# MEGA

STREET FIGHTER 2 COLLECTOR'S EDITION

100% PURE SEGA MEGA DRIVE... July 1993 Issue 10 £2.25

# THE MAKING OF STREET FIGHTER 2

## Huge 24-page special on the creation of a Mega Drive legend

**Those Championship Edition changes in full • All 12 characters profiled • Your guide to all the special moves • Exclusive! Capcom's original SF2 storyboards and sketches • How does SF2 shape up against the rest of the MD's beat-'em-ups? • And SF2's *main* contender: an exclusive preview of Mortal Kombat • The real-life street fighters – for these guys, it's more than just a game • All this *and* more in the biggest, best SF2 feature you'll ever see (and that's the truth)...**

**24 pages of SF2? It's enough to make you go "blimey"**

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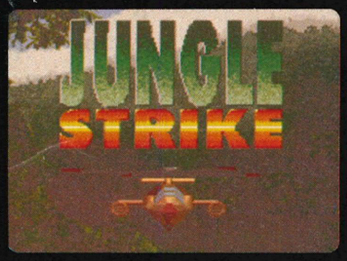
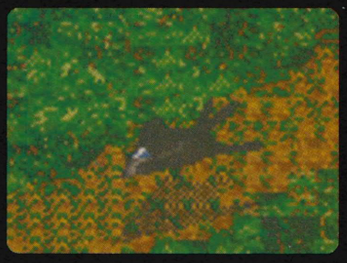
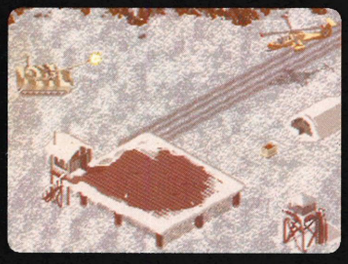
# IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.




The Madman's dead, but he's got a son and insanity runs in the family. Kilbaba Jr's teamed up with Ortega, the murderous drug-lord. They're loons with nukes





and they've got the world by the short and curlies so put down the bucket and spade and get ready for the Jungle. The Comanche battle chopper won't be

enough for all 9 killer missions so there are 3 more attack vehicles

to get slick at; a mine-laying Hovercraft, a Stealth bomber and a Special Forces motorbike. It takes 16

megs to contain this helicopter nightmare and on 16 July, it's going to be unleashed. **You'll love the arts.**

ELECTRONIC ARTS

MEGA DRIVE

16 MEG

JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE

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# MEGA

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- **Stronger reviews. We have a cast-iron policy of editorial independence (in other words, MEGA won't review *Street fighter 2* until it's actually finished) and aim to give clear buying advice.**
- **Greater relevance. Future editors follow these two golden rules: Understand your readers' needs. And then nip down the pub. (That last one should have been: "And then satisfy them". Sorry).**
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future PUBLISHING LEISURE

**Envelope Art! The best decorated envelope wins a prize! MEGA, 30 Monmouth St, Bath, Avon BA1 2BW**

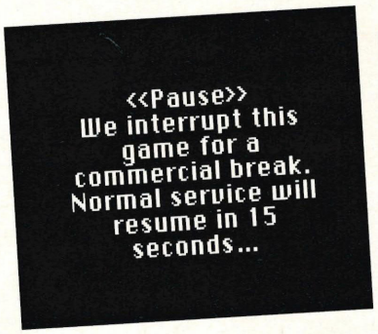

# Mega CD news • More *Street Fighter 2*

## We bust a gut to bring you 24 pages on the making of Mega Drive *Street Fighter 2*, but that's by no means all...

**6 MEGA CITY NEWS** Godzilla, Pele, Sylvester Stallone, Ridick Bowe, Star Trek, Bruce Lee, Nigel Mansell and Aladdin – all are set to star in their own MD games. Read all about it!

**12 THE CHARTS** Last month the charts were brought to you by Mario and Luigi (whoever they might be). This month... well, find out for yourself.


## 7 CAN IN-GAME ADVERTISING *REALLY* CUT CART PRICES?




**Could the future of Mega Drive games involve on-screen advertising and a reduction in cart prices?**

### One man reckons it *can* happen, and is fighting to make sure it *does* happen

Remember the Penguin Biscuits in *Robocod?* Notice the Coca Cola billboards in *Olympic Gold?* How about the McDonalds logos in *Global Gladiators*? They didn't just happen by chance, and if marketing guru Danny Bobroff has his way, more of the same is to follow – and a cut in cart prices could follow too. He speaks to MEGA on page 7...

## 14 THE MAKING OF CAPCOM'S *STREET FIGHTER 2*...

### Exclusive! MEGA and Capcom present 24 pages of facts, features and profiles on the making of a video game legend...

You'll never have read a feature like this before, and you'll never read one like it again. It's enormous. You'll find everything you ever wanted to know about *Street Fighter 2: Championship Edition* and a lot more besides: ALL the characters profiled, ALL the special moves explained, initial sketches from Capcom HQ, NEW Mega Drive screen shots, interviews with Capcom's Research and Development boss. It's ALL here.

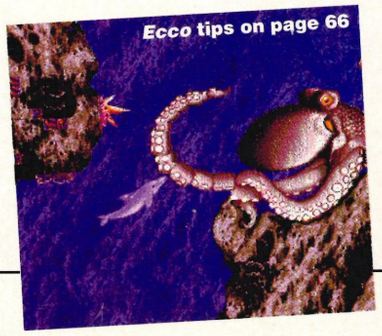
(And if *anyone* dares mention *Street Fighter 2* to Neil again he's likely to hit them.)

**Blimey, Chun Li's pecs are even bigger than Arnie's!**


**62 PURCHASE** The best Mega Drive add-ons and peripheral gear all at reduced prices for MEGA readers.

**64 MEGA PLAY** Essential tips for: *Another World, Batman Returns, Captain America, Chakan, Chuck Rock, Cobra Command, Crüe Ball, Ecco The Dolphin, Euro Club Soccer, Fantasia, Fatal Fury, Flashback, Krusty's Super Fun House, Mega-Lo-Mania, NHLPA Hockey, Road Rash 2, Rolo To The Rescue, Shining In The Darkness, Sonic 2, Spider-Man, Splatterhouse 3, Streets Of Rage 2, Tiny Toon Adventure, World of Illusion* and MORE.

**68 ARENA** Reckon you've finished a game? Reckon that those games at the back of your cupboard are no more use to you? Think again. ARENA breathes life into the dead...


## 14 NEW GAMES

**KING SALMON** 43. Get your tackle out and head for the river (for a day's fishing that is).

**WILLY BEAMISH** 50. Half a day's game, three days worth of disc accessing.

**DOUBLE CLUTCH** 55. Frankly not-very-good racing game à la *Micro Machines.*

**WARPSPEED** 58. A space combat game which, to be honest, is a bit cacky.

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stuff than you can wave a stick at •

## SEGA'S MEGA CD: IT'S FAB – HONEST!

**Unbelievable graphics *and* rock-solid gameplay: the Mega CD finally gets into gear with a game that will knock the Super Nintendo for six.**

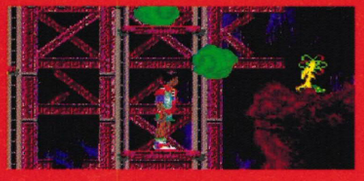
**After months of near-misses, hopeless failures and disappointments, Core Design finally show what the Mega CD is *really* capable of. You're going to be impressed, MEGA certainly was. Rush to page 86 now!**

**DRACULA** 40. Stunning computer animations and no gameplay whatsoever.

**AMAZING TENNIS** 42. Not quite amazing, but fairly good nevertheless.

**PRO STRIKER** 44. Not as good as *Super Kick Off*. Er, that's it really

**MAZIN WARS** 48. A cross between *Streets Of Rage 2* and *Street Fighter 2*, but crap.



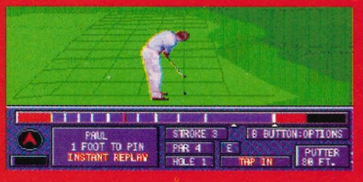
**CAPTAIN PLANET** 52. Four kids, four power rings and one tedious superhero.

**RANGER X** 53. This new shoot-'em-up from Sega is fabulous. Check it out quickly.

**SPLATTERHOUSE 3** 56. Rick gives a passing hellhound a big hickey on the neck.

**BALL JACKS** 57. Unspeakably bad, so I shall say no more about it.

**TECMO CUP FOOTBALL** 59. Sing along with the amazing ABBA simulator.



**JACK NICKLAUS GOLF** 60. A good one for golf fans but not really *PGA*.

**71 RIP 'N' TIP**
Your cut-out-and-keep solutions to *NHLPA Hockey* and the first of a two-part complete guide to *Another World*.

**76 TOP 100**
Which are the best ever 100 Mega Drive games? Which is the best shoot-'em-up? Which is the best platform game? They're all here.

**86 PREVIEWS**
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***Asterix The Gaul.* Read the preview on page 90**

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Buy MEGA every month? Then you could save yourself some serious cash *and* have your mag delivered straight to your door by subscribing.

**94 MEGA MOUTH**
Neil reads all of your letters – no really, he does. And then a few lucky letters are plucked from the MEGA letter heap and thrust into the limelight of the MEGA MOUTH pages.

**98 SHUTDOWN**
In which we (once again) feebly try to predict what will be in next month's MEGA.

# MEGA TEN'S TOP

**And with that particularly weak pun (God knows what will happen when we get to issue 48), welcome to yet another startling issue of MEGA – the UK's best-selling Mega Drive magazine. This month we've pulled out all the stops to bring you something special...**

**Meet the ten guys, one gal and one "it" who (come September) are going to give you the gaming experience of a lifetime. Assuming it gets finished...**

The Making of Mega Drive *Street Fighter 2: Championship Edition* – the full monty, direct from Capcom USA themselves. Think of it as a gigantic preview if you like, but we're sure you'll appreciate the most in-depth, behind-the-scenes profile of a game ever to appear in a video games magazine.

*Street Fighter 2: Championship Edition* is now 90% complete, and although we had the chance to review the game as it stands, MEGA's cast-iron policy (or, if you'll excuse another pun: MEGA ten's commandment) is that we will never review an unfinished game. Despite missing the chance to grab an early exclusive, we will only review a game once it is 100% complete.

This is for several reasons: a) How can you truly evaluate a game if it's not all there?; b) How do you know how the unfinished portions will turn out – should you simply swallow the software house's promise that "it will be brilliant"?; c) how can you be sure that the game will be pulled from production and completely redesigned at the last minute?

No, reviewing an unfinished game would be cheating you – the readers. And that's something that we promise never to do.

There, that's quite enough mag-reader bonding for one issue. Enjoy the rest of the mag in the knowledge that you can trust our reviews, and keep reading. Onwards! See you next month...

Ⓜ *Neil, Andy, Paul and Amanda*

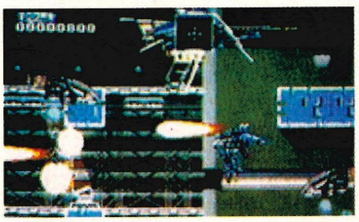
# WILL CART

## Princess Di is not at all amused

Disaster! According to the Daily Mirror (ahem) Princess Di is reported to have stated that (in her opinion) "A lot of people watch so much TV and play so many games these days that they don't really talk to each other". But she later went on to admit that Prince Hazzers and Willers (as they probably don't say in Somerset) are big fans of *Sonic The Hedgehog.*

Result? Video games as a whole, nil. – Sega, 1.

## ESPERANZA



Sega Japan do like their robot beat-'em-ups, and here comes another one. Well actually, it's supposedly a young bloke inside a giant Assault Suit – but it looks like a flipping great robot to you and me. Extreme robot-'em-up violence to be expected sometime soon...

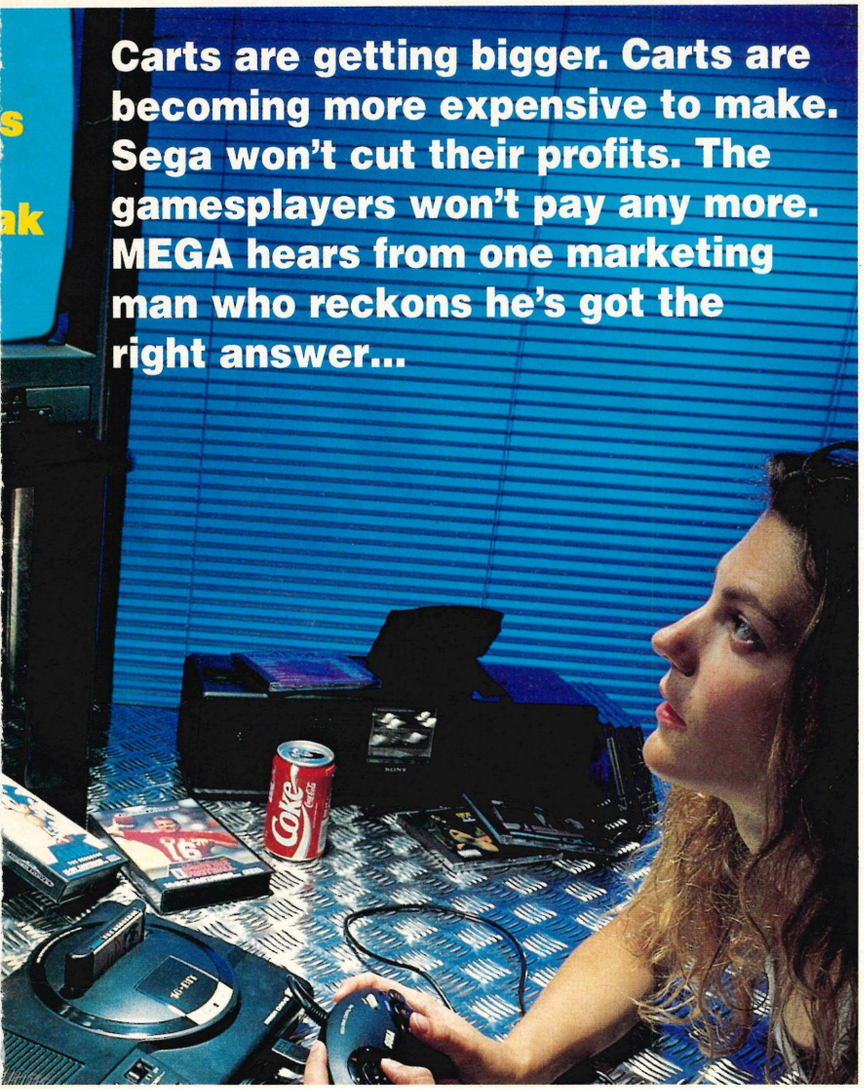
## SOMEONE OUT

Of course, there's all different kinds of advertising – from the subtle wallpaper on the backgrounds of *Robocod* to the full-frontal, all-out, "there's no way they're gonna miss this one boys" intro screen of *Olympic Gold.* There's no reason why the ads shouldn't get more blatant though, all the way to including commercial breaks mid game – maybe at

**James Pond is dwarfed by two enormous Penguin biscuits...**

# ADVERTISING CUT RIDGE PRICES?

**Carts are getting bigger. Carts are becoming more expensive to make. Sega won't cut their profits. The gamesplayers won't pay any more. MEGA hears from one marketing man who reckons he's got the right answer...**




Have you ever wondered why BBC1 costs a packet in licence fees while ITV and Channel Four are "free"?

The answer is that one lot takes advertisements and the others don't. And there are people out there trying to apply the same logic to video games. In other words, if you sell advertising or product replacement within games to companies, you can use the money to bring down prices or make the game better.

The fact is that "young people" are a notoriously difficult group to reach for the marketing mob trying to sell you everything from soft drinks to spot cream. You're hard to pick out on the TV schedules, tough to isolate in newspapers, but where you're a captive audience of millions is in front of *Sonic 2* or *Super Kick Off.*

## GETTING MORE FOR YOUR MONEY?

Danny Bobroff is one of the head honchos at Microtime Media, one of the companies that specialises in selling advertising and sponsorship on video games. Remember Penguin Bars in *Robocod?* The Coca Cola logo in *Olympic Gold?* Bobroff's the man behind it all.

He feels that the cost of developing new games is rocketing to match the ever-increasing levels of sophisticated graphics and gameplay demanded by you, the consumer. That is not just the time it takes programmers to develop it, but the hardware that goes into the cartridge itself.

For instance, 18 months ago Sega was making a big deal about 8-Mbit carts like *Strider* and *Shining in the Darkness.* Now 12-, 16- and even 18-Mbit games are becoming commonplace. Those extra bits cost bucks – as does the new sliver of silicon Sega are developing to match the SNES's FX chip. And where is that money going to come from? Not from punters that's for sure – you can only price a cart so high before the punter's cry "Enough!", and at £50 for some of the latest carts, that time is now.

And while Sega may have finally seen the light and slashed the prices of its older games – it will be a long, long time before they do the same with their new releases.

"Rather than wait for that to happen, if we want to see some reduction in prices, we've got to see some other source of investment – from people who want to reach the same audience," explained Bobroff.

Bobroff has just cut a deal on a forthcoming arcade game for the Amiga and ST whereby the sponsor's dosh has knocked a whole tenner off the asking price.

The sponsor is willing to do this for two reasons: a) it gets its brand exposed to the right target audience; b) they feel all warm and gooey about the company because it has just saved them £10.

And Bobroff reckons it is only a matter of time before the same thing happens on Mega Drive games.

"At the end of the day it's about producing the best software. They have to fund the better, bigger games the consumer wants, the new technology with live action, special effects actors, sets and whatever – the only way they can do that (without cutting their margins or putting prices up) is through sponsorship," explained Bobroff.

But back at Sega HQ, marketing chief Philip Ley is still sceptical:

"I can't see this '£10 off – thanks to your sponsor' business being anything more than a one off."

He is very wary of allowing games to become just another vehicle for advertisers.

"People can just about cope with two and a half minute Sega ads on TV – they can get their heads round that. But putting loads of ads on a game – I think it's unfair and a bit tacky."

## WELCOME ADDITIONS?

But there are games that can be made more realistic through sponsorship and advertising. Footy games with real brands on the billboards, racing games with real sponsors on the cars...

Clair Bowen, the marketing director of Accolade, welcomes input from commercial advertisers where there is this kind of "synergy" between the game and brand. But she is a bit dubious about whether the amount of money raised by these kinds of deals will be enough to make any difference to retail prices.

The new platformer Bubsy (due out on the Mega Drive in July) cost a cool $1m to develop and there are the marketing and distribution costs on top of that. The most she reckons she could get from sponsorship would be £50,000, which "isn't going to affect retail prices by a vast amount".

But she does see more mileage in the "sponsor as punter's friend and saving you a tenner" idea.

"If you're going out to the consumer with a message that says we're giving you better value for money it's a whole new ball game", she said. "I've met Danny and he really is something of a visionary".

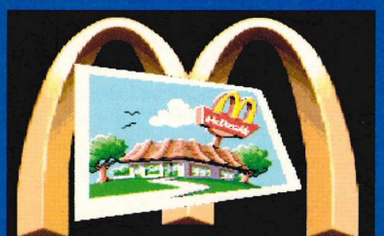
One thing's for sure, as TV quality images become the norm with the spread of the Mega CD and other systems like 3DO, that is when advertisers will sit up and really take notice. Then maybe we can expect some real "commercial breaks" and maybe – just maybe – a real drop in prices.

More news over the page...

## THERE WANTS TO REACH *YOU!*

the end of each level. While MEGA have heard of no such plans, it is obvious that with all the memory space that a CD game can offer there's no reason why CD games shouldn't go the way of videos (complete with trailers), TV programmes (complete with commercial breaks) and magazines (complete with advertising pages). It's surely just a matter of time until these ad spots (in whatever form they take) become the norm. It's then just a matter of waiting to see if the gamesplayers benefit from a drop in the price of the games as a result.

What do you think? Would you accept adverts for a drop in price? Write to MEGA MOUTH and let us know your opinions.



...whereas McDonalds go one step further and take over the whole intro

Only copyright niggles stopped *Cool Spot* from becoming one big 7-Up ad

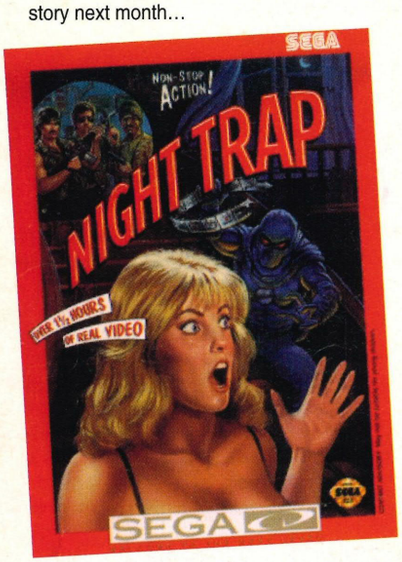
# MEGA CITY

## Night Trap: are you over 15?

The BBFC (the British Board of Film Classification, the people who put ratings to movies) has awarded the Mega CD game *Night Trap* a 15 certificate. Sega themselves volunteered the game for classification, after the Daily Mail ran a story headlined, "The Sega Sickner: outrage at video nasty that makes a game out of 'real life' women being mutilated".

They got the story all wrong of course (and none of the "outraged" puritans quoted had actually seen the game) but they managed to cause a stir.

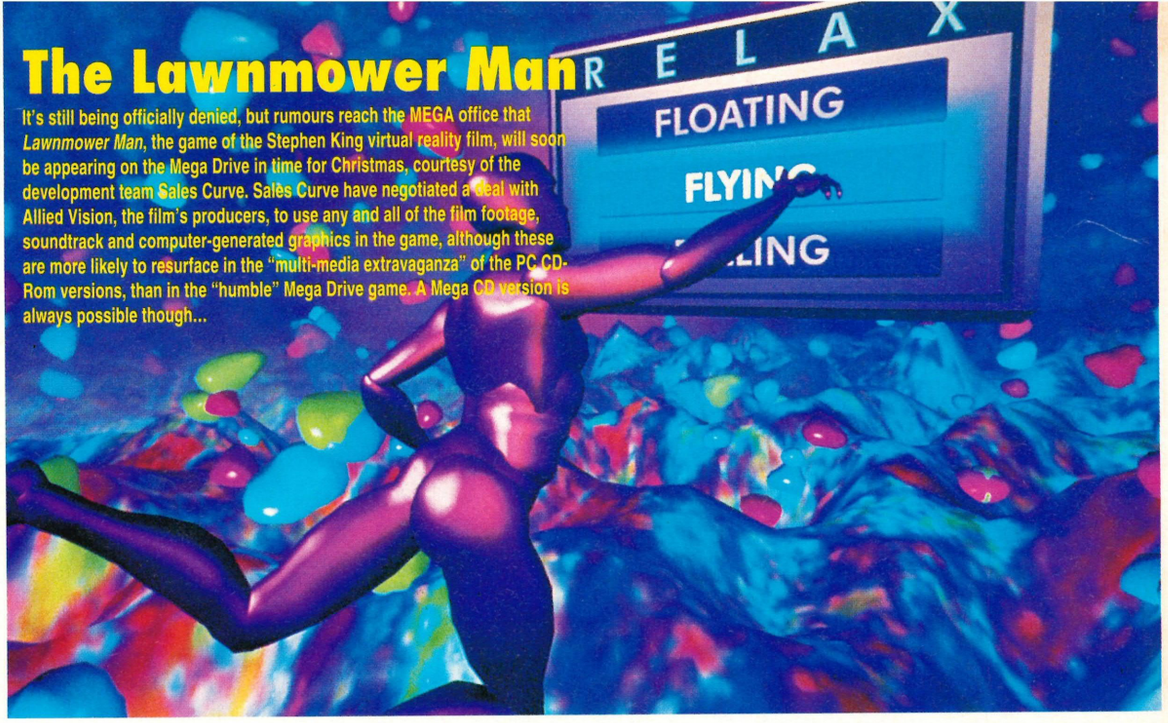
Sega regard this 15 rating as their "worst case scenario" and in MEGA's opinion, it does seem a bit steep. The full story next month...




**Now had *Night Trap* had the nude shower scene, then we could have understood the fuss. But it didn't**

**So, have you heard about EDGE? No, didn't think so.**

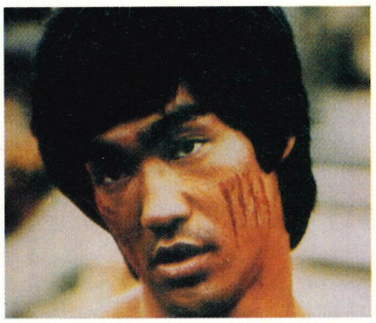
## The Lawnmower Man




It's still being officially denied, but rumours reach the MEGA office that *Lawnmower Man*, the game of the Stephen King virtual reality film, will soon be appearing on the Mega Drive in time for Christmas, courtesy of the development team Sales Curve. Sales Curve have negotiated a deal with Allied Vision, the film's producers, to use any and all of the film footage, soundtrack and computer-generated graphics in the game, although these are more likely to resurface in the "multi-media extravaganza" of the PC CD-Rom versions, than in the "humble" Mega Drive game. A Mega CD version is always possible though...

## Virgin sign up Bruce Lee

Dragon is the name of the game due for release from Virgin some time next year (yep, MEGA CITY is that far advanced) built around the character of Bruce Lee. Platform/ninja/beat-'em-up/better-not-mention-the-family-curse action is the order of the day.



**Enter The Platform Game, from Virgin Productions, next year**

## So what the bloody hell was that Pirate TV all about then?

For those who're not quite sure that they saw what they think they just saw...

**1. First, Sega spent over £400,000 on ads for Ecco washing powder and A La Kat cat food – products that never existed.**

**2. Overnight, billboard ads for these bogus products all over the country were vandalised with pirate stickers and the message "Pirate TV coming soon". £58 million people thought: "Oh dear. Another 'clever' ad campaign. Yawn."**

**3. The TV ads for the bogus were interrupted with... two and a half minutes of Sega Pirate TV!**

**4. 20 million people went: "EH!?"**

**5. Two and a half minutes later, 20 million people went: "Blinkin' Flip, that was on a long time".**

**6. 20 million people think: "So what's a Mega CD then?"**

**7. Sega claim another marketing victory. Har Harrrr!**

At least that was the plan. Make of it what you will.

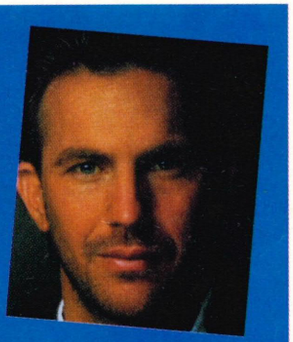
(NB. If anyone else has got £20 million to burn, call West/Dyer/Dyson/Mellerick Advertising Associates on 0225 442244 for a confidential quote).

## BULL DURHAM'S INCREDIBLE WORLD OF PR AND ADVERTISING

### SEGA SAY...

### MEGA SAYS...

Well, well, well. It looks like Sega created their very own Bull Durham this month. Their "fake" advertising campaign for A La Kat cat food and ECCO washing powder was the biggest porky, gargantuan fib and downright humongous whopping great gargler of a jape ever to hit British TV screens and billboards.



**Bull "bull" Durham**

Next month Bull Durham will continue his one-man campaign against the fabrication spewed out by the industry.

## BLOCKBUSTER GO RENTAL

**(Or should that headline read: "Blockbuster Move To Hire Ground"?). Anyway, word wibbling apart, the news is that the Blockbuster video chain (incorporating Ritz Video) are now hiring out Mega Drive games for just £2 a night. Soon, all 814 stores will be in on the act, so you know where to go.**

**MEGA have campaigned for an increase in the number of rental outlets, as it provides the best possible opportunity to "try before you buy", which can only lead to an increase in game quality as the bad/over-hyped/too short games simply won't get bought.**

**So check out Blockbuster and experiment going rental.**

## Pele signed up by Accolade USA

Once there were no decent soccer games on the Mega Drive (only *World Cup Italia '90 and Euro Club Soccer*), then came *Super Kick Off* (good in a "love it or loathe it" kind of way) and then came news of a whole flood of top-rate footy games in development (in preparation for next year's World Cup): *Goal!, Sensible Soccer, Ultimate Soccer* (to be reviewed exclusively in MEGA next month), a mysterious soccer game from Electronic Arts and now this – a Pele game from Accolade USA.

Which one turns out to be the best (have the legs, make hay while the sun shines in the six yard box, etc) remains to be seen, but soccer fans shouldn't miss next month's exclusive review of *Ultimate Soccer*, a *John Madden*-perspective, eight-player (yes, eight) footy-fest from Liverpool-based development team, Rage.

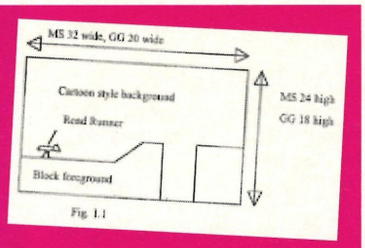
**Aladdin joins the Virgins. It looks as though Disney's cartoon epic Aladdin (due for release in the UK in the autumn) has been snapped up by Virgin Games to be turned into a game. The film, starring Robin Williams as the voice of the genie, looks set to be a cracker. Hopefully the game will be too.**

## Sega blueprints world exclusive!

Hot from Sega's R&D HQ in Holland Park, London, come these top-secret blueprints for Sega's forthcoming Mega Drive *Road Runner* game. Impressive stuff, we're sure you'll agree. This is cutting edge material readers, if Nintendo were to get hold of these, then God knows what could happen – so let's just keep them to ourselves, OK?

Notice the way Sega juxtapose the Road Runner figure with the (forgive the technical terminology) "cartoon-style background" to create a feeling of intimacy and a scale of depth to the game, etc.

We could wibble on for hours like this but we won't. The picture is indeed genuine, we thought it was very funny, asked Sega if we could print it, and they said yes. Nice guys.




**These blueprints will self-destruct in five seconds...**

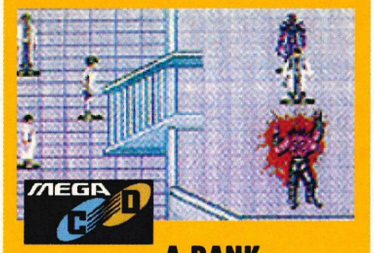
## PLAY SNES AND MEGA DRIVE CARTS

**A new console due to be launched in the US in September literally promises to give you the best of both worlds. The Action Gamesmaster is a portable handheld with a 4" LCD screen that can also plug into your TV. It also (and here's the good bit) plays Mega Drive, SNES, Master System and NES games. A UK launch of a pack containing the handheld (including all the adaptors and leads) is planned in the UK at a price of just £150, though whether Sega and Nintendo will try to stop it remains to be seen.**

## NIGEL MANSELL

Nigel "Nigel" Mansell is rumoured to be returning to Formula One Grand Prix racing. Hoo-bloody-rah. Taking a chance on this return of the nasally challenged one is Gametek, who've signed the rights to bring Gremlin's OKish Amiga racing game: *Nigel Mansell's World Championship*, to the Mega Drive. Gametek are keen to revamp their image after the phenomenal crapness of *Wheel of Fortune*, *Jeopardy* and *American Gladiators*. And let's face it, after those three efforts, the signing of any actual "game" has got to be the step in the right direction...

## MEGA CD UPDATE




### A RANK THUNDER

**The government want you dead. You possess awesome superhuman powers. You know you're being pursued by genetically-enhanced bio-monsters (they hurt you). But that's your lot. Will you be able to piece together the clues which you'll uncover while exploring your hazardous world before the bio-monsters turn you into a pile of gunge spookily reminiscent of a vegetable lasagne?**

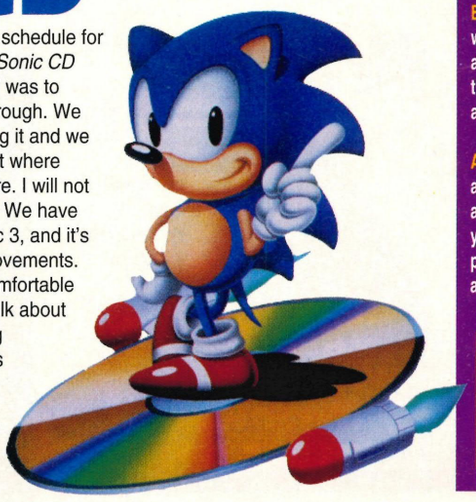
**This is the test Telenet of Japan have in store for Mega CD gamers. Out soon.**

## Sonic CD

Al Nilsen of Sega USA: "There is no set schedule for it. The goal of *Sonic CD* is very simple: *Sonic CD* has to be the equivalent of what *Sonic 1* was to Genesis... which was killer and breakthrough. We have done some dual pathing developing it and we will keep pushing technology to the point where Sonic CD is a product that sells hardware. I will not release a Sonic CD that doesn't do that. We have raised the stakes with Sonic 2 and Sonic 3, and it's getting harder and harder to make improvements. Until something happens that we are comfortable with, we have decided that we will not talk about it and we are not going to show anything because the product is just not there. It's the number one product that kids want for their Sega CD and I am not going to disappoint them."

MEGA Translation: "Not telling"

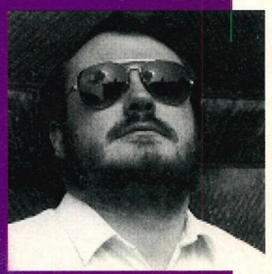
Expect news soon hedgehog fans...



## BUSMAN'S HOLIDAY

You love video games. Imagine if they were your job as well. Some lucky people get to work in the video game business and are willing to give you advice as to how you could do the same. These people are featured in Busman's Holiday. This month...

### NO. 10 GAMES PROGRAMMER



NAME: Jim Gardner
AGE: 29

JOB DESCRIPTION: I programme video games (the music is usually done separately and the graphics are designed by an artist) but apart from these, I do it all. I programmed some of *F-15 Strike Eagle* for Microprose. Now I'm working on Amiga, ST and Mega Drive for newcomers Asylum.

RELEVANT QUALIFICATIONS: No relevant qualifications. A degree in chemical Engineering, but this was in no way relevant.

ADDITIONAL QUALIFICATIONS: I taught myself to programme on an old Sinclair Spectrum and taught myself different languages from there on.

PREVIOUS JOBS: I went straight from University to Mikro-Gen as a programmer. I then went freelance for a while. Eventually I worked at Probe with Fergus McGovern and then (after a few jobs in between) I ended up at Microprose and then Asylum.

FIRST BREAK: A sub-course of my degree was in Control Programming and so my final year was spent working with Z80 programming – it was this experience (and the fact that Mikro Gen were desperate!) that gave me my first break.

GOOD THINGS ABOUT JOB: It's fun work. I find it very interesting.

BAD THINGS ABOUT JOB: Deadlines are the worst thing – the pressure towards the end of a project is tough. And if you're a freelancer, then getting paid for the work you've done is a pain!

ADVICE: Buy yourself an Atari ST or an Amiga and a copy of Devpac (a programming assembler) and teach yourself. Then show what you can do – don't expect to get on any programming training course, you have to be able to show what you can do straight away.

NEXT MONTH: And there we have it, another chap happily working in this crazy, crazy world of video games. If you want to get in, then just stay tuned to Busman's Holiday.

# VOYAGE TO THE BOWELS OF THE BACK CATALOGUE

All across the globe, in a dozen different languages, through many different cultures, one idea has become universally accepted. It is that often, less is more. This, of course, is crap. When it comes to video games we want more: more colours, more moves, more action, more sound, more gameplay, more, more, more. And as if to stand testament to the idea that more, is in fact more, here's...

## STREET SMART

***Street Smart*. Nothing more than a small mite on one of *SF2's* smallest bogeys, it's that crap**

Since this is the *Street Fighter 2* special issue, it seemed only fitting that we bring to light another mammoth pillar of beat-'em-up history. I speak, of course, of *Street Smart* from Treco.

*SF2* has only 12 fighters to choose from. *Street Smart* has... oh, oh dear, just two. Never mind. Whereas *SF2* characters can only do about thirty moves each, Karate Man and Crusher (the heroes of this classic) can perform an astounding... mmmm. OK, so they can only do nine, but what top notch little manoeuvres they are. You've got the punch, the jump, the kick, the roundhouse, the backflip and a special move plus cunningly intricate combo moves like, wait for it, jump and at the same time, kick. My word, it's like being there.

And of course when it was released *Street Smart* wowed the public with its faultless animations. When a character jumps does he crouch and launch himself jerkily up the screen? No. He simply maintains a standing position and rather cleverly floats up, then back down to earth again, never once giving rise to any vicious rumours that he might in fact contain a few moveable joints in his body.

Sorry, I can't keep it up any longer. It's an insult to even think about putting this in the same category, or family of games as *SF2*. It's as closely related as a small sardine is to a blue whale. The embodiment of nobness. A shining example of everything sad, shambling, cack, smelly, putrid, foul and generally unpleasant. Oh to be able to dedicate a whole issue to dissecting this maggot of a game but sadly we have neither the time nor the space.

Next month, we will again take a balanced, unbiased and cool-headed look at one of the Mega Drives more, well, "interesting" titles. Let the software houses and programmers alike beware. Next time it could be you.

## RIDDICK BOWE

Bignet (of *Black Hole Assault*, err, "fame") have got in the ring with one of the 235, 346 world heavyweight boxing champions presently "at large" around the world, Riddick Bowe. Details at this early stage are thin on the ground, but it's fairly safe to assume that it's a boxing game we're talking about here and that our "main dude", Riddick Bowe, will feature prominently. (You haven't the faintest idea what's going at all, have you? – Ed). Boxing games are notoriously feeble (the only exception being Virgin Games' *Muhammad Ali's Boxing*, and even that's doubtful) and with Mike Tyson due out of jail soonish, Riddick Bowe's chances of making it through until his game's finished are up there with an ice cream vans' chance in hell.

**Check out your newsagent, you should be able to find the first issue of Sonic's comic on sale just about now. Other Mega Drive games likely to appear in comic book form include *Streets Of Rage, Kid Chameleon* and *Decap Attack*. Check them out...**

# Sylvester Stallone muscles in

Virgin Games have signed up a deal to produce the Mega Drive (and, it's hotly rumoured, Mega CD) game of Sly Stallone's up 'n' coming film Demolition Man. The real news though is that part of the deal is that Sly has agreed to film extra scenes, over and above those for the movie, purely for the video game.

It's generally agreed that sooner or later, as technology progresses, "interactive movies" will replace standard games altogether. Sega's *Night Trap* and *Sewer Shark* are the first examples, but Sylvester's agreement with Virgin is the first time a big star has been involved: and it looks likely that his monosyllabic grunts and pectoral twitching (sorry "acting") will make their way to the Mega CD sometime next year.

Stay tuned. This could be the start of something big.

**Sylvester Stallone is contracted to record scenes especially for his Mega CD game**

# Golden Axe 3

Yet more screenshots of *Golden Axe 3*, plus some more details on the game plot. Gillius Thunderhead (the dwarf) has been axed (our little joke there) to be replaced by two new characters, a Lizard Man and an Ogre. The Amazonian warrior, Tyris Flair, and all-round hunkster, Ax Battler, remain from the previous game. Improved graphics, better sound and more moves have also been promised...

**More barbaric, head-chopping action**

**Barbaric, head-chopping action**

# US Gold gets its skates on

**1994's Winter Olympics (hence the crap "skates on" pun in the headline) are to be sponsored by Birmingham-based US Gold, who will also be bringing the game of the event to the Mega Drive at the same time. *Olympic Gold* was good enough (their summer olympics pound-your-joypad-through-the-floor fest) so this should be equally fit.**

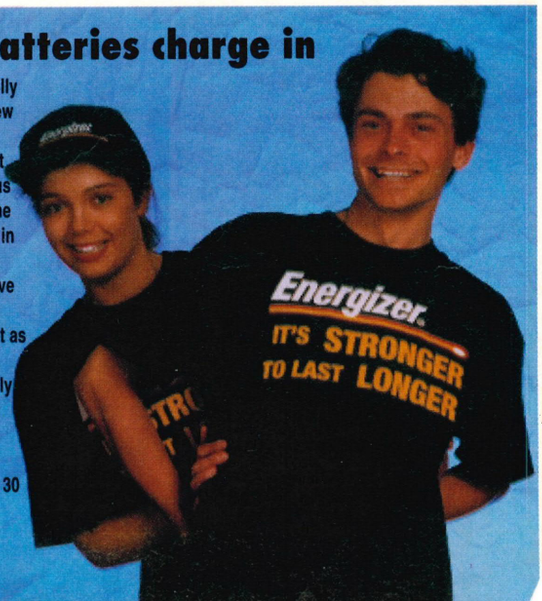
# UP FROM THE DEPTHS!

**Godzilla, yesterday**

Godzilla is soon to bubble up from 20,000 fathoms (or whatever it is he does) onto the Mega Drive in pixellated person courtesy of Sony Imagesoft. MEGA likes dinosaurs. They're great. A lot better than helicopters.

# Energizer batteries charge in

**Look, MEGA wouldn't normally bother telling you about a new set of batteries – the Mega Drive doesn't need them. But Ever Ready are so keen for us to tell you that "Energizer, the best-selling long life battery in the USA and Australia" is arriving at the UK, that they've given us 150 T-shirts and 50 packs of batteries to give out as freebies. If you want to win something for nothing, simply send a large SAE to: "I think you did the right thing when you sold out and gave Energizer that plug", MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.**



## MEGA CD UPDATE

### STAR WARS

Lucas Arts have something special planned for Mega CD owners – a Mega CD game that looks as though it will push the machine's (so far unexplored) hardware capabilities to the limit. The SNES version of *Star Wars* looked great (we have to admit it) but better things are promised for the Sega version. The game is a multi-level platform game with gorgeous shoot-'em-up sequences thrown in for good measure – a real winner all round. Hopefully coming later in the year.

## IS *DOREMON* A *MARIO* BEATER?

**Well, no – Sega wouldn't want to try. But playing Sega Japan's latest offering, Doremon, USA gamers have observed that it does pay the Brooklyn Plumber lip service gameplay-wise.**

## *Star Trek* beams up

Last month we reported that Star Trek may well be coming from (traditionally Nintendo publishers) Interplay. Now we receive news that Sega newcomers Spectrum Holybite are planning a Mega Drive *Star Trek* game. Is it the same title from different publishers? Is it a whole new game? When will it be released? All will be revealed (hopefully) next month...

## Mad Dog McCree

**Comin' at ya kid...**

**Oops. You've only gone and done it**

American Laser games are currently putting the finishing touches to the Mega CD version of *Mad Dog McCree* – the gun totin' coin-op classic. As you can see from the screenshots, the game seems to look just as slick as the arcade parent. We'll review the game just as soon as it's finished. Meanwhile, Menacer fans will be pleased to here that the game will be Light gun compatible – so get practising.

## GENERAL CHAOS

Billed as a military simulator/action extravaganza, *General Chaos* is soon to be launched by Electronic Arts in the USA. You have to chose your soldiers, place them on the battle field (that's the "military simulator" bit) and then let rip napalm and machine gun death on everything that moves (that's the "action extravaganza" bit). MEGA hasn't played it yet, but it should be out on import soon.

**EA bring you a new sort of game, the full preview next month!**

## MEGA Top Ten

Crap game tips (with lots of help from ***Mathew Gull*** of Lincoln).

1. On *Desert Strike*, make yourself invincible by never leaving your battleship.
2. Never lose at *Dragon's Fury*! Every time the pinball is about to fall out of play, simply press the Start button.
3. To hit the enemy every time on *F22-Interceptor*, only shoot when the little cross in the middle is white
4. Two players can simultaneously play the same character in *Golden Axe* simply by buying a second Mega Drive, TV and cart.
5. On the title screen of *Ecco The Dolphin*, press Up, Down, Left, then Right while pressing A, B, and then C with the other hand. Repeat 64 times. Do this every day for a month and you'll find you have greatly improved the muscles in your thumbs.
6. Avoid getting eye-strain playing video games! Take up gardening instead.
7 . In *Thunderforce 4*, try to dodge the enemy's bullets. This way you'll find that your ship survives a lot longer.
8. Be mistaken for the European Sega champion! Simply change your name to Rizo Abdolali and move to Germany.
9. In *Super Hang-On*, ride as fast as you can without crashing into the corners or hitting the other riders.
10. Turn your Mega Drive into a state-of-the-art Virtual Reality machine! You will need: your Mega Drive, an amplifier, two TVs and three bottles of vodka.

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## THE Q'S IN THE NEWS!

Time to sort the men out from the boys, and indeed, the women from the girls. If you think your knowledge of Sega products and MEGA magazine is second to none, have a crack at the following questions. Answers on page 98.

1. Who does Zangief dance with at the end of *Street Fighter 2?*
2. Who played the role of Dracula in the recent film?
3. What's the name of the Full-Motion-Video CD game in which you play a cowboy who shoots outlaws?
4. Spot the odd one out?
a) Blanka
b) Chun Li
c) Dhalsim
d) Vega
5. Without looking, what's the lowest rated game in this issue?
6. Who's producing a game based on the up and coming 1985 Winter Olympics?
7. What's the name of the French hero in Sega's new game licence based on a comic book?
8. How many young children does it take to make a Captain Planet?
9. Which soon-to-be-released film features dinosaurs?
10. Name the two members of the MEGA team who don't write reviews?
11. How many campaigns are there in *Jungle Strike?*
12. Which sad game reviewed in this issue features huge monsters?
13. Which software house are both *Jack Nicklaus Power Challenge Golf* and *Warpspeed* from?
14. Which famous sequel featuring suicidal characters is to appear on the Mega Drive? Full title please.
15. Which new helicopter game from Core will feature impressive sprite scaling and rotation?

16. Which game is this weeny little snippet of screenshot taken from?

17. Which game is this incy-wincy little screenshot taken from?

18. Which game is this, let's face it, ridiculous extract taken from?

19. Which game is this farcical little sliver of screenshot taken from?

20. Which game (blah, blah, blah, blah...) taken from?

... Done that? Good. Now your best bet is to scoot on over to page 98 to find the answers.

# THE CHARTS

**For those of you who missed last month's charts, a mysterious infiltrator has broken in to sabotage the charts' page. What on earth could he want?**

## OFFICIAL TOP 20

| This Month | Last Month | Game Name | MEGA Top 100 position |
|---|---|---|---|
| 1 | ■(NE) | **Super Kick Off** | M 48 |
| | | "Hear me now MEGA readers. My name is not important. I have sneaked onto the charts' page..." | |
| 2 | ▼(01) | **PGA Tour Golf 2** | M 09 |
| | | "... while Andy and Paul are in the carpark having a rumble. My demands are simple." | |
| 3 | ▲(04) | **Road Rash 2** | M 08 |
| | | "I insist that by midnight on the 2nd of June you all s..." (What say you sod off about now instead – Andy) | |
| 4 | ▼(03) | **Streets Of Rage 2** | M 13 |
| | | "Ah, so you're back. But you cannot stop me. You have no power against... The Mighty Lobster!" | |
| 5 | ▼(02) | **Ecco** | M 12 |
| | | (Look, you're not the Mighty Lobster, you're Patrick the mad cleaner, now push off will you? – Andy) | |
| 6 | ■(NE) | **Tiny Toons** | M 17 |
| | | "Oh... all right. Sorry. See you same time tomorrow?" (Yes, yes, as always – Andy) | |
| 7 | ▼(05) | **Sonic 2** | M 02 |
| | | Right, sorry about that chaps. Let's get back to business shall we? Where were we? Ah yes, *Lemmings*... | |
| 8 | ▼(06) | **Lemmings** | M 11 |
| | | The Psygnosis classic is still in the charts. At least it proves you know quality when you see it. | |
| 9 | ▲(10) | **Euro Club Soccer** | M -- |
| | | Despite being fairly avera... (Hang on, did Patrick say the Mighty Lobster? – Neil) Er, I think so, why? | |
| 10 | ▼(07) | **World Of Illusion** | M 28 |
| | | (Well, there's been a spate of murders in the office, and each and every time it happened...) | |
| 11 | ▼(08) | **Mega-Lo-Mania** | M 18 |
| 12 | ▼(09) | **Desert Strike** | M 26 |
| 13 | ■(NE) | **Speedball 2** | M 47 |
| 14 | ▲(16) | **WWF** | M 88 |
| 15 | ▼(14) | **NHLPA '93** | M 06 |
| 16 | ▼(13) | **ToeJam & Earl** | M 46 |
| 17 | ■(NE) | **Another World** | M -- |
| 18 | ■(NE) | **Grandslam Tennis** | M -- |
| 19 | ▼(12) | **Alex Kidd** | M -- |
| 20 | ▼(15) | **Taz-Mania** | M 32 |

## JAPANESE TOP 10

Japan is the place where all this console lark started. And here's what those diminutive mould-breakers are buying.

| | | | |
|---|---|---|---|
| 1 | ■(01) | **Puyo-Puyo** | M -- |
| 2 | ▲(03) | **Yumimi Mix CD** | M -- |
| 3 | ▼(02) | **Sonic 2** | M 02 |
| 4 | ■(NE) | **Bare Knuckle 2** | M -- |
| 5 | ■(05) | **Mazin Saga** | M -- |
| 6 | ▲(07) | **J League Soccer** | M -- |
| 7 | ■(NE) | **Land Stalker** | M -- |
| 8 | ■(NE) | **Splatterhouse 3** | M -- |
| 9 | ▲(10) | **Lunar Silver Star** | M -- |
| 10 | ■(NE) | **Shining Force** | M -- |

## AMERICAN TOP 10

Americans eat donuts and can't hold their beer. They can play their games though, and this is what they're playing.

| | | | |
|---|---|---|---|
| 1 | ▲(05) | **Streets Of Rage 2** | M 13 |
| 2 | ■(02) | **NHLPA '93** | M 06 |
| 3 | ■(03) | **Ecco** | M 12 |
| 4 | ▲(07) | **Sonic 2** | M 02 |
| 5 | ▲(06) | **Madden '93** | M 01 |
| 6 | ▼(01) | **PGA Golf 2** | M 09 |
| 7 | ■(NE) | **NFL Football** | M -- |
| 8 | ■(NE) | **Night Trap (CD)** | M -- |
| 9 | ■(NE) | **Road Avenger (CD)** | M -- |
| 10 | ▼(08) | **NBA Challenge** | M -- |

ELSPA PENGUIN CHARTS COMPILED BY GALLUP

Official charts compiled by **Gallup** and sponsored by **Penguin**.
Import charts compiled by **Whizz-Kid Games**

## IMPORT TOP 20

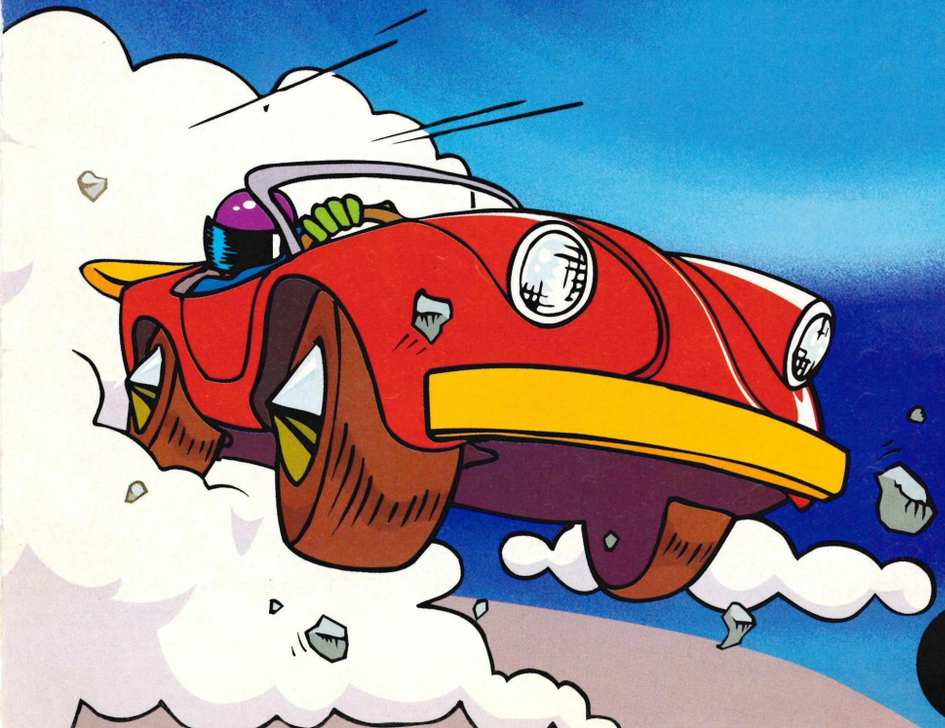
| This Month | Last Month | Game Name | MEGA Top 100 position |
|---|---|---|---|
| 1 | ■(NE) | **PGA Tour Golf 2** | M 09 |
| | | (... a business card with a lobster on it was left on the body – Neil) That's not true is it Neil? | |
| 2 | ■(02) | **Super Kick Off** | M 48 |
| | | (Er, no – Neil) In fact, none of this happened did it? (Um, nope. It's all been a tissue of lies – Neil) | |
| 3 | ▲(04) | **Tiny Toons** | M 17 |
| | | (We're getting a bit desperate for funny material aren't we Andy? – Neil) Yes, I fear you're right. | |
| 4 | ▼(01) | **Streets Of Rage 2** | M 13 |
| | | But is there any way out of this sinister downward spiral into tedium? (I can't think of one – Neil) | |
| 5 | ▼(03) | **Ecco** | M 12 |
| | | (I think we'll just have to live with the fact that we're just a little bit on the sad side – Neil) Yes... | |
| 6 | ■(NE) | **Flintstones** | M -- |
| | | ... But let's just have one last stab at being funny. You first. (Hey Andy, those socks you're wearing... ) | |
| 7 | ▼(05) | **Turtles** | M 34 |
| | | (... They're both completely different to one another, but in a curious way, I quite like them – Neil) | |
| 8 | ▼(06) | **Mega-Lo-Mania** | M 18 |
| | | Yes, and the funny thing is, I've got another pair just like them at home. (Ta-da! – Neil) | |
| 9 | ▲(17) | **Road Avenger (CD)** | M -- |
| | | (You're both fired – The Publisher) | |
| 10 | ■(NE) | **Hit The Ice** | M -- |
| | | Fair enough. (Yep, it's a fair cop – Neil) | |
| 11 | ▲(15) | **Cyborg Justice** | M 76 |
| 12 | ■(12) | **World Of Illusion** | M 28 |
| 13 | ■(NE) | **Jaguar XJ220 (CD)** | M -- |
| 14 | ■(NE) | **Hardball 3** | M -- |
| 15 | ▲(19) | **Global Gladiators** | M -- |
| 16 | ▼(09) | **Rolo To The Rescue** | M 16 |
| 17 | ■(NE) | **Muhammad Ali** | M 50 |
| 18 | ▼(11) | **Lemmings** | M 11 |
| 19 | ▼(07) | **Sherlock (CD)** | M -- |
| 20 | ■(NE) | **Prince Persia (CD)** | M -- |



For weekly Mega Drive charts updates, tune into Digitiser on Teletext: page 470, Channel 4.

Micro Machines

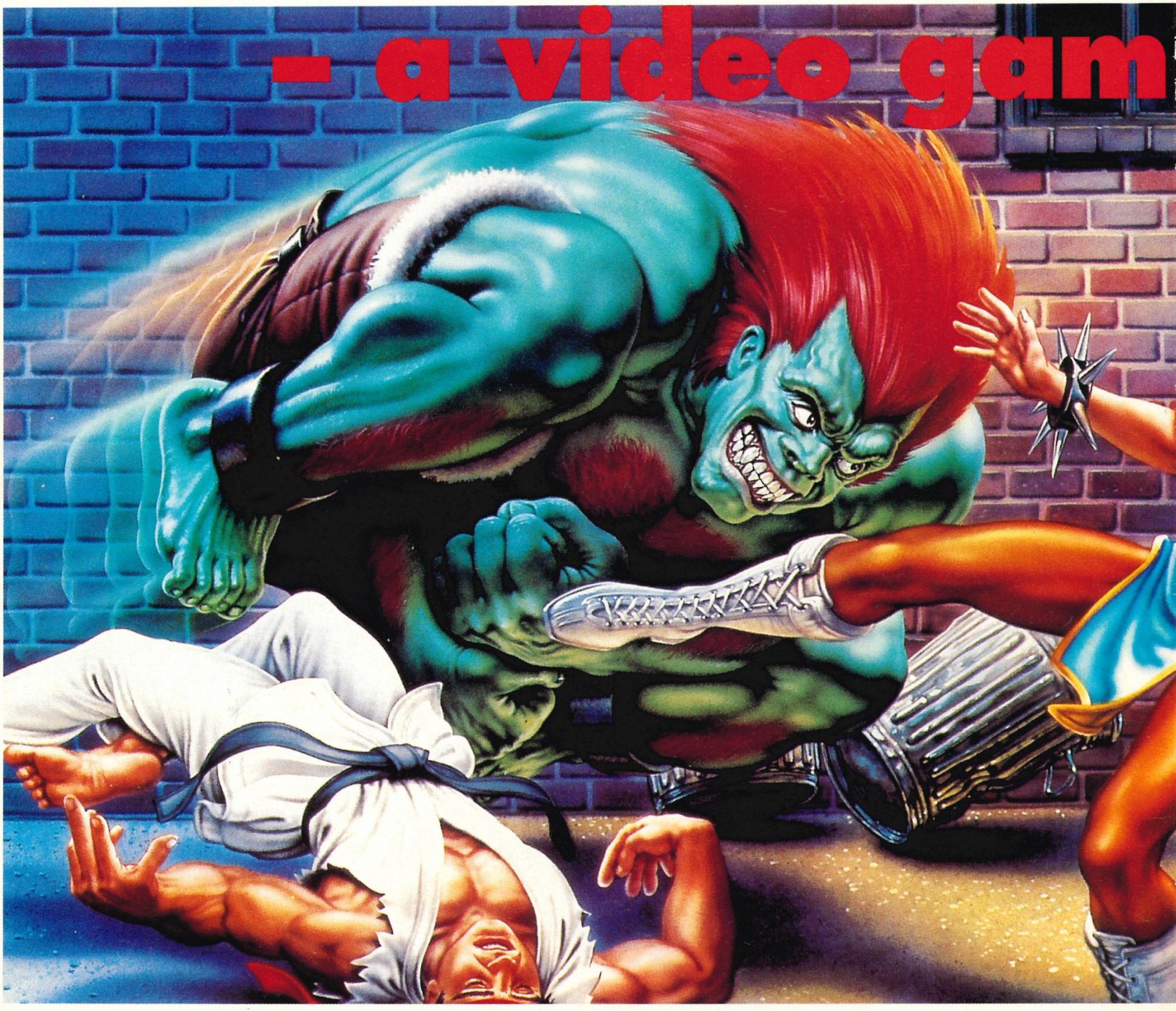
# take your SEGA for a mega drive



Codemasters™

# The making STREET FIGH

## – a video gam



# of TER 2 e legend

**Street Fighter 2: Championship Edition is the hottest Mega Drive game in development. As you read this, it's 90% complete. But how have the programmers gone about creating a video game legend? Over the next 24 pages, MEGA and Capcom exclusively bring you the FULL story...**

So what's all the fuss about anyway? It's not like MEGA to get carried away with a game which (on the surface) would appear to be just another "big name" game. Let's face it, it's just another coin-op conversion. And when was the last time coin-ops were at the cutting edge of the video game business? Well, funnily enough, it was around the time of the Mega Drive's launch – ever since then, the focus has shifted almost entirely to the home consoles.

How many of you out there can name even five of the current 20 top-grossing machines in amusement arcades? Thought so. The Mega Drive's history of arcade conversions hasn't been so great either – just take a look at *Smash TV*.

However, *Street Fighter 2's* not just any coin-op, it's a coin-op beat-'em-up – the genre that's surely more responsible than any other for the desertion of the arcades. Let's face it, when you've seen one big-sprites-punching-each-other-repeatedly effort set against either a decaying urban backdrop or some variation on a Shaolin temple, you've seen 'em all, haven't you? Beat-'em-ups are the Take That of the video game world – bland, undemanding, repetitive and a nice safe way for game companies to rake in cash without taking any risks.

**SF2 is a brilliantly-constructed and well-designed game**

Another thing which wouldn't seem to be in this game's favour is that it is a sequel. And time has proved again and again that the likes of *Sonic 2*, *John Madden '93*, *Road Rash 2* and *Super Monaco GP2* (to name just four of the best sequels), although undeniably high in quality, have never been as exciting the second time around, or indeed a drastic improvement upon the original.

*Street Fighter 2* doesn't even have astounding technical feats to fall back on – the action takes place against a few more-or-less static backdrops which are perfectly pretty in their own way, but which are really no advance on the original game. The sprites themselves are big and reasonably well-animated, but leagues behind the likes of, say, *Pitfighter* in the "technical" wow factor stakes.

But all this doesn't matter. *Street Fighter 2's* success comes down to the simplest reason in the world, but it's a reason which might come as a bit of a surprise to anyone who's used to the biggest games being the ones which have the most money spent on licensing/hyping them (ie your average Mega Drive owner). The reason is, quite simply, that it's a brilliantly-designed and thought-out game.

Turn over

**The official packaging of Mega Drive *Street Fighter 2* stars Major Bison**

## STREET WISE

### 10,000 TO ONE...

A *Street Fighter 2* contest which was recently organised in Japan by a company manufacturing *Street Fighter 2* music CDs attracted 10,000 entries. Those who made it through to the finals had to play the game against Maki Miyamei and Junichi Yamamoto, who represent Chun Li and Ryu in Capcom's promotions. And what was the prize which the 15 winners eventually took away? Er, a joystick. (One each, mind.)

## KEY MOVES

Over the next 24 pages, each character is profiled – including their special moves. All the special moves are accessed with a series of joypad controls. For example, Ryu's Dragon punch is accessed by quickly pressing Forward, Down, Down and Forward and then a Punch. Using the code, this is written as F, D, DF+P. Get the idea? Good. Onwards...

| | |
|---|---|
| U = up | P1 = jab punch |
| D = down | P2 = medium punch |
| B = back | P3 = strong punch |
| F = forward | CB = charge back for 2 seconds |
| C = charge for 2 seconds | CD = pull down for 2 seconds |
| K1 = short kick | DB = down and back |
| K2 = medium kick | DF = down and forward |
| K3 = roundhouse kick | UF = up and forward |

# STREET FIGHTER 2

## RYU

FACT FILE
DATE OF BIRTH: July 21, 1964
HEIGHT: 5' 8.9"
WEIGHT: 149.9 lbs
SIZES: B44 W32 H33
MARTIAL ART: Shotokan Karate
HOMELAND: Japan
BLOOD TYPE: O
LIKES: Competition
DISLIKES: Spiders
QUOTE: "You must defeat my Dragon Punch to stand a chance!"

### BACKGROUND

Ryu studied the art of Shotokan Karate from an early age, with his former friend and sparring partner, Ken. His cold concentration proved more powerful than Ken's raw, beserker rage, and Ryu humiliated the former Street Fighter champion, Sagat, by defeating him with a mighty Dragon Punch – Sagat still has the scar. Since then, Ryu's searched for more worthy opponents against who he can test his skills of: the Dragon Punch, Hurricane Kick, and the awesome Fireball. Because of his agility and special powers, there are few fighters that would challenge his title – apart from those who dared enter the championship.

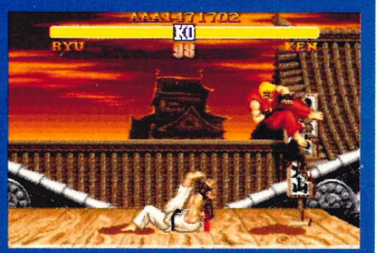
Little else is known about this lone star, apart from his distaste for ceremony. Ryu lives only for the fight. His dedication, concentration and clinical ability are legendary: global warming means nothing to him.

### SPECIAL MOVES

① FIREBALL. Ryu yells the words, "Ha dou ken" when the move D, DF, F+P is executed, and a fireball is blasted from his outstretched palms in the direction of his opponent. The speed of the fireballs depends on which punch button is used at the end of the sequence. Obviously, the harder the punch button is used, the faster the fireball flies. This kind of attack will drain him for a second or two, making him very vulnerable to attack from the other player.
Joypad Control: D, DF, F+P

② HURRICANE KICK. For this vicious attacking kick, press the buttons D, DB, B+K. Ryu speaks the ancient words, "Tatsu maki sen puu kyaku". This works in a similar way to the Fireball attack. The speed and distance of the attack depends upon which kick button is used. Again, the harder the kick button, the longer the Hurricane Kick will last – and with more effect.
Joypad Control: D, DB, B+K

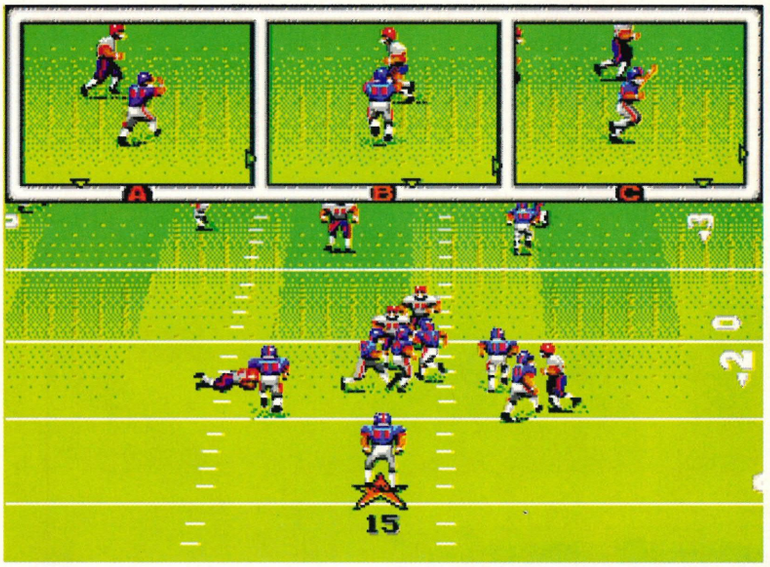
③ DRAGON PUNCH. This is the hardest move is perform in the entire game. The Dragon Punch is a deadly jumping uppercut. Ryu shouts the word "Shouryuken", meaning rising dragon fist. The joypad motion is F, D, DF+P. Unlike the other moves, the punch button at the end of the sequence doesn't affect the power of the uppercut. Instead, it controls the height. A practiced dragon punch expert will be a tough opponent to beat!
Joypad Control: F, D, DF+P




④ THROWS: Throws can only be executed when you are stood right up against your opponent – ideally, when he's dazed. Use the sequences F+P3 for a Shoulder Throw and F+K3 for a Backward Rolling Throw.
Joypad Control: Shoulder throw – F+P3
Joypad Control: Backward throw – F+K3

### CHAMPIONSHIP EDITION CHANGES:

Ryu now has stronger attacks, a faster Fireball, and a Hurricane Kick that will knock the other player down in one hit. But he's still as slow as he was in the original version.

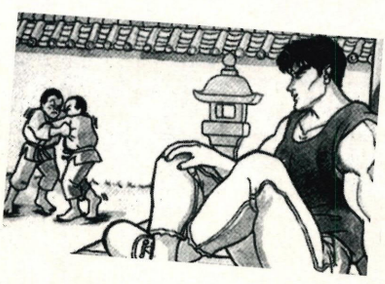



***John Madden '93 – Street Fighter 2's* only equal in terms of two-player depth**

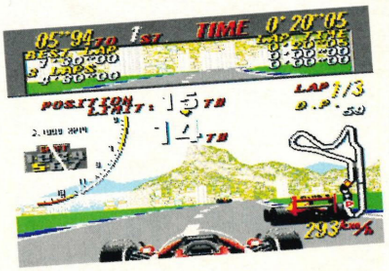
It's got twice as many moves as your ordinary run-of-the-mill Formula X beat-'em-up, and twice as many moves mean twice as much gameplay depth. Unlike most games of the type, *Street Fighter 2* won't reward you for standing in one place and doing the same move over and over again – you need a quick mind as well as fast reflexes to get anywhere with this one.

The real test of a game's depth comes in two-player mode, and *Street Fighter 2* comes second only to *John Madden Football* in MEGA's opinion. Set two players off head-to-head in most games and, before too long, the same player will be winning every time. They'll discover all that the machine has to offer (in most cases, very little) then it becomes simply a question of who has the quickest reflexes and the fastest fire-button finger. There's very little thinking involved. But with *Street Fighter 2* and *John Madden Football*, things are different. There are SO many game options (backed up with rock-solid game logic to make a plethora of options actually have real and different effects) that it takes months to master. One player may win two or three matches in a row. But then, if a new move or technique is mastered, the balance of power shifts immediately. This new move has to be countered, or a new strategy developed – effectively you have to start learning the game all over again. And this process can continue for months.

Furthermore, this game simply oozes character. Chun Li, Dhalsim, Blanka, M Bison and chums have such sharply-defined styles and performances that you



**Capcom designed Ryu as a loner – singularly dedicated to his craft**




***Super Monaco GP.* Unlike *Street Fighter*, the sequel was no better**

can't help but identify with them, even to the extent of sticking with your favourite character when you're up against an opponent of superior abilities (those sad cases who always play as Guile because he's hardest, are the lowest of the low in gaming circles).

"The one truth about what makes some games good and others bad, is that nobody knows. If they did, they certainly wouldn't be shouting about it," suggested David Snook, editor of Coin Slot magazine.

But he's wrong. There's no great revolutionary secret about *Street Fighter 2* – it's just a superbly-constructed, well-

## STREET WISE

### STREET FIGHTER 2 COMIC...

This is out now in USA and should soon be coming to the UK:

"The *Street Fighter 2* comic will be absolutely action-packed just like the game," claims the author, Len Strazewski. In issue one, Bison issues a challenge to Sagat: "Destroy Ken to lure Ryu into the world arena for a fight to the death." Bison figures that Ryu will be forced to avenge his friend's defeat, thus not only giving Sagat his chance for revenge (Ryu defeated Sagat in the final of the original Street Fighter tournament), but give Bison the chance to defeat the victor and claim the Street Fighter championship as his own.

Strazewski hints that one of the world warriors may not survive the series, and indicates that Ryu and Chun Li are lovers.

## STREET WISE

### JUST CAN'T STAND THE SIGHT OF BLOOD...

Ryu punishes Ken for a lapse in concentration with a Dragon Punch in the face. Ken loses some teeth and a mouthful of blood. This is how the action goes in the coin-op anyway. However, last summer USA SNES owners had to wait longer for *Street Fighter 2* than Japanese gamers because when the finished game was submitted to Nintendo Of America for approval, they decided that they didn't like the blood being shown, and they demanded that the programmers tone down the violence. This took time to do, and it caused a two month delay.

The Mega Drive version has all the gore of the coin-op original – hardly a constructive step against those who argue video games are gratuitously violent, but it all adds to the conversion's authenticity...

**Early design sketches depict Ken at home with his girlfriend, Eliza...**

**...but he's quick to shake off family life and join Ryu in the tournament**

designed game with more soul than anything seen in an arcade for years. And now it's coming to your Mega Drive, to save you from The Attack Of The Killer Mutant Tedious Film-Licence Platformers. Now, then, is a time for rejoicing – this could well be a game to last you a lifetime.

### THE START OF SOMETHING BIG...

It all started a long, long time ago in 1986 with a coin-op called *Street Fighter*. To look at the unassuming arcade cabinet, a passing gamesplayer could be forgiven for figuring that it was "just another" beat-'em-up with the token novelty of having pressure-sensitive pads to measure the strength of your blows. Back in '86 you'd probably have made straight for *Outrun*, *Super Hang-On* or *Space Harrier 2*. However, among the hardest video gamers of the day, *Street Fighter* quickly gained a hard reputation as the machine to master. A cult-following of arcade junkies sprang up and, quietly and unbeknownst to all but the most fanatical, a video-gaming legend had begun.

**In two-player mode the game comes second only to *Madden***

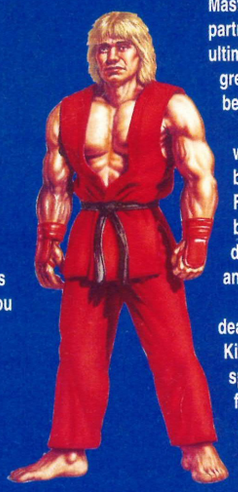
So what *was* the original *Street Fighter* all about? The story goes that two sparring partners named Ken and Ryu – both masters of Shotokan Karate under the tuition of the legendary martial art master Sheng Long – entered the first World Warriors Championship. Ryu's superior discipline and intense concentration proved superior to the raw, beserker rage of Ken, and so it was Ryu who entered the final as underdog against Sagat, the undefeated Thai Boxer and the reigning World Warrior Champion. *Street Fighter* legend dictates that it was in this final Championship dual that Ryu defeated Sagat, burning a scar into his chest with the legendary Sheng Long Dragon Punch. Sagat still carries this scar (*and* his promise of revenge) to this day...

Turn over

**E Honda is a real feminist – here he steadfastly refuses to go easy on Chun**

## KEN

FACT FILE
DATE OF BIRTH: February 14, 1965
HEIGHT: 5' 10"
WEIGHT: 169 lbs
SIZES: B45 W32 H34
MARTIAL ART: Shotokan Karate
HOMELAND: USA
BLOOD TYPE: B
LIKES: Spaghetti
DISLIKES: Pickled plums
QUOTE: "Attack me if you dare, I will crush you!"



### BACKGROUND

Ken studied Shotokan Karate under Grand Master Sheng Long with his friend and sparring partner, Ryu. But when Ryu left in search of the ultimate fight, Ken found himself driven by a greater force. He left for America to hit the beach with his chick, Eliza.

Ken claims to be the greatest fighter in the world and, luckily, his arrogance is matched by his skill. When he heard of the Street Fighter tournament, he couldn't resist. Eliza begged him not to go, but he wasn't to be deterred, and what did she know about it anyway?

Ken, like Ryu, knows the secret of the deadly Fireball, Dragon Punch, and Hurricane Kick. Combined with his strength, Ken's special powers have made him a legendary fighter. *Street Fighter 2: Championship Edition* aficionados will tell you that Ken now lacks the speed and agility of Ryu, but he's stronger than he's ever been.

### SPECIAL MOVES

① FIREBALL. As with Ryu, the Fireball is an extension of Ken's will and determination. He yells "Ha dou ken" when the joypad sequence D, DF, F+P is used. This makes a ball of blue flame erupt from Ken's outstretched palms. This kind of attack will drain him for a second or two, making him very vulnerable to attack from the other player. The punch button at the end of the sequence controls the speed of the fireball. The harder the punch button used, the faster the fireball.
Joypad Control: D, DF, F+P

② HURRICANE [illegible] Ken executes the spinning [illegible] he speaks the ancient words "Tatsu maki sen puu kyaku", or "dragon hurricane feet". Using this attack, Ken can hurtle towards his opponents and score a multitude of hits from the one move. The kick button controls the distance and the speed at which the Hurricane Kick is performed. Although this is a very damaging move for your opponent, it is one of the easier attacks to block, resulting in more damage to yourself than your opponent.
Joypad Control: D, DB, B+K

③ DRAGON PUNCH. When the joypad sequence F, D, DF+P is used, Ken leaps directly up in the air shouting "Shouryuken". This is a lethal uppercut manoeuvre which only leaves Ken vulnerable when he's falling. The punch button controls the height to which the uppercut reaches. Naturally, the harder the punch button used, the higher the Dragon Punch will go. If this move can be performed on demand, there are few opponents who can beat it.
Joypad Control: F, D, DF+P

④ THROWS: Throws can only be executed when you are standing right up against your opponent, ideally when he's dazed. The joypad combinations F+P3 for a Shoulder Throw, and F+K3 for a Backward Roll Throw are used. Throws have a devastating effect on any foe, stripping them of up to a third of their energy.
Joypad Control: Shoulder throw – F+P3
Joypad Control: Backward throw – F+K3

### CHAMPIONSHIP EDITION CHANGES

Ken has been enhanced with a wider Dragon Punch and an even faster Hurricane Kick. His roots were starting to show through in the original game, but that has thankfully been sorted out.

# STREET FIGHTER 2: AN ARCADE PHENOMENON

**£260 million of small change was shovelled into UK *Street Fighter 2* coin-ops during the last 12 months. That's a stack of 50 pence pieces 975 miles high...**

Grab the biggest frying pan in the kitchen. Hold it downwards, arms outstretched so that the pan itself dangles in front of your knees. Now raise your forearms rapidly, keeping your upper arms still and making sure that the pan hits you squarely in the face. Repeat this several times...

That's the sort of impact that *Street Fighter 2* had in the arcades: like a bolt from the blue, a bat out of hell or a, er, pan from your kitchen. It swept everything before it and set records that at the moment seem virtually impossible to beat.

Hot from Capcom's development labs in Japan and Silicom Valley, California, it was unleashed two years ago and has spent so long occupying the arcades' number one slot that it was nearly given the option to buy. It is still in the top ten – a feat made even more remarkable by the fact that the *Championship Edition* is also currently setting up home in the top ten.

"I've been in the coin-up business for 25 years now, and I'd have to go back to the original *Space Invaders* to find something that had a similar impact to *Street Fighter 2* – and even then, you've got to say that *Street Fighter 2* took a lot more money," reckons David Snook, editor of arcade trade title, Coin Slot.

**The biggest game since *Pacman***

John Stergides, Managing Director of *Street Fighter 2* distributor Electrocoin, agrees: "We've been distributing machines to arcades since 1976, and this is definitely our most successful coin-op ever." He recalls its launch with awe: "In some instances we shipped out eight machines to the same arcade. Usually arcades only take one unit, two if the title is particularly good."

So how much cash does all this add up to then?

At Rank, controller of 150 arcades in the UK, Director Peter Finneran was extremely reluctant to reveal any actual figures (no arcades are actually required to reveal details of how much individual machines take and therefore few opt to do so). Instead, he revealed simply that *Street Fighter 2* had been "very, very successful – our number one game for quite some time".

Snook at Coin Slot hazards a few guesses at how "very, very successful" translates into slightly more tangible terms. Good man.

"Over a 12-month period it probably cornered around 60 per cent of the total coin-op market. I think there were probably around 50,000 machines in place globally at one time, with about 10,000 in the UK. Usually, a worldwide figure of 15,000 is enough to make a manufacturer happy.

"Individual machines could possibly have taken over £1,000 in a single week in some prime spots. On any other game, a take of around £150 – £200 a week is considered pretty good."

So, assuming there are 10,000 *Street Fighter 2* machines in Britain, they've been here for two years and been taking an average amount of money (let's say £70 a day)... that adds up to a total of £260 million a year.

260 million BIG ONES.

Assuming that's all in 50p denominations, that adds up to a tack of coins 975 miles high. Yep, 50p pieces stacked 975 miles high.

That's 7020 tonnes of cash – the same weight as a Royal Navy frigate or nuclear submarine.

That's a LOT of cash (more than the whole of Sega UK made in profits last year) and gives some idea of just how huge *Street Fighter 2* is. Enormous is not the word.

**Then *Championship Edition* came along and was even bigger**

**The Mega Drive backgrounds lack colour, but there's more than enough detail**

## STREET WISE

### MALE BONDING...

Zangief is an ex-wrestler, and (according to Capcom legend) he learnt moves like the Double Lariat and the Screw Pile Driver from the star of *Final Fight*, US wrestler Haggar.

Gradually, this coin-op was forgotten. Led by the digitised-graphics of Atari's *Pitfighter*, new, more technologically-advanced, beat-'em-ups blasted onto the arcade scene and only the few cult-followers of *Street Fighter* blasted Capcom with demands for a sequel.

These demands went unanswered for five years, but, behind the scenes, Capcom designers and programmers both sides of the Pacific were methodically planning the sequel to *Street Fighter*. But it wasn't to be just any sequel. The message from Capcom bosses was to create a game that would have the same influence in the Nineties that *Pacman* had in the Eighties. Put simply, the brief given to Capcom's designers was to create the world's ultimate coin-op – no matter how long it took or how much it cost.

And so, in a Tokyo arcade in March 1991, the dream became a reality. Capcom had created a game unlike any seen before. Players could choose from eight powerful characters to play. In turn, each character came with over thirty moves to master and three special moves to discover. The player was then faced with the finger-numbing prospect of 11 of the toughest pixellated opponents he or she would ever have faced in the bid to become champion, or the option of the most adrenaline-pumping two-player head-to-head combat action ever experienced.

*Street Fighter 2* was born and gamesplayers the world over were stunned.

### THE AMBITION

James Goddard is head of Research and Development at Capcom USA. He remembers all too well the development of the original *Street Fighter 2*...

"In essence, the brief to which Capcom's designers in Japan were working had three major principles that were set in stone. Firstly, it was obvious that the game had to put two players directly head-to-head – no other game format can generate the same level of fanatical competitiveness. Secondly, the game had to be light years ahead of the field in terms of the level of skill demanded from the players. They dreamed of a game that demanded more of the gameplayers than had ever been demanded before. To master *Street Fighter 2* would need real technique – something that had never really been needed before. And thirdly? The game had to have depth – real depth."

So the game was destined to become a classic from the moment the first designs were made? Capcom were determined to create the ultimate beat-'em-up?

"Absolutely. It's all a question of no compromise. With that brief as a starting point, they just went all out for it. Instead of just offering a choice of two different

## STREET WISE

### LIKE THE *STREET FIGHTER 2* SOUNDTRACK THEN DO YOU?

Well now you can buy it on CD (if you've got Japanese contacts, that is). There's a whole range of *Street Fighter 2* CDs available in Japan; there are, in fact, as many as10 or 15 of the things, some containing the music from the original coin-op, and some containing re-worked, re-recorded versions that supposedly sound a lot nicer. It's even possible to buy a CD containing the story behind the game, recorded in the form of a play, along with terrific songs called things like Jumpin' To The Sky.

## STREET WISE

### SF2 MAKES IT TO THE SILVER SCREEN...

Perhaps the surest gauge of just how big *Street Fighter 2* has become is Jackie Chan's new martial arts film, City Hunter. It's purportedly a cinema realisation of a big Japanese cartoon series. But, while engaged in combat in an amusement arcade with a particularly tough baddy, Jackie bangs his head on a *Street Fighter 2* machine and finds he's suddenly become E Honda, and the baddy's turned into Ken. A battle ensues, with Jackie mutating into most of the game's characters and doing all their special moves. The highpoint is when Jackie becomes a rather heavily built Chun Li, and dispatches the baddie with a spin-kick.

Although it's actually a very enjoyable film, it's unlikely that City Hunter will make it to UK cinemas, so watch out for it on video.

**Guile returns home to domestic life after victory in the contest...**

**...whereas Sagat vows revenge and trains harder than ever before**

players and maybe two control buttons, they went out with twelve completely different characters with around 30 moves each and three special moves. It was revolutionary for its time – there's no other word for it – too many other games were just recycling things, whereas with *Street Fighter 2* they did the opposite, they went out and actually made something new."

And that something new came complete with moves by the bucketful, a whole army of players to chose from, and (of course) the two-player head-to head option?

"Yes, that two-player option was essential. I don't know how it is in England, but over here in the US people play head-to-head devotedly – maybe it's the way us Americans are. Whereas in Japan, as a trend, gamers prefer to take on a computer, in the USA people are very competitive – we love to win. Is it the same over in England?"

**The brief for *SF2* was that it should be the *ultimate* coin-op**

Well, as far as *Street Fighter 2's* concerned, yes. Us Brits take no prisoners.

"OK, hence players really strive to master the two-player game. But there's so much to learn, that having this two-player mode not only gets people hooked, but it also means that there's always a challenge to be had even after you've worked out how to beat the computer."

### THE SCENARIO

This time there were eight very different characters to play, including Ken, Ryu and Sagat from the original *Street Fighter* game – the three of which have been in intensive training. Each character has a different reason for entering the tournament, but one aim is universal – to destroy M Bison, the evil smuggling mafia king and self-appointed "final opponent" in the *Street Fighter 2* tournament.

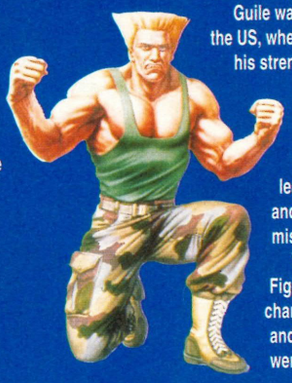
Turn over

According to the *Street Fighter 2* comic strip, after his defeat in the

**Vega takes a firm grip on Zangief's..., well – let's just say he grabs Zangief**

## GUILE

FACT FILE
DATE OF BIRTH: December 23, 1960
HEIGHT: 6' 1"
WEIGHT: 191 lbs
SIZES: B49 W33 H35
MARTIAL ART: Special Forces training
HOMELAND: USA
BLOOD TYPE: O
LIKES: American coffee
DISLIKES: M Bison
QUOTE: "Go home and be a family man!"



### BACKGROUND

Guile served with the United States Special Forces. During a secret mission to Thailand, he was captured along with his best friend, Charlie, by a man known now as M Bison. This man tortured them relentlessly, and Charlie died days before an MIA task force came to their aid.

Guile was taken back to a military base in the US, where he slowly recovered and rebuilt his strength lifting weights. But all he could think about was avenging his friends death. So, he began enhancing and developing his Special Forces training. He even learnt how to control sound waves, and unleash lethal "Sonic Boom" missile attacks.

Years later, he heard of the Street Fighter Championship. This was his chance for revenge. Leaving his wife and daughter behind, Guile's thoughts were only of spilling Bison's blood.

### SPECIAL MOVES

① FLASH KICK. Also known as the Jacknife, Blade Kick, Razor Kick, and Somersault Kick. This is one of Guile's more powerful moves. It provides an excellent defence against aerial attacks, and only a few Jump Kicks and the Dragon Punch will overpower it. The joypad sequence is CD, U+K, the kick button being the one that determines the height of the move.
Joypad Control: CD, U+K

② SONIC BOOM. The Sonic Boom is an excellent long-range attack, being both easy to perform and damaging to your opponent. By making the motion CB, F+P, Guile yells "Sonic Boom" and a deadly soundwave projectile is hurled towards the opponent. The punch button controls the speed of the attack. The weaker the punch, the slower the attack.
Joypad Control: CB, F+P

③ GROUND THROWS. If Guile is hard up against an opponent, preferably when he or she is dazed, an energy-sapping throw can be exercised. These take two forms. The first is a Backflip Throw, where he doubles over backwards to bury his foe's head in the ground behind him, and the second is a Shoulder Throw. These are done using the moves F+P3 and F+K2 respectively.
Joypad Control: Ground throw 1 – F+P3
Joypad Control: Ground throw 2 – F+K2

④ AIR THROW/AIR BREAKER. By pressing the combination F+P3 when passing an opponent in mid-air, Guile will grab him and throw him to the ground. The Air Breaker works in much the same way as the Air Throw, only this time you use the combination D+K3. This will grab your opponent, sling him across Guile's shoulder and bring the pair of them down with a crunch. Only Guile can get up afterwards.
Joypad Control: Air Throw – F+P3
Joypad Control: Air Breaker – D+K3

### CHAMPIONSHIP EDITION CHANGES:

Guile has a new and enhanced Flash Kick that hits twice when the K3 button is used. And err, that's it. Yep, no more changes for our hunky marine with the even hunkier hair-do – purely because both the gamesplayers' and Capcom's opinion was that he was quite useful enough, thank you very much. So no new special moves, just a small speed and stamina boost along with everyone else. So now all you wimps out there who always picked Guile, you've got more of a fight on your hands.

# STREET FIGHTER 2

original *Street Fighter* World Warriors tournament, Sagat joined M Bison's criminal network, along with the fallen-from-grace heavyweight boxing champ, Balrog. Sagat's dream of avenging his defeat by Ryu still burns ferociously within him, a dream which is mirrored by Bison, who wants to prove himself as the strongest fighter in the whole world. But Ryu refuses all Sagat's challenges to a re-match. In such a situation, what on earth are the three villains supposed to do?

Well, Bison hatches a plan in his mind: "Ryu is human. He has friends. The beautiful Chun Li and Ken, his American comrade... They are his weakness. He can be made to fight." If Sagat and Balrog can destroy Chun Li and Ken, then Ryu will be forced back into the *Street Fighter* arena to avenge his friends... Then, first, Sagat and, secondly, Bison, would finally get their chance to destroy Ryu once and for all.

"The *Street Fighter* tournament is fought every one or two years – there's no set date or venue for it though," explains James Goddard.

"It's an underground tournament to find the ultimate fighter. They're fighting simply to see who's the most powerful fighter in the world."

## THE HOTTEST COIN-OP ON THE BLOCK

The plan had been to take the arcades by storm, and that's exactly what happened. When *Street Fighter 2* hit the arcades, wowed video gamers had never played anything like it. James Goddard wasn't at all surprised...

"The difference with *Street Fighter 2* was that Capcom had treated the gamers with a high degree of skill. They aimed at the older audience (the die-hard gamers) – they wanted to create the ultimate head-to-head two-player game, and that's what they did. They took a gamble and they nailed it. That's really all there is to it."

**Over a 12-month period *SF2* cornered 60% of the coin-op market**

How different was *Street Fighter 2* to the original *Street Fighter*?

"The basic concept of the sequel is pretty similar, but what the programmers did with the gameplay and the depths of the characters in *Street Fighter 2*, well, when compared with the original, the two are like night and day. In the original *Street Fighter* you could play Ken or Ryu, and you could throw fireballs, do helicopter kicks and pull dragon punches, but although you did have six buttons, you really had only a very limited number of moves. The difference between that and *Street Fighter 2* is incredible. And then, when you consider that you can choose to play eight different characters, each with their own full range of moves and depth, you see what a big leap forward *Street Fighter 2* was."

*Street Fighter 2* almost immediately became the most popular, successful and sought-after coin-op available. Not since *Pacman* in the early 1980s had an arcade coin-op had such an effect. James Goddard explains:

"In the modern age, I don't think there's anything to touch *Street Fighter 2* – it's got to be the most popular coin-op of our time. And even if it is second to *Pacman* in the league table, then you've got to remember that it's in a time when impressing gamesplayers is a whole lot tougher than it used to be. There are so many impressive coin-ops out there..." (think about it: multi-player games, the pioneers of VR, laser disk games and so forth) "... that grabbing attention is difficult – *Pacman* basically had an open field."

David Snook, editor of a coin-op magazine called Coin Slot, went into more detail about the staggering popularity of *Street Fighter 2* and *Championship Edition*...

"Over a 12-month period these coin-ops probably cornered around 60 per cent of the total, worldwide coin-op market. I think there were probably around 50,000 machines in place globally at one time, with about 10,000 in the UK. Usually, a worldwide figure of 15,000 is enough to make a manufacturer happy. Some arcades were ordering eight machines at a time. For any other coin-op, any more than just one machine ordered is something to celebrate."

### STREET WISE

#### GUEST APPEARANCES...

Capcom World 2 is a new Japanese Pub Quiz type coin-op which features *Street Fighter 2* characters. It's not, however, due to appear in the UK. It's doubtful that you'd get any of the questions right anyway. They're all in Japanese...

### STREET WISE

#### GETTING INTO GEAR

Americans being Americans, the US branch of Capcom have unleashed a ferocious merchandising campaign to ensure that you don't simply play *Street Fighter 2*; you play it wearing *Street Fighter 2* underpants and a *Street Fighter 2* hat, while mopping your brow with a *Street Fighter 2* towel.

The official Capcom list of *Street Fighter 2* stuff makes formidable reading. It includes: fluffy toys, costumes, stickers, Valentines, calendars, wrapping paper, bags, decorations, Halloween costumes, masks, make-up kits, backpacks, gym bags, sleeping bags, tents, school stationery, underpants, vests, books, action figures, vehicles, playsets, hats, stickers, transfers, towels, comic books, pyjamas, key-rings, buttons, posters, skateboards, roller skates, watches, calculators, pinball tables, T-shirts, kites, yo-yos, frisbees, home furnishings, lunch boxes, LCD games, trading cards, sweatshirts and boxer shorts.

**The only trouble you'll have is finding a *Street Fighter 2* shopping trolley to get it all home in**

**Ryu and Sagat exchange fireballs to an audience of a reclining Buddha**

# STREET FIGHTER 1 – HUMBLE BEGINNINGS

**Only a few nostalgic gamers remember the original *Street Fighter* coin-op, but, back in '88, Ryu, Ken and Sagat were scrapping out the very first World Warriors Championship...**

In the arcades, the original *Street Fighter* had a helluva reputation. Most of the coin-ops shipped to the UK featured the new, innovative and palm-knackering pressure-sensitive kick and punch buttons – the pad responded to soft, medium and hard punches, and your game character responded on-screen. On the bonus round, however, the pressure pad didn't just restrict itself to three power-ratings, it measured the exact strength of your punch – resulting in severe coin-op beating incidents, leaping onto coin-op from great height hilarity and many (many) bruised limbs in attempts to grab that punch-power high score. You could chose to play Ken or Ryu in your attempt to fight through the qualifying rounds and take on Sagat – the world champion Thai Boxer. Legend has it that Ryu eventually took on Sagat and defeated him with the mighty Shen-Long Dragon Punch – burning a scar into Sagat's chest.

The original *Street Fighter* hit the arcades in the late Eighties and was at the height of its powers in around '88. At the time, there was no Mega Drive, hence no Street Fighting pedigree. The same was true of the Super Nintendo. Also at the time, the most popular games machines were the Spectrum and C64, while the cutting edge was inhabited by Commodore's Amiga and Atari's ST. *Street Fighter* was published on all these formats, but a weak conversion had all the impact of a left hook from Julian Clarey.

The game limped into the charts at number 27 and then more or less immediately faded away again. As a coin-op, however, it is still highly regarded by many games players. But even though *Street Fighter* was a good game, it wasn't an awesome game – and hardly an indication for the phenomenon to come...

**Ken (in "away" strip) introduces Bison to the business end of a Dragon Punch**

That means that six out of every ten games played on a coin-op in the last year have been *Street Fighter 2*.

"Individual machines could possibly have taken over £1,000 in a single week in some prime sites. On any other game, a take of around £150 – £200 a week is considered pretty good," added Snook.

That's a lot of business, *and* a lot of cash. Gamesplayers of all ages and all abilities were playing *Street Fighter 2*.

## A GAME PURELY FOR THE EXPERTS?

This multi-level appeal is one of *Street Fighter 2's* greatest secrets...

"A game that will last you a lifetime" (as we ourselves described *Street Fighter 2* a couple of hundred words back) often translates as "bloody difficult – it will take you eight weeks to get past the first level and by that time you'll be so narked off you won't bother going any further". But although to master it, you'll have your game-playing expertise stretched to the limits, that's not to say that you couldn't get your Aunt Maud smashing hell out of Uncle Harold at the family Christmas party.

"I've seen people who've never played a video game before who've become hooked by *Street Fighter 2*," explained Capcom's James Goddard. "They've played for a couple of months and they've become really good. And that's another thing – the game will grow with you. And there's always going to be someone out there who's better than you, and that digs at people's egos – so they want to practice more and more until they never lose a fight. There's a big ego factor involved."

Soon it became obvious that a home console version of *Street Fighter 2* simply had to be made – the demand was too strong to resist. And due to Capcom's links with Nintendo, it was on the SNES that *Street Fighter 2* first appeared...

## STREET WISE

### HIDDEN ENEMIES...

Japanese *Street Fighter 2* coin-ops come with two screens, arranged back to back, so you can't see who you're fighting against.

## SAVING NINTENDO'S LIFE...

In June of 1992 import copies of *Street Fighter 2* on the SNES were selling out across the country at £100 a piece – the demand was that big.

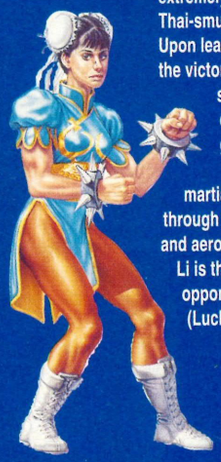
Turn over

**Chun Li works out in the gym in preparation for the tournament**

**Ryu and Sagat fight it out in the final of the original *Street Fighter* tournament, as depicted by Malibu comics**

## CHUN LI

FACT FILE:
DATE OF BIRTH:
March 1, 1968
HEIGHT: 5' 8"
WEIGHT: You try asking her!
SIZES: B35 W23 H35
MARTIAL ART: Wushu
HOMELAND: China
BLOOD TYPE: A
LIKES: Aerobics, shopping, education
DISLIKES: M Bison, split ends
QUOTE: "I'm the strongest woman in the world!"



### BACKGROUND

As a child, Chun Li witnessed the ruthless murder of her father at the hands of M Bison, an extremely unpopular chap and evil boss of the Thai-smuggling operation known as Shadaloo. Upon learning that Bison would be challenging the victor at the Street Fighter tournament, she saw the chance to avenge her father's death, or, at the very least, have a right good punch-up!

Chun Li, a master of the Wushu martial art, has risen to the top of her class through years of intense training, weight lifting and aerobics. Of the eight original warriors, Chun Li is the fastest and has the best legs. If her opponent blinks, she'll be upon him in a flash. (Lucky chap!)

### SPECIAL MOVES

① WIND KICK. Chun Li's incredible speed comes into play when she unleashes her Wind Kick. By hitting any of the kick buttons rapidly, she performs this move that will drain an opponents energy quicker that Andy Dyer can finish a pint of cheap lager during Happy Hour. The kick button determines the speed and power of the special move.
Joypad Control: Hit K rapidly

② CYCLONE KICK. Chun Li shouts the phrase "Hau do che", or "spinning bird feet". After pressing the buttons CD, U+K, she shows off her gymnastic abilities by turning upside down, and spinning like an upside down human Flymo towards the unlucky chap on the other side of the screen. Once again, the speed and distance depends on the strength used on the kick button.
Joypad Control: CD, U+K

③ HEEL KICK. This is a dirty move, not because Chun Li shows a bit of leg while bouncing around, but because there's very little you can do about it once she's on a roll. As many as five hits can be scored on the other chaps bounce before she has to return to earth. It's done by pressing D+K2 when she's above the other guy, and it's flippin' annoying when it happens to you!
Joypad Control: D+K2

④ THROWS. Chun Li can perform a throw on the ground or in the air. These are done by pressing either F+P3 or F+K3 respectively. The Air Throw is the more complicated move. You have to catch your adversary in mid-air and press the correct combination. With the Ground Throw, it's best to catch your opponent when he's dazed, to avoid getting a good, and rather unexpected, kicking.
Joypad Control: Ground throw – F+P3
Joypad Control: Air throw – F+K3

### CHAMPIONSHIP EDITION CHANGES:

Chun Li's overall speed is faster than it was on the original versions. She can also come out of her Cyclone Kicks and Wind Kicks a lot quicker than before. She is certainly the hardest character to catch.

# CAN MEGA DRIVE *STREET FIGHTER 2* LIVE UP TO ALL THE HYPE?

**That Mega Drive *Street Fighter 2: Championship Edition* will be huge is without question. But will it be bigger than *Sonic* 2...?**

Lets take a look at *Street Fighter 2's* history. With the arcades well and truly conquered, 1992 saw *Street Fighter 2* launch its home invasion. Amazingly, its performance on the Super Nintendo and Amiga formats lived up to all the hype created by the success of the coin-op.

***Sonic 2* holds the record (750,000 in one week!)**

Gallup's (the compilers of the official video game charts) figures show the game crashing straight into the top of the Super Nintendo chart on its release in October and immediately outselling the number two game by a ratio of 3:1.

It stayed there for six weeks and was in the top three for twelve. Gallup's software researcher Dorian Bloch has no doubts that its dominance would have reached far more Bryan Adamseque proportions had the game not been included in a Super Nintendo bundle almost as soon as it was launched.

Nevertheless, the game did manage sales of 200,00 in the UK, and around 150,000 of those were probably bought as part of packs. (OK it's hardly Sonic status – 750,000 in a week – but this is Nintendo we're talking about here.)

Just before Christmas, the game made the move from cartridge to disc and appeared on the Amiga on the US Gold label. Once again, its impact was instant and shuddering.

It shot straight into the number one slot and remained there for the most prestigious chart of the year – the Christmas chart. It outsold the number two game that week, *Sensible Soccer*, by a ratio of 6:1.

Despite having been launched only ten days before Christmas (thus being on sale for only 16 days), the Amiga version of *Street Fighter 2* became the best-selling home computer title of the year.

So what about the Mega Drive version of *Championship Edition*? Well, all indicators point towards a video game explosion when the game is released. Most Mega Drive gamers will buy a copy – that's universally agreed. The real question is, how many SNES owners will sell-up and buy a Mega Drive purely to play *Street Fighter 2: Championship Edition*? Last Christmas, Sega started spreading rumours that *Championship Edition* was coming to Mega Drive – this was largely to stop Mega Drive owners buying a SNES on which to play the game. The plan worked. But now Nintendo are getting their revenge by releasing *Street Fighter 2: Turbo Edition* at the same time as *Championship Edition* is released on Mega Drive. They're effectively stopping the otherwise inevitable flood of SNES owners buying into Sega.

**On the Amiga, second-placed *Sensible Soccer* was outsold by 6:1...**

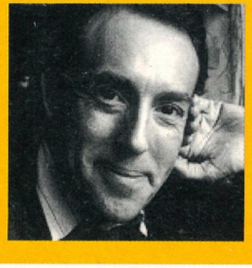
**And so Mega Drive *SF2* has a lot to live up to. MEGA's money says it'll be *huge***

Over to Nick Alexander, boss of Sega Europe: "We're very excited by the release of *Street Fighter 2*, and it's worth pointing out that what you'll be getting is a dramatically improved version from the SNES game. We're sure it's going to do tremendous business."

OK, so will it sell more than *Sonic 2?* (and that's 750,000 copies in just one week).

"*Street Fighter 2's* performance on other formats has been nothing short of amazing, and I'm sure it will go straight in at number one on the Mega Drive, and, yes, it could have the same sort of impact on the market as *Sonic 2* did last Christmas," reckons a Gallup spokesperson.

And MEGA? Well, we'd rather wait and play the finished game before actually comparing it to *Sonic 2*. But seeing as gameplayers have had their £50 ready for the last six months, *Sonic's* record's just waiting to be smashed.



**Nick Alexander, boss of Sega Europe: "We're sure *Street Fighter 2* will go straight in at number one"**

**The "Super" Nintendo. Now hopelessly behind the Mega Drive in sales, it would have lagged further had *Street Fighter 2* not come to the rescue**

A desperate Nintendo, buckling under the weight of Sega's ground-breaking marketing campaign and momentum of Mega Drive sales, acted fast, and bundled the UK version of *Street Fighter 2* in with the SNES in time for the big Christmas sales period.

"If it wasn't for *Street Fighter 2*, Nintendo would have been totally stuffed. As it was, *Street Fighter 2* sold the SNES for them," reflects Sega's Software Product Marketing Manager, Andy Wright, on the biggest console battle since, well, ever really. "But I have seen the future, young man, and the future is *Street Fighter 2: Championship Edition*". Indeedy.

In the meanwhile, however, over six million SNES cartridges have been sold worldwide. All sales expectations would seem to indicate that the Mega Drive's *Championship Edition* can equal this.

## BACK TO THE DRAWING BOARD...

The *Championship Edition* came about as a result of arcade gamesplayers cracking *Street Fighter 2* and demanding a new challenge. So back at Capcom HQ in Japan, the same development team who created *Street Fighter 2* started working on what was eventually going to be called the *Championship Edition*.

"It was a natural progression and something that the players demanded," said James Goddard. "They wanted to play the same characters and get a chance at playing the boss characters. They wanted more; they were getting tired of *Street Fighter 2*. The game was a little unfair, in that when a player got good enough, he was all-powerful. He'd discovered all the tricks and there was not much left to do. Also, two-player games could never be

**Zangief started off looking like a hard Russian git and stayed like it**

## STREET WISE

### TWELVE MODEL FIGHTERS...

The Japanese have come up with various sets of *Street Fighter 2* figures which would grace even the poshest mantelpiece. At the top of the range are scaled down models, at a sixth of a size of the characters, doing their various moves and things (one of the oddest being Chun Li, upside down, performing a Hurricane kick). These clock in at around thirty quid. But the more hard-up are catered for too, with a set of really cute Super Deformed (ie all squashed up, with over-sized heads) characters. Sadly, you won't find any of this stuff for sale outside Japan.

**What they make up for with collectability, they lose in authenticity. Even M Bison looks a tad on the "mincing queen" side of manliness**

## STREET WISE

### FIGHTING TALK...

Chun Li says "Spinning Bird Kick" in English when she launches her special move because, according to Capcom Japan, that's what *Street Fighter* etiquette dictates. Ryu and Ken, on the other hand, refuse to follow etiquette, and shout their moves in Japanese.

**After returning to civilian life, can you imagine Blanka going shopping?**

completely fair because some characters are stronger than others. This is why we came up with the idea of the upgrade version. This version was to give the gamesplayer more to do. It was to represent a whole new challenge – without wrecking the feel of the game by starting again from scratch."

So is it actually tougher?

"Oh yeah, it's a lot tougher. Also, in the original *Street Fighter* competition there were 58 possible fight combinations..." (eight selectable players could fight the seven other selectable players plus the four boss characters) "...whereas in *Street Fighter 2: Championship Edition* there are 78 fight combinations" (you can select all 12 players and can also play yourself).

**Decking an opponent in the *Championship Edition* is a lot tougher**

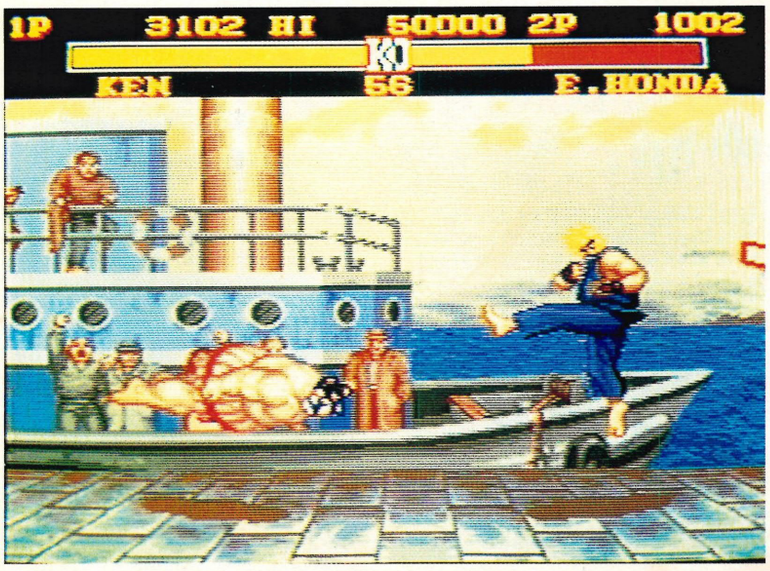
"Head-to-head mode is tougher, and there are lots of subtle changes to make *Championship Edition* a natural progression from the original *Street Fighter 2*. Over the years, players get better, so the games have to be made tougher to accommodate this. It had to get bolder, faster and harder and that's what *Championship Edition* was."

The coin-op *Championship Edition* (as well as the version that's coming to the Mega Drive in September) is based on the idea that each of the 12 characters have been away training for the ultimate fight of their lives. Graphically, Ken and Ryu look older and they have more defined features, in the muscle department for example.

But their skills have been improved too. All the characters have been given extra attacks and are toughened up, with the exception of Guile and Dhalsim, who now actually seem to be weaker – *Championship Edition* players at first complained of Guile having slower jabs and Dhalsim having a hard time grabbing hold of people. This was done because previously the two players had been too strong. In the arcade and SNES versions of *Street Fighter 2* it was possible for players who would have floundered playing any other characters to master Guile and stay on the machine all day – this has now been changed. Guile is now a fair match and needs more concentration.

All defences are stronger: the effect being that weaker punches and kicks will result in a significantly smaller amount of damage. It's also tougher dizzying an opponent. When the *Championship Edition* was being tested at the Capcom USA Game Development Centre in Sunnyvale, players

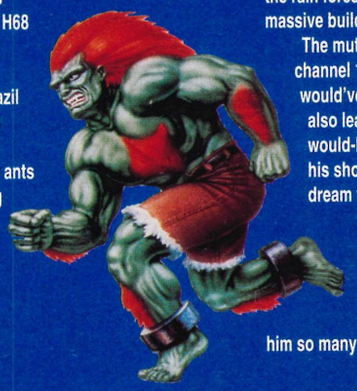
Turn over




**E Honda makes like a battering ram and aims straight for Ken's groin. Ouch!**

## BLANKA

FACT FILE
DATE OF BIRTH: February 12, 1966
HEIGHT: 6' 5"
WEIGHT: 218 lbs
SIZES: B78 W47 H68
MARTIAL ART: Capoeira
HOMELAND: Brazil
BLOOD TYPE: B
LIKES: His mum
DISLIKES: Army ants
QUOTE: "Seeing you in action is a joke!"



### BACKGROUND

Jimmy, alias Blanka, was lost in a plane crash over Brazil when he was just a baby. The electrical storm which crippled his plane also mutated him, giving him a beast-like appearance and special powers. He was raised by wolves in the rain forests of Brazil and developed his massive build by lifting tree trunks.

The mutated Blanka gained the ability to channel 1000 volts through his skin (which would've been a real hoot at parties), and he also learnt to hurl his massive bulk at would-be opponents. With the discovery of his shocking powers, Blanka realised his dream to become a World Warrior.

Despite enjoying the thrill of a fight, what Blanka really longed for was to be reunited with his mother. His mum still searched for her little Jimmy, and the anklets she gave him so many years ago.

### SPECIAL MOVES

① ROLL ATTACK. This is Blanka's only long-range attack. It has the advantage of being quick and easy to perform, with very damaging effects to his opponent's energy bar. In the original versions, if he was caught by any defensive or offensive move while in this Roll, he would come out of it very badly indeed. This, however, has now been changed so that he can't be touched while rolling. The joypad sequence is CB, F+P. The punch button used at the end controls the speed and distance of the Roll.
Joypad Control: CB, F+P

② ELECTRIC SHOCK. Blanka has the power of an electrical storm stored in his body. If any punch button is hit rapidly, he can form an electrical field around himself which will give any opponent the shock of their lives if they touch it. This move, as nifty as it sounds, does leave Blanka very vulnerable from Missile Attacks and Jumping Kicks.
Joypad Control: Press P rapidly

③ FACE BITE. A great way of finishing off any opponent is by putting "the bite" on them. Blanka has this move instead of a throw and uses the buttons F+P3. This will lock your opponent up while his or her energy drains away. If this move is followed up by a Forward Jump and Hard Punch immediately after the Face Bite is over, your opponent will be knocked for six.
Joypad Control: F+P3

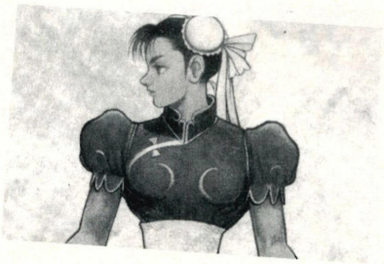
④ DOUBLE HIT ATTACKS. Another pair of close-in attacks which Blanka possesses are the Head and Knee Double Hit Attacks. They only work is the other player is standing close to Blanka. Use the buttons F+P2 for head, and F+K2 for knee.
Joypad Control: Double Hit (head) – F+P2
Joypad Control: Double Hit (knee) – F+K2

### CHAMPIONSHIP EDITION CHANGES

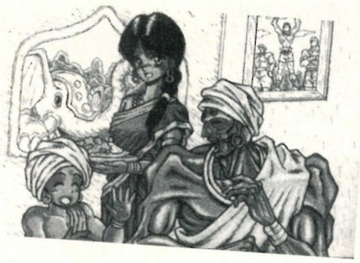
The most important change is that Blanka can no longer take a hit when performing his awesome Roll Attack. He is now quicker to put the Shock on opponents, and the "recharge" time for Rolls is quicker, making multiple rolling attacks easier.

# STREET FIGHTER 2

**Capcom's initial sketches show Chun Li in military gear. But she...**



**...soon changed into the Wushu expert and saucepot she is now**



**Dhalsim is shown relaxing with his family after winning the tournament**

complained that the combination attacks and special moves weren't working properly. This is simply not true – it just takes a lot longer to get someone on the deck. Fights are now much longer and harder.

Chun Li has a new somersault kick and Blanka is immune from fireballs while surrounded by his electrical charge. Zangief can move while performing his spinning clothesline and Honda's torpedo has been turbo-charged. Sagat has a new throw, and Balrog is likely to headbutt you. All these changes can have enormous knock-on effects on the tactics needed when fighting and playing each character. And M Bison? Well he's been made weaker to make for a more equal challenge.

**Rumours of a Mega Drive release were confirmed in March '93**

Regular patterns of attack will be recognised, reacted to and pounced upon – don't bother trying the same move more than twice; you'll end up hospital fodder.

It's also been made possible to make each player play against him (or her) (and I suppose "it" in Blanka's case) self. To tell the players apart, each player needs an occasional change of costume: Ken wears dark blue; Ryu has charcoal grey; Sagat has red shorts and a tan; Guile wears winter camouflage; Chun Li wears red hot tights; E Honda has blue face paint and a red towel; Dhalsim has purple skin; Blanka has lightning blue fur; Balrog has red shorts; Vega's pants are a different shade; and M Bison wears green.

The backgrounds have also been tweaked – Ryu now elects to fight at night.

The *Championship Edition* proved to be even more successful than the original *Street Fighter 2*, but towards the end of 1992, as the SNES sales of *Street Fighter 2* reached record levels, there was still no news as to whether Mega Drive owners would ever get to play the biggest arcade phenomenon in ten years.

## RUMOURS AND YET MORE RUMOURS

In the run-up to Christmas 1992, Nintendo relied heavily on the "*Street Fighter 2* is on SUPER NINTENDO" ad campaign. Potential Mega Drive owners' heads were turning to a SNES and so Sega had to act fast. What happened is that before the deal to bring *Championship Edition* to the Mega Drive had been finalised, rumours of the game's development were leaked to the video game mags. Of course, the mags were quick to spread the news and in the time it takes Sonic to tap his finger, every video game player in the country knew that *Street Fighter 2* was coming to the Mega Drive. Potential SNES sales were cut, and

## STREET WISE

### DRAGON PUNCH MADE EASY...

Find the complicated special moves in *Street Fighter 2* too difficult to pull off? A fast sequence of joystick wrenches and button presses can now be programmed into all manner of programmable joysticks, expect Mega Drive varieties to arrive soon...

**One button does it all (how Bold!)**

## STREET WISE

### THE INCREDIBLE BIRD-MEN...

Like so many other things, the Japanese take PR very seriously indeed. Don't flinch if, while attending a Japanese video games show (of which there are lots), you see a team of Capcom representatives dressed as Chun Li. Do flinch, though, if they've got deep voices – it's likely that they're probably imposters.

**The incredible Bird Man of Alcatraz was a cross-dresser. Or something. Erm...**

# EXCLUSIVE! STREET FIGHTER 2: THE MOVIE

Exclusive news! MEGA proudly brings you confirmation that a *Street Fighter 2* movie is under development, to be written by Steven de Souza – writer of Die Hard, Die Hard 2, Commando and Running Man.

There's no news of when the movie will be released, but Capcom already know how the plot's going to run: "Amidst a war-torn international hot-spot that has drawn not only the U.N. and brave humanitarians but mercenaries, drug dealers and evil warlords, the world famous underground Street Fighting gang is born," says the press release. And, err, that's it.

Of course, there's no news yet as to who's going to star in the film (Capcom have only confirmed that all 12 characters will appear at some stage) but we're nothing at MEGA if not resourceful, so now (with considerable respect due to sister mag GamesMaster) we're going to set the record straight once and for all – here's the complete cast list. Probably. (Are you sure this is all entirely accurate? – Neil). Too late, we've started so we'll finish...

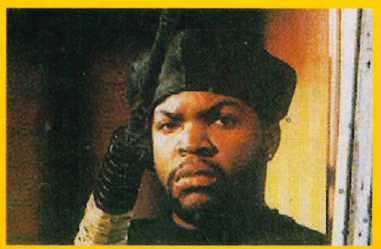
(MEGA would like to point out, at this point, that the following information isn't exactly, oh... how do you say it? Well, it isn't entirely "accurate". Some people might go as far to say that we just sat down and made it all up, but that would be harsh (if not just a tad true).

**Ryu – Tom Cruise. A natural progression for the young Cruise. He's *been* everything else already**

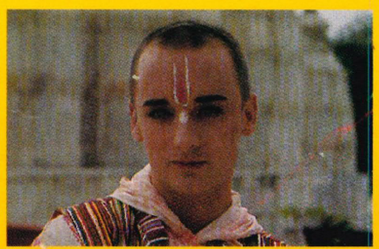
**Ken – Dana Carvey. Yep, Wayne's sidekick Garth is the obvious choice for Ken. Well, he's got the hair!**

**Guile – Jean Claude Van Damne He's hard, he's blonde(ish) and he'd look good in a pair of combat pants**

**Blanka – Sonic The Hedgehog. He's a natural: the spikes, the spin attacks, the, erm.... Oh well, maybe not**



**Balrog – Ice Cube. He's as hard as nail pie and (erm) well, that's it**



**Vega – Boy George. "Thanks for a gorgeous time," whimpers camp Vega**

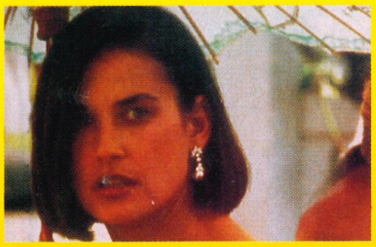
**Sagat proposes to Balrog, Balrog proposes to Sagat – male bonding reigns**

the Mega Drive players rested easier in their beds.

But Capcom were still denying it. In February of this year, Capcom announced to MEGA that they "had no plans to produce software for Sega systems". And yet the rumours still persisted. It's our guess that behind the scenes, some pretty intense legal work was going on between Capcom (who obviously wanted to make as much cash as possible and hence produce games on all systems), Sega (who obviously wanted *Street Fighter 2* as a game on their systems) and Nintendo (who would have been more than happy to keep their monopoly on *Street Fighter 2's* home console appearances).

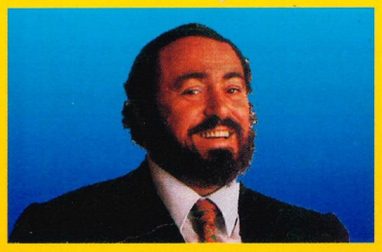
But in March, the news was officially announced. *Championship Edition* was coming to the Mega Drive – Sega had secured the biggest licensed game of all time.

Turn over

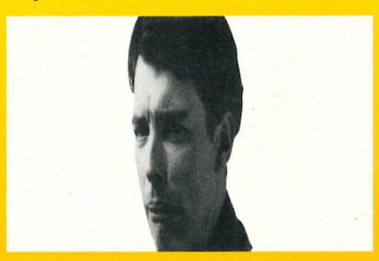


**Chun Li – Demi Moore. Demi's spinning bird kick is guaranteed to cram cinemas worldwide. Corr!**

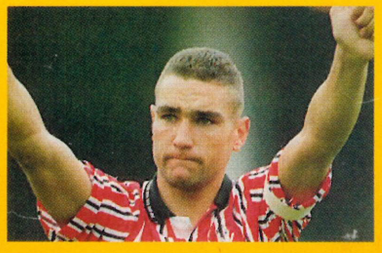
**E Honda – Sir Winston Churchill. Irony here as one who blew up the Japs becomes one. Ha!**



**Zangief – Pavarotti. He has the beard and the belly. Some instant tattoos, and he's sorted**



**Dhalsim – Andy Dyer. Andy's arms are proportionally about eight inches too long for his body**

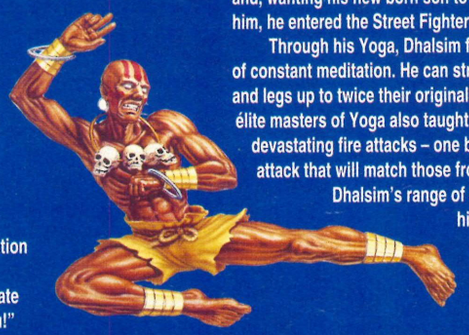


**Sagat – Vinnie Jones. Vinnie's bloody terrifying *and* he's got short hair**

**M Bison – Arnie. The ultimate big guy gets to play the ultimate hard guy**

# DHALSIM

FACT FILE
DATE OF BIRTH: November 22, 1952
HEIGHT: 5' 10" (varies)
WEIGHT: 107 lbs
SIZES: B42 W18 H26
MARTIAL ART: Habaddi
HOMELAND: India
BLOOD TYPE: O
LIKES: Curry, meditation
DISLIKES: Sweets
QUOTE: "I will meditate and then destroy you!"



## BACKGROUND

Dhalsim is a Yoga master from India. His beautiful wife has recently given birth to his son, and, wanting his new born son to be proud of him, he entered the Street Fighter tournament.

Through his Yoga, Dhalsim fights in a state of constant meditation. He can stretch his arms and legs up to twice their original length. The élite masters of Yoga also taught him two devastating fire attacks – one being a missile attack that will match those from opponents. Dhalsim's range of attacks make him a formidable fighter.

## SPECIAL MOVES

**1** YOGA FIRE. By making the move D, DF, F+P, Dhalsim puts out a Missile Attack that will give the undefended opponent a taste of India. This flaming Missile Attack can be done at three different speeds, depending on which punch button is used at the at the end of the sequence.
Joypad Control: D, DF, F+P

**2** YOGA FLAME. This is a short-range attack. By using the sequence B, DB, D, DF, F+P, Dhalsim will breath out a huge ball of fire for up to two seconds. The punch buttons controls how long the special move lasts, but all three have a noticeably damaging effect.
Joypad Control: B, DB, D, DF, F+P

**3** YOGA NUGIE.Use this when Dhalsim is right up against his opponent, and he will put them into a headlock, closely followed by a painful Nugie.
Joypad Control: F+P2

**4** YOGA THROW. As with all the characters, if F+P3 is pressed while standing right up against your opponent, you can throw them with energy-sapping effect.
Joypad Control: F+P3

**5** YOGA SPEAR. By jumping up and pressing the buttons D+P3, Dhalsim goes into a lethal Yoga Spear. This move is very useful against aerial attacks.
Joypad Control: Mid-air, D+P3

**6** YOGA MUMMY. This is slightly different from the Yoga Spear in that Dhalsim comes down at a 45 degree angle. It puts you in a great position to attack your opponent with a Yoga Nugie or a throw, both crippling moves.
Joypad Control: Mid-air, D+K3

## CHAMPIONSHIP EDITION CHANGES

Both the Yoga Spear and Yoga Mummy moves have been modified so that they can be performed at any point of Dhalsim's jumps. Still, he doesn't seem to be as evenly matched as the other characters.

# COMIC STRIP CAPERS WITH THE *STREET FIGHTER 2* CHARACTERS

We mentioned the official *Street Fighter 2* comic from Malibu USA earlier, and here's an example of what they're all about: top-rate stuff, we're sure you'll agree. There's no news as to whether the comics will be released in the UK or not, but any decent comic importer should be able to get hold of some copies if you ask nicely. (Note: a Spinning Bird-Kick or Dragon Punch to the windpipe is no substitute for "asking nicely", and MEGA cannot be held responsible for anyone assuming otherwise and trying it.)

Obviously, we've only got room to give you a taster of strip here, so here's a glimpse of Sagat and Balrog scrapping it out at the HQ of Bison's criminal network...

**Zangief with a bear behind. Arf! (© MEGA "Comedy" Dept. 1993)**

## STREET WISE

### CHART-BUSTING SALES...

Despite having only been launched ten days before Christmas (thus being on sale for only 16 days out of 365), the Amiga version of *Street Fighter 2* became the best-selling home computer title of 1992.

Development of Mega Drive *Street Fighter 2: Championship Edition* had already begun, and now – with the game 90% complete (don't believe what you may read elsewhere, the game's probably going to increase in size another 8 Mbit from the game "reviewed" by other mags) – it's possible to start getting indications as to whether the wait will have been worthwhile.

### THE PERFECT CONVERSION?

"*Street Fighter 2: Championship Edition* on the Mega Drive is every bit as fast and smooth as the SNES version... We wanted to offer something more to the Sega player," said Laurie Thornton, Capcom's Marketing Manager (who, by the way, is paid to say things exactly like that).

James Goddard confirmed this:

**"SF2 on the Mega Drive is every bit as fast as the SNES version"**

"Genesis *Street Fighter* runs at basically the same speed as the SNES version, because both of them are accurate conversions of the coin-op. We've done bench tests and both versions run at the right speeds – there's really no difference at all. One thing you mustn't forget is that the arcade *Championship Edition* was a tad faster (recovery times are faster and some moves are quicker) and so this is reflected in the Genesis game. However, you can't really play the SNES game off against the Genesis – they're two different games: people who've mastered the game on the SNES, well, they should definitely think about getting a Mega Drive."

"All the important moves are included. There may be a few very minor moves missing but nothing that will affect the gameplay – maybe a few jabs or short kicks from some of the characters have gone, but all the major moves, all the power moves are still there. The Sagat and Guile fights are just the same as in the arcade. We're confident that the home version captures all the excitement of the arcade version. It's pretty much exactly the same game. In short, we're confident that any arcade players will take to the Genesis version and be able to get stuck straight in – the games are so similar."

Did the programmers encounter any particularly difficult problems converting a highly-advanced coin-op to the Mega Drive, or is there any feature of the game that the programmers are particularly proud of?

"I can't really answer, because all the actual programming was done in Japan, not in the USA," explained James. "But I'm sure that they will be very proud that up against some tight memory restrictions they actually managed to get practically all the moves of the coin-op into the game. When I say that moves aren't included, I'm not talking about any of the special moves or major kicks and punches – just maybe some of the more subtle moves had to be sacrificed, like, for example, when Ken or Ryu stand close and throw a short punch. Whereas in the arcade version it would result in an elbow to the face, in the home console version it may well be a straight punch – it has the same effect though. Little subtleties may have been removed, but they're insignificant compared to the new elements which have been included.

"So I'm sure that the programmers, and Capcom, are proud of keeping the integrity and playability of the game intact."

And reports back to MEGA from people who've played Capcom's prototypes back up what Capcom claim. "Never have 64 colours looked so good," said one gamesplayer.

### STREET FIGHTER 3? ON MEGA CD?

James Goddard is staying tight-lipped...

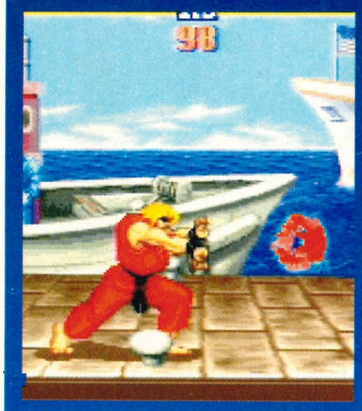
"Right now, there are no official details as to whether or not there'll be

Turn over

## STREET WISE

### THAT RED FIREBALL...

Why is it that Ken or Ryu will occasionally fire a red fireball at opponents instead of the ordinary (in *Street Fighter 2* terms, at least) flame? Well, Capcom deny that the red flame is anything special, just a quirk in the game – it has no special powers. Shame.



**That red fireball in full effect**

## ZANGIEF

FACT FILE:
DATE OF BIRTH: June 1, 1956
HEIGHT: 7'
WEIGHT: 256 lbs
SIZES: B64 W50 H59
MARTIAL ART: Sambo
HOMELAND: Russia
BLOOD TYPE: A
LIKES: Bear wrestling
DISLIKES: Missile attacks
QUOTE: "Next time we meet, I'm gonna break your arms!"

### BACKGROUND

Zangief is a proud Russian wrestler and legend has it that he learned his USA Pro Wrestling moves from Haggar, star of Capcom's *Final Fight*. The scars that cover his immense body came as a result of grappling with grizzly bears in the Siberian mountains. These unfortunate animals were the only opponents he could find of similar strength.

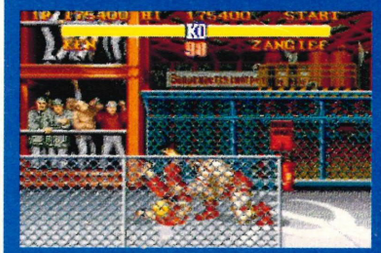
He has no missile attacks, but many would say he doesn't need any – being the world's leading authority on bone-crushing pile drivers and face-inverting.

His entry into the Street Fighter competition was "encouraged" by a high-ranking Soviet official, especially if it brought about the downfall of M Bison's underground reign.

### SPECIAL MOVES

① SPINNING LARIAT. Zangief has no Torpedo Attack, and no Missile Attacks, so how is he expected to compete? Well, this spinning punch is the answer. Not only will it knock some sense into missile-lobbing opponents, but it also acts as a form of defence. When Zangief is in this manoeuvre, he's close to being invincible – but only close. By pressing P1+P2+P3, which is all the punch buttons at once, Zangief will spin round and be protected from Fireballs, Torpedo Attacks, and Sweeping Kicks.
Joypad Control: P1+P2+P3

② SPINNING PILE DRIVER. The most damaging move in the entire tournament, and the most demanding, is the Spinning Pile Driver. It will strip an opponent of a third of his or her strength in one pop. The controls are B, DB, D, DF, F, UF+P. Zangief's grab range has been increased so that this move can be executed from a greater distance.
Joypad Control: B, DB, D, DF, F, UF+P



③ HEAD SLAM. By pressing the buttons F+K3, when close up against an opponent, Zangief will flip that fighter upside down and slam their head into the ground with earth-shattering results. This move is simple to execute, visually brutal, and stunningly effective.
Joypad Control: F+K3

④ FLYING PUNCH. This is Zangief's way of stopping things getting on top of him – by staying on top of the other player. By pressing UF+P3, Zangief will leap forward, sustaining a hard punch above the other player. This will make it virtually impossible for them to jump out of the way.
Joypad Control: UF+F3

### CHAMPIONSHIP EDITION CHANGES

The most important change for Zangief is that he can now move when performing his Spinning Lariat. So, not only does this move have an element of defence, but he can now take this action towards his opponent instead of have to wait for them to run into it. His Spinning Pile Driver's range has been increased, and there's a bigger bounce-off at the end of it. This is to stop Zangief's "cheating git" combo from being used.

# EIGHT WAYS TO LEAVE A STREET FIGHT...

Finish the game as each of the 12 characters and you'll be rewarded with a story sequence depicting what happens afterwards. Here are eight touching tales...

**Blanka**

"WHO ARE YOU? WHY WOULD I BE YOUR SON? MY NAME'S BLANKA."

"MY SON WAS LOST IN AN AIRPLANE CRASH OVER BRAZIL

"WAIT! THAT ANKLET...

**Chun Li**

**Dhalsim**

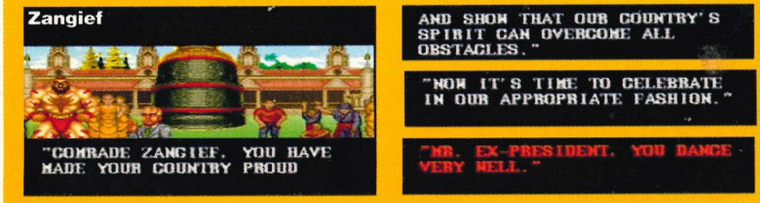
**Guile**

**E Honda**

**Ken**

**Ryu**

**Zangief**




## STREET WISE

### HEAVYWEIGHT WORLD CHAMP...

Balrog was originally, and still is in Japan, called M Bison. Names were swapped around because the link with Mike Tyson was deemed unsuitable for the European market.

a *Street Fighter 3*. There's no official plan, but the idea's got to be in a few people's heads... I mean, that's all I can say at the moment. Don't count us out on it, but then at the same time there are no official plans.

"One thing's for sure, rather then just put out some cheesy version and say 'look, it's *Street Fighter 3*' you can bet that our R&D guys will make sure that whatever is released will be a big step forward and not just a mediocre game with a *Street Fighter* name badge."

OK, so there hasn't been an official announcement yet, but hypothetically speaking, is it fair to say, seeing as relationships between Capcom and Sega have got to be good, that if a *Street Fighter 3* machine does appear, then a Genesis version would make sense?

"Yes, of course it makes sense that if *Championship Edition* is a big success, then we'll be interested in more Genesis games in the future, but *Street Fighter 3* is a long way off yet."

Reading between the lines, well... work it out for yourself.

What about Sega's Mega CD? Can we see an enhanced version appearing on a silver disc?

## STREET WISE

### SOLD OUT IN 60 MINUTES!

When the SNES version of *Street Fighter 2* first went on sale in Tokyo, it sold out completely within one hour! Queues formed around the blocks of video game stores hours before stores opened, and by midday carts were being re-sold on the street at 200% of their original selling price...

**Yep. You too can cash in on a video game explosion by ordering 200 copies of *Street Fighter 2* and then selling them at double cost within hours of paying for them. That's the theory anyway, but there's always the danger of no-one selling out and then you being left with 200 carts**

"At some point, yes, we'll definitely see this product on the Mega CD, though I can't say when. It won't be a straight conversion though. We won't release the same game on different consoles," divulged Laurie Thornton.

And so (while we're on a roll) what about the *Turbo Editions* currently in the arcades? It's more of a novelty than a real improvement on the *Championship Edition*, but will it be appearing on Sega?

"A SNES version of the *Turbo Edition* game will be released when the Genesis version of *Championship Edition* is released in the summer, but it's too early to say if this will make it on to Genesis or not."

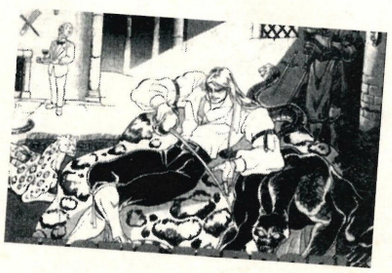
Ah well, let the SNES-owners keep it. We're happier with the *Championship Edition* thanks very much.

And so there we have it. The game's almost complete and Mega Drive owners can look forward to the challenge of a lifetime in the next three months. Just remember, for the complete story, continue to read MEGA magazine.

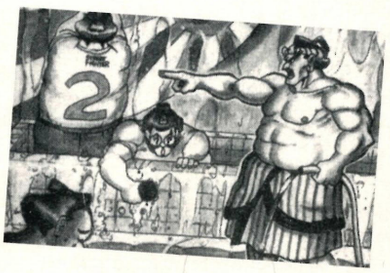
*Street Fighter 2: Championship Edition* will be released (assuming it's ready in time!) in September. MEGA will bring you the full review of the finished version just as soon as is possible.

**"At some point we'll definitely see this product on the Mega CD"**

**MEGA would like to express their eternal thanks to Erin Sheba and James Goddard of Capcom USA for their valuable time, help and expertise in making this feature possible.** Ⓜ



**Vega relaxes after a bull fight, but he'll need to toughen up again pretty quickly...**



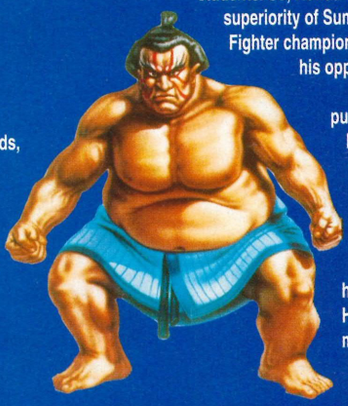
**... because E Honda isn't about to mess around. In Japan, he's absolutely fighting fit**

# E HONDA

FACT FILE
DATE OF BIRTH: November 3, 1960
HEIGHT: 6' 2"
WEIGHT: 304 lbs
SIZES: B83 W71 H83
MARTIAL ART:
Sumo Wrestling
HOMELAND: Japan
BLOOD TYPE: A
LIKES: Bathing with the lads, discipline, lard
DISLIKES:
Indecisiveness, Slimfast
QUOTE: "It's natural for a Sumo Wrestler to become the world's strongest!"

## BACKGROUND

Edmund Honda is Japan's number one Sumo Wrestler and fat bloke. Many people over the world were challenging the validity of Sumo in the martial arts arena, including his young students. So, Honda vowed to prove the superiority of Sumo by entering the Street Fighter championship and crushing all of his opponents.



Like a true teacher, he pushes himself further than he does his students. He has mastered the deadly Hundred-Hand Slap and the earth-shattering Sumo Torpedo. These moves, combined with his incredible bulk, make Honda a hard man to beat – many tried when he fought for, and claimed, the "Yokozuna" title.

## SPECIAL MOVES

① SUMO TORPEDO. Honda can send his huge bulk flying across the screen into the groin of an opponent by using the sequence CB, F+P. This can be done at any of three speeds – controlled by the punch button. Obviously, the weaker the punch used, the slower he will fly across the screen. If this move is used when close up against an opponent, it will result in a double-hit head butt with an effect equal to that of the Torpedo.
Joypad Control: CB, F+P

② HUNDRED-HANDS SLAP. Also known as the Lightning Hand, this move will drain an opponent of energy quicker than most, and multiple hits are possible if the other character is dazed. It is especially useful on cornered players, mainly because even if the other player is on the defensive, Honda can still drain their energy. Once again, the stronger the punch button used, the quicker and more damaging the move will be.
Joypad Control: Press P rapidly

③ SUMO CRUSH. Honda has two of these moves and they both cause roughly the same amount of damage. The first one is done by walking up against a player and pressing F+P3. This will make Honda pick up his opponent and give him a bone-crushing bear hug. The second is done by pressing F+K3. Instead of a bear hug, Honda lays the knee into his opponents face.
Joypad Control: Sumo Crush 1 – F+P3
Joypad Control: Sumo Crush 2 – F+K3

④ THROW. Because of Honda's Sumo Crush moves, this throw seems a little pointless. However, for some reason it appears to do more damage than the Crush moves. It works by walking up to your opponent and pressing F+P2. Of course, this move does have the advantage of not holding up the game – which is handy when it looks like you're onto a winner.
Joypad Control: F+P2

## CHAMPIONSHIP EDITION CHANGES

Most importantly, E Honda can now be moved while doing his Hundred-Hands Slap, simply by holding Left or Right on the joypad and battering away at a punch button. He is also stronger, faster, and has better defence than before. The Sumo Torpedo is now an amazingly fast move. The only down-grading from the original Honda is that, any low jab will now knock him out of his Hundred-Hand Slap.

## STREET FIGHTER 2

# Fact OR ficti

**The Hong Kong police deny it, but it is generally believed that a real, full-contact *Street Fighter*-style contest is fought every two years...**

Known as the Kumite (pronounced coo-mee-tay), the Jean Claude Van Damme film Blood Sport brings this story to celluloid, and features characters bearing a striking resemblance to those in *Street Fighter 2*.

The film opens with the fight's organisers announcing: "The black dragon society first used Kumite to test the fighting skills and spirit of its members every five years. The best fighters in its ranks would face each other in full contact with one winner emerging as the superior warrior, the champion. Now, after three days one fighter will prove himself to be the best. May the mightiest warrior prevail".

Sound familiar? There are loads of "coincidental" similarities between the film Bloodsport and *Street Fighter 2* (see the Street Wise box on page 34), leading many to the opinion that Capcom based the game on the film (released in 1987). Capcom's James Goddard:

"Well, there was the rumour going around that *Street Fighter 2* was based on Blood Sport, but this is entirely untrue – let's kill that rumour stone dead now. The strange thing was that the *Street Fighter 2* designer was here in the USA for a couple of months, and he was shown a video of Blood Sport and it was the first time he'd ever seen it. He just thought it was funny!"

And, in Capcom's defence, the plot of both Bloodsport and *Street Fighter 2* (a bunch of hard folk kick each other until only one remains standing) is far from original. Anybody out there remember a certain Mr Bruce Lee in a little flickette named Enter The Dragon, in which a bunch of hard folk got together and beat each other senseless? Then there was Battle Creek Brawl. Then there was Every Which Way But Loose. Then The Big Man. Hmmm...

But game plot aside, the martial arts practiced by the *Street Fighter 2* World Warriors are all based (and based closer than you might think) on real martial arts, and here's your guide...

### ZANGIEF SAMBO

As unlikely as it may seem, Sambo is actually a fighting style and not just a figure of fighting speech. It is a hybrid of wrestling and judo that was developed in Russia in the 1930s.

Sambo uses a combination of wrestling (both Greco Roman and "sport") moves with Judo throws and trips. As a grappling style, weight, momentum and sheer strength are the prime requisites and so fittingly Zangief's holds and throws are fearsome. His wrestling, however, owes more to the WWF/WCW school though than that of Sambo.

The Russian origin of this style mean that details on its training techniques are sparse, but it can be safely be assumed that bear-baiting is not one of them.

### VEGA SAVATE

France's close colonial contact with South East Asia created the cultural climate necessary for the development of La Savate. Highly reminiscent of Muay Thai, it's basically boxing with kicks. Such a description sells the system short, however, as it is an efficient combat system with proven full-contact credentials.

La Savate's use of the ring as a test-bed for techniques has shown that some traditional techniques lack power. As a result, Savate has developed the use of kick bags and target pads to build more explosive, and painful, blows.

La Savate bouts feature bursts of intense action followed by a pause while the fighters once again wait for an opening. With a strong bias in favour of long-range attack, Savate fighters are difficult opponents to catch and always have sufficient power to fend attackers off.

### DHALSIM KABADDI (MARMA-ADI)

Translations aside, Marma-adi is an ancient Indian art taught secretly to selected students. It uses slaps and strikes at selected nerve centres, or meridians. These are the channels through which the body's energy travels and disrupting its flow is reputed to be massively damaging.

On top of the regular repertoire of kicks and punches, Marma-adi also uses the fore-knuckles, finger tips and the big toe. These allow the great accuracy needed for precise meridian strikes. Dhalsim's trademark blow, the Yoga Nugie, is a prime example of just such an attack. Marma-adi should not be confused with Marma-ladey, the ancient discipline of jam-making.

### CHUN LI WU SHU

Wu Shu, mainland Chinese Kung Fu, can trace its lineage back to 1122 BC, during the Chou Dynasty. It now encompasses many wildly different styles and systems: grappling and striking, Northern and Southern, soft and hard, armed and empty handed.

Chun Li's kicks and punches portray her as a long-hand boxer rather than a grappling short-hand fighter. Furthermore, her reliance on speed rather than power places her in a "soft" school. The final clue to her style is her preference for high and agile jumping techniques, a trait of Northern Kung Fu.

Kung Fu is a fast, fluid system. In its "soft" form, speed is of greater importance than power as the fighter tries to predict – or at least to react as quickly as possible to – their foes next attack. This means the ultra-nimble Chun Li is an ideal exponent.

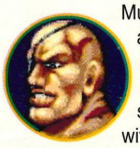
### E HONDA SUMO

One of the few surviving elements from the Samurai, Sumo unites flexibility and power. The wrestlers push, slap and grapple as they try to throw opponents to the floor or push them out of the ring.

Their massive pear-shaped physique is used to provide power and balance, while rigorous training provides surprising agility. Poise and strength allow wrestlers to pin and throw opponents, while speed permits trips and straight arm slaps to the throat.

Sumo's emphasis on knockdown rather than knockout fighting may appear to be a disadvantage until the nature of Sumo in feudal Japan is understood. Until the sport was regulated in Nara period (710 – 794 AD) it was permissible to kill opponents. Nomi noh-Sukune stamped his opponent to death in front of the Emperor!

### SAGAT MUAY THAI



Muay Thai, or Thai Boxing, is an important modern Thai sport with over 1500 active "boxers". A full contact system, it allows strikes with the hands, feet, shins, elbows and knees. The result is fast, impact-based style.

With hands held high to deflect head kicks, Thai Boxers are a distinctive sight. Also notable is the sports' lack of defensive padding. The result is a powerful, practical fighting system that considers everything above the ankle to be a legitimate target.

Another Thai boxing quirk is its use of the shin as an attacking weapon. This gives the kicker a more effective group of short-range attacks and wider target areas. And legends abound of boxers toughening up their shins by repeatedly striking them on iron bars, sand-filled Coke bottles...

### M BISON LER DRIT

The proliferation of the martial arts throughout Asia over the last two millennia has led to development of many secret and eclectic styles. Colonial conquest too has matched and blended many fighting systems as the conquering nation forces establishes its schools in the captured country. The result is a number of "unknown" styles, like Ler Drit.

As typified by M Bison, Ler Drit emerges as potent kicking and punching style. The channelling of "psychic" energy has overtones of the Buddhist meditation techniques first taught to the monks of the Shaolin temple.

The mixture of speed and power of Ler Drit allows it to match its more famous rivals blow for blow.

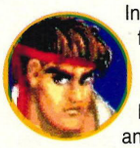
# on?

## KEN AND RYU
### SHOTOKAN KARATE

Shotokan Karate is typified by its long, low stances and the directness of its blows. Virtually all of its moves are performed in straight lines forward or backward, and great emphasis is placed on the generation of power from controlled muscle spasms.

This style of Karate came to Japan in 1936 when the venerable Okinawan master Funakoshi established his first dojo, the Shoto kan (Shoto's Club). It was the first all-Japanese school and is now one of the most practiced martial arts in the world.

In defence, Shotokan uses strong strikes that seek to deflect attacks rather than trap them, while in attack, it stresses powerful stabbing blows that break blocks rather than avoid them.



In free sparring (Jui Kumite) four or five kick/punch combinations are used to overwhelm opponents. Front, side, roundhouse and back kicks provide the long-range weapons; while punches and open-hand strikes represent the short-range arsenal. And all of these moves are available to both Ryu and Ken in standing, crouching and jumping varieties.

Karate uses the "Kiai" – a powerful shout – to demonstrate fighting spirit and emphasise the power of your technique. Generated in the diaphragm rather than the chest, it's the sort of noise you make when lifting a heavy object. It's not quite "Ha-Do-Ken" but it's close. It's more a sort of "Hrrnnggh, Groink… Oh bugger me, I think I'm going to faint" (probably).

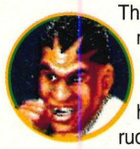
## GUILE US SPECIAL FORCES

The very nature of Special Forces means that their activities and training are kept secret. But it is safe to assume that they are taught a melange of core techniques from a range of different martial arts.

Ju Jitsu and Judo would be essential for close quarter grappling and throwing, while Karate – or a close relative – would certainly provide the punching power. Fast, powerful kicks could easily be culled from Tae Kwon Do, and bearing in mind the Special Forces single-minded hardness, they've probably blagged a few Kung Fu nerve strikes for good measure as well.

Guile bears out these suspicions with painful punches and some spectacular kicking moves. He does, however, lack the Special Forces ultimate resort – an airstrike!

## BALROG BOXING



The most lucrative of the martial arts, Boxing has some peculiarly occidental overtones. It stresses only hand techniques, rudimentary blocks and there are no grades. The lack of any formulaic system means that different training methods and different styles abound.

The core skills alone remain constant: guarding, dodging and punching. This relatively sparse range of moves allows Balrog to concentrate on power and technique, which makes him a hard-hitting, accurate fighter.

Boxers enjoy far more regular experience of full contact competition than any other system – attacks to the head are restricted in most styles, even in "full contact" competition. The advantage of experience, however, is balanced by a boxers complete reliance on their hands.

## BLANKA CAPOERIA

With wolves for foster-parents, Blanka can't be accused of following a "traditional" school of fighting. His weapons are speed, strength and shocking touch.

His bestial nature, however, is reminiscent of the "animal styles" of Kung Fu. These variants were developed after monks carefully studied the moves and moods of the beasts like the tiger, leopard, snake, crane (!) and Dragon (!?!). These styles don't seek to copy a creatures attacks, but to fight in the spirit of them.

Blanka's personal preference for leaping and shocking has most in common with the Tiger style. This stresses claw-like strikes to the face, groin and neck, which dig into nerve points, paralysing large parts of the body with a single shocking blow.

## VEGA

FACT FILE
DATE OF BIRTH: January 27, 1967
HEIGHT: 6' 1"
WEIGHT: 159 lbs
SIZES: B48 W29 H33
MARTIAL ART: Savate
HOMELAND: Spain
BLOOD TYPE: O
LIKES: Mirrors, himself
DISLIKES: Crude language
QUOTE: "Handsome fighters never lose a battle!"

### BACKGROUND

Vega is a vain git! His speed and agility came about through bull fighting in the pastures of Spain. Chicks flip for him and he knows it. He entered the tournament to show off his body and rapid fighting skills.

To prevent clogged skin-pores and damage to his beloved face, he wears a metal mask. For protection against his opponents he also wears a razor-sharp claw on his right wrist, but this provides a way of shattering the matador's overwhelming self-confidence. A series of hits will break the claw and his willingness to fight face to face. In a situation such as this, he often retreats to a fence and swan-dives his opponent with deadly accuracy. Vega is a very dangerous adversary purely because of his amazing speed, only matched by Chun Li – although he argues he has better legs.

## SPECIAL MOVES

① AIR THROW. Catching the unwary opponent with this move is easy. If he or she jumps at you, jump as well so that you meet in mid-air. Then press F+P3 when you're close and Vega will grab the other character and throw them viciously to the ground.
Joypad Control: F+P3 (in the air)

② AIR DROP. This is a deadly move if perfected. The joypad sequence is a tough one but goes like this: CD, U, F+P2. There's nothing else to say about it really, apart from that it has a devastating effect on your opponent's energy bar.
Joypad Control: CD, U, F+P2

③ BACKFLIP. This sounds like another throwing move, but it's actually quite the opposite. By hitting the B button quickly, Vega will backflip his way out of trouble. This is guaranteed to annoy your opponent.
Joypad Control: B, B, B quickly

④ BACKDROP. To execute this move, walk up to your opponent and press F+P3. Vega will grab the other character and flip over backwards, driving their head into the ground and drawing off a good percentage of energy.
Joypad Control: F+P3 (on the ground)

### CHAMPIONSHIP EDITION CHANGES

Previously, you had the choice of only eight characters in *Street Fighter 2*. Vega was originally one of the boss characters and as such is useful enough already without any additional moves.

# STREET FIGHTER 2

**There are already 13 one-on-one Mega Drive beat-'em-ups available. But if *Street Fighter 2: Championship Edition* lives up to the hype, how will these contenders fare? Welcome fight fans, to the main event...**

# And in t RED C

## FATAL FURY

**That must have been some curry last night, put two toilet rolls in the fridge for the morning. Time for the bike clips boys**

*Fatal Fury* is surely the main contender for the title of beat-'em-up game to top all others – until *Street Fighter 2* is released anyway. This is the best-looking Mega Drive beat-'em-up so far, even if it has been converted from the Neo Geo. It matches the looks of *Street Fighter*, but *SF2* runs away with it in the end. Whereas all the combat in *Street Fighter 2* is easy to access and easy to use, the moves in *Final Fight* are very awkward to execute. The attempt at splitting the screen into two horizontal planes to give you a larger fight area fails dismally – in fact, it just makes it more frustrating to play. When you try to execute a High Kick and end up standing on another part of the screen, you get bloody annoyed. It comes close to *Street Fighter 2* in the number of moves it has to offer, but when you consider that most of the special moves are straight rip-offs from the competition, it's not quite as impressive – they don't work as well anyway. It'll be a close fight for a while, but the smart money says that in the later rounds of the gameplay stakes, *Street Fighter 2* will come into its own and stomp all over *Fatal Fury*.

**Graphics 8 Sound 6 Gameplay 6**
**Game Size 6 Addiction 6**

**MEGA SAYS:** This conversion of a Neo Geo game is initially impressive, but it falls flat on its face after a few goes.

MEGA RATING: 65%

**You may win now you ponce, but against Guile and the boys you really wouldn't stand a chance. Anyone can beat an opponent who wears pyjamas**

## RINGSIDE ANGELS

Oh come on *Street Fighter*, you really shouldn't be picking on girlie games like this! Having women fighting is nothing more than a gimmick (unless Chun Li is in there of course), especially when the game is as dodgy as this. The graphics are a puny attempt at simulating girls fighting (which – it must be said – 75% of the MEGA team reckon can only be considered as a plus point), but compared to the bloodthirsty action in *Street Fighter 2*, even gawping at the cute Japanese girlies bending, flexing, twisting and walloping each other all looks very lame.

The special moves (not all that special, to be honest) are very hard to access and not all that effective. There are a lot of opponents in *Ringside Angels* but they are all basically the same and there's not a single Fireball in sight. The sound effects are good, and for the first few plays you'll enjoy throwing a cute chick around, but, in the great battle to find the ultimate Mega Drive beat-'em-up, the Angels are destined to carry the placards in between rounds.

**Graphics 5 Sound 3 Gameplay 2**
**Game Size 4 Addiction 2**

**MEGA SAYS:** Chun Li would make mincemeat out of all the Ringside Angels put together, just like *Street Fighter 2* is gonna make mincemeat out of this game.

MEGA RATING: 42%

## JAMES BUSTER DOUGLAS BOXING

**The graphics look great don't they? Shame that the gameplay's crap**

Oh please, this would be like putting our Mellerick up against Mike Tyson: a nice prospect, but a disappointingly short fight. Graphically, this is way back in the dark ages compared to *Street Fighter 2*, and the same applies to the sound. As for variety of moves, well let's just say that Buster Douglas goes for the two or three moves approach, while *Street Fighter* has, well let's just say a few more than that. In *Street Fighter 2* you can work out complex combinations and varieties of moves. In *Buster Douglas* you punch, punch, dodge and punch. Exciting stuff eh? Face it James, you're finished.

**Graphics 4 Sound 4 Gameplay 3**
**Game Size 3 Addiction 2**

**MEGA SAYS:** A world record knock out in 11 seconds. *Buster Douglas* retires for good with brain damage and no chance of a comeback.

MEGA RATING: 31%

## PITFIGHTER

***Pitfighter's* technical-trickery made a coin-op hit, but not a Mega Drive one**

*Pitfighter* is seen by many as one of the main contenders – it was considered to be the BIG arcade beat-'em-up before you-know-what came along. There's nothing better than the promise of a quick dose of pixellated blood 'n' guts to get your 20ps pouring into a coin-op quicker than news of a lost rattlesnake gets fingers out of a lucky-dip. So it comes as little surprise that the brutal and bloody coin-op *Pitfighter* is still heralded as Atari's quickest ever money-spinner.

The coin-op's most immediate attraction was the use of digitised images of real fighters to represent the central characters. There's something sinister about seeing real people getting pummelled, instead of the usual cartoon-style graphics. The trouble comes of course when your Mega Drive attempts to emulate a £5000 coin-op chocked to the gills with state-of-the-art visual technology. Well, it doesn't really. You're left with what can only be described as a sad, shambling mockery of the coin-op's original visuals, and with the graphics gone, the Mega Drive version really has nothing to offer at all.

Yep, when prised out from beneath the drop-dead graphics, *Pitfighter* actually has very little to say for itself. It suffers from having too few moves, not to mention very little challenge. Even with the two-player against the computer and head-to-head options, there's no escaping the fact that this old beat-'em-up is about to be

# he ORNER...

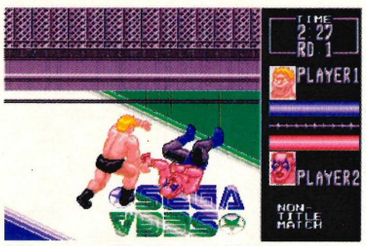
floored by the young upstart from Capcom. We know *Street Fighter 2 looks* better, and it is almost guaranteed to play better as well.

**Graphics 7 Sound 7 Gameplay 7**
**Game Size 6 Addiction 6**

**MEGA SAYS:**
*Pitfighter* wouldn't last past the second round against the hard-hitting *Street Fighter 2* – it'll wake up in the morning with more than just a black eye.

MEGA RATING: 70%

## WRESTLE WAR




**"Oh go on. Tickle me! Tickle me! Pleeeeeease". "No. I'm not playing"**

This wrestling game wouldn't even put up a fight against *WWF Super Wrestlemania* let alone *Street Fighter 2*. There are hardly any moves, and the graphics are pretty awful. Having a close competitive match is out of the question as this game is more down to luck than skill. As you can probably imagine, this is bloody annoying at times. Let me put it like this, *Wrestle War* would probably trip over the ropes getting in the ring because it was shaking so much about facing off against *Street Fighter 2*. And that about spells it out.

**Graphics 5 Sound 4 Gameplay 4**
**Game Size 3 Addiction 3**

**MEGA SAYS:**
About as tough as most of Frank Bruno's opponents, ie, it's a complete wimp.

MEGA RATING: 42%

## FIGHTING MASTERS

OK, so weedy wrestlers couldn't dislodge *Street Fighter 2* from its slot at the top, so what next? Mythical monsters? Nope, still no challenge. The characters are nicely drawn and detailed but the animation leaves an awful lot to be desired. As for the backdrops, well the less said the better. We could be diplomatic and say that in the looks department, *Street Fighter* beats this hands down; on the other hand we might be a bit less diplomatic and say that *Fighting Masters* stinks in comparison. There are very few moves in this game, so it loses hands down all round really.

"But you can fight monsters and stuff in it", we hear all you *Fighting Masters'* fans yell. Big fat hairy deal. Look guys, *Street Fighter* is, ahem, streets ahead of this.

**Graphics 5 Sound 3 Gameplay 5**
**Game Size 6 Addiction 4**

**MEGA SAYS:**
One Dragon Punch and *Fighting Masters* goes down. It's fun for a while but the novelty soon wears off.

MEGA RATING: 50%

## BUDOKAN

**The dojo master keenly admires young Ryu's pink toenail varnish**

Does anyone actually remember this game? The old Electronic Arts combat game is really starting to show its age, although at its time of release it was the best (or should that be "only"?) Mega Drive beat-'em-up on offer. But there's no OAP benefits awarded in the quest for the ultimate Mega Drive beat-'em-up, so *Budokan* will come to the ring on crutches, and it will most certainly leave on a stretcher.

Although *Budokan* will never really be in the same league as *Street Fighter 2*, it is basically four martial arts games in one – you get to play Kendo, Bo, Karate Nunchuckas. Having completed them all, you enter a tournament to fight against other fighters. Most of the moves and graphics in here are dated, and comparing this to *Street Fighter 2* is like comparing a space shuttle to a kite. Anyway, if you're feeling a bit skint and can pick this one up cheaply, it's good fun for a few days.

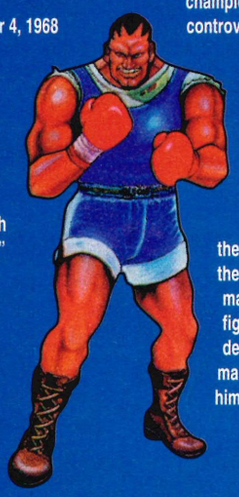
**Graphics 4 Sound 3 Gameplay 3**
**Game Size 5 Addiction 3**

**MEGA SAYS:** A vicious swing of the zimmerframe still wasn't enough to worry *Street Fighter 2*. Back to your pension book *Budokan*.

MEGA RATING: 39%

## BALROG

FACT FILE
DATE OF BIRTH: September 4, 1968
HEIGHT: 6' 6"
WEIGHT: 225 lbs
SIZES: B47 W35 H39
MARTIAL ART: Boxing
HOMELAND: USA
BLOOD TYPE: A
LIKES: Women, bourbon
DISLIKES: Mathematics, fish
QUOTE: "Get up you wimp!"



### BACKGROUND

Balrog is a former Heavyweight Boxing champion, but he lost his title after a controversial knockout. Unable to reclaim his place among the élite, he turned to fighting in the streets of Las Vegas, the boxing capital, and drinking heavily in bars. But after a while, he saw the need to prove to himself his own worthiness, and therefore entered the Street Fighter Tournament.

He's already become legendary in the ring for knocking out opponents within the first five seconds of a fight. This has made him a much feared and respected fighter. He has the disadvantage of poor defence and limited agility, but even so, many tremble at the very thought of meeting him in conflict.

### SPECIAL MOVES

① HEADBUTT. Especially for the *Championship Edition*, Balrog has a very dangerous headbutt in the place of a throw. It's done by moving in hard up against the other character, and then pressing F+P3. It packs a real wallop and takes one helluva chunk out of the other players energy.
Joypad Control: F+P3

② LUNGING PUNCH. This is a particularly easy punch to perform, and it's guaranteed to hit the other player if he's ducking. The joypad sequence is CB, F+P3. Because of its speed, this is a great punch for catching the other player on the hop.
Joypad Control: CB, F+P3

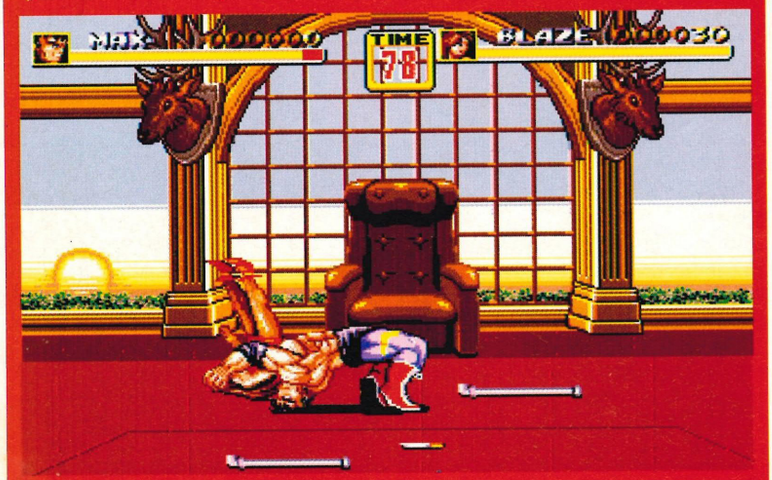
③ UPPERCUT. Balrog can use this punch to great effect against aerial attacks. The move is CB, F+K3, so the charge-back takes a bit of time. If you stay alert, however, you should be able to see your opponent coming. The same move still works against opponents which come at you along the ground, and the results are much the same.
Joypad Control: CB, F+K3

④ SUPER BACKFIST. This is the move that evens the score! By pressing P1+P2+P3 or K1+K2+K3, Balrog will wind up the punch of doom. It also makes him lunge quite dramatically. As for the damage it causes, well, you'll have to wait and see for yourself.
Joypad Control: P1+P2+P3 or K1+K2+K3

### CHAMPIONSHIP EDITION CHANGES

Previously, you had the choice of only eight characters in *Street Fighter 2*. Balrog was originally one of the boss characters and as such was useful enough already.

# STREETS OF RAGE 2 (DUEL)



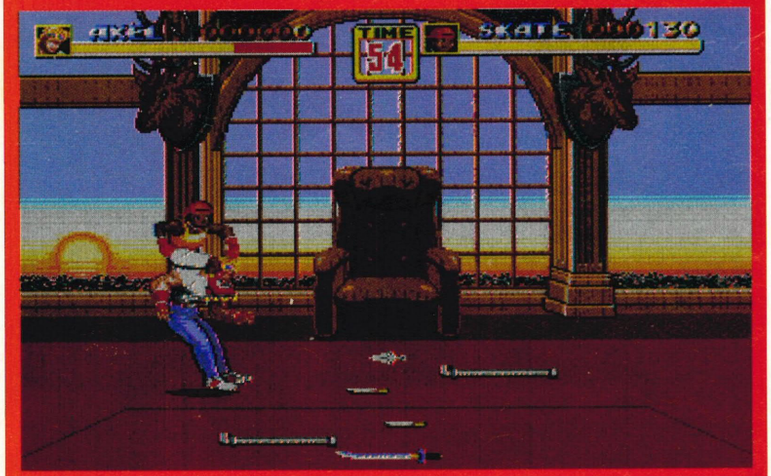

**"That's the last time I play Twister with you. Whoever heard of left foot on dagger for goodness sake. What next, pass the parcel bomb"**

Bit of a surprise contender this one. *Streets of Rage 2* was one of the most eagerly-awaited releases ever (*Sonic 2* excluded). It may be a surprise, but it is probably the closest we have come to the ultimate fighting game. The main game, of course, is one of the finest scrolling beat-'em-ups to grace any system (great characters, moves and huge levels), but it's the one-on-one duel mode that we're interested in. Of course there aren't as many characters to choose from, but there are some great comic moments because their moves are pretty unique. The use of weaponry is also a bonus – after all, sticking a knife through your mate's guts is always a satisfying thing to do (kids be warned, don't try that at home). There are nowhere near as many moves in *Streets of Rage 2*, but at least they do vary considerably. The graphics are pretty close to *Street Fighter 2*, and the sound is second to none. In fact, it hammers away relentlessly at *Street Fighter* because there are loads more groovy tunes. Unfortunately, you can't duel in one-player mode, but it is still great fun to play against a friend. No one is going to buy this instead of *Street Fighter 2*, but it is still a worthwhile addition to any combat freak's games collection. A close contender, but Axel and Skate couldn't quite stand up to a battering from Guile and Blanka.

**Graphics 9 Sound 8 Gameplay 8**
**Game Size 4 Addiction 7**

**Who'd take Skate instead of these lovely babes? Not us that's for sure**

**MEGA SAYS:** A few more months training and this would have taken *Street Fighter 2* to a points decision. It's a cracking game on its own though.
MEGA RATING: **81%**




**Look, I told you not to take that copy of The Lover's Guide seriously. And as for your aids, you can forget using them on me**

## CYBORG JUSTICE

**Mr Yellow Robot, seconds before attempting a double-pike with twist**

Oh talk about fighting dirty, pitting Cyborgs against the likes of Ken and Guile. The fight may be a lot closer than you think, apparently there are over 30 moves per Cyborg in *Cyborg Justice*. We say "apparently" because it seems that only two or three are ever needed, which is just as well because the others are hell to access. In the looks department, *Cyborg Justice* is the Roseanne Barr compared to *Street Fighter's* Christina Applegate (the daughter out of Married With Children – for those of you yet to be acquainted with MEGA's latest favourite saucepot) looks.

The head-to-head section in *Cyborg Justice* is a big let down as well. Whether the moves actually come off as planned seems to be almost random, which in a beat-'em-up is no good at all. In the review of *Cyborg Justice*, the game did a lot better – but then that was without *Street Fighter 2: Championship Edition* around to challenge it. So, as it is, the novelty robot beat-'em-up in which you acquire the parts of other robots' bodies, is classed merely as a young whippersnapper to be thoroughly trounced by *Street Fighter 2*.

**Graphics 4 Sound 5 Gameplay 6**
**Game Size 6 Addiction 5**

**MEGA SAYS:** The Cyborgs are turned into Cy-turkeys when matched against *Street Fighter 2*. Not a bad game, but no match for the champs.
MEGA RATING: **79%**

## GOLDEN AXE 2 (DUEL)

**Tyris Flair and Ax Battler slug it out in *Golden Axe 2*, duel mode**

In case you were wondering why the original *Golden Axe* isn't here, it's because it's practically the same as this, so we may as well put them both together. And if you're wondering why any *Golden Axe* game is here at all, well it's because as well as being a standard walk-along-and hack-'em-up, the programmers have also seen fit to include a head-to-head duel mode.

The *Golden Axe* graphics are all very nice, even without a hint of blood anywhere, but (like so many of these games) it falls flat on its face when compared to *Street Fighter 2* in terms of moves: the three characters only have three or four moves each (even though they are armed with choppers and things) which makes this a bit dull and tedious. Unfortunately, the duel mode (the bit we're interested in) looks and plays as though it was stuck in as an afterthought, but we can't really complain about this – it is, after all, something for nothing. Unfortunately, it just can't measure up to the awesome power of the *Street Fighters* of this world. It should never really have got in the same ring.

**Graphics 7 Sound 6 Gameplay 6**
**Game Size 7 Addiction 5**

**MEGA SAYS:**
*Golden Axe 2* runs back to the realms of scrolling beat-'em-ups with its backside well and truly spanked.
MEGA RATING: **62%**

## STREET WISE

Is *Street Fighter 2* really based on the Jean Claude Van Damme movie Blood Sport? Capcom deny it, but you can be the judge. The similarities certainly go a lot further than just the plot. Check out some of the details...

### BLOOD SPORT

- It's a contest to find the hardest full-contact fighter in the world
- The contestants are introduced as "Warriors of the World"
- There's a guy named Chong Li
- Contestants are asked to perform brick-breaking feats to prove their skill
- New World KO records are displayed on a lighted board
- Contestants often taunt each other after bouts eg: "You break my record, now I break you like I broke your friend"
- There's a sumo wrestler named Pumola
- There's a clubbing wrestler who wants "a few more facial scars"
- In several instances, fighters are visibly stunned, particularly after "special moves"
- The first fighter to fail in the competition is called Shin Leng
- At the end of the film, we are told that Fran Dux (the hero) went on to establish America's first ninjutsu system. This system is called Dux-Ryu

### STREET FIGHTER 2

- It's a contest to find the hardest full-contact fighter in the world
- The contestants are introduced as "World Warriors"
- There's a girl named Chun Li
- Contestants can play brick-breaking sub-games
- New World KO records flash on-screen

- Contestants taunt each other after each bout eg: "Now you realise the powers I possess"

- There's a Sumo wrestler named E Honda
- Zangief is a large clubbing wrestler who is covered in scars from fighting against bears
- Special moves often leave opponents visibly stunned
- The legendary coach of Ryu and Ken is called Shen Long
- Ryu is the name of the original Street Fighter champion and a central character in *Street Fighter 2*

## MUHAMMAD ALI'S HEAVYWEIGHT BOXING

**The most tenuous of *Street Fighter 2's* contenders, but a good game**

Altogether now, let's count the number of moves that a boxer has. Punch, dodge, punch. Hmm, not too many is it? Now let's all count the *Street Fighter* moves. Hmm, without trying too hard there are a few more aren't there? Enough said really. *Muhammad Ali Heavyweight Boxing* looks very nice with some neat whirly camera stuff and speech too, but when it comes down to it, it's just two people standing toe to toe punching the crap out of each other. Gratuitous violence is an artform, didn't anyone tell the programmers this? It looks good, but basically this game just doesn't have the variety and longevity of *Street Fighter 2*. Nice try boys.

**Graphics 8 Sound 7 Gameplay 4**
**Game Size 6 Addiction 5**

**MEGA SAYS:** *Ali's* is the best of the boxing games, but let's get down to the nitty gritty – it doesn't come close to *Street Fighter 2*.

MEGA RATING: **80%**

## WWF SUPER WRESTLEMANIA

**Whatever happened to Giant Hay Stacks eh? The truth must be told**

Now this could have been a serious contender for the title. Flying Edge's attempt at bringing the thrills and spills of the *WWF* to the Mega Drive had absolutely heaps of potential. The graphics almost match the might of *Street Fighter 2* but it falls down on the number of moves and the gameplay. Now, the American wrestlers use tons of different, quite sensational moves on TV, but only a bare minimum were put into this game. If each wrestler had their real life counterpart's moves, then this would have been seriously in the running. As it stands, however, it may take a few of the early rounds over *Street Fighter 2* but in the long run, it just runs out of steam.

**Graphics 7 Sound 7 Gameplay 5**
**Game Size 6 Addiction 7**

**MEGA SAYS:** Suplexes and Pin Falls are no match for Fire Balls and Sonic Booms, but it could have been a good match. Looks good, but (just like the real thing) ultimately is revealed as a sham.

MEGA RATING: **71%**

## POWER ATHLETE

**The *Power Athlete* crew show why they are in such a bad game**

Apparently, this was considered by the programmers to be a fair comparison to *Street Fighter 2*, but don't worry, they're being taken care of, and the institution says they can have some sharp implements soon. The game does have big, bold graphics and some brilliantly detailed backdrops, but any claim it has to the title stops right there. As with most of these games, there just aren't enough moves to toy around with. This has a clumsy feel to it, and it stands no chance of winning the fight against *Street Fighter 2*.

**Graphics 7 Sound 7 Gameplay 4**
**Game Size 6 Addiction 3**

**MEGA SAYS:** *Street Fighter 2* beats it with both arms tied behind its back and two broken legs.

MEGA RATING: **54%**

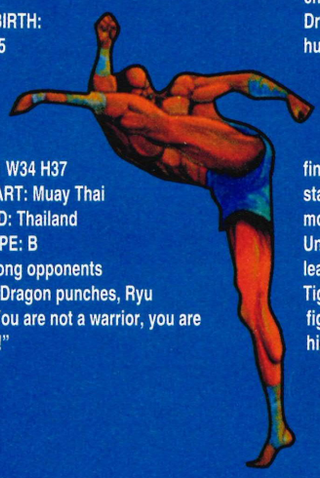
## BUT WHAT IF WE'VE GOT ALL EXCITED ABOUT THE WRONG GAME?

OK, so the current one-on-one beat-'em-ups the Mega Drive has to offer don't compare well to a fully-functional *Street Fighter 2: Championship Edition* – it does look as if there's not a lot currently around to touch it. Of course, there's no guaranteeing that Capcom will do as good a job as everyone's expecting, and, until a finished version arrives, it's kind of difficult to compare – but you get the idea.

But over the page is Gary Penn with a whopping great rumbler of a fly to dip in the ointment. He reckons that we're all "waiting for the wrong game". He reckons that *Street Fighter 2* (now well over three years old) is well past its sell-by date and has been bettered. The game that's done the bettering is Williams' *Mortal Kombat*. Probe (the people who bought you *Terminator 2*) are doing the Mega Drive conversion, and the story that's causing the controversy is over the page...

## SAGAT

FACT FILE
DATE OF BIRTH: July 2, 1965
HEIGHT: 7' 5"
WEIGHT: 172 lbs
SIZES: B51 W34 H37
MARTIAL ART: Muay Thai
HOMELAND: Thailand
BLOOD TYPE: B
LIKES: Strong opponents
DISLIKES: Dragon punches, Ryu
QUOTE: "You are not a warrior, you are a beginner!"



### BACKGROUND

Sagat was the former world Street Fighting champion until Ryu defeated him with a deadly Dragon Punch, a Dragon Punch that burned a huge scar in to Sagat's chest, serving as a permanent reminder of his humiliation. After his defeat, Sagat returned to the Thai jungles to develop his fighting and train for revenge.

He's returned to the competition with a finely tuned Tiger Uppercut, which, because it starts lower and finishes higher, he believes is more deadly than even the Dragon Punch. Unfortunately, despite its tremendous effect, it leaves him very vulnerable to attack. Sagat's Tiger Blasts make him a formidable long-range fighter. These missile attacks can be launched high or low.

### SPECIAL MOVES

**1** THROW. Sagat has a new and deadly Throw. As with all the other characters' throws, it involves getting up close to the opponent, so it's a good idea to batter them about a bit until they're dazed. When you're right up against them, press F+P3 to lob them across the screen.
Joypad Control: F+P3

**2** TIGER BLAST. Sagat has the advantage of being able to launch missile attacks either high or low at his opponents, so no end of ducking can avoid these Fireballs. To launch a high Tiger Blast, use the joypad sequence D, DF, F+P. To launch a low Tiger Blast, use the sequence D, DF, F+K. As with all missile attacks, the button which is used to launch the fireball at the end of the sequence controls the speed of it.
Joypad Control: High Tiger Blast – D, DF, F+P
Joypad Control: Low Tiger Blast – D, DF, F+K

**3** TIGER KNEE. This is a great attack to use on a dizzied foe, because it hits twice and it hits HARD! The buttons to press are D, DF, F, UF+K3. It's the equivalent of two Roundhouse Kicks in terms of how much energy it takes off.
Joypad Control: D, DF, F, UF+K3

**4** TIGER UPPERCUT. This is the move that Sagat claims can defeat Ryu's Dragon Punch. The Tiger Uppercut starts lower than the Dragon Punch and ends up higher, and therefore will strip your opponent of more energy if it makes contact. Keep this move in reserve as a finishing touch to the fight, otherwise your opponent will see it a mile off and give you a right kicking.
Joypad Control: F, D, DF+P

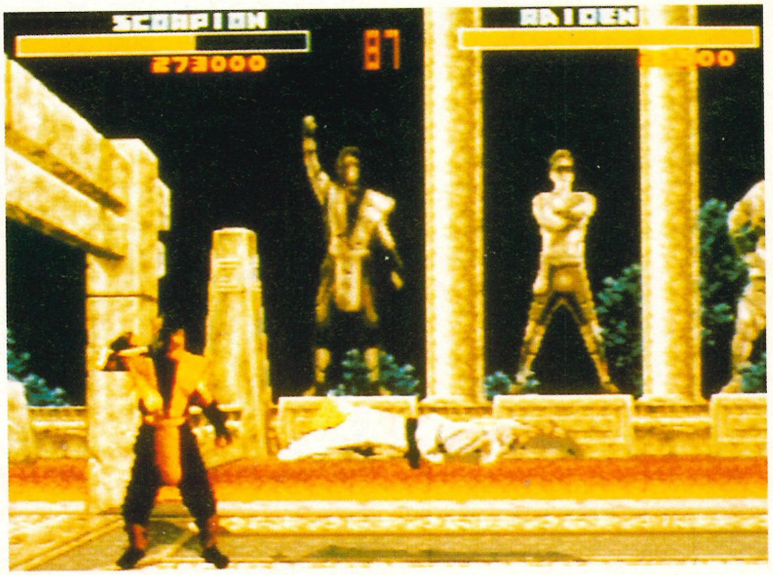
### CHAMPIONSHIP EDITION CHANGES

Previously, you had the choice of only eight characters in *Street Fighter 2*. Sagat was originally one of the boss characters and as such was useful enough already.

# MORTAL KO

**There *are* other Mega Drive beat-'em-ups in development. And Gary Penn reckons we might (just might) have got all excited about the wrong one...**

## Acclaim • September




**What interesting things can you say about a bloke with an orange suit?**

Pooh! What's that smell? It must be the stale odour of *Street Fighter 2,* which has been around for so long now that its "best before" date has long expired. Sure, it's yet to appear on the Mega Drive, but the hype surrounding its release is wearing a little thin – and do you really want to settle for the second best beat-'em-up around? Yes, I said second best. The arcade version is now over three years old and since then (while dozens of imitators have completely failed to surpass it) one game has made its mark earlier this year in the UK arcades and is widely believed to be better than *Street Fighter 2* ever was.

*Mortal Kombat* has its similarities to *Street Fighter 2,* but it's nowhere near as slow and tame. While the good little boys hugging their teddies are busy slapping each other around in slow motion and straining to glimpse Chun Li's knickers in *Street Fighter 2,* the real men of the world don't need their mummies to dress them and are dishing out hardened high-speed harassment in *Mortal Kombat.*

Seven fearsome fighters (see MEET THE KOMBAT KREW boxout) have been assembled to compete in a tournament organised for the past 500 years or so by Shang Tsung, a nasty piece of work who steals losers' souls to stay young. That's the storyline for what it's worth. What you want to know is this: you pick a character to fight the other six contestants, then a version of yourself, before taking on a huge four-armed fighter called Goro and eventually Shang Tsung himself. Alternatively, you can duff up your mate, playing the same character if that's what gets you hot.

**It's just like the arcade game. We could be witnessing a *SF2* beater**

### LETHAL WEAPONS

The powerful punches and kicks are supplemented by dozens of secret moves to discover. Each character has a unique lethal weapon and special powers including Death Blows. When an opponent has next to no stuffing remaining, he or she stands swaying and the player is told by a commanding voice to "FINISH HIM!" (or "HER!"). By unleashing a Death Blow you earn a meaty Fatality Bonus. They look cool, too. The sight of Johnny Cage, for example, literally knocking the loser's block off never fails to raise a smile.

It's no surprise that *Mortal Kombat* is such a doozy as it comes from Williams, the American company behind top pintables and some of the most playable and inspirational arcade releases ever: *Defender, Robotron* and *Joust* to name but three. To give *Mortal Kombat* a surrealistic edge, Williams digitised actors going through the motions of fightin' and fumpin', and lo – the seven stars were born.

That's all very well for anyone with loose change to, erm, burn. But what of the Mega Drive version? Can it handle the speed and huge characters? You betcha! The unenviable task of converting *Mortal Kombat* to our favourite, comparatively humble console, is in the hands of Probe Software – and wouldn't you know it? They have managed to reproduce *Mortal Kombat* almost perfectly on the Mega Drive.

"It wasn't easy but we've done it," said Probe Producer Gary Liddon. "I'd say the size of the whole thing and the colour limitations of the Mega Drive were the main problems. The arcade version's got eight megabytes of graphics alone and 64 palettes of 64 colours – each fighter is 64 colours for a start – compared to the Mega Drive which only has 64 colours full stop, and the cartridge size is sixteen megabits – that's two megabytes for everything: graphics, sound, code... You can imagine

## MEET THE KOMBAT KREW

There are seven characters in *Mortal Kombat,* and here they come...

**SUB ZERO**
He can freeze an opponent with his icy blasts. And wait until you see his Death Blow... Don't lose your head! Oh, you have. And you feel spineless, too. Oh dear.

**LIU KANG**
The Bruce Lee lookalike can kick in the air with the best of 'em.

## SECONDS OUT

Which is the best? It's a question that just has to be addressed. My belief is that *Mortal Kombat* knocks the pants off of *Street Fighter 2,* and here (over six rounds) are my reasons why...

ROUND ONE: LOOKS
OK, so we all know that you can't go judging games by their covers, but *Street Fighter 2: Championship Edition* has a distinct cartoon look and feel to it, whereas *Mortal Kombat* has a more realistic edge. A lot of people don't favour SF2's "childish" style and prefer the digitised characters in *Mortal Kombat.* I also think that, from what I've seen so far, it's fair to say that *SF2* looks as though it's had a hard time during the transition from arcade to Mega Drive, whereas *Mortal Kombat* on the other hand bears a remarkable resemblance to its arcade parent. It's the difference between the likes of Manga and Arnold Schwarzenegger flicks. You decide.

ROUND TWO: SOUND
Both *Street Fighter 2: Championship Edition* and *Mortal Kombat* feature sampled speech and sound effects, and soundtracks to suit – in the arcades at least. Comparing the two, there's little in it, though *Mortal Kombat's* thumping noises are more satisfying, and the spoken words are more atmospheric. How much of the arcade speech will make it to the Mega Drive version of *SF2* remains to be heard, but the sound effects included so far in *Mortal Kombat* are very effective.

ROUND THREE: GORE FACTOR
Hardly essential, but it all adds to the fun. *Mortal Kombat's* streets ahead here. It makes *SF2* look like a kissy-wissy-fluffy-wuffy-teddy-weddy-

# MBAT

**SCORPION**
The former ninja assassin has returned from Hell to avenge his death at the hands of Sub Zero. Scorpion's harpoon-like weapon is literally a pain in the neck.

**KANO**
A hardened criminal with an infra-red eye set into a metal plate. He's got a lethal spinning blade to chuck at his opponents and he does like to rip out losers' hearts.

**RAIDEN (AKA RAYDON)**
This guy is a thunder god who performs high-speed flying headbutts.

**SONYA BLADE**
Behind the model-like proportions lies an ugly powerhouse. But then, what do you expect from a member of an élite para-military police force. Her neck-lock throw manoeuvre may look sexy but it's strictly for sadists.

**JOHNNY CAGE**
An actor with attitude. His specialities include the Shadow Kick and the Package Check. The what? Here's a clue: he can't perform this move on Sonya, the only female competitor. Get the idea?

Well, there you have it. There may only be seven of them, but they have dozens of secret moves.

how difficult it was but we've done it.

"It looks so much like the arcade version because we wrote a special program to convert all the original graphics. It shrank all the sprites and backgrounds to about 75% of their original size so they'd fit on the Mega Drive. We left the animated sprites alone, but an artist retouched the background stuff. We had to drop some of the character animations – there are over 2000 of them but we've managed to fit over 700 in the Mega Drive so you hardly notice a difference. The background animation is in. Most of the sound is in, although we will have to lose some of the speech."

**Well, it's an intro screen. And, er, it's just like the one on the coin-op**

## MEGA CD KOMBAT

A Mega CD version of *Mortal Kombat* is on the cards, too. All the animation frames, all the speech and sound effects will be present and correct, not that the Mega Drive version is noticeably different from its arcade parent.

"The Mega Drive version runs at about the same speed as the arcade version, and it plays almost exactly the same," Liddon boasted. "The artificial intelligence of the characters is better than in *Street Fighter 2*. The fighters really do learn from the player's moves."

So how does he think *Street Fighter 2* compares? "I would be very interested to see *SF2* on the Mega Drive," said Liddon. "I can't see how it could be anywhere near as good as this." Strong words. See if they ring true when MEGA review *Street Fighter 2* and *Mortal Kombat* in August. There just might be a surprise winner of the battle of the beat-'em-ups...

beary-weary – even with the blood bits included which Nintendo demanded that Capcom take out of the SNES version. The "moral combat" brigade can sod off: we don't believe that simulated violence with buckets of claret promotes actual violence, so there. Otherwise we'd all be quite mmmmmmmmmad here at Mmmmmmega.

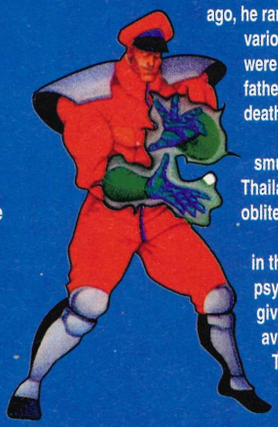
ROUND FOUR: MOVES
There are many *Street Fighter 2* lovers who say that *Mortal Kombat* hasn't enough moves. That's freakin' BS, man – it has plenty, and none of them are extraneous. (That's "just there for the sake of it" – Ed)

ROUND FIVE: SPEED
This is a killer. Beat-'em-ups need to be fast and furious. They also need to feel rock hard. How many exciting fight scenes in the movies are slow and considerate? The arcade version of *Mortal Kombat* makes the original *Street Fighter 2* look like Stumpy The Tortoise on Planet Mud following a particularly lengthy rainy season. This will certainly be reflected in the conversions. We know for a fact that *Mortal Kombat* on the Mega Drive runs at pretty much the same speed as its arcade parent (Probe won't confirm or deny that it actually had to be slowed down!). And *Street Fighter 2?* Who can tell?

ROUND SIX: PLAYABILITY
OK, so here's the real crunch. But we can't decide until we play the finished versions. One thing's for sure: two distinct blinkered camps will develop. *Street Fighter 2* fans refuse to see *Mortal Kombat's* superiority, and likewise the *Mortal Kombat* fanatics dismiss *Street Fighter 2* as slow and boring. This one could run and run.

## M BISON

FACT FILE
DATE OF BIRTH: April 17 (year unknown)
HEIGHT: 6'
WEIGHT: 176 lbs
SIZES: B51 W33 H36
MARTIAL ART: Ler Drit
HOMELAND: Thailand
BLOOD TYPE: A
LIKES: World conquest
DISLIKES: Incompetence
QUOTE: "Anyone who opposes me will be destroyed!"



### BACKGROUND

The ultimate Grand Master in the Street Fighter Tournament in M Bison. This rather unpleasant fellow is a long-standing Thai dictator. Many years ago, he rampaged across the world committing various villainous deeds. His underlings were responsible for the murder of Chun Li's father, and he tortured Guile's best mate to death when he took them both prisoner.

He now runs an underground smuggling ring from his hideout in Thailand, and entered the tournament to obliterate his opposition once and for all.

Bison's the most dangerous fighter in the Championship. He can channel psychic energy through both his hands, giving his punches more clout than the average fighter, and his Flaming Torpedo has finished off many an unsuspecting opponent.

### SPECIAL MOVES

**1** THROW. M Bison has the most powerful shoulder throw of all the fighters. One throw will strip an opponent of over a third of his or her energy. Just like with all the other characters, the throw is executed by moving hard up against your opponent and pressing the buttons F+P3.
Joypad Control: F+P3

**2** SCISSOR KICK! This is another move with a few surprises. The Scissor Kick is not only hard to defend against, but it hits twice, as well. The joypad sequence is CB, F+K3. By adding a low forward, a third hit can be scored against your opponent. This kick is best used in combinations of two or three moves.
Joypad Control: CB, F+K3

**3** HEAD STOMP. Chun Li has a similar move to this. It's a weakening, and repeatable, aerial attack which is ideal for stunning your opponent and beginning a combination of attacks. Press CD, U+K to get the first hit, then by pressing F+P, the second hit can be scored.
Joypad Control: CD, U+K (1st hit), F+P (2nd hit)

**4** FLAMING TORPEDO: This torpedo attack is easy to perform, and can damage even a blocking opponent. It uses the button sequence CB, F+P. The punch button at the end controls how fast Bison flies across the screen and the force of the torpedo. It's also an excellent defence against aerial attacks from the other character.
Joypad Control: CB, F+P

### CHAMPIONSHIP EDITION CHANGES

Previously, you had the choice of only eight characters in *Street Fighter 2*. M Bison was originally one of the boss characters and as such is useful enough already without any additional moves.

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(a) 12 (b) 16 (c) 18

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(a) Brown
(b) White
(c) Black

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Answer the question and then say why you would like to win a Super Nintendo when you leave your name and address

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The portable, hand held Game Gear with its full colour amazing 3.2" back lit LCD screen brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games

*Q: How many colours does the Sega Game Gear screen use?*

(a) 12 (b) 32 (c) 7

**PHONE: 0336 408722/408622**

Answer the question and then say why you would like to win a Sega Game Gear when you leave your name and address

### WIN A NINTENDO GAMEBOY

Simply the best hand held, portable platform game ever.

*Q: In which game did Mario first appear?*

(a) Donkey Kong
(b) Tetris
(c) Street Fighter

**PHONE: 0336 408732/408632**

Answer the question and then say why you would like to win a Nintendo Gameboy when you leave your name and address

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# The page which tells you all who we are, and which games had us running to, or keeping us from, the pub

## FAB FOUR

### NEIL
Neil West: Editor
Last seen: Island Club
Mr West is missing, presumed dancing

### ANDY
Andy Dyer: Deputy editor
Last seen: January
Agent Dyer is missing, presumed, er, gone

### PAUL
Paul Mellerick: Staff writer
Last seen: Actually that's a point, where is he? Anyone know? Ah well...

### AMANDA
Amanda Dyson: Art editor
Last seen: At her desk
Mrs Dyson is working, presumed stupid

## RATINGS

It's the easy-to-read rating system. Take a look at how we individually rate every single aspect of a game to make things easy for you.

How many players can play the game at any one time?

Skill levels? Yes please. Here we tell you how many there are

How many lives are you given? And how many continues?

A game with this icon has a password system!

Even better, a game with this icon comes with battery back-up!

*Sonic 2*'s got 20, but *EA Hockey* hasn't got any. Stages that is

Import carts are shown with one of these logos, from America or Japan

**GRAPHICS** 9

Five game components are rated individually out of ten. Here's what we look for in each:
**GRAPHICS:** Clear presentation, animation, scrolling, collision-detection, design, speed
**SOUND:** Music, FX, samples and speech
**GAMEPLAY:** Movement, control mechanism, difficulty, challenge design and fun element
**GAME SIZE:** How much does the game offer? Are the levels big? Is there a league option?
**ADDICTION:** Er, is it addictive?

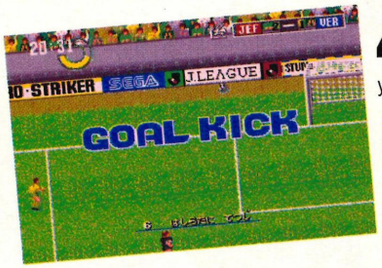
**"What we think of the game, be it praise or a slagging"**

## EVEN FABBIER FIFTEEN

### 40 DRACULA
Oh no! The cartridge vampires have gone and sucked all the gameplay out.

### 42 AMAZING TENNIS
Not quite Wimbledon, but not bad.

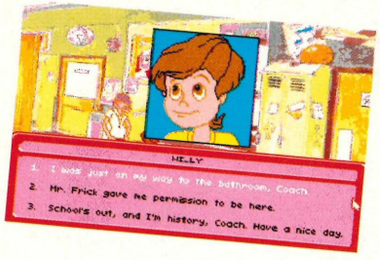
### 43 KING SALMON
This is quite simply the year's best fishing simulator. Grab your rod lads!




### 44 PRO STRIKER
Not really a *Kick Off* beater, but if you want a footy game, you could do worse.

### 48 MAZIN WARS
This is being called the beat-'em-up with Mazin in the title to end all beat-'em-ups with Mazin in the title. Hmm...

### 50 WILLY BEAMISH
*Willy Beamish* is very much "trial by disc accessing".



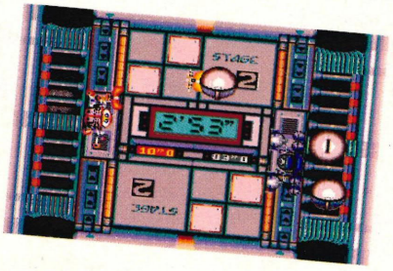

### 52 CAPTAIN PLANET
The cartoon was a sad "Hey kids, love the planet!" affair. What's the game like?

### 53 RANGER X
No hype, no fuss, pure blast action.

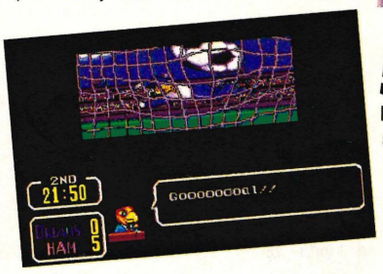
### 55 DOUBLE CLUTCH
Don't ask Neil West what "doubling the clutch" means. The answer is too dull.

### 56 SPLATTERHOUSE 3
Lots of blood and guts in this sequel.

### 57 BALL JACKS
Take the title, replace the first A with an O, remove the JA bit and bung in another O. What have you got? Yes, quite.



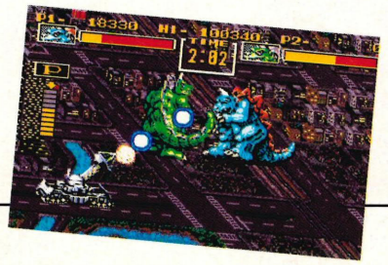

### 58 WARP SPEED
3D space combat in a very unconvincing, crap sort of a way. *Warp Speed* really is dreadful tosh.




### 59 TECMO CUP FOOTBALL GAME
Footy with a difference. This is a sort of strategic, RPG football game. Um, er... if that's not clear enough, read the review.

### 60 NICKLAUS GOLF
A golf game starring Jack Nicklaus.

### 61 KING OF THE MONSTERS
This is a B-movie beat-'em-up featuring sad, shambling, mockeries of monsters (sort of Godzilla meets Ultraman meets Lionel Blair) beating up yet more sad, shambling, mockeries of monsters. Horrific.



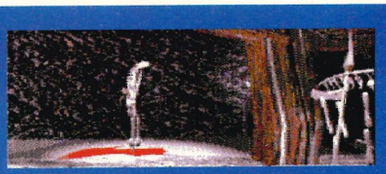

REVIEWS

## GLOOM WITH A VIEW

Possibly the best bit of the game is when you enter a room and the game scrolls around the room before the action starts. It's nicely rotated and scaled and very sexy it is too. Don't believe us? Well take a look at this.

You start here, looking at the skeletons hanging from the ceiling

And then you spin out, bringing more of the room into view



And, as you turn, the skeletons scale down into the background

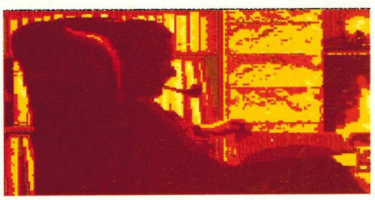
MEGA CD

# DRACULA

**You've got all that potential: the Full Motion Video, the sound *and* the memory... everything. But Paul Mellerick is left wondering why *Dracula* ends up being just another crappy CD beat-'em-up**

Here you are being attacked by a guy with a sack, who throws hammers at you. Just kick him twice and then carry on to the right

Hype. We've all been taken in by it in the past, but we still fall for it time and time again. Take this situation for instance. Psygnosis announce that they're programming the movie licence of the year (Dracula, of course) for the Mega CD and that it's going to be fabulous. It's going to have movie footage in the game, lovely backdrops and fantastic sound. It's going to be a really big game and have lots more besides. We at MEGA get all excited and we're also invited to go down to Psygnosis's offices to have a look at some early, but nonetheless impressive, stuff.



At the start of each stage, you see this old duffer and he talks to you

The graphics are certainly shaping up even at a very early stage and everything looks very good indeed. Then problems start to arise; the release of the game is delayed because the programmers have got to get everything right, then Sony Imagesoft buy the license and there are problems getting the game on the streets, so we have to wait even longer for "the game of the year" to appear. Eventually, the finished game appears on my desk and I run over to the Mega CD, sweat pouring from my brow as my adrenaline level reaches near maximum (OK, OK, so I may be exaggerating a little bit here, but you get the point). You can imagine my disappointment then, when this game turns out to be yet another boring left-to-right scrolling beat-'em-up with all the playability of a Pizza-Hut Cheese Feast.

**A simple kick-a-bat-up-the-bum-and-move-on affair**

### WE NEED SOME NEW IDEAS, MAN!

Although the plot of the film doesn't need explaining, you may be wondering just exactly who you are and what you're supposed to be doing. Well you play Jonathan Harker (Keanu Reeves) and you've got to beat up Dracula. Yep, it's as simple at that. No complex plots or sub-plots here, this is just a simple walk-to-the-right-kick-a-bat-up-the-bum-and-then-move-on affair.

Our Mr Harker is pretty useful in the old beating up department though, and, via the joypad and some frantic button pressing, he can perform some stunning moves. Roundhouse kicks, sweep kicks, high kicks, punches, elbow smashes and a very handy jump are all at your disposal. Well, when I say "at your disposal" I mean they're all there but getting them to work, and at the right time, is another matter altogether.

This is my fave character in the game, we call him The Vomit Monster

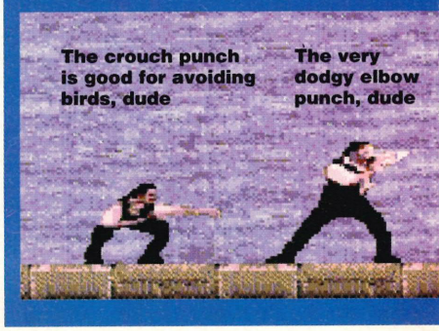
And it doesn't stop there either. Are you ready for some excellent Full Motion

Incy wincy spider climbing down its web, gets hit on the head by Harker

## GET A GRIP!

- Moves Jon Harker left and right
- A: Create comedy out of nothing, press this and watch him jump
- B: Or for true, unrivalled hysteria play about with this punch button
- C: Or if you're feeling really sadistic, play spot the legs with the kick button

## KEANU'S COMIC



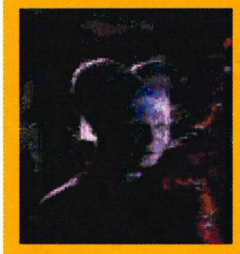
This carries on for a while, rotating and scaling as we go

This only takes a few second to do and it's all very smooth indeed

And that's it. Now you can get on with the game (if you want to)

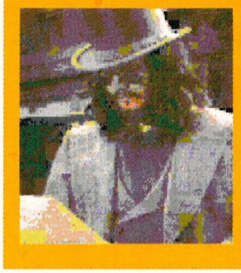
# HERE'S DRAC

Here we see Dracula as Vlad the Impaler. And what a very fetching red outfit it is too



This is more like the Dracula we all know and hate. And just take a look at that haircut

And just to prove that Drac can change into all sorts of different things, here's his bat pose



But he's also a bit of a smoothy and a dashing chap too. I mean that Top Hat is just *so* chic

This guy is harmless, but the bird behind you could be a real problem

Video footage of Keanu Reeves and Gary Oldman? Well if you are, I'm afraid you won't see it here. The first piece of FMV is taken from the start of the film. Vlad the Impaler makes his decision to devote his life to the dark side and so becomes Dracula. There's loads of blood spurting all over the place and Vlad is wearing a particularly fetching red outfit, but you'd be hard pressed to tell one from the other, the red just merges into more red and the whole sense of atmosphere is lost. And even on close-ups of people like Gary Oldman, the image is so blurry it's pathetic.

But the game has other terrible graphics too. The actual in-game graphics, apart from some very smart backdrops, are appalling. The animation and movement of Harker are hilarious, and the array of animals and people that appear on the screen wouldn't scare a five-year old. Yeah, I suppose they move nicely and all that, but this is a CD game so there's no excuse for the animation not being up to scratch.

The end of level four, and this beast is a real pain in the rear

A decent high kick should send this guy's head back towards him

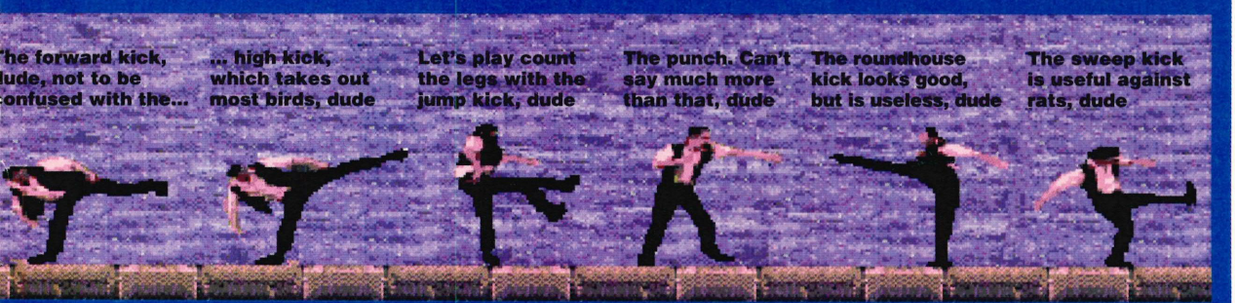
## BLOODY AWFUL

But I suppose all this wouldn't be too bad if the game was actually any good, but it isn't. In fact, I'd rather play *DJ Boy* than this. The controls are unresponsive, the graphics are awful and there are some really annoying gameplay faults that would test the patience of a saint. This game is to be avoided like the plague. It just goes to show you that, even with nice graphics, a great film licence and 4400 Mbits of information, you can still make crap games.

Ⓜ *Paul Mellerick*

# MOVES IN FULL

For a solicitor, Jonathan Harker is pretty nifty in the old fighting department. Some moves are good, some are crap, and some are really hard to use at the right time. Still, practice makes perfect...



**PUBLISHER:** Sony Imagesoft

**PRICE:** £39.99

**RELEASE:** July '93

**CARTRIDGE:** Mega CD

**CONTACT:** Sega 071 373 3000

There's only one Jon Harker

There are no options, so there's just the one level of skill

You've got ten very long lives

No battery back-up and no password system

There are ten large levels

**GRAPHICS** 7

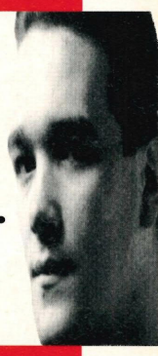
**SOUND** 7

**GAMEPLAY** 4

**GAME SIZE** 6

**ADDICTION** 2

**"A dire beat-'em-up. It doesn't matter whether this is the licence of the year or not. It's a Mega CD game and it's rubbish"**



# 25 PERCENT

# GAME REVIEW

**With Wimbledon fortnight nearly upon us, Amanda Dyson serves up an ace review. She finds this game plays well, but she's not very happy with her view of the court**

**How do they get the grass cut in two shades of green? Puzzle over that one**

# DAVID CRANE'S AMAZING TENNIS

Perspectives are strange things. They're all different. Some of them work and some don't. *John Madden American Football*, with it's high in the sky 3D viewpoint, works brilliantly, and *Jungle Strike* looks great, showing just enough of the playing area to keep the excitement high.

*Amazing Tennis* (let's drop this David Crane business shall we?), on the other hand, has one of those perspectives that's very confusing. You see, while being novel, it also ends up being rather difficult to play.

Rather than make up a sad journalistic term for this way of playing, just take a look at the screenshots and you'll see what I mean. Despite the strange viewpoint, the more you play the game, the more you get into it...

**A Madden's viewpoint would have been great**

## ACE ANIMATION?

*Amazing Tennis* is a very simple game, and it transfers very well to consoles. But while it's a good coin-op conversion, it's just not that good a game.

Playing the game is nice and simple, thanks to an easy-to-use control system: use button B for a powerful serve or shot, button C for a not so powerful shot and button A for a lob. Simply hitting the ball, however, would be boring, so you can add direction to your shots by using the joypad. And you can also add height (or not) by hitting the ball later or earlier than you should.

## GETTING THE TIMING RIGHT

And this is where the game excels. Returning the ball and making sure it gets back over the net is all about timing. Now, while your first few plays will cause you to shout at the television, a few 6-0 defeats will soon turn into 6-3 defeats and then hopefully into a few 6-0 victories, unless, of course, you possess the gameplaying skill of someone like Andy Dyer.

## IT'S A KNOCKOUT

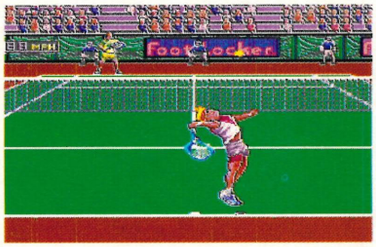
Once your confidence has reached a high enough point, you can then enter the knockout tournament and test your skills against the best players the game has to offer. There's also the obligatory simultaneous two-player mode, and the whole game is very professionally put together. The graphics, although mostly made up of bland tennis courts, are functional, and the animation on each character is very cool indeed. Just add some nice umpire-type speech to update you on the score and you've got yourself a very nice tennis game indeed. It's just a shame they didn't use the *John Madden Football* perspective.

**Ⓜ Amanda Dyson**

## GET A GRIP!

- Guess what? This moves you around
- Press this for the lob shot
- Use this for a powerful serve or shot
- Press C for the not so powerful serve or shot

**Lovely bit this. When you lob, the screen scrolls up too. Nice one**




**Urgh! The ball's in the air, but will it land in or out? You'll never know**

**Jacques is obviously in a position to teach Marge some lessons...**

**PUBLISHER:** Absolute (IMPORT)

**PRICE:** £40 (CHECK WITH CONTACT)

**RELEASE:** Out now

**CARTRIDGE:** 8 Mbit

**CONTACT:** Gamesville 0293 541953

- Take on the tournament by yourself or humiliate your mate
- There are three different courts. Do they count as skill levels?
- If you lose, you lose
- No save facility. It's only a four-round tournament
- Like I said, it's a four-round tournament

**GRAPHICS** 8

**SOUND** 8

**GAMEPLAY** 7

**GAME SIZE** 5

**ADDICTION** 7

**"A decent enough tennis game, but you get the feeling that something more could have been done with it"**

# 71 PERCENT

"Salmon Ho!" he cried pointlessly

# KING SALMON

**Having failed miserably at the Japanese version of this game, Andy Dyer can now set to the seas in confidence – well he can understand the instruction booklet anyway...**

The evil dictator Trout Codwrangler has kidnapped all the world's Spratts and refuses to give them back until he is delivered 5000 lbs of prime king salmon. It's up to the hero, Brad Waders, to catch enough king salmon to save the world's Spratt populati... (Andy, that's not actually the plot at all is it? – Neil).

Er, frankly no, but it sounds a lot better than "Um, this is a fishing game", doesn't it? I mean, short of building horrendously inaccurate models of the Golden Hind out of matchsticks, the subject matter of this game is about as dull as you can get.

## FISHING FOR KINGS

The aim of the game is to, wait for it, catch fish. If you catch anything other than king salmon (such as pink salmon, silver salmon, sharks or green-breasted warblesnerks) you won't increase your chances of winning. However, all catches are useful in that the more things you catch, the more your strength goes up and your experience increases.

At the start, you'll be given a target. For example, in Vancouver you'll be told that 58 lbs will probably get you into first position, but in fact a target of about 40 lbs will ensure your progress to level two. Fortunately, even if, at the end of the day, you haven't caught enough king salmon, you'll be given a code. When you re-try the level, you still have to catch the full amount of king salmon, but you'll retain any experience and additional strength you got during the previous game.

His rod flexed violently and the submerged leviathan fought for its life

There are four stages to get through. The first is Vancouver Island, which serves as a training ground for new anglers. Once you've caught the required amount of salmon it's onto the Kenai River basin, in which the river currents mean you have to employ a whole new range of skills and techniques if you want to catch anything. Stage three takes you back to Vancouver for the Salmon Derby, a tough challenge in which other anglers are just as determined as you are to find the best fishing spots. And finally, you travel back to the Kenai River basin to try and get a World Record catch (a monstrous 100 lb king salmon).

## LOVE IT OR LOATHE IT

*King Salmon* isn't the most exciting Mega Drive game of all time, but then, it most certainly isn't the least exciting. Waiting for the salmon to bite can be very frustrating, but when you're reeling in a big one you really can feel the little gits pulling against your rod (insert obvious "phwoar-type rod-related" gag here). And graphically, *King Salmon* is, well, minimal to say the least. But again that doesn't seem to matter. No, *King Salmon* is so different to anything you'll have played before you'll either love it or loathe it. But on the strength of its merits as a game alone, it's above average, verging on the pretty good. It's a little too strange and, by its very nature, repetitive, to have widespread appeal, but I honestly think that many people out there will be surprised by just how much they actually do like the game.

Oh, and another thing to note is that it's hard to tell who's going to be good at this game. I myself had great difficulty catching anything larger than a tadpole (but it did smell a bit like a salmon, honest) whereas our art assistant, Sue, turned out to be an angling Goddess, and rattled through it in a couple of days. Strange, but true.

Ⓜ *Andy Dyer*

## GET A GRIP!

Steers your vessel, moves your rod etc

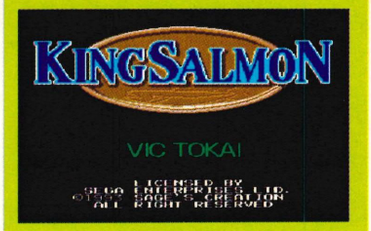
A Selects any line lengths and depths and bait types you've highlighted

B Flips from map view to zoomed-in let's go fish-type view

C Accelerates the boat, and reels the fish in (once you've hooked 'em)

A wise choice of bait is essential. Now, shall I go for spoony, spinny, pluggy, of vaguely herring-like?

Wowzer, I got a 79 lb king... Oh all right, all right, so Sue, our art assistant, got it. Pants! Rumbled!




**PUBLISHER:** Vic Tokai (IMPORT)

**PRICE:** £40 (CHECK WITH CONTACT)

**RELEASE:** Out now

**CARTRIDGE:** 4 Mbit

**CONTACT:** Gamesville 0293 541953

You are a lone, but contented, fisherman

SKILL! Not skill levels as such, it just gets harder with each level

Just one life, so don't collide with other boats too much

Each time you finish a days fishing, you get a code

There are four tournaments over two different areas

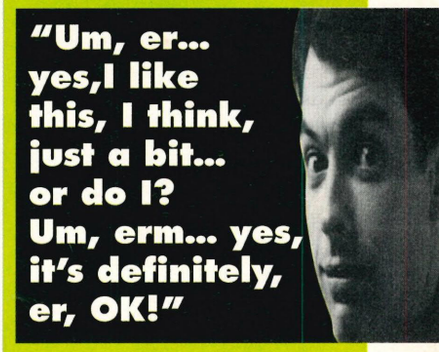
**GRAPHICS** 6

**SOUND** 6

**GAMEPLAY** 7

**GAME SIZE** 7

**ADDICTION** 8




# 72 PERCENT

# GAME REVIEW

## It's time to get all serious about Japanese football. You may not think this is a very good idea, but Paul Mellerick is certainly willing to give the game his best shot

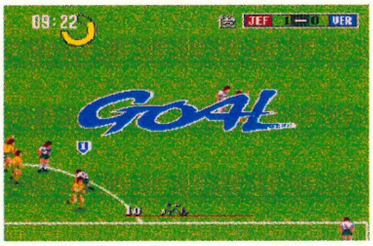
**It's just a dive to the left (or is it to the right?). Depends who you are really**

Now, I'm sure a lot of you out there wouldn't think of Japan as a great footballing nation. I mean, trying to picture a strapping six foot Japanese goal keeper isn't easy, considering that most Japanese are around four feet tall. But ever since a certain English footballer (there's only one Gary Lineker, and he served me two pounds of apples from his Dad's fruit and veg stall in Leicester once) decided to move to Japan and play football for loads of money, people have been just that bit more interested. And so Sega (never being ones to miss an opportunity) have taken advantage of this new high-profile image and brought out the official Japanese football game.

### WELL HUNG

So let's get down to basics. This is your average arcade footy game with a view from above, à la *Kick Off*, but with a slight 3D slant on the players, à la *John Madden*.

The graphics are OK, the sound (a sampled crowd cheer with the odd shout) is OK too, and the whole game is very professionally hung together. There are three different games to play, a four- or eight-team knockout tournament, a one-off exhibition match with you as the Sega team, and the J League option – a proper league with all ten teams and a full season. Also included is a very useful battery back-up facility, so you can save your progress.




**Yeeeaahhhhh! Ooooh, what a shot, a screamer, a cracker, a scorcher...**

### MIDDLING GAMEPLAY

But how does it play? Well, not too badly actually. Most footy games are pretty complicated in their gameplay, and as such they end up being too hard to master (*Kick Off* for example). Others don't do enough and just end up becoming incredibly frustrating (who said *Euro Club Soccer?*). *J League Pro Striker* falls somewhere in the middle. All three buttons are used to good effect; button A shoots when in possession and tackles when you haven't got the ball, button B sends a high one up the field, and button C passes to your nearest player and changes control when you're not in possession.

### OPPRESSIVE OPPOSITION

However, actually using these buttons to good effect is another matter. The game is played very fast, and the opposition, even on easy level, close in on you very quickly, giving you very little time to do anything with the ball apart from use the Wimbledon technique (ie hike it up the pitch and run after it). A few plays will give you a bit of an edge over some of the other teams, and I can guarantee that you'll see a few goals in every match – not, however, all in the opposition's net.

Plenty of practice will allow you to really get into the game, but it's just a shame that a bit more time and effort wasn't put into the gameplay. It's not overly frustrating, but you do get the feeling that although you're doing everything humanly possible to win the game, you are still losing 3-0. *J League Pro Soccer* is definitely better than *Euro Club Soccer*, but it's not as playable as *Super Kick Off*.

Ⓜ *Paul Mellerick*

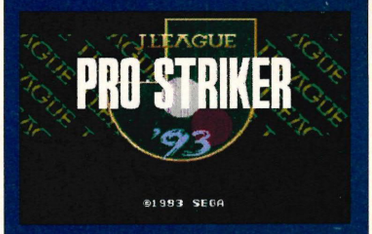
### GET A GRIP!

Er, well, these will move you around

A — This one will shoot when you've got the ball or you'll slide when you haven't

B — This one allows you to make a long kick when you're in possession

C — Use this button for a short pass or to select a player




**PUBLISHER:** Sega (IMPORT)

**PRICE:** £40 (CHECK WITH CONTACT)

**RELEASE:** Out now

**CARTRIDGE:** 8 Mbit

**CONTACT:** Telegames 0533 516861

One to four players, using Sega's Jap player adaptor

Easy, Normal and Manchester United skill levels available

Lives? Er no, sorry, wrong sport me old mate

A very juicy battery with which to save your place

A ten-team league or a four-round knockout cup

**GRAPHICS** 7

**SOUND** 7

**GAMEPLAY** 5

**GAME SIZE** 6

**ADDICTION** 6

**"A decent enough footy game and definitely worth a good look, but don't expect anything really mind-blowing"**

# PRO STRIKER

## TACTICS AHOY!

Yep, every decent football game has that strategy element to separate the Graham Taylors from the Brian Littles (or the crap from the good stuff to be precise), and this one is no exception. At the start of each match you have to choose your formation from the six options available. And during the match, you have the opportunity to substitute any players that have received a yellow card or something.

**68 PERCENT**

# TC

There are much cheaper magazines.

Some have posters. Or stickers.

Some review every game good, bad or average.

Some are easy to get hold of, any time: they never sell out.

**Edge** isn't like that.

To be honest, **Edge** isn't for everyone.

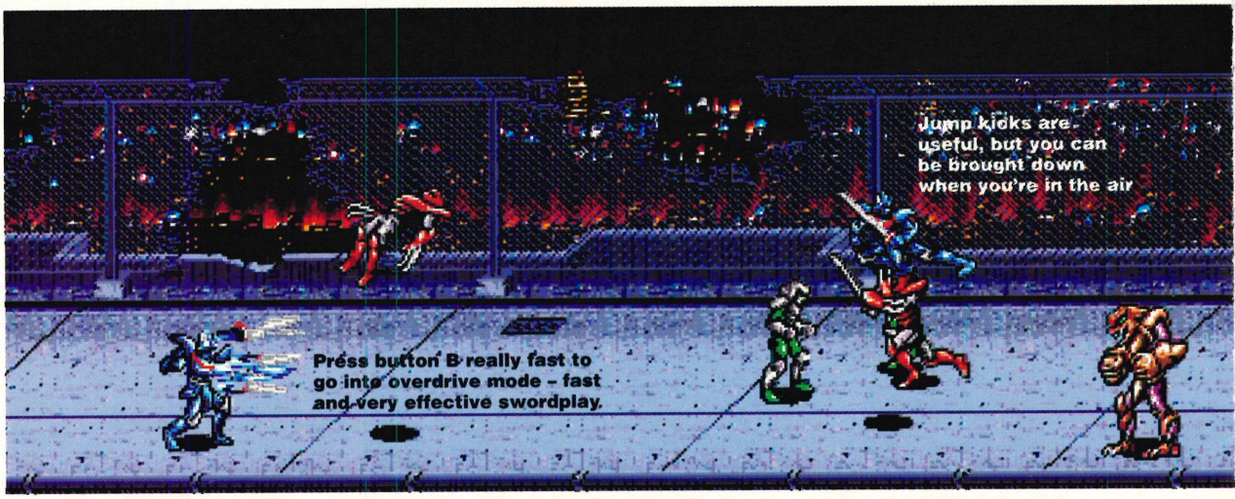
**Edge:** decide for yourself.

Thursday 19 August 1993.

EDGE

## GET A GRIP!

- Moves Mazinger-X around the screen
- A: This is your special weapon, but it eats up power so don't use it too much
- B: Keep your finger here most of the time because it's your punch button
- C: The jump button, and it comes in very handy during the game




# MAZI

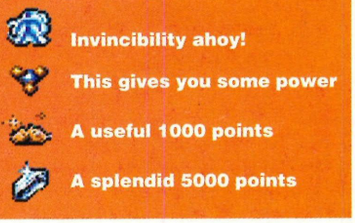
**Oh no! Not another evil warlord for you to fight against throughout 12 horizontally-scrolling levels. The words "dull" and "repetitive" spring quickly to Paul Mellerick's mind**

As I sit down to write this, it's 12.15 on a bright Monday afternoon. Things are pretty cool in the MEGA office at the moment; everybody's tapping away on their keyboards, sipping freshly made cups of tea and getting on with the business of making MEGA. The reason I'm telling you all this is because I'd rather talk about life in the office than this very tired looking beat-'em-up. (Come on Mellers, no-one is remotely interested in your wibble, so get on with reviewing the game or you're outta here – Neil)

OK, calm down. Some people eh. Right, where was I? Oh yes, *Mazin Wars* (or as the Japs are calling it *Mazin Saga*). Before you make the very stupid Dyer-type assumption that this game is in anyway "amazing", let's tell you about the plot, which, believe it or not, will ultimately explain the title of the game.

**The head-to-head mode is refreshing**

## PICK-UPS




### SAVIOUR OF THE EARTH

The Earth is in pretty bad shape. After having been invaded by the Biofeast Force it's been turned into a post-apocalyptic hunk of rock populated by the beasts the Biofeast Force left behind, the Steelmask Force (they do like the word "force" don't they?).

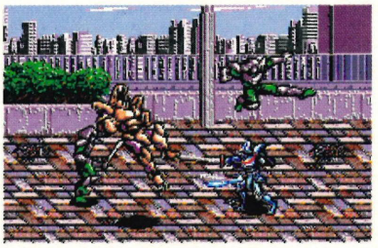
The remainder of the human population live underground, too scared to venture out for fear of running into the Steelmask Force. Thankfully though, the heroic and resourceful Doctor Kabuto, using his skill and knowledge, has created a saviour and called it Mazinger-X (hence the significance of Mazin in the title). You're in control of Mazinger-X, and it's up to you to return the planet back to the peaceful and serene globe it once was. (Do you think anyone actually believes all this rubbish?)

### LIMITED MOVES

The quest for everything good and true (blurgh!) takes place over five main stages, with each stage split into four levels. The first three levels of each stage are pretty straightforward *Final Fight/Streets of Rage* type levels. The characters are smaller, but the action is much the same. You have one jump button, one attack button and one special attack button, which will take some power off you if you use it. In fact, because the Mazinger-X doesn't have that many moves, a better game comparison would be with that of *Golden Axe 2*.

### HURRAH FOR LEVEL FOUR

The really innovative part of the game though is the fourth level. Each stage is a quest to defeat a certain member of the Steelmask Force, and on the fourth level of that stage you meet up with him/her/it. But for this level the game shifts into a one-on-one mode (yes, like *Street Fighter 2*). Now this wouldn't be such a big deal if this part



**Hey! Let's dance. Ooh, yeah, groovy beat dadio. Hey, coooool cats**

## PUTTING THINGS INTO PERSPECTIVE

These screenshots show you the difference between the two types of viewpoints you get in this game.

The first view is the straightforward *Streets of Rage* type perspective, whereas the second is your BIG in-yer-face perspective à la *Street Fighter 2*. We decided to use two shots of each viewpoint so that you get a real idea of what we're talking about. We're sure you'll agree that it's a shame that the "in-yer-face" perspective is only used in every fourth level – it certainly didn't do *Street Fighter 2* any harm to use this viewpoint throughout, did it?

**The end of the first level, and things are getting hard**

**But the end of the stage is even harder**

# N WARS

of the game wasn't so brilliant. Each character is massive (bigger than the characters in *Fatal Fury)* and the animation is superb. In fact, it's some of the best, for characters of this size, that I've ever seen. It's just so smooth that sad people like myself start shouting "Oh yes, what a move" at the screen because we think it's real. However, the *really* smart thing about this level is the impressive way in which the gameplay changes.

Using the same button configuration as in the other three levels, the game allows you to add moves by using the joypad. This means you can put together some very impressive moves. It also makes the transition from small to big mode very easy. The game is also somewhat of a challenge (a big round of applause here for Sega for not including an easy mode) – with only three lives and two continues, this one will take you a while to finish.

**The ice world is very fuzzy to look at, as you can (not so) clearly see**

## NOT QUITE *STREETS OF RAGE 2*

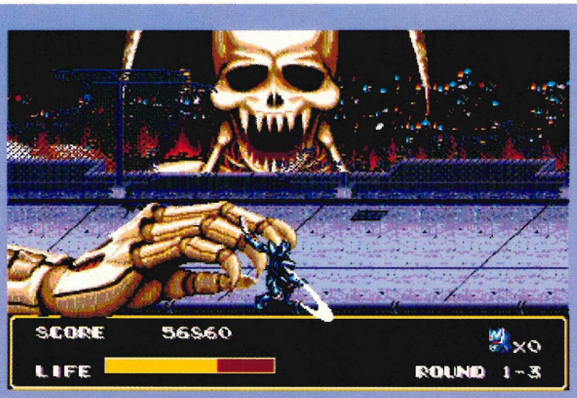
However, with top class beat-'em-ups like *Streets of Rage 2* and *Final Fight* around, this game just isn't going to set your world on fire. The gameplay is there, but there are some frustrating collision detection niggles and gameplay quirks that can really make you want to throw the machine out of the window. It's strange, because although the game is very playable, addictive and a challenge, it just doesn't seem to have that pull that makes you come back for more or even care about your character dying for that matter. Maybe it's got something to do with the departed view you get of the characters throughout most of the game (as opposed to the *Street Fighter 2* one-on-one perspective you get in level four)?

**This Dinosaur bit on level four is very tricky indeed**

## THE CHOICE IS YOURS

All I can really say to summarise is that if you particularly want another beat-'em-up and you already own *Streets of Rage, Streets of Rage 2, Golden Axe 2* or *Final Fight CD*, then you might find something in here. Otherwise, buy one of the aforementioned games.

Ⓜ *Paul Mellerick*




**The first fight against the Steelmask Force is easy**

**The second one, however, is a lot tougher**

**PUBLISHER:** Sega

**PRICE:** £39.99

**RELEASE:** July '93

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

A two-player mode is great in a game. Pity this hasn't got one

Just Normal and Hard levels. Three cheers for Sega

Only three lives, which isn't that many when you come down to it

Battery back-up in a beat-'em-up? Don't be silly

Twelve levels to plough your way through in this one

**GRAPHICS** 7

**SOUND** 5

**GAMEPLAY** 6

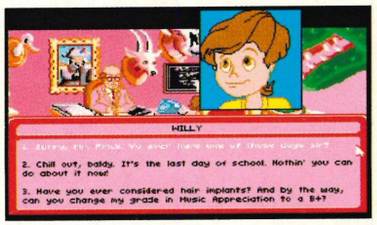
**GAME SIZE** 5

**ADDICTION** 6

**"A good game, but still not great enough to be promoted to the premier league of beat-'em-ups"**

# 65 PERCENT

"Drop and give me 20." Willy gets punished by the evil school coach




Try not to smartmouth the principal or you'll end up in military school

And going to military school means becoming as bald as the principal

# THE ADVENTURES OF WILLY BEAMISH

MEGA CD

## Will Dynamix's CD version of their PC role-playing hit prove a big hit, or will it make you blow your groceries? Amanda Dyson checks it out...

Sega have got to be kidding. With an advertising spend of untold millions to promote their Mega CD system, they must be hoping that the machine will be the dawn of a new age in video game entertainment. Perhaps all that dosh would have been better spent developing some decent software.

*Willy Beamish* was a smash hit when it was released on PC last year. It's a role-playing graphic adventure type thing, much in the mould of *Monkey Island*, but lacking *that* game's spectacular pedigree. The theme is based very squarely at fairly young children and teenagers, and adults might find the whole thing a bit embarrassing.

**There is plenty of searing tedium**

### INCREDIBLY STUPID

You are Willy Beamish and, being a sad sort of a sprog, your life's ambition is to enter and win the Nintari (ouch) Video Game Championship. The problem is that it's on a school day and neither your teachers nor your parents are very keen on the idea. What can you do? The Nintari Championship means everything to you!

Well, you could get a life, but you decide to bunk off school instead. This is where the "adventure" really begins. You're a fairly typical American kid, a sort of Kevin out of the Wonder Years gone bad, with all the associated habits. You keep a pet frog, you badmouth the teacher and you've got a little fat pal. How are you going to make it to those championships though? Not in any kind of logical fashion, that's for sure. Although the manual insists that you have to use your brains, doing anything even remotely sensible will result in immediate termination. You'll be captured by the teacher, sent to hospital or any number of non-death situations may arise.

The control interface is fine. You'll be asked questions and faced with problems all the time. A window will pop up with a variety of response choices. Choose the one you suspect to be the most appropriate, and you'll move on to the next section of the game. Unless, of course, you screw it up.

There are plenty of objects that will prove useful in your quest, and finding these is half the battle. Explore carefully each area you visit, as missing a vital tool is frustrating and often fatal. You carry the stuff you pick up in your Tardis-like backpack and occasionally you'll have to combine various things to achieve useful results.

### MIND-NUMBINGLY TEDIOUS

To be perfectly frank, it's all very slow and tedious, and the CD access rate will have you reaching for the off switch before very long. The gameplay is either mind-numbingly simple or incredibly obscure. There's never a happy medium, but there's plenty of searing tedium.

Sure, the graphics are nice and some of the sound effects and music is superb. The sampled speech is great too, but that's no reason to shell out hard-earned cash on this. It's poor, it's boring and it's incredibly slow. Don't say we didn't warn you.

Ⓜ *Amanda Dyson*

Blimey, it looks like the nurse needs some serious medical attention here!

**PUBLISHER:** Sony Imagesoft

**PRICE:** £44.99

**RELEASE:** Out now

**CARTRIDGE:** Mega CD

**CONTACT:** Gamesville 0293 541953

Barely enough fun for one person let alone two

There's no skill required to play this game

One false move and it's all over

Just the standard CD save-game facility

No stages as such, just one continuous adventure

**GRAPHICS** 8

**SOUND** 8

**GAMEPLAY** 2

**GAME SIZE** 7

**ADDICTION** 4

**"Not quite as interactive as you might think – it's pretty to watch but desperately sad to play"**

**43 PERCENT**

### GET A GRIP!

Moves the on-screen cursor

Press A to repeat speech

Use this to select action or pick up an object

This is the toggle icon

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# MEGA

**100% PURE SEGA MEGA DRIVE...**

# CAPTAIN PLANET

**Captain America recently joined the ranks of Mega Drive superhero. Neil West already knew who *he* was, but what of this Captain Planet blokey? Let's go into action and find out...**

**That large drill bit to the right is rather intent on skewering you, but if you blast that robot out of the air, he'll drop you an extra life**

Captain Planet is part of the new trend in ecological superheroes, who are dedicated to destroying all the nasty people who are polluting the earth. However, our Captain isn't one for walking around with a placard announcing "Nuclear Disarmament now!". Oh, no. He's one for the all-out aggressive approach of beating the stuffing out of the evil blighters.

Anyway, the basic premise of the game is as follows. Four of the Planeteers, Captain Planet's helpers, have to defeat the evil Zarm's henchmen with their power rings. Each henchman has his (or her) own level, in which various nefarious deeds occur.

## FLEECE THE WORLD

Duke Nukem runs the radioactive mines, and whichever Planeteer you're controlling must destroy three mining machines and three atomic cloning devices. Once that's taken care of, you come up against the Duke (John Wayne?) himself and then you've got to push the cooling rods back into the reactor.

In Dr Blight's level, you have to destroy five computer screens, and then destroy her laboratory, while avoiding the mutated monsters and, indeed, the good doctor herself.

The aptly named Venomous Skumm is polluting the sewers with toxic waste, and you have to close the valves in all four chambers. Once this is done, you've got to blow Skumm's chopper out of the sky.

Lastly, you'll come across Hoggish Greedly's Undersea Oil Rig. You just have to make your way through to the end of the level, and then destroy Hoggish's tank.

**It's just too easy and too short**

You can play the first four levels in any order you wish, and the computer randomly selects one character to play that level. It doesn't really matter which character you use, as they all have essentially the same powers. You've got a time limit of 24 hours and you can continue until the time runs out.

Once the first four missions are completed, the Planeteers combine their ring powers to create Captain Planet himself. His task is to take out Zarm's Doomsday Barge before it reaches Hope Island.

## IS THAT IT?

So is it any good? And the straight answer is... sort of. It's got a good amount of variation in it, at least in comparison to, say, *Global Gladiators*, but the main problem is that it's just too easy and too short.

The graphics are OK, but nothing special, and the animation is fairly crude. Basically, it's one of those plague of games that's average. And when you could be playing *Tiny Toons* instead, *Captain Planet* just doesn't cut the rhubarb.

**Ⓜ *Neil West***

**Oh, no! Venomous Skumm's got you trapped in an ice cube. Perhaps you're doomed to end up in the world's biggest Scotch on the rocks?**

## GET A GRIP!

Makes you duck, and move left and right

Button A fires the slightly weedy shot

Button B fires the rather more powerful super shot

This makes you perform the not particularly unusual jump

**PUBLISHER:** Sega

**PRICE:** £39.99

**RELEASE:** Out now

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

There are four different characters, but only one person can control them

Easy, Normal and Hard skill levels

You can continue until the time runs out

No battery back-up or password system

There are five different levels to get through

**GRAPHICS** 5

**SOUND** 4

**GAMEPLAY** 7

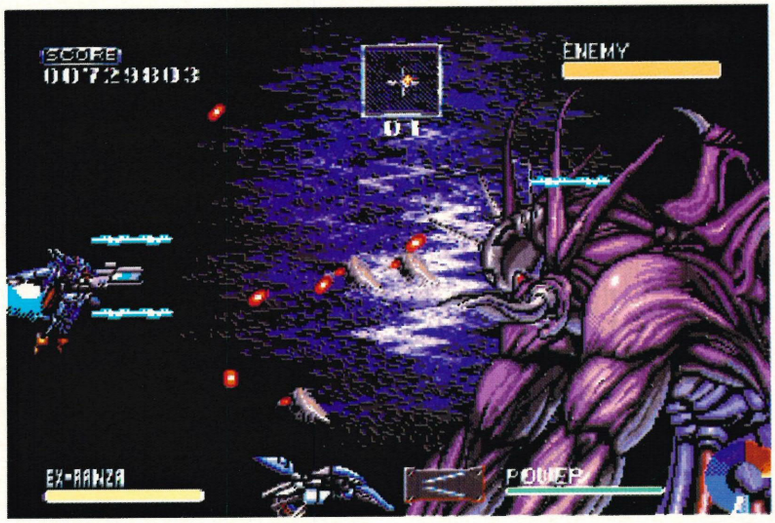
**GAME SIZE** 6

**ADDICTION** 5

**"Quite fun, but not really worth forking out 40 quid's worth of your hard-earned cash on"**

# 58 PERCENT

# RANGER X




**By using his incredible gaming skills (That'll be an Action Replay cartridge then – Neil) Ranger Dyer gives the final Boss a complete and utter thumping**

**Andy Dyer becomes a sort of cosmic Ranger and discovers that, in fact, he does like shoot-'em-ups after all. Needless to say then, this title should be a certain success**

When you first play this game it's like trying to take a quiet stroll through Paddington tube station. In other words, you're gonna die and not know what the hell hit you. The game appears to be busier than Madonna's bed springs, but give it a few goes and you realise that this isn't the case.

## TACTICALLY CHALLENGING

Although there's a lot of action, it's all very rigidly structured, and the waves of enemy attacks are set pieces, so once you've been through a section a couple of times you'll learn what's coming and be able to act accordingly. Also, if you just rush past enemies and try to ignore them, they don't just disappear but instead will follow you and join forces with the next wave and make things doubly difficult. This forces you to actually take the game stage by stage, making the game as much a tactical challenge as one of mere reflexes.

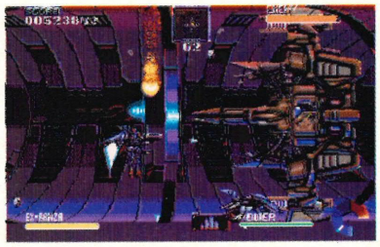
Indeed, tactics are what makes *Ranger X* that bit different from the usual shoot-'em-up formula. For a start, there are several different weapons which work in very different ways; some are short range, some long range, some travel along the ground and so on. This means that in certain situations one or more of the weapons may be completely useless, so you have to be constantly thinking about which one to use. Also, as well as your character, you also have your character's little bike to think about. His vehicle follows him around, but if you like, you can climb inside it. When you do, any hits taken will come off the bike's energy and not yours. And, following on from this, when you're inside your bike you take up less room on screen, so small passageways suddenly become accessible. There are many other quirks about the control mechanism of your bloke and his bike, but half the fun is suddenly discovering another feature and shouting "Blimey, that's good!". For this reason, I won't reveal any more.

## A TAD TOO TOUGH

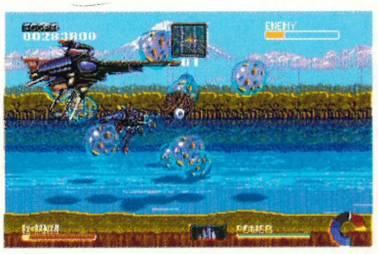
It must be said that the graphics are, in places, stunning. Some of the 3D effects in the background are flawless, and, really, the only thing letting the visuals down is the occasionally confusing flicker when a lot of stuff is going on. And the other downside to the game is that it may well be a bit too hard for novices. However, this incredibly un-hyped little shoot-'em-up is very good indeed. It's full of action, you need to think about what you're doing, and it's brilliantly structured. It's so chocka with imagination that you'll be left wondering why other shoot-'em-ups are so repetitive. *Ranger X* is a surprise winner. Check it out.

**Ⓜ *Andy Dyer***

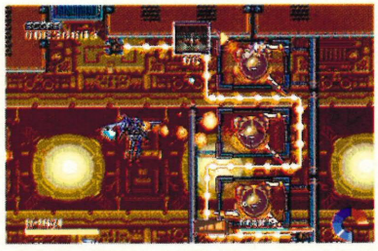
**No explanation necessary. This is me in a mildly worrying situation**



**That luvverly backdrop scrolls past in glorious 3D, honest. It's fab!**



**This boss may look pathetic, but the spheres protect it from your guns**



**Shoot the appendages on the balls (oo-er) and victory is nearly yours**

## GET A GRIP!

Moves you and your vehicle around

A – Fires left and, er, that's it

B – Fires special weapon and also cycles through available weapons

C – Fires right and, er, that's it

**PUBLISHER:** Sega

**PRICE:** £40

**RELEASE:** August '93

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

Yeah you know what's coming, don't you? You're a *lone* ranger

There are two levels of skill, but no easy mode

Just the one life, but you do get three continues

No battery back-up and no password system

Six big stages, and they're bloody hard too

**GRAPHICS** 8

**SOUND** 7

**GAMEPLAY** 8

**GAME SIZE** 7

**ADDICTION** 8

**"This game is more imaginative than Paul's lurve anecdotes. It is a right royal hoot for blast fans who enjoy using their heads as well as their trigger fingers"**

# 81 PERCENT

# IT'S A BLAST!

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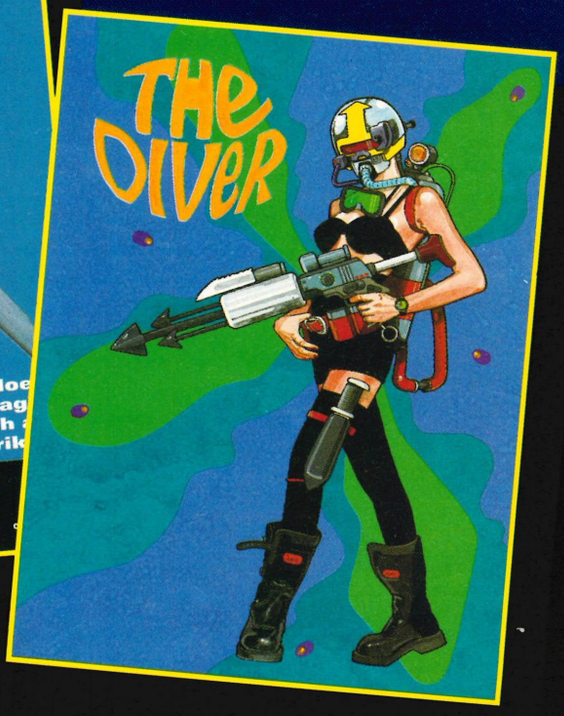
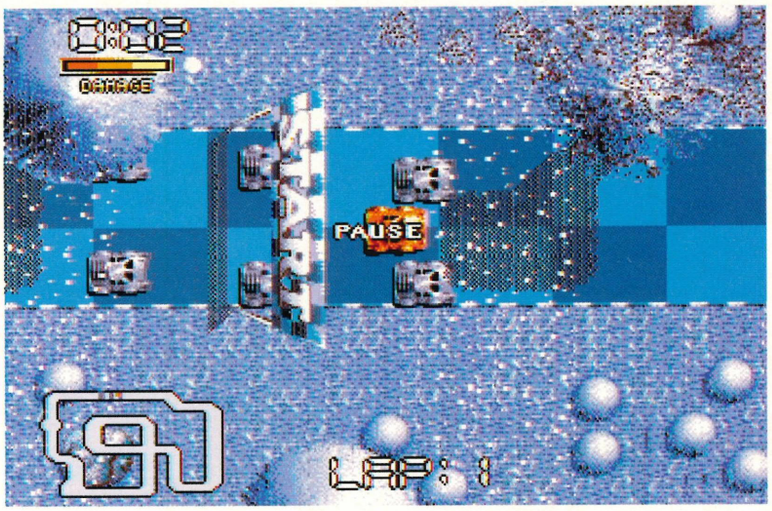


# DOUBLE CLUTCH

**It's not fast, it's not furious and it's certainly not fun. Andy Dyer's brow begins to furrow as he elaborates...**




**Yes gentle reader, let's pause for thought and ask ourselves just why anyone would want to play a game like this**

Have you ever had one of those dispiriting experiences in which you dream it's Christmas day, your birthday or even Saturday? Do you remember how crappy and annoyed you felt when you realised it was three months until Christmas, five months until your birthday and three days until Saturday? That's pretty much how reviewers feel when confronted with a knobby game like *Double Clutch*.

This is a racing game. I use the word "racing" under duress, because the sensations evoked by this one-bit wonder are more akin to rigor mortis or possibly constipation than anything close to speed or competitive racing. It has been fashioned in the style of the famous, not to mention brilliant, *Micro Machines* (this game earned 92% in issue five of MEGA) and is a one- or two-player game in which you move a car around a series of tracks with the aim of beating the competition.

## EXTREMELY DULL

The actual "races" in this game are viewed from overhead, with the action centred on either the human-controlled car in a one-player game or on the lead car in a two-player game. By pressing the B button you accelerate, by pressing the C button you brake and be pressing the A button you hit the nitros.

Now let's look a bit closer at those descriptions, shall we? Firstly, the acceleration bit. This is a slight exaggeration, as your car doesn't exactly accelerate, rather it coughs its way asthmatically along the track a bit until connecting with a roadside obstruction or a car. It moves with all the nimbleness of a constipated wildebeest. In short, it is slow and sluggish.

Now let's examine the braking bit. What this does is completely arrest your movement within about three nanoseconds, enabling all the other cars to nip around you and disappear off into the distance. As far as the MEGA team can ascertain, it serves no other purpose except, just possibly, for making sure that the C button doesn't feel left out from the whole endeavour.

Of course the "nitro" bit is a similarly thrilling experience. By pressing that A button, your car moves forward about four pixels and then stops. This is no light-the-blue-touch-paper-and-stand-back nitro, more a blow-gently-on-a-large-boulder-and-see-if-it-moves job. The nitros in this game have the usefulness rating of a hairnet for Duncan Goodhew.

## BUY *MICRO MACHINES* INSTEAD

Give this game a miss and get hold of a copy of *Micro Machines* instead. Do not attempt to approach *Double Clutch* under any circumstances. I don't care if you're the kind of wally who voted the Tory government in again (oops politics, risky), I don't care if you're the sort of dweeb who enjoys the Antiques Roadshow or, indeed, Noel's House Party, I don't even care if you own a Pac-a-Mac. Do not buy this game. It is dull, has just four different race tracks, four different driver characters (Lance Quick anyone?), knob sound and cack gameplay. Reading the memoirs of John Major while listening to Songs of Praise would be more fun than playing *Double Clutch*. 'Nuff said?

Ⓜ *Andy Dyer*

**If you look really closely, you can just make out a family from High Wycombe picnicking under that cone tree at the bottom of the screen**

## GET A GRIP!

Well, surprisingly enough, pressing these buttons will steer you around the track

**A** When you drive over the nitro icon, you can then use this to, er, nitro

**B** Don't press this button at all and you'll stay on the starting grid, 'cos it's the acceleration button

**C** But if you want to stop in a hurry, you should press this to brake

**PUBLISHER:** Sega

**PRICE:** £39.95

**RELEASE:** Out now

**CARTRIDGE:** 4 Mbit

**CONTACT:** The doctor, or Sega 071 373 3000

Two-player simultaneous "action"

Four skill levels: practice, easy, normal and hard

One life, thankfully

No passwords and no battery back-up

There are four different tracks

**GRAPHICS** 5

**SOUND** 2

**GAMEPLAY** 1

**GAME SIZE** 2

**ADDICTION** 1

**"Is *Double Clutch* crap? Does Dolly Parton sleep on her back?"**

**20 PERCENT**

## GET A GRIP!

Moves Rick up, down and around

A — When you have picked up a power pill, press this to mutate

B — The attack button – you punch on the ground or kick when in the air

C — To jump into the air, you should try pressing this button

**Power up and press all the buttons to go into explodo-mode and you'll take out everything on screen and give yourself a breather at the same time**

Does anybody remember the fuss a couple of months backs about *Night Trap* on the CD, and how by using all this new state-of-the-art technology, Sega were corrupting the minds of young people all over the country?

Well if any publicity-starved MPs get hold of *Splatterhouse 3*, things could get really bad. Although there are no digitised shots of young girlies, there's more blood and guts in here than in a Friday 13th film.

### MORE GORE

This was the real appeal of *Splatterhouse 2*, and anyone who enjoyed that will be pleased to see that the "gore level" has been pumped up to maximum for this one.

**And here's Rick in fighting mood. He's pretty good isn't he?**

There are more enemies to fight, more weapons to pick up, and there's even a chance to mutate into a really tough fighting machine.

You may remember from *Splatterhouse 2* that Jennifer has a thing about being kidnapped. Well, she's up to her old tricks again and you've got to rescue her. This time around though, the Evil One means business, and her life is in real danger. She's trapped in his six-floored mansion, and you've got to find her and get her out. Each floor of the mansion is a maze, with doors going this way and that, and each room is infested with various disgusting creatures. You can't leave by another door until all the creatures in that room have been squished. Thankfully though, you can consult a map every time you clear a room.

However, things are far from easy. You've got to finish each level within a time limit, and these times aren't generous either. Fail to complete the level in time, and you subject Jennifer to really a hard time.

### SUCCESSFUL SEQUEL

This game is a vast improvement on the original. Now more akin to *Streams of Rage 2*, *Splatterhouse 3* is a big leap forward in all areas. The graphics are lovely and gory, the sound very spooky, and with more weapons to pick up, more baddies to kill and the chance to move up and down the floor, the whole thing has been considerably improved upon. It's a fun romp, but it is let down by two very important factors: originality and longevity. Ripping off every gameplaying idea from every beat-'em-up is never going to get a game high marks, and with only six levels, infinite continues and a password for each level, this game won't last for longer than two days of hard playing.

Ⓜ *Paul Mellerick*

**PUBLISHER:** Namco (IMPORT)

**PRICE:** £40 (CHECK WITH CONTACT)

**RELEASE:** Out now

**CARTRIDGE:** 16 Mbit

**CONTACT:** Gamesville 0293 541953

You're on your own for this one

Surprise, surprise – Easy, Normal and Hard levels of skill

There are just the three lives

But you do get a lovely password for each stage

And how many stages are there? Well, there are six

**GRAPHICS** 8

**SOUND** 8

**GAMEPLAY** 5

**GAME SIZE** 3

**ADDICTION** 6

**"A fun time to be had by all, but for two days tops"**

**63 PERCENT**

**The splat is back. Paul Mellerick, who looks very fetching in a white hockey mask, gets low down and dirty for his latest game review**

# SPLATTERHOUSE 3

## IT'S ALL IN THE WAY HE MOVES

Our Rick has been pumping some serious iron since his last cartridge adventure, and he now has a few more moves. As well as having the ability to perform more special moves, he can now also mutate into a, er, very powerful guy indeed. So, just to show you exactly what he can get up to, here's a quick run down of all his attacks. Oh, and don't forget the special explodo-move that he can do when he's mutated (check out the screenshot at the top of the page to get the full effect of this impressive punch).

**A lovely uppercut to finish off most baddies. Nice one**

**Once you've mutated, everything you do is harder**

**Rick's normal punch, but would you mess with this guy?**

**A flying kick can take out loadsa monsters**

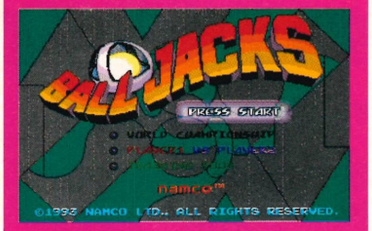
**And you get to show off your chest as well**

**Use the round-house to get out of trouble**

# BALL JACKS

## GET A GRIP!

- Moves your robot up and down. Wow!
- (A) Moves the right pincer to catch, release and steal the balls
- (B) Moves the left pincer to catch, release and steal the balls
- (C) Moves the right pincer to catch, release and steal the balls




**PUBLISHER:** Sega

**PRICE:** £39.99

**RELEASE:** Out now

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

- Two players, if you can find a friend desperate enough
- Just the one skill level, but the opponents get harder
- You play until you get beaten
- No need for any battery back-up or password system
- There are a total of six different opponents – yawn

**GRAPHICS** 3

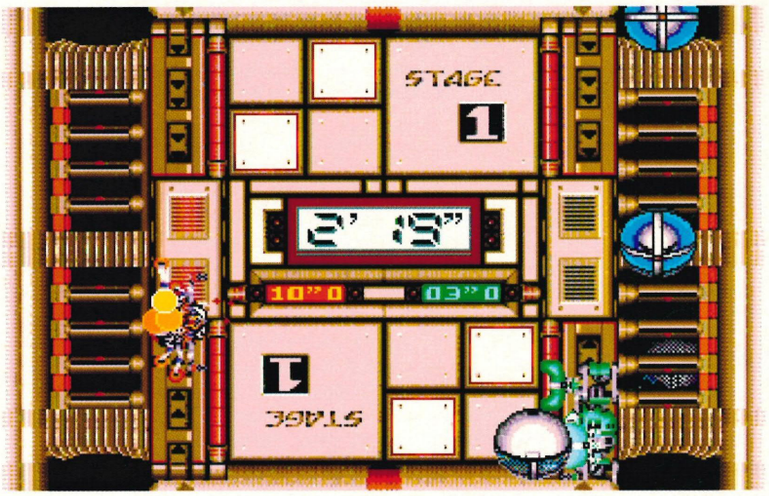
**SOUND** 3

**GAMEPLAY** 1

**GAME SIZE** 1

**ADDICTION** 1

**Andy Dyer takes his balls in his pincers to take on the somewhat different game of *Ball Jacks*. Three minutes later he storms out of the MEGA office shouting "I need a sodding beer!"**




***Ball Jacks*. It's a pile of ploppy, ploppy, plop, plop, ploppety-plop, poo, plop, cacky, cacky, shoddy, ploppy cack, with a liberal serving of side plop**

Right, this is the situation. A single screen, a robot on the left, a robot on the right. With me so far? Each robot can move vertically to the top and bottom of the screen but no further, no scrolling. Keeping up? Each robot has a pair of pincers (the robots look like crabs), which they can shoot independently across the screen to the opposite side, the purpose of this being to grab the balls which sit on moving conveyor belts situated behind each of the robots. I haven't lost you have I? When in possession of a ball, the robots can inflict damage on each other, steal each other's balls and make the balls whizz around faster than usual. After a certain amount of time, the game stops and the robot with the most balls on its side of the play area wins. Each round is the best of three bouts. Beat six different robot opponents and you've won the game. Got all that? Good.

### *PONG* PLUS?

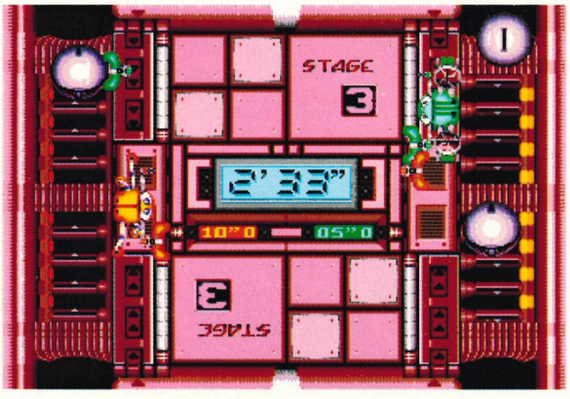
Now, listing the features like this may actually make the game sound vaguely complex, but I doubt it. However, it does help me pad out a review of a game which is, very basically, a sort of *Pong* in reverse but with a few additional features. However, despite these trimmings; the gameplay is a tedious little mixture of vertically moving components which desperately try to control some horizontally moving components. The Mega Drive's been around for years now and if, after all that time, this is as far as the programmers can push the machine, they really ought to be thinking about an alternative career.

The graphics hardly change, there are no bonus screens or varied challenges, the only benefit of the two-player option is that you can shout "@*!& Off!" at the game in unison, and even if you do get past the first five frustrating and disappointing minutes of play, it won't take you too much longer to get to grips with it and see the end screen before the day is out. Whichever way you look at it, *Ball Jacks* is utter (reader to insert shockingly abusive word here).

Ⓜ *Andy Dyer*

**"Criminal. I'm a bit wound up about this, this... crap. I'm going home before I hit someone"**

**Should you decide the excitement's too much, try the even sadder one-man practice option. Alternatively...**




**... you could persevere, get through a few levels and voilà! The background rather incredibly changes colour**

**09 PERCENT**

# GAME REVIEW

## "Where did you get those Klingons?" asks Paul Mellerick as he stumbles across another blast-first-ask-questions-later space game that doesn't quite make the grain

**Yeah! A spot-on hit. OK, so it took me ten minutes to hit him and it was more luck than anything else, but leave me with a bit glory will you?**

You've all seen Star Trek right? You all wanna get behind the controls of your own spaceship and save the earth from those ghastly (and not at all misunderstood) aliens, don't you? Well, thanks to Accolade, you're now going to get your chance.

*Warpspeed* is a very simple, no-nonsense shoot-'em-up that just happens to put you behind the controls of a fast-moving, heavily-armoured space ship. You've got missions to carry out, planets to save and aliens to blow away. What a way to spend a Sunday afternoon.

But getting into your ship and destroying several other life forms is a bit more difficult than you might think. You see, this game is a sort of future simulation type thingy. Not too heavy on the simulation, but more complicated in gameplay than, say, *Ranger X* (reviewed on page 53).

### IN THE COCKPIT

You play the game as if you were sitting in the cockpit of your fighter, and you've got dials in front of you telling you where you are, how fast you're going, and all sorts of other things. But these dials aren't just there to make things look good, they actually work too.

Flying around space though (which is a bit on the large side, if you get my meaning) could get very tedious, so, thankfully, you have the ability to warp. By entering the map screen and selecting the sector you wish to jump to, you can zip around from sector to sector (and quadrants by using a black hole) like there's no tomorrow. Completing your missions is simply a matter of destroying all of the aliens in a sector and then jumping to the next.

From a gaming point of view, the whole idea is to get as many points as possible (by completing missions), take on aliens, and complete those urgent tasks.

From a gameplay point of view though, this stinks. Everything I've said so far would make a good game except for a few really annoying things. Flying around space is fast enough, but the actual combat is tedious. Your amazing high-powered weaponry only seems to actually hit anything when it's coming straight towards you, and most pilots are not that stupid. So most of the time you end up guessing how far away the spaceship is, which direction it's moving in and how far in front of it you need to fire, so it will run into your shots. This, as you can probably guess, takes a lot a time and becomes very tedious.

This wouldn't be too bad on its own, but there's a severe lack of anything new or exciting to keep you interested once you've played it for a couple of hours. The whole thing is just one big circle of gameplay. Enter a sector, kill all the aliens, warp to a sector, kill all the aliens, warp... SNORE!

### ADEQUATE GRAPHICS

Graphically it's OK. The 3D effect on the ships as they move in and out of your sight is fine, but the rest of the stuff is just standard console fodder. The sound isn't anything remarkable either.

Some variety, possibly sub-games and a different combating system, could have lifted this into the higher ranks, but as it is, it'll probably end up becoming one of those cult console games that could have been but wasn't quite.

*Paul Mellerick*

### GET A GRIP!

Moves your ship around in space

A — Fires your smart missile or confirms choices

B — Er, this is simply the fire button

C — Switches to scanner, to radio message and switches back to game

**PUBLISHER:** Accolade

**PRICE:** £39.99

**RELEASE:** Out now

**CARTRIDGE:** 8 Mbit

**CONTACT:** Accolade 081 877 0880

This cockpit isn't big enough for two of you

No option, so no skill levels

Your ship has shields – lose them and it's all over buddy

A password system for the campaign only

Seven missions and a campaign with four missions

**GRAPHICS** 7

**SOUND** 7

**GAMEPLAY** 5

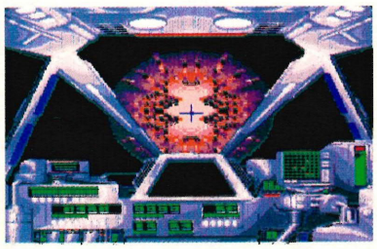
**GAME SIZE** 6

**ADDICTION** 3

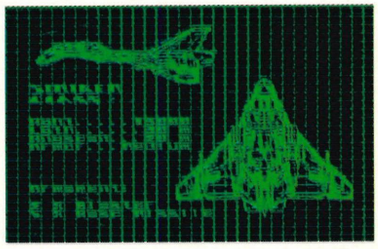
**"A nice game, but just too tedious and samey to be of any real interest"**

# WARPSPEED

**55 PERCENT**



**What's going on here? Well, it's the warp screen actually**



**And here we have a lovely little blueprint of your spaceship**

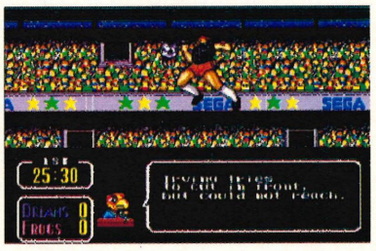
**As soon as you get a radio message, take a look 'cos it might be urgent**

# TECMO CUP FOOTBALL GAME

**Role-playing games usually involve large quests, swords, sorcery and vicious murders. Neil West is surprised then that this one includes football**

**Luckily, that's you who's just beaten the other player to the ball...**

**... but you're not as lucky here, on the receiving end of a special kick**




**The last laugh goes to you though, as one of their players misses the ball**

What we have here is a football RPG, perhaps the most bizarre concept to grace the Mega Drive since *King Salmon*. You are a kid called Robert, whose dream it is to win the World Cup. In pursuit of this dream, you've joined Dreams Football Club.

You start the game by selecting your team, and then you're ready to begin. From the kick-off, you see the match on a small-scale picture in the top corner of the screen – this view enables you to work out which moves you want to make. And basically, whenever you have the ball, you have a choice of moves you can make. If you're in possession, then you can pass, dribble, or shoot; and if you're attacking, then you can tackle, block or passcut. These are all chosen from a selection screen, and if you've more than one player attacking, then each can choose a different tactic.

What the screenshots can't show you with this game is the sheer speed at which this game moves. Although you've got plenty of time to make your decisions, once you've made them, they're implemented very speedily indeed.

**The game moves very, very fast**

## STEALTH DRIBBLING

The other weird thing about this game is that some of the characters have special moves. Although this doesn't affect the action in all the games, when it does, it means you've got much more chance of scoring goals, or stopping them. You can only use these moves so many times, however, as each character has a certain amount of "guts", which decreases when using them. Attacks such as the Megadrive kick and the Atomic kick can often only be defended by the Bonecrusher tackle, or the goalie's Dragon catch.

These moves definitely add interest to *Tecmo Cup Soccer*, as do some of the unintentionally hilarious screens included in the game. You haven't laughed until you've seen some of the intro screens to the special moves, and I'm at a loss to explain why the players appear to be playing with a deflated ball.

## OVER THE MOON

The ultimate answer to whether this unusual game is any good is a somewhat cautious "yes". It is extremely absorbing, and the two-player game, in which you control a team of super-powered players, is excellent fun. The soundtrack, a kind of rendition of Maniac from the film Flashdance, is toe-tappingly good. I'm not too sure about the lasting playability, but I've been playing it all week, and I'm not bored yet. If you're into football, or even if you're into RPGs, you'll probably get quite a kick out of this.

*Neil West*

**Once again, MF Louis gets one over FW Keith. The radar map of the pitch shows where his team mates are, and MF Louis is the football. Fascinating**

## GET A GRIP!

Moves you around the pitch

A — No function

B — No function either. Hey, but simple controls are good, right?

C — Selects all your options

**PUBLISHER:** Sega

**PRICE:** £39.99

**RELEASE:** July '93

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

Two people can play on All-Star mode

It's just down to how well you can play footy

It's a football game, not a beat-'em-up

There is a password system

You can play loadsa games of soccer

**GRAPHICS** 7

**SOUND** 7

**GAMEPLAY** 8

**GAME SIZE** 7

**ADDICTION** 9

**"It must be one of the most bizarre concepts to hit the Mega Drive, but it's a right little cracker"**

# 74 PERCENT

# JACK NICKLAUS POWER CHALLENGE GOLF

**Swing that club. Paul Mellerick gets kitted up in his plaid trousers and Pringle sweater for yet another round of golfing action**

**And here we are on the seventh tee, 404 yards to the pin and I'm one under par at the moment. Things are looking good, but it's early days yet**

Golf, baseball, American football and shoot-'em-ups. If you own a Mega Drive, which you should do otherwise you wouldn't be reading this, you'll probably own at least one of these types of games. And while there are some cracking examples of each genre, there are some really cack ones too. So when a software company announces yet another golf game, enthusiasm doesn't exactly fill the air. Occasionally, however, you are pleasantly surprised...

## OOH IT'S SOOO REAL

There's not a lot I can tell you about golf, it's a bit on the simple side isn't it? You've got a club, you hit a ball and you try to get it into the hole. So, let me talk about *Jack Nicklaus Power Challenge Golf*. What has this got which would make you buy it over any of the other golf games?

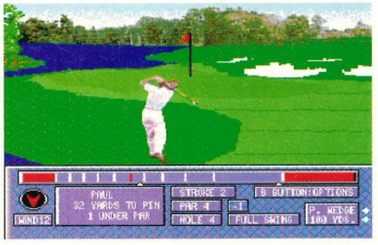
Well for a start, there's the digitised footage. Each hole on the course is real. Yep, digitised and put into your cartridge. Obviously this would look very grainy to say the least, so the graphics have been tarted up and look all the better for it.

So what else is there? Well, the control system is very easy to use; button A sets the power of the shot in exactly the same way as *PGA Tour Golf*. Press the button and watch it climb the power bar, press it again to set the power, and press it once more to hit it. Press too early and you'll hook it, but press it too late and you'll slice it. You can, of course, do all sorts of things before you take your shot, like club selection, overhead views of the hole and, ooh, loads of other stuff which is all easily accessible from the buttons.

Good this isn't it? Well actually yes, it is. Trouble is it's not as good as *PGA Tour Golf* – it's just not as user friendly. The putting greens are very dodgy and they are nowhere near as accurate as they should be, and the power bar is made virtually useless because you can't exactly judge how much power you will need. It's a very playable golf game though, and if you can't get enough golf for you console, you'll like this one. However, why you would want this when you can buy either of the two *PGA Tour Golf* games is beyond me.

Ⓜ *Paul Mellerick*

**Well, what can I say? One under par after one hole. I'm a golf God me**



**My first shot didn't quite make it, so I'm chipping onto the green**

**And here we have a nice little overhead view of the hole, so you can plan your strategy and then sit back and watch as it all goes horribly wrong**

## GET A GRIP!

- Aim your shot using the crosshair
- Selects the power of your shot
- Calls up options
- Selects a punch shot on the fairway or a tap in on the green

**PUBLISHER:** Accolade

**PRICE:** £39.99

**RELEASE:** June '93

**CARTRIDGE:** 8 Mbit

**CONTACT:** Accolade 081 877 0880

- Hang on I'll check... yep, four players at the same time
- Your own skill level really, ranging from Neil West (crap) to Paul Mellerick (fabbo)
- Come on lads, this is golf
- Save your place in a tournament and your player stats too
- Three courses to play on, each with 18 holes

**GRAPHICS** 8

**SOUND** 6

**GAMEPLAY** 7

**GAME SIZE** 4

**ADDICTION** 8

**"A lovely little golf game, but just not as good as those *PGA* thingies"**

# 79 PERCENT

**Andy Dyer hasn't seen the coin-op version, so he can't compare the two. One thing he knows for sure, however, is that there should be laws to protect us from crud like this**

# KING OF THE MONSTERS

**"Come and get yer monsters, come on, get 'em while they're hot!"**

**"Ah ha, you don't think I'll fall for the old 737 up the jacksy trick do you?"**

**Messrs Monster and Monster aren't quite the Barbie twins are they?**

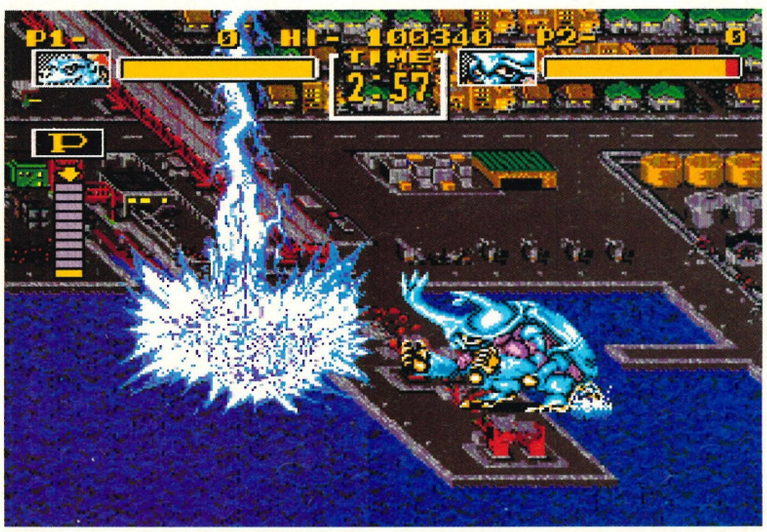
## GET A GRIP!

- Moves your monster around the screen
- (A) Punches and makes you jump when used with button B
- (B) Kicks and makes you jump when used with, wait for it, button A
- (C) Makes you run so that you can charge the enemy (in theory)

Anyone who's seen Ultraman (the film) or any of those crappy old Godzilla movies will immediately know what to expect from this. There's a handful of unconvincing looking monsters, a small and equally unconvincing city, and lots of devastation wreaked as the monsters fight it out with each other.

Ah well, those whacky old movies did have a certain charm, and it makes a change from the usual run-of-the-mill beat-'em-up plots. It's a shame then, that *King Of The Monsters* is certainly the worst beat-'em-up I've ever played, one of the worst Mega Drive games I've ever played and most definitely one of the worst games of all time.

Words really do fail to describe how angry this game is going to make you, but here goes...




**This is me shortly after my death. When you continue, a ruddy great lightning bolt comes down from the sky and gives you another lease of life**

## ABYSMAL ANIMATION

For a start, the graphics are fairly basic. The cityscape is a bit busy and the sprites of the monsters are poorly defined. But it's the pitiful animation on your characters that really causes the problem. It's hard to make out precisely what is going on, and, as a result, it's nigh on impossible to judge attacks or time them properly.

The sound, while not overly important to the way the game actually plays, is also sodding annoying.

So, what of the gameplay? Well, what of it? Each character has a power meter, and the idea is to drain that meter and then stand on the opponent, pinning him for a count of three. Sounds fair enough, doesn't it? But hang on, even when all the power's gone, you're never certain of pinning him down. The game seems to randomly decide when it's time to let someone win. Also, even if you have full power and your opponent has none, he can still come back and give you a right good old thrashing.

## GRAPPLING GAMEPLAY

The next thing is grappling. When two players are locked in each other's grip, it's never really certain who's going to end up throwing who. Again, it seems to just be the luck of the draw and, once more, the amount of power you have seems to mean absolutely nothing.

The game is simply riddled with flaws, and this makes it far from the intriguing beat-'em-up with a twist it should have been. Instead, it's been reduced to an utter cow pat of a game complete with germ-ridden fly swarms and with clouds of pungent steam rising from it. *King of the Monsters* is worse than terrible!

Ⓜ *Andy Dyer*

**PUBLISHER:** Sega

**PRICE:** £39.99

**RELEASE:** Out now

**CARTRIDGE:** 4 Mbit

**CONTACT:** Sega 071 373 3000

Play against the computer or a friend. Better still, don't bother

There are three levels of skill, but it's not really down to skill

Three continues, but that's like asking a convict if he'd like an extension to his prison sentence

No battery back-up and no password system

Stages? Er, plenty, but no-one will be playing after five minutes

**GRAPHICS** 5

**SOUND** 5

**GAMEPLAY** 1

**GAME SIZE** 3

**ADDICTION** 0

**"I can't give it nothing, because you do actually get a cart and a bit of game. But this really is unforgivably bad. If you ever buy a game this awful, write to your MP"**

# 10 PERCENT

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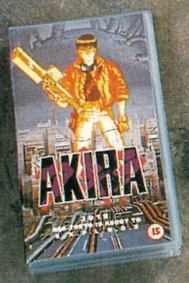

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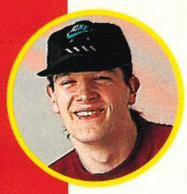
# MEGA PLAY



**Not many people would subject themselves to the mental torture of putting together the best in tips every month, but, strangely enough, Paul Mellerick does seem to get some kind of kick out of it**

## CRUE BALL

Go to the music demo bit and play the music for level six. Now press A, C, A and B while the tune is playing. Go back to the title screen and start the game. When the level screen comes up, hold down B and press Up to choose your level.

***Matthew Grimley, Lichfield***

## Chiki Chiki Boys

For a hidden options screen, press buttons A, B and C together on the title screen. Now you can do all sorts of things, like change the difficulty level, listen to the sound and, er, change the difficulty level...

***Damen Ayar, S Yorkshire***

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## STREETS OF RAGE 2

**"Er, well, if you're gonna be Axel, then I wanna be him too"**

On the title screen hold down Right and button B on joypad one. On pad two hold down Left and button A. Now hit button C on pad two to move to the select screen. Let go of all the buttons and start a two-player game. Now you can both choose the same character if you like. It does all get a bit confusing, however, so you'll both have to be on your guard.

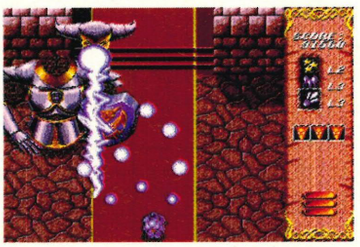
**And here we have Axel standing in front of Axel? Confused? Yep**

## Fatal Fury

To increase your continues, press and hold Up on the continue screen and then press A, B and C at the same time.

***Rob Lawrence, Surrey***

## TWINKLE TALE



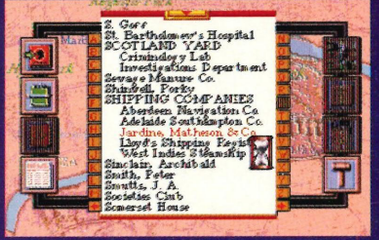
**Action, action and more action. Some shoot-'em-ups never quit**

We did like this shoot-'em-up when we reviewed the import version in issue two of MEGA, but it's taken a while for some tips to come out for it. Still, a level select is worth waiting for don't you think? Anyway, start the game and wait for the storybook to appear. Now hold down the Up/Left diagonal and buttons A and C. Press Start and you can now pick your starting stage.

## Sherlock Holmes CD

This little brain teaser is surprisingly easy if you know exactly what to do in the right order. Luckily for us, we do. Oh, and this solution is for The Mummy's Curse. It can be done even quicker than this, so check your score at the end and compare it to Holmes' score. Now see if you can improve on it and beat the master at his own game.

***David Wilcox, West Yorkshire***




**① Send the boys round to see the Jardine, Matheson & Co shipping company**

## Splatterhouse 3

We've only just managed to get hold of a copy of this game (see the full review on page 56 of this issue of MEGA), but someone out there has had it for long enough to find the following passwords. That means there must already be some people out there who will find them useful.

Stage 1: NO PASSWORD
Stage 2: REISOR
Stage 3: ETLBUD
Stage 4: TABRAE
Stage 5: ELPOEB
Stage 6: PHENIX

***Jason Brown, Uddington, Glasgow***

# Tiny Toon Adventures

Hey, this game is quite big, *and* it gives you some passwords as well. What do you say we print all the passwords for it? Yeah, OK here they are...

Level 1: Er, you don't need one for this
Level 2: PMKD DDDD LLGL LDLD DDVD
Level 3: XBBL DLLL LLKD LDDD LLND
Level 4: QMBG DLLL LDBD LLLD LDTG
Level 5: TMBK LLDD LDBG LDDL LLTV
Level 6: HMBB LLDD DLBK LLDD LLTN
Level 7: VBBB PLLL LDBB LDLL DLDQ
Level 8: YBBB MLLD LDBB PLDL LLMQ
Level 9: HYBB TDLD DDBB MLDL DDPD
Level 10: ZBBB TGLL LDBB TDLL DLNG
Level 11: NMBB TKDL DLBB TGDL DDNV
Level 12: XBBB TZDL DDBB TKLL DDNT
Level 13: BNBB TZGL LLBB TZLD LLZM
Level 14: MHBB TZKD DLBB TZGL DLTM]
Level 15: HNBB TZZL DDBB TZKD LLRB
Level 16: ZNBB TZZG LDBB TZZD DDDH
Level 17: PJBB TZZK LLBB TZZG LDDJ
Level 18: XZBB TZZB LLBB TZZK LDDP
Level 19: ZZBB TZZQ LLBB TZZB DDDT
Level 20: KXBB TZZQ GLBB TZZW LDGM
Level 21: VJBB TZZQ KDBB TZZQ GDVM
Level 22: ZTBB TZZW ZLBB TZZW KDTM
Level 23: HTBB TZZQ ZGBB TZZQ ZDMR
Level 24: JQBB TZZW ZKBB TZZW TGMZ

***M Griffiths, Rhondda, South Wales and J Lainchbury, Walthamstow***

## X-MEN

Switch the game on and hold down Down, A and C. On the title screen press Start and unplug the controller. Plug it into port two and hit Start. Plug another controller into port one and hit Start again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp to your favourite level.

# MEGA MEDIC

## ONE FALSE MOVE

**Q** Could you help an RPG addict who is experiencing total frustration playing the awesome *Shining In The Darkness?* I've been stuck for ages in the Cave of Truth. Having located the False Idol, I cannot reach the section in which the Princess is jailed. Every time I try, barriers come down in the maze. What am I doing wrong?

***Chris Ryder, Kidderminster***

**A** Well, I hate to point out the obvious, but the reason you're stuck in the maze and the barriers are coming down is because you're going the wrong way. There is, of course, a simple solution to this problem, and that's your VIEW spell. When you use the spell you will bring up a map showing your whereabouts. Use this as often as you want (it costs only one spell point) and you shouldn't have too many problems. Oh, and you might also like to know where you actually use the false idol. Well place it in the hole in the wall at location 7S, 23E in the Cave of Truth. Right, now get on with the rest of the game.

**The very lovely, *Shining* thingy**

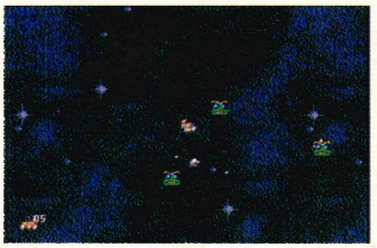
# Mega-Lo-Mania

Last month we printed the codes for all the nine epochs, but we thought we'd let you sweat over them for a while before you access the final level – The Mother of Battles. So here's the code: JJDDVBVJONH (150)

***Andrew Reynolds, Tufnell Park, London***

**Prepare yourself for the fight to end all fights. This is one tough level**

**Or, if you fancy a bit of nostalgia arcade blasting, try this instead**



**Wanna know how this works? Well try the cheat and find out**

You may have noticed a news item in last month's issue of MEGA, announcing a hidden game of Asteroids in *Mega-Lo-Mania.* Unfortunately, we omitted to print the password for this game, but we're gonna tell you now what it is. Enter the word JOOLS on the password screen. Sorry about that folks.

## Sol-Feace

We printed the cheats for the cart version (*Sol-Deace*) way back in issue one. However, we didn't know back then if they would work on the CD or not, but now, with the release of the game with the machine, all you Mega CD owners will be glad to hear that the cheats work.

On the title screen press A, B, C, A, B, C, B, C, B, A and then enter the Config Mode. Now choose your level (the number by the word Start) and to get 99 ships move down to mode and keep pressing Right until you see MY99. Now start the game, and if you get bored, press A, B and C together to skip that level.

***Peter Kaur, Manchester***

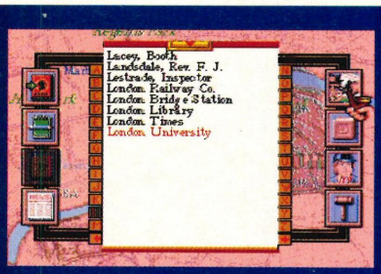
## BATMAN: REVENGE OF THE JOKER

**Mushrooms? Batman? Where's the link?**

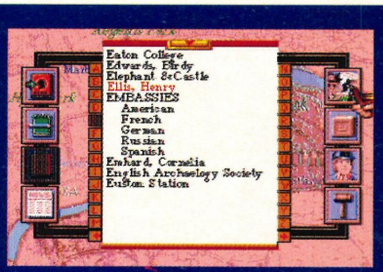
**Still, it does work, so enter your chosen level**

**And play through to the end of the game**

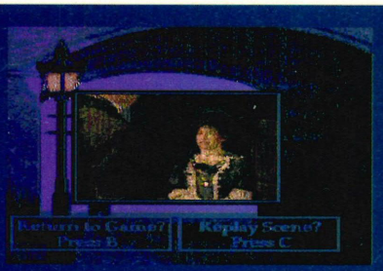
Oh I don't know. I spent all that time getting through *Batman: Revenge of the Joker* for last month's complete solution, then as soon as the pages go off to the printers, a level select comes to my attention. Bloody typical huh? So, go to the password screen and enter the number 5257. A row of mushroom type things will appear on the bottom. Now enter your new code with the level you want, then the stage on that level, then 0 and 0 to finish off the codes. So for level 6, stage 3 enter 6300. It's so easy to understand that even a particularly fluffy badger could do it.



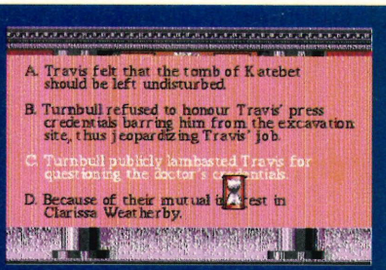

**② You must now visit the London University (and not the University of London)**




**③ You don't have to be a detective to work out that you now have to visit Henry Ellis**




**④ Now you have to visit Andrew Weatherby (he's dead, but you'll see his wife)**




**⑤ Go to court and answer: Travis, C, Travis, D, Travis and B. And that's it, another case cracked**

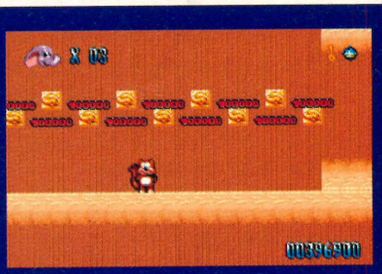
# Rolo To The Rescue

We've printed loads of tips for this game, and even though this is a sort of secret room rather than a cheat, it's so good I'm still going to print it. It also makes level two really easy. Just follow the screenshots and collect those 15 (yes, 15) map pieces. Collect them all and the whole of the Desert level will be pieced together. Told ya it was good.

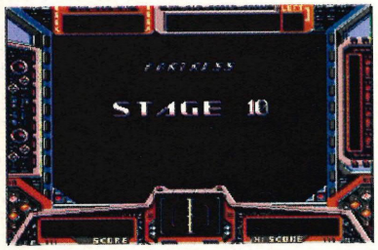
***Domonic Palterman, Wokingham***

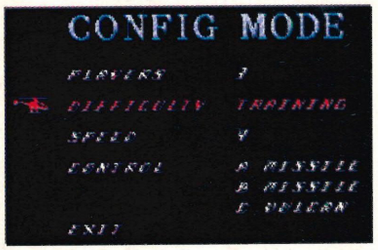
① Start on the second stage of the second level and prepare yourself for a fabbo cheat

② Finish the level as normal and jump on the second rock. Take control of the top squirrel...



③ ... and enter the first secret room. Now climb onto the right wall and jump off into the middle




## Cobra Command

For a rinky-dinky (Pink Panther) type level select, press Start on the title screen so that the Game Start and Config Modes options appear. Now press Up, Left, Right, Right and Up. The sound of an explosion will let you know the cheat has worked. When you start the game, and the level name and number comes up, press Left or Right to move through the numbers. Pressing Start while you are playing a level will mean you complete it. You can do this to get through the whole game if you like. Or to make things even more interesting, press buttons A, B, and C together during play for debug mode – this shows off all sorts of coded numbers that change during play. Press A, B and C again to remove the effect.

***Ed Lomas, Rochester***

Here is yet another cheat: On the title screen, press Right, Right, Left, Down, Up, Down, Left and Right.

Again you'll hear an explosion, but this time enter the config mode and you'll be able to choose a Training level. If you get killed on this mode, you'll start again at the point at which you died. This cheat makes the game a whole lot easier.

***Luke Dunn, London***

## MEGA MEDIC

### WHO? WHAT? LILYPAD? TRIDENT?

**Q** Please can you help me? I am stuck on *Wonderboy in Monsterworld*. I cannot find the Trident or get out of the Monsters Lair near the village of Lilypad. Even though the game has a battery back-up, it is still driving me round the bend.

***A P Goode, Hinckley, Leicester***

**A** This is gonna take some explaining. Are you ready? The real key to success in this game is to talk to everyone you see. In the Lilypad village, for example, the only way out is to get Hotta to smash a hole in the statues on the outside of the village. To get him to do this, talk to his sister and he will then follow you to the statues. This will take you into the Monster's Lair. Now, without wanting to give too much information away about the game (you don't want me to do all your work for you do you?) you will only receive the Trident after defeating Gragg and Glagg, who are the guardians of the Monster's Lair. Good luck. And if you want to know how to defeat them, take a look at the MEGA MEDIC section in issue three.

## Euro Club Soccer

**No, I refuse to do the Polly the Parrot gag, no, never...**

These *Euro Club Soccer* tips just keep on arriving at the MEGA office. So to play against a completely unknown team with you as Arsenal (OK so it's not a brill tip if you have to play as Arsenal) enter the words PIECES OF EIGHT – one word on each line.

**Don't worry if the screen looks corrupted, it's supposed to**

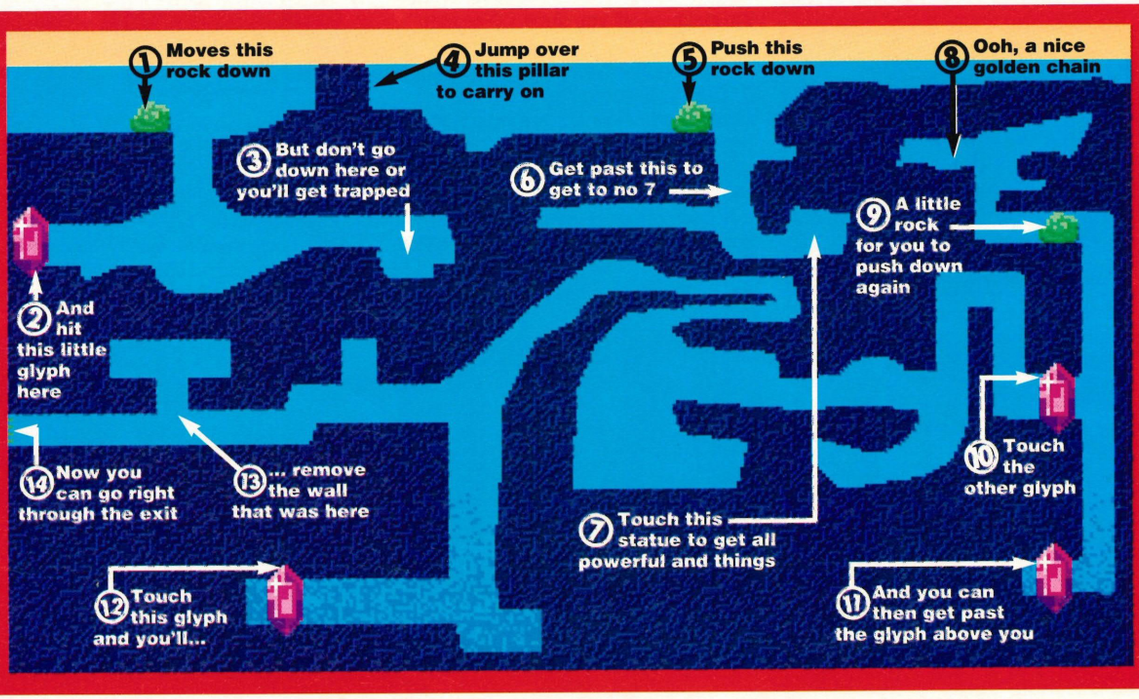
## MEGA MEDIC

### IN DEEP CITY TROUBLE

**Q** I'm stuck, as stuck as Sticky the stick insect knee-deep in very sticky Super Glue. I'm having a problem with the Deep City zone on *Ecco the Dolphin*. Everywhere I've been ends is a dead end. After pushing the stone block over the edge into a strong current and following it down, you've got a choice of going left or right. Down the left end there's a Glyph that will give you invincibility, and down the right end there's a Statue that, when you fire your sonar at it, does nothing but vibrate. Any clues as to where I'm going wrong?

***Justin Rymer, Sanderstead, South Croydon***

**A** All those tunnels and glyphs do get very confusing, and describing it to you could be hazardous, so let's print a map of the level instead. Right, take a look at the description of the level and in no time at all you should be on to the next one. There, simple really, and all you had to do was ask.

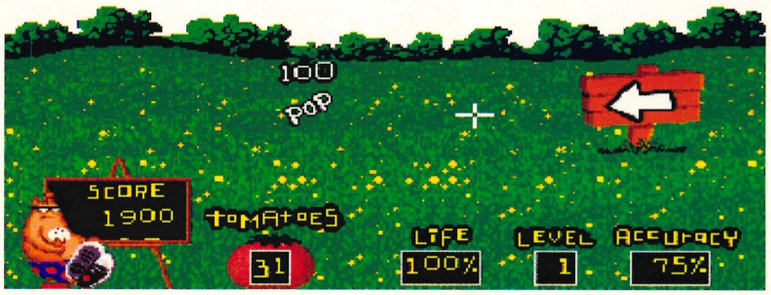


④ Collect all the map pieces and then give control back to Rolo. Finish the level and take a look...

⑤ ... at the map screen and you will see the entire second level open up to you

# The Tomato Game

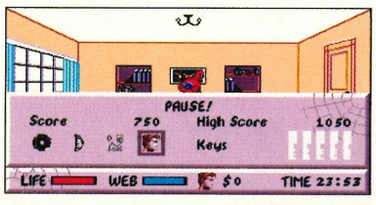
Here's our first Menacer cheat and, luckily enough, it's for the best game – ToeJam and Earl's *Tomato Game*. If you complete a level first time around, wait until all your points have been counted up and then hold down the top two buttons on the handle of the Menacer. When you begin the next level, let go and the level number will move up one. This means you will skip a level.




# Spider-Man vs The Kingpin

This is a very nice game indeed, and I'm surprised it's taken this long to find a cheat for it. If you're running short of energy, go home (by using the face from the pause menu) and rest. Now, instead of walking out the door which will start you at the beginning of the level, select the face again and you will continue from where you left off. This is a very handy cheat, which will make this fabbo game a lot easier.

**If you need some energy, going home is a very good idea**




**You're home, but don't walk out of the door. Use the face instead**

# MEGA MEDIC

## ONE OUT OF TWO

**Q** Please, please, please can you help me to get the Ring of Division in *Rings of Power*. I'm about to commit suicide if I don't find this ring. Also, because your mag is so great, could you please also tell me where the Ideal Key is?

***Ian Zanardelli, Storrington, West Sussex***

**A** I dunno, some people want everything done for them; the Ring of Division AND the Ideal Key. Well seeing as you've not told me where you've been in the game or what possessions you've got, you'll have to stick with me as I explain this.

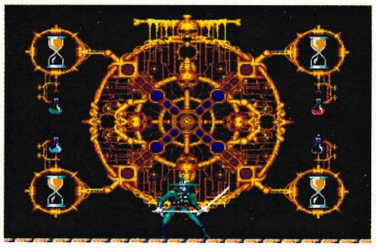
The quest for the Ring of Division starts in Doggania. Enter the castle and spare the life of Fiver. The jailer will tell you you've completed the quest and you talk to the regent about the next one. Visit the monk in the cathedral and then go to the City of Sunrise and Sunset at location 3' 22'. Get the key from the dresser in the building at 3'0', 27'7. One building has a ladder in it. Go down it and find the Fountain of Youth. Search for the Milk of Youth and go back to Doggan Castle and show the milk to the regent, who will give you access to the rest of the building. Go back to the city of the Sunset and Sunrise and then to the Fire Swamp in the centre of the witch's house (at 12'0, 13'3). Find the Fen person at 12'1, 13'7, spare his life, and use the bone to kill the witch. Take a lock of her hair, go back to Sunset and show it to the woman. In return, she will give you the iron key to open the King's chambers in Doggan Castle. Ask the King about his job, fight the regent, kill him, take the Milk of Youth back to the King and receive the Ring of Division. There, that was simple wasn't it?

# CHAKAN THE FOREVER MAN

This platform game has got 24 levels and they get tougher and tougher the further you get in the game. So how would you like a special cheat that allows you to start the game with the first 12 levels completed? Yes?

OK then, here it is. Select Practice mode and start the game. Now, above the Air Portal you will see a platform, and to the right of this is another platform. Stand on it, select and use the passage spell, and then look at the big overall map. Now you'll be able to see that you have completed the first 12 levels, making this complex game a whole lot easier.

**Make sure you stand on this floating platform or the cheat won't work**



**A big game, but with 12 levels already done, it's a lot easier to finish**

# Midnight Resistance

**What's the most popular cheat found in games? Well, my money's on the level select, and here's another one. On the title screen hold down button C and press Start. During play, pause the game and press A to advance a level.**

***Allan Bonnet, Colchester***

# Cheat to win

For his quite, quite brilliant Action Replay codes and the cheat for the *Chiki Chiki Boys*, this month's winner is ***Damen Ayar*** from South Yorkshire. You didn't tell us which game you'd like Damen, so get in touch with us, tell us what you want, and the game will be soon winging its way to you.

If *you* think you can handle making a major life decision, like choosing a new cartridge for your Mega Drive, and you've got some tips which we haven't printed yet, then send them into us and you could be the lucky winner next time around. Send your stuff to: MEGA PLAY, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

# ACTION REPLAY CODES

*Flashback:*
FFD3D 70005 – Infinite shields
*Tiny Toon Adventures:*
FFFB0 B0003 – Infinite energy
FFFB0 90002 – Infinite lives
FFFB0 F0032 – Gives one special helper each time you pick up a carrot (one carrot = 50 carrots). Switch the Action Replay off at the end of level and back on at the start of the next one.
FFFB110009 – Pick up one special helper to get infinite helpers
*Dungeons and Dragons:*
FF10C 500FF – Gives you £280,000
FF915 A0001 – Cure light wounds scrolls
FF915 A0019 – Resist cold scrolls
FF915 A005C – Axes
FF915 A005F – Spears
*Strider:*
FFFC0 00003 – Infinite lives
FFA01 E0000 – Invincibility
FFA04 A0059 – Super Speed
*Fantasia:*
FF042 C0002 – Makes you walk faster
FF246 40002 – Infinite continues
FF07D 50004 – Makes you invisible
FF083 20002 – Makes the screen fall apart
*Chiki Chiki Boys:*
FF824 10003 – Infinite magic
FF9EE 10028 – Infinite energy
*Mega-Lo-Mania:*
FF156 F0063 – Infinite men
*Streets of Rage 2:*
FFF24 80003 – Some enemies block
*Captain America:*
FF9E8 10003 – Infinite lives for player one
FF9F5 70003 – Infinite lives for player two

# GAME GENIE CODES

*Sonic 2:*
2LTA CA9A – No spin attack
*Batman Returns:*
BLYT AA4R – Invincibility
NTFA AABL – Start with 99 lives
C5GA CAD6 – Start on level 17
CMGA CAD6 – Start on secret level two
*Chuck Rock:*
BEAT EABW – Start with ten lives
B5RA AA3Y – Infinite health
AYAT EABA – Start on level one, zone five
*Krusty's Super Fun House:*
RJ5A AA7L – Start anywhere with infinite lives
CT5T AAGW – Start with 20 lives
SE9A BYZT – Complete bonus room = five lives
*Rolo to the Rescue:*
R19T R60L – Master Code
NPVT AACT – Start with 100 lives
AB6T AA9N – Mega Jump
*Super Monaco Grand Prix 2:*
RE5T C6Z6 – Position reported as 1st Place
SBFT BAYA – Start on round nine
*Road Rash 2:*
RH6A 86YJ – Master Code
ZAST AC58 – Start with $250,000
AEST AAE0 – Qualify on Hawaii
*World of Illusion:*
NNST BA3W – Start with 99 lives
AF6A AAAY – Each card = one life
A92A BTYG – Hits reduce health by four points

# ARENA

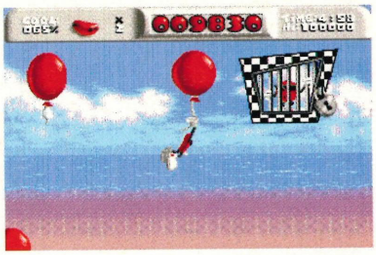
**Got a Mega Drive game you're bored to tears with? Well before you sell or swap it, why don't you give it one last chance to surprise you? Yep, it's silly challenge time...**

## WACKY CHALLENGES

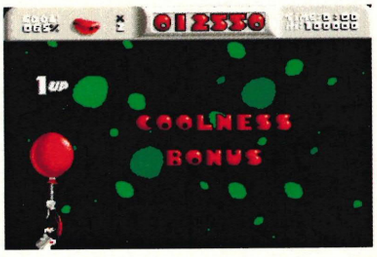
Imagination (I feel a song coming on – Neil) is a good thing to have, and that's definitely what you guys and gals out there have got. You see, when we decided to ask for some challenges to fill up these pages, we thought we'd get the usual *Sonic* speed test things. But no, you've really surprised us. Wonderful you may already have been, but we still want more. Yep, more. Just think of something completely silly and send it to us. In the meantime, take a look at this month's challenges and see if you can match or better them.

### ① COOL SPOT

Although you can't finish a level until you've collected enough "cool points", collect the bear minimum (60) on the first level and then finish the level and see how much time you've got left. The more astute among you will know that there's a time bonus on the level, so find that and you'll be sorted. If, by collecting only 60 "cool points", you then get the 1-up at the end of the level, consider yourself well cool.



**Right, you've finished the level. Now see if you've done the challenge**

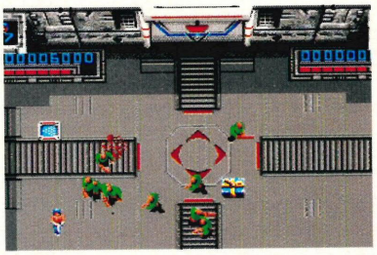



**Up, up, yes go on, you can do it. Well, only if you've collected enough points**

### ② SUPER SMASH TV

There are obviously a couple of people out there who bought this game (although goodness knows why), so here's a little challenge for you *both*. Try to get through all the arenas on level one using only the machine gun with which you start the game. Yes, that's right, no special weapons allowed.

***Allan Bonnett, Colchester***

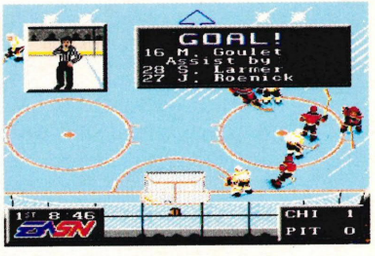


**Something tells me that not picking up that weapon is a bad idea**

### ③ NHLPA HOCKEY

Hee, hee. We do like this one (but then inflicting pain on helpless little sprites is great fun). Play the game, and when you score a goal or a face-off is called (or at anytime when normal play has stopped), see how many of the opponents you can knock off their feet by charging into them. We've managed to get four down so far, and seeing as there are only six guys on the whole pitch, you're going to have a hard time beating that. Still, you never know your luck.

***Martin Myatt, Colwyn Bay***




**Right, the puck is in the net. Now knock 'em down or die**

### ④ SPIDER-MAN

Spidey is a very handy little superhero to have around in times of trouble because he can look after himself in almost any situation. Try this challenge, however, and he'll really have his work cut out. Spidey is lethal with his webbing and it can get him out of many tricky situations, but try playing through the game without using any webbing at all and see how far you can get. The first level probably won't prove too difficult to get past, but after that Spidey's problems will really start.

**Using his fists isn't that much of an ordeal for ol' Spidey**

### ⑤ DESERT STRIKE

This classic (yes, we can safely call it that now because the sequel has come out) shoot-'em-up may not be that much of a challenge to complete, but let's see how far you can get on the first campaign using only your chain gun. The first couple of missions are pretty easy, but things definitely get a lot tougher later on in the game.

**The first mission is very easy 'cos radar sites don't fire back**

## WEIRD HAPPENINGS

You've all seen it. And every time you turn your Mega Drive on (as long as there is a game in it) you see it again. What are we talking about? The Sega logo, that's what. You'd be surprised by how many programmers decide to mess around with the logo at the start of each game, and to bring these unsung heroes out of their particular little closets, we present some of the wackier Sega logos. These range from the "cool" (yes you Mr Sonic) to the "err, well sorry, but we forgot" *(Rolling Thunder 2)*. Take a look and have a laugh.

### ① ROLLING THUNDER 2

This is the official version of the game. Looks like they forgot something doesn't it?

### ② SHINING FORCE

Yes, yes very cute and all that, but this is a serious RPG we'll have you know.

### ③ SONIC 2

The king of cool zips across the screen in his own inimitable fashion, speed lines and all. WE LUV SONIC!

# GAME GENIE CRAZY CODES

Come on, you can do better than this. After a good response to the Game Genie codes during the last couple of months, this time around we've got a little bit of a, er, shall we say, drought. You see, we've got only three codes and they're for just two games – *Sonic* and *Sonic 2*. So come on guys (oops, and gals) let's have some new codes for some new games, you can do it. Anyway, for his codes for *Sonic the Hedgehog*, this month's Crazy Code winner is ***Tim Selby*** from Brislington in Bristol. Tim wanted *Night Trap* for his Mega CD (expensive tastes, Tim) and it should be on its way as you read this.

*Sonic*
BDLT ABGL – If you jump, you die
BDLT BCGL – Cannot jump

*Sonic 2*
R3ST DA1A – Everything appears on screen at once, and very weird it is too
*Paul Farmer, Manchester*

**As you can see from this screenshot, actually showing Sonic dying when he's jumped is a bit hard. You'll have to take our word for it when we say we jumped straight away. Here's the game-over screen to prove it**

## 6 ROAD RASH 2

Choose the Wild Thing bike by pressing and holding down Up, A and C on the title screen. Get some practice in at driving at 200 mph and then race the Arizona course on level one and see how quickly you can do it. Try to beat 1 minute 20 seconds.

**Hit the brow of a hill at the right speed and you can jump sky high**

## 7 KLAX

So you think you're good at *Klax*, or do you just get bored after a while? Well, start a game as normal and then (it's up to you when you do it) turn the colour off on the telly. Yep, play the game in black and white. You can start the game in this way from the beginning if you like, just to see how much you can score.
***Geoff Smeeton, Nottingham***

## 8 ALIEN 3

Play the game as usual, but see how far you get by using only the grenade launcher. As the grenade launcher is the most powerful weapon and because you can pick up that vital extra ammo on the early stages fairly easily, we want you to take out EVERY alien on the level as well. No mean feat huh?
***Michael Murray, Liverpool***

## 9 FATAL FURY

Some like it, some don't, but if you've bought this game, you may get a kick (literally) out of this silly challenge. Select Joe Higashi as your character and then practice his special Tiger Kick move. Now enter the King of the Fighters tournament and use only the Tiger Kick as your offensive move. You can jump to move out of trouble if you get caught, but you can attack only with the one particular move. In fact, you can take this challenge and turn it around for any character you like, but we think you'll agree that the Tiger Kick is definitely the most spectacular move in the game. Ⓜ

**Getting this move isn't too hard, but it *is* your only mode of attack**

# ONLY ONE'S A WINNER

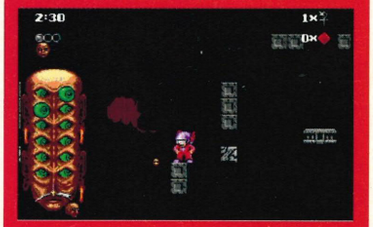
Well, that was a jam-packed ARENA section wasn't it? But now let's get down to the real nitty gritty. Because of the lack of Weird Happenings (what's wrong with you guys this month?), the mystery (can you tell what it is yet?) Rolf Harris type prize goes to ***Geoff Smeeton*** from Nottingham for his off-the-wall *Klax* challenge. Yes, it is stupid, but then we like that here at MEGA. If you fancy a prize for yourself and you wanna see your name in lights (well print anyway), then send all your ideas and things to ARENA, MEGA, 30 Monmouth Street, Bath, BA1 2BW, and you never know, you could be the lucky one this time next month. Oh, and don't forgot those Game Genie codes either for a chance to win a cart of your choice. Generous? Us? Never!

# GAME OVER

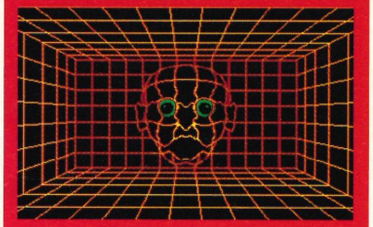
We've had a few requests for this little Game Over bit and we've also had some sillies too (the guy who sent in the request to see the end of *Where's Waldo* shall remain nameless to save his humiliation) but this month we're going to take the straight-line approach. We've chosen *Kid Chameleon*.

This very large and very difficult platform game is definitely worth trying to finish for the fabbo end sequence.

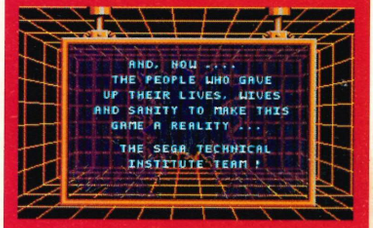
## KID CHAMELEON



**A tough boss, and you'll need to find the hidden helmets to win**



**Urgh! Ugly looking thing isn't it? Still, it's dead now**

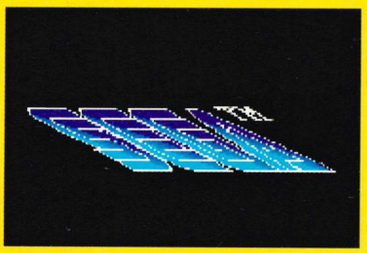



**You've defeated the evil machine and you're declared a hero**

**And here we see the team behind the game – cute aren't they?**

## 4 TAZ-MANIA

This guy will eat anything, and to prove it, he decides to munch down on the S of Sega. Nice one Taz me old mate.



## 5 CYBORG JUSTICE

This one is decidedly strange. It slides in from the left in black and white, changes to blue and then slides out to the right.

## 6 COOL SPOT

This guy gets everywhere, even inside the logo. He bounces up a couple of times and then the game starts. Cool eh?

## 7 CHAKAN

With a nice little scream, the logo is set on fire and then turns red before the game starts. Why? We've no idea.

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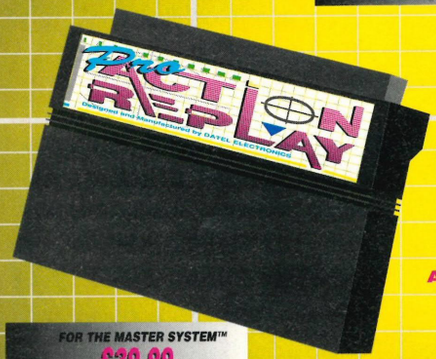


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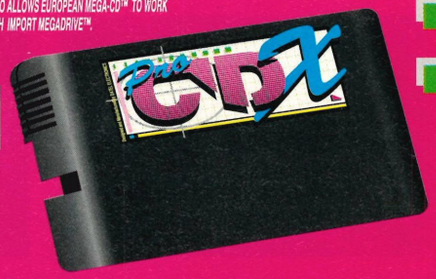


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# ANOTHER WORLD

## PART ONE

*Another World* is a spooky game, and a toughie too. Therefore a complete solution to the game, telling you what you need to do, when you need to do it and all sorts of other useful bits of information might be useful hey? And that's what you've got right here. And to make things even more exciting, we're going to split this RIP 'N' TIP over two months. The game's a bit on the big side you see, but MEGA's complete solution should give you all the tips you could ever need to become an *Another World* god.

There are twelve levels in the game, and this month we will concentrate on the first six of these. Some levels are harder than others, but never fear, we'll guide you through.

**PUBLISHER:** Virgin

**PRICE:** £39.99

**RELEASE:** May '93

**MEGA SAYS:** This game is incredibly atmospheric with some lovely animation. It's also very enthralling and pretty tough. Each level has a particular puzzle that must be solved before progress can be made, and with the ever useful password system, you won't have to repeatedly solve the first few levels. Trouble is though, that once you've got through the game actually coming back and going through it all again might not be so much fun.

**73%**

**This month *and* next, we invite you to enter a world in which nothing looks familiar (Sainsburys on a Sunday morning). Lost, hungry and possibly a little bit on the weepie side, scientist Lester Knight Chaykin must fight through 12 scenes of action, against all manner of foe, to reach the safety of his home**

## LEVEL 1
### ACCESS CODE: LDKD

As you will have noticed, the game doesn't give you much of a settling-in period – you're straight into the action from the moment you start the game. Each level is best described by using screenshots, so we'll let them do the talking. However, you should know that when you begin the game, you should press Up to swim out of the water.

**You've no idea where you are, and you're wet, so walk right**

**Take out the creepies using your kick and carry on to the right**

**As soon as you see this guy, hold down run (button A) and leg it left**

**Run all the way left and jump off the edge to grab the rope**

**Swing past the beast and run all the way right to be "rescued"**

**After taking out the beast, you think you've found some new friends**

**Just shows how wrong you can be sometimes. Bloody aliens**

**Luckily, they only knocked you out instead of killing you**

**Wake up, swing the cage (using Left and Right) to land on the guard**

**Yes, press down and pick up the very useful gun. Come and get it**

## LEVEL 2
### ACCESS CODE: HTDC

Having had your life saved by those nice aliens, they decide to knock you out. You wake up suspended over a pit in a steel cage, which you're sharing with someone who looks like Bungle from Rainbow. You're gonna need all the friends you can get, however, so don't upset him. Just get on with the business of swinging that cage, or you'll be in it forever.

**Run right with your new friend and shoot everything in sight**

**Make some shields using your gun while your mate deals with the door**

**Go down all the way in the lift, then go left and shoot the guard and the wall**

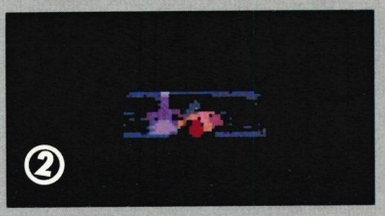
**Go up one floor and run left until you reach the screen above**

# RIP 'N' TIP

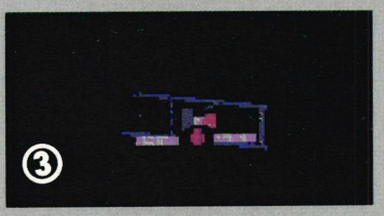
## LEVEL 3
### ACCESS CODE: CLLD

This is one tricky level, because you can't do anything but roll. There are only two hazards on this level; the jets of steam that burn you, and going the wrong way and falling down too far. Follow the course detailed on the right, however, and you shouldn't have too many problems. From the start, roll left along to the spurting steam that blocks your path. When it stops, quickly move left, fall down and then roll right. Avoid the steam, fall, roll left, fall, roll right and then fall into level four. Take your time to work out the pattern of the jets of steam (and for how long they stop) before you carry on. There's no time limit on this level and nothing's chasing you, so you can take it relatively easily.

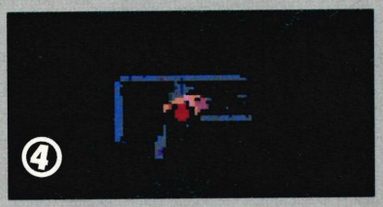
**Er, where do I go from here then?**



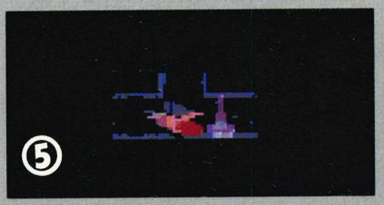
**Roll left and avoid this jet of steam**



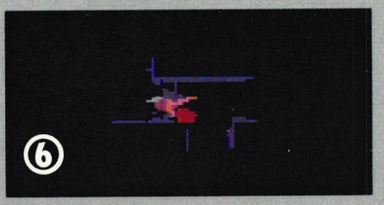
**Or this will happen...**



**Some drops are very big, this one isn't**



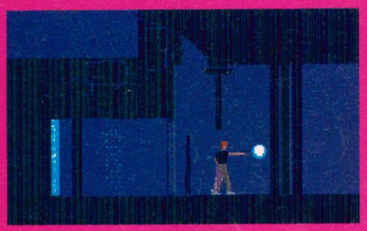
**At this junction, go right**

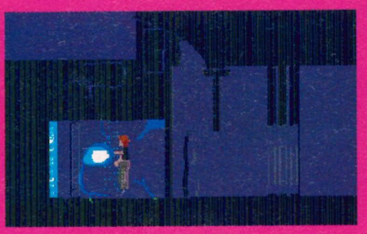


**And fall down here to finish**

## LEVEL 4
### ACCESS CODE: LBKG

You're definitely moving in the right direction, because things are starting to get very hard indeed. Still, you haven't seen level five yet so don't give up.


**Hold down on the fire button until your gun is fully powered up and then unleash a mighty blast**

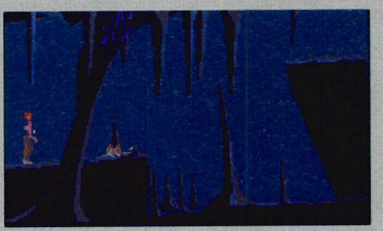

**Don't worry if things are getting tough, because you can step in here and charge your gun back up**

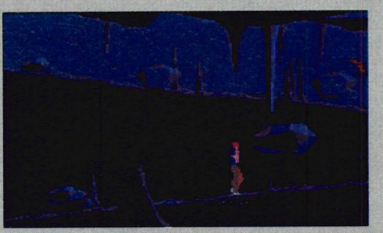
**Run out right, and take a running jump off this ledge in order to...**

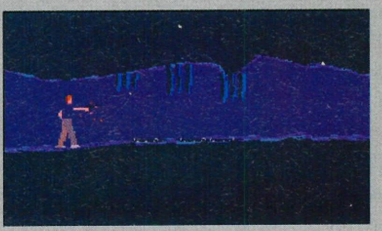
**... land on *this* ledge. Blow a hole in the wall and move to level five**

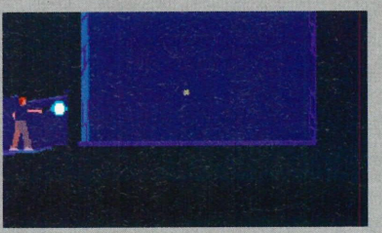
## LEVEL 5
### ACCESS CODE: XDDJ

Levels five and six are definitely separate, although there isn't actually any precise end to level five. It's really just a case of walking one way, and then coming back on yourself. Oh, and those chewers are incredibly annoying.


**Although you might not think it, you do need to do a running jump to clear these spikes**


**There are two sets of rocks to avoid and a safe zone in the middle, where you can get your breath back**


**Jump over the first chewer, and, with your second jump, clear the other two**


**Right, just blow a hole in the wall with your gun, using the Mega blast, and you've finished the level**

## GET A GRIP!

↑↓←→ Well, this button will move Lester in whichever direction you want him to go

A Hold down this button to run. Press it once to kick or to fire your gun

B This is your other kick button

C And this is your much-needed and useful jump button

## LEVEL 6
### ACCESS CODE: FXLC

The main problem with this level is the water. Once it's started to flow, you have to leg it back to where you came from, skipping over a few jumps before you reach safety. You've done most of this level already, because you're just coming back on yourself. Those grippers on the floor are the real problem here – you need to place yourself correctly to get past them and you also need to move quickly between them or you'll be mincemeat.

**Use your gun to subdue the grippers and jump past 'em again**

**Run up through the rocks, but don't worry, they don't fall on you now**

**Go into the next room and fire your gun to wake up the bat**

**Now just jump from stalactite to stalactite to the far left...**

**Work your way right to the edge and then jump left to finish...**

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**PRICE:** £39.99

**RELEASE:** October '92

**MEGA SAYS:** This game is fast, slick, playable, intricate, full of stats and has a two-player simultaneous mode that rivals any other game. However, the best thing about it is the fact that even though it is similar to *EA Hockey*, it's different enough and challenging enough to be an essential purchase even for owners of the original. **92%**

*EA Hockey* is a classic, and the follow-up, *NHLPA Hockey '93*, is even better. And even though it is a very playable game, it's also a difficult one to master, and with all those stats, you need to be a mathematician to work out your strengths and weaknesses – well either that or you need to have a copy of MEGA with an *NHLPA Hockey '93* RIP 'N' TIP solution in it. And that's exactly what you're holding in your hands right now.

There are, of course, several different angles to perfecting this lovely little game, and we'll cover them all over the next two pages. To get the most out of this little guide take a look at the TEAMS box running along the bottom of the pages, and pick your fave one (we like Chicago). Then take a look at the three aspects of playing the game: attacking, defending and fighting (yeah). If you're good at one aspect of the game, take a look at the other two and then practice them. If you're good at all three, then you really shouldn't be reading this guide – if this is the case, pass it on to somebody who really needs it and then have some stormin' head-to-head games.

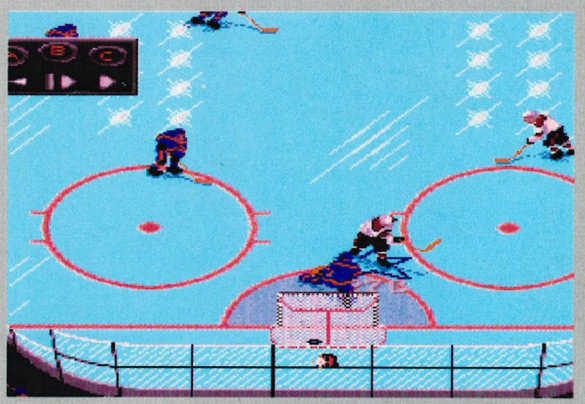
## ATTACKING

There are several scoring techniques that work, and our fave has got to be fooling the goalie to go in one direction while you shoot in the other. This technique can also make your progress down the rink that much easier. Rather than charging straight down the middle with your center, try to pass out to the wing, dodging a tackle or two, and then pass inside to your center. This gives your center a lot more room to move and it also gives you some time to place your shot.

Another sneaky attacking move that pays dividends is the behind-the-goal trick. If you're playing against an attentive defence, skate around the back of the goal and draw a couple of players around to you. Now pass out and take a shot. Another useful trick is to head straight towards the goalie and, just before you make contact with him, move your stick either side of him and then bump into him. Hopefully this will knock him over and leave the puck free to slide into the net.

**By charging into the goalie and passing the puck at the last possible moment you've now got an open goal. Just make sure you get it in the net, although you shouldn't be able to miss from here... unless your name is Andy Dyer**

**Before: (very Weight Watchers don't you think?) Anyway, if your center has a chance to run up on his own, head towards one side of the goal**



**After: Then, at the right moment, shoot in the other direction and slip the puck under the goalie's legs. This works on all goalies, so practice it to get it right**

## TOP TEAMS

Pick a good one and you're sorted, pick a bad one and you've got your work cut out for you. But which are the good ones, and which are the bad ones? What about line changes? Which players should be on the ice and which should be on the bench?

Well let's start with the good teams shall we? The five best normal teams are Chicago, Detroit, New York, Montreal and Washington. I say "normal" because you can always play as the East or West All-Stars if you want too. But now we get to the difficult decisions – who plays and who doesn't? Well, let's have a look at the best line-up for each team.

| Sc1 Line | |
|---|---|
| LD | Chelios |
| RD | Smith |
| LW | Goulet |
| C | Roenick |
| RW | Larmer |

**Chicago:**
**Our fave team, but they are a bit weak in the fighting department**

| Sc1 Line | |
|---|---|
| LD | Lidstrom |
| RD | Chiasson |
| LW | Ysebaert |
| C | Yzerman |
| RW | Fedorov |

**Detroit:**
**Did you know all these guys, except one, are left handed. Good eh?**

| Sc1 Line | |
|---|---|
| LD | Leetch |
| RD | Patrick |
| LW | Turcotte |
| C | Gartner |
| RW | Messier |

**New York:**
**A very good overall team in both the agility and ability departments**

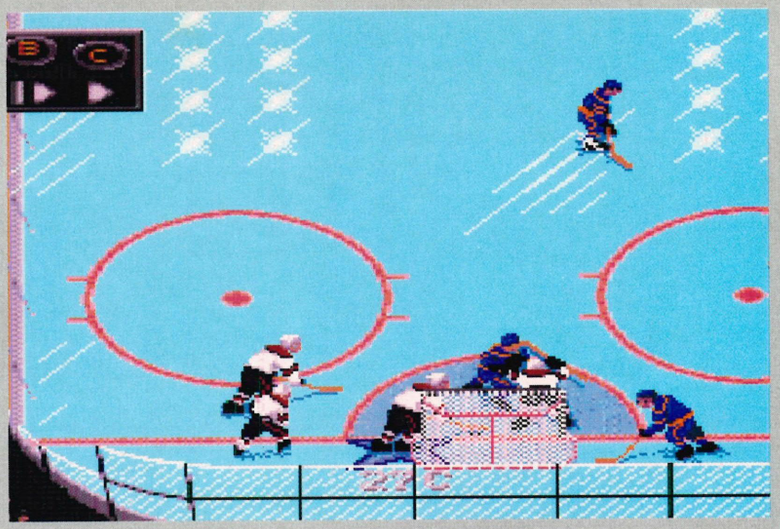
# RIP 'N' TIP

## DEFENDING

Right, it's time to state the obvious. Don't try attacking with defenders and vice versa. The best way to avoid this problem is to pass when you have possession, and don't take defenders out on surging runs down the ice. One very useful tip to stop you scoring own goals when your defenceman has possession and your goalie is out of position is to pass rather than try to run the puck out. If you're heading towards the goal, your momentum will carry you over the line with the puck, unless you pass to a team mate. Checking (using button C) is also a good defensive move, but you should really try using button B to steal the puck from the opposition.

**Using your stick to get the puck away from your opponent is very useful if you can perfect it**

**Failing that, a shoulder charge into a face mask at 20 mph seems to do the same job**

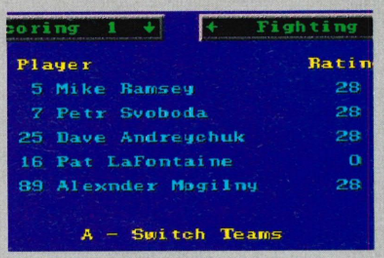


**You may have rescued the ball from any attackers, but unless you pass the ball NOW, your momentum will take you *and* the ball over the line. See, all these words are not just here to fill up the space**

## FIGHTING

An essential part of an ice hockey game is the fighting, and you should definitely learn how to look after yourself on the ice. There's more to these fights though than just punches; hit your opponent enough times and he might have to leave the ice, or hold him if you want to take a rest. When a fight starts and the names of the fighters appear on screen, pause the game and check out the fighting skills of both players by looking in the Team Roster. If your fight rating is a lot higher than his, go for a freestyle fight using lots of techniques, because you really can't lose. If, however, your rating is lower than his, just keep the pad held down in the direction you're facing and press button C to avoid getting an injury. Don't just let him punch you to the ground, or you could end up being out for the game. Use all the width of the ice too and even pull back a bit if things are getting too tough. You could even try to delay the fight if you don't want to risk getting hurt.

**Your guy is Gilbert and he's rated 71 out of 100, which, when you think about it, is quite good really**




**The Buffalo guy Ramsey, on the other hand, is crap. 28 out of 100 means it's not even worth hitting him**

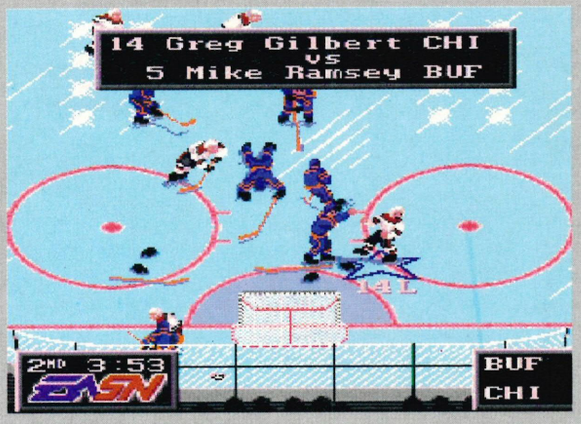
### GET A GRIP!

Move your players around the ice

A — Used on defence to trip up your opponents with your stick

B — Passes the puck and changes control to the nearest player

C — Your shoot button – the longer you hold it down the more powerful the shot




**Right, here's the start of the fight. Press Start to enter the stats menu and then look at each player's fighting rating (see top screenshot) to see who's best**

**Using your fab fighting ability (and the occasional punch in the groin when the ref wasn't looking) you've won the fight. Well done, now get on with the game**

**Montreal:**
**This team is full of stamina, with some very good stick handling to boot**

**Washington:**
**A fabulous overall team, let down only by its ability to get beaten up**

**All Stars East:**
**A mainly left-handed team with some good shot power and accuracy**

**All Stars West:**
**They're good all over the place, but these guys are real wimps**

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0736 331131

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# TOP 100

**MEGA's TOP 100 is still spilling people's pints! You only have to take a look at our letters' pages each month to see that readers are still protesting vehemently about the absence of their favourite Mega Drive game from our top ten. Still, we have no intention of changing our tune now. So here, in full controversial order, are the top 100 Mega Drive games of all-time, complete with: new entries, readers' ads, mini reviews of *ESWAT* and *Two Crude Dudes*, the top five in-game explosions, and the top five ugliest game characters...**

## 1. JOHN MADDEN '93 (INC. MADDEN AND MADDEN '92)

**Publisher: EASN**
**Price: £39.99**
**Reviewed in Issue 3 of MEGA**

The third version of the best game on your Mega Drive and it's been improved upon again. If you're fed up with playing through the normal teams, try your hand against the best teams of all time. There are eight Superbowl-winning sides to play against and you can even enter the best of the best playoff to see who is ultimately the best.

One word of caution though: if you own either the original *John Madden American Football* or *John Madden '92*, don't buy this version expecting a whole new game.

**MEGA says:** The best just got better, but not by that much.

**FOR SALE:** *John Madden*
£20 – 0768 66856
**FOR SALE:** *John Madden '92*
£17 – 0273 734089
£18 – 0732 351220
£25 – 0768 66856
**TO SWAP:** *John Madden '92*
0723 374641
**FOR SALE:** *John Madden '93*
£20 – 0322 278477
£25 – 0284 760179

## 2. SONIC 2

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 2 of MEGA**

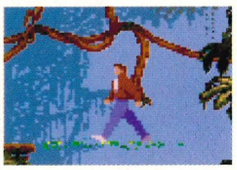
Hey, you want top grade video game entertainment? Then you got it. This game has fast, smooth colourful graphics, top sound and playability that would make most game programmers' eyes water. Even if you do finish it, you've still got the two-player races and all those time challenges to have a go at. What is the fastest time possible for the Emerald Hill Zone act one?

**MEGA says:** You might find it too easy to finish, but it does leave the original sobbing in a damp corner.

**TO SWAP:** *Sonic 2*
031 657 3164
0803 520394
Sell/Swap – 0823 664482
Sell/Swap – 021 459 7576
**FOR SALE:** *Sonic 2*
£20/Swap – 0772 684608

## 3. FLASHBACK

**Publisher: US Gold**
**Price: £39.99**
**Reviewed in Issue 9 of MEGA**



Stick some nice animation into a game, and most people will tend to get very excited about it, ignoring the rest of the game completely. With *Flashback* though you can sit down, watch the animation and then get completely involved in a great arcade adventure.

**MEGA says:** This is in many ways a perfect game. It's amazing to look at, it sounds brilliant, it's tough, involving, easy to control and addictive. What more could ask for? Buy this now.

## 4. MICRO MACHINES

**Publisher: Codemasters**
**Price: £34.99**
**Reviewed in Issue 5 of MEGA**

It may not be the best looking or sounding game in the world, but the gameplay and playability are amazing and the head-to-head fun rivals that of even the *John Madden* series.

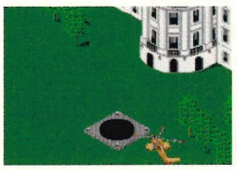
With loads of courses for the one-player game, the two-player tournament game, and 12 different characters to choose from, this game is going to be slotted into your Mega Drive for a very long time to come.

**MEGA says:** Frantic two-player action and a tough one-player challenge make for a fantastic game.

**WANTED:** *Micro Machines*
0723 374641
0768 899773
Very good price paid – 0778 393056

## 5. JUNGLE STRIKE

**Publisher: EA**
**Price: £39.99**
**Reviewed in Issue 9 of MEGA**



This is the fabulous follow-up to the brilliant *Desert Strike*, and this sequel has everything you could want and more. There are more missions (50 in all), more campaigns (9 this time around) and there's even the chance to get behind the controls of some different vehicles. The gameplay though similar to the original, is sufficiently varied (thanks to the different modes of transport) to provide a real interest.

**MEGA says:** Tough, even better looking than the original and just good clean shoot-'em-up fun. *Desert Strike* was an incredibly popular game, but EA haven't sat on their laurels. They've brought us (yet another) classic Mega Drive game.

## 6. NHLPA HOCKEY (INC. EA HOCKEY)

**Publisher: EASN**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**

Just as *John Madden '93* remained firmly fixed to its predecessor's roots, so does this, and the new version is just as much a classic as the original.

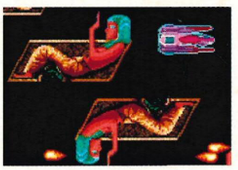
The top-down scrolling viewpoint still works beautifully, and the gameplay is as perfect as you could ever hope for it to be. Mind you, just like in the real thing, the best bit is when the gloves come off and the punch-ups start. Not as involved as *John Madden Football*, and the naïve or short-sighted player will tell you that scoring's more down to luck than skill, but for nerve-tingling tension that's absolutely second-to-none you still won't find a pulse-raiser much better (or tougher to master) than this.

**MEGA says:** Even better than the original (MEGA rated it 92% – it would have got more if it hadn't been a sequel). *NHLPA Hockey* is bigger, better and bloodier than its older brother, and it truly kicks. It is a fantastic game, which no Mega Drive owner should be without.

**FOR SALE:** *NHLPA Hockey*
£30 – 0768 66856
**WANTED:** *NHLPA Hockey*
0274 670243
£25 – 0744 611492

## 7. HELLFIRE

**Publisher: Sega**
**Price: £34.99**



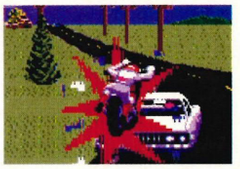
*Hellfire* is the only serious competition to *Aero Blasters* in the space-blast department. A clever and imaginative shoot-'em-up, *Hellfire* makes you think before you zap with four switchable weapon systems which, if you're going to make any progress through the game, have to be employed with expert speed and accuracy. The end-of-level bosses have had a bit more thought put into their design than the usual "find the weak spot and sit and pummel it for a couple of minutes" routine, and the graphics change enough from level to level to make it a real joy to discover what's in store in each new stage. You get a lot of continues, which makes it a bit easy to complete, but nothing's perfect.

**MEGA says:** Great stuff. If you find *Aero Blasters* a bit too demanding, though, this'll be right up your street.

**FOR SALE:** *Hellfire*
(Jap) £15 – 081 451 5424
(Jap) £10/Swap – 0772 684608

## 8. ROAD RASH 2 (INC. ROAD RASH)

**Publisher: Electronic Arts**
**Price: £39.99**
**Reviewed in Issue 4 of MEGA**



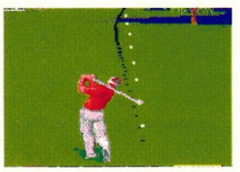
Not entirely different to *Road Rash*, but it improves on the original enough to make it even more enjoyable. The two-player mode split-screen is a god-send and the intense rivalry it produces is unbeatable. The one-player mode is also that bit tougher, and with more bikes and better graphics and sound this really is a great improvement.

**MEGA says:** Speed, violence and bikes – what more could you ask for?

**FOR SALE:** *Road Rash*
£20 – 081 200 7816
£32 – 0203 543912
Sell £20/Swap – 081 311 5739
£20 – 0600 714582
£20 – 0600 714582
**WANTED:** *Road Rash*
£10 – 0934 863278
**FOR SALE:** *Road Rash 2*
£30 – 0925 266068
**TO SWAP:** *Road Rash 2*
To swap for *EA* or *NHLPA Hockey* – 0484 861560

## 9. PGA TOUR GOLF 2 (INC. PGA TOUR GOLF)

**Publisher: EA**
**Price: £44.99**
**Reviewed in Issue 5 of MEGA**



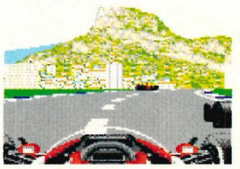
What was wrong with the original *PGA Tour Golf?* Well, not a lot actually. Perhaps you could have done with a few more courses and possibly some other bits and bobs to improve the game generally. Well, that's what *PGA Tour Golf 2* does. There are three more courses, the chance to put draw and fade on the ball and all sorts of other options. There's even a bit of speech in there as well. Now what more do you want?

**MEGA says:** The best multi-player game has been improved and if you and your mates like nothing better than playing a round, this is for you. Be careful though if you've got the original, because this one isn't drastically different from the previous one.

**FOR SALE:** *PGA Tour Golf*
£25 – 0768 66856
**TO SWAP:** *PGA Tour Golf*
Swap for *Blockout* or *Tetris* – 0245 474794
**TO SWAP:** *PGA Tour Golf 2*
Swap for *John Madden '93* or *Micro Machines* – 0236 431897

## 10. SUPER MONACO GP 2 (INC. SUPER MONACO GP)

**Publisher: Sega**
**Price: £44.99**



*Super Monaco GP* was the most popular driving coin-op before *Out Run*, and the staggering graphics were thought by many to be completely impossible to simulate on a Mega Drive. And, indeed, they were, but disappointment turned to joy within seconds of loading this cart into the slot – the graphics may only be alright, but the gameplay is astonishing. Superb, definable control, high-speed adrenaline-pumping driving, *and* a bit of strategic depth to keep things interesting after the first few days.

The sequel improves significantly on the earlier game especially in the area of car handling, but with something that started off as fab as *Super Monaco GP*, that's still just window-dressing.

**MEGA says:** The competition isn't really up to much as far as Formula One racing goes (yet), but even so, you'd have to go a long, long way to come up with a better driving game than this one.
**FOR SALE:** *Super Monaco GP*
£19 – 071 231 9534
**FOR SALE:** *Super Monaco GP 2*
£20 – 081 640 3675
£15 – 0732 352253
£20 – 0244 815388
£20 – 081 200 7816
£40 – 081 311 5739
**WANTED:** *Super Monaco GP 2*
0772 713085

## 11. LEMMINGS

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 2 of MEGA**

180 one-player levels, 20 two-player levels and addictive puzzling gameplay that's going to keep you stumped for an incredibly long time. Excellent use of a password system and a stunningly easy control system make this a must for all gamers.
**MEGA says:** It's addictive, brain teasing and we can't get Neil away from it. What more of a recommendation do you need?
**FOR SALE:** *Lemmings*
£25 – 0274 567222
£20 – 081 200 7816
**TO SWAP:** *Lemmings*
Swap plus £4 – 0768 899773
Swap for *Mercs* or *Ecco* – 0384 891168
**WANTED:** *Lemmings*
0723 374641

## 12. ECCO THE DOLPHIN

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**

Once in a while a game comes along that is just that little bit different from the rest. It may be cute, it may even look nice, but its real pulling power is the gameplay. Such a game is *Ecco*. You've got to help out your fellow dolphins (and help yourself) in this deep (pun number 343) underwater adventure. There are puzzles to solve, routes to find, dangers to avoid and even some shooty bits. This is a classic all-round game which will appeal right across the board.
**MEGA says:** It brings a whole new realm of gameplay to the Mega Drive. It's slow, hard, beautifully presented, and a real joy to play.
**FOR SALE:** *Ecco The Dolphin*
Sell/Swap – 0823 664482
£30 – 0925 266068
**TO SWAP:** *Ecco The Dolphin*
0606 551698
Swap for *Lotus Turbo Challenge* – 041 762 2139
**WANTED:** *Ecco The Dolphin*
0934 863278
£20-30 – 0772 684608

## 13. STREETS OF RAGE 2

**Publisher: Sega**
**Price: £44.99**
**Reviewed in Issue 4 of MEGA**

Well, after all the fuss and bother over the first official English 16-Mbit game, it finally arrived – the follow up to *Streets of Rage*. We reviewed it in issue four of MEGA, but we didn't play it enough to give it a mark. Now it's out and it's every bit as good as we'd hoped. You won't find a better beat-'em-up on the Mega Drive and it's even better than some arcade ones too. Additional features include two new characters (Max and Skate), a head-to-head mini game, amazing graphics, the best ever sound on the Mega Drive, and playability as well.
**MEGA says:** You won't find it tough enough if you play on easy level with loadsa continues. So if you're a hotshot gamesplayer, do yourself a favour and play the game on hard level with only a couple of continues.
**TO SWAP:** *Streets of Rage 2*
Swap plus £4 – 0768 899773
**FOR SALE:** *Streets of Rage 2*
£25 – 071 221 3656
£20 – 081 200 7816

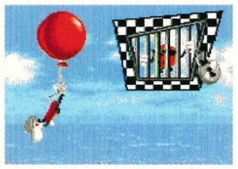
## 14. QUACKSHOT

**Publisher: Sega**
**Price: £39.99**

Yes, it's another platformer; yes, it's another Disney licence; yes, it's a bit of a clone of *Castle Of Illusion*; but none of that matters one little bit. Why not? Because *Quackshot* is excellent fun. This is the game that *Fantasia should* have been. It looks lush, it sounds lovely, and it's action-quacked from start to finish.
**MEGA says:** We say get it!
**FOR SALE:** *Quackshot*
Sell/Swap – 0823 664482
£20 – 081 200 7816
**TO SWAP:** *Quackshot*
(Jap) Swap plus £5 – 0962 864119

## 15. COOL SPOT

**Publisher: Virgin**
**Price: £39.99**
**Reviewed in Issue 9 of MEGA**



As game character ideas get more and more obscure (come on, a spot for goodness sakes) it's a strange thing that the games just keep getting better. This ultra-cool, cute and loveable little dude, sits brilliantly inside this fabulous platform game.
**MEGA says:** Playable, cute, large, difficult game with a great soundtrack.

## 16. ROLO TO THE RESCUE

**Publisher: EA**
**Price: £39.99**
**Reviewed in Issue 5 of MEGA**

Platform games can be found in abundance on the Mega Drive, but with the exception of *Sonic*, you won't find a cuter, more loveable character than Rolo. Then, when you find out his Mom has been kidnapped, you're pulled in and there's no way out unless you finish the game.
**MEGA says:** Cute graphics and lovely sound we've had before, but there is more to this game than that. There are loadsa secret rooms, puzzles to work out using Rolo's various friends, and bosses to defeat.
**WANTED:** *Rolo to the Rescue*
0768 899773
**FOR SALE:** *Rolo to the Rescue*
Sell/Swap – 0274 670243
£30 – 0925 266068

## 17. TINY TOONS

**Publisher: Konami**
**Price: £39.99**
**Reviewed in Issue 8 of MEGA**

Cute, big and easy to play, this platformer has got it all. With a password for each level, seven different "worlds" to get through, loads of characters from the cartoons and some nasty end-of-level bosses to defeat, this scores highly in all areas.
**MEGA says:** Platform games come, and platform games go and only a few remain. *Sonic, Rolo* and now *Tiny Toons*. Fast, colourful, cute, playable... the list is endless.
**WANTED:** *Tiny Toons*
£35 – 081 311 5739

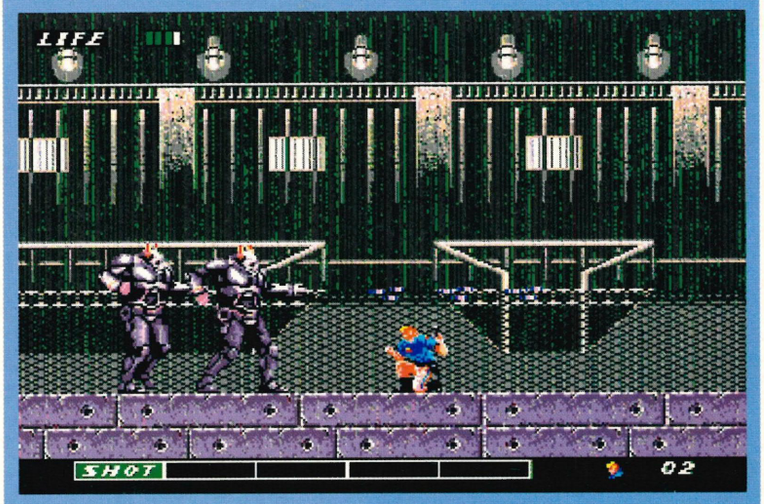
## 18. MEGA-LO-MANIA

**Publisher: Virgin**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**

Ever wanted to know why a "God-game" is a called a "God-game"?

# ESWAT
## NUMBER 58

**This was one of the first Mega Drive platform shoot-'em-ups to be made, and it's still pretty hot stuff today. Read on, and we'll tell you why...**




**We came to get down, so get up, get down and jump around. Come on, what else are we supposed to put in this caption box?**

Let's take a journey through time and space, back to the year 1990. A certain young (well, 19-year-old) man named Paul Mellerick walks into a shop and buys himself an official English Mega Drive. Overjoyed at the prospect of playing some cracking games (he's bored of playing *Golden Axe* and *Rainbow Islands* on his Amiga), he takes a walk over to the games counter and has a look at the few (actually very few) official games. One catches his eye and he beckons the sales assistant over and says to him:

"I'd like to have a look at that one please... yes, that's right, ESWAT."

The man plugs the cart into the display Mega Drive and loads up the game. Paul sits back and watches the futuristic sci-fi opening, and then picks up the joypad and has a go. Taken with the easy-to-use control method, he has ten minutes of play and can't get any further than the first boss. Not one to take defeat lightly, Paul buys the game and vows to return home and to not see the light of day again until he's cracked this one.

**There's some very impressive weaponry throughout the game and some impressive bosses for you to defeat too**

Cracking it, however, is going to take some time. You see, there are eight very tough, arcade action levels and some very tough bosses. Mellers is going to have to work out his strategy quickly and learn how to use those weapons that you can pick up on the way. Yep, weapons. As an ESWAT (Enhanced Special Weapons And Tactics) member, you have some pretty remarkable weaponry at your disposal. Take out the right guy at the right time in the right place and receive your lovely power-up. Now give them hell.

The game is tough. The difficulty curve is well designed, meaning you get further each time you play, and the urge to get just that little bit further stays with you. The graphics and sound provide a nice edge of atmosphere, and the actual sprites are very futuristic. But it's the gameplay that really counts, and this one's good enough to be in the arcades. It's well designed, easy to control, fun to play and a challenge all in one. OK, so in 1993 it may start to look its age and there may well be some better games than this around, but if you don't take a look at this, you may well pass up one of the best platform shooters the Mega Drive will ever see.

**PUBLISHER:** Sega
**PRICE:** £34.99
**RELEASE:** December 1990
**CARTRIDGE:** 4 Mbit
**CONTACT:** Sega 071 373 3000
**MEGA SAYS:** A classic platform game – so good, in fact, that it could almost be in the arcades. Definitely worth a look if you're into this sort of thing. **79%**

Turn over

# TOP 100

Well just take a few minutes of the murder, mayhem and madness on offer in *Mega-Lo-Mania* and wonder no more. Their lives are in your hands (cue evil laugh) and you can do whatever you want. There's more to this, however, than killing a few people. It's an intense strategy game which, if you're not careful, will make hours pass by like minutes.

**MEGA says:** Although heavy strategy like this won't appeal to the more *Sonic*-minded among you, if you're after a bit of brain-bending, then this should suit you down to the ground. Every little detail is great and the gameplay is very smooth.

**FOR SALE:** *Mega-Lo-Mania*
Sell/Swap – 0274 670243

## 19. SONIC THE HEDGEHOG

**Publisher: Sega**
**Price: £34.99**

It's quite possible that this is the most famous video game ever – it's certainly the one which, more than any other, lifted console games out of the spotty schoolboy ghetto and into the real-world limelight where they truly belong.

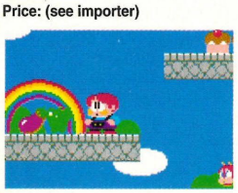
Yeah, it's a bit easy to finish, but why be selfish? Isn't it nice that everyone gets a chance to see the end sequence for once? Anyway, there's so much hidden away in *Sonic The Hedgehog* and it's just so much damn fun to play that you'll never get bored with it, no matter how many times you whip nasty ol' Dr Robotnik's ass. And, if you don't still get a buzz when Sonic loops the loop at maximum speed with his super-fast boots on, get someone to check your pulse – you may be dead.

**MEGA says:** Still the most technically stunning game the Mega Drive's ever seen, and the standard-bearer of a whole new era of video games. Completely amazing, completely brilliant.

**FOR SALE:** *Sonic*
£8 – 0732 351220
£15 – 0473 622905
£10 – 0708 446610
£12 – 071 231 9534
£20 – 081 200 7816
£20 – 0203 543912
£15 – 0428 683319
£15 – 0772 684608
£20 – 422625 (Preston)
Sell/Swap – 0332 510171
£20/Swap – 081 311 5739
**TO SWAP:** *Sonic*
0763 387388
0249 651256
0986 873456
03552 31722
081 556 5707
0778 393056

## 20. RAINBOW ISLANDS

**Publisher: Taito (IMPORT)**
**Price: (see importer)**



Already hailed as the best 16-bit computer game of all time, *Rainbow Islands* has come to the Mega Drive and, miraculously, has got even better. The impossibly addictive platform action is the same as ever, the amazingly cute graphics are as sweet as ever, and the devilish, fiendishly hidden bonuses are as devilish and fiendishly hidden as ever. And with Mega Drive's *Rainbow Islands* you get a whole extra game on top! Well, it's more of a variation than a completely different game, true, but the extra, harder version extends the life of a game which was already practically immortal, and makes it just about the best value-for-money investment you'll ever see in an arcade platformer.

**MEGA says:** If you've got a UK Mega Drive, this game alone makes it worth buying a Jap adaptor. Seriously beautiful, incomparably playable and unbeatably addictive.

**WANTED:** *Rainbow Islands*
0768 899773

## 21. SWORD OF VERMILLION

**Publisher: Sega**
**Price: £49.99**

Try not to be put off by the fearsome price tag on this one, because if you're into all that RPG hacking 'n' slashing malarkey, this'll be money well spent.

*Sword Of Vermillion* is probably the best game of the type on the Mega Drive and, in a market that's becoming more crowded by the day, that's no mean feat.This game is big, slick and sexy.

**MEGA says:** Look, you're as well to spend £50 on something excellent as waste £35 on something average, aren't you? Quality costs (and in this case it certainly does), but it's usually worth it.

**FOR SALE:** *Sword of Vermillion*
£23 – 061 439 2204

## 22. PHANTASY STAR 3

**Publisher: Sega**
**Price: £49.99**

A completely huge RPG, with loads of different worlds and a whole gang of characters to control. Try to complete *this* one in a night without using the battery back-up...

**MEGA says:** It's a lot of money, but in terms of hours of fun per pound, you'll be hard pushed to beat this one.

**TO SWAP:** *Phantasy Star 3*
0256 56240

## 23. AERO BLASTERS

**Publisher: Kemco (IMPORT)**
**Price: (see importer)**

If you're one of the not-very-many people who've played this brilliant game in the arcades (under the name of *Air Busters* more likely than not), you won't need telling what a fantastic, all-action, exciting and varied blastathon it is. If you aren't one of *those people*, then be told right now – *Aero Blasters* is the fastest, meanest, sexiest, joypad-grippingliest, sweatiest shoot-'em-up there's ever been.

It is more impressive-looking than most Mega Drive zappers, more innovatively designed, better off in the end-of-level boss department, and it has frighteningly fast and dangerous tunnel sections, which provide the biggest wide-eyed thrills you'll ever get from your console.

**MEGA says:** This is one of the best Mega Drive shoot-'em-ups ever without the tiniest shadow of a doubt. Your game collection shouldn't be without it.

**WANTED:** *Aero Blasters*
0768 899773
021 3780135

**FOR SALE:** *Aero Blasters*
(Jap) 031 657 3164

## 24. X-MEN

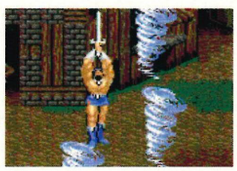
**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 9 of MEGA**

Although superheroes are popular sources of games, the games themselves usually end up being dire little platformers. This is a platform game, but thanks to the ingenious use of the characters and the team effort needed to play the game, it lifts itself above the rest.

**MEGA says:** Paul loves this game for two reasons; 1) He's a big X-Men fan, and 2) the game is fab. So, if it's good enough for him, it's good enough for everyone else.

## 25. GOLDEN AXE 2 (INC. GOLDEN AXE)

**Publisher: Sega**
**Price: £19.99**



What's that? You want some beat-'em-ups? OK, here's a real golden oldie. If you're one of those strange people who likes nothing better than to wander in straight lines through strange lands kicking lumps out of the previously-happy inhabitants, then you'll probably like *Golden Axe* a great deal.

The sequel did nothing to alter the linear gameplay (Ax, Gillius or Tyris still start heading right and just keep going) and the two games are to all intents and purposes identical. It's still a simple walk-along-and-hit-fire-a-lot-whenever-you-meet-anyone kind of affair, but the execution is lovely with impressively muscular sprites and some great attacking moves. The five big levels will keep you entertained for quite a while and, while it's all very repetitive, the scenery is pretty enough to make you want to keep at it until you see the end.

**MEGA says:** The best game in a very limited genre, but why are beat-'em-ups always so easy to complete? Who knows?

**FOR SALE:** *Golden Axe*
£15 – 0473 622905
£15 – 422625 (Preston)
**TO SWAP:** *Golden Axe*
0778 393056

**FOR SALE:** *Golden Axe 2*
£17 – 031 657 3164
Sell £20/Swap – 081 311 5739
£17/Swap – 0775 768440
**TO SWAP:** *Golden Axe 2*
Swap for *World Cup Italia '92* – 0268 794649
0376 572474

## 26. DESERT STRIKE

**Publisher: EA**
**Price: £34.99**

Yes, OK, so it's in extremely poor taste, but you can't deny that *Desert Strike* is one of the most excellent pieces of blasting fun that the Mega Drive's ever played host to. Sometimes it can feel like you're fighting the entire war yourself, what with missions to complete, hundreds of enemies to blast and all manner of stuff to rescue with your helicopter's all-purpose winch. But even if you're not the xenophobic type, you'll be hard pushed not to have a great time with this atmospheric and action-packed shoot-'em-up.

**MEGA says:** Never mind the plotline, go out and get yourself enlisted today. *Desert Strike* is a great game, and that's what matters.

**TO SWAP:** *Desert Strike*
0376 572474

**FOR SALE:** *Desert Strike*
£20 – 0274 567222
£20 – 081 200 7816

## 27. THUNDERFORCE 4

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**

The sequel to the sequel of the conversion of the coin-op looks prettier than ever before, but gameplay wise it offers nothing more than *Thunderforce 3*. If anything, the groovy graphics (and they really are rather groovy, er, "dadio") get in the way of the action – there's too much going on on-screen at any one time.

**MEGA says:** Looks great, lots to blast through, looks great, solid shoot-'em-up action, looks great and er, nothing *really* that could be described as particularly special. It really is a great looking game though.

**TO SWAP:** *Thunderforce 4*
Swap plus £4 – 0768 899773

**FOR SALE:** *Thunderforce 4*
£22 – 0884 38964

## 28. WORLD OF ILLUSION

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 3 of MEGA**

This game is way too easy in one-player mode, but for its brilliant two-player game it earns this position. It's hard, interactive fun. Gorgeous graphics and amazing animation add to the game, and it makes *Castle of Illusion* look old hat.

**MEGA says:** Don't think about buying this unless you've got a mate to play it with.

**FOR SALE:** *World of Illusion*
£20 – 081 200 7816
£25/Swap – 0527 503023
**WANTED:** *World of Illusion*
0922 410127

## 29. MIG-29

**Publisher: Domark**
**Price: £39.99**
**Reviewed in Issue 9 of MEGA**

The more they say you can't do something, the more you try to do it. At least that's they way it works with flight sims on the Mega Drive. This famous PC sim has been simplified for the Mega Drive, but still provides you with a great flying experience.

**MEGA says:** Although this is a great achievement, as a game it does fall a bit flat. Not your typical console game, but definitely worth a look from the more cerebral among you.

## 30. STREETS OF RAGE

**Publisher: Sega**
**Price: £34.99**

If every third Mega Drive game that gets released is a beat-'em-up, how come hardly any of them are any good? Thankfully, that's a question that *Streets Of Rage* doesn't have to answer, because it's great stuff – if it were only tougher to beat!

Lovely backdrops, loads of athletic fighting moves, excellent two-player action and an imaginative approach to special weapons (the police car firing rockets from half-a-dozen screens back and still managing to pick off the bad guys with pinpoint accuracy is brilliant!) all go together to make this one of the most rewarding games the Mega Drive has to offer in the genre (apart from *Streets of Rage 2* of course).

**MEGA says:** If you want a beat-'em-up, this, or its sequel, is the only one worth more than a passing look (well, except *Golden Axe 2 perhaps*).

**FOR SALE:** *Streets of Rage*
£18 – 0732 352253
£25 – 0602 227247
£20 – 0462 684650
£19 – 031 657 3164
£20 – 081 200 7816
£25 – 0428 683319
£15 – 0273 734089
**TO SWAP:** *Streets of Rage*
0532 874473

## 31. CHAKAN

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**

A spooky platform hack-'em-up, that although initially confusing, quickly becomes very addictive. It's also a large game that will take you some time to complete.

**MEGA says:** Very nicely done and engrossing too, but very similar to lots of other stuff already on the market. All you old Mega Drive hands will have seen it all before, but you newies should check it out.

**FOR SALE:** *Chakan*
£25 – 0952 299475

## 32. TAZ-MANIA

**Publisher: Sega**
**Price: £39.99**

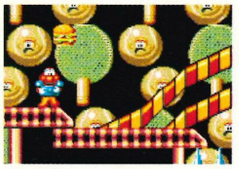
The most cartoon-like Sega game so far, *Taz-Mania* stars that lovable psychopath, the Tazmanian Devil, in a *Sonic*-like game of epic (in everything but game size) proportions. It's beautiful, it's hilarious, but it's also a bit repetitive and none too tough to get to the end of. If you've got a Looney Tunes-loving younger brother or sister, though (or if you *are* a Looney Tunes-loving younger brother or sister), this is absolutely ideal.

**MEGA says:** *Taz-Mania* is brilliantly entertaining, but not all that demanding.

**FOR SALE:** *Taz-Mania*
£25 – 0902 758997
**TO SWAP:** *Taz-Mania*
0505 684246
0274 670243
Sell/Swap – 0977 797167
Swap for *Fatal Fury* or *World of Illusion* – 0422 201637

## 33. JAMES POND 2 – ROBOCOD

**Publisher: EA**
**Price: £39.99**



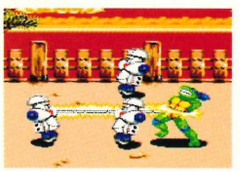
Converted from, but significantly improved upon, the 16-bit computer classic, *Robocod* was the game that took on Sonic at his own game and didn't make a half-bad stab at it. Exceptionally pretty, this is one of the best hedgehog clones you can buy.

**MEGA says:** Great little game, with a different feel to most platformers (largely thanks to your extendible character...). A good laugh.

**SELL/SWAP:** *James Pond 2*
0823 664482

## 34. TURTLES: THE HYPERSTONE HEIST

**Publisher: Konami**
**Price: £35**
**Reviewed in Issue 7 of MEGA**



Now that Konami are in the Sega business we can look forward to some cracking games. They've started well with a conversion of the coin-op game *Turtles*. Graphically cool, it plays well and sounds good too. The action may be slightly repetitive, but the cartoon tie-in and general ease of play make this a great game.

**MEGA says:** OK, so it's no *Streets of Rage 2* beater, but the action is thick and fast. A few good moves as well as some special ones make this game very good fun to play.

## 35. SIDE POCKET

**Publisher: Data East (IMPORT)**
**Price: £35 (see importer)**
**Reviewed in Issue 2 of MEGA**

A novel coin-op conversion. You can try to beat the one-player game, play a mate, or show off your skills in the trick game. Smart graphics, great sound and fun gameplay go to make a welcome breath of fresh air.

**MEGA says:** We all luv a game of pool, and this beats paying 30p a go down the pub nearly every time.

**FOR SALE:** *Side Pocket*
Offers – 0962 855645
**WANTED:** *Side Pocket*
0422 201637

## 36. POWERMONGER

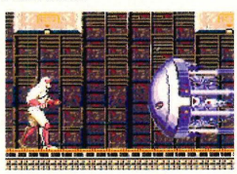
**Publisher: EA**
**Price: £39.99**
**Reviewed in Issue 5 of MEGA**

Strategy is the name of the game, and if you're looking for some serious head-scratching, then *PowerMonger* could be for you. Also, if you like a bit of domination, then this game could well be the best game you ever buy.

**MEGA says:** Very, very in-depth and very tough.

## 37. REVENGE OF SHINOBI

**Publisher: Sega**
**Price: £19.99**



*Revenge Of Shinobi*, the excellent follow-up to the popular arcade beat-'em-up, looks great and sounds excellent, and although you've seen the format a hundred times before, this one's so well done that you can forgive it any lack of originality.

**MEGA says:** Super stuff, with top special effects and very special gameplay.

**FOR SALE:** *Revenge of Shinobi*
£20 – 0462 684650
£20 – 071 263 4907
£30/Swap – 03552 31722
£15 – 0273 734089
£18 – 021 378 0135
£17/Swap – 081 556 5707
**TO SWAP:** *Revenge of Shinobi*
0242 242852

## 38. THE HUMANS

**Publisher: Imagitec**
**Price: £39.99**
**Reviewed in Issue 5 of MEGA**

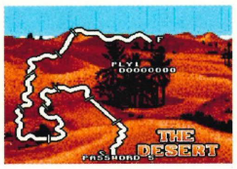
If you're going to bring out a puzzle game, then you've got to make sure it's a bit different from the rest of the genre to guarantee success. *The Humans* is much like *Lemmings*, but it has enough differences to make it worth a look. If you've tried *Lemmings* and you've either finished it or got bored with it, *The Humans* should fill that missing puzzle gap in your life.

**MEGA says:** Initially a bit complex, but give it a few goes before you condemn it. Try before you buy.

**WANTED:** *The Humans*
0768 899773

## 39. LOTUS TURBO CHALLENGE

**Publisher: Electronic Arts**
**Price: £39.99**
**Reviewed in Issue 3 of MEGA**




With great graphics, fab sound and a two-player head-to-head game, this one is definitely worth buying.

**MEGA says:** It beats games like *Out Run* and *Turbo Out Run* hands down. If racing is your thing, buy this.

**FOR SALE:** *Lotus Turbo Challenge*
£20 – 071 221 3656
£20 – 081 200 7816
£35 – 081 311 5739
**TO SWAP:** *Lotus Turbo Challenge*
0482 587153

## 40. TERMINATOR 2

**Publisher: Arena**
**Price: £39.99**
**Reviewed in Issue 4 of MEGA**

The first *Operation Wolf*-type game that's appeared on the Mega Drive, *and* it's even better for the fact that it's compatible with the Menacer light gun. It also plays well with a joypad.

**MEGA says:** A decent shoot-'em-up and a tough one too. It's got great graphics, superb sound and also some really nice gameplay.

**TO SWAP:** *Terminator 2*
Swap plus £4 – 0768 899773
**TO SWAP:** *Terminator 2*
031 657 3164
**WANTED:** *Terminator 2*
0922 410127

## 41. CASTLE OF ILLUSION

**Publisher: Sega**
**Price: £39.99**

Mickey Mouse appears in this lovely platform adventure, with all manner of strange and beautiful Disney-style fantasy creatures trying to off him as he tries to rescue his sweet mouse babe from the excellently-named witch Mizrabel.

**MEGA says:** This is a lovely platform epic. Gorgeous to look at and gorgeous to play. The whole family will love this one.

**FOR SALE:** *Castle Of Illusion*
£20 – 0462 684650
£20 – 081 200 7816
£25 – 0768 66856
Sell/Swap – 0823 664482

## 42. LHX ATTACK CHOPPER

**Publisher: EA**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**

The Mega Drive's first chopper-'em-up and only the second genuine flight sim. The graphics are supremely detailed and suffer from only a slight jerkiness, while the action remains fast and furious.

**MEGA says:** Anyone who's ever seen *Apocalypse Now* or *Wings Of The Apache* will relish this chance to spray heat-seeking death at anything that moves. And anyone who fancies "having a go" at developing their own military tactics and completing a whole Eastenders (long drawn-out series) of missions will find plenty to get their teeth stuck in to.

**TO SWAP:** *LHX Attack Chopper*
0256 56240

## 43. DECAP ATTACK

**Publisher: Sega**
**Price: £39.99**

*Decap Attack* (originally released as *Magical Hat Turbo Adventure*) may at first glance make you go "yuck". But if you persist past the first 20 seconds, you'll suddenly discover that you're having a brilliant time, thanks to the rollicking platform escapades that make up this wonderfully tasteless game.

Controlling a character who can chuck his proper head and who has an extra, telescopic, head in his ribcage is simply great fun, and the cheesy music complements the gameplay perfectly.

**MEGA says:** Ropeyish graphics, but don't let that put you off this gorgeous and funny platformer.

**FOR SALE:** *Decap Attack*
£28 – 0203 543912

# TWO CRUDE DUDES

**NUMBER 65**

**Arcade conversions ahoy! Yes, yet another dull and obscure coin-op is converted into a high-profile, but dull, Mega Drive game**

**Right, one nicely beaten up thug for table six – over there to the left, and put him down nice and easy this time, please**

Take two very ugly twins. Let them work out for a while. Give them a nasty evil crime lord to fight against. Mix them all together and you get *Crude Buster*. It's another one of those ten-pence swallowing coin-ops that hides away in the corner of the local taxi cab company.

It's OK for a while, and if you're drunk and waiting for a taxi to take you home, you will probably think this is the best game you've ever played ('cos you're getting really far and it costs only ten pence). In the cold light of day, however, things are very different.

**To add a comic feel to the game we have to put up with that Batman-esque "Krak" every time you hit a bad guy. Annoying or what?**

OK, that may be a bit harsh. There's not a lot wrong with the conversion of this game, but it's not a great arcade game in the first place and compared to some of the other platform beat-'em-ups like *Revenge of Shinobi* and *Chuck Rock*, it really doesn't come up to the standard.

Everything's there (on the surface anyway). There's a simultaneous two-player game, strange but good graphics, and two meaty characters who you'll really get into. But once you start playing you soon realise that there's a lot of really essential stuff missing.

For a beat-'em-up to be really successful you need the right combination of certain ingredients. You need moves (and a couple of special ones too if you please), loads of different bad guys to take out, a challenge (let's face it, beat-'em-ups are, by definition, quite easy) and more importantly you need to have some fun while you're playing.

Sadly though, *Two Crude Dudes* doesn't have any of these ingredients. Your vast array of moves includes a punch, a kick, and the ability to pick-up and throw (sarcasm eh, don't you just love it?). The same sad little bad guys appear on screen, you kick them in, walk on a bit and then watch in amazement as their spitting images appear on screen. The game is also very easy, and walking through it shouldn't take even the poorest gamesplayer very long at all. Having said all this though, and not wishing to finish this past master review on too negative a note, if you crave the opportunity to play this game, rent it out for a couple of nights, finish it, have some fun and it will have only cost you about the same amount as a taxi home on a Saturday night.

**PUBLISHER:** Sega
**PRICE:** £39.99
**RELEASE:** May '93
**CARTRIDGE:** 4 Mbit
**CONTACT:** 071 373 3000

**MEGA SAYS:** Digging up old coin-ops and then making them into console games might seem like a good idea, but we want games like *Gorf* and *Defender*, not *Crude Buster*.

**43%**

Turn over

# TOP 100

## 44. GHOULS 'N' GHOSTS

**Publisher: Sega**
**Price: £44.99**

A frighteningly tough coin-op conversion, but hey, it's not as if you have to shovel money into the thing, so who cares? You certainly won't be seeing the end of this one during the same day you buy it, and that's even with infinite continues. The graphics and sound are practically flawless, as brave Sir Arthur scuttles his swathe through legions of platform-placed zombies, monsters and vultures.

**MEGA says:** *Ghouls 'n' Ghosts* is the business – and, for once, the tough difficulty tuning guarantees decent value for money as well as being great short-term arcade fun.

**FOR SALE:** *Ghouls 'n' Ghosts*
Sell/Swap 0792 208281
£23 – 0203 543912

## 45. POPULOUS

**Publisher: EA**
**Price: £39.99**

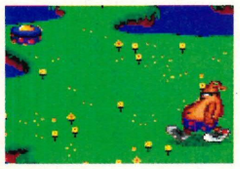
Immensely strange and original God-simulator game in which you hold sway over the very shape of the land itself, as you try to create an army of followers to defeat an opposing deity. Slightly forbidding at first with a mass of controls to get the hang of, but once you're in, you'll probably never want to come back out.

**MEGA says:** One of the most compulsive games ever made. Ego-maniacs everywhere, don't miss it.

**FOR SALE:** *Populous*
£20 – 071 263 4907

## 46. TOE JAM AND EARL

**Publisher: Sega**
**Price: £19.99**



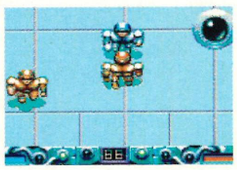
Multi-player action doesn't get a lot more entertaining than this. ToeJam and Earl are two of the grooviest aliens you could ask to have a close encounter with, which is part of the reason why it's such a pleasure to help them out on their quest to rebuild their crashed spaceship. The rest of the reason, though, is the superbly manic and zany action which takes place as our two heroes career around the screen, causing havoc wherever they go. After a few plays, the lower levels tend to drag a bit (there's no password option), but this game is both original and insane.

**MEGA says:** Another OK game, which becomes completely essential when played with someone else.

**FOR SALE:** *ToeJam & Earl*
£13 – 061 439 2204
**TO SWAP:** *ToeJam & Earl*
0256 56240

## 47. SPEEDBALL 2

**Publisher: Virgin Games**
**Price: £34.99**
**Reviewed in Issue 1 of MEGA**



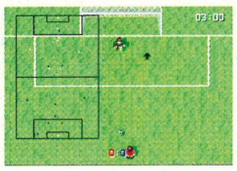
This game is Mega Drive violence at its most extreme. Nominally a future sports sim, *Speedball 2* is actually football meets rollerball meets bare-knuckle boxing in a frantic and immensely brutal festival of blood and guts. There's also plenty of room for skill and strategy, which means that for an all-round sporting experience *Speedball 2* is hard to beat – especially in two-player mode.

**MEGA says:** Very much an arcade sports game (rather than the more tactical approach favoured by, say, *John Madden Football*), this is about as good as arcade sports games get.

**TO SWAP:** *Speedball 2*
Swap plus £4 – 0768 899773
Swap for *Euro Club Soccer* – 0484 865269
**WANTED:** *Speedball 2*
0242 242852

## 48. SUPER KICK OFF

**Publisher: US Gold**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**



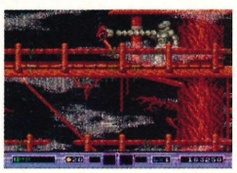
The greatest football game of all time (ask anybody to name a football game and they'll most likely say *Kick Off*) turns out to be a rather good console game after all. With enhanced graphics and a dead simple playing method, *Super Kick Off* ends up relegating the likes of *Euro Club Soccer* and *World Cup Italia '90* to the lower divisions.

**MEGA says:** It plays well and there are loads of options too. To get the best out of the game you're definitely going to have to play this with another person, because then you can both make mistakes and stop the computer walking all over you.

**WANTED:** *Super Kick Off*
0895 832177

## 49. EX-MUTANTS

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**



Another platformer with more than a hint of shoot-'em-up in there somewhere. A nice-looking game (due to the comic book tie-in), but again it's nothing to set the originality fires burning. It is very playable though and fairly tough in places.

**MEGA says:** Although the comic book is not that well known, the game *does* succeed on its comic book feel. It's not the most original game, but it is surprisingly tough, and thanks to some clever options, you won't finish this one in a night.

## 50. MUHAMMAD ALI BOXING

**Publisher: Virgin**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**

Boxing is one of those sports that has never really worked well on any format. Just take a look at *James "Buster" Douglas* or *George Foreman's KO Boxing* if you want proof. That was until *Muhammad Ali's Boxing* appeared. Programmed by the same people who came up with *John Madden* and *NHLPA Hockey*, this ace 3D boxing game if fun, playable and fills a hole nicely.

**MEGA says:** With two different player modes, a nice control system and some really good graphics, this is the ONLY boxing game worth considering. If you're a boxing nut, then get this now. It'll knock you out).

## 51. ROLLING THUNDER 2

**Publisher: Sega**
**Price: £39.99**

A direct copy of the arcade version, this basic shoot-'em-up does what every shoot-'em-up should do – makes you come back for more. Addictive, hard and great fun to play.

**MEGA says:** Simple, and some may say boring. But stick with it for a while and you'll find a highly playable, spot-on arcade conversion.

## 52. SUPER BATTLETANK

**Publisher: Absolute**
**Price: £39.99**
**Reviewed in Issue 6 of MEGA**

This one is a strange little game; a simulation, strategy and shoot-'em-up rolled into one, and with some nice digitised sound and graphics, it's very nice to play too. Serious simulator freaks will probably not find enough in here, and shoot-'em-up fans may find all the realism a little off-putting, but it's all jolly good stuff.

**MEGA says:** A nicely polished game that tries to mix various types of gameplay. Some will love it, others will say that it's trying to be too many games at the same time, but that's just a cop out. Give it a look.

## 53. PIT FIGHTER

**Publisher: Tengen**
**Price: £37.99**

Ooh look, it's another beat-'em-up. Ah yes, but wait... this one's different. How come? Well, it's got digitised graphics, guv. That means the fighters you take on in this simulation of that ugliest of "sports" (pit fighting, that is) look incredibly realistic, which means you can imagine that it's a real human being you're knocking the living daylights out of. Well, if that's what you're into, great.

**MEGA says:** Pretty dull and morally dubious beat-'em-up fare. You won't find much prettier BEUs, but gameplay-wise you could do a lot better than this.

**WANTED:** *Pit Fighter*
0422 210637

## 54. SHINING IN THE DARKNESS

**Publisher: Sega**
**Price: £49.99**

A mammoth, gorgeous RPG (as opposed to a gorgeous mammoth RPG, which would be a completely different proposition involving attractive elephants, wouldn't it?) with lovely aesthetics and gameplay which will keep you entranced for months. *Shining In The Darkness* is probably the Mega Drive's most accessible RPG, so comes highly recommended to anyone who fancies giving the genre a try.

**MEGA says:** A bit of a must for RPG fans, but even if you're not into the genre, give this a try. You might find that you're pleasantly surprised.

## 55. PHANTASY STAR 2

**Publisher: Sega**
**Price: £59.99**

Not quite as big and sexy as *Phantasy Star 3*, obviously, but pretty impressive all the same.

**MEGA says:** Great stuff, but at this price it's strictly for absolute fanatics of the genre.

## 56. F-22 INTERCEPTOR

**Publisher: EA**
**Price: £39.99**

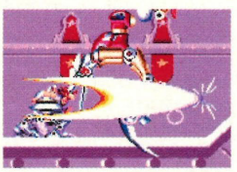
There aren't many flight simulators around on the Mega Drive, which, to be honest, is most of the reason why this is the best one. The graphics are fabulous, but the gameplay gets repetitive a bit too quickly.

**MEGA says:** If you want a flight sim, this is about as good as they currently get. Luckily Microprose have some fantastic up, down, flying around, looping-the-loop-type stuff in the pipeline. We'll keep you posted, so keep an eye out.

**FOR SALE:** *F-22 Interceptor*
£18 – 0732 352253
£20 – 0322 278477
Sell/Swap – 0977 797167

## 57. STRIDER

**Publisher: Sega**
**Price: £19.99**



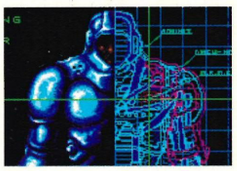
Amazing graphics, superb sound, lovely animation and some of the biggest and baddest enemies you'll ever meet, are the ingredients of *Strider*. Pretty simplistic platform-leaping beat-'em-up is the order of the day here, but *Strider* does it better than most, and it does it looking better than almost anything. Oh yeah, and the "running down the side of a mountain" sequence is just about worth the cost of the cart all by itself.

**MEGA says:** You'll finish it in two days, but if you want something which will show your friends the power of the Mega Drive, this is the game (second to only *Sonic the Hedgehog 2*) that'll make them go "gosh, wow" the most.

**FOR SALE:** *Strider*
£15 – 0734 662562
£20 – 0473 622905
£35 – 0203 543912
**TO SWAP:** *Strider*
0827 56035
**SELL/SWAP:** *Strider*
0823 664482

## 58. ESWAT

**Publisher: Sega**
**Price: £34.99**



Bearing only the slightest resemblance to the coin-op of the same name, *ESWAT* luckily manages to be an even better game than its arcade counterpart. It's got a bit more to it than the coin-op's limited beat-'em-up formula, and although it's still no *Sword Of Vermillion*, there's just about enough thinking to keep you interested to the very end.

**MEGA says:** There are literally dozens of this type of game around, but this is one of the relatively few which are actually worth having. Pretty simplistic, but still involving and addictive.

**FOR SALE:** *ESWAT*
£15 – 0473 622905
£15 – 0367 253194
**TO SWAP:** *ESWAT*
0458 834077

## 59. SHADOW DANCER

**Publisher: Sega**
**Price: £34.99**

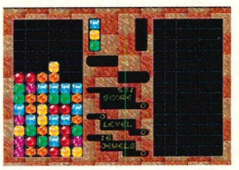
*ESWAT* with a dog, basically.

**MEGA says:** More fab scrolling beat-'em-up action, and you'll find yourself getting really attached to your little ninja pooch, too. The baddies are truly bad and the ninja scum that Joe's fighting against put up a decent enough fight. There are plenty of secret bonuses and hidden goodies to keep the interest factor up. Well worth a bang – check it out.

**TO SWAP:** *Shadow Dancer*
0778 393056

## 60. COLUMNS

**Publisher: Sega**
**Price: £34.99**



The game they give away with the Game Gear, and it's easy to see why – it's worth buying one of the fabby little machines just to play this, except, of course, you don't have to. This brilliant cross between *Tetris* and *Klax* is better on the Mega Drive than anywhere else, thanks mainly to the fact that the graphics are big enough to let you actually see what's going on. great stuff solo, but the two-player head-to-head "flash" game is totally wonderful. The best Mega Drive puzzle game going.

**MEGA says:** Buy another joypad, buy *Columns*, and then invite some of your friends round. Then see if you can get them to leave...

**WANTED:** *Columns*
0422 201637

## 61. KID CHAMELEON

**Publisher: Sega**
**Price: £34.99**

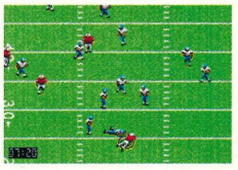
Ultra-cute platform thang with lots of really neat touches, but it's too easy and not all that exciting. Sega hyped this game almost as much as they did Sonic *The Hedgehog*, so they must have been more than a bit disappointed with its lack-lustre performance sales-wise. The game isn't at all bad, and remember – you don't have to be great to be good.

**MEGA says:** If large platform games are your thing, then this might be one of the best you ever buy.

**FOR SALE:** *Kid Chameleon*
£25 – 03552 31722

## 62. JOE MONTANA 3

**Publisher: Sega**
**Price: £39.99**



**Reviewed in Issue 3 of MEGA**

The only serious (ha) threat to the *John Madden* crown comes back for a third time. It's got several things *John Madden '93* hasn't, notably a league, three different viewpoints and a zoom in mode. However, it's not as playable or friendly to use.

**MEGA says:** Sega try again, but they fall just short. It's worth checking out if American football is your thang.

**FOR SALE:** *Joe Montana 3*
£25 – 0768 66856
£25 – 0905 796367

## 63. KRUSTY'S SUPER FUN HOUSE

**Publisher: Flying Edge**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**

The Simpsons always threatened to invade the world of Mega Drive games, but they arrived about six months too late to cash in on the height of the hype. Luckily for Krusty, his game is good enough to make a good impression in its own right. There's lots of puzzles, lots of fun and lots of cartoony graphics in here.
**MEGA says:** *Krusty's Super Fun House* is one of a rare breed of game: a licensed title that manages to combine a big name with a decent game. Good rat-splatting stuff.
**FOR SALE:** *Krusty's Super Fun House*
£20 – 061 439 2204
**TO SWAP:** *Krusty's Super Fun House*
0986 873456

## 64. TERMINATOR

**Publisher: Virgin**
**Price: £39.99**
You're really enjoying yourself, you're marvelling at the lush graphics, you're being blown away by the non-stop all-action platform shoot-'em-up gameplay, you're blasting through the fourth level and... er, then you finish it.
**MEGA says:** Lovely game, but there's not nearly enough of it.
**TO SWAP:** *Terminator*
Swap for *Mercs* or *Ecco* – 0384 891168

## 65. TWO CRUDE DUDES

**Publisher: Data East (IMPORT)**
**Price: (see importer)**

Well, it's a beat-'em-up and it's got some crude dudes in it. Er...
**MEGA says:** A fairly accurate version of the coin-op *Crude Busters* and it's OK. The game looks and plays well but it's too easy to finish.
**FOR SALE:** *Two Crude Dudes*
£20 – 081 200 7816
**TO SWAP:** *Two Crude Dudes*
0256 56240
0227 767804

## 66. AFTERBURNER 2

**Publisher: Sega**
**Price: £34.99**

The arcade version of *Afterburner* (all style and no content) threw the player and his lunch all around a hydraulic cockpit while simultaneously flinging huge graphics at the screen so fast that all you could do was wrench the joystick around wildly, keep your finger locked on the trigger and hope desperately for the best.

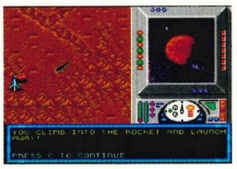
Mega Drive *Afterburner* recreates the feel of the coin-op perfectly, except that you'll have to get someone to come round and jiggle your chair for you while you play. What else is there to say?
**MEGA says:** *Afterburner 2* (ie *Afterburner*) is excellent short-term blasting, but it's thinner than gold plating on a window, and there are plenty of other shoot-'em-ups that'll give you bigger thrills. Try *Hellfire* or *Aero Blasters* first.
**TO SWAP:** *Afterburner 2*
0986 873456

## 67. THUNDERFORCE 3

**Publisher: Sega**
**Price: £35.99**
Of course, with the arrival of *Thunderforce 4*, it might seem a bit ludicrous to rush out and buy this now. But if you don't, you'll be missing out on some of the best blasting mayhem this side of, er, anywhere. But not only that. You'll also be missing out on the chance to make your mates go "Woo!" at some of the best visual effects yet seen on the Mega Drive. It's not all cosmetics though – *Thunderforce 3* is also a damn fine shoot-'em-up in its own right with great weapons, loadsa power-ups and loadsa baddies. If you're a zapping fan, this is another one of those "must-haves", basically.
**MEGA says:** An incredibly slick and gorgeous blaster which is perhaps slightly better to look at than play, but that's probably because it's so bloody wonderful to look at. You shoot-'em-up fanatics will love some more of the same, but those new to the genre had better check out *Hellfire* or *Aero Blasters* first.
**TO SWAP:** *Thunderforce 3*
Swap plus £4 – 0768 899773

## 68. BUCK ROGERS "COUNTDOWN TO DOOMSDAY"

**Publisher: EA**
**Price: £49.99**



Not one of the most spectacular games you'll ever see, but it's got tons of depth. Searching around this futuristic strategic role playing game thing will keep you interested for a while, but MEGA wants to know why they left out the old Twiki the robot?
**MEGA says:** Very nice, but wouldn't it have been better to use the licence for a good old-fashioned shoot-'em-up? MEGA thinks so.
**FOR SALE:** *Buck Rogers*
£25 – 081 451 5424

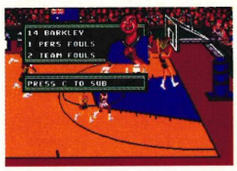
## 69. NEW ZEALAND STORY

**Publisher: Taito (IMPORT)**
**Price: (see importer)**

Another classic coin-op that's seen incarnations on just about every format imaginable, but the Mega Drive version takes an unexpected twist by being less of a conversion than a rearrangement of the original. All the same features found in the arcade game are present and correct, but the level layouts and structures are almost completely different. While this is a bit of a bummer for arcade perfectionists, it means that *New Zealand Story* fans now have a whole new game to play.
**MEGA says:** *New Zealand Story* on the Mega Drive is as cute, clever and addictive as it ever was.

## 70. TEAM USA BASKETBALL

**Publisher: EASN**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**




This is the best Mega Drive basketball game so far. Excellent two-player action and wacky signature moves make this the essential purchase for all basketball fans.
**MEGA says:** Shame its: a) just a tad too easy; and b) not quite up to the usual EASN standard. But apart from these two quibbles, it's lovely.
**WANTED:** *Team USA Basketball*
0922 410127

## 71. TRUXTON

**Publisher: Sega**
**Price: £34.99**
Shoot-'em-up, huh? Vertical scrolling, huh? Bit easy to beat, isn't it?
**MEGA says:** Well yes, but on the whole, *Truxton* is a decent enough effort. It's good fun to pick up and play every now and again, but it'll never change your life, or even give you one especially wonderful evening. Mmm, sorry.

## 72. DRAGON'S FURY

**Publisher: Tengen**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**

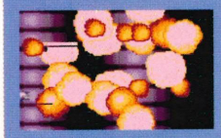
It's a pinball game.
**MEGA says:** And it's lovely.
**FOR SALE:** *Dragon's Fury*
£25 – 0768 66856

# TOP FIVE EXPLOSIONS

**BOOM! KA-POW! What are the best explosions?**

### ① LEMMINGS

Although the idea of the game is to save these little critters, some sort of sadistic desire makes you get all 100 lemmings to blow up at the same time. It is not only satisfying, but it's also very entertaining and very nice to look at.

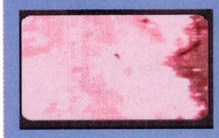


### ② HELLFIRE

OK, so the explosions on the best shoot-'em-up money can buy aren't exactly earth-shattering, but the way some of them fall off the screen is just sooo convincing, you could almost be there. Who said computer games weren't realistic?

### ③ AFTERBURNER 2

You know the story, you pull the fighter into a 360-degree loop, missing the bullets by centimetres, only to come out of it and see a Sidewinder missile hit you right in your cockpit. Whaam! An explosion you can see a mile away.



### ④ SEWER SHARK

Thanks to the Full Motion Video used in this game you can see some pretty exciting stuff. So don't bother to take any turns, run into a closed door and then sit back to watch the camera angle change as your backside gets pushed through your head at 300 mph.

### ⑤ ROAD BLASTER FX

This isn't exactly an explosion (although there are plenty of them in the game), but drive into the hotel and you see yourself thrown through the windscreen, into the pigeon holes behind the reception desk. This is scary stuff.

# TOP FIVE UGLIEST BAD GUYS

**The Quasimodos of the computer gaming world**

### ① PETE FROM *WORLD OF ILLUSION*

After working your way through this game you really don't want to see a disgusting blob like this, but it does give you an added incentive to defeat the forces of evil.

### ② FREDDIE FROM *CORPORATION*

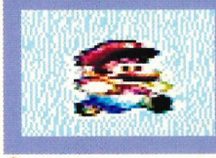
Poor old Freddie can't help being a genetically engineered mutant. Unintentionally ugly he may be, but he's also a very scary looking character indeed.

### ③ MIZRABEL FROM *CASTLE OF ILLUSION*

This crotchety, old, apple-poisoning witch is the last boss in this game and so she's *supposed* to be evil and all that. They did go a bit over the top on the facial features though don't you think?

### ④ TWO CRUDE DUDES

We know these guys are supposed to be heroes, but with their dodgy five o'clock shadows and terrible taste in clothes (we won't mention the dancing) we can't see these twins pulling down the disco on a Saturday can you?



### ⑤ OH AND, OF COURSE, MARIO

Where did he get that moustache? And those very tasteful boiler suits are so chic aren't they? We don't want to be bitchy about this, but Sonic is just so much better looking isn't he?

Turn over

# TOP 100

## 73. OLYMPIC GOLD

**Publisher: US Gold**
**Price: £39.99**

The graphics may be lush, but at the root of it all, it's just a creative way to pummel the living daylights out of your joypad.
**MEGA says:** Pretty dull by yourself, but excellent fun when you've got a few mates round.
**FOR SALE:** *Olympic Gold*
£15 – 081 5540050
£20 – 071 352 7117
**TO SWAP:** *Olympic Gold*
0242 242852
0803 855016
Swap for *Super Monaco GP 2* or *Road Rash 2* – 0249 651256

## 74. WORLD CLASS LEADERBOARD

**Publisher: US Gold**
**Price: £37.99**
Well, it's pretty good, but it's not really *PGA Tour*, now is it?
**MEGA says:** No it isn't. Unless you're absolutely golf loopy nuts and just *have* to have every available sim, get *PGA* and settle for that.

## 75. BATTLE SQUADRON

**Publisher: EA**
**Price: £39.99**
It's Amiga conversion time again, but this vertically-scrolling blaster looked pretty dated even when it originally appeared about two years ago, and it hasn't really improved with age.
**MEGA says:** Bog-standard vertical zaperama with little or nothing to make it stand out from the crowd.
**FOR SALE:** *Battle Squadron*
£15 – 021 378 0135

## 76. CYBORG JUSTICE

**Publisher: Sega**
**Price: £34.99**
**Reviewed in Issue 9 of MEGA**

Walking along level after level of other Cyborgs, beating seven shades of shimmering metal out of them and then repeating the process may not sound like the best game idea in the world, but thanks to some fab gameplay and graphics, it turns into a real romp.
**MEGA says:** A fab off-the-wall beat-'em-up with the nice addition of being able to take the bits from the Cyborg you've just beaten up and putting them on your own armour.

## 77. AQUATIC GAMES

**Publisher: Electronic Arts**
**Price: £39.99**
**Reviewed in Issue 1 of MEGA**
James Pond is back. This time, however, he's taking part (with his friends) in the Aquatic Games. Work out the best tactic for each event and get those gold medals. Lovely graphics and some taxing events make this a fun game, especially for those younger Mega Drive owners.
**MEGA says:** It's button bashing alright, but not as we know it.
**FOR SALE:** *Aquatic Games*
£25 – 0732 351220
£20/Swap – 0772 684608

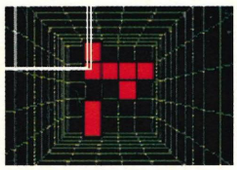
## 78. BIO-HAZARD BATTLE

**Publisher: Sega**
**Price: £39.99**
**Reviewed in Issue 3 of MEGA**

Sexy graphics and spooky sound don't make a game, but they do go a long way. Thankfully *Bio-Hazard Battle* has some exciting shooting action to go with it.
**MEGA says:** There's nothing new in here, but it's very playable.

## 79. BLOCKOUT

**Publisher: EA**
**Price: £19.99**



Your brain will never forgive you. Imagine *Tetris*, played looking down a well, with three-dimensional vector-graphic wire-frame blocks which can be moved, turned and rotated in each of the three axes. Having problems imagining it? Just you try playing it, mate.
**MEGA says:** Complete mind torture, but if you're more laid back than a particularly relaxed sloth, you'll get some serious fun out of this one.

## 80. F1 CIRCUS

**Publisher: Nichibutsu (IMPORT)**
**Price: (see importer)**
This game is second only to the *Super Monaco GP* twins, *F1 Circus* looks ropey but plays well. The Formula One tie-in is well implemented and playing the game makes a fairly realistic representation of putting you in the cockpit of the real thing, ie you'll crash a lot.
**MEGA says:** If realism gets your motor running (even if it's at the expense of lush graphics), then check this out.

## 81. DAVID ROBINSON BASKETBALL

**Publisher: Sega**
**Price: £39.99**
The best of a whole clutch of basketball games recently released by various people. Though still not up to *Team USA Basketball*, this one boasts by far the smoothest, fastest action, and some of the nicest effects we've seen too. If basketball's your bag (ahem), this is your kind of shopping trolley.
**MEGA says:** Bouncy bouncy, bouncy bouncy, fun, fun, fun, fun, fun. (What? – Neil) Tiggers. And basketballs. (Ah – Neil)

## 82. SUPER HANG-ON

**Publisher: Sega**
**Price: £19.99**
*Road Rash*, without all the violence. Yes, we know it sounds like a bit of a bad idea, but if what you're after is pure high-speed racing thrills, then this is still your best bet. A near-perfect rendition of the coin-op, too – just try to stop yourself from leaning into those bends...
**MEGA says:** It looks lovely, it plays beautifully, it'll last for ever. In addition to *Super Monaco* and *Road Rash*, this is the only genuinely essential racing game for your Mega Drive.
**FOR SALE** – *Super Hang On*
£12/Swap – 081 311 5739
£17 – 0473 250400

## 83. SPORTS TALK BASEBALL

**Publisher: Sega USA (IMPORT)**
**Price: (see importer)**
**Reviewed in Issue 1 of MEGA**
A decent baseball game, that tells you what's going on as it happens.
**MEGA says:** As with *Joe Montana Football 2*, great for people with no friends.

## 84. DODGEBALL

**Publisher: Sega Japan (IMPORT)**
**Price: (see importer)**
**Reviewed in Issue 1 of MEGA**

Volleyball meets *Speedball* in this strange, but entertaining Japanese game. The idea is to knock your opponent's team members out of the court with a high-speed chuck of a medicine ball. Decidedly strange, inevitably violent and great fun.
**MEGA says:** Not sure about this vulture/anorak business, but *Dodgeball* remains a good two-(or more) player game.

## 85. SUNSET RIDERS

**Publisher: Konami**
**Price: £39.99**
**Reviewed in Issue 8 of MEGA**

This fast-paced shooting action, set in the Wild West, is great fun. It's a shame they left out the other two characters from the coin-op though.
**MEGA says**: Um, the game is a bit on the easy side.

## 86. ARCUS ODYSSEY

**Publisher: Renovation (IMPORT)**
**Price: (see importer)**
A lovely looking 3D game, which scores points for offering some of the best simultaneous two-player action that's going.
**MEGA says:** This is OK by us.

## 87. INDIANA JONES AND THE LAST CRUSADE

**Publisher: US Gold**
**Price: £39.99**
**Reviewed in Issue 4 of MEGA**
One of the greatest adventurers of all time (and he's fictional too) appears on the Mega Drive. The graphics are nice and the film tie-in is handled very effectively. However, owing to some little gameplay glitches the game ends up being very tough and furthermore very frustrating.
**MEGA says:** Take a careful look at this before you buy it.

## 88. WWF SUPER WRESTLE MANIA

**Publisher: Flying Edge (IMPORT)**
**Price: £35**
**Reviewed in Issue 4 of MEGA**

Big, beefy, and as tough as nails. If you fancy getting your hands on a few American wrestlers and giving them the suplex treatment, then this might be the game for you.
**MEGA says:** The two-player head-to-head mode is quite good fun, but the one-player game lacks excitement.
**FOR SALE:** *WWF Super Wrestlemania*
Sell/Swap – 021 459 7576
£30 – 0925 266068

## 89. JOE MONTANA 2

**Publisher: Sega**
**Price: £34.99**
Even this sequel to the original "not too bad but let's face it, it's not as good as *John Madden*" American football game fails to lace the boots or plump the padding of the boy from Electronic Arts.
**MEGA says:** This game is not as good as *John Madden Football*, but it does talks to you, which has got to be something.

## 90. FIGHTING MASTERS

**Publisher: Treco (IMPORT)**
**Price: (see importer)**
Solid two-player beat-'em-up action is the name of this lovely looking game. If only the beast was a bit more substantial in one-player mode.
**MEGA says:** Two-player pommelling can be a great laugh, but don't bother with this if you're a solo scrapper.
**WANTED:** *Fighting Masters*
0768 899773

## 91. CHUCK ROCK

**Publisher: Virgin Games**
**Price: £39.99**
This is an old Amiga game which has been brushed up a bit for the Mega Drive and, as you might expect, it's a bit of a lush looker. What you might not expect is a fabby prehistoric platform game which plays like an episode of The Flintstones (except it's funnier) and in which you dispose of your enemies by bouncing them off your gigantic beer belly.
**MEGA says:** This is a really enjoyable platformer, packed to the brim with variety, lovely little touches and more imagination than a dozen lesser efforts in this genre.
**FOR SALE:** *Chuck Rock*
£20 – 0462 684650
**TO SWAP:** *Chuck Rock*
081 675 2120

## 92. TETRIS

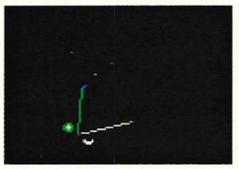
**Publisher: (IMPORT)**
**Price: (see importer)**
OK, hands up everyone who doesn't know about *Tetris*. Three of you, eh? Well, where have you been for the last couple of years? On Mars?
**MEGA says:** The biggest and sexiest puzzle game of all eternity on the Mega Drive. If, by some incredibly fluke, you don't already have a *Tetris* game, then get this one now.
**WANTED:** *Tetris*
0922 410127

## 93. 688 ATTACK SUB

**Publisher: Sega**
**Price: £34.99**
Nice, atmospheric submarine simulator with a bit of zapping and some pleasant aesthetics.
**MEGA says:** Not the kind of thing you ever imagine anybody buying a Mega Drive for, but good at what it does.

## 94. STAR CONTROL

**Publisher: Ballistic**
**Price: £39.99**



Massive, but not actually all that complicated, space strategy trading thing with zappy and tactical bits thrown in as a life-preserver.
**MEGA says:** It may be a bit of a lark with a chum, but it's kinda dull on your own.

## 95. BATTLETOADS

**Publisher: Tradewest**
**Price: £39.99**
**Reviewed in Issue 8 of MEGA**
This fab SNES, NES and Gameboy game makes a little bit of a stumble onto the Mega Drive. But as far as scrolling beat-'em-ups go, it's quite a lively affair with plenty of comic touches. It's also tough.
**MEGA says:** We were really looking forward to this, and we have to say we're disappointed with the end result.

## 96. HERZOG ZWEI

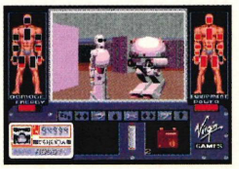
**Publisher: Sega**
**Price: £34.99**
Eight-way scrolling, view-from-above, simultaneous two-player, head-to-head, split-screen shoot- and think-'em-up with bags of strategy. It could have been a classic, but didn't quite manage to hang together.
**MEGA says:** Almost excellent for two-player head-to-head.

## 97. SPIDER-MAN

**Publisher: Sega**
**Price: £39.99**
"Spider-man, Spider-man, does whatever a spider can." So how come you never see him getting trapped in a bath then, eh?
**MEGA says:** Pretty run-of-the-mill platform game, lifted out of the ordinary by some pretty spiffy graphics and a nice line in enemies.

## 98. CORPORATION

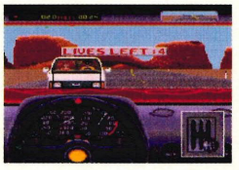
**Publisher: Virgin Games**
**Price: £39.99**
**Reviewed in Issue 3 of MEGA**



Gigantic and tough 3D, RPG-ish Amiga conversion with some top 3D blasting bits in it. The idea is that you're a secret agent briefed with the unenviable job of trying to establish whether rumours of a company creating killer genetic mutants is true or not. It's involving and absorbing but it can get a bit repetitive if creeping around mutant-infested buildings inches from death, isn't your idea of a good night out.
**MEGA says:** For role-playing fun with a bit more blasting *and* a bit more brain-stretching than usual, this game is a pretty damn good purchase.
**TO SWAP:** *Corporation*
Swap for *LHX Attack Chopper* or *NHLPA Hockey* – 0249 651256

## 99. TEST DRIVE 2

**Publisher: Ballistic**
**Price: £34.99**




A two-player, head-to-head driving game that sounds as if it should be great fun. It's a shame it isn't that hot then really.
**MEGA says:** Enjoyable serious-ish, two-player driving/crashing game, which you may never be able to buy.
**FOR SALE:** *Test Drive 2: The Duel*
£25 – 0203 543912
£20 – 0724 854351

## 100. RAMPART

**Publisher: Tengen (IMPORT)**
**Price: £35**
**Reviewed in Issue 4 of MEGA**
The two-player mode in most games is a very welcome additional option. In *Rampart*, it is the only part of the game worth mentioning. Take on a thinking human opponent, however, and the blood begins to boil.
**MEGA says:** If you're a popular sort of bloke, then give this a try with some of your friends.

# TOP 100 POSITIONS

| | | | |
|---|---|---|---|
| 688 Attack Sub | 93 | NHLPA Hockey | 6 |
| Aero Blasters | 23 | Olympic Gold | 73 |
| Afterburner 2 | 66 | PGA Tour Golf 2 | 9 |
| Aquatic Games | 77 | Phantasy Star 2 | 55 |
| Arcus Odyssey | 86 | Phantasy Star 3 | 22 |
| Battle Squadron | 75 | Pit Fighter | 53 |
| Battletoads | 95 | Populous | 45 |
| Bio-Hazard Battle | 78 | PowerMonger | 36 |
| Blockout | 79 | Quackshot | 14 |
| Buck Rogers | 68 | Rainbow Islands | 20 |
| Castle of Illusion | 41 | Rampart | 100 |
| Chakan | 31 | Revenge of Shinobi | 37 |
| Chuck Rock | 91 | Road Rash 2 | 8 |
| Columns | 60 | Rolling Thunder 2 | 51 |
| Cool Spot | 15 | Rolo to the Rescue | 16 |
| Corporation | 98 | Shadow Dancer | 59 |
| Cyborg Justice | 76 | Shining in the Darkness | 54 |
| David Robinson Basketball | 81 | Side Pocket | 35 |
| Decap Attack | 43 | Sonic The Hedgehog | 19 |
| Desert Strike | 26 | Sonic The Hedgehog 2 | 2 |
| Dodgeball | 84 | Speedball 2 | 47 |
| Dragon's Fury | 72 | Spider-Man | 97 |
| Ecco the Dolphin | 12 | Sports Talk Baseball | 83 |
| ESWAT | 58 | Star Control | 94 |
| Ex-Mutants | 49 | Streets Of Rage | 30 |
| F-1 Circus | 80 | Streets Of Rage 2 | 13 |
| F-22 Interceptor | 56 | Strider | 57 |
| Fighting Masters | 90 | Sunset Riders | 85 |
| Flashback | 3 | Super Battletank | 52 |
| Ghouls 'n' Ghosts | 44 | Super Hang-On | 82 |
| Golden Axe 2 | 25 | Super Kick Off | 48 |
| Hellfire | 7 | Super Monaco GP 2 | 10 |
| Herzog Zwei | 96 | Sword of Vermillion | 21 |
| Humans | 38 | Taz-Mania | 32 |
| Indiana Jones | 87 | Team USA Basketball | 70 |
| James Pond 2 – Robocod | 33 | Terminator | 64 |
| Joe Montana 2 | 89 | Terminator 2 | 40 |
| Joe Montana 3 | 62 | Test Drive 2 | 99 |
| John Madden Football '93 | 1 | Tetris | 92 |
| Jungle Strike | 5 | Thunderforce 3 | 67 |
| Kid Chameleon | 61 | Thunderforce 4 | 27 |
| Krusty's Super Fun House | 63 | Tiny Toons | 17 |
| Lemmings | 11 | Toe Jam & Earl | 46 |
| LHX Attack Chopper | 42 | Truxton | 71 |
| Lotus Turbo Challenge | 39 | Turtles: The Hyperstone Heist | 34 |
| Mega-Lo-Mania | 18 | Two Crude Dudes | 65 |
| Micro Machines | 4 | World Class Leaderboard | 74 |
| MIG-29 | 29 | World of Illusion | 28 |
| Muhammad Ali Boxing | 50 | WWF Super Wrestle Mania | 88 |
| New Zealand Story | 69 | X-Men | 24 |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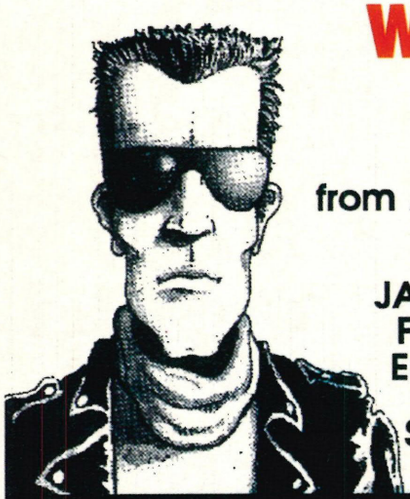

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**Andy Dyer's been skulking around the country in a black outfit and balaclava. Why? Because everyone hates him and the only way he can get any decent games to preview is to steal them. Tragic, but unavoidable**

# THUNDERHAWK

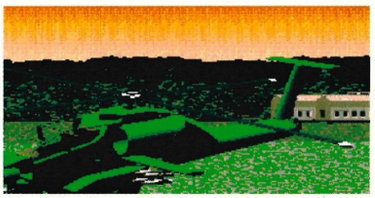
**This month we visited Core Design Limited for three good reasons: the follow-up to *Chuck Rock*, a platformer starring a boy and a stick (?), and a new CD game which uses the Mega CD to the full, and which could well set the standard for a new wave of excellent CD games**

## Core • September

Hands up all those who've had run-ins with tedious little Super NES-owning gits who say things like, "Look, that's Mode 7 sprite scaling and rotation that is. Can't do that on a Mega Drive, Oh no!".

Well, now anyone with a Mega Drive and a Mega CD can grin smugly and say, "Oh yes we can, and what's more, we've got over 500 MBytes of CD memory to do it in too".

Yes indeed, after much speculation about whether the Mega CD has any fancy hardware inside it or not (and who could blame us for being doubtful after the initially disappointing software) we can reveal, courtesy of the programmers at Core, that the Mega CD does have sprite scaling and rotation capabilities built in, and, in their words, these features are "very powerful". So basically, it's just that no-one's used them yet. Granted it's still not as fast as the SNES's Mode 7, but with this machine you can create textured surfaces and lay sprites over the top, unlike Mode 7 which can only create flat surfaces. Ha!



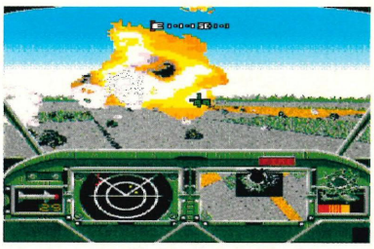
**This game's all about big choppers, and this one is most certainly large**

**The Sega Mega CD's features are "very powerful"**

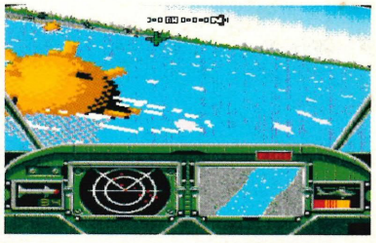
But all that Sega vs Nintendo stuff is a bit childish really. We don't give a hoot about the SNES's extra capabilities, what we want to know is can we expect exciting CD software on the Mega Drive? The answer is, um, er, let's hope so. But let's just say that, having seen *Thunderhawk*, things have suddenly started looking much rosier.

Gameplay-wise, think of *Thunderhawk* as a sort of *Jungle Strike* seen from first-person perspective. There are ten missions, but within these there are over fifty individual objectives. The simplest of these involve whizzing around shooting ground-based targets such as communications bases, runways and so on. As you progress, new challenges are set and as well as the enemy firepower becoming more unavoidable and more powerful, the missions get slightly trickier too. Later you'll have to destroy attacking forces while avoiding hits on, say, a base which has friendly troops in it. Erm, but I think we'll leave the missions there because as I've said, there are over fifty different tasks to perform and this could take all day.

The enemies in the game are numerous, to say the least. As you can see from the screenshots the sprite scaling and rotation facilities in the Mega CD have been



**A rather large mid-air explosion**



**A large floating explosive thing**

## KNOW YOUR CHOPPER

# TO THE CORE

Core are a busy lot. You may know their previous games, you may not. One of their most famous achievements was *Chuck Rock* but they're also the guys responsible for *Wolfchild* and *Jaguar XJ-220*.

And they're also the very first people to actually show us what the Mega CD is really capable of. Previously, details have been a little hazy, but now we can safely say that the Mega CD isn't the turkey that was feared. Yes, you can store huge amounts of data on a CD, but the Mega CD also has a co-processor built in. This means that while the Mega Drive's processor is already fairly speedy, making it good at handling 3D polygons, the co-processor makes it faster again. This not only means that it'll make Mega CD games that much more interesting, it'll also make the up 'n' coming Virtual Reality system for the Mega Drive that much more feasible.

But the one thing that there's been lots of speculation about is whether the Mega CD contains any sprite-scaling and rotation hardware like the SNES's Mode 7. Thankfully it does and if you want to see it fully in action for the first time, take a look at this...

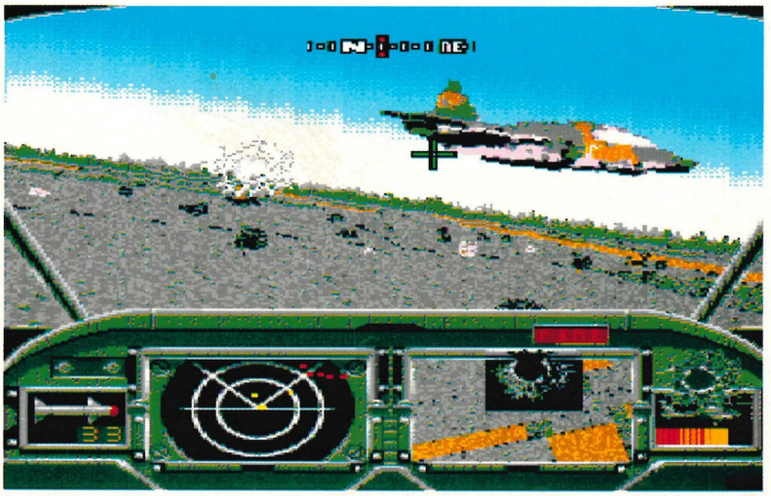
**The mission-select screen. Okey dokey skip, where do you wanna go?**

used to full effect. The enemy choppers sweep into view then quickly turn around before zooming realistically back into the distance. The jet fighters too are very unnerving as they expand towards you at a cracking rate. The ground-based enemies such as SAM launchers, tanks, trucks and so on are harder to pick out because of the textured surface of the surrounding countryside, but when you get up close they're equally impressive.

This is the first CD game we've seen that uses the Mega CD's impressive scaling and rotating features, and if visually this is just a taste of things to come, then we're in for a treat.

**This is an inbetweeny screen, which shows your rotors starting up. Fab!**

**The "you screwed up big style" screen. Basically, I just screwed up**



**And before you whinge about the blocky nature of the graphics, let me assure you that once it's all zooming in and out of the screen at you you'll be gobsmacked. No really, you will. Would we lie to you?**

**The compass: a red line appears on it to tell you where the next target is**

**This is a plane. Don't mess with it!**

**The crosshair: it automatically locks onto enemy targets**

**Ammo meter: pretty obvious really**

**The radar: tells you exactly where targets and enemy vehicles are**

**A map of the surrounding area which rotates, scrolls and zooms in and out**

# UP 'N' COMING...

By this time next month we'll have been to the CES show in America (it's a big showcase for the hottest new gaming developments) so expect some great things from that. In the meantime, take a look at our diary to see when your favourite games are coming out.

## ANY MINUTE NOW!

In an uncertain world, no-one really knows what is going to happen, and when it's going to happen. In fact, you probably didn't realise that I was going to write the word "bum" just then. The following things, however, are rather more certain. Here's what's just around the corner.

Strider 2 – US Gold
US Gold gives us the long-awaited follow-up to a classic. Not a patch on the original though.

Cool Spot – Virgin
Could Spot be one of the platform heroes of 1993? Fab animation and a big, big game.

Final Fight (CD) – Sega
One of the best beat-'em-up coin-ops ever gets the Mega CD treatment. All the levels and more.

Mazin Wars – Sega
Another beat-'em-up mixing aspects of *Streets Of Rage* and *Street Fighter*. See page 48.

Fatal Fury – Sega
This is a beat-'em-up which may well give *Street Fighter 2* something to worry about, then again, maybe not.

Captain America – Sega
Yet another comic book-based game. It's a beat-'em-up rather than a regular platformer though.

Muhammad Ali Boxing – Virgin
Boxing games are notoriously crap. It's refreshing then that this is actually quite good.

King Of The Monsters
Bizarre B-movie style beat-'em-up action. Play a giant beast and battle other monsters. See page 61 to find out more.

Afterburner III (CD) – Sega
As a showpiece for the Mega CD it's useless. This game is really rather poor.

Night Trap (CD) – Sega
Full Motion Video game which undeservedly caused a "porn and violence" outrage in the press recently.

Robo Aleste (CD) – Sega
Better known as *Nobunaga And His Ninja Force*. Not a bad blaster but not brilliant.

Superman – Sega
It's a shame the computer hero didn't die along with his comic book counterpart.

Outrun 2019 – Sega
Atrocious racing game which is even worse than the original *Outrun* game.

X-Men– Sega
Fabulous mutant heroes in a rather spiffing platform carve-'em-up.

Ball Jacks– Sega
Crap. There's no other word for it. Read the review on page 57 and laugh at how monstrously dire it is.

Jungle Strike – EA
The follow-up to *Desert Strike* is coming. Still striking, but more jungly than deserted. An excellent game all round.

Mutant League Football – EA
EA's *Madden* with mutants is great fun, but not a patch on *Madden* itself, unfortunately. Sport fans'll like it though.

Shining Force – Sega
The stunning follow-up to the really rather good *Shining In The Darkness*. Bally good fun for all role-playing freaks.

# BUBBA 'N' STIX

## Core • January '94

Another game on Core's busy Mega Drive agenda (and any projects beyond this are deadly secret) is *Bubba 'n' Stix*. It's a platform puzzle game that is due to appear on the Amiga and, more importantly, on Mega Drive and Mega CD – the CD version being significantly larger, maybe double the size.

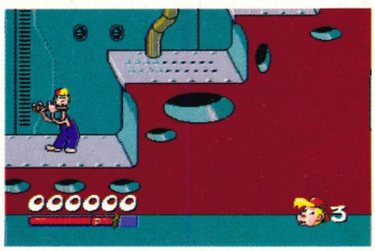
As is usually the case, the plot is somewhat contrived. And this is because it has been solely created to fit around the "interesting" concept that it would perhaps be a good idea for a game to have a main hero who can do lots of things with a stick(!)

From this germ of an idea, the creative boffins at Core came up with the story of a zoo keeper with a van full of animals, who gets kidnapped by an alien "zoo keeper" who wants earth specimens. The spaceship then crashes on an alien planet. When Bubba (the human zoo keeper) regains consciousness after the crash, he meets up with an alien stick creature who can do all sorts of wonderful things. And there you have it. Slightly bizarre, but better than an every day story of a bloke with a twig that's only useful for training his dog how to fetch.

The screenshots may look a little empty, but that's because the game's in the very early stages of development at the moment. The graphics will probably change quite a bit between now and completion, but you get the general idea. The main sprite, as you can see, is pretty big, and the designer has already created over 200 frames of animation for Bubba alone.

All this will be on the Mega Drive version of *Bubba 'n' Stix*, so the huge CD version should be mighty impressive. Blimey! That's good!

**This is Bubba, throwing his friend Stix to somewhat unknown effect**



**Bubba can also give Stix a blow. Why? Er, dunno. Bit dodgy really**

# CHUCK ROCK II – SON OF CHUCK

**Chuck's been kidnapped, and the only person who can get him back is his son. Personally, I'd have called the Rozzers, but there you go...**

**Jump into the Venus fly traps and they spit you high into the air**

**If he gets hit by something, young Chuck throws a right old wobbler**

## Core • September

After defeating the evil Gary Gritter in his first adventure, Chuck Rock is now married to Ophelia and owns a car factory, of all things. However, Brick Jagger (oh my word), the owner of the Datstone Car Company, wants to buy out Chuck's business and so the beastly fellows kidnap Chuck and send a threatening note to Ophelia. But what I haven't mentioned is that before this terrible occurrence, Chuck and Ophelia took delivery of a bouncing baby boy. Disturbed by this sudden lack of father, Chuck Jnr breaks out of his cot and goes on a one-kid mission against the perpetrators of this horrendous crime.

There are six stages in all, comprising sixteen levels and four bonus stages. The structure of the main levels is fairly similar to that found in *Chuck Rock*. The main character is, of course, smaller, and rather than use a large gut to shift heavy objects, he has a club that, rather comically, is about the same size as he is. With this, Chuck Jnr can hit enemies, move rocks and balance on, for reasons which I can't quite figure out at the moment.

So, as I've said, the main levels are much the same as those in *Chuck Rock*, but at certain points throughout this game, you get to play a bonus level and there are four different ones in all. There's a *Street Fighter 2* style rock-bashing event in which you have to club a piece of rock into the shape of your Dad within a time limit. Then there's the button-bashing river race, an apple scrumping event and a chariot section.

Fans of the original are probably in for a treat, but to find out for sure, keep your eyes on MEGA, 'cos we know what we're talking about.

**This is a bonus screen. Chuck Jr has to knock the apples down**

**Another of the bonus screens is a button-bashing river race affair**

# POPULOUS 2 TWO TRIBES

## Virgin • August

**There's great fun to be had setting people's cottages on fire. Tee-hee!**

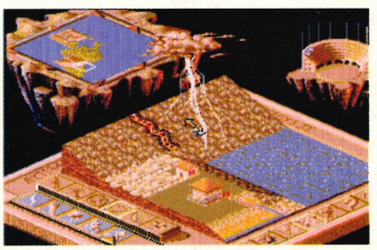
Zeus, the greek God, was always a bit of a roister. When he wasn't quaffing nectar and stuffing Ambrosia down his throat, he was downing bottles of Ouzo and "socialising" with half the female population of Athens (actually it was slightly more than half, but that's neither here nor there).

As a result, there were loads of scamps running around with half their blood swimming in, er, strange blue, um, God-like corpuscles. (That all went a bit wrong didn't it Andy? – Neil)

Anyway, the point is, that you are one of Zeus's children, the most powerful in fact, and you're a bit knobbed off that your God status hasn't yet been recognised. You want a place on Mount Olympus, but first you have to prove yourself worthy of it. Zeus has lined up a load of opponents and landscapes on which to test your skills, and you must take a small tribe under your control and build them and their land into a force to be reckoned with. But, of course, your opponents will be doing the same so it's a sort of race to see who can get there first and kill off the other person's population.

As you progress and get more and more powerful you'll be able to create a large number of "natural" disasters in order to wipe out the opposition. You can send showers of flames down from the sky, set off tornadoes, cause earthquakes, create enormous volcanoes and send tidal waves to flood the land.

"No problem!" you may think, but the thing is, you have to do this over a staggering 1,000 levels.So it looks like this is going to keep you all going for more than a few weeks. Oh, and another interesting fact is that it'll be one of the first Mega Drive games to use the new Sega Track Ball, a device that makes moving on-screen pointers a whole lot quicker and easier.



**The idea that lightening never strikes twice is proved wrong in this game**

# SOFTWARE HOUSE PROFILE

**Each month we look at a software house's work from past, present and future, whether it be good, bad or ugly. Introducing Acclaim...**

## PAST

SMASH TV

OK, so nothing is ever going to come close to the arcade success of *Street Fighter 2*, but a year or so back, gamers were shovelling 50 pence pieces into *Smash TV* like there was no tomorrow. So the home versions were created. It was fab on the Super NES, it was pretty good on the 16-Bit home computer, and for crying out loud, it even made a brave attempt on the Commodore 64. So what on earth happened to the Mega Drive version? Well, it didn't look or sound quite good enough, but that's not the point. The trouble was, the control method was all over the place and what was a highly addictive, intuitive and frantic blast in the arcades turned into an uncontrollable mess on the Mega Drive. But...

**Fab arcade game, but went cack in the conversion to the Mega Drive**

***Krusty's Super Fun House* is an excellent *Lemmings* variant, and another lucrative Simpsons' licence**

## PRESENT

... since then, Acclaim (and before you say anything, previously, Acclaim's software carried the name Flying Edge rather than Acclaim) have brought us such minor masterpieces as *Krusty's Super Fun House*, *Bart Vs The Space Mutants*, *Terminator 2* and now, just around the corner is *Mortal Kombat*, a digitised beat-'em-up that's followed very successfully in the wake of *SF2* in the arcades. There are very good rumours circulating about the Mega Drive version, and if you want to know a little more about it, see the two-page feature on page 36.

## FUTURE

They're a productive bunch down at Chez Acclaim. For a start, they're squeezing every last drop out of their Simpsons' licence and the next project is *Bart's Nightmare*, a very cartoony multi-style affair with platform, shoot-'em-up and downright bizarre sections which defy any categorisation whatsoever. But beyond that we also have *Terminator 2* (not the arcade game, but an original platformer) to look forward to, along with, *WWF Royal Rumble*, *NFL Quarterback Club* and *The Incredible Crash Dummies*. More news on all of these as it arrives.

***Terminator 2 CD* will be with us soon. Look out for news in the next ish**

# LAND STALKER

## Sega • September

**Our hero bumps into East 17 and kindly offers to walk their dog**

RPG games are always a bit of a let down really. But before all the RPG fans explode with rage, I'm not talking in gameplay terms, no. What I mean is that you can pretty much always expect an overhead scrolling map, then an overhead scrolling village up close. Ask questions of the villagers, then travel off to the next town.

*Land Stalker's* a bit different because, for a start, the display is in isometric 3D. This gives rise to a much more arcade-oriented experience with not only deductive, puzzle-solving elements to be overcome but real physical obstacles too, like pits and jumps and so on. The graphics look incredible and, what's more, the puzzles and challenges are very varied and ingenious. On top of that, the game is huge (the cart itself is a huge 16 Mbits).

I'm not a massive RPG fan, but even I'm looking forward to getting to play this one. More news soon.

# LEMMINGS 2 THE TRIBES

## Psygnosis • TBA

***Lemmings 2*. This time the little blighters can do all sorts of stuff**

One of the most successful games of all time has now got a sequel. It's already gone down a storm on the PC, and before long, Psygnosis will be starting work on the Mega Drive version. It's more of the same in essence, but with the Lemmings being able to do many different things like fire each other from cannons, roller skate, swim and even fire harpoons. It looks like it's going to be a right old laugh so keep your eyes peeled.

# UP 'N' COMING

## JULY

**Double Clutch – Sega**
A fairly average overhead-view driving game. You'd be better off buying *Micro Machines*.

**Flintstones – Sega**
Cacky platform game. It's an insult to the classic cartoon and a waste of a licence.

**Tecmo Cup Soccer – Tecmo**
Bizarre strategy soccer game featuring Japanese-style cartoon sequences of the game. Check out the review on page 59.

**Time Gal (CD) – Sega**
Graphically stunning, but very uninteractive cartoon game in the style of *Dragon's Lair*.

**Marky Mark (CD) – Sega**
Another make-your-own-video game. For Marky Mark fans only methinks.

**INXS (CD) – Sega**
Ah that's better. INXS. But it's still more of the same. How many videos would anyone want to make?

## AUGUST

**BOB – EA**
A new platformer from EA in which you play a versatile little robot who has lost his girlfriend.

**Techno Clash – EA**
Sort of vaguely RPG-ish *Gauntlet*-type affair. Looks fairly promising.

**Ultimate Soccer – Sega**
Arcade soccer game. Not finished yet, but it's looking good. Footy fans keep an eye on it.

**Indy – Sega**
Surprisingly entertaining. Nothing new, but it's all very well implemented.

**Jurassic Park – Sega**
Game based on the up 'n' coming Spielberg film about, er, do-it-yourself dinosaurs.

**Golden Axe 3 – Sega**
No explanation needed, let's hope it's even better than the last two.

**Ranger X – Sega**
Fabulous shoot-'em-up action from Sega with a bit of tactical thinking needed too. Great stuff.

**Mig 29 – Domark**
It's a flight sim. A good one, but at the end of the day, you get in a plane, fly around and shoot a bit.

**Two Tribes – Virgin**
*Populous 2* in other words. Fabulous God-sim antics for fans of the original.

**Batman Returns (CD) – Sega**
Haven't seen this yet. Hope it's better than the cart version (couldn't really be any worse, could it?)

**Ecco The Dolphin (CD)– Sega**
Um, probably much the same as the cartridge version but with more levels and nicer music.

## SEPTEMBER

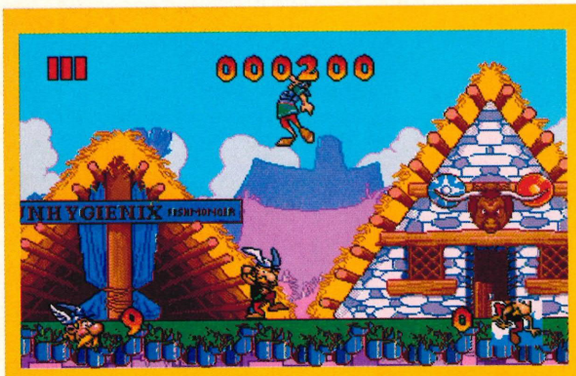
**Street Fighter 2 – Sega**
Oh dear. It's been put back again. Never mind. It's looking like a right old corker. Go back to page 14.

**Ultraman – Sega of Japan**
This game is a terrible SNES beat-'em-up and it'll probably be crap on the Mega Drive too.

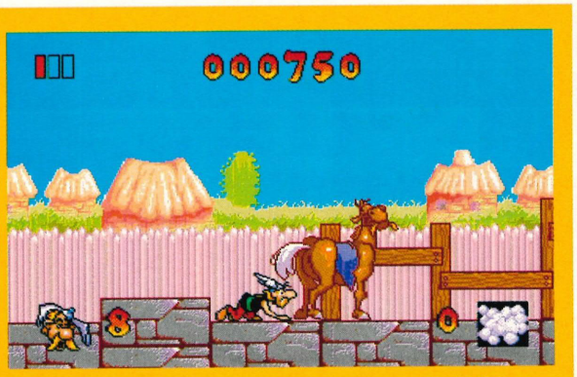
**Gauntlet – Tengen**
With the four-player adaptor being worked on, this maze/arcade game should be a real cracker.

**Cal Ripkin Baseball – Mindscape**
Baseball is popular on the Mega Drive at the mo. Let's hope this has something new to offer.

**Chessmaster – Mindscape**
It's chess and it's on the Mega Drive.




Roman bashing is only half the fun of the game...




... Sniffing horses' bottoms is the other half. (Yuk!)

# ASTERIX

## On hearing that Sega are working on a game starring everyone's favourite Gaul, Andy "Ray Reardonix" Dyer grabbed his menhir and scooted off to see them

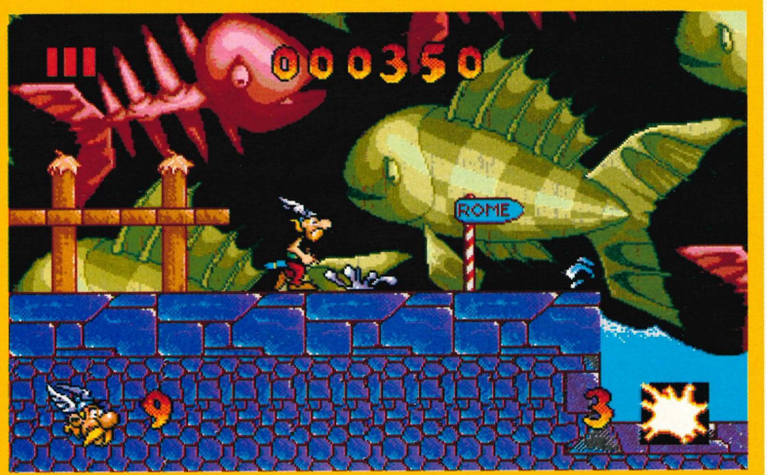
### Sega • September

If you've never read an Asterix The Gaul book, I suggest you run out and buy one now. Asterix books are hilarity itself, with the heroes being a small band of French people fighting against the whole of the Roman Empire – a lost cause you may think, but they have a magical strength potion on their side.

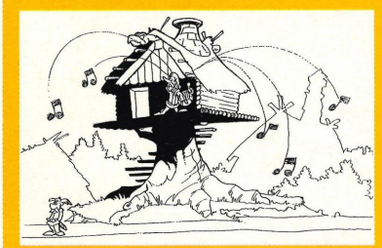
Much of the comedy in the book relies on the strength of the characters, their names (like the druid Getafix, and the crap musician Cacofonix), and the author's quirky, modern view of a Roman occupied France. So the game, one would expect, will lose all of this and end up as another platformer with a few neat animations, as is sadly the case with most comic book conversions. However, having seen the early stages of the game, this one may be a little different. Obviously the game elements will take priority, but there do appear to be very amusing touches added wherever possible.

For a start, when you punch a Roman soldier, the scene will sometimes switch to an overhead view of France with the poor victim flying up out of the screen. And this is on top of the very detailed scenery and wonderfully drawn characters in the game. There are also plans for sub games to break up the scroll-and-punch monotony along with some very ingenious Boss scenes. Look at the shots below and you'll see an example of a Boss scene. At the end of the village is Cacofonix's tree hut. He plays his harp very badly indeed and all the duff notes fall down towards Asterix ,so it's up to the hero to dodge these dodgy notes and somehow leap upwards and hit the crap musician.

I'm not usually that keen on cartoon platformers (I was well-disappointed with the Disney series of games) but if you're a fan of Asterix like I am, then you'd be wise to keep close tabs on this one. If you're not a fan, then I suggest you become one soon – you really don't know what you're missing.




The beautifully fishy interior of Unhygienix The Fishmonger's house



This is the designer's original sketch for the end-of-level Boss. It's Cacofonix's tree hut...

... And here it is in the game. The boss isn't actually in place yet, but you can see what the idea is

Roll out the barrel, we'll have a barrel of fun. Why didn't Asterix buy a boat? I guess we'll never know

# TECHNO CLASH

### Electronic Arts • August

When you've completed a section, use the portal to get back home

Fancy a bit of RPGing? Well, in July Electronic Arts are going to foist some on us in the form of *Techno Clash*. EA describe the game as "Explosive combat in a futuristic battle between magic and menacing technology", and that is pretty much what it is. As the hero and wizard, Prince Ronan, you have to travel across seven different realms in order to uncover the mystery behind an invasion of mechanical monsters that is currently ravaging your homeland. Of course you're not alone, and your bodyguards Chazz and Farrg are there to help you. At any one time you can have Chazz or Farrg following you around. Once you've chosen which, you can either have him attacking or defending. In attacking mode, your bodyguard runs off all over the place killing enemies. In defending mode, he sticks right by your side, which can be especially useful in particularly busy sections.

The game's nowhere near finished yet, but at the moment, what's there is looking rather good. It may be just the thing for RPGers who lust for a bit of action or, on the other hand, sad old *Gauntlet* fans who are still pining for some overhead baddie blasting action.

We'll be fully previewing it very soon, so don't go away, all right?

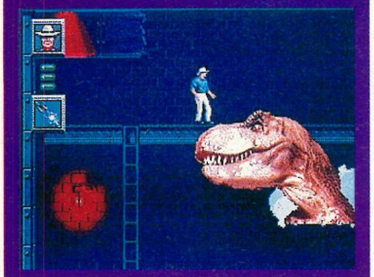
I'm in the middle somewhere, but that's my mate Farrg at the bottom

This place is a right old tip. Some of the junk piles contain secret rooms

# JURASSIC PARK

## Sega • TBA

## Prepare yourself for a T-Rex simulator...

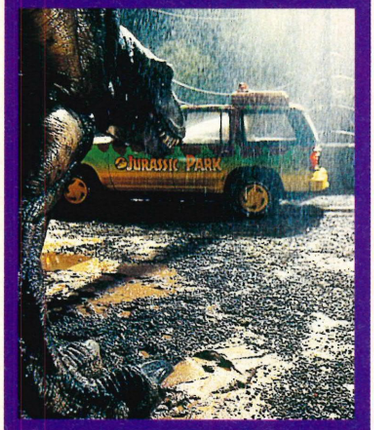


**Don't fancy this bloke's chances very much. Run for it...**

And no, it's not a *Road Rash* variant in which you play Marc Bolan. You know zoos and safari parks 'n' stuff? Well, you know how the really scarey animals like lions are always asleep and monkeys always jump towards you at high speed scaring the crap out of you? Well, imagine being able to wander around a huge park, rounding a bend, then coming face to face with a bloody great Tyrannosaurus. It'd be a bit of a spooksome incident wouldn't it?

Steven Spielberg's just finished making a film about that very subject and it's based on a rather fabby novel by Michael Crichton. In it, a scientist discovers how to create dinosaurs by manipulating the DNA found in the blood of prehistoric mosquitoes. In turn, he teams up with some entrepreneurial types and they build a big theme park containing real dinosaurs. A small group of people visit the park before it opens (as a sort of sneak preview), but, unfortunately, some of the monsters turn out to be rather intelligent and all hell breaks loose.

Obviously the game licence was snapped up in no time so, courtesy of Sony Imagesoft, the game of the film is shortly to appear on the Mega Drive. For a fuller picture, check out the preview next month.



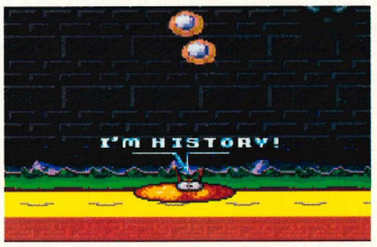

**"Come back Chuck" and "It's a long shot..." etc, etc, etc...**

# BOB

## Bob Hope, Bob Monkhouse, and now this...

## Electronic Arts • August

**Use your clever extendo-fist for eliminating big bogey-type things**




**As he so rightly says, BOB is indeed history. Tough-titty old boy!**

BOB is a robot, and he's a bit of a high-school jock type robot at that. Why do I say this? Well, because he borrows his Dad's car in order to burn off and see his girlie, but typically, he does one handbrake turn too many and the stupid blighter crashes on an alien planet. Tch!

The planet in question is called Goth and it is, quite frankly, a bit of a dump. Not only is it a mess, but it's also entirely unfriendly. In fact, you'd probably stand more chance of survival wandering around Glasgow wearing a T-shirt that says "Scottish People Smell Of Wee!"

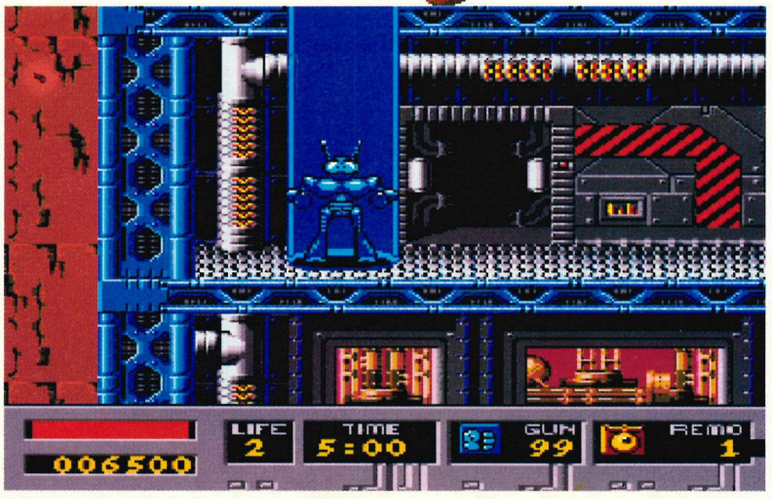
> **"Scottish people smell of Wee?"**

Still, BOB (which, incidentally, doesn't stand for Bit Of a Berk, but it might) is stuck with his predicament and has to battle his way through level after level (there are 45 in all) of platforms, ladders, puzzles, traps, tricks and enemies. Hopefully, by the end of the game he'll be able to find some mode of transport to get him back home.

There's no real aim or task to carry out on each of the levels, you simply have to wander around until you find the exit. However, the challenge comes in trying to avoid getting done in by the enemies and overcoming awkward obstacles and tricky jumps. BOB does this in a variety of ways by using special objects that he can pick up along the way. For a start he can find a range of weapons other than his standard gun. There are triple shots, flame throwers and rockets and he can also pick up some sort of shield.

As for obstacle evasion and puzzle solving, BOB has the cunning ability to open up his flip-top head and produce, not a reach toothbrush, but a variety of useful items. The odd one out is a trampoline because that comes out of his feet, but the other items are a floating bomb, a helicopter hat to help him fly, an umbrella so he can float safely down through large drops, and a flash for, erm, flashing.

Electronic Arts have a solid reputation for quality stuff, so we'll see just how this one fares when we review it next month. Be here, or we'll, erm, laugh at you.




**BOB gets beamed into a new level in a big blue shimmering flash. Nothing more to say really... had a bit of back trouble recently if you're interested**

# COMING SOON(ISH)...

**Chester Cheetah – Kaneko**
This game is looking very weird. Guide Chester in search of his fave brand of crisps.

**Romance Of The Three Kingdoms 2 – Koei**
Take control of China in this RPG adventure.

**Dracula – Psygnosis**
Another British Mega CD title. It's based on the film that is in turn based on the classic novel.

**Breach – Treco**
Another strategy game, this time set in the future of ultra-modern warships.

**Microcosm – Psygnosis**
We previewed this in the January issue, so we'll hopefully be able to review it soon.

**Sorcerer's Kingdom – Treco**
More strategy action from these guys, this time it's all cute and fluffy – just what we need.

**Puggsy – Psygnosis**
Fabulous platform puzzling from the masters of puzzley-type games... Hurrah! And the control of the main character is, erm, different.

**J League Pro Striker – Sega of Japan**
Read the review on page 44.

**Wizzy And Lizzy – Psygnosis**
Simultaneous two-player platform action, all at a blistering pace.

**Metal Fang – JVC**
A decent overhead racing game that gives you wicked power-ups. Er, that's it!

**Keeper Of the Gates – Razorsoft**
Gory platform action and it is, in fact, the sequel to *Stormlord*. Exciting stuff huh?

**Uncharted Waters – Koei**
It's marine simulation time. Keep your business above water (ha) and honour your family name.

**Ninja Gaiden – Sega**
This ninja game has been on loads of formats and now makes its way over to the Mega Drive.

**Land Stalker – Sega**
You can buy this now on Jap import, but we advise you to wait for the official or US release.

**Dark Wizard (CD)**
Another CD RPG, with some astounding music and a very long intro sequence with real actors.

**American Gladiators – GameTek**
More joypad-bashing and finger-swelling action tied into the cult American TV show.

**King's Quest 5 (CD) – Sierra**
Help King Graham fight the forces of evil. Nice looking and very atmospheric.

**The Third World War (CD) – Bignet**
Fancy trying to stop WWIII? Well check out this very intense strategy game then.

**Boogy Woogy Bowling – Viscon**
Ten-pin bowling on your Mega Drive. What sport are they going to convert next – curling?

**Dungeon Master: Skull Keep (CD) – JVC**
The classic interactive, atmospheric RPG, that should be a stunner on the CD.

**Police Quest 3 (CD) – Sierra**
Truth, justice and the American way. Save them all in your quest for evidence.

**Space Quest 4 (CD) – Sierra**
Search through the realms of time and space to rid the universe of evil beings.

**Stellar 7 (CD) – Sierra**
More space-romping role-playing interaction with astounding graphics and sound.

**Amazing Tennis – Absolute**
This game has got a strange viewpoint – standing behind your character – but it could be quite good fun. See the review on page 42.

**Roger Clemens – Flying Edge**
More baseball action. This is getting really silly. Try a different sport for God's sake.

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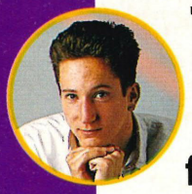
# MEGA MOUTH



**There was a young fellow called West, who thought that his pages were best, he was asked a hard question, which taught him a lesson, and ended up fired 'cos he was crap. (Get off my page Dyer – Neil)**

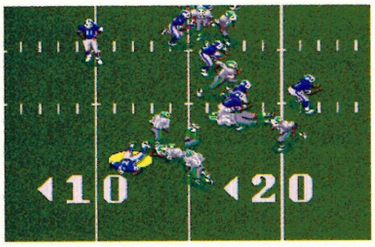
## FILLING UP

Dear MEGA Dudes (and Dudettes),
So, Harold S is a stiff, that must leave at least one page of your fab mag that needs filling. Being an equality mag, how about throwing a couple of carts to us aging kiddies (over 25s) for an elderly reader's review? Contrary to popular belief, over 25 doesn't mean RPG, strategy, intellectual etc. We all enjoy a good kick-butt, blood-spillin' game as well (oo-er time for one of me pills). So give us a cart and let us do the work for you.
***Steve Sims, Bristol***

*Dear Steve,*
*Sorry old boy, but although Harold's been put out to pasture, his very able, and doubly mad, niece has stepped into his still-warm shoes, so in fact your potential "fogey's page" plan has been scuppered before it even began. However, it is encouraging to learn that the more mature readers out there don't simply scan the mag's pages for news of the latest horticultural simulator.* **Neil**

## MONTANA MAD

Dear MEGA,
I've recently seen a write-up about *Joe Montana 3* on CD in your mag. Please can you tell me if it will be the official English version and when it will be released? I've just come back from the USA, where I saw the demo version on CD. It looks like it will beat *John Madden* by miles.
***Lloyd De Gruchy, St Helier, Jersey***



***Joe Montana 3* (above) is dead. Long live *Joe Montana 3* on the Mega CD**

*Dear Lloyd,*
*It is looking rather spiffy isn't it? The trouble is it won't be released officially in this country until December, but heck, by that time you'll all be bored of* Madden *and will hastily be compiling your Christmas present lists, so this, no doubt, will be right at the top of it.* **Neil**

## CD COMPATIBILITY

Dear MEGA,
I am soon going to receive a Jap Mega CD for my Jap Mega Drive. But I recently read in a magazine that the Japanese CD would only run on a SCART or PAL TV. Could you please tell me: a) if this is true, b) what it means, and c) if I need to, what do I do to change my TV?
***Gregory Fitzgerald***

**The Mega CD. And still there's confusion about compatibility**

*Dear Gregory,*
*It sounds like you already have a Japanese Mega Drive. If it runs on a normal TV, then it's PAL and you'll have to get a Jap Mega CD that's been converted to PAL. If your Mega Drive is unconverted, then go ahead and buy a Jap CD and it'll work. If you're entirely unsure, ask the company who you intend to buy the Mega CD from, because it's at their end that the conversions are done.* **Neil**

## WHAT A MENACE

Dear MEGA,
I'm not normally one to complain, but I received a Menacer light gun for Christmas along with *Terminator,* and after a few days of brief enjoyment I realised it was crap. Is there any news from Sega about a couple of games for the Menacer, or have they just forgotten about it?

Are there any art packages in the pipeline, and please could you tell me if the Amiga classic *Putty* is coming out?

Please could you print this picture, which I found outside a passport machine. Does anyone recognise him? I'm sure someone does.
***Thomas Dudley, Wimborne***

**Do you know the mystery madman?**

*Dear Thomas,*
*Although the light gun actually works very well, we must agree that the software for it, at the end of the day, is indeed… crap!* Terminator 2 *was alright we thought, but even then, you're going to get bored eventually. There don't seem to be a whole lot of Menacer games in the pipeline, but one to definitely watch out for is* Mad Dog McCree *on the Mega CD. It looks like it's going to be a pretty accurate conversion of the arcade game, and it features Full Motion Video of cowboys 'n' stuff for you to shoot at. The arcade game was pretty damn good, so keep your eyes peeled for this one. It'll have you grabbing for your Menacer in no time I'm sure.* **Neil**

## MR ANGRY

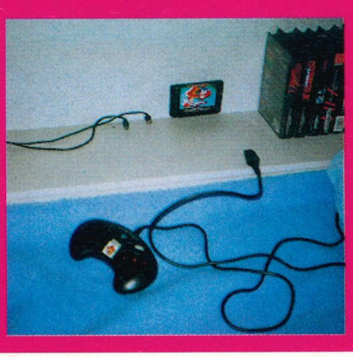
Dear MEGA,
A question. Where does Sega cross the line between protecting its business and taking the mickey out of the people that made it what it is today? Consider their recent tantrums on cart rentals, security chips, review copies and now *Micro Machines.* On each point, Sega's viewpoint is most dubious.

Have video rental shops killed the film industry? Perhaps they saved it. Why if

## EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

This little beauty is from ***Stephen Blair*** of Moulton in Northampton. What do you mean where is it? Anyone with half a brain would realise immediately that it's "The Incredible Disappearing Mega Drive". Yes all right, it is a bit desperate, but it gave us a chuckle and that's what matters.

If anyone else out there has a spiffing idea for comedy Mega Drive shots, why not take a snap, send it in to us, and who knows, maybe you'll win a cart? Send your entries to Stunt Mega Drive, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Entries must be, erm, printable, so no shots of your Golden Retriever mounting the cartridge slot all right?



## STRAIGHT TO THE POINT!

**Why does *Dungeons & Dragons (Warriors Of The Eternal Sun)* fail to qualify for the Top 100? It is a far better RPG than *Phantasy Star II,* which you rate at number 47. I sometimes wonder whether you lot take RPGs seriously.**

***Well, personal opinion is the name of the game here, and if you think* D&D *is fab, fine, enjoy it. We, however, think* Phantasy Star II *is better. Um, so there.* Neil**

**When is *Landstalker* due for UK release?**

***It was to be June, but it's now been put***

## MEGA MORONS

Dear MEGA,
I am very p'd off with your magazine. Before I start, I must say that I have never won anything before in my life (apart from winning a free packet of crisps from a blue bag in a packet of Walkers).

I have entered many, many, in fact millions of competitions in your magazine and have never even had my name mentioned. You are always saying that your magazine is the best, but couldn't you at least let me win a competition (as far as I know my answers have always been correct). So that is why I am very angry with you.

So when you receive this letter, I hope that you can print it and send me a cart (preferably *Fatal Fury*). If not, I might be forced to go out and buy one of those other inferior mags. This does not seem to be too much to ask considering your income must be very high at £2.25 a mag.
***Marcus Chapman, Spalding***

*Dear Marcus,*
*Listen chump, let's talk figures. Sales of MEGA, and any other mag, go up and down from month to month, but, on average, our mag sells well over 60,000 issues. That means that for most compos, your chances are one in 60,000. Even if we gave away 50 carts, you still only have a one in 1,200 chance of winning. Do you think good breaks are handed to people on a plate? No way. But then, there are other ways to win, like writing decent, informative, witty or just plain interesting letters. Try that instead of a "Aw I never win anything, it's not fair, oh dear, I think I'm about to have a childish tantrum, WAAAAAH!" type of thing.*

*Oh yes, and having just flipped through issue eight of MEGA there are no less than seven opportunities to win a prize, that's three more than our nearest rival. Buy another mag if you like, that's your choice. It's not that we don't care, but when we offer as much as we can already, it's a bit rich expecting a cart for nowt. Oh yes, and by the way, if we gave all our readers a free cart with our "high income" (after all there are loads more out there who haven't won anything), we'd run up debts of approximately £2,250,000 (and to be honest, we can't afford that, it's a whole week's beer money after all).* **Neil**

someone has bought a Jap Mega Drive, which is still from Sega, should they now be told they can only play Jap games? Obviously it's just coincidence that UK games are the most expensive.

Although the review fiasco is now over, due, no doubt, to your commendable stand, it smacked of Sega playing the spoilt brats again. Bad games get bad reviews. Good games get good reviews. Not too difficult.

Finally, the ridiculous *Micro Machines* saga. Do you suppose that record companies have to have Philips/Sony's permission to play records on their machines? I'm a gamesplayer. I don't give a toss about profit/loss etc. I just want to play good video games. If Sega continue in their efforts to restrict me, then there is certainly another system I could mention who just might not.
***Nick Boak, Northampton***

*Dear Nick,*
*You're an angry young fellow aren't you? But your letter has rather conveniently placed most of the recent controversies together, so let me tell you what our position is on these issues.*

*We have to agree with you on the rental business. Indeed, in our experience, the option to play Sega games for a short time at low cost can serve only to achieve several positive goals. Firstly, if a game is superb, the player is going to want it in their collection and will, in many cases, buy the cart. Less interesting titles that the player wouldn't even dream of buying will be played and maybe someone who hates sports sims will suddenly discover that he loves* Madden '93*? But also, many people out there can't afford regular cart purchases and may consign their Mega Drive to the cupboard until they can. Occasionally being able to rent out a cart will undoubtedly maintain interest and public awareness of new Sega products. But now, to be fair to Sega, they are renting carts (albeit in a strictly controlled way) and they've realised it's a service people want. They tried to stop it, but they were then able to look up and say, "Yup, fair enough, we'll do it." Let me remind you that the manufacturers of the "other system'" you mention still strictly forbid rental. Nuff said.*

*Security chips. Hmm… tricky. Sega (again along with other companies) like to strictly control the flow of hardware and software in their various territories. Sega Japan, Sega USA and Sega Europe are very much treated as separate entities and so, in order for Sega Europe to maintain profits and function individually, they have to ensure that Brits buy Brit machines and play Brit games. If a fab new Jap game gets bought by thousands on import, when it's*

Turn Over

## ARNIE'S SOMEWHAT SERIOUS BIT

Dear MEGA,
What's all this about 43-year-olds being morons? I'm 60 and I've been playing these games now ever since the ORIC home computer was introduced. So what's wrong with that? I love them, and now that I'm retired, I play every day for a few hours. It makes a break from the telly, though I can afford only half a dozen games or so and I have to choose carefully.

Are you trying to say that games are the exclusive domain of the young? Haven't they got enough? Why, when I was a kid blah, blah, blah... You kids are not perfect you know. In fact I, yes I, have a gripe. You people fall into the category of authoritarians, who have a responsibility to give your readers unbiased opinions. And what do you do but whinge about games being easy?

Has it never entered your heads that this may be a good thing, to enable players to actually reach the end of a game instead of giving up without having seen half of it. Not everyone is rich and clever with Genies and Action Replays, and four-year-olds love playing too. Or are you saying that the very young people can't play either? Come on now, let's have less personal opinions and think of the multivarious people who do play. After all, isn't the grading of difficulty solvable within the options and gameplay, and simple to remedy?

*Madden '93* may be the very best to you, but the official Top 20 doesn't agree and neither do I. Don't you wonder why? In fact, I think it's crap, just as you think *Alien 3* is. But for me it looks like being my number one when I can afford it. I'm surprised that you're surprised that some people haven't got through to the 15th level, because you should know better. I don't think thinking is in your vocabulary, so go ahead, prove me wrong. I'd love it.
***Norman Of Cleveland, er Cleveland***

*Dear Norman,*
*And so once more we find an old fogey being slapped into one of the more unsavoury sections of our letters' pages. We didn't want to do it, honest. But a precedent has been set and as long as the insecurities of age continue to show themselves through letters of outrage like this one, the more we'll harp on about sad old crusties like yourself. But you know, the incredible thing is that none of these "outraged" old duffers have been able to see through our rather thinly veiled jokes about infirmity, and so take them for what they are, a bit of harmless, albeit gratuitous, ribbing. And perhaps this is the single most important reason for us continuing to hold all you dodderers up to ridicule. Of course the elders can play games, of course youngsters are equally capable, but let me address your somewhat shaky arguments.*

*Our opinions in MEGA are always unbiased. Editorial integrity is important to us. When we whinge about a game being too easy, it's because it is too easy. Let me explain. We will also slate a game that is prohibitively tricky, it's just that it doesn't happen very often. And yes, of course we all like to see the end of a game, but only after a reasonable playing time so that we can feel a sense of achievement at the end. Of course different players have different abilities, but if we at MEGA finish a game after two tries, it doesn't take a quantum leap of logic to come to the conclusion that perhaps the game just might not represent value for money. Believe us, we do take these things into account. If, for example, our best player plays a game hard for a few days and finishes it, fine. If the gameplay is good, and the player wants to go back to it, then the game's a winner. The sad fact is that many games are too easy, regardless of your age or ability.*

*And your damning of our Top 100? Bah! We've always said this is a rough guide to what, in our opinions, are the best Mega Drive games. There's no obligation to agree with us, but as a rule of thumb, any of the games in the upper third of the chart are going to give the player a good time. However, you also mention the Top 20. Try thinking your arguments through old boy. The Top 20 is a monthly chart showing the best sellers each month. So what you're saying is that, even if the Top 20 best-selling new releases were mediocre, we would still have an obligation to ditch the first 20 entries in our classic Top 100 games of all time? Don't be daft. You wanna buy a game? You buy it.*

*And one more piece of advice, sell your Mega Drive and buy a new pair of secateurs.* **Neil**

PS. From here on in, any letters accusing us of being ageist will be laughed at and thrown away. No-one is safe from ridicule in MEGA. If you're old and we direct japes at you, take them in the good humour that they were meant. Thank you.

*back to September. By all accounts it's gonna be a* Zelda *beater and well worth the wait.* **Neil**

Are there any flight sims being developed for the Mega CD?

*Um, er, no-one really knows at the moment. There's* Thunder Hawk *(see the preview on page 86, but that's not a true flight sim. However, since* MiG-29 *and* F-15 *are coming out on Mega Drive it would be pretty safe to assume that Microprose and Domark will look into the possibility of producing flight sims for the Mega CD.* **Neil**

In *Super Monaco GP2*, while pressing down firm on my control pad to turn left or right, it often changes gear, which is quite annoying. Is there a fault in the game or what?

*I rather fear the fault is either the joypad's or your own. With Mega Drive pads it's very easy to accidentally select the diagonals thus changing gear. Now, you could try to be more careful, but you'll need all your concentration for the game. Instead, change the joypad configuration through the options menu and change gear using the buttons instead. That way, acceleration will be on the D button. Hurrah.* **Neil**

Is *Streets Of Rage 3* in development? How many Mbits will it be?

*Nothing is official yet, but there are rumours that* Streets Of Rage 3 *will be the biggest Mega Drive cart yet, at an astonishing 24 Mbits.* **Neil**

Is there going to be a 32-bit Giga Drive coming out?

*Sega have been developing a 32-bit machine, but the name is not yet confirmed, and release of the machine is still entirely a mystery. However, the Consumer Electronics Show in the US takes place soon and there may be a big announcement there. We'll get our roving reporters out there and bring you news as soon as possible.* **Neil**

I heard that the Mega Drive and SNES will be combined together to make the ultimate console. Is this true?

*Rubbish! For a start, simply combining the two machines won't create the ultimate console, because technology has moved on since the Mega Drive and SNES were designed. There was a rumour of a UK firm designing a machine that would run both types of cart, but we've heard nothing more about this.* **Neil**

Can you tell me if and when *Street Fighter 2: Championship Edition* and *Mortal Kombat* will be coming out on the Mega CD?

*Street Fighter 2: Championship Edition? Read our 24-page special on the making of the game; it starts on page 14 old boy. As for* Mortal Kombat, *Acclaim are definitely thinking about a CD version, but as yet, they haven't made a firm decision.* **Neil**

Why does Neil West smell strangely of wee?

*Sod off Dyer!* **Neil**

# BLAGGED!

*Go on then, get it over with. Let's hear this month's ludicrous blag...*

"This is the true story about how I came to need a Mega Drive cart. Me and three of my friends were walking through London, when a man called Mr I Array gave us some sentex. We didn't want it so we just threw it on the floor behind us. It exploded sending us four flying a few miles in the air. When we came down and hit the ground we were flattened to only five centimetres tall because of the impact. Usually, when you flatten something, it gets fatter, but we didn't, as the explosion had ripped most of our guts out. We ended up looking like normal(ish) people, but very small.

"When we got home, we were too small to do anything interesting, like play football, so we went out to buy a Mega Drive, but we could only afford to get *Sonic* with it (well whoopee!). We completed it in two hours. We managed this by each jumping on a joypad button.

"We can't reach our piggy banks, which are on a high shelf, so we can't buy more games. We hoped you could give us *Micro Machines* to remind us that we're not the only small things. I hope you will or we may be forced to get a small Gameboy."

Yours shrunkfully

***Gareth Turner, Poole***

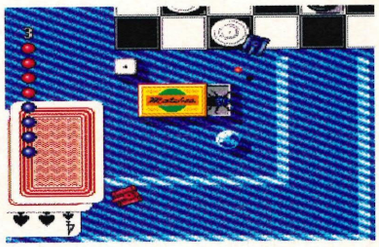
And Gareth's pitiful entry only just beat this, this... thing.

"You might know me. Remember? Eton? Class of '84? Vernon Hamenegger? Yep, that's me. A lot has changed since then. I'm now the manager of Ivor, the pussy with the groove. I've been raking it in since Ivor's number one hit, I Will Always Love You. Bought him a 747. Absolutely loves it."

***Vernon "Katman" Hamenegger, South Croydon***

*Anyway, Gareth gets his prize and anyone else who wants a free cart should send their fanciful begging letters to BLAGGED!, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. And make 'em funny or you get nothing. There's no closing date, no real rules and, sadly, absolutely no comedy.*

*released in Britain, few will be sold and Sega Europe will be out of pocket. Yes, it all goes to Sega ultimately, but it's in our interests for Sega Europe to perform well. It took an awfully long time to convince the Japanese giants that there was a market over here at all. Now they take us seriously, we can't afford to lose 'em. And additionally there's the licensing issue. It could be argued that Sega can more easily snap up licences in individual areas. The prospect of obtaining the worldwide licence for a product is pretty daunting.*



***Micro Machines* is now coming out officially *and* at a cheaper price**

*And finally* Micro Machines, *yep it did look like Codemasters had Sega over a barrel, but instead of forcing a court case they decided to accept Sega's offer of "Official Publisher" status. This has worked out better for them, and it also means that* Micro Machines *made it to the shops – so I guess all's well that ends well.*

*Oh, and for the rest of you out there, if there are any issues that really get your goat, do write in, because often it's more constructive to talk about your* gripes *rather than yet another "When's Thingummy coming out on the Mega Drive?". If you're mad, tell us about it.* **Neil**

## YOU WHAT?

Dear MEGA,

U gonna 'ear my story boy, what a day, me tell u! Only could 'appen to me u know, me got new game 4 me Mega Drive yes, the nice *Revenge Of Shinobi,* me like stoked, yes, me put it in, turn it on, boy, it not work you know! So me tink wot 'appened, put *Sonic* in, turn it on, it work! Boyee! Me start to tink, maybe it got chip. Read destruction book, no. Me puzzled let me tell u. So me tink hard boy, turn it on, press all buttons then press reset, work good stylee! So I say to cart makers everywhere, make sure da games work. Boyee, me tell u stress!

***Matt Allott, Tavistock***

*Dear Matt,*

*Erm, you. Um, gosh, what a bangin' bloke you are. Er, dread (or something).* **Neil**

## BIGGER IS BETTER?

Dear MEGA,

Do games get playtested before they are released? If so, why do crap games such as the infamous *Altered Beast* get onto our consoles? Don't these companies which release the games realise it's a bummer?

Secondly, why do programmers settle with using only a portion of the Mega Drive's capabilities by continuously producing 4- and 8-Mbit games? Just think about a 16-Mbit *Micro Machines!*

***Marc Ames, Wellingborough***

***Altered Beast*. Playtested no doubt, but still a very large pile of dung**

*Dear Marc,*

*Yes, games are playtested before they are released, but for one reason or another you still get real stinkers appearing on the market. It's really just carelessness, but there isn't a lot we can do about it. The least we can do is continue to slate poor products and hope that gamers take note of our reviews and only buy the best.*

*As for not using the full power of the Mega Drive, well, it's not, in all honesty, always necessary. Let's take your example of* Micro Machines. *This game relies purely on the excellence of the gameplay. The game uses as many colours as is necessary and no amount of extra chips will improve that. Make the graphics bigger? Nah, this may slow the gameplay down, so that would ruin it. Put more chips in and double the amount of tracks? Possible, but the game is very challenging already and the difficulty curve is excellent. And let's face it, even games that have more memory allocated are often still too easy regardless of*

# MEGA GETS CRABS...

**... or one crab at least. His name's Bernhard and he was created by a regular reader of MEGA called Jo Burt. We think he's fab, but it's really up to you lot as to whether he remains a permanent part of the mag or simply ends up as a new jar of sandwich paste. Do write in and give us your verdict. Also, why not send us cartoon strips of your own. But please, no hastily scribbled biro jobs or cacky pictures of Sonic shoving a stick of dynamite up Mario's back passage. We want quality stuff, and if it's any good, we may even print it and put a prize into the bargain. There are no guarantees, but see what you can come up with. Send any artworky bits to Bernhard's Bit, MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.**

# MEGA STAR

Dear MEGA,

Recently, you've been giving a right old slagging to the Mega CD software that's currently available. You've been saying that it's all graphics and no gameplay and that we don't simply want impressive animations and intros at the expense of gameplay. In essence, I agree, but I think you've been unfair to a large degree.

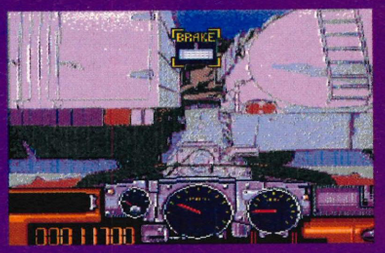
*Shadow Of The Beast* on the Amiga first showed what the machine was capable of, and everybody enjoyed it. However, the reviewers didn't think there was enough gameplay.

*Prince Of Persia?* Fabulous animation, very little game, but it was great fun and the realism gave it atmosphere. Still, the reviewers were the only ones to complain. There are few games out there that have complex or intricate gameplay – it's the buzz you get when you play the thing and not the complexity of the gameplay that matters.

*Road Avenger* may just involve pushing buttons, but it's such exhilarating stuff I don't give a toss. Ditto with *Cobra Command. Sherlock Holmes?* Slightly dodgy visuals, but come off it, these are real people on screen, real voices making the situations depicted seem all the more real and engaging.

As far as I see it, for some time now we've been force-fed platformer after tedious platformer, beat-'em-ups or, for pete's sake, complex God sims and sport sims by the ton. What the Mega CD has given us is a different style of game, a whole new way of gaming which at the moment gives us that technical thrill that made the early days of computing so exciting (even though the games, looking back, were a bit crap). I don't care if the gameplay is simple at the moment, the buzz of cartoon quality animation and Full Motion Video is enough and, almost certainly, by the time we're bored of this new generation of game styles the programmers will be working on more ambitious projects for the Mega CD. It goes against everything you've been saying in the magazine, but I think it's been a stunning start.

***Gary Jordan, Gloucester***




***Road Avenger*. Great graphics, shame about the gameplay?**

*Dear Gary,*
*We wondered when someone would actually admit that they like what they've seen on CD.*

*To be fair, we haven't slated everything that's appeared on the Mega CD. It's just that it offered so many different things and didn't deliver. It promised better looking games, animations you wouldn't believe and Full Motion Video. It delivered. But it also promised bigger, more complex games, which it failed to deliver. What's more, it offered the ability to do things you wouldn't believe with sprites. Nope, sorry. The thing is, although our ratings of the games have been low, that's only to reflect their usage of the potential of the Mega CD. If we'd thought, "Wow, this is new, we'll give it 90%" that means that as programmers start getting to grips with the machine and producing better and better games, we'd be stuffed. That's not to say that the games are being purposely downgraded, but the ratings we gave reflect the gameplay, and we made it perfectly clear if the graphics were stunning or not.*

*Things will undoubtedly improve, but as we said, we were just disappointed that the Mega CD didn't fulfil its promises. However, it's good that we've finally got some positive feedback, so what we'd like you Mega CD-owning peeps to do is write to us and let us know exactly what you think. Do you love it? Hate it? Is it the best £270 you ever spent, or not? Talk to us.* **Neil**

*graphical content or levels. It's all to do with the quality of play and if that can be done in 4 Mbits, then why not? Also, the less chips there are in a cart, the more likely the price is to stay down. If* Streets Of Rage 3 *does indeed come in at a hefty 24 Mbits, you are pretty much guaranteed that it will cost a bit more than the usual £40. Fine for a one-off spectacular, but most games can be done in less space.* **Neil**

# THE WRATH OF RUTH

**As promised, Harold's lunatic niece has stepped neatly into his ranting shoes with a somewhat religious angle. We said Virgin Games would be her first victim, but she's a temperamental woman at the best of times so instead she chose to target Accolade. Take it away Ruth (you batty old cow)...**

**Ms Ruth Bloxham**
**2 Priory New Road**
**Corsham**
**SN13 0AZ**

Accolade Complaints Department
Bowling House
Point Pleasant
London

6th April 1993

SINNERS!

Your blatant abandonment of Father, Son and Holy Ghost in preference to the dark and destructive ways of the Dark Lord himself have left me somewhat aghast. Your wanton production of these devilish things that you so carelessly label 'games' will culminate in the terrifying mesmerism of an entire nation, stripping all of their Christian values and instead creating a society of Satanic demons.

Ah, but I can already hear the cries of "Lunatic!" and "Crank!". But such false exclamations will not deter me from my struggle against your nefarious plots. You cannot cloud my cause with your sulphurous smoke-screams. Look upon my revelations, and then try to convince the good people of this world that Satan doesn't walk among us, and that he doesn't prepare for his Luciferous reign through your evil cartridges.

Far too many examples of your sinister works are apparent in these 'games' for me to chronicle here but surely, we need only point to a few to see the Beelzebubbian trend that has been unearthed. A somewhat tenuous link can be seen in your forthcoming title. Should we perhaps be referring to it as Beelzebubsy The Bobcat? Too tenuous for sceptics? Then we'll move on to more concrete evidences of your demonic practises.

In "Double Dragon" (And may I state here that although it does not form part of my argument, the seemingly gratuitous use of the term 'Dragon' in the title is disturbing in itself) the climax involves the head-to-head struggle of two brothers. Ah, how rapidly our minds turn to the horrifying struggle between Cain and Abel and the eventual death of poor Abel. Let us remember the words of the Old Testament. I refer to Genesis chapter 4:15 "And the LORD said unto him, Therefore whosoever slayeth Cain, vengeance shall be taken on him sevenfold. And the LORD set a mark on Cain lest any finding him should kill him."

And as if that were not proof enough of your Apollyon-worshipping ways, we must now turn our attentions to Test Drive 2 - The Duel. The references to all things unholy here are twofold. There must be dozens of high performance vehicles to choose from when designing a game like this. Why then choose the Ferrari, a car whose symbol is that of a rearing horse. A horse which strikes an uncanny resemblance to the steeds belonging to the four horsemen of the Apocalypse (Famine, pestilence, war and death). And of course your crowning glory comes with one of the other choices of vehicle, the Lamborghini DIABLO!

Repent now. It's not too late. I fear your Satanic activities have progressed too far for you to be purged of the evils of the Prince Of Darkness, and yet I have hope that if you give up these activities now, you may yet find salvation when judgement day arrives. And that day is now not far off, be warned! I demand a reply.

Ruth Bloxham.

Ruth Bloxham

ACCO

Accolade Europe Ltd., Barnes
Tel: 081 877 0880

27th May 1993

Neil West
MEGA
30 Monmouth Court
Bath
BA1 2BW

Neil,

I am writing to let you know about a 'slight problem' you might have with one of your members of staff. I hope you don't mind me interfering but it is getting to be a bit of a problem.

Andy Dyer, your highly able writer, has taken to impersonating a lady. I know its hard to believe that this picture of masculinity should want to be a lady, but unfortunately I know it to be true.

Recently I received a letter purporting to be from a "Ms. Ruth Bloxham" which started with a highly critical summary of our beloved industry but ended with an invitation to spend a week-end at the Bloxham residence. It was obvious from the start that this letter was penned by, none other than Mr Dyer, as I know his writing style from the many excellent reviews he has given Accolade games in MEGA.

Sadly, however, Mr Dyer has gone further and has sent me flowers on 3 occasions and most recently called me to insist on me visiting his boudoir in Corsham for, and I quote, *'a nice little game of naked twister'*. Now as you know, I am approaching 54 years old and am slightly arthritic in my left knee and I don't relish the thought of rubbing up against Mr Dyer in such a manner.

Please could you have a word with him and put him straight. It's not that I have anything against transvestism (some of my best friends enjoy the freedom of it) but Mr Dyer is trying to exchange sexual favours for good review scores and this will not do!

Regards,

Alan Welsman
Publicity Officer

... Bah! Rumbled on our first attempt. But don't worry, we'll pick Ruth up, dust her down and have her all ready for another similar attack on the software industry next month. Until then, let us say, "May the Prince Of Darkness never borrow your underpants. Sulphur is a real bugger to wash out."

## WRITE TO:

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# ONCE AND FOR ALL

Welcome to the first of yet another new bit of the letters' pages. Each month we'll make clear the issues that people repeatedly ask about. Read it carefully, then stop bothering us. Ha!

## STREET FIGHTER 2

Our 24-page feature (starting on page 14) tells you absolutely everything about this game, so STOP ASKING!

## PGA TOUR GOLF 2

Yes, yes we know there's no speech in the final version. This is because the PGA were concerned that it would encourage people to shout things like "You're the man!" on real-life golf courses, which is strictly taboo.

## FOOTY GAMES

OK folks, we know you're all gagging for footy games, but no matter how much you ask, there's only so much we can tell you. *Super Kick Off* is already out and that's pretty good, but not brilliant. EA's soccer game isn't due out for ages, so they're keeping quiet. Virgin's game is also miles off, as is *Sensible Soccer* from Sony Imagesoft. We've briefly seen *Ultimate Soccer* and that's looking pretty hot. Sadly though, nothing else is due for release quite yet and until we've reviewed the bloody things, we can't tell you anything. We know it's frustrating, but the only advice we can give is keep scanning the mag for news 'cos we'll bring it to you as soon as it's available.

# SHUT DOWN

**So long, farewell, auf Wiedersehen, sod off. We've had enough and we're going home. But don't worry, we'll be back next ish. Hopefully with some of the things below**

Here we go again then. The following information is not, we repeat not, to be taken too literally, or disappointment may ensue.

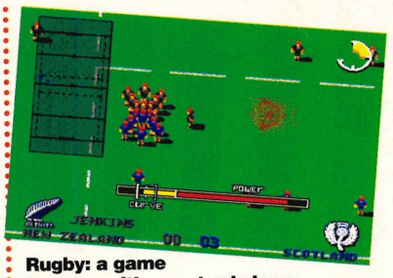
## NEWS

Neil West takes a backward glance at the furore that blew up over Sega's *Night Trap* and asks, "What exactly was all the fuss about?" Well, you can find out next month. And, as always, we'll also be bringing you all of the latest developments both at home and abroad.

## PREVIEWS

It's hard to say precisely what we'll get to see, but there are so many games in production, even Andy Dyer's bound to stumble across one eventually. But then again, it's just possible that a blind man with no nose would be able to locate a cowpat on the moon more easily than Dyer could pick up a scoop on the previews front.

**MEGA ISSUE 11 ON SALE Thursday 15 July**



**Rugby: a game for men with, er, sturdy legs**

## LINGERIE

You can guarantee there'll be no pants, bras, knickers, boxers, bodices, basques, teddys, suspenders and not even a faint whiff of a sturdy gusset in the next issue of MEGA. That's a promise (although we might throw in a couple of whale-bone corsets just for a laugh).

## HOT AND COLD RUNNING WATER

Sorry about this, but we were told at the last moment that we'd not quite attained our comedy quota for the issue...

**Dave Shinobi storms back onto the Mega Drive**

## PAUL MELLERICK FULLY CLOTHED

So this is another flailing attempt at comedy. However, you'll probably be glad to know that we have now reached our target of two mildly amusing captions, one chucklesome jape, three borderline gags and twelve, frankly dismal, puns.

And on that rather disappointing note, we'll bid you farewell. It's been fun, we talked a little, we had a few laughs, and we hope when you look back at the affair that was issue ten, you'll remember the good times. And who knows, maybe in years to come we'll bump into each other and per... (Snip)

## THE As ON THE BACK PAGE

Now then, have you answered the Qs In The News yet? If you haven't, don't read any further. Go and answer the questions on page 11 then come back here and add up your score. Who knows, you may be a MEGA genius without even knowing it.

1. President Gorbachev
2. Gary Oldman
3. *Mad Dog McCree*
4. Vega (He's a boss character)
5. *Ball Jacks* at 9%
6. US Gold
7. *Asterix The Gaul*
8. Four
9. Jurassic Park
10. Ashley Young, Sue Huntley
11. Nine
12. *King Of The Monsters*
13. Accolade
14. *Lemmings – Two Tribes*
15. *Thunder Hawk*
16. *Double Clutch*
17. *Splatterhouse 3*
18. *Mazin Wars*
19. *Willy Beamish*
20. *Amazing Tennis*

1 – 8 points: You're rather dim aren't you? Blimey, and we thought we were dense. You're so lacking in gaming knowledge that you probably picked up this copy of MEGA in the doctor's surgery while waiting to be seen about that embarrassing rash you have.

9 – 14 points: Slightly better, but we still bet this isn't your mag. We reckon you nicked it out of Stinky Blenkinthorpe's satchel during the lunch hour.

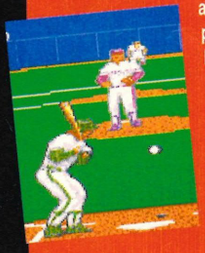
15 – 17 points: All right, that's not so bad. Read the mag more thoroughly next time though.

18 – 20 points: Hrmph!

## MEGA TV COMPETITION

Right, no-one's won the infra red joypads, so this month we're adding a spanking new copy of *Hardball III*, the baseball game from Accolade.

The aim is simple. Get yourself into a situation, or at an event where TV cameras are present. Make sure your copy of MEGA is clearly visible. When the programme is shown on telly, video it, and send us the tape. Entries to "MEGA TV Compo, MEGA, 30 Monmouth Street, Bath, Avon, BA1 2BW.



**Win *Hardball III* and joypads to play it**

## REVIEWS

The big news is that we'll be exclusively reviewing *Ultimate Soccer*, the new footy game which, when used in conjunction with Sega's new adaptors, becomes a massive eight-player game. Plus *Bubsy The Bobcat*, *Mortal Kombat*, *International Rugby*, *Super Shinobi 2*, *André Agassi Tennis*, *Annette Again (CD)*, and *Populous 2*, er, maybe.

## FEATURES

There will be a special six-page feature on the curious Japanese world of animation, which is commonly known as Anime (pronounced a-nem-mo-knee, er, no, that's not right is it?)

**TIPS**

**MEGA and Electronic Arts collaborate to bring you the first part of the exclusive solution to *Jungle Strike*.**

**MORE TIPS**

**We're going to have loads of tippy things next ish. Don't miss it!**

**Next month we'll all be playing at God (and, no doubt, failing)**

## RESERVE YOUR COPY OF MEGA

**Yo newsie! You look like the sort of dude who'll reserve/deliver* my MEGA each month****

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* delete as appropriate ** A reader says "MEGA's words, not mine. Sorry"

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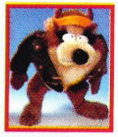

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