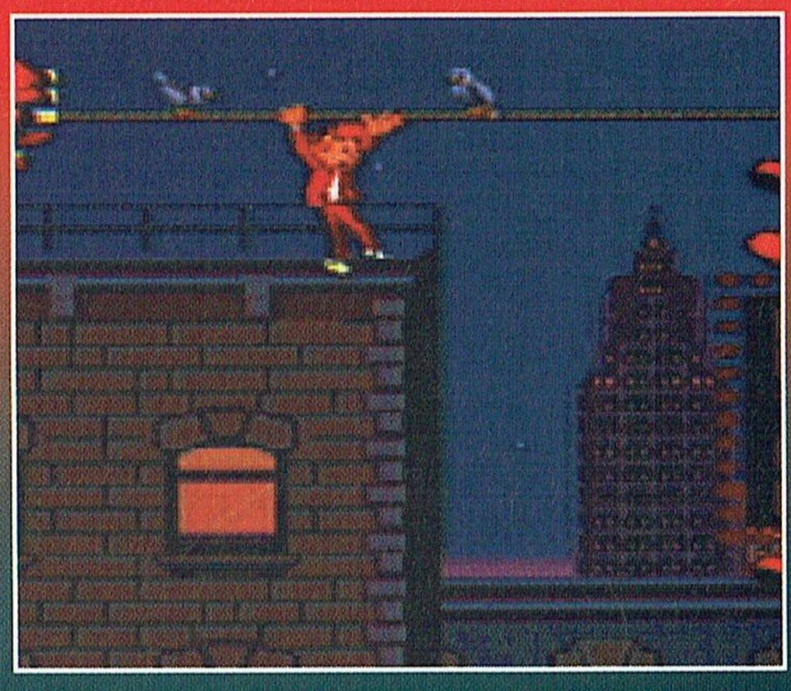
❑ MARK

Spirou has a variety of moves, including climbing and swinging, but sadly his only real attack involves bouncing on baddies. This doesn't kill them or stun them, in fact all he does is bounce off them – kid's stuff! To be fair, he does pick up a gun in level three, but by then you're less than willing to use it – no killing thanks, we're French.

Megazone Tip: **In level two, you can push the boxes with faces on them to get to higher areas.**







Mega Drive Review

spot goes to hollywood

VITAL STATISTICS

FORMAT: Mega Drive
TYPE: Platformer
SUPPLIER: Virgin
PRICE: TBA
SIZE: TBA
PLAYERS: One

Peter Burney is seeing spots before his eyes... we told him that it would eventually make him go blind!

Cool Spot was one of the coolest games ever. Now he's back in a hot virtua 3D world, but a spot of coolness has been lost from this once worshipped 7-Up logo!

Master Spot struts his way through some classic Hollywood movies in his search for red disks. The graphics have reached boiling point, with spectacular sprites from *Alien* facehuggers and cybernetic Terminators to a frantic, finger-twitching mine car ride from *The Temple of Doom*.

Cool Spot is a joy to watch. Yeah, the graphics can't really be faulted but the gameplay is what soils this spot – it's longer but not as well rounded!

The game is divided into thirteen stages, and although there are two different styles of gameplay, the only objective is to collect a set percentage of red disks.

You end up wandering around aimlessly (well you do have an aim but it seems rather pointless), killing movie sprites in the hope of spotting a spot. Getting to the end is an achievement in itself, due to the speed and perspective faults, but with time you'll have it memorised and be rocketing through like a spot out of hell. This is not quite a Hollywood flop, but Spot may be hard pushed to get a trilogy off the ground. M

second opinion

It is certainly different from the original *Spot*, which in this case is both good and bad. *Spot 1* was an excellent platformer, but between then and now we've seen enough to be a bit more picky.

75%

❑ *ADAM*

IT'S SHOW TIME!

The game is divided into four main themes – sci-fi, pirate, horror, and adventure. Each theme has three or four levels, which all require you to collect the right amount of disks and find the star to transport you to the next level.



THEME ONE: THE PIRATES

◀ In one of the simpler levels, Spot travels from left to right avoiding crazy crabs, exploding cannons, and persistent parrots.

Megazone Tip: Shoot the birds and crabs to find hidden disks.



THEME TWO: SCIENCE FICTION

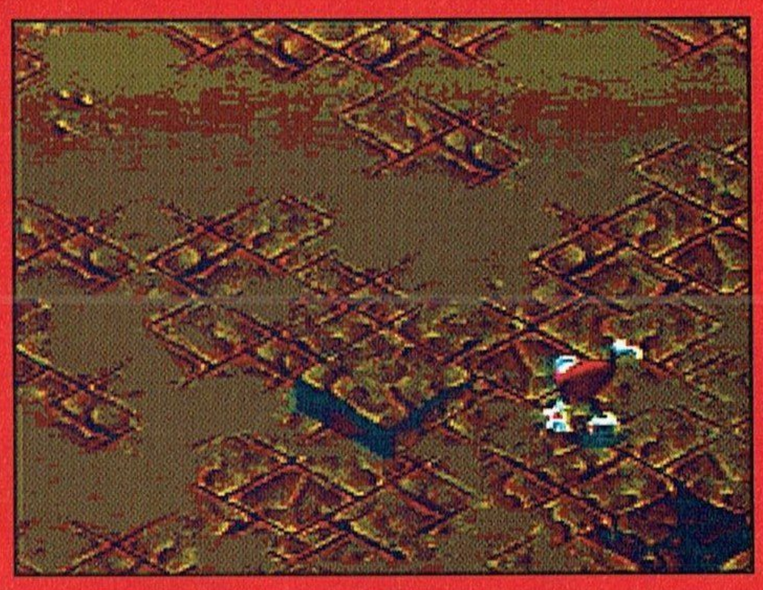
▶ The world is ruled by the machines, as Spot takes a journey into the future doing the *Terminator* thing.

Megazone Tip: Don't bother shooting the bad Spots, as they can't be destroyed.



THEME THREE: HORROR

◀ As the name suggests, a creepy old house at night is bound to be haunted but fearless Spot ventures in nonetheless.



THEME FOUR: ADVENTURE

▶ Dust off the old leather jacket as Indiana Spot goes in search of the lost disks.

Megazone Tip: If you fall down in a trap, hit the run button to avoid the falling stones.

the World

GRAPHICS
Spot on! Who'd ever have thought the spot could look even cooler.

9

SONICS
Hits the spot nicely.

8

PLAYABILITY
Collecting red disks gets rather dull, but the movie idea is cool – for the first few times, anyway.

7

STAYING POWER
The spots before your eyes will fade gradually after the initial impact.

7

OVERALL
After a few plays you'll certainly spot the difference... in more ways than one!

81 PER CENT

GRONKO
GRONKO
CUTESY THE GEKKO
DEATH KILLER
SURF 'N' SKATE



the Great BIG Guide TO GAMES

Having once lived in a games centre for three months, Darren Porter has all the dirt on the wonderful world of those arcade games that have made it to the small screen.

Part Nine: Arcade Games

Well, this is it – the final game guide. Over the last eight issues, we've looked at all types of game, from shoot 'em ups to sports games. Finally, we're left with the games that didn't fit into the other groups – the arcade games. These games play along the lines of the early arcaders like *Golden Axe* or *Black Tiger*.

Over the years, a formula has developed which is, unfortunately, strictly adhered to in most games – level, boss, level, boss... The other downside is the proliferation of film and comic licenses. Licensed carts almost invariably end up as just another forgettable game.

Still, arcade games can be a joy to play – a good one will hook you instantly, with great graphics, challenging gameplay and unique features. A two-player option works wonders as well.

Read this guide before you buy anything and remember that most games are now available for rent. So try before you buy...

report card

- ✪✪✪✪✪ A virtual sex machine
- ✪✪✪✪ Anything with a vibro seat
- ✪✪✪ As much fun as table soccer
- ✪✪ As exciting as a toy grabber
- ✪ Paying a buck a go for *Space Invaders*

LAWNMOWER MAN

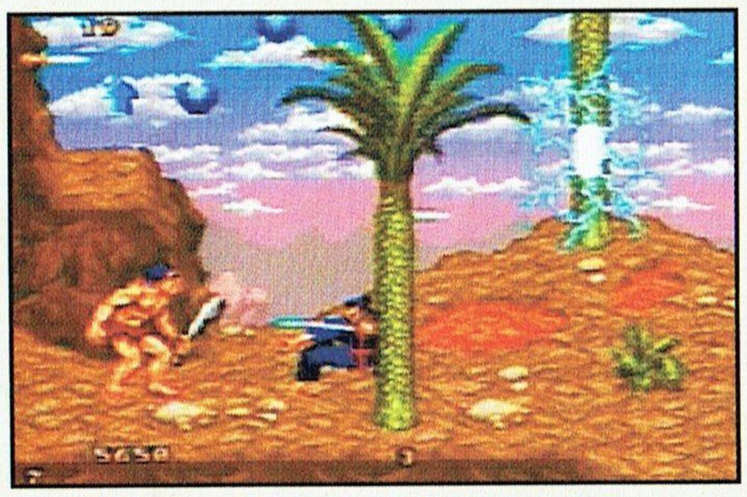
The film was over-rated and the game isn't much better. It combines many different levels, including a simulated VR level that steers like a train. The arcade levels are poorly laid out and your character is inadequate. A complete waste of time. ✪

OUTLANDER

You have to get through some shoddy driving levels reminiscent of *Mad Max* before you can get into the arcade sections. A unique effort, capturing the feel of a futuristic, end-of-the-world scene well, but ultimately it plays like a stringless guitar. ✪✪

SECOND SAMURAI

Huge sprites and plenty to do, combined with some weird enemies (coconut throwing apes?), make this quite unique. There are lots of options and a fair level size, but some parts are frustrating. If you don't quickly get through the annoying sections, you may well abandon what is otherwise an okay cart. ✪✪✪



▲ **If you only had a club and your opponent had a samurai sword, would you stick around? Yeah, right.**

GOLDEN AXE I, II

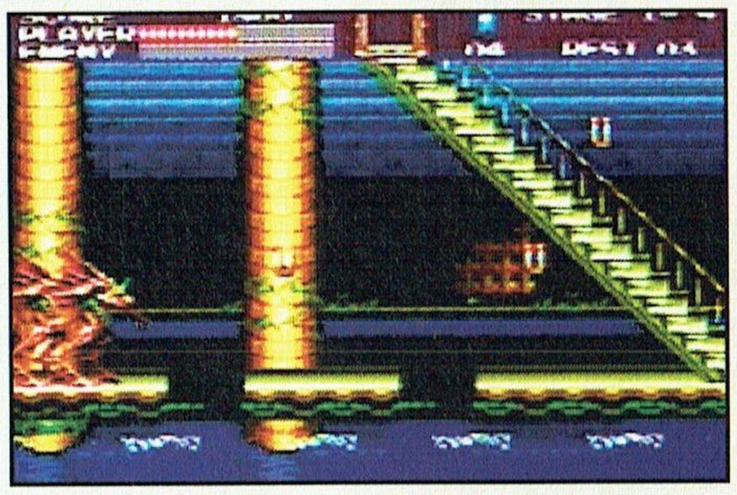
Original Sega arcade games that spawned an army of imitators. The graphics and innovative magic system were well ahead of their time (five years ago), but are just run-of-the-mill now. An essential cart for those who collect classic games. For the rest of you, there's better hack 'n' slashers around. ***I*** ✪✪✪ ***II*** ✪✪✪

PIRATES OF DARK WATER

Arcade games need to get the adrenaline pumping to be anything special and that's exactly what *Pirates* doesn't do. The graphics and sound are both well done, but there just isn't enough to get you excited. You'll turn off after two or three levels. ✪✪✪

CASTLEVANIA

Good conversion of the SNES game, but it lacks the same graphical detail and colour depth. It does feature some improvements in gameplay and it offers a good few day's worth of play. ✪✪✪



▲ **I vant to suck your blood.**

JURASSIC PARK, JURASSIC PARK: RAMPAGE EDITION

One of the most successful films of all time offered much potential for a game tie-in, but ultimately this effort blends in with the rest of the bland arcade games. The *Rampage Edition* is much better, and should have been the original release. ***JP*** ✪✪ ***JP:RE*** ✪✪

BLADES OF VENGEANCE

Australian-made game featuring three selectable characters and some excellent animation and graphics. Sadly, the levels just aren't long enough, due to memory restrictions. Still, a budget game that's worth considering. ✪✪✪



▲ ***Blades of Vengeance*** **– the first arcade-style game designed in Oz.**

MAXIMUM CARNAGE

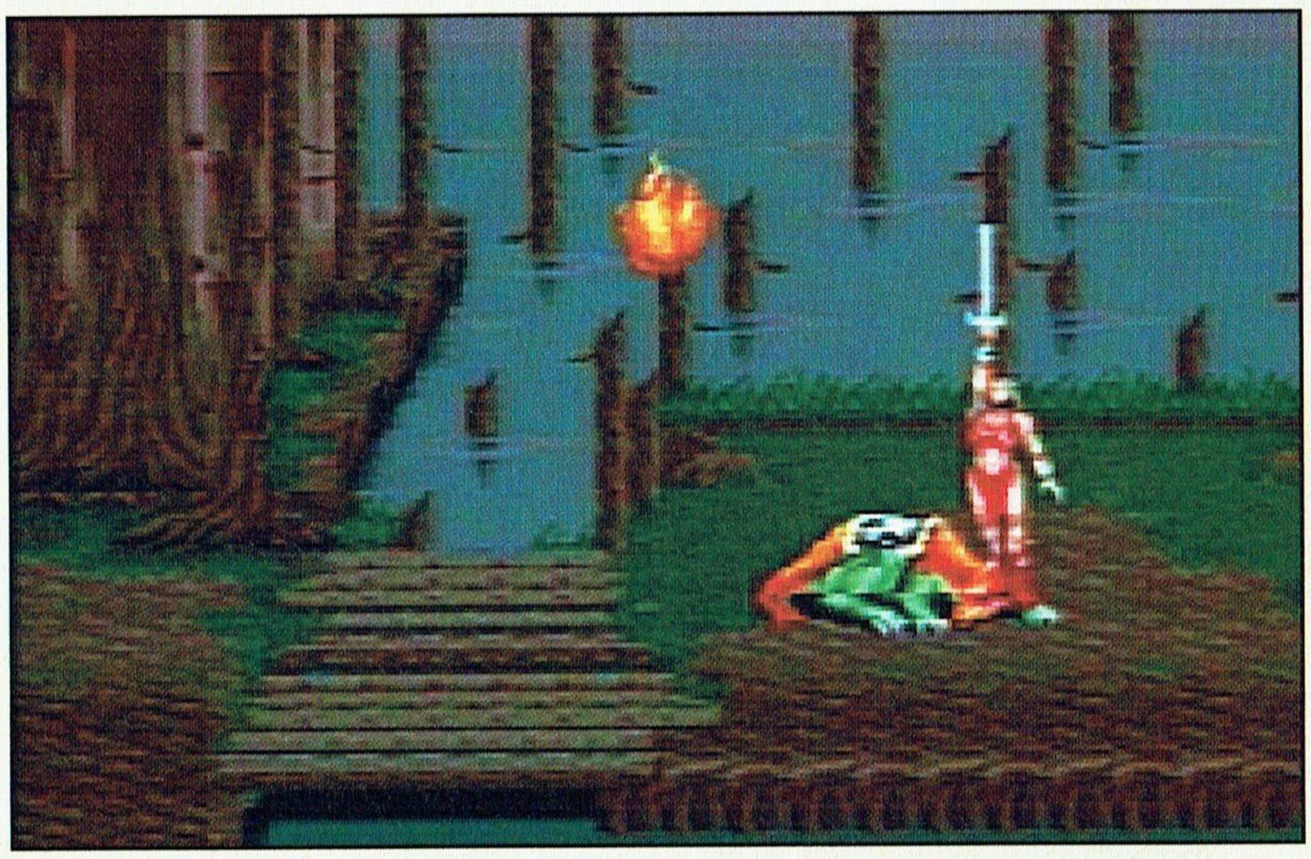
Based on the *Spiderman* comics, featuring the web slinger, Carnage and Venom. It's basically a scrolling beat 'em up, with some extra features tacked on. The graphics are a bit too cartoony, and will only appeal to fans. ✪✪✪



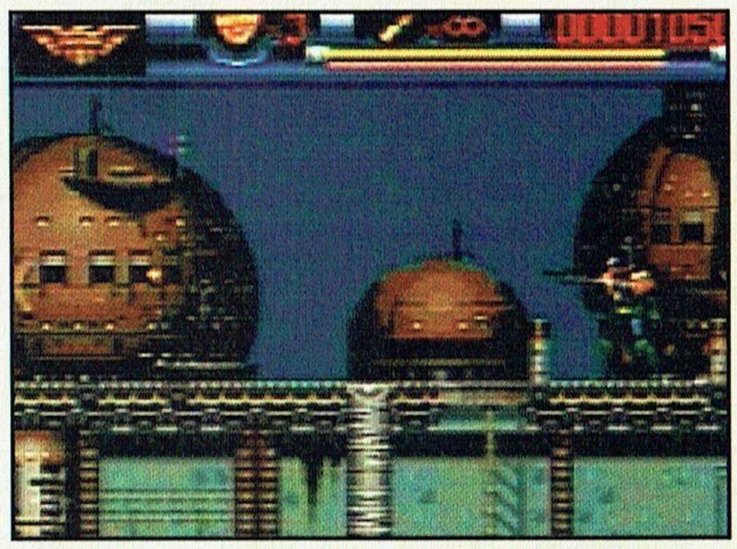
▲ **Spiderman was an below-average comic character, and *Maximum Carnage* didn't improve matters.**

JUDGE DREDD

At last, a comic/film license that's been turned into a half decent game. *Judge Dredd* really does capture a lot of feel of a decaying 2000AD society, mixing in liberal doses of gameplay as well. Dredd himself is brilliantly animated and the parallax scrolling is excellent. The game is huge, but has a useful password system. And you don't need lip enhancement surgery to play it. ✪✪✪✪✪



▲ **An excellent magical power-up system and some unique twists made *Golden Axe* an instant classic.**



▲ **Someone call the police, there's a madman about knocking down chairs!**

MEGA TURRICAN

An excellent game, but not quite as good as *Probotector*. It's fast and furious, with plenty of power-ups and some excellent graphical touches, but unless you really love reflex-testing games, you'll probably find it a bit too frustrating. ✪✪✪

SHINOBI

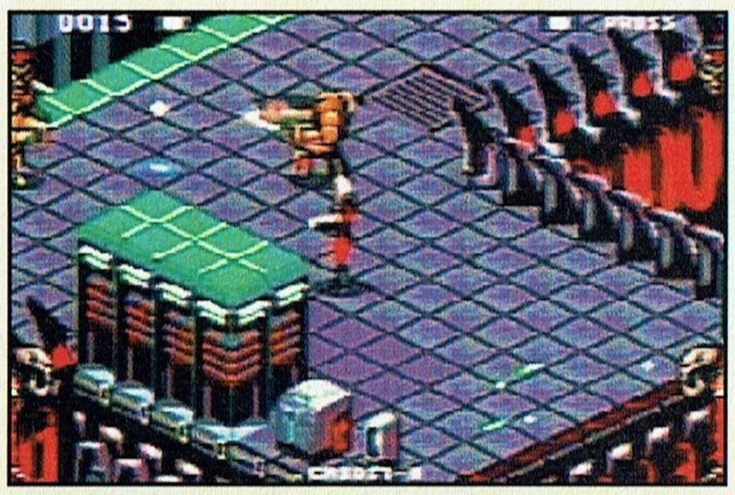
An early Sega classic that appears on all their systems, including the Saturn. The Mega Drive version plays almost identically to the original coin-op, but just lacks some of the graphical quality. Starting to show its age now. but a real classic in its time. ✪✪✪

STRIDER

Another early Sega game, this one doesn't hold its age very well. You'll lose interest after about one level. ✪✪

SKELETON KREW

With Core games, you know that before release the game will have been tweaked till it shines. *Skeleton Krew* is no exception. Great graphics, isometric viewpoint and nice level design, the only letdown is the naff sound fx. ✪✪✪✪



▲ ***Skeleton Krew*** **– best played after drinking large amounts of coffee...**

WOLVERINE

Certainly the most popular of the X-Men, if not the most popular of Marvel's characters, Wolverine is a psychopath. Gutting people with his adamantium claws is his favourite past-time, but it's been toned down a bit for the game. There's no blood, as would be evident if someone ripped out your intestines. This is a bit of a disappointment, but really it plays just like the other X-Men games. Good fun. ✪✪✪



▲ **If being a blue-and-yellow psycho is your thing, you'll enjoy playing** ***Wolverine*****.**

WARLOCK

From the bland graphics and poor sound, you could be forgiven for thinking that you're playing the old 8-bit try-hard game *Master of Darkness*. Further playing does reveal some better qualities, such as long levels and hard bosses that offer quite a challenge. A good rental cart, but not one to buy. ✪✪✪



▲ **We really hate film tie-ins like** ***Warlock*** **that bear no resemblance to the film.**

X-MEN

Nice graphics, with large well detailed sprites and a range of characters to choose from. A great game, but you feel as if the potential of the *X-Men* license just hasn't been exploited. ✪✪✪



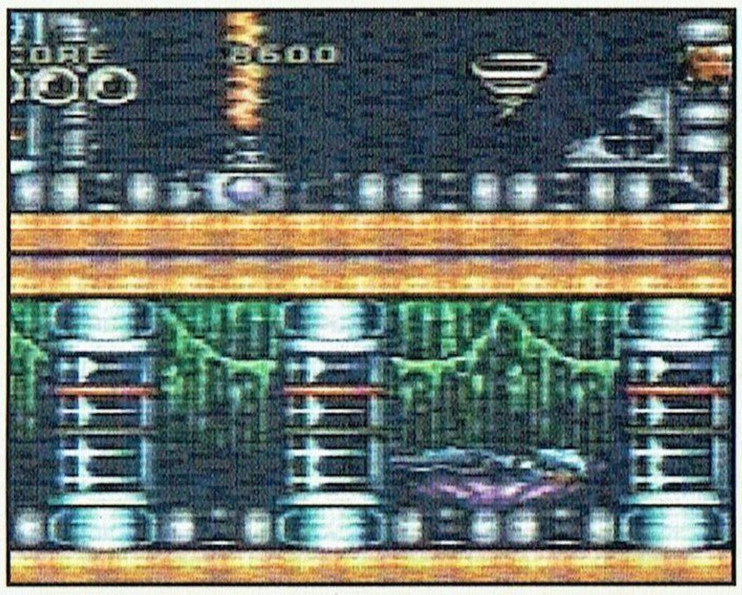
▲ **Professor X's young disciple fights to uphold the beliefs of a new generation – principles of harmony between mutants and normal humans, blah, blah, blah...**

DEATH AND RETURN OF SUPERMAN

Another uninspiring scrolling beat 'em up that makes you feel like you're controlling a weakling instead of the Man of Steel. We thought that only Kryptonite could hurt Superman, but in this game all the baddies do damage, while you don't have enough special attacks. ✪✪

SPIDERMAN AND THE X-MEN

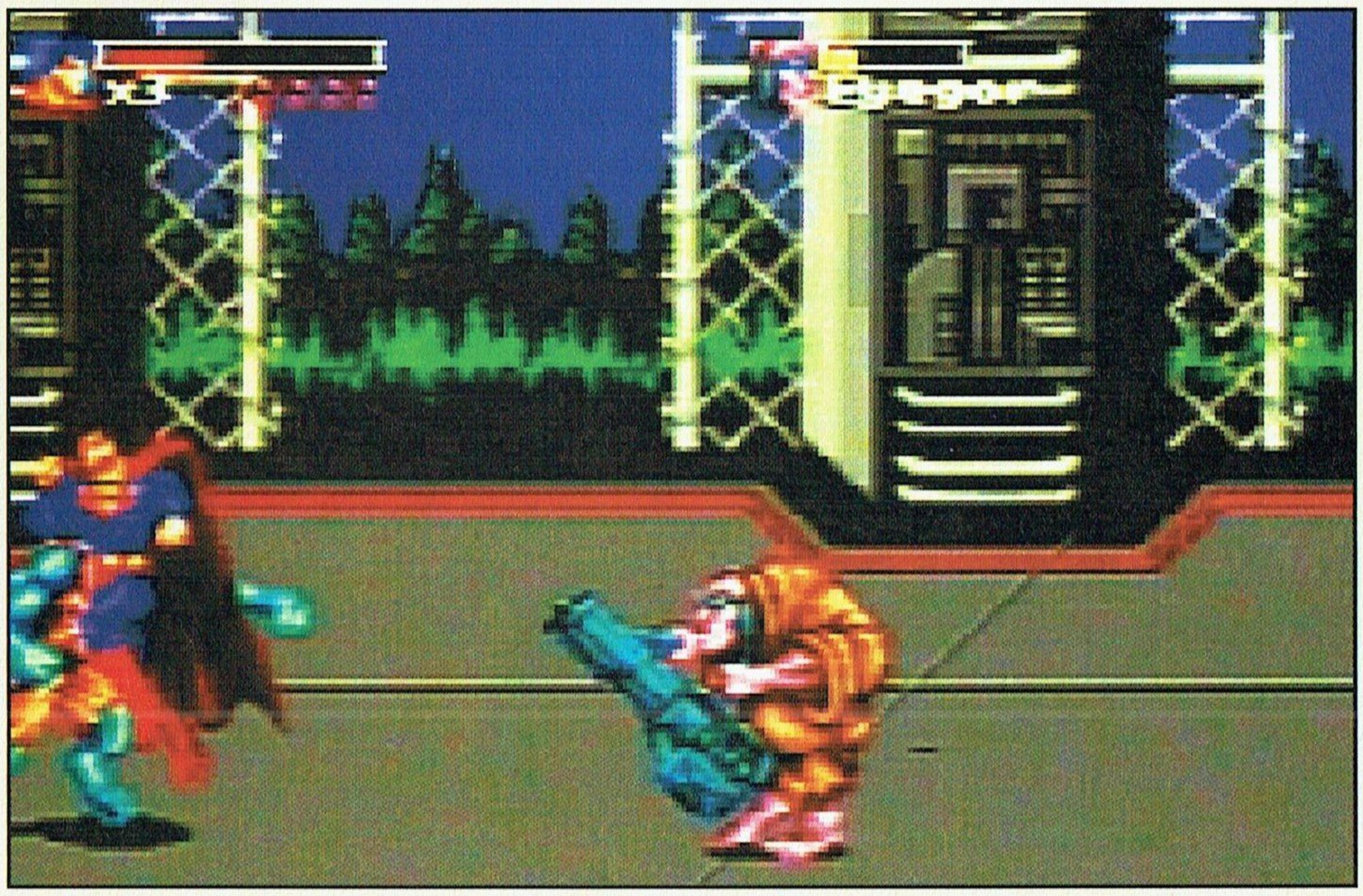
Strange game in that it's so up and down. Some of the graphics are pathetic and other sections are excellent. The gameplay is varied, as each level involves one of the five unique characters. Nothing to recommend it, unless you're a Marvel comics fan. ✪✪



▲ **English pop supergroup Web, Web, Web in their latest video.**

X-MEN II

The gameplay potential of the Marvel characters can not be denied, however none of the licensed Mega Drive carts released so far have not taken advantage of the mutants. *X-Men II* tries to improve matters, but suffers from a lack of originality. It's a fair challenge, but is probably of interest only for *X-Men* fans. ✪✪✪



▲ **We bought the game just to see Teri Hatcher. Boy, were we disappointed.**

SPIDERMAN

Released a few years back, this game was good in its day, but there's so many better games out there now there's really no need to consider it. ✪✪

SPIDERMAN TV

Our June '95 review may have been one of the reasons that this game has still yet to be released. You have been warned. ✪

THE PUNISHER

Another comic book tie-in (there was a film with Dolph Lundgren as well) that doesn't use the license to advantage. It's not a bad bash 'em up, but there's a few niggly faults, like sprite glitching and weak scrolling, that mire it in the swamp of mediocrity. Good fun in two player mode, as you can kill double the bad guys. ✪✪✪



▲ **The Punisher. Available for schools, scout groups and bondage groups. Call 555-WACK.**

ALIEN SOLDIER

A well-executed blast 'em up that doesn't quite achieve the accolade of a classic. The levels are a good size, with very impressive bosses, but the password feature means you might get through it a bit too quickly to warrant purchase. Rent it. ✪✪✪✪

GENERATIONS LOST

Boasting excellent graphics and large characters, the cart is marred by some frustrating gameplay. It doesn't offer any new features to elevate it above the crowd, but if you're into games like *Shadow of the Beast* and *Gods*, check it out. ✪✪✪



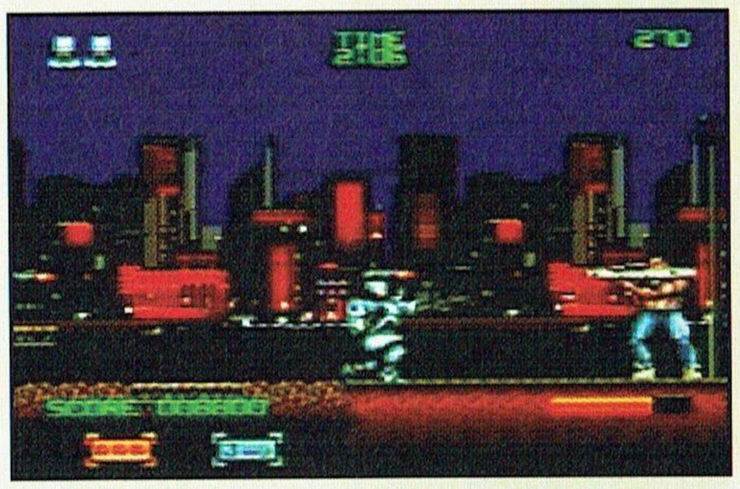
▲ **Has anyone seen our lost generation? It was here a minute ago...**

EX-MUTANTS

Innovative idea, in that you play as part of a team which once possessed special powers but which has now lost them. The levels are large and challenging – everything is executed quite nicely indeed. ✪✪✪✪

ROBOCOP I, II, III

Based on the original coin-op, all three carts are standard platform shooters involving Detroit's number one police officer. If you like any one of them, you'll like the other two. If you want more excitement, though, check out *Probotector* or *Mega Turrican*. ***I*** ✪✪✪ ***II*** ✪✪ ***III*** ✪✪✪



▲ **Robocop meets boy with bazooka. And blows him away.**

GODS

The Bitmap Bros have produced another well polished game that takes the best elements from other games in the genre and puts them all together nicely. Excellent graphics and sound, together with a good two-week challenge, make this one of the leaders of the pack. ✪✪✪✪✪

SHINOBI-X

The Saturn kicks off in a huge way – *Shinobi-X* is the perfect arcade game... well, almost. The bosses could be harder and the levels a little longer. But when you're playing what is in essence an arcade-quality game on your own telly, you can't complain too much. ✪✪✪✪✪

SHADOW OF THE BEAST I, II, III

The games that built Psygnosis' somewhat dubious reputation, these Amiga classics lost a bit graphically during conversion to the Mega Drive, but still offer a rock-hard challenge. There's not much to differentiate between any of the three, so if you like one you'll probably like the others. ***I*** ✪✪✪ ***II*** ✪✪✪ ***III*** ✪✪✪

WOLFCHILD

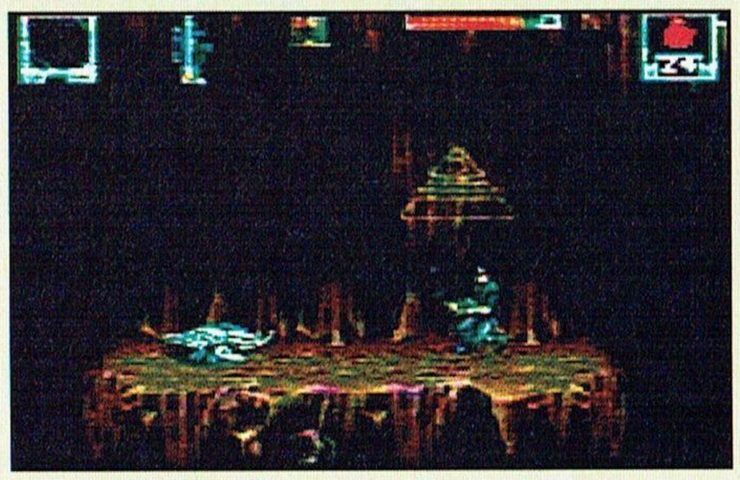
The Mega-CD doesn't have too many arcade-style games. This one was given a bit of a bashing when it was released, but looking at it now it holds its own quite well. It doesn't use the storage capacity of the CD to the best advantage, but it does offer a decent challenge with some novel twists. Grab it if you see it cheap. ✪✪✪

PROBOTECTOR

This is excitement with a capital X. Put on some headphones and sit back to enjoy and absolute explosion-fest. There's just so much going on that you will need to play the game for ages before you can achieve that dream-like automaton response, where intuition and reflex play the greater part. ✪✪✪✪✪

STARGATE

Take the role of Kurt Russell's character O'Neill in a cross between *Flashback*, *Earthworm Jim* and any other side-on scroller you care to name. The film links are rather dubious, but it has well-defined goals and is quite a good challenge. The main sprite is very well animated. ✪✪✪



▲ ***Flashback* meets *Atomic Runner* in *Stargate*. Then they go for coffee.**

TRUE LIES

Yet another film licence that is nothing like the film. When will software houses stop churning out crappy tie-ins and concentrate on new and original games? Having said that, *True Lies* does offer a couple of nights frantic fun. and as such can be recommended for rental only. ✪✪✪



▲ ***True Lies* – a poor man's *Chaos Engine*.**

THE ADVENTURES OF BATMAN AND ROBIN

Based on the original series, not the flashy new gothic films, this game has its tongue planted firmly in its cheek. Very cartoony and good in two-player mode, it's still a little bit too similar to every other game in the genre. ✪✪✪

MASTER SYSTEM CLASSICS

1. Psycho Fox

After Sonic, this is probably the best game ever released for the Master System. Super smooth scrolling and fantastic gameplay make this one a winner. ✪✪✪✪✪

2. Alien Syndrome

Great two-player arcade conversion, featuring large levels and plenty of gnarly monsters to blow all over the place. ✪✪✪✪

3. Shadow Dancer

Although the arcade original was nothing special, it did gain a cult following and fans won't be disappointed by this version. The sprites do tend to flash in and out at times. ✪✪✪✪

4. Captain Silver

A very early release that is practically impossible to find these days. If you see one, grab it – you'll be impressed by the gameplay and intelligent level design. ✪✪✪✪

5. Master of Darkness

Victorian vampire mutilation. Well executed for a jump/kill/run arcade game. ✪✪✪

6. Ninja Gaiden

Another arcade conversion that plays well, but is let down by the small sprite size and lack of moves available to the main character. ✪✪✪

7. The Terminator

Fairly standard stuff, over four moderately hard levels. The graphics are functional, but don't capture the feel of the film. ✪✪✪

8. Danan the Jungle Fighter

Fun gameplay as you hack your way out of the Amazon through a multitude of baddies. ✪✪

9. Mercs

Some excellent graphics and initial challenge mean nothing as you realise you've actually finished the whole game after having it only on hour. ✪✪

10. Golden Axe

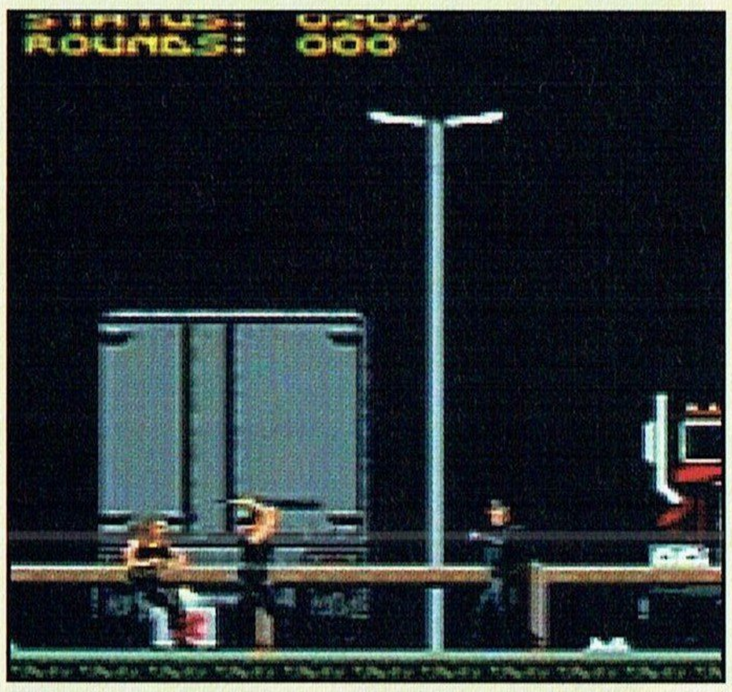
Not a patch on the MD version– there's no two-player mode and you can't choose from the original three characters. Still, it's a lot better than some of the crud out there. ✪✪

THE INCREDIBLE HULK

Is this the same character that Bill Bixby mutated into every week back in the seventies? If we remember rightly, that Hulk could give as good as he got – not so this dude. Wimp City, here we come, as the Hulk dies after only a few hits from weak baddies. Stay clear. ✪✪

T2: JUDGMENT DAY

Tiny sprites and frustrating control marred what would otherwise be a passable effort. The levels are faithful to the film, but you'd have to be a huge Arnie fan to hire or buy this. ✪✪



▲ **Arnie is perfect as the Terminator, 'cos he doesn't have to speak. Thankfully...**

the Great BIG Guide TO GAME Trash



the trash can

Rubbish... Garbage... Irredeemable crap... Unutterably putrescent... You get the picture.

1. The Lawnmower Man

VR has a new meaning. Veritable rubbish.

2. Spiderman TV

I want my Spiderman TV... not!

3. The Incredible Hulk

Be careful when you buy or rent this game because as soon as you play it, you could suddenly mutate into a large green monster, furious at having wasted your money.

4. ESWAT

If you could improve all facets of this game, graphics, sound, playability etc, by 50 percent, it would be just about playable.

5. Altered Beast

How old is this game? Wasn't it the first ever Australian release? Free with the machine? If you've answered any of these questions you already know more than enough.

the top five arcade games

A very hard lot to pick this time, as many games are on nearly equal footing, but we've managed to pick the five that will offer you the most enjoyment in the long term.

1. Shinobi-X

You'll need a Saturn to play this coin-op quality game, but it's worth it.

2. Probotector

Not one to just pick up and play, it requires a few good hours to get to grips with the speed and tactics available to your hero. A real challenge.

3. Judge Dredd

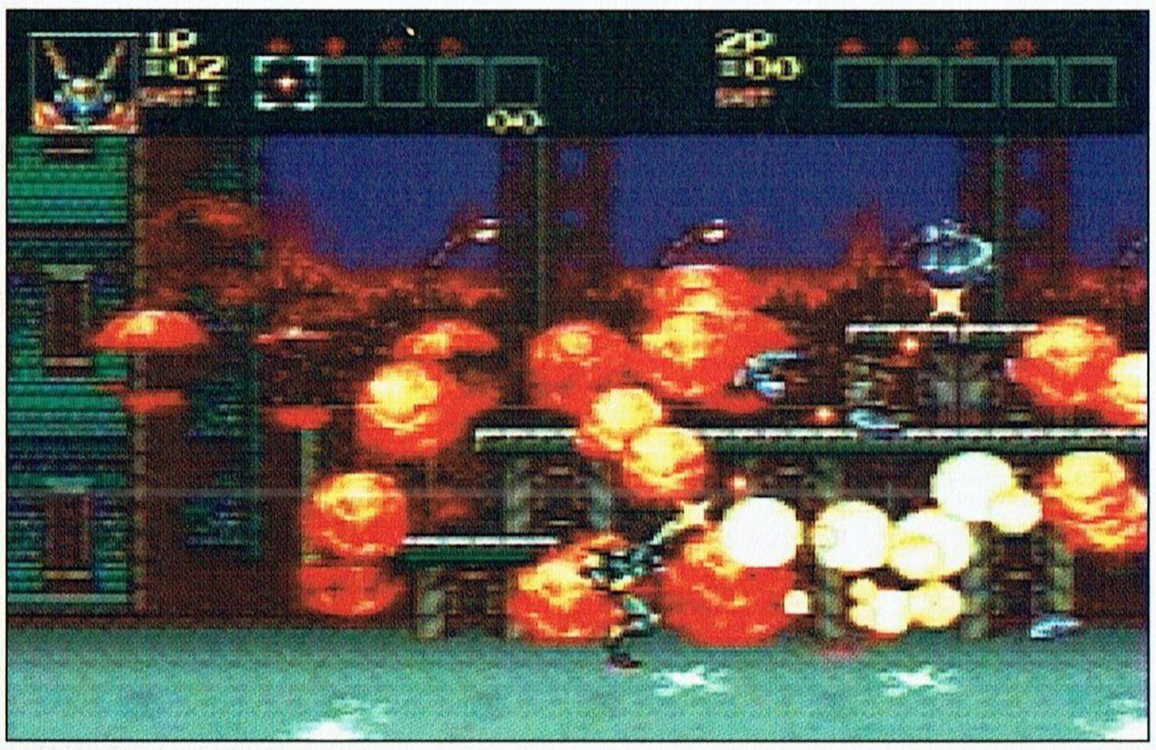
One of the very few licenses that hasn't been completely wasted, *Dredd* shows that some software houses are simply better than others.

4. Gods

A bit more difficult to play than a standard arcade-based game, but patience is rewarded by a good long-term challenge.

5. Mega Turrican

Pips the other contenders since the programmers have really tried to tweak everything to just the right level of playability.



▶ **More explosions than the London Underground but not as hard to negotiate – *Probotector*.**

TIPS & CHEATS

CHEAT OF THE MONTH

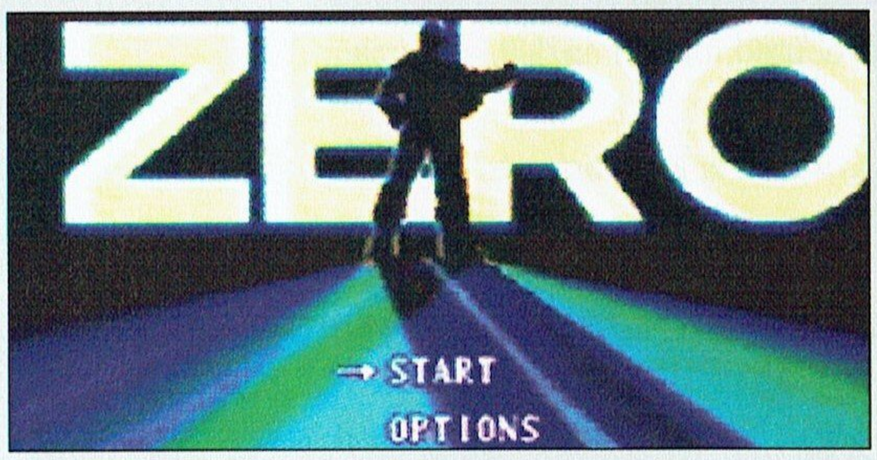
ZERO TOLERANCE

MEGA DRIVE

This month's cheat winners are **Richard Maddock** and **Garth Newton**, of **Kingston, Tasmania**. These lucky guys will be getting a year's subscription to Megazone.

With the following passwords, you have five men up until the Green House level, after which you have only four.

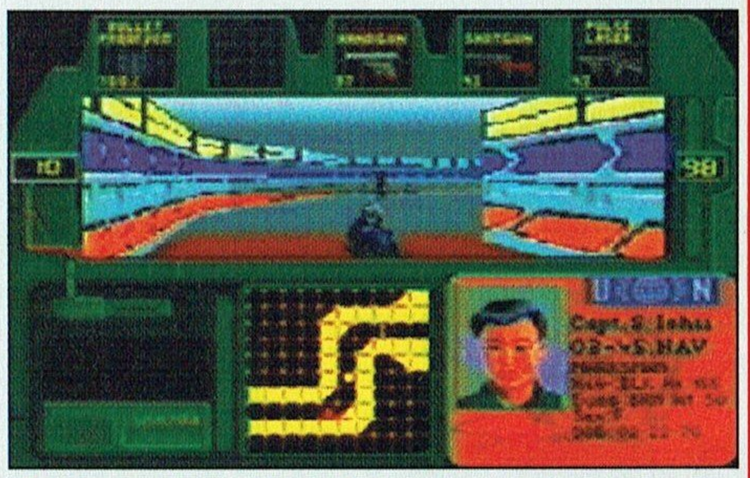
L f q 8 v i) n g	Docking Bay 1
U D q r * v p v ?	Docking Bay 2
d F r v u t M v ?	Bridge Level 1
P D 8 r * / L n g	Engineering 1
? r 8 r v v O v 9	Engineering 2
K L 6 r - v P n 4	Engineering 3
G r 3 P / r M k v	Engineering 4
W L 6 v - r M k v	Green House 1
T r p P * v O q k	Green House 2
D D r v - / K F x	Green House 3
H n J r * v J F h	Bridge Level 2
W L a v * p P F k	Reactor Level 1
W L b v / p P r V	Space Station
K n o F t o O v E	High Rise Rooftop
K H J D / o O v E	High Rise 164
c F p ! s p M n x	High Rise 163
O D q j C t M n x	High Rise 162
b r r ! s t O ! V	High Rise 161
T L q ! s t M s V	High Rise 160
X n o ! * v L u Y	High Rise 159
G P I I * p P ! 7	High Rise 158
a v i i / p P r j	High Rise 157
? D D ! t 3 K h j	High Rise 156
P v) H t o N O !	High Rise 155
O P K H / 3 B) !	High Rise 154
K r q D C o M x Q	High Rise 153
? L r F M o M p Q	High Rise 152
O L o D c o M r 7	High Rise
a r K p m o M t !	Sub-Basement 1
T P p v 7 o O t E	Sub-Basement 2
G q a v 2 r O t !	Sub-Basement 3
H D Y r 4 t N m !	Sub-Basement 4
b n 3 p n / J v y	Sub-Basement 5
T K q t 2 v O t 7	Sub-Basement 6
f 8 6 t n v L v 7	Sub-Basement 7
W P a t 4 8 ? t 7	Sub-Basement 8
? r 8 J k r O r !	Sub-Basement 9
a L 9 P k r N) j	Sub-Basement 10
W v q L 7 o M) B	Sub-Basement 11



▲ **One very intolerant dude.**



▲ **Password: drIVeL**


▲ **Play window the size of a gnat.**

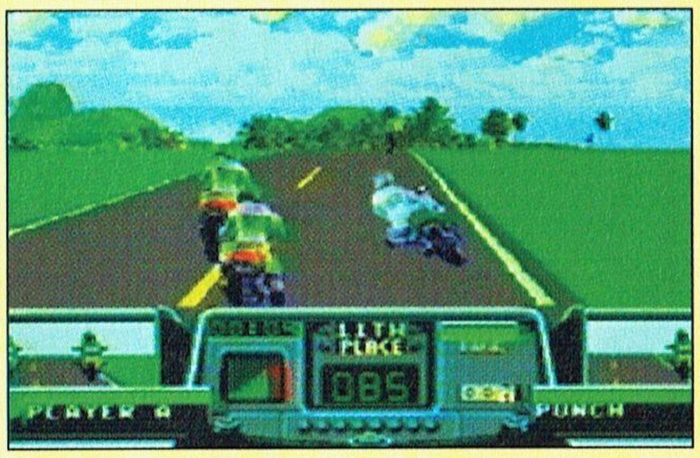
ROAD RASH 3

MEGA DRIVE

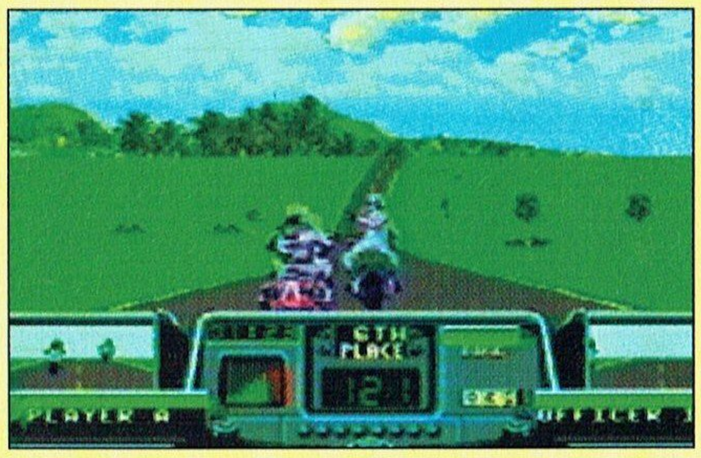
Trent Jobbings of **Bray Park**, **QLD**, sends in the following cool passwords for this cool game.

Level 2	P521 200R
Level 3	4M00 3G0E
Level 4	T0G0 CG0A
Level 5	1VG1 TS01

Another code for level five, that allows you to have $80,000 and the Diablo 1000, is 19G3 TT1N.



▲ **It's a wide open road...**



▲ **It's a narrow, closed road...**

NIGHT TRAP

MEGA-CD

Nik Cubrilovic of **Kanahooka**, **NSW**, sends in a cheat to see some secret footage. Wait until the credits come up – after a while the words "In Memory Of Steven D. Hossefield" will appear. Now press Up, A, A, A, A and A.


◀ **Shower scene from *Night Trap*.**


▶ **"Big smile for the camera, please."**



ACTION REPLAY PRO CODES

BATMAN: REVENGE OF THE JOKER

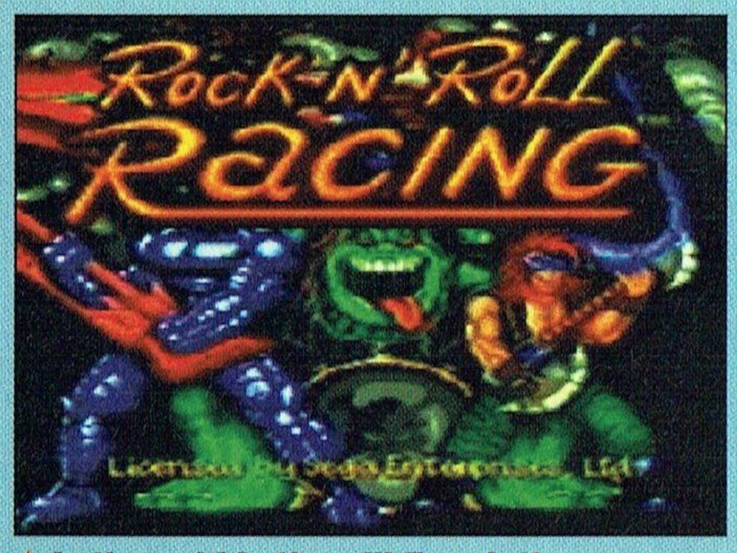
MEGA DRIVE

Enter the code 5257 on the password screen, then press A. Various symbols will appear at the bottom of the screen. Press Left and you can now enter a level code. For example, to go to the level 5.1, enter 5100. Always add the '00' after the round you want to go to.

ROCK 'N' ROLL RACING

MEGA DRIVE

Here's a great hint from **Mark Batt** of **Essendon, VIC**. At the start of each race, quickly fire off all your rockets or lasers as the other racers head off. Then step on your accelerator – your rockets will be refilled after you go over the start line. Be warned – if you are over the starting line, the cheat won't work. And sometimes this cheat just doesn't work at all.



▲ Let's rock! Let's roll! Erm, let's race...



▲ Two microscopic machines.

SPIDER-MAN

MASTER SYSTEM

Patrick White of **Sydney, NSW**, sends in this hint, along with the recommendation to people not to buy the game! In the options screen, choose either Nightmare or Difficult. Then when you reach the warehouse, smash all of the lights hanging from the ceiling. The screen should go blue. All your enemies will go blind and have a hard time finding you (except Dr Octopus).



▲ Spider-Man on the rampage.

SUPER STREET FIGHTER II

MEGA DRIVE

Here's a cheat from **Kane Sturzebecher** of **Para Hills, SA**. Choose group mode on the title screen, then at the Battle Mode Select screen, press A, B, A, B, A, B, B and A on the second control pad. If you did the trick right, you should hear Vega laugh. Then select the number of characters, until you reach eight in any of the codes and go to the selection screen. Each player can now choose up to eight of their favourite characters.



▲ Now that's going to hurt.

ZOMBIES

MEGA DRIVE

The following *Zombies* codes were sent in by **Ben Teoh** of **Panorama, SA**.

FFFA3 100XX Level select (XX is any number between 01 to 37, for levels one to 37)

The following codes are for the player to the left:

FFFAA F000A	Infinite life
FFFAC F063	Infinite squirt gun
FFFAE 1000A	Infinite bubble gum
FFFAE 3000A	Infinite weed eater
FFFAE 5000A	Infinite ancient artefact
FFFAE 7000A	Infinite bazooka
FFFAE 9000A	Infinite soda cans
FFFAE B000A	Infinite tomatoes
FFFAE D000A	Infinite ice pops
FFFAF 1000A	Infinite plates
FFFAF 3000A	Infinite silverware
FFFAF 5000A	Infinite football
FFAD F000A	Infinite extinguisher

The following codes are for the player to the right:

FFFB4 F000A	Infinite life
FFFB7 D063	Infinite squirt gun
FFFB8 1000A	Infinite bubble gum
FFFB8 3000A	Infinite weed eater
FFFB8 5000A	Infinite ancient artefact
FFFB8 7000A	Infinite bazooka
FFFB8 9000A	Infinite soda cans
FFFB8 B00A	Infinite tomatoes
FFFB8 D000A	Infinite ice pops
FFFB9 1000A	Infinite plates
FFFB9 3000A	Infinite silverware
FFFB9 5000A	Infinite football
FFFB7 F000A	Infinite extinguisher

ROCK 'N' ROLL RACING

MEGA DRIVE

Here's some passwords from **Simon Poisson** of **Darlinghurst, NSW**, for this great racing game.

Veteran level		HLDC QQKV SWJ!
Warrior level	**NHO Division A**	BLW8 8QGV 5TJ!
Warrior level	**Inferno**	N3W7 HQJ3 5TJ!

ALIEN 3

GAME GEAR

For extra ammo, enter your name as 'CHEAT' in the High Score table. When you start your next game, you will have heaps of ammo.

ROAD AVENGER

MEGA-CD

Here is a cheat from **Douglas Keighran** of **Hurstville, NSW**. Access the options screen and press:

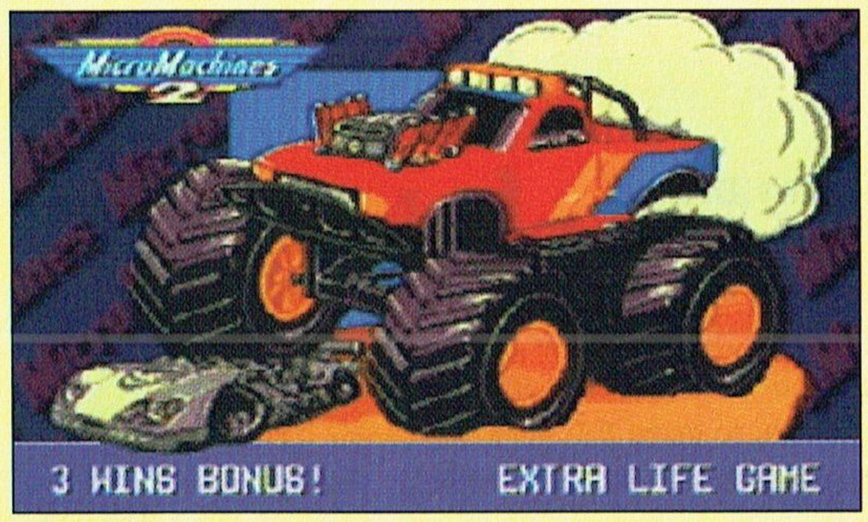
A, A, A, A, A, B	Allows the computer to steer you through the game
A, A, A, A, A, A	Gives you a level select
A, A, A, A, B, A	Gives you a Pause mode in the game
A, A, A, A, B, B	No Pause sign



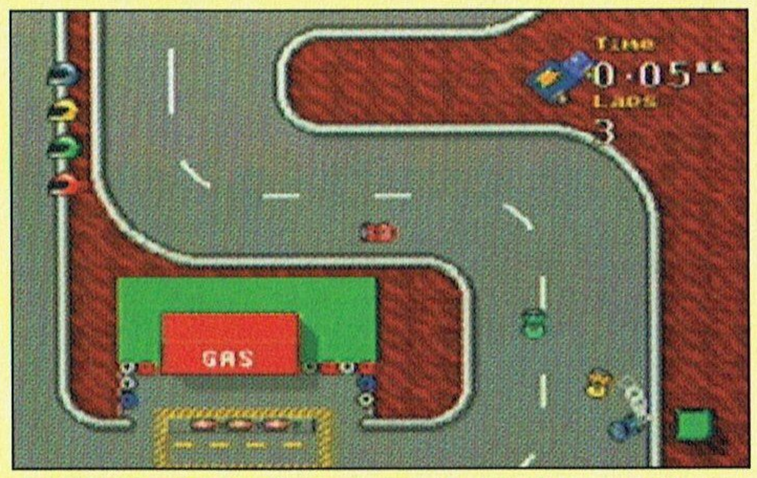
MICRO MACHINES 2

MEGA DRIVE

Kent of **Pomonal**, **QLD**, sends in a hint on where to obtain an extra life. In the roller coaster, Level 12 of the challenge race, there is a life with Walter's face on it. It can be found after going through the first tunnel between two rolls of wallpaper.



▲ **Another way of getting an extra life.**



▲ **Ah, the joys of the overhead perspective.**

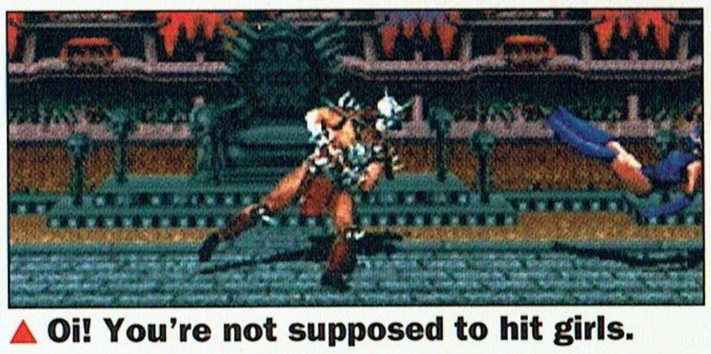
ACTION REPLAY PRO CODES 2

MORTAL KOMBAT II

MEGA DRIVE

This special code was sent in by **Mark Orme** of **Hobart**, **TAS**. To activate the Dead Codes, you'll need to enter the passwords in the following order. Once this cheat is in place, player one will have the ability to change characters at the end of each round, including playing against the computer or another player. To use the Dead Codes, start the game and activate the Action Replay Pro Codes 2. As soon as one player has won, but before the finishing move has been performed, the game will freeze. Select the next player on the first control pad with the characters codes listed after the Action Replay codes. You can also get to choose the hidden characters with this cheat, but the game will crash if you try to perform a special move.

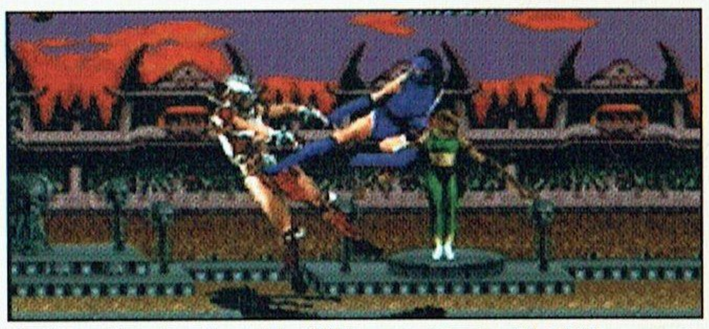
DEADC 0DE00
0064C A0500
41F90 0A100
03421 031FC
0001F 02A10
10080 00005
66F01 0BC00
40E20 80200
00081 210E6
49020 10007
80411 1C0EF
D74EF 864D0



▲ **Oi! You're not supposed to hit girls.**

For the following characters you'll need to press the following buttons:

Kung Lao	A + B + C
Liu Kang	A + C + Right
Johnny Cage	A + C
Baraka	A + B + Right
Kitana	A + B
Mileena	A + Right
Shang Tsung	A only
Rayden	B + C + Right
Sub Zero	B + C
Reptile	C + Right
Scorpion	C only
Jax	B + Right
Kintaro	B only
Shao Kahn	Right only
Smoke	default



▲ **Yeah, go for it, Kitana. Or is it Mileena?**

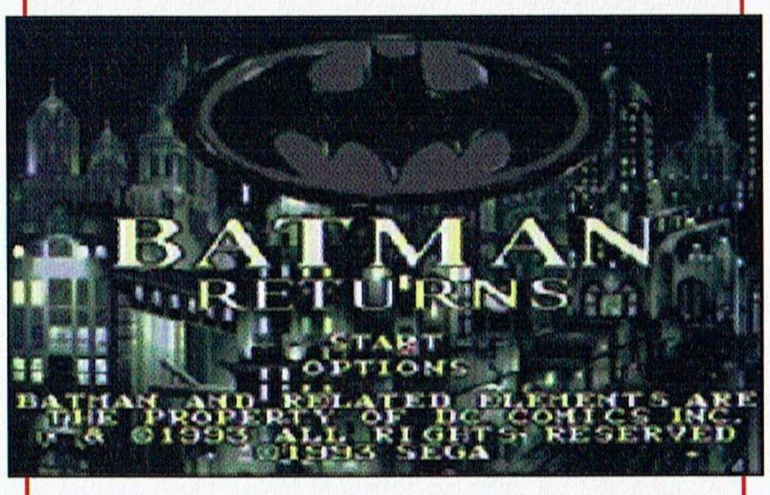
BATMAN RETURNS

MEGA-CD

Paul Giles of **QLD** sends in this cheat for a level select. Go to the options screen. Leave the cursor on the word 'Driving' and hold Left + B. Repeat this on the other seven options and repeat this from the start once more. Then during the game, pause and press C to skip that stage.



▲ **To the options screen, Robin.**



▲ **Batman returns. So will a bad cheque.**

BATMAN RETURNS

MASTER SYSTEM

From the anonymous Kiwi tipper. For a level select, on the title screen hold Up, buttons 1 and 2 for two seconds. A blue screen will appear and presto! the level select.

IMMORTAL

MEGA DRIVE

Here's some passwords sent in by **Steven Melles** of **Rosemeadow**, **NSW**.

Level 5	D4B FD4 100 0EB0
Level 6	BCF EF5 202 0A41
Level 7	6B1 0F6 101 0AC1
Level 8	8FD 0F7 101 78C1



▲ **Is the Batmobile environmentally safe?**

WONDERBOY IN MONSTERWORLD

MEGA DRIVE

This is the final instalment to *Wonderboy*, hope everybody will give a big applause to **Dan E**, who no doubt helped out many of you people out there.

The next step is to find the amulet. Go to the tower again and take the bottom door. Head all the way to the right, until you reach the next screen. In this screen, go straight up to the surface and walk along the platforms and you will reach a hut. Go in and talk to the girl. She will tell you where the amulet is if you trade the ocarina with her. Say yes to the trade, since you won't need it anymore. She will then tell you to stand between four palm trees and look up to find a secret door.

From the hut, go to the right. When you reach the four palm trees lined up in a row, stand in the middle of the row and press Up to open a secret door that will take you to a chest at the far right. Open the chest and you will receive the amulet. Then exit the place, go left and enter the first bit of water. Then swim to the bottom right of the sea to find the secret entrance to Poseidon's Shrine.

There are many chests in the water. The secret doors to these chests are extremely hard to find. Mostly, these chests contain money, so if you think it is worth the bother, try pressing Up in any area in the water that you may think contains an invisible secret door.

In Poseidon's Shrine, go all the way past the hole in the ceiling to the next screen. Go in the second hole. Then go to the bottom right, until you reach the fans. Hit the red object. The current will try to push you back. Wait a few seconds and you will be able to reach the red switch. Hit it, then go up to the chest above you to receive a heart. Then go to the left, up then to the right to hit another red switch. Go to the left and up then to the right to hit the second red switch. Go back out of this area and head left into the second hole you see below you. Follow your way to the left, until you reach two red spike balls. Get past them to hit the red switch on the other side. After hitting the switch, go down and left. Go up to the fans, then go to the left until you reach another two red spike balls. Pass by these balls to get to a chest. Go back out. Go right until you reach the first two red spike balls, then go down and right until you reach the next red switch. Then go back out again and to the left, then down. Now follow the path out. Jump out of the water. When you reach the T-junction, go left to get the elixir, then go back to the right. When you reach the far right, drop down to the very bottom. Then follow your way to the right and up. When you are at the top, go left and kill the two pink creatures. Keep going left until you reach Poseidon.

After talking to Poseidon, go back to the chest you haven't been able to access. You should now be able to open it and get the oasis boots. These boots allow you to cross the desert to the pyramid. Go past the sphinx to the pyramid. To get out of the pyramid, stand on a grey block and press Up. Then go all the way to the right to the Dragon Village. Talk to everyone, then search for the pygmy items. Go back to the Dragon Village and talk to the elder. He will give you the fire bracelet.

[PART FOUR] THE END

Then go to the Ice Village – ensure that you have the fire bracelet with you to gain entrance. Make sure to buy the ceramic boots before leaving the Ice Village.

In the next ice section, you need to fight the ice bomber. To defeat him, you need to run along the ledges, continually strike his head.

Next, you need to get the legendary items to fight Biomeka. To get past him, you need plenty of magic and the maximum 14 hearts. To get these, trade your charmstones.

If you can save up enough money, try to buy as many charmstones as you can, because you can trade them at the village of Purapril, in a secret shop. You can trade this for more magic or one heart. When you enter the village, go right after the two trees. You'll find a wall covered with vines and three windows. Somewhere in between window one and three, you'll find an invisible door to the secret shop.

Then equip all of your legendary items and head for the bell tower. Jump into the spaceship to get to Biomeka's base. (You need to fight all the previous bosses before you reach Biomeka.)

To defeat Biomeka, wait until the Dark Prince disappears, then quickly equip your power magic in one of the item boxes and the thunder magic in the other box. Make sure you have an elixir handy for when you lose all of your hit points. Use the thunder magic only when you can't get rid of the lasers fast enough. Use the power magic when you are close to Biomeka, getting in as many hits as you can. Repeat this until you have defeated him, then just sit back and watch the ending.



WONDERBOY 3: THE DRAGONS TRAP

MASTER SYSTEM

Here are some passwords sent in by **Adam Skinner** of **Baulkam Hills, NSW.**

THC7 YHZ CKGJ TVD	Hawk Man
E00X DD7 AKDB R4D	Lion Man



▲ **Wonderboy trapping a dragon. Cool.**

CHOPLIFTER

MASTER SYSTEM

For a level skip, at the title screen press Up, Down, Left and Right.



So you've discovered a cheat to get Cammy's knickers off, heh? Yeah, in your dreams... We want your tips and hints and we're willing to give the best tip of the month a year's sub to Megazone, so what are you waiting for?

the three rules round here

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 surprise us and type it out.

3. Test it on someone thick. If they can understand what you're on about, send it to:

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

DEAR Julie...



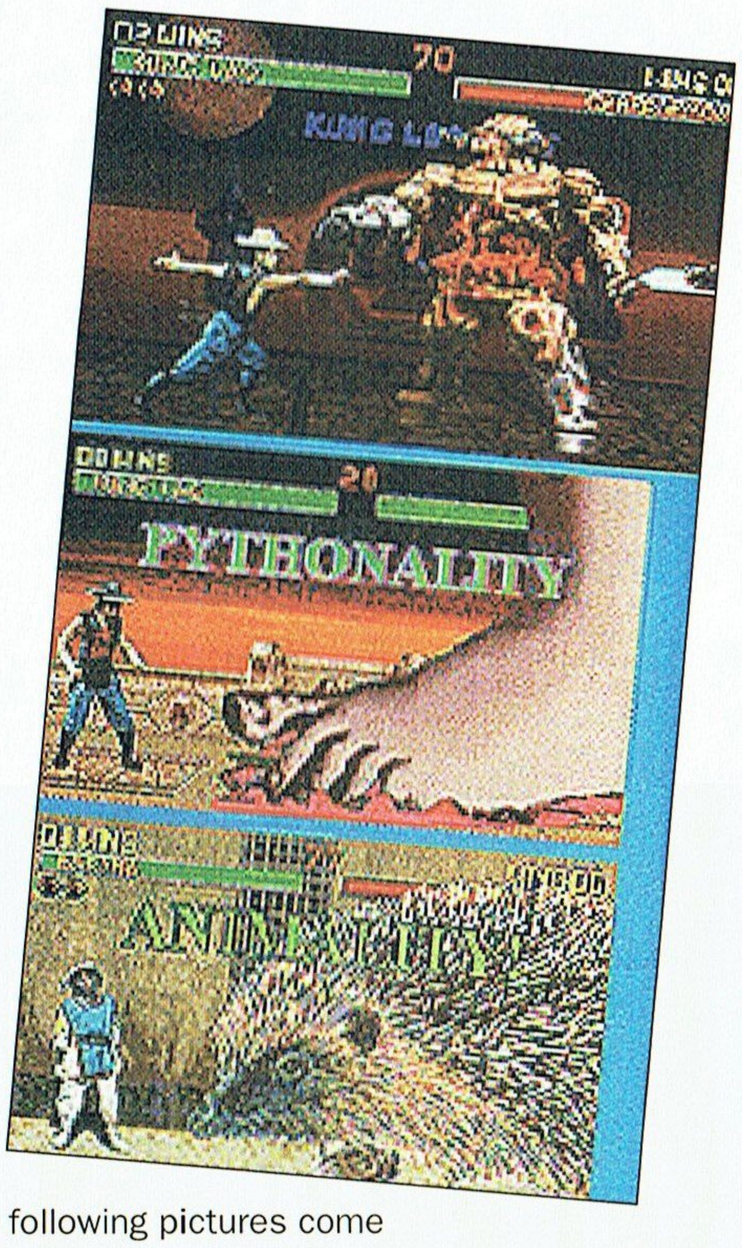
Got a problem? Swollen glands? A nasty rash? Unpleasant discharge? Unsightly sores? Then go and see a doctor. But if games are giving you trouble, then write to Julie, Australia's premier Sega agony chick. And she's for real...

Don't call us...

We simply don't have the time to help out with gaming problems, so if you're stuck, try giving these numbers a buzz. The Sega Hotline has codes for most Sega releases. The number is 1902 555 444.

If it's an Electronic Arts game you're having trouble with, the EA Hotline is on 1902 262 062.

Calls are charged at 95 cents a minute, so you might want to make it snappy.



DOH!

Dear Julie,

The previous Agatha said that there were no more secrets for *Mortal Kombat II*. Well that's not true – where did the following pictures come from?

Sean

Abermain, NSW

I have to correct you on several accounts on your mistakes. She said "There are most probably no more secrets", which happens to be true. Unless, of course, you are using the Action Replay Pro or Game Genie carts. As for the pictures from that other games mag... those screenshots, taken from an internet web site, are whopping fakes. You idiot.

PIRANHA PAIN

Dear Julie,

I'm having serious problems with the game *Wonderboy III: The Dragon's Trap* on the Master System. When I change to Piranha Man, I can't seem to find the Captain dragon. Could you please, please help me?

Tristan

NSW

Did I detect a slight wheedling tone? What you need to do after you have defeated the Dragon Zombie is to return to the desert in the sky (area five). Go all the way to the right. Try to move quickly through this area, without stopping to fight. Go into the first door of the little tower. Go right to open a chest. The solid door leads into a hospital and the other door is to the shop where you can buy the dragon mail armour. This armour protects you from the lava, so equip it immediately after you have bought it. Exit and go right until you reach the castle. Move right up to the door to find a transforming room and change into Mouse-man. Climb up the mouse blocks and enter the door at the end. Open the chest to receive the thunder sabre. Then go back to the transforming room to change back into Piranha-man.

Return to area one (the area where you started). Go to the two bodies of water east of area one. Drop down the second body of water and go all the way to the right. Then break the four bricks with your thunder sabre. Then go right. At the top, there is a path that branches to the left and another to the right. Go left to heal yourself, then go right. At the far right, there is an upside-down ship. Go past the ship and down the well that's on the right. Continue through this area. At the end there's a door. Enter the room and open the treasure chest to get a heart. Go back to the ship and enter the upside-down door at the top. Continue through the maze to the door at the top. Open the door to fight the Captain dragon.

To knock off the big bad Captain dragon, you need to wait until he throws his hook. Run under it. When his hook is up in the air, jump and hit him on the nose. Repeat until he's defeated.

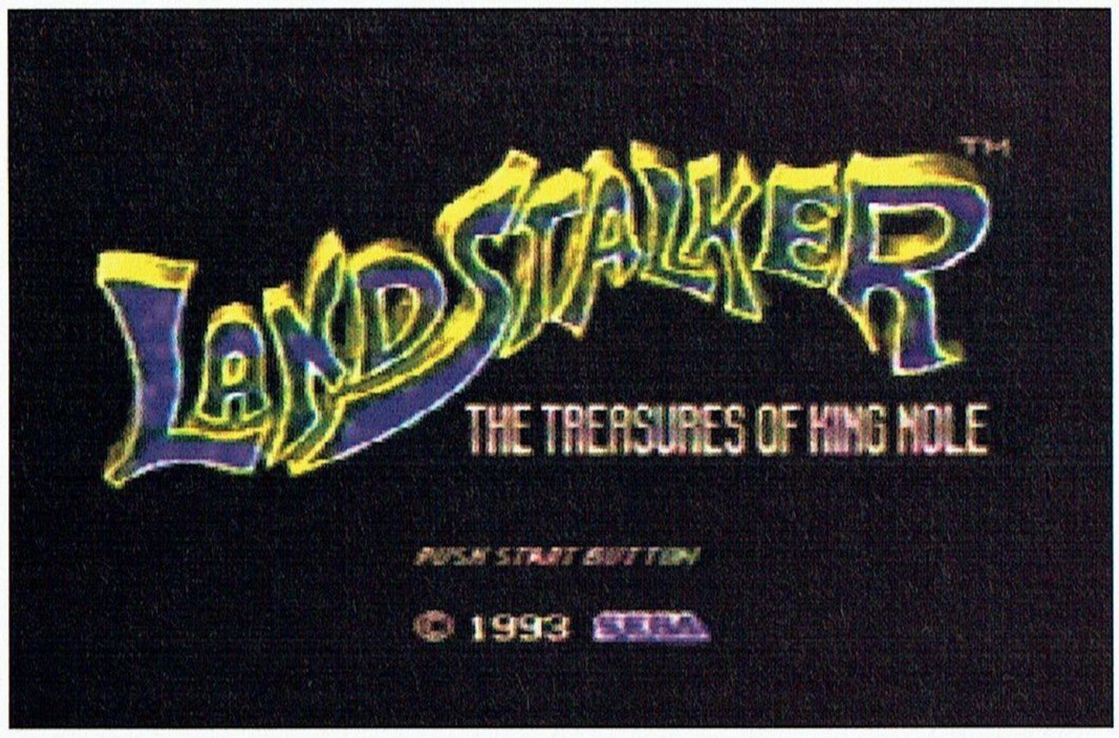
DESPERATE AND NEEDY

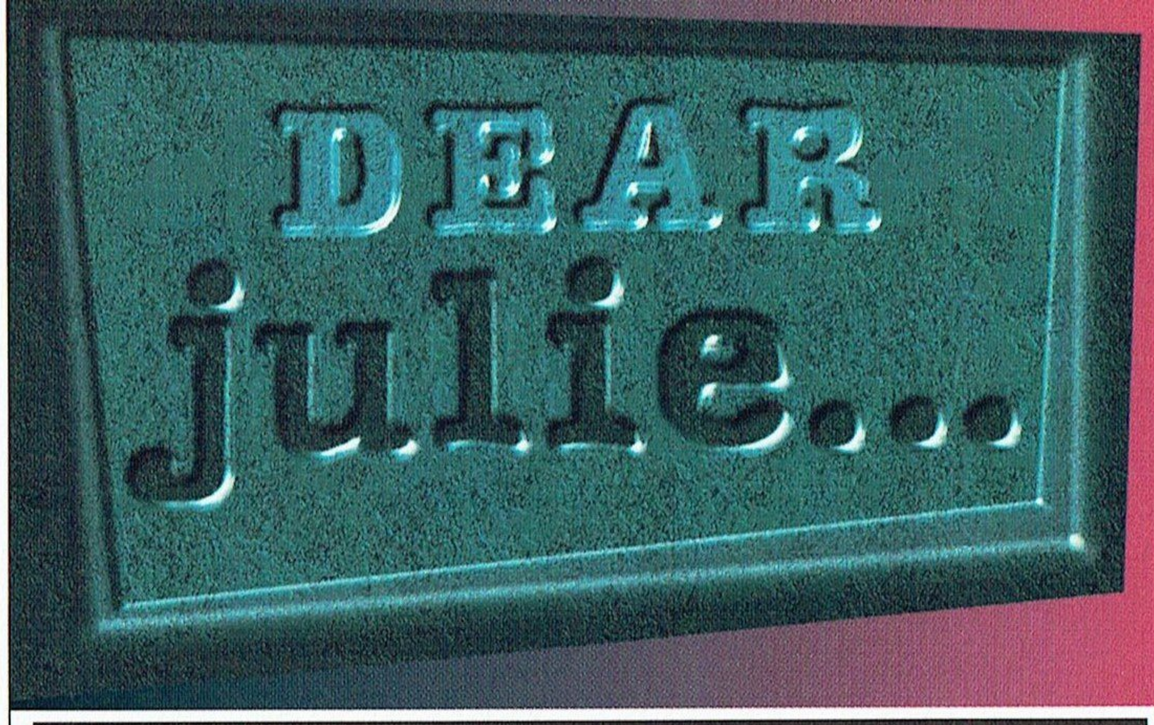
Dear Jules,

I own a Master System and need a cheat for *After Burner*. Is there one available?

Desperately in Need of Help

Okay, Desperate, there is a cheat for this game. If you want to continue from where you got killed, you'll need to hold Up, button 1 and 2 for about three seconds. You'll get three lives.





NEW KIND OF KICK

Dear Julie,

I have just acquired this 16-bit Sega from a friend. I have to admit I know nuts about video games and have never been to an arcade before. I have never been addicted to video games until recently. I think I'm into RPGs. My favourites are *Toe Jam & Earl* and *Landstalker*. In Malaysia we are deprived of up-to-date games. I know *Landstalker* is an ancient game, but that's the only RPG we have over here.

Unfortunately, I'm having problems with *Landstalker*. I'm stuck in Mir's Tower. I can't find the 'wall of illusion' and there are certain chests that I can't reach – there are trees blocking it. Can you please help?

Helen
Malaysia

It's good to know that there is another RPG fan out there... I have to tell you that I have played Landstalker *through twice now and would love to throw it out the window, as it is such a pain. No doubt it is one of the greatest and loveliest RPGs to grace the Mega Drive, but there are times... Okay, on to your problem. The wall of illusion is in the hall of the green taurus golems (statues). If you walk into the wall near the end (next to the golems), there is a wall that you can walk through. If all else fails, try banging into the wall. As to those chests, you can't get those until later in the game, after the Lake Shrine section, when you have received the Axe Magic from Mir himself. Then you can hack at the trees to get to those chests. If you are really desperate to get the solutions, you can order the May and June 1994 Megazone back issues.*

IN A JAM

Dear Julie,

I have just received a copy of *NBA Jam* for my Mega Drive. I have played it over and over and to retain interest I desperately need all the hidden characters. If I can't have them all, I'll get a couple, if it's okay with you.

Monty
Sydney, NSW

At least you're not particular about who you want. Here's the whole list for NBA Jam:

ARK (Start + A)	*Bill Clinton*
NET (Start + B)	*Al Gore*
MJT (Start + A + B)	*Mark Turmell*
SAL (Start + C)	*Sal Divita*
AIR (Start + A)	*Air Dog*
CAR (Start + C)	*Chow Chow*
QB-blank (Start + A)	*Kabuki*
RJR (Start + B)	*Rivett*
ROD (Start + B)	*Scruffy*
SAX (Start + C)	*Weasel*
DIS (Start + C)	*Clinton P-Funk*
UW-blank (Start + A)	*Warren Moon*

DYING FOR A CHEAT

Dear Julie,

Please!!! Are there any cheats whatsoever for *Micro Machines*? And can you give me the passwords for *Urban Strike*? Thanks heaps if you do reply.

PS I'm dying here...

Richard
Perth, WA

Are you perchance dying slowly? Wicked. Okay, I'll give you the cheats to Micro Machines *first:*

Pause the game to do any of the following cheats:

Infinite lives	*B, Down, C, Down, Up, Down, Left, Right*
Increased grip	*A, Up, B, Down, C, Left, Start, Right*
More speed	*Up, Down, A, B, Left, Right, C, Start*
More dramatic collisions	*C, Up, Left, Right, A, B, A, C*



The following codes are for Urban Strike*:*

Campaign 2	*CDPT YC96 FZJ*
Campaign 3	*ZLGB WD3P FZD*
Campaign 4	*9GHJ TZHP VHS*
Campaign 5	*NR6P JTXL DXH*
Campaign 6	*H63P MJT4 SYL*
Campaign 7	*LP4X GD3X C3J*
Campaign 8	*GJ4Y CNGJ 4G9*
Campaign 9	*BVT4 SXYC ZLT*
Campaign 10	*WTYD V9LT FDJ*

SLOW LEARNER

Dear Julie,

I was just wondering if you had any cheats or tips for *Sonic the Hedgehog 3* on the Mega Drive.

Nick
Lithgow, NSW

Of course I have a cheat, dummy. But, you'll need to have super-fast hands to do this. Just after the Sega logo, as soon as the screen goes black, press Up, Up, Down, Down, Up, Up, Up and Up. Then you go to the screen that says 'Player 1' and 'Competition'. If you move the cursor below the word 'Competition', you'll be able to access the sound test. Go into sound test screen and select a zone. Back at the title screen, hold A and press Start. This activates the debug mode, which allows you to print things all over the screen. It also allows you to turn into Super Sonic. To do this, press B to turn Sonic into a ring, then A to turn into a monitor. Press C to copy the monitor and press B to revert to normal Sonic. Then jump on the monitor and you'll be Super Sonic.



MAKE UP YOUR MIND

Dear Julie,

I have the game *Shadow Dancer*, *Revenge of the Shinobi* and the final boss is driving me crazy. Could you please give me an invincibility cheat or something before I rip my hair out and kick the game through the window.

Matthew
SA

Der, so which Shinobi *are you talking about?* Shadow Dancer *or* Revenge of the Shinobi*? Be a little more specific next time. Jeez. Seeing how I'm a nice agony aunt, I'll tell you how to kill both final bosses, and let you take your pick. For* Shadow Dancer*'s last boss, you'll need to kill the grey ninjas as quickly as possible and wait for their heads to fly off. When they do, walk left and right to avoid the fireballs that drop from the ceiling. Once past the fireballs, jump and hit the red-and-blue glowing spot in the enemy's neck, before his head comes back. You can only damage him with his head off, so try to get as many hits in as you can.*

In Revenge of the Shinobi *the final boss is called Neo Zeed. To get him, go to the centre of the room, crouch and kick him. When he flashes, immediately jump away. Hit the black spot on the wall to stop the chain from moving. Move back over him and repeat this procedure. If he is too close to you, jump and somersault over him. As you weaken him, his hair will turn to a darker red – this means he is about to die.*

USELESS AND DESPERATE

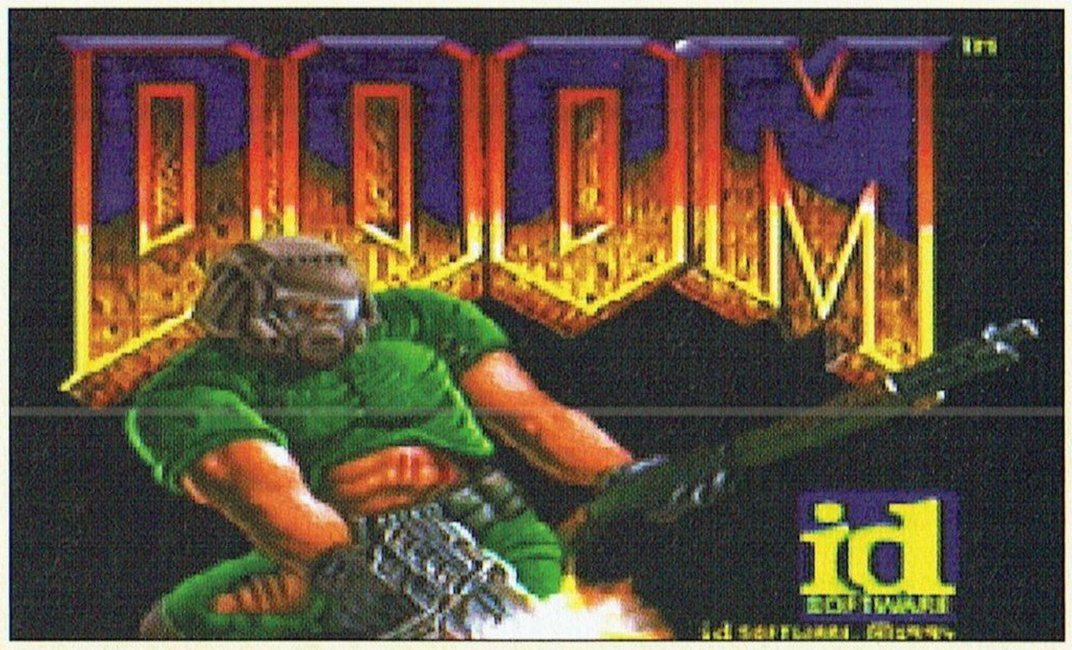
Dear Julie,

Can you please tell me how to access the debug mode for *Shining Force 2*? I can't get it to work for some reason. Please help me, I'm desperate.

Bob
Winston Hills, NSW

Pay attention now, Bob. This cheat takes a bit of timing. As soon as the Sega logo appears, quickly press Up, Down, Up, Down, Left, Right, Left and Right, then rotate your directional pad clockwise – from 12 o'clock to 12 o'clock. Then immediately press B. The battle music should start up. Then hold A + Start until you see the words 'Configuration mode?' appear in the Witch's blue speech box. From there you just choose whichever configuration you'd like, although don't choose 'Auto battle', otherwise the computer will control the game in the battle scenes.





WHAT A NICE MUM

Dear Julie,

I am sending this on behalf of my son James. Could he please have some cheats for the 32X game *Doom*? Thank you.

Roslyn
Dapto, NSW

Providing he's a good boy and eats all his greens he can have this cheat. And he'll also need to buy the mag. Okay, you will need a six-button control pad to do this cheat. To get invincibility or God mode, pause the game and press X, Z, mode and Up simultaneously. To get an ammo power-up, press A, C, mode and Up simultaneously. It's a bit tricky, but it does work.





PROBLEM RASH

Dear Julie,

I am stuck on the game *Road Rash* on the Mega Drive. Are there any codes or cheats for this game?

James
SA

With this game I can give you these codes that can just about get you anywhere with the best bike.

Level 4	***Diablo bike***	*21111 05VT0 102HF 47132*
Level 5	***Diablo bike***	*00000 01S90 10EGJ 567IK*
Level 4	***$7 million***	*34441 01MS0 NV8UC 3QJ8R*

DEAR julie...

TELL US SOMETHING WE DON'T KNOW

Dear Julie,

You are the best, the coolest. Without you where would all of us Mega Drive players be? By the way, do you have any cheats or codes for *The Immortal*? Anything will be cool. Thanks!

Adrian

VIC

Where would you be without me? In Loserville, Vic? Hmm. And yes, we have just got hold of some codes to The Immortal *– check out the Hints and Tips section in this very ish.*

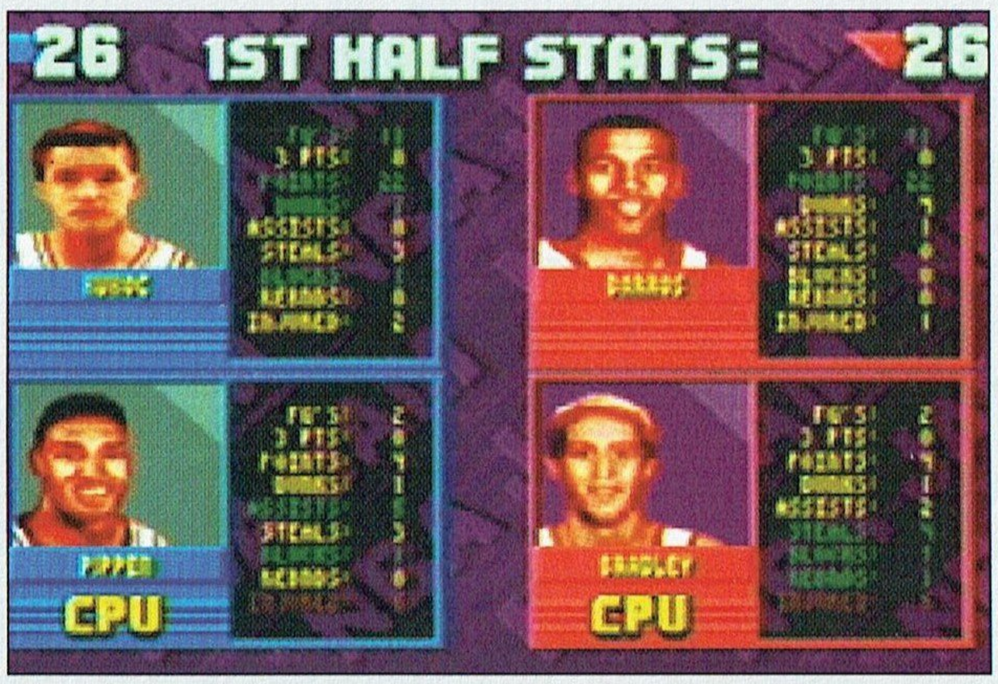
JAMMING WITH THE PAM

Dear Julie,

Are there any cheats to turn into Pamela Anderson in *NBA Jam Tournament Edition*? Or Michael Jordan or Shaq or Clint Eastwood?

C.J. Fanatic

No silicone babe cheats, I'm afraid. I've been told the programmers didn't hide any of the abovementioned characters in the game.





TWO TOADBURGERS, COMING UP

Dear Julie,

I'm having a lot of trouble on *Battletoads*. Can you please tell me if there are any level selects please, pretty please?

Matthew

Reynella, SA

Oh, you toady little boy. You need to battletoad-butt the two enemies at the start of the first level. Then run to the first platform to find a glowing warp. Quickly run into it and you will be offered the chance to warp to level three. This cheat is pretty hard to get going, as speed is essential.



DON'T HAVE A COW, MAN!

Dear Julie,

I can't get past the first level in *Bart vs The Space Mutants*. Can you please help me?

Ryan

SA

What you'll need to do is firstly spray just about everything red. Here's how to do it.

Jump on the clothesline to spray the items on the ground.

Spray the third alien to the right of the poster at the cinema.

To spray Mo's apron, you'll need to go to the telephone box and call Mo. Pause the game to bring up your inventory, and highlight the coins using the X-ray buttons. Mo will come out. Spray his apron red.

Doors – Go into as many doors as you can to buy cherry bombs, rockets, wrench, key and a whistle.

Flower pots – Can be reached by jumping on window panes and door frames.

Shop awning – Use the wrench on the fire hydrant outside the hardware shop.

Bird in the pet shop – Stand on the window pane and throw a cherry bomb on the ground.

Bird on the statue – Fire a rocket at a 45 degree angle to the bird.

Fire hydrants – Spray all the fire hydrants with the paint.

Bowlarama sign – Fire a rocket at a 45 degree angle.

Windows – Fire a rocket at a 45 degree angle.

All other items can be sprayed on ground level.

Other hints for this stage:

Use the key at the building with the clothesline to bypass the entire skateboard section.

If you are ever short of money, use the whistle under the window of the last retirement home.

Don't write to Julie!

Played your little heart out and still can't get past the first-level boss? Just can't find that vital pick-up? Or just couldn't be arsed drudging your way through those last few levels? Well, tough, 'cos Julie doesn't live here anymore. So it's useless writing to the address below.

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

Doom Part 1

***Doom*... *Doom*... *Doom*... need we say more? Erm, okay, we took apart the most kick-buttish blow 'em away just for you. We swear it was all hard work...**

Don't forget to pack your jocks

FIST

Your basic hand weapon. May or may not include brass knuckles. Use this only as a last resort. Does make a nice sound though, and if you find a berserk power-up is good for a laugh or two.

9MM PISTOL

We can just see you looking into the eyes of a Hell Baron holding this thing and saying 'Go ahead, make my dway'. We didn't think so. Upgrade as soon as possible.

SHOTGUN

The weapon you'll end up using most of the time. Has a good spread, but is ineffective over long distances and requires pumping. Lethal in conjunction with the explosive barrels that litter the *Doom* levels.

CHAINSAW

Really just a novelty item, though far better than just using your fist. Good for that real blood-splattering effect that medieval artists tried to capture.

CHAINGUN

Very useful for spreading fire among a lot of not-too-serious baddies. Useless against the tougher creatures, unless you have line of sight protection from them. Really rips through the bullets, so make sure you keep topping up the ammo. Good in confined spaces.

ROCKET LAUNCHER

A very dangerous piece of work. Use only in open spaces over long distances, the explosions can really eat into your health. Very deadly, and the best weapon against stronger creatures.

PLASMA RIFLE

The most effective rapid fire weapon, the only let down is that it needs constant reloading. Whenever you feel under a lot of pressure and under attack from multiple directions, quickly change to the plasma gun and just fire around in a circle for about 10 seconds. Anything left standing will need the BFG.

BFG

Everybody knows why it's called this so we're not going to degrade ourselves by telling you it stands for Big F**king Gun. Wipes out whole areas at a time, but needs a second to recharge. The ammo is actually better used in the plasma rifle, except against the end-of-level bosses.

Hell's seven-eleven

BARRELS

Littered throughout the levels, they are both a help and a hindrance. Whenever they are hit by heavy fire they explode, causing massive damage to nearby creatures – including yourself. Use them to hurt the enemy before they hurt you.

BLUE BOTTLES

The standard health power-up that adds 2% each go.

MEDICAL KITS

These increase your health by either 10 or 20% a go, but not beyond 100%.

BLUE ARMOUR

Instantly boosts your armour level to 200%. Very useful.

GREEN ARMOUR

Not quite as strong as the blue armour, but it still boosts you to 100% armour.

HELMET

Boosts armour by 2%.

BERSERK BOX

Looks similar to a medical kit, except darker, it turns your fist into a lethal weapon.

BLUE SPHERE

Instant health in 100% portions.

AMMO

Comes in either bullets for the 9 mm and chaingun, shells for the shotgun, rockets for the launcher or plasma cartridges for the plasma gun and BFG. Keep well stocked.

BACKPACK

Allows you to carry more of all types of ammo.

RADIATION SUIT

Very useful when it comes to traversing the poisonous areas. Be warned – it only has a limited lifespan.

KEYS

Either red, blue or yellow, they open the corresponding security doors and are essential to finishing almost every level.

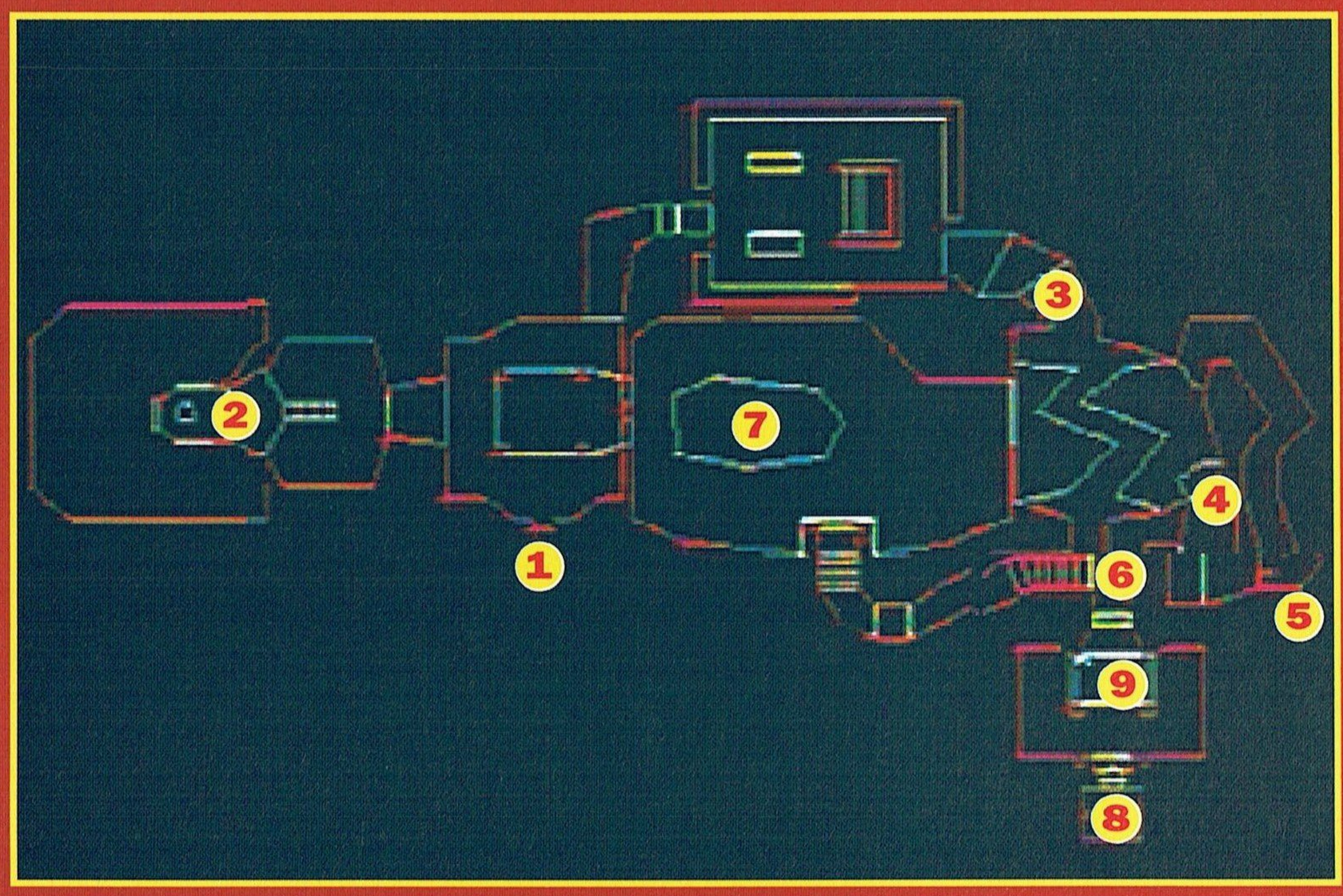
COMPUTER MAP

Instantly gives you a map of the entire level, but doesn't tell you the secret areas, and it is usually found so late in the level as to be worthless.

Gamebuster

Level One

Go forward and to the right down a tunnel. Open the door and dispatch the evil marines. There is a well lit room ahead of you, go to the right of it. Go forward through the corridor and pick up any health you need, then head to the next room. The green sludge is poisonous, so stay on the zig-zagging walkway. Go forward, collect the ammo at the end of the path, then go into the passage with a silver panel door in the wall. Open it and go outside. Collect the blue sphere and chain gun. Return to the last passage and head forward through the hordes (killing them, of course) until you reach the blackened door flanked by candlesticks. Pick up the medical box (if you're injured), then throw the switch on the black exit door to the next level.

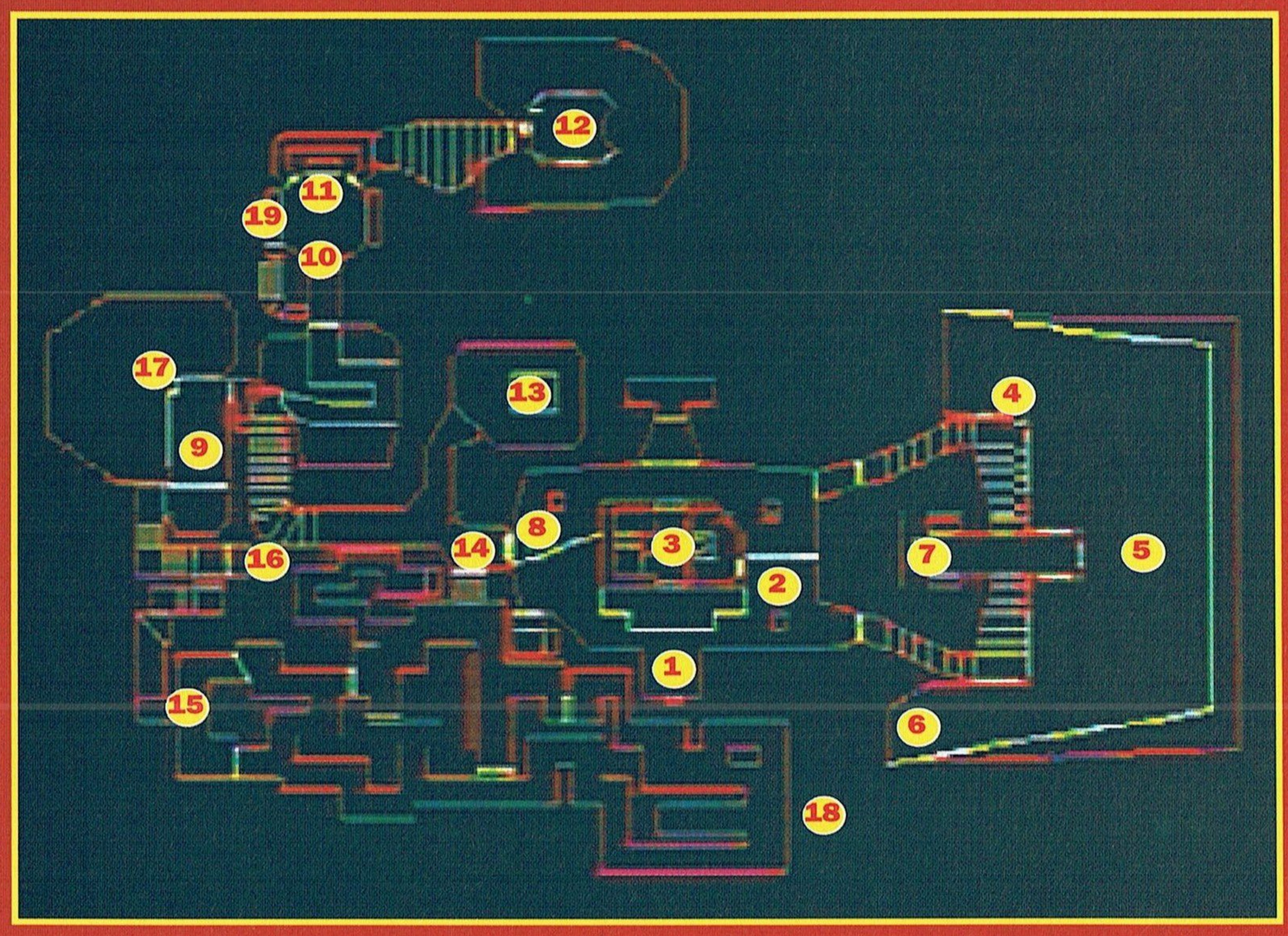


LEVEL 1 KEY

1. Start here
2. Green armour power-up
3. Plate open wall at 6
4. Secret area Opened by 9
5. Secret elevator
6. False wall opened by 3
7. Blue armour power-up
8. Exit
9. Plate opens 4

Level Two

Go forward, then right and head straight towards the door. Open it and go up the stairs until you find the red key. Take it. Go back down the stairs and head past the starting point to the red door. Go straight ahead and then follow the staircase around, until you reach the raised pathway. Go straight over and pick up the blue vest. Head out the room to the right exit and up towards the end-of-level switch. There's a lot of other stuff to be done if you want to build up some weapons and health, so before exiting you can return and use the key to find all the secrets.

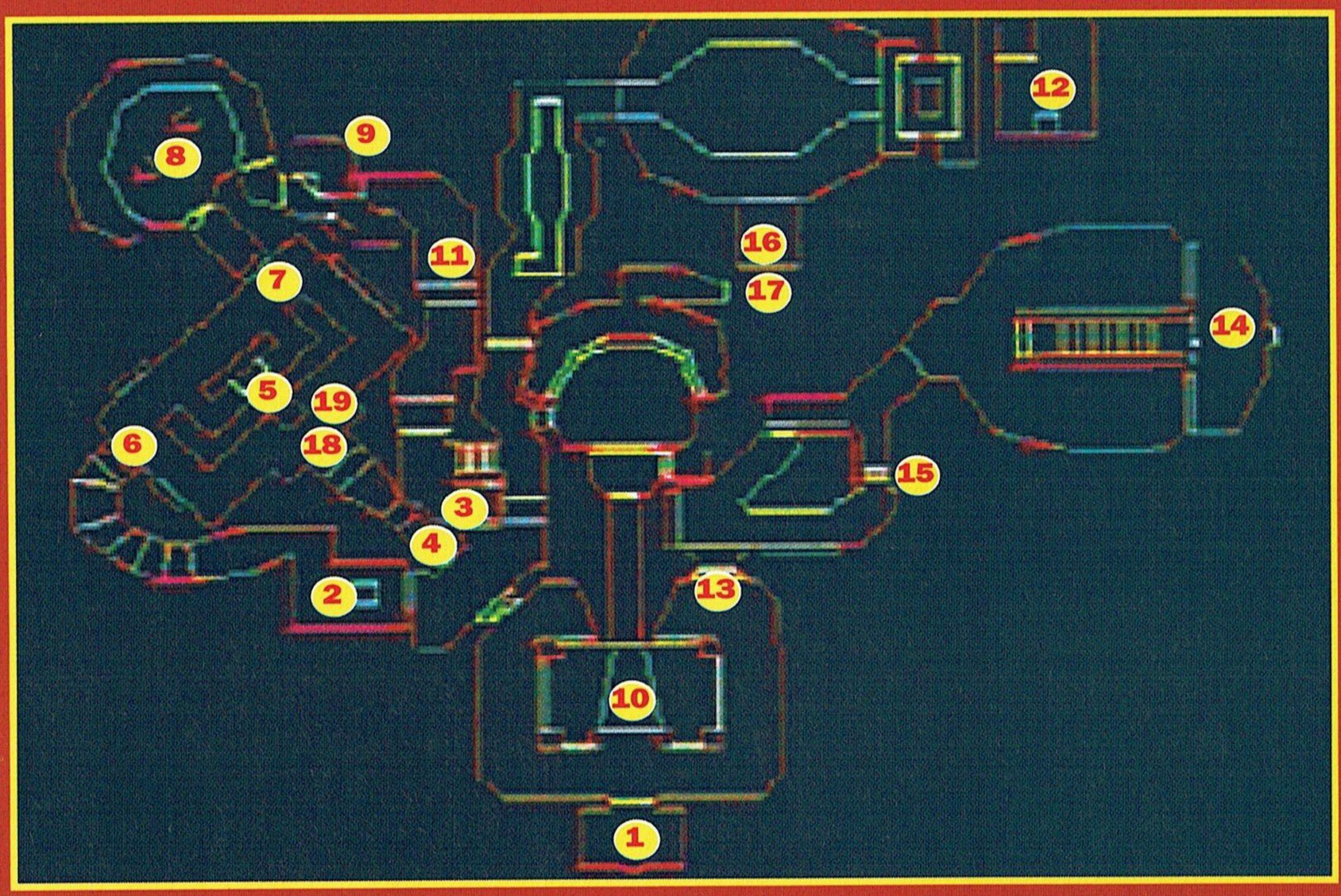


LEVEL TWO KEY

1. Start here
2. Secret door
3. Switch opens 4
4. Door opened by 3
5. Soul sphere
6. Chaingun
7. Red key
8. Red security door
9. Chainsaw
10. Blue armour
11. Switch
12. Exit room
13. Switch opens 14
14. Door opened by 13
15. Secret door (shoot it)
16. Secret room
17. Switch lowers podium at 9
18. Secret room
19. Secret overlook

Level Three

You will need the blue security key to get out, so head straight for it by taking the door to the forward left of your starting point. Turn right and follow the long path that leads to the big open area at the top of the map. Head over this and then through the twisty area and grab the key. All you need to do then is return to the start, go through the blue security door and head up to the exit. If you want to go to the secret level, you will need to complete almost everything on the map and make sure you sprint to the secret door before it closes.

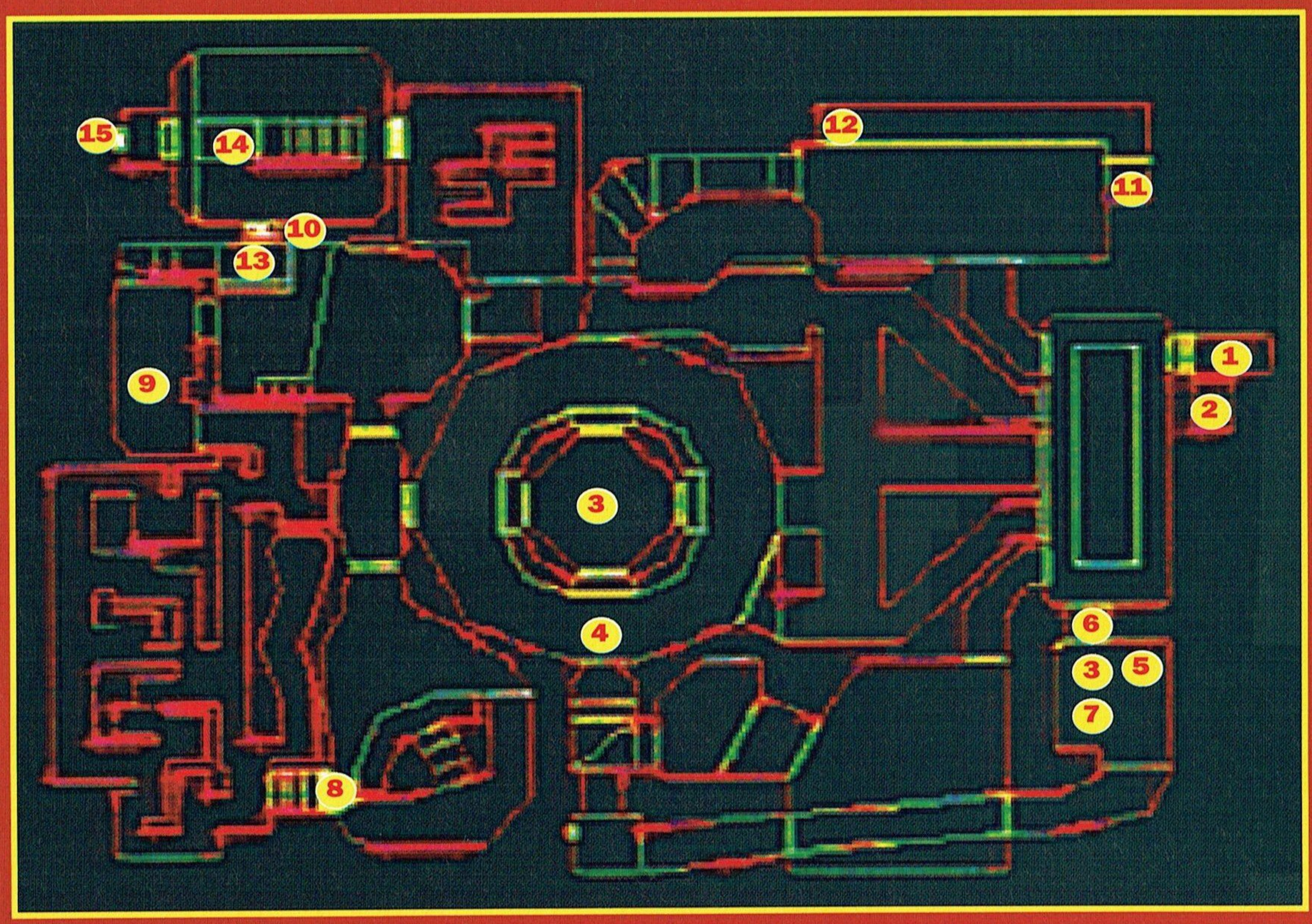


LEVEL THREE KEY

1. Start
2. Soul sphere
3. Switch opens 4
4. Door
5. Yellow key
6. Secret door (use 20)
7. Secret door (use 21)
8. Green armour and rocket launcher
9. Switch
10. Secret drawbridge (use 9)
11. Chaingun
12. Blue key
13. Blue door
14. Exit room
15. Secret door
16. Secret elevator
17. Exit to secret level
18. Plate (opens 6)
19. Plate (opens 7)

Level Four

Fairly straightforward – just make sure you raise the ramp at 14, using the switch at 13. Get the blue security key straight away (it's just to the left of the starting room) so you don't have to backtrack. If you have problems health-wise, leave the blue sphere at 6 and come back to it as a reserve.

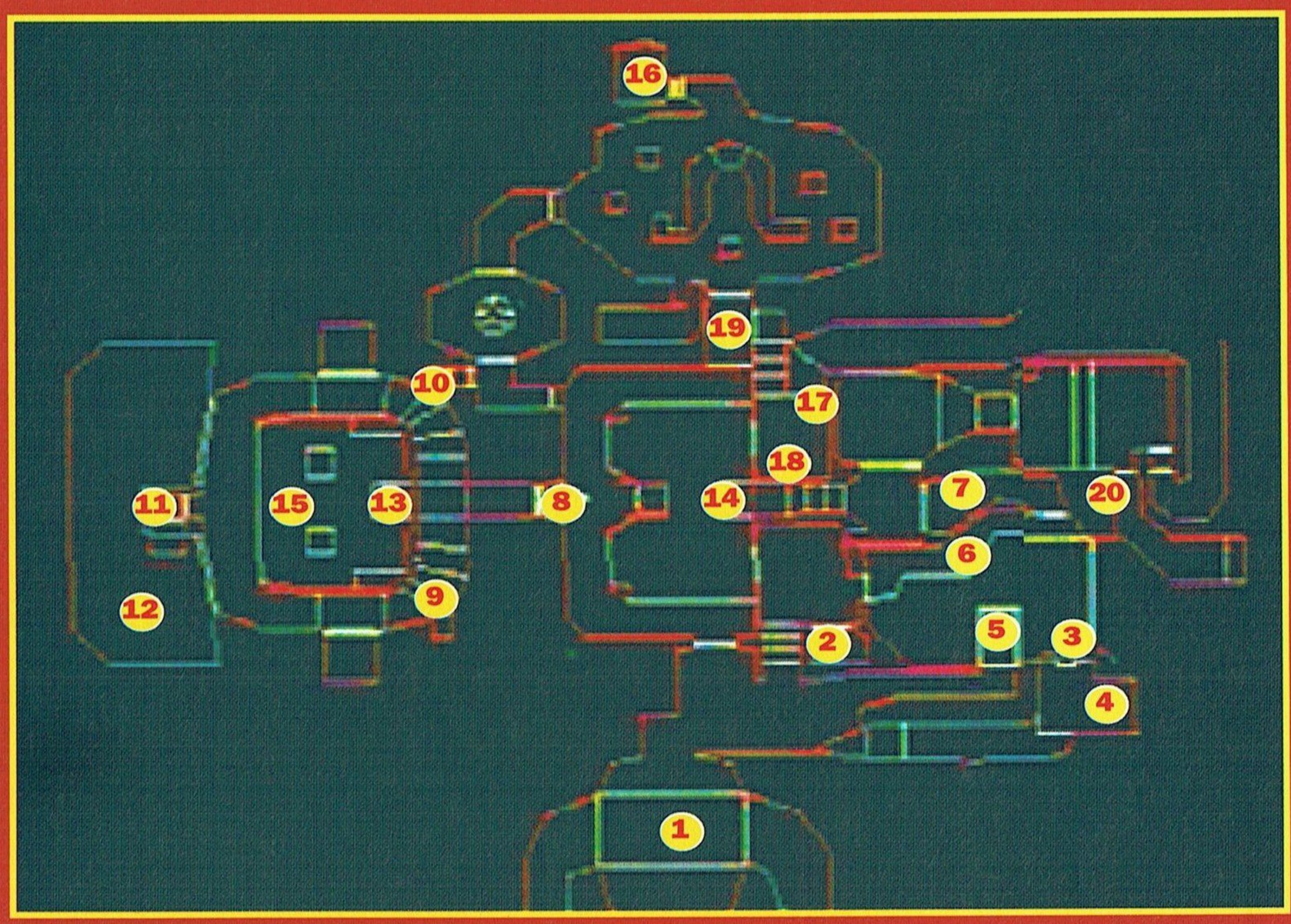


LEVEL FOUR KEY

1. Start
2. Secret room
3. Blue key
4. Radiation suit
5. Rocket launcher
6. Lift
7. Switch (raises 6 once)
8. Blue security door
9. Yellow key
10. Yellow security door
11. Lift
12. Blue armour
13. Switch (raises 14)
14. Hidden ramp
15. Exit

Level Five

Head to the parapet (5) and raise the bridge. Cross this, get the yellow security pass and go to the yellow security door. Hit the switch at 13, which opens the door at 14, then get the blue key card at 17. Hit the switch at 18. The exit is at 16, but you will have to blow away quite a few nasties before this, then it's onto level six.

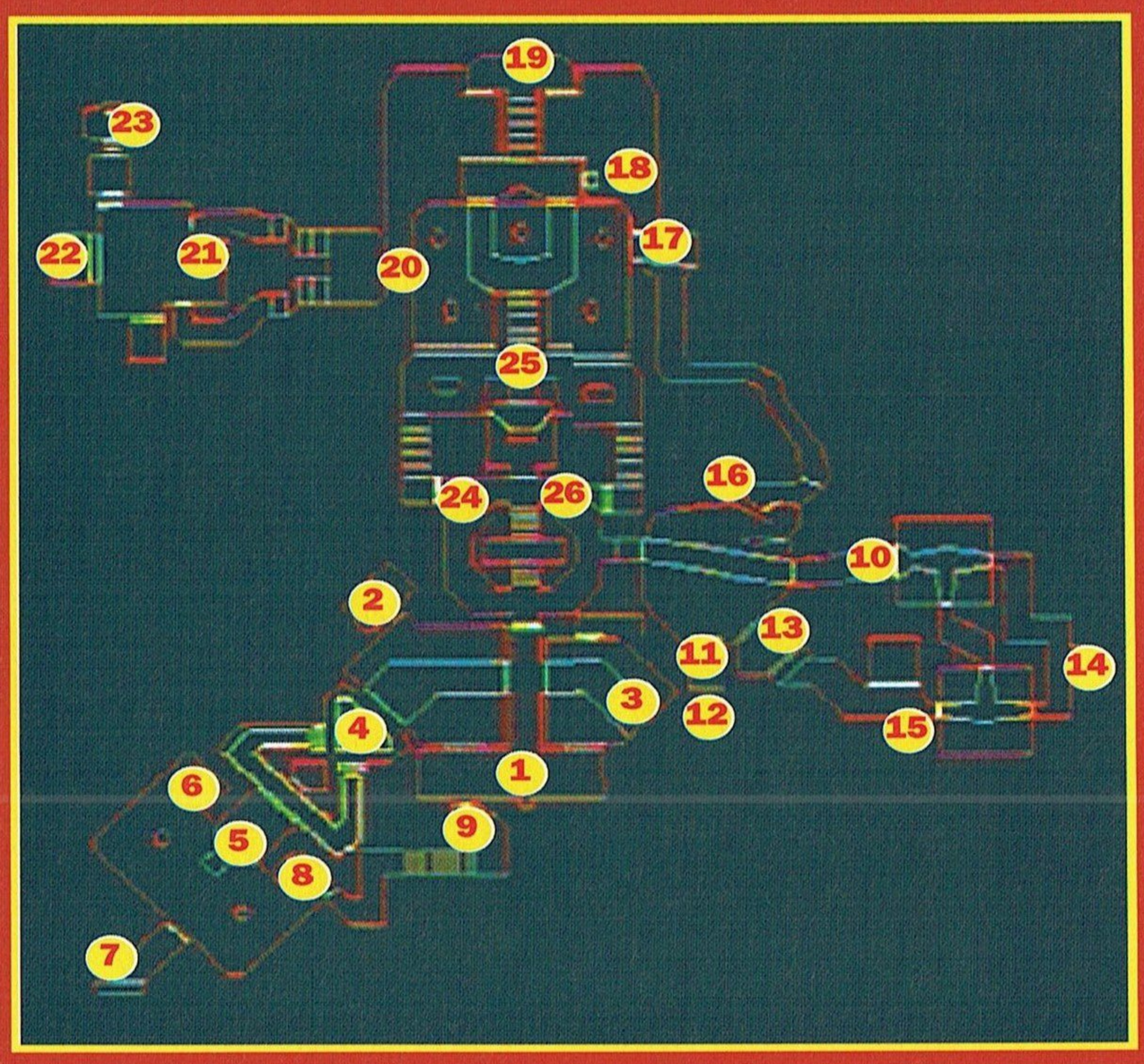


LEVEL FIVE KEY

1. Start
2. Secret room
3. Secret door
4. Weapons
5. Parapet
6. Hidden bridge (use 5)
7. Yellow key
8. Yellow security door
9. Secret lift
10. Secret lift
11. False walls
12. Soul sphere
13. Switch
14. Door (use 13)
15. Pillar elevators
16. Exit room
17. Blue key
18. Switch
19. Door (use 18)
20. False panel

Level Six

Go straight through the northern passage, then turn right and get the red key. Go back down the passage to the security doors at 4. Go through these and get the blue key at 5, then head back towards the centre of the map near doors 24 and 26. Take the eastern tunnel out of this area and head towards the blue security door. Open this, and go through until you find the switch at 14. Hit it and then head to the now-open door at 15. The yellow key is at the end of this passage. Get it, go back the way you came and go through either door at 24 or 26, then the door at 25. Keep heading north, dodging fireballs and returning fire, until you reach the top of the map. Hit the switch. This opens the door at 20 which gives you a free run home.

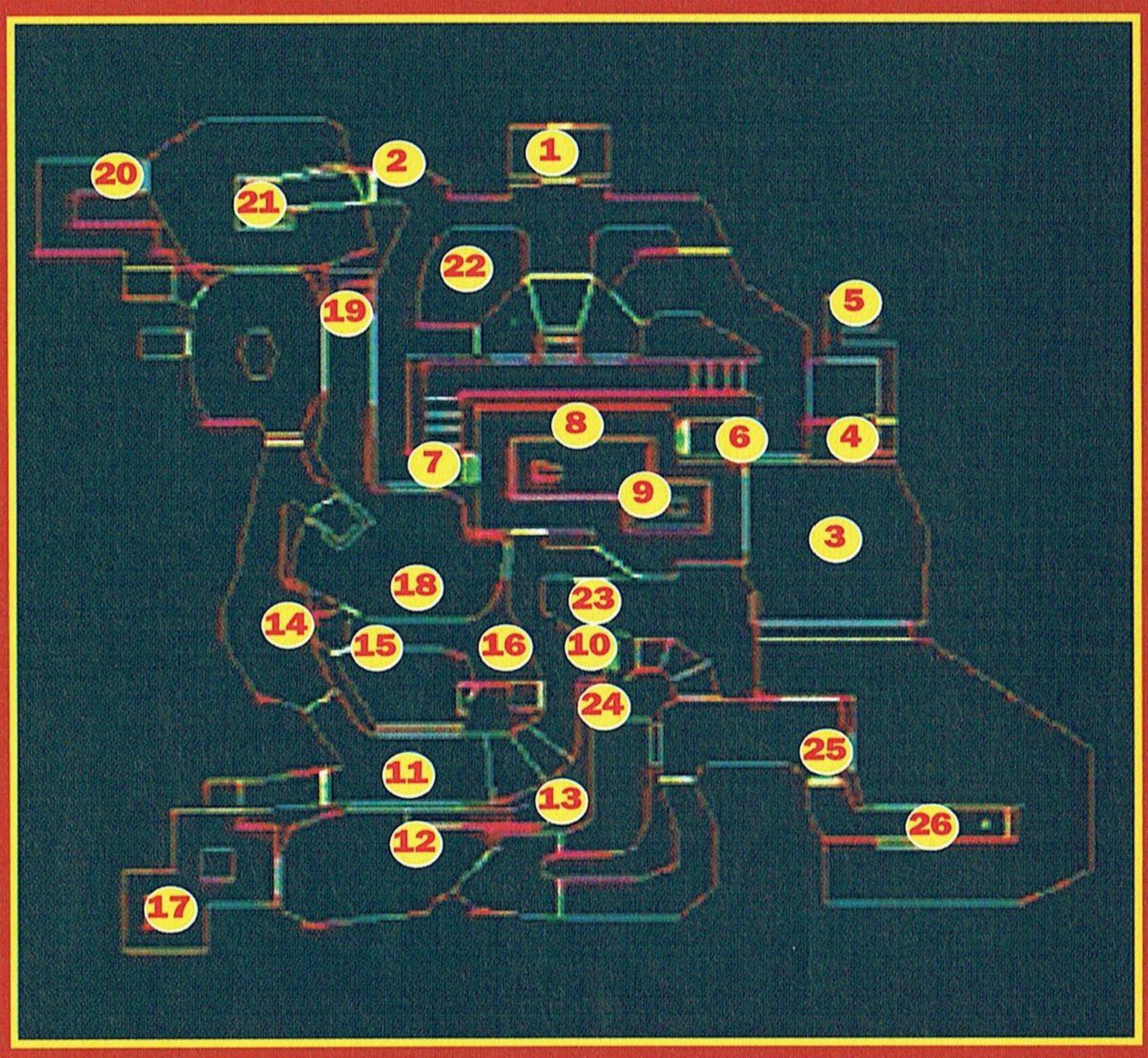


LEVEL SIX KEY

1. Start
2. Green armour
3. Red key
4. Red security doors
5. Blue key card
6. Radiation suit
7. Soul sphere
8. Blue armour
9. Health, ammo, etc
10. Blue security door
11. Beware of heavy fire
12. Radiation suit
13. Yellow key
14. Switch
15. Door (use 14)
16. Poisonous tunnel
17. Backpack
18. Soul sphere
19. Switch
20. Door (use 19)
21. Switch
22. Door (use 21)
23. Exit
24. Yellow security door
25. Yellow security door
26. Yellow security door

Level Seven

As you can see from the map, a lot of floorspace is closed off until you get the yellow key at 5. So head there first and get the key. Open all the yellow security doors. You now need the red key card up at 20, so head that way. Once you've got the red key, you have to head all the way back to the start, and open the red door at 2. This reveals the lovely blue key, the final piece of the level seven jigsaw. The blue security door at 10 opens the final section, which leads to the exit. You will need to hit the switch at 24 first, though.



LEVEL SEVEN KEY

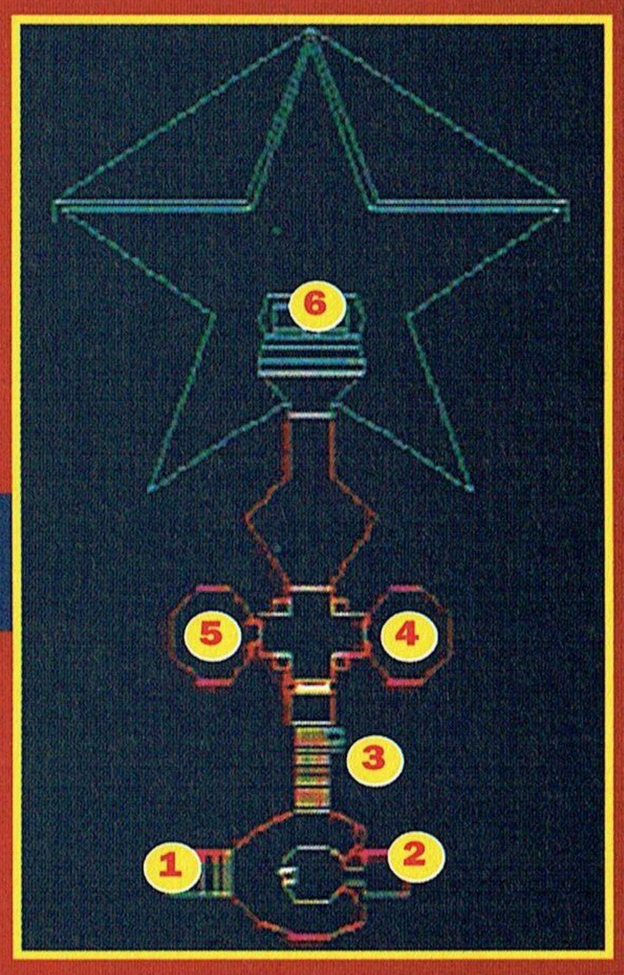
1. Start
2. Red security door
3. Soul sphere
4. Lift
5. Yellow key card
6. Yellow security door
7. Yellow security door
8. Lift
9. Rocket launcher
10. Blue security door
11. Pillar lift
12. Chaingun
13. Backpack
14. Radiation suit
15. Switch
16. Switch
17. Chainsaw
18. Blue armour
19. Soul sphere
20. Red key
21. Blue key
22. Monster mania
23. More monsters
24. Switch
25. Door (use 24)
26. Exit

Level Eight

This is a fairly straightforward level. Just grab the armour behind the secret wall, stock up on ammo and health, then attack the bosses. Keep moving, avoiding the barrels. If the Barons fire at you and miss and you're near some barrels, you're toast. Waste plenty of chaingun on them, move left to right and use the big stuff on them one at a time.

LEVEL EIGHT KEY

1. Start
2. Computer map
3. False wall
4. Chaingun
5. Shotgun
6. End-of-level bosses

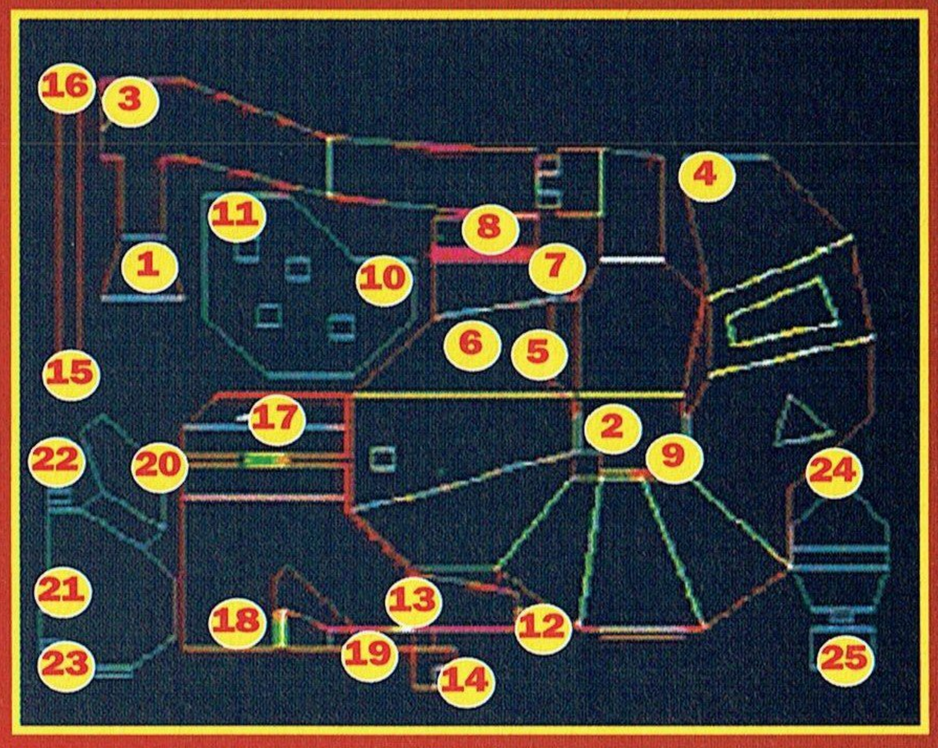


Level Nine

As you start, you will notice a transporter straight ahead. Don't enter it yet, instead follow the cavern around until you find the blue key. There's another transporter here, but this only takes you to a plasma gun, so only enter if you haven't got one. After that, it's back to the transporter at the starting point. When you arrive at 4, head down and around to the switch at 5. Use the switch to raise the floor and head around to the secret room at 8 to get the red key. Use the teleporter at 7 and head to 18, avoiding any other transporters . Open the blue door and use the transporter beyond. You will arrive at 20. Hit the switch at 21 to raise the stairs, allowing you to hit the switch at 22 which opens the transporter at 23. Enter the transporter and then head straight down to the exit.

LEVEL NINE KEY

1. Start
2. Blue key
3. Teleport to 4
4. Teleport to 3
5. Switch (raises 6, opens 7)
6. Switch
7. Teleport to 12
8. Secret room and red card
9. Teleport to 12
10. Teleport to 9
11. Plasma gun
12. Teleport to 7
13. Skull switches
14. Teleport to 15
15. Teleport to 14
16. Teleport to 14
17. Ammo, health etc
18. Blue security door
19. Teleport to 20
20. Teleport to 19
21. Switch
22. Switch
23. Teleport to 24
24. Teleport to 23
25. Exit

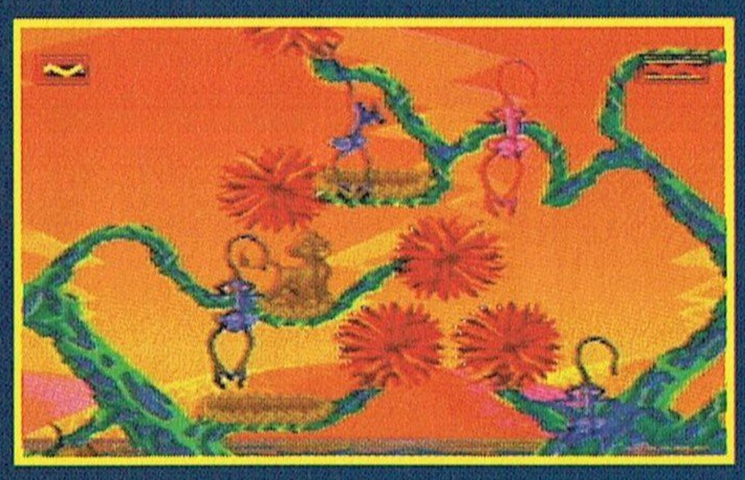


Note: We were going to bring you the second part of this gamebuster next ish, but there isn't going to be a next ish. And since only three people bought 32Xes, we thought nobody'd mind.

The 100 Best Tips In The World

A must-have guide to the coolest cheats, hottest tips and most wicked hints for the most popular Sega games around.

All cheats are for Mega Drive games unless otherwise specified.



1. Lion King

Open the options menu and enter Left, A, A, B and Start. You will now be able to select the starting level and also turn on a cheat mode.

2. Clockwork Knight (Saturn)

At the title screen press Up, Right, X, X, X, X, X, X, X, X, Down, X, X, X, X, X, X, Left, X, X, X, X, X, X, X, Z, X, Y, Y, Y and Z. If the theme music starts from the beginning again, you should now have 999 lives.

3. Sonic CD (Mega-CD)

On the title screen push Up, Down, Down, Left, Right and B to access a level select.

4. Doom (32X)

To get all the weapons, including the BFG 9000, maximum ammo and 200% armour, press B and C together on a three-button joypad, or hold X and press C twice on a six-button joypad. You can use this cheat whenever you're a bit dead-like, but you won't be able to finish the secret levels.

5. Pitfall

To access the original Atari 2600 version of *Pitfall*, enter the following on the title screen: press Down, then button A 26 times, and Down again. If you'd prefer something for the game itself, enter A, B, Up, C, A, C and A at the title screen for 99 of each weapon.

6. Silpheed (Mega-CD)

Press Right, Left, A, Right, Up, C, B, Down, Left, B, A, Up and Start at the demo. During the game, press A to revitalise your shield.

7. Zool

Whenever you need an extra life, just pause the game and press Down, Up, Left, Left, A and Down. To skip a level, pause the game and press C, Right, A, B, B, A, Left, Left, A, Right and Down. Now hold Right to skip a stage or Up to advance a level.

8. X-Men

When the screen says 'Press start button', hold A, C and Down on controller one and press Start. Now remove the joypad and plug it into port two when the picture of Magneto appears. Now press Start and play as usual, except that you have infinite health and mutant powers.

9. Terminator 2

When you see 'Press Start' on the screen at the start of the game, press Up, Down, Left and Right three times. Arnie will let you know if the cheat has worked. Start the game as normal. During the game, press B and C together to jump to the end of the level.

10. T2: The Arcade Game

On the title screen, push Up, Down, Left, Right, Up, Down, Left and Right. Then start the game as normal and pause it. Press B and C to skip to the next level.

11. Bubsy II

On the title screen, enter C, A, B, C, Up and Down for Invincibility; B, Up, B, B and A for 50 lives; and C, C, C, Up, Down and C for 99 smart bombs.

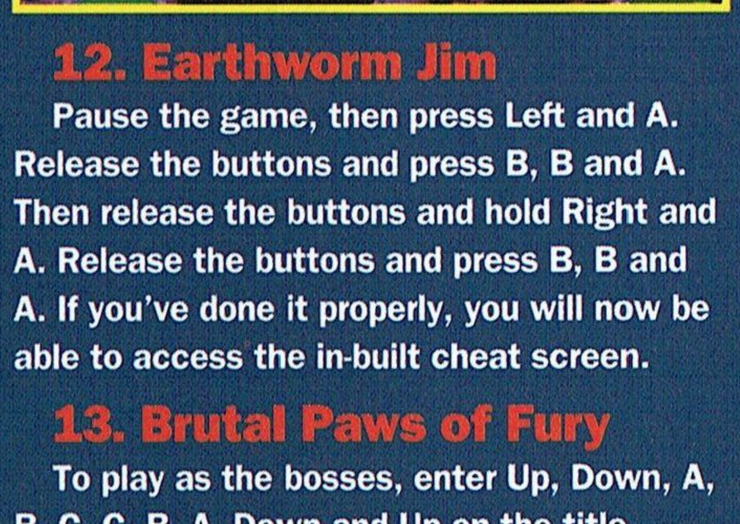


12. Earthworm Jim

Pause the game, then press Left and A. Release the buttons and press B, B and A. Then release the buttons and hold Right and A. Release the buttons and press B, B and A. If you've done it properly, you will now be able to access the in-built cheat screen.

13. Brutal Paws of Fury

To play as the bosses, enter Up, Down, A, B, C, C, B, A, Down and Up on the title screen for Karate Croc, or C, A, B, A, Left and A for the Dalai Llama.



14. Cosmic Carnage (32X)

To add some new characters to the game, hold X, B and Z as soon as you turn on the Mega Drive. Then press Start at the intro to see the extra selectable characters.

15. Sunset Riders

To earn extra credits, go to the sound test and listen to 0 to E. When you return you should have more credits, pardner.

16. Streets of Rage 3

To play as a kangaroo, you must defeat the kangaroo's keeper without harming the kangaroo. When you die, you will be able to pick the kangaroo as a new character. He can't use weapons, but has some nifty specials.

17. Splatterhouse 3

The level codes are: 2, REISOR; 3, ETLBUD; 4, TABRAE; 5, ELPOEB; 6, PHENIX.

18. Road Rash II

Go to 'Set player' on the options screen and choose Mano a Mano. Go back to the main menu and select your bike shop. Now change the player mode from Mano a Mano to Take Turns and start the game. You will now be able to use any bike on any course.

19. Super Street Fighter

To choose the same character eight times in Group Battle mode, go to the Title screen and select 'Group'. Then, using joypad two, press A, B, A, B, A, B, B and A. Vega should laugh to let you know you've done it correctly. You can now select any character eight times in a row.

20. FIFA Soccer '95

To access the built-in cheat screen, go to the control screen and press A. The cheat screen will appear, with all settings turned off. Team one is home and Team two is away, so just turn on the features you want to use and off you go.



21. True Lies

Enter the following passwords in the password screen: infinite lives, BGLVS; infinite energy, BGGRLY; all weapons, BGWPNS.

22. Urban Strike

To reach the ultra-secret Mexico level, enter 9NHLGBW6SYL at the password entry on the campaign menu screen. Adios amigos!

23. Double Dragon V

To have a battle of the bosses, press C,

100 Best Tips

Right, A, B, A, B, B and Left on the menu screen. You should hear the Shadow Master laugh. Now choose a versus battle and go for it.

24. Jammit

Here are the eight level codes for Chill: 1, TZMYNYN; 2, THMSSLNS; 3, DNWYGLL; 4, DLMRVNN; 5, MRNLYNG; 6, MKGGLSCK; 7, THMSCSY; 8, JRBRGHT.

25. Wolverine

These are the level passwords: 2, Mariko; 3, Silver Fox; 4, Department H; 5, Madripoor; 6, Asano; 7, The Hudsons.

26. Red Zone

To play a two-player game of *Asteroids* inside this game, press A, B, C, A, C, C, B, C, A and C.

27. Afterburner (32X)

To continue from where you bit the big one, wait for the title screen to come up and keep A and C held while pressing Start on the player two pad. You can do this up to three times.

28. Mortal Kombat

To access the programmers' cheat screen, hit Down, Up, Left, Left, A, Right and Down at the options screen. If you have done it correctly, the words 'cheat mode on' will appear. You can then select or deselect options like blood, and play against Reptile.



29. Beavis & Butthead

To give the two fart-knockers weapons, enter the following codes: one player, e7EKY iP2qe taVFY; two players Js2Nt 9SArV fDTRi.

30. Rings of Power

To collect unlimited gold, go to the secret temple. Collect all the gold from the four chests, then leave. You can return and do it again...

31. Ranger X

To skip to the next level, pause the game and press Up, Down, Up, Down, Up, Down, C, B, A, Right and Left. You should hear some music. Press A and then B.

32. Powermonger

To play on any level, enter the following password: HYNAMBERG.

33. Outlander

Level codes: Level 1, FYBY1QZFQ240Q0; Level 2, 89D020JCYYBCZ8; Level 3, P69H0SK7YCKCX; Level 4, TZZY2159Q9YK80.

34. NBA Jam

To play with unlimited turbo go to the 'Tonight's match-up' screen and tap all three buttons seven times. On the seventh tap, hold the buttons down until the game starts.



35. Virtua Racing Deluxe (32X)

To access the mirror mode, first set the difficulty to normal, then win on all five tracks. Once you've done that, return to the first menu, and with the *Virtua Racing* box highlighted, press Left. Presto – five brand new tracks. Almost.

36. Micro Machines-

For more speed, pause the game and press Up, Down, A, B, Left, Right, C and Start. For more grip, pause the game and press A, Up, B, Down, C, Left, Start and Right.

37. Mega-lo-mania

For 200 little followers to do with what you will, use the following password: SIZCSVLOPNL.

38. Lotus Turbo Challenge

At the password screen, enter SLUGPACE for infinite turbos, or MANSELL to go through the whole game non-stop.

39. Psycho Pinball

To skip straight to the sub-game of your choice, just pause the game and press B, A, B, B, A, C, A and C. You'll now be able to access Whale's Belly, Moon Squares or Runaway Train without having to open the usual gate.

40. Jurassic Park

To access the level select, enter 021660016. Select options and leave the screen straight away. Change the player to Grant and start the game. You should be able to select any level.

41. Jennifer Capriati Tennis

To change your players stats, enter as your name CONFIG... (fill up space with dots). You will be taken to an attribute modification screen which allows you to boost serves, forehands, etc.

42. Golden Axe 2

Keep button A held down while fighting a guardian. When he dies, release the button, but don't touch anything. You will miraculously receive 200 magic points.

43. Rocket Knight Adventures

To try out the crazy hard setting at the Konami logo, press Left four times, Right four times, Left seven times, Right then Left.



44. Populous

To start at any of the 494 levels, at the password screen just type in the number of the level you want to start at, followed by BIT. For example, to start at level 267, enter 267BIT as the password.

45. Gods

For invincibility, type in MESIENTOTANFEL12 on the password screen.

46. Sonic Spinball

To access the level select, go to the option screen and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C and Up. You should hear a noise letting you know you've done it correctly. Now press Start to go to the option screen. Then go to the title screen and press A, B or C with Start to go to level two, three or four respectively. Keep holding A, B or C until the level begins.

47. Ghouls 'n' Ghosts

Go to the option screen four times. Then from the title screen, press A four times, Up, Up, Left, Right, Left and Right. Then hold down B and press Start to become invincible.

48. Ex-Mutants

Enter the options screen and set the music to 05 and the FX to 21. Exit and hold down A, B and C, then press Start for the cheats screen.

49. Ecco the Dolphin

To have a go at controlling the blue whale, when you swim Ecco next to the blue whale on level 10, press Up, A, Down, Left, B, Left, C, C and then Down .

50. Skitchin

Select Badass and try some of these passwords – MONEY, THRASH, S[EED, ARMOR, TOTEM, PIZZA, LIBERTY, PALMS, JAYS, BRONCOS, BEACH, AIRPORT, HILLS, CAPITAL, STARS, CARS.

51. Dune II: The Battle for Arrakis

Here are the last level codes for each house: Areides, DUNERUNNER; Harkonnen, DEATHRUNNER; Ordos, POWERCRUSH.



52. Mortal Kombat II

To turn off throws in a two-player match, hold Down and high punch on both pads immediately after you've selected your fighters. To access the cheat screen, press Left, Down, Left, Right, Down, Right, Left, Left, Right and Right after selecting 'Done' at the options screen.

53. Dragons Fury

To start with 10 balls, enter the password 'Tech-nosoft'.

54. Zombies

All the passwords, yes, every single one: VYTV, VQBB, SDHM, PCFD, QNKR.

55. Rise of the Robots

To play as the supervisor droid, 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 versus mode. Player two can select the supervisor droid.



56. Zero the Kamikaze Squirrel

Pause the game and press A, C, Right, A and B for a level select. For unlimited stars, Down, A and B. For unlimited hit points, B, Up, B, B and A. For a power-up, Right, Up, B, A, Down, Up, B, Down, Up and B.

57. Sylvester & Tweety

Start the game as normal, then press Start to access the inventory. Press either A, Left, A, A, B, Up, C, A, B, B and C for extra continues. Press A, A, A, B, C, C, A, Up, C, C, C and Up for extra time.

58. Man Overboard

Here are the passwords for every ten levels: 10, DENNIS; 20, MOTHER; 30, GUITAR; 40, ACROSS; 50, SATURN; 60, SECOND; 70, FADING; 80, VALLEY; 90, FURROW; 100, BOTTOM.

59. Rolo to the Rescue

Wait till the title screen appears, then hold Up, Left, A and C. Keep these held down and press Reset. Hold the buttons a little longer, then press B. A secret options screen will appear.

60. Sonic 3

After you hear the voice say "Sega" and Sonic starts to come onto the screen, quickly press Up, Up, Down, Down, Up, Up, Up and Up. You should hear a chime. There should now be a sound test option under 'Competition', which is in fact a level select. Choose any zone and hold A and Start on the level. In the level press B to turn Sonic into an object, C to duplicate and A to change into something different. Turn into a TV, duplicate it then jump into it and you will now be SuperSonic.

61. Dynamite Heddy

At the title screen, press Start once and leave the cursor at the 'Start Game' option. Then press C, A, Left, Right and B. A sound should confirm you have done it properly. Now press Start to access a stage select.



62. Cannon Fodder

Here are some level codes to advance your progress: Level 5, DXSWZ; Level 10, DYQHE; Level 15, EFEUP; Level 20, EMQSA.

63. Zero Tolerance

Here are some useful level passwords: Engineering 1, Xnoc*vZWg; High-Rise Rooftop, PDJKvNazS; High-Rise Floor, 154 OLxg-eU6F; Sub-Basement 6, aLqOnCec5; Sub-Basement 11, G*bOA4T6!.

64. Battlecorps (Mega-CD)

For a level select, enter the practice mode, pause the game then press B, A, B, A, Right, A, C, Up and Start. When you restart, you will find a map on the character screen that you can use to select your starting level.

65. Rebel Assault (Mega-CD)

At the Lucas Arts logo, press Up + A, Down + A, Up + A, Up + A, Left + A and Right + A. A voice should say 'Lucas Arts'. During the game you can now pause it to get two extra options including a health restoration option.

66. Time Gal (Mega-CD)

To access the level select, go to the menu screen and press Up, Up, Up, Down, Down, Down, Left, Left, Right, Right and Up. You will hear a jingle if you've done it correctly. Start the game and you will be able to begin on any level.

67. Shaq Fu

A blood code for a bizarre basketballers' barney... At the *Shaq Fu* logo, press A, B, C, C, B and A. The logo will flash. You will now have some red stuff that looks more like tomato sauce than blood.

68. Awesome Possum

After the title music has finished, press C, B and C. Now hold Left and press B then C. You should hear a sound in confirmation. Now press A to access a secret option screen that allows invincibility, infinite lives and level select.



69. Novastorm

At the options screen with the blue whirlpool, hold down Right and then press A, A, B, C and A. You will be asked to enter a number sequence. Enter 7412 then as the last two numbers the number of the level you want to start at, and then the number of the stage. Eg: 741233, for level three of stage three.

70. BC Racers

The passwords for the two extra stages are: Hard, PLBTKG; Rock Hard, WZJQXF.

71. Krusty's Super Fun House

For unlimited lives and all the doors open, enter SMAILLIW.

72. Lotus Turbo 2

To play a weird version of the old classic *Space Invaders*, simply type in POD PLEASE as your name.

73. Puggsy

Go to the level 'A Hidden Place' and collect the letters to spell 'CHEAT'. Stack these up and push them out the exit. Puggsy should turn green and have unlimited lives.

74. Star Wars Arcade (32X)

If you're having trouble shaking Tie fighters off your tail, switch to an external view. All your missiles will automatically lock on to any enemies of the back-door variety. If you're low on missiles, let them gain a bit and then pull back hard so that they sweep past in front of you where you can pick them off with lasers.

75. Castlevania

To access the level select, simply press

100 Best Tips

Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen. The characters 'A=0' will appear. Press button A to cycle through the levels.



76. Taz-Mania

To warp to the next level at any time, on the title screen hold Down, A, B, C and Start on both joypads. To warp during the game, press Down, A, B, C and Start on joypad one only.

77. Tiny Toons

Put the Buster Bunny icon on the password option and press Start. Enter NGQQ WWQW QKWQ QWWQ WGRY. This should open up the entire game map, letting you start at any level.

78. Xenon II

To enjoy invincibility, all you need to do is get into the high score table twice and spell the word ARMOUR as your initials so that it reads consecutively from one high score to the next. After that you will be invincible.

79. Wiz 'n' Liz

To get to the Super Wizard level, type in the password TRKQ QMSC. To get 100 stars, enter HSSN RLLL.

80. TMNT Hyperstone Heist

To access the level select, press C, B, B, A, A, A, B and C at the Konami logo and then A, B, B, C, C, C, B and A at the title screen, followed by A + Start for one-player mode.

81. Thunderforce IV

To get every weapon except the shield, start the game then pause the game and press Up, Right, A, Down, Right, A, C, Left, Up and B. Now press Up for full weapons, Down to eliminate them, Right for the claw and Left to eliminate the Claw. Press Start to return to the game.



82. Aladdin

To skip any level, pause and press A, B, B, A, A, B, B and A. For a secret option screen, press A, B, B, B, B, C, C, C and C at the title screen.

83. Mickey Mania

To access the level select, go to the option screen and enter the sound test. Choose 'Continue' as your music, 'Appear' as your sound FX and 'Take that' as your speech. Exit and hold the Left for five seconds. The level select will then appear. If it doesn't work try 'Think' for your speech, as some carts are different.

84. Alien 3

Plug two joypads in and go to the options screen. Press C, Up, Right, Down, Left, A, Right and Down on the second pad. You will hear a power-up noise. Start the game and pause it. On pad one, press C, A and B to warp to the next level.

85. Lost Vikings

Here are some useful codes to jump ahead a few levels: Level 5, LLMO; Level 10, BBLS; Level 15, CIRO; Level 20, TTRS; Level 25, RVTS; Level 30, NFL8; Level 35, FNTM; Level 40, FRGT.

86. Shining Force

Want to turn all your characters into super level 19 heroes? Before turning on your machine, hold Up and Start on controller two. Now turn the machine on, still holding the buttons. When the Sega logo appears, press A + Start on controller one and A + C on controller two. Start the game and use your forbidden box. RPG heaven!

87. Marko's Magic Football

Here are some of the level codes: 2, HAUNTING; 3, BSTROKE; 4, GUNGETNK; 5, ECTPLSM; 6, JAWS; 7, GARAGE; 8, TRAFFIC; 9, ELF; 10, KRUSTY; 11, BARREL; 12, CRABTREE.

88. Sonic the Hedgehog

For those of you that don't know it, here is the level select. On the title screen, press Up, Down, Left and Right. When you hear a chime, press A + Start for the level select screen.

89. Jungle Strike

Codes for campaigns? Campaign four, XTMDR9WNMCJ; Campaign 7, THGR7NS6MCJ; Campaign 9, N4SF3X7NLMS.

90. Another World

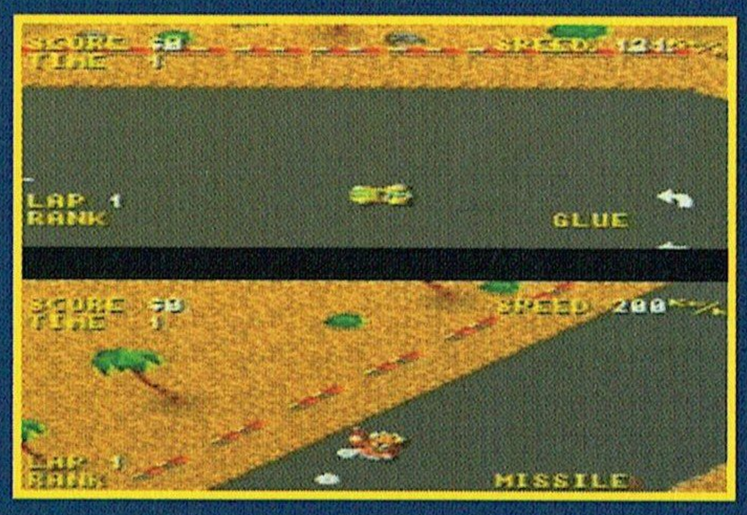
Here are all the level codes in order – HTDC, CLLD, LBKG, XDDJ, FXLC, KLFB, BFLX, BRTD, TFBB, TXHF, CKJL, LFCK.

91. Robocop versus Terminator

Turn all your baddies into babes, pause the game and enter C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C and A.

92. Daytona USA

To play as the horse, simply win each track on at least the normal level of difficulty. This will not only give you the horse, but another 10 cars as well.



93. Combat Cars

At the options screen, highlight the exit icon. Now hold down A, B and C and press Start. You can then race on all 24 tracks.

94. Altered Beast

On the title screen, press and hold diagonal left/down, A, B, C and Start. A character select screen will appear.

95. B.O.B

Plug in two joypads. At the 'Foley' logo, hold down A, B and C on both pads until the main screen appears. You will now have full remotes and guns.

96. Indiana Jones

When the Lucasfilm logo appears, press A, B, C, B, C, A, C and A for a level select.

97. Streets of Rage

Put two joypads in your trusty Mega Drive and go to the options screen. On the second pad, press and hold Right, then hold A, B and C. Press Start on pad one. You should now be able to select your starting level and number of lives.

98. Sonic 2

Another level select. At the title screen, press Down twice then Start. At the options screen, go down to the sound test and play 19, 65, 09 and 17, pressing B after each sound. When you've pressed B the last time, hit the Reset button. Wait for the title screen, hold down A then press Start.

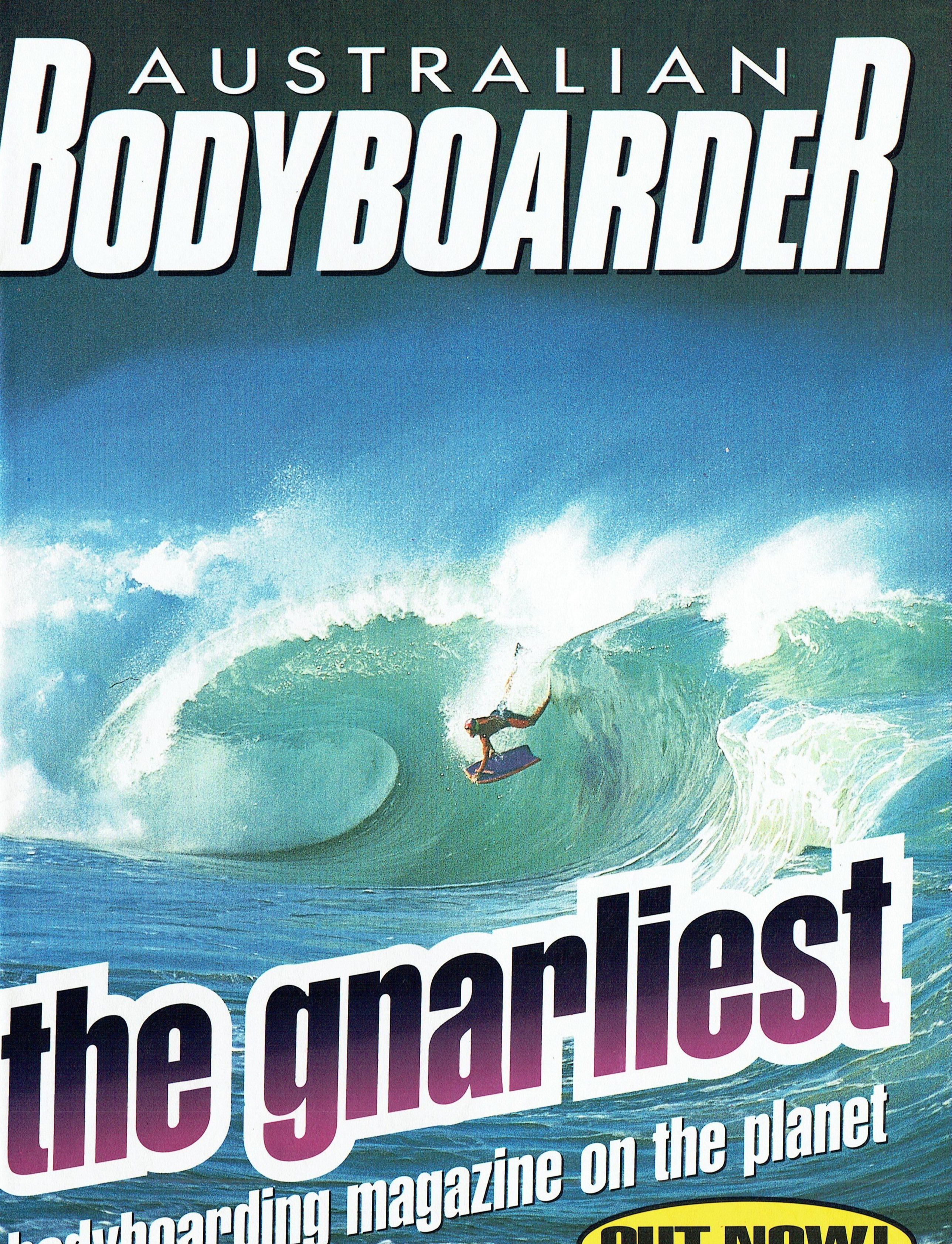
99. Battletoads

To jump straight to level three, go to the two pigs and headbutt them. Then jump onto the greasy platform on the right. A warphole should appear and you should head promptly for it, lest it up and vanish.

100. Desert Strike

To start with 10 games, simply enter this amazing little password – BQQQAEZ.

AUSTRALIAN BODYBOARDER



the greatest

bodyboarding magazine on the planet

OUT NOW!

PUMP ACTION

BY GAME OVER MAN AND DOUG BANE!

PUMP ACTION CREATED BY THAT HIP DUDE GARY CHALONER!

DIE NON SEA-MAMMALS! DIE DIE DIE

BLAM! BLAM! BLAM! BLAM!

HOLD IT!

WHAT?

YOU'RE NOT *REALLY* A CUTTLEFISH

AM *SO.*

SQUIDS ARE'NT MAMMALS

"*MOLLUSK*" NOT "*CUTTLEFISH*"

OKAY... I CONFESS. I AM IN FACT....

MAX AUTOHEAD!

NICELY SPOTTED, MIZ. I ADMIRE YOU'RE WE'LL ROUNDED EDUCATION

BANE OF THE DOUCIEST

YES..IT IS WELL ROUNDED...WELL ROUNDED AND FIRM.

YET SUPPLE.

SMOOTH.

PERT!

FWOR!

UM..

NEXT:

THREE CHOPSTICKS, PAMELA ANDERSON AND THE CAT FLU!

END ZONE

Proudly presents the brain-bending puzzle page...

With a lack of anything to usefully occupy our time, we spent ages working out puzzles for you to solve.

1. JOIN THE DOTS

Just what is Mr Nutz up to? Join the dots to find out!



2. WORD SEARCH

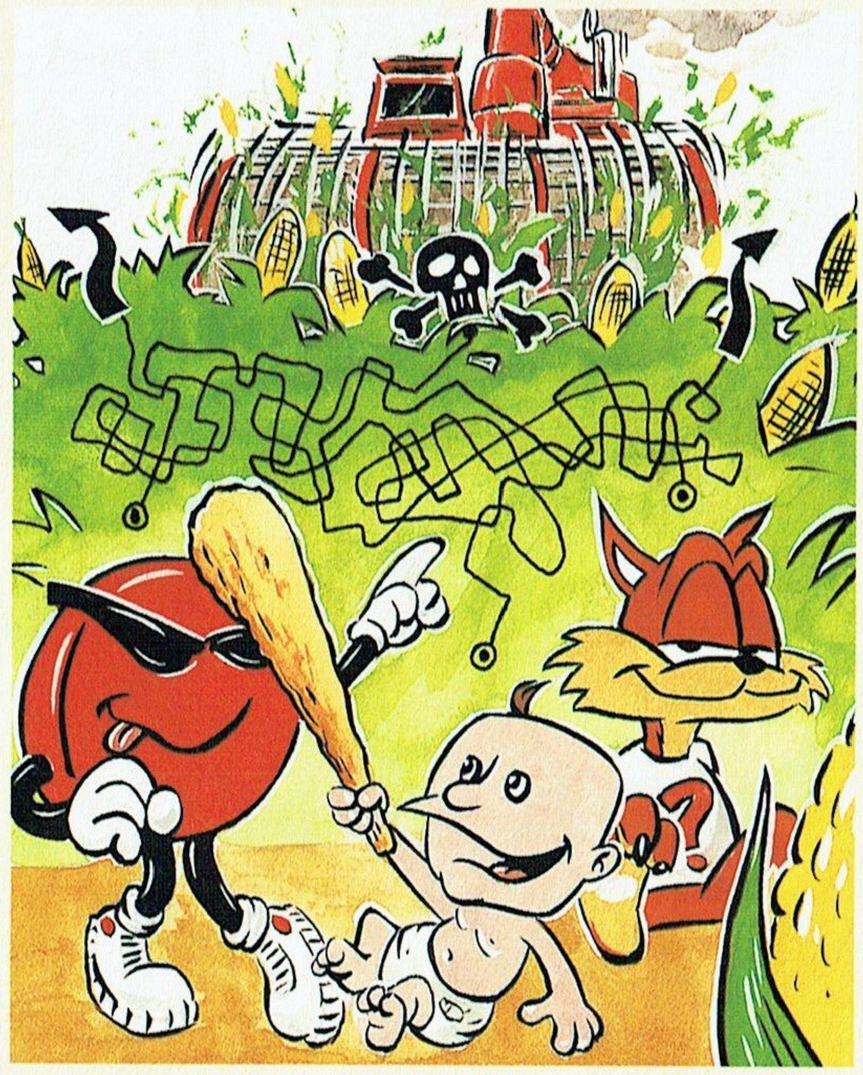
Using the clues, find the hidden words in the grid. Words can go horizontally, vertically, diagonally, forwards, backwards. Hell, they're all over the place. Once you've got them all, a secret sentence will be revealed.

1. *The greatest gaming magazine on the planet*
2. *Penelope's strip*
3. *Comes after* MKII
4. *Boogerman's bottom attack*
5. *A squirrel*
6. *Crap console maker*
7. *Kylie's babelicious* SFII *character*
8. *Sonic's learned enemy*
9. *Sega's superconsole*
10. *Stupid creatures*
11. *Cammy's babelicious* SFII *actress*
12. *Where the Hornets race*
13. *Unlikely bilateral invertebrate hero*
14. VF*'s top mamma*
15. *Spheroid fighter*
16. *Not Flipper*
17. *Not* Y-Men
18. *Homer's favourite exclamation*
19. *Abu is a...*
20. *According to Agatha, Brad Pitt is a...*
21. *Killer of a 32X game*
22. *He has two (and he's not Mr Nutz)*

K S K X M E N D E I
N A C S E K U S C S
U T A F G R I J C G
P U M P A C T I O N
S R M L Z R M M I I
Y N Y D O H T N Y M
E S M R N U T Z O M
K Y L I E E L O H E
N A I I N L D R Y L
O A S D A Y T O N A
M R O B O T N I K S

3. IT'S CORNY!

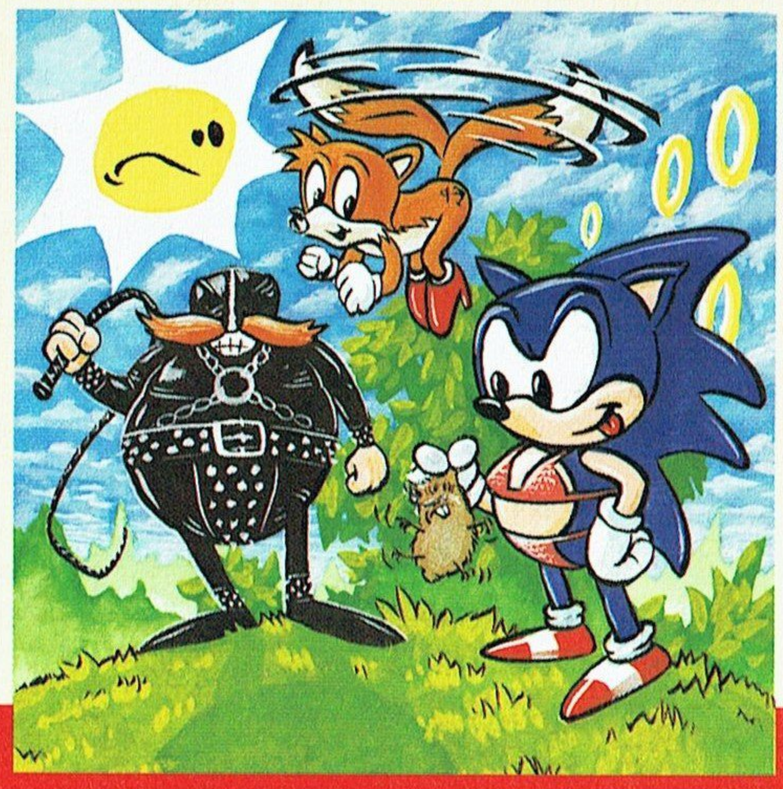
Three unpopular video game characters are playing happily in the cornfield, but – uh-oh – they haven't seen the threshing machine coming! One of them will die horribly, but who? Is Mr Nutz about to 'bail'? Will Bubsy the Bobcat use the last of his nine lives? Or perhaps it's the 'oh-so-cute' Chuck Junior cashing in his corn chips? Trace the path to see!



4. SPOT THE DIFFERENCE

When we asked our artist, Brad, to draw two identical pictures of Sonic and friends, we didn't realise he was a raving cretin. Can you spot the differences?





Where ON earth can you get SATURN?

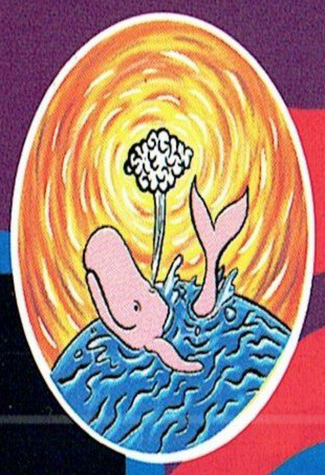
FACTS Right here, Right now, 64 Bit Parallel processing, 32 Channel sound, MPEG capability, Multi-lingual, Arcade quality.

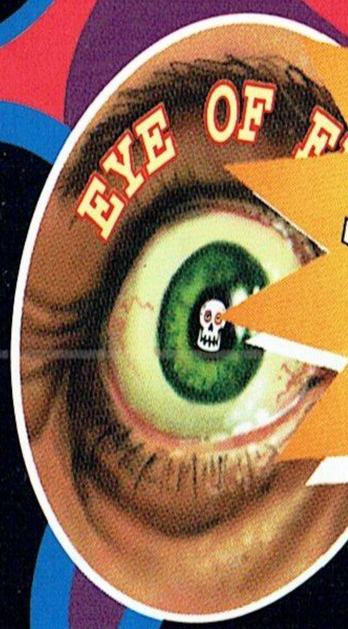
PLAYS Saturn CD's, Video CD's, CDi's, Photo CD's, Audio CD's, CD+G, CD+EG. **TITLES** Virtua Fighters, Daytona USA, Clockwork Knight, Panzer Dragoon, Pebble Beach Golf, Myst, S1 Victory Goal, plus many more. **WHERE** *New South Wales:* All Fx Games, Gamekeeper Entertainment, The Games Shack, Games Wizards, Gamesmen, Harvey Norman, J & C Computer Games, Oxygen Computer Services, Toys R Us, Try & Byte, Virtual Reality Games Headquarters, Winner Computer Games. *Victoria:* Capital Games Centre, Daimaru, Gamexpress, Game Mania, Harvey Norman, Hi Tech Game Centre, Toys R Us, Tunz A Games, Video Game Mania, Video Games Heaven, Virgin Megastore. *Tasmania:* Games Cellar, KM Computers, Leys Play Games, Video Games Vault. *South Australia:* Game City, Game Guru, Game Power, Game Mania, Harris Scarfe, John Martins, Toys R Us, Virgin Megastore. *Western Australia:* Cyberstorm, Hi Tech World, Toys R Us, Trax Megastore, Toyworld Armadale. *Queensland:* Games Clearance Centre, Games R Us, Gamexpress, Memdex Cairns & Townsville, Mr Toys Myer Centre & Springwood, Pick N Pay, Southport Toyworld, Toys R Us, Vox Entertainment Maroochydore.

SEGA SATURN

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GLOW ZONE™





AS SEEN ON TV

HOT 'n' COOL™ Freaky Zone

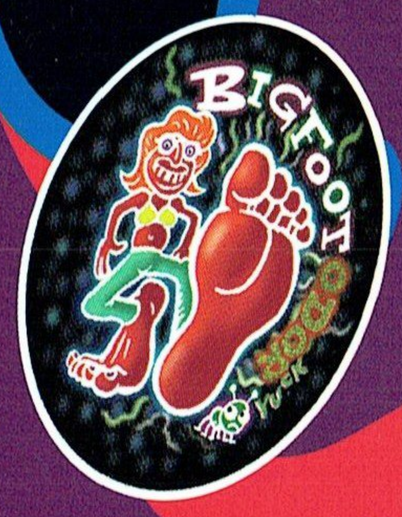
GLO CAPS™

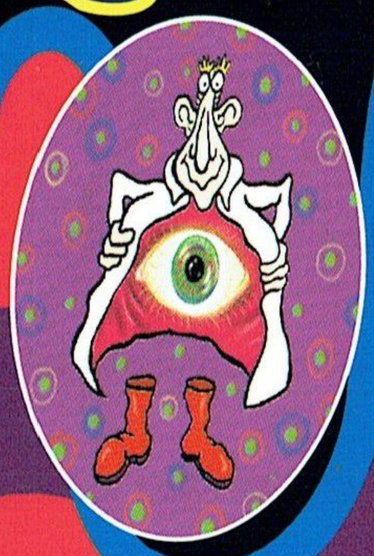
COLLECTABLES

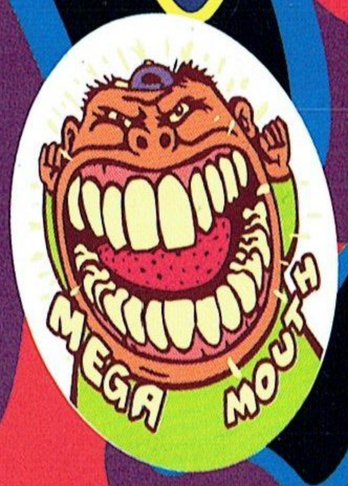
Rub 'em or chill 'em to Reveal the Hidden Mystery













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