20 PAGES OF HOT NEWS

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MEGA

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CANNON FODDER!

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MEGA DRIVE 32
LATEST NEWS AND FIRST GAME SHOTS DIRECT FROM THE USA

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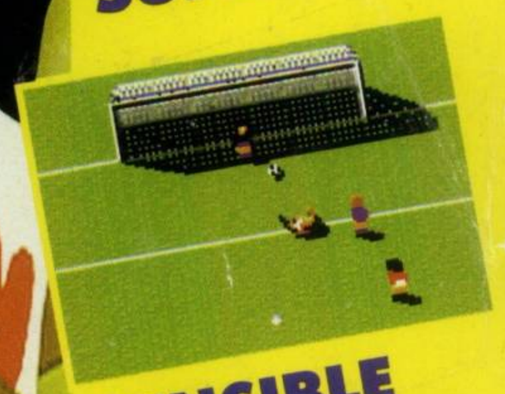
SUPER SF2



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... Plus heaps more

BLOOD 'N' GUTS!

Experience the ultimate in 3D ultra-violence. Domark's *Bloodshot* is exclusively unveiled inside. It's the game that looks set to give PC games a run for their money

BARG!

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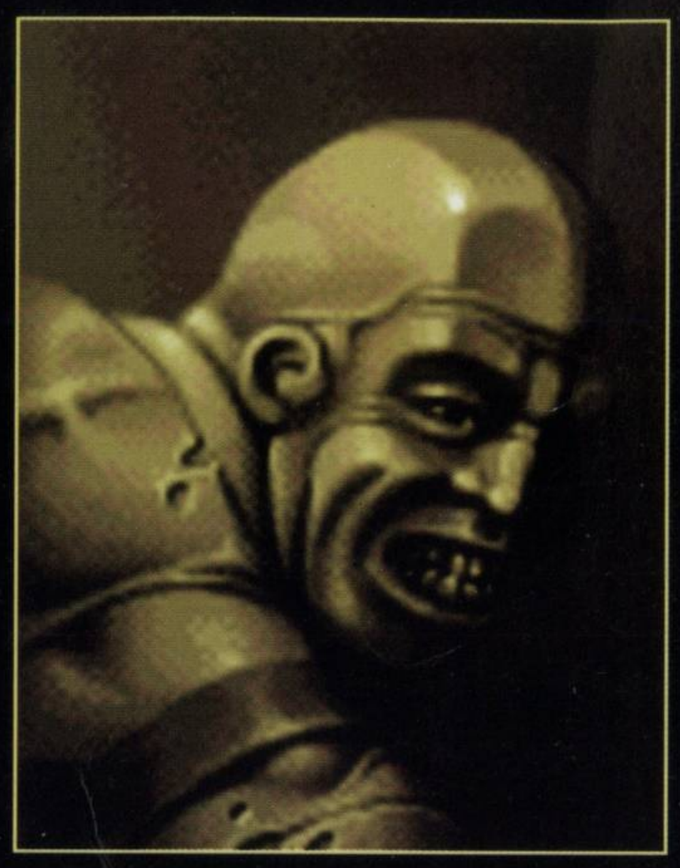
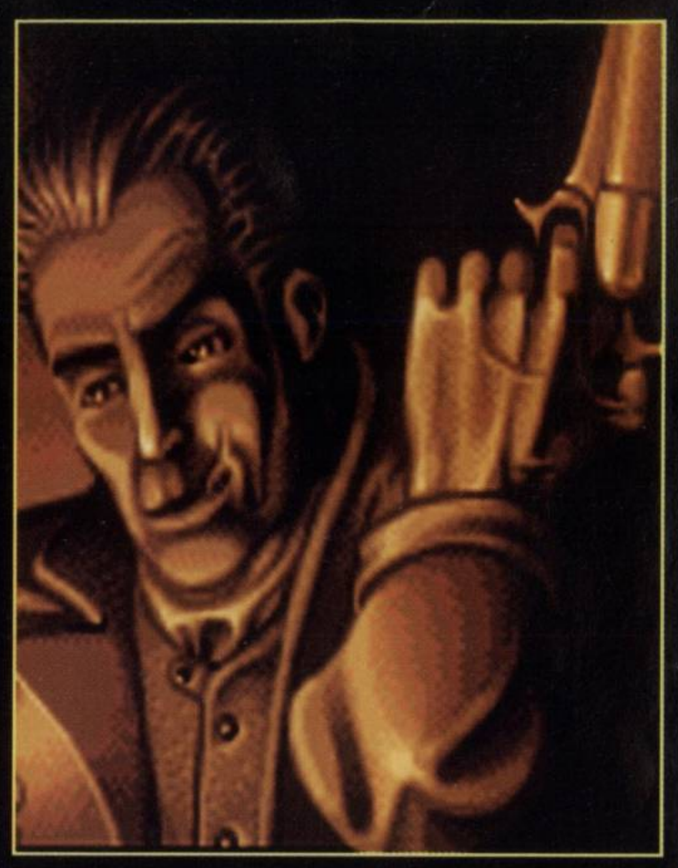
TURN TO PAGE 80

It's time to

NAVVIE



THUG



GENTLEMAN

take apart monsters

take apart deadly hordes

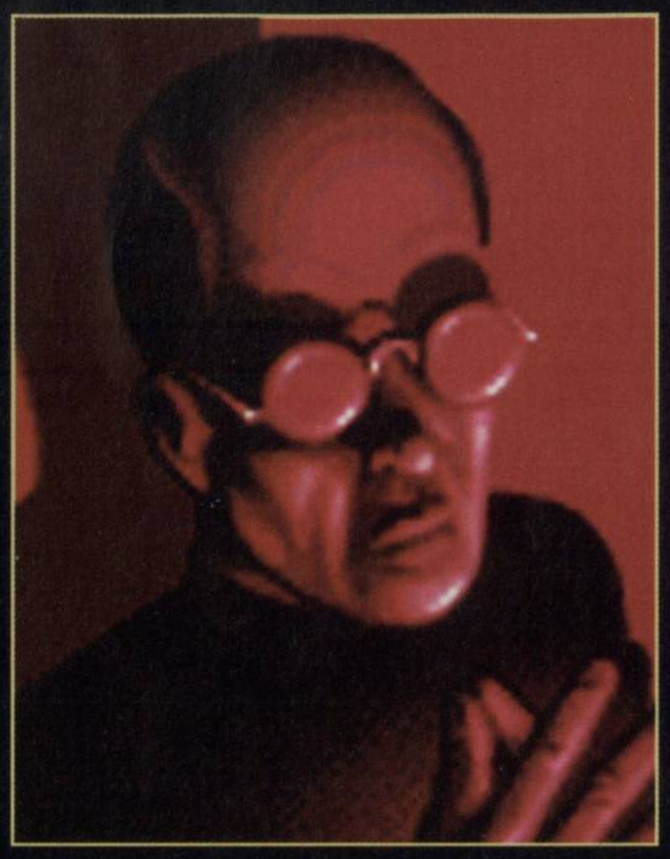
To take apart

THE CHAOS ENGINE

FOR THE SUPER NES

take a part

○ BRIGAND ○



○ SCIENTIST ○

○ MERCENARY ○

take apart ghouls

take apart armour-plated
fighting machines

The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

BITMAP BROTHERS

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WELCOME TO THE NEW MEGA

Welcome to another fine issue of MEGA – issue 23 as it happens, and that means we're almost two years old (which coincidentally is also the average mental age of the team). Now, much like a child of a similar age we're going through some pretty drastic changes here. Not learning to talk or wipe our own bottoms you understand, we learnt those skills some time ago... well, apart from Mellerick. Anyway, we're broadening our horizons, extending our field of influence and very basically going global, sort of.

We've always endeavoured to bring you the most extensive coverage of Mega Drive and Mega CD gaming from all sources, but after the console boom period of the last year or two the market has settled down, and now we're approaching a new and exciting period for videogames, in which a new generation of consoles is set to appear. Initially, of course, we'll get to fiddle around with the Mega Drive 32 and then, ultimately, the Saturn will arrive. To reflect this changing state of affairs, we've made some fairly important changes to MEGA.

It's very much the case that these days only premium titles sell. Impulse buying has tailed off and it's only the big names and good-quality games that sell in quantity. This is why we're now concentrating our big reviews on these big games. If a game is massively hyped, we'll give it lots of space to determine whether it justifies the hype or not. This is important, because it's these big-name games that sell well, and the last thing we want is for people to be ripped off by slick promotion. Also, quality titles will be covered equally extensively. The lesser titles won't be neglected, but they will get the coverage they deserve.

Reviews aside, our news has been pumped up out of all recognition, to address what is soon again to be a dynamic and changing market. We will now regularly carry 20 full pages of news and previews, with sections dedicated to US and Japanese news. We feel that the really exciting thing about console gaming is the stuff that's just over the horizon. Console games are a luxury, and as a result, the average gamer will only buy a few titles a year. This makes a nonsense of a solely reviews-based magazine. As long as the games are reviewed and rated, for buying advice, that is sufficient, and the remaining space can be dedicated to the exciting things that we can all look forward to in the future.

So take a good hard look at the new MEGA. We're certain you'll find the changes for the better and we'd very much like to hear your opinions of our new look and feel.

Now that's out of the way, bear with me for just a few more moments while I tell you a bit about what's in this issue. It seems to be fashionable to do Amiga conversions and there really is a huge amount of brilliant stuff out there that really ought to be enjoyed by Mega Drive owners too. The latest conversion is *Cannon Fodder*. I haven't met anyone who's played the game and not utterly adored it, so get a flavour of it over on page 28. Also rather exciting is the wave of games that are basically clones of the brilliant *Doom* on PC. One of the more promising efforts is *Bloodshot* from Domark. Again, we have an exclusive look at the game over on page 6. Anything else? Well, yes of course. There's a massive amount of stuff, but to go through it all here would be impractical, so just take a glance at the right-hand page and take your pick. Enjoy the mag.

THE FIVE MOST FABULOUS FEATURES IN THIS ISSUE!

EXCLUSIVE FIRST LOOK! 28

Cannon Fodder was an enormous success when it came out on the Amiga a while back. And quite right too. Games are, sadly, very rarely this playable and original. And originality isn't the only thing it's got. There's a more than decent amount of great graphics, there's a lot of humorous touches, and although it's not always necessarily a good thing, there's heaps of violent shooting action to be had.

WHO NEEDS PC GAMES? 6

If we're completely honest about this, we'd have to say that PC games are pretty smart, but then they *should* be when the machines cost over £1,000 a time. However, Domark are about to show everyone that what's possible on a PC is just as possible on a Mega Drive. *Bloodshot* is a clone of a game called *Doom*, and as well as containing some special 3D graphics, it should be a blast to play too.

20 PAGES OF NEWS 7

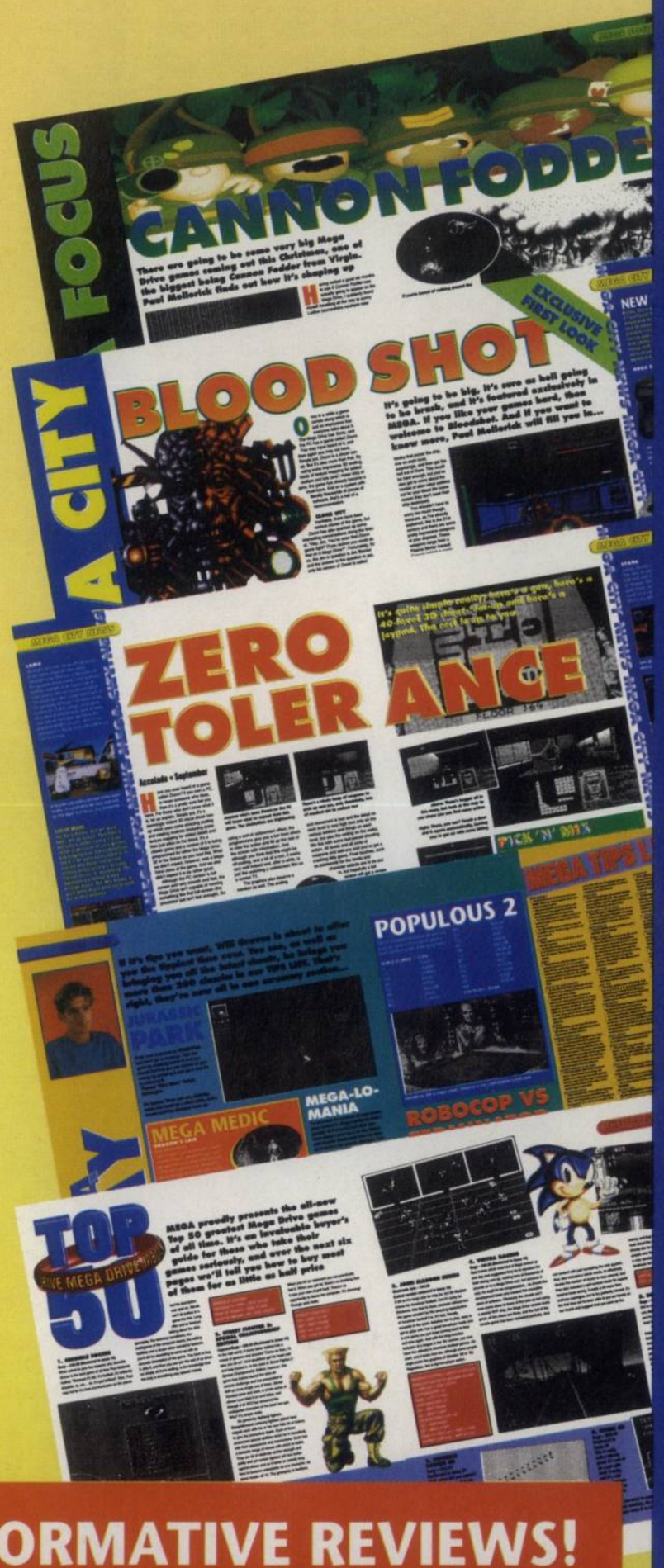
It's not a printing error. We really do have a massive 20-page news section. Basically, all the regular news runs down the sides in columns, our previews run through the middle sections, and we also have specific sections focussing on US and Japanese news on pages 22 and 24 respectively. MEGA has always brought you the best in up-to-the-minute coverage, and now we do it even better.

MORE TIPS THAN EVER 32

Four pages of new tips in our MEGA PLAY section, two pages of wacky challenges in ARENA, a whole spread of over 200 codes for Action Replay and Game Genie cartridges, our TIPS LIST, containing hundreds of tips for all your favourite games, and player's guides for *Super Street Fighter 2, Sensible Soccer* and *Dune 2: The Battle For Arrakis*. This is not by any means a weedy section of the mag.

SLIMFAST DIET WORKS! 80

It's true. Out after just a month of eating a thick nutritious shake for breakfast and lunch followed by a proper dinner, our Top 100 shed 50 whole games. It's now the essential guide to the very best in Mega Drive entertainment. And by incorporating the reader ads, most of the games featured are available to buy for as little as half price. Oh, and lest we forget, the Top 10 Mega CD games are in there too.



THIRTEEN DISGUSTINGLY INFORMATIVE REVIEWS!

Super Street Fighter 2

Battlecorps

Incredible Hulk

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BLOOD

Here's a big boss dude for you to kill

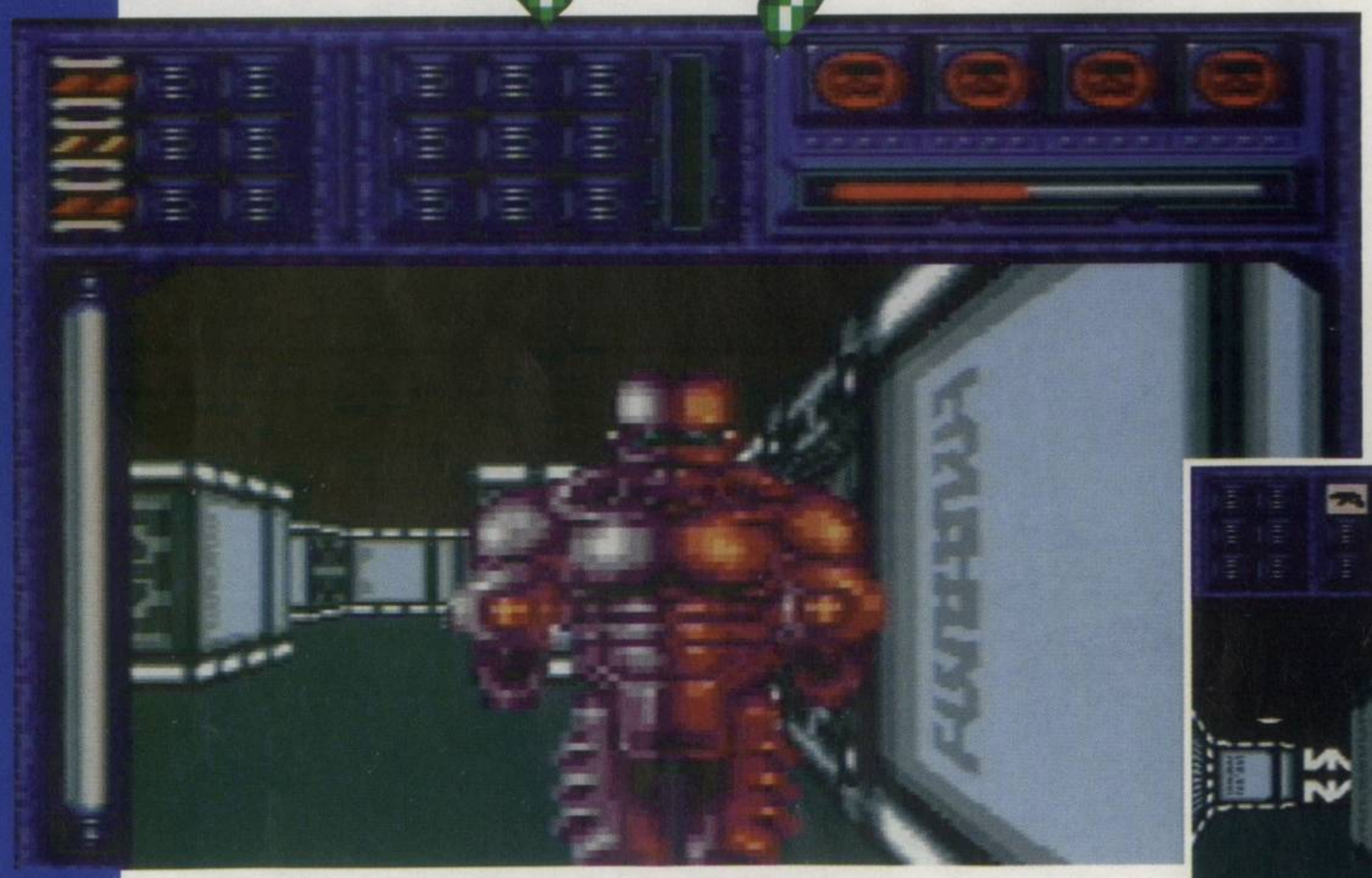
Once in a while a game comes along which is just so impressive that everyone talks about it. The Mega Drive has *Sonic*, and the PC has a game called *Doom*. You may have heard of it, and then again you may not have. Simply put, *Doom* is a shoot-'em-up. But it's also more than that. By using some impressive 3D scaling, loads of texture mapping for added realism and lots (and I mean lots) of gore, the game has already become a must-have. And on a system with literally thousands of pieces of software, that's a hell of a recommendation.

CLONE CITY

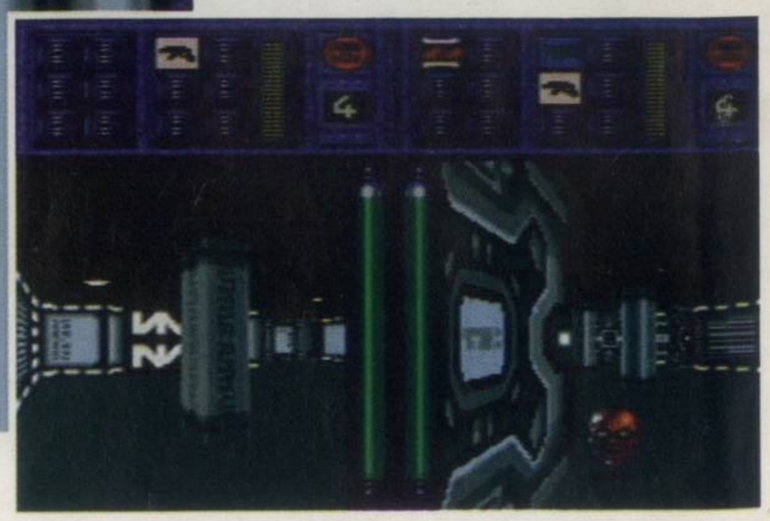
Inevitably, there have been various clones of the game, but *Doom* has also sparked up some interesting conversations along the lines of, "Hey, Jim. You've seen that *Doom* game right? D'you reckon you could do that on a Mega Drive?". Fortunately, for us, the Jim in question is Jim Blacker and the answer to the question is yes, only his version of *Doom* is called *Bloodshot*, and it's got some features which even *Doom* hasn't.

Before we get into details though, let me give you a brief run-down on the game. The gameplay is very much in the traditional shoot-'em-up mould – shoot first and think later – but as with all games, there's a plot. And if there's a good enough one (i.e. believable), programmers can then go about inventing some monsters to fight and some high-tech weapons to kill them with.

Bloodshot is set in the year 2049, and, to get straight to the point, your mission is to board an



There are going to be plenty of evil robots for you to take out in the game, and here's a close-up view of one of them. Urgh, ugly isn't he?



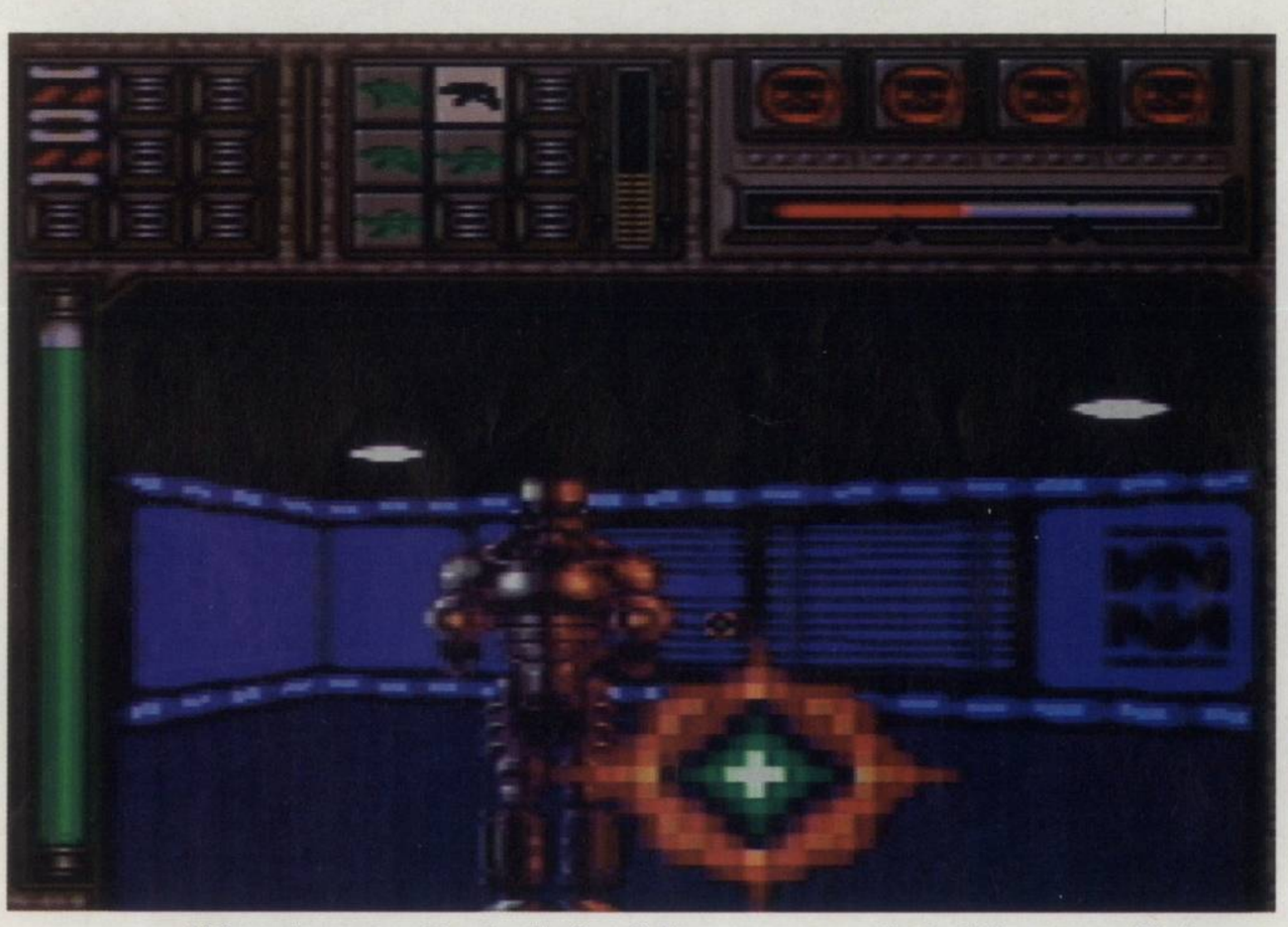
SHOT

EXCLUSIVE FIRST LOOK

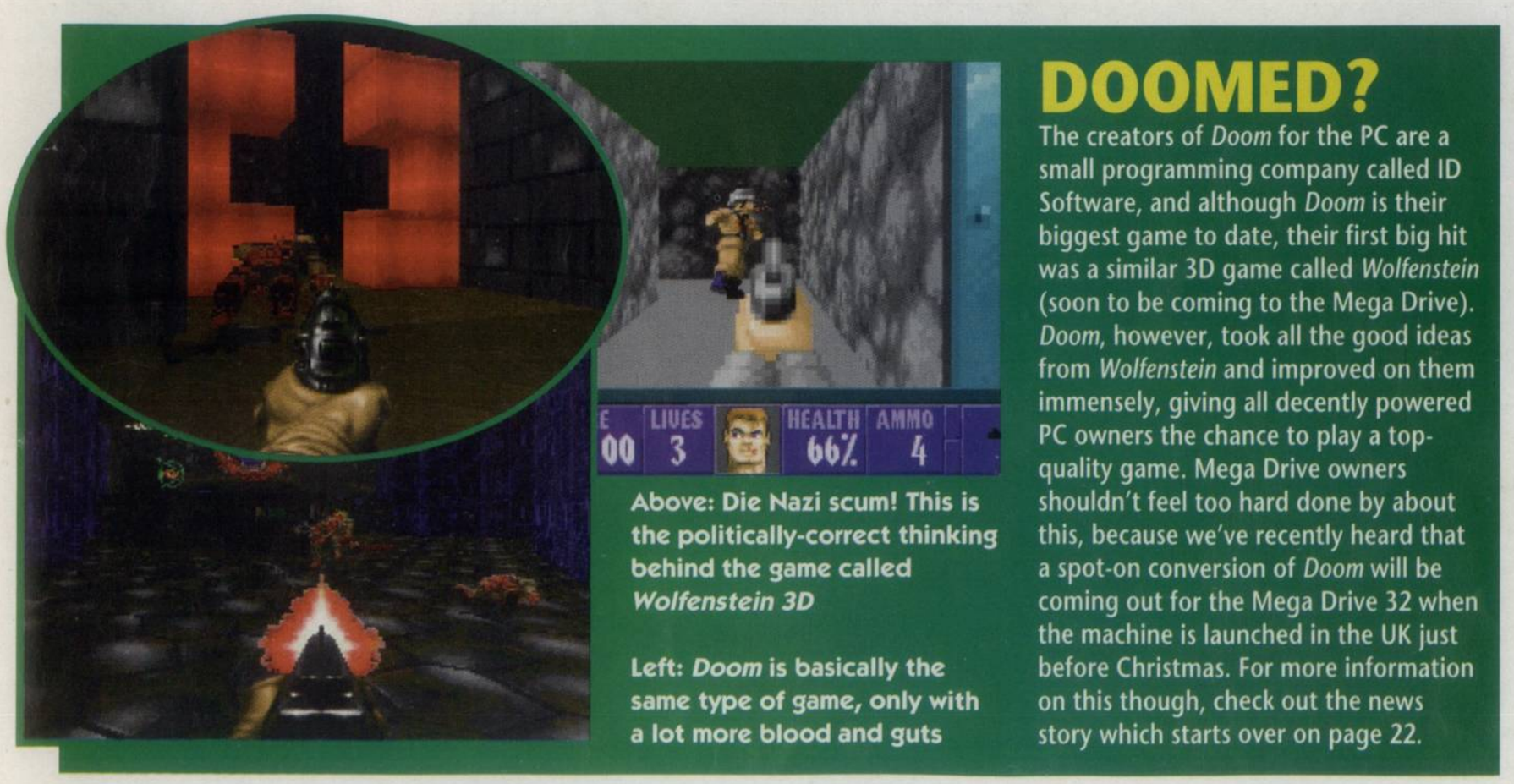
It's going to be big, it's sure as hell going to be brash, and it's featured exclusively in MEGA. If you like your games hard, then welcome to *Bloodshot*. And if you want to know more, Paul Mellerick will fill you in...

alien ship, destroy the 12 Plasma Nodes that power the ship, one on each level, surprisingly, and then get the hell out of there. This would be hard enough, but you've also got to worry about the hordes of alien robot soldiers out for your blood (for some reason they don't want their ship destroyed).

You shouldn't have to worry too much though, because, as I've already explained, this is the 21st century and there are some pretty impressive weapons at your disposal. These weapons range from a Plasma Mortar Assault Cannon (which is pretty powerful to start with) to a WEAPONEX Hi-Charger Matter Independent Combat Rifle (eh?) that has the unique ability to fire through walls. With



Although you can't actually "see" the weapon you're holding, you will always fire directly into the middle of the screen, as shown brilliantly by this here screenshot. Nice weapon too, don't you think?



Above: Die Nazi scum! This is the politically-correct thinking behind the game called *Wolfenstein 3D*

Left: *Doom* is basically the same type of game, only with a lot more blood and guts

DOOMED?

The creators of *Doom* for the PC are a small programming company called ID Software, and although *Doom* is their biggest game to date, their first big hit was a similar 3D game called *Wolfenstein* (soon to be coming to the Mega Drive). *Doom*, however, took all the good ideas from *Wolfenstein* and improved on them immensely, giving all decently powered PC owners the chance to play a top-quality game. Mega Drive owners shouldn't feel too hard done by about this, because we've recently heard that a spot-on conversion of *Doom* will be coming out for the Mega Drive 32 when the machine is launched in the UK just before Christmas. For more information on this though, check out the news story which starts over on page 22.

NEW NEWS!

Blimey, this is all a bit different isn't it? Confused? Don't be. It's all very simple and very lovely really. The next 20 pages contain all the previews (listed below) in the central area of the pages, and these side panels contain all the usual newsy stuff. Then we have the US news on pages 22 and 23 and the Japanese news on pages 24 and 25.

MEGA DRIVE 32 EXCLUSIVE

Straight from the States, we have a run-down of the first batch of Mega Drive 32 titles to be released along with the first actual screenshots.

SATURN UPDATE!

Yet more news on Sega's new hardware, starting on page 24.

PREVIEWS

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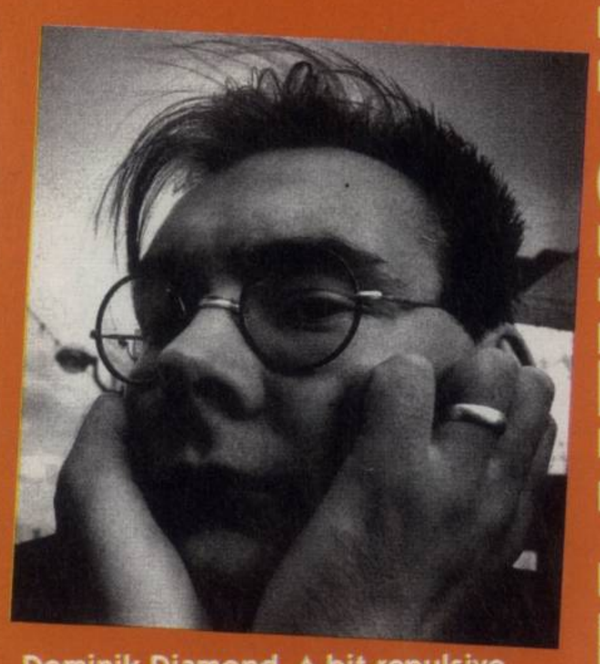
DOMINIK DIAMOND

Remember Dominik Diamond? You know, that Scottish geezer who used to host the GamesMaster TV show before the somewhat "hyper" Dexter Fletcher took over? Well, it would seem that ol' Dozzer is set to make a return to the show when it starts again next month. We phoned our Caledonian friend to find out what was going on and why Channel 4 wanted *him* back as opposed to choosing Thora Hird (who, quite frankly, we thought would be the obvious choice).

Okay Dominik, why the return?

"Och, hoots, jings, michty me and help ma bob! Er, the noo."

Hmm... thank you.



Dominik Diamond. A bit repulsive from this angle maybe, but a top geezer and soon to make a welcome return to GamesMaster

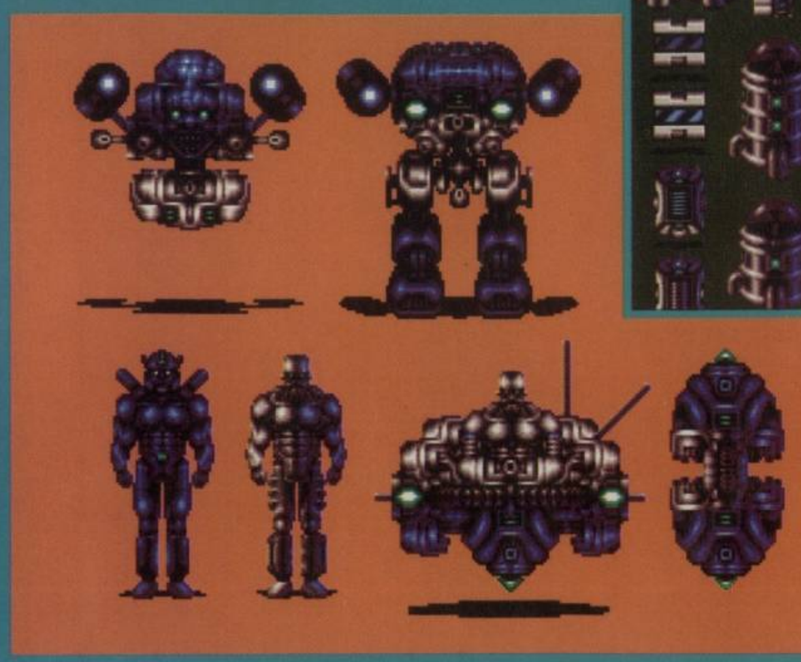
GOING UNDERGROUND (AGAIN)

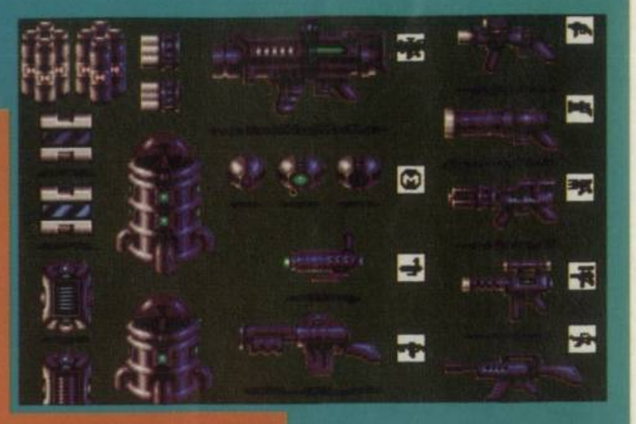
Rumour has it (according to this bloke MEGA knows) that the programming geezers responsible for *Sub Terrania* were so pleased with the result that they're hoping to convince Sega to let them do a sequel. We don't know at this stage whether it will actually become a reality, but we hope so. *Sub Terrania* was such a tremendous little game we're half tempted to actually picket the Sega offices and demand that they do a follow-up (just as long as they make it a bit more difficult to complete this time around).

This is how Mellerick dances. Strange bloke!

DO THE SPRITE THING

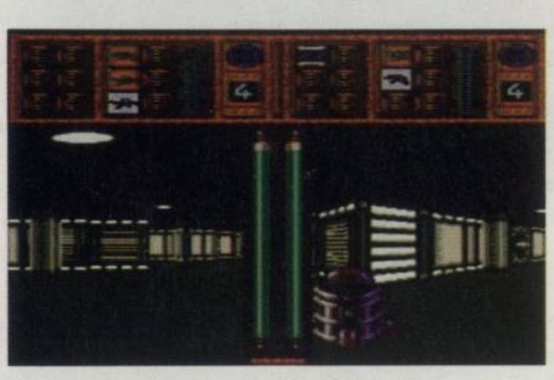
Using some very clever scaling techniques, the sprites in this game only have one detailed drawing each (unlike most other games, which fool you into thinking that they're scaling something by simply replacing the sprite with a smaller or bigger one) and we thought you might like to see some of them. We won't reveal all of the characters on these pages now, but, as you can see for yourself, the ones we have chosen to show you are looking very impressive indeed. And those weapons... phew!



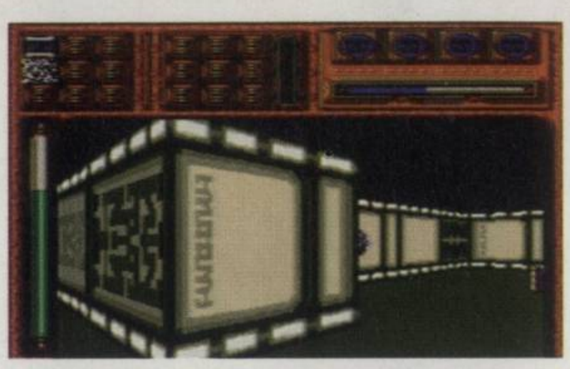


Above: Wow, just take a look at all those weapons

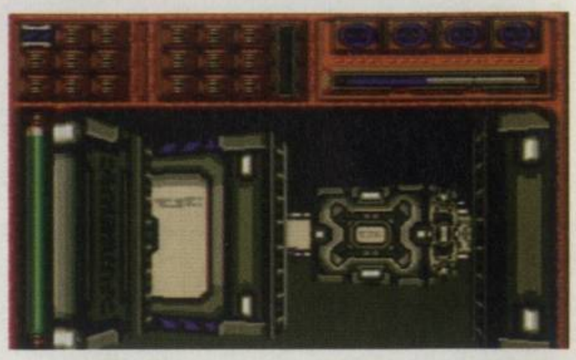
Left: A selection of the "baddies" you'll be able to destroy



The two-player mode doesn't compromise on speed or detail, and we all know how fab....



... two-player games are. And don't forget that as well as the normal game, there will be a head-to-head game...



... that will face you against your mate in a battle to the death. What a way to spend a rainy Sunday afternoon

this lot, not much is going to stand up to you for long. However, as with most shoot-'em-ups, you'll have to find the weapons before you can use them. And once you've found them, be careful with that ammunition because it's limited.

NO SURELY... NOT A SPLIT SCREEN

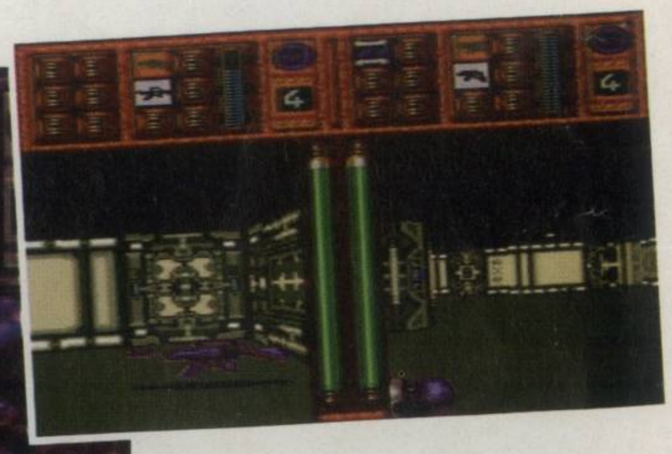
Sounds pretty good so far doesn't it? I mean, there's this lovely futuristic setting, loads of robots to destroy (and we all know how politically correct destroying robots is) and loads of weapons to fire at them as well. But hang on, all this has been done before with *Doom*, so can we have something a bit different?

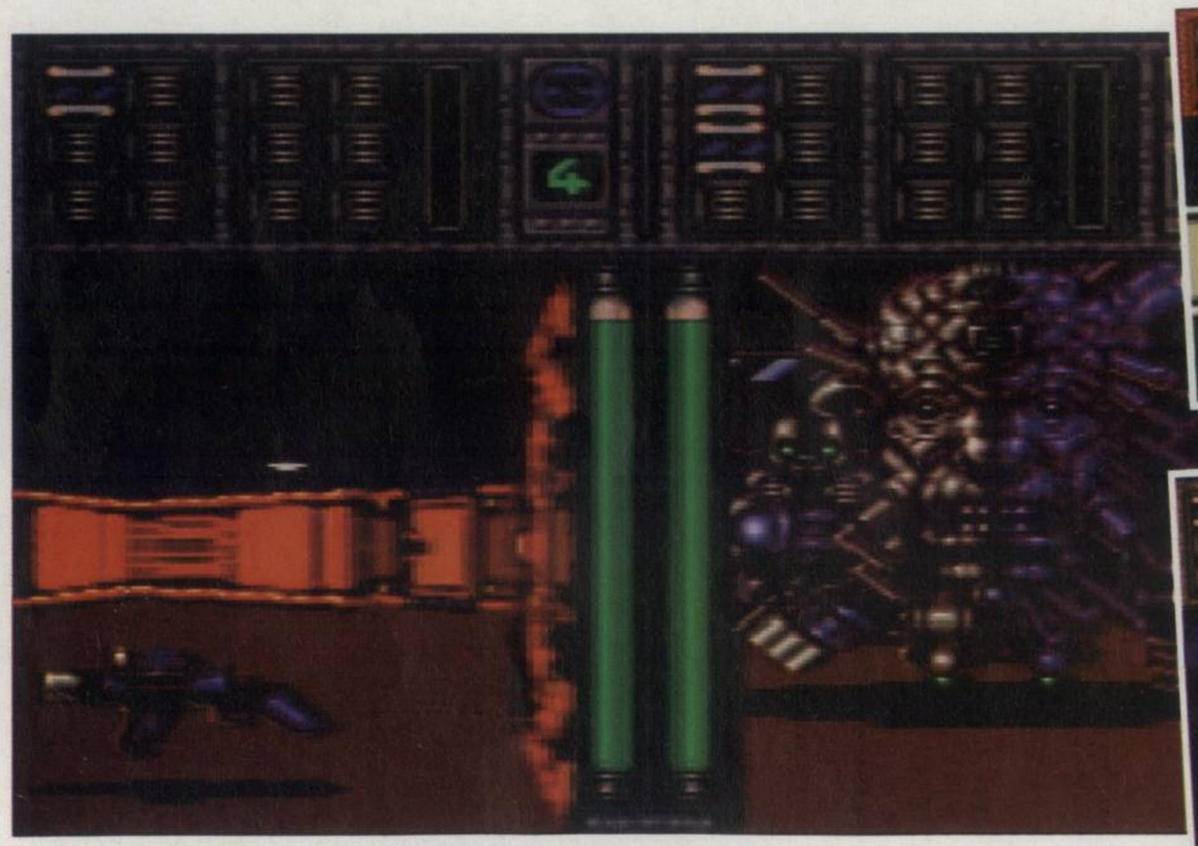
Well, how about a split-screen, completely independently controlled, two-player co-operative mode? Yep, you and a mate can help each other out in an attempt to destroy these evil forces. Sounds like a right laugh, doesn't it? Careful though, it's not only the robots that you can hurt with your weapon, you can blast each other away as well.

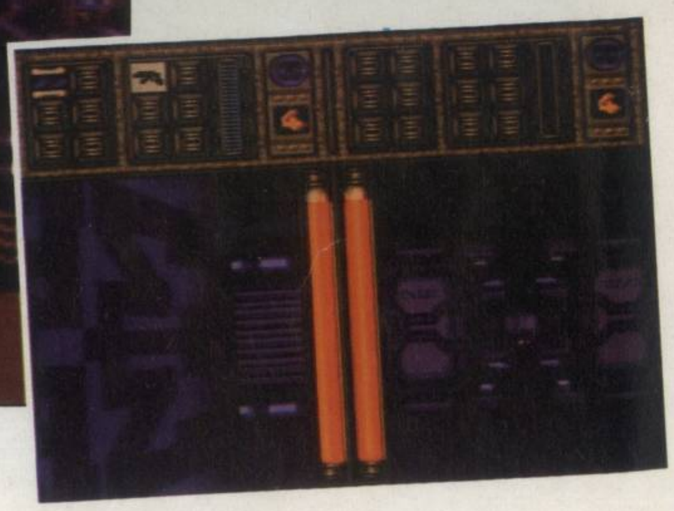
And as if that wasn't enough for all you two-player fanatics, there's also going to be a straight head-to-head battle game, player versus player, for those who like to get right down to it. Unlike most two-player battles, however, it won't be just about killing the other guy, it'll have a bit more strategy thrown in for good measure.

LOOKING A BIT SPESH

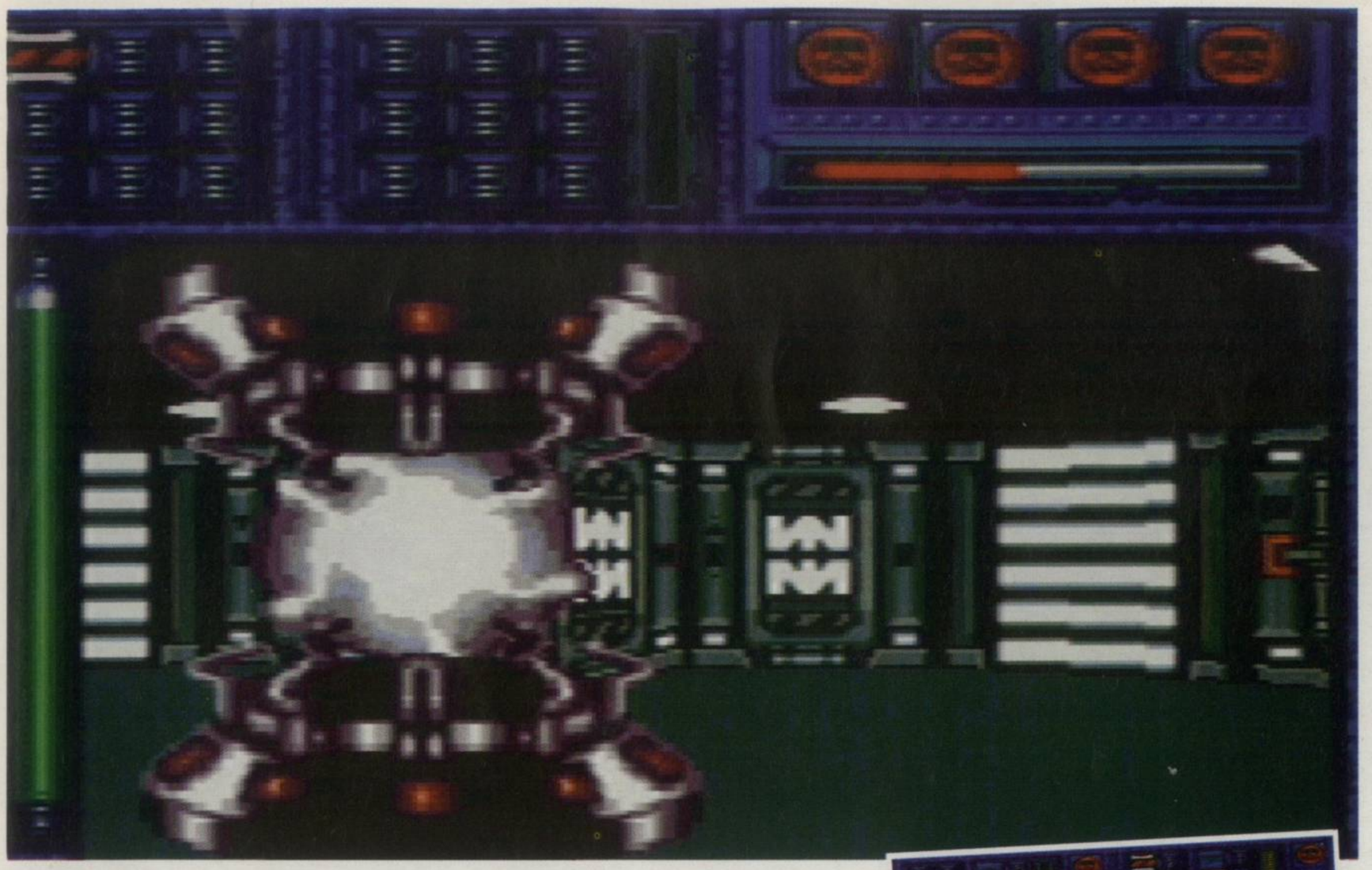
We at MEGA are still quite blown away at how good looking the early version of *Bloodshot* is, and also at how fast it moves. And also remember that until a couple of months ago, no one thought that something like this would







Here are a few more two-player screenshots, and just in case you're wondering what those two green bars in the middle are, they're your oxygen meters

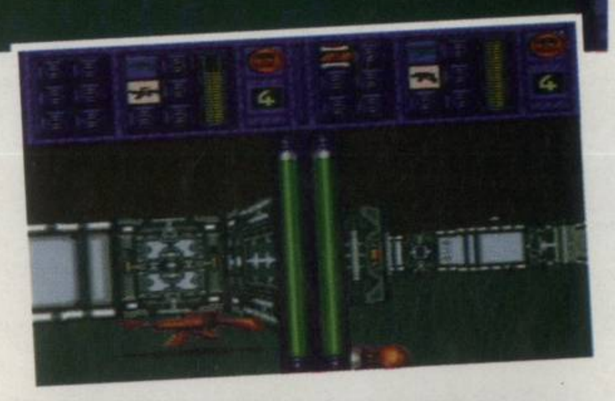


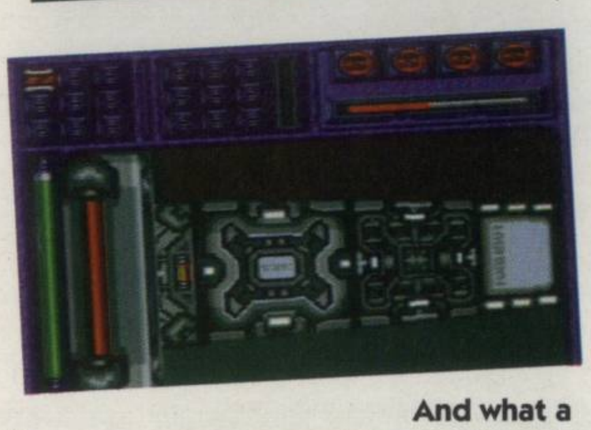
This is a Plasma Node. There are 12 of these on the ship, and you must find them and then blow them up. Pah, easy or what?

be possible on the Mega Drive. The in-game action is a little bit bare at the moment, because the emphasis has been put on getting the levels sorted out before putting the actual robots and things in the game, but this isn't going to be an easy game, that's for sure. And with 12 very large levels for your to explore, it's going to take you a long time to get to know every nook and cranny the game has to offer.

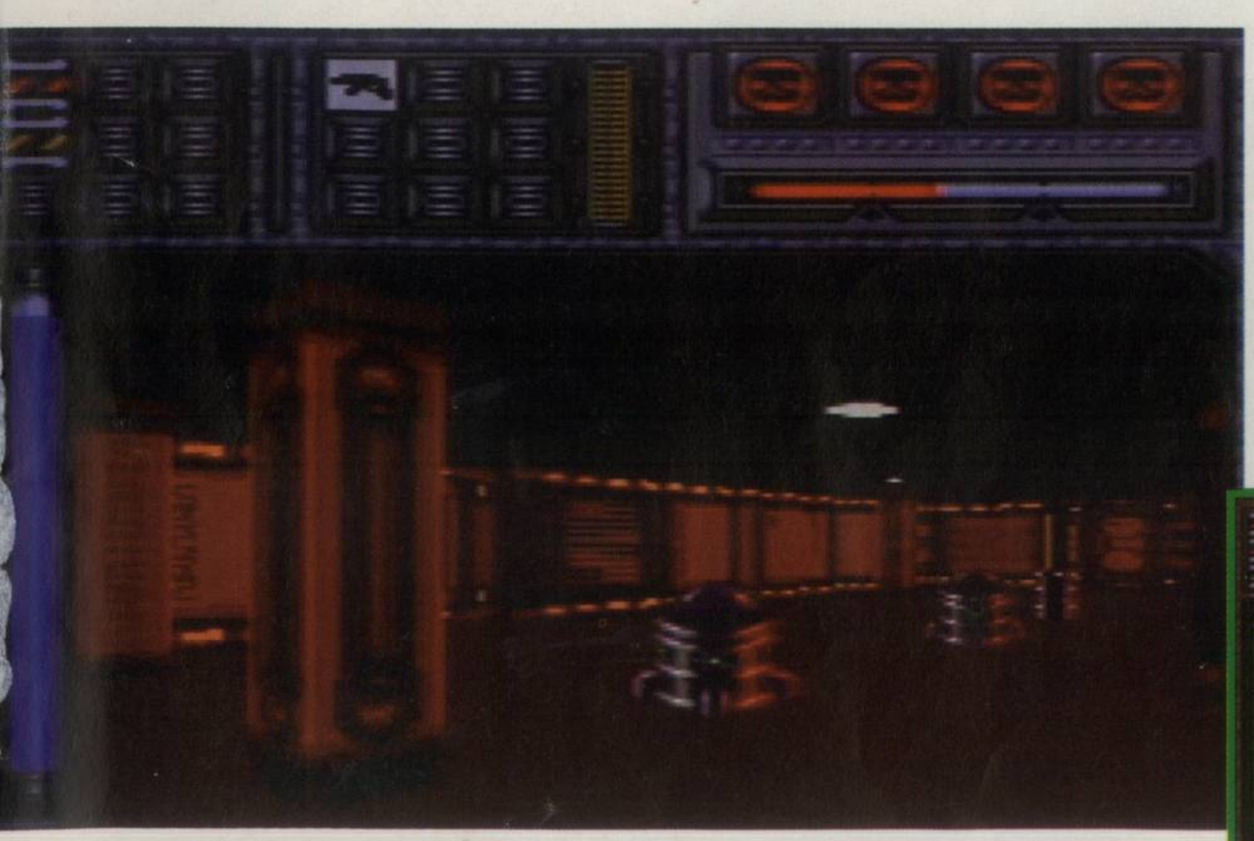
There's not much more we can tell you about the game at the moment, so just sit tight, take a look at the piccies (and imagine them moving as beautifully as they could possibly move) and keep reading MEGA, because we'll soon be taking another look at this technically amazing adrenaline-pumping shoot-'em-up, a shoot-'em-up which shows that there's still plenty of life left in the Mega Drive yet.

No one thought this would be possible on the Mega Drive





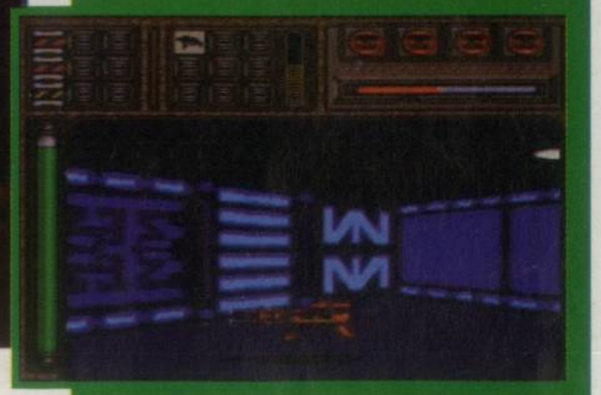
And what a very attractive wall that is



A nice big, long room with lots of, er, strange round-type objects that look as though they could be shot with your weapon and blown up

DETAILS, DETAILS

GAME NAME: Bloodshot
PUBLISHER: Domark
PROGRAMMING TEAM:
Programmer – Jim Blacker
Graphic Artist – Joe Groombridge
RELEASE DATE: November '94
CART SIZE: 16 Mbit



MEGA CD REPAIR SYSTEM

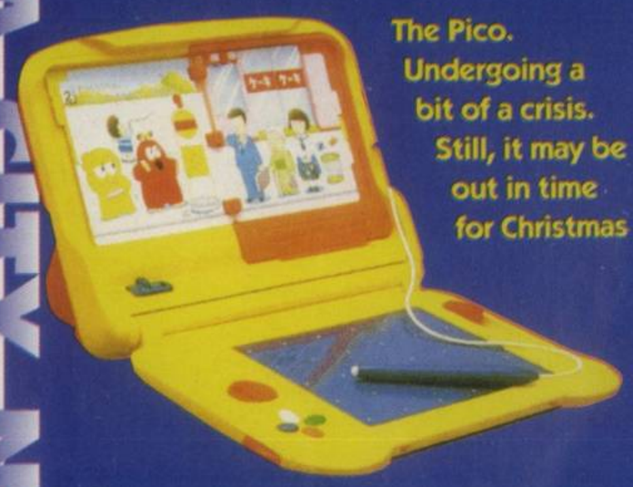
Ever been listening to a badly looked-after music CD when it jumps and stutters like some poorly executed re-mix? Annoying isn't it? But dirt and scratches are even more hazardous on game CDs because if they don't work properly, the game won't just jump, it'll lock up completely. However, a new product from RSD Connection Ltd in the UK, called the Mega CD Repair Kit, might just enable you to cover up a multitude of CD-related sins.

The kit, costing just £14.99, can repair up to fifty CDs, and it works using a three-step system. First you use a cleaner to get rid of all the grime, next an optical filler smooths over any scratches on the surface of the CD and finally a hard protective layer coats the surface to help prevent further damage. And it works. We tried it ourselves, so we can wholeheartedly recommend it. For more info call RSD Connections on 0992 584205.

The Mega CD repair kit. It works a treat on both game and music discs

PICO ON HOLD

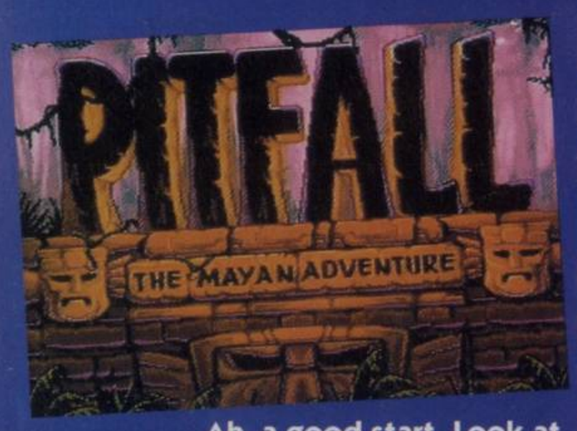
Sega's kiddie console, which Tomy were to market, has hit a setback. The two parties disagree on the UK price point. Sega want to sell the machine for £150, but Tomy feel this is too high compared to the Mega Drive, which should soon fall below £100. However, Tomy are sure of a resolution, so we may still see the machine on sale by Christmas.



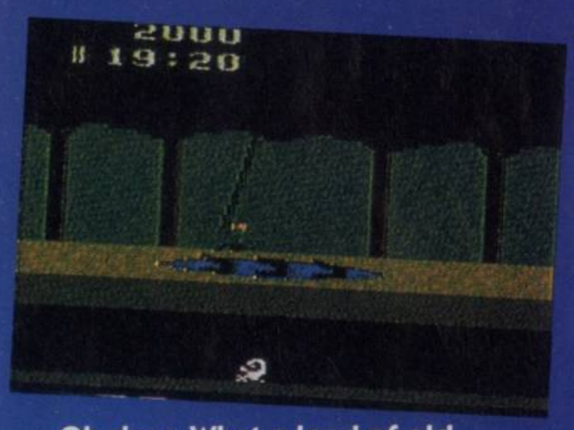
The Pico. Undergoing a bit of a crisis. Still, it may be out in time for Christmas

PITFALL – THE MAYAN ADVENTURE

Last issue we reported on the development of an Activision game called *Pitfall: The Mayan Adventure*, a game based loosely on an ancient old Atari VCS title. In true MEGA-keeps-you-informed fashion, this month we've received a series of screenshots. Now, some of you may be thinking "half those screenshots look crap" and you'd be right. That's because, within the new game, Activision have included a perfect reproduction of the original *Pitfall* adventure. It ain't the most technically wonderful thing ever, but ▸▸▸

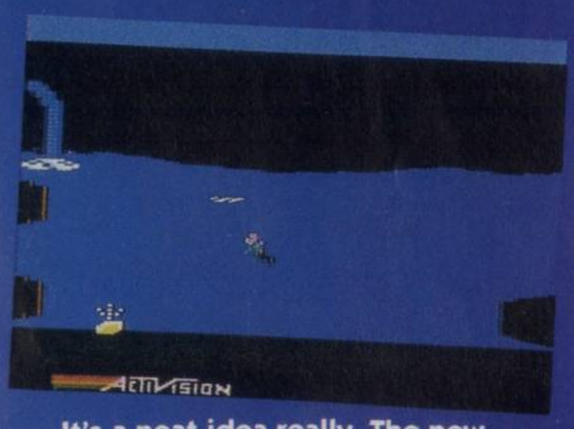


Ah, a good start. Look at this luvverly title screen. All Mayan and Jungley. And then...



... Oh dear. What a load of old cobblers. It looks like an old Atari VCS game. But fear not, because...

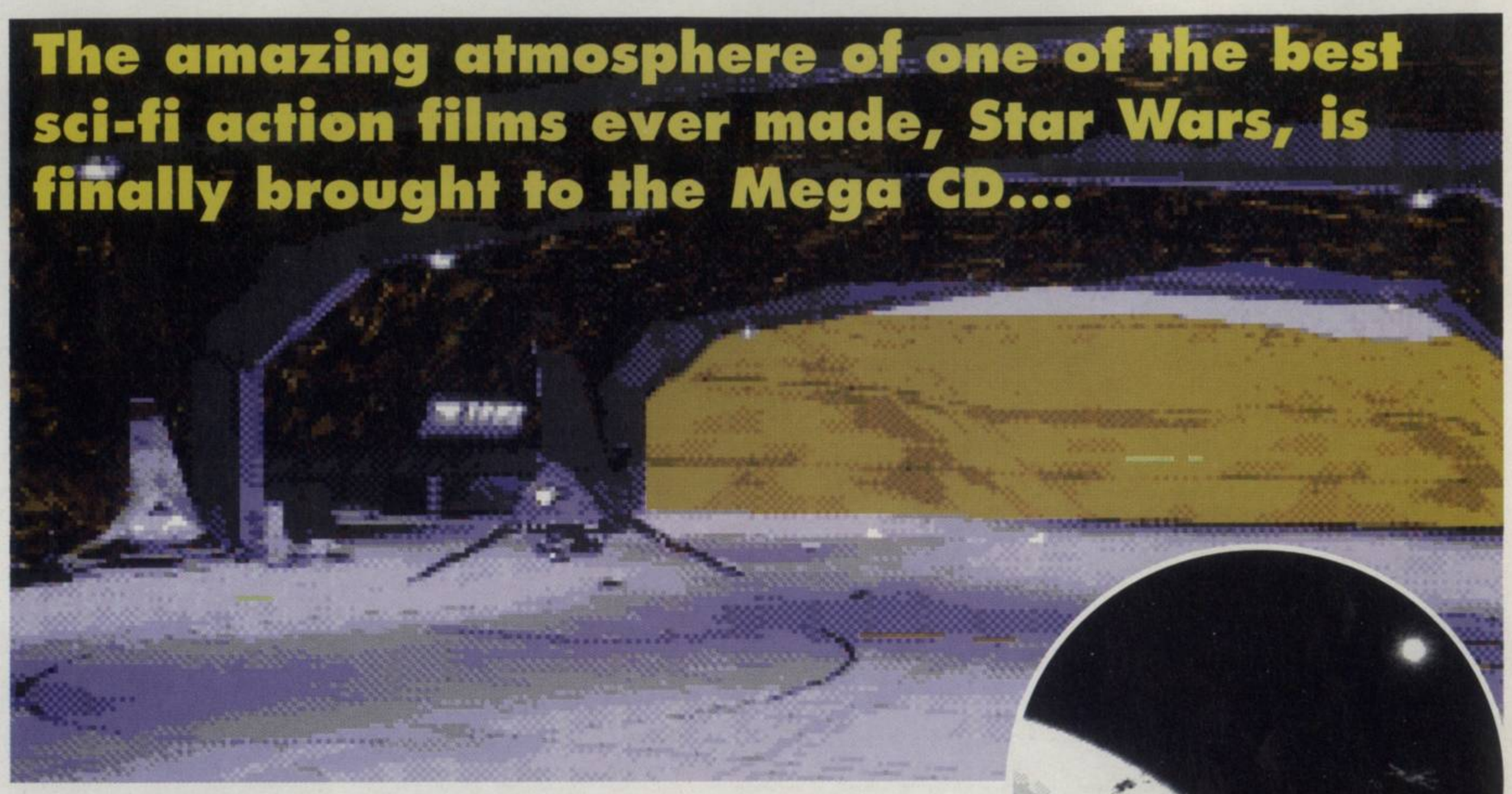
... This is the complete version of the original *Pitfall* game, which is included inside the new adventure...

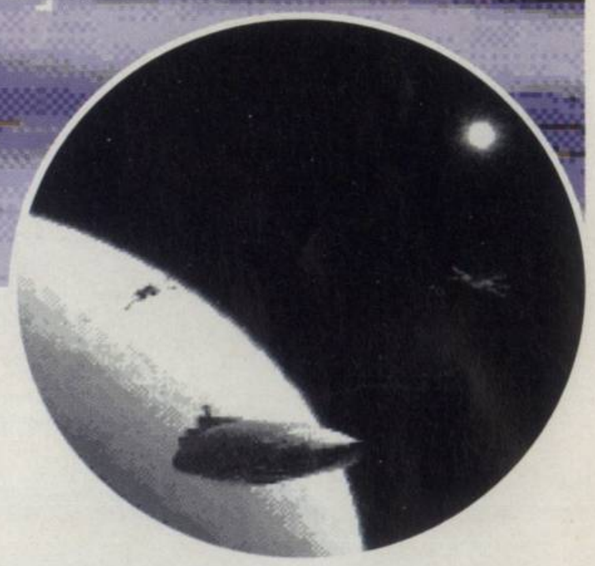


... It's a neat idea really. The new game, however, is far more impressive. Look over to the right-hand column

REBEL A

The amazing atmosphere of one of the best sci-fi action films ever made, Star Wars, is finally brought to the Mega CD...





These are just pretty scenes that appear between levels, but to be honest, the whole game looks like this

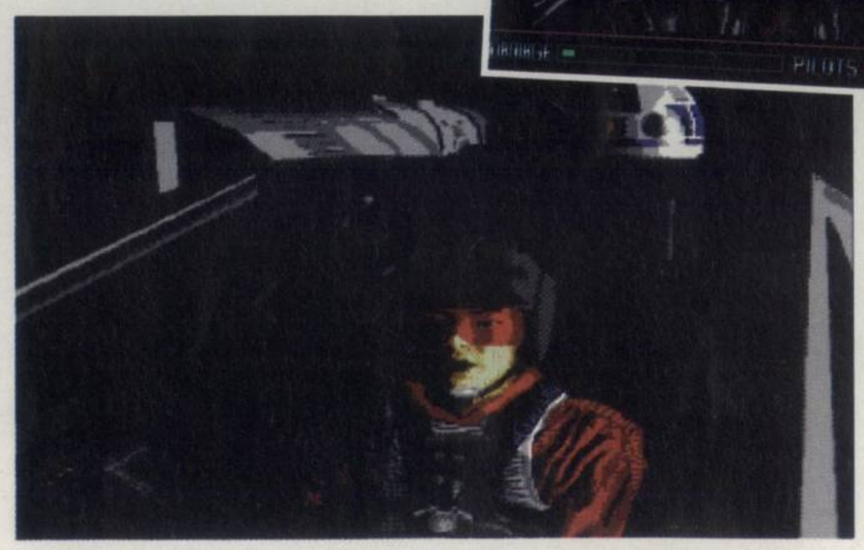
JVC • August

Oooh, like this is one of the greatest films ever... the big machines (remember the AT-ATs?), all those Stormtroopers, loads of laser fire, the Jedi Knight light-sabre, the incredibly evil Darth Vader, heroes, villains and a happy ending. What more could you want? Well, how about a shoot-'em-up using all the best elements from the three films, with loads of film footage, special effects and some top 3D graphics? Funny you should say that, because that's exactly what *Rebel Assault* is all about.

To get straight to the point, what we've got here is a 15-level shoot-'em-up which uses the obligatory CD first-person perspective when you're in the ship, which then switches to a distant behind-the-shoulder-type view when you're running around bases shooting Stormtroopers. And while that little description doesn't quite do the game justice, take a look at the screenshots, mix that with some FMV sequences from the film, then listen to the classic Star Wars music and some groovy sound effects, and your can begin to appreciate the detail in the game.

But it's the gameplay we're all interested in, and although it isn't as restricted as say something like *Time Gal* or *Dragon's Lair*, when it comes down to it, all you're doing is moving a crosshair around to take out the Tie Fighters or Stormtroopers, and that can get pretty dull after a while. But the game isn't 100% complete yet, and depending on the level of difficulty and variation in what you're seeing and doing, this could be one shoot-'em-up worth playing. Take

As the quote from the film goes "Use the joypad Luke!"

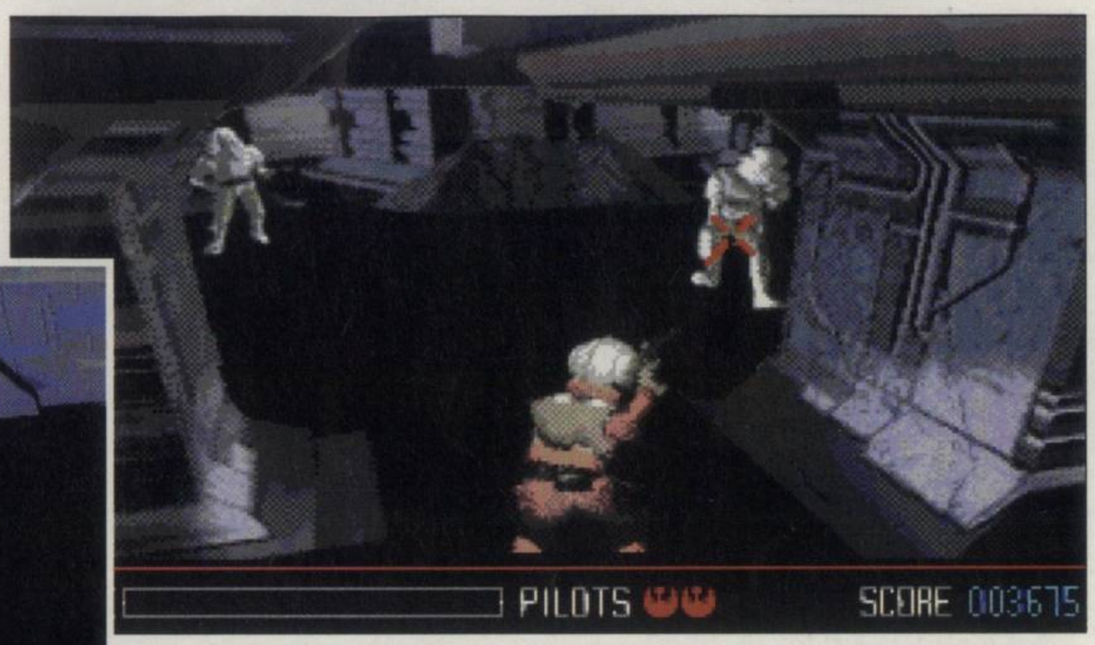


"Look R2, if you ask me if we're nearly there yet one more time, I'm going to turn around and take you straight home"

The trouble with rebel fighters is that they take life a little too seriously. Come on, loosen up, smile for the camera

SSAULT

There's nothing better than shooting a few Stormtroopers before breakfast. And that's what's happening here. No doubt after breakfast they'll dabble with The Force a bit



Left: Of course, in the old days we'd bicycle to an old riverside pub on a sunny Sunday afternoon. These days we simply warp our Tie Fighters off to the nearest black hole and play Pooh Asteroids

Above and left: Climb aboard your ship and enter into some futuristic big game hunting

Silpheed as an example; it's got top-quality graphics and although the gameplay isn't all that new, the end result is a first-rate adrenaline-pumping game that's fun to play. Let's hope JVC can add some finishing touches and make *Rebel Assault* a game worth owning the Mega CD for.

Below: Time for some cannon blasting action

Left: This is a T-16, although you wouldn't know it from a Renault 5

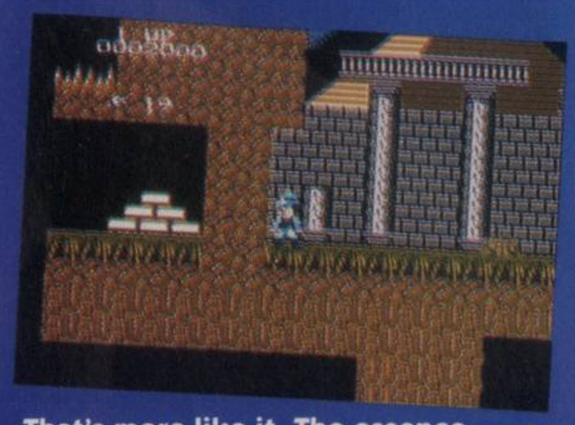
THE UK CHARTS

MEGA DRIVE CHARTS

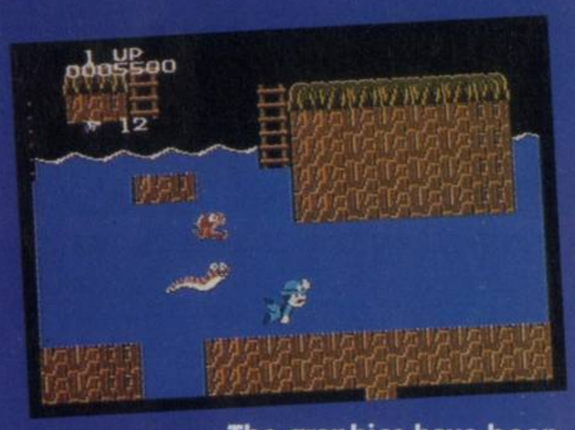
1.	■	FIFA International Soccer (01) 94%	
2.	▲	PGA Euro Tour Golf (03) 83%	
3.	▼	Sonic 3 (02) 90%	
4.	■	Virtua Racing (NE) 92%	
5.	▼	NBA Jam (04) 93%	
6.	▼	Sensible Soccer (05) 94%	
7.	■	Micro Machines (07) 92%	
8.	▼	Aladdin (06) 94%	
9.	▲	Cool Spot (11) 89%	
10.	▲	Road Rash 2 (12) 80%	

MEGA CD CHARTS

1.	■	Ground Zero Texas (01) 89%
2.	■	Sonic CD (02) 89%
3.	▲	Lethal Enforcers (05) 91%
4.	■	Rage In The Cage (04) 85%
5.	▼	Night Trap (03) 84%



That's more like it. The essence of the original gameplay has been retained, but my oh my...



... The graphics have been pumped up substantially. Along with the sound as well. In fact...

for pure nostalgic indulgence, it's a great little touch. And an interesting little fact is that the whole of the original game takes up only the same amount of memory as a single screen from the new game.
Amazing how far we've come isn't it? The new game has been created in part by the Hollywood artists who worked on the feature-length cartoon Fern Gulley, and the sound is brought to the game by Soundelux Media Labs, who did the business on films such as Cliffhanger and In The Line Of Fire. Sounds very promising really doesn't it?

... Activision have enlisted the help of a whole range of movie industry specialists to make it very special

MEGA is expecting this game to be a whole lot of fun, so stick with us for more news on it in future issues

CLUB-MUNGOUS

Golf games are all very well, but the game loses something in the translation from wide open rambling course to TV screen, doesn't it? And part of the problem is the fact that twiddling a joypad just isn't the same as swinging a bloody great club around.

Well, a new product from a company called Brightstar is about to change all that. A new series of add-ons is set to hit the Mega Drive. The plug-in unit is called the XTR Active Controller. It fits into the Mega Drive, and into it you can plug a range of sporting peripherals, such as golf clubs, tennis rackets, baseball bats, boxing gloves and dozens more.

Sensors monitor the movement of the relevant item and this movement is translated into action on screen. The base unit costs £19.95, with each additional add-on costing a further £19.95. We haven't had the opportunity of getting our hands on any of the items to test them properly yet, but for more information in the meantime call Brightstar Development And Production on 0565 651747.

SCORPIONS SIGN UP TO U.S. GOLD

Anyone who was into the World Cup may well have heard the German team's anthem called "No Pain, No Gain". Well, the song was created by a band called The Scorpions, and if anyone's interested, it was the same band which U.S. Gold signed up to create the music for their *World Cup USA '94* Mega Drive game. So next time you're playing it, you can tell all your friends this ludicrous little piece of pop/videogame trivia and they'll all say "My word, what a knowledgeable young fellow you are". Hurrah!

The Scorpions. As rocky a band as you're ever likely to see, and they're the chaps behind the soundtrack to U.S. Gold's *World Cup USA '94*

LEMMI THE TRI

Psygnosis • November/December

If you thought you had problems dealing with 'em before, these little furry things are going to cause you some serious hair-loss this time around

Yep, they're back, and they've still got green hair! And if you thought the original *Lemmings* was tough, you ain't seen nothin' yet. Why? Well, the answer to that is really quite simple. *Lemmings 2* = more lemmings. More lemmings = different ability lemmings. Different ability lemmings = more levels, harder tasks and even more sleepless nights.

This time around you've got the likes of Laser Blasters, Jumpers, Pole Vaulters, Shimmers(?), Runners, Archers, Bazookas, Flame Throwers, Fillers, Glue Pourers... the list goes on and on. And with a good couple of years between the original Amiga version and its sequel, the programmers have had plenty of time to come up with some ingenious level designs to test even those who've completed the original. And with plenty of different areas for you to conquer as well, you get to experience all sorts of lovely scenery, ranging from the circus to outer space and even the polar regions.

With the same now-legendary puzzling gameplay, loads of annoyingly cute (yet essential, for the complete Lemmings experience) sound and a whole new challenge, *Lemmings 2: The Tribes* is looking to be more than a match for its predecessor. All together now... Oh, no!

We all love these cute and green-haired little Lemmings. Oh, yes!

Space... the final frontier... these are the voyages of the Lemmings. Their on-going mission to explore strange new levels, to seek out new and tricker puzzles... to boldly go where no Lemming has ever been before...

NGS BES 2

Left: One of the first levels uses a cannon to clear gaps. Find a brave Lemming first though

Right: Here's your map screen, showing all the levels as you progress through the game

Above: Brrr! It's a bit chilly here, can we get past this level pretty sharpish please?

Left: Each level has a mini-briefing before you start

A level in *Lemmings*. There's not much more to say about it really

STREETFIGHTER WHO?

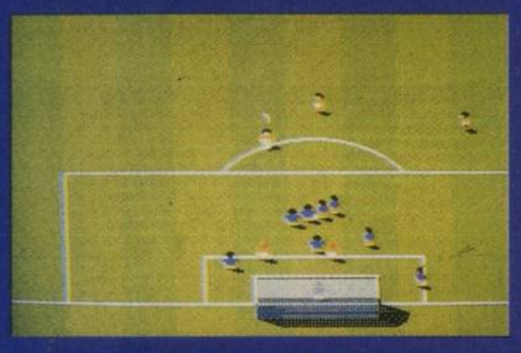
Another awkward pairing of fictitious Street Fighters...

NAME: Paul Mellerick
MARTIAL ART: None
SPECIAL MOVE: Crap dancing (known as moshing)
PROSPECTS:
Likely to get kicked in, even by a cauliflower, whose only defence is to turn itself into a tasty lunchtime snack.

NAME: Cauliflower Man
MARTIAL ART: None
SPECIAL MOVE: Boils itself then covers itself in a cheese sauce
PROSPECTS:
Not too special up against the likes of Ryu, but pretty tasty when pitched against a saddo like Paul Mellerick.

INTERNATIONAL SENSIBLE SOCCER

To follow on from the success of *Sensible Soccer* on the Mega Drive, Sony are now set to ride out the wave of World Cup fever with the release of *International Sensible Soccer*. The game, which contains all the World Cup teams and players as well as all the original fabulousness of the previous version, should be in the shops around about now, at the bargain price of £44.99. (Okay, so it's not that cheap really, but it is arguably the best game of all time, so what do you expect?)



Okay, it's the same as *Sensible Soccer*, but let's face it...

... real footy fans will love all the World Cup stats, so that's all right

LION KING PACK

Disney are on a bit of a roll really. After the monstrous success of *Aladdin*, their new feature, *The Lion King*, looks set to be bigger still. The film has already opened in America, will begin here at Christmas, and inevitably is being transformed into a videogame by the talented people at Virgin. It seems Sega are convinced that the successor to *Aladdin* will be huge, because there are to be hardware bundles for the Mega Drive, Game Gear and Master System. The bundles will appear in the States in the autumn but doubtless we'll see similar bundles on the shelves over here to coincide with the festive release of the movie.

The Lion King should appear in hardware bundles at Chrimbo

LAMU

We doubt we'll ever see an official version of this game (Sega UK seem rather reluctant to dip their toe in the waters of the Japanese Anime market) but doubtless it will be available as an import title at some point in the not-too-distant future. The screenshots don't really belie much of the gameplay although it all seems rather reminiscent of that curious *Switch* game we looked at several issues back. Anyway, now that we have been alerted to the graphical delights of *Lamu*, we'll try our damnedest to dig up some information on it for next issue.

A big fat cat and a strange little bald bloke. It's probably all very relevant to the Japs, but to us, it's nonsense

SAILOR MOON

Yet more Anime, and yet more beat-'em-up action. This time it features a rather cute girlie (or rather a selection of cute girlies) and judging from the screenshots, there'll be some contrived plot to explain why these ineffectual looking schoolgirls are actually trained ninjas, or something. The Japanese are indeed, a very strange bunch, but who knows, a good game might eventually come out of this madness.

The beat-'em-up action looks pretty standard, but why on earth are the heroes little schoolgirls?

Still, this one seems to be doing a pretty tidy job of taking on these two big bruisers all by herself

ZERO TOLER

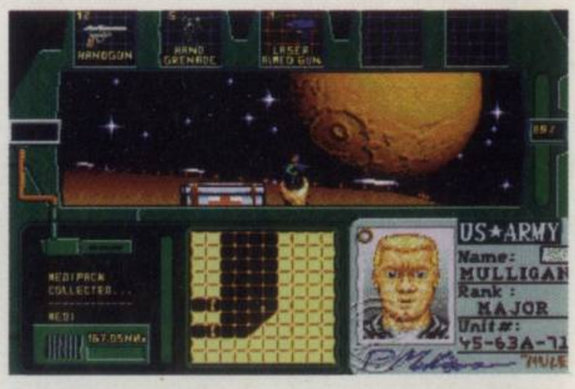
Accolade • September

Have you ever heard of a game called *Doom?* If you own a PC, or know someone who does, then it's a pretty sure bet you have. For those who don't know what it is, let us explain. Simply put, it's a stunningly violent 3D maze shoot-'em-up which uses some amazing scaling and rotating routines (including some texture mapping for added detail) and then just piles on the blood. It's a classic game and a version of it is being programmed for either the Mega 32 or the Saturn as you read this. What we didn't expect, however, was a Mega Drive clone of the game. And we also didn't expect it to be rather good.

Although the PC version is full screen and very smooth and fast, the Mega Drive isn't capable of running something like that full-screen (the processor just isn't fast enough). So using a sort of widescreen effect, the programmers give you a bar from which to view the action and fill up the rest of the screen with information. And although you think that this might be off-putting, and a bit of a con, it works very well indeed and, after a while, is just like watching a widescreen film on a normal TV.

The graphics also deserve a mention as well. The scaling and movement is fast and the detail on each level is very high (not only on the various soldiers and things on each level, but also the writing on the walls). Mix this with some fast-paced shooting action, 40 levels and all sorts of weapons and add-ons and you've got a cracking little game. Final touches, such as passwords for the levels and character selects are to be put in, but hopefully a full version will get a review in our next issue.

Anyone who's seen *Doom* on the PC will know what to expect from this game. The similarities are frightening



There's a whole heap of weapons to pick up and use, and, thankfully, lots of medical aid to collect too

That's your fist, and that thing on the floor is something you just hit

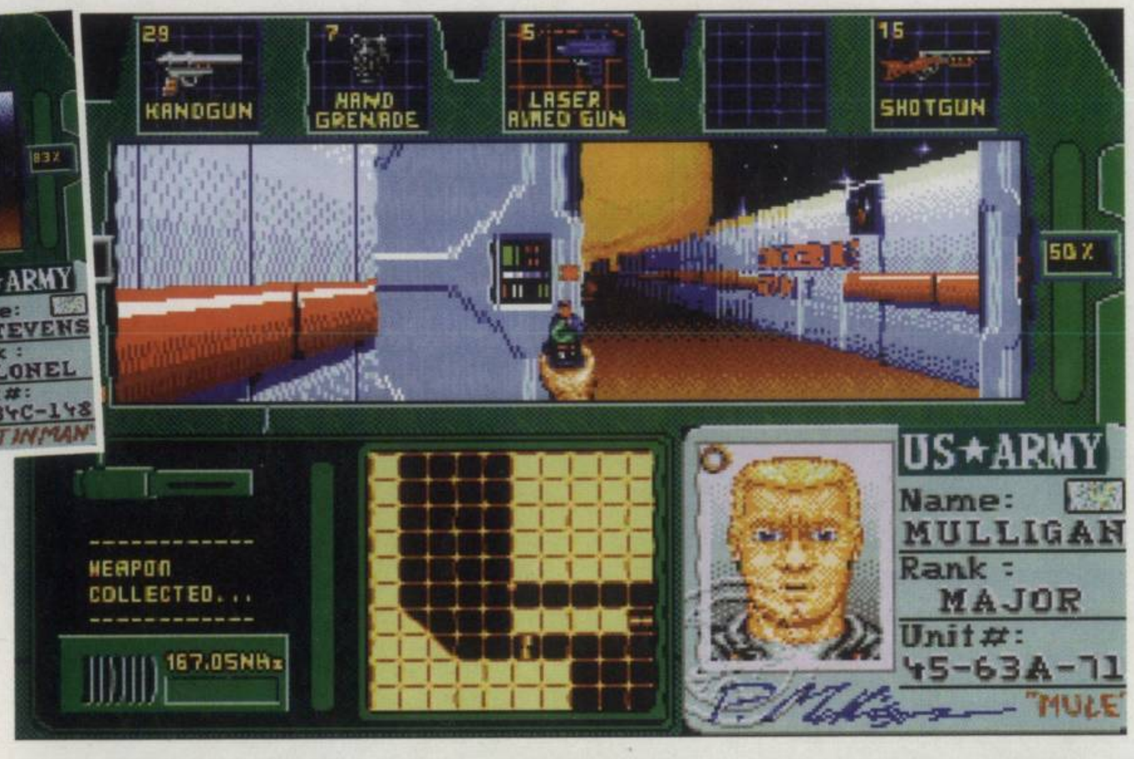
One thing's for sure, the game's not short on gore. Whenever you shoot someone, he explodes into a shower of blood and human debris. Yuk!

That door looks a bit daunting, but it opens automatically at a touch

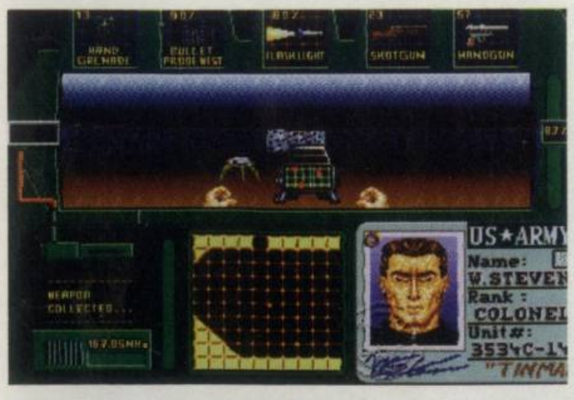
It's quite simple really; here's a gun, here's a 40-level 3D shoot-'em-up and here's a joypad. The rest is up to you

ANCE

Above: There's bugger all in this room, but look at the map to see where you can find some action



Right: There, you see? Touch a door and it opens automatically, leaving you to get on with some killing



That thing to the left is a robot spider. Not to be fought bare-handed really

AAARRGH! No one told me my Mother would be here (Ho, ho, chortle, etc.)

PICK 'N' MIX

New and shocking allegations have surfaced surrounding Sonic's friendship with a bird out of *Night Trap*. And here, in your super soaraway MEGA, are the pictures which tell the full story. Send your ideas for PICK 'N' MIX and you might win a prize.

Sonic gets it on with some woman out of *Night Trap* and seems to know no shame about it either. Randy, filthy little blighter. It's disgusting!

SPARK

Wahay, another cutesy platform game. This time, it sounds a bit like *Sparkster* and looks a bit like, erm, *Mega Man*, sort of. Anyway, this game's actually looking quite lovely, so as soon as we get our hands on a copy we'll let you know if there's any point pursuing it.

Just don't ask us what *Spark* is all about. We simply don't know yet

However, it looks pretty enough, so we'll chase it up for next month

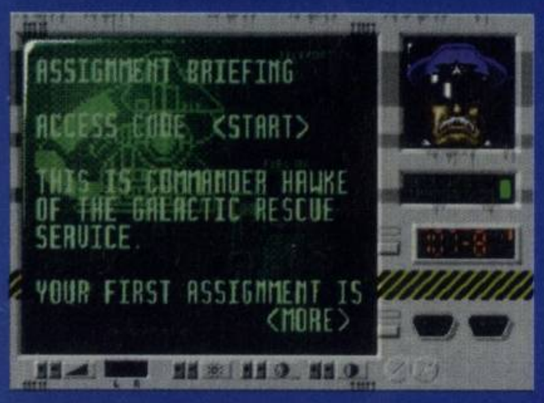
MR NUTZ

It's not often Amiga owners have anything to get excited about (Ha!) but a few months back it was *Mr Nutz*, an exciting little platform game featuring a squirrel (no more silly than a hedgehog we suppose). And now, yes, you've guessed it, the game is being brought to the Mega Drive. So it would seem at last we'll finally discover where a squirrel keeps his nuts. Apparently, it was sort of halfway between *Sonic* and *Mario*, so we know what to expect from the Mega Drive version. The thing is, we already have dozens of decent platformers on the Mega Drive so it's doubtful whether this will be able to offer anything new or exciting over and above what we have to choose from at the moment.

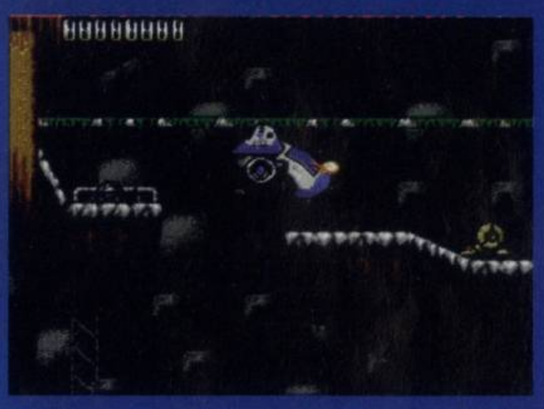
Mr Nutz was a big hit on the Amiga, but can it compete with the great Mega Drive platformers?

RESQ FROM PSYGNOSIS

This new game from Psygnosis (who seem to be producing lots of stuff at the moment) isn't entirely dissimilar to Sega's *Sub Terrania*. It takes place in underground caverns and each level involves flying around in a spaceship, then getting out of it in order to jetpack around, and shooting enemies as you try to find and rescue stranded workers. Like *Sub Terrania*, much of the fun is gained through trying to combat the effects of gravity and inertia, so this should be right up our street.



Here's your mission from Mr Moustache. Off we go then...



Your ship protects you from attack. But eventually you'll have to get out

Here's the hero toddling off to rescue that stranded worker

RENTAL ONLY IN OZ

Here's some curious news direct from Australia, but *why* should it be of interest to us here at MEGA? Well, an old friend of ours who now works in the videogame industry over in Sydney contacted us recently and told us of some bizarre changes going on over there.

Apparently, Sega games are no longer available to the general public for purchase. Instead, new releases are, erm, released on a rental basis only. Everyone gets a chance to play the blighters cheaply, then some time after, the games will be sold off as budget titles. Australia is being used as a testing ground for this approach and presumably, if successful, it may be adopted elsewhere.

NHL HOCKEY '95

Another year, another update. But just how many options can you have in one game?

Electronic Arts • September

Oh, yes! Now this is good stuff. Almost everyone must have seen or played the *EA Hockey* games, and if you have, you'll know they're pretty cool games. The last edition was more of an update than a real change, but for the '95 version there's a lot more to do.

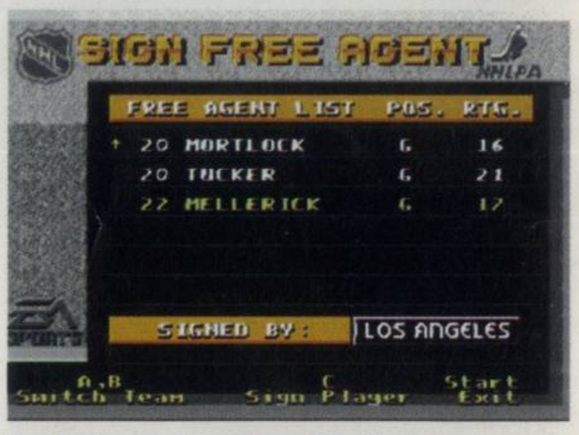
The most important addition is the full-season mode. Yep, you can now have a full 84-game season against all the other teams the game has to offer. Not bad, eh? But there's more. How about the option to trade players with other teams so that you can get rid of players you don't like? No problem.

And for the final big hit, try putting yourself in the game through the Create Player option. Enter your own name, set up your own characteristics and then put yourself on the market. All these new options give the game more of a managerial edge than other sports games, but it doesn't stop there.

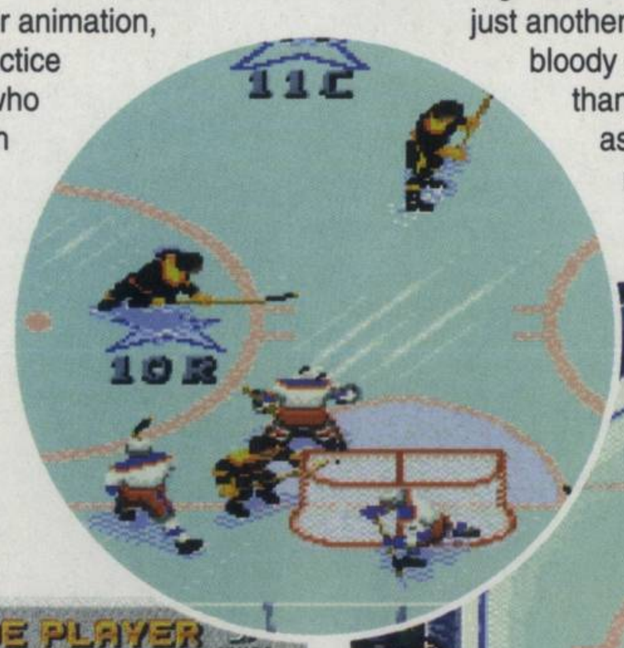
There are new moves to master; drop passes, fake shots and even the ability to lie down on the ice to block shots, new player animation, a two-on-two practice mode for those who get confused with more than four players on the ice, and tougher defenses and goalies to make the overall package a lot harder.

Since everyone knows what to expect from the game, that's the last you'll hear about it until we get it in for review, but certainly, ice hockey pundits should start saving their cash now, because regardless of whether this is just another update or not, it's a bloody good one and more than worth considering as an addition to the rest of the series. Stay tuned!

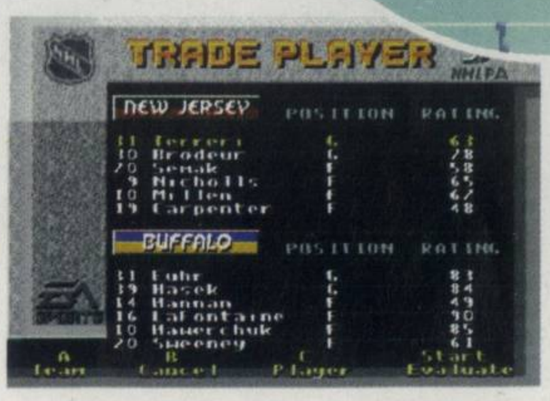
That's the end of the period, and, for some reason, according to the scoreboard, Van Morrison is beating New York by four goals to three. Then again, perhaps that's Vancouver or something (They haven't got a clue have they? – A reader)



Paul's been playing with other mags again. That's Dean Mortlock from Sega Power and Tim Tucker from GamesMaster



We often stick these circular pictures in just to break up the monotony. It doesn't work



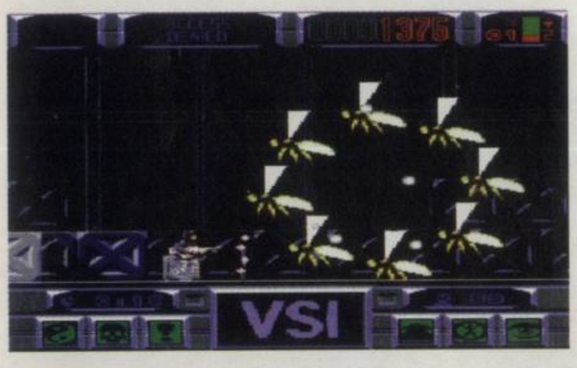
A screen full of tedious text. But it's in the game, so here it stays

Oh look, New York are playing Van Morrison... (You've already tried that dreadful pun – A reader) Oh dear. Um, here's some in-game action to look at

LAWNMOWER MAN

Time Warner Interactive • September

Remember the bit in the film where the Doc runs through the streets shooting monkeys? No, neither do we



Jolly floating weather, especially if you're a saddo with no life outside Cyberspace

Pierce Brosnan looks up meaningfully with his girl

In the funny old world of film licences, you're never quite sure what to expect. But you would think a film like The Lawnmower Man, based around the world of Virtual Reality and all its evils, would lend itself very nicely indeed to a game. And you'd be right. Sort of.

You see, although the game treads the predictable platform path, there are some exciting 3D bits that are really quite astounding. Although you can see the detail from the screenshots, you can't really appreciate the speed and smoothness at which it all moves. And these 3D sections aren't just for effect either, because, for a start, they are very tricky to fly through, and then you've got loads of alien-type creatures trying to shoot you down as you go.

The platform bits seem a bit monotonous in comparison to the 3D sections, but we'll check out the final version soon and let you know how everything fits together.

Even people who aren't scared of wasps are just pretending

LAWNMOWER MAN CD

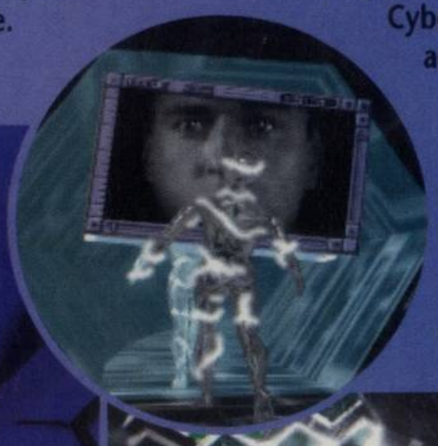
SCI • September

This CD game is very different to the cart of the same name

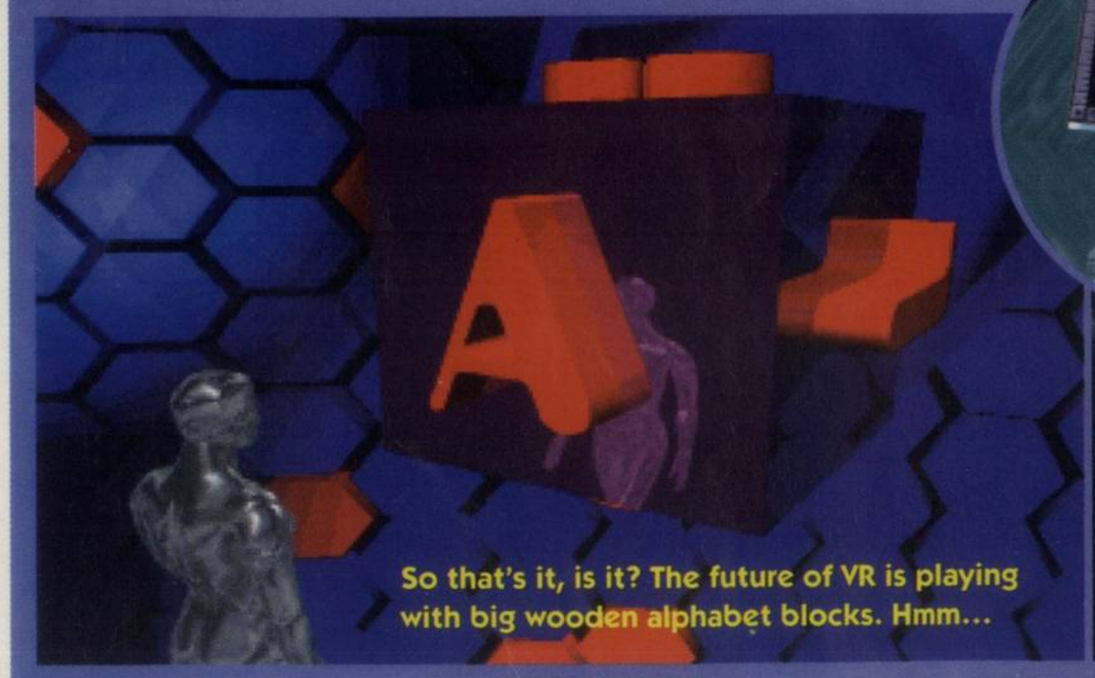
Two releases with the same name, yet two completely different games; just how we like it. Yep, although the cartridge version (previewed above) has those stunning 3D bits, the CD version uses all that extra memory and stuff to bring you some amazing rendered graphics and loads of smooth animation. Although you may think these shots are from the demo, believe us when we say that they are all taken from the actual game.

You take control of Dr Angelo in the bit of the film where he has jumped into Cyberspace in an attempt to stop CyberJobe from entering the world computer network and, well, causing a few problems. This is where all the gorgeous graphics were used in the film, and this gives the game the perfect opportunity to use them as well.

With the fast-paced action of the film and some clever puzzle gameplay as you try to outwit CyberJobe, this could be an interesting use of a film licence.



Left and below: More lovely rendered scenes which defy description



So that's it, is it? The future of VR is playing with big wooden alphabet blocks. Hmm...

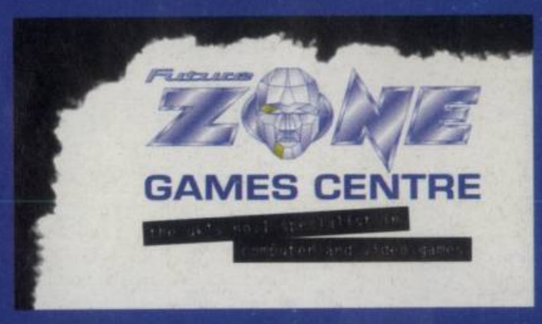
National Games Championship

WIN PRIZES WORTH THOUSANDS OF POUNDS!

Future Zone is the UK's number one specialist videogame store, so who better to team up with Future Publishing to bring you the National Games Championship? Culminating in an exciting final at this year's Future Entertainment Show at Earl's Court (26th-30th October), the winner will win a range of smart videogames machines.

The preliminary rounds are taking place throughout August at all Future Zone stores. It costs 50p to enter (with all monies going to the Baby Life Support Systems charity) and all you have to do is turn up at a store any day of the week between 10 am and 12 noon or 2 pm and 4 pm. These first challenges will be fought on *Virtua Racing* on the Mega Drive and *Pinball Dreams* on the Super NES. To find out where your nearest Future Zone store is ring 0891 332288*. The best players will enter into the semi-finals in September, at which the winners will receive a Philips CDi machine and a £50 Future Zone store voucher. The finals will take place at Earl's Court in October, with the winner receiving a high-spec PC and five CD ROM titles (worth well over £1,000).

Find a store like this, but get loads of practice before you enter



Future Zone is the biggest videogame retailer in the UK

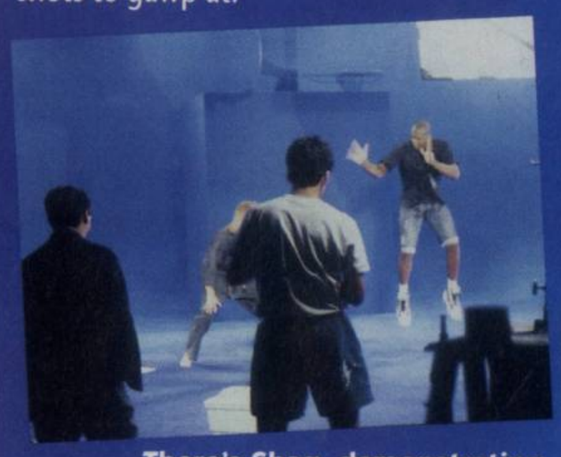
For more information on tickets to the FES, ring our hotline on 0369 4235.

* Calls cost 39p a minute at cheap rate, 49p a minute at other times. If you are under 18, seek permission before you call.

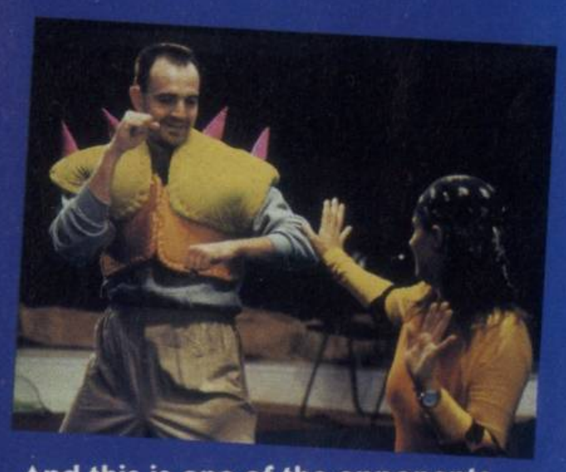
The Future Entertainment Show
Earls Court 2
26th – 30th October 1994
CD-Rom ○ Amiga ○ Mac ○ PC ○ CD-i ○ Consoles

SHAQ FU

What a ludicrous concept for a game. Take a famous basketball player, then create a beat-'em-up based around the fact that he does a bit of martial arts too. Oh, and have him fighting against bizarre inhuman opponents. It's all very curious. Here are some "making of..." shots to gawp at.



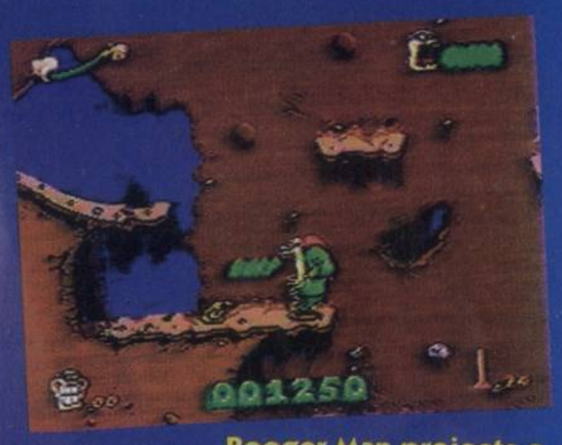
There's Shaq, demonstrating the hand jive or something



And this is one of the opponents, looking very unfrightening indeed. Still, it's early days yet isn't it?

BOOGER MAN

This is most worrying. Concerns about videogames usually centre around epilepsy or, more commonly, violence. Now, it's sort of hard to imagine that the games that are available at the moment could actually make people violent. More worrying, however, is that the new game coming from Interplay could simply make people very unpleasant. It's called *Booger Man* and the hero is a repulsive creature not unlike Fungus The Bogeyman. This geezer progresses through the game by attacking his enemies with rolled up bogies, farts and belches. No really, it's true. Look out for more news on this bogey-'em-up next issue.



Booger Man projects a snotule at no one in particular. It's all a bit disgusting if you ask us

RISE OF THE ROBOTS

A beat-'em-up with top 3D visuals, complex artificial intelligence *and* a decent plot? Whatever next?

Oooh, hard geezer this one, I'm scared already

Time Warner Interactive • October

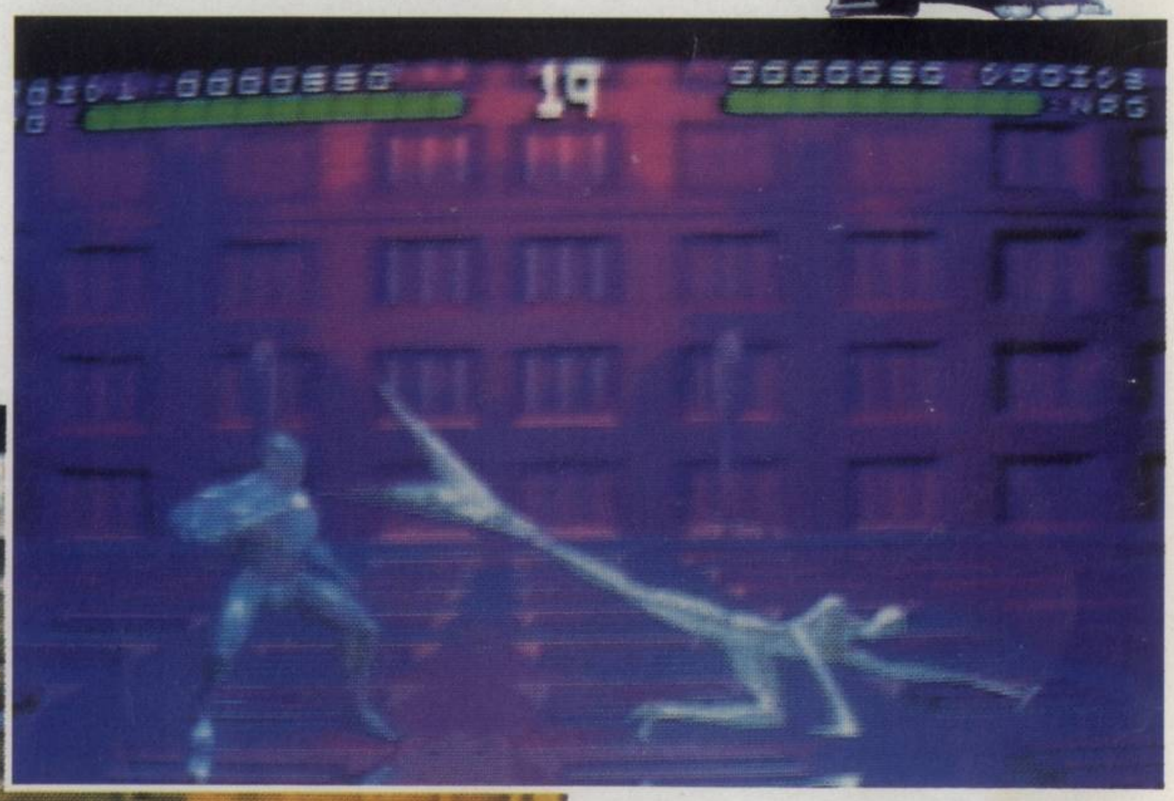
Check out this action! Big robots, 3D models, stunning animation, "hard" opponents (thanks to a decent artificial intelligence system) and amazing cinematic sequences. Now what more could you want from a beat-'em-up? "Not a lot" is the simple answer to that question.

After months and months of talk (and hype) the day of the robots is almost upon us. But what makes this better than the other beat-'em-ups already out there? Well, it's got the graphics and the movement, but it's also got some interesting gameplay differences.

The most important difference is the "perfect" ending. We're all used to finishing off opponents or not sustaining any damage in a round for a perfect score, but *Rise Of The Robots* takes this one step further. Once you've taken all the energy out of your opponent you can either hit it one more time to finish it off, or, using a certain move, completely destroy the robot. However, because each robot is different, you won't be performing the same move each time. If you don't do this terminating move, when you finish the game... well, we'll leave that for you to find out.

The game also has a complex system for figuring out how much power should be taken off when you hit your opponent, depending on how the contact was made. But then the actual hitting the other robots is going to be hard enough as it is.

Rise Of The Robots is due for a release at the beginning of October, which means we should be playing the game in time for our next issue.



Above: And here we have Slick Robot versus Meccano Man. Or something like that anyway. Still, looks pretty nice doesn't it?

Left: Don't you just hate it when one of the other fighters has the ability to stretch right across the screen and kick you in the head. Ouch!

SYLVESTER & TWEETY

Some cat and bird shenanigans for the younger gamers perchance?

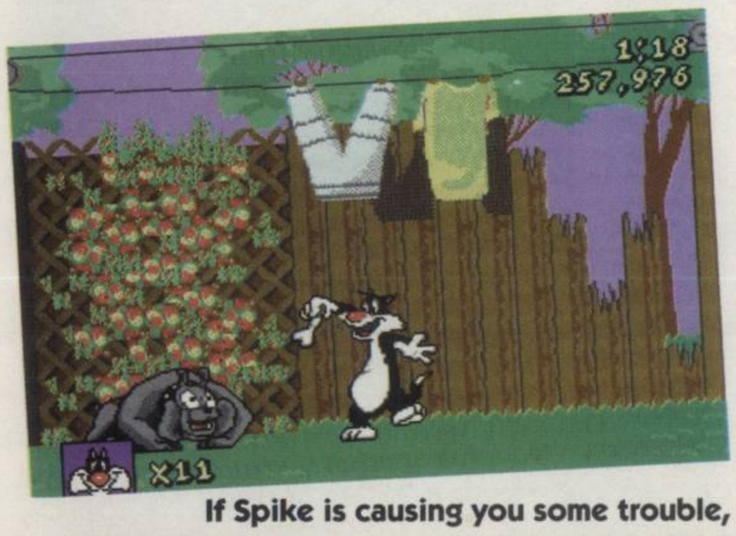
Time Warner Interactive • October

So just what exactly should a *Sylvester & Tweety* game (subtitled *Cagey Capers*, by the way) be about? Well, you see there's this cat (Sylvester) and there's a canary (Tweety). The cat wants to eat the bird, but the bird doesn't fancy it. In real life this wouldn't be too much of a problem – the cat would either eat the bird or get bored and settle for a tin of Whiskas instead. In the cartoon world, however, Tweety is one smart bird and Sylvester is... well, he's not so smart.

Because Tweety can fly he can reach all sorts of areas that seem inaccessible to others. But by using all sorts of furniture, boxes, springs and platforms, Sylvester can chase Tweety to the end of the level, where he can grab him. Tweety won't stay a prisoner for long though, and on the next level, you'll have to go through the whole process again. The game gets more and more complex the further you get, and with old friends like Spike The Dog and Granny to help out Tweety, it's not going to be easy for Sylvester.

The graphics are very detailed and nicely animated, and there's no doubting that the game is for kids, but then kids come in all ages, don't they?

Er, does anybody out there know how to spell "sufferin' suckertash"?



If Spike is causing you some trouble, throw him a bone to temporarily get rid of him

Watch out for Granny, she may look old and helpless but she swings one hell of an umbrella

TIN HEAD

Microprose • September

Ah, look at him, isn't he just so cute? Yes, and Tin Head is quite a nice little fella as well.

This is another one of those games that just keeps on slipping. Originally due out a couple of months ago, it is now scheduled for a September release. This has given Microprose a bit more time to work on the game and also means they can sell a few more copies in the traditionally busy pre-Christmas rush.

There don't seem to have been many changes from when we took a look at this a few months back; everything just seems to have been tidied up and tweaked to make it as perfect as possible. It still looks like a fun and wacky platformer, and although there's more than enough of those for the Mega Drive already, we were initially impressed by the difficulty of this game. Still, we won't know exactly what's what until we review it, which will hopefully be in the next issue.

Well, here are some platforms, and you've got to jump from one to the other. Cool idea, eh?

Lots of different scenery and obstacles should keep you interested as you progress through the game

MEGA CITY NEWS

SHINING FORCE 2

What do you give to the man who has everything? Well, nothing, obviously. But here's the perfect gift idea for the man who has everything except *Shining Force 2*.

Fans of the original *Shining In The Darkness* and *Shining Force* will be thrilled to know that there's another game in the series. Again, it's too early to tell exactly what to expect but needless to say, it won't be a million miles away from the previous two games.

Shining Force 2. In which you and four other heroic chums get to practise formation role-playing. Coming to the UK soon...

SONIC AND KNUCKLES

Yes, it's official. There is to be another Sonic game coming out in October. Called *Sonic And Knuckles*, it'll feature both our spiky hero and his pink alter-ego, who was first seen in *Sonic 3*. However, this is to be a very different game altogether. Firstly, you'll get the *Sonic And Knuckles* game (of which we know little). But also, there'll be an expansion port at the top of the cartridge (like an Action Replay or Game Genie cart) so that you can plug in the previous Sonic games. By doing this you will supposedly be able to access previously unobtainable levels and play the other games as the new Knuckles character. It's quite a bizarre idea actually, but not necessarily a bad one, and if nothing else, it's certainly original. We're all very intrigued about it here at MEGA so while we don't know the full details yet, we certainly will by next month.

The *Sonic And Knuckles* logo. It's the only evidence we have to suggest that this project actually exists

SPACE ACE

Hey, they're not everyone's cup of tea, but interactive cartoon games (such as *Dragon's Lair* and even *Time Gal*) have a unique charm all of their very own, so it's probably good news to a few people at least that the follow-up to *Dragon's Lair*, *Space Ace*, is almost upon us.

Space Ace. Not the most taxing gameplay in the world, but it looks good and it's a real classic

MEGA MASTER ADD-ON

WOWZER! We don't cover Master System games in MEGA, but to be honest, that sad tired old machine does have a few corking games for it. Previously, if you wanted to play them, you had to either buy a Master System or buy the Mega Drive add-on, called the Power Base converter. It wasn't so much a converter as a whole Master System which plugged into the top of the Mega Drive. Datel have now created the Mega Master converter, which is only the size of an Action Replay cartridge and costs only £14.99, a fraction of the £40-plus pricepoint of the Master System converter. Contact Datel on 0782 744707.

The Mega Master. A cheap alternative to Sega's own Power Base converter

HARDCORE

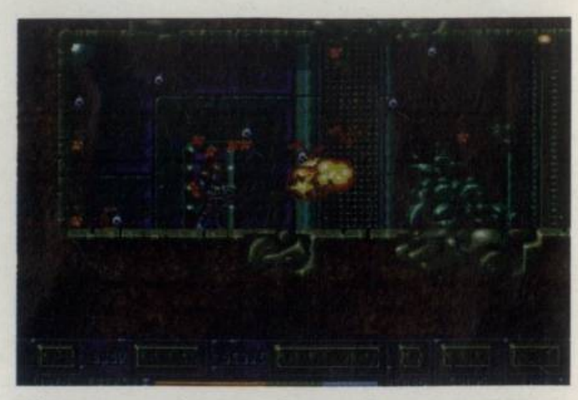
Get with the preview of this game and you'll know the score. Something like that anyway

Psygnosis • September/October

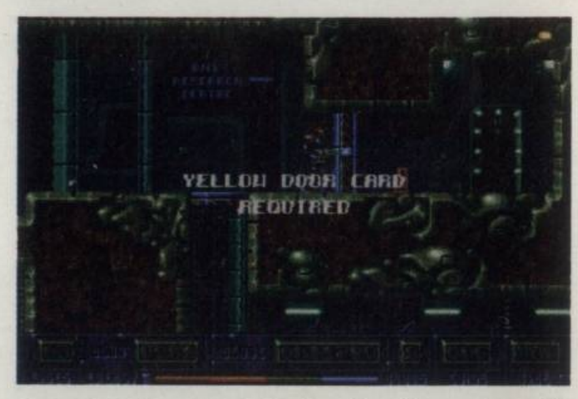
Ah, shoot-'em-ups, don't you just love 'em? You could play sports games for years, play RPGs if you're after something a bit more taxing and even have a go at a platformer if you're looking for something exciting, but there's nothing quite like the destructive pleasure you get from a shoot-'em-up. And if you've got one which is as explosive as this, you know you're in for a good time.

There's the usual sci-fi futuristic plot and stuff, but we'll ignore all that and get to the game. It's you, your weapon (or weapons, when you get further in the game) and your wits against loads of metal monsters and other alien-type beings.

There are platforms, lifts, doors, keys, ammo, weapons and people to find and use (although obviously you can't use people) and this gives the gameplay a harder and more tactical edge. There's also a nice weapons system, allowing you to fire in all sorts of directions, and by using the UP button on the D-pad to jump, you're only using the buttons for firing and selecting weapons, which makes the game flow much better. Anyway, enough words, let the pictures do the rest of the talking.



There are plenty of metal monsters to blow up, which means lots of fun for us



Some areas are blocked off, and you'll need to find a door card to progress

MEGA SWIV

Time Warner Interactive • October

So do you fancy flying around in a helicopter destroying things? Or would you prefer to drive the jeep and, er, destroy things?

Well, there's not a lot we can tell you about this. It's pretty straightforward really. You can either choose to control a helicopter or a jeep to fly/drive through the levels of the game, avoiding bullets, collecting power-ups, destroying the enemy and generally making as much of a mess as you like.

It was a highly polished and very popular shoot-'em-up when it appeared on the Amiga some time ago, and there's no reason why the Mega Drive version can't be equally as cool.

Just in case you're confused, you're shooting the blue shots, and dodging the red ones

ANIMALS

Mindscape • August

Simply put, *Animals* is a sort of tour around San Diego Zoo crossed with an encyclopedia. Because it's on CD, you've got film footage of animals, text, picture stills and all sorts of information just waiting to be accessed. And thanks to a friendly menu and icon control system it's dead easy to get to grips with.

Oh, looky here. It's an old snapshot of Andy Dyer when he was a sprog

As you can see, the zoo is split into several different environments

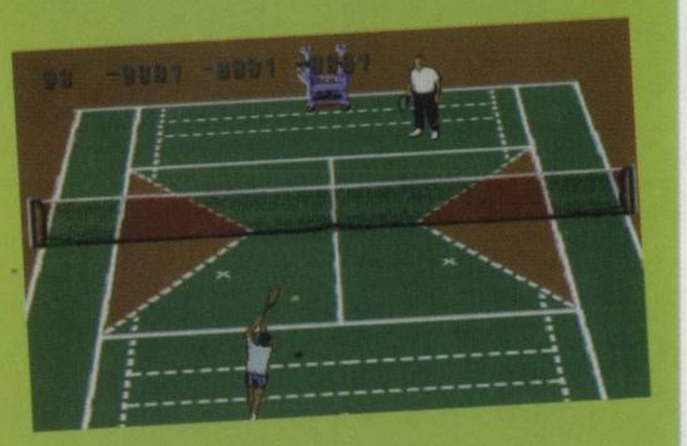
EA SPORTS TENNIS

Electronic Arts • August

Wimbledon may be over, but EA Sports prepare to drop a sneaky one over the net...

Tennis eh, definitely what you'd have to call a summer sport. Can't see many people rushing down to the local park in the middle of November for a quick couple of sets, can you? But what if you're a big tennis fan, and you want a game in the middle of November? Well, if you own a Mega Drive, EA Sports might have the solution, and it's called *EA Sports Tennis*.

As with all EA Sports games, the main ingredient is realism, And with 16 different tournaments to enter, singles and doubles to play, four playing surfaces (grass, clay, indoor and hardcourt) and fully rotoscoped players, the element of realism is certainly there. There are still some final gameplay tweaks to be done, but everything is moving very nicely, even at this early stage.



Anyone who needs a bit of practice will be grateful for the training mode

MEGA RACE

Mindscape • August

We've waited quite a while to get our hands on this one, ever since we featured it several issues ago. The game is nearing completion now, with just a few graphic and gameplay tweaks to clean up. We'll be reviewing the game in the next issue. Be there!

Phwoar! Not bad, eh? Wouldn't mind getting our hands on that

BILL'S TOMATO GAME

Psygnosis • TBA

Er, it's got a tomato in it. And said tomato is called Bill

This is indeed a game about a tomato, but not just any tomato though. This tomato is in love and probably wants to have lots of baby tomatoes as well. Trouble is, the particular bit of female tomato you're after has been, er, tom-napped, and it's up to you to save her.

From the back of a truck, and into a puzzle game. It's a hard life

Use the fans to blow you across the screen and past that metal ball

This silly plot sets you up for a simple, yet fiendishly intricate, puzzle game, in which you must use all sorts of traps and devices to reach the end of the level and, er, move on to the next one.

Of course, the tomato is a very vulnerable little fruit (yep, it's a fruit, not a vegetable) so you've got to be careful how far you drop or throw it, and what you drop or throw it against. The game starts off simply enough but quickly gets harder. It looks like it's going to be a frustrating little puzzle game, but you can always get your own back the next time you munch on a salad! (Paul, that is probably the crappiest thing I've ever heard anyone say. Go home – Andy)

THIS MONTH'S UK RELEASES

These games should be on sale right... NOW

SUPER STREET FIGHTER 2 – Sega/Capcom
Reviewed in this issue (Page 50)

JUNGLE BOOK – Virgin Interactive
Reviewed in issue 20 (90%)

DRAGON: THE BRUCE LEE STORY – Virgin Interactive
Reviewed in issue 22 (88%)

MARKO'S MAGIC FOOTBALL – Domark
Reviewed in issue 21 (85%)

DRAGON'S LAIR (CD) – Sega
Reviewed in issue 18 (80%)

JURASSIC PARK (CD) – Sega
Reviewed in issue 18 (84%)

WORLD CHAMPIONSHIP SOCCER 2 – Sega
Reviewed in this issue (Page 67)

ROCK 'N' ROLL RACING – Virgin Interactive
Not yet reviewed

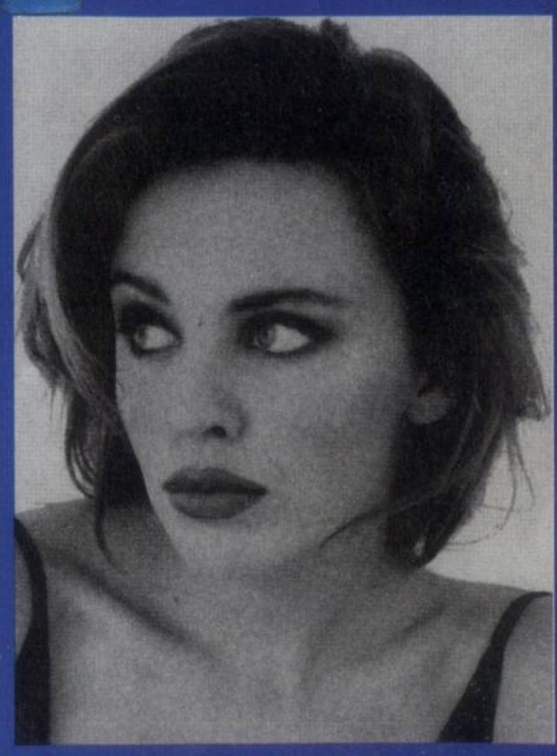
Mario Andretti Racing – Electronic Arts
Reviewed in this issue (Page 69)

Combat Cars – Accolade
Reviewed in this issue (Page 66)

SF2 MOVIE A REALITY

Yes, it's finally happened, there is definitely to be a movie based around the *Street Fighter* games. Named simply Street Fighter, it'll star Jean Claude Van Damme (presumably as Ryu or Ken), various other more minor stars, and, shockingly, Kylie Minogue will be playing Cammy, the new British character. What a frightening thought. Although, after our initial shock at this bit of casting, we looked through some shots of Kylie and changed our minds. She's actually quite delicious and small and cute just like Cammy. Also, it's kind of interesting that Jean Claude will be playing the lead in a film based on a game which in turn was largely based on a film called Blood Sport which starred, yep, Jean Claude Van Damme. Strange world isn't it?

Cammy is a bit of all right we reckon. But who could play her on the big screen?



Well, it's going to be Kylie Minogue, who actually looks pretty lovely here

CES SPECIAL REPORT

The biggest single event in the videogames calendar is over. The Chicago Consumer Electronics Show has drawn to a close, and this year it was better than ever. The very best part, however, is that MEGA is the first to get its hands on all the latest news. We'll be doing a follow-up report next month, but over the next two pages are some of the highlights of the show. Oh, and if you take a look just to the right, you'll see exclusive first shots of the new software for the Mega Drive 32, which we were able to cram into Neil West's US report.

ECCO 2

It would be nice to be able to tell you something about the follow-up to the brilliant *Ecco The Dolphin*, but we don't know anything about it. We can guess though, that it's more of the same non-violent water-based mammalian action as before. Good news for Andy Dyer (who loved the original) but bad news for Paul Mellerick (who hated the original and always gets a craving to eat dolphin burgers every time the game is mentioned).

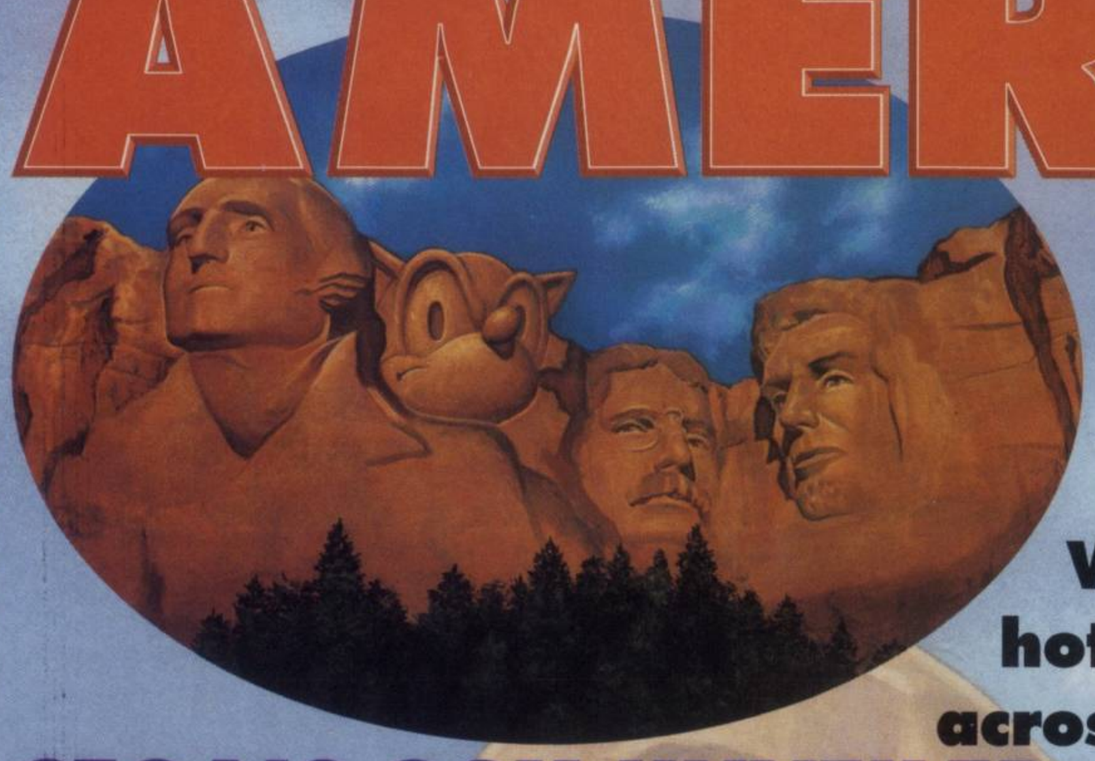
Hooray for games with no violence in them. Save the whale and all that

DEMOLITION MAN CD

Virgin are maintaining their profile, with a whole heap of big name games on the way. As well as *The Lion King*, we can also expect some platform shooting thrills from *Demolition Man* on the Mega CD. The screenshots look slightly reminiscent of the *Alien 3* visuals (dark and dingy) so whether or not the sense of humour of the film will make it to the game remains to be seen.

***Demolition Man*. The visuals are a bit like those in *Alien 3* (we reckon)**

AMERICA



In the first of a brand new series of exclusive US news reports, Neil West brings you the hottest stories from across the pond...

SEGA'S 32X UNVEILED

OK, there'll be more on the 32X next month, but for the moment here's the lowdown on which games Sega have officially announced are in development. Now these are just Sega's own games – remember, we can also look forward to announcements from Virgin, EA, Acclaim, etc. over the coming weeks...

- **DOOM**
(The classic PC 3D shoot-'em-up.)
- **VIRTUA RACING DELUXE**
(A faster, more graphically sophisticated and – yes! – cheaper version of the arcade classic.)
- **SUPER MOTO CROSS**
(Get on your bikes and ride!)
- **STAR WARS ARCADE**
(A damn slick version of the up 'n' coming Sega coin-op.)
- **36 GREAT HOLES**
(A golf-lovers dream, in which you can design your own dream course from 36 of the best holes in the world.)
- **SPACE HARRIER**
(The entire coin-op in a cart, apparently.)
- **AFTERBURNER**
(As with *Space Harrier*, the entire enchilada.)
- **TEMPO**
(A game starring a grasshopper. Well, who would have guessed a blue hedgehog would have worked?)
- **STELLAR ASSAULT**
(A 3D space shoot-'em-up.)
- **CYBER BRAWL**
(A 3D beat-'em-up.)
- **FARENHEIT**
(A game that was simply born to be a Backdraft licence, but, er, for some reason wasn't.)
- **MIDNIGHT RAIDERS**
(Take the controls of an AH-64 Attack Chopper.)

Right: Somehow, Sega have bypassed the Mega Drive's video output so that the MD32 can display far more colours

The Mega Drive 32. A bit like a mushroom, but very powerful

Right: *Doom* on the PC is one of the best games the MEGA team has ever played. Good job it'll be on MD32 then, eh? EH?

Right: *Ecco* on the MD32 should be very special. After all, the Mega Drive version was stunning

Left: Sega's *Star Wars* coin-op still hasn't hit the arcades. But by Christmas, we'll be able to play it in our homes. Blimey!

Left: We don't know anything about it yet, but here's a shot from the stunning new *Shadow Of Atlantis*. Gorgeous isn't it?

N TALES

YET MORE VIOLENCE ON ITS WAY

It seems the massively successful *Doom* on PC has spawned a whole host of clones. *Doom* will appear on the Mega Drive 32 (eyes left) and in this very issue we've covered three other clones; *Bloodshot, Zero Tolerance* and now *Time Slip* (pictured above). Unlike *Bloodshot* and *Zero Tolerance, Time Slip* is a CD product and so it has the potential to be even more graphically stunning (due to the sprite manipulation capabilities of the Mega CD).

After the "limited" success of *Jurassic Park* last year, Sega are looking to take another stab at getting it right with *Jurassic Park: Rampage Edition.* Better graphics, better control and a whole new set of levels. Coming soon...

DYNAMITE HEADDY

An unusual game, but one that's got the gossips of the US industry spreading rumours of great things to come. It's a Sega game in which players get to play a hero with removable-head problems. What follows is a fast-paced platform adventure in which Headdy can swap heads whenever a new situation requires a new power or ability. Very strange.

How very, very, very, very, very, very, very, very, very, very, er, cute

TAZ IN ESCAPE FROM MARS

Taz is 40 years old, so to celebrate, Sega are releasing a follow-up to their original, and rather amusing, platformer. In this, the second Taz game on the Mega Drive, expect cameo appearances from Road Runner, Wile E Coyote, Speedy Gonzales, Marvin the Martian and Yosemite Sam. Taz also has some new moves up his sleeve; he can ricochet off walls, tunnel downwards and spin up ramps. The game will go on sale in America in September, and hopefully a UK release will follow shortly thereafter.

If we could spell Taz's catchphrase, we would. Sadly, you'll just have to be satisfied with a RRAASSP!

MEGA MAN FROM CAPCOM

There have been rumours flying for months, but at last it's official. Capcom are bringing *Mega Man*, their HUGE Nintendo hero, to the Mega Drive in a game featuring three – three! – whole games. Smart.

DISCWORLD

Terry Pratchett's humorous fantasy novels have become somewhat legendary amongst connoisseurs of this type of fiction, and, luckily for us, his most popular series, Discworld, will be making it to our Mega Drives very soon indeed. Little more is known at the moment, but there's certain to be an unfeasible amount of hilarity contained within the game.

Terry Pratchett's hilarious fantasy novels finally make it on to your Mega Drive

LINKS CD

We almost had this in for preview this month, but alas, the game didn't arrive in time (or at all for that matter). Fortunately, however, we picked up this screenshot from the show and, as you can see, this Sega version of the brilliant PC game is looking very special indeed. A high level of realism has been achieved using digitised pictures of all the courses and if the gameplay is anywhere near as good as the PC version, then EA's PGA games will have something to worry about.

Golf games don't come any more realistic than this. *Links* is a winner

NOVASTORM

Developed using Silicon Graphics workstations, *Novastorm* will soon be unveiled by Psygnosis. It's a shoot-'em-up which is rumoured to be every bit as playable as it is beautiful. Should be great.

Novastorm. A good-looking game with playability too? We'll see

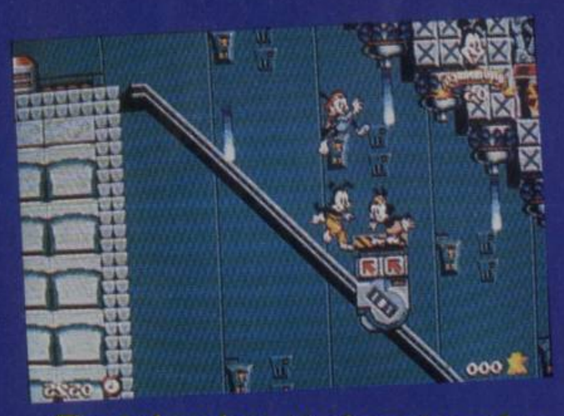
THE PUNISHER

Marvel Comics' intimidating-looking hero is about to come to Mega Drives across the globe, courtesy of Capcom. Obviously we can expect some sort of scrolling beat-'em-up, but bearing in mind that Capcom produced the greatest series of beat-'em-ups of all time (the *Street Fighter* series as if you hadn't guessed) then they're probably the best qualified for the job. Comic book fans watch this space.

The Punisher. Fighting crime by looking a little bit too stern

SPIELBERG'S CATS JOIN KONAMI

Steven Spielberg's superb cartoon cats, The Animaniacs, are to appear in a new game from Konami, due out in December. The cartoon series often parodied popular films, and the game will run along similar lines with the emphasis of the gameplay being on puzzle-solving. It should be a corker!



The Animaniacs. Manic cartoon fun

Let's hope the Mega Drive game...

... is as good as the brilliant TV series, eh? Cor, not 'alf and so on

TOKYO

MEGA's new Japanese correspondent, Nicolas Di Constanzo, reports direct from this year's Tokyo Toy Show, where all the latest videogame developments are showcased...

CONTRA: THE HARDCORE

Konami presented this new shooting game for the Mega Drive (which we announced last issue). After arcade, Famicom (Nintendo NES) and Super Famicom (Super NES) versions, there will at last be a Mega Drive version. You can choose your character from a selection of four: Lei (the bloke), Blade (a mutant wolf), Shina (a girlie) and Browny (a robot). Your mission is very simple; you have to protect the Earth against an alien invasion. But it is not only a shooting game; each time you clear a stage, a mini adventure game unfolds in which you have to answer questions to progress. According to your answers, the next stage will be decided or the game will prematurely end. So, you basically get to play the stage you merit.

As with most Konami games, the graphics are of a very high quality. And, to be honest, in gameplay terms this will probably be one of the best shooters ever

Nintendo's *Contra* was stunning. A Mega Drive version is very good news

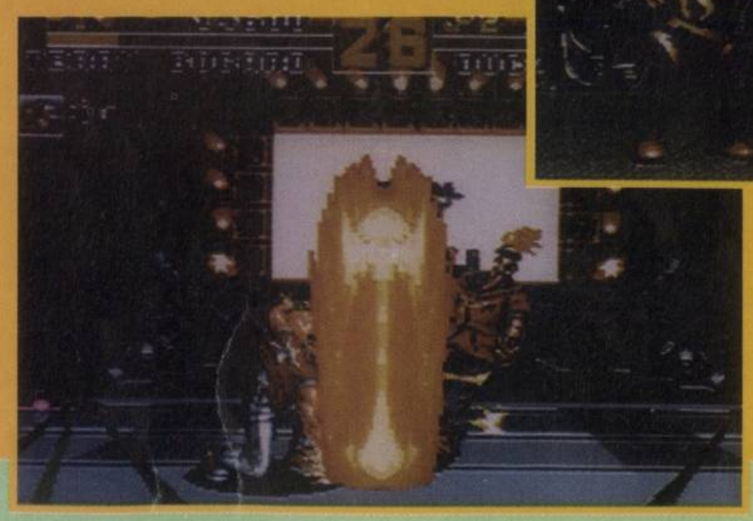
SANYO 3DO

After the American CES in January, the Sanyo 3DO has finally been presented in Japan. However, the only advantage the machine has over its Panasonic counterpart is that it's a lot sleeker. In Japan, the number of 3DO machines now sold is around 40,000 (around 100,000 have been sold worldwide). But while the Japanese have embraced the new technology more eagerly than the rest of the world, these figures are still very low when you consider that there are millions of Mega Drive and SNES owners in the UK alone.

GAROU DENSETSU 2

This game is a powered-up version of the previous game (which we know nothing about anyway). In this follow-up, you'll be able to control the speed of the game from three different settings. This means that even if you're a good player, the fastest speed settings will make things very difficult. Also, there will be a survival mode, in which you'll need to decide a strategy before fighting team against team.

Right: We know next to nothing about this, but hey, let's enjoy the screenshots anyway. Here's a big fat bloke and a weedy opponent

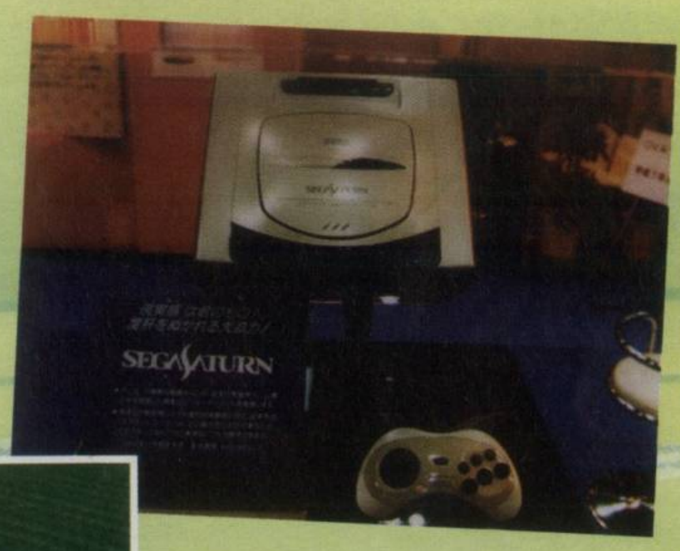


Left: And here's a huge fiery explosion of orange. All jolly interesting if you like that sort of thing

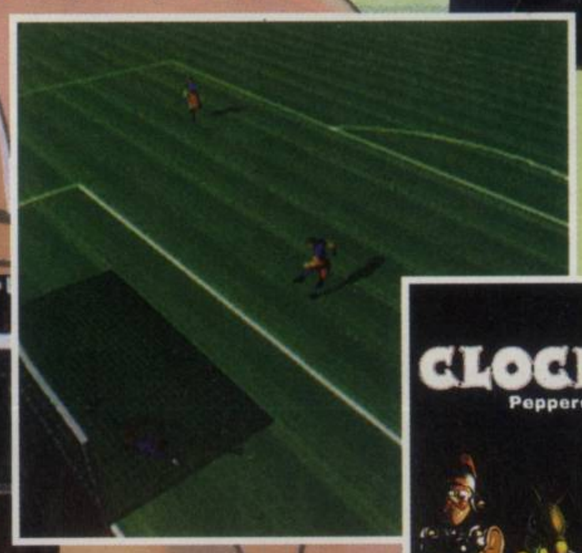
EXPRESS

SATURN: FIRST PUBLIC APPEARANCE OR MIRAGE?

The Saturn hardware was finally unveiled. Draft versions of *Virtua Fighters*, *Daytona USA* and *Clockwork Knight* were also showcased. But were they really running on Saturn? We were able to see only the joypad, and the development has been done on Silicon Graphics Workstations. Several unfinished games were shown. *Clockwork Knight* is an action adventure game in which you play a small knight who has to rescue his girlfriend, and *Panzer Dragon* is a 3D shooting game in which you ride on the back of a huge dragon. The mock-up casing of the actual machine was shown behind a glass panel, but when will the real thing be available? We'll keep you posted.



Above: The gorgeous Saturn hardware. Still being kept behind glass though, which is a shame



Right: This new soccer game uses the same technology as *Virtua Fighters*

Left: Saturn *Shinobi* made an appearance
Right: A brilliant rendered platformer

CPS POLICE

Capcom are thinking about releasing a new fighting accessory. The new Capcom product is a kind of harness (smaller than a parachute and bigger than a wallet) that you fix to your back. The harness will emit some vibration in response to the game's soundtrack. Each time you are hit you will feel the vibration of the attack. However, Capcom have not yet decided when they will release it or how much it will cost.

This device vibrates on your back as you play games. Utterly useless

SATURN AGAINST PLAYSTATION

Among the new generation machines, the Saturn and the Sony Playstation are the favouritres. Sony and Sega openly began a "third parties" competition. Each month they both announce the number of third party developers who have signed up to develop for them. The winner of the competition will be the company that has the largest number of developers. The latest score is:
Playstation – 164 third parties (10 May)
Saturn – 178 third parties (2 June)

The Sony Playstation. An amazing machine, but currently lagging behind in the race to sign up developers. The current leader? Saturn of course!

HOW'S THE 1994 JAPANESE MARKET SHAPING UP?

Figures as at 20 March, 1994 (from the release of each machine up until now).

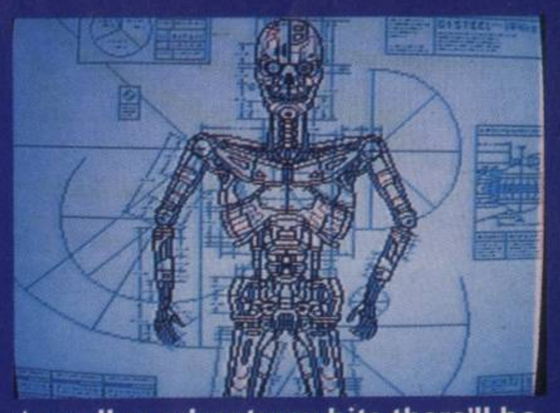
Nintendo appear to be the big leaders, which has always been the case in Japan, but Sega and Nintendo, with their Saturn and Project Reality machines, are now engaging in a new fight. The battle continues, and goodness only knows who the victor will be!

Famicom	18,600,000 units
Super Famicom	11,820,000 units
Mega Drive	3,450,000 units
Mega CD	380,000 units
Neo Geo	300,000 units
Pioneer	42,000 units
3DO	40,000 units
Game Boy	10,020,000 units
Game Gear	1,250,000 units

A BREATH OF FRESH AIR?

A new game called *Snatcher* for the Mega CD is being released here in November, courtesy of Konami. It will, according to the press release, have "beautiful graphics, a great intro sequence, fab music, a weird Jap storyline and is more playable than a truck full of playable things!". Apparently, it will satisfy the needs of those people who are fed up with CD games being all graphics and no gameplay. It's basically a futuristic text- and graphics-based adventure and, as well as being a thinker's game, will also contain sections which are compatible with the Justifier gun.

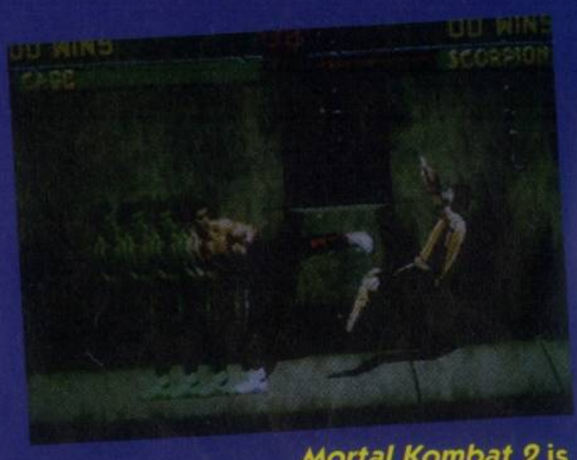
Snatcher promises to appeal to those people who like a bit of gameplay with their graphics



As well as adventurey bits there'll be action sections, in which you can use the Justifier light gun

MORTAL KOMBAT 2

We still haven't been able to get hold of a review copy of this game yet, but the rumblings around the industry are still suggesting that it'll be something very special indeed, and a practically perfect conversion of the brilliant coin-op. Here's a screenshot to get you going until we bring you more detailed news next issue.



***Mortal Kombat 2* is apparently shaping up to be a bit of a *Super Street Fighter 2* beater**

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MEGA FOCUS

CANNON

There are going to be some very big Mega Drive games coming out this Christmas, one of the biggest being *Cannon Fodder* from Virgin. Paul Mellerick finds out how it's shaping up

Now that's what I call an explosion; nice and gloopy and orange and everything

Having waited a good six months to see if *Cannon Fodder* was actually going to appear on the Mega Drive, I suddenly found myself travelling all the way to sunny Ludlow (somewhere nowhere near Birmingham) to have a look at, and a play with, what looks set to be one amazing game. But just what is *Cannon Fodder* all about? And what made it such a good game in the first place?

YOU SENSIBLE GUYS

The original Amiga version was programmed by those wacky funsters at Sensible Software (the guys responsible for *Sensible Soccer* and *Mega-Lo-Mania*) and because of the similarities between the Mega Drive and Amiga in terms of programming language (they both use the Motorola 68000 processor) there are only a few problems in porting over the original Amiga game. And that's where a company called PanelComp comes in.

Nice bridge that, and look, there are some fluffy sheep as well

Hold on a minute though, what does that sheep think it's doing?

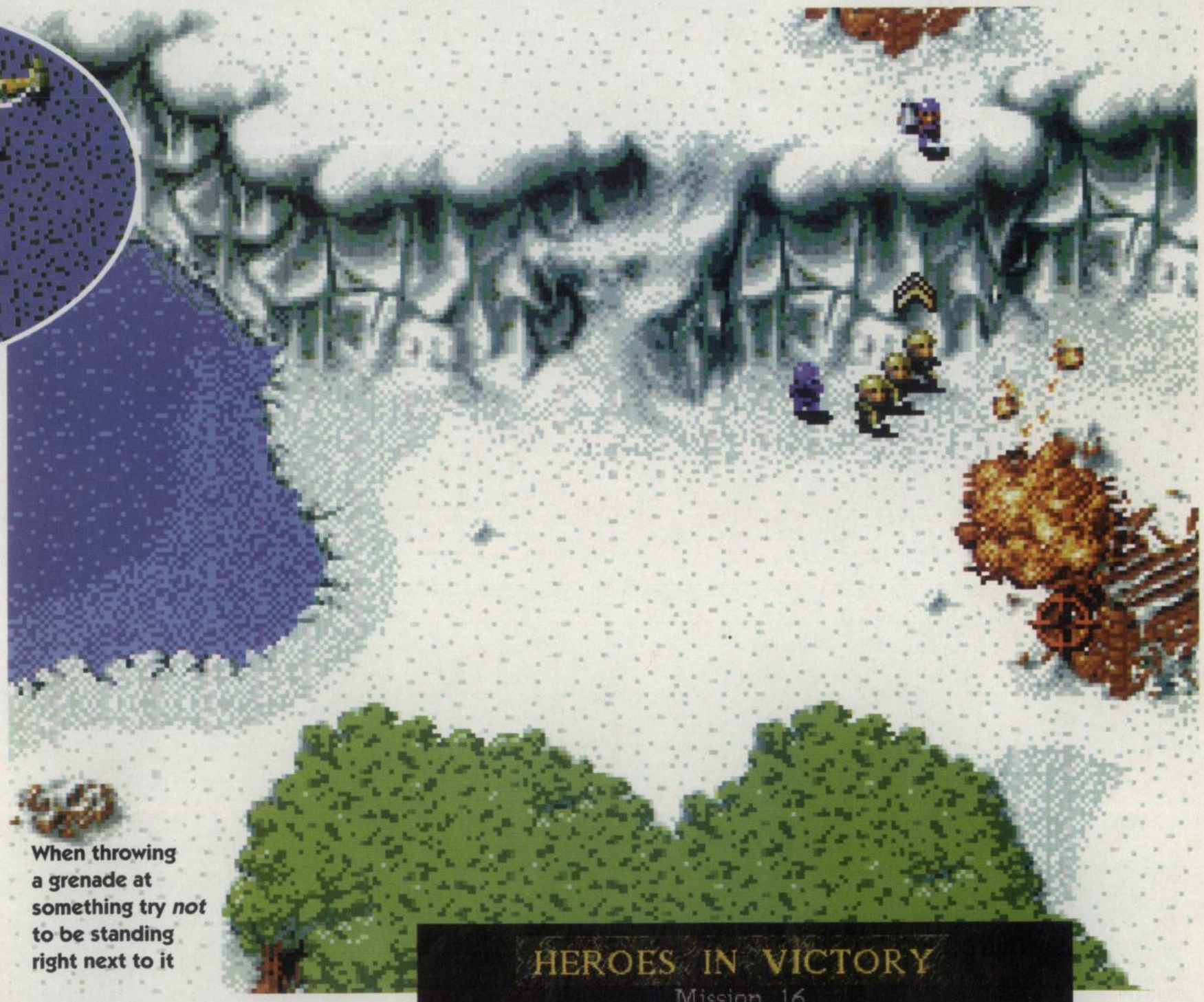
AARGH! Quick lads, run like the clappers, it's a kamikaze sheep

N FODDER

If you're bored of walking around the place, get in a helicopter

With a couple of Mega Drive games already under their belts (*Two Tribes: Populous 2* and *MiG-29*), PanelComp obviously know their stuff. In this case, however, it's just a simple process of altering the original Amiga code, changing the colour palettes, debugging the game and then adding some sound and stuff. In the end, they hope to achieve an exact copy of the Amiga game, but with the addition of all the bells and whistles of which the Mega Drive is capable.

But what's the actual game like? Well, imagine a game on the same scale as *Sensible Soccer* (the main sprites and stuff), mix that with the gameplay elements of *Jungle Strike, Syndicate* and *The Chaos Engine,* and you're halfway there. It's ▸▸▸



When throwing a grenade at something try *not* to be standing right next to it

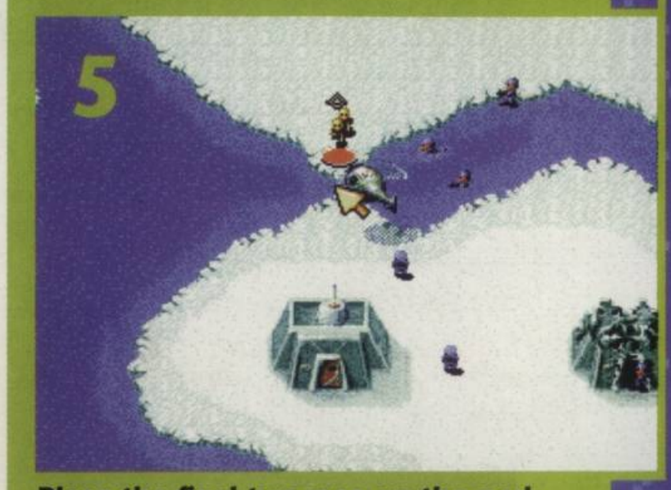
A SELECTION OF SPRITES

These in-game sprites will give you some idea of the sort of work which PanelComp are doing at the moment. Check out those lovely explosions...

Complete a mission and your soldiers will get promoted through the ranks

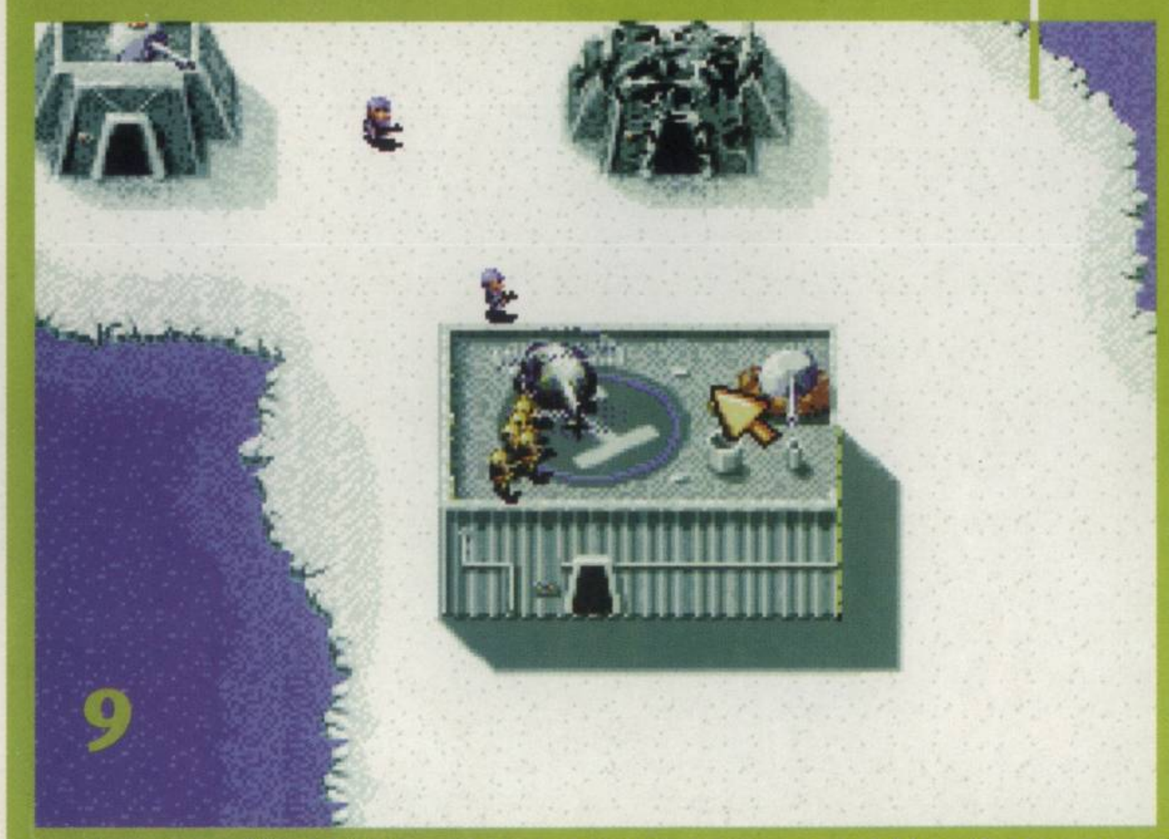
MISSION STEP-THROUGH

Right, we've talked about the game, shown you loads of screenshots and sprites and even warned you about the exploding sheep. But what's left? Well, how about a quick run-through of one of the 72 levels, to show you how simple, and yet tricky, the game gets? Yep, we thought it was a good idea too, so let's do it. Simply look at the screenshots in order (they're numbered from 1 to 11), read the captions, check out the map and then when the game comes out in November you'll already know how to do one of the levels. Smart.



Place the final two men on the pad, and then get into the helicopter

This is your starting point. Come on in guys, the water is lovely



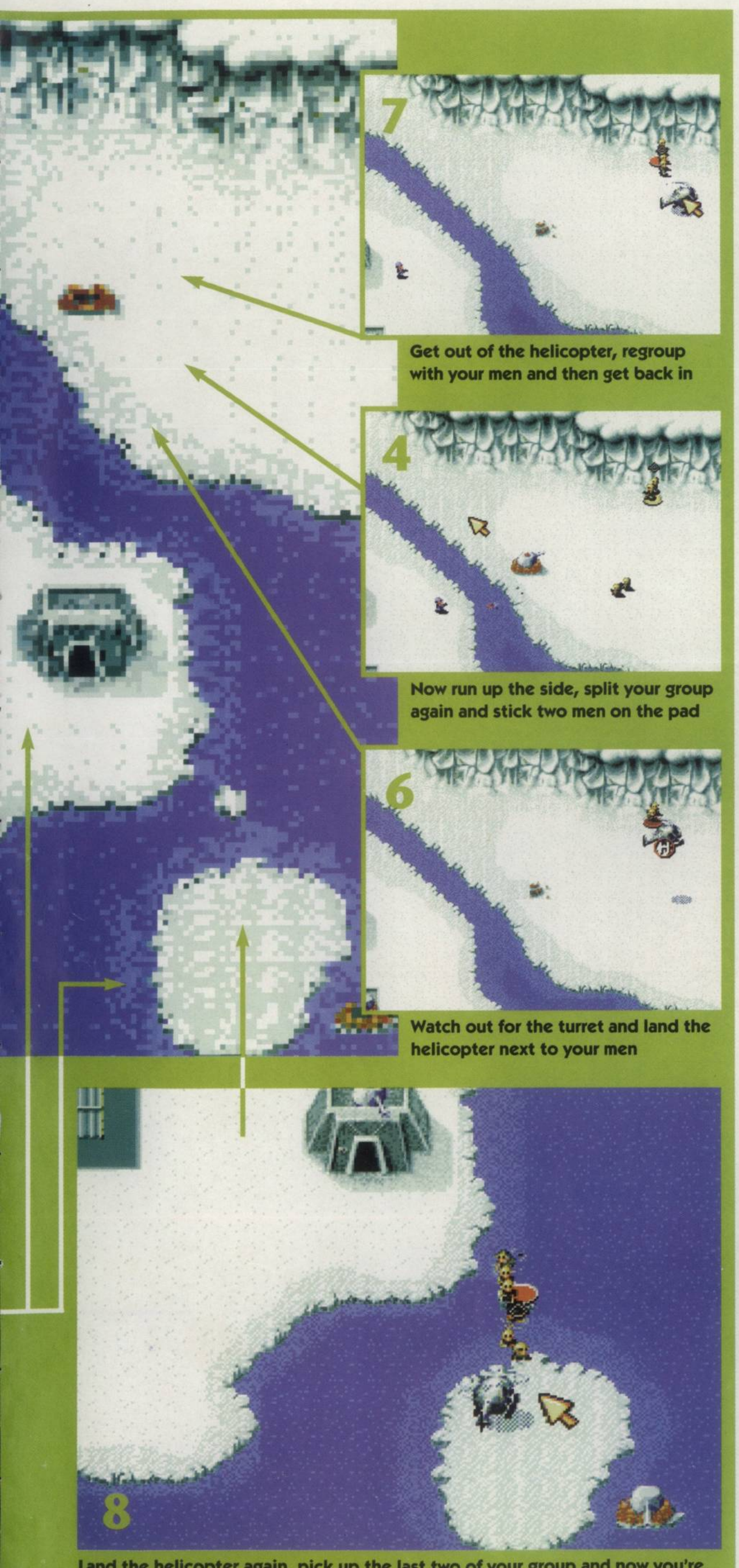
Land on top of the building and get out. Now move your soldiers into the gun turret and then just spin around inside it, blowing everything up

And then, when everything has been blown up, it's on to the next mission

Yep, it's time to watch those fab and groovy explosions again

Then take two of your soldiers and stick them on the pad

Take out this helicopter so it won't cause you any problems



Tanks are very useful vehicles; not only do they drive over or around most things, they also pack some very useful, and destructive, weapons. KA-BOOM!

basically an overhead 3D-ish shoot-'em-up, with some funny bits thrown in.

The idea itself is pretty simple. There are 24 missions, split into 72 phases, which you must complete in order to finish the game. Each phase is very detailed in its brief, but you've got only a limited number of soldiers with which to finish each phase. If all the soldiers die on a phase, you have failed and will have to start the phases all over again. Collectively you've got 350 soldiers, and once one of them dies in battle, he's out of the game for good. You might think that this isn't such a bad thing (after all, 350 is a lot of soldiers, right?), but as you progress through phases and missions, the soldiers get promoted and become better at their jobs. You'll soon realise that losing a squad of high-ranking soldiers halfway through the game isn't a good idea.

You'll marvel at the way in which some of the levels work

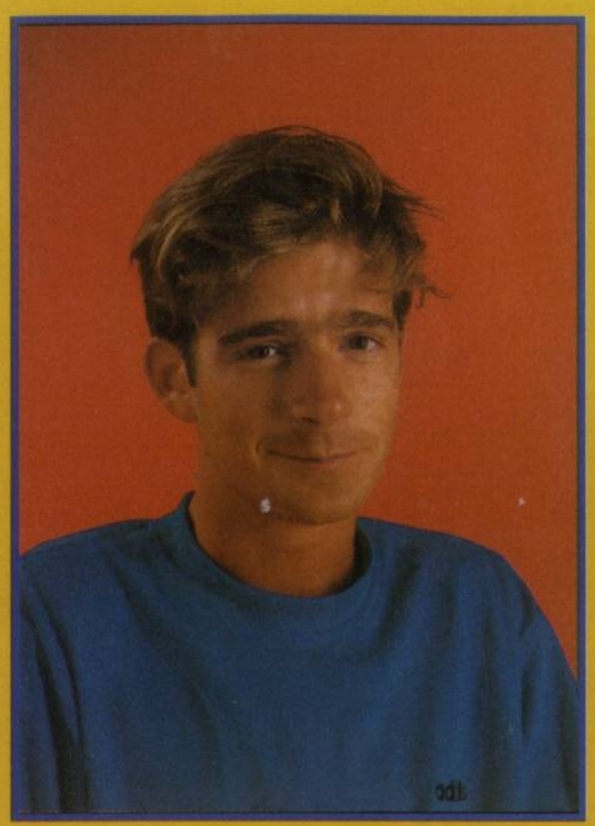
SPLIT MISSIONS

And don't think you won't lose any lives in this game either, because this is going to be one toughie to complete. Even though you will be able to save your position in the game after every mission, with 72 separate phases and some tricky level designs it's going to be a tough task.

Each level varies in size, from absolutely enormous to, ahem, well, very small (the first mission is only a couple of screens long), but you can access a map of each level at the start of the phase to give you a brief idea of what to expect. If you do look at this map, you'll be amazed at the way in which some of the levels work. They don't just scroll vertically or horizontally, they go all over the place. And with all sorts of weapons, vehicles and even the tactical ability of being able to split your squad into two or three different groups, the game is always coming up with a new challenge. Oh, and don't forget that while you're trying to get your head around all that, there are plenty of enemy soldiers, tanks and helicopters lining up to shoot you. Yeah, and watch out for the exploding sheep as well!

GET YOUR NAME IN THIS MEGA DRIVE GAME!

Eh? What? Yep, you heard right, this is the once-in-a-lifetime chance to achieve immortality through a console game. Confused? Then let me explain. In the game of *Cannon Fodder* you can control a group of 350 soldiers. Each of these soldiers has a name, and if you enter this competition, one of the characters could be named after you. Now this could be your nickname, your surname, your first name or even something you made up on the spot. Simply send in your name (or the name you would like to appear in the game) along with your address on the back of a postcard, and we'll pick ten cards out of the hat. Send your entries to: "I'm famous me, I've got my name in a game" Compo, MEGA, 30 Monmouth Street, Bath, BA1 2BW and make sure they get here by August 30.



If it's tips you want, Will Groves is about to offer you the tippiest time ever. You see, as well as bringing you all the *latest* cheats, he brings you more than 200 *classics* in our TIPS LIST. That's right, they're now all in one scrummy section...

JURASSIC PARK

Enter your password as **NYUKNYUK** and you'll get a message. Start the game by pressing button **A** and you should find that you can restore all your energy by pressing **A** and get a new life by pressing **B**.
Thomas "Blue Moon" Parish, Warrington

It's typical. There you are, climbing hand over hand on a steel cable, and a venom-spitting dinosaur turns up

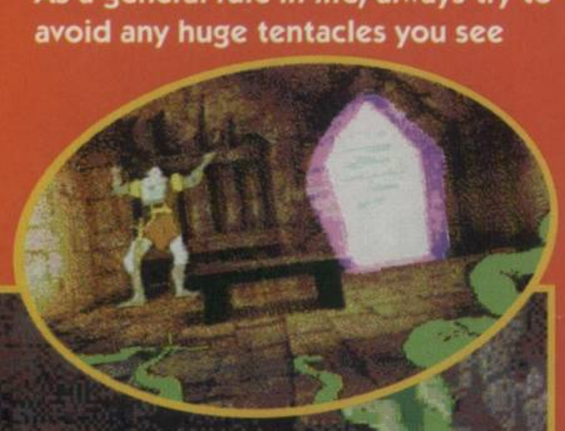
MEGA MEDIC

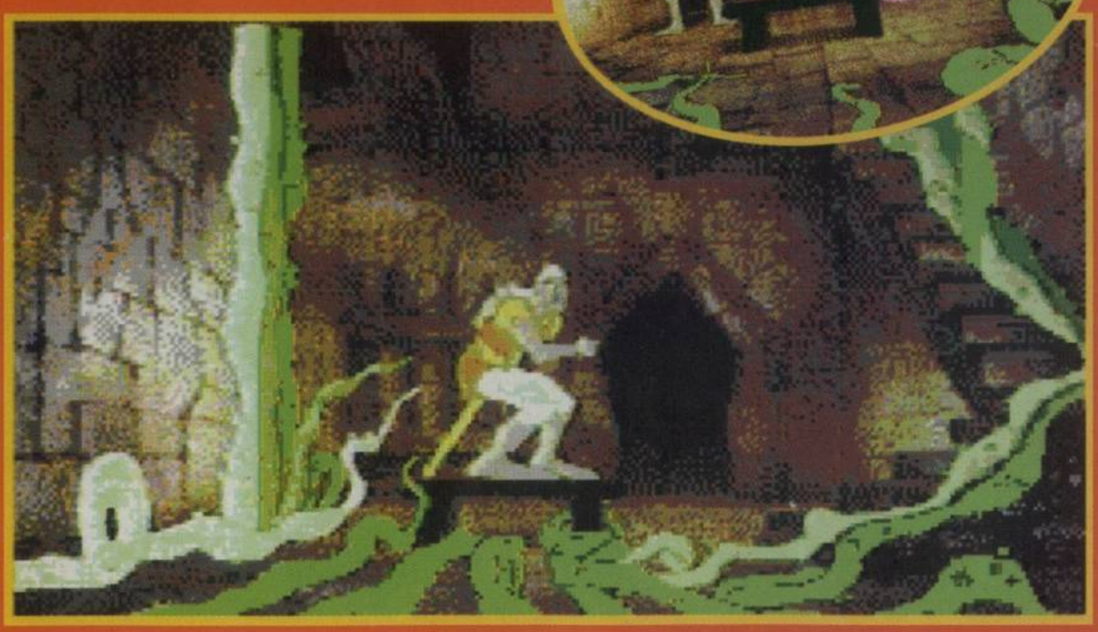
DRAGON'S LAIR

Dear MEGA MEDIC,
I got *Dragon's Lair* as a present (well I wouldn't buy it , would I?), but I can't get past the room where the tentacle comes through the roof. What am I doing wrong? Whichever way I try to jump I can't avoid the bloody thing.
Mark Ainstley, Lancs.

Dear Mark,
Actually, Mark, you shouldn't be trying to avoid it at all. When it appears press sword and then start avoiding his friends. Go ⬆, ➡, ⬇, ⬅ and ⬆ to get out of the room. It really is as simple as that, so just relax and give it another go.

As a general rule in life, always try to avoid any huge tentacles you see





A nice bit of table surfing from the youngster. Smashing stuff

MEGA-LO-MANIA

To increase the number of men under your control in *Mega-Lo-Mania* return quickly to the tower just after you have placed your men on the island and transfer them back into the man pool before the screen changes. You have to be a bit quick, mind.
Chris Ashworth, Manchester

ZOOL

For an extra life pause the game and keep **START** pressed down. Now press ⬇, ⬆, ⬅, ⬅, **A**, ➡ and ⬇. For 240 energy units and 999 time ones pause and, again keeping **START** down, press ➡, **A**, ⬇, **A**, ➡, **B**, ⬅, ⬆, ➡.

There you are, that should keep you happy for a while.

More soul surfing, this time from the young thingy. Good to see

POPULOUS 2

The list of passwords below will give you access to some of this massive game's more interesting and challenging levels.

WORLD NUMBER	CODE
51	TTADAT
105	UXUBAC
154	UXMNAC
201	AMJIAG
252	INFEAD
300	MEAGAB
352	LDAM
402	TUWOAL
455	AGLLAD
502	IIHOAT
555	UNVE
601	TIMEAC
700	IWCCAK
751	UHOWUB
801	MOACAK
852	NGTT
916	NGEGAD
955	LYOOAK
995	HOEM
999	WOITAB

John Hichens, Bangor

Maradona, the stumpy cheat, relaxing in his comfortable townhouse

ROBOCOP VS TERMINATOR

It's back. Again. We just can't keep this game out of MEGA PLAY. This time we've got three secret rooms for you.

SECRET OFFICE, MISSION TWO

When you fall from the second bar go left and when you reach the wall jump diagonally left to jump into the wall. Now press ⬆ and you should be in the secret office, where you'll find two lives and a rondom power up.

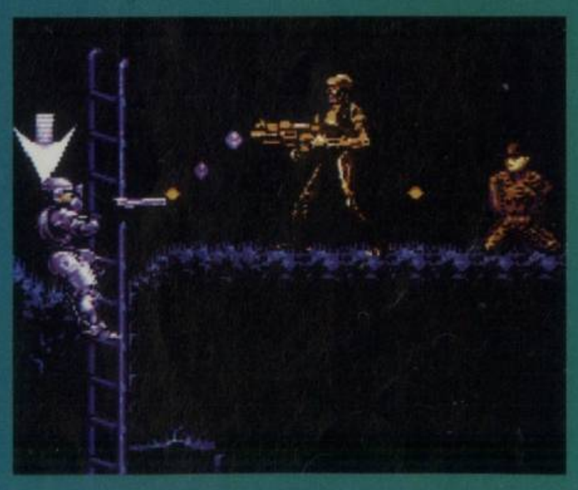
SECRET STREET AND OFFICE LEVELS, MISSION FIVE

As soon as you start, move slightly to the right and jump on to the chairs to get to the bar. Now go left and you'll go through the wall. Kill everything and enter the door. Kill everything else and walk to the far left and behind the wall. Now press ⬆ and you will enter another door and find yourself in the secret street level which contains three random power ups and an extra life.

SECRET REMOTE BASE, MISSION SEVEN

After you've descended the fourth ladder, walk left until you hit the wall. Now jump up and left to go through the wall, continue left, climb the ladder and go straight through the door. You are now in the base.

I. Forgot my name and address



And here we have more exciting ladder/platform conjunctions

MEGA TIPS LIST

AFTER BURNER 2
- On the intro screen hold down **A**, **B**, **C** and **START**. When the carrier appears, select your start level with ⬅ and ➡.
- When pressing the speed-up button, wait until you reach max speed then double tap the speed-up button for an extra burst.
- For 100 missiles press ⬅ and **B** on stage 3, ➡ and **B** on stage 5, **B** on stage 9 and ➡ and **B** on stage 11.
- For 100 missiles press ⬅ and **B** on stage 13, ➡ and **B** on stage 16, **B** on stage 19 and ➡ and **B** on stage 21.

ALADDIN
- Pause, press **A**, **B**, **B**, **A**, **A**, **B**, **B**, **A**, and you can skip any level.
- On the title screen press ⬇, **A**, **C**, **A**, **C**, **A**, **C**, **A**, **C**, **B**, **B**, **B** then **B** and Dave Perry's digitised face will appear. Then an options screen will appear.

ALIEN 3
- Using pad one, enter the options screen. On pad two, press **C**, ⬆, ➡, ⬇, ⬅, **A**, ➡ and ⬇. Listen for the sound, then start the game as normal and pause. On pad one press **START** to pause and then **C**, **A** and **B**. The screen should go green. Unpause and you'll skip the level.

BART VS THE SPACE MUTANTS
- At the end of the level, stand under the last window of the retirement home and use the whistle to get more money.
- To get your hands on Moe, you have to stand on the stool, put your coin in the phone box and then do the following. Press ⬅ and **C** together, and Bart will skid off. Touch only button **C**, but keep ⬅ pressed until you pass the door. Stop, press ➡ to turn towards the door, and wait for Moe to come out, then spray him.

BATMAN
- On level three, get the extra life from the first chimney. Continue upwards then return. Repeat nine times for nine lives.

BATMAN RETURNS (CD)
- On the options screen highlight Game Type. Move it to Driving and hold the pad ⬅ and press the **B** button. Move the pad down to Difficulty, hold ⬅ and press the **B** button. Do this down to option 7. Once you reach the last option, repeat the procedure all the way back up to the Game Type option. You will hear a ring. Now change any option you want. To skip levels, pause and press button **C**.

BATMAN: REVENGE OF THE JOKER
- Enter the number 5257 on the password screen. A row of mushroom things will appear. 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.

BIO-HAZARD BATTLE
- Here is a level select. Wait until the Sega logo appears and then press and hold button **C**. Now, with **C** held down, press the following on the joypad: ⬆, ⬈, ➡, ⬊, ⬇, ⬋, ⬅, ⬉ and ⬆. Then press **START**.

BLACK HOLE ASSAULT
- For a hidden game, enter your name as AZY. Choose Operation BHA. Highlight and then enter AZY. Now you can play a game of pong called Black Ball The Assault.
- To kill someone instantly, enter your name as BIGNET. Play the game, but if you're losing, press **START** on the second pad and your opponent will fall over.
- For invincibility, do the same as above but your name is MUTEKI.

BULLS VS LAKERS
- Use the following password and the codes below and you can choose which team you want to play as and which team you want to oppose. Enter (opposition code), (your team code), then OGPBBB.

OPPOSITION:
Eastern: B – Bucks, C – Bulls, D – Celtics, F – Pistons, P – 76ers, R – Hawks, 9 – Pacers, M – Seattle
Western: V – Golden State, W – Blazers, X – Lakers, Y – Spurs, I – Houston, 3 – Phoenix, 9 – Utah Jazz
YOUR TEAM:
Eastern: D – Bucks, X – Bulls, N – Celtics, S – Pistons, 8 – 76ers, 4 – Hawks, J – Knicks, 0 – Pacers
Western: 6 – Golden State, B – Blazers, L – Lakers, G – Spurs, Z – Phoenix, V – Utah Jazz, 2 – Houston, Q – Seattle

CASTLE OF ILLUSION
- When you have finished a level, press **START** while your score's being added, for extra lives.
- Kill the tree-trunk boss by waiting to the left of the screen and firing apples at him when he's a tree trunk.

CASTLEVANIA
- Use the usual ⬆, ⬆, ⬇, ⬇, ⬅, ➡, **B** and **A** on the title screen to gain access to a level select, while at the same time gaining 30 lives and switching the collision detection off.

CHAKAN
- Select practice mode and start the game. Above the air portal you'll 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. You'll have completed the first 12 levels.

CHUCK ROCK
- While the band plays, press ABRACADABRA and the guitarist will smile. Also, press **A**, **B** and **C** together, start the game and then press ⬆ while holding **A** to advance a level.

CHUCK ROCK 2: SON OF CHUCK
- Pause the game, and press **B**, **A**, ➡, **A**, **C**, ⬆, ⬇ then **A** and unpause the game. Now pause it again, and press **A** and ➡ to go up a level, or press **A** and ⬆ to skip the entire zone.

CHUCK ROCK CD
- Level 2: GJFKFN, Level 3: PDPKKN, Level 4: JWNTXF, Level 5: TSFNVP

COBRA COMMAND
- Here's a level select. Start on the title screen so that the Game Start and Config Modes options appear. Now press ⬆, ⬅, ➡, ➡ and ⬆. 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 ⬅or ➡ to move through the numbers. Press **START** while playing a level and you complete it.

COLUMNS
- Build a column of blocks on one side of the screen. Position a magic block so that only two of the three blocks fit on the screen. The third block will fall separately.

COOL SPOT
- Go to the options screen and press **A**, **A**, **B**, **B**, **C**, **C**, **C**, **B**, **B**, **A**, **A**, **A**, **A**, **B**, **B**, **C** then **C**. A digitised image of David Perry will appear, followed by a programmer's cheat screen that enables you to choose infinite lives etc.

CORPORATION
- The most important weapon is the bomb, but don't use it until you're in prison.
- If thrown in prison, check your pockets...
- Don't buy a lock-pick, simply find one.
- Go to the music demo bit and play the music for level six. Now press **A**, **C**, **A** and **B**. Go back to the title screen and start the game. When the level screen comes up, hold **B** and press ⬆ to choose your level.

CYBORG JUSTICE
- For a secret options screen press **C**, **B**, **B**, **C**, **C**, **A**, **C** and **B** when playing Arcade mode.

DEADLY MOVES
- Here are some character codes:
Warren – XXI E4T2 0ZY, Vagnad – WBY MFDI HOZ, Li Yong – WBY E42Q UZI, Baraki – HB1 Y9JK D4W, Bu-oh – HB8 MFO6 NNN, Gaoluon – HY6 Z9J3 W47.

DECAP ATTACK
- Land on top of a bouncy pole. If the red segments turn white, your life is replenished.

DESERT STRIKE
- Here are some codes: Level 2: BQJRAEF, Level 3: TLJKOAP, Level 4: WTEOVJP.
- For ten lives instead of three enter code: BQQQAEZ.

DRAGON'S FURY
- Enter UUBV99BQRE for 73 balls and 505,705,300 points. Enter ALCLAE8ECK for 21 balls and the end-of-game sequence.
- This tip lets you get the 2,000,000 special score. Launch the ball and hold down both flippers. The ball should pop into the head.

ECCO
- Here are the codes for the levels:
The Undercaves – WEFIDNMP, The Vents – PUDPXJDK, The Lagoon – TCXSXJDT, Ridge Water – QZOMOQLE, Open Ocean – KEQKALGF, Ice Zone – FJTZCLGZ, Hard Water – TRAWCLGZ, Cold Water – IBRWXREO, Island Zone – WTCAVREH, Deep Water – UHPHVREN, Marble Sea – ELNLXREF, The Library – TSGPXREX, Deep City – TOVHXREB, City of Forever – GACTXRET, Jurassic Beach – QDZAVNLK, Pterandon Pond – BQVVAPEA, Origin Beach – GRPZAPEE, Trilobite Circle – UCJDBPEC, Dark Water – ZDCHBPEF, Deep Water – YBDIBPEG, City of Forever – YUPIGPLV, The Tube – MIBFKMLH, Welcome to the Machine – VUFBKMLC, The Last Fight – KTPMLMLM
- Enter your password as SHARKFIN and you'll start on the Lagoon level. Your breath meter has now gone and you can stay underwater for as long as you like.
- For a secret options screen pause the game with Ecco facing you (half-way through his turn), then press ➡, **B**, **C**, **B**, **C**, ⬇, **C** then ⬆.

ECCO CD
- Pause the game half-way through a turn – when Ecco is facing you – then press ➡, **B**, **C**, **B**, **C**, ⬇, **C** and ⬆. A hidden menu screen will now pop up.

EURO CLUB SOCCER
- Take your pick of the following English teams to play as in the final:
Norwich City – 373UAA4IGC (vs Rangers), Liverpool – SAHEAA6ICA (vs Celtic), Aston Villa – BEDUAA7ICA (vs Real Sociedad), Spurs – J6CUAA8IHA (vs Celtic), Arsenal – ZWNEAA9IAE (vs Bordeaux),
- Enter your password as THREE SHREDDED WHEAT, with each word on a separate line, and your player will be able to kick very hard.
- Enter your password as QUITTER and when you quit a match you won't forfeit the game – the score will remain the same.

EX-MUTANTS
- Go to options and set the music to 05 and the sound FX to 21. Highlight EXIT and then hold down **A**, **B** and **C** before pressing **START**. Shannon will say "too easy" and a cheat screen will appear.

F1 CIRCUS
- To skip training mode, select step one of training, and as the starter counts down to 0, move into reverse and drive backwards around the course for a good lap time. If you continue to clear all the round like this, six teams will try to sign you up.

F-1 GRAND PRIX
- Start the British Grand Prix in a McClaron's car: NABCTPHSNGKTIXBDDE
GMHUJOKLMTFJ HOILKL
LONVORQX LQMW

F-22 INTERCEPTOR
- Teleport to the final HQ message in the final two levels: Russian challenge – K5QGIV, Aces – MH01K1, Korean – BI0F8P, Iraqui – GTGE8V, American – 6PGE02

FATAL FURY
- To increase your continues, press and hold ⬆ on the continue screen and then press **A**, **B** and **C** together.
- On the game-selection screen, press and hold ⬅. Select your mode and you can now play as the boss Geese. Hold button **C** when selecting one player vs computer and you can select your opponent.
- On the options screen select the Time option. Press and hold **A** and press ⬅. It should move to 00 and you'll have unlimited time. On the options screen move to Point. Now press ⬅ while holding button **B** until the point goes to 0. You now need to win 99,999 matches.

FLICKY
- On the explanation screen hold **A**, **C** and ⬆. Press **START** and you can now choose your level. Take all of the chirps to the exit on two consecutive levels for an extra life.

FLINTSTONES
- Choose five lives and then press buttons **A**, **B**, **C** and **START** together. Rotate the pad clockwise. On the title screen press **START** and you won't lose a single heart. For infinite lives choose five lives and press buttons **A**, **B**, **C** and **START**. Now press ⬅ and ➡ until the title screen appears. Then press **START** and when you run out of lives, nine more will appear.
- For a level select get to the options screen and hold down button **C**. Now press ⬅, ➡, ⬇, ⬅, ➡, ⬆, ⬆, ⬇, ⬅, ➡ and ⬇. Release button **C** and press **START**.

GADGET TWINS
- For a level-select option load up the game and on the title screen (when the words "Gadget Twins" and the two planes appear) press **C**, **A**, ➡ and ⬅. Repeat this and the colours of the two planes should swap. Now choose your level.

GAIRIES
- At the start of each level, pause the game and hold down **A** and **C** then press ⬅. Unpause, and you'll be invincible.
- Start the game and pause. Hold ⬆ on the pad and press the **A** button any number of times between 1 and 14 to choose a weapon. Unpause and play.

GAUNTLET IV
- Here's a password to give Thor all the crystals needed to enter the castle, as well as over 20,000 health points and nearly every item of equipment:
YLOG: J4E97 X-TE8
68XOP WO9+W3+CXI
If you want to take out the towers, try:
Y6TDR 7GORL 94TE9
47CD5 44X6R 3+CLP
Or, if you want a powerful elf, try:
9FYWR MP7:9 9OJU-
XP+5X +KDP= -C3RH

GHOULS 'N' GHOSTS
- On the title screen press button **A** four times, then ⬆, ⬇, ⬅, ➡. When it chimes, press **B** and **START** for invincibility.
- On the title screen press **A** 16 times, then ⬆, ⬇, ⬅ then ➡. Wait for the chime, then press: ⬆, **A** and **START** to start during level two; ⬇, **A** and **START** to start on level three; ⬊, **A** and **START** to start on the final boss level; ➡, **A** and **START** to start on level five; ⬅, **A** and **START** to start during level four.
- Select number 26 on the music test, then 56 on the sound test, hold ⬈ with **A**, **B** and **C**, then press **START** to play in Japanese.

GLOBAL GLADIATORS
- As soon as the Sega logo appears, press **C**, **B**, **A** and **START** in a rhythm four times before it fades away. Now choose your starting level, the number of lives you want, and whether you want the photo freeze on.
- Start the game and as soon as you appear on the level, pause it. Now press **B**, **C**, **B**, **A**, **B**, **B**, **C**, **B**, **A** and **B**. The game will call you a cheater and then congratulate you on finishing the level. Unpause and you're on the next level.
- Pause and press **A** three times, **B** three times, **C** four times, **B** and **A**. You'll hear the word "cheater", a growl and you'll get an extra life.

ALADDIN

Have you tried the Super Bounce? No? Well, now's your chance. If you stand on a platform above a springy flagpole, walk off and press the jump button just before you hit the pole, you'll get a super spinning jump, which gives access to lots of little secret bits.

On level one directly above the trader, there's a secret room where you'll find an extra life. On level three there are a couple of otherwise inaccessible, but visible, extra lives and a gold Abu, which you won't even see without the Super Bounce.

Neil Frary, Aberdeen

Top near-perfectly-animated trouser/ankle gag, that

Literally hours of level-selecting fun, with Len the level select!

STREETS OF RAGE 3

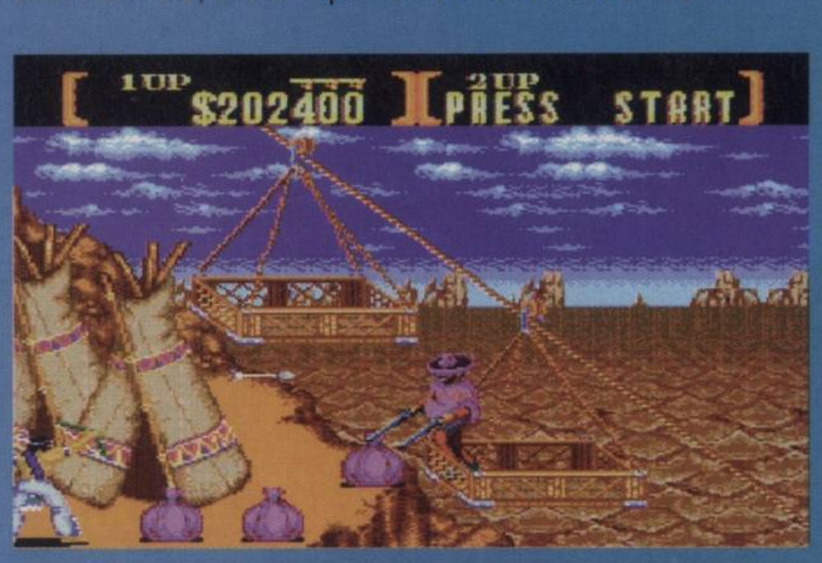
For a level select, highlight options, hold **B** and ⬆ and press **START**. You can now choose to start on any level up to level six that is.

Jamie Spong (no, that's what it says), Nottinghamshire

SUNSET RIDERS

It's not just Sonic that gets level design cheats, you know. *Sunset Riders* has one as well. To access it, play the soundtest 1.3, exit and press **START**. Use **A** and **B** to choose your player and keep them held until the game begins. If you now press **B**, your player will change into various parts of the scenery.

Richard Parkes, Stoke on Trent



It looks like a dose of hostile native/rope/ dodgy basket misery for the old stager

MUHAMMAD ALI BOXING

Enter the code 307B00C7 to fight a very odd boxer indeed.

Float like a butterfly, hit his head

CASTLEVANIA

To get an extra difficulty level press ⬆, ⬆, ⬇, ⬇, ⬅, ➡, ⬅, ➡, **B** and **A**. Now go to the options screen using the **START** button and you'll have access to a new "expert" level.

Nathan Pitman, Reading

CASTLEVANIA

Here are all the level codes for the better-than-it-looks *Castlevania*. I'd just like to thank my family and friends for all their support through this difficult time and Austin Rushworth for sending the codes in.

LEVEL 2
AXE ORB ORB AXE
AXE NONE SPEAR NONE
NONE AXE AXE SPEAR
AXE AXE ORB NONE

LEVEL 3
NONE SPEAR NONE NONE
ORB NONE SPEAR NONE
ORB SPEAR AXE NONE
AXE NONE ORB NONE

LEVEL 4
AXE AXE SPEAR ORB
AXE SPEAR SPEAR SPEAR
ORB SPEAR AXE AXE
ORB AXE SPEAR NONE

LEVEL 5
NONE SPEAR NONE SPEAR
ORB SPEAR SPEAR NONE
ORB NONE SPEAR SPEAR
AXE NONE NONE NONE

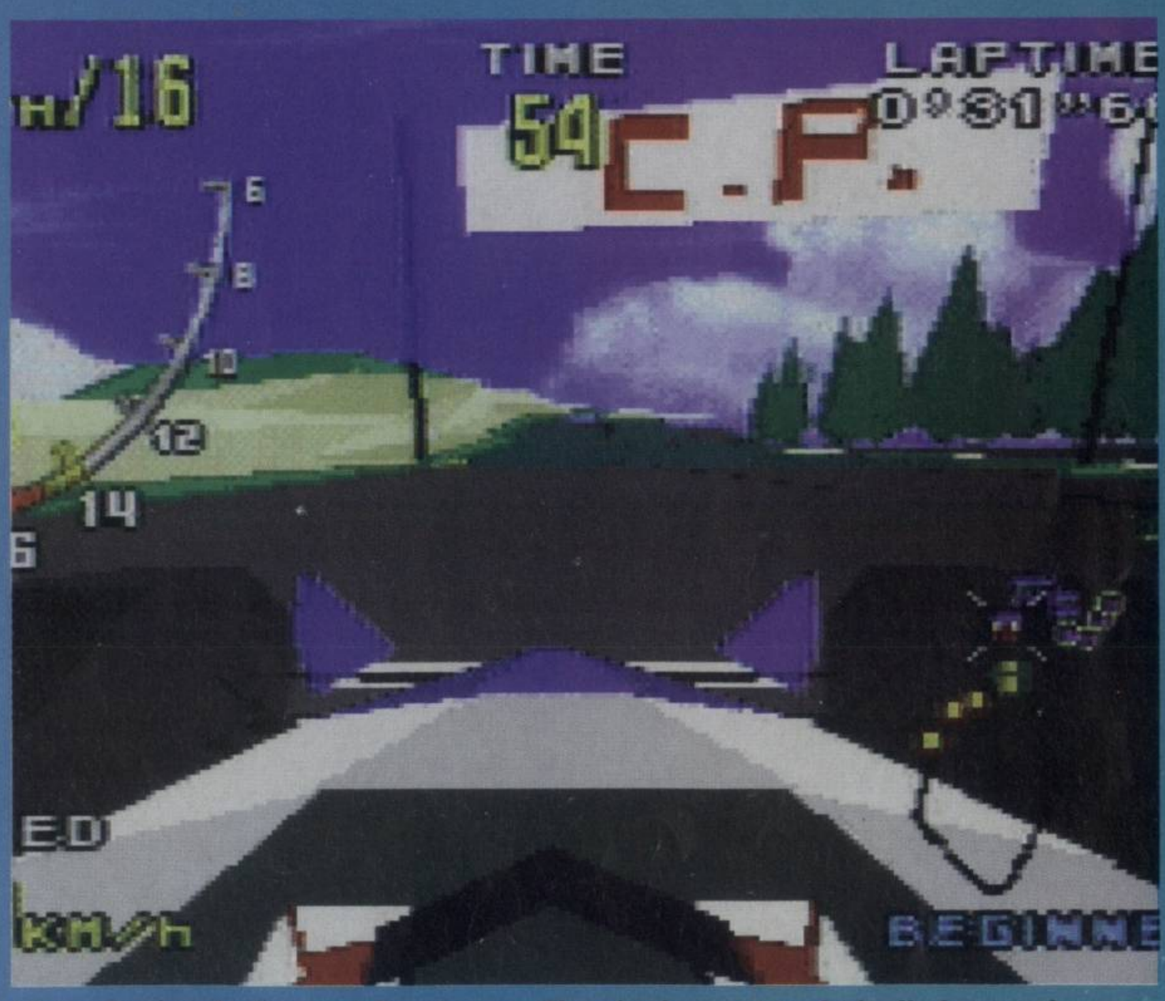
LEVEL 6
AXE NONE NONE ORB
AXE NONE NONE AXE
AXE ORB NONE AXE
NONE AXE ORB NONE
Austin Rushworth, Lincs.

It's difficult to think of a less relaxing situation to get yourself into

VIRTUA RACING

With a little bit of jiggery pokery and just a couple of shenanigans you can get maximum grip on all of the *Virtua Racing* tracks. Plug two controllers into the Mega Drive, start a two-player game and choose Number 1 Grip, Handicap Easy. Start the race, pause it and stop it. Next go to the *Virtua Racing* screen and choose any track. You should now find that you can power round the courses with maximum tyre grip. You can also switch between Easy, Normal and Hard in the middle of a race.

Graham Richards, Manchester



***Virtua Racing*, Ladies and Gentlemen. The single most technically impressive mainstream console game available in the world, bar none. Possibly**

MEGA MEDIC

JAMES POND 3

Dear MEGA MEDIC,
I don't normally have this sort of trouble with games but for some reason I can't seem to get anywhere on "Bilgington Barrows" in *James Pond 3*. I presume I'm missing something obvious, but unfortunately I've lost the instructions.
Terry Chadwick, Shirehampton

Dear Terry,
Yep, you are missing something extremely obvious. Before you get to the big pit at the apparent end of the level you'll notice a stick of dynamite and a crate of TNT. Place the dynamite on top of the case and stand clear. Go through the new hole and you'll soon find that the whole level is along these lines.

He runs! He jumps! He produces a television from a block that's floating in mid air!

The first hole (top). The next hole (above). Um, that's it. Go away

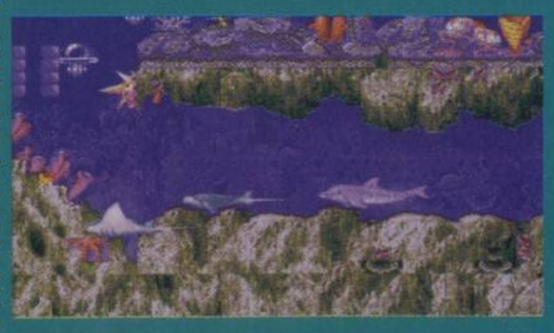
MCDONALD'S TREASURE LAND ADVENTURE

Just a little level select from ***Nathan Pitman*** of Reading. On the title screen press ⬅, ➡, **A**, **B**, then **C** and you'll hear a chime. Press **START** and a level select should appear. Couldn't be easier really could it?

Perhaps the scariest creation since the child catcher in Chitty Chitty Bang Bang, Ronald McDonald

ECCO CD

Enter the code **UGCHWFIS** and use your sonar on the last two Glyphs to see some full-motion video.
Michael Boyce, New Zealand



TIPS PLEASE

If you've got any tips, cheats or codes you'd like to share with us, please send them to MEGA PLAY, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. If you're the first person to send in a cheat which we haven't used before, you're guaranteed to get your name in print, and you may even win a prize for your trouble!

MEGA TIPS LIST

GOLDEN AXE 2
• Fight the first boss holding **A**. Release **A** at the campfires, but don't attack anything. Continue with 200 magic units.
• Press **A**, **B**, **C** and **START** on the title screen, select options, keep holding **A**, hit **B** and **C** again, move to the exit, keep holding **A** and hit **B** and **C** until you get to character select. Hold **A** and ⬆ and hit **B** and **C**. Now you can choose your level.

GOLDEN AXE 3
• When choosing a character, move the cursor to the character you want to play, and quickly press **A** four times, **START** once and **C** six times. A number should appear in the middle of the screen, which you can change to select your starting level.

GREENDOG
• Here's a level skip. Pause the game, then press **C**, **A**, **B**, **A**, ⬅ and ⬅ again.

HELLFIRE
• Choose the hard difficulty setting and listen to any track on the sound test for over a minute. The game will start itself with 99 continues and you'll be playing on "Yeah Right" level.
• Play through level one to the columns with prizes in their tips. Blow up the last one and you'll see a robot woman dancing.

HOOK
• On the very first level, carry on until you receive the power of flight from the fairy, and fly across the gap. Fly through the cave, and collect the 3-Up. Your power will run out and you'll die. Repeat this until you have enough lives.

HUMANS
• Here are some level-select codes:
Level 20 – WDFGNXGRRMPN
Level 40 – N5FLKXCBJDWF
Level 60 – YNTBXYJYNWLK
Level 80 – XPMNWJKFNQZC

IMMORTAL (THE)
• On level four, put a ring on each hole and then walk round in a clockwise direction until the exit appears.
• In the room with the three pentagrams, place one gem on the right hole of the first pentagram, one on the left hole of the next, and one in the centre of the last one.
• Wait until the level name appears then hold **A** until the game appears. The game is paused. Release **A** for invincibility.

INDIANA JONES
• When the Sega logo disappears and the Lucasfilm logo appears, press **A**, **B**, **C**, **B**, **C**, **A**, **C** and **A** for a level select.

JAGUAR XJ220
• Go to options and enter your name as MAR. Now go back to the menu and choose the World Tour option. Pick your country and when you are starting the race, wait until the lights turn green and then pause the game. Press **A**, **B** and **C** together and you'll qualify and win races.

JAMES POND 2: ROBOCOD
• Collect the objects on the roof at the start in this order: Cake, Hammer, Earth, Apple, Tap for ten minutes of invincibility.
• To skip to the exit pole on any level (having done the CHEAT cheat above) pause the game and press **A**, **B**, **A**, **B**. Unpause and you've completed the level.
• On the sports level, collect the items on the tennis ball in this order: lips, ice-cream, violin, earth, snowman for infinite lives.
• On the title screen hold ⬋ and **A** and **C**, then press **START** for a level select.
• At the start of the game, jump over the first two doors and then run up the staircase. Go right as far as you can. Jump up onto the ramparts of the right tower until you come to the roof. Jump onto the roof, run left towards the wall and you'll get an extra life.

JAMES POND 3
• At the password screen, enter Red Cheese, Yellow Mouse, Green Cat, Blue Dog then Red Book and click on the "door" icon, and all the routes will be open to you as you move around the map screen. Once this cheat has been activated, go to "Options" on the title screen, pull ⬅, hold down **B** and press **START** at the same time, and a new group of options appears underneath the usual set.

JOE MONTANA 3
• Enter the code by the side of the team you wish to play as, then add YNTSKBC.

DLB – Bears	CDB – Bills
HCB – Cowboys	SDB – Dolphins
ZLB – Eagles	4LB – 49ers
XTB – Giants	QDB – Raiders
RLB – Rams	6LB – Redskins
VLB – Saints	TLB – Vikings

JOHN MADDEN FOOTBALL
• Get to the quarter finals: 0465100. Get to the semi-finals: 0075121, 0076310, 1111111 or 3333333. Get to the Superbowl: 0475121, 0476314, 0633253, 0673125 or 0631573.
• Play in the snow: 5504500

JOHN MADDEN FOOTBALL '92
• At the end of the final, when the display of the pitch is shown, press ⬆, **C**, ⬇, **C**, ⬅, **C**, ➡, **C**, ⬆, **B**, ⬇, **B**, ⬅, **B**, ➡, **B**, ⬆, **C**, ⬇, **C**, ⬅, **C**, ➡, **C**. The screen will display the fireworks.

JOHN MADDEN FOOTBALL '92
• Choose the team you'd like to play as in the finals by using the following codes:
Buffalo (vs SF) – BXMMC6M1
Chicago (vs Denver) – CG8JYLC1
Dallas (vs Miami) – BDNT6NX7
LA (vs Miami) – CNYGOYHL
Miami (vs SF) – B6KKGYOL
New Orleans (vs Kansas City) – B27O9V41
Oakland (vs Washington) – CDLLB7LM
SF (vs Denver) – B3DFNO5K
Washington (vs Oakland) – CZSK2TMR

KID CHAMELEON
• At the end of Blue Lake Woods one, don't touch the flag. Climb on the last block, and press ⬊ while holding jump and special to warp to the last boss.

KLAX
• Press ⬆ and ⬅, **A**, **B**, **C** and **START** on the title screen to make it tougher.
• On levels 6 or 11, try to make an X with the tiles to teleport you straight to level 49.

LHX ATTACK CHOPPER
• Here are the codes for VERY HARD.
Majestic Twelve – CBAAAEC,Anterior Nova – CBCAIEC, Reindeer Flotilla – CBCAQHC, Phoenix – CBCAYGC, Rainbow Veil – CBCAAVA, Chess – CBCAIUA, Lobster Quadrille – CBCAQXA, Hen House – CBCEYWC, Desert Two – CBCEBFE,
Flaming Arrow – CBCEJEE, Plain Aria – CBCERHE, Lobster Quadrille – CBCEZGE, Reindeer Flotilla – CBCEBVG, Flaming Arrow – CBCEJUG, Hen House – CBCERXG, Lava Lamp – CBCEZWG, Anterior Nova – CDCEANE, Gemini – CDCEIME, Chess – CDCEQPE, Binary Rainstorm – CDCEYOE, Freedom Train – CDCEA9G, Arc Lite – CDCEY-G, Anterior Nova – CDCEBNA, Reindeer Flotilla – CDCEJMA, Hop Toad – CDCERPA, Olympic Torch – CDCEZOA, Lobster Quadrille – CDCEB9C, Grand Theft Hokum – CDCEJ7C, Flaming Arrow – CDCER?C.

LOST VIKINGS
• Here are some level codes:
2 – GR8T, 3 – TLPT, 4 – GRND, 5 – LLM0, 6 – FL0T, 7 – TRSS, 8 – PRHS, 9 – CVRN, 10 – BBLS, 11 – TR33, 12 – VLCN, 13 – QCKS, 14 – PHR0, 15 – C1R0, 16 – SPKS, 17 – JMNN, 18 – SNDS, 19 – TMPL, 20 – TTRS.

LOTUS TURBO CHALLENGE
• Enter MANSELL on the password screen and you'll qualify every time.
• Enter SLUGPACE for infinite turbos.

MAZIN WARS
• To play just the one-on-one boss section of the game go to the options screen and select Music 18 and Sound FX 72.

MEGA-LO-MANIA
• Here are the codes for some epochs:
2nd – YABDQCYXXSL, 4th – UKBDIFXXSH, 6th – QUBDQYFJTAV, 8th – MECDMAMYXSQ, 9th – EKFDECSBYS.
• Final level code: JJDDVBVJONH
• Enter the word JOOLS on the password screen for a hidden game of Asteroids.

MICRO MACHINES
• For infinite lives press **B**, ⬇, **C**, ⬇, ⬆, ⬇, ⬅ and ⬇.
• To increase your vehicle's grip press **A**, ⬆, **B**, ⬇, **C**, ⬅, **START** and ➡.
• To increase the impact of the collisions press **C**, ⬆, ⬅, ➡, **A**, **B**, **A** then **C**.
• For more speed press ⬆, ⬇, **A**, **B**, ⬅, ➡, **C** and **START**.
• For a harder game press ⬅, ➡, ⬅, ➡, ⬆, ⬇, **START** and ⬇.
• For an *even* harder game press ⬅, ⬇, ⬆, ⬇, ➡, ⬇, **A** and ⬇.

MORTAL KOMBAT
• Press ⬇, ⬆, ⬅, ⬅, **A**, ➡ and ⬇ on the options screen. The words CHEAT ENABLED will appear and you can enter a hidden options screen.
• For infinite continues do the following: When you've lost a match, before the credits screen comes up, repeatedly press ⬆, ⬇, ⬅, ➡ on pad one, and **C**, **B**, **A**, **C**, **B**, **A**, etc. on pad two.

NBA JAM
• To change one of the players into President Clinton, go to the bit of the game where you enter your initials then enter AR and simply highlight K but don't enter it. Press and hold START then press **A**.
• Strong Defence: On the Tonight's Matchup screen tap **C** five times and on the fifth press keep it held.
• Juice Mode: On the Tonight's Matchup screen tap **C** 14 times then press **B** and **X** (you'll need a six-button pad for this mode to work).

NHLPA HOCKEY
• Get a couple of players in the sin bin and then pause the game and enter the Edit Lines mode. Now change all your players and go back to the game. When the sin bin time is over, the player(s) will come back onto the ice. You can now have up to seven players on the ice at one time.
• Choose the All Stars West as your team and go to the Edit Lines menu. Change your team to the following: RD – Housley, RW – Yzerman, C – Reonick, LW – Fedrov, LD – Chelios. Now you should always win.
• Plug in two control pads and turn the Mega Drive on. Select the one-player mode and select the teams. Press **START**, and on the options screen use the other pad to move down to Edit Lines and/or Change Goalie. Now you can change the line-up.

PGA TOUR GOLF 2
• To play from the amateur tees in a tournament or skins challenge, do this: Select Tournament Play or Skins Challenge. Save your game on the first tee. Return to the Clubhouse and select practice round playing from the amateur tees. Restore your game on the first tee. From the second hole onwards play will start on the amateur tees.

PHANTASY STAR 2
• Continually turn the status screen on and off during action to avoid being attacked.

PHANTASY STAR 2
• Megoid is gained at level 35 by Rolf. Nasar is gained at level 30, by the Doctor.
• Once you have all the Nei items, go to Lutz for the Neisword.

POPULOUS
• Here are some level-select codes:
100 – CALEOLD, 200 – EOAMPMET, 300 – BILQAZOUT, 400 – BADMEILL.

POPULOUS 2
• Here are some codes:
HUMANOID: Tons more Mana
WIBBLE: All FX in current game
EXPERIMENT: Maximum experience
NOT HALF: Next game is 999

PUGGSY
• Here are the codes for the worlds:
The Cove – 377 501 370 673 776 111 750 561 240. Red Woods – 377 501 570 673 777 131 700 521 244. Star Lake Fall – 377 503 570 653 775 135 700 101 244. Splinter Town – 337 503 570 656 724 531 750 041 244. Badger Mill – 117 403 570 656 725 531 700 001 344. Pyramids – 117 413 540 654 627 531 700 001 304. Dark Blade Forest – 112 413 500 650 635 535 700 001 304. Diamond Mines – 152 453 500 650 635 535 740 105 314. Dark Skull Castle – 340 453 500 650 635 535 763 105 314. Fire Heart – 242 453 500 650 634 535 760 005 114. Aztec Temple – 200 453 500 650 636 575 763 115 114. Racrock Forge – 200 453 500 254 716 571 633 115 154. Raclantis Docks – 240 653 100 254 314 561 223 117 114.

QUACKSHOT
• In Transylvania, collect the one-up, finish the level, call the plane, go back to the start and repeat to maximise out your lives.

RAINBOW ISLANDS
• Press ⬆, **B**, ⬇, ⬅, **C**, **A**, **A**, **B** and **C** on the title screen for full power-ups.
• On level one, collect all the diamonds in sequence from red to purple and kill the boss to access a bonus screen.

RANGER X
• Go to the options screen and press **A**, **B**, **C** three times quickly. You should hear a tone. This allows you to select "Easy".
• Pause the game and press ⬆, ⬇, ⬆, ⬇, ⬆, ⬇, **C**, **B**, **A**, ➡ then ⬅. When the background music starts up, press **B** to skip to the next level.
• Here's a level-skip cheat. Pause the game and press ⬆, ⬇, ⬆, ⬇, ⬆, ⬇, **C**, **B**, **A**, ➡, ⬅ on pad one. The music should start up again; press **B** and the screen will fade and start on the next level.

RBI4 BASEBALL
• On the password screen enter RBI BASEBALL 4. Do this and you'll get a special passcode.

REVENGE OF SHINOBI
• Select 00 shurikins at the start and wait for the two zeros to merge into an infinity symbol for infinite shurikins.

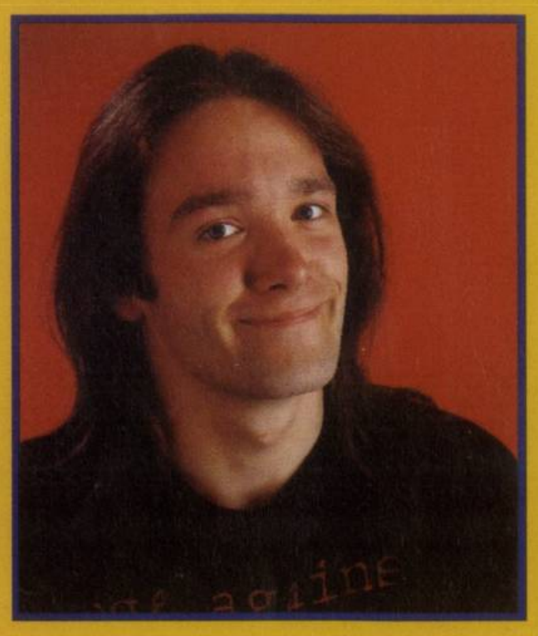
RISKY WOODS
• Play the game and get killed. Enter your initials on the high-score table as EOA and you'll get a level select.

ROADBLASTER FX
• Press **START** on the title screen and press ⬆ on the joypad to move to Options Mode. Press **START** to enter the mode and then place the cursor on "Players". From here you can activate these cheats: For a level select, press button **A** six times, **START**, and then ➡; to enter the demo mode, press **A** five times and then button **B** once.

ROAD RASH 2
• Here are some passcodes. 0FUI 34TR: Shurikin TT250, $20,410, Level 3. 0FIA 39TA: Banzai 7.11, $19,410, Level 3. 0P1I 4SKO: Diablo 1000, $30, 810, Level 4. 0CTQ 4JAG: Diablo 1000N, £17,730, Level 4. 0H4R 550H: Diablo 1000, $20,930, Level 5.
• Go to Game Options and enter the Set Player Mode. Go to Mano a Mano, pick your level, pick either Club or Chain and exit. Go to the Bike Shop and now buy any bike you want. Exit, go to Game Options, then Set Player Mode. Take turns and you can now start the race with your chosen bike.

ROAD RASH 2
• To get hold of the Wild Thing bike press and hold down ⬆, **A** and **C** on the title screen. Press **START** to go to the race-select screen. Now release the buttons and you'll enter the first race with this bike.

ROBOCOP VS TERMINATOR
• For a weapon-select cheat, pause the game then press **B**, **A**, **C**, **C**, **C**, **A**, **B**, **A**, **C**, **C**, **C**, **A** and **B**.



ARENA

On the look out for some zany cheats to spruce up your tired old Mega Drive carts? Yeah? Goodo, cos Paul Mellerick's ARENA section is overflowing with just such wacky wonders

Exciting, breathtaking, speedy and, with our challenge, a lot harder too

Zip-a-de-do-dah! Zip-a-de-day! My what a wonderful life it is. The sun is shining, the birds are singing and everyone is happy. And to further enhance this holiday feeling let's get on with some jolly old Wacky Challenges...

BUBSY THE BOBCAT

So you've all done the speed tests on the *Sonic* games haven't you? Well, try turning that sort of challenge on its head and see how quickly you can die on the first level of this bobcat-related platform adventure. If you're looking to get into the record books, you'll be after a time of around 27 seconds. Phew, that's quick!
Leo Kenny, Rossendale, Lancs

ROAD RASH 2

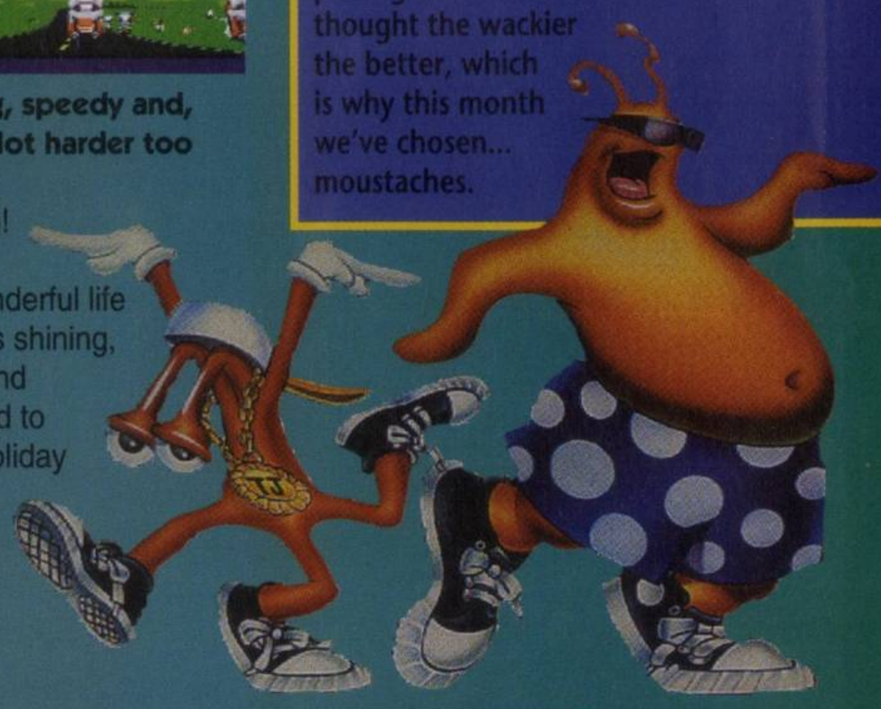
Wouldn't it be cool if there was a way to make the steering of the bike a lot harder and to also take out the chance to punch or kick any of the other riders? Well, just you hold on there a minute and try this. From the off, hold down buttons **B** and **C** (your thumb should be able to cover both buttons) and you should spend all your time with your leg sticking out. Try to get through some courses like that then.
Adam Redfurn, Chelmsford

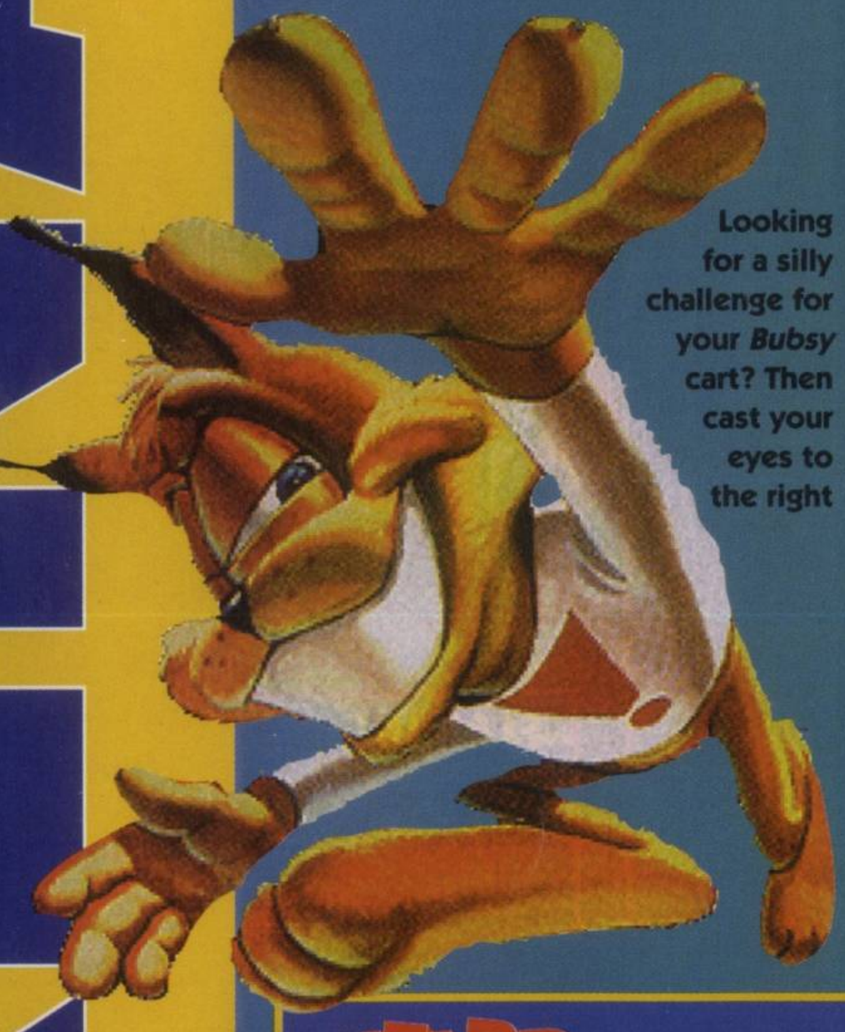
TOE JAM AND EARL

There's nothing better than opening gifts and seeing what's inside, but to make things a little bit harder for ToeJam and his

BUNCH OF FIVES

This little section has certainly caught your imaginations. We've had loads of lists, ranging from the slightly sad to the insanely wacky, and it's been a job picking out the best one. Still, we thought the wackier the better, which is why this month we've chosen... moustaches.





Looking for a silly challenge for your *Bubsy* cart? Then cast your eyes to the right

WEIRD HAPPENINGS

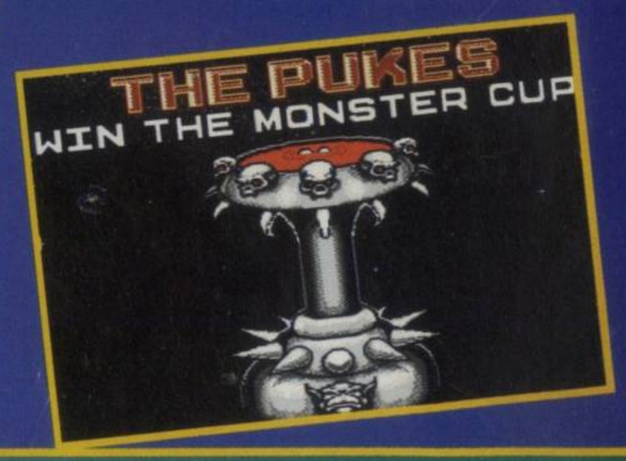
What is it with this *Mortal Kombat* game? It's been out for yonks and, yeah, everyone bought and played it, but where are all these Weird Happenings coming from? It's like the programmers must have read MEGA or something and thought it would be a good idea to put loads of weird things into the game and see if you lot could find them. Anyway, as well as another *Mortal Kombat* happening, we've got one for *Mutant League Hockey*, one for *PGA European Tour* and another one for *Sonic 3*. So here they are.

MORTAL KOMBAT

Choose any level of the game and select Very Easy. Right, make sure there are two pads plugged in, finish the game, and when the game says "Outstanding" on the screen, press **START** on pad two. Now, when the credits roll, the characters won't appear on the screen.
Adam Redfurn, Chelmsford

MUTANT LEAGUE HOCKEY

Win the final of the play-offs (here's a code for the final: BQGJQSBCNTMKM) and then, on the cup presentation screen, press button **B** to stop or start the background scrolling in different directions.
Ian Clays, Wrexham



FIVE BEST MOUSTACHES

1. Olaf from *The Lost Vikings*
2. Asterix
3. Evil Scientist from *Marko's Magic Football*
4. Dr Robotnik from *Sonic*
5. Zangief from *Street Fighter 2*

Gray Williams, Liverpool

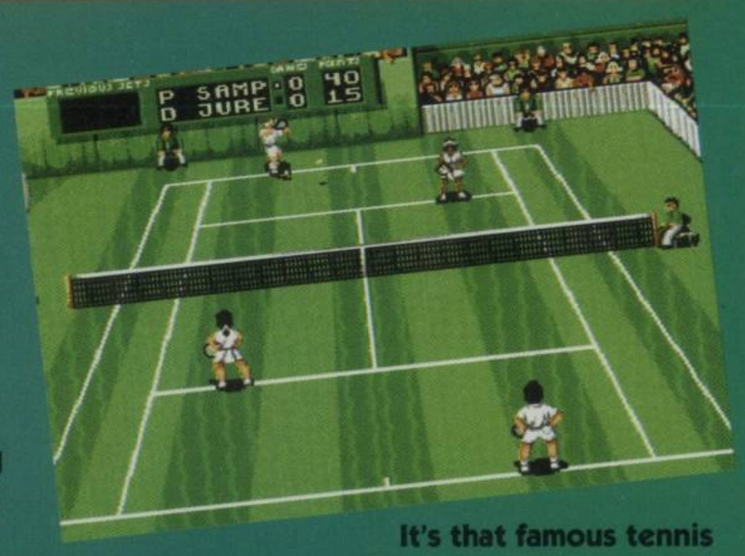
The scientist from *Marko's Magic Football* has been voted as third best moustachioed male

WACKY WINNER

Not a very good month on the Wacky Challenges front this time around, but nevertheless we are still going to give a prize to one lucky winner. And that lucky chappy is ***Chris Biggar*** from Accrington for his *ToeJam & Earl* effort. Unfortunately Chris, you didn't realise that you could win a lovely cart from Electronic Arts for your trouble, so you need to get in touch with us and tell us which EA title you'd like. If anyone else out there fancies their chances at winning a free cart from those ever-so-nice EA people, send your weird and wacky stuff to ARENA, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW.

mate Earl, try not to open any presents at all, and see how far you can progress through the game. It seems that level 17 is the kind of standard you should be aiming for.

Chris Biggar, Accrington



It's that famous tennis saying, er, "Anyone for tennis?"

CHUCK ROCK

A real dinosaur of a game this one, so try to take out everything in the game using only the rocks you can pick up and throw. You will, of course, have to resort to other attacking methods on the bosses.

David Dodds, Dunblane, Perthshire

PETE SAMPRAS TENNIS

Got this top four-player cart? Not got enough friends to play with? Well then, get a mate round, get four pads plugged in, and then try to play a four-player game with each person controlling two players each. Do make sure you're not controlling one player on each team or that will cause all sorts of problems. Then again... it could be fun!

SONIC 3

Do the level-select cheat (⬆, ⬆, ⬇, ⬇, ⬆, ⬆, ⬆ and ⬆ when Sonic zooms into the screen) and then select your level and hold down **START** and button **A**. Now use button **C** to jump, and then press button **B** to watch Sonic breakdance.

Malachy O'Brien, Co. Donegal, Eire

PGA EUROPEAN TOUR GOLF

Not our usual type of Weird Happening I know, but this is funny so I don't care. Enter the tour shop and look at the right-hand side of the screen. What is the guy in the window doing? No surely he's not going for a...

Rachael Doyle, Wythenshaw, Manchester

MEGA TIPS LIST

ROBOCOP VS TERMINATOR

• For an incredible 54 lives, pause the game and press the following: **C, C, A, A, B, B, C, C, A, A, B, B.**

ROCKET KNIGHT ADVENTURES

• When the Konami logo appears, tap ⬇ six times, ⬆ twice and ⬇ twice more for a Very Hard mode. And for a Crazy Hard mode press ⬅ four times, ➡ four times, ⬅ seven times, ➡ once, then ⬅ once.

ROLO TO THE RESCUE

• On the title screen, press and hold down the ↖ diagonal and **A** and **C**. Now press Reset, but keep holding those buttons. Hold them down for about five seconds and then press **B**. You should now get the special options screen.

• Press **START** to go to the animal-select screen. Move the cursor to the compass and press **A** and **B** together. The screen will flash and then you'll be standing next to the exit, with the level already finished.

SHINING IN THE DARKNESS

• Take a magic item that loses power when used to be repaired. Have less money than it costs, go to sleep, pick up the items the next day and you'll get loads of money.

• The vial of tears: get all the Arms of Light and visit Jessa in the castle. Theos will gather her tears. Take the Vial from Theos.

• Keep returning to the tavern in the village to get up-to-date information like the whereabouts of important characters.

SILPHEED

• To replenish your shields, press ➡, ⬅, **A**, ➡, ⬆, **C**, **B**, ⬇, ⬅, **B**, **A**, ⬆ and then **START** on joypad one on the first demo screen, straight after the Game Arts logo has come up, and start the game. Every time you press **A** on joypad two during play, your shields will go up by one.

• For a stage-select option press ⬇, ⬇, ⬆, ⬆, ➡, ⬅, **A**, **B** and **START** on the opening intro.

SONIC

• On the intro screen press ⬆, ⬇, ⬅, ➡ and then **A** and **START** for a level select.

• Press ⬆, **C**, ⬇, **C**, ⬅, **C**, ➡, **C**, hold down **A** and press **START**. Play Green Hill Zone, Act 1 and get at least 50 rings. Enter the chaos maze and press **B** to turn Sonic into a ring. Now find the hidden zone.

• Finish any act in under 30 seconds for a 50,000 points bonus.

SONIC 2

• When you collect a Chaos Emerald, reset the game. Now enter the options menu and press **START**. The game will start again, but you should still have the emerald you collected. You can now collect all the emeralds on the Emerald Hill Zone and enjoy the rest of the game as Super Sonic.

• Go to the options screen and start the game as Sonic and Tails together. Now plug in a second pad and player two will be able to control Tails. Tails is invincible.

• Go to the options menu and play the following tunes on the Sound Test. Play 19, 65, 09 and 17 in that order. When you play 17, you'll hear a ping. Press **START** to go back to the title screen then hold down button **A** and **START** to enter a level select.

• Enter the level select as above and on the Sound test option play 04, 01, 02 and 06. Now select your level and play as normal. When Sonic has collected 50 rings, press **B** and **C** together and watch him turn into Super Sonic.

• When the level-select cheat has worked, you can play the game in slow mo by pausing the game and holding button **B**. **C** will make Sonic jump and **A** will reset.

• To construct your own levels and have 14 continues, play tunes 19, 65, 09, 17, 01, 01, 02 and 04, then highlight the player select and press **START** to play.

• To mess about with the levels, go to sound test and enter the level-select code and play tunes 1, 9, 9, 2, 1, 1, 2 and 4, select your level, then press and hold down **A** and press **START**. Your score should now be a series of letters and numbers. Button **B** switches Sonic, button **A** cycles through the sprites and button **C** places them on the scenery.

SONIC 3

• Here's the level select. When the SEGA logo disappears and the screen turns blank quickly press ⬆, ⬆, ⬇, ⬇, ⬆, ⬆, ⬆, ⬆. If you've done it correctly, you should hear a chime. When you reach the title screen press ⬇ and you'll see the Sound Test option and away you go.

• Turn Sonic into Super-Sonic by getting the first emerald, then resetting the game and grabbing it again and again.

• If you finish an act in exactly 9 minutes and 59 seconds, you'll be rewarded with 100,000 points for a time bonus, which will give you two extra lives and a continue.

SONIC CD

• Here's a level select. Press ⬆, ⬇, ⬇, ⬅, ➡ and **B** on the title screen. You'll hear a chime, and the level-select screen will appear. Also, you can press ⬇, ⬇, ⬇, ⬅, ➡ then **A** on the title screen, and you'll be given a soundtest screen.

• If you enter the numbers FM40, PCM12 and DA11 on this screen and press **START**, a new hidden screen featuring a once-famous character will appear. When you then press **START** and begin a new game, the score and time counters will have changed into hexadecimal co-ordinates, and you will be able to enter "edit mode" simply by pressing the **B** button. In edit mode, you can move around the level completely at will, change your shape by pressing **A**, and leave an imprint of your new character by pressing **C**. Pressing **B** again at any time will return you to normal Sonic. Once the cheat has been activated, if you are in time-attack mode, you can clear the screen by jumping with **A** and **C** together.

SPEEDBALL 2

• Enter LCLI CWAF O6XE ya3q 2bst -is1 gGVC to enter division one.

• Save your cash for the first few games, then you can buy some better players.

• Always finish as runners-up in division two, because the play-off game will pay dividends. Convincingly beat Steel Fury twice and then let the Renegades beat Deluxe (you) twice by 200 points.You (Deluxe) and the Renegades will go up a league, and in the second season you should put 350 points past the Renegades.

SPIDER-MAN

• Before you meet the Kingpin, investigate the maze and find the full web power-up. It'll stop Mary Jane falling into the fiery pit.

• On Nightmare mode at the warehouse, climb onto the first pile of crates, swing on to the next pile, beat up the bad guy, swing over the guard dog and land on the next pile then start crawling.

• At the Sandman, go right to the edge of the screen to collect a full-life power-up.

• If you're running short of energy, go home and rest. Now, instead of walking out of the door, which will start you at the beginning of the level, select the face again and you'll continue from where you left off.

• Plug in two controllers. On pad one enter the options menu. On pad two, hold down **START**. On pad one hold down **A**, **B** and **C**. Press ⬆ on the D-pad and you will see the level name followed by exclamation marks in brackets. The cheat is now activated. Play the game as normal and press **START** to bring up the normal in-game menu. Now press **A** to refill your web fluid or button **B** to refill your life bar. Press **C** to become momentarily invincible press **A**, **B** and **C** to skip the level.

SPIDER-MAN CD

• Here are some passwords:

2. ELECTRO	6. HELPINHAND
3. WALLABY	7. PUBLIC 45
4. GALLON66	8. KIDNEY2
5. FALCON499	9. PENCIL6

STREET FIGHTER 2

• After the Street Fighter 2 logo has come up, press ⬇, Z, ⬆, X, A, Y, B, **C** on pad one and you should hear Ken shout. Press **START**, highlight Champion mode and press ➡ to select up to five start of speed.

• To pick the same character twice, when you are asked to choose between Match Play and Elimination, press ⬇, Z, ⬆, X, A, Y, B, **C** on pad two.

• Press ⬇, Z, ⬆, X, A, Y, B, **C**, on pad one when the Capcom logo appears, to turn off all the normal kicking and punching moves for the one-player game.

STREETS OF RAGE

• Press ⬅, ⬅, **B**, **B**, **B**, **C**, **C**, **C**, **START** when Game Over appears for continues.

• Play to the end with a mate, both say yes to the question, go back to level six, continue to the end, and then fight it out for the "bad ending".

• Move to options. On pad two press and hold ➡ then hold **A**, **B**, then **C**. Press **START** on pad one and select your lives/ level.

STREETS OF RAGE 2

• Here's the level select. Press **START** as normal on pad one. On the game-selection screen, move the cursor down to options. Press and hold buttons **A** and **B** on pad two, then press **START** on pad one. Now choose your level, and play the game.

• On the title screen hold down ➡ and button **B** on pad one. On pad two hold down ⬅ and button **A**. Now hit button **C** on pad two to move to the select screen. Release and start a two-player game. Now you can both choose the same character.

SUNSET RIDERS

• Set the sound-select option to 0E, then press **START** and select your player by pressing **A**. When the fellow smiles at you, press **A**, **B**, **C** until the game starts; you'll be rewarded with 100 continues.

SUPER MONACO GP

• Here is a level-select code:

Race 16 – Monaco:

1QJI	42A3	90S0	0000
000K	0023	4H67	59CA
B8DE	FG9H	0010	0001
0000	0000	F200	65DA

• Finish in the top three on the Monaco circuit. Hold down buttons **A**, **B** and **C** as you finish on the wet circuit and you'll hold up your head instead of a trophy.

SUPER MONACO GP2

• Go to "World Championship" mode and at the "Name Enter" screen input "HANG-ON!". Go to the race and retire and save your season. Reset the machine and select "Practice Mode" then "Image Training" then hold ⬇ and **A** until you get to the "Transmission Select" screen. You'll now be driving the Super Hang On Bike.

SUPER SHINOBI 2

• Pause the game then press **A**, **B**, **C** followed by ⬆ and ⬇ for a level select.

• On the options screen, sound select Shurikin then choose 00 shurikins. When the zeros coagulate into an infinity symbol you will have infinite shurikins.

• On the Music Test option, play the tunes HE RUNS, JAPONESQUE, SHINOBI WALK, SAKURA AND GETUFU in that order. You'll now be invincible.

TAZ-MANIA

• Plug in two pads, press **A**, **B**, **C** and **START** on both of them simultaneously on the title screen. Pause the game, press **B** and then unpause the game for invincibility or **C** then unpause to select a level.

• On the arctic level near the end on a block of ice above some water, jump down to a hidden room full of bonus items.

• Plug in two controllers, and when the title screen appears, simultaneously press **A**, **B**, **C** and **START** on both. Begin a game, and when you're ready to skip a level, pause the game and press **A**, **B** and **C** together again

• To become invincible, pause the game and press **B**. The town the invincibility off again, pause and press **A**.

TERMINATOR 2

• When the words "PRESS START" appear on the title screen, press ⬆, ⬇, ⬅ and ➡ twice. Arnie should say "excellent". Start the game, and, during play, pause. Press **B** and **C** together and you'll be taken to the end-of-level screen, where you will get a performance analysis.

THUNDERFORCE 4

• Select zero stock ship on the options menu, move to the exit and hold **A**, **B** and **C**. Press **START** until you're into the game and you'll have 99 lives. If you lose them and continue, you'll still have 99 lives.

TIME GAL (CD)

• For a level select, go to the options screen and press ⬆, ⬅, ➡, ➡ and ⬆.

TINY TOON ADVENTURES

• This code allows you to play any level: NGQQ WWQW QKWQ QWWQ WGRY.

TOEJAM & EARL

• Go to level three, grab some wings, fall to level one, fly to the bottom left-hand corner, and fall to a secret level.

• The ship pieces are on levels 2, 6, 10, 12, 15, 17, 20, 21, 23 and 25.

• At the end of the game, when you're told to follow the Yellow Brick Road, explore the bottom-right and top of the level.

TURTLES: THE HYPERSTONE HEIST

• Wait for the Konami logo to appear, then press **C**, **B**, **B**, **A**, **A**, **A**, **B**, **C** quickly before the logo appears. Press **START**, then, when the title screen appear, press **A**, **B**, **B**, **C**, **C**, **C**, **B**, **A** and **START**. An options screen appears, and you can now select any stage.

TWIN COBRA

• Hit start to get to the green title screen, then press ⬆, ⬇, ➡, ⬅, **A**, **B**, **C** and **START** to see the end credits.

• For maximum weaponry, pause the game and press ⬆, ⬇, ⬅, ➡ and hold **A** while pressing **START** to resume the game.

TWINKLE TALE

• Here's the level select. Start the game and wait for the storybook to appear. Now hold down the ↖ diagonal and buttons **A** and **C**. Press **START** and you can now pick your starting stage.

WORLD OF ILLUSION

• On the last level (Magic Box) you'll come across a top hat. This hat gives you an extra life. Get to the end of the level and jump on the die with the four on it. This will take you back to the top hat and you'll can collect again.

X-MEN

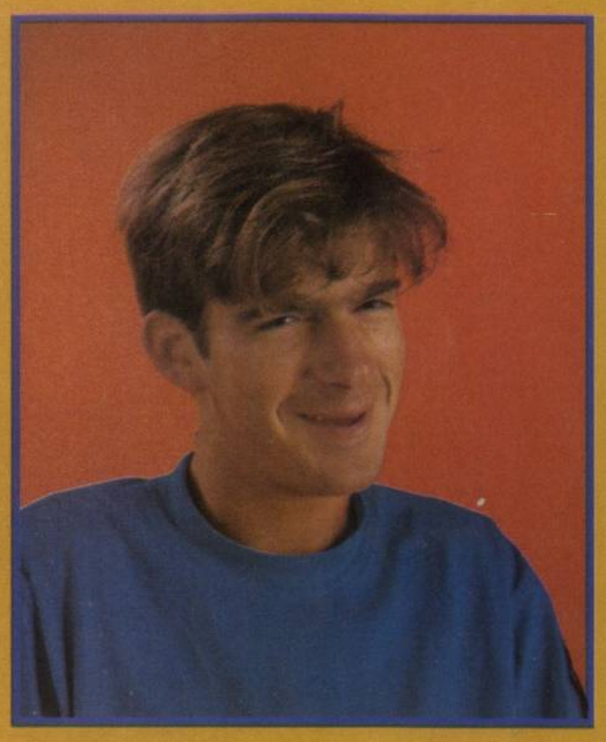
• Switch the game on and hold ⬇, **A** and **C**. On the title screen press **START** and unplug the pad. Plug it into port two and hit **START**. Plug another pad into port one and hit **START** again. In the Danger Room, choose one of the access panels to the right, open it, and you can warp between levels.

• Switch on with **A**, **C** and ⬇ held on pad one. Press and hold **START** until Magneto's face appears. Now unplug pad one and put it into port two. Then press **START**. Select your difficulty level and begin. Pause and unpause, your power bar will go back to max.

ZOOL

• Hold **START** and press **C**, ➡, **A**, **B**, **B**, **A**, ⬅, ⬅, **A** and ⬇ and you'll activate the level-select cheat. When you release **START**, the first two digits can be set to the world and level numbers. Then press **A**, **B** and **C** while paused to return to the title page, and the game will start on the selected level.

• To get 240 energy units and 999 time units, pause the game, keep the **START** button held down and press ➡, **A**, ⬇, **A**, ➡, **B**, ⬅, ⬆ and ➡.



MEGA CODES

Welcome to the all-new MEGA CODES section of the magazine, in which Will Groves brings you the best (and craziest) Action Replay and Game Genie codes ever to have graced the pages of MEGA. What's more, he'll update them monthly

ACTION REPLAY CODES

BART VS THE SPACE MUTANTS
FF01A 40001 – Infinite spray cans

BATTLETOADS
FFE04 60005 – Infinite lives (player one)
FFE00 70017 – Infinite energy (player one)

BUBSY THE BOBCAT
FF023 B0009 – Infinite lives
FF024 900XX – Level select, XX = level (0 – 13)
FF00E 90059 – Unlimited time
FF009 20003 – Bubsy is invincible

CAPTAIN AMERICA
FF9E8 10003 – Infinite lives (player one)
FF9F5 70003 – Infinite lives (player two)

DUNGEONS AND DRAGONS
FF10C 500FF – Gives you £280,000
FF915 A0001 – Cure light wounds scroll
FF915 A0019 – Resist cold scrolls
FF915 A005C – Axes
FF915 A005F – Spears

ETERNAL CHAMPIONS
FFABE F0068 – Infinite energy (player one)
FFAAB B0068 – Infinite energy (player two)

FANTASIA
FF042 C0002 – Makes you walk faster
FF246 40002 – Infinite continues
FF07D 50004 – Makes you invisible
FF083 20002 – Makes the screen fall apart

FATAL FURY
FFD81 60058 – Infinite energy
FF00B F0049 – Infinite time

FIFA INTERNATIONAL SOCCER
FFEC3 D0000 – Always win toss
FFFFC 20001 – Throws in from the centre spot

FLASHBACK
FFD3D 70005 – Infinite shields
FFF49 C000X – Level select, X = 0 to 6

GENERAL CHAOS
FF031 90005 – Infinite medics (player one)
FF031 B0005 – Infinite medics (player two)

GHOULS 'N' GHOSTS
FFB04 90030 – Infinite lives

JOHN MADDEN '94
FFE8C F0003 – Two-minute game
FFB01 D00FF – Nothing on pitch

JUNGLE STRIKE
FFBE3 100EA – Rotor blades fly separately from the chopper

JURASSIC PARK
FF005 4000A – Invulnerability

KLAX
FF0FD D0014 – Infinite lives

KRUSTY'S SUPER FUN HOUSE
FF0FF 30003 – Infinite lives

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

MEGA-LO-MANIA
FF156 F0063 – Infinite men

MICRO MACHINES
FFFFC D0000 – Changes sprites

MORTAL KOMBAT
FFAB3 10001 – Fight before "Fight!"
FFCB0 20001 – You can "be" Reptile if you select Sub-Zero or Scorpion
FFCC0 20001 – Same as the above for player two

MUHAMMAD ALI BOXING
FF056 D005C – Power bar stays full
FF056 F005C – Speed bar stays full
FF02A B0001 – Weakens computer opponent

NBA JAM
FF003 31D31 – All players are invisible

NHLPA HOCKEY '93
FFC69 50000 – Computer goals don't count

PGA TOUR GOLF 2
FF4C4 1000X – X = number of strokes played

REVENGE OF SHINOBI
FFE14 50001 – Infinite magic
FFE14 10003 – Infinite lives
FFE13 B0008 – Infinite energy
FFE13 FD032 – Infinite shurikins

SKITCHIN'
FFEF 59 00FF – Money is always at £255.00
FFDC070008 – Unlimited time

ROBOCOP VERSUS TERMINATOR
FF009 C0005 – Infinite lives

SMASH TV
FFA37 B0007 – Infinite lives
FFA30 20005 – Shield
FFA30 90010 – Keep your weapon

SONIC 2
FFFB0 48000 – Sonic turns black
FFB01 C0001 – Sonic won't spin when he jumps

SONIC 3
FFFFB10007 and FFFE210063 – Stand still and jump twice to become Super Sonic

SPLATTERHOUSE 3
FF00B 40005 – Unlimited lives
FF00B 700E1 – Unlimited time

STREET FIGHTER 2
0004E C4E75 – No music
00058 84E75 – No fireballs or sonic booms
FF80& 10000 – Player one can't be dizzy
FF82F 10000 – Player two can't be dizzy
FF804 30000 – Player one dies on one hit
FF82C 30000 – Player two dies on one hit
FF80B C000A – Player one fireballs faster
FF833 C000A – Player two fireballs faster

STREETS OF RAGE 2
FFF24 80003 – Some enemies block

STRIDER
FFFC0 00003 – Infinite lives
FFA01 E0000 – Invincibility
FFA04 A0059 – Super speed

SUPER HANG-ON
FF055 40099 – Time set with last two digits

SUPER MONACO GP2
FFFC2 B00FF – Go 496 km/h
FFFC0 B0000 – Only one lap in a race

SUPER SHINOBI 2
FF37E 0000A – Infinite lives
FF37E 9000F – Unlimited energy
FF37E 30032 – Unlimited daggers
FF37E 60006 – Unlimited ninjitsu power
FF37A 6000X – Level select, X = level

HOW THE DEVICES WORK...

The Action Replay and Game Genie are cheat devices that slot neatly between any cartridge and your Mega Drive. By entering codes like those printed on this page, you can alter all sorts of game attributes, giving you such useful effects as infinite lives or health and less than useful, but sometimes fun, ones like colour inversions and the like. The Action Replay can be purchased from Datel Electronics (0782 744707) for less than £50 (a penny less to be precise) while the Game Genie, produced by Hornby Hobbies, should be available in most specialised retail outlets. If you have any problems, Hornby can be reached on 0843 2355555.

You can activate up to four different effects at once with the Action Replay

But with the Game Genie you can have up to five codes running at once

CRAZY CODES

Each month we award a prize to the person who sends in the craziest cheat code. Actually *we* don't, but Datel Electronics or Hornby Hobbies *do*, depending on which cheat device the code is for. If you would like to win a free cart, send your silly codes (or any other cheat codes for that matter) to MEGA CODES, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. Here are this month's crazy contributions...

ACTION REPLAY

EA HOCKEY

FFD99 D0000 – Computer goals don't count

TINY TOONS ADVENTURES

FFF77 0000F – Buster always faces forward

Scott Taylor, Glasgow

Play *FIFA* with a medicine ball. Just use Joseph Faulkner's crazy code

FIFA SOCCER

FFFFC 50001 – Medicine Ball

Joesph Faulkner, Redgrave, Norfolk

GAME GENIE

LEMMINGS

ARGA AATG – Does strange things to the diggers

NCGA A9DW – Use a digger and see!

Chris Dodsworth, Boston, Lincs

JAMES POND 2: ROBOCOD

SA2A BJB2 – Can't stretch. Use button A or C for slow-mo

P Callis-Smith, Withernsea, East Yorkshire

CART WINNER

For his *FIFA Soccer* Action Replay code, this month's cart winner is ***Joseph Faulkner***. As requested, a copy of *Road Rash 2* is on its way to you courtesy of Datel Electronics.

SUB TERRANIA

FF00350002 – Unlimited lives
FF5ED50025 – Unlimited fuel

TAZ-MANIA
FFD45 B0003 – Infinite lives
FFD4B C000C – Infinite energy
FFD03 70002 – Infinite chilli peppers
FFD4C B0002 – Invulnerability

TINY TOON ADVENTURES
FFFB0 B0003 – Infinite energy
FFFB0 90002 – Infinite lives
FFFB0 F0032 – Gives one special helper each time you pick up a carrot. Switch the Action Replay off at the end of level and back on at the start of the next one
FFFB1 10009 – Pick up one helper to get infinite helpers

ZOMBIES ATE MY NEIGHBOURS
FFFAA F000A – Infinite energy
FFFA8 F00FF – Unlimited keys player one

GAME GENIE CODES

AFTERBURNER II
AKYT AAHT – Start on last stage (23)
NTNA AABW – Start with 100 missiles
AT2A AA6C – Infinite continues
YTNA AABW/ATOT AA4T/
BJ6A AA26 – Enter the code, change the trigger controls and start the game. You can now change the colour of the game, have infinite rockets and planes.

ALADDIN
RGJB Y604 – Infinite lives
ATCB 0A30 – Invincibility
ATBV 0A6G – Infinite apples
32CB 0230 – Get hit and gems go up and invincibility

ALIEN 3
SDXA D9XN – Ripley blows up when she jumps
SDXA D9XX – Ripley falls on her face when she jumps
AJAW AA75 – Game runs in slow motion
KJNA EA3R – Aliens come out of your rifle
TJNA EA3R – Strange things happen when you use your rifle
NANA EA3R – No bullets but aliens still die
BDXA DD3N – High jump through everything, including platforms

ARNOLD PALMER GOLF
BCRT BE4A – Opponents always par
ACRT BE4A – Opponents always birdie

BATMAN RETURNS
BLYT AA4R – Invincibility
NTFA AABL – Start with 99 lives
C5GA CAD6 – Start on level 17
CMGA CAD6 – Start on secret level two

BUBSY THE BOBCAT
RERT 86V4 – Infinite lives
ADTA 6AAC – Infinite time
XF3B CAHC – Each yarn crate holds 99

CASTLE OF ILLUSION
A5EA AAGE – Intense gravity

CHUCK ROCK
BEAT EABW – Start with ten lives
B5RA AA3Y – Infinite health
AYAT EABA – Start on level one zone five

DESERT STRIKE
RH9T 860E – Master code
D3ZA AA7E – Infinite lives
WBST WCGL – Hellfire inflicts 400 damage
7E1A AADC – 233 Lives
7VET ABGT – 4076 armour
6PST W6GJ – 3811 hellfire
8BST X7EN – 40688 chain gun

FATAL FURY
AXAT AA9N – Infinite credits
ACTT AAGL – Infinite time to fight
EDJT DA40 – All hits are very strong
A1JT DA40 – All hits are very weak
AGGT AAF8 – One globe required to win
GLGT AAGC – 50 globes required by opponent to win

FIFA INTERNATIONAL SOCCER
A4ST AAEC – When goalie rolls the ball it bounces straight up

GOLDEN AXE
SA4A BET2 – The A button won't work

JOHN MADDEN '92
CBEA C6CA – Each quarter lasts 60 minutes
BC7T BE5J – Extra point is worth eight
BC6T AAFR – Seven plays per first down

JUNGLE STRIKE
R13B 861A – Master code
D5DT GA7A – Infinite lives
AXDA GA3N – Infinite fuel
AKFT JA9C – Infinite ammo
BGGA GABT – Start with nine lives

JURASSIC PARK
AVDA AA24 – Infinite energy
BVDA AA5G – Infinite lives

PGA TOUR GOLF
RH9A R6ZA – Master code
CGFT AABA – Golf bag holds 17 clubs
EAKA BJ26 – Top 32 make cut

KRUSTY'S SUPER FUN HOUSE
RJ5A AA7I – Start anywhere with infinite lives
CT5T AAGW – Start with 20 lives
SE9A BYZT – Complete bonus room = 5 lives

MOONWALKER
AACA DA5C – Children restore no energy
0ACA DA5C – Children take 98% of your energy

MORTAL KOMBAT
AXDA AA5L – Turbo kombat
BWXA ACEE – Sub Zero slide = instant fatality
4WXA AC32 – Sub Zero slide = Morph character

PGA TOUR GOLF 2
REZA 86YY – Master code
PZYT BNVE – Three penalty strokes for a water hazard
PZYT BLVE – Two penalty strokes for a water hazard
CGPA AADL – 16 clubs plus putter in set
FF48F 70000 – Increased difficulty

QUACKSHOT
AANT AA26 – Jump and Donald's head flies across the screen

ROAD RASH 2
RH6A 86YJ – Master code
ZAST AC58 – Start with $250,000
AEST AAE0 – Qualify on Hawaii
A2ST AAFB – Start on last race
A44T AA5T – No bends in road
AC4T AA5T – Road always bends to left
BD3T AA8C – Invincibility

ROLO TO THE RESCUE
R19T R60L – Master code
NPVT AACT – Start with 100 lives
AB6T AA9N – Mega jump

SHADOW OF THE BEAST 2
RH9T 860T – Master code
LAYT AAH4 – Start with 50 coins
A27T PY36 – Warrior jumps higher
AKPT NA3E – Hatchet time never runs out

SHINOBI 3
CJSA EA7G – Infinite energy
AX6T AA2E – Infinite credits
AT3A EA72 – Infinite shurikins
AT1T EA4E – Infinite ninjitsu items
CBTT AG48 – Start with 99 lives
CBTT AAC8 – Start with one life

SONIC
DDLT AAGL – Super jump
BDLT AAGL – Mega jump
BDLT ABGL – If you jump, you die
BDLT BCGL – Cannot jump

SONIC 2
2LTA CA9A – No spin attack
ALTA CA8J – Sonic is invisible and invincible at start of game

SONIC SPINBALL

AW7T4ABL – Unlimited lives
AE8A5N58 – Level two
AJ8A5N58 – Level three
AN8A5N58 – Level four
C. Harlton, Clywd

SPEEDBALL 2
DBVA A6VT – Infinite money

SPIDER-MAN
HKZA CA68 – Use one web to change colour of spidey, another to kill him
VKZA CA68 – One web uses all your web fluid

STREET FIGHTER 2
4GGT AAV4 – Press START when playing, for slow mo with a normal pad
CEJT AAEY – Throws are fatal
AAFA AAFA – There's no collision detection
AADA AAN0 – Everyone looks like Ryu
AAEA AAE0 – Player one has no shadow
GLGT AABC – Characters jum to the right

STREETS OF RAGE
BEMT BA7W – Start with nine players
AJ4T AA34 – Infinite lives
PCXA AK2J – Everything floats upwards

STREETS OF RAGE 2
AW7T AA7J – Infinite lives both players
AL7T AA70 – Infinite continues
AERT BALA – Enemies are easier to kill
VERT BALA – Enemies are much easier to kill
PKFA BN0J – 1up worth three lives

SUPER MONACO GP 2
RE5T C6Z6 – Position reported as first place
SBFT BAYA – Start on round nine

SWORD OF VERMILLION
AVET B4VT – Talk to anyone and you DIE!

TAZ-MANIA
AGGT AAGC – Anything Taz eats blows him up
AAEA 0A30 – Taz ice skates on the ice level

TERMINATOR 2
RZ8A A6V6 – Infinite lives
RGJA A60C – Infinite energy

TOEJAM & EARL
GXAA CA4T – Tomatoes stay in mid air until someone hits them
LV8A DT2Y – Disappear in the lift
TD2A AWAJ/6D2A ACAN – Move as fast as jet skates

TURBO OUT RUN
AACT CA6J – Does strange things to the sound effects

WONDERBOY 3
96EA BZ2A – Gives you 64,255 continues

WORLD OF ILLUSION
NNST BA3W – Start with 99 lives
AF6A AAAy – Each card = one life
A92A BTYG – Hits reduce health by four points

X-MEN
A3YA AA32 – Protection from most hits
BDBA CA34 – Protection from falling
ACJT CAGA – Protection from spikes
B5BA CA7T – Lose no Mutant power when falling
ACKT CAFT – Mutant power does not regenerate
TCKT CAFT – Mutant power regenerates faster
ACKT CEFT – Power regenerates much faster
ACKT CJFT – Mutant power regenerates to full

SUPER STRE THE NEW C

Okay. You've just handed over 70 or 80 quid for four extra characters, and you're fumbling around with those new fighters like some old slapper struggling with with her pension book. MEGA to the rescue, then. Over these two pages you'll find some all-important combination moves for use with the new characters. They're very straightforward once you've been told how to do them, but they're also devastatingly effective when used against an unfortunate friend who doesn't have the benefit of reading MEGA.

T. HAWK

Native American-looking chappy who, according to Capcom, actually comes from Mexico. Presumably though, he feels sorry for the North American Indians and their dreadful plight, and plans to regain their territories by entering the tournament. Is that so Mr Hawk? "Nah. I just like to bust heads," he quips. Ho, ho!

SQUATS WITH BEASTS AT OPEN-AIR POP FESTIVAL

3 OR 4-HIT COMBO – Jump in with FK, crouching MK, Rising Hawk

STAGGERS INTO TEPEE AT 3 IN THE MORNING

5-HIT COMBO – Jump in with an overlapped (deep) FP, crouching LP, standing MK, Rising Hawk

KEY TO TERMS

LP – Light punch
LK – Light kick
MK – Medium kick
MP – Medium punch
FP – Fierce punch
FK – Fierce kick
AC/DC – Ah, no...

DEE JAY

Dancing/boxing geezer. Entered the tournament because "T. Hawk looked at my bird".

"BRAINSLAPPER"

3-HIT COMBO – Charge back, jump in with FP, standing LP, Double Dred Kick

OOF, MY MIND!

5-HIT COMBO – Jump in with an overlapped kick, charge back, crouching LP, standing MP, Double Dred Kick

SMACK HIM IN THE IDEAS!

5-HIT COMBO – Jump in with an overlapped (deep) kick, charge back, crouching LP, Machine Gun Punch

ET FIGHTER 2 HALLENGERS

FEI LONG

Brucey-like, Chop Socky geezer. Reason for entering the tournament – "It is false to ask for reason. Achievement is its own reward. Pride obscures it." A bit pretentious really.

PASS THE SALT AND VINEGAR, GRANDAD

3-HIT COMBO – Jump in with FK, standing FP, Flaming Dragon Kick

SWANNING ABOUT

EASY 3-HIT COMBO – Jump in with FP, standing LP, crouching FK

HAVE HIM GREASED AND SENT TO MY ROOM!

5-hit combo – Jump in with FP, standing FP, 3 Rekka Ken Thingies

CAMMY

British special agent. Entered because "I am woman, hear me roar!" Any time, eh lads?

STICK IT TO THE MAN

3 OR 4-HIT COMBO – Jump in with FP, crouching MK, FK Cannon Drill.

OW, MY CLANGING BRAIN!

4-HIT COMBO – Jump in with FP, standing FP, crouching MK, Cannon Drill

STOMPY MAKEPIECE

3-HIT COMBO – Jump in with FK, standing FP, Thrust Kick

SENSIBLE

If you've got Sensible Soccer and want to get really good at it, you're going to need some tips. And that's where Paul Mellerick comes in, because he knows more than most when it comes to scoring. Goals, that is

Tips? For a football game? It may sound slightly absurd – after all, there's not much scope for complexity in a football game (it's just a case of getting the ball in the back of the net) and there are definitely no tough end-of-level bosses to fight – but football, especially *Sensible Soccer*, is actually a game of skill, strategy and knowing exactly what's what. So, over these two pages we'll tell you everything you need to know in order to slaughter your mates at the best football game yet to grace the Mega Drive and Mega CD.

BALL PLAY

Right, you're on the pitch, and you've kicked off. What now? Well, you could spend most of the time trying to pass between players, but you'll soon find that the computer will close you down and cause you problems. So instead of using the pass button (**C**) try using the kick button (**B**) and use the aftertouch to chip or curl the ball into the path of a player. Once you've got used to the formation, you'll start to know where your players are going to be and how to get the ball to them. Another fine tactic to become familiar with is the long ball forward from the midfield,

TEAMS – THE IMPORTANT FIRST STEP

What's the first choice you make when playing a game of *Sensible?* Yep, it's your team. Although the game may not use the names of real teams, it does try to be as realistic as possible. And this is why teams such as Milan, Manchester and Lazio are good and fast teams with star players. It's also why others, like Cardiff, Belfast and Luxembourg, are, well, a bit crap, to be completely blunt. This also applies to the national teams (try playing a game of England versus Faeroe Islands, and you'll see what I mean). For the custom teams, though, you'll just have to have a look and find out what's going on. Personally, I like teams with at least one star midfielder and a star forward.

FORMATIONS

There are several formations in the game, but you'll find that either the 4-4-2 or the 4-3-3 works best, with a strong midfield and a star forward or two, but hey if you're a fan of the 5-3-2 system, who am I to tell you differently? Take a careful look at your team and decide.

As you'd expect, Manchester are a very fast team and they have two top forwards to boot

With a star goalie, midfielder and forward, Milano are gonna be a tough team to beat

A nice, balanced formation, giving plenty of coverage

A good, strong attacking formation this one. Good against weaker teams

GOALS – THE KEY TO SCORING

Getting the ball in the back of the net is obviously the most important part of *Sensible Soccer*, but if you don't perfect the other elements of the game first, you won't even get yourself in a *position* to score any goals. The best thing about scoring goals in *Sensible* is the fact that you can do it from just about anywhere in the opposing half, using aftertouch to curl the ball left or right or to lob it. But you're really looking for shots from around the edge of the box or inside it for the best chance of getting it in the back of the net. Here are some of the best techniques...

CURLERS (STRAIGHT ON AND ANGLED)

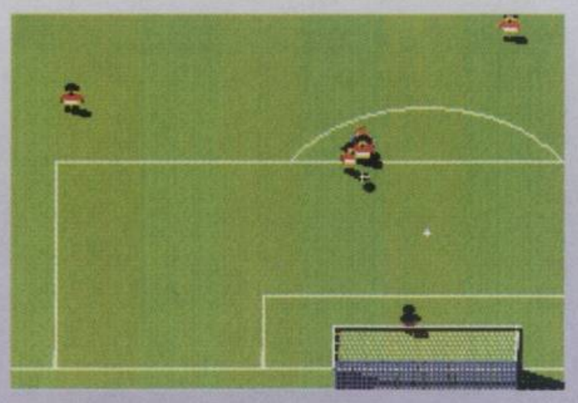
Using the sometimes absurd aftertouch, you can fool most goalkeepers into either diving too late or too early. Favourites are diagonally from the edge of the box (which you teasingly curl in front of the goalie and into the corner) or the straight screamer curling into the corner.

HEADERS

Get the "long ball forward" technique working (as described above) and you can then thump a diving header home from inside the box. You can also come in at an angle to put one in the corner, and by definition, diving headers are very hard to stop.

VOLLEYS

Goalkeepers in *Sensible* don't like speed, and so if you can get on the end of a pass and tap that **A** button, you're going to send a thumping volley right past them and then you can do the dance of the mad to celebrate.



Here you are on the edge of the box about to send the ball screaming...

... into the corner, when all of a sudden you curl it into the middle

You've got the perfect angle here as you run into the area...

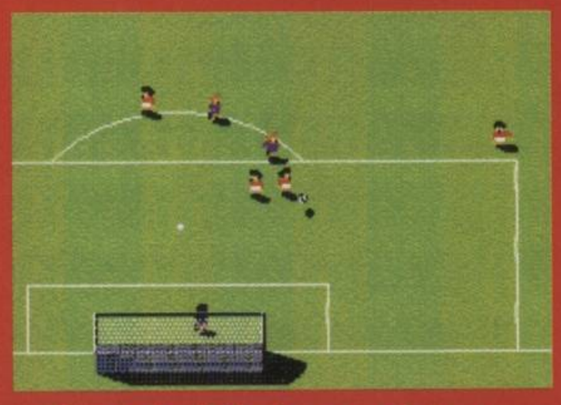
... and shoot towards the goal. A bit of curl will now send the ball...

... into the corner of the net, teasingly in front of the keeper. GOAL!

SOCCER

which is especially useful if you've got a star midfielder (because he can get more height and length on it). Get the ball into the middle of the pitch (just slightly behind your halfway line is best) and then hit button **A** to get the ball right into your opponent's penalty area. Once you're in the penalty area (with your star forward, hopefully) you can then get round to the business of scoring.

A big hoof from the middle...



... drops nicely in the penalty area

Your shot has been saved by the goalie...

... but you're quick off the mark and grab the ball...

... shoot, and send it flying into the corner

A top-class volley – your player missed the header, but you follow up...

... quickly and send it screaming past the goalie, who didn't stand a chance

A good shot at goal beats the keeper but...

... hits the post. However, your player is there...

... and finishes it off with a cracking shot

FOLLOW-THROUGHS

Perfecting all the aforementioned techniques does not mean you are going to get a goal every time you're in a good position (otherwise every game would be something like 35-0), but sometimes the keeper will drop the ball or the defender might lose possession in the box, and if you're following through, you've got a good chance of catching them off-guard. And watch out for hesitant defenders passing back to their goalie. Suckers!

SLIDES

The ball drops tantalisingly in front of you but you're not going to reach it, unless, by pressing button **A**, you go for the slide. Be careful not to foul anyone (or the goal won't count) and you could score a really cheeky goal.

SET PIECES

So you've sussed how to score in "free play" but what about the set pieces? They're vital in real football and can prove to be equally jammy, er, I mean impressive, in *Sensible*.

CORNERS

There are a couple of ways to do these; either lob the ball directly into the box and then dive or volley the ball in, or take a short corner and use button **A** to get the ball into the box and drive it home.

Above: A nicely lobbed ball into the penalty area and one of your players can get on the end of it. However, if you can't reach it...

Right: ... try diving towards it and smacking a lovely diving header into the net

FREE KICKS

Just outside the box and you've got a good chance of getting one in the back of the net; anything further away and you might try to lob at the keeper to show off but you won't get it in every time. If you're in front of the goal, you can either just tap button **A** for a straight shot or try to curl it around the wall.

PENALTIES

Er well, you can either whack the ball straight at the keeper or try to place it in one of the corners. The keeper will either save it or he won't. You've got a fifty-fifty chance really, just like the real thing.

STAR PLAYERS

As you've probably noticed already, the star players (in Normal and Expert mode only) play a major role in anything tactical to do with *Sensible Soccer*, so it's important to know where they are and how to get the ball to them. You can also use them to chase the ball, because they are usually well endowed in the speed department, and steal the ball and dribble it down (or up) the pitch. Also, be careful when changing formations that you don't move a star player out of position. Do that and he'll just become an ordinary player.

Grab the ball from the opponent...

... and quickly fire it into the goal

Once in the box, get the ball and either shoot...

... goalwards or, as shown here, walk the...

... ball into the net and embarrass the goalie

DUNE 2: THE BAT

Will Groves gives you some sound advice on how to become a better player at this slick strategy game

Before we start looking at the strategy of this game in detail (and before your eyes start to wander over to that luscious map on the right), let's just give you some general, yet essential, gaming advice...

The balance of your city should be tailored to the conditions in the territory. If, for example, there's not much spice around, you should concentrate on getting as much harvesting done as possible early on. If there's plenty of the stuff just lying around, you'll be able to build up more gradually, taking the time to balance your city, upgrade your Barracks and Vehicle Factories, while producing multiples of just about everything.

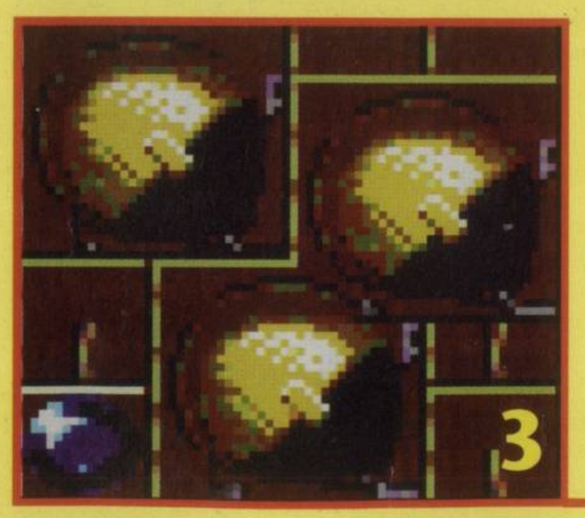
Early on, the most important thing is to keep yourself to yourself. Any early contact with the enemy seems to provoke an attack, which can be very difficult to cope with in the early stages. Remember that the enemy is already here and has troops and tanks from the start of the level. Only venture out to the enemy's base when your own has been fully fitted out with Turrets and can look after itself. When you do attack, gather your vehicles, including Rocket Launchers to take out the Turrets, somewhere close to the enemy base. Then just find one corner of the base and start chipping away, while continuing to maintain your base and replenish your task force.

Okay, you've now got a general idea of the best way to go about things, so now it's time to get playing. You should work your way around the map in numerical order (start reading from point 1 through to point 13), remembering to keep yourself to yourself in the early stages of the game. Good luck!

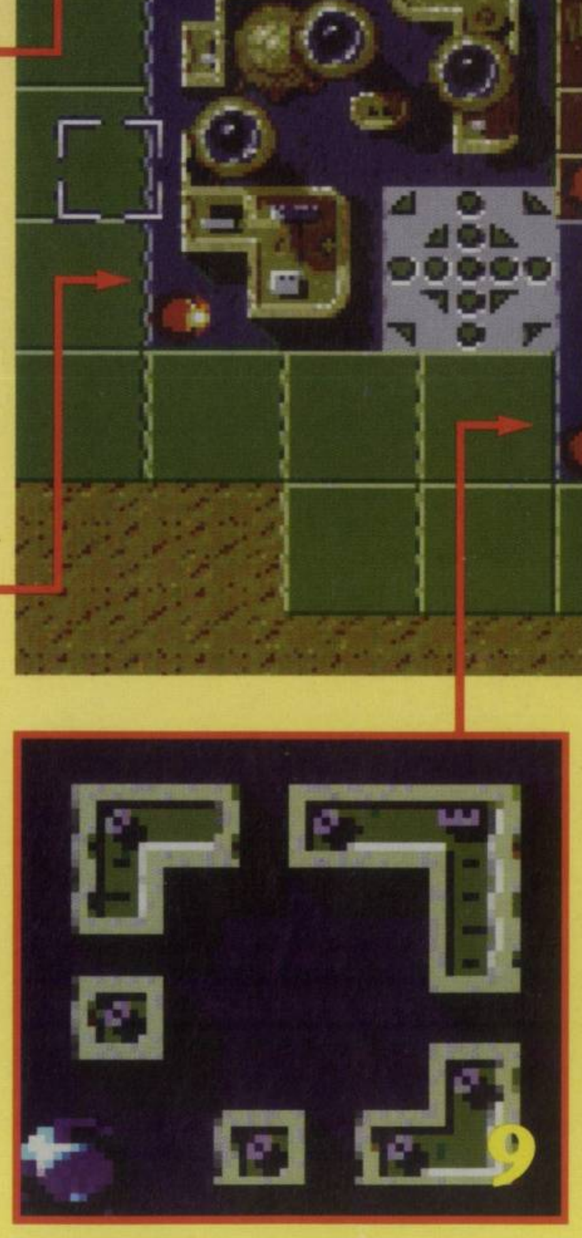
11. HI-TEC VEHICLES
Once the cash is rolling in nicely it's time to think about a Hi-Tec Plant. The only thing they do is build Carry-Alls, but just one of these will speed up your harvesting and, if you've got a Repair Plant, it'll even pick up all other damaged vehicles for repair

5. VEHICLES
You need at least one Vehicle Plant as soon as your Refinery is up and running. As well as offensive power, plants supply MCVs, needed for another construction site, and extra harvesters

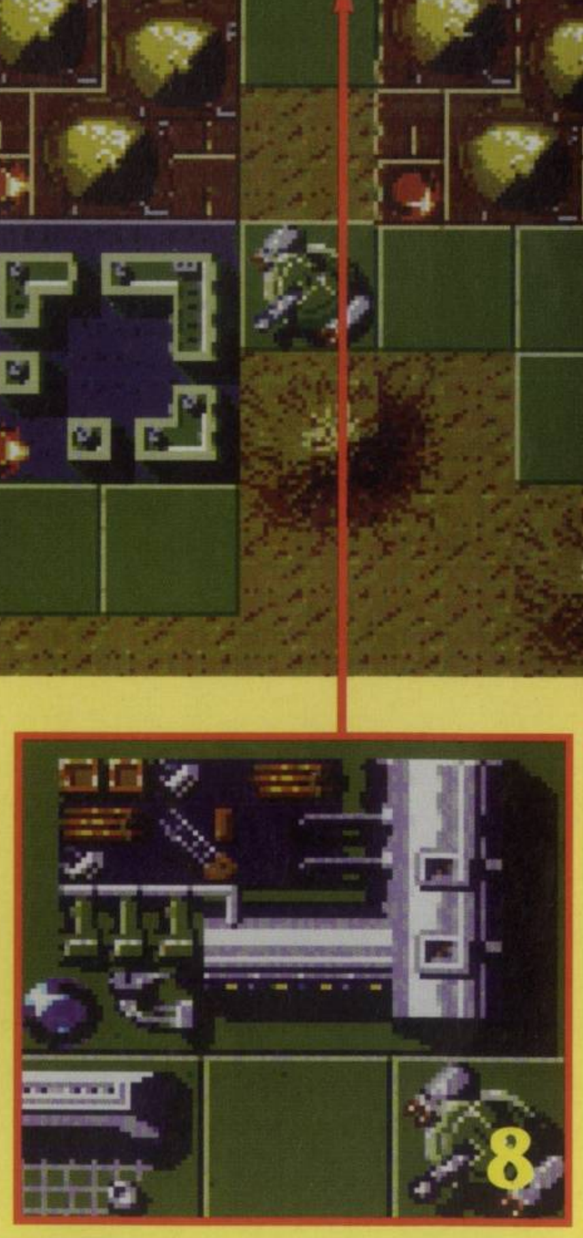
12. STAR PORT
Star Ports look nice but don't really do anything that a Vehicle Plant can't



3. WIND TRAP
You have to build a Wind Trap to start your base off, but as you expand you'll need to add more and more

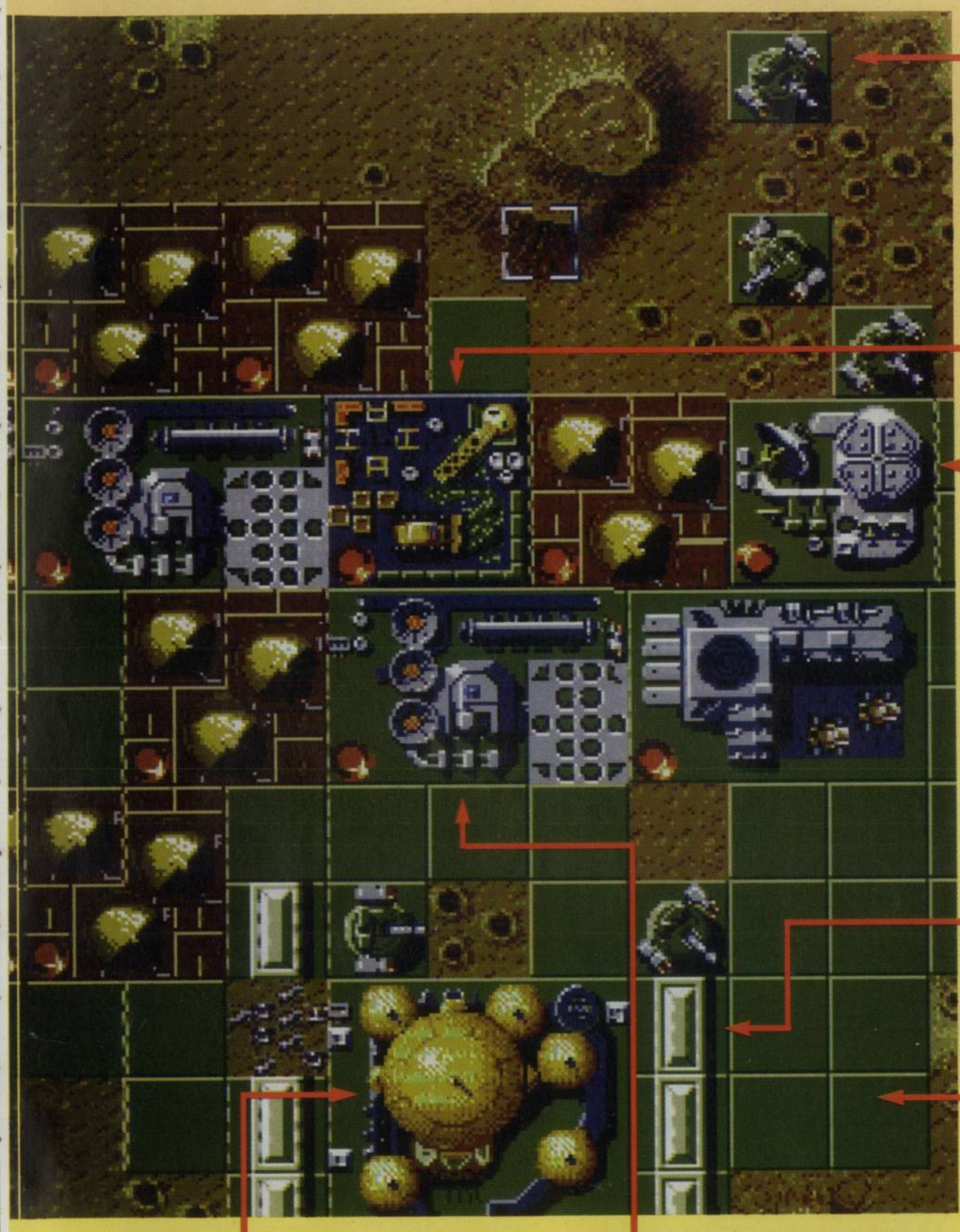


9. BARRACKS
You only really need Barracks in the first territories, as they quickly become superseded by Vehicle Plants and Tanks later on. Still, if you're harvesting efficiently, you should have more cash than you know what to do with, so go on, treat yourself. Like Vehicle Plants, Barracks can be upgraded



8. REPAIR
When you get a chance, stick one of these plants in and make sure you use it. Just checking your vehicles once in a while saves a fortune in credits, which can then be used to build some of those lovely Rocket Turrets. All your other buildings can be maintained, so keep checking them as well

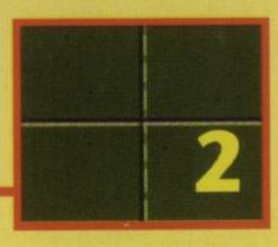
TLE FOR ARRAKIS



7. TURRETS AND ROCKET TURRETS
When you get the chance to build some Turrets, build as many as possible. Position them around, but well in front of, your base, to take out Rocket Launchers before they can get close enough to do any damage

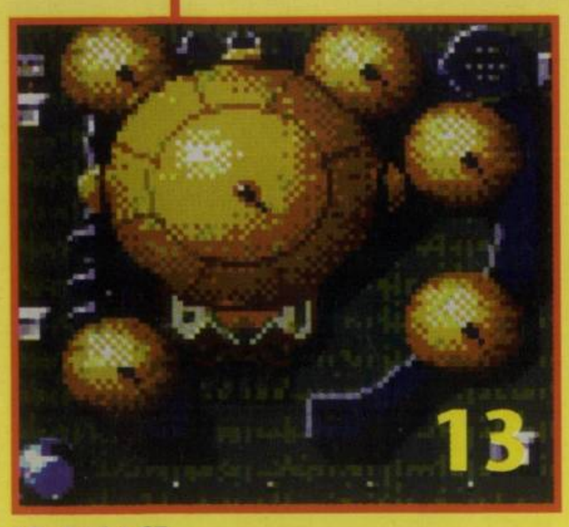
1. BUILDINGS
You start with a construction site, but to allow quick expansion you should build one with an MCV as soon as you have a Vehicle Plant or Star Port

6. OUTPOST
You do need an Outpost later on in the game when the enemy starts appearing, but don't worry until you've got plenty of cash

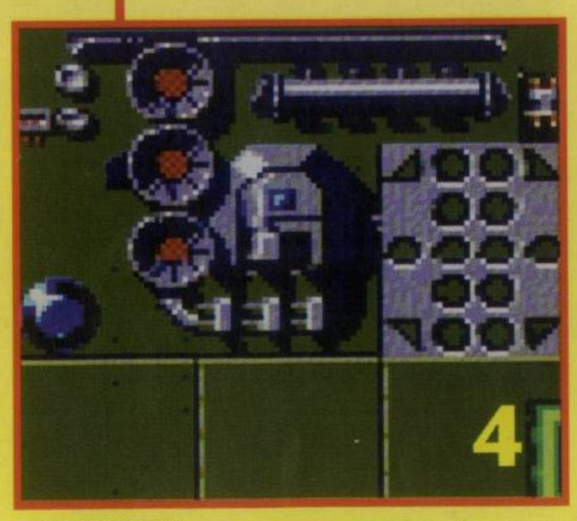


2. CONCRETE
It might seem like a lot of hassle but you should use concrete under everything, as it gives greater strength to your base, saving you valuable maintenance time

10. WALLS
By the time you get the chance to build walls the enemy has Rocket Launchers which can shoot over them, but walls do give you something to do in the quiet middle of the game, and strengthens your whole base by taking at least some of the flak when you're under attack



13. PALACE
The Palace not only looks very nice, but it packs a fairly hefty punch as well. In the later levels of the game the missiles that come with your personal Taj-Mahal can come in very handy, and are best used as a way of getting an offensive foothold in the enemy base



4. REFINERY
Refineries are the most important parts of your base, providing you with the raw credits with which to continue developing your base and building up your army. Thus you are advised to use multiple Refineries, and remember that you can have more than one harvester for each one

CHEATER'S CORNER

If you're a crap, cheating sort of gamer, you'll welcome these level-select codes...

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6. FAIRMENTAT
7. ASHLIKENNY
8. SONICBLAST
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HARKONNEN
2. DEMOLITION
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5. DARKHUNTER
6. EVILMENTAT
7. ITSJOEBWAN
8. DEVASTATOR
9. DEATHRULER

ORDOS
2. DOMINATION
3. SPICESABRE
4. ARACKISSUN
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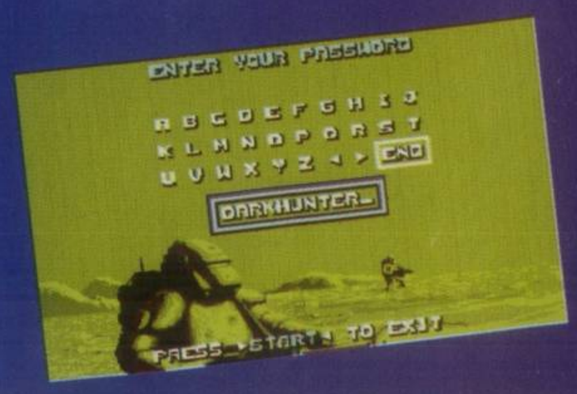
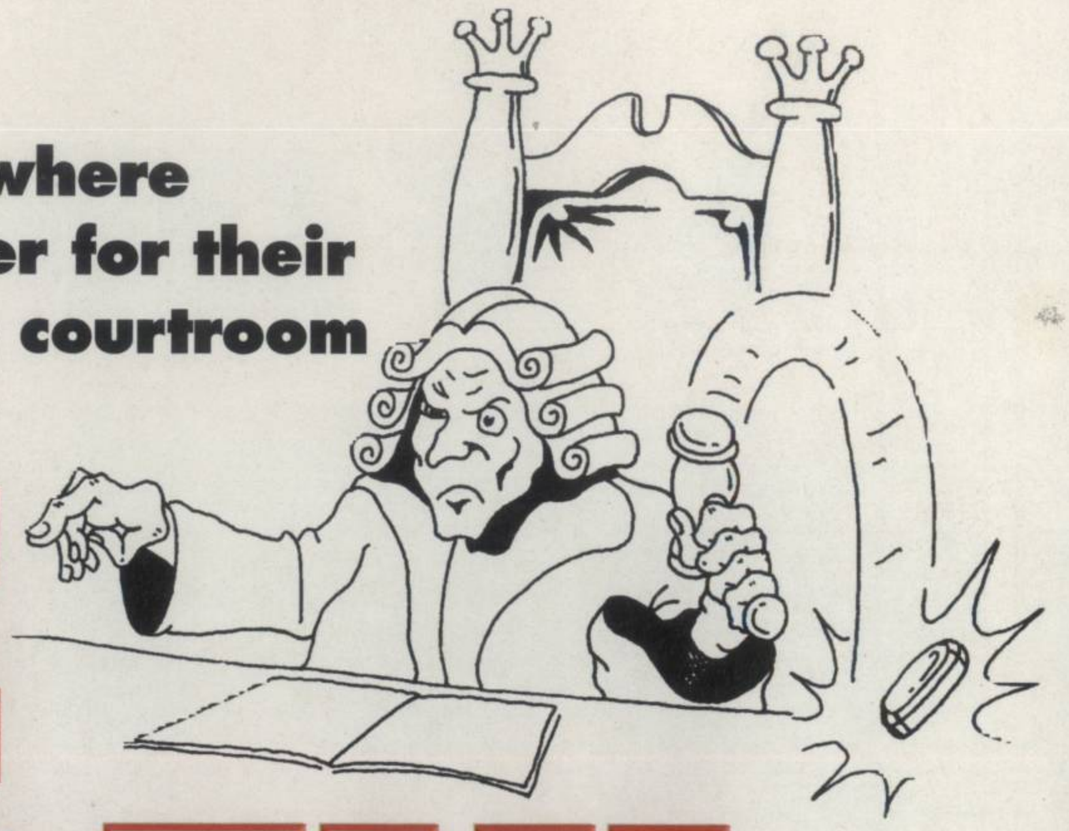
6. WILLYMENTAT
7. SLYMELANIE
8. STEALTHWAR
9. POWERCRUSH



Welcome to the Mega Hall of Justice, where terrible old games are forced to answer for their crimes. So we ask you now: would the courtroom please rise, and pray silence for...



JUDGE DREADFUL

Ladies and Gentlemen of the jury, I don't think we're going to have too much trouble with today's defendant. A scrawny little character by the name of B.O.B., we don't expect very much from him. So pay attention, listen carefully, and we should have this over in time for tea.

I understand that Nick Channon, speaking for Electronic Arts, will be defending the accused. Mr Channon, would you please call your client to the witness stand. Thank you.

Is your name B.O.B.?

"It is."

Did you or did you not appear in a 1993 Mega Drive game from Electronic Arts entitled, unsurprisingly, *B.O.B?*

"I did."

Now I put it to you, Mr B.O.B., that your platform-based antics are tedious in the extreme. I, Judge Dreadful, accuse you of derivative and blood-chillingly repetitive gameplay. Furthermore, I suggest that your affected "cuteness" and puny attempts at humour fail to disguise an irritating and unsympathetic character. How do you plead?

"Not guilty."

Pah! You're as guilty as hell. Along with a host of startlingly similar games, you're responsible for the "dark ages" of Mega Drive software, where every new title was some stupid variation on the platform game formula. All this running, jumping and shooting; didn't anyone ever stop to think that it was all getting just a teensy bit boring?

"Objection, your honour!"

Yes, Mr Channon?

"B.O.B. cannot be held responsible for the poor quality of other, similar, titles. We have to plan so far into the future that – although we have many spies out in the field – we cannot foresee that lots of platform games will be released within a short space of time. Anyway, I'm sure we had the idea first."

Nonsense. You all took one look at *Sonic* and *Shinobi*, thought "Cool; kids love platform games" and pressed the big green "GO" button on your formulariser machine. Attempts to make things interesting with extra weapons and gimmicks, like those ridiculous "Remote" things that B.O.B. lugs around, only over-complicate matters in an effort to obscure a fundamentally lazy approach to game design.

"But consoles are best suited to this kind of platform game; after all, how many good flight sims have you seen on the Mega Drive?"

You're just avoiding the issue. The Mega Drive has been blessed with some crackingly original strategy games, sports games, role-playing games and puzzle games. *B.O.B.*, on the other hand, is formulaic and – what's worse – badly executed.

"But how could anyone fail to fall in love with B.O.B.? Those eyes just make you want to weep."

For all the wrong reasons, Mr Channon. No, I'm sorry – and I think the jury are with me on this one – but I find B.O.B. guilty as charged.

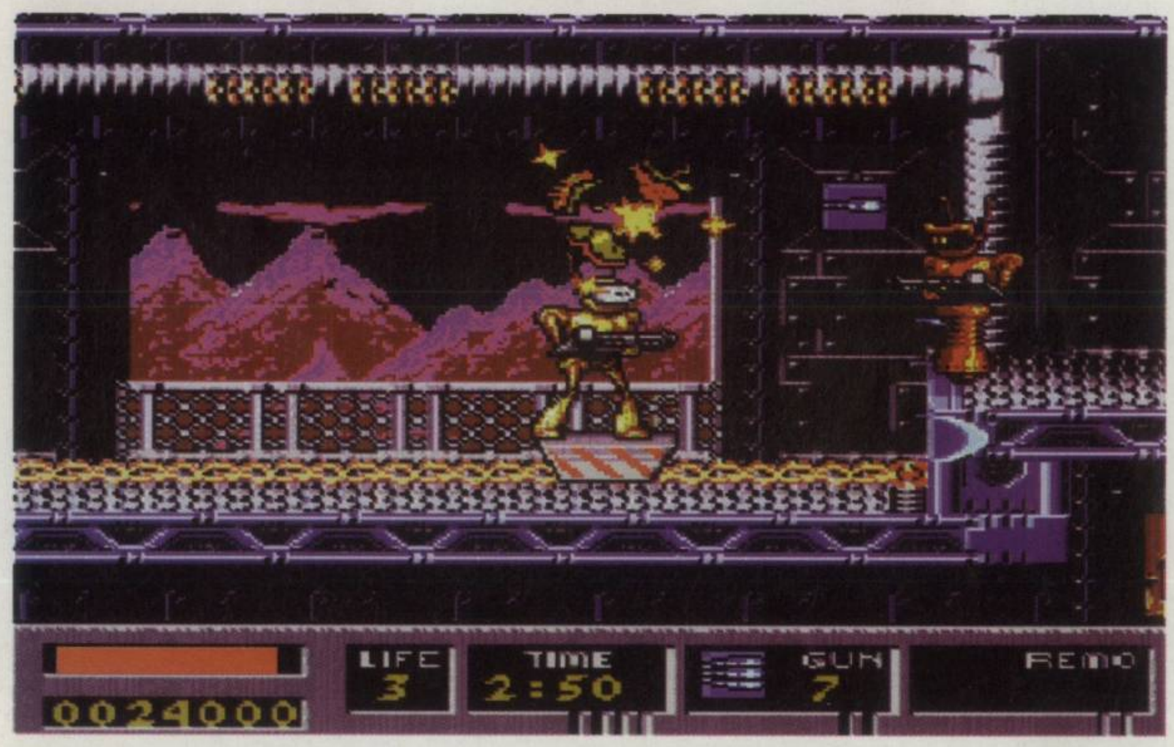
"But wait, your honour! I have some vital new evidence!"

I'll thank you to keep your pathetic pleas for a last-minute reprieve to yourself. I know no mercy. Now be quiet, or I'll order you in contempt of court!

"Look – five copies of *B.O.B.*, any one of which could go to a MEGA reader."

Hmm. In view of these mitigating circumstances, I order the charges against the defendant to be dropped. Mr B.O.B., you are a free robot! And the first five people to write in and tell me the number of the issue in which we reviewed this fine game will each make off with a spanking new copy. Hurrah for bribery!

Judge Dreadful will be back next month with more real-life courtroom drama.



"Now I put it to you Mr B.O.B. that your platform-based antics are tedious in the extreme." B.O.B. is more than deserving of his trial before Judge Dreadful

Look at you. What a jerk. How do you plead?

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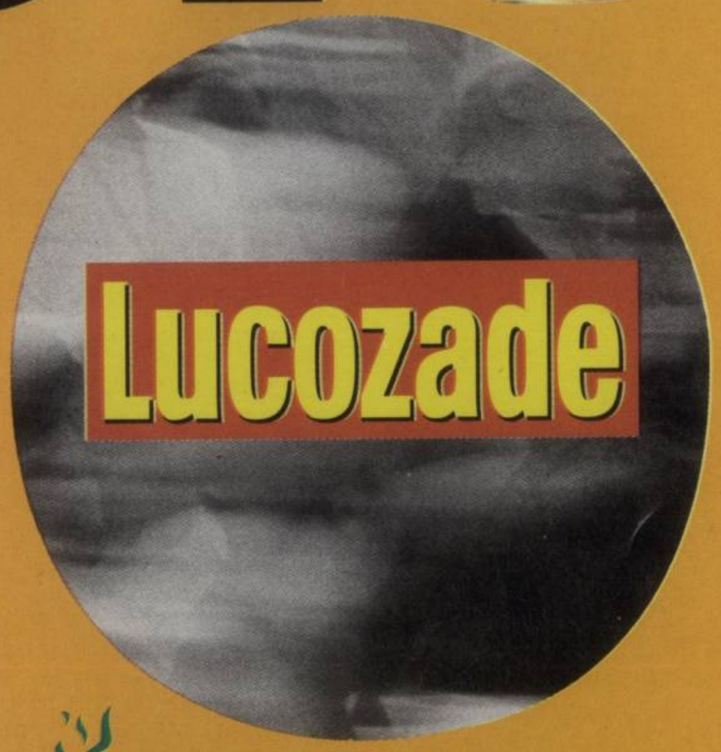

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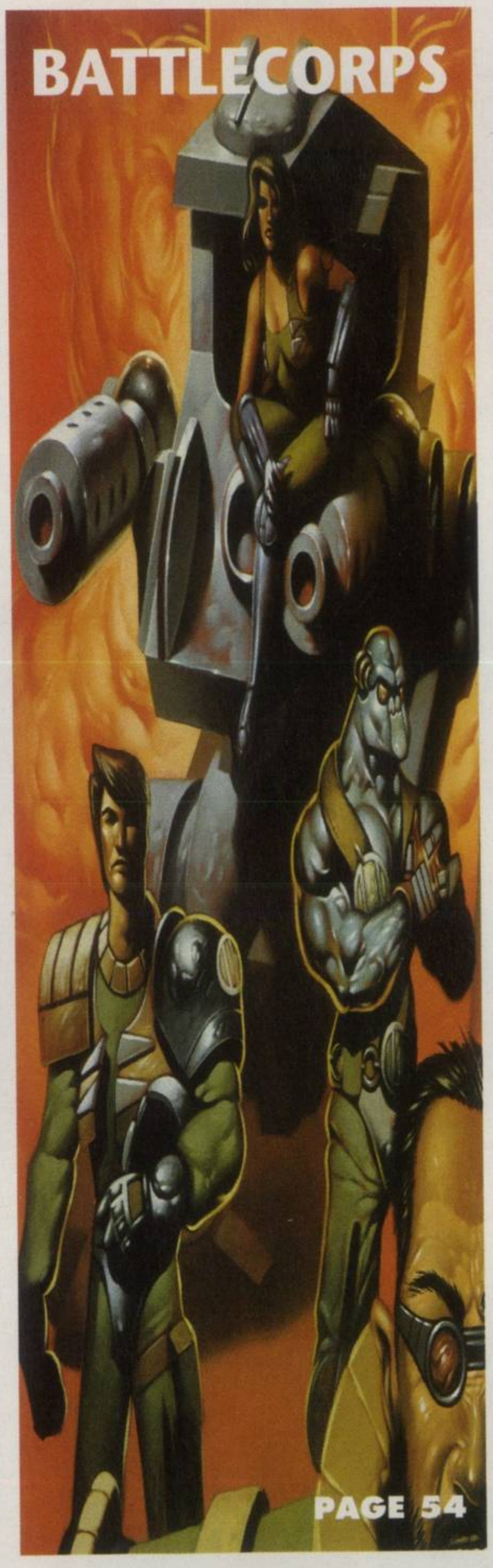
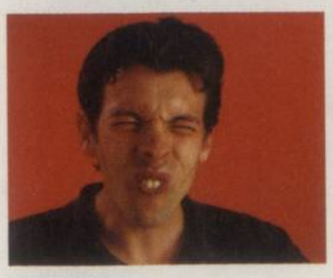
ROCK HARD!

We've got thirteen new games for you this month, and five juvenile delinquents to review them



THE EVER-EXPANDING REVIEW TEAM

This month, for no adequately explained reason, our reviewers were asked to do weasel impersonations, and then they were rated...



ANDY
"Start any time you like"
Rating: 1/10

PAUL
"Squiffy eyes. Nope!"
Rating: 4/10

WILL
"More like a sneeze"
Rating: 5/10

JOSSE
"That's more like it"
Rating: 8/10

JON
"Urgh, it's horrible!"
Rating: 10/10

REVIEWS

FATAL FURY 2 62
FIFA SOCCER CD 64
COMBAT CARS 66
KING OF MONSTERS 2 66
CHAMPIONSHIP SOCCER 67
HARDBALL '94 67
STAR WARS CHESS 69
ANDRETTI RACING 69
PIRATES 71
OPERATION EUROPE 71

From: CAPCOM

Release: OUT NOW

Price: £89.99

Characters: 16

Players: TWO

IMPORT

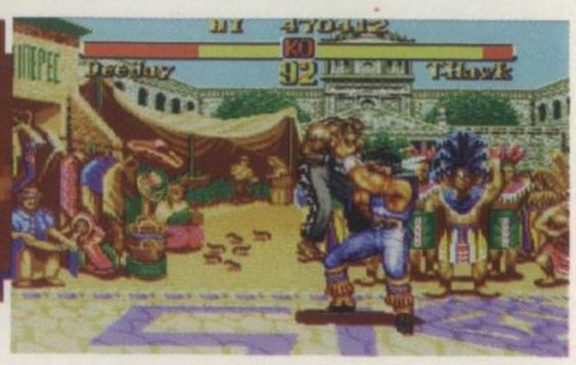
SUPER S FIGHTE

It's a bit more than *Street Fighter 2*, but not quite *Street Fighter 3*. What is it? *Super Street Fighter 2* of course. Paul Mellerick, lover of Jon Bon Jo... er, lover of beat-'em-ups, checks out this latest update...

Super. Nice word, isn't it? Used by the likes of Jim Bowen (who could forget his catchy slogan "super, smashing, lovely"?) and Mary Poppins (how do you spell Supercalifraduloustci etc..?) it's now being utilised by Capcom to describe their updated version of the classic *Street Fighter 2*. But just what have they done to it? And does it really make it super? You all want the answer to be yes and, luckily for you, it is, and it's a big yes at that.

MORE OF EVERYTHING, AND BETTER TOO

Right, let's ignore the history of this game and all its various versions and get straight down to the guts of the game. If you've seen *Street Fighter 2: Championship Edition*, you're going to want to know what's in here that's different. Of course the first and biggest differences are the four new characters.



"Let's see you play the steel drum now," shouts Hawk rather unfairly

TREET R 2

Yes, I know it's getting very tiresome but here goes... "Phwoar, Cammy on Cammy action. Blimey, I'd like to be that leotard. Cor, lumme, blimey, cripes!"

Feilong, Cammy, Dee Jay and T. Hawk are the latest top-class fighting dudes who've appeared from nowhere to fight it out against old favourites like Ryu, Ken, Chun Li and Blanka. This gives us 16 fighters in all, and an amazing number of possible confrontations which I can't for the life of me work out at this very moment.

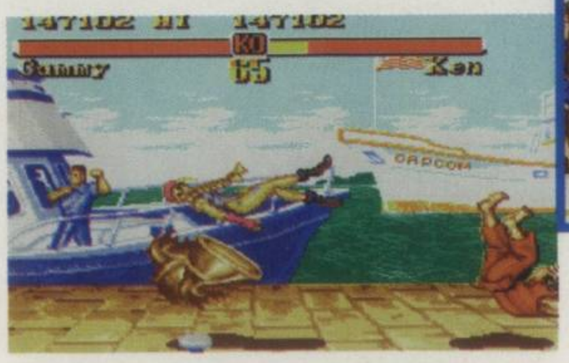
But this isn't just a case of chucking in a few new characters and shoving the game out on the streets. You see, the original *Street Fighter 2* has been out for quite a while now and because most beat-'em-up fans are obsessive about this game, they already know everything there is to know about the in-game characters. Capcom, therefore, have decided to give these established characters a new lease of life, so prepare yourself for new tricks like Red Fireballs, Flaming Dragon Punches and Beast Jumps, to name but a few. And as well as special moves, there are new close-in attacks – generally, everyone has been "beefed up" to even up the characters' abilities and therefore make the game more tactical and much harder.

The old characters have a new lease of life

EVEN MORE OPTIONS THAN BEFORE

Furthermore, because the game is essentially the same as before, and because this is a console game and not a coin-op, Capcom have ▶▶▶

A remarkably tedious grab considering the action-packed nature of the game



Oh dear, seems to be a barrel-related double-whammy-type incident

NEW MOVES FOR OLD

To give the game even more of an updated feel, Capcom have given most of the older characters some new special moves. So if you fancy learning how to use Ryu's Red (Stun) Fireball or Chun Li's Kioken (Fireball), looky here...

RYU'S RED FIREBALL

Press ⬅, ↙, ⬇, ↘ and ➡ plus any punch button.

BLANKA'S BEAST LEAP

(You should see this in action)
Press ⬅ for two seconds, then press ➡ and any kick button simultaneously.

KEN'S FLAMING DRAGON PUNCH

(Ouch!) Press ➡, ⬇, ↘ (a normal Dragon Punch), but use the hard punch button.

CHUN LI'S FIREBALL

Press ⬅ for two seconds, then press ➡ and any punch button.

ZANGIEF'S SIBERIAN SUPLEX

(How did he do that?)
Press the pad in a 360-degree- rotation and press any punch button.

BALROG'S SHOULDER PUNCH

(As if his hands weren't strong enough)
Press ⬇ for two seconds, then press ⬆ and any punch button.

VEGA'S CLAW THRUST

(Those things are sharp)
Press ⬇ for two seconds, then press ⬆ and any punch button.

M. BISON'S FLYING PSYCHO FIST

(Avoid this one)
Press ⬇ for two seconds, then press ⬆ and any punch button.

TOURNAMENT MODE

Got loads of friends who reckon they're better at SF2 than you? Then you're going to love this Tournament option. By selecting up to eight players, you can enter a series of one-bout knockout rounds culminating in a running order of who's the best and a nice screen showing who's the champ. This will prove once and for all who's the best... until the next time of course.

OK, well it's pretty bloody obvious what's happening here. Time for our eight players to choose characters

Then the battles begin. First up it's Ryu versus T Hawk. Then all the other players have to have their bouts. Then...

... after all the preliminary rounds, we come to the grand final. Unsurprisingly Ryu's there, but Zangief? Come now

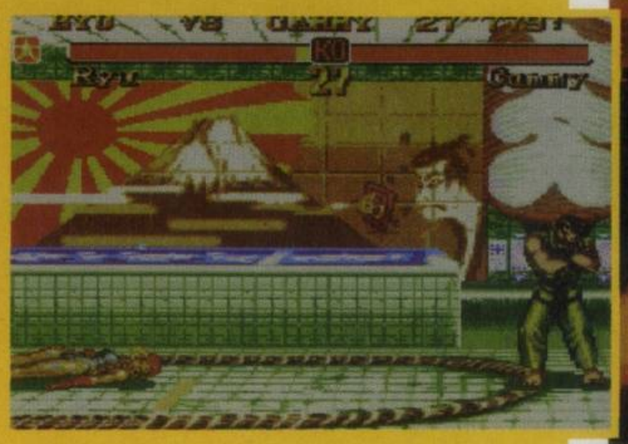
CHALLENGE MODE

So you're good then? You've beaten the game and everything else it has to offer. Well, not quite, because thanks to the Challenge option, you get to try to beat yourself. There are two modes of challenge, a time challenge (where you select the characters and then see how quickly you can beat them up) and a score challenge, which is the same as the time challenge except you're playing for points and you only have 50 seconds in which to fight. The game will store all your best scores and times and you can even take a look at how the actual Capcom staff have done.

The timer's run out and it would seem that Ryu has won by squillions of points to bugger all

This is the Challenge mode selection screen. At the bottom is displayed Capcom's own record. Very neat

And this is a very similar screen, only this time it's a time challenge rather than a points challenge



Ryu's been slapping our Cammy about. That's it, next time I see him he's dead. I take you all on... etc

There we go, Ryu sets a new time record and Cammy just stands there with her beret all squashed

added a few bonus sections and other bits to give the game even more of an edge and to make it last that bit longer.

For a start, by selecting the Normal or Expert option for the Super Battle, you can choose to play the main game against 12 randomly chosen fighters (facing up against Sagat and M. Bison at the end as usual) or face up to all 16 of them. Then, once you've defeated both modes on all the seven levels (which should, incidentally, take you a while at least) you can get down to the Challenge section for honing your abilities, or you can get loads of mates round and have a go at the Tournament section. For more information on both of these new aspects of the game, take a look at their respective boxouts.

The moves for all the fighters are fabulously animated

And that's it. It's all here, and you're all going to love it. The gameplay is as cool as it ever was (which is as near to perfect as anyone could ever get) and with all the new moves and characters, Capcom have done the impossible and improved on *Street Fighter 2: Special Championship Edition*. But it's taken a 40-Mbit cartridge on which to do it, and when you take one look at the graphics and animation you can see where the memory has gone. All the details of the different levels are here (watch the birds fly away at the end of a fight on T. Hawk's stage in Mexico) and all the moves for all the fighters are fabulously animated, yet still incredibly fast. The sound is slightly disappointing though, and although there's lots of it, the muffled speech is a bit on the poor side. Still, it doesn't affect the gameplay, so we won't moan about that for too long.

"Wait Sagat," cries Feilong, "me think me hear um paleface approach." "Look," replies Sagat, "stop the bloody Red Indian act and stand up and fight."

Ryu won, and here are the full results. Hang on, Ryu lost as well. Yes, you can choose the same characters if you like

And there he is in all his victorious glory. What's more he's bought a lime green outfit for the occasion

Forgive me, but after you've written one *SF2* caption you've written 'em all. Here's Feilong and M Bison

Here's Cammy getting blatted by Chun Li, who's obscured by that other screenshot in the name of design

Cammy gets her own back on Ken for a date that went horribly wrong

WHAT ABOUT THE PRICE?

The only real thing worth griping about is the price, and whether it's worth buying this "update" if you've got the original. Well, the imported version we're reviewing here (as far as we know the official version will be the same except for the name changes that happened in Championship Edition, Balrog being called Vega for example) is selling for £90, and that's an incredibly expensive cart. The official version, due on sale in August, will sell for £69.99, the same price as *Virtua Racing*. Now although there's no special chip as in *Virtua Racing*, remember that you're getting a 40-Mbit cart for your money.

As for whether you should get this in addition to the Special Championship Edition, it's a tricky one (if you haven't got *SF2: SCE*, then of course this comes highly recommended). On the whole, you're not getting a new game for your money, and although everything has been tweaked and turned up as fast as it will go, for 70 quid I can't really say I think it's worth it. I'm not taking anything away from the game itself, but when it comes down to it, *Super Street Fighter 2* is only a *slightly* better game than its predecessor.

If your software collection is lacking a beat-'em-up, this is going to fill the gap brilliantly, and it will be a long time before you'll feel the need to replace it. But don't rush out and buy it simply because you have to have "the next big thing". Put your thinking caps on, and then decide.

Ⓜ *Paul Mellerick*

DeeJay and Ryu, plain and simple. Actually it looks like DeeJay is break dancing. As for Ryu, well, he's just flying through the air really, um, that's it

94 PERCENT

"It's an old cliché, but it couldn't be more apt... the best just got better"

GRAPHICS	9	GAMEPLAY	10
SOUND	6	GAME SIZE	9

From: Core Design

Release: August

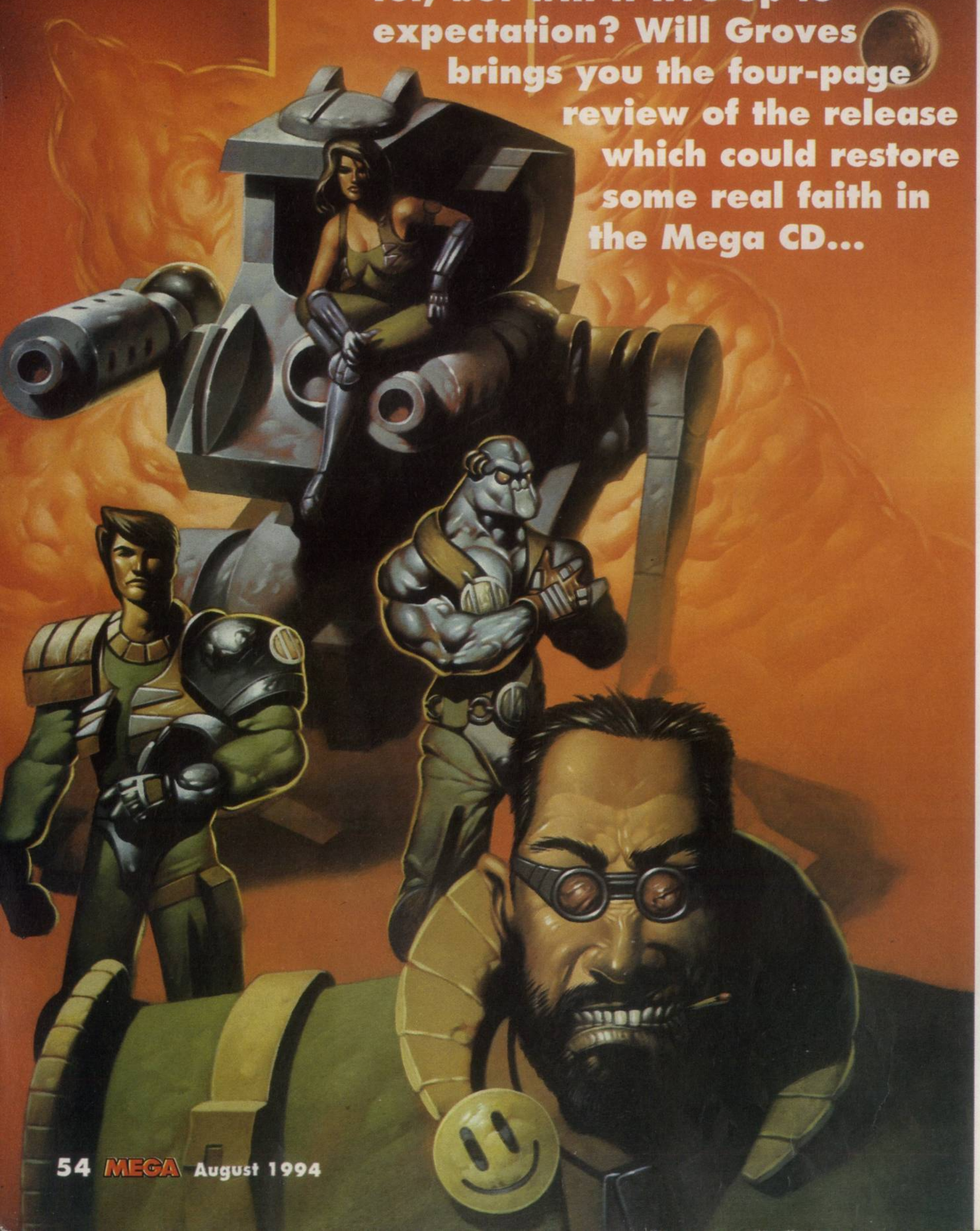
Price: £44.99

Levels: 13

Players: One

BATTL

It's the game *Thunderhawk* lovers have been waiting for, but will it live up to expectation? Will Groves brings you the four-page review of the release which could restore some real faith in the Mega CD...



Sega must love Core Design. They're the people behind the only game to offer any really compelling reason to buy a Mega CD *(Thunderhawk)*, and in *Battlecorps* they've provided another shot in the arm for the ailing add-on. Based around the same sprite scaling and ground texture mapping engine that exploited the Mega CD hardware to the full and gave *Thunderhawk* its impressive speed and looks, *Battlecorps* sticks to the fast-as-you-like 3D environment, viewed, as they say, in the first person, and if anything, it looks a bit quicker to me. This time you're confined to ground level (boo!) but you do have a wide and devastatingly powerful range of weapons (hooray!) with which to blast things.

COMBAT-HARDENED VETERANS

The plot, described by the makers as "hard sci-fi" involves such increasingly familiar elements as mining of newly discovered minerals, haywire, virally infected super computers, corporate armies and guns. On the planet of Mandlebrot a mining colony has been successfully established to extract the newly discovered extra-terrestrial element Meridium. The colony is manned by a small team of miners and a fleet of "robotic mining and defence systems" or BattleBots, under the control of MOSES (Multicameral Organic Synergistic Energised System). Unfortunately, MOSES has become infected by a virus planted by a rival mining corporation and, naturally, turned on the colonists, imprisoning them and turning the planet into a heavily armed fortress. This, unsurprisingly, is where you come in. Only it's not really you, silly, it's the Battlecorps, a group of

Everything wobbles in the underwater missions, and bubbles abound

ECORPS

The view from your cockpit is particularly spectacular on the lava stages, where the ground regularly spouts towers of flame

combat-hardened veterans of the corporate wars.

Your job is to guide the Battlecorps' Armordillo Class, Bipedal Attack Machines in their mission to take the planet back, rescue the miners and re-secure Meridium supplies for your corporation's on-going war effort. Obviously MOSES isn't too keen on this mission, and throws a barrage of fire at you through all 13 missions. At your disposal are three different, um, cyberformed BAM gunjoks, each with their own particular mix of strengths and weaknesses. Yeah, it all sounds a bit silly, but the game carries the atmosphere through with an admirably straight face, and with dialogue from the CD as a constant backdrop, you'll soon get sucked in. Plus, of course, when you're near the end of a mission and there's some, some THING chucking bombs and goodness knows what at your already fragile shields, you won't care whether it's real, ▸▸▸

With dialogue from the CD as a constant backdrop, you'll soon get sucked in

CHOOSING YOUR CYBERFORMED GUNJOKS

These cyberformed BAM gunjoks are your intermediaries in the hostile Battlecorps environment. Each time one of them dies or you move on to a new mission you'll be asked to choose one of the three. Each has a different mix of three main characteristics – speed, strength and armour – which make them more or less useful in some missions than others.

Hello, I'm Cutter, and I'm a cut above the rest

CUTTER

Cutter is a Jack-of-all-trades and is useful in the larger, fairly fire-intensive, levels, like the first one.
AGE: 26
HEIGHT: 6'1"
WEIGHT: 176 pounds
CYBERFORMED: 2059
Ten years in the Battlecorps, the last five of which he's been a cyberformed gunjok.

Hi, I'm Becky and I'm at your beck and call

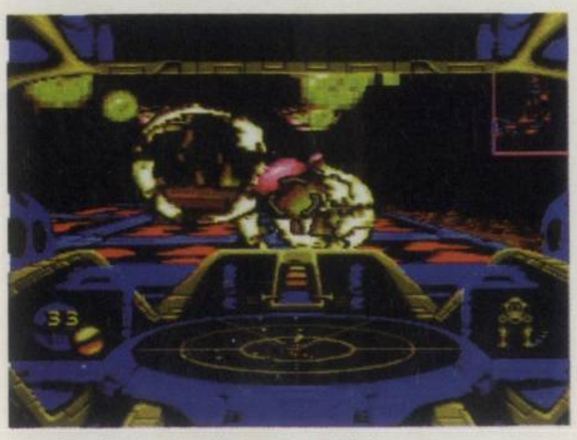
BECKY OJO

Becky is speedy but relatively vulnerable and weak, and thus better suited to the low-intensity dash missions than anything else.
AGE: 23
HEIGHT: 5'9"
WEIGHT: 131 pounds
CYBERFORMED: 2062

Um, hello, I'm Dika and I'm a bit of a di...(snip)

DIKA 'A' JANG

Dika is a gene-spliced polymorph with a down-loaded cyber-psychosis, apparently, but what you really need to know is that he's big, slow and extremely hard. He may not be the handsomist of chaps, but he's good for all out, no-holds-barred warfare.
AGE: unknown
HEIGHT: 6'5"
WEIGHT: 212 pounds
CYBERFORMED: 2061



Explosions scale as quickly as everything else and block vision

The sewer sections are littered with mines and all sorts of debris

This is just one of the shields that protect the final boss

Whatever's going on here, you must be glad of your suit thingy

A RIGHT GOOD BLAST

Of course, you're not about to go into this planet reclamation business without a couple of very compelling eviction tools. On board your death machine you carry a plethora of life- and property-destroying weapons of various shapes and sizes...

TWIN CANNON

The weakest of the Armordillo Class's weapons is still powerful enough to destroy just about everything, and it comes with an infinite supply of bullets too

PLASMA PULSER

Next up from the Twin Cannon, the Plasma produces more powerful and visibly larger bullets, but comes with a limited supply. You'll need these towards the end of the levels

FLAME THROWER

The Flame Thrower has a very short range but is very powerful. Ideal for taking out those pesky floating mines, but also necessary for defrosting locks in certain levels

MORTAR

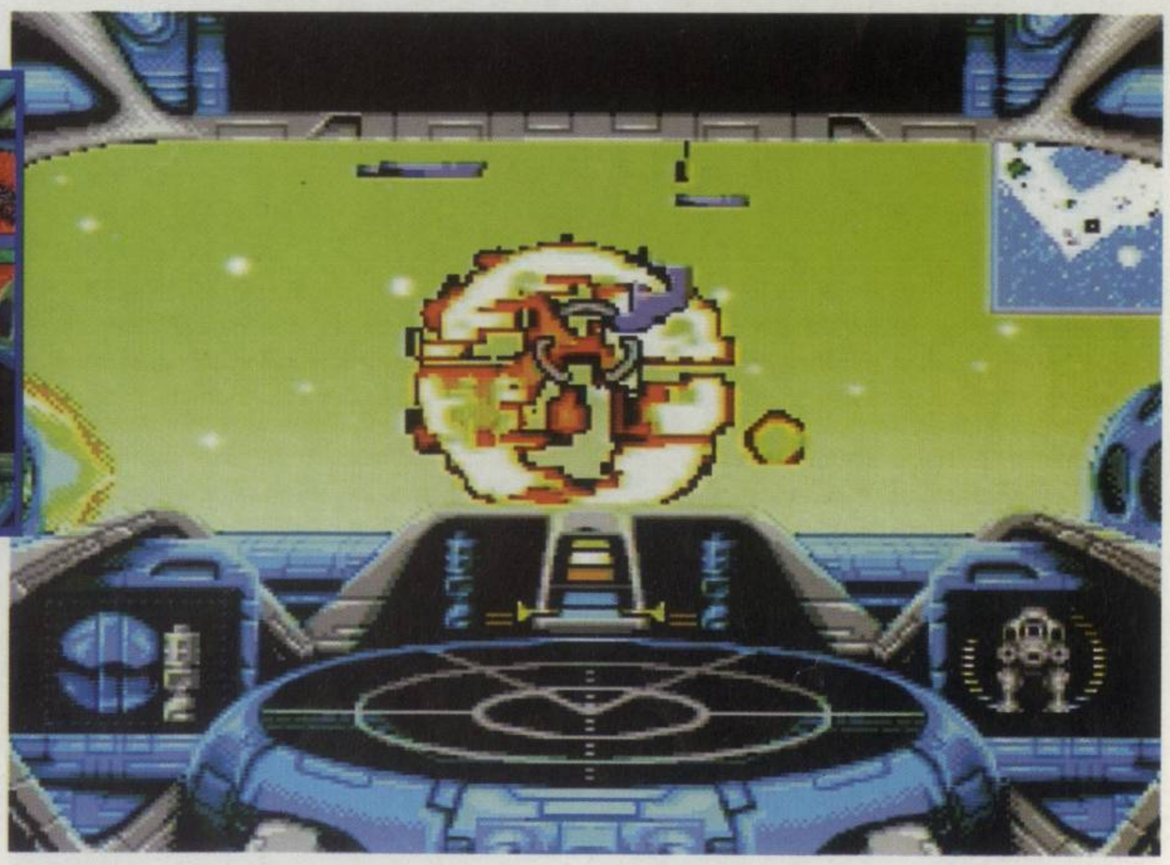
Launches what at first sight appears to be a large silver ball-bearing but soon reveals itself to be a large silver explosive device. Good at long range but needs a good shot

TRIPLE MORTAR

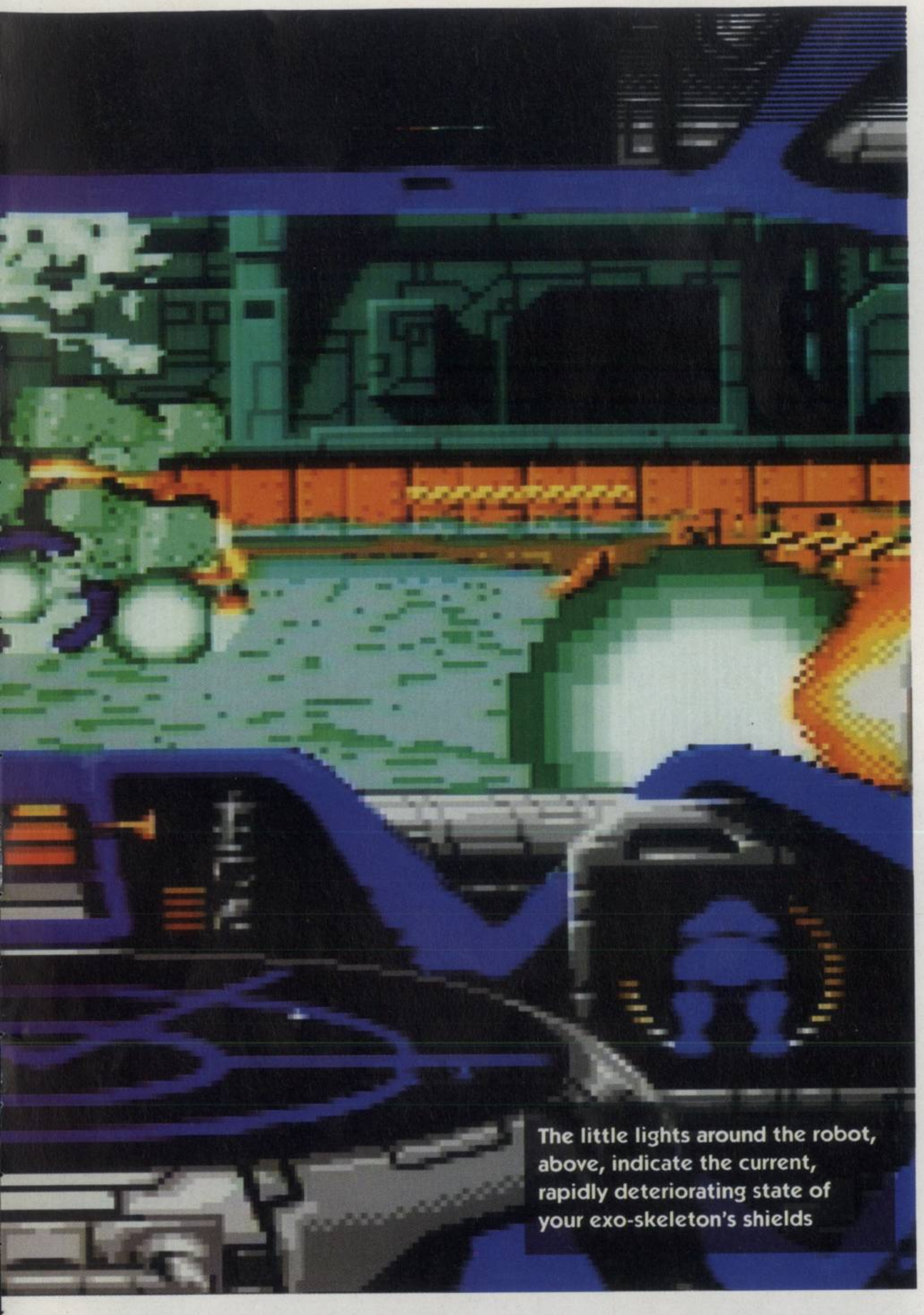
If, however, you can't be bothered to aim, just chuck three at once for a good chance of hitting anything that's bothering you. Then chuck another three. And another...

HOMING MISSILE

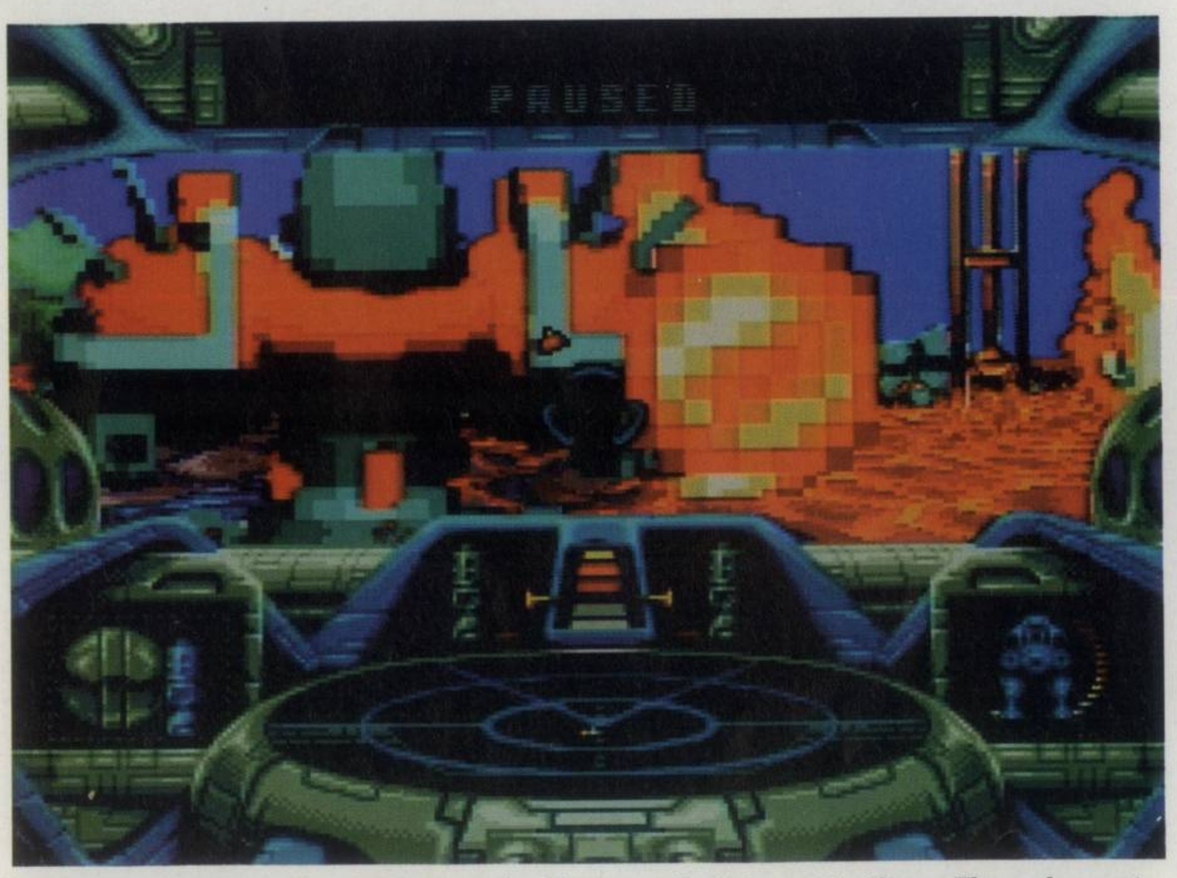
It's a missile, right, that, like, homes in on its target. Unfortunately these missiles seem to place as high a priority on blowing up rocks as gun emplacements or mortar packs



By holding down one of the buttons you can tilt your head back and forth regardless of the suits movement. This allows you to blow away airborne enemies. The only problem is that you can no longer see much of anything



The little lights around the robot, above, indicate the current, rapidly deteriorating state of your exo-skeleton's shields



Obviously things get a little blockier if you walk right up to them. They also get drastically more difficult to hit as your bullets fly around them. A quick go on the Flame Thrower should sort this one out though

When you press your Triple Mortar into action you get a nice wave of death

This is MOSES, the colony's wacko computer and the final boss

realistic or ridiculous. You'll only care whether it's dying or not.

A GOOD-LOOKING CHALLENGE

Besides having put the amount of work into the game that they clearly have, who can begrudge the producers taking it seriously? Take the control of your character, for instance. Instead of the usual forward and backwards movements corresponding directly with your D-pad's UP and DOWN, the robots have a gear box type of system. Tap UP once and you increase your speed by one increment and carry on moving at that rate until you intervene, hit something or die. This certainly seems a bit awkward at first, but once you've got the hang of it, this control mechanism actually sets the game apart. It gets even more complicated as well.

By holding down the A button you rotate and incline the head, independently of the body's movement. Now, this really is tricky, but since we're constantly moaning about games being too easy, it would be churlish to criticise *Battlecorps* for actually presenting a challenge, especially when it's as good looking a challenge as this.

Enough shooting action to keep even the most adrenalised, drooling shoot-'em-up fan happy

The first thing you'll notice are the explosions. Superb, vision-blocking balls of flame erupt all around you. Secondly, when you've worked out that these explosions can't be good for you, and try to get away from them, you'll notice that the scaling is unbelievably smooth and quick. As you progress through the game it becomes clear that this level of care has been taken with all the sprites. Bar the disturbing moment when a sprite pops into view, it's all about as good as anything you've seen on your Mega Drive. This goes for the gameplay as well. The quirky control keeps things interesting, while the missions are varied enough to require the use of each different character, and there's more than enough in the way of shooting to keep the most adrenalised, drooling shoot-'em-up fan happy. So, a game with superb graphics, technical excellence, balanced gameplay and lots of action. Doesn't sound too bad, does it?

Ⓜ Will Groves

92 PERCENT

"Brilliantly challenging, original and furious action wrapped up in a superb 3D environment which exploits the Mega CD to the full"

GRAPHICS	9	GAMEPLAY	9
SOUND	9	GAME SIZE	9

MEGA DRIVE REVIEW

From: U.S. GOLD

Release: AUGUST

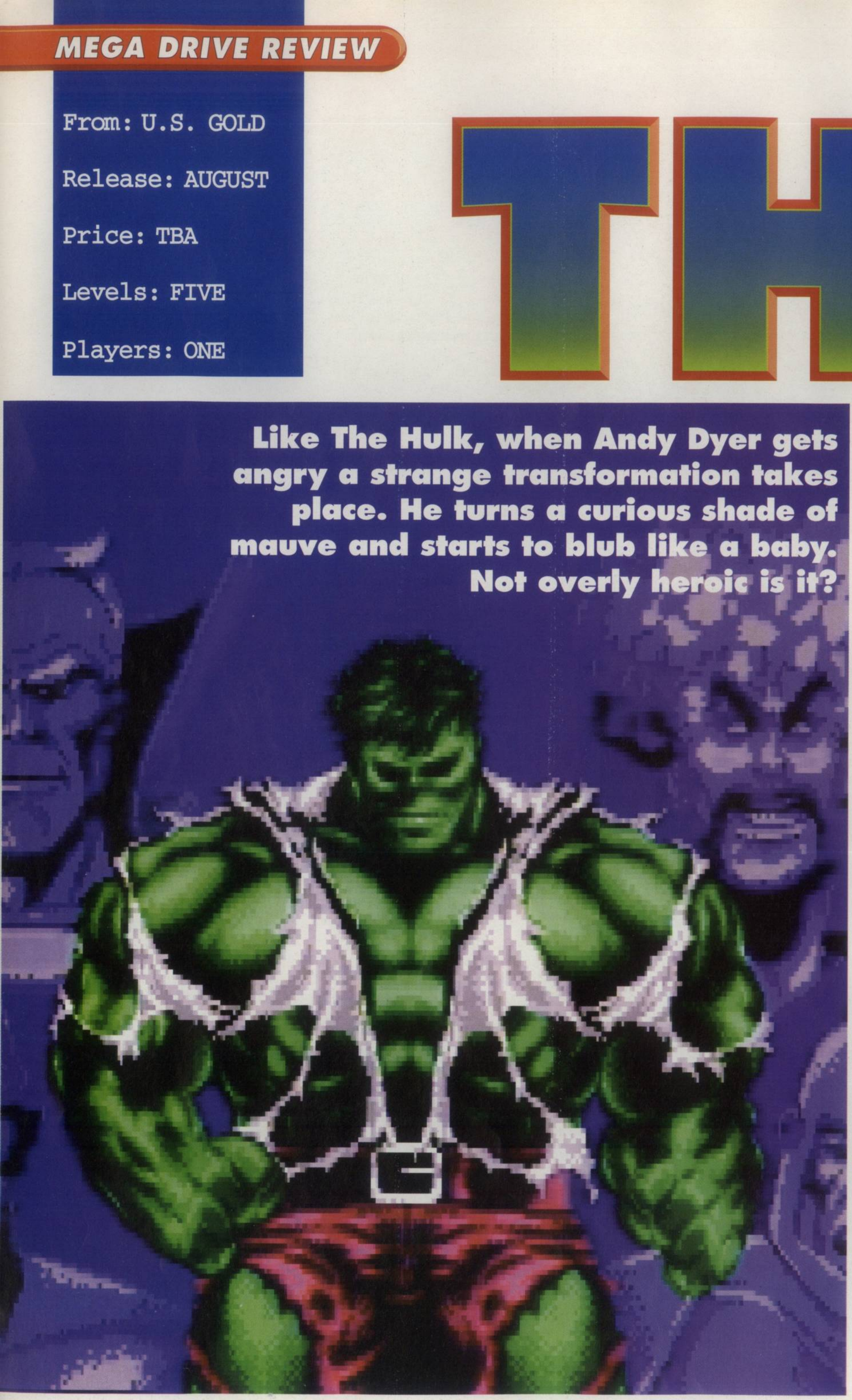
Price: TBA

Levels: FIVE

Players: ONE

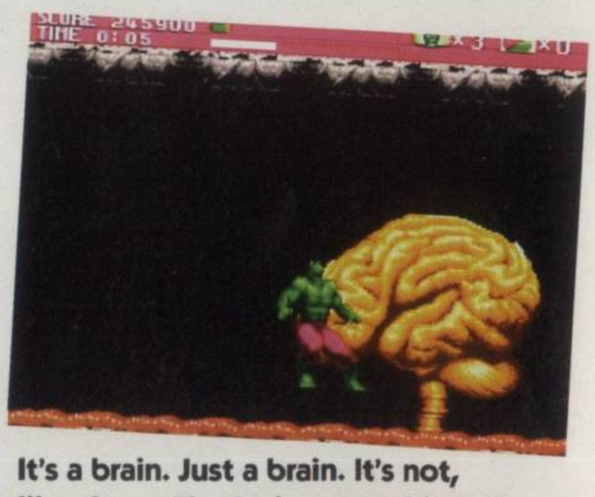
THE

Like The Hulk, when Andy Dyer gets angry a strange transformation takes place. He turns a curious shade of mauve and starts to blub like a baby. Not overly heroic is it?

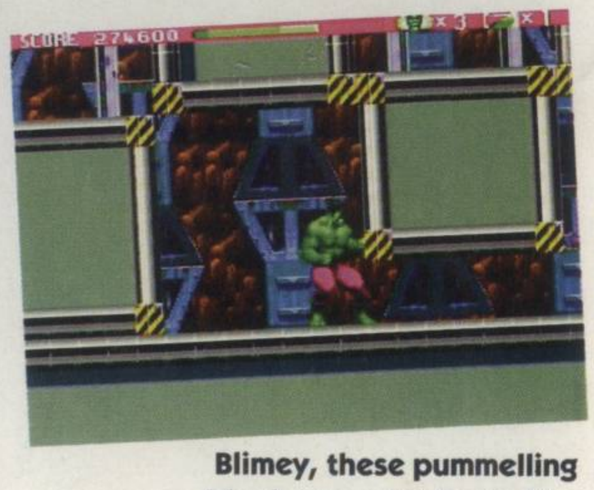


Whether you're into comic book heroes or not, there can be no ignoring their huge success over the last six decades and the effect they've had on the imaginations of countless young (and old) people. Even those who never read comics will know the catchphrases of various heroes or will have seen one of the many movies or TV adaptations based upon the characters. And with this much interest surrounding comic books, it's no great surprise that there's a series of videogames based on this very same subject matter.

What is curious, however, is that by and large, despite there being an enormous wealth of material to be exploited, and a huge amount of ingenuity contained within the comic book worlds, most of the videogames have been decidedly average – dull old platform games with averagely detailed sprite representations of our favourite heroes and villains and run-and-punch gameplay that manages to capture none

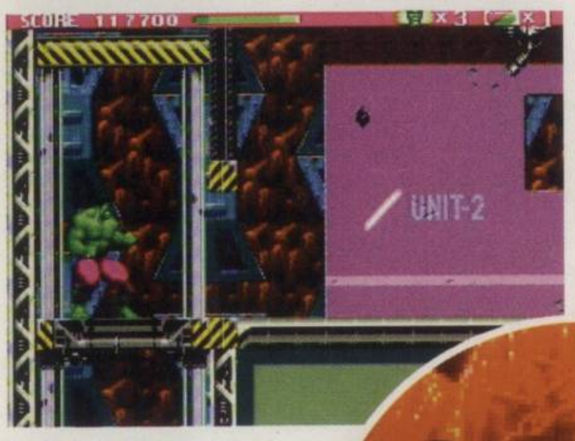


It's a brain. Just a brain. It's not, like, Steve The Brain or anything. It's just a brain... only this one kills people



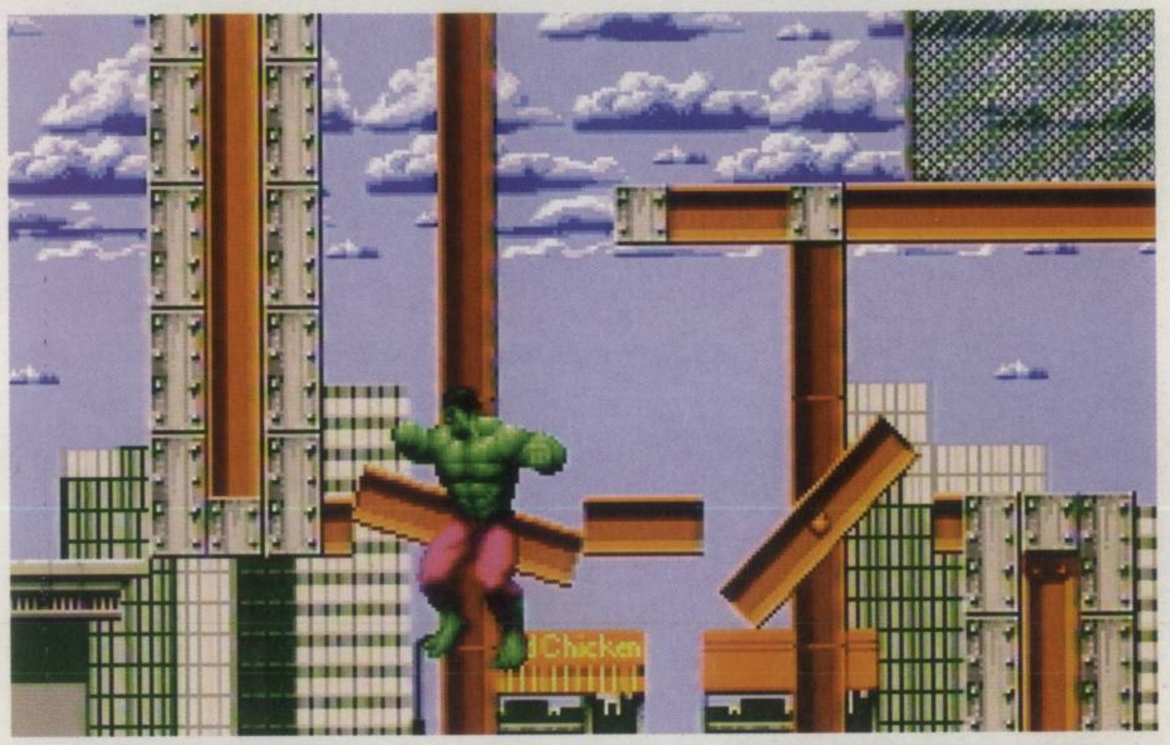
Blimey, these pummelling blocks are a bit Sonic-like aren't they? They're deadly too

HULK



Above: When leaving the lift, beware of the laser turrets. Ouch!

Above: Beware the rock hard centurion
Left: Alien hassle in a scarlet tunnel



There are loads of bits like this in the game, where spinning platforms require you to make perfectly timed jumps. Very frustrating, but also very challenging

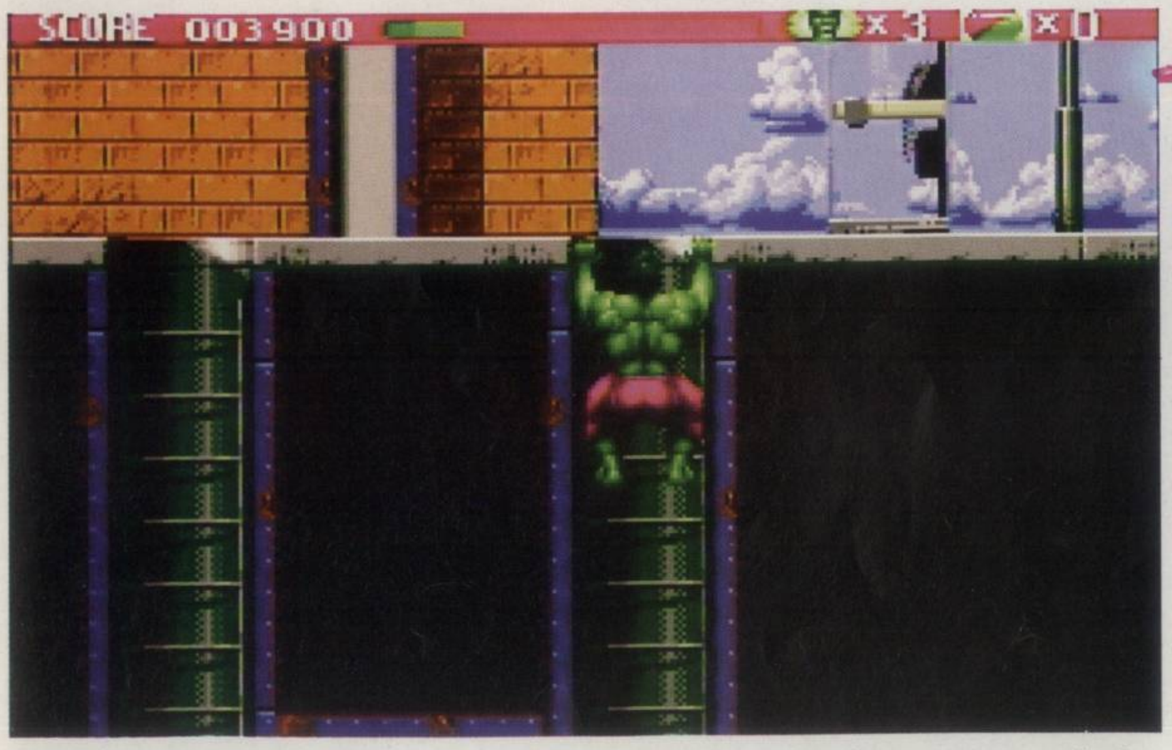
of the excitement the comics convey so admirably. If US Gold's *The Hulk* aims to change this, then it's certainly not doing it through radical departures from tradition. This too is a platform game with run-and-punch gameplay, but the fact is that this particular game-of-the-comic does it all just a little bit better.

PREDICTABLE PLOT

Let's start with the plot. Okay, it's nothing special; actually, it's nowhere near as good as a lot of the amazing plotlines you get in the comic books. In fact, it's a bit naff, involving The Leader (great name), who's a baddie with plans to take over the world. However, at least he has the sense to enlist the help of a number of The Hulk's more famous adversaries, like The Rhino, Absorbing Man and so on. Right, so it's a crap story, but one which draws in a lot of popular characters.

SUBSTANTIAL LEVELS

Within this flimsy tale are five very distinct levels, although to call them levels would suggest they're not that big. However, each level is made up of many sections and it takes a very long time indeed to get from the ▸▸▸



If the surface action all gets a bit too much for you, dodge into a sewer and take a breather. It might be a bit stinky, but at least it's not riddled with robot scum

HULK'S GUIDE TO DATING GIRLS

In this special tutorial, The Incredible Hulk shows us how to act on that all-important first date. Take it away greenie...

As soon as you see her approach, wave in a frantic, yet friendly, way

Go straight in for the snog and make it a good long sloppy one

In the unlikely event she should run off, get after her immediately

Try to impress her by flexing your emerald biceps and pectorals

If she still doesn't respond, make a rude Italian gesture at her

Beg forgiveness. It's more effective if you clasp your hands

Still no good? Shout "Sod you then!" and go find your mates at the pub

NASTY TYPES

Below are the rather unpleasant characters that you'll meet at the end of each long and arduous level. Not a very friendly bunch I'll have you know.

THE ABOMINATION
I don't need to explain why he's called this, do I? I mean, just take a look. Not someone you'd propose to, is he?

ABSORBING MAN
Far more absorbent than a Kleenex but also far more unwieldy. That's why you'll never see him in your mum's kitchen

THE RHINO
He thinks he's dead hard in this suit, but no one's ever told him he looks like a giant pig's kn... Actually, I'm not sure I can say that

TYRANUS
Looks rather heroic but is in fact very evil. He shoots fireballs and stuff. It's just a shame he looks such a laughable twit though

THE LEADER
Sort of like The Mekon from Dan Dare only he's got a full-sized body. There's a special way to kill him... which we won't tell you

If the robots are getting your goat, why not throw a jeep at them?

beginning to the end of any given level.

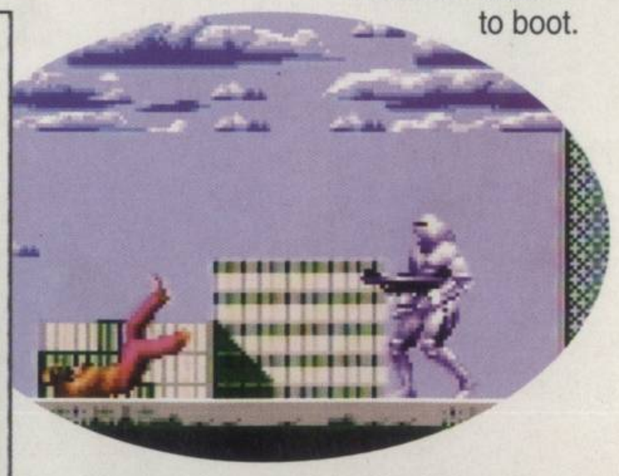
The first level takes place in the city, with The Hulk fighting off wave after wave of killer robots (apparently the standard opponents in the game are robotic, so that there can be a lot of violence, but with very little in the way of bad taste). After this, The Hulk enters an industrial complex (there's always an industrial complex isn't there?), then on to an underground labyrinth (seen it all before) belonging to Tyranus. Next, our hero approaches the ground of The Leader's fortress, and, finally, you have to plough through the interior of the fortress to reach the leader himself.

Sorry to sound so bored, I'll come on to the really juicy bits about this neat game in a minute, but the fact is I'm just a bit niggled that game designers hit a blank when they come up with scenarios. Why is everything always industrial and stuff? And why do maniacs always live in fortresses. What's wrong with a nice manor house in the country? Oh well.

WHOLE RANGE OF MOVES

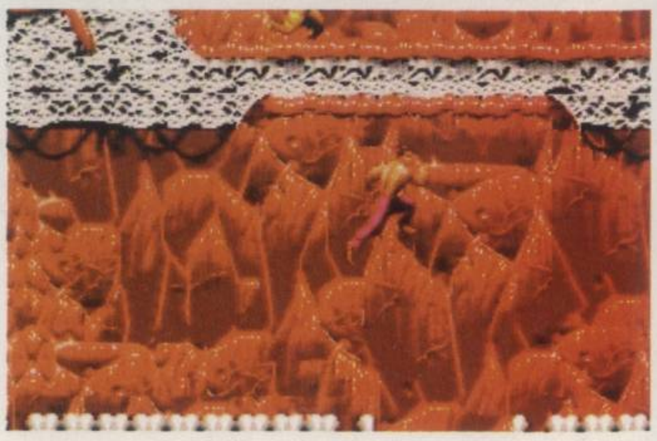
Right, now for the good stuff. It's true that The Hulk does just walk and punch his way through the adventure, but this is the part that's been dealt a little loving care and attention. Firstly, the sprite is gorgeous, not only capturing the comic book feel, but also managing to make the musclebound moron look realistic too. And the animation is very smart, but remaining simple enough to keep the speed and excitement of the game up to scratch.

But the really, really neat thing is that The Hulk has not just a punch at his disposal but a whole range of moves and a complete Bruce Banner alter-ego thrown in there to boot.



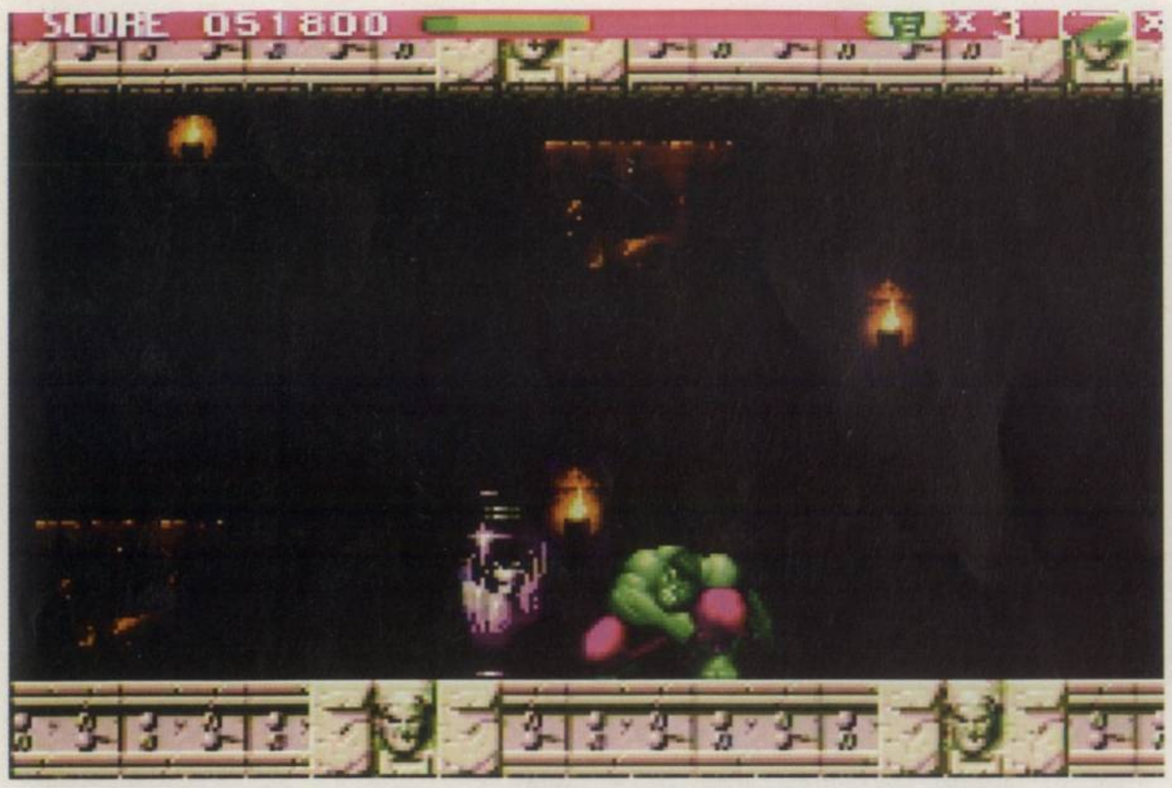
Try not to revert to the Bruce Banner character, because he's completely and utterly crap

Above: You get one of these scenes between each level. It's the storyline

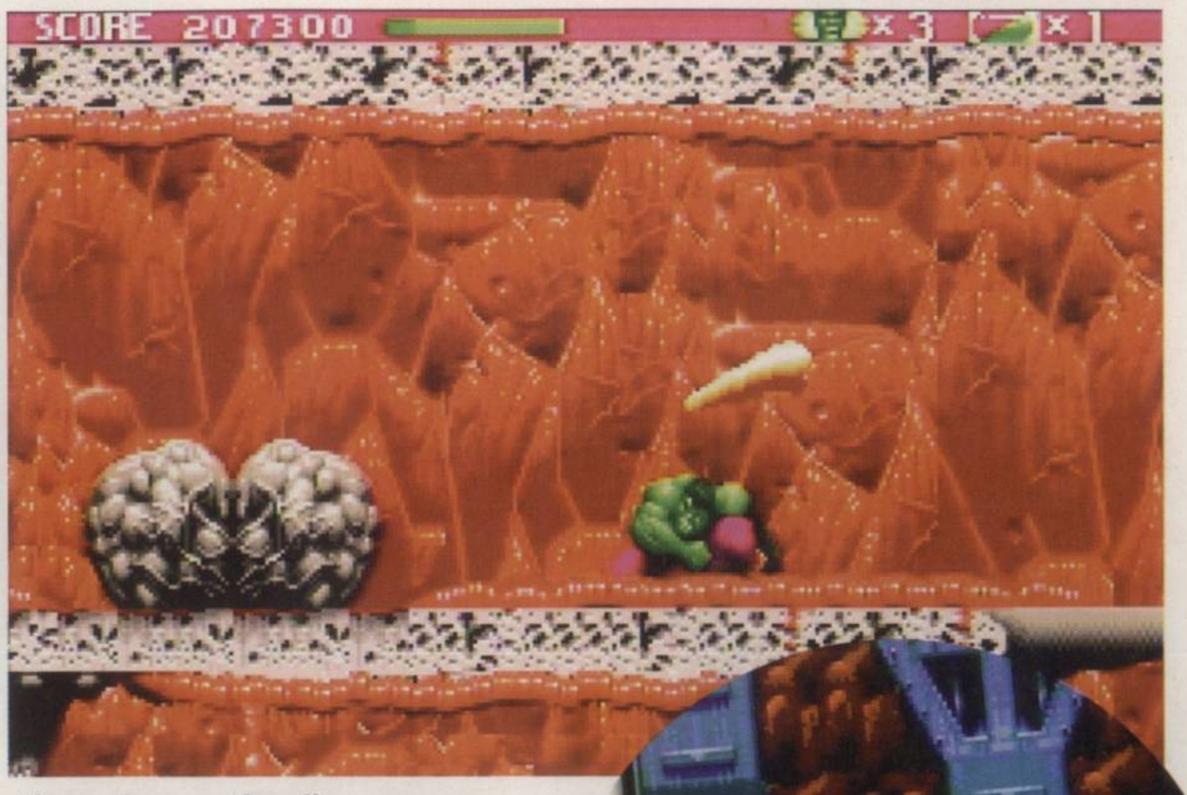


Bruce is a real weed, but he can't half jump, even with no shoes on

Below: One of the nice transformation scenes from the start of the game



Smash these pots and you get a whole heap of bonus energy. Sadly, it's a Ming vase and had you sold it instead, you'd have got a whole heap of cash



Above: Beware the alien worms
Right: If you see a switch, hit it

When your energy is at normal level, you have three punches: a regular punch, an uppercut and a slap. You can also grapple an opponent and headbutt him. When your energy increases above a certain level, you can then do double punches, throws, drops, sonic claps, stamps, super stamps, shoulder charges, bear hugs... the list goes on. Oh, and, of course, you can jump. However, The Hulk is only human after all and eventually his energy drops right down, he gets a bit tired, stops being a miserable git and naturally he reverts to his human form, Dr Bruce Banner.

In any other game, when you lose all your energy you die. This is not the case in *The Hulk*. When you revert to your human form, one single hit from an opponent will kill you outright, but Banner is quite agile, and occasionally is able to use a gun that The Hulk has collected. So, while you won't last long as the good Doctor, you do at least have one last ditch attempt to find some energy and return to Hulk-dom. In fact, while playing the game, I actually managed to frantically dodge my way through the last few screens to the next restart point as Banner, so it does come in useful.

Gives you set challenges, which eventually can be learned and overcome

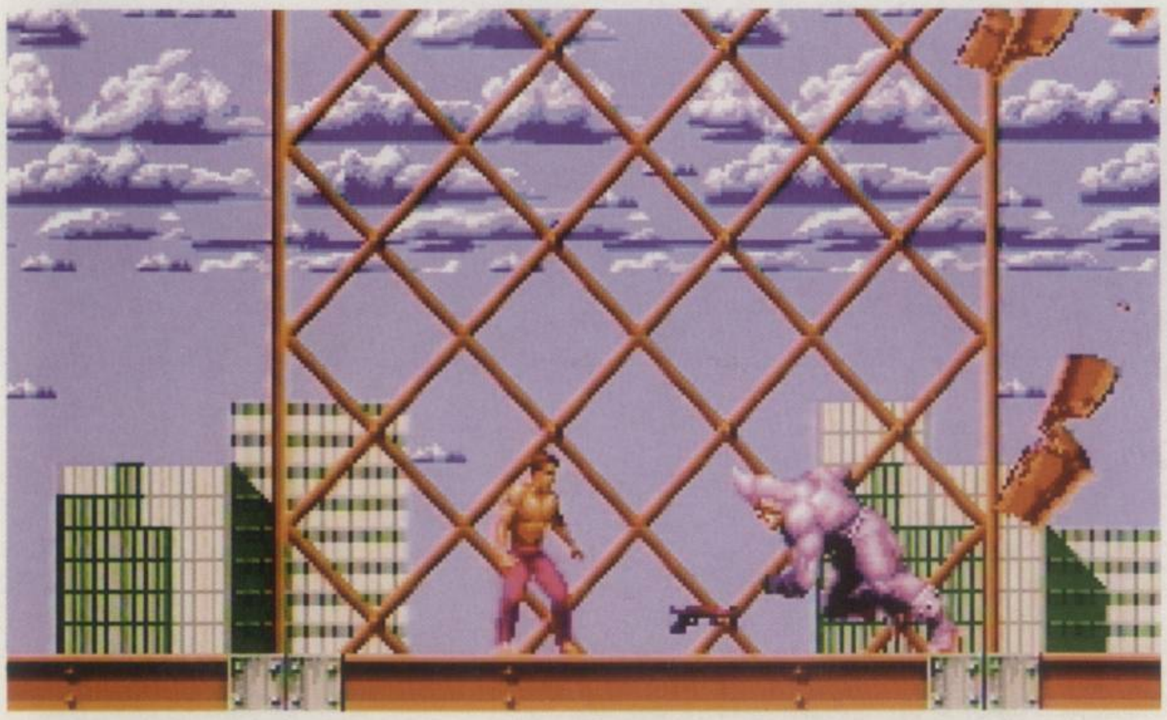
Anything else that makes this game better than other comic book conversions? Not really. The versatile nature of the hero is the main thing. The rest of the game is pretty straightforward, but it is worth mentioning that although originality is slightly lacking as far as the content of the levels is concerned, what's here is done very well. There's a good number of enemies to do battle with, and at times it gets frustratingly hard. But that's only until you realise that there is a way to despatch a series of fiends without losing any energy. Thankfully, it is one of those games that doesn't simply throw hazards at you randomly but gives you set challenges, which eventually can be learned and overcome.

As well as the well-placed enemies, there's a limited number of puzzle elements in here too. It's nothing to really tax the cells, and nothing that in the real world you could really call a puzzle, but when we're talking platform videogames, things like hidden passages, mazes, and switch combinations to open and close false walls constitute about as big a puzzle as you're likely to see. Still, complex or not, the cropping up of these secrets and diversions makes an interesting quest out of what could potentially have been a boring one.

WELL-STRUCTURED CHALLENGE

But now, this rambling tedium has gone on long enough. I've covered the ground and there's really nothing else I can say about the game that wouldn't degenerate into mindless nit-picking. Very basically, it's a comic book licence, it's presented nicely although doesn't rely on flashy comic-strip sequences at the expense of the rest of the game. The graphics unquestionably depict the characters they're based on while adding a realistic edge, there are heaps of moves on the main character, and the simplistic platform gameplay is lifted above mediocrity by a well-structured challenge and tedium-relieving puzzle elements. Not only a very nice comic book licence, but a very nice game full-stop.

Ⓜ Andy Dyer



If The Hulk were here, The Rhino would be quite easy to beat. Dr Banner, however, is doomed. Still, there is that gun just lying around on the floor

82 PERCENT

"Gorgeous graphics, some puzzley aspects and a decent challenge. A (shock) good comic licence"

GRAPHICS	8	GAMEPLAY	8
SOUND	9	GAME SIZE	7

From: SEGA

Release: OUT NOW

Price: £49.99

Levels: 12

Players: TWO

IMPORT

FATAL

"You're gonna love this Will! Look, it's a new beat-'em-up, and it's got loads of top characters in it with lots of special moves. It may even be better than *Super Street Fighter 2!*" enthused Andy, hastily dropping the cartridge on the corner of Will's desk. Thus, Will Groves brings you the review of *Fatal Fury 2*...

Surely I don't really need to explain this. *Fatal Fury* received a bit of lukewarm reception last year, but this time things are a bit better. There's the addition of several new characters, who join the principals from the original, plenty of new moves, a sub 3D playfield which allows you to move in or out of the screen, plus a new team fight survival match. So, yes, it's better than *Fatal Fury* but as per usual just not up to the standards of what's-its-name. That's about it really, so have a guide to some of the characters' obligatory special moves.

Ⓜ *Will Groves*

Above: There's the usual match-up screen, naturally

Below: Big Bear, despite his truck full of followers, proves to be no match for Andy's shocking barnet and stance

Right: Each character has a ridiculously tricky and powerful recovery move when they're on their last legs

FURY 2

A FEW FATAL BLOWS

Each character has so many special moves that it's impossible to show them all on these review pages. We can, however, bring you one move for each character...

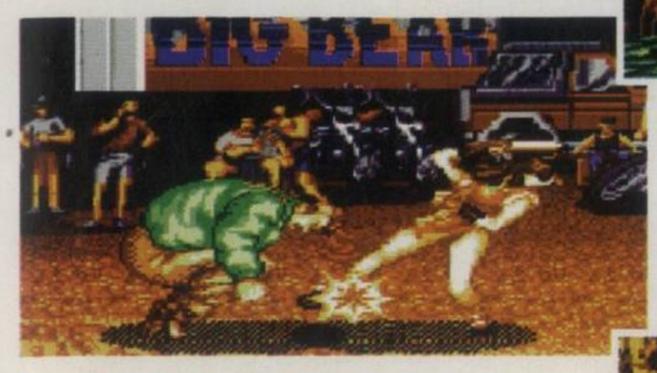
TERRY BOGARD
(Avenging the death of his father)
Down, back down and back gives you a burning knuckle punch

ANDY BOGARD
(Smaller than his brother)
Down, down back, back and punch gives a flailing dragon bullet

JOE HIGASHI
(A good mate of Terry and Andy's)
The tiger kick is easy and useful. Down, forward down, forward and forward up with a kick

BIG BEAR
(Was known as Raiden)
Big Bear does a lot of hugging, but here he is doing a neck buster. To execute this move, press forward and strong kick

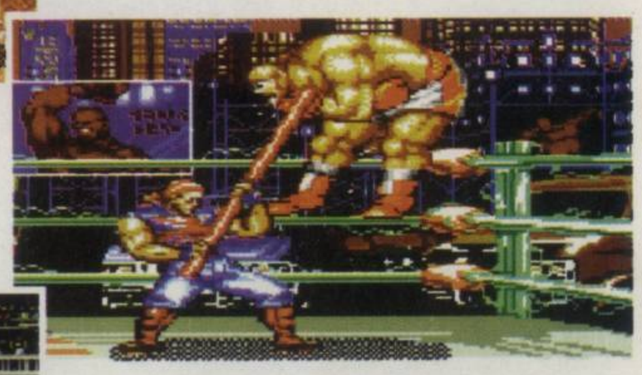
JUBEI YAMADA
(Over 70 years old, with a good turn of speed and devastating throws)
To dash and throw, hold back and then hit forward and kick



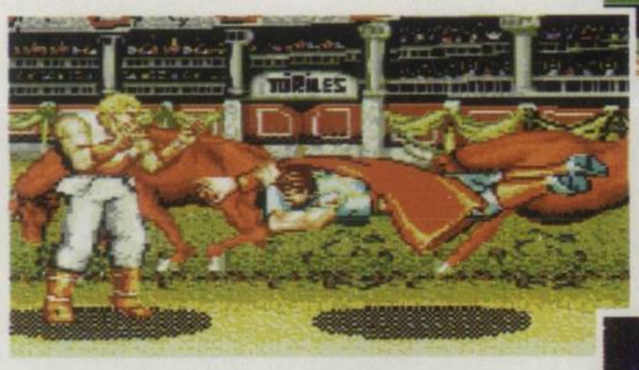
CHENG SIN ZAN
(Fat and round)
The spinning rock is a dash attack; hold back and hit forward and kick

KIM KAP HWAN
(A bit childish)
Rotate from down to back, press kick and you should find yourself flipping through the air doing a half-moon slash

MAI SHIRANUI
(Obligatory Chunners clone)
Move from down to back and press punch and you should get a dragon fire dance



BILLY KANE
Press forward and strong kick to get your opponent by the neck



LAWRENCE BLOOD
(A matador?)
For a good old-fashioned flying spin, hold back and press forward and kick

AXEL HAWK
(Big boxing type)
Go straight from down and back to forward and punch for flaming uppercut

WOLFGANG KRAUSER
(Stubbornly unreconstructed evil Kraut of the old school)
Go forward, forward down, down, back down and kick for a tomahawk kick

75 PERCENT

"What can I say? It's the usual 'quite good, but not as good as *Super Street Fighter 2*' type of thing"

GRAPHICS	7	GAMEPLAY	7
SOUND	7	GAME SIZE	7

MEGA CD REVIEW

From: EA SPORTS

Release: OUT NOW

Price: £39.99

Levels: N/A

Players: FOUR

FIFA INTE SOCCER CD

More sound, better graphics, faster gameplay – it all sounds too good to be true. Paul Mellerick investigates...

Above: And here's one of the lovely distorted loading screens of which you'll see so many when you play the game

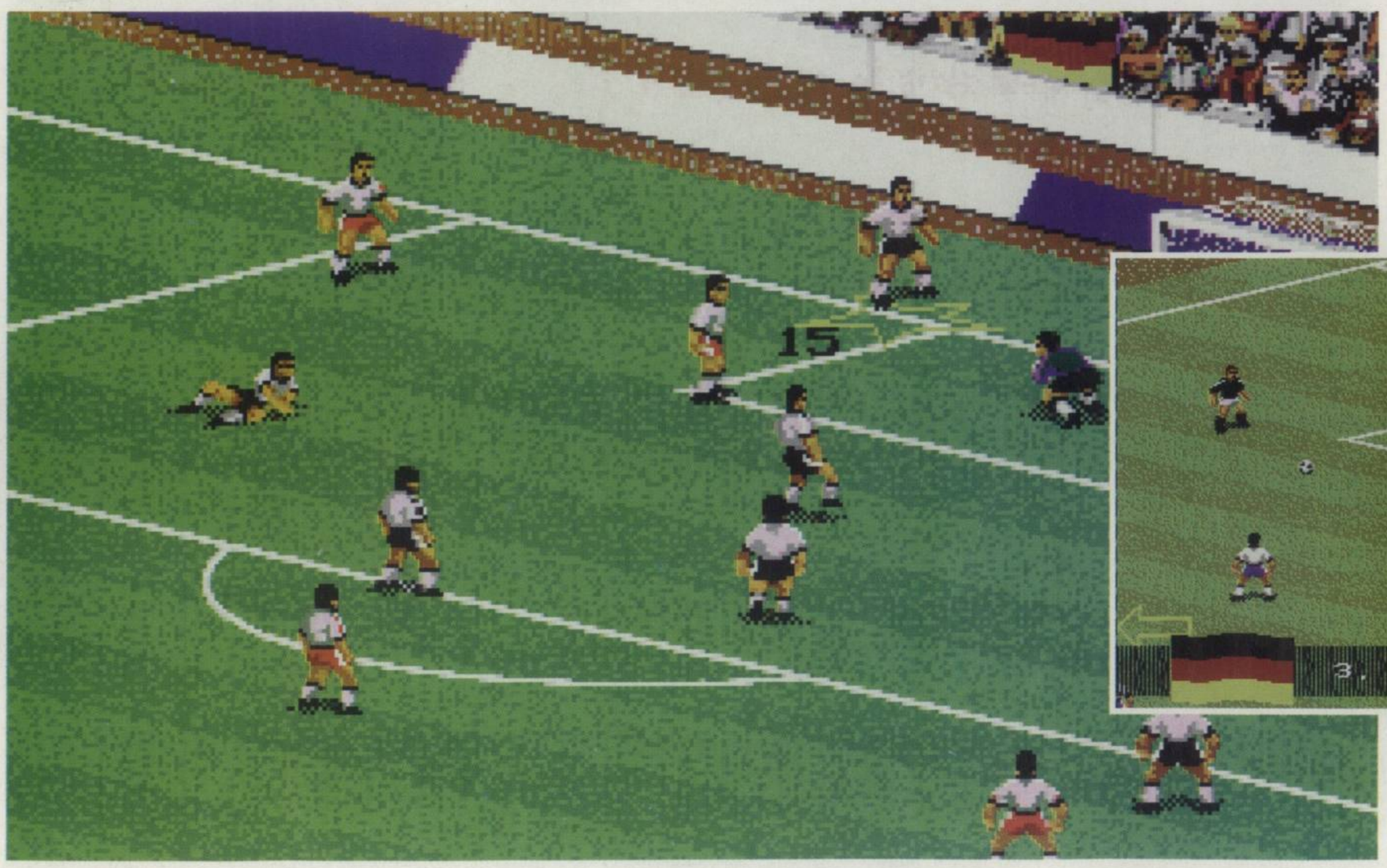
Right: Oh, and it's in! A cracking shot in the bottom corner of the net

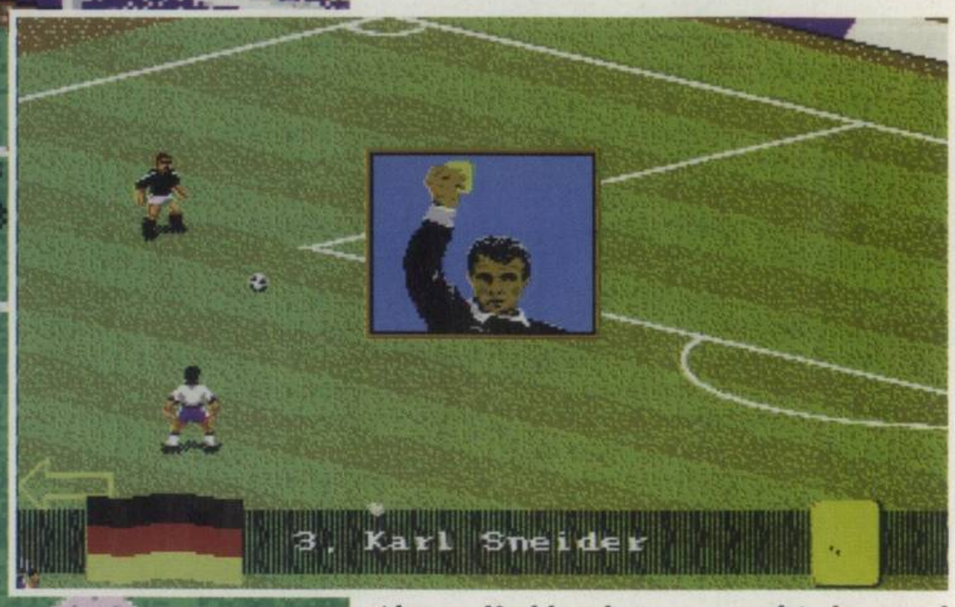
Phwoar, eh! You CD owners have never had it so good. A few months back you had nothing to play except *Thunderhawk* and then all of a sudden you got a top version of *Sensible Soccer* and now you've got the new and (theoretically) improved *FIFA International Soccer CD*.

Improved? Yep. How? Well, let me list the reasons. This version includes cleaner graphics, more animation, more teams, loads of film footage, an amazing FMV intro sequence, crystal clear sound and a harder edge to the gameplay. Sounds good doesn't it? Well, don't believe absolutely everything you read.

LOST IN THE TRANSLATION

It's a bit odd this. There are all these new options to marvel at, the graphics look even better than they did before and with the added sound it has even more atmosphere, but EA have done something funny to the gameplay. I don't know exactly what they've done, but they've definitely changed it.





Above: Karl has been a naughty boy and gotten himself a yellow card. Tut, tut

Left: Plenty of goalmouth action and a good save from the keeper

RNATIONAL

Right: Take a look at the half-time scores and you'll get some more FMV thrown in for good measure

Those of you who have played the cartridge version will know what a smooth passing game you can play. The ball will almost always get to your player and then you can dribble or pass the ball as you like, making progress towards the goal. And if you haven't got the ball, a well-timed slide tackle will soon rectify that situation. On the CD version, however, things are different. For a start, the computer players are a lot quicker and rougher and simply won't let you win the ball. This makes for a tougher game but at the expense of the gameplay.

Don't misunderstand me, *FIFA Soccer* is still a cool footy game, but something has been lost in the translation and update to the CD. It's sort of like comparing the original *Madden* to *Madden '92* – it's the same game, but something is different.

CD PROS AND CONS

On the CD side of things, you definitely get value for money, with an amazing full-screen intro and some brilliant sampled sound as well. And there are all these new options with which to play, and even the ability to save your game (and up to four others) and come back to it later. On the down side, there's a lot of disc accessing – every time you finish a half, or enter a new option screen – and very slow it is too.

It's a very good attempt to give you something a bit more for your money, but EA have tried to do a bit too much, and by doing so have slightly tarnished the gameplay. Once again, it's *FIFA* and *Sensible* at the top of the league, but this time around *Sensible* has even more of a lead.

Ⓜ *Paul Mellerick*

All this full-motion video is full screen, and very lovely it is too...

... I mean, just look at the detail on that. It's simply stunning

Above: All the normal game options, like the play-offs, are still in the game, so you don't have to worry about anything like that

Right: And that's a cracking goal. What a shame it's just footage from the intro sequence though

FUNNY OLD FOOTBALL

It's wacky fun football time. Finish the game in Play-Off mode and you will receive a code that allows you to play the same game but with certain wacky restrictions. Apparently, there's more than one code, but so far we've managed to find only the Crazy Ball code, which is **CABCCBAC**. Enter the options screen, enter the code and then step back in amazement as the Crazy Ball options appear as if by magic.

Above: Just to prove that it does work, here are the options you get when you enter the code

Left: Finish the play-offs and you'll get the code, and yep, some more full-motion video as well

83 PERCENT

"A top footy game, but it's not as playable as the cart version"

GRAPHICS	9	GAMEPLAY	7
SOUND	10	GAME SIZE	8

COMBAT CARS

Cheap it most certainly is, but is *Combat Cars* cheerful? Let's find out...

Costing an amazing recession-busting £29.99, this overhead combat racing game with a split-screen two-player mode has everything you could ever want in a racing game, without any tedious or fluffy presentation getting in the way.

The concept is simple; race around the 24 different tracks in six different locations, get money for finishing the course (and as long as you finish third or higher you can carry on), buy things to improve your car, and tactically use your chosen character's special weapon (ranging from temporary speed boosts to car-seeking missiles).

Above: Upgrade your engine and, unsurprisingly, you'll go a lot faster

Left: Avoid hitting the other cars, cos they'll stop you dead in your tracks

There's a full-screen one-player mode, a team two-player mode, where you both take part in the full game, and a two-player head-to-head, where it's just you, your mate and the not-so-open road.

The graphics are nice, if a little on the dull side, but there are the six different locations to break up the monotony. The sound is cool, with fast boppy rave-type tunes whistling away in the background as you race, and with eight different racers to choose from there's some variety in here as well. However, experienced players will quickly suss out all the major gameplay features and probably get through the game in a couple of days, but there's always the two-player mode to keep you interested. Not brilliant, not beautiful, just... nice.

Ⓜ *Paul Mellerick*

From: ACCOLADE
Release: OUT NOW
Price: £29.99
Levels: 24
Players: TWO

74 PERCENT

KING OF THE MONSTERS 2

Oh dear, what a monstrous beat-'em-up!

Remember the original *King of the Monsters* game? It wasn't the best beat-'em-up in the world to start with, but the Mega Drive simply can't handle the sound and stuff that the original Neo-Geo version had. So why bring out the sequel? Well, I don't know, but what I do know is that you should stay well away from this cart.

It's your basic beat-'em-up concept – choose a character, fight against the other ones and be declared the overall winner. And while there's nothing wrong with that, it's the gameplay that stinks big time. For a start, there are only a few basic moves and a couple of special ones (you need to collect power points in order to do these), with a dash attack thrown in as well. And the pace of the game doesn't allow you to make up combinations or even recover from attacks before you get another tornado in the face.

While this might be fun to have a go at it in the arcades, wasting £40 on the cartridge would be very silly indeed.

Ⓜ *Paul Mellerick*

Above: And here we have the battle of the slugs, with the blue one looking a bit on the inflated side

Left: Increase your power (by picking up that "P" icon) and not only will you hit harder, you'll also be able to do some of the special moves

From: TAKARA (USA)
Release: OUT NOW
Price: £49.99
Levels: 12
Players: TWO

IMPORT

48 PERCENT

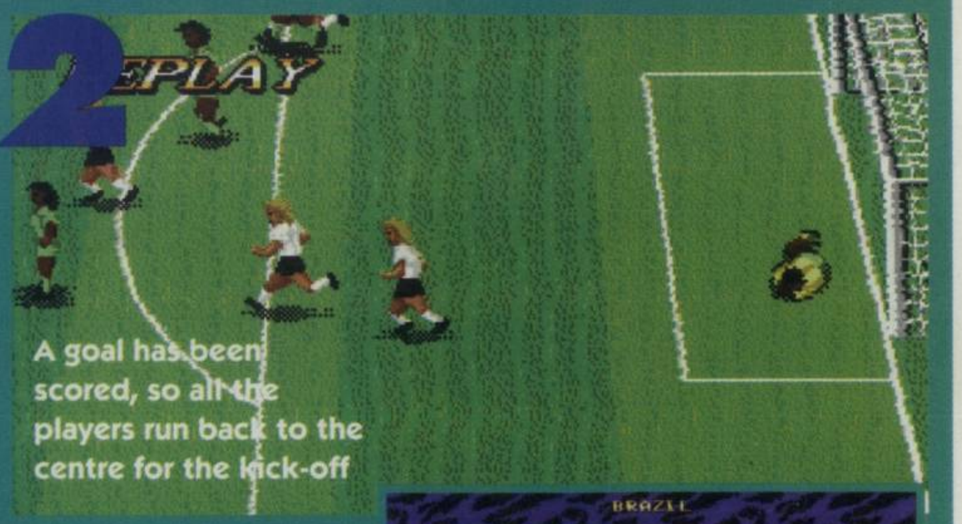
WORLD CHAMPIONSHIP SOCCER 2

That's right, it's another "average" footy game...

According to the press release, *World Championship Soccer 2* is "the most realistic depiction of a soccer game yet available". Um, no it's not. It also boasts that it possesses "incredible gameplay based upon a realistic soccer model" when in fact there's nothing of the sort in evidence. Mind you, it boasts "large player sprites", which is true enough.

Sadly, though, the size of the sprites and the small pitch are *World Championship Soccer 2's* major handicaps. During play it looks like there are either 22 players on a five-a-side court or each of the team members is roughly 15-feet tall. This means that wherever you kick the ball there'll almost certainly be at least two members of each team in a tumble over possession, resulting in the sort of random gameplay that's killed off better presented football games than this. Fair enough, it's got all the tournament and formation options plus a four-player game, but at the end of the day the chance to play through the '86, '90 and '94 World Cups isn't nearly enough when the whole process offers so little enjoyment, especially compared to the recent bumper crop of option- and gameplay-heavy titles.

Ⓜ *Will Groves*



A goal has been scored, so all the players run back to the centre for the kick-off

Well, here are a couple of normal football-type screenshots to look at

From: SEGA SPORTS
Release: OUT NOW
Price: £45
Levels: 40
Players: FOUR

VERDICT **52 PERCENT**

HARDBALL '94

Yep, it's the 1994 version of *Hardball*

Baseball is an odd game, and an even odder game to translate to consoles. I say "odd", because some games get it right *(*like *RBI Baseball '94)* and some, like this one, somehow manage to get it wrong. And when you think about it, it is only a game.

True, this latest version of the *Hardball* series incorporates loads of new features; all 28 Major League ballparks, the new 1994 realignment structure (although I haven't a clue what that means), 700 real-life players from the MLBPA (each with their own picture) and all types of games from a single exhibition match to a full-blown 162-game season, but when you get past all of that it's the gameplay that really matters.

And in baseball, the gameplay kicks in when you can hit the ball. But unless you've got some sort of reasonable control over hitting the damn thing, you aren't going to get to see anything of the game. And that's the real problem with *Hardball '94*. *Yeah* you can connect with the ball, but you've no real chance of putting it where you'd like or hitting as hard as you want to. In fact, more often than not there's always a fielder ready to catch it when you *do* manage to get the thing outside the diamond.

Baseball fanatics (of which there must be about three in this country) will love the amount of stats and realism and the nicely animated players in this game, but if you desperately need to "play" a baseball game, go for the user-friendlier *RBI Baseball '94 instead*; it's much more fun.

Ⓜ ***Paul Mellerick***

Above: The ball is on its way, and the batsman is in full swing. Will he hit it? And if he does, does anyone know where the ball will end up?

Left: To add some tension to the game you get a close-up of the action when something exciting happens

From: ACCOLADE
Release: OUT NOW
Price: £44.99
Levels: 162-GAME SEASON
Players: TWO

66 PERCENT

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STAR WARS CHESS

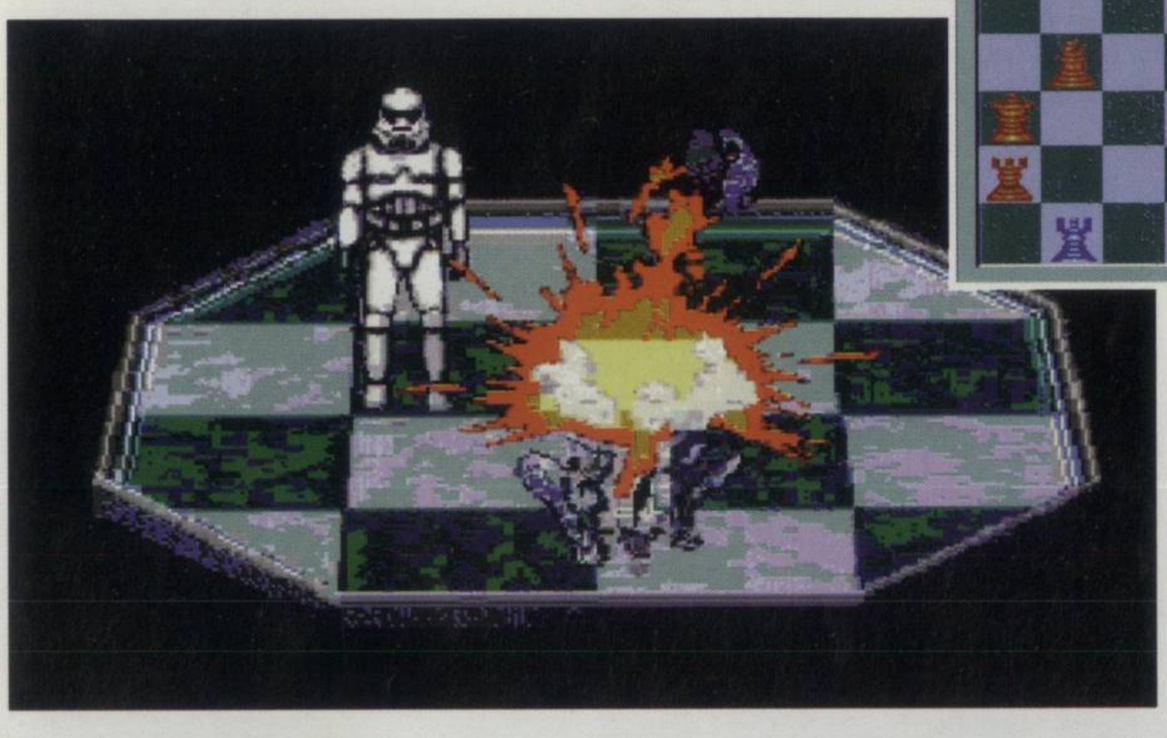
It's the Mega CD's first chess game...

Simulations for the Mega Drive are getting more and more obscure all the time. This game is a simulation of the sort of saddo's chess set that you can buy from many Sunday supplements, taking a piece at a time over 20 years for only £500 a piece. Oh, and then it costs another two grand for that special, limited edition, or limited demand "authentic, originally designed battle board".

You can either play in 3D, with all the pieces represented by "figures" from the Star Wars films or, if you want to be able to see what's going on, you can go for the traditional 2D perspective. Naturally, there's bags of music from the films, with a theme for each piece plus an animation sequence whenever one piece takes another. The engine plays quite quickly and as far as standard goes, well, it's better than me, which isn't saying an awful lot, believe me. However, the chances are that if you take your chess at all seriously, you won't really enjoy this, except with all the animation, and therefore all the Star Wars footage, switched off. And if you don't particularly enjoy chess then... well... work it out for yourself.

Ⓜ *Jon Smith*

As you can see, there are plenty of options to choose from



Now when was the last time you saw blue and red chess pieces?

From: MINDSCAPE
Release: OUT NOW
Price: TBA
Levels: N/A
Players: ONE OR TWO

60 PERCENT

MARIO ANDRETTI RACING

It's time for another Indy Car racer to put his name to a game

There's no way that black car is gonna let the blue one through

Heh, heh! Sometimes something is just so bad, it's funny. Take this for example. No messing, no 1000-word description of the game and no comparison to other games of this type, just a simple bit of text telling you to go nowhere near this game and to take pity on me for having to play it.

Right, there are three different cars to race in (Sprint, Stock and Indy), some tracks to race on and some other cars to race against. There's a two-player split-screen mode. You can pick different viewpoints while playing, and there's a career mode for you to progress through.

The control system is painfully unresponsive, the graphics range from bad to awful, and the whole experience just makes you want to curl up into a ball and forget about it. Don't buy it, don't try it, just ignore it, and maybe it'll just go away after a while.

Ⓜ *Paul Mellerick*

Above: Amazingly, the F1 car feels as speedy as the sprint car. Doh!

Left: Choose which car you want to get frustrated with and then race it

From: ELECTRONIC ARTS
Release: OUT NOW
Price: £44.99
Levels: 30 TRACKS
Players: TWO

39 PERCENT

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THE PIRATES OF DARK WATER

It's got some pirates in it and, er, it's a bit crap really

Left: The cartoon intro's probably the slickest thing here

Below: Pretty backdrops, dull gameplay

All right, it's a sunny day, so *The Pirates Of Dark Water* can have the benefit of the doubt. I'm not going to point out that this is yet another platformer so bog standard that it could win awards for "most formulaic slash and jump platform romp". I won't even suggest that the graphics, so important to a game like this, are a bit on the dated side, or that the action/exploration balance is as unimaginative as it gets.

No, since the weather's so gorgeous I think we need some positivity. Look at *Castlevania*, for instance – given a tried-and-tested formula with a little bit of variation between levels, and even hampered by ever so slightly crap (but also oddly individual) graphics, it seems that, as long as you don't expect too much, you can have some actual fun. So, while playing *The Pirates Of Dark Water* just keep an open mind and convince yourself that, yes it's jolly good jumping around as one of three characters, slashing at baddies and smashing things to find objects and that it's great completing the different, yet strangely similar, task on each of the levels and – it's a bit crap, isn't it?

Ⓜ *Josse Bilson*

Some of the animation is fairly nice, but slow, with each of the characters using their own hand-to-hand and throwing moves

From: SEGA
Release: OUT NOW
Price: £45
Levels: TOO MANY
Players: ONE

REPORT

53 PERCENT

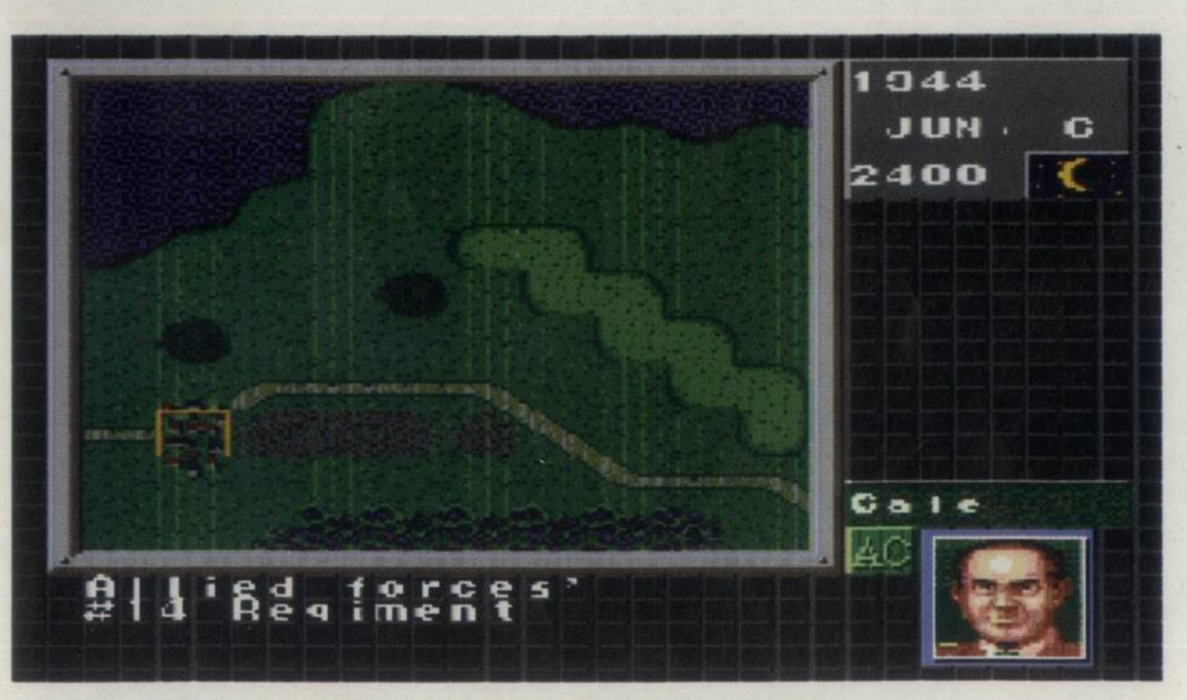
OPERATION EUROPE

Just like real war, this game could leave you mentally scared

Were there an official chart for boredom, with good old-fashioned paint watching at the top, and trigonometry and Newsnight thereabouts, this week would see a very strong new entry by *Operation Europe*, one of the most tedious experiences possible. This game will send you into a trance that Buddhist monks spend years trying to achieve.

War, whatever you might think about it, could never really be accused of being dull. Guns, bombs, planes, tanks and people dying all over the place is not the sort of thing that most people would describe as "humdrum". *Operation Europe*, on the other hand, is. With two map displays, a convoluted and obscure front end, plus long periods of watching squares move and numbers change, it's all a bit much for me. At heart, it's a finicky military board game stuck in your Mega Drive. Instead of dice, tables and a sad "friend", your long-suffering console takes care of all the moving, calculating and so on. What it can't provide, like the above friend, is any entertainment. Really, this is a game for dangerously obsessive loners, and if you're the sort of person who enjoys this sort of thing, then a) you know that you'll love this and b) you're a bit scary, aren't you?

Ⓜ *Jon Smith*



This is it. This is as exciting as it gets in *Operation Europe*

The battle screen gives a closer more detailed, but still strangely tedious, view of events

From: SEGA
Release: OUT NOW
Price: £45
Levels: SIX
Players: ONE OR TWO

REPORT

25 PERCENT

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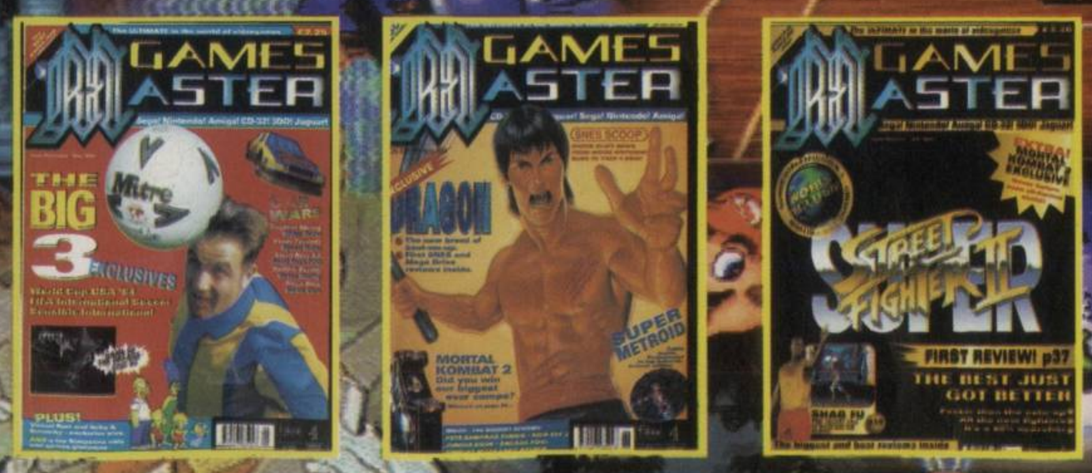

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HOUSE OF GAMES

In the first of a new series, Jon Smith riffles through his copious back catalogue and looks at the history of a major software house. This month: Virgin, creators of *Aladdin* and, er, *Superman*...

Ever wondered where your games come from? Sure you have. As a responsible and well-informed MEGA reader, you're only too aware of the complex series of licensing deals that lie behind every new release.

Although many titles come direct from Sega themselves, you see, there's a whole group of "third party" publishers with their own independent programming teams. Their products may or may not then be passed on to Sega for manufacture and distribution.

Whether they produce their titles in-house, or license them from other, smaller, developers, these third-party publishers have their own personalities, and have distinguished themselves in different areas of the gaming spectrum. And often, these independent publishers are responsible for some of the most original and off-beat Mega Drive titles.

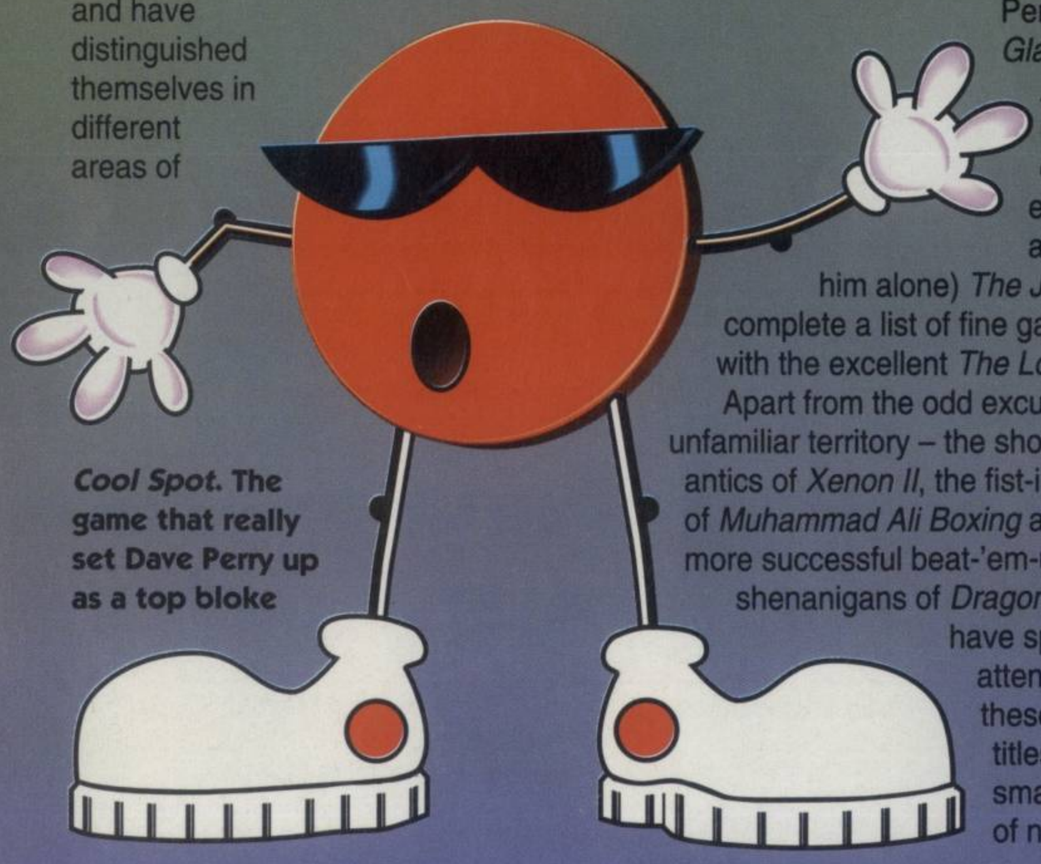
Take Virgin. They've come up with some of the finest of all Mega Drive platform games – and indeed, when coding genius David Perry was with the company, they looked unbeatable – but their portfolio also encompasses several very fine strategy games.

Above: The Virgin team are voted "Software House Of The Year" by the industry

Right: *The Lost Vikings*. A splendid platform puzzler, and terribly amusing too

SUPERIOR PLATFORMERS

Superior platform games are Virgin's particular area of Mega Drive expertise, with ground-breaking titles like *Another World* and *Cool Spot* to their name. Dave Perry's *Global Gladiators*, *Aladdin* and (although it can't be entirely attributed to him alone) *The Jungle Book* complete a list of fine games, along with the excellent *The Lost Vikings*. Apart from the odd excursion into unfamiliar territory – the shoot-'em-up antics of *Xenon II*, the fist-in-face antics of *Muhammad Ali Boxing* and the rather more successful beat-'em-up shenanigans of *Dragon* – Virgin have split their attention between these platform titles and a smaller number of no less excellent strategy games.



***Cool Spot*. The game that really set Dave Perry up as a top bloke**

Such unique gems as *Dune 2*, *Corporation*, *Populous 2* and *Mega-Lo-Mania* have shown that the Mega Drive is capable of more demanding fare than the empty challenges that are usually associated with console titles. All are from Virgin.

AMBITIOUS LINE-UP

Now, the company is growing even more ambitious every day. A host of new – and very original – games are slated for upcoming release. There's the superb *Cannon Fodder*, given a good seeing to earlier in this issue. Then there's *Lion King*, which hopes to do for the new Disney film what *Aladdin* and *The Jungle Book* did for the last two. *Sensible Golf*, *Rock 'n' Roll Racing* and *Spot Goes To Hollywood* (follow up to their superb *Cool Spot*) complete the list.

At a time when gamers are starting to see some downswing in the Mega Drive market, it's great to know that a company as influential as Virgin are proving their commitment to the machine with an ever-increasing catalogue of quality titles. They may have had their share of bloopers, but they've given us more than enough corkers to make up for it. Ⓜ

SWINGS AND ROUNDABOUTS

HIGH POINT: It has to be *Aladdin*. Yes, I know that experienced gamers find it quite easy to complete, but the luscious perfection of the thing, and the exquisite attention to detail, make this a game you'll find yourself treasuring, and coming back to again and again. And indeed again.

LOW POINT: *Superman*. Comic book licences have proved unlucky so far for Virgin, but *Superman* really was a particularly poor show. If I recall correctly, Neil West (Who he? – Andy) made the situation clear when he wrote "Is it a bird? Is it a plane? No, it's a steaming pile of old nob" way back in issue 11.

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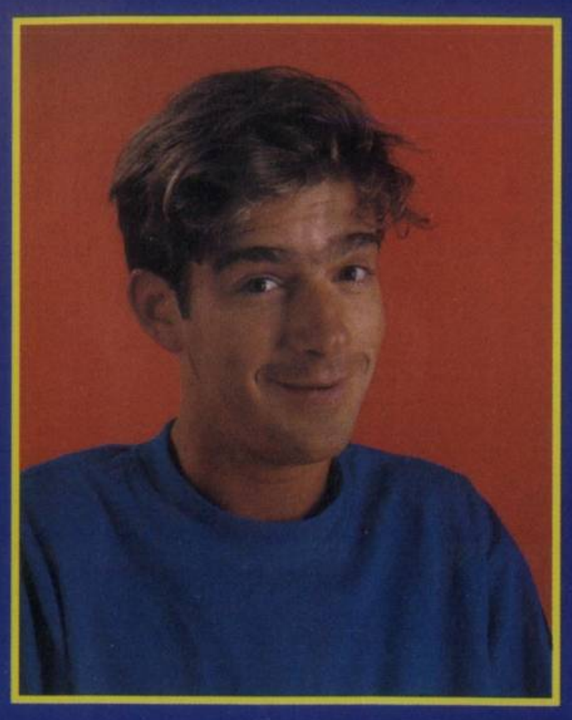
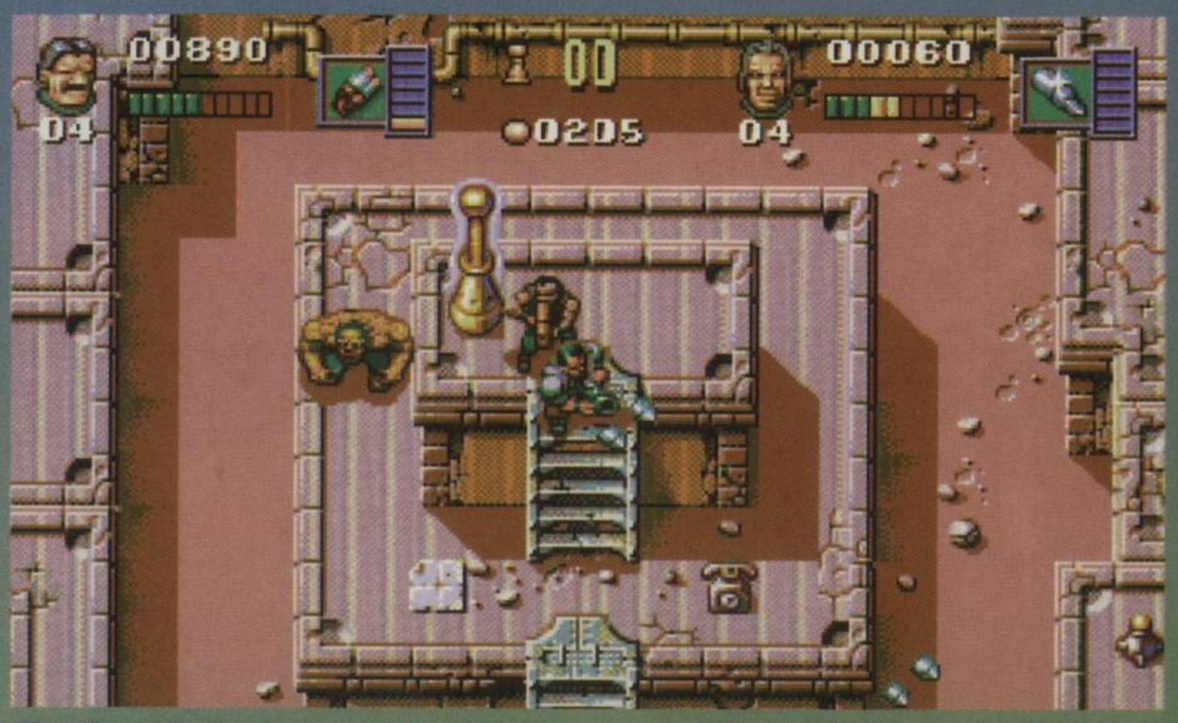


TOP-DOWN

To complement our TOP 50 games listing, which appears over the page, Will Groves takes a look at the development of one particular genre, rating every game of the type along the way. This month, top-down shooters come under the microscope

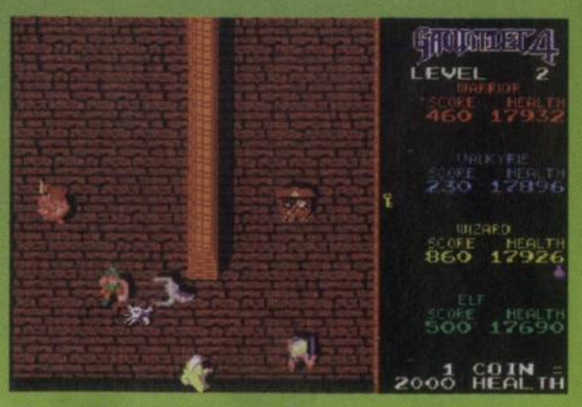
Stand on the ground and have a quick look round. Right, now shimmy up a 40-ft pole and have another look. Different isn't it? You can see what's going on in the entire area. Now go back to the ground, get your remote control car and guide it to a cross behind that wall. Can't do it? There's a wall in the way, you say? Well, take your controller back up into the air and try again, this time balancing the pole on your car. Makes life easier, doesn't it? Right, nearly finished. Go back down to the ground and strap a big gun of some sort on your remote control chassis. Climb back up and not only can you guide your car wherever you like, but you can shoot everything when you get there. Good, eh?

Of course if you can't balance on 40- ft poles or you have no access to remote controls and big guns, you could simulate the experience by playing one of the legions of top-down shooters that are available for your Mega Drive. Surely one of the most basic formulas available, it's produced more than its fair share of quality games simply because by freeing the game of too many technical worries it allows the developers to concentrate on such boring mundanities as gameplay and structure. The result of this approach is a collection of games that offer some of the best pure blasting fun there is. But it's not even as simple as that. The fact that you can see a relatively large area, and that you can move in any direction, means that top-down shooters almost always lend themselves to a puzzle, or at least mazey element. Even relatively simple shooters like *Gauntlet IV* and *Herzog Zwei* are maze based, and more complex games like *The Chaos Engine*, *Zombies Ate My Neighbours* and the forthcoming *Cannon Fodder* have no trouble retaining at least as much pure



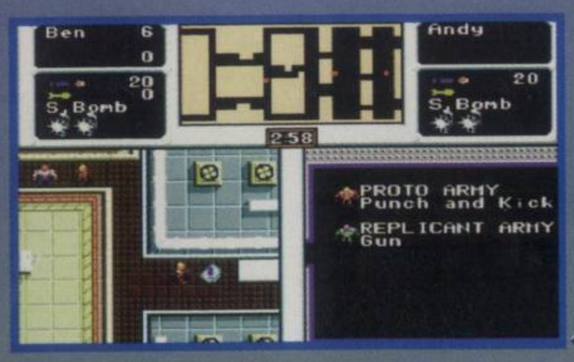
***The Chaos Engine* is as good an example as we can think of of a quality action game which has a strategy element that actually complements the play**

The forthcoming *Cannon Fodder* has a false three-dimensional perspective, and uses a novel control system which involves a point 'n' click cursor



***Gauntlet 4* is one of the best four-player games on the market**

N SHOOTERS



Crackdown, if you ever come across it, has a modest amount of mazey fun to offer you

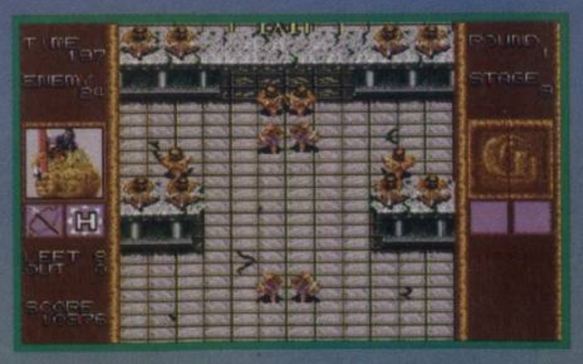
Star Control was a whimsical little tradey, fighty spacey sort of a thing, if I remember rightly

Predator 2 is a very good example of the sort of things that can go wrong with a lazy licence

CHRONOLOGICALLY SPEAKING

Naah! I remember when all this round here were *Space Invaders* and all we got at home were a Binatone tennis game. Crap it were...

GAME	RELEASE DATE	MEGA RATING
Crackdown	August '91	72%
Herzog Zwei	January '92	74%
Gain Ground	February '92	77%
Star Control	June '92	74%
Star Flight	July '92	79%
Desert Strike	October '92	86%
Smash TV	October '92	37% (Issue 1)
Predator 2	November '92	28% (Issue 2)
Trouble Shooter	December '92	81%
Twinkle Tale	May '93	62% (Issue 2)
Jungle Strike	June '93	93% (Issue 9)
Techno Clash	September '93	50% (Issue 11)
Gauntlet 4	November '93	90% (Issue 13)
Zombies Ate My Neighbours	December '93	85% (Issue 14)
The Chaos Engine	July '94	90% (Issue 19)



Gain Ground was one of the most successful of the early batch of top-down shooters

Just take a look at it. It's not too impressive is it? Sadly, it doesn't play any better than it looks

Techno Clash, yesterday. "All right so I'm crap. It's not my fault is it? I'm just trying to do my job."

action fun as any shoot-'em-up.

Inevitably, as time's gone by, more sophisticated hybrids have appeared that take the view from above and knock it sideways to give isometric gameplay. You still have the large view and the freedom of movement but now you have a deeper, more physical feel to the game world. So what you get are more involved and explicitly violent games like *Desert Strike*, *Jungle Strike* and another good prospect, *Syndicate*.

You'll find some lovely patterned floors in *The Chaos Engine*

BEST FIVE TOP-DOWN SHOOTERS

1. Jungle Strike (Electronic Arts)
2. The Chaos Engine (Microprose)
3. Gauntlet IV (Tengen)
4. Zombies Ate My Neighbours (Konami)
5. Desert Strike (Electronic Arts)

Although *Jungle Strike* isn't a straight down shooter it takes the large play area and multi-directional aspects and makes them into one of the best games of any sort out there. However, keep an eye out for *Urban Strike*, *Syndicate* and *Cannon Fodder* in the near future.

What could be better than messing about on the river, blowing bridges apart? Well, not much, obviously, because *Jungle Strike* is the best top-down shooter available on the Mega Drive

Mind you, a day out in a heavily armed helicopter in the desert comes close!

TOP 50 MEGA DRIVE

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. It's an invaluable buyer's guide for those who take their games seriously, and over the next six pages we'll tell you how to buy most of them for as little as half price

1. SENSIBLE SOCCER

Sony – £39.99 (Reviewed in issue 15)

When asked to give five reasons why *Sensible Soccer* is the best game of all time Paul Mellerick replied, "Because it's fab, it's football, it's brilliantly playable, er, um... oh, it's just brilliant". Now, Paul may not be the best communicator on the planet but his description was spot on. Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen other wonderful features, you'll still be stumbling to come up with an accurate description of the game. You have to buy it, play it, and then you can join the rest of us when we simply sit there smiling, in the knowledge that this truly is something very special indeed.

SENSIBLE SOCCER
£20/Swap for *FIFA* – 0224 743392
Swap for *Aladdin* – 0422 311688
Swap for *Madden '94* – 0662 242265

2. STREET FIGHTER 2: SPECIAL CHAMPIONSHIP EDITION

Capcom/Sega – £59.99 (Reviewed in issue 14)

In the real world, if some bloke walked into a crowd of geezers and shouted "Come on then, I'll take you all on", he'd doubtless get his head well and truly kicked in. In the case of *Street Fighter 2: Special Championship Edition*, however, this game has indeed issued the take-all-comers challenge and has proceeded to duff up every single one of them. *Mortal Kombat* came and went, a whole series of clones have tried it on and failed, and through it all *SF2* has remained the undisputed champion of the beat-'em-ups. Why? It's simple really.

No gimmicky digitised fighters. Straightforward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone master all 12. The gameplay is faultless. When you hit an opponent you can practically feel it. When you get hit, there's no doubting that it was your own stupid fault. There's no opportunity to blame the computer. It's stunning! Enough said really.

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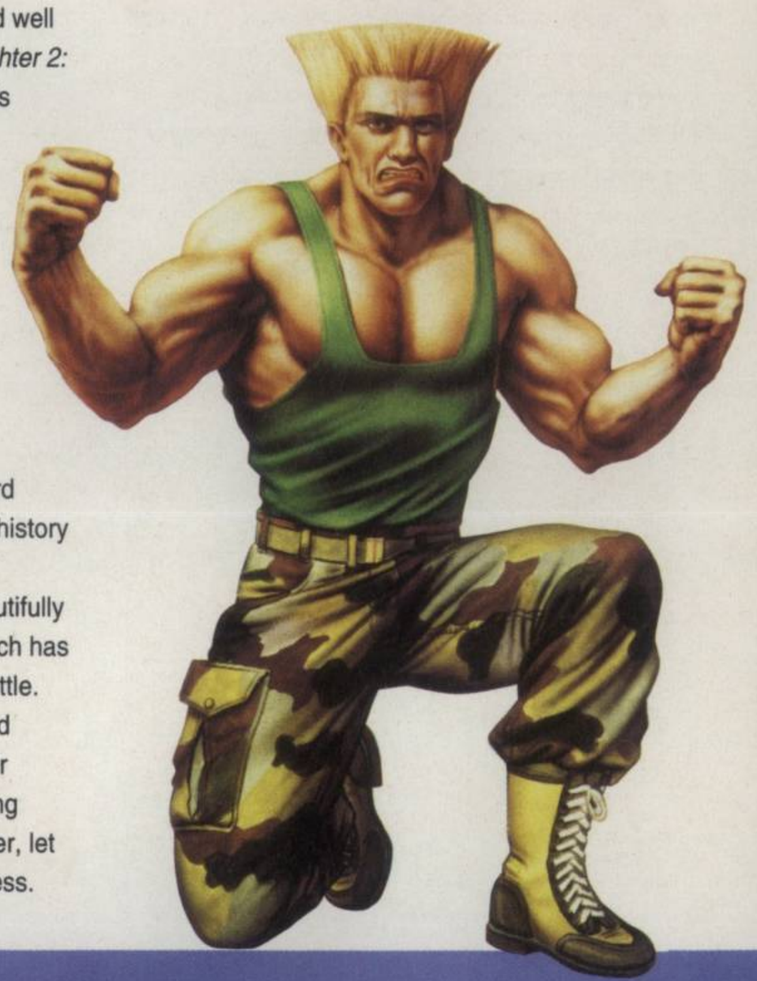


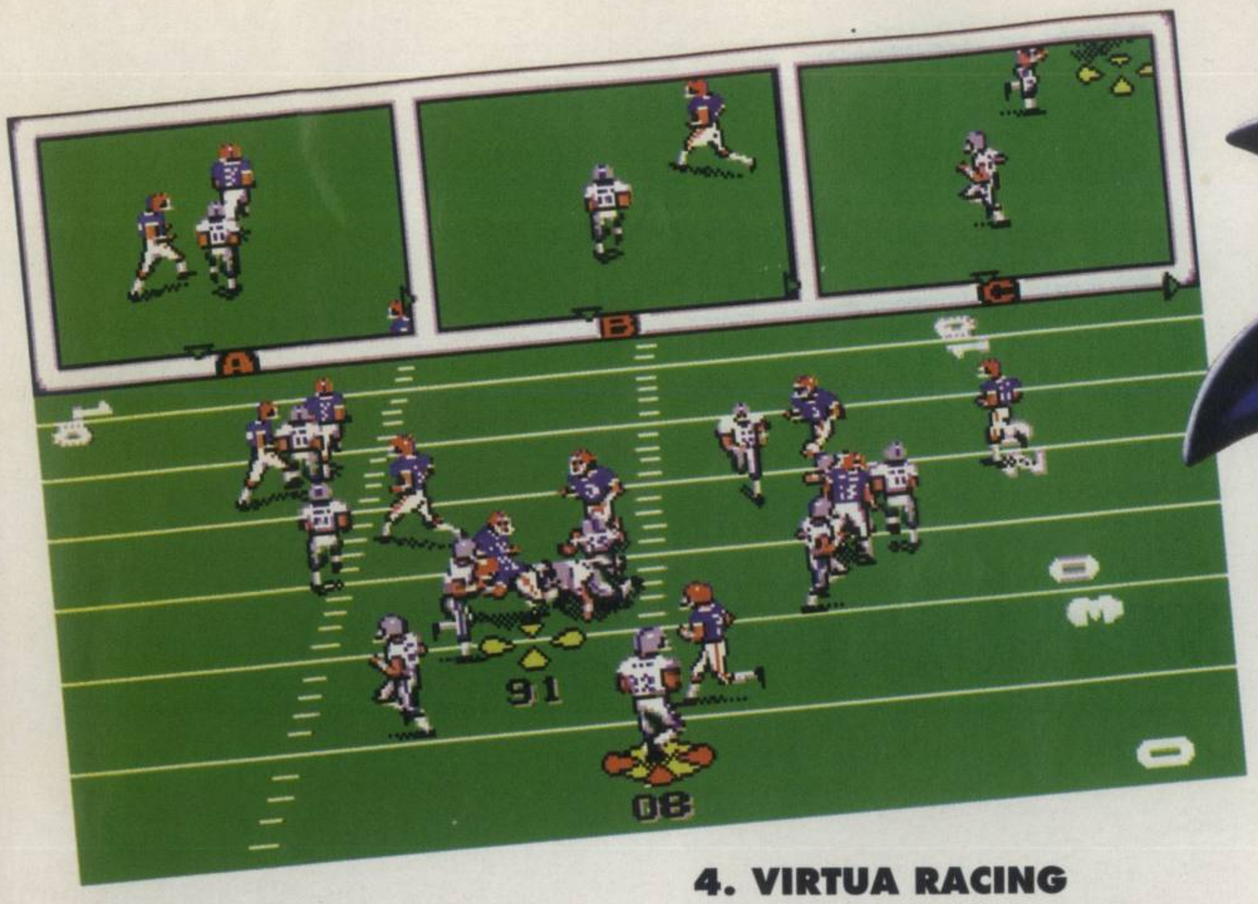
TOP 10 MEGA CD

There are ten games worth having if you own a Mega CD player. And here they are, in full controversial order...

1. THUNDERHAWK

Core – £49.99
Reviewed in issue 13

Thunderhawk was released last October, but it is still undoubtedly the best game the Mega CD has to offer (mind you, you can expect to see Core's *Battlecorps* entering this section next month). Core seem to be the only company able to exploit the Mega CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega CD.



3. JOHN MADDEN SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 14)

A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with, has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of *Madden '92* or *'93*. Regardless, this is top two-player action.

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Swap both games for *Sensible Soccer* or *NBA Jam* – 0495 724755
JOHN MADDEN '92
Swap – 0777 707039
JOHN MADDEN '93
£25 – 0905 795584
£20 – 0629 733847
JOHN MADDEN NFL '94
£30 – 0360 85489
£30 – 0602 431360
Swap for *NBA Jam* – 0422 311688
Wanted: £30/Swap – 0685 812933

4. VIRTUA RACING

Sega – £69.99 (Reviewed in issue 19)

God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated... as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

VIRTUA RACING
£30 – 0506 856108

5. SONIC 3

Sega – £59.99 (Reviewed in issue 18)

We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway.

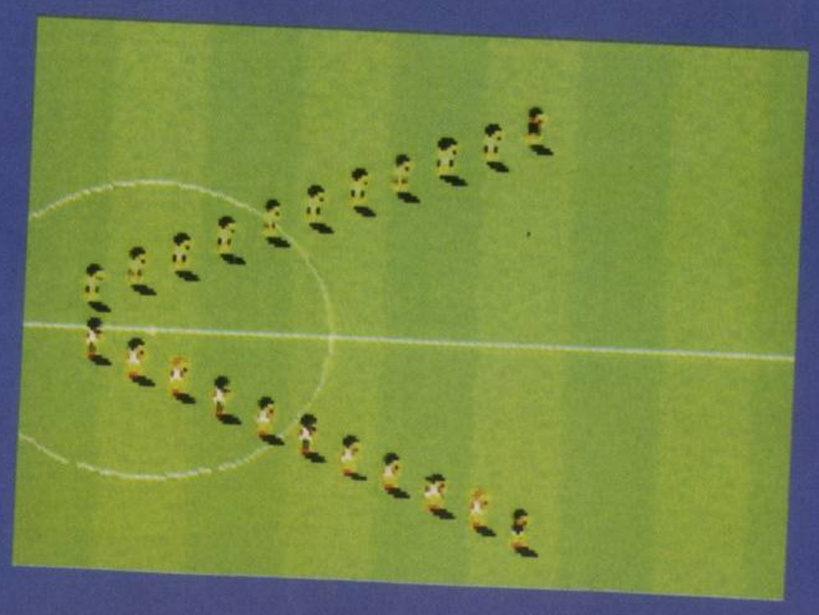
Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you *do* finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic story.

SONIC 3
Swap for *NBA Jam* – 081 641 7075
Swap for *NBA Jam* – (Ireland) 074 27437

2. SENSIBLE SOCCER CD

Sony – £34.99
Reviewed in issue 21

Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega CD and that means the games that utilise its potential. This version of *Sensible Soccer* has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.



3. SONIC CD

Sega – £49.99
Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with *Sonic 3* really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.

Continued on page 82...

6. LANDSTALKER

Sega – £59.99 (Reviewed in issue 14)

This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.

LANDSTALKER
£40 – 0889 566063 (evenings only)

7. NBA JAM

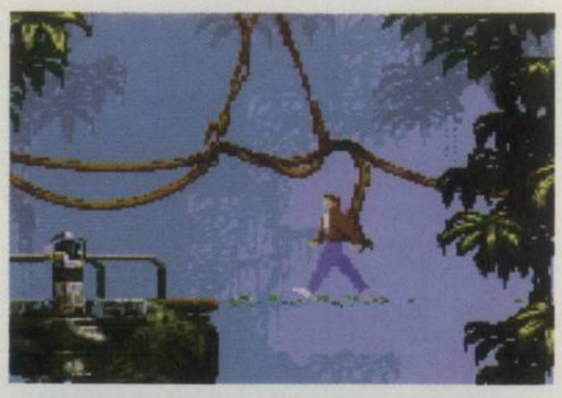
Acclaim – £49.99 (Reviewed in issue 18)

The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. *NBA Jam* doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to – you'll soon be screeching with delight.

NBA JAM
Wanted: £20 – 0992 760970 (ask for Tony)
Wanted: Swap for *Zool* – 0501 743950

8. FLASHBACK

U.S. Gold – £44.99 (Reviewed in issue 9)



There are so many good things about this game. Firstly, there's the storyline, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between scenes, it's very much like taking part in a film.

FLASHBACK
£25 – 021 624 1257
£25/Swap – J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER
Swap for *Int. Rugby* – 0501 743950
Wanted – 071 225 3420
Wanted: £20/Swap for *Euro Club Soccer* – 0992 760970 (ask for Tony)

9. MEAN BEAN MACHINE

Sega – £39.99 (Reviewed in issue 16)

Another variation on the *Tetris* theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it, it's amazingly addictive and fun.

MEAN BEAN MACHINE
£30 – 0204 709076

10. MICRO MACHINES

CodeMasters – £34.99 (Reviewed in issue 5)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The hazards are even stranger. There are loads of tracks, the challenge is enormous, the graphics are lovely, the gameplay is worryingly addictive and it has a two-player mode too.

MICRO MACHINES
£25 – 0603 737583 (after 5.15 pm)
£20 – 0202 490276
£20 – 0202 490276
£20/Swap for *FIFA* – 0685 812933
£25/Swap for *PGA Euro Tour Golf* – 0742 448368

11. FIFA SOCCER

Electronic Arts – £44.99 (Reviewed in issue 15)

Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're slightly tanked up on Old Peculiar).

FIFA INTERNATIONAL SOCCER
£15 – 071 708 3269 (after 6 pm)
£32 – 0662 242265
Swap for *PGA European Tour Golf* – 0536 510534
Wanted – 0603 737583 (after 5.15 pm)
Wanted: £25/Swap – 0685 812933

12. ALADDIN

Sega/Virgin – £44.99 (Reviewed in issue 14)

This beautiful platformer was groundbreaking when it first came out, but it doesn't quite have the depth of play to keep it right at the top.

ALADDIN
£30 – 0365 722746
£25 – 0202 490276
Wanted – 0406 371377

13. JUNGLE STRIKE

Electronic Arts – £44.99 (Reviewed in issue 9)

The successor to *Desert Strike* is just what you'd expect. More missions, better gameplay, slightly tarted-up graphics, but most importantly, more of the same classic shooting action. A spiffing blast.

JUNGLE STRIKE
£20 – 0502 539047
£15 – 081 877 9317
£15 – 081 853 0709

14. TOEJAM & EARL 2

Sega – £49.99 (Reviewed in issue 16)

Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's still graphically unusual and utterly stuffed with spot-on humour.

15. CHAOS ENGINE

Microprose – £44.99 (Reviewed in issue 19)

Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

16. SUB TERRANIA

Sega – £44.99 (Reviewed in issue 20)

If it wasn't so easy, this could have been the greatest shoot-'em-up ever. Small challenge aside

4. SILPHEED

Sega – £44.99
Reviewed in issue 13

This is one of the earlier Mega CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot-'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.

5. LETHAL ENFORCERS CD

Konami – £54.99
Reviewed in issue 15

We've already covered this in the Mega Drive Top 50, but basically, this excellent reproduction of the coin-op works just as well on CD. This version comes with the same practical, functional light gun, plays just as frantically, sounds even better than the cart version, and can be bought for £10 less. It's a winner all round really. It's not mentally taxing in any way whatsoever but it is an horrendous laugh to play. It brings out the crap American gun-toting cop in everyone, which, let's face it, is no bad thing.

though, this still contains enough classically good gameplay to pull you in time after time.

17. F1

Domark – £49.99 (Reviewed in issue 11)

Considering this lacks any of the custom chippage of *Virtua Racing*, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to *Virtua Racing*. You won't be disappointed.

F1
£25 – 0323 894569
£20 – 0257 254219
Wanted: £35 – 0900 817786

18. PGA TOUR SERIES

Electronic Arts – £44.99

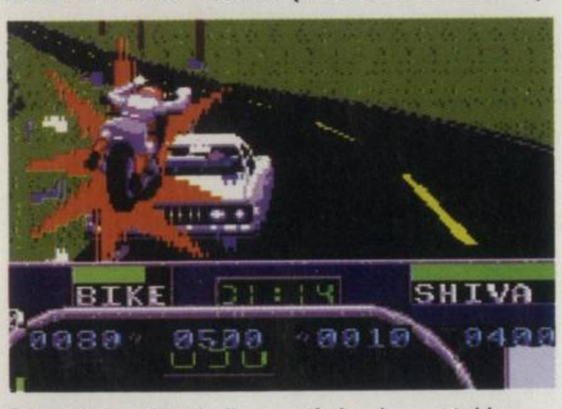
(Latest version reviewed in issue 18)

Technically, these games are looking a tad dated now, but as far as getting in a damn good round of golf goes, they're the business.

PGA TOUR GOLF
£20 – 021 624 1257
PGA TOUR GOLF 2
£20/Swap – J M Hichens, 64 Victoria Road, Bangor, County Down, Northern Ireland, BT20 5ER
Wanted – 071 225 3420
PGA EUROPEAN TOUR GOLF
£25 – 0360 85489
Wanted: £30/Swap – 0685 812933

19. ROAD RASH 2 (INC. ROAD RASH 1)

Electronic Arts – £39.99 (Reviewed in issue 4)



Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-bike action of these games a real winner.

ROAD RASH
£20 – 0778 347150
£20/Swap for *Sonic Spinball* – 0273 701326
Swap – 0406 371377
ROAD RASH 2
£15 – 0602 260581
Swap for *Mean Bean Machine/Mortal Kombat/ToeJam & Earl 2* – 031 229 1969

20. NHL HOCKEY SERIES

Electronic Arts – £44.99

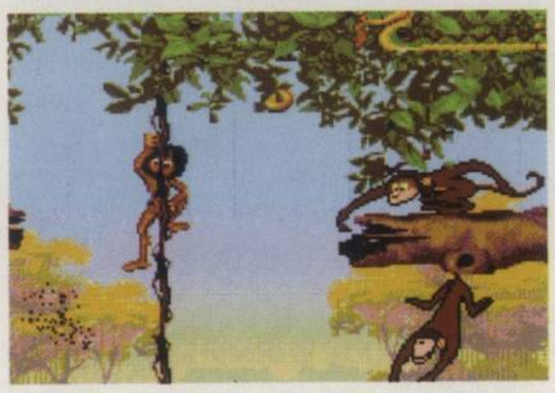
(Latest version reviewed in issue 12)

Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again, EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

NHLPA HOCKEY '93
Swap for *Super Baseball 2020* – 0536 510534
NHL HOCKEY '94
Wanted: £30/Swap – 0685 812933

21. JUNGLE BOOK

Virgin – £44.99 (Reviewed in issue 20)



"If it ain't broke, don't fix it," as they say. *The Jungle Book* is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

22. LOST VIKINGS

Virgin – £44.99 (Reviewed in issue 16)

As lost vikings go, these guys are pretty bloody lost, and a good job too, because it provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled. *The Lost Vikings* is a game which positively reeks of quality.

23. LEMMINGS

Sega – £39.99 (Reviewed in issue 2)

Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population. So, save the environment and kill a Lemming. Oh, this game's utterly and totally brilliant by the way.

LEMMINGS
£25 – 0365 722746
£20/Swap for *FIFA* – 0685 812933

24. ECCO

Sega – £39.99 (Reviewed in issue 6)

Opinions are divided about this game, but Andy Dyer's the editor and he likes it so here it is. Considering the complete lack of action and violence in the game, this is really quite a rivetting title. And the animation is fantastic.

ECCO THE DOLPHIN
£25 – 0905 795584
£20 – 0709 872596
£16 – 0690 760325
£25/Swap for *FIFA* – 0685 812933
Swap – 0406 371377
Swap for *F-15* or *F1* – 0343 542582
Swap for *Ultimate Soccer* – 0501 743950
Swap for *Shining Force* – 031 229 1969

25. STREETS OF RAGE SERIES

Sega – £49.99

(Latest version reviewed in issue 20)

The SOR series won't go down in history as great games, but if you're after good solid scrolling beat-'em-ups, they represent the best there is.

STREETS OF RAGE
£15 – 0228 402 789
STREETS OF RAGE 2
Swap for *Sensible Soccer* or *NBA Jam* – 0495 724755

26. QUACKSHOT

Sega – £39.99

This is the only really decent early Disney game. Donald gets in a "flap" and gets a bit "down" about things, goes around causing mayhem and then has to foot the "bill". Ho, ho, ho! No, it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

27. DAVIS CUP TENNIS

Domark – £39.99 (Reviewed in issue 12)

As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it has a unique split screen so that both players are always on the nearside of the net. Very neat indeed.

28. COOL SPOT

Virgin – £39.99 (Reviewed in issue 9)

Dave Perry again. Still, no denying that this is graphically well above par and plays pretty good too. It also has a high level of difficulty.

COOL SPOT
£20 – 0202 490276
Swap – 0777 707039

6. FINAL FIGHT

Sega – £39.99

Reviewed in issue 8

This is about as close a conversion of the arcade game as you're going to get. All the characters are in there, everything is big and brash and apart from a little bit of sprite flicker when lots of characters are on screen at once it all moves well too. This is quite an achievement really on a little home console. If you like scrolling beat-'em-ups but always felt slightly disappointed by the *Streets Of Rage* series on the Mega Drive, this'll positively blow your socks off... unless you wear sandals and no socks, in which case it'll make your sandals wobble a bit (they wouldn't actually come off, you see, because they're a lot sturdier than socks and generally they're buckled on too).

7. LUNAR THE SILVER STAR

Working Designs – £49.99

Reviewed in issue 18

This is not destined to go down in the history books for its contribution to the role-playing genre but it's still a fine example of its type and provides a solid, if formulaic, adventure spruced up with a healthy helping of Anime-style Japanese animated sequences to enhance the storyline. Not *Landstalker*, but a good attempt.

Continued on page 84...

29. HELLFIRE

Sega – £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot-'em-up which, while being classically playable, doesn't quite have the breadth of gameplay that the wonderful *Sub Terrania* has. Still flipping superb though.

HELLFIRE
£17 – 0202 490276
£15 – 0734 691487

30. JAMES POND 3: OPERATION STARFI5H

EA – £39.99 (Reviewed in issue 14)

For years a number of whingers had been banging on about how the Mega Drive didn't have a Mario-style game for it. Well, here's one. Colourful, fast, huge, challenging, and it's all based around a map screen so there's a lot of freedom of movement between levels too. Yip!

31. ROLO TO THE RESCUE

Electronic Arts – £39.99 (Reviewed in issue 5)

And as if *James Pond 3* wasn't good enough, *Rolo To The Rescue* is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

ROLO TO THE RESCUE
£20/Swap for *PGA Euro Tour* – 071 237 2354

32. TINY TOONS

Konami – £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney, da, dee, da, etc.".

TINY TOONS
£20 – 0905 795584
£25/Swap for *FIFA* – 0685 812933
£20/Swap for *NBA Jam* – 071 237 2354

33. SHINING FORCE

Sega – £49.99 (Reviewed in issue 10)

What can we say? If you're the sort of saddo who likes wasting half your life in your bedroom fighting unconvincingly-named mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then this is right up your alley-type thing.

34. MEGA-LO-MANIA

Virgin – £44.99 (Reviewed in issue 6)

Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good job that we have games like this then.

MEGA-LO-MANIA
£20 (ono) – 0934 522356
£15 – 0502 539047
£23/Swap – 0603 737583 (after 5.15 pm)
£20/Swap – 0703 893438

35. LETHAL ENFORCERS

Konami – £64.99 (Reviewed in issue 15)

All right, so it's £65 but you get a top arcade conversion and a light gun that's a whole heap more useable than that dreadful Menacer thing. And you get to shout rock hard things at the screen like, "Die scum", "Eat lead" and "Let's see you knit that Aran sweater now Grandma".

36. SONIC 2

Sega – £39.99 (Reviewed in issue 2)

See *Sonic 3* entry at number 5, then remove some of the difficulty, neat visuals and that new yellow evil Sonic lookalike and you'll be left with this.

SONIC 2
£20 (ono) – 0934 522356
£17 – 0202 490276
£15 – 071 708 3269 (after 6 pm)

37. RAINBOW ISLANDS

Taito – Import

Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.

RAINBOW ISLANDS
£30 – 0202 490276

38. DESERT STRIKE

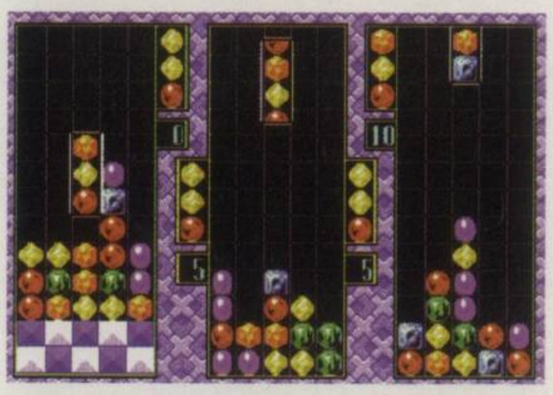
Electronic Arts – £39.99

Everybody should know what this is all about. Still, it's an isometric 3D multi-level helicopter combat game based on the Gulf War and it's not quite as good as its sequel, *Jungle Strike*.

DESERT STRIKE
£20 – 0689 824923
£15 – 0720 23137

39. COLUMNS 3

Sega – £44.99 (Reviewed in issue 17)



In the absence of an official UK version of *Tetris*, the original *Columns* game achieved quite a bit of success (although it was a bit limited). *Columns 3*, however, is a superb game in every respect, and the simultaneous five-player mode is a major hoot often leading to all out "You're all bloody picking on me" type arguments.

40. ROYAL RUMBLE

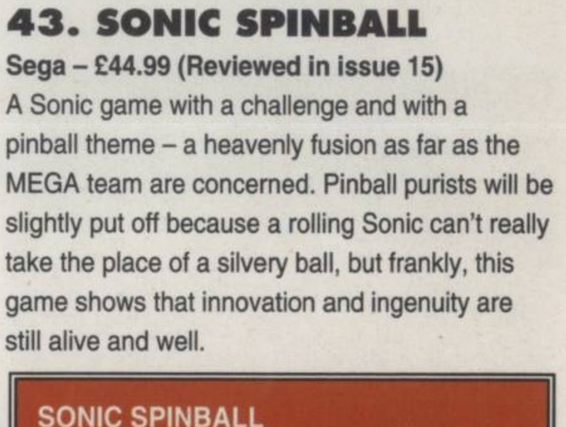
Acclaim – £44.99 (Reviewed in issue 14)

Acclaim's WWF games wildly vary in quality, but fortunately, this particular Mega Drive cart manages to use the subject matter to quite entertaining effect. It's not by any means a technically accomplished beat-'em-up but all the varied moves are nicely implemented and above all, it's very amusing to play indeed.

ROYAL RUMBLE
Wanted – 0603 737583 (after 5.15 pm)
Wanted – 071 225 3420

41. GOLDEN AXE 2

Sega – £19.99



Golden Axe is over the hill, *Golden Axe 3* is appalling, but fortunately, *Golden Axe 2* was, and still is, quite smart.

GOLDEN AXE 2
£13 – 0202 490276
Swap for *Olympic Gold/Ultimate Soccer* – 031 229 1969

42. ZOMBIES ATE MY NEIGHBOURS

Konami – £44.99 (Reviewed in issue 14)

Zombies is a strange game, full of bizarre adversaries (such as giant killer babies) but it's this quirkiness that lifts it above being simply another standard *Gauntlet* variant.

43. SONIC SPINBALL

Sega – £44.99 (Reviewed in issue 15)

A Sonic game with a challenge and with a pinball theme – a heavenly fusion as far as the MEGA team are concerned. Pinball purists will be slightly put off because a rolling Sonic can't really take the place of a silvery ball, but frankly, this game shows that innovation and ingenuity are still alive and well.

SONIC SPINBALL
£30 (ono) – 0934 522356

8. JURASSIC PARK CD

Sega – £44.99
Reviewed in issue 18

Big licence, logo-slapped-on-the-front-end, platform game, crap vague plot references from the movie. Same old stor... But wait! What's this. Decently shot and acted full-motion video, nice rendered views of each of the locations, a well-structured adventure scenario, shooty action sections and a completely original plotline that carries on where the feature film left off. Okay, it's not the most difficult adventure ever written but we don't care, because whoever wrote it bravely transgressed the unwritten law that all film licences should be crap and unoriginal. Hurrah for *Jurassic Park CD*.

9. DUNE CD

Virgin – £44.99
Reviewed in issue 14

This is a conversion of a PC title, and it shows. It's basically a role-playing game, and while initially confusing, an involved and entertaining plot slowly unfolds and is made all the more convincing by nice graphics, fantastic in-betweeny flying scenes and some FMV from the film, which is cunningly reproduced in black and white lines making the quality very good indeed. So much for having to spend £1,000 on a machine that takes several days to load a game. Ha!

44. DRAGON

Virgin – £44.99 (Reviewed in issue 22)

Well, who'd have thought it? A beat-'em-up that actually diverted our attention from *SF2* for a while. The developers steered right away from the Street Fighter formula and managed to use techniques other than fireballs and special moves galore to make this a challenging and long-lasting experience.

45. BUBBA 'N' STIX

Core – £44.99 (Reviewed in issue 19)

This game will probably be forgotten before long, which is a shame, because this is Core's best platformer to date. Cartoony, platformy, puzzley, challenging, and original.

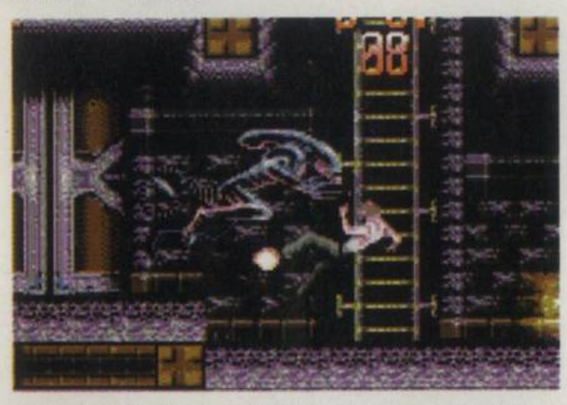
46. BOXING LEGENDS OF THE RING

Electro Brain – £44.95 (Reviewed in issue 16)

It would seem to be a sad fact that by and large boxing games don't work very well. However, this seems to be the exception, so if you're into beating the crap out of people but not being able to use large sticks and stuff, this should more than satisfy your needs.

47. ALIEN 3

Acclaim – £39.99



Came out just before MEGA was born, so take our word for it now that it's a very hard, very violent, very exciting platform blaster. And the bleak visuals kind of capture the atmosphere of the film quite well too.

ALIEN 3
£16 – 0690 760325
£15 – 0720 23137

48. SHINOBI 3

Sega – £39.99 (Reviewed in issue 13)

Slightly unfriendly initially, but once you get into it, this is a stormingly good shurikin-'em-up. There's also a lot of variety between sections (there's a good horse riding level too). So if you've ever fancied wearing a flannel over your head and throwing sharp things at people, this is a splendid place to do it.

SHINOBI 3
£10 – 0737 352627

49. F-15

Microprose – £44.99 (Reviewed in issue 12)

Look, it's not that brilliant really, but it's OK. And to be honest, it's the only flight sim you're ever likely to want to play on the Mega Drive. So if you fancy some in-flight entertainment, book a holiday to Greece and chat up the air stewardesses... Er, no, actually, give this a go instead.

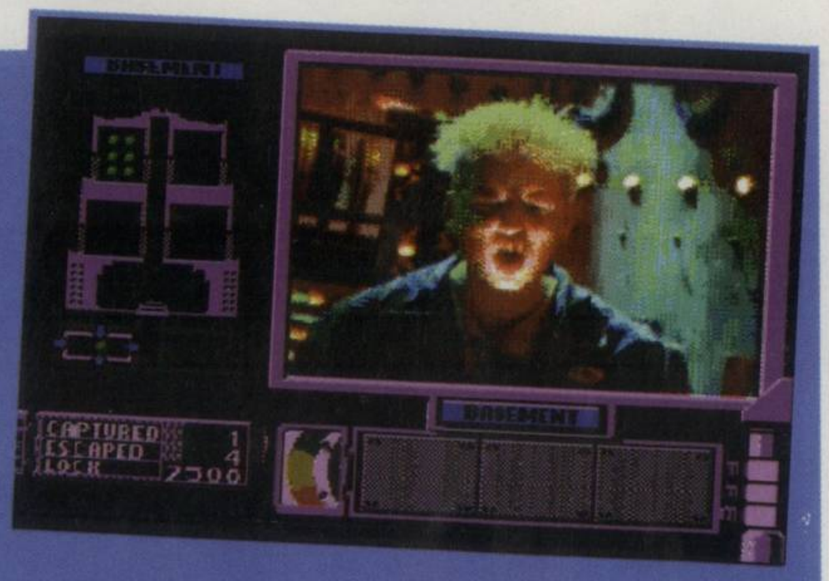
50. ROCKET KNIGHT ADVENTURES

Konami – £44.99 (Reviewed in issue 12)

Konami are great at producing shoot-'em-ups, and this is no exception. But good though it is, there's something lacking. Great main character (Sparkster*), great graphics, it's crammed with nice touches, but it doesn't quite have the pizzazz of other Konami carts.

10. DOUBLE SWITCH

Sega – £49.99
Reviewed in issue 18



This is the sequel to the controversial *Night Trap*. It is nowhere near as controversial as *Night Trap* (even though the *Night Trap* thing was blown out of all proportion anyway). This time they've brought in the acting talents of Deborah Harry and Corey Haim (out of The Lost Boys). The FMV is better than that seen in its predecessor, and the gameplay is a lot more involving and interactive too. It's still not the perfect CD ROM title but certainly the techniques used here are well implemented and represent the sort of thing we all expect from a CD title.

OTHER CARTS FOR SALE

If you're after a game which does not appear in our Top 50, you may well find it on offer in this listing. If it's not here, your best bet may be to take out a "wanted" ad in the next issue of MEGA. Simply fill in the form at the bottom of this page to get your free reader ad

AERO BLASTERS
£25 – 0202 490276
ALTERED BEAST
£10 – 0394 271629
BART VS SPACE MUTANTS
£13 – 0202 490276
BATMAN
£10 – 081 877 9317
BIO-HAZARD BATTLE
£17 – 0202 490276
£15 – 0720 23137
BUDOKEN
£5 – 0737 352627
BURNING FORCE
£9 – 0202 490276
CALIFORNIA GAMES
£10 – 071 635 0367
CASTLE OF ILLUSION
£20 – 0689 824923
£20 – 0202 490276
CENTURION
£15/Swap – 0703 843438
CHUCK ROCK
£17 – 0202 490276
CORPORATION
£20 – 0689 824923
DECAP ATTACK
£20/Swap – 071 237 2354
DRAGON'S FURY
£17 – 0202 490276
DUNGEONS AND DRAGONS
£15 – 0502 539047
ESWAT
£9 – 0202 490276
EURO CLUB SOCCER
£12 – 081 853 0709
£20/Swap – 0709 872596
F-22 INTERCEPTOR
£13 – 0202 490276
Swap – 0206 561276
FATAL FURY
£15 – 081 877 9317
FATAL LABYRINTH
£10 – 0737 352627
FATAL REWIND
£10 – 0737 352627
FORGOTTEN WORLDS
Swap for *Bonanza Bros/Chuck Rock* – 031 229 1969
GENERAL CHAOS
Wanted: £30 – 0900 817786
GHOSTBUSTERS
£13 – 0202 490276
GHOULS 'N' GHOSTS
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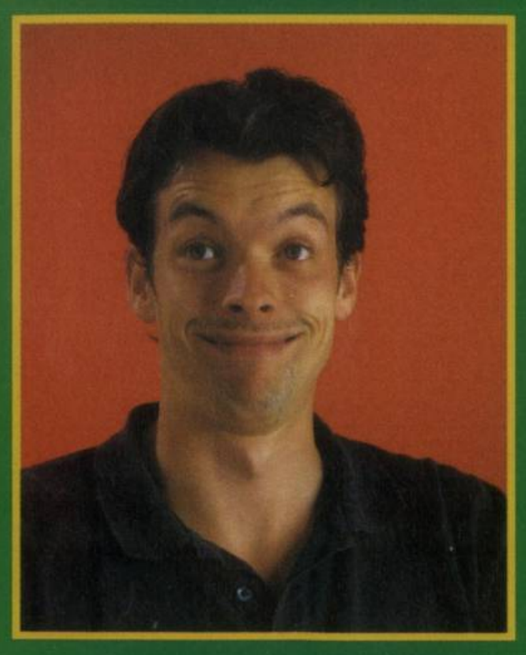


MEGA MOUTH

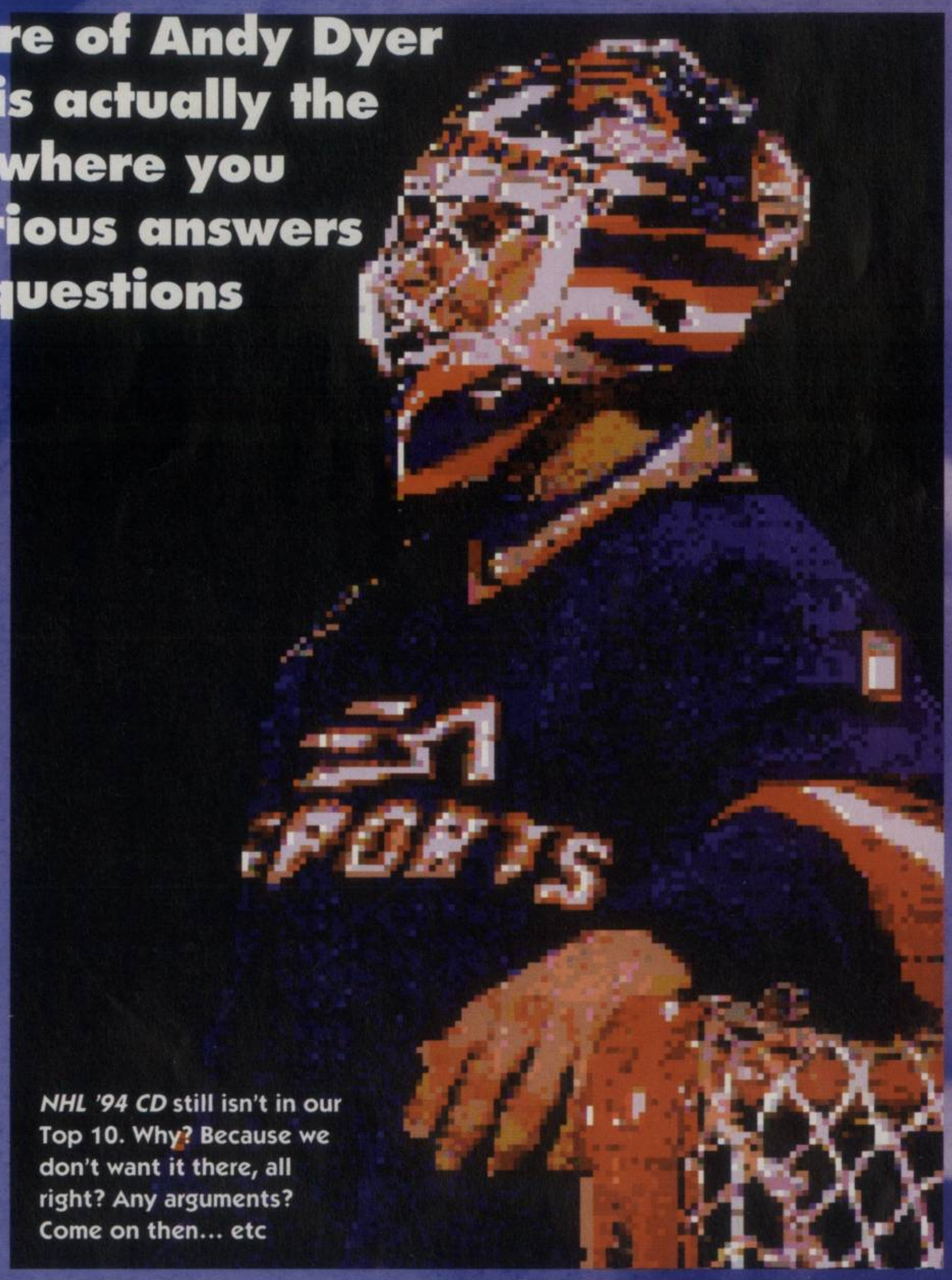
Ignore that picture of Andy Dyer on the left. This is actually the part of the mag where you can get some serious answers to your gaming questions

Dear MEGA,
Would you mind telling me where *NHL Hockey '94 CD* is in your Top 10 CD index? It's weird, because despite getting the highest rating of all the Mega CD games you have reviewed (apart from *Final Fight*, which it equalled – a mark which I think was a tad generous) it's nowhere to be seen.

This game is the business, it was a bargain at £35 and it does deserve a 92% mark – so what's the deal? How is the CD Top 10 worked out? I would have thought that the higher percentage rating a game got, the higher a place it received in the list – especially such a short list. I can understand that this is not so simple for the Top 100, because of the size of it and range of games it includes, but for a chart of ten games, surely it would be a simpler system.

Why is *Double Switch* higher than *Dune* and *Jurassic Park*, even though it received a lower percentage mark than them? Does any of this make sense or am I just being stupid? Don't answer that. I know after all this that you're probably going to say "NHL '94 isn't in the Top 10 because the cart version has a place in the Top 100" but so what? I don't mean to go on, I just think that *NHL '94 CD* is being cheated out of the (top?) place that it very much deserves.
Laurence Rugg, Barking

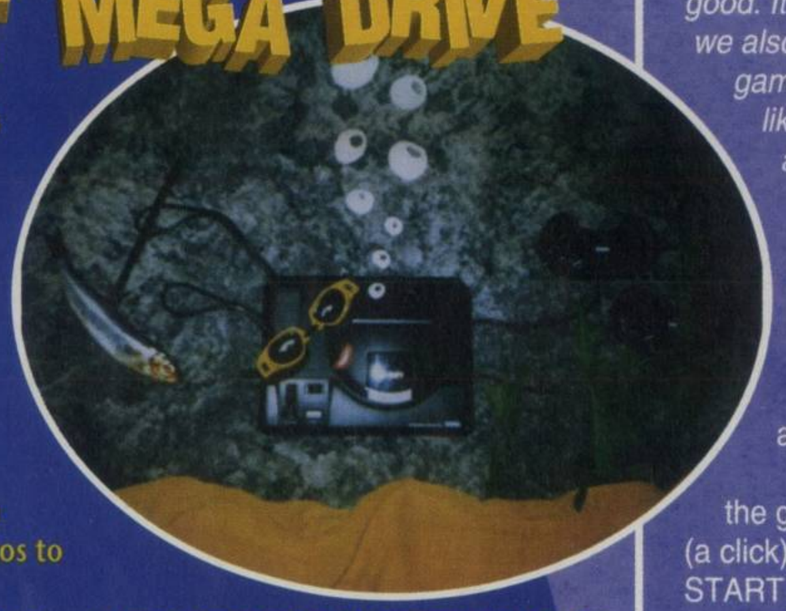
Dear Laurence,
How are our listings worked out? Well, basically we work them out as a team. One of us updates the thing, then the rest of us look at it and we discuss any controversial positioning. Of course the ratings play a part, but in the case of NHL '94 CD, *we dropped that one to make way for games which actually use the capabilities of the Mega CD. You can get the game on cart, so it's better that we fill the CD Top 10 with more "relevant" titles such as* Thunderhawk *and* Silpheed. *Many readers are bound to disagree with the exact positions, but essentially, the list is an overall guide to the very best stuff that's out there, and it also takes genres into consideration. At the end of the day though, you can be pretty sure that any games you see in our Top 50 and CD Top 10 are pretty good. It's a buyer's guide, and that's why we also print reader ads below each game so that if you see a game you like, you might be able to pick it up at a fraction of the cost.* **Andy**



***NHL '94 CD* still isn't in our Top 10. Why? Because we don't want it there, all right? Any arguments? Come on then... etc**

EXCERPTS FROM THE DIARY OF A STUNT MEGA DRIVE

This might be the new MEGA, but it's not the *all*-new MEGA. Come now, what would MEGA be without the atrocious little pictures that we print in our Stunt Mega Drive column each month? (Who said better? – Andy) Anyway, this month's winner, ***Nick Bennett*** from East Sussex, gave us a Mega Drive with an aquatic bent. Very poor, but worth a cartridge nevertheless. If you want to win, send your dreadful photos to STUNT MEGA DRIVE, MEGA, 30 Monmouth Street, Bath, Avon BA1 2BW. It's cartridges for old rope really.



Miraculous scuba-diving console? Or Mega Drive with a dead fish next to it?

Dear MEGA,
The reason I am writing you this letter is that I have a weird problem with the CD version of *Mortal Kombat*. I think there are a few problems with the game...

1) There are a few moments in the game when there is a sort of noise (a click), for example after you press START on the title screen after the intro.

2) There are a few moments where you have short cuts in the game, like before and after the Finish Him message.

MEGA STAR

Dear MEGA,
The article in MEGA regarding the discounting that goes on between the major High Street stores was very interesting. The only problem was that you didn't get the view of the small independent retailer like myself.

The larger companies all buy the same games and no doubt in the same quantities. You walk into their shops and see the games mostly at full RRP for a few weeks – then the discounting begins.

The profit they can make is amazing. I used to work for a major High Street electrical retailer and I too was shocked. The major thing you didn't point out was the prices that we, the small businesses, charge.

We have lower overheads, offer a much larger range – including imported titles – and the main important factor is we're a lot cheaper. OK, sometimes we might not make as much as we would like because we have heavy competition, but it's good news all round for the consumer.

To walk into a High Street store that sells a major product and also sells computer games can be boring – the same games... at the same price. The small retailer, however, can give you expert advice and can spend much more time with you before making that purchase.

My company, Knightraven Computers (plug, plug), passes on the discounts we get to our customers. If we get a game in that has been reduced by our supplier, that reduction is made from the selling price of the game.

That is something the larger stores never do. They can get these games a lot cheaper, but yet still charge a huge amount. I don't want people feeling sorry for these High Street stores, as they can afford to reduce their prices, especially if certain titles have been on the shelf at full RRP for a few weeks!
Rob Williams, Knightraven Computers, Harlow

Dear Rob,
Thank you for your letter. We're always keen to see responses to the articles we publish in our mag. Of course, lower prices from multiple stores and small independents like your own can only be seen in the short term as a good thing for the consumer, but part of the problem that the feature was trying to address was that ultimately, there is a danger of cart sales becoming an unprofitable endeavour for the big stores and if they *stop selling games, that's a huge blow to the software industry and one which not even small independent stores will be able to make up for.* **Andy**

STRAIGHT TO THE POINT

I've just picked up your mag for the first time because I'm about to buy a Mega Drive. I saw the thing about the CDX though, and wonder whether it's worth getting hold of that instead?
Daniel Kempster, Derby

That's a tricky one to answer, but to be honest, you're probably better off just getting a Mega Drive for now. Then, when the Mega Drive 32 comes out, you should have saved up the additional £150 you'll need to buy that. **Andy**

Is the Mega Drive 32 going to be any good? Will the graphics be better than the Mega CD, because that uses the Mega Drive output so you still get the same amount of colours and stuff? And which games will come out for the Mega Drive 32?
Nigel Travis, St Helier

Yes, from what we've heard it's actually very powerful indeed. It'll be like having the power of a high-end PC at a fraction of the cost. The add-on contains its own video output so no more 64 colour rubbish for us Sega owners. As for games, take a look at our US news section on page 22 for the complete rundown. **Andy**

I hope you're not going to drop BLAGGED! when you change the mag. Here's my entry...
Steven Haines, Wick

Whoops, too late. BLAGGED! has been well and truly dropped because it was crap. Almost all the entries we received were abominable. Now you lot will have to generate some genuinely interesting letters if you want to win a prize. **Andy**

I have a friend who reckons that the Saturn has been shelved because Sega would have to charge a fortune for the technology inside it. Is this true?
James Hepworth, Darlington

Funny you should ask that, for we too have heard the same rumour. However, other rumours suggest that the Saturn will be appearing, on time, with all the promise of great software. It's always hard to know what to believe, and it's true that Sega may well be having problems keeping the cost down. But it's nothing any of the other hardware manufacturers won't be experiencing with their Super Consoles. Developers always hit problems along the way, but eventually, the Saturn will definitely become a reality. **Andy**

3) When you play against Shang Tsung there are moments of rather long interruptions when he changes into another character. During these moments you see Shang Tsung as a blur.

I first thought there was something wrong with my copy of the game but I played two other copies on two other Mega CDs and they all seem to have the same problem.
Franck Dave, Belgium

Dear Franck,
We haven't really experienced any problems with the Mega CD version of Mortal Kombat. *At least, nothing that's obviously a fault. You may find that the game pauses at times, and makes the odd strange noise, but this can probably be attributed to simple irregularities caused by the fact that the game's being pulled off CD. Certainly we've experienced nothing that spoils the game in any way. However, we'll keep our eyes and ears open for more news on possible problems.* **Andy**

Dear MEGA,
1) Can you list the following games in order of best to worst? *Mortal Kombat, NBA Jam, Sonic 3, Street Fighter 2, Streets Of Rage 3.*

2) Are CodeMasters bringing out *Tennis All Stars*? If so, do you think it'll be any good, when is it due out and how much will it cost?

3) Is a four-way adaptor really worth the money?

4) Will *Mortal Kombat 2* be out soon? Is it better than its predecessor?

5) Is *Streets Of Rage 3* better than *Streets Of Rage 2?*
Chris Malcolm, Wirral

Dear Chris
1) Street Fighter 2 *is best, followed by* NBA Jam, Sonic 3, Streets Of Rage 3, Mortal Kombat. *But that's just my opinion.*

2) Actually, CodeMasters' tennis game is now out, and it's now endorsed by Pete Sampras. How much? Well, you should be able to buy it for £44.99 at all good stores. Hurrah!

3) It depends on how many four-player games you have. Certainly, the four-player games we've *played have been so much more fun with more people playing, so I guess that's a recommendation really.*

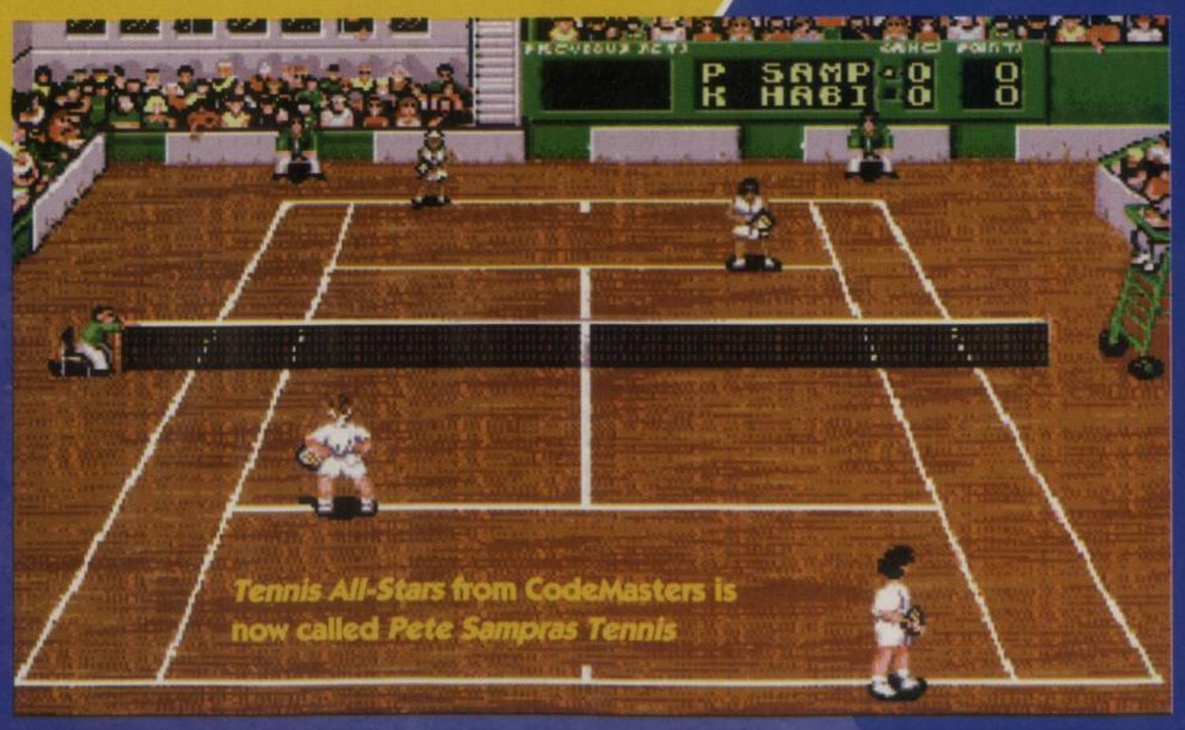
4) It will be out in October, and according to the people in the know, it'll be every bit as good as the coin-op.

5) Not really no. The Streets of Rage *series of games is starting to look a bit tired now.* **Andy**

MEGA MORON

Dear MEGA,
I'm a bit confused about something I've noticed in *Sonic 3*. Can you help me? On the *Sonic 3* level select, why are the small pictures at the bottom of the screen from *Sonic 2*? Also, do you know when any other Sonic games are coming out?
Leanne Porter, Bury

***What are you on about? If you're talking about the shots we printed in the mag to illustrate the cheat, then you're bonkers and well deserving of this place in MEGA MORON. However, it has just struck me that you may be talking about the levels that you can't access on the level select in the actual game, in which case we apologise for putting you here. We don't know what these mystery levels are, but the answer may lie in Sega's new up 'n' coming Sonic game,* Sonic And Knuckles. *Look at our news pages for more info.* Andy**



Tennis All-Stars from CodeMasters is now called *Pete Sampras Tennis*

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BACK ISSUES

Thinking of buying a new cart but want to know how MEGA rated it? Then get a copy of the issue in which it was reviewed...

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ISSUE TWO
- Reviews of *Thunder Storm FX (CD) Side Pocket* and *Lemmings*
- Solutions to *Chuck Rock* and *Revenge of Shinobi*

ISSUE THREE
- Reviews of *Bio-Hazard Battle* and *World of Illusion*
- Solution to *Sonic 2*

ISSUE FOUR
- Reviews of *SOR 2, Road Rash 2, Terminator 2*
- Solution to *Alien 3*

ISSUE SIX
- Reviews of *Mega-Lo-Mania, Another World, Ecco The Dolphin*
- Solutions to *Rolo* and *Terminator 2*

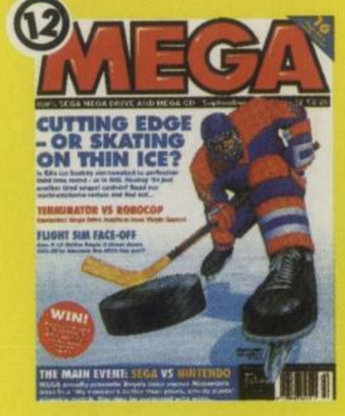
ISSUE SEVEN
- Reviews of *Night Trap (CD), Sherlock (CD)*
- Solution to *Thunderforce 4*

ISSUE EIGHT
- Reviews of *Tiny Toons, Mutant League Footy, Final Fight CD*
- Solution to *Spider-Man*

ISSUE NINE
- Reviews of *Jungle Strike, X-Men, Cool Spot, MiG-29, Flashback* and *Flintstones*

ISSUE TEN
- 24-page *Street Fighter 2* feature
- Reviews of *King Salmon, Ranger X, Splatterhouse 3, Tecmo Cup Football*
- Solution to *Another World*

- Features: Censorship; 3DO; football games; Japanese animation
- Reviews of *F1, Rugby, Batman Returns CD*
- Solution to *Flashback*



- Reviews of *NHL Hockey '94, Rocket Knight Adventures, Bubsy, Davis Cup Tennis, Golden Axe 3. Populous 2, Ecco CD*
- Solution to *Jungle Strike*

- Interview with Dexter Fletcher
- Reviews of *Sonic CD, Thunderhawk, Gauntlet 4, Shinobi 3, Mortal Kombat, Dizzy, Chuck 2*
- Solution to *Shining Force*

- David Perry interview
- Film licence feature
- Reviews of *Street Fighter 2, Aladdin, Asterix, Landstalker, James Pond 3. Zombies, Dune CD, Madden '94*

- Features: Death of the Import Game; Power of the Jaguar
- Reviews of *FIFA, Sensible, Sonic Spinball, Lotus 2, Lethal Enforcers*
- *SF2:* Special combo moves

- 22-page feature on the ten biggest games of 1993
- Reviews of *Robotnik's Mean Bean Machine, Lost Vikings, Dune 2, ToeJam & Earl 2*
- Solution to *Landstalker*

- Reviews of *Eternal Champions, Winter Olympics, Microcosm, Chuck 2 CD, Ground Zero Texas, Puggsy CD, Columns 3*
- Joypad round-up

- Feature: Sega coin-ops
- Reviews of *NBA Jam, Sonic 3, Skitchin', Lunar (CD), Euro Tour Golf, Dragon's Lair, Jurassic Park CD, NHL '94*
- Solution to *Cosmic S'Head*

- Hype feature: The Great Cock-and-Bull Swindle
- Reviews of *Virtua Racing, Chaos Engine, Bubba 'n' Stix*
- Solution to *Fantastic Dizzy*
- Feature: Cheat cartridges

- Exclusive review of *The Jungle Book*
- Feature: The Art of Animation
- Reviews of *Sub Terrania, Bare Knuckle 3, PowerMonger CD*
- Solutions to *Sonic 3* and *Sonic Spinball*

- Syndicate preview
- Dave Perry introduces Earthworm Jim
- The Great Discounting War
- *Virtua Racing* player's guide
- Reviews of *Star Trek, Marko, Sensible CD*

- *Super Street Fighter 2* preview
- First look at *Mighty Max*
- Reviews of *Body Count, World Cup USA '94, Dragon, Champions Soccer, Dragon Ball Z, Mortal Kombat CD*
- Solution to *Sub Terrania*

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SHUT DOWN

SOMEONE'S MUM WON'T LET HIM READ MEGA...

... And that's a shame, 'cos next month Mrs Hawk will unwittingly be depriving her poor son of a special report into the Mega Drive 32 add-on and the software that's being coded for it, as well as an interview with one of the UK's leading Saturn developers and coverage of Virgin's stunning new game, *The Lion King*. T. Hawk will also be denied countless other reviews, masses of tips, more pages of news and previews than any other mag and, and... well, you'll just have to wait and see won't you?

MEGA ISSUE 24 ON SALE Thursday 18 August

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MEGA'S BIG DAY OUT

The time has come for the final set of clues for our big day out. In case you've missed an issue or two, our Big Day Out involves the MEGA team going to a British town for the day. All you have to do is work out which town it is, go there on the appropriate day, and the first person to spot us wandering around will get treated to lunch as well as a whole heap of prizes. Here's a rundown of the full set of clues.

1 We'll be heading east from our home town of Bath and it'll include a motorway trip. But where is our destination? Its first is in Worcester but never in Grimsby, it's last is in Eastbourne but never in Bristol.

2 A trip around the M25 might be in order. But do you go north around the top of London or south around the bottom? Oh, and my fourth is in Stourbridge, but not in Cullompton.

3 Take a brief fleeting glance at Bishop's Stortford. And if that isn't enough, my eighth is in gargantuan, but not in enormous and my sixth is in Willy but not in Wonka.

4 And this month's clue (the final one), is that you wouldn't look out of place in a straw boater. One final bit of help. My fifth is in cobbler but never in cobbled.

OK, so figure out which town we're going to, and be there sometime between midday and 5pm on Friday 19 August (for that is the day upon which we're going). When you spot us, run up to us with a copy of the mag and shout "You are MEGA, and your competitions are far too easy!" and you'll get your goodies. Or rather, the first person to spot us will get the goodies.

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29-30th August
Aintree Show

1st Sept
Bucks Show *Aylesbury* TBC

3-4th Sept
Sheffield Show

7-13th Sept
Chessington World of Adventures

21-25th Sept
LIVE '94, Earls Court *London*

28th Sept. -4th Oct
Lakeside Thurrock *Essex*

9th Oct
East of England Autumn Exhibition
Peterborough

11-15th Oct
Medowhall Centre *Sheffield*

17-22nd Oct
Merryhill Centre
Brierly Hill West Midlands TBC

24-29th Oct
Fairfield Halls *Croydon*

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4th Nov
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7-12th Nov
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These details correct at time of going to press. For further info call: 0800 444 220.

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SEGA PRO **90%**

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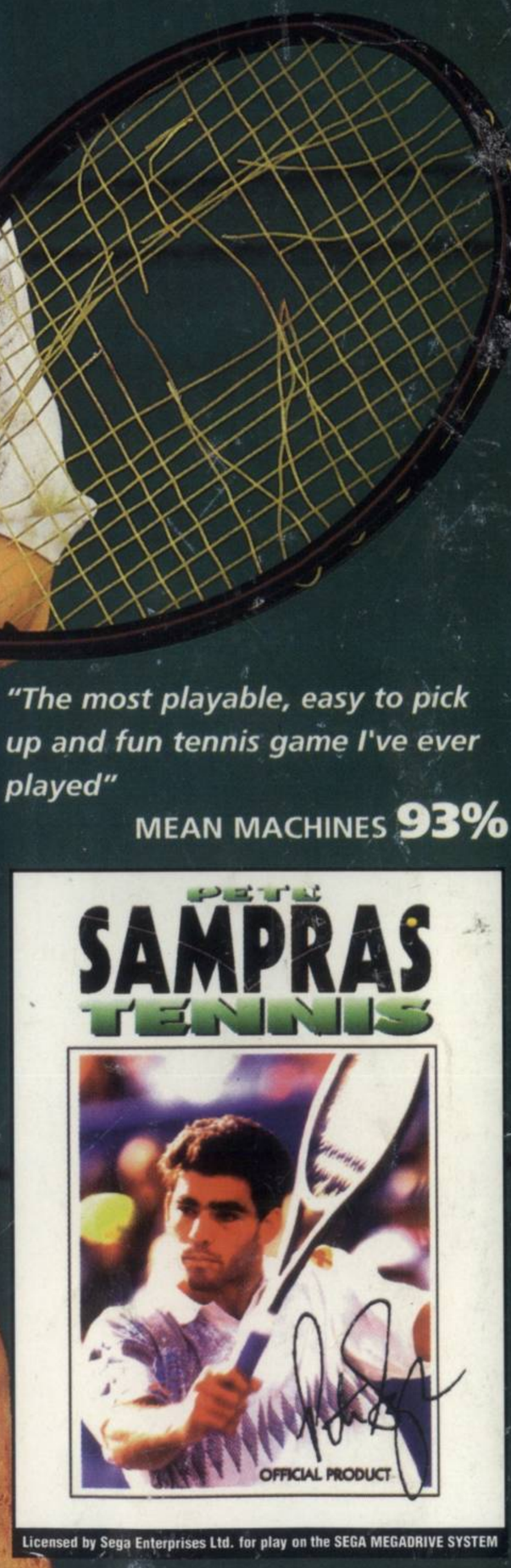
No adaptor needed



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