

PLAY THUNDERHAWK ON MEGA-CD OR LISTEN TO SOUNDTRACK ON ANY CD PLAYER!

Mega



POWER

Nov 1993
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ISSUE 4

not an official sega publication

strictly for sega mega drive and owners only

printed in the uk



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FROM DRAGON PUBLISHING

NO WORRIES OR STRIFE

Possibly the greatest of
Disney's animated
adventures, Jungle Book
gets the Mega Power
once over inside.



NO THUNDERHAWK MEGA-CD?

If you are missing your copy of the playable
Thunderhawk Mega-CD demo, ask your
newsagent for a copy, immediately!

direct from Paragon Publishing. See page 5 for details.
Thunderhawk Mega-CD not available on export copies of Mega Power magazine. However, playable demo is available

NO MERCY!

Four pages of bone-crunching action as
Street Fighter II kicks its way onto our
review pages inside.

TAKE THUNDERHAWK HOME TODAY!

Fly two full missions of Core's ground-breaking Mega-CD
game and then sit back and enjoy eight demo missions.
You get to see the game everybody's talking about, first!

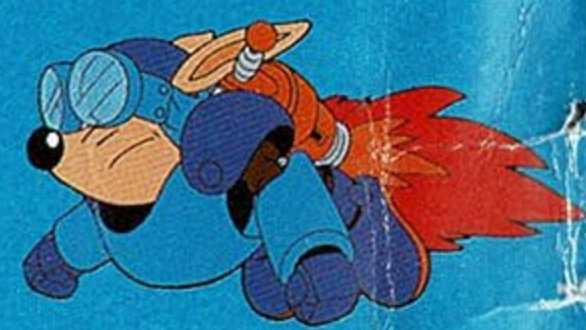
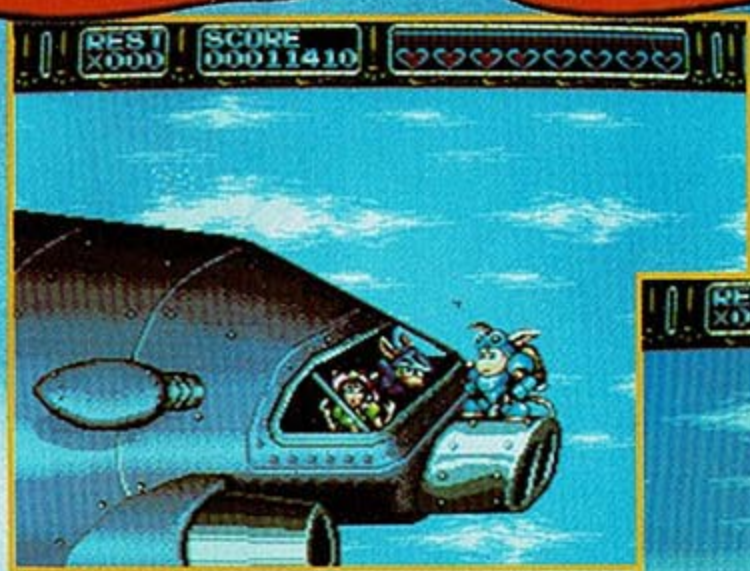
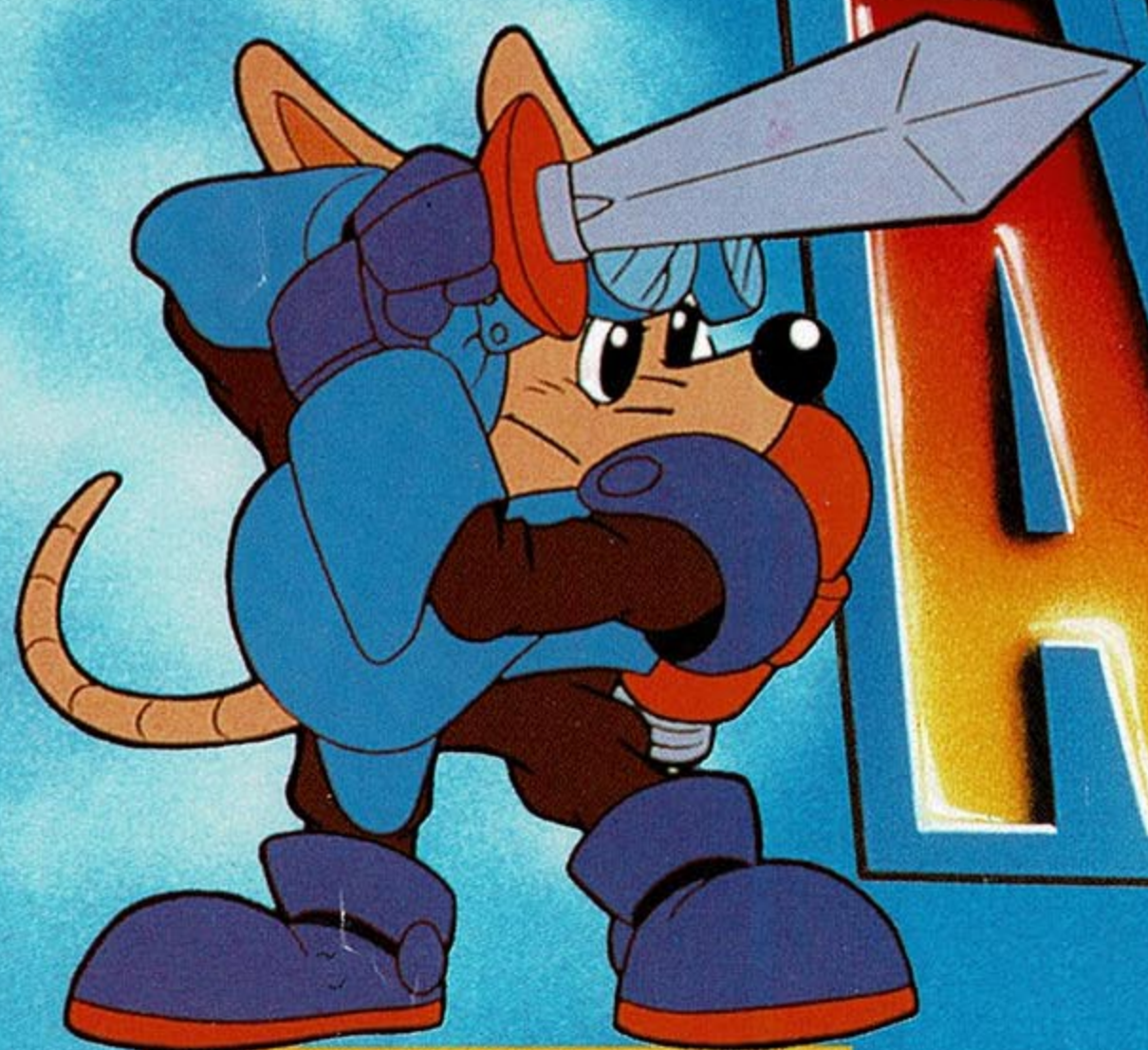
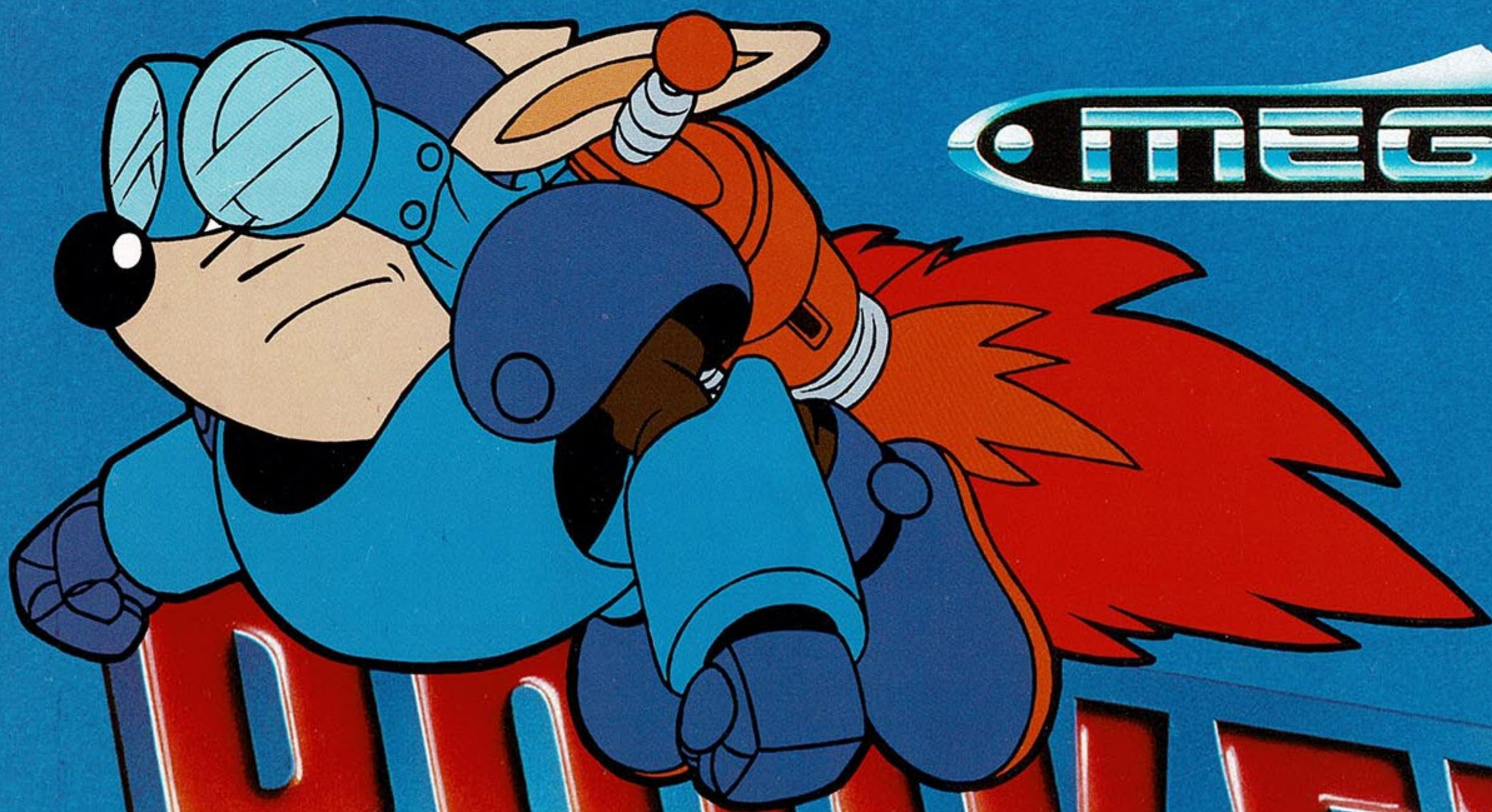
REVIEWED

street fighter II ♦ sonic CD ♦ James Pond 3 ♦ John Madden's 94
♦ Dune CD ♦ Aladdin ♦ cosmic spacehead ♦ wiz'n'Liz ♦ Puggsy ♦
Race Drivin' ♦ splatterhouse 3

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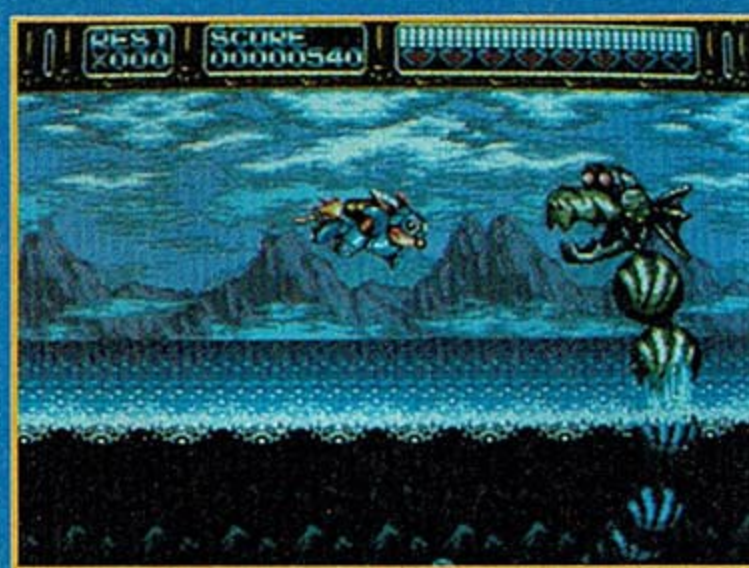
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Meet Sparkster...

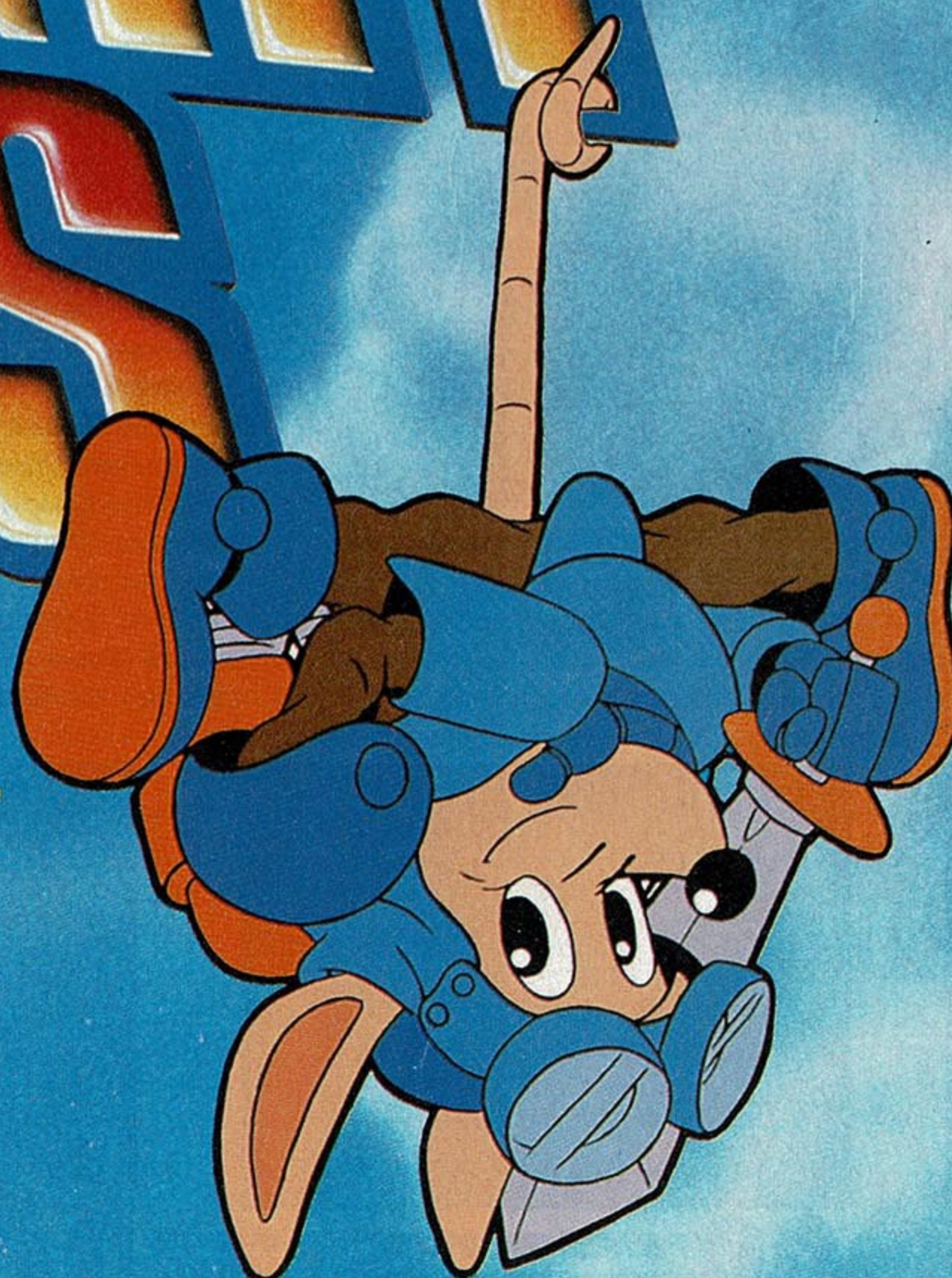
A new breed of superhero and star of Konami's all new
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ROCKET KNIGHT ADVENTURES

Sparkster is hell bent on avenging his master Mifune's death.
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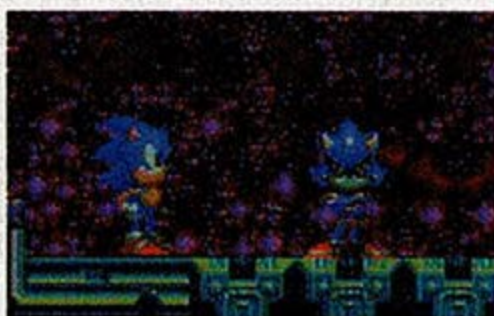
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cover story

It seems like Mega Drive owners have been waiting for this game for ever. Well it's here now, so turn to page 30 to find out if it's any good.



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november 1993

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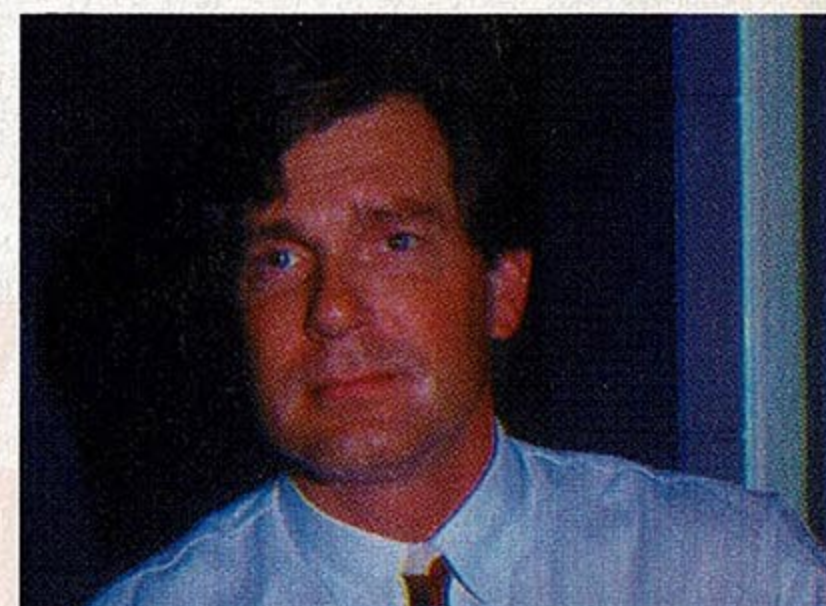
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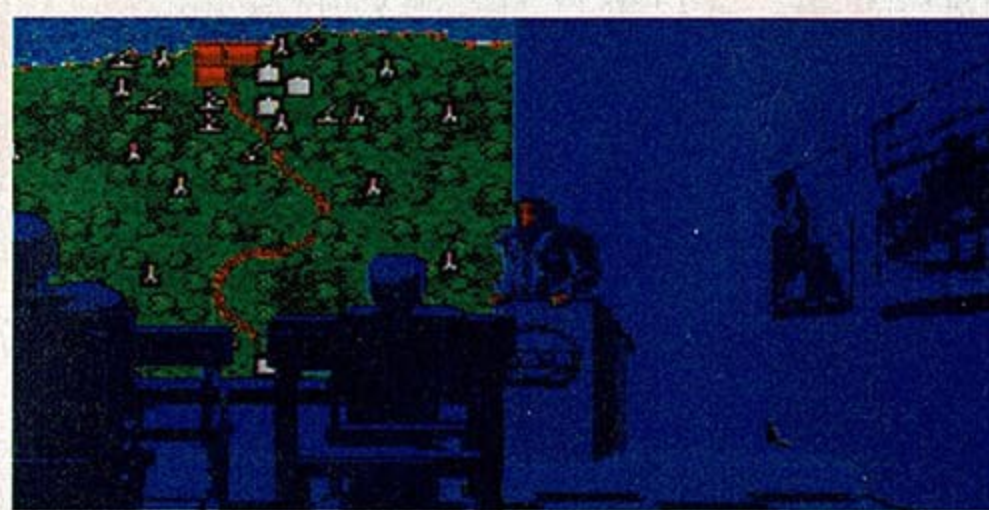


Cosmic Spacehead has received a lot of publicity lately. We take this strange little fellow for a whirl. If you want to know more just turn to page...

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your mega power demo cd

Core Design's *Thunderhawk* is the game Mega-CD owners have been waiting for — as you can see for yourself with the exclusive MEGA POWER demo CD attached to this month's cover. If you somehow managed to miss the full review in MEGA POWER #3, here's a brief summary...



How to play your CD

On loading up, the *Thunderhawk* CD demo will first present you with a language option screen. Simply choose the tongue you require by moving the D-pad up/down, then press C. Anyway, if you don't understand English, how come you're reading this?!

In this ground-breaking CD, you can play two full *Thunderhawk* missions and watch eight others. To start playing, simply press START on the title screen. To watch the other missions play themselves, just wait a few seconds when the title screen appears — it soon switches into a rolling demo showing the game's varied scenarios in turn. A little tip here... as your jaw inevitably drops to the floor, be careful you don't drool all over your MEGA POWER!

Controls

As you climb into the cockpit, your MEGA POWER flight instructor hands you this list of chopper controls...

Button A — Fire

Button B — Select Weapon

Button C — Hold this down and move the D-pad up/down to go higher or lower

START — Quit the mission



Using the Mega-CD's capabilities to the full, *Thunderhawk* is the most uplifting helicopter game ever. The texture-mapped 3D landscape utilises the machine's rotation and scaling abilities for an incredibly realistic view. Climbing into the cockpit you can pilot the chopper in ten campaigns, set in vastly different terrain ranging from icy Alaska to the Middle East desert.

Rather than an over-complex flight sim, *Thunderhawk* is more an arcade-oriented shoot-'em-up with enemies galore to shoot down and targets to destroy. Can you keep your cool as enemy missiles hurtle past and your co-pilot yells instructions in your ear? Despite the incredible amount of adrenaline-pumping action happening on screen, the frenetic pace never relents as you push the chopper to its limits.

Non Mega-CD owners, hear this!

If you haven't got the dosh together for a marvellous Mega-CD yet (or persuaded your folks to buy you one), don't despair: You can still enjoy the MEGA POWER *Thunderhawk* demo. Yes, you can listen to its truly stunning soundtrack on any CD player! The game's momentous music can be heard on tracks 2 to 6, and ranges from dramatic orchestral sequences to thundering guitar solos — all played by top musicians.

Overseas orders

Sadly it was impossible to cover-mount a *Thunderhawk* Mega-CD demo for export copies of MEGA POWER, but overseas readers can still obtain a copy of this amazing CD by ordering it directly from the MEGA POWER office. Just write a cheque for £5 sterling, made payable to Paragon Publishing Ltd, and send it to:

Mega Power #4 CD Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by credit card (Mastercard/Visa) by phoning or faxing your order through on: tel: +44 202 299900, fax: +44 202 299955

Faulty CD?

If for some reason your playable Mega-CD fails to load, for a free replacement send an SAE together with the faulty disc to:

Nimbus Information Systems, Raglan House, Llantarnam Park, Cwmbran, Gwent NP44 3AB.



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94"

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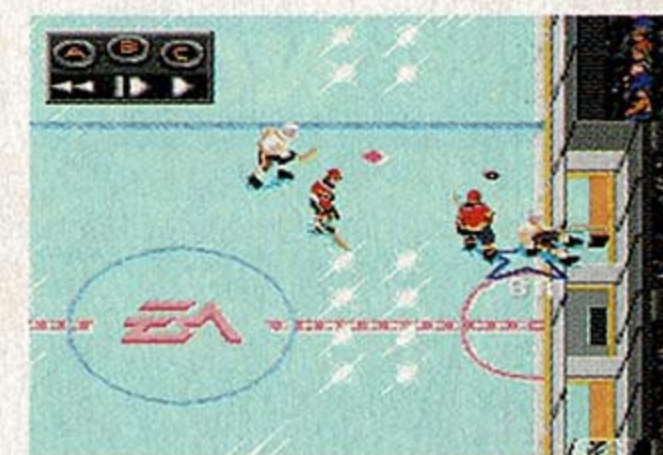
NHL Hockey '94 takes your breath away quicker than a bucket of ice down your boxer shorts.

For a start, you've four times the action courtesy Electronic Arts ice-standing new 4 WAY PLAY-adaptor. This plugs you in to a new dimension of gameplay - 1,2,3 or 4-player play.

It's also faster than its super-charged predecessor. So fast that the puck wears an asbestos overcoat.

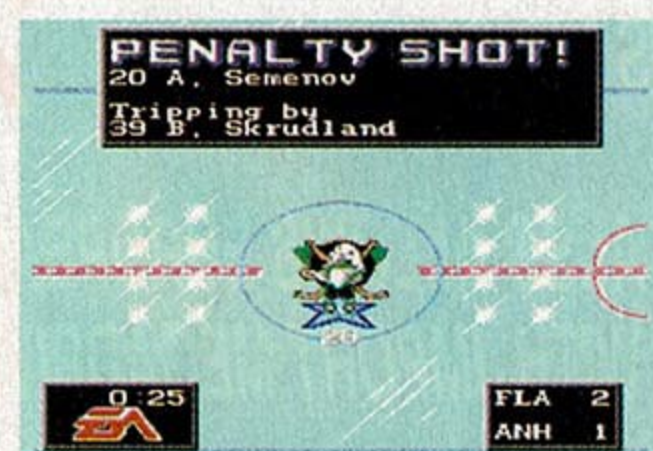
And it's bigger. A whole lot bigger.

The 25 new features make for a whole new game play experience:



Forwards can hit "one-timer" volleys; your goalminders have sophisticated, full-player, control to dive, lunge and kick-save; and pummeling body checks make mincemeat of your opposition.

New penalty shoot-outs produce dramatic one-on-one against the

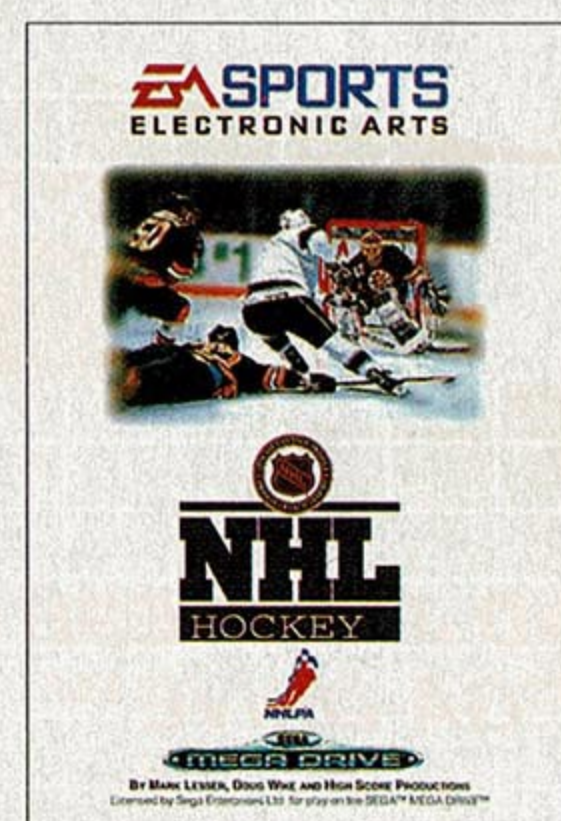


goalies. There are new customised rinks each with their own characteristics, listen to the roar of Shark's fans who stomp or throw their hats after every hat-trick. While crazy catcalls, and 70 pieces of adrenaline pumping organ music all add to the atmosphere and excitement.

New battery back-up saves the personal records of up to 7 players on the same cart. And of course, because it bears the NHL name, all the updates teams and players featured in NHL Hockey '94 are completely for real.

If you've heard it before, remember the name 'cos...

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PRESS

s t a r t



What a great month this has been for games. After what could only really be described as a quality drought, we seem to be inundated with top-notch console action. Two great footy games that have even pulled us away from our beloved *J League*, the by now infamous *Street Fighter II*, the eagerly awaited *James Pond 3* and two, count 'em, two quality CD games. In fact with so many great games to play it's surprising that we've even found time to write this issue for you.

Sorry to be a sad sack but once again I find myself disappointed by the cut-throat attitude that surrounds the games industry these days. No I'm not having another dig at the publishers, or the extortionate price tags that accompany many of their carts, this time I have to express my disbelief at the small-minded money-grabbing attitudes of the majority of this country's retailers.

When companies take the time and expense to build a publicity campaign in the way that Acclaim have for *Mortal Kombat* it seems a shame that all that hard work should be torn apart by near-sighted store managers placing the product on sale before its official release date. Oh great, you make a few quid a day earlier than you would have done had you waited as requested. *Mortal Monday* was an excellent idea and represented the peak of an exciting and costly sales drive. The success of the game and the profits made by the shops on the back of this success is largely due to such clever pre-meditation. A word to the wise Mr Shop Owner: Never bite the hand that feeds you!

dave perry

dave perry

It seems that Dave's phone never stops ringing lately. As if being editor of the country's leading Mega Drive magazine wasn't enough, he now presents the Wednesday edition of The Eliminator on Sky's Games World and appears regularly as a commentator and reviewer on GamesMaster. Fast becoming the highest profile 'journos' in the games industry, 'The Kid' fears no-one and armed with his trusty powerstick seems set to conquer the world.

Dave has shocked everyone lately with his penchant for Persian cats. Free evenings are spent searching for the perfect blue litter, whatever that means. We asked our normally verbose editor for his side to these stories of pussy hunting but his agent said he was unavailable for comment. Probably just as well.

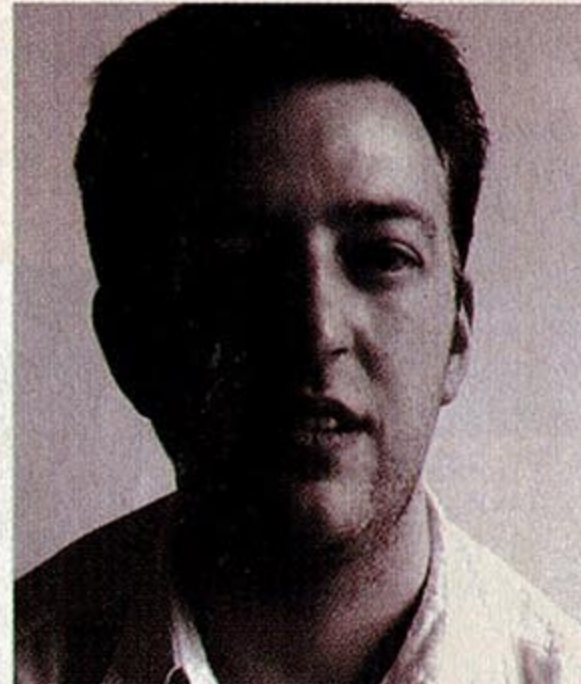


phil king

Dave's new right-hand man, Phil is a welcome addition to the growing ranks of the MPs. Formerly working on Zzap, Crash and the early issues of Sega Force we found our text-master skulking in Ludlow as the editor of Amiga Force.

"I'm the Sensible Soccer world champion," he proclaimed. Good enough for us, after all this is the magazine of champions.

Phil couldn't resist the opportunity of moving to the sunny seaside location of Bournemouth and joining up with some of the country's top gamesplaying talent. The transition from disk to cart has been a relatively painless one for this multi-talented games wiz and his lightning keyboard speed has really got the Mega Power team firing on all cylinders.

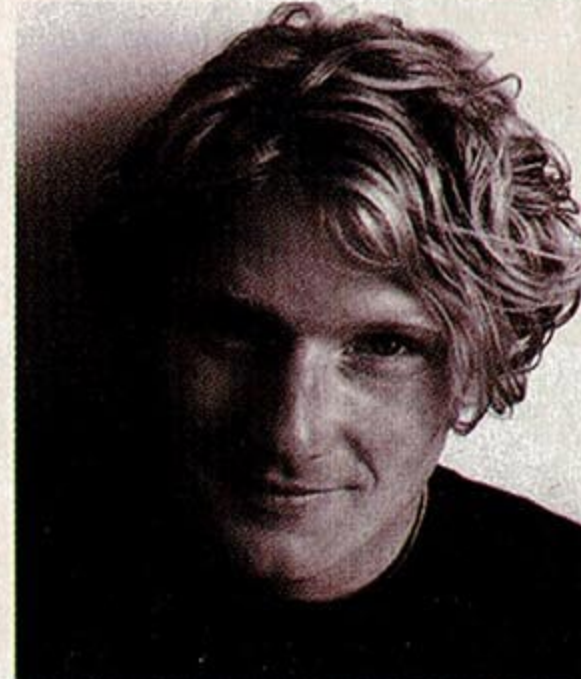


steve bough

What can be said about Steve that won't get us shot for profanity? It often amazes us how the surfer dude manages to find his way into the office in the morning. After catching a few early (and freezing) waves he usually looks exhausted enough to collapse on the spot.

However, once plugged into a games console this dishevelled figure goes through an instant transition and turns from humble staff writer to dynamic games buster in the blink of an eye.

"Super-Steve" breezes through the levels of the very toughest games while listening to ambient dance tracks on his Walkman. Sadly it never lasts for long and Steve is soon slinking off for a fag break. Oh well, the light that burns twice as bright...



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POWER NEWS

PREVIEWS

CLIFFHANGER

Sony

Did you see the recent ice-blockbuster movie? Brrr! How can Sly Stallone go around those chilly Rocky mountains without even a shirt on? Oh well, he's got to show off those bulging muscles in every film, I suppose. And he's baring his chest in this promising movie licence from Sony.

Of course, with such a tough-guy star *Cliffhanger* really had to be a beat-'em-up. The shirtless Sly strolls through horizontally scrolling levels, punching and kicking bad guys wielding knives and clubs. Sly starts off unarmed, but can pick up weapons dropped by dead baddies. Initially this means a knife to slash with or throw, but on later levels Stallone can even get hold of an Uzi machine gun.

As well as being able to move in and out of the screen, Sly can perform an impressive roundhouse kick — its use cleverly limited by the energy it costs the hero. Gameplay variety is added by special stages which include outrunning an avalanche and climbing up treacherous cliff faces.

From what we've seen so far it's all very playable, with skilful manoeuvring — rather than repetitive punching — needed to succeed. Hopefully we'll have a full review in the next MEGA POWER.

Street Date: November 1993

LAST ACTION HERO

Sony

Arnie Schwarzenegger's latest movie was eaten alive at the box office by Jurassic Park, so Sony are hoping for better things with the *Last Action Hero* game conversion. Sony Electronic Publishing boss, Rich Robinson even worked alongside the movie crew on location to ensure the video game would accurately represent the movie's action-adventure story line.

Perhaps unsurprisingly, considering the hero, this has resulted in another horizontally scrolling beat-'em-up. Arnie's character, Jack Slater, walks through five challenging levels, scrapping with knife-wielding and club-swinging villains (hmm... this all sounds very familiar). Unlike *Cliffhanger* the hero can only walk left/right — he can't move in and out of the screen.

It all starts easy enough, but when two or three baddies approach from either side, Arnie is really up against it. At the moment, when he dies he's frustratingly returned right back at the start of the present level. Hopefully this will be rectified in the final version, as so far no-one — not even "The Kid" Perry — has managed to get through the tough first level!

Street Date: November 1993

HOOK

Sony

According to Sony, this conversion of the blockbuster movie aims to "recreate the excitement of Steven Spielberg's epic adventure of the grown-up Peter Pan". As the film was universally panned (ho ho) by the critics, it doesn't bode too well for the game.

It follows the same plot as the movie, with the grown-up Peter Pan having forgotten all about his adventures with the Lost Boys in Neverland. That is, until his children are kidnapped by the evil Captain Hook and taken to Pirate Town.

A platform arcade adventure, it sees Peter travelling through ten levels, swinging his sword to kill Hook's cronies. And if Peter gets into a spot of trouble he can always use his flying skills to get away — though this quickly eats up his energy.

If it all sounds familiar, that's because *Hook* was released in the US a few months back. Released on both Mega Drive and Mega-CD in November, the UK versions should be identical to their American counterparts — apart from a lower price tag. Unfortunately, this means a complete lack of difficulty levels, and it's a bit easy to complete. The CD version adds extra presentation sequences and film music, but suffers from slow accessing.

Street Date: November 1993

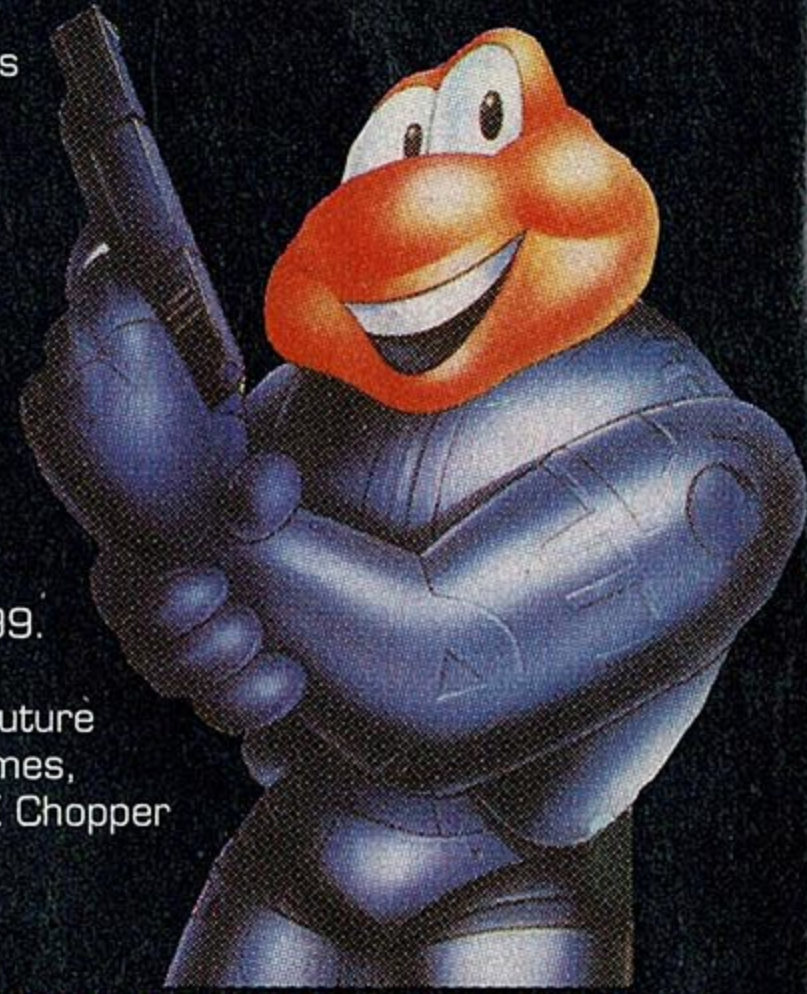


DOUBLE THE FUN

Telstar have announced a new range of two-cartridge value packs for the Mega Drive (plus Game Gear, Master System and SNES). However, rather than acquiring just the game licences and doing their own manufacturing, Telstar have bought finished cartridges from Sega and simply repackaged them. This has certainly done nothing to allay rumours of an unsold Sega product 'mountain'.

Nevertheless it's great news for gamers, with some classic Mega Drive titles paired together at prices ranging from £34.99 to £49.99. Telstar twin packs announced so far are:

Alien 3/Predator 2, Wrestlemania/Powermonger, Back To The Future III/Batman Returns, Sonic/James Pond II, Corporation/Aquatic Games, Wrestle War/Pit-Fighter, Outrun 2091/Lotus Turbo Challenge, LHX Chopper Attack/Shadow Of The Beast, Krusty's Funhouse/Indy III, Batman/Terminator, Gynoug/Strider, and Home Alone/Talespin.



US GOLD WIN WORLD CUP



© Sky Sports

'Ere we go, 'ere we go, 'ere we go again! If you thought there were already enough Mega Drive football games to fill Wembley, think again. After *J League*, *Sensible Soccer* and *EA Soccer*, next year should see an even bigger flood of soccer sims inspired by the World Cup finals.

Even if England don't get there, the official World Cup licence has at least gone to an English games publisher, Birmingham-based US Gold. They are understandably delighted: the licence is always a lucrative prospect, in the past helping very mediocre football games to achieve incredible sales. Let's hope the official game lives up to the hype this time!

The news coincides with the announcement that the CentreGold group — comprising US Gold and the distributor Centresoft — is to be launched on the UK stock market. Originally set up in 1984 to license American computer games for release in the UK, US Gold has grown at an astonishing rate — and now we'll all be able to buy a piece of it!

KNOW GAMES, KNOW HMV

Music and video retailer HMV have launched the world's largest games department. Opening on September 29, it is located inside the company's flagship store in Oxford Street, London — also the world's largest record store (as verified by the Guinness Book Of Records).

With a total floor space of over 6,000 feet, the new games department — known as Level One — boasts the biggest the range of entertainment software anywhere, with over 10,000 titles in stock. As well as a futuristic interior design with special lighting effects and a huge video wall, it incorporates a "games challenge" area for games competitions, live broadcasts and personal appearances by top celebrities.

"The new department will offer the greatest choice in the most fantastic retail environment ever seen," says HMV's UK marketing director, David Terrill. "It underlines HMV's commitment to this expanding market and clearly signals our intent to become the UK's premier game retailer to complement our existing music and video business."

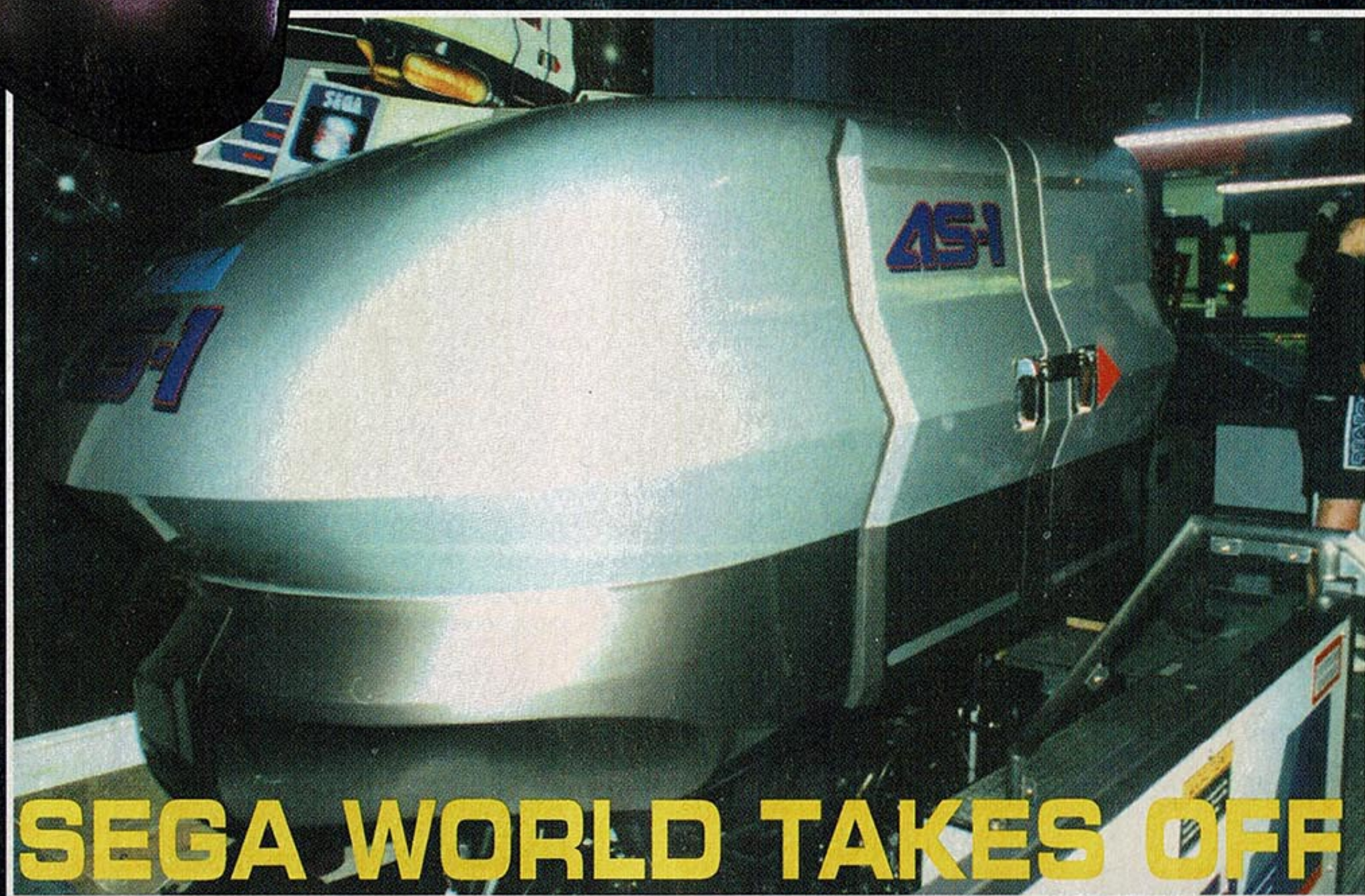
Indeed, following closely in the footsteps of rival music retailer Our Price, HMV are planning to have games departments in over 40 stores — nearly half the HMV chain — by the end of the year.



CHEAP JOY

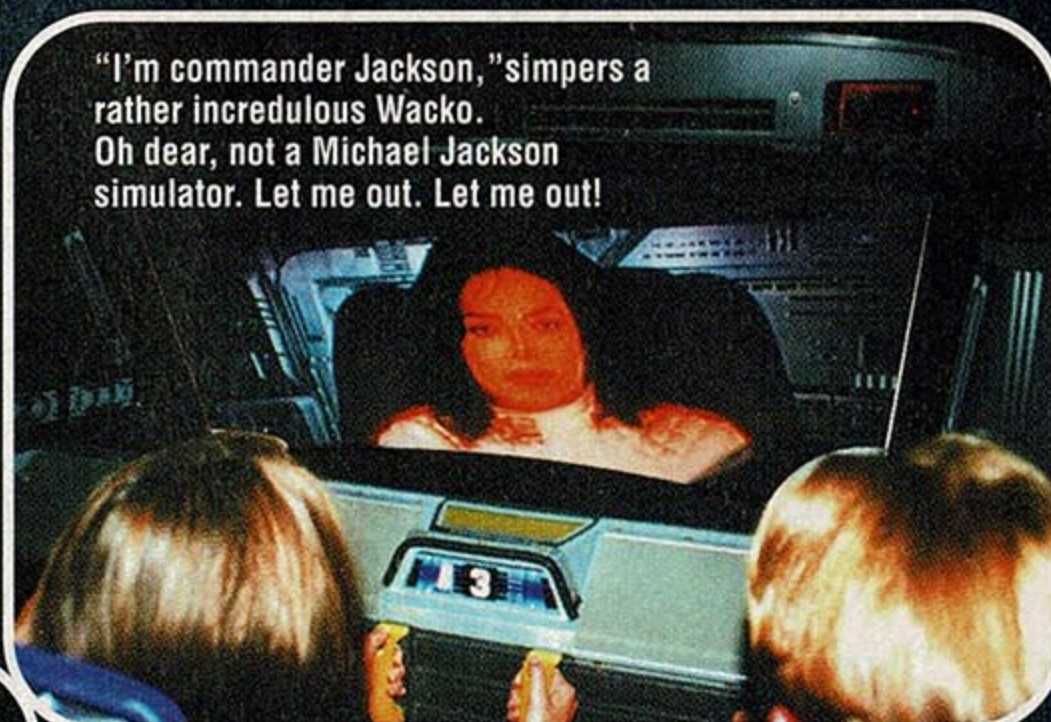
Dragon International are to launch a new Mega Drive joystick at the ground-breaking price of £9.99. The Dragon Speed Pad has all the usual joystick features, plus three Turbo rapid-fire buttons (running at 28MHz) and a slow-motion button. And those concerned about dubious quality needn't worry. Best known for their Turbo II joysticks, Dragon International claim the new Speed Pads will be manufactured to same standards of excellence, quoting a fault rate of less than 1%. Dragon's Robert Stallibrass commented, "Dragon Speed Pads are probably the best on the market but we're pitching them at the lowest price on the market. We must be mad. People will be mad not to buy them."

We must be mad. People will be mad not to buy them."



SEGA WORLD TAKES OFF

Sega Amusements have just launched the first AS-1 flight simulator outside Japan at the Sega World entertainment centre in Bournemouth. According to Sega it's "the most sophisticated flight simulator available for use by the general public in the world". The AS-1 simultaneously holds up to eight crew, who compete with each other to take control of the craft — this is not just another passive ride. The MEGA POWER crew recently went to check it out at the press launch and, we can tell you, it's a completely different arcade experience.



"I'm commander Jackson," simpers a rather incredulous Wacko. Oh dear, not a Michael Jackson simulator. Let me out. Let me out!

The new machine is yet another addition to the flagship Sega World centre in Bournemouth, which has all the latest Sega arcade games, plus ten-pin bowling, karaoke rooms, a Sega shop and even its own Burger King.

But if a trip to the south coast is a bit far for you, the great news is that Sega have just opened two more Sega World centres: in Manchester and Ipswich (the latter inside Debenhams). They also already have a centre in London's Trocadero, and plan to open yet more throughout the UK and Europe.



Once Michael disappears you can get on with zapping hostile alien craft. Very enjoyable, very sweaty.

P R E V I E W S

THE CHAOS ENGINE

MicroProse

The great news is that the Bitmap Brothers' Amiga hit *The Chaos Engine* is to be converted to the Mega Drive. The bad news is that, like most of their new releases, a UK release is yet to be agreed. Even so, it'll undoubtedly be available on import when it's released in the US next February.

It's a hectic arcade-adventure shoot-'em-up, set over four worlds divided into 16 huge levels. As well as blasting countless thugs and monsters, there's plenty of puzzle solving to do. Switches and keys activate secret entrances and sometimes traps. There are even several possible routes to complete each level. Most striking is the game's weird design, based around an HG Wells-style story line of a Victorian mansion containing a time-machine which has gone awry. Choosing from the six mercenaries on offer, one or two players can explore the atmospheric levels — play alone and you're given an intelligent computer-controlled companion. As in previous Bitmap adventures, you need to collect money along the way to spend in the end-of-level shop, containing weapons, energy, lives and special abilities.

A superb two-player romp, *The Chaos Engine* should be a huge success on the consoles. Let's just hope it gets the official UK release it deserves.

Street Date (USA): February 1994



BEASTBALL

MicroProse

This futuristic version of American Football is even more violent than the current sport. One obvious difference is that instead of scoring touchdowns, you try and put the ball in the goal. Another is that they've completely thrown away the rule book! As a result, the mutant players can punch, stab and shoot each other: there are even weapons and power-ups scattered around the pitch! Leap up for a high catch and you may well get skewered by an opponent. Try to run out of bounds and you're slammed against the wall.

With such unsporting action, you can really lose your head, literally! Yes, heads are often ripped off and kicked around — when the opposition scores, they even start crying along with their team-mates!

Released in the States early next year, *Beastball* should be a lot of fun for those with a violent inclination. The Amiga version (known as *Brutal Sports Football*) was incredibly gory — hopefully Sega won't feel the need to censor it.

Street Date (USA): February 1994



PIRATES! GOLD

MicroProse

Shortly to appear in the US, this swashbuckling strategy game is based on the original PC version, but very much enhanced in the graphics department. As a 17th Century pirate, you have to navigate your ship around the Caribbean, trading in plundered merchandise. There are plenty of ship-to-ship battles with cannons firing and boarding parties ready to capture the opposing ship. This results in a fencing duel between the two captains.

Reach one of the ports and you can go ashore to smuggle goods, recruit crew, and even romance the daughters of wealthy aristocrats. There are even special missions such as searching for lost relatives. Trouble is, you'll have to smuggle a copy of *Pirates! Gold* in from the New World, as a European release is yet to be agreed.

Street Date (USA): November 1993



TINHEAD

MicroProse

The eponymous hero of this US release is a turbo-boosted morphing robot. Out to foil the star-stealing plans of Grim Squidge, Tinhead battles through four platform levels at break-neck speed. Venturing through shiny space-ports, star cruiser wrecks and jungle-covered planets, the metallic hero must find and release all the imprisoned stars.

As well as blasting Squidge's cronies with his head-mounted Ping Pong cannon, Tinhead can collect such strange power-ups as a rocket pack, unicycle, helicopter rotors and even a space hopper to bounce around the screen.

MicroProse promise that secret areas and the nonlinear game construction will make it one of the fastest, hectic, fun-packed platform games ever released for the Mega Drive.

Street Date (USA): December 1993



POWER NEWS

POWER WINNERS

Is your name here?

Datel (Issue 1)

Five lucky people win a Datel CDK: Graham Deeprase, Lincoln; Doug Thorpe, Buxton; Lee French, Nottingham; Deke Roberts, Oxford; Gavin Harris, Littlehampton.

Another fortunate five receive an Action Replay: Mr M Libera, N Yorks; Mrs M Milne, Morayshire; Richard Law, Rochdale; Kevin Gittens, Hull; Mr A D Kidd, Norwich.

Ten runners-up get a Datel T-shirt: David McKenna, Barrow-in-Furness; Robert Owen, Leeds; Aaron Carter, Buckhurst Hill, Essex; Andrew Dawson, Stroud; Adam Langton, Leigh-on-Sea; Steve Alpe, Basildon; Yvonne Hill, Washington; Andrew Hall, Huddersfield; Robert Ford, Redbridge, Essex; S White, Ware, Herts.

Bubsy (Issue 2)

Five cool cats win a Bubsy coach jacket and a copy of the game: Tom Koenig, London; Rebecca Locke, Stevenage; Jonathan Ryan, Thirsk; Graham Reid, Northampton; Jonathan Gittings, Ashperton, Herefordshire.

A quintet of runners-up receive a Bubsy baseball cap and T-shirt: Paul Chalk, Bishops Cleeve; Ian West, Plymouth; Angela Murthwaite, Peckham; Jake Lewis, Wolverhampton; Andy Coleman, Stalybridge.

POWER DATES

October

Aladdin	Sega	Mega Drive	UK
Asterix And The Great Rescue	Sega	Mega Drive	UK
Baseball 2020	EA	Mega Drive	UK
C&C Music Factory: Make My Video	Sony	Mega-CD	UK
Chuck Rock	Sony	Mega-CD	UK
Chuck Rock II	Core	Mega Drive	UK
Columns III	Sega	Mega Drive	Japan
Davis Cup World Tour	Tengen	Mega Drive	UK
Double Clutch	Sega	Mega Drive	UK
Dune	Virgin	Mega-CD	UK
Dyna Brothers 2	CSK	Mega Drive	Japan
Ecco The Dolphin	Sega	Mega-CD	UK
Fantastic Dizzy	Codemasters	Mega Drive	UK
F1	Domark	Mega Drive	UK
F15 Strike Eagle II	MicroProse	Mega Drive	UK
General Chaos	EA	Mega Drive	UK
Haunting	EA	Mega Drive	UK
Heimdall	Core	Mega-CD	UK
Hook	Sony	Mega Drive	UK
Hook	Sony	Mega-CD	UK
International Rugby	Domark	Mega Drive	UK
INXS: Make My Video	Sony	Mega-CD	UK
Kris Kross: Make My Video	Sony	Mega-CD	UK
Landstalker	Sega	Mega Drive	UK
NHL '94	EA Sports	Mega Drive	UK
Ottifants, The	Sega	Mega Drive	UK
Pebble Beach	Sega	Mega Drive	Japan
Pirates! Gold	MicroProse	Mega Drive	USA
Race Drivin'	Tengen	Mega Drive	USA
Ranger X	Sega	Mega Drive	UK
Sewer Shark	Sony	Mega-CD	UK
Sherlock Holmes II	Sega	Mega-CD	UK
Shinobi III	Sega	Mega Drive	UK
Snake, Rattle And Roll	Sega	Mega Drive	UK
Sonic CD	Sega	Mega-CD	UK
Street Fighter II SCE	Sega	Mega Drive	UK
Terminator, The	Virgin	Mega-CD	UK
Thunderhawk	Core	Mega-CD	UK
Ultimate Soccer	Sega	Mega Drive	UK

When's a game out, who's producing it? The MPs give you the definitive guide to the next six months' releases.

November

Wimbledon Tennis	Sega	Mega Drive	UK
Wonderdog	Core	Mega-CD	UK
World Cup Soccer	Acclaim	Mega Drive	UK
WWF Royal Rumble	Acclaim	Mega Drive	UK
Addams Family	Acclaim	Mega Drive	UK
Battle Mania	Vic Tokai	Mega Drive	Japan
Blades Of Vengeance	EA	Mega Drive	UK
Blue Wolf And White Doe	Koei	Mega-CD	Japan
Castlemania: The New Generation	Konami	Mega Drive	UK
Chuck Rock II	Core	Mega-CD	UK
Cliffhanger	Sony	Mega Drive	UK
Cosmic Spacehead	Codemasters	Mega Drive	UK
Dark Wizard	Sega	Mega-CD	Japan
Dracula	Psygnosis	Mega-CD	UK
Dune	Virgin	Mega-CD	UK
Dune II	Virgin	Mega Drive	UK
Gauntlet 4	Tengen	Mega Drive	UK
Gunship	US Gold	Mega Drive	UK
Hisaichi Ishii	Sega	Mega Drive	Japan
Incredible Crash Dummies, The	Acclaim	Mega Drive	UK
Instruments Of Chaos	Sega	Mega Drive	UK
Last Action Hero	Sony	Mega Drive	UK
Legend Of War County	Sami	Mega-CD	Japan
Madden NFL '94	EA Sports	Mega Drive	UK
Madden NFL '94	EA Sports	Mega-CD	UK
Mutant League Hockey	EA	Mega Drive	UK
NFL Quarterback Club	Acclaim	Mega Drive	UK
Ottifant	Sega	Mega Drive	UK
Pele	Accolade	Mega Drive	UK
Pirates! Gold	MicroProse	Mega Drive	USA
RoboCop 3	Acclaim	Mega Drive	UK
RoboCop Vs Terminator	Virgin	Mega Drive	UK
Sensible Soccer	Sony	Mega Drive	UK
Silpheed	Sega	Mega-CD	UK
Sonic Spinball	Sega	Mega Drive	UK
Spider-Man And X-Men	Acclaim	Mega Drive	UK
Spider-Man Vs Kingpin	Sega	Mega-CD	UK

Terminator	Virgin	Mega-CD	UK
T2 Judgment Day	Acclaim	Mega Drive	UK
Virtual Pinball	EA	Mega Drive	UK
Wing Commander	Sega	Mega-CD	UK
Winning Post	Koei	Mega-CD	Japan
Winter Olympics	US Gold	Mega Drive	UK
WWF Rage In A Cage	Acclaim	Mega-CD	UK
Zombies Ate My Neighbours	Konami	Mega Drive	UK

December

AX 101	Sega	Mega Drive	Japan
Burning Fist	Sega	Mega-CD	Japan
FIFA International Soccer	EA Sports	Mega Drive	UK
James Pond 3	EA	Mega Drive	UK
Lethal Enforcers	Konami	Mega Drive	UK
Lethal Enforcers	Konami	Mega-CD	UK
Phantasy Star IV	Sega	Mega Drive	Japan
Puggsy	Psygnosis	Mega Drive	UK
Tinhead	MicroProse	Mega Drive	USA
You You Gaiden	Sega	Mega Drive	Japan

January

Another World 1 & 2	Virgin	Mega-CD	UK
Dragon's Fury II	Tengen	Mega Drive	UK
Dune II	Virgin	Mega Drive	UK

February

Beastball	MicroProse	Mega Drive	USA
Bubba 'N' Stix	Core	Mega Drive	UK
Bubba 'N' Stix	Core	Mega-CD	UK
Chaos Engine, The	MicroProse	Mega Drive	USA
Jungle Book, The	Virgin	Mega Drive	UK
Lost Vikings, The	Virgin	Mega Drive	UK

March

Aggressor	Core	Mega-CD	UK
Flashback	Sony	Mega-CD	UK
Liberator	Core	Mega-CD	UK
RoboCop Vs Terminator	Virgin	Mega-CD	UK



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Special Reserve are offering one lucky Mega Power reader the chance to win a groovy Sonic 2 Baseball Jacket (XL). All you have to do is answer the simple question below and send your answer on a POSTCARD with your name and address to:

Special Reserve Mega Power Competition, PO Box 847, Harlow, CM21 9PH.

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RULES: Closing date 12th November 1993. 1 Entry per person. You will be sent club details from Special Reserve if you enter this competition with **no obligation** to join or buy. Entry to this competition will be your acceptance of these rules.

FEEDBACK

Due to popular demand, Mega Power now has its very own readers' letters page. So if you want to make a point about the magazine, games, hardware or anything relevant to the Mega Drive, write in to: Feedback, Mega Power, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. Remember, this column couldn't exist without you.

LETTERS IN!

Dear Mega Power

I've just read Mega Power Issue 2, and was impressed. Finally a Mega Drive publication that isn't aimed at kids. I found the reviews, in particular, were clear but comprehensive, and the other features were genuinely interesting. I'd appreciate finding out where to get Issue 1, as the local newsagents are unable to help.

I came across an error in your A-Z Of Tips. One of my favourite shoot-'em-ups, Gynoug, had a level-select detailed, but after trying it out I discovered it was wrong. Instead of holding buttons a, b and c for about ten seconds, you need only hold button A for five seconds. This brings up a level-select screen, which allows you to choose one of the five levels by using the D-button.

One thing which would enhance magazine would be a readers' letters page, but please restrict it to sensible, informative letters rather than the drivel reproduced in some other magazines.

Mr K T McGuire, Lasswade, Midlothian

Thanks for writing, Mr McGuire. I'm glad you like the magazine so much. As you obviously appreciated, Mega Power is aimed at a more mature, discerning readership than your average Mega Drive magazine. There's no puerile humour or crayon drawings of Mario getting mutilated here — instead there's comprehensive reviews and features, written by fellow games lovers who care more about informing the reader than boring them with silly jokes.

Sorry about the mistake in our A-Z Of Tips; it has now been corrected. If anyone notices any other errors, please point them out to us.

As to your last request, it has obviously been granted! And yes, we'll only print good letters that have something interesting to say.

MP

LESS MEANS MORE

Dear Mega Power

I read a lot of Sega and Mega Drive magazines (mainly belonging to my friends) and something is really puzzling me. Although I like Mega Power a lot, I can't figure out why you review a lot less games than some of the other mags. In Issue 2 there were a mere ten reviews. Admittedly they were longer and more detailed than those in rival mags, but surely there were more than ten games released in that month? And another thing, most of the games reviewed got really good ratings.

Mark Edwards, Sheffield

You've just spotted one of the main aspects of Mega Power: we only review ten games in each issue. These are mostly the best releases of the month, as well as any eagerly awaited ones that aren't up to scratch. This way we can concentrate on the games you really want to hear about, spending more time on them and analysing in greater detail. By doing this, Mega Power aims to offer readers something different from your average Mega Drive magazine.

MP

RATINGS WAR

Dear Mega Power

I have noticed a very peculiar trait developing in new magazines of late. This is a leaning towards awarding games a mark out of ten rather than a percentage. Both yourself and Future Publishing's latest offering *The Edge* seemed to begin to do this at the same time, I wonder if there is a reason for this as it seems to be a bit of a coincidence if this was purely a random happening.

Also I wonder about the wisdom of rating games full stop. Wouldn't a valued judgement from the reviewer be testament enough to a game's value.

Debbie Peacock, Slough

Thanks for writing, Debbie. It's nice to know that our readership isn't entirely male. Strange thing is that we have just reverted back to the the trusty old percentage rating system. We originally felt that the whole rating system had become ridiculous, with average games scoring seventy and above and so were hoping to simplify the whole thing. However, it seems people feel happier with percentages, so percentages it is. This is the reader's magazine after all. If you have any other suggestions please turn to the the questionnaire in this issue and let us know.

MP

COMPACT COSTS

Dear Mega Power

I am very impressed with the first two issues of Mega Power. The reviews allow plenty of space to explore each game in detail, while the features are interesting and very well written. However, it was while reading one such feature in Issue 2, 'Alexander The Great', that my blood began to boil!

I've long been annoyed by the relatively high price of Mega Drive games compared to those on PC and Amiga, but accepted the argument that cartridges obviously cost a lot more to produce than floppy disks. When I first heard about the arrival of Mega-CD, I thought it would surely mean lower prices for games. After all, a CD costs considerably less to produce than a cart. So you can imagine my horror when I saw Mega-CD games advertised at prices up to £49.99!

Nick Alexander's explanation for this (in the Mega Power #2 interview) seems valid at first. He claims that as a lot more work needs to be done on a CD game, the development costs are five times higher: £500,000 for an average game. By dividing this by the number of sales in the UK (less than 10,000), he claims the development cost per unit is above £50.

But hang on a sec, surely the cost per unit can only be discovered by dividing the total development costs by the total number of units — including those sold outside the UK! As Britain only represents a small fraction of the world market, I reckon the sales of an average CD game must be at least 100,000. This brings the development cost per unit down to a mere £5 — a bit different from the £50 Nick states! Admittedly, this is still higher than for an average cart game selling millions, but this increase is easily outweighed by the lower CD production costs (according to Nick, about £2 instead of £10 for a cart). So, logically, Mega-CD titles should retail at a lower price than cartridges.

Rob Higgins, Gloucester

Hmm, sounds like a good argument to us, Rob here at Mega Power we have been very angry about the escalating cost of video games for a long time. It's way past time that the games companies started giving something back to the people who made it what it is, the gamers, instead of just taking the money and running. How about it, Sega?

MP

Flushed with the success of its last series, Hewland International are now bombarding living rooms all over the country with 28 weeks' worth of new-look GamesWorld TV shows. Set in the dark future that was so potently William Gibson's domain, the familiar theme of 'cyberpunk' is once again dusted off and thrown into the games arena. **Will it give the series the hard edge it so badly needs? The MPs look behind the scenes of Sky's surprise success of last year...**

MONDAY

at their feet

GamesWorld was a quite brave launch on Sky One last year. Not brave because of its subject matter — computer gaming almost ensures a set audience for any show these days — but because of what it attempted. A show a day for 28 weeks, Monday to Friday, is not to be sniffed at. Even Hewland International, with their relevant success in producing the ground-breaking GamesMaster series, must have baulked at first at the sheer enormity of the task before them.

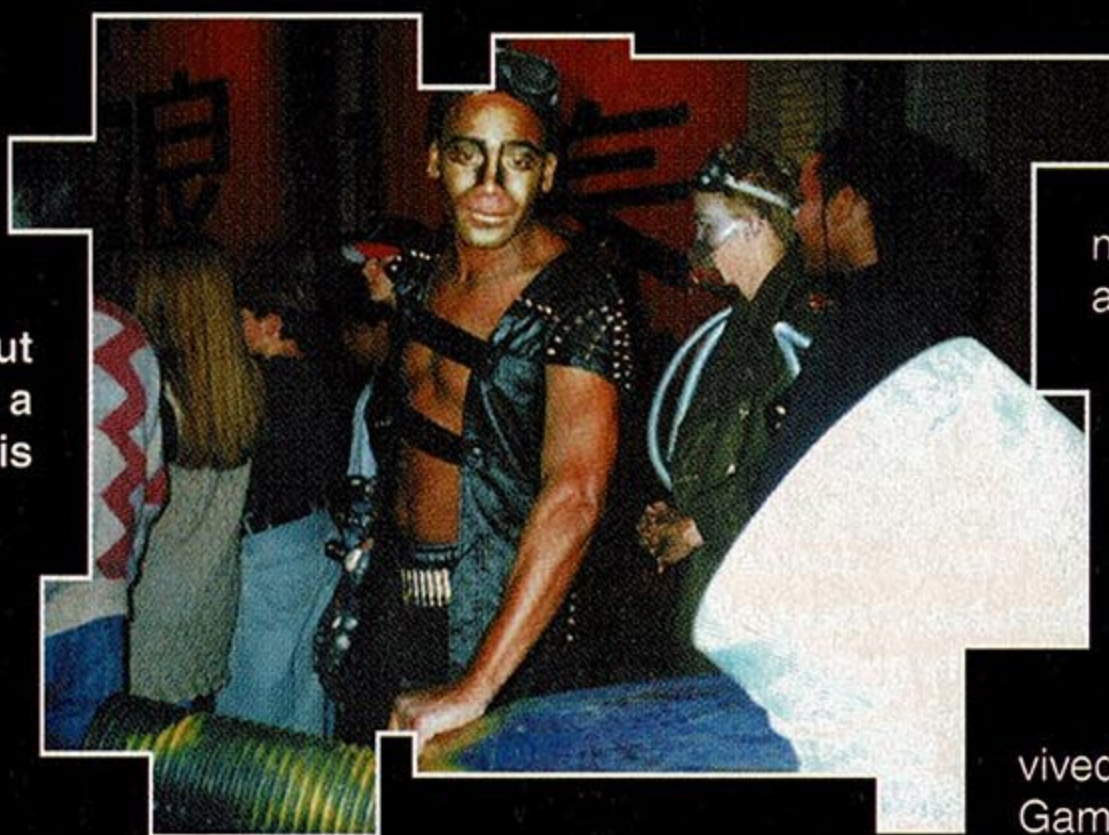
As a result the ensuing series was a strange mixture of highs and lows. Some of the ideas worked, some of them nose-dived quite painfully, but more importantly the gamers still tuned in. The show averaged over 600,000 viewers a night and the grand final of Beat The Elite, the Friday show, managed over 750,000, second only to The Simpsons.

By the end of the show's run, Hewland had learned some valuable lessons about their target audience and what they wanted. GamesWorld 2 would be a much more together package, with a lot more edge, a lot more credibility and hopefully this would be reflected in even higher viewing figures.

A whole new world

The new series started on September 20 and adopted a gritty new look, a million miles away from the corny old fairground scenario of its predecessor. In the latest GamesWorld the show's creators have turned their sights to post-apocalyptic visions of the future, drawing on films like Blade Runner and Mad Max 2. Contestants enter the Fight Night ring wearing Alien-esque colonial marine waistcoats and, should they lose, are escorted out by fearsome looking cyberpunks and thrown into a pit of snarling Rottweilers. Throughout the audience stony-faced street warriors stalk about in ragged costumes, some toting large guns, others bedecked in all manner of futuristic gadgetry and sophisticated implants. Of course, these ideas are a long way from being original, but finally seem to go hand in hand with the programme's central subject matter, computer gaming.

On a much larger budget than the original series, the sets for the live audience programmes are incredible. A giant city-scape mural covers the far end of the filming area and, around that, temporary walls have been constructed so it looks as if the building has been all but blown away in the big blast. The high surrounding walls of the set are draped with long Japanese banners and everything appears torn, corroded,



burnt or all three, and dramatically constructed of twisted metal and debris. There are even wrecked cars around the central ring and two giant statues of Sonic and Mario (no discrimination here), that have strangely survived the apocalypse.

Hewland marketing manager Craig Goldman commented: "This new series is far more inventive. We have developed the story lines far more for both the show itself and the Videators."

Prepare for battle

The Videators are, of course, computer gaming's answer to the Gladiators. Only three have survived from the last series — Master Moriarty, The Games Messiah and the irrepressible Big Boy Barry — as the show's producers have tried to toughen up the

standards of the programme even further. New Videators include a pirate called The Violet Blade, a businessman called The Mega-byte Millionaire and an Arabian Prince of Perfection.

All were carefully vetted for both gamesplaying excellence and theatrical value and all represent a step up in the toughness of the Videators. Indeed only Big Boy Barry maintained an unbeaten record in the last series and as a reward will now host his own review show called Big Boy Barry's Joypad, with Jet from The Gladiators as the Games Mistress. Going out on a Tuesday this will show Barry in his flash London apartment surrounded by babes and technology. Various stars will also appear as Barry becomes the "Dame Edna Everidge" of computer shows — Craig's words, not ours.

The atmosphere of foreboding and desperation on the Monday and Wednesday Fight Nights, where players get to compete in a knockout contest, is wonderfully offset by the show's presenters. Hosted by the snarlingly sarcastic Bob Mills, in an enormous Zoot suit, the show is given credibility by the expert commentaries of Jeremy Daldry (in plastic trousers) and Mega Power's own Dave Perry (looking very much like himself really). Competitors play each other in front of a 200-strong audience, and the winners of Monday and Wednesday face each other on Friday in a grand event called Beat the Elite. Here the winner of a head-to-head showdown goes on to face those lovely Videators and collect points that might get him into the Grand Final at the end of the series.

Combined with Thursday evening's Live Night, which involves an inter-family games challenge played using Touchtone phones, this is a mighty solid chunk of gamesplaying entertainment and may even be worth getting satellite for. If you haven't got Sky, go around your friends house and watch it. If your friends haven't got Sky then get some friends who have, because this looks like being an excellent series and anyway, what else is there to watch on TV at six o'clock?

Games World — Sky One 6.00pm — Mon-Fri.



NAME: Fulvia and Flavia
AGE: A lady never discloses her age
JOB ON GAMESWORLD: Cyberbabes
PREVIOUS JOBS: We were born Cyberbabes

What's your favourite game?
 "Lemmings, they're just soooo cute."

What was the first video game you ever played?
 "We don't indulge."

Do you think there's too much violence in some games?
 "Yes."

Where does the future of gaming lie?
 "With Cyberbabes. Grrr..."

What would be your idea of the 'perfect game'?
 "Oiling the Chippendales... slowly!"

What's your greatest gaming triumph?
 "Finding the 'on' button on our computer."

What's your favourite excuse for losing at a game (eg 'I've got the dodgy joypad')?

Flavia: "Fulvia always says she's broken one of her nails."

Fulvia: "Flavia always claims her hands are tired from massaging."

What's the best thing about being on TV?
 "Being drooled at by 16-year-olds and working with Bob Mills."

Have you had any embarrassing moments in front of the camera?

Fulvia: "I presented a winning contestant with his jacket in front of a screaming audience only to realise later that the bum of my cat-suit had been torn."

What's your favourite TV programme (apart from GamesWorld)?
 "Adult Channel on Sky."

Which TV presenter do you most admire (after Dave Perry)?

Fulvia: "Who's Dave Perry?"

Flavia: "I think he's the small blond one, but who cares, we like Bruce Forsyth."

What's your greatest ambition?

"To be dictators in a small South American country where the men have to lick our boots and peel grapes for us."

Is there anything you wouldn't do for money?

"No, except anything involving animals or Dave Perry."

If there's one thing you really hate, what is it?

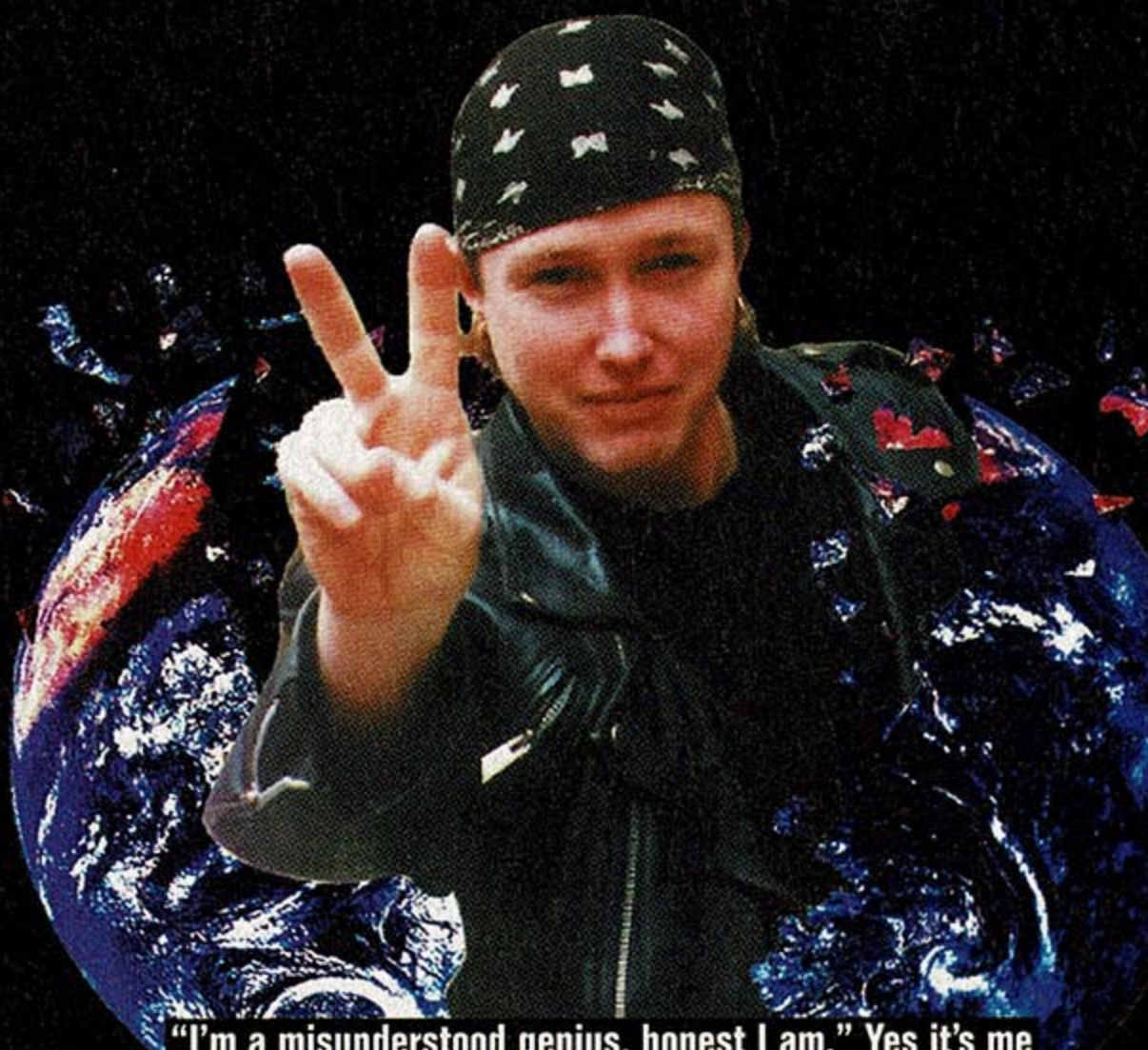
"When our hair won't go just right."

What is the meaning of life?

"Fast cars, even faster men and big boots."

What prank would you play on Jeremy Beadle?

"Cut off his head whilst he's asleep."



"I'm a misunderstood genius, honest I am." Yes it's me your publicity-shy editor, I'll be presenting Wednesday's Fight Night. Tune in and help my ratings.



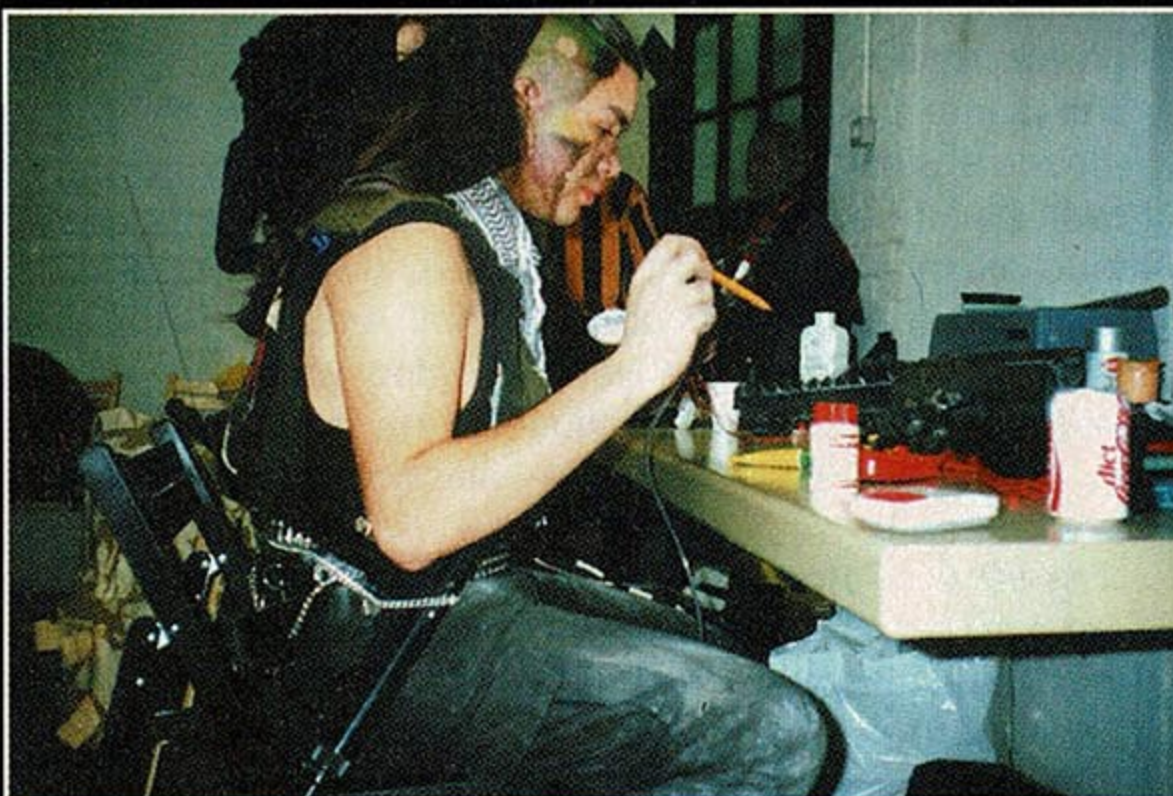
Big Boy Barry and Master Moriarty are two of the surviving Videators from the last series. The vivacious Barry proved so popular that he's now presenting his own review show on Tuesdays called Big Boy Barry's Joypad. What a trooper he is, and a bloody good games player too!



Ooh, love the trousers. This is the very suave Jeremy Daldry. An old hand at this TV lark, Jeremy presents the Monday Fight Night and the Thursday Live Night.



Five victims... er, contestants, warm up in the green room before being thrown into the heaving cauldron of the games ring. These guys, oops, and girls were really great and we all became life-long friends and went out on the beer after.



Doer, a scary cyber-punk prepares his implants before going on camera. This is one of the horrible ones who chucks the loser to the dogs. If you ever see him out in the street give him a good kick... and then run!

NAME: Bob Mills
AGE: 36
JOB ON GAMESWORLD: Presenter
PREVIOUS JOBS: Car Washer

What's your favourite game?
 "Soccer Brawl."

What was the first video game you ever played?
 "The old bat and ball game, or maybe it was Breakout."

Do you think there's too much violence in some games?

"Not really. The only thing that's ever made me uncomfortable, oddly enough, is the 'bloody' graphics on *Evander Holyfield's Boxing*, but I suppose that just ties in with the controversy over boxing itself."

Where does the future of gaming lie?

"Virtual Reality. I foresee a time when every home will have a VR room. This might sound frightening, but if it's controlled properly the educational, as well as entertainment possibilities are breathtaking."

What would be your idea of the 'perfect game'?

"VR playing at Wembley."

What's your greatest gaming triumph?

"Working out how to phone Mo's bar in *Bart Vs The Space Mutants*, although it did take me six hours!"

What's your favourite excuse for losing at a game (eg 'I've got the dodgy joypad')?

"I was distracted by someone in the audience dressed as a bear."

What's the best thing about being on TV?

"Getting to meet all those wonderful children."

Have you had any embarrassing moments in front of the camera?

"Getting to meet all those wonderful children."

What's your favourite TV programme (apart from GamesWorld)?

"The Simpsons and Northern Exposure."

Which TV presenter do you most admire (after Dave Perry)?

"Danny Baker."

What's your greatest ambition?

"To win a game, just once, against anyone."

Is there anything you wouldn't do for money?

"Pretend to like all those wonderful children."

If there's one thing you really hate, what is it?

"Getting to meet all those..."

What is the meaning of life?

"A pint of beer and a new tattoo."

What prank would you play on Jeremy Beadle?

"Introduce an act of parliament outlawing beards and video shows."



ONLY

...so far

or The Global Domination Game for beginners

What led a massive company like Sony into the heady world of consoles? To find out, David Graham caught up with Rich Robinson, Director of Product Development and Executive Producer of Sony Imagesoft in the USA — The Big Cheese himself.

Up until recently, you were more likely to associate the name Sony with all things electronic; from TVs to hi-fi. But, as consumer electronics feel the impact of video games, the giant Japanese firm have acknowledged the importance of gaming by setting up their own label: Sony Electronic Publishing (SEP).

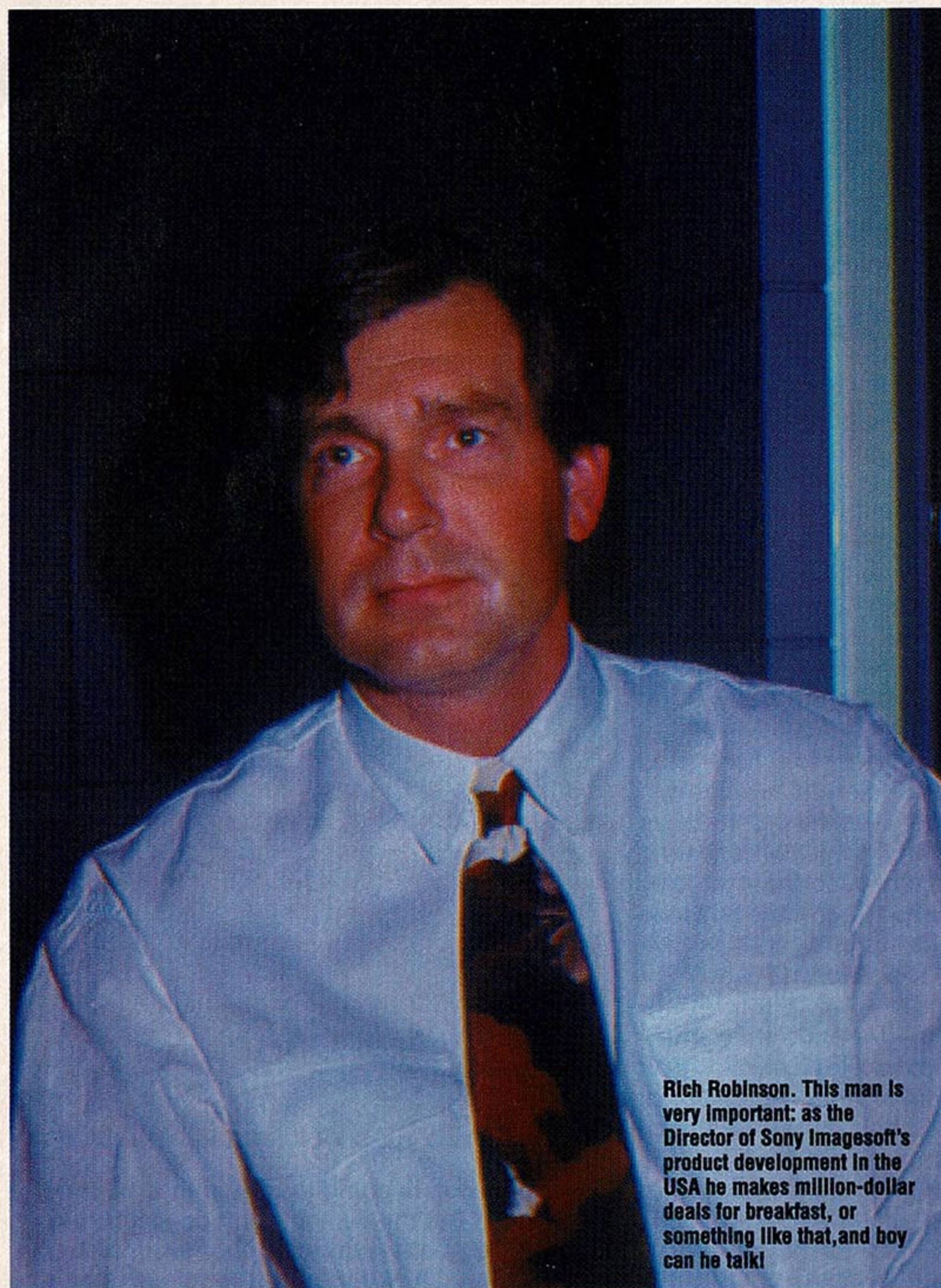
Now all this might seem boring to you, but SEP intend to release a batch of top-flight games on all formats over the next few months, and the Mega Drive and Mega-CD will be particularly well-served. One of the biggest and most eagerly awaited titles to hit the MD is Sensible Soccer, the classic Amiga footy game, previewed elsewhere in this issue.

Nevertheless, Sony are well known for their hardware expertise around the world, so why head into the relatively uncharted waters of software?

SONY



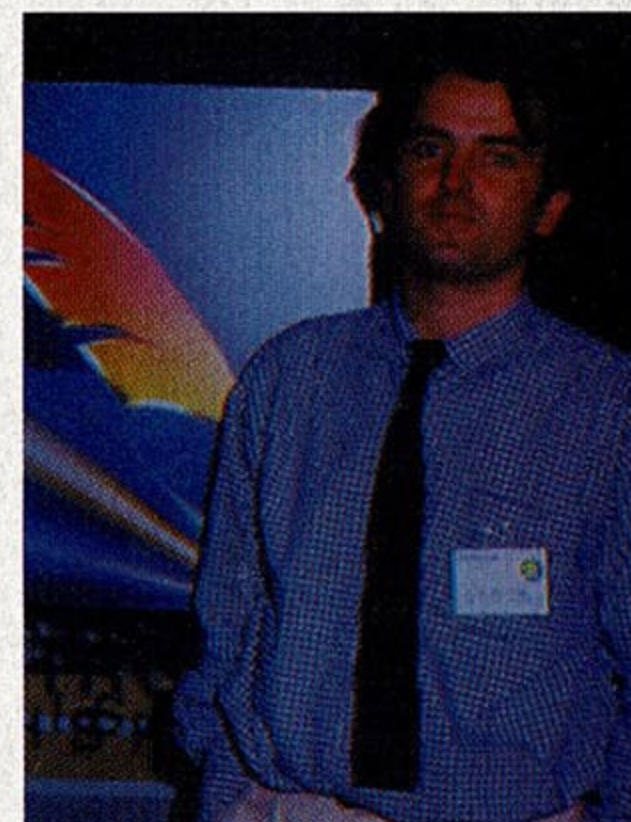
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Rich Robinson. This man is very important: as the Director of Sony Imagesoft's product development in the USA he makes million-dollar deals for breakfast, or something like that, and boy can he talk!



Jon Hare [inset] of Sensible Software is the man behind what is likely to be Sony's biggest software success to date. Sensible are representative of Sony's determination to tie up deals with top-quality programming teams throughout the country.



Mier Melensky [left] and PR manager Alan Welsman [above] are likely to be at the forefront of Sony's big push into the software world.

I believe in a few years it will be a CD-only market — we'll be there.

"It is an entire corporate philosophy that starts all the way at the top of Sony," explains Rich Robinson. "A long time ago the decision was made that Sony needed to also be in the entertainment business, that it could not be solely hardware based, that it had to be 'Sony At Home'. That you play entertainment on Sony hardware, and the whole thing was a combined unit that came to you.

"After that philosophy was well established, the installation of it ended up with the buying of Columbia/Tri Star Pictures, which are now conglomerate Sony Pictures. There's the music business of Sony with Columbia Records and Epic Records. And then the software division with Sony Electronic Publishing, which does both the cartridge market/Sega CD market, and another division which does the PC-CD titles.

"And it's a matter of, again, philosophies; that you'll go and see Sony movies, and there's another whole new technologies division that's working on motion rides etc, and Sony will be your 'at home' entertainment company, in the form of video games, home videos, music etc, all played on Sony hardware. Right at the top [of the company and its philosophy], it immediately splits off to the entertainment divisions and the hardware division."

Big Brother?

To anyone who's ever read a cyberpunk novel, this idea of global entertainment domination will sound remarkably familiar; and more than a little scary. Even Sega themselves are talking about dominating home entertainment via satellite and cable, but no-one has quite as much clout as Sony in terms of know-how and hardware development. The acquisition of Columbia/Tri Star, and then the record companies could simply have been seen as sharp operating, but the news that they all form part of a larger, corporate philosophy is a little more startling. This time, too, you can bet that Sony will be playing for keeps. Remember Betamax video tapes and players? Even though Betamax is actually a superior system, and the one that everyone should have adopted, we didn't. Sony are keen to make sure that this time, their philosophy becomes ours, too.

But why bother to develop on multiple formats, when Sony are perfectly placed — both financially and technologically — to create their own?

"Well, our charge in Imagesoft — or Sony Electronic Publishing — is that we are able to produce on any format that's buyable, and Sony right now does not have a system out for the home market. That may be the case in the future, but right now the Sega and Nintendo are

out. With Sony Electronic Publishing really just getting started it was a matter of 'let's get the entertainment group off the ground', so to speak, and to start on the present platforms.

"It's a matter of again, a whole philosophy of: we've got intellectual properties, we've got the hardware [Sega and Nintendo], so let's get the expertise going now. And we're already, at Imagesoft, in about our third year, our third generation of development. Christmas '92, when Sega CD was released in the States, we had five CDs on the market. We were the first third party — other than Sega themselves — to have CD. And that was my first generation.

"For Christmas '93, we're already into second generation design and thinking and implementation. I'm already kicking off '94 projects, which will use a whole design and technology that is different than we're using now. And part of that is that if we'd just waited for maybe the right piece of hardware to come out, we would have lost all this time, not only in establishing the label, but in product development. We would have lost all that time in actual hands-on experience, going through those learning curves."

...so far

my major push for 1994 products is that I do not want linear, I do not want, necessarily, platform games. I want compelling, action-based adventures

CD deal

Reading between the lines, it's easy to see what Rich Robinson is getting at. Why launch your own expensive hardware platform with duff software and watch it bomb Betamax style, when you can learn the ropes on someone else's and then — once you're established — bring out a new piece of kit?

And Sony had one planned, too. The ill-fated Playstation was to have been a link-up with Nintendo, and would have given the big N access to Sony's wealth of CD knowledge, while leaving Sony with a cross-platform machine that they would produce, and could play Sony and Nintendo product. Sega, it must be said, would not have enjoyed watching that one happen. Luckily for them, the deal fell through.

However, it not only left Nintendo without any sign of a CD drive, it also made Sony rethink their approach. Doubtless, Sony will put out a piece of hardware in the future, but don't hold your breath; right now, they're still testing the water.

So why did they go for cartridge games; they're the CD people, they make drives for everyone else, so why step back into cartridge development?

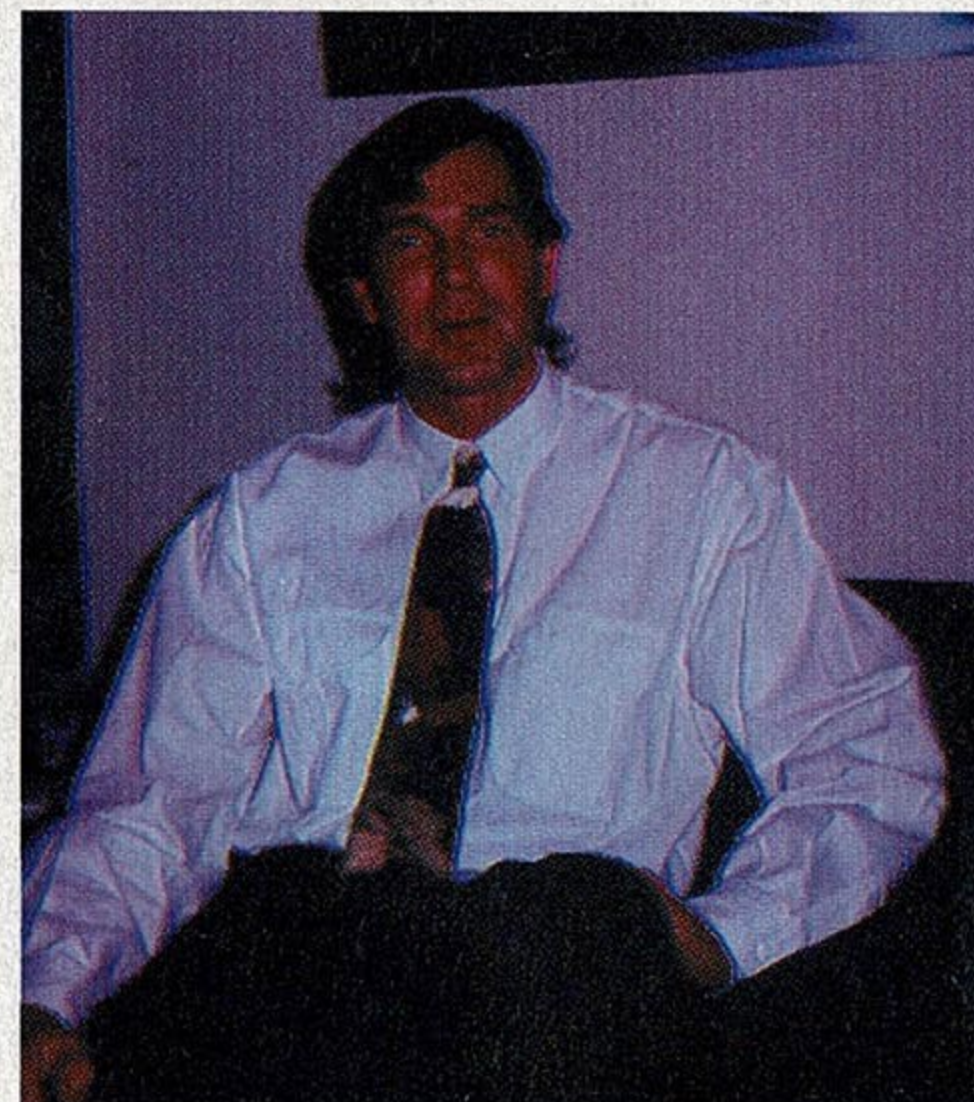
"Well, we wanna be known as the, if you will, premier CD developer. And, until the CD machines really start to penetrate and get in, it's still today — as we speak — a cartridge market. And as long as we have properties and the development available to us, let's do some cartridge business while that is hot! If anything, it's kind of helping to fund the CD development, so that we can keep that CD market growing and going. And when we get more machines that come out and penetration is deeper — I believe in a few years it will be a CD-only market — we'll be there."

Sony are putting their money where their mouth is, too. Rumours in the trade press abounded that someone was going to buy-out Psygnosis, the top CD developers a couple of months ago, and who got them? You got it. This not only secures Psygnosis — who were never that shaky — but also gives Sony an enormous leap ahead in development ability. Given that the average CD takes 18 months to develop, it makes a lot more sense to buy the expertise in, rather than set up a costly operation which would have thrown up more learning curves than Brands Hatch or Silverstone.

Compact future

But is Robinson happy that Sony can now take our CD drive somewhere that other developers have so far, at least, been unable to take it?

"Anything we do now, and all the learning curves we go through when 32-bit systems



come out, is going to be just that much greater. But the games won't be maybe as technology-driven for that poor programmer sitting there having to go, 'Oh my goodness, I'm worried about access time and throughput, and everything else. That will ease up a bit, and so it will just get better. I'm looking forward to the better machines, with better colours and palettes and their processing times etc, so we'll be able to do much better games and really make the designs a lot different, too. Many times in your designs, when you do something it's dependent on whether the hardware will function or not and be able to allow you to use those techniques.

"As we go onward, into the higher generation machines, we'll be pushing more towards VR. There's VR things now, there's arcades and we read about it, and there's some real high-end PC units that are trying VR, but we're talking lots of money.

"I think that in a matter of just a couple of years, you will see VR that is affordable in the home, and the processor time will allow you to do real-time renderings of graphics so that you can do 360° where it's not chunky at two frames a second, or whatever the case may be; but where it feels real. And that's what we'll be pushing towards."

The movie game

Sony's three-tier publishing system seems to fall right in line with their recent acquisitions. After all, if they own record companies, sourcing music for film scores and video games becomes less of a problem. And if they own their own film studios, finding material for games becomes even easier. So has the purchase of Columbia/Tri Star made a real difference?

SONY



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"Yes, very much so. You know, it's Hollywood meets video games. I started way back when, and it's always been a people/resource and creative business; it's very people oriented. Any of us can go out and either buy a development system or put one together. So I mean the hardware in that way, or at least the development hardware, is nothing special. It's people. It's minds and creative talent, that's what it all boils down to, and properties that they get to work with..."

"Really, the cartridge business, where a single programmer did the graphics and music and programming and the design, those days are done with. As we get toward the CD, we're becoming more movie-like in that respect, where we have video people and programmers and producers and it's a matter of what materials do we have to work with? I think that the people who are aligned with movie studios, such as Sony, will be able to utilise those properties because there's your creative material right there. You're not having to either draw or generate massive amounts of art; you'll be able to use the sets, use the people, rotoscope people, blue-screen. Actually use film action and bring in the backgrounds and sets and create more interactive movies. They still have to be good games, though. Good compelling games."

And there's the rub, because anyone in the business, and anyone who has ever bought a movie-licence game knows that they follow a basic formula and nine times out of ten they score less than 75% in most reviews. Robinson and Sony are all too aware of the possible problems that lie ahead for them if they pin too much on licensed software.

"Yeah, well it's a double-edged sword in a way. You can start from scratch and then maybe you know exactly what you wanna do when you wanna do it. The more you get dependent upon audio and video, then the more dependent I think we become on a licence, because those are our resource materials to start off with."

"So you can create something from scratch which is going to cost you mega bucks and time and effort, or you can start to utilise other properties and create games from those. Yes, you have to design 'within' the movie for two reasons. If your design goes too far off track from what the original movie was, let's say, those properties and those resources may not make sense any more. And, literally, if you were picking up a movie-based game and it was totally different to the film, you may go, 'Well, wait a minute now, they sold me a bill of goods here!' because it bears no resemblance

at all.

"So you need to follow that, although you do have to take creative liberties also, to create a game out of it. Movies are linear, passive — you sit, you watch. Now I think we all kind of empathise with the characters and think, 'Oh yeah, I'd like to be that macho guy up there and boy, if I could only do that!' And that's where video games come from. It's 'Do I get a chance to try that?' So that's why they need to at least stay a little bit with the movie."

Arnie versus Sly

So just where do you start? With Sony Electronic Publishing handling two of the year's biggest movie licences, The Last Action Hero and Cliffhanger, surely there was always the danger of a crossover in style? Not to mention the possibility of producing formulaic, platform games. Again, Rich Robinson is aware of his responsibilities...

"You initially set out to give each design team the charge of creating the game that best suits the movie, its attributes and action scenes. When we're sitting down with a movie script, we start to look at, okay, what are the action scenes, what's the scenarios, what action elements are there, who are the characters; who's going to be my lead character? Is it a protagonist or an antagonist? Who are the bad guys — how many of them are there? And where do we have to take artistic licence?"

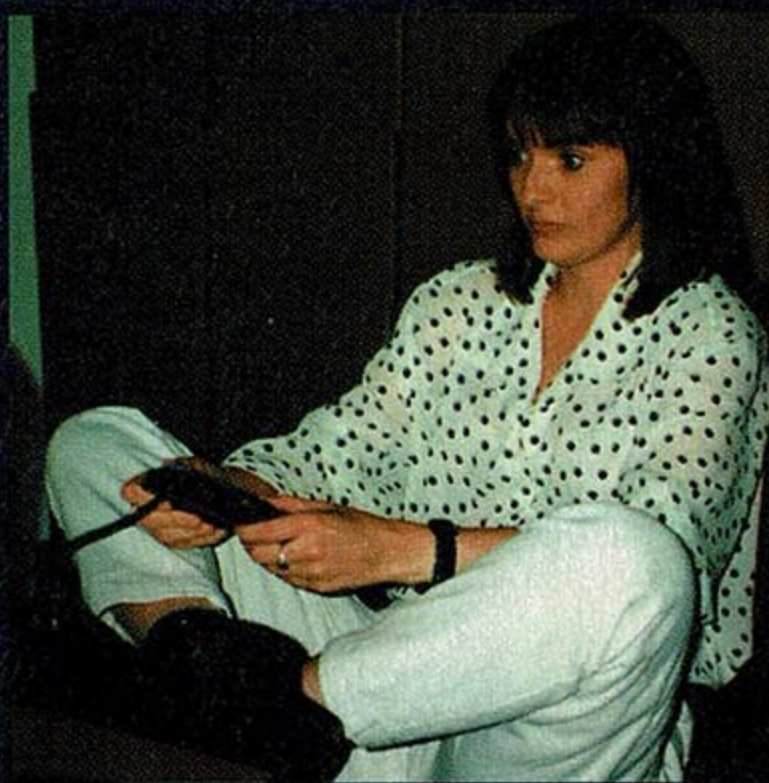
"So you let each team initially go off on their own. You just say, 'There you go, do it.' Rather than stifle creativity and go, 'Oh, you have to do it, but you can't go left and you can't go right and here's this narrow little path.' So my initial method with the team is just, 'Go to it, guys.' And then, yeah, you look it over, and go, 'Okay, what are they doing?' That's a job where you let your producers and development teams have as much freedom and only guide them a little bit when you feel it's absolutely necessary."

"Again, my major push for 1994 products is that I do not want linear, I do not want, necessarily, platform games. I want compelling, action-based adventures, if you will, and that's going to be the charge: utilising a certain look and feel, certain elements and let's take it to the next design level."

If Sony can succeed, and bring out quality software across the Sega formats, they could well become a real threat to Sega and their objective of 'Global Domination Through Entertainment'. Sony not only have the hardware backup, they've got everything else, too: film studios, record labels and software experts. All we need to see now is it all put into practice. Prepare yourself for the battle of the Japanese conglomerates!

the cartridge business, where a single programmer did the graphics and music and programming and the design, those days are done with

**cazza
says...**



To find out more about Sony Electronic Publishing's current European release plans, we chatted to their UK PR Manager, Caroline Stokes.

What can Sony offer players that the other publishers can't?

"Sony have got some of the most up-to-date licences and some of the best programming teams by our side, including Delphine, Sensible Software, HudsonSoft, Core Design and Sony Imagesoft in the States. Sony were one of the first to jump on the Mega-CD bandwagon six months ago with the American office releasing Sewer Shark which initially stunned Mega-CD players."

What do you see as being Sony's highlights for 1993 and 1994?

"You must remember that Sony are delving into the games market head first in the 11th month of 1993, so the line-up is going to sound quite poor when you look solely at the Mega Drive and Mega-CD listing. If you were a multi-format publication, I would have great pleasure listing off 40 or so separate games on different formats for the run-up towards Christmas."

"Sony's major highlights are, of course, Sensible Soccer on Mega Drive, Flashback on Mega-CD and Hook. Also, Last Action Hero and Cliffhanger are two heavy action-packed licensed games."

"All I can say for 1994 releases from Sony is stay tuned to Mega Power, I'll be keeping you all up to date as soon as any product can be made public."

When can we expect to see Sony's first Mega-CD release?

"Well, our first Mega-CD release is anticipated to hit the retailers' shelves this October. Titles for release in that month include Sewer Shark, Hook, Chuck Rock, and Make Your Own Music Video With C&C Music Factory and Kris Kross. Dracula on CD is currently being reprogrammed. Expect to see Flashback on Mega-CD in March '94 with enhanced graphics — especially with the characters, gameplay and speech. Everything else is TBA... for the time being."

Are there any plans for you to release the ESPN Sports titles in the UK on Mega Drive and Mega-CD?

"At the moment Phil Harrison (Director of Product Development for Europe) and the marketing team are evaluating and researching the feasibility of marketing the product in Europe."

PREVIEW

SOCCER

Who better to explain the finer points of Sony's new footy game than the official Sensible Soccer World Cup winner, MEGA POWER's own Phil King?

A smash hit on the Amiga, *Sensible Soccer* topped the all-formats chart for a stunning 17 weeks! This was the well-deserved commercial success for the best computer football game of all time — and it's even better on the Mega Drive...

The high-speed match action is viewed from directly overhead, with the pitch scrolling to follow the ball. Compared to many soccer sims the scale looks minute as the tiny sprites zip around the screen. Though this is a little off-putting at first, it means you can see more of the action on screen at one time. With plenty of team-mates visible, intelligent passing is possible without the need to refer to a radar-style scanner.

Passing the ball is simply achieved by pressing button C, or tapping B. Holding B down for longer results in a shot which can then be swerved and lobbed/dipped by quickly changing direction.

When not in possession, pressing any button results either in a header (if the ball's in the air) or a slide tackle. You have to be careful not to foul, however, as you may well receive a booking or even a sending off.

Ball control

The trickiest aspect is that the ball doesn't automatically stay with the player when dribbling — to keep possession you have to turn gradually or you'll leave the ball behind. This takes a while to get used to, particularly with a joystick, but is only a problem in Expert mode. On Beginner and Normal settings, the ball sticks to your boot. Another aid is that the A button always knocks the ball towards the opponent's goal (as in *J League*). The three difficulty levels also determine the intelligence of the computer sides — which are now a lot harder to beat.

And what a lot of teams there are: 64 clubs, 40 national sides and 64 custom teams (silly ones like 'Things In A Pencil Case'). These take part in various tournaments, including a European Superleague and World Cup Qualifiers. Any number of the teams in these can be player-controlled, so you can invite a group of friends round for even



G-O-O-O-A-A-L! AC Milan's striker slots the ball into the bottom-left corner of the net for the winner. You can watch it all again on action replay, savouring that special moment. Beating the agile computer-controlled goalies isn't easy, and unlike other footy games there aren't really any set ways of scoring: sometimes a naff shot will go in, while a much better one might get saved.

CHOOSE PLAYER TEAMS.		
TIRANA	VIENNA	ANDERLECHT
LIEGE	ANTWERP	SOFIA
MINSK	ZAGREB	NICOSIA
PRAGUE	BRATISLAVA	COPENHAGEN
NORWICH	MANCHESTER	HIGHBURY
ASTON	TALLINN	TORSHAVN
HELSINKI	MARSEILLE	MONACO
PARIS	MUNICH	DORTMUND
BRMEN	ATHENS	AMSTERDAM
FEYENOORD	EINDHOVEN	BUDAPEST
REYKJAVIK	TEL-AVIV	MILANO
MILAN	PARMA	TURIN
LAZIO	RIGA	VILNIUS
LUXEMBOURG	FLORIANA	BELFAST
TRONDHEIM	WARSAW	LISBON
OPORTO	LISBON	DUBLIN
BUCHAREST	BUCHAREST	MOSKVA
MOSCOW	GLASGOW	GLASGOW
ABERDEEN	LJUBLJANA	BARCELONA
LA CORUNA	MADRID	NORRKOPING
GENEVA	ISTANBUL	
KIEV	CARRIFF	

There are no less than 64 European clubs, all with realistic squads of players. The only thing that's been changed are the names; for example, Arsenal are now Highbury!

more fun. As big tournaments take a while to complete, you can save your position to battery backup.

Taking sides

Before each match, the players get to choose their formations (from eight types) and pick their sides from accurate line-ups (apart from the slight name changes).

Substitutions can be made whenever the ball is dead by pressing a direction rapidly three times to bring up the bench. This also permits you to change your formation during the match: for example if you're losing with five minutes left, you may as well select Attack.

No matter what team tactics you use, scoring is never easy. You usually have to swerve the ball into the corner of the net to beat the automatic goalies. Another good technique is to cross the ball into the penalty area and go for a header: to deceive the goalie you can even head at an angle by quickly changing direction. Of course, as with most football games you can watch your spectacular goals on the automatic action replay.

With a host of improvements and classic gameplay, *Sensible Soccer* should have no problems scoring with footy fans when it's released on December 6.



Fouling just outside the penalty area is likely to earn the offending player a red card. The resulting free kick is in a dangerous position — the defenders form a wall automatically.



The new FIFA backpass rule is in effect: knock the ball back to your goalie and, not being able to pick it up, he dribbles it like any other player. He can even go on an 'El Loco'-style run!

it to 'em

WELCOME TO THE CLUB

Sensible Software are a decent bunch of geezers. Not only have they knocked out the occasional well-'ard Amiga game, but they're also the boys behind one of this year's mega footy fests, *Sensible Soccer*. We caught up with Sensible's Jon Hare at the recent European Computer Trade Show in London. Our own Dave Perry put the questions in the amiable surroundings of the bar...

So tell us about *Sensible Soccer*, Jon!

"Well, it's exciting, isn't it? I've seen *EA Soccer* [on show via four big TV screens at the ECTS] and that looks really good, but it didn't quite have the feel I hoped it would. I think it's the one that we're going to be competing with; I haven't seen any others that look good enough on consoles."

So are you happy with the conversion from Amiga to console?

"I'm very happy with the conversion, yeah. Effectively, the SNES and Mega Drive are 1.2 versions; we did *Sensible Soccer* and then we did *SS 1.1*, which was an update on the Amiga. This is just like a further update."

"It's got new features in there. We spent three months adapting it to joypad from joystick. If you do a straight conversion the control system doesn't work, because a joypad responds differently to a joystick. You can play the MD version with a joystick, though, and anyone who's played the Amiga version will find out that the competition teams and star players are better now."

"The formations of the teams are better, because there's no restriction on how many sprites you've got on screen. So on the MD the full backs all push up and support the front players, which makes for a more realistic-looking game. The goalies have all been done up so they're better. You can get a red card anywhere on the pitch, rather than for just a professional foul. In substitutions it points you to the best player to take off now."

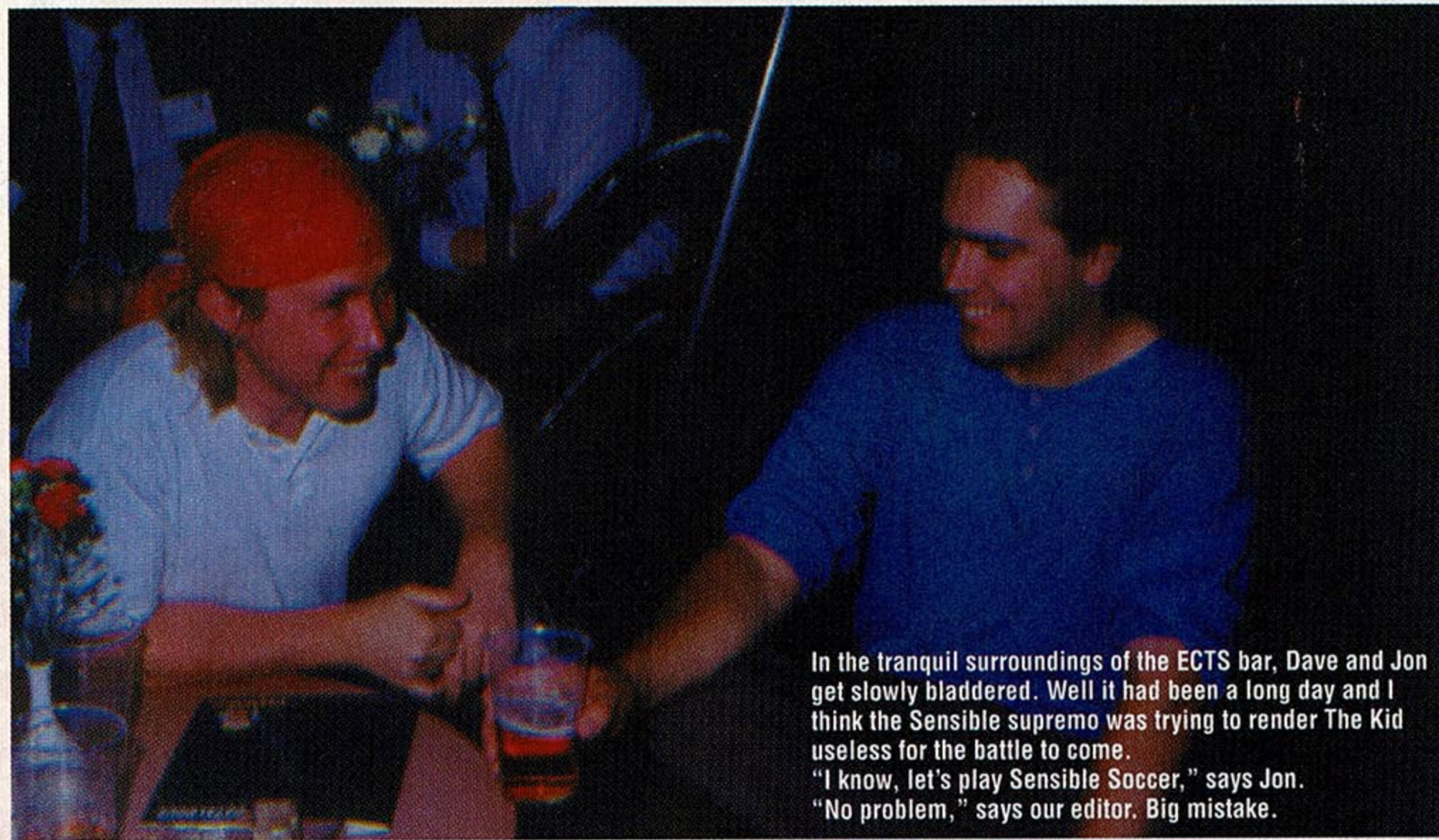
Were there any problems converting it?

"The Mega Drive was more straightforward than the SNES because of its 68000 processor. The biggest problem was converting onto a joypad, because joypads are fairly four-directional monsters. That's why we introduced the A button — kick on goal — so that if you couldn't get the direction you wanted, it would solve it for you. It also acts as a volley, an instant kick."

"The next hardest thing was getting the new formations to work, and then getting the computer players to play better, because everyone was saying it was too easy on the Amiga. That took a while; to actually get the Expert mode opponents to be good. On the opposite side of the coin, some people said it was too hard, so we made the Beginner teams really s***. Normal mode is like the Amiga on 1.1, Beginner is easier, and Expert's harder. You'd have a job beating AC Milan on Expert mode!"

How long was it in development for?

"About six months for the Mega Drive, and six for the SNES."



In the tranquil surroundings of the ECTS bar, Dave and Jon get slowly bladdered. Well it had been a long day and I think the Sensible supremo was trying to render The Kid useless for the battle to come. "I know, let's play *Sensible Soccer*," says Jon. "No problem," says our editor. Big mistake.

That's not a bad turnaround for a console game...

"Well, don't forget we had it on the Amiga. The Mega Drive version was based on the Amiga: all the things were changed, then once we had the joypad control worked out, we transferred that over to the SNES. The reason the Mega Drive version came first was because converting from Amiga to MD is easier than going from Amiga to SNES. There's slightly more memory available for us to use on the MD, so there are things there that aren't in the SNES."

What about Mega-CD *Sensible Soccer*?

"That's being done. I don't think we're doing it — we haven't decided yet. I don't know exactly what we're going to do with it, either: it's basically going to be presentation graphics, I think. I have to say, I'm not a great fan of conversions and extra versions of things. A game's taking, on average, 18 months to develop at the moment. The thought of doing a conversion of anything... I don't think people appreciate it: the amount of man-hours that go into it."

"Say you're going to do a game on Amiga, PC, SNES and Mega Drive — just those four, excluding CD or any other things. They're your four bread and butter formats at the moment. On the Amiga it's going to take you 18 months, PC conversion you'll take six to nine months, MD conversion's going to take you six months and the SNES will probably take a bit longer, because the processor's different, so say nine months. That's about three-and-a-half to four years of development. If we just had to do one version, it would make life a hell of a lot easier!"

One of the things we immediately noticed was that you've changed the names of all the players. Why?

"It's just paranoia. Sony are an American company, and people sue each other for wearing socks and things, don't they? And that's the problem, so we've got to live with it."

"In certain instances, people's names and things are abused. But if you're one of 1,500 players in a football game, what cause have you got to say you're being exploited? And if you're one of the 64



WIN A STRIP!

Generous to a tee, those crazy Sensible Software guys are offering you the chance to win the international football strip of your choice. If you're feeling patriotic it should be England — unless you're Scottish, Welsh or Irish, of course! Anyway, even if you want the national strip for Uganda, you can win it!

All you have to do to stand a chance is pick an England team (11 players from those currently available, ie not Bobby Charlton) to try and match Sensible's idea of the best side possible, then answer the tie-breaker question: who won the *Sensible Soccer* World Cup?

Send your answers to SENSIBLE COMP, MEGA POWER, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. Entries must arrive no later than November 30.

clubs — we've had to change all the club names, it's just f***ing ludicrous, really.

"At the end of the day," muses one not-so-happy but philosophical developer, "you don't want anything to come back on you, and that's why you do these things."

Pretty gloomy ending, you might think. Well, you'd be wrong. Since Jon was the man behind the game, we thought it would only be fair for him to show it to us, and naturally, the Kid was up for an impromptu head-to-head. England Vs Poland, with our own man Perry doing the honours for Queen and country. He needn't have bothered; with Poland winning by a resounding five goals to nil, even Graham Taylor can do better than that!

"It was the beer, I tell you!" he cried.

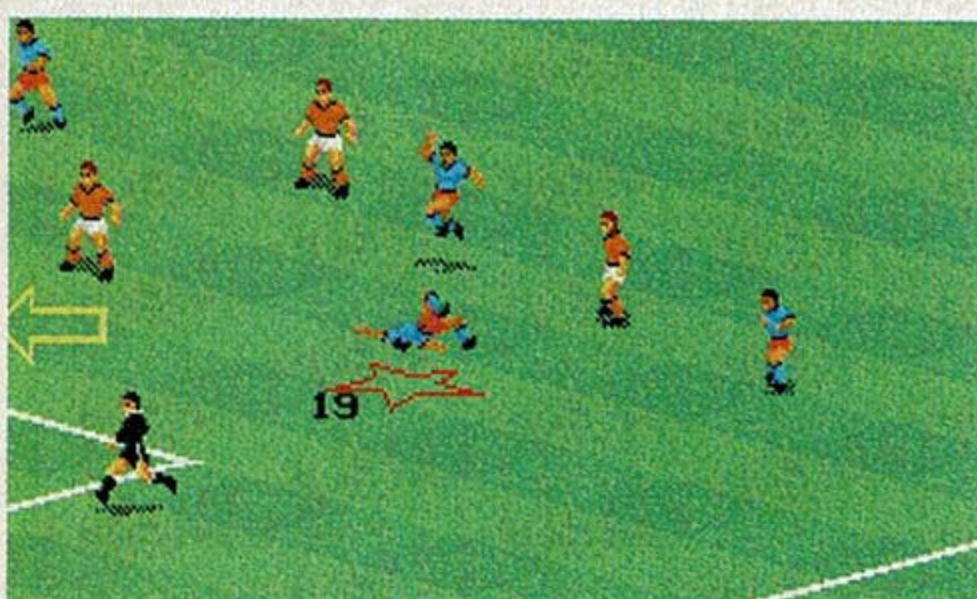
PREVIEW



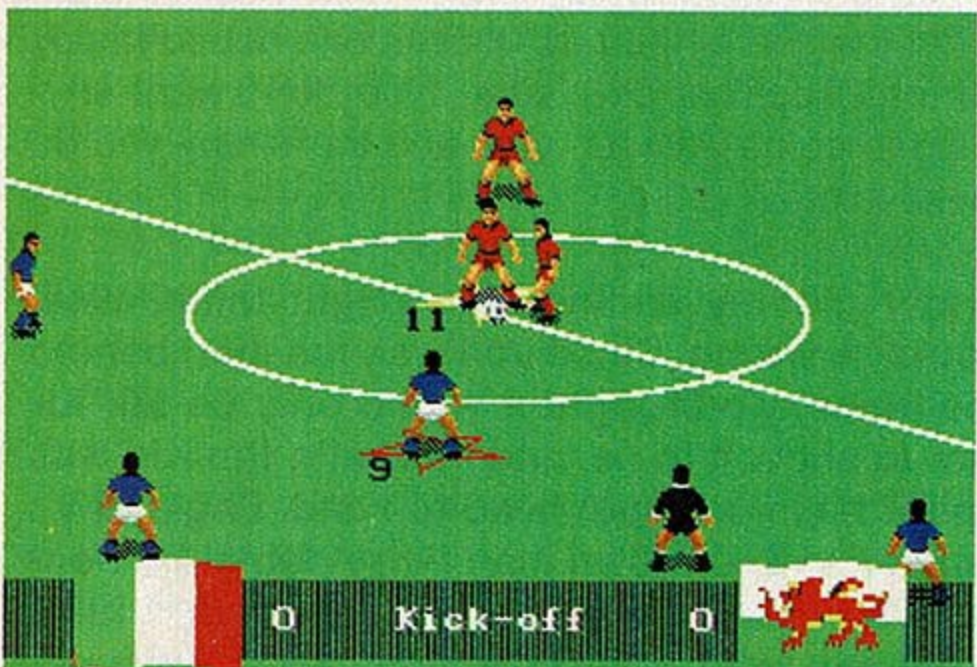
the lad's done WELL



Brazil send the ball crashing towards the Scotland goal. Will the goalie defy the odds and push it away or will his athletic leap be in vain? It doesn't matter really, it's only a game innit! The realism afforded to *FIFA International Soccer* by the many frames of intricate animation really help to keep the excitement level turned way up to fever pitch. Moments like this are commonplace as the frantic pace of the game ensures that your nerves are always on edge and your heart is firmly placed in your mouth.



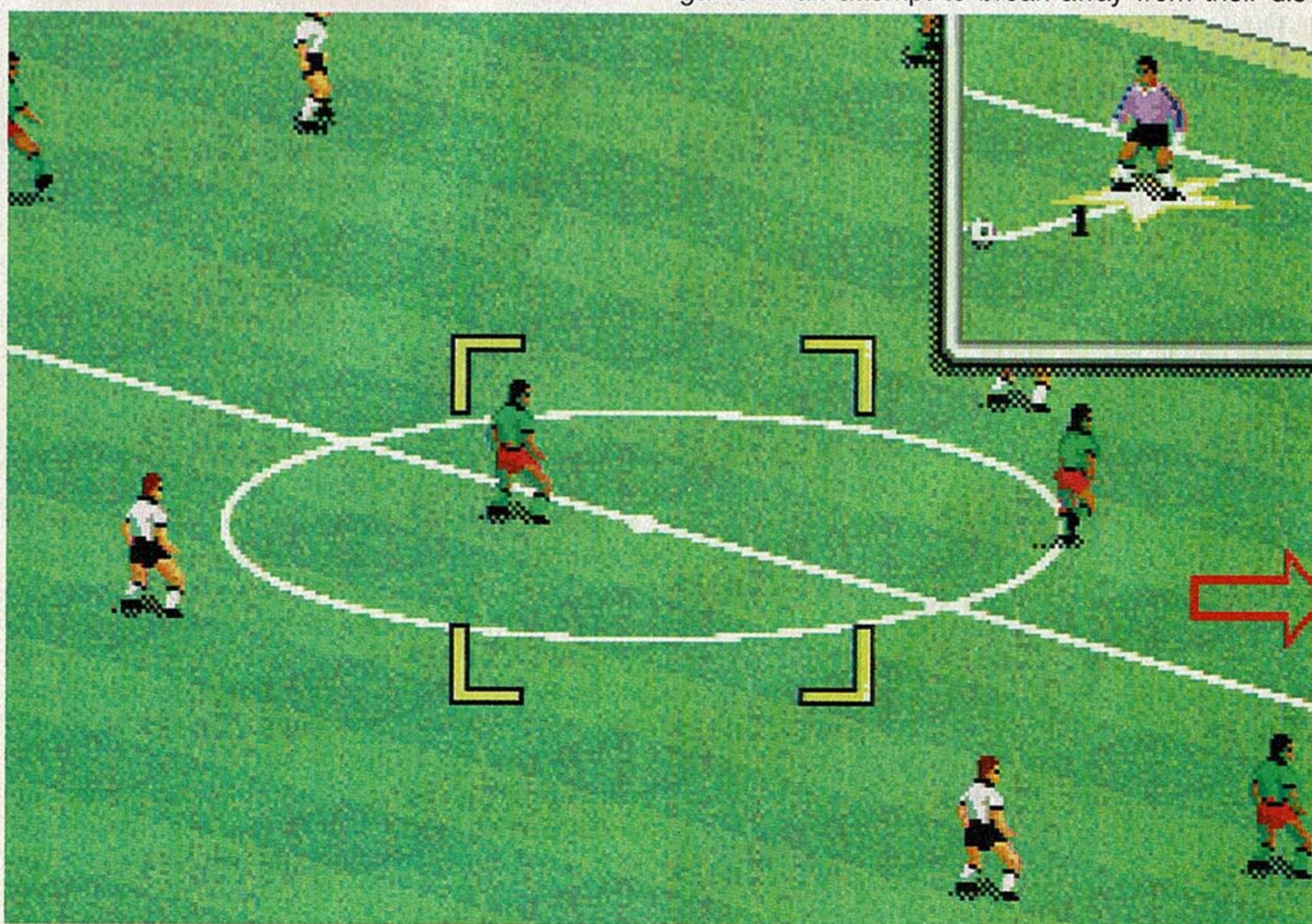
"Goooooalllll!" screamed the excited commentator as out on the pitch the players went wild. Somersaults and cartwheels are the order of the day as jubilant players rub the opposition's noses in it.



Wales versus Italy. The captains have tossed up and the Welsh have chosen to kick-off. Unfortunately, it may be the last thing they win as well, as *FIFA International Soccer* doesn't feature real players so there's no Ryan Giggs to turn on the magic.

"Oh what a treat," smiled Dave. "Two great footy games in one month! How my firebutton finger has longed for this moment, oh how my joypad has yearned for a quality console kick-about. Now it's seems my prayers are answered and instead of being deprived for action, I find myself spoilt for choice."

More than anyone else in recent years, Electronic Arts have become synonymous with high-quality sports simulations. The EA Sports Network has time and again released market-leading sports carts that have more often than not wiped the floor with the opposition. Now they are releasing their first soccer game in an attempt to break away from their dis-



Unlike the poncy Japanese goalies in *J League*, the keepers in *FIFA International* are well 'ard and take all their own kick outs. When a ball goes out of play for a goal-kick, corner or throw-in you are given a large square cursor to place anywhere on the pitch. This dictates where the ball will be kicked/thrown to. Whether it will reach or not will depend upon your player's individual statistics when it comes to kicking or throwing. It therefore pays to get to know your side well.

tinctly American sporting theme, and it is very, very good.

Endorsed by the world governing body of football, *FIFA International Soccer* is undoubtedly the most playable football simulation I have ever encountered on the Mega Drive. It looks great, it plays great and it bridges that elusive credibility gap between accuracy and fun.

Played from a three-quarter-style top-down perspective, *FIFA International Soccer's* first noticeable improvement on many other carts is that the player can see a sizeable chunk of the pitch and so is afforded infinitely more control over the proceedings. No need for scanners here, and no need for memorising the positions of your forwards as you pump a hopeful long pass up into the hidden opposition area.

This new view is also supposed to take away the advantage of playing up the pitch that one experiences when playing the more traditional vertically scrolling games, although I don't think that will ever really be overcome as the player kicking from left to right will always be able to see a clearer view of the goal.

There are a wide range of options at the command of the players, including pitch and weather conditions which affect the way the match is played. Players can slip on greasy surfaces and the ball bounce may be more fierce on a hard pitch and so forth.

Over 40 international teams are contained within the game and they've all been programmed to look and behave in a similar manner to their real-life counterparts. For example, I was stunned when — playing as England against Brazil — I went three goals down to rifling shots from way outside the box. I tried similar shots but was unsuccessful: this was because this is not England's true style of play. I eventually realised this and won through by attacking relentlessly and tackling tenaciously in the middle of the park... the England way, you see (take note, Mr Taylor).

Once you're familiar with how your team feels most comfortable playing, you can go one step further by checking out each player's individual

strengths and selecting a strategy that best suits your side or indeed, a side that suits your strategy. You can dictate which areas of the park the various units (midfield etc) patrol, and in doing so can encourage your defence to push up or your forwards to chase back and so on; the decisions are left entirely up to you.

When you actually begin to play *FIFA International Soccer* you realise what you have been missing with so many other soccer titles on the console. The game is exciting, frenetic and realistic. Spurred on by a context-sensitive crowd that boo if you foul, cheer if you score and generally get excited as teams attack, the game is brought to life by over 2,000 frames of player animations that ensure each sprite is able to pull off all the moves afforded to a real professional, plus a little bit more. They can jump over tackles, bicycle kick, elbow opponents, do diving headers, send crosses in from the wing and even dummy the opposition with neat back-heel turns. And the keepers are no slouches either, leaping to push balls over the bar, sprawling at players' feet and even coming to collect crosses.

If all this sounds namby-pamby and a little too Continental for you, then your team can rough it up

with the worst of them, punching, shoving and even head-butting the other side, often off the ball. Be careful of these sort of tactics, however, as the refs are very tough!

For me, though, the biggest advantage this game possesses over the rest is the excellent burst of speed you can give your players by pumping the C button. This has, of course, been seen before in EA games — most noticeably in the Ice Hockey titles — but it gives football that distinct edge that it has always been lacking. You can utilise a player's pace to take him soaring past careless defenders, to charge in on the end of long balls or to chase back from midfield to help out the defence. It really is a great feeling when you time your burst just right and overtake a defender to blast the ball into the net.

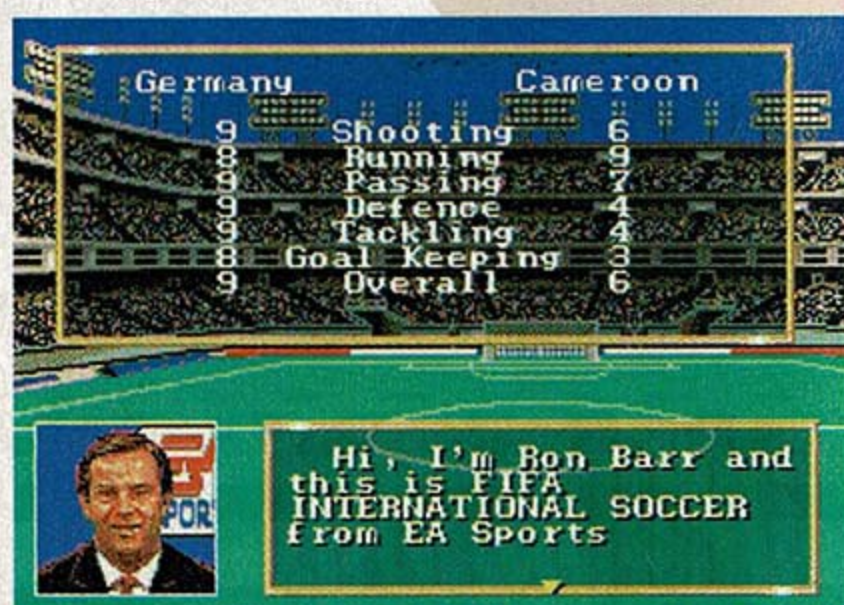
I'm sorry if this preview sounds a little one-sided but I really can't fault *FIFA International Soccer*. All right, sometimes you can shoot from a little too far out at the moment but I'm sure that will be rectified. At the end of the day, this game isn't even fully finished yet and it's still the best soccer game I have ever played — except, of course, for the time when Manchester United asked me to turn out for them against...



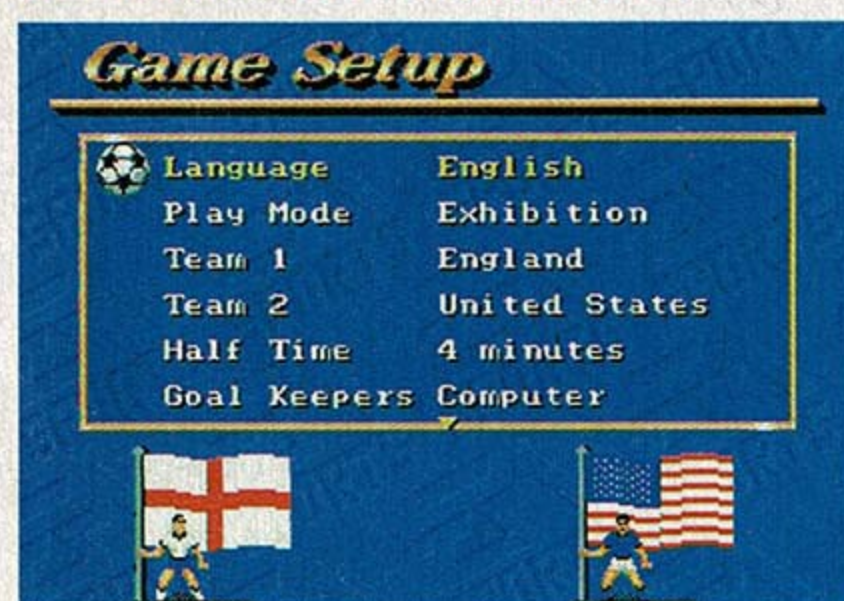
Sweet as a nut. This ball's sailing into the net over the keeper's head. By the time he dives it'll be too late and I will be celebrating all over the park as I lead my victorious team to the league title. Well, maybe that's all a little bit of an exaggeration, but it was a goal, honest.



Lucky the game had an action replay feature or you would have missed this great diving header that I scored against Scotland. Similar to the replay function in the Ice Hockey games, this lets you follow individual players around the screen or just home in on certain areas of the field. Very useful for keeping an eye on those lazy players in your side.



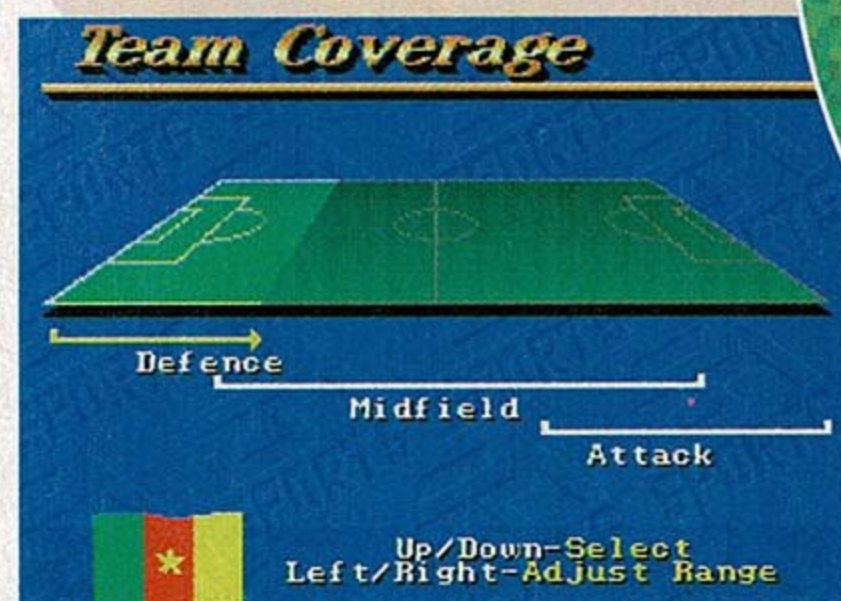
Before every game there is a match-up screen in which you can compare both teams' strengths in their various playing departments. There is also a brief pre-match summary from that Ron Barr guy. Who is he?



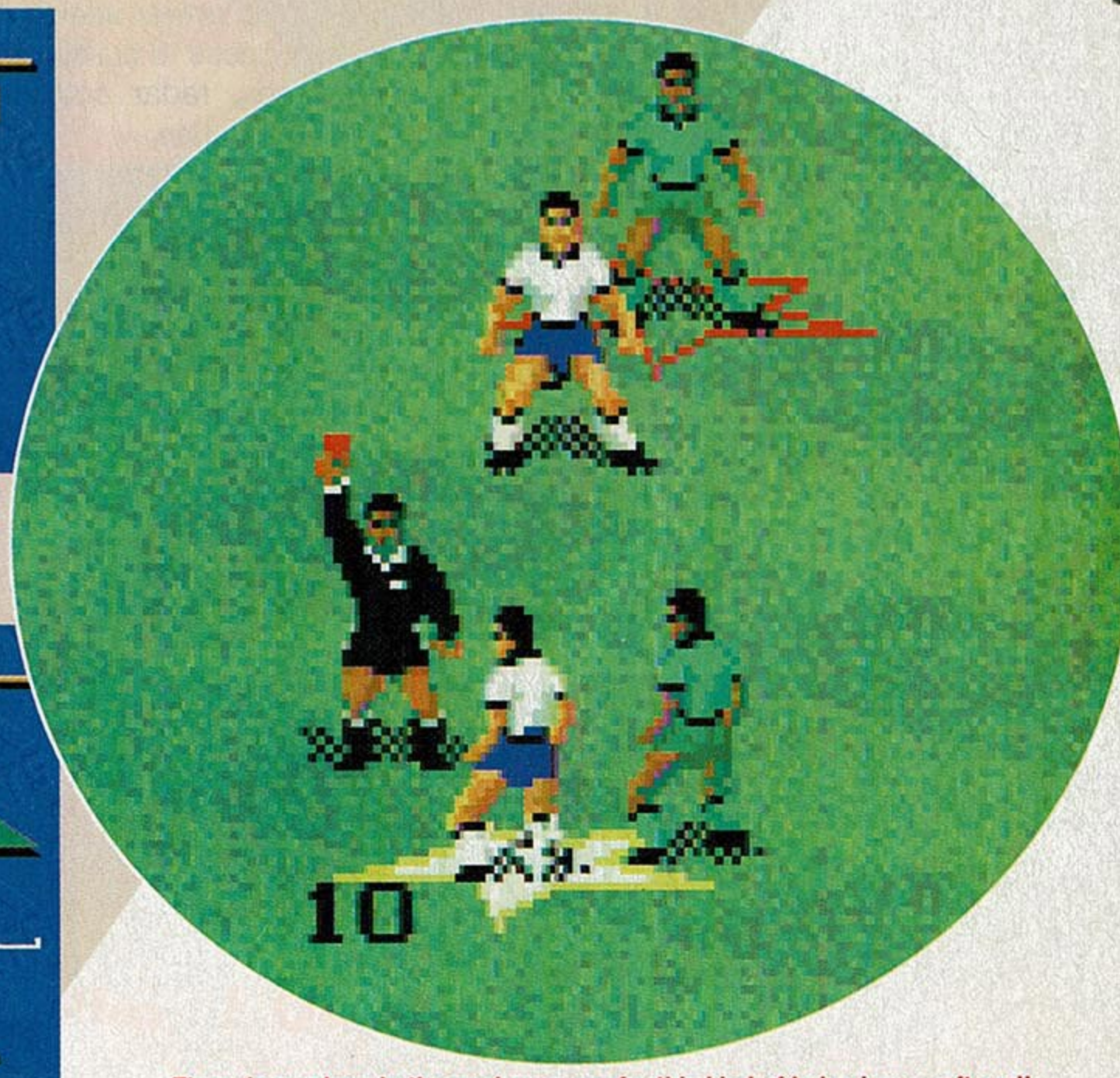
Oh no, not England versus America again, I don't think I could stand it! The option screen for the game is fairly lengthy and pretty much allows you to choose any playing environment you want.



You can play in any way you want. One player, two players, four even if you use the four-way adaptor. You can play three against one, two on the same side against the computer, it's up to you.



Well-cool option, this. The team-coverage screen allows you to influence the areas of the park that your team will play in. You can stop your defence from pushing up to far or encourage your strikers just to goal-hang, suit yourself really.



There is no place in the modern game for this kind of behaviour... after all, sending a player off just spoils the game. No seriously, if you choose to play the game with full fouls turned on then you will discover that the refs are very, very tough. However, this sometimes works to your advantage, particularly when you are playing someone as dirty as EA's David Wilson. He makes Vinny Jones look like Bambi.

PREVIEW



Whichever of the three sides you choose to fight for, you get your own personal adviser. This one is Cyril, representing the Atreides. He briefs you on your next mission and gives you handy advice to help you win.



Clicking on the construction yard brings up this selection screen. Here you can choose to build any of the constructions shown — more elaborate ones appear here as you progress through the game.



Usually your forces are for protecting your own installations, but if you find an enemy base you can send a raiding party to attack it. Here three Atreides (blue) trikes attack an Ordos base, destroying one of its buildings by firing at it for a good while.

Variety is the spice of life, as they say, and the original *Dune* game offered it with a combination of adventuring, strategy and resource management. In *Dune II: The Battle For Arrakis*, however, Spice is more important than life itself. In this pure strategy game, three opposing sides are battling it out to mine as much Spice as possible.

As you'll know if you read the Frank Herbert book (or this issue's *Dune CD* review!), Spice is a very strange substance that broadens the consciousness and even bends the time-space continuum to enable instant travel to any part of the universe. As such it's obviously very valuable, particularly as it's only found in one location: the desert-covered planet of Arrakis, also known as Dune.

The Emperor has laid down a challenge for the galaxy's three ruling houses to see which is capable of dominating Dune. Unlike the first game, where you were on the side of the goodly Atreides, in *Dune II* you can play any of the three sides, including the insidious Ordos or the evil Harkonnen.

After a mission briefing from your "Mentat" (adviser), the scene switches to a plan view of your base on the planet's surface. At first, this merely consists of a small construction yard. Moving the cursor over this and pressing a twice



Your base comes under heavy attack from Harkonnen (red) forces. They're going straight for your wind-trap power station. As this gets damaged, some of your other buildings may cease to work properly. The radar outpost (to the left of the power station) has already stopped working, so the radar scanner (bottom right) has gone black. Repairing the power station will restore this useful facility.

takes you to select-construction screen where you choose what to build next. Initially this is limited to concrete slabs for building foundations and a wind-trap power station, but as your base grows you get access to buildings such as barracks, vehicle factories, radar outposts and the all-important Spice refineries.

The latter come complete with their own Harvester vehicle to mine Spice found on the scrolling play area around your base. On early missions your objective is simply to collect a set quota of Spice. This is complicated by the intervention of enemy forces which regularly raid your base, causing damage to buildings and sometimes destroying them. This is where your own troops and vehicles come in. They can be ordered to move to any part of the map, revealing more previously blacked-out territory as they go, and attack enemies. Combat is implemented automatically, with the units firing at

each other until destroyed. However, if your units are low on energy you can always make a run for it. Reinforcements are made in barracks and vehicle factories, although this costs valuable credits earned from your Spice mining.

Achieve your mission objective and you're rewarded with a password for the next, which plunks you down on a different part of the planet with another small base to build up. On later missions the action really hots up with such mega-weapons as nerve gas and nuclear cluster bombs becoming available.

Written by Westwood Studios — the team behind the *Eye Of The Beholder* and *The Legend Of Kyrandia* computer RPGs) — *Dune II* is much easier to pick up and play than most strategy games. It should provide plenty of exciting action in a three-sided battle to the death when it's released in early '94.

Strategy with spice

With the original *Dune* game shortly making its debut on the Mega-CD (reviewed this issue), much confusion was caused by the fact Virgin are also releasing *Dune II* on the Mega Drive. However, the sequel turns out to be a completely different sort of game...



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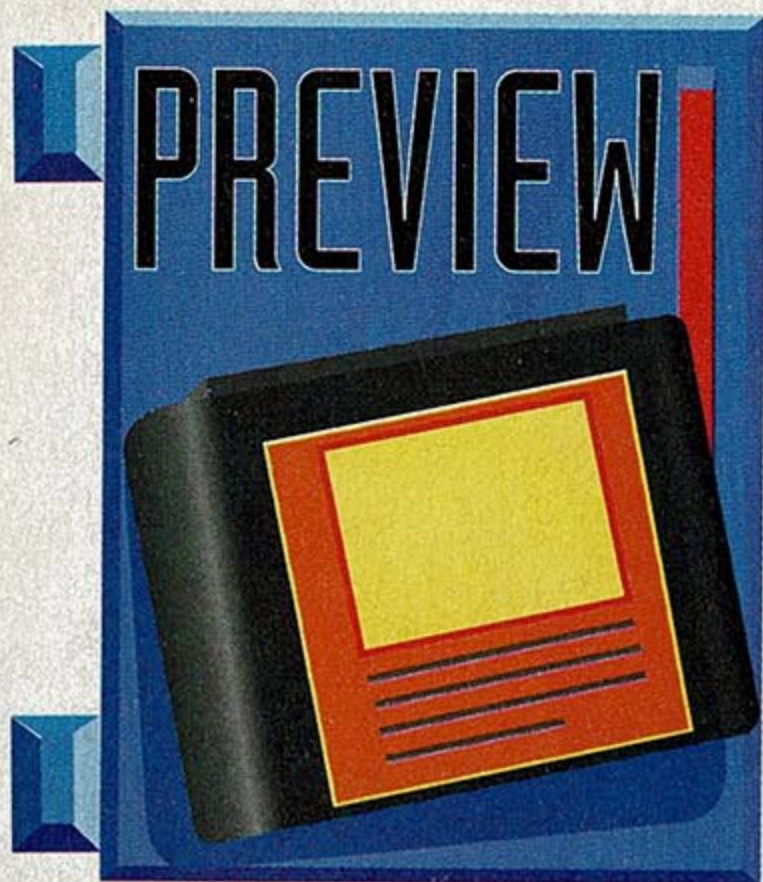


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Not ones to rest on their laurels, even with all the fuss that will surround the release of the excellent Aladdin over the next few months, Virgin and those hugely busy people at Disney are already preparing their next treat for game fans. Dave Perry, has been working his bronzed fingers to the bone in sunny California to produce yet another blockbuster Disney conversion. The Jungle Book won't be available until some time in April next year but we've spared no expense here at Mega Power to ensure that our readers get to see it first.

Despite only just completing the endless work that went into Aladdin, and the success of games like Global Gladiators, Cool Spot and Megalomania, it seems that Dave Perry just can't slow down. His latest challenge has been to bring one of the all-time classics from Disney, The Jungle Book, to life on cart. It's never easy working with something that is so familiar to so many people as it means that everybody has an opinion of what it should include and how it should look and ultimately how do you top Walt Disney?

The Jungle Book looks set to follow in the mould of Dave Perry's previous games, very slick, very captivating and setting the highest possible standards. But even for a programmer with the pedigree of Perry a project like this is an awesome undertaking and not something that can just be rushed out onto the market. We saw an early

demo version of the game at last April's ECTS and yet it will still be another five months until the finished product hits the shelves. Time well spent though, because you can rest assured that, once finished, the wait will be totally worth it.

The Jungle Book features the athletic antics of little Mowgli the man-cub, as he is called, who was abandoned in the Jungle as a baby and brought up by wolves. As you would expect, Mowgli knows all about surviving in the wild, something that will undoubtedly stand him in good stead for his perilous journey through the jungle on his way to the man village on the other side. However, in order to reach his goal he must travel through twelve tricky levels, solve numerous little puzzles and take on all manner of beasts.

Throughout his trek, he will encounter and interact with all the characters featured in the film, whilst you tap your feet and reminisce to the wonderfully catchy tunes that make up the soundtrack of the movie. Mowgli can swing on vines, spring off coiled snakes and keep wayward adversaries at bay with an endless supply of bananas. Among the countless items that he can pick up and use along the way are special boomerang bananas and a blow-pipe, which uses nuts for ammunition, very useful for seeing off the more menacing of the jungle's inhabitants. As you would expect there are also various energy power-ups and bonus items for the jungle lad to find and many dangers to avoid.

Progressing from the jungle, Mowgli makes his way up the great tree, where he must hang on the vines and get rid of the annoying Macaws that stand in his way. He also gets to join a regimented herd of elephants in a graphically beautiful level based around the movie's hup-two-three-four march of the Dawn Patrol. Riding on the backs of elephants seems like a pic-

nic however, compared to the river section that awaits him next. Leaving his big-eared friends Mowgli must avoid all sorts of treacherous obstacles and watery predators waiting to give him a nasty nip. Alligators, giant fish, and piranha, falling rocks and logs. This is no stroll along the canal so you can imagine Mowgli's relief when he can use friendly turtles backs in order to negotiate ominous gaps before eventually bumping into his old friend Baloo. Useful bear this, you can sail down the rest of the river on his stomach, passing the tree village and docking in King Louie's domain.

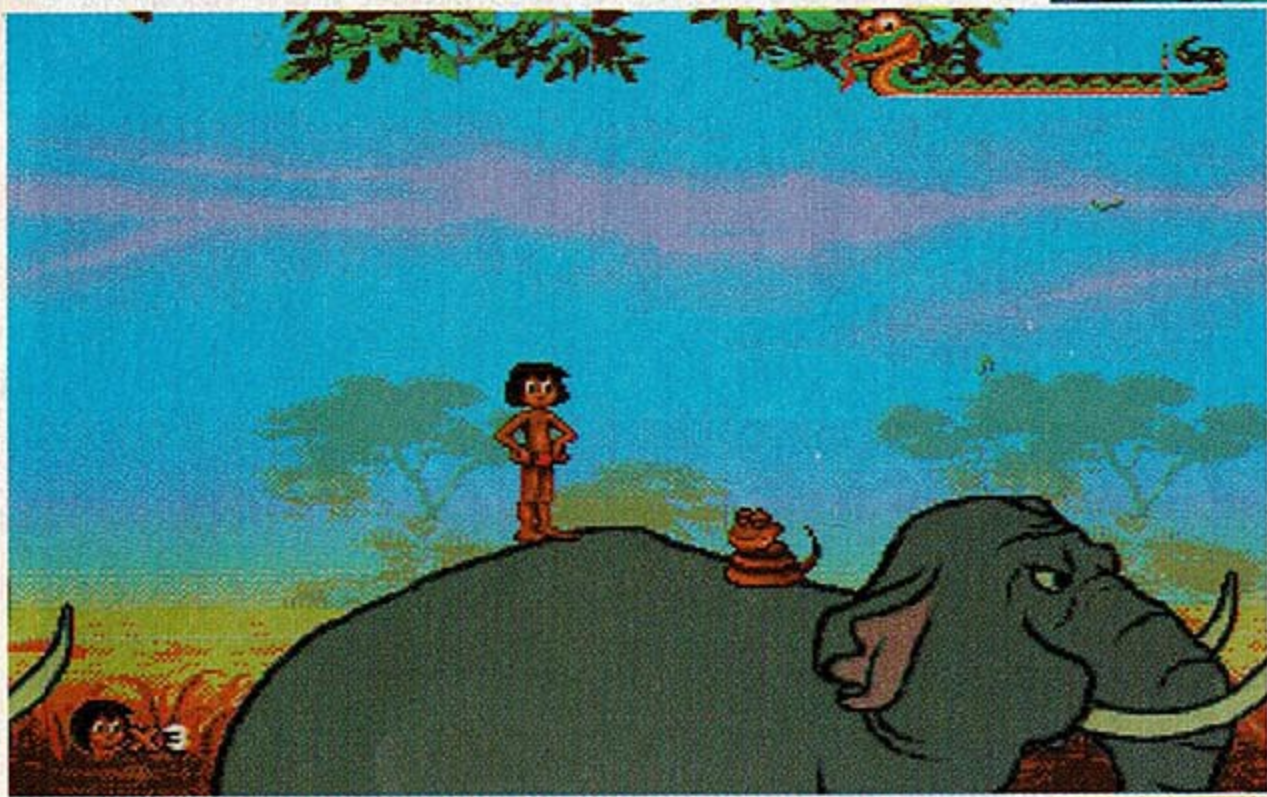
Once here King Louie, and his band of merry chimps certainly give the young boy some serious grief. As if he hasn't had enough to contend with, Mowgli must face wild boars, snakes, spiders and even a witch doctor, who has seriously lost it. Majestic tiger Shere Kahn makes his appearance, as do loads of vultures, vampire bats and scary trees. All in all the perilous journey that Mowgli must make to the man village, is peppered with obstacles all out to stop our skinny little hero.

I hope I've managed to wet your appetite a little because although I'm only writing from what I have played so far, I am totally confident that this game will be a massive smash when it appears next year. The cartoon-like animation, has still to undergo the magic of the Disney artists, and will undoubtedly be something very special indeed, as will the backgrounds and soundtrack. The Jungle Book, looks set to become one of the big games of 1994, but if companies such as Virgin and Disney keep producing games such as this, isn't it justifiably so!



...forget about your worries and your strife...

NOVEMBER 1993



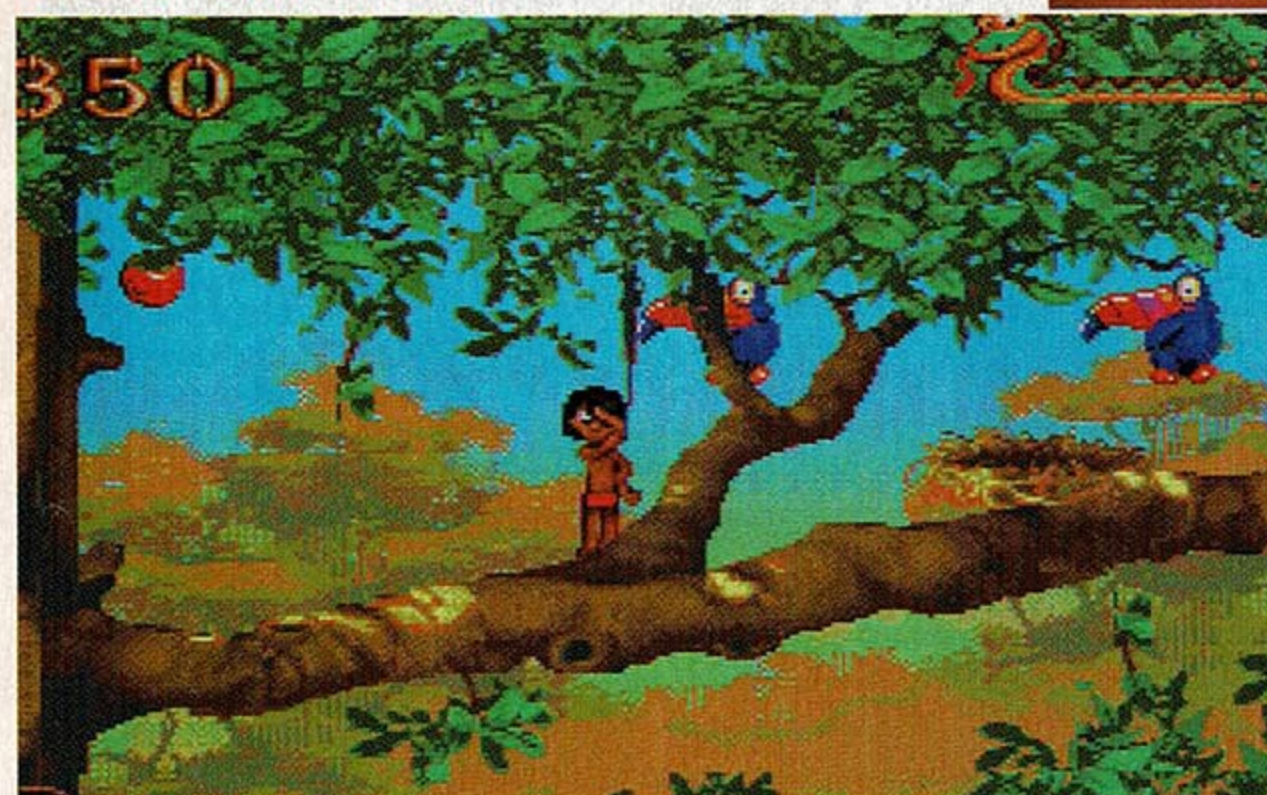
This level is called Dawn Patrol, so called because Mowgli gets up at dawn and travels on the elephants' backs. In this working-progress picture nothing much happens, but I am sure on the finished product there will be tons going on.



In the ruins of an ancient temple, Mowgli must take on monkeys, revolving skulls and poisoned darts. If this isn't enough, poor Mowgli has to jump for his life to avoid being brutally slayed by the vicious thugs hiding in the ruins.



Climbing up and down vines is something Mowgli must get used to. From this picture you can see Mowgli scaling the heights as he tries to reach his destination. Seeing as it's the Jungle Book, expect to find everything jungley.



In the Great Tree (as this level is called) are Toucans that watch your every move, and items that are waiting for you to collect them. Falling off the branches can and will cause your death so take care and check your every move.



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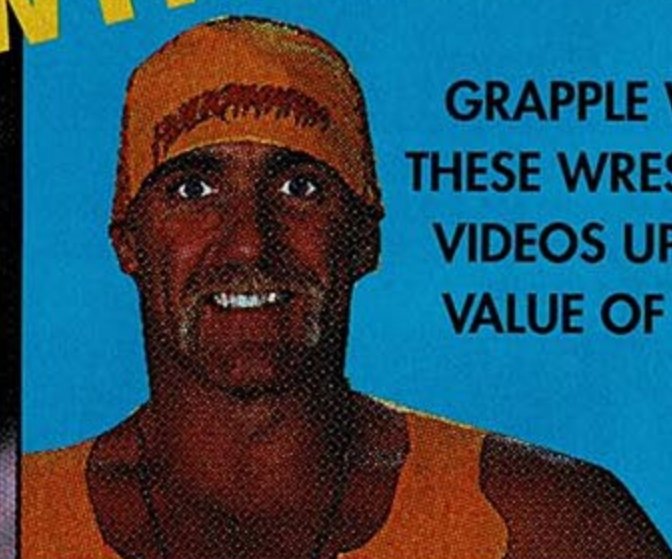
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the review

Mega Drive or Mega-CD. Look here first to see if it's on your machine.

A bit of background to familiarise yourself with what sort of game we're reviewing. You're bound to find something here that you didn't already know, so this is the best place to start.

Percentage, here's the rating we gave it.

Where applicable, we tell you a bit more about games similar to the one we're reviewing.

We get deep in the pixels of a game and try to convey the action by showing close-ups from the game. Here you could see anything from a series of slamslams to the demise of General Ortega.

If all you want to know is what we think about the game, this is where you should start. Each of us has our own gaming likes and dislikes, and it's here we can let rip. Our strict reviewing policy means every one of us must justify our opinion to the others.

REVIEW
STREET FIGHTER II

Can the Mega Drive beat the SNES at its own game? Phil King fights in the street for his copy of the most eagerly awaited beat-'em-up since, um, Mortal Kombat.

U nless you've been living in a cave for the past year and a half, you'll know that Street Fighter II is the best fighting game ever made. It's the one that started the whole 'beat-'em-up' craze, and it's the one that's still going strong. It's the one that's made the Mega Drive a household name, and it's the one that's made the Mega-CD a household name. It's the one that's made the Mega-CD a household name.

MEGA BLAST

MATCH PLAY

OVERALL 95

this is the best version of what is undoubtedly one of the greatest games of all time

THE JOY OF SIX

NOVEMBER 1993 27

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THE JOY OF SIX

NOVEMBER 1993 29

One picture in each review will have numbers scattered over it. Using these, we can go even more in-depth explaining elements of the game. Each number corresponds to a numbered caption near the picture.

Instead of blathering on for thousands of words explaining every single element in the game, we give you pictures instead. After all, a picture tells a thousand words, and with the amount of pictures we use, you'll be getting the equivalent of a magazine's worth of text for every review. Beneath each picture, we tell you exactly what's going on and what we think about it.

No, we won't be pulling some strange facial expression in the hope that you can work it out (that's so Eighties...). Each picture fulfils two purposes: it tells you who's written the comment, and what they thought of the game. Red (hot!) means "I think the game's great". Green (neutral) says "it was fun, but I wouldn't buy it". Finally, the blue (cold) face says "I wouldn't even recommend this to that annoying kid in MacDonald's". Any game with a blue face on it should be approached with trepidation.

Here we give you the hard facts. Read this and the personal comments to get a quick view of the game.

the ratings

MP
FINAL VERDICT
"A brave attempt at bringing the caped crusader to the small screen. Unfortunately the jerky animation poor collision detection render this cart virtually unplayable. This game makes even Adam West appear believable."

BATMAN RETURNS
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GAMEPLAY 70
GRAPHICS 70
SOUND 70
ADDITION 70
OVERALL 90

one player
CD
no password
available in UK

Game name.
Who it's from, how much it is, and when it's coming out.

A comparison with other games you might consider buying instead.

How big the cart is (not applicable to CD games).

Where in the world it's available.

How many players can partake in the action.

If there's a save option, how it works and what it saves.

GAMEPLAY

Takes into account how the game feels. Is it fun to play? Was it difficult to get into? How original is the design?

GRAPHICS

Looks at animation, use of colour, definition, variety and functionality. Ultimately, does it look as good as it should do?

SOUND

Are the tunes and sound effects any good, and, secondly, do they suit the game and build a convincing atmosphere?

ADDITION

Most games are fun initially, but how long will you be playing it? Is it the sort of game you'd play months after buying it?

OVERALL

- 0-30% - Don't bother. A load of rubbish and serious damage to street-cred.
- 40-50% - A very risky purchase. Don't blame us if you get a dog.
- 60-80% - A decent game, but may only be suited to certain players.
- 90-100% - Everyone will love this. We'd lash out the cash for it.



THE MEGA BLAST

This is the ultimate accolade any game can receive. Only games that score above 90% are awarded this supreme honour and should definitely be near the top of your shopping list.

REVIEW



STREET FIGHTER II

Can the Mega Drive beat the SNES at its own game? Phil King fights in the street for his copy of the most eagerly awaited beat-'em-up since, erm, *Mortal Kombat*.

Unless you've been hibernating on the planet Zog for the past year, you'll know what *Street Fighter II* is all about. Even the most ardent Mega Drive fans had to admit, albeit grudgingly, that the SNES conversion of the cult coin-op was incredibly addictive.

Unfortunately, with the game being hyped to hell as the flagship of Nintendo's marketing for the SNES

last Christmas, a Mega Drive version looked unlikely at the time. The wait has been a long one, but it's definitely been worth it. Not only has the game been accurately converted to the Mega Drive, but as the *Special Champion Edition* it boasts all the extra features seen in the new souped-up SNES *Turbo Edition*.

Instead of just choosing your fighter from the eight original ones, you can also select any of the four big bosses — Balrog, Vega, Sagat and M Bison. And to finally put an end to those 'but your character's better than mine' arguments, both players can select the same fighter, so you can have epic Chun Li vs Chun Li battles.

Another impressive new option is the Hyper mode. This enables you to set the speed (from nine settings) of the action, from slow motion to fast forward — just watch those huge sprites zip around the screen.

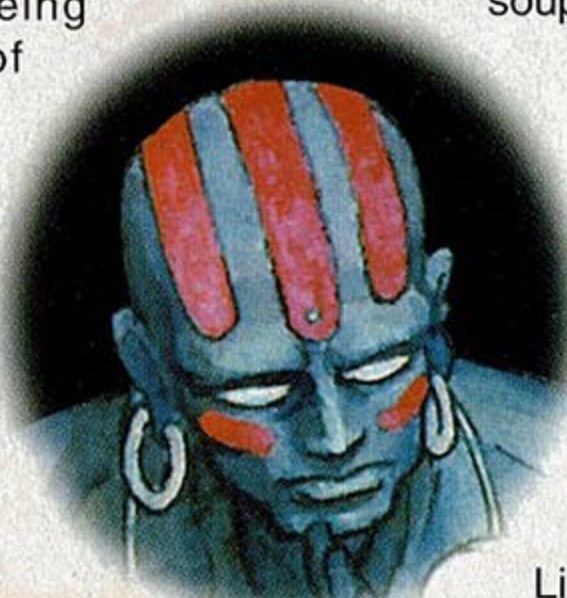
As well as the usual two-player contests, you can now participate in two types of Group Battle. Here each player selects up to six different fighters for

his 'team'. In Match Play mode, these are paired off against each other for a series of contests: the winner of the most wins the match. The Elimination mode differs in that the winning fighter of the first contest stays on to fight the losing player's next fighter. The first player to have all his fighters eliminated loses. In this mode you can even have a different number of fighters per side, if one player is much better than the other.

The one-player mode has also been enhanced, incorporating all the coin-op's bonus stages. After every four opponents, you get to smash up a car, demolish a pile of bricks, or bash barrels — finish within the time limit for a huge bonus.

With such classic beat-'em-up playability plus a vast range of new features and options, Sega reckon this conversion will beat the rest to a pulp.

MEGA BLAST!!



That Brazilian mud monster Blanka was raised as a wild animal in the Amazonian rain forest. That's where he must have learnt this vicious attack. His Face Bite can only be accessed at very close range, but it's a real energy drainer — even for the flabby Sumo wrestler E Honda, shown here. However, the tubby one has his own nasty close-range attack: a Bear Hug to really crush his opponents. In fact, every character has at least one close-range move, ranging from karate throws to spinning piledrivers.

MATCH PLAY

MATCH PLAY						2P
1ST CHUN LI	1ST DHALSIM	1ST E. HONDA	1ST KEN	1ST RYU	1ST ZANGIEF	KEN
2ND	2ND	2ND	2ND	2ND	2ND	KEN
3RD	3RD	3RD	3RD	3RD	3RD	
4TH	4TH	4TH	4TH	4TH	4TH	
5TH	5TH	5TH	5TH	5TH	5TH	
6TH	6TH	6TH	6TH	6TH	6TH	

Tactics come in when choosing your fighters for group battles. As each fighter can only be chosen once it's a good idea to select your favourite characters first, to prevent your opponent from stealing them. Zangief's usually the last to be picked.

1P WIN!					
TOTAL 4-1					
2P LOSE					

Group battles can involve up to six different fighters per side. Whoever wins the most bouts is the victor. In Match Play, each team member fights his opposite number; in Elimination mode the winning combatant stays on to fight the next opponent.



Two of the big bosses fight it out. The battle-scarred (but not scared) kick boxer Sagat takes on the masked Spaniard Vega. The latter benefits from immense athletic ability coupled with those metal claws he wears — his only weakness is that he likes to pose a lot (when played by the computer, at least), enabling opponents to get in quick hits. Here Sagat blasts him with a Tiger Shot, his version of the fireball. He can also deliver a deadly Tiger Uppercut punch to knock opponents to the ground.



- 1 This icon indicates that E Honda has already won a previous bout. As contests are the best of three bouts, he only needs to win one more to be victorious and, in solo mode, carry on to fight the next computer opponent.
- 2 You score points with every successful attack. Bonuses are awarded for smashing crates during combat, but even bigger scoring is done in the special bonus sections where you destroy cars, bricks and barrels.
- 3 The fighters' energy bars show who is winning the bout. Some attacks drain more energy than others. If one is knocked to zero, that fighter loses. Bonus points are awarded for the amount of energy the victor has left.
- 4 There is a time limit for each bout: if it runs out, the winner is the fighter with the most energy remaining. Bonus points are awarded for finishing off an opponent quickly, so get to it!



This screen will be familiar to those who have played the SNES game. It enables you to determine the attack levels of both fighters, which can be different if you want to handicap a more experienced player. From here you can also select the fighting backdrop. A new option is Special Moves which allows you to toggle any of the fighters' special moves on/off.



Hold on a sec... just pinching myself to make sure it isn't all a dream. Street Fighter II certainly plays that way, I can't believe quite how good it is. It certainly proves that the Mega Drive can compete technically with the SNES. Street Fighter II may have been a dazzling software showpiece for that machine last Christmas, but it's even better on the Mega Drive.

Graphically it's superb. All the colour, fluency and detail of the original is intact, while the redesigned fighters look much tougher. The speed is impressive on normal mode, never mind using the Hyper option — setting that to maximum is a great laugh, although the game becomes pretty unplayable at that frantic pace.

Even more impressive is the range of options offered by this Special Champion Edition (all those from the new SNES Turbo Edition). It's great fun being able to control the big bosses and use their incredible special moves. Completely equal contests can now be had by selecting the same character. And if you think one character's special moves are too powerful, you can turn any of them off; for example, disabling M. Bison's Flaming Torpedo.

Although I still prefer the two-player mode, the solo game's also much improved by the inclusion of all the coin-op's bonus stages. Not only are these a fun challenge, they provide relief from the frantic fighting action. Enhancements such as this make a near-perfect game into a perfect one. Don't miss it.

PHIL

OVERALL %

95

this is the best version of what is undoubtedly one of the greatest games of all time

THE JOY OF SIX



The great news is that *Street Fighter II* can be played with either the standard three-button joystick or the eagerly awaited six-button pad (already available on import). Obviously the latter makes for easier control, particularly for those already familiar with the SNES game. Each basic move has its own button: x, y and z represent the three strengths of punches, while a, b and c do the same for kicks. As usual there's a game option to alter these to your personal preference.

On a three-button pad, you have to press the START button to access some manoeuvres. As such, control is slightly trickier at first, but once mastered you can use the full range of fighting moves (none have been omitted) without any real disadvantage.

MEGA POWER

ZANGIEF

From: Russia
Birthday: 1-6-1956
Height: 211cm
Weight: 115kg
Vital Stats: 163-128-150cm
Blood Type: A
Special Moves: Clothesline, Piledriver, Spinning Piledriver



At close range, the Russian man-mountain can perform powerful punches and wrestling moves. His speciality is the devastating Piledriver, smashing his opponent's head into the ground.

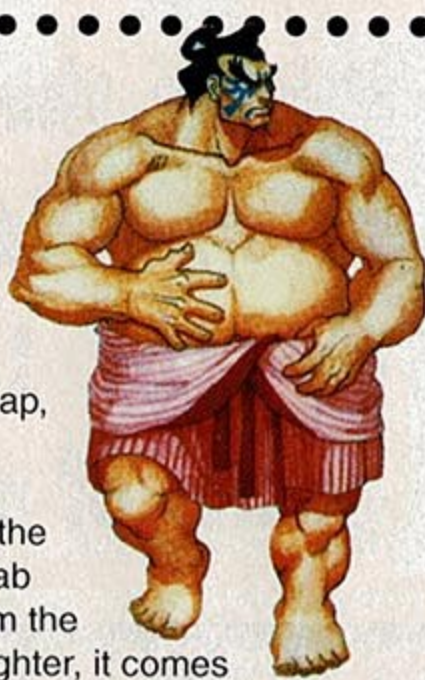


E HONDA

From: Japan
Birthday: 3-11-1960
Height: 185cm
Weight: 137kg
Vital Stats: 212-180-210cm
Blood Type: A
Special Moves: Hundred Hand Slap, Sumo Torpedo, Belly Flop, Bear Hug



Although the Sumo's flab makes him the slowest fighter, it comes in useful for flattening opponents with a Belly Flop. Honda's ultrafast Hundred Hand Slap can now be used while he's moving.



CHUN LI

From: China
Birthday: 1-3-1968

Height: 170cm
Weight: unknown
Vital Stats: 88-58-90cm
Blood Type: A

Special Moves: Lightning Kick, Fireball, Spinning Bird Kick

One of the fastest fighters, Chun Li is particularly powerful in the air. In this version

she can even perform her famous Spinning Bird Kick in mid jump. She's also been given a fireball.



RYU

From: JAPAN
Birthday: 21-7-1961
Height: 175cm
Weight: 68kg
Vital Stats: 112-81-85cm
Blood Type: O
Special Moves: Fireball, Dragon Punch, Hurricane Kick



A karate black-belt, Ryu is a good all-round fighter. As well as performing

fast punches, he is very good in the air — especially as he can now perform his spinning Hurricane Kick in mid jump.



KEN

From: USA
Birthday: 14-2-1965
Height: 176cm
Weight: 76kg
Vital Stats: 114-82-86cm
Blood Type: B
Special Moves: Fireball, Dragon Punch, Hurricane Kick



As Ken trained with the same karate instructor

as Ryu, he has near-identical moves. The only difference is that Ken is slightly stronger whereas Ryu benefits from extra speed.



SAGAT

From: Thailand
Birthday: 2-7-1955
Height: 226cm
Weight: 78kg
Vital Stats: 130-86-95cm
Blood Type: B
Special Moves: Tiger Shot, Low Tiger Shot, Tiger Uppercut



Even more impressive is his Tiger Uppercut, though he's very vulnerable after performing it.

Sagat's size and reach make him hard to get close to, as do his fireball-like Tiger Shots.



M BISON

From: Thailand
Birthday: 17-4-????
Height: 182cm
Weight: 80kg
Vital Stats: 129-85-91cm
Blood Type: A
Special Moves: Flaming Torpedo, Fiery Fist, Belly Flop, Head Stomp



The last of the big bosses, M Bison has a range of very powerful moves. His dreaded Flaming Torpedo sees him spinning across the screen, engulfed in flames to burn his opponent.

The last of the big bosses, M Bison has a range of very powerful moves. His dreaded Flaming Torpedo sees him spinning across the screen, engulfed in flames to burn his opponent.



BATTLE OF THE GIANTS

So, you've saved up all your pennies, cleaned a million cars, delivered a lifetime's worth of newspapers, and you have to decide which game to buy, *Street Fighter II* or *Mortal Kombat*. In an ideal world I would say buy both. Although they fall into the same genre both games are very different and may appeal to different gamers. Dave gives us a quick breakdown of those all-important differences between the two.

Action

Both games provide a stunning array of moves that, with practice, a determined gamer can perfect to a tee. The difference between a good player and a great player, however, is how these moves are combined to powerhouse an opponent into submission. On this score *Street Fighter II* definitely has the edge over *Mortal Kombat* as its characters seem to react much faster and far more accurately.

Graphics

I actually prefer the graphics of *Mortal Kombat*. The excellent digitisation of actual martial artists gives the game a really edgy feel and the combination of these graphics with the spraying blood and death moves makes it a really brutal spectacle. *Street Fighter II*, for all its speed and accuracy, cannot capture the feel of real confrontation with cartoonistic sprites. Sorry.

Speed

Street Fighter II absolutely wipes the floor with *Mortal Kombat* in this department, and even has the option to turn the action up a peg or two as you get really good. No contest here.

Difficulty

Mortal Kombat is much easier to master than *Street Fighter II*. The special moves are less tricky to pull off and as a result the game is far easier to just pick up and play. The problem with this is that maybe the fighters become too evenly balanced and luck can become a factor in winning the contests. In *Street Fighter II* practice and dedication really do pay off. It takes time to master but it really is worth it. A great *Street Fighter II* player will always be held in higher regard than a *Mortal Kombat* exponent.

Value For Money

Both games are exciting products but it has to be said that both are grossly overpriced. I'd like to get the guy who sets these stupid price tags into a ring and demonstrate my Dragon Punch on him before ripping out his still-beating heart. You pay your money, you take your choice.

Hype

Well if hype were game sales, which it very often is, both these two should be neck and neck for the number one spot in the charts. *Mortal Kombat* has been the subject of a very aggressive campaign that has even included TV slots, whilst *Street Fighter II* has pretty much relied upon word of mouth and its own reputation to sell it. I think *Mortal Kombat* wins the hype battle but *Street Fighter II* will emerge the eventual overall champion in the sales war.

GUILE

From: USA
Birthday: 23-1-1960
Height: 182cm
Weight: 86kg
Vital Stats: 125-83-89cm
Blood Type: O
Special Moves: Sonic Boom, Flash Kick, Slammer



Sonic Boom, is easily produced — as is his powerful Flash Kick.

An ex-Major in the US Special Forces, Guile is an expert at hand-to-hand combat. His fireball, the



BLANKA

From: Brazil
Birthday: 12-2-1966
Height: 192cm
Weight: 98kg
Vital Stats: 198-120-172cm
Blood Type: B
Special Moves: Electrification, Cannonball, Face Bite



He can now perform his rolling Cannonball move high in the air.

This mutant from the Brazilian jungle can electrify his whole body to shock attackers.



DHALSIM

From: India
Birthday: 22-2-1952
Height: 176cm
Weight: 48kg
Vital Stats: 107-46-65cm

Blood Type: O
Special Moves: Corkscrew, Teleport, Yoga Fire, Yoga Flame

The mysterious guru uses his mastery of Yoga to stretch his limbs for long-distance punches and kicks. As well as his fiery abilities he can now teleport behind his opponent.



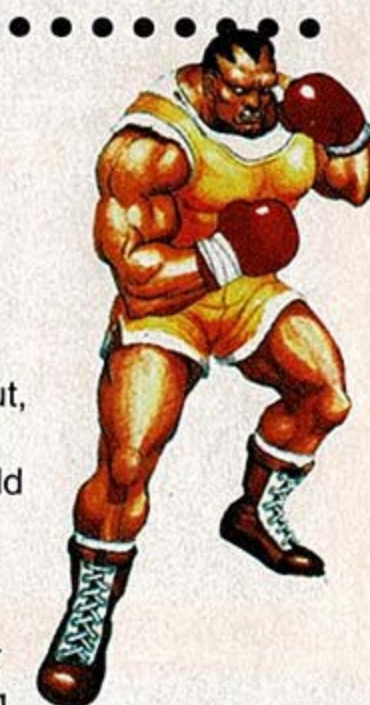
BALROG

From: USA
Birthday: 4-9-1968
Height: 198cm
Weight: 102kg
Vital Stats: 120-89-100cm
Blood Type: A
Special Moves: Dash Punch, Uppercut, Turn Punch



together some devastating combinations. His real weakness is his inability to kick.

A former World Boxing champion, Balrog is a huge puncher and can string



VEGA

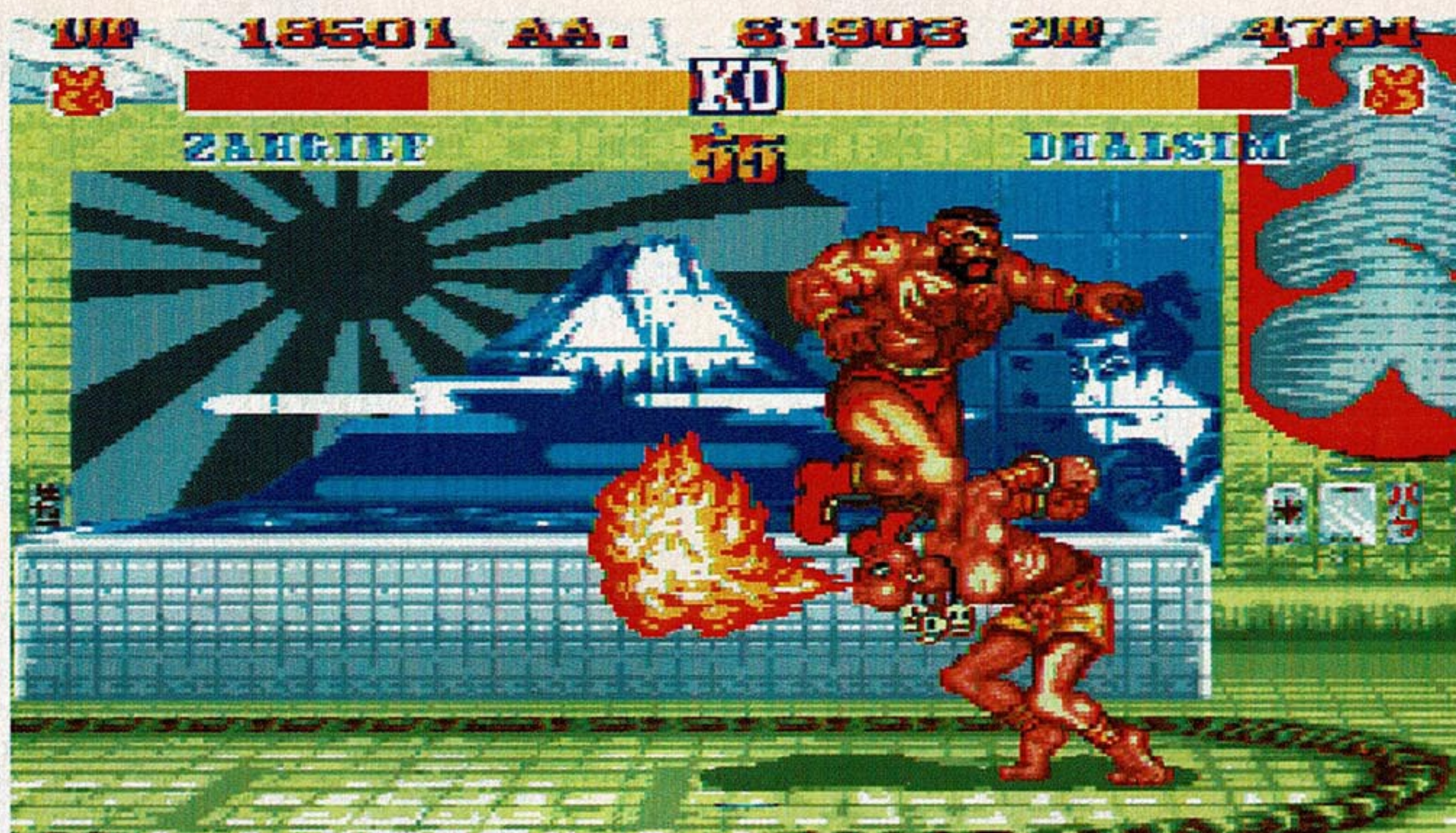
From: Spain
Birthday: 27-7-1967
Height: 186cm
Weight: 72kg
Vital Stats: 121-73-83cm
Blood Type: O
Special Moves: Izna Drop, Izna Kick, Barcelona, Crystal Roll



around the screen, executing his moves at lightning speed.

The masked Spaniard wears steel claws to make his punches even more damaging. He can zip athletically





Master of the ancient art of yoga, Dhalsim can bend his limbs to hit opponents from extreme long range. Here, however, he demonstrates his talents as a champion curry eater — it must have been one hell of a Vindaloo he had last night! Luckily for the mighty Russian wrestler Zangief, he's managed to jump Dhalsim's fiery breath, so he should be able to deliver one of his own deadly close-range wrestling manoeuvres — maybe even the dreaded Spinning Piledriver, screwing his opponent's head into the floor!



Guile may be a bit of a tough guy, but here he feels the brunt of Ken's fireball. Guile has his own version of this, known as the Sonic Boom and accompanied by a neat speech sample.



It's been absolutely ages coming, but it's here at last, and I for one am really happy. Yes, you guessed it, I love Street Fighter II. This version has everything from the SNES game, plus some extra bits: this is the business. As well as all the Champion Edition coin-op conversion, you have the Hyper Fighting option. Whack this up to nine stars and the fighting speed is incredibly fast. At this speed you'd probably think it would lose definition, but it doesn't. All the usual options are here too. The solo game still provides a massive challenge, but the best way to play is in the two-player mode, where you can use any of the big bosses.

With all the other fighting games on the Mega Drive, you'd think there'd be something to match this, but there's only one Street Fighter II and it'll always remain the best. Ignore the competition, just buy this!

STEVE



Kicking! I've always viewed the idea of Street Fighter II appearing on any format other than the SNES with great trepidation. The Amiga conversion was dire, but this version is seriously boss. How they've managed to improve upon such a great game is beyond me but it is with great pride that I can announce that the Mega Drive now possesses the best version of what is undoubtedly one of the greatest games of all time.

The sprites look meaner and move even faster than they do on the SNES and all the special moves available in the recently released Turbo Edition are here at your fingertips. You can play this with either the three-button joystick or the new six-button one, although using the standard pad does mean having to perfect the rather tricky technique of utilising the START button.

The only sticky patch on this version is the sound. At times it's a bit fuzzy and the once-familiar cries of "Hadoken!" and "Sonic Boom!" are often lost in the heat of battle, but this is a fairly minor flaw in what is an otherwise inspired product.

DAVE

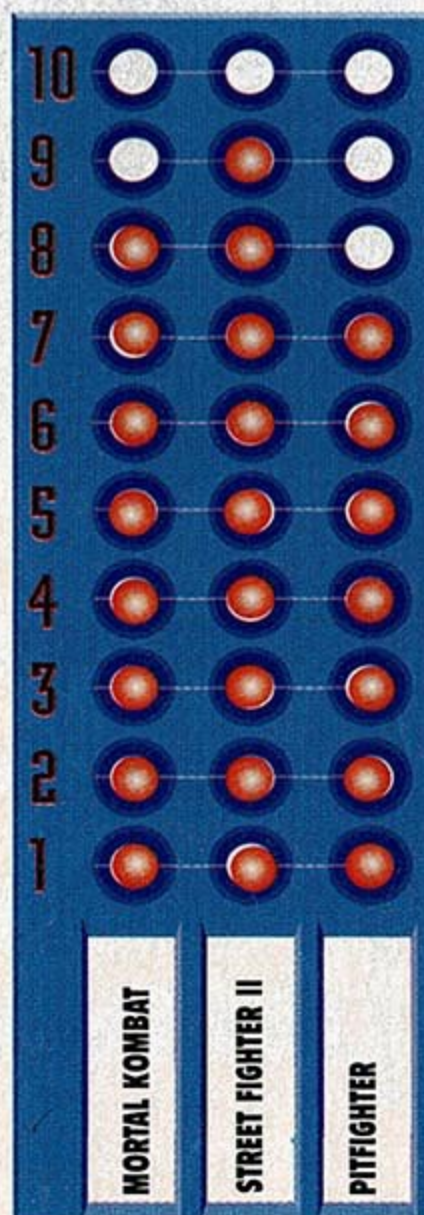


Bonus stages occur after every four opponents, requiring you to smash up a car (top), hit barrels or demolish a huge pile of bricks (above) within the time limit for even more points.

MP

FINAL VERDICT

"The best one-on-one fighting game of all time is even better on the Mega Drive. A stunning conversion, it has all the graphical detail and speed of the SNES original, but adds a host of new moves and features for even more fighting fun."



STREET FIGHTER II

SEGA
£59.99
OUT OCT

1-2 players

24 Mbit

infinite continues

available in UK

GAMEPLAY	95
GRAPHICS	91
SOUND	84
ADDITION	96

OVERALL

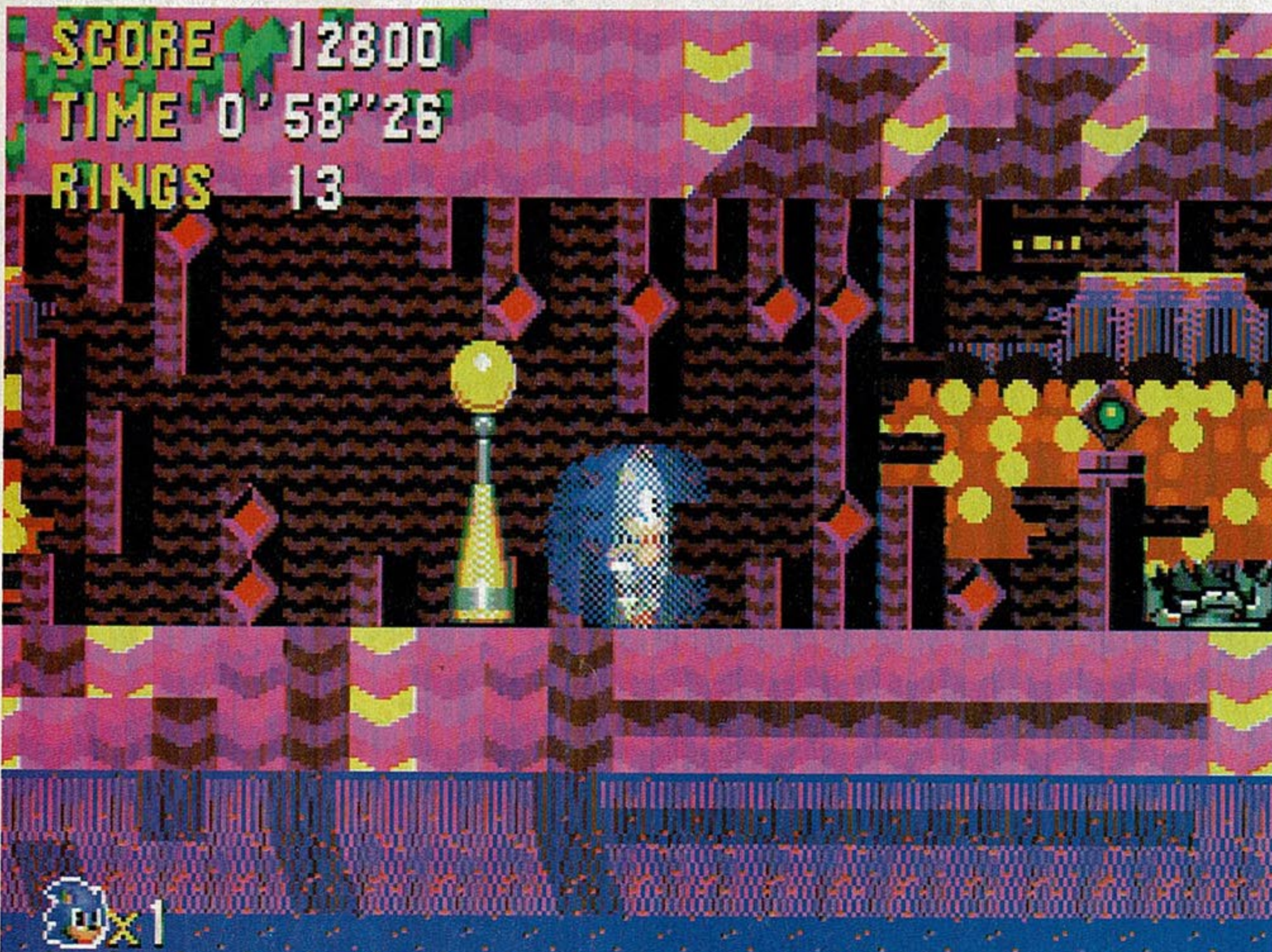
95

INSTANT ACCESS

REVIEW



Not much has changed, Robotnik is still his evil self. Here you see him precariously perched over Sonic, waiting to crush the little blue fellow from existence, poor chap!



Here Sonic is protected by his faithful shield. The items have all remained the same for Sonic CD — no new collectables have been added, probably because it would be impossible to improve on the existing ones. The lampposts are still the restart points for Sonic, so wherever you see one, make sure you touch it and it will save you from returning back to the start of the level. The format hasn't been changed, so everything you learnt from the previous Sonic adventures can be applied to this game.

Sega may have hyped *Silpheed* and *Thunderhawk*, promising us that these were the games to sell the CD, but all they really needed was this little blue hedgehog to make people sit up and notice. If you ever needed a game to help hardware sales, this is it.

Previous CD releases have boasted such things as Q-sound, fantastic intro sequences and blinding graphics, but when you see *Sonic CD* you'll find yourself saying 'Thunderwhat'? Released in October, this is finally a game to give Mega-CD owners something to smile about.

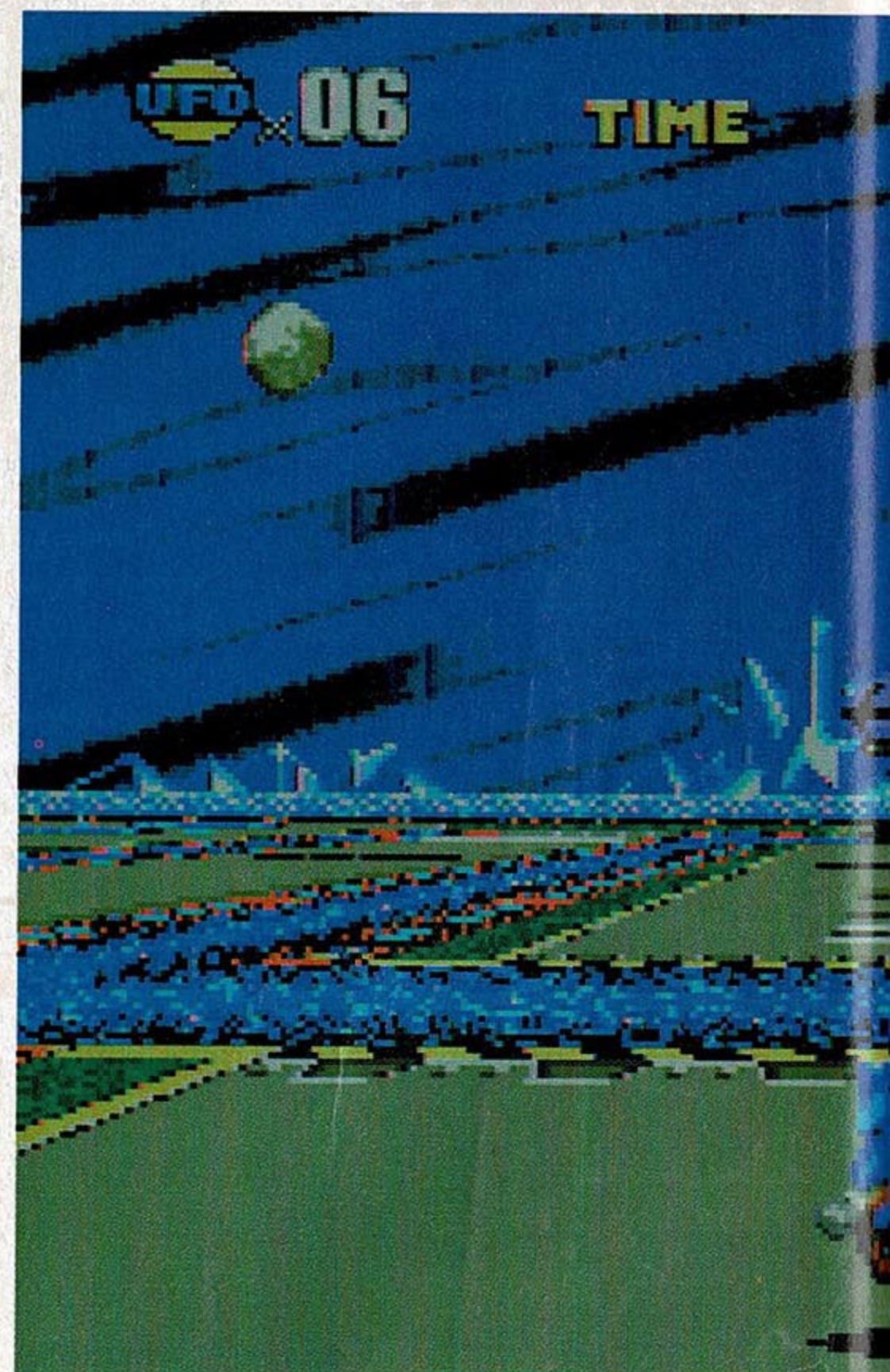


This time in Sonic's continuing adventures, there have been a few changes. You'll find no Tails, he's off sunning himself in the Seychelles. Sonic's not lonely though, for he has a new mate. This time it's his girlfriend Amy (yes, Sonic's got himself a woman!). Trouble is, she's been kidnapped by Robotnik's latest creation, a metal Sonic.

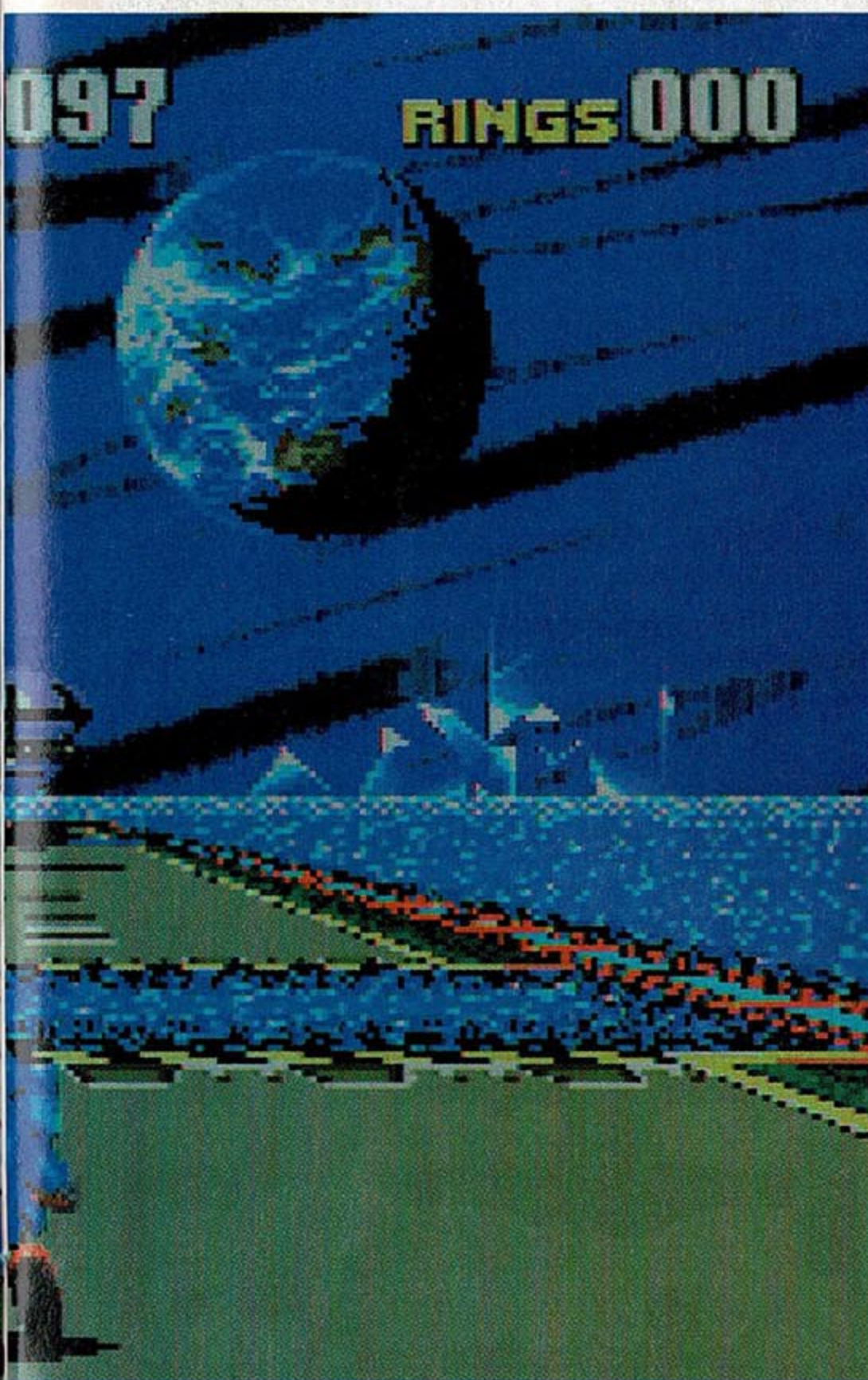
The game encompasses Sonic's journey to rescue Amy. There are seven zones, all containing three standard levels and two sub-levels: Past and Future. Yes, time travelling has been added so Sonic can whizz back/forward in time to collect



The world's most famous hedgehog goes into a high-speed spin in his Mega-CD debut. Steve Bough arms himself with a bag of his favourite sweets (Floral Gums), switches on the CD and chills out to his blue friend.



...the ultimate purchase for any Sonic fan, this is probably the best CD title I've seen to date.



The special stage in Sonic, and as you would expect, the graphics are mind-blowing. The object is to destroy all the UFOs that circle overhead. For doing this, you are awarded a Time Stone. Time is quite short on this level, and control of Sonic is also tricky as he dashes around at supersonic speed.

more rings and bonuses. He reaches the sub-levels by touching a Past or Future sign before accelerating top speed.

However, the evil Dr Robotnik can also keep travelling back and forward in time, altering all the good work Sonic has done. In order to stop him doing this, Sonic must collect the Time Stones. These are located in the special stages, entered by



Let's face it, Sonic is now a megastar. Not since the likes of The Beatles and The Stones has something created so much media attention, and been such a worldwide success. There is definitely something magical about the appeal of this very sweet blue hedgehog.

Sonic CD carries on where his previous games left off. It has everything you expect and more, my only criticism being that it's not that hard. This easiness is deceptive, however — as with all the Sonic adventures, you haven't finished the game unless you've collected all the stones, and the levels are so massive it'll take you ages to explore them all anyway. I'm afraid I can't really say anything bad about Sonic CD. I, along with millions of other people, think he's the bee's knees and will gladly donate my month's wages just to make him happy. After this I just can't wait for Sonic 3 on the Mega Drive!

STEVE

MEGA



the usual method of collecting 50 or more rings. In *Sonic CD* the bonus stages are in 3-D, viewed from just behind Sonic as he chases UFOs: he must destroy them all within the time limit to earn a Time Stone.

The soundtrack is something else that deserves a mention — that is, if you're a fan of techno. Pumping tunes on each level enhance the whole feel of the game and, combined with the graphics, put it in the same technical league as *Cyberspace*.

The secret with Sonic games is that anybody can play them (even if they've never used a Mega Drive) and have immense fun. *Sonic CD* carries on that warm feeling, and you just can't help falling for him. Sega know they're onto a winner with *Sonic* — the only question is why they didn't release it sooner.



Well, the spiky blue one is here again to show other Mega-CD publishers how to do it. Of course, it's got the obligatory flashy CD intro, a spectacular animated sequence that's just like a proper cartoon! It certainly sets the scene for the action to follow. Yes, unlike most CD releases, *Sonic CD* has gameplay to match the intro.

The accompanying techno music may have a high bpm, but the action's even faster-paced. Unlike the first game, where the abundance of hazards meant Sonic rarely got up to maximum speed, here he's always zipping around the screen. In fact, at full tilt he goes so fast you often lose track of where he is! For me, this makes it much more fun and less frustrating, although the inevitable downside is that the game could be a little easy for experienced players.

However, as with previous Sonic games, there's always the additional challenge of collecting all the gem stones in the bonus levels. Here they're speedy 3-D stages reminiscent of Mode 7 on the SNES as Sonic chases those elusive UFOs around a sort of race track. It's great fun, adding to the overall effect of a truly magical gaming experience.

PHIL

OVERALL %

91

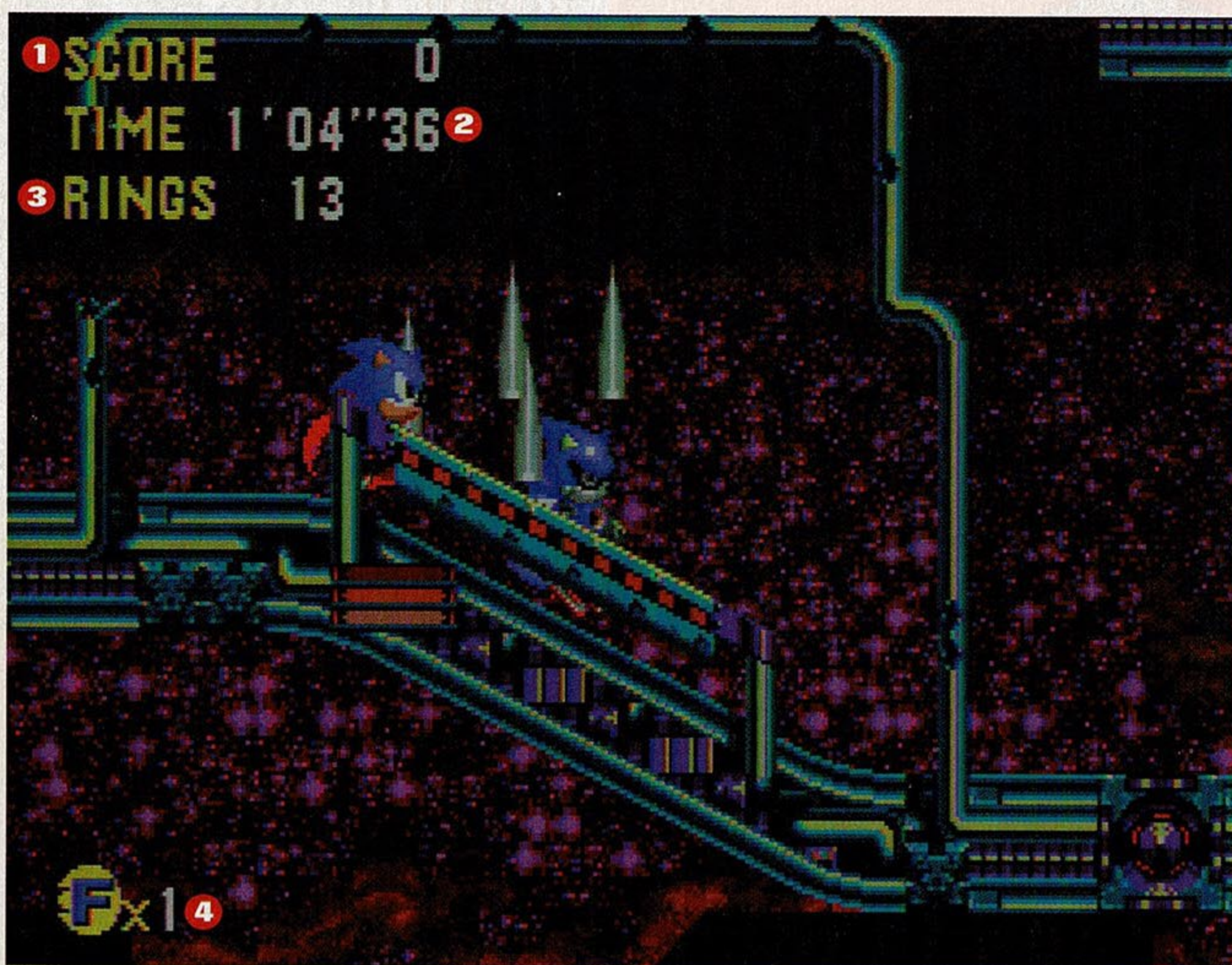


The above picture contains a standard scene from any Sonic game: collecting rings, there's nothing that Sonic likes better. The picture below is taken from the very impressive intro sequence, which shows our hero busting through the land.



Up, up and away. Sonic hits this chute, approaching it at a massively high speed. He will then fly off the screen and disappear, only to reappear miles from where he started. All this is huge fun, and the speed Sonic reaches is incredible.

MEGA POWER



- 1 The score remains exactly the same. This is just from a demo (honest), that's why I haven't scored yet. The scoring system applies to finishing times, and the usual method of hitting objects.
- 2 Time is of the essence, especially in this game. Sonic is in a race against the evil metal Sonic in this picture. Time makes a huge difference to the amount of points you can clock up in the game.
- 3 The all-important rings, without these Sonic's chances of survival are very slim. Whatever happens on any level, make sure you have at least one ring as this will protect you from being killed.
- 4 Lives, without these there would be no game. And as you can see, having only one left, my position in this game looks quite precarious. Never mind, I'll just push START and get three more.



This is the ultimate purchase for any Sonic fan. It takes everything that was good about the previous two games, polishes it up, and then adds to it. This is probably the best CD title I've seen to date. Admittedly this is not a very original release, but it's overflowing with class. Gone is the jingly Sonic theme tune, in comes a brilliantly catchy new theme that thunders away as a Manga-style Sonic races through the countryside, bouncing off cliffs and scaling great mountains. This intro almost makes the purchase worthwhile in itself and may be a taste of what we can expect from the forthcoming Sonic cartoon. However, this is a CD that doesn't rely purely on great sound and flashy intro screens — the game that accompanies all this gloss is tweaked to the point of perfection.

70 levels, new baddies, time warps and even a stunning 3-D section make sure that at last CD owners might just get what they've paid for. If you own the Sonic games already, this may not hold enough surprises for you to be worth an additional purchase. But if you don't, or if you're a die-hard fan who fancies a real challenge, you'll regret not booking this at your local games shop.

DAVE



The tiny blue figure bouncing on the spring is our very own Sonic the Hedgehog, not his smaller dwarf brother. What's happened here is that Sonic has been shrunk by shrinking rays, and must tackle part of this level at this very small size, until he can find another ray which will bring him back to normal size.



Sonic has just entered the future — indicated by the lives with the F. Having touched the lampost and hitting very high speed, Sonic is launched forward in time where he can collect more rings and affect the destiny of the zone. Quite resembling the Chemical Plant zone in *Sonic 2*, this zone has those huge chutes and endless areas to explore.

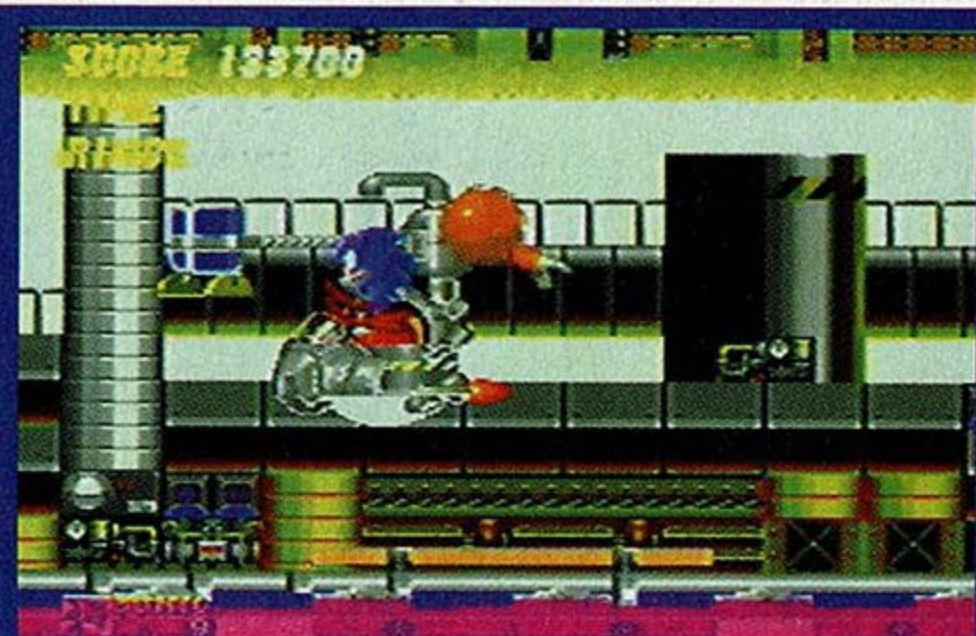


On top of aTV set, Sonic is just waiting (whilst I take his picture) to collect his rings, all ten of them. Above is a pinball flipper: this will rocket Sonic into the air, whereupon you'll find another flipper used for the same purpose.



Sonic The Hedgehog

Sonic's first outing saw him pitted against the hugely bad Dr Robotnik. The evil doc had turned all Sonic's chums into hideous mutant creatures, and it was up to the spiky hedgehog to save the fluffy woodland inhabitants from a life of misery. The game set new standards in playability and innovation, which are still being copied today. Unsurprisingly it proved immensely popular, with record sales on cartridge, and Sonic himself became a worldwide cult figure.



Sonic The Hedgehog 2

Released last November, Sonic's second adventure saw him team up with Tails, another escapee from Robotnik's laboratories. Sega built on the success of the first outing and modified the structure. More outrageous zones were added, some with similar themes from the original. Additional features included the two-player mode and a very handy teleport. Sega surpassed themselves with the demand for this game, cartridges selling out on the first day.



Sonic stands by a Future lampost. Now, the idea of these lamposts is to get as much speed up as possible and then fly into the past or future. You can see that that's pretty impossible from this angle. However, if you jump out and really get your speed up within the next few seconds, you'll still make it into the twilight zone.



The Past lampost situated under water. The problem facing Sonic in these conditions is that it's very hard to get up loads of speed. So getting into these zones is pretty difficult, although it can still be done. When under water Sonic must regularly collect large air bubbles, in order to prevent from drowning. Either that or find a spring to leap above the water surface.



This contraption whizzes Sonic off in search of rings. Be careful to jump off, as this can often lead to a sticky end if you don't anticipate the next move. It's not often that you will find handy gadgets to help you along your journey; so when you do, make sure you make full use of them. Mind you, they're not always that helpful.



Protected once more by the shield, Sonic has just raced up the slope and is approaching the spring, flying at over one hundred miles per hour. As with the other games, many places are only reachable by getting to very fast speeds or launching off a spring. The one thing you can be sure about with Sonic is that he is very, very fast.

MP

FINAL VERDICT

"The only thing to say about this game is buy it. By far the best CD release to date, *Sonic CD* offers everything you could possibly want from a game and more. The beauty with Sonic is that he doesn't date — what a top star!"

SONIC CD		SEGA £44.99 OUT OCT	
10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
3	●	●	●
2	●	●	●
1	●	●	●

FEATURE	SCORE
one player	89
average access time	88
battery back-up	90
available in UK	90

GAMEPLAY	89
GRAPHICS	88
SOUND	90
ADDICTION	90

OVERALL 91

INSTANT ACCESS

REVIEW



James Pond

3

Casting off his metallic armour, this is the athletic Pond of Aquatic Games, vest and all



The Pond series of games have certainly set very high standards on the console through the years and *Operation Starfish* is no exception. However, I would warn anybody expecting a product akin to *RoboCod* that they are in for a severe shock, and no mistake! James Pond 3 bears more relation to Mario than it does to its predecessor. The map at the beginning of each level where you guide our fishy hero to his next mission is very similar to those used in Mario games; and the whole processes of running, jumping and exploring vast levels certainly brings thoughts of the hapless plumber. However, that's where it ends. This is a mind-blowingly jumbled game and it would seem that everything bar the kitchen sink has been thrown in.

Casting off his metallic armour, this is the athletic Pond of the Aquatic Games cart, vest and all, and he has all manner of weapons and devices to help him in his quest to save the moon's dairy products from the evil Dr Maybe.

Suitably wacky, suitably fast, so why wasn't I that impressed?

Well to be honest for all the game's size and complexities I felt a little cheated. The whole thing lacks the togetherness that *RoboCod* had and there's a lack of attention to detail. For example, Pond is on the moon, right? So why is it the same sprite as in *Aquatic Games*? Would it really have been too much trouble to give him a space helmet or something? Secondly, everything is so small that you don't really feel that drawn into the game. You don't care too much about what's going on and you certainly don't give a fig about collecting the millions of cheese crescents that are mindlessly plastered all over the place. Combine these faults with the most annoying soundtrack of the year and you've got a bit of a conundrum, a game that is so big and challenging that you feel you should be enjoying it but somehow you're not.

DAVE

Returning for his third adventure, aquatic agent James Pond is set to save the world once again. Steve Bough jets off into space (again) and manages to get a quick interview with this incredibly busy fish.

When Electronic Arts released their first fishy adventure, *James Pond: Underwater Agent* at the tail end of March in 1991, little did they realise what a success the main character would become. The first Mega Drive game to be programmed entirely in the UK, it sold well and EA decided to release a sequel, *James Pond 2: Codename RoboCod*. It was a massive success, making Pond a household name.

At the time, rumours of a third Pond adventure were rife in the specialist press, but they were all premature. In September of last year, Electronic Arts released a Pond spin-off called *Aquatic Games*. With a year now passed and an eager public waiting to see more antics of this famous fish, the question is where the hell is he? In a high-security operation, Pond was escorted into the MEGA POWER offices where he told us all about his latest and most dangerous mission to date...

James Pond 3: Operation Starfish continues the adventures of everybody's secret agent. Of course, Pond wouldn't be complete without his arch rival Dr Maybe. The twisted doctor has concocted a brand-new plan to convey destruction to the world. By mining yoghurts, ice cream and cheese from the moon's rich mineral supplies, he aims to monopolise the world's dairy market.

The only person, or rather fish, with the remotest chance of saving the globe from dairy disaster is James Pond. Jettisoning into space, his mission is to make his way across the moon to rescue three fellow FI5H agents. Finally, he has to venture into the cheese mines and confront Dr

Maybe once more.

James Pond 3 offers everything that the previous games did, and more. Over 100 levels are included, so you can be assured of hours of gameplay. As in *RoboCod*, you often get a choice of which platform-filled level to attempt next — this time by selecting various routes on a map.

Pond also has a new friend on this mission: a small frog by the name of Finnius. You find him at various points in the game and can then switch control to him. As Finnius has a higher jump than Pond, you can use him to get to otherwise unreachable platforms and bonuses.

More help for Pond comes in the form of useful items scattered throughout the levels. Many of these, like bombs and dynamite, can be picked up and thrown at baddies. Others are special gadgets created by M, including a protective suit, fruit gun, shoe springs and skis. James even gets to drive a lunar buggy, drilling machine, giant moon worm and a mini-rocket.

Pond's permanent abilities have also been improved. Suction boots not only help keep him down on

the moon's surface, but also enable him to walk up walls and even upside down! Also, holding down button A increases Pond's speed so he can run around the lunar landscape at Sonic-style pace. As well as bouncing on baddies' heads to kill them, Pond now packs a powerful punch (by pressing C with left/right).

James Pond is becoming a legend in his own lifetime, but if he carries on saving mankind the way he's been doing for the last two years, it's entirely justified.



What's that then



Strawberry
This delicious strawberry will provide James with loads of nourishment ready for the yoghurt.



Fruit gun
Collect this and load it with flashing fruit to fire at the nasties. Some of them deflect your shots, though.



Finnius frog
Pond's mate, Finnus turns up at various points. Controlling him you can jump to higher platforms.

A few of the many items are described below. There are so many, it would take too much space to do them all!

OVERALL %

81



I love Pond 3 — in saying that, I loved all the Pond games. Let's face it, James Pond is a star. I don't know what it is he does but this fish has such an aura, sort of debonair and laid back. In Pond 3 the operation is again a massive success, what else do you expect? Equally as challenging as his previous adventures, this game has the added advantage of being absolutely massive. Each level has loads to explore and collect, plus a strong element of humour.

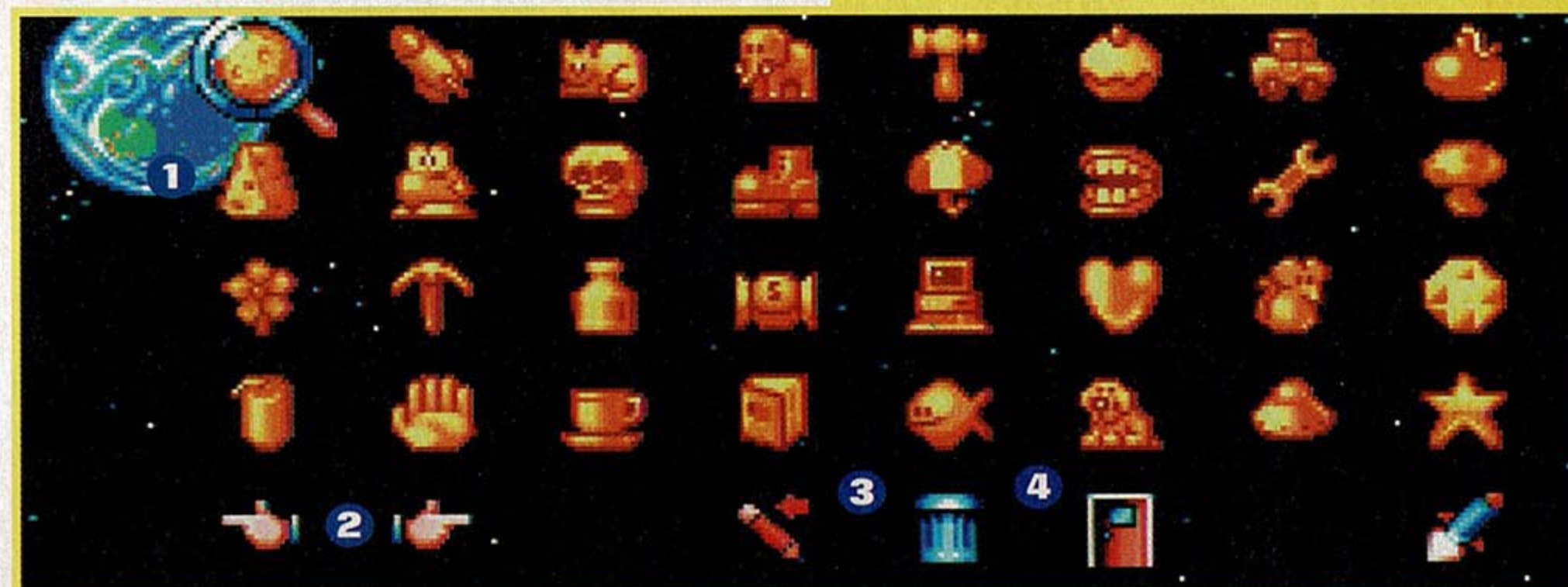
The graphics are what one has come to expect from Electronic Arts: seeing Pond in space is enough to keep me happy. If you're a fan of the previous Pond adventures, I've no doubt you'll love this. Obviously the biggest bonus is the size of the game, and having the added feature of a cult hero Pond 3 is destined to become yet another huge success.

STEVE



James finds plenty of items on his travels. Some aren't very useful except for throwing at baddies. Usually, the more valuable objects are only found on hard-to reach platforms.

- 1 The yellow cheese. As this game is all about cheese and dairy produce, the cheese needs a mention. In the password mode, you can change the colour of items.
- 2 When trying to type in the correct password, these hands will move the cursor, obviously left and right. Finding the correct password is going to be a nightmare — good luck.
- 3 If you're totally sick of what's going on in the password mode, just chuck it all in the bin. Alternatively trash items that you think you don't need.
- 4 Whenever, and if ever, you locate the correct password, pressing this door will register with the machine whether or not it is correct.



MAP ATTACK

This map shows the areas of the moon which James has to explore. You'll only see a bit at a time when playing, so for your benefit we've mapped the lot.

- 1 The start of Pond's long and arduous journey. Starting here, the number of levels to choose between quickly expands.
- 2 Custard Land, as I like to call it, has Pond swimming, jumping and running to stay out of this yellow gooey liquid.
- 3 This green and pleasant land is where Pond will find one of the missing agents, but first you have to explore all the levels.
- 4 Crossing into this barren land, armed with enough items to see him on his way, Pond must find the second agent in his quest for Dr Maybe.
- 5 Moving into barriers that no man has witnessed before, Pond is coming to the end of his mission. He still must defeat the Dr in the cheese mines.



MOON POWER

Licensed to gill

James Pond 2: Codename RoboCod

After the initial success of the first game, James made a startling return in this, his second and most dangerous adventure. The evil Dr Maybe has managed to break into the factories where Santa Claus makes his toys. The dastardly deed he has concocted this time is to turn all the Christmas toys sad. It's Pond's job to save the day — Christmas day — for mankind. The game received great accolades, not only for the gameplay, but also the graphics and music. In retrospect this outing was the one that really set Pond on the road for major stardom.



Aquatic Games

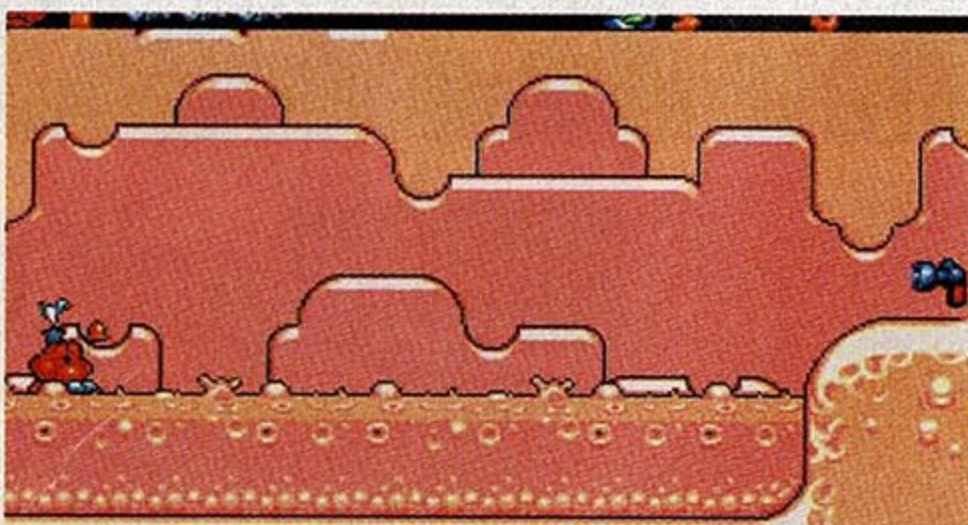
With all the speculation on the impending release of *Pond 3*, EA surprised everyone by releasing this fishy escapade. Instead of a mission, this shows James on his holidays. Pond is on his way to the Aquatic Games, where he competes against other FI5H agents. The game permits up to four players, competing in eight events of varying difficulty. The medal ceremony is notably different, with fishy medals awarded: Stickleback, Haddock and Piranha. Programmed by Vectordean, the same people who did *Pond 3*, this game was yet another hit for the already legendary James.



The main man/fish is seen here waiting to collect his teacup. Looking cool is an art he has mastered to perfection. Knowing they had to save the world from major disaster would be worrying for most folks, but James takes it in his stride.



The man himself, the evil Dr Maybe is shown here landing on the moon, alongside his feeble sidekick. Taking over the dairy production of the moon is his objective, resulting in him dominating the world with his monopoly.



Pond is stuck in a huge pile of junket (any one remember junket?). The item on the other side is a gun, and Pond needs to reach this. Getting either spring boots or a rocket pack is essential if you want to clear this gap; it can be done.



I'm sorry, I just can't get that enthusiastic about this game. Don't get me wrong; I think it's a slick, high-quality product. The cutesy graphics are very attractive and often humorous with Pond skidding to a halt and bounding around on springs. I also enjoyed playing with all the gadgets like rocket packs and bizarre fruit guns. The occasional text messages add to the fun, often raising a smile. I particularly liked the Poltergeist spoof: when you pick up a TV a message appears saying "Mummy, help me!" — chuck the telly to the ground a few times and a ghost comes out.

So why am I still not convinced this is such a great game? Well, quite frankly I found it far too frustrating to be that enjoyable. Pond's leaps often have to be pixel-perfect to land on tiny blocks and baddies' heads. He also races down slopes at an alarming rate, straight into trouble if you're not careful. It's all too easy to run into an enemy if you time your punch wrong. When Pond dies, you have to return to the start of the level — there are no restart points — and repeating tricky sections got on my wick after a while. When you do get through to later levels, things gets more interesting with all the new gadgets and vehicles to find, but the finicky gameplay still annoys.

PHIL

MP

FINAL VERDICT

"James Pond is a major star, and justly deserves his third title. This game is also massive so it will ensure hours of fun exploring. If you liked the other adventures starring Pond, it's pretty much guaranteed you'll like this."

10			
9			
8			
7			
6			
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4			
3			
2			
1			
	JAMES POND 2	AQUATIC GAMES	JAMES POND 3

JAMES POND 3

one player

16Mbit

level passwords

available in UK

GAMEPLAY	83
GRAPHICS	80
SOUND	76
ADDICTION	81

OVERALL

81

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REVIEW

DRIVE SUMMARY				
	Plays	Yards	Time of Possession	
Rushing	10	13		
Passing	13	65	2:46	
Penalties	0	0		
Total	23	78		49ERS

01	02	03	04	05	06	07	08	09	10
Pass 29 yds									
	Rush 2 yds								
	Rush 0 yds								
		Pass 40 yds							
			Rush 0 yds						
			Rush 6 yds						
10	20	30	40	50	40	30	20		

This is just like the graphics on the telly, where they show you the details of the team's last drive up the pitch. All the plays are shown in order, from top to bottom, with passes in blue and rushes in yellow. The bars represent the distance gained — or sometimes lost.



This is where the real tactics come in, on the playcalling screen before each play. Both defence (top) and offence (bottom) select their formations, bringing up a choice of eight different plays described by strange names and neat diagrams showing what each player does.

Rather than just adding yet more stats and options to its predecessors, Madden '94 has a completely new game engine (as used by the recent Bill Walsh College Football). The most obvious aspect of this is the completely different graphics. A lower perspective of the field enables you to see much further into the distance — over 60 yards. With most receivers visible on the main screen (as well as in the close-up windows above), this makes passing plays easier to follow. It also allows the detailed player sprites to appear larger.

Despite this, the game plays fairly similarly to its predecessors, so Madden fans will soon feel totally at home. As before, prior to each play, the defence and offence choose their formations and plays. This is done by moving a rectangular box over three of the eight choices, then pressing a, b or c — so a human opponent can't spot what you've selected.

As in all the previous games, offensive plays are either rushing or passing — indicated by the shade of the play diagram box — and can now be flipped left/right. If the defensive formation looks to foil your

choice, you can call one of three audibles at the line of scrimmage to change the play. These can be altered during the match to any of your available plays, via the pause-screen menu. The latter also offers timeouts, game stats, action replay, drive summary and automatic/manual catch mode.

As well as playing exhibition matches, you can try to take any of the 28 NFL teams to the Superbowl in a full 16-game season. With matches taking 20, 40 or 60 minutes, the option to save your position to battery back-up is essential. If you can't be bothered playing the full season, you can just go straight to the playoffs. There are also special play-off options, allowing you to control and compete against great sides of yesteryear (eg Baltimore '68, San Francisco '84) or 12 franchise 'all-time' teams — containing all the best players each team's ever had.

Perhaps the game's most important enhancement is that it supports EA's new 4 Way Play adaptor. This enables up to four players to take part, so you can have two against two or even four humans against the computer. Combined with all the other changes, EA reckon this makes Madden '94 'a whole new ball game'.



When the original John Madden's Football came out, American football was reaching an all-time popularity high throughout the world. Great marketing, exciting coverage and a new fascination with all things American made sure that many teams and players became household names. The John Madden's game helped us to further understand the rules and moves and was so playable that it became a classic cart in its own right. However, then came the sequels, each one pushing the theme just that little bit further, each one trying to prise another forty quid out of people's pockets. Well, the craze has died out a bit now and as surely as its emergence helped the original game look new and exciting, so its decline is helping this cart look tired and uninteresting. Yes, there are lots of differences between this and Madden's '93 but I wouldn't necessarily call them improvements, they're not even new. If you've played Bill Walsh College Football then you could be forgiven for suffering déjà vu — this is the same game but with professional team names rather than college ones. There is no honour in producing games like this. Don't be conned, this is very playable but it's not new and will only be worth a look if you are a die-hard American football fan desperate to spend your hard-earned dosh.

DAVE

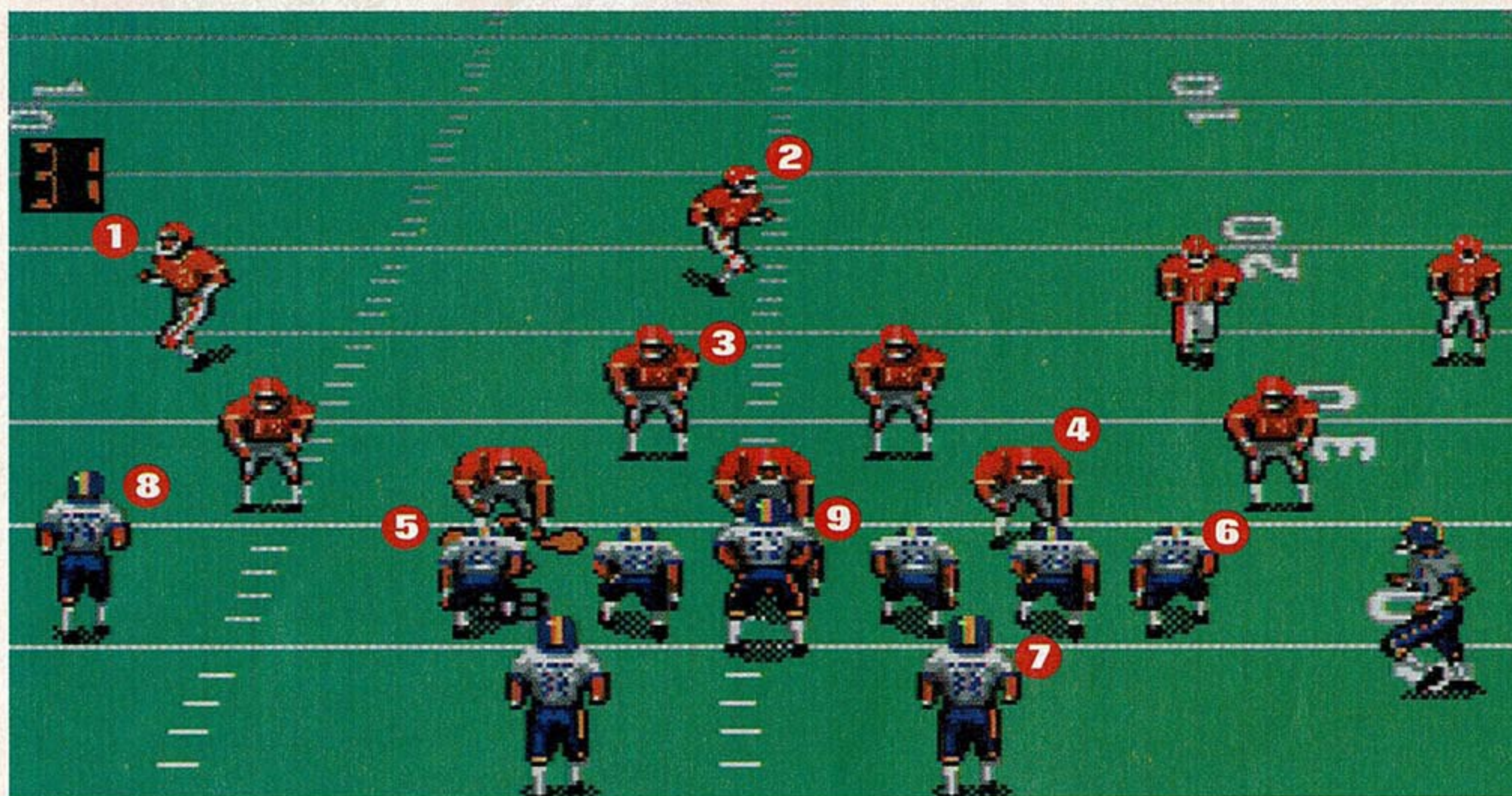
The John Madden series of American Football games is becoming like a brand of cat food, with each release promising a 'new improved recipe'! Phil King finds out if the fourth Madden game is the tastiest yet.



MADDEN



MEGA BLAST!



Do you know your nose tackle from your tight end? Here's a guide to some of those funny-named player positions.



- 1** Cornerbacks: In a zone defence, these players guard the wide areas to stop passes; in man-to-man, they mark the opposite wide receivers.
- 2** Safeties: The last line of defence, these two usually play deep to prevent long passes or make touchdown-saving tackles.
- 3** Linebackers: These mean guys aim to stop running backs getting past, sometimes cover receivers and often blitz to try and sack the opposing quarterback.
- 4** Defensive line: Made up of three big blokes (the nose tackle and two defensive ends) who push against the offensive line to create gaps for blitzing linebackers to run through.
- 5** Offensive line: Comprises five guys (the centre, two guards and two tackles) who form a wall to protect the quarterback on passing plays. On inside rushing plays they try to make a hole in the defensive line for the running back to get through.
- 6** Tight end: He lines up by the side of the offensive line, ready to either receive a short pass or block for a running back.
- 7** Running backs: On rushing plays they get handed the ball by the quarterback and proceed to run as far forward as possible. They often block for each other and can also receive passes.
- 8** Wide receivers: These are the offence's fast men, running strange patterns to try and shake off defenders and catch passes — sometimes way downfield, gaining a huge amount of yardage in one go.
- 9** Quarterback: He's the key to everything on offence, handing the ball to running backs or passing it accurately to receivers. This makes him a prime target for opposing linebackers who try to 'sack' him by throwing him to the floor!

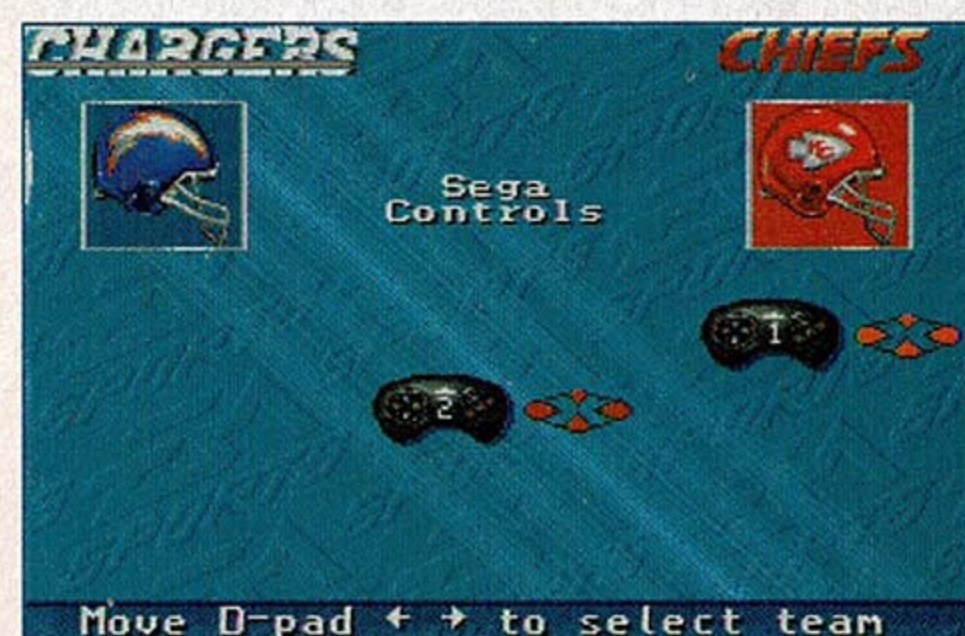


The two team captains join the umpire in the middle of the pitch for the pre-match coin toss. Whoever wins it can choose whether to kick off or receive. The other team then gets the choice of which way to play — important when it's windy.

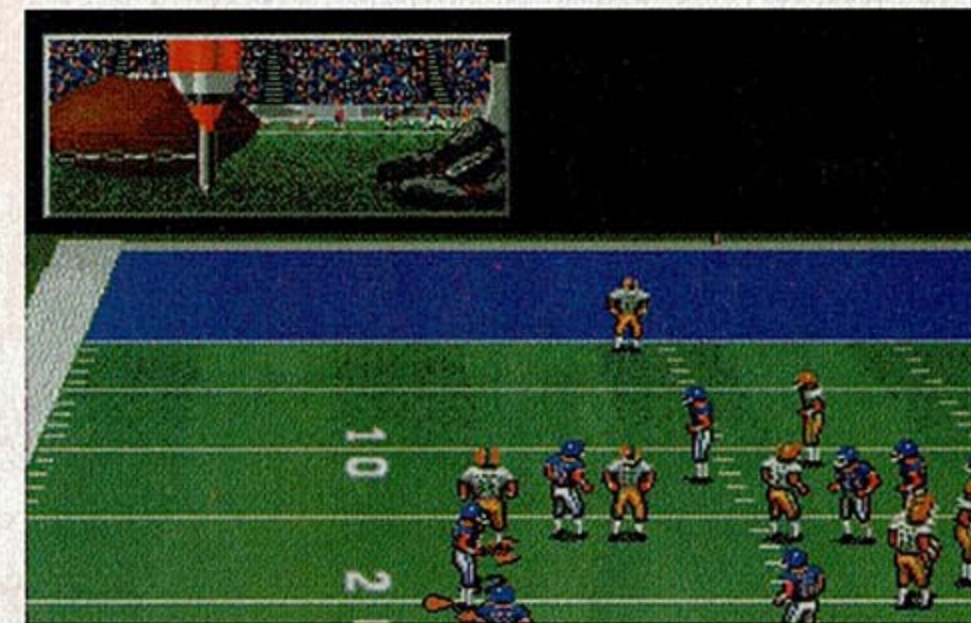
If you've played Bill Walsh then you could be forgiven for suffering déjà vu

OVERALL%

91



This control screen enables players to choose which side they want to be on. With EA's 4 Way Play adaptor, four joypads appear here, allowing you to have two versus two, three versus one, or all four players cooperating against a computer team.



Phew, that was close. You just made the first down, but the umpires had to measure it first with the chain. That'll sure have the crowd cheering — or booing if you're playing away from home!



Considering this uses a completely new game engine, it plays surprisingly similarly to the previous Madden games. However, some important gameplay tweaks, a full NFL season and the brilliant four-player option make it the best American Football game yet.

The action looks incredibly realistic and the new lower perspective lets you see more of what's happening downfield. I also like the 'reverse angle' option on the action replay, which allows you to view the play from behind — particularly good for watching blocked punts. Strategy-wise '94 is even more accomplished than before, with clever play-calling needed to surprise defences. This is because the defensive players intelligently reposition before the snap to cover 'unmarked' offensive players. This also happens the other way round, so you can't use the old trick of moving a linebacker wide of the offensive line for a clear route to the quarterback. The defensive secondary seem to play better too, covering receivers tightly so that they're rarely wide open. It makes for a more balanced game, and one that I'll certainly be playing into the small hours in my quest to take the 49ers to the Superbowl.

PHIL

Hall of fame...

JOHN MADDEN FOOTBALL '92

Released: October 1991

The first update of the original John Madden Football, this improved the graphics and sound considerably, as well as tweaking the action. It was also more realistic as the defences position themselves better and are thus less likely to be burned by long passes.

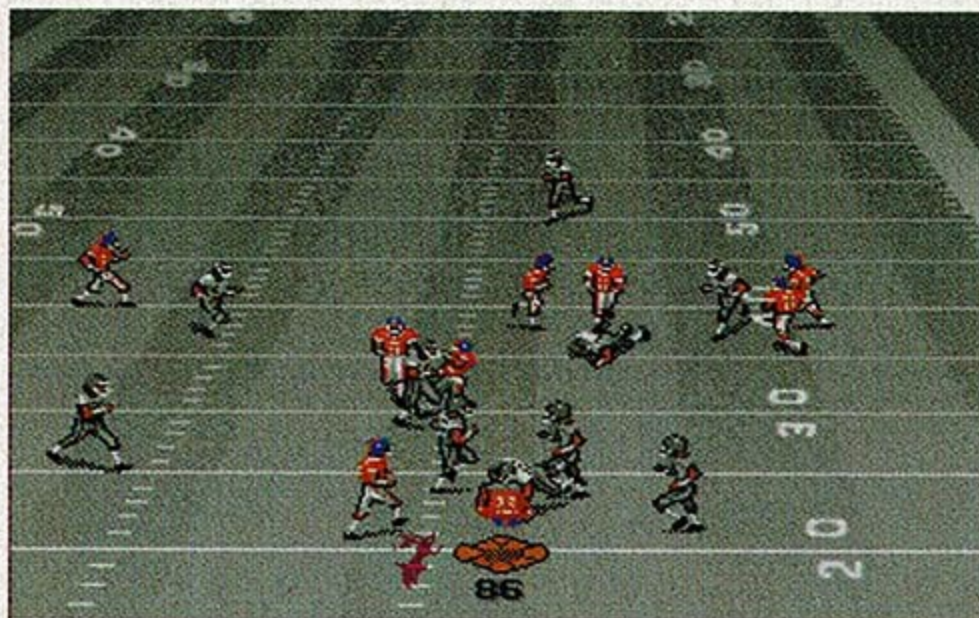
Even so, the computer sides can easily be beaten by experienced players. This is mainly due to a technique when playing defence: moving a linebacker adjacent to the defensive line, ready to go through the gap towards the quarterback. Apart from this it's a slick, playable implementation of the sport.

BILL WALSH COLLEGE FOOTBALL

Released: October 1993

This uses the same basic game engine as Madden '94, but features US college teams which are inevitably less glamorous than their NFL counterparts. Nevertheless it has the same sound strategy and low pitch perspective. It also has the option of four-player matches using EA's 4 Way Play joystick adaptor.

Choosing your plays from those provided by the master tactician Bill Walsh (former coach of the San Francisco 49ers and now in charge of the Alabama college side), you can control the best college teams of all time including UCLA '82 and Oklahoma '85.



Oh no, the colour on the telly's gone flippin' funny again — do not adjust your set, this is actually a snowy pitch. The LA Raiders are renowned for their hard hitting, here knocking the Denver receiver head over heels, accompanied by a loud 'pow!' sample.



The Buffalo Bills perform a classic sweep rushing play deep inside their own half. However, it looks like the Dallas defence have sussed it, with plenty of players ready to make the tackle and stop the runner advancing very far down the field.



I do get a bit cross with endless follow-ups to successful games. But with EA my anger seems to subside once I begin playing. It would be hard to sit here and slag this game off, because Madden '94 really is very good. Fans of the previous games will know off by heart the best formations and line-ups in order to create a winning side, but with all the added extras the game takes on a slightly new light. The lower perspective is an excellent touch, as is the way teams reposition in response to an attacking move. The greatest thing about this for me, though, is the four-way play. Gather your mates together, get the beers in and prepare to bruise and be bruised. With all the extra touches and the addition of four-player action, Madden '94 looks set to give Electronic Arts yet another success — is there anything that can stand in their way?

STEVE



(Above) The quarterback avoids the blitzing linebackers while trying to find an open receiver. As in previous Madden games, you do this by pressing A, B or C. (Left) The Kansas City Chiefs are well known for their excellent special teams, and here they manage to get through to block a punt by the San Diego Chargers. This is shown here using the neat "reverse angle" option on the action replay.

MP

FINAL VERDICT

"It may not be that different from the earlier Madden games to warrant an additional purchase, but the many subtle improvements make this the best American football game yet. And at last you can play with real NFL teams in a full season."

10	●	●	●
9	●	●	●
8	●	●	●
7	●	●	●
6	●	●	●
5	●	●	●
4	●	●	●
3	●	●	●
2	●	●	●
1	●	●	●
	MADDEN '92	BILL WALSH	MADDEN NFL '94

MADDEN NFL 94

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GAMEPLAY	92
GRAPHICS	88
SOUND	85
ADDICTION	94

OVERALL
91

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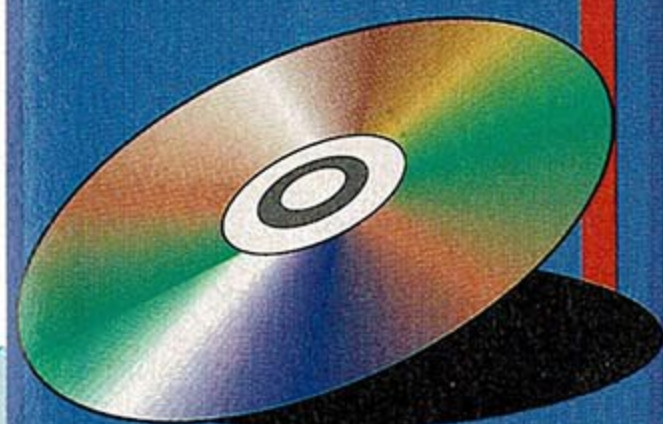
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REVIEW



OVERALL %

70



Jessica Atreides, the hero Paul's mother. She is his guiding light within this game. She advises Paul on the best methods to further his battle against the Harkonnen. Listen to her advice, as it's worth listening to. After all she is your mother, and you'll only get smacked if you don't.



Duncan Idaho is the leader of the armies. Again, have a chat with him as his information proves useful. He won't accompany you on any of your travels, but gives you maximum advice on your future progress.



Lord Atreides is Paul's father, and he is the main geezer on Dune. If you disobey any of his orders he is likely to feed you to the worms. Obviously he doesn't want the Harkonnen posing any more of a threat, so obey his orders.



Gurney Halleck, this chap will be your faithful guide throughout the game. Being a Fremen, he knows exactly who to talk to and which locations to visit. Follow his advice as you are still learning the power, and he can guide you.

dune Mega-CD

MEGA POWER

Nearly a decade ago Steve Bough was a fan of all things science fiction. Ten years on, he relives the fantasy with the release of Dune on Mega-CD.

Dune the movie was hailed at the time as being a new genre in science-fiction films. Released in 1984 it was based on the Frank Herbert book which told of a planet deep in space, completely covered by desert. Set in the year 10991, Arrakis — or Dune as it is now known — has come under constant barrage from the evil Harkonnen. The object of their desire is the Spice that's mined deep underground. This strange substance not only expands the consciousness, but also aids space and time travel, and is understandably widely sought after. The only problem with mining the Spice is the huge worms that travel through the sand at a vast speed, gobbling up everything in their path.

The original Dune game was released a few years back on computer, where it attracted strong sales. Now appearing on the Mega-CD, and soon the Mega Drive, Dune can be described as an interactive battle which requires a modicum

of thought — what a refreshing change.

Taking the role of the "Appointed One" Paul Atreides, your objective is to gain control of all the Spice and defeat the Harkonnen in a bloody battle. The Fremen are your friends in this whole conflict, and aid you as much as possible, giving you vital information and protection when needed. Hidden deep underground, you have to locate the Fremen to obtain their essential help. Even then, some of them are suspicious, so you must prove to them exactly who you are.

As you travel more, and progress further into the game, your special powers will increase. But the Spice can have a worrying effect on the mind, so you must be careful.

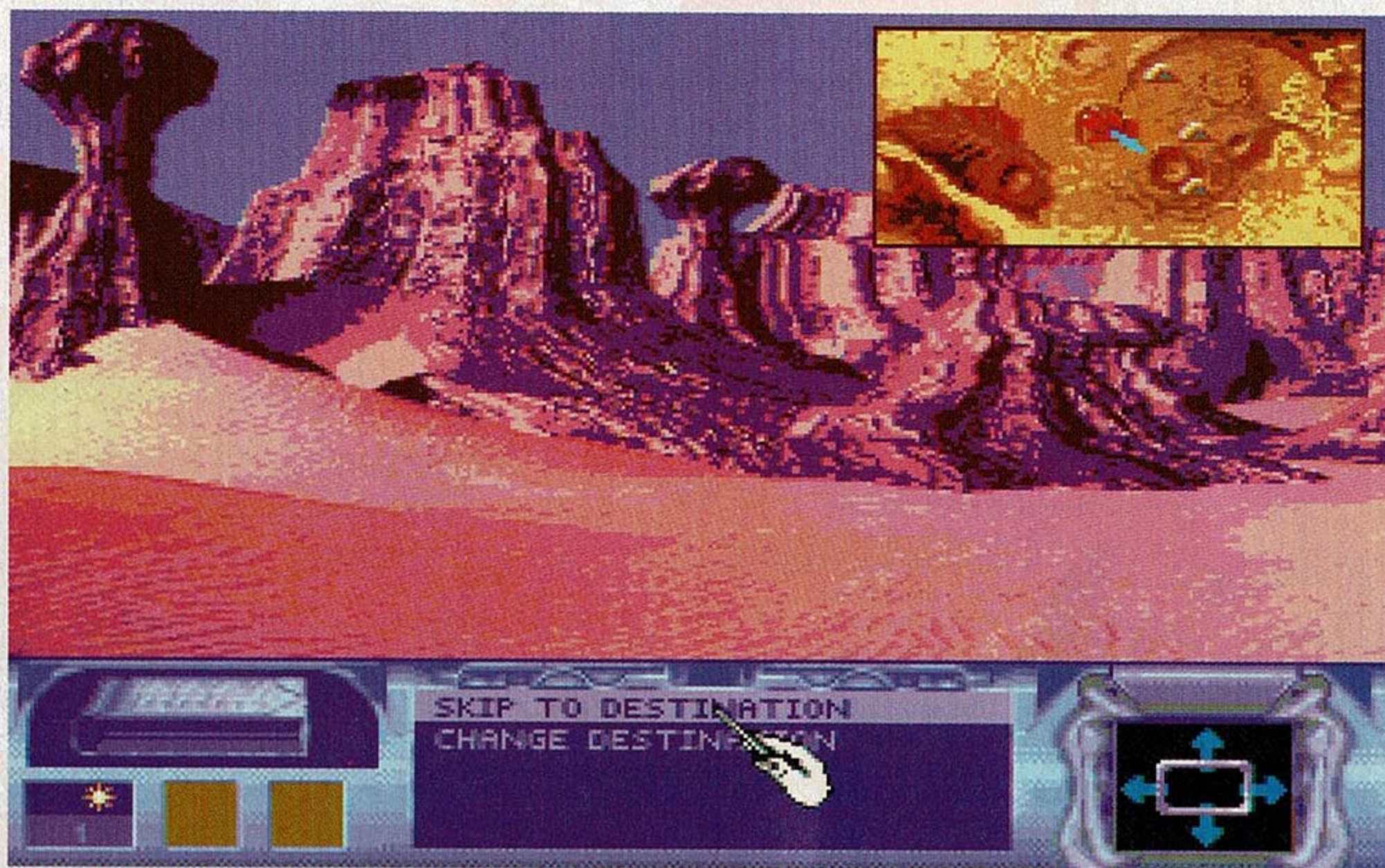
Dune does stick quite closely to the original story, though the film seems to have had more of an impact on the game than the book. With the line-up of CD games improving by the month, all that waits to be established is the sales figures for a game of this genre.



you always feel you're being led around with not a lot of freedom to explore for yourself



Accessing the book on the menu brings this screen up. It relates the history of Dune, from the beginning. If you don't know the story, then it's worth sparing the time to read this as it will help you with your battle to defeat the evil Harkonnen.



Part of the rather impressive flying sequences in *Dune*. You can watch whilst flying to see what is happening on the ground. Alternatively, you can skip straight to your destination. The graphics within these sequences are delicious, giving the full effect of flying. As shown above, you can change your destination at any given time. So if you're massively off course, select this icon and fly somewhere different. The choice between watching and skipping the flying sequence is entirely up to you, but it's often beneficial.



- 1 The book which will tell you all about the history of Dune is often worth a reference. Sometimes you can gain knowledge from reading.
- 2 This symbol indicates whether it is night or day. Basically you don't want to get caught out in the desert at night, as it is very dangerous.
- 3 The hand will move across the screen and take you to wherever you request. This is your pin-pointer to new areas.

- 4 The cursor is used to access different areas within Dune. Pressing upwards will take you back to where you started, eventually winding up at the palace.
- 5 The destination for all your routes is shown by this message. Wherever you are going will be shown in this caption box.
- 6 These, at present empty, boxes will contain your companions. For instance, after meeting and teaming up with Gurney Halleck, he will appear in the box.



Well, as you have probably guessed by now, I am a big fan of games where you don't just have to rely upon your reflexes. Questioning people is another of my favourite pastimes, so imagine my delight when the whole game is based around this. Being a fan of the film, the game came as a surprise in that it was actually very good, sticking closely to the original script. If you know anything about the film or book, playing *Dune* will be slightly easier, because you at least have some idea what's going on.

The game is very PC orientated, understandable as the game derives from PC and Amiga formats. As such the soundtrack is mediocre and the graphics aren't exactly ground-breaking, but most importantly the gameplay is up to scratch. Using all your powers in a strategy build-up is good fun. One annoying aspect I found is that the loading time between movements is fairly slow. Nevertheless, if you're a Mega-CD owner looking for something different to the usual mindless shoot-'em-ups, check out *Dune* — you'll be pleasantly surprised.

STEVE



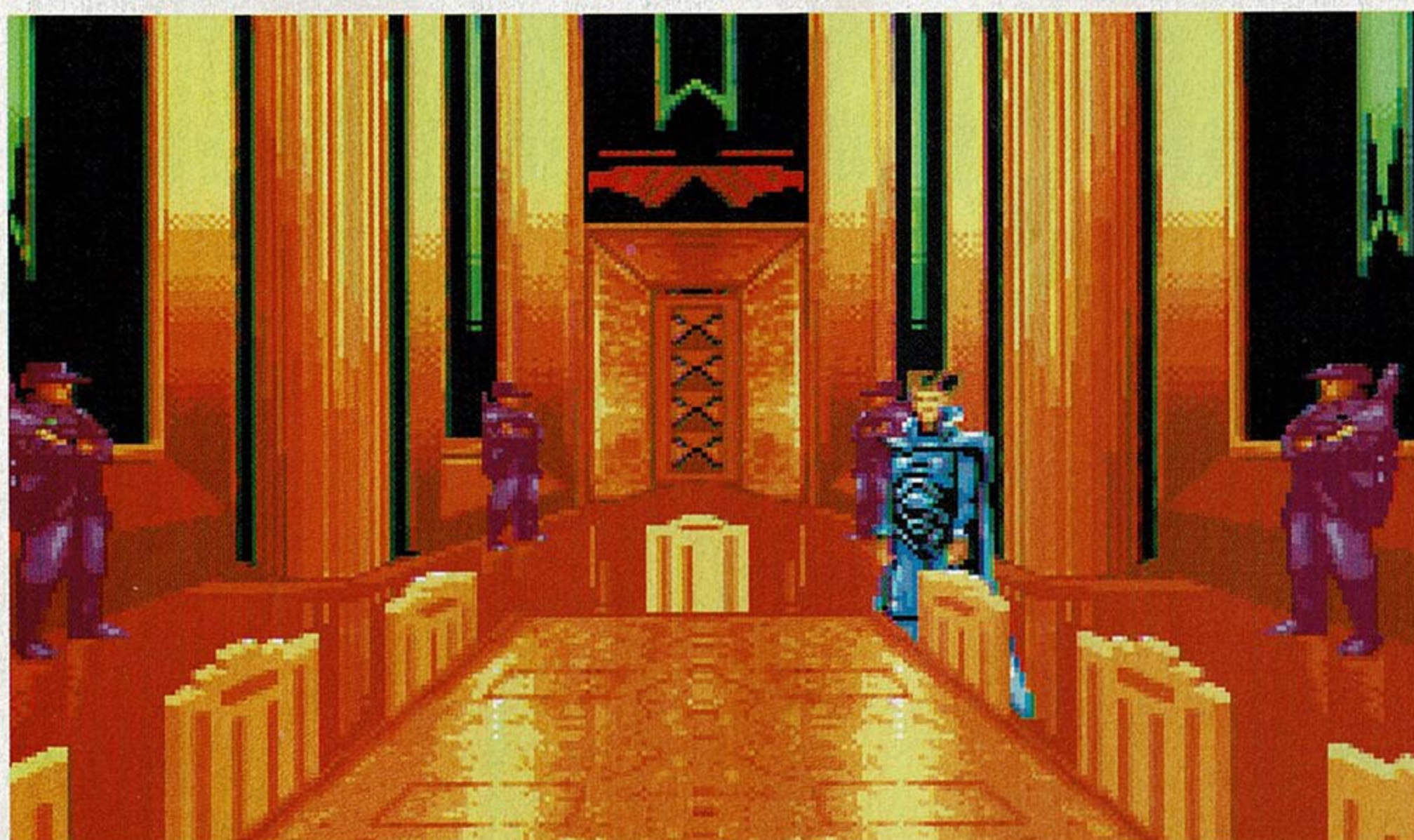
A shot taken from the opening credits gives you some idea of what kind of graphics you can expect to see within *Dune* — smart!



I think this is the sort of game most suited to the CD format, the slow pace enabling accessing of speech and video sequences which would be impossible in a fast arcade game — it would keep interrupting the action. So while most games use direct CD accessing merely for flashy intros, *Dune* uses it extensively to create a very heady atmosphere. It really is weird hearing the nicely animated characters talk to you, even if their American accents somewhat spoil the illusion of being on an alien planet, making it all seem more like a Hollywood movie. This isn't helped by the rather linear adventuring: with characters constantly telling you to go to a certain place to meet a certain person, you always feel you're being led around with not a lot of freedom to explore for yourself. And the set amount of speech sequences for each character mean you can never question anyone properly — character interaction is limited to selecting from 'Talk to me', 'Come with me' or 'Work with me'. This, combined with the lack of true exploration, makes *Dune* a triumph of atmosphere over content. It's an interesting experience at first, but when the novelty wears off you're left with a fairly shallow adventure.

PHIL

This rather fetching lady will tell you the whole story of Dune from the beginning. This picture is taken from the intro sequence of Dune, and shows the use of full motion video in relaying the message. The story of Dune can also be found if you open the book.



Paul Atreides, played by you, has accessed the Palace. Shown here is Paul's mother Jessica. Like all mothers, she is worried of the effect that the Spice will have on you. The Spice not only enables space travel, it also greatly expands the consciousness, so you can imagine Jessica's concern that her son is going to turn into some sort of space case. Jessica often gives Paul useful information concerning the Harkonnen, and the Spice mining. It's well worth returning to Jessica to gain further relevant information that will help you in the progress through *Dune*. Listen to advice that is given, usually it is of beneficial use to your quest. Beware, though: sometimes you will be led astray by evil Fremen.



Yep, it's been out on the PC and now it's out on the Mega-CD. You'd better get used to this, CD owners, because I think there's going to be an awful lot more conversions to come.

Dune CD is pretty much a straight port from the PC game. It's a great big sprawling RPG utilising the scenario from a box-office flop by the celebrated David Lynch. Sorry, but this all seems very dated to me. Why, when you have a brand-new piece of machinery to program for like the Mega-CD, would you want to dredge up an old game about an old movie? Did I hear someone shout 'Money!'?

Oh well, if you like formula CD software, you're not going to be too disappointed with *Dune*. It's big, it's got impressive graphics and good digitised speech, but I'd like to think that people are looking for something more stimulating than a linear point-and-click adventure like this.

Movie fans only.

DAVE

MP

FINAL VERDICT

"*Dune CD* has everything that fans of the strategy/adventure genre could want. It's very PC orientated, and the CD access is slow, but the game is held up by the more than adequate gameplay and graphics. It's one to watch."

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1

DUNE CD

SHERLOCK HOLMES 2

DUNE 2

DUNE CD



one player



slow access



battery backup



available in UK

GAMEPLAY	71
GRAPHICS	65
SOUND	62
ADDICTION	72

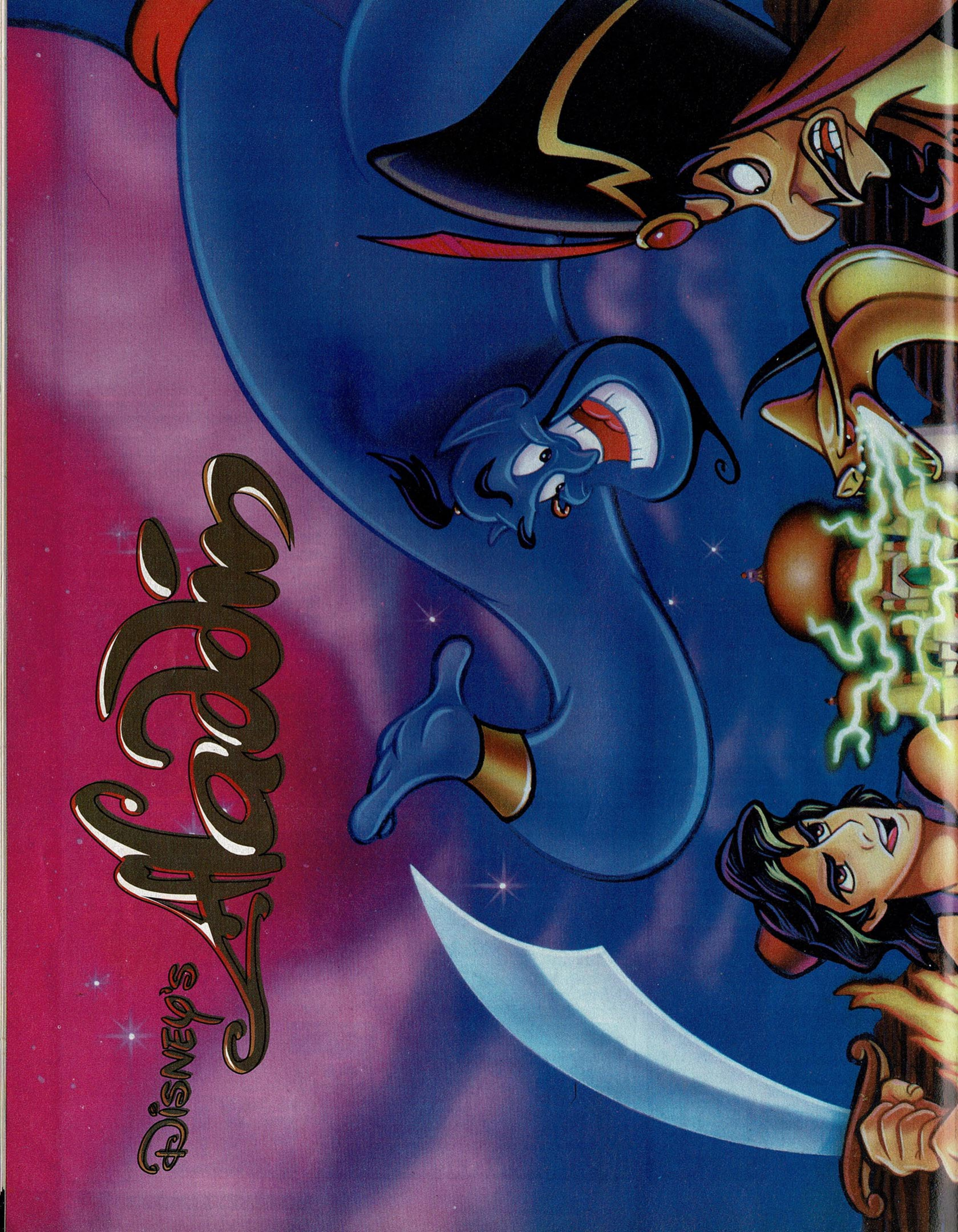
OVERALL

70

INSTANT ACCESS

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OUT NOV

Disney's *Aladdin*



POWER



REVIEW

Aladdin

MEGA

BLAST!

Ranking amongst the greats of Walt Disney's fictional characters, Aladdin is brought to the Mega Drive in what can only be described as the best-looking game ever produced. Whenever you see the name Disney on the cover of a computer game, you can be guaranteed that graphically it will stand head and shoulders above the rest. Castle Of Illusion and World Of Illusion are just two examples of the skill of Disney's animators.

Such is the case with Aladdin. The game utilises the wealth and experience of Disney's finest. Having the story already there, and well known, enabled the animators to concentrate solely on their task in hand. That was to produce what is claimed to be the most amazingly visual game ever seen on the Mega Drive. Pairing the talents of Disney's animation artists and the pioneering technology of Virgin Games, Aladdin is the first product ever to combine the techniques of motion pictures and video games.

The method of animation is the same as that used on the original film. Artwork has been processed using individual frames, incorporating real people as models. In-between sequences have been carefully worked, and the finishing touches have been added to every frame, by doing a "clean-up" to produce smooth finished lines. The frame times for the animation process move much faster than on film — 60 frames per second, compared to 24 — ensuring that Aladdin and his fellow characters move with absolute fluidity.

The music from the original score has been kept, and even the backgrounds have been lifted from the film to add authenticity to the game. New

Having never been on a magic carpet, Steve Bough thought he had entered some sort of hallucinogenic world. Violently shaking him we discovered that he had slipped into a frenzied state. Cries of "Seize him" shook the office. It was only after a severe beating that Steve managed to escape from the enchanted world of Aladdin.

areas have been used as well as familiar film scenes.

The game plays through ten scrolling levels. On each you're required to find various objects: these all help you to rescue your woman, the adorable Princess Jasmine. The first level is set in Aladdin's home town, Agrabah. Armed with a sword and a selection of the finest apples, Aladdin takes on sword-swinging bandits. Moving on to the desert in the second level, Aladdin must find the scarab. Returning to Agrabah, our hero has to locate magical flutes in order to activate ropes to lift him up to higher platforms.

The levels offer different features and hazards the whole way through. No area seems or looks the same, and the challenging gameplay and stunning graphics ensure all will be amazed.

The whole game follows the Eastern theme, never diversifying to spoil the atmosphere. There is, of course, the necessary rug ride, but Aladdin must be an expert pilot or he'll find his head taken off. At one stage Aladdin is actually inside the lamp, and has to find a way out.

Although highly challenging, this is immense fun and superb to watch.

Sticking closely to the story line, the game climax follows Aladdin to Jafar's palace. Here he must brave flames, bombardment from statues and tons of other horrors in order to reach the Princess.

Disney's standards are unbelievably high, and this game proves it. Forming a new concept in the style of gaming is something the corporation can be proud of. Aladdin sets new standards that should inspire other game producers to greater things.



...platform game of the year, Aladdin is in a class all of its own. Dave Perry just seems to get better and better



If there was a voice-over for this game, you'd feel that you were watching the film itself — yes, it is that good. I don't get that impressed by many games; some have wonderful gameplay, but appalling graphics and sound. Aladdin has everything. The music is wonderful, the gameplay gets progressively harder and harder, and the graphics and animation, well! The magic of Disney has certainly been brought to the Mega Drive with this game. Not only is it the best-looking and most fluid game I have ever played, it also incorporates fantastic gameplay.

I feel that anybody would find it hard to surpass this. Everything has been achieved to virtual perfection. An essential buy for anybody's library, Aladdin has set a standard in which I, for one, would like to see games going. I just hope that the other minor developers can learn from people at Disney and Virgin, and cut the rubbish that they put out on the streets. Don't even bother to look at this, just buy it!

STEVE

Aladdin



OVERALL %

94

ALADDIN'S ITEMS

THE VARIOUS ITEMS THAT ALADDIN CAN COLLECT THROUGH HIS ADVENTURES COME IN ALL SHAPES AND SIZES



APPLES

Found on every level, these apples are the second best thing next to your sword. Collect as many as you can for ultimate success.

JEWELS
These jewels aren't as plentiful as the apples, but are still valuable. They allow you access to the bonus stage.



ENERGY HEART

No game would be complete without an energy heart. In *Aladdin* it increases your energy meter by two.

EXTRA LIFE

Another typical feature of platform games. They are few and far between in *Aladdin*, but you'll occasionally come across one.



RESTART POINT

Hit one of these and instead of returning to the start of a level, you'll start from where you hit this restart point.



1 When struck, the genie enables you to enter the bonus level where you can win extra lives or jewels.

2 The bonus level features this little monkey trying his hardest to collect items falling from the sky.

3 The health meter is the lamp, and the more the smoke goes down, the worse you're faring. Collect hearts to boost it.



Very Indiana Jones... Aladdin is being chased by a huge boulder that will easily squash him. Run as fast as you can and you'll come to a gap; jump here and the boulder will fall into the fire below.

4 Saving Princess Jasmine, the love of your life, is the main objective in *Aladdin*. But it's no piece of cake.

5 The apples and the jewels remain the same as mentioned before: try to collect as many as possible.

6 The restart point and extra life are invaluable if you want to get any further in this game, which I'm sure you do.



These magical bee-like creatures constantly attack you. The way to stop this harassment is to climb the stairs and defeat the bird who is controlling the output of creatures. A few swipes with your sword should be sufficient.

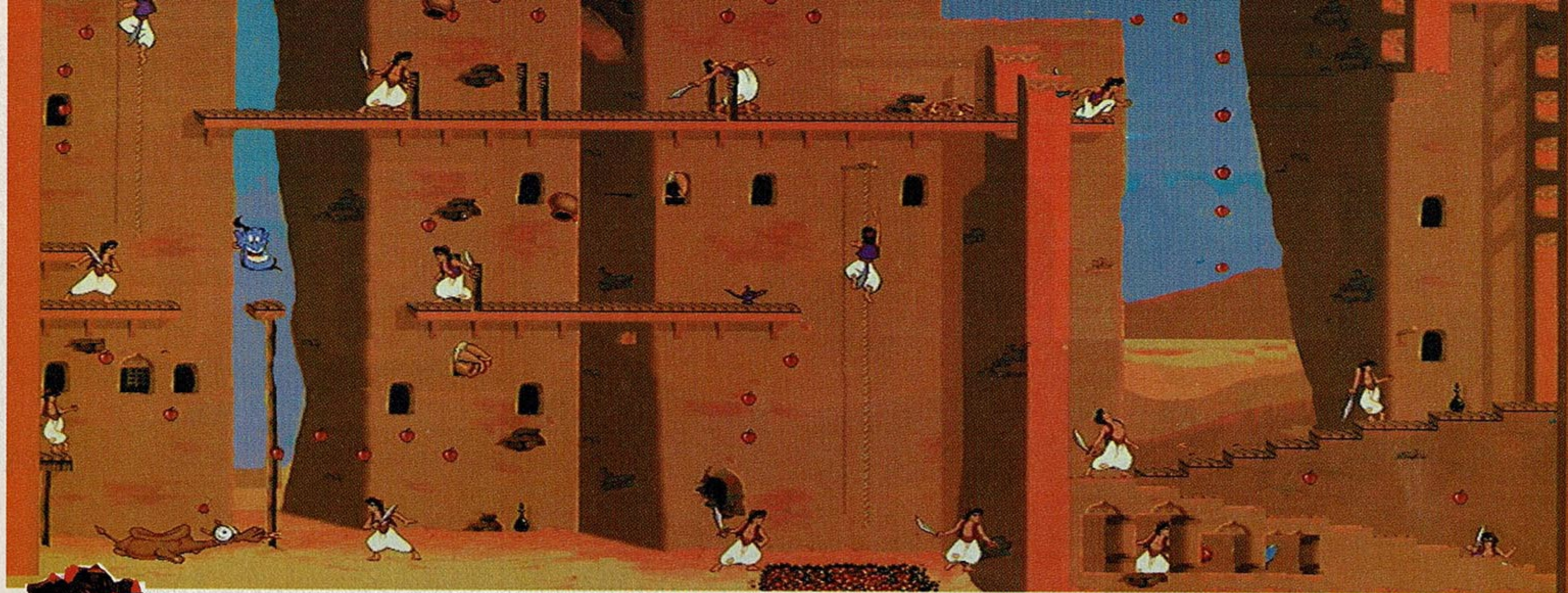


The platform game of the year, *Aladdin* is in a class all of its own. Programmer Dave Perry just seems to get better and better and this is without doubt one of the best products you will see for a long time to come. I don't get overly excited by cartoony platform adventures as a rule but I must concede that *Aladdin* has set my mouth a-droolin'. It comes as close to setting a cartoon to life at your fingertips as anything I have ever seen. Challenging, funny and utterly addictive, this is a game that you'll want to invite your friends around to see — you might even be able to charge them admission.

Ten huge levels and a viciously climbing difficulty curve ensure that even those experienced gamers not impressed by gloss will be sufficiently satisfied with this beautiful game. Plenty to do, plenty to see, gameplay and animation go hand in hand to really bring this cart to life. The only thing that spoils the celebrations is the price tag of £44.99. *Aladdin* comes closer to being worth this than any other game on the market at the moment, but I refuse to believe that Sega really have to ask this kind of money from its gamers... but that's something for another time.

DAVE

MASSIVE POWER



Wow! I haven't seen such a slick cartoon platform game since, erm, Quackshot! But that's just it: there's nothing quite like that old Disney magic to bring a game to life. And this time the graphics are even more stunning. The animation of Aladdin even outdoes Prince Of Persia for the variety of movements and the realism with which they're implemented. But it's not just the hero who impresses — all the characters are just as well done. In fact, some of the buddies look so good it's almost a shame to kill them!

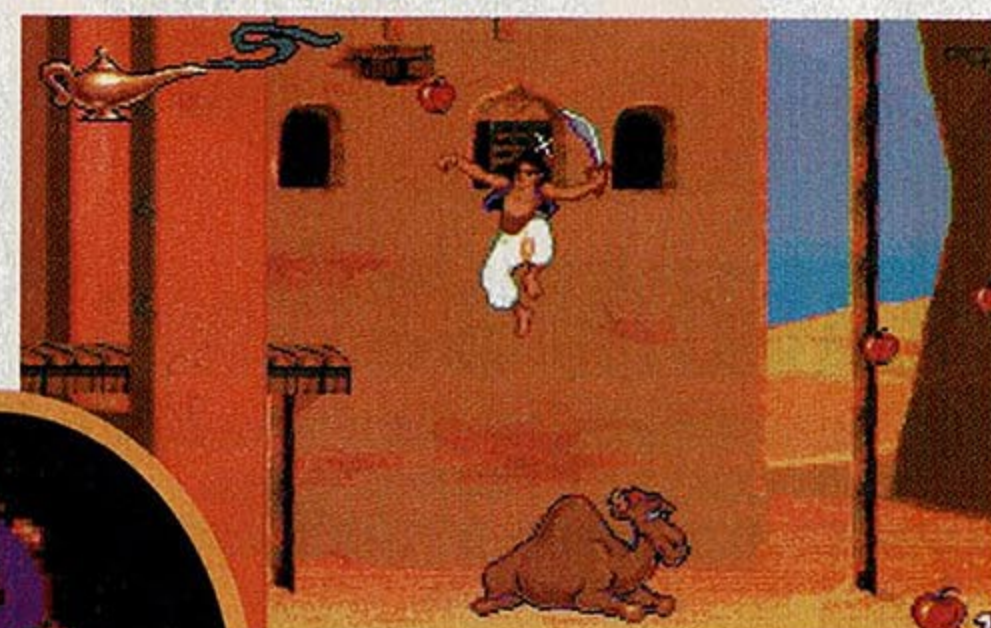
Playing the game is like taking part in an interactive cartoon, it really is that good. What impressed me most was the 3-D nature of some of the hazards. Those balls on chains which swing in and out of the screen are brilliant, as are the spikes which emerge from walls and the platforms sliding in and out. Early levels are relatively easy to get through, but they all have their own unique features and hazards to discover. And just when you think perhaps it's too easy, things start getting much trickier with bats buzzing round you, statues coming to life and even an Indiana Jones-style section where you're chased by huge boulders. It all adds up to the sort of game you'd wish for if you found a magic lamp!

PHIL

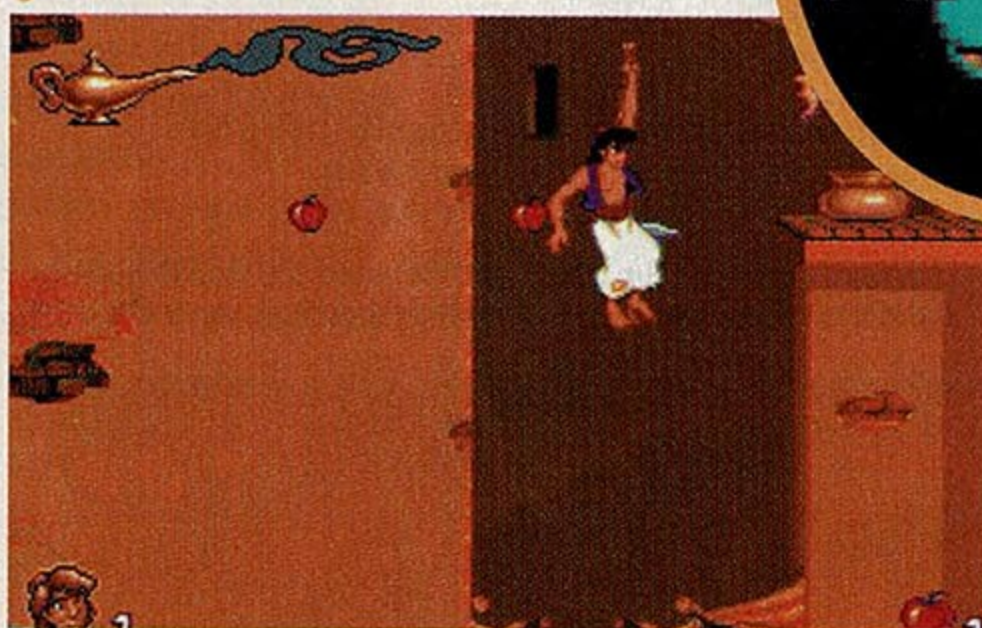
This map of the first level shows Aladdin progressing through the many stages contained in the Agrabah Market. This will give you the basic idea of where to go and what bonus items are available. The stand-out features are the apples: there are loads to collect, so make sure you grab them all as they come in very handy. Mind the hot coals as they ruin your energy.



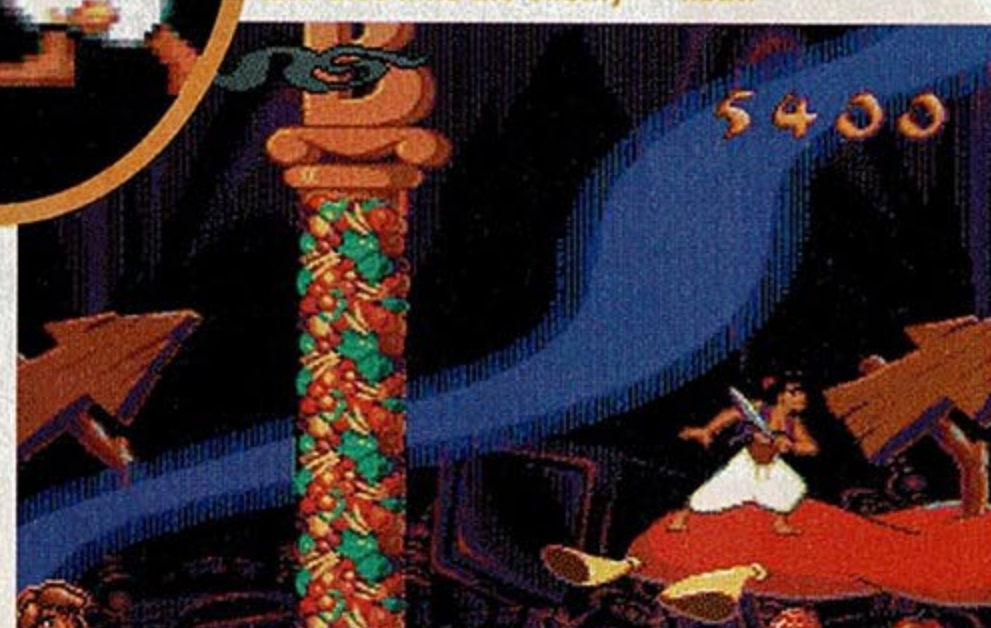
Aladdin in mid-combat with a rather large unpleasant-looking character. Luckily Aladdin is an expert swordsman, and you can be guaranteed he will win this battle.



An amusing aspect of this game: you can jump up and down on the camels as many times as you like. They will spit out some food which in turn also kills the enemy — neat.



In order for Aladdin to hang about like this he needs to have collected the magic flutes. These enable him to float up to places he otherwise couldn't get to. Often he is led straight into danger, though, so always be prepared.



The huge Smarties tube on the left is an indication that you are inside the lamp. This level boasts a lot of jumping about, combined with sinking platforms and moving hands, which means you have to be quick on your toes.

MP

FINAL VERDICT

"Aladdin is one of the best-looking games ever produced for the Mega Drive. However, unlike most other graphically stunning releases, it has great gameplay to match. It provides complete satisfaction for players of all ages."

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PRINCE OF PERSIA				
TAZMANIA				
ALADDIN				

ALADDIN

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OUT OCT

one player

16Mbit

passwords for levels

available in UK

GAMEPLAY

92

GRAPHICS

96

SOUND

89

ADDICTION

87

OVERALL

94

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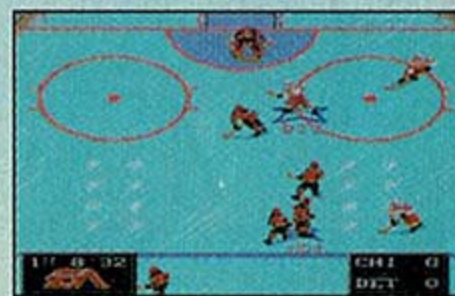
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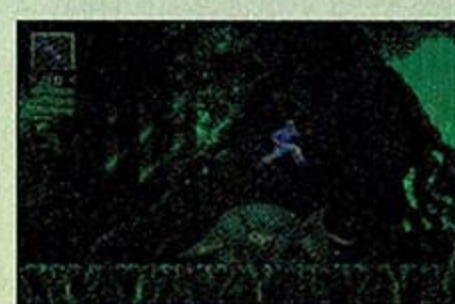
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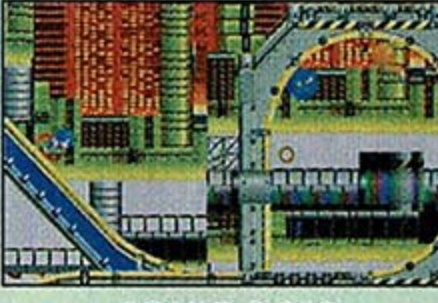


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REVIEW



Cosmic SPACEHEAD

Travel-mad Steve spends most of his free time in travel agents dreaming about exotic places and looking at the pictures of girls in bikinis. Now he finally goes out of this world to meet up with some dude called Cosmic Spacehead. Join sad Steve and Cosmic as they get spaced out!



Who's a cool dude then? From this picture it looks as though Cosmic, the cute alien hero, has fallen in love with his own reflection. Fortunately he can be excused as he has never seen a mirror before.



In Cape Carnival, Cosmic needs to talk to the female attendant. She will give him a helium balloon. The real thing Cosmic needs here is a driving licence so he can go car racing. You must trek off elsewhere to find it.



Primitive alien cave paintings. From the instructions, you can't do much else but look at these. They might give you some relevant information concerning the whereabouts of various objects which Cosmic needs for his journey.

What can you say about Codemasters? Well, they were taken to court by Nintendo and, much to everyone's surprise, won. They developed the Game Genie (the reason for the lawsuit) which proved massively successful. If that's not enough, they recently launched into the console world to bring us such games as Micro Machines and Fantastic Dizzy. Their latest release has the intriguingly psychedelic title of Cosmic Spacehead, starring an alien explorer of the same name. Cosmic is sent on

a mission to find out if other planets exist outside his galaxy. Discovering Earth, he rushes back to his own planet (Linoleum) only to discover that because he hasn't brought back any evidence, nobody believes him. Cosmic needs collect transport, money and whatever else is required so he can return to Earth and get the evidence.

The game follows Cosmic's journey throughout Linoleum, where he meets many characters who can help him on his mission. The large amount of interaction means you actually have to think about what you're doing. For example, how do you cross a freezing river, or how do you make a very scary

monster disappear?

All of these can be answered by playing Spacehead, but don't expect it to be easy. The lands within the planet which our friend has to cross are very diverse, ranging from Cosmic's home town of Detroitica to an orbiting space station.

The game is divided into locations where Cosmic interacts with a variety of colourful characters. Cosmic is controlled by moving an arrow around the screen. Interacting with objects and characters is achieved by pointing on them and selecting from a list of commands at the bottom of the screen.

Cosmic can pick items up, look at them, talk to people, give them things and use items. Everything has a purpose, so check everything and pick up any objects.

Cosmic moves between the main game locations by getting through simple platform sections. However, once he reaches a new location he can automatically travel there without the need to repeat the platform stage. By finding keys he can also teleport

between zones. This comes in very handy as often you'll need to return to locations to use newly found objects. If you're not sure how to solve a problem try experimenting: you can't go far wrong and some of the responses given contain clues.

Additional to the full game of Cosmic Spacehead is a little bonus game called Pie-Slap. This is Cosmic's favourite pastime. Basically, you have to throw pies at your opponent and the one with the most hits wins. It's an enjoyable sub-game played either against the computer or a friend.

Overall, Cosmic looks set to carry on the flag for Codemasters. Managing to consistently produce quality games is no easy task, but it seems they've done it again.





Cosmic Spacehead is a very peculiar little game indeed. As we have come to expect from Codemasters, the gameplay is both mentally taxing and addictive. Unfortunately, as we have also come to expect from Codemasters, the graphics and sound are limited and the whole thing lacks any real excitement. Sorry to be so blunt but if you are going to charge somebody forty quid for something then it had better be forty quid's worth.

To be totally fair I sat playing this game for ages trying to make up my mind whether I really liked it or not. The sheer size of it and the intricacies of its big-screen adventure section kept me engrossed for quite a while. Having to interact with the various characters in order to get the objects needed to progress was a novel approach to a cutesy console game. But once you enter the platform sections the whole thing falls down: there's very little to do, no real spot FX, and the animation is very, very slow.

Cosmic Spacehead is another of those novel games that comes so close to fooling everybody with its originality. I neither liked nor disliked the game, but I just couldn't help feeling that it really could have been a whole lot better. Codemasters seem to produce a specific type of game for a specific audience, with the obvious exception of Micro Machines of course. If you're a fan, this will probably please you no end; if you're just curious then please give this a lengthy trial in your local games shop

DAVE



These small platform sections crop up whenever you travel to a new location. Some are harder than others — one you even have to complete in virtual darkness. The problem with these levels is that sometimes, well quite a lot actually, you'll mistime the jumps, resulting in your death. The little blobby men can't be destroyed, you just have to jump over them, but careful: one touch from them and you are history. Thankfully, when you've completed a platform section you don't have to repeat it.



dodgey city
look pick up talk give use

In Dodgey City, Cosmic looks as happy as Larry. The teleporter you can see to the left of Cosmic must be collected. This will enable him to teleport to any other zone he wants, providing he has the teleport key. Often you'll remember that you saw an object in another area that will help you on your quest. The thing to do, to save running into trouble, is to teleport back to the zone and collect the object. Everywhere that possibly looks as though it could hold some information should be checked out. Any person seen should be chatted to as they might hold the key to solving a problem. If you don't try, you'll never know the outcome, and you'll never finish the game — and I assure you, that would be madness.

OVERALL%

78

If you are getting sick to death of the standard game formulas, check this out

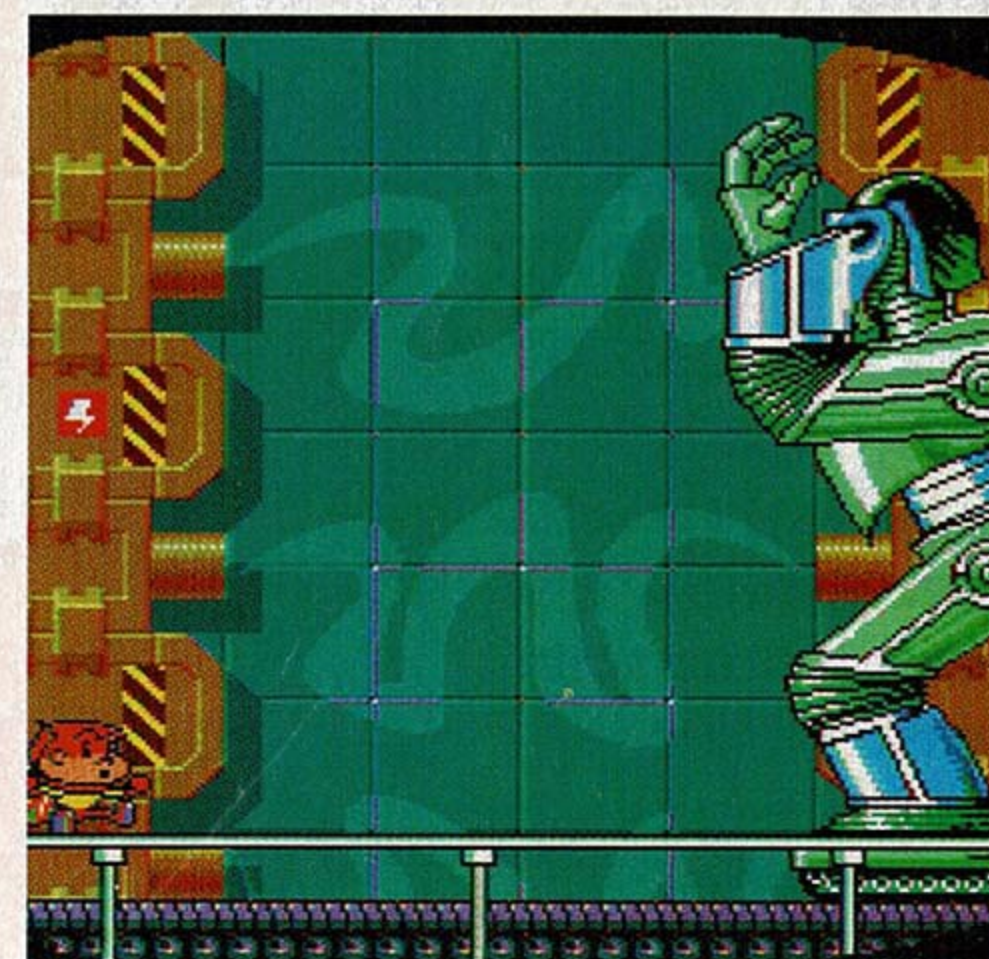


With all the paraphernalia that came with the promotion of Cosmic Spacehead, I awaited seeing the game whilst busily stuffing my face with Spacehead sweets. Well, the sweets were delicious, but what about the game? The opening credits are reminiscent of The Jetsons, and the in-game graphics and animation offer fantastic cartoon realism.

A slight drawback is that the action is quite slow-paced, but the more you get used to moving around with the arrows, the quicker it seems. The best thing about this game is the fact that you actually have to use your brain. It's not so much of an RPG, although there are problems everywhere that need solving. The interaction is great and some of the puzzles are really sharp, often entailing going back to a certain zone to collect an object that'll let you pass in later levels.

I don't think Cosmic Spacehead will appeal to everyone, but for the people who are getting sick to death of the standard game formulas, check this out — you'll be pleasantly surprised.

STEVE



This hugely nasty guardian needs teaching some manners. He's come to squash the life out of you, and considering that he is about 12 times your size, he's probably going to do it. Well, this is where you need to use your brains. There must be an object which will help you to defeat this fearsome beast, and it's entirely up to you to find it.

COSMIC BONUSES

The items below are just a few examples of what is available on this level. Each has a purpose, some require thought to discover where to use them, while others are straightforward.



These yellow egg timers are located on the platform levels within the game. Collect ten of these and you will receive an extra life.



One Lino dollar. From the start, take this and put it in the fruit machine. You will win 50 Lino dollars back — talk about easy money.



This gunpowder can be bought for one dollar, which is cheap at half the price. It's use is for you to determine. Just to watch the explosion is fun.



Passwords are shown on different zones. Locate these and pick them up. They are vital in helping you progress through this game.



Teleport key, this very useful device can whizz you back to any zone you wish to visit. Providing, that is, you come across a teleporter.



Cosmic strolling along the coastline. One of two things will happen from this point. Either you'll come across an object, or you'll run into a large beast which must be defeated. The trouble is, are you alien enough to do it?



It's nice to see Codemasters doing so well with their first Mega Drive releases, but I doubt Cosmic Spacehead is going to have the same impact on the charts as Micro Machines. With its cute cartoon graphics it reminds me of many of their earlier computer arcade adventures. However, the point-and-click control method slows things down somewhat. On the good side, the list of commands offered by this system permits better interaction than your average arcade adventure. Instead of simply picking up and 'using' items in the right location, you have many more options such as operating parts of the scenery and talking to characters.

This makes Cosmic much more of a thinking person's game, though not as complex as a dedicated RPG. Though it's fun, I can't help feeling the game falls between two stools, neither offering the intense arcade action most players desire, nor deep-enough adventure elements to interest true RPG fans.

PHIL



- 1 Hmm, how useful for a thirsty little alien: a user-friendly vending machine. However, instead of dispensing Coke or fags, this one will provide you with a large bag of gunpowder.
- 2 The guy from the Post Office is as helpful as ever. He will give you stamps and paper for a letter which you need to send. He'll also issue you with a passport which is vital in this game.
- 3 The mail box is where you need to send the ready-made letter which appears in your inventory. This will go to your cousin, who then replies with directions to a secret tunnel, possibly your passage to freedom.

- 4 Have a chat with this lady from the Lost Property Office. She has some items which are yours. You'll get given the joke book, but you also want the missile-targeting device for maximum protection.
- 5 Photo-U-Like. To obtain your passport, you'll need to get some photos developed. Put in your one Lino dollar and you'll be all set to collect your passport. These futuristic Post Offices are fabulous.
- 6 The various commands, are all used in relation to the object or character you come across. For example, you can't talk to a mail box, but you can use or give it things. Just a little common sense is needed.

MP FINAL VERDICT

"Cosmic Spacehead is an interesting thought-provoking game, and the puzzle element is excellent. However, the game could have benefited from a quicker pace and better platform sections. Nothing here to worry the competition."

FANTASTIC DIZZY

LANDSTALKER

COSMIC SPACEHEAD

COSMIC SPACEHEAD

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GAMEPLAY	74
GRAPHICS	76
SOUND	50
ADDICTION	78

OVERALL 78

CODEMASTERS

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REVIEW



Spells, witches, cauldrons... it all sounds like a passage from Macbeth. Well, Psygnosis haven't converted the Shakespearean classic into a video game; it's more a case of lost Wabbits being saved by two magicians. Steve Bough dons his pointy hat and cape to see if it's a trick or treat.



The two-player version of this game has Wiz and Liz competing in time trials. There are a number of games, and the one to finish the game quickest wins. This can go on for a long time as you can play a whole set of this.



Is that the Grim Reaper I spot in the background? I think it is. Well, don't worry it's only part of the scenery. The letters floating around are Wabbits who have been saved. Make sure you collect all of these, in order to stay ahead.



In Snow Land, Wiz is admiring a frozen beast. The important indicator on this level is that time is fast running out. You have eight seconds to find the extra time. This will appear as an orange circle. If the clock reaches zero you lose a life, so it's imperative that you keep collecting more time bonuses.



Now a part of the huge Sony corporation, Psygnosis have been busy folk of late and two new releases should bring them back to the attention of the console-buying public. As well as the celebrated Puggsy, reviewed this issue, they've conjured up the curious Wiz 'N' Liz.

It's a platform adventure with a difference and stars two funny little characters: Wiz the main sorcerer in the area, and his pal Liz the witch. The story goes that the Wabbits (little bunnies) were happily grazing one day, when all of a sudden they just disappeared into thin air, and now, somehow, the two animal-loving magicians have to find and save them.

This strange task entails our two heroes travelling into a variety different zones — Grassland, Snowland etc — to complete the magic words or spells that will help save the poor little Wabbits. It's all a very fluffy tale, of kindness and love. You won't find any ear necklaces or ripped-out intestines in this game!

The action begins in Wiz 'n' Liz's Home World where you, as either character, collect different ingredients to make potions in the cauldron. These have various effects, ranging from bonus points to opening a door to a shop.

The main action takes place elsewhere, however. An exit door leads to a World Select screen and here, through a number of new doors, you must enter the various fantasy worlds where you have to perform a number of tasks as quickly as possible. First you have to complete the world's magic word.

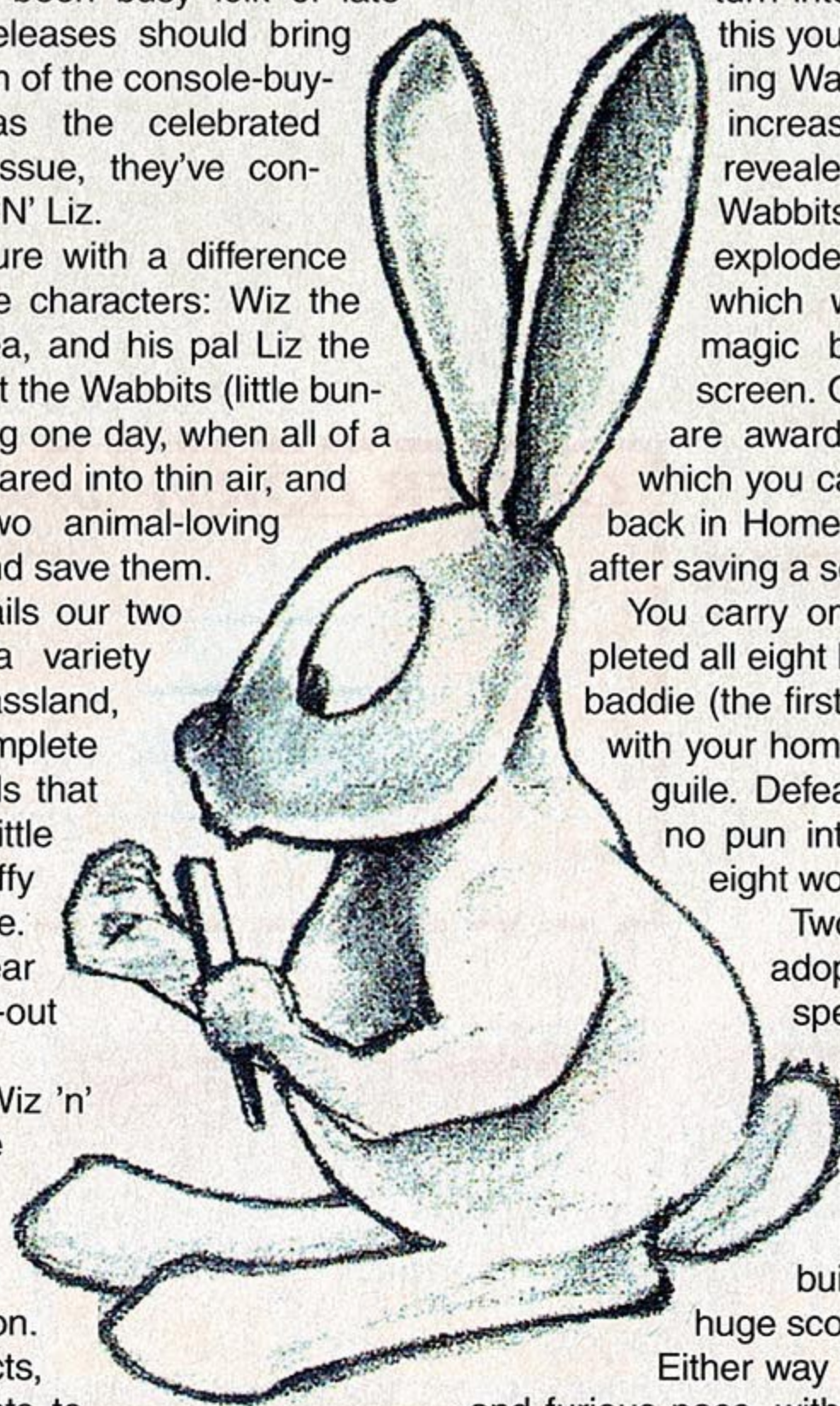
This is done by running into the Wabbits, who then turn into the letters you need. After this you have to save all the remaining Wabbits within the time limit — increased by collecting time icons revealed by some of the saved Wabbits as they rather curiously explode. Others leave behind fruit which when collected boost your magic bar at the bottom of the screen. Once this is high enough you are awarded with a magic fruit item which you can use to mix magic potions back in Home World — where you return after saving a second set of Wabbits.

You carry on like this until you've completed all eight lands and then face a superbaddie (the first is a huge flower), fighting it with your homing spell power and wizardly guile. Defeat it and you're whizzed off, no pun intended, to the next set of eight worlds.

Two styles of play can be adopted for Wiz 'N' Liz. Making spells can be your main aim, thus resulting in total exploration of the game; or you can opt for the fast style. This is where you leg it through all the levels, building up excess time for a huge score bonus.

Either way the game is played at a fast and furious pace, with the added bonus of a two-player mode. Here Wiz and Liz compete in a split-screen race to save the Wabbits which usually ends up with you, the player, breaking out into a rather nasty sweat.

Very funny, very smooth and utterly captivating it looks as though Psygnosis have weaved their usual magic into this one.



WIZ 'N' LIZ



Mmmm, Wiz 'N' Liz has all the ingredients, but somehow for me this game just didn't work as I wished it would. You can't knock it for originality, it's highly innovative and possesses a certain charm. My main complaint is that I found the gameplay quite dull. Saving Wabbits is all very well, and even the completion of magic spells and entering bonus levels is good fun. The trouble is, that's pretty much all you ever do.

If you're one of those people who like routine and repetitiveness, you'll probably love this. But I'm the sort of man who likes variety, and Wiz 'N' Liz doesn't offer it. The graphics are all very cute and the two-player option gives the game greater depth. If only there'd been a slight tweaking of the repetitive gameplay, Wiz 'N' Liz could have been blinding.

STEVE

A 'feel good' game of the highest order, I became totally immersed in saving Wabbits



Liz on the Apprentice level, trying to decide which is the best way to go. When the level is completed it will show as a closed door, when you have completed all eight lands, you should come across a Mystery Land door: enter this and you will be then able to progress onto the next stage. The easy Apprentice level is good for practice.



Something very strange happened to me as I played Wiz 'N' Liz: I kind of bonded with the whole game. No, seriously, I found myself inexplicably unable to stop playing the game and I became totally immersed in saving Wabbits and mixing spells. This is a 'feel good' game of the highest order. The graphics and music combine perfectly to draw you into what is an excellent race-against-the-clock affair.

At first the central Wiz character seems a little too small, but after a while the superb animation and sprite definition take your mind off such trivial matters. You just find yourself permanently smiling as you race through each level, collecting magic ingredients and freeing your exploding animal friends as the clock ticks down. There are numerous spells and bonus stages to add variety and a bit of depth to the gameplay but all this just detracts from what this game is really about: it's about just sitting down and playing a completely nonsensical, outlandishly enjoyable fantasy-world romp. You won't know what I mean until you try it for yourself.

DAVE

OVERALL %
72



Time is again running out for Wiz. He has only eight seconds left before he dies, and he is on his last life. You need to locate some Wabbits quickly, and they will hopefully provide you with some extra time.

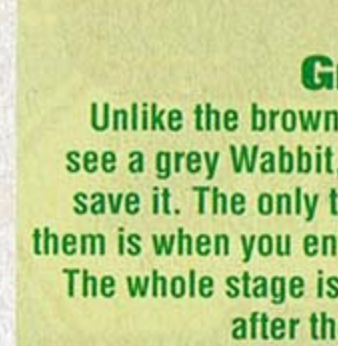
WIZ 'N' LIZ'S ITEMS

The items that are shown in the picture below, are a few examples of the many seen throughout this game.



Brown Wabbits

These Wabbits are the kind that, when you catch them, will turn into letters or items. They can be found everywhere on this game, and to complete it you need to catch one hell of a lot of these fluffy little bunnies.



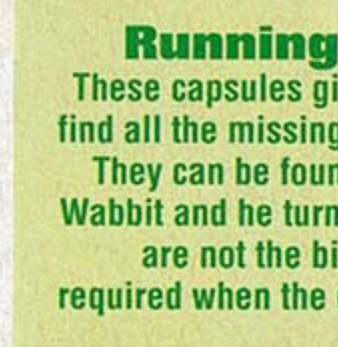
Grey Wabbits

Unlike the brown Wabbits, when you see a grey Wabbit, it means you can't save it. The only time you can collect them is when you enter the bonus level. The whole stage is grey, as you chase after these bonus bunnies.



Strange Fruit

These fruits are the main ingredient in the game. Each fruit has different powers. For example, by mixing a strawberry and a pear you might get double points. Try combining different fruits and watching the outcome.



Running Out Of Time

These capsules give you extra time to find all the missing objects on a level. They can be found when you catch a Wabbit and he turns into an item. They are not the big 'extra time' that's required when the clock's running out.



Starry Item

This item provides you the ability to protect against time running out. It will also give you loads of points. Again, these are revealed upon catching the brown Wabbits, and are certainly not to be sniffed at.

WIZ 'N' LIZ'S POWER



- 1 The magic password at the top must be completed if access to other levels is to be accomplished. These passwords appear throughout the game.
- 2 This cauldron is where either Wiz or Liz, after collecting fruits, make their spells. Each fruit combination has a different effect; it's up to you to try them all out.
- 3 These star items appear on most levels and on collection give you extra time and plenty of points. Stars are often produced when brown Wabbits are saved.
- 4 When you see a poorly and fading Wabbit, collect it. The letter revealed will enable you to make up the word 'bonus', letting you enter this special level.
- 5 The skill level. There are several difficulty settings, ranging from taxing to sorcerer. They progressively get much harder — practice makes perfect.
- 6 The exit at the hut. Run into this and you'll be transported to another world full of doors, where basically you have to carry on the same Wabbit-saving procedure.



"Again and again and again and again..." — this game's a bit like an old Status Quo song. You instantly get into the groove of its addictive hook, but after a while it all gets a bit samey. It also reminds me of the very early coin-ops where you took on wave after similar wave of aliens etc in the hope of getting a huge high score.

There is some strategy in collecting the right ingredients for your cauldron to get the best spells, but mostly it's a case of endlessly chasing the Wabbits and collecting as many time bonuses as possible. Hurrah! I thought as I collected all the letters of BONUS and entered a bonus stage — only to be confronted by more Wabbit chasing! The only different section I discovered was a crude sub-level where you guide an expanding caterpillar around the screen, trying not to bump into your own tail.

Don't get me wrong, I don't hate this game — in fact, I found it very addictive for a few goes. It's just that with a bit of extra variety it could have been so much better. The game's saving grace is the great two-player mode, which should provide more lasting fun than playing solo.

PHIL



Liz the witch is shown here busily searching for wabbits. The bottom-right corner shows her magic, which at this stage is virtually nonexistent. She needs to collect the potatoes to send her magic soaring.



Liz has managed to save all the Wabbits, and above her head you can see the exit flashing. After this has appeared, you will be asked to complete the magic word and save all the Wabbits again in the allotted time.



Wiz explores Mine Land. He looks a bit lost, but that can be rectified by either finding an exit or more Wabbits. When time is running short use button A: this will let you drop down to the next landscape level without wasting time.

MP

FINAL VERDICT

"Wiz 'N' Liz is a fun game to play. The gameplay and graphics are very fluid and the game itself boasts a high degree of originality. The problem is that repeating the same procedure for endless levels does become tiresome."

10		9		8		7		6		5		4		3		2		1	
SONIC THE HEDGEHOG		WORLD OF ILLUSION		WIZ 'N' LIZ															
WIZ N LIZ										PSYGNOSIS £44.99 OUT OCT									
1-2 players				8Mbit				passwords available				available in UK							
GAMEPLAY										71									
GRAPHICS										74									
SOUND										64									
ADDICTION										70									
OVERALL										72									
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**SEGA
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Puggsy

REVIEW



Puggsy the alien was cruising the galaxies looking for some action. Unfortunately he soon crash-landed on a world populated by nutty animals... and the Mega Power crew.



Puggsy doesn't need sub-aqua gear to survive underwater. There are lots and lots of interactive objects for him to collect, that will enable him to escape this level. Use your brain to work out which object will operate the exit.



One of the raccoon statues that litter Puggsy. The raccoons want to steal your ship which will mean you have to stay on this wretched planet forever. Defeating the raccoons is the only way to escape. The problems lie in finding each exit. As the game progresses, these get harder to find.

Low on petrol, Puggsy decides to find the nearest BP. Spying the closest planet, he puts his foot down. Whoosh! Splash! He lands in the ocean. Little does he know, but he's on a planet inhabited by psycho raccoons. Having seen his splashdown, two of them rush to inform their leader, the "Bad Dude". He orders them to steal Puggsy's spaceship in order to take over the world — this bloke's obviously a nutter!

The now shipless Puggsy must make his way through 17 locations divided into 51 levels. Before he can reclaim his spaceship he must defeat six world guardians, the last being in the ancient city of Raclantis.

After the completion of every three levels you're given a password, enabling you to return to the new location. These are as diverse as Badger Mill, Splinter Town and the scary-sounding Darkskull Castle. Within these are hidden over 15 secret stages.

The game is quite difficult to categorise, but is most likened to a platformer with the emphasis on puzzle solving. Basically you have to find the exit on each level, which is fairly easy to start with. As the game progresses you need to use your brain to overcome hazards. There are 20 handy objects on



every level, each with a specific purpose. For example, if fire is blocking your way, use the water pistol to extinguish it and proceed.

The six world guardians that Puggsy eventually faces use full-screen rotation, which looks really impressive. The music has a variable 34 different pieces and the sound incorporates 40 individual FX. As you can see, a great deal of work and thought have gone into this game.

Apart from the end guardians which require a specific pattern to defeat, the gameplay is very random and diverse. Puggsy may not look all that impressive at first, but play it and you'll be pleasantly surprised. The more you explore, the more you find. It offers a highly original challenge and, with the excellent use of colour, is a pleasure to watch. The forthcoming CD version should be even better, promising additional features and frills.

MEGA POWER

MP

FINAL VERDICT

"Over a year in development was time well spent on this a highly interactive and original game. The gameplay and graphics in Puggsy are excellent and the game features some taxing puzzles. Definitely one to look out for."

PUGGSY		PSYGNOSIS £44.99 OUT NOV	
one player	8Mbit	passwords for locations	available in UK
GAMEPLAY	83	OVERALL 83	
GRAPHICS	82		
SOUND	78		
ADDICTION	83		

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REVIEW



Horrible mutants, excessive violence, and more chopping up of babies? It sounds like a typical night out for the Mega Power crew.

SPLATTERHOUSE 3

When Splatterhouse 2 was released last year, there was no furore concerning the amount of excessive violence in the game. How things have changed within a year. We now have cinema-style ratings on games, for example Night Trap with a 15 certificate, which is surely ludicrous. Nevertheless, after the first Splatterhouse (released on the PC Engine, way back) and the ensuing success of Splatterhouse 2 on the Mega Drive, Namco have yet again released a game that will certainly shock your parents.

Splatterhouse 3 is very much like its predecessor; if you liked that, you'll love this. It once again stars Dr Jason Mueller as the psychotic killer



Dr Mueller (alias Jason) with three mutants to fight. Luckily for Jason, the skull mask makes him incredibly hard and he can take on most geezers without too much trouble.

hero, who was travelling through the jungles of Cancun, Central America when he stumbled across an ancient Mayan temple. Finding a mask, carved from bone inside, Mueller had a terrible urge to try it on. Doing so he found the incredible urge to kill and hurt anything in his path. In Splatterhouse 3 the love of Mueller's life, Jennifer, has been trapped inside her house by bloodthirsty mutants. You return as Jason (mask and all) to save the day.

The differences between the second adventure and the third aren't that many. Jason has a power-up in this game. Collecting the silver balls scattered around the levels increases his power bar. When it's at its fullest, pressing button a changes Jason into a different beast for the duration of that level, with much more powerful punches and kicks. Also, pressing buttons b and c together causes several arms to come out of his body and knock the freaks for six.

Weapons are provided as in the second adventure, including baseball bats, big stones and metal objects. These all provide great fun in battering the mutants, but if you get hit by the nasties, a ghostly skull comes and takes your current weapon away.

There are examples of derangement within the game, such as "Jennifer smells of rot, the rot of her grave". Come on, is that really necessary? No it's not but then Splatterhouse 3 isn't an ordinary game. The guardians are particularly weird, including one who appears as a harmless teddy bear



Jason taking on the might of two complete and utter freaks. If you've never played Splatterhouse, be prepared for a shock, as it's not like ordinary games. It's all very strange.

then transforms into a mutant with no head but extendible bloody arms. In another sequence a mutant is shown devouring the flesh of several human corpses lying mutilated in the corner.

You can't knock Splatterhouse 3 for being unoriginal, but some people might find the concept repulsive. In saying that, there are others who'll find it really funny. The whole idea of mutants going on the rampage, and dogs with two heads, should appeal to horror devotees.

For owners of the second game, Splatterhouse 3 is probably too similar to be worth buying. Otherwise if you're a beat-'em-up fan looking for something a bit different, then this is for you. Check it out — it's certainly going to shock you.

MP

FINAL VERDICT

"*Splatterhouse 3* is certainly not for everyone. There is some really mad stuff going on in this game. It's like a cross between horror and gaming. If you like something a little different, with plenty of blood, you'll love this."

STREETS OF RAGE

SPLATTERHOUSE 2

SPLATTERHOUSE 3

SPLATTERHOUSE 3

one player

8Mbit

passwords available

available in UK

GAMEPLAY	81
GRAPHICS	82
SOUND	77
ADDICTION	79

OVERALL

82

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OUT NOV

Isn't it weird how when a football team wins the league, all their fans start to come out of the closet. Tim Pitt and Mark Cummins' band Men United is one such example. They used to be in a band called DV8 (only catchy to people who latch onto things like the 2CV or M25), but even the most tenuous link to the Old Trafford faithful has guaranteed them immense interest from all sorts of press. After all, it provides for good copy like "Men United, they're champion," or "There's only one Men United..." blah, blah, blah.

Men United hit the club scene in early August, and with the release of their single *Is That Love* on 27 August, they're distinctive electro-pop sound should already be reverberating through your ears. Their influences are obvious, with them listing Pet Shop Boys and Erasure amongst their favourites, so it comes as no surprise to hear that they have teamed up with the country's top mix masters to provide a plethora of edits - seven on the CD single! Amongst them the humorously-titled *Men United 0 v Nottingham Forest 3* mix from Mark Gamble (who's previously worked with KWS and Dina Carroll).

As luck would have it, the boys have dug deep into their wallets and rustled up ten copies the CD single plus ten posters featuring the dapper duo to give-away. If you fancy yourself a free bopstastic disc and poster, just answer this amazingly simple - yet cunningly easy - question:

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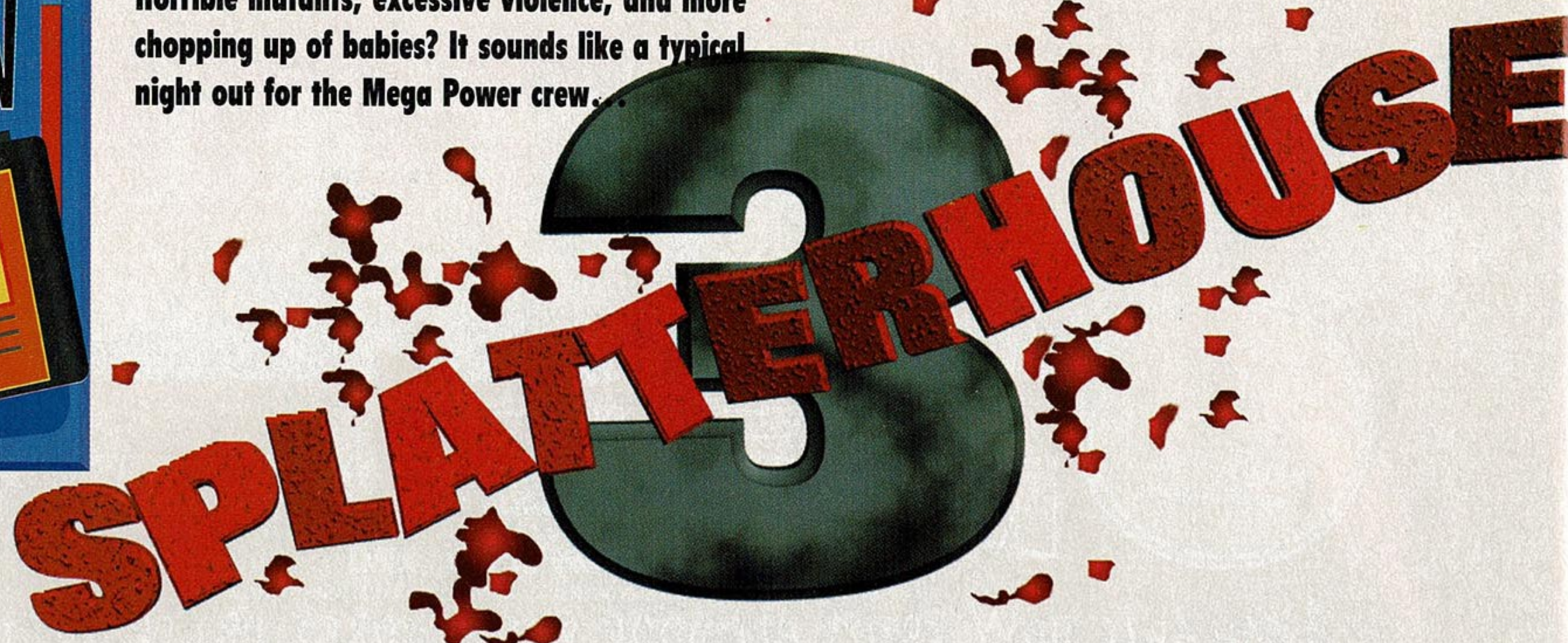
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horrible murders, excessive violence, and more chopping up of babies? It sounds like a typical night out for the Mega Power crew...



SPLATTERHOUSE

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“Splatterhouse 3 is certainly not for everyone. There is some really mad stuff going on in this game. It’s like a cross between horror and gaming. If you like something a little different, with plenty of blood, you’ll love this.”

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STREETS OF RAGE

SPLATTERHOUSE 2

SPLATTERHOUSE 3

SPLATTERHOUSE 3



one player



8Mbit



passwords available



available in UK

GAMEPLAY

81

GRAPHICS

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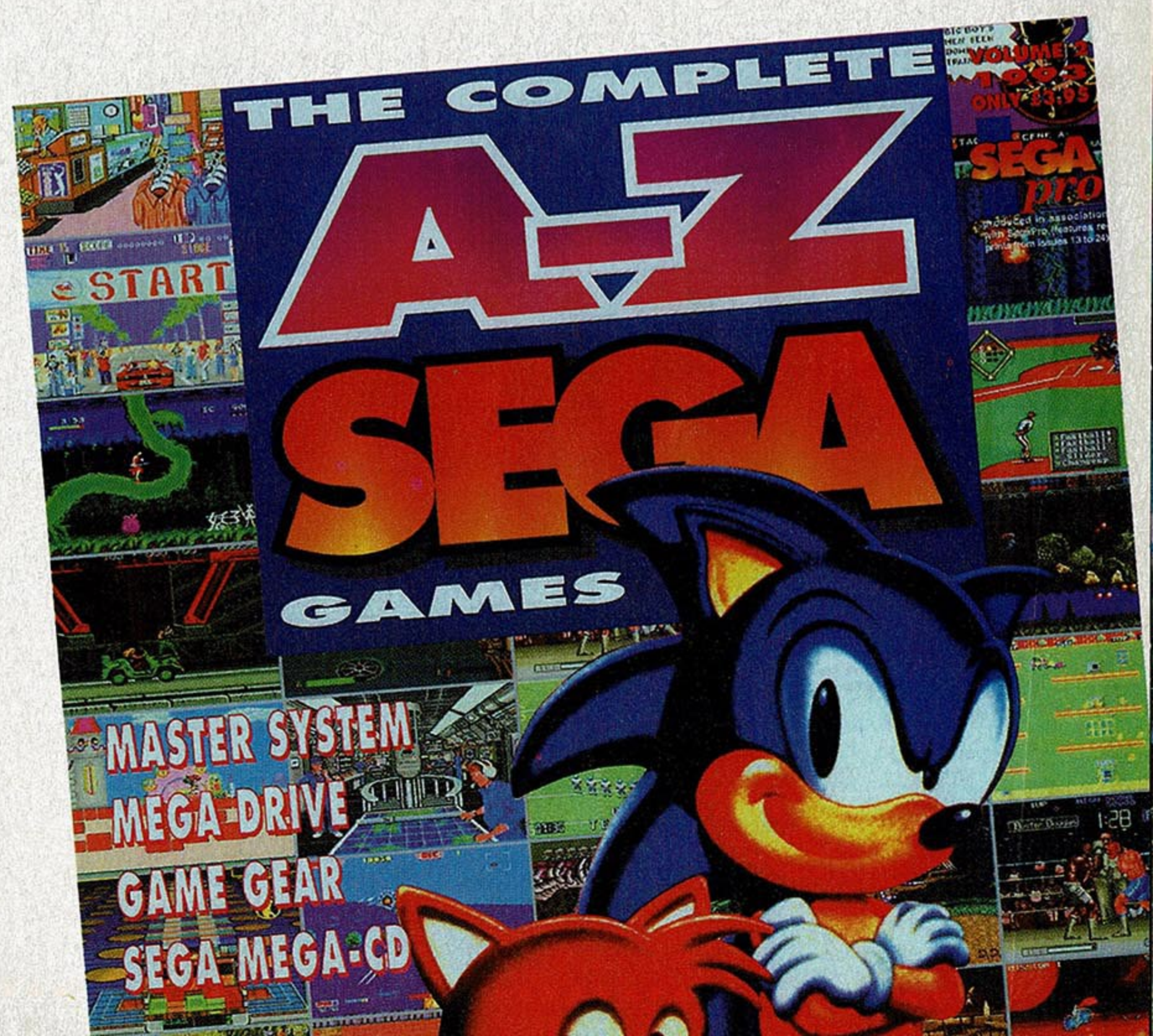


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TV

Does software piracy threaten the whole future of the games industry? David Graham enters the dark domain of the pirates and discovers a world of vice and strange devices...

When you think about piracy, it's all too easy to conjure up images of men in loud, frilly shirts wielding cutlasses. However, while the clothes and weapons may have changed, the object is still the same: quick, illegal booty.

Software piracy takes many different forms. In the computer world it's rife. Most users don't even realise that they're contravening copyright when they copy an application or program from a friend's or colleague's disk. And with applications such as *QuarkXpress*, for example — the design package *MEGA POWER* is put together with — costing around £500 per user, it's all too easy and tempting for people to pirate rather than pay.

Most computer applications, however, are constantly upgraded with new features, similar to the way in which companies such as EA update games like *PGA Tour Golf* and *John Madden Football*. The difference is that when a user buys an upgrade for an application, it usually only costs a fraction of the original, whereas if you wanted to upgrade *PGA Tour Golf*, you'd need to buy the whole new cartridge.

The guardian of software is the Federation Against Software Theft (FAST), and this "in your face" organisation does a great job of chasing companies who breach copyright by targeting firms they know need to use lots of software, such as magazine publishers.

In the console games world, however, software piracy is still in its fledgling stages. It's almost wiped out the Amiga, because computer disks are so easy to copy. But with all the consoles relying on cartridges, Sega and Nintendo have escaped the worst of it... so far.

Cheap imitations

With the console market worth an estimated £750million this year in Britain, it was never going to be long before the pirates decided to chip in, as it were.

Over the past 12 months, it has become apparent that pirates in the Far East are busy mass-producing cartridge games. The most recent swoop by local customs and excise men in China netted

a haul of nearly 3,000 fake Nintendo carts, and around 700 imitation consoles, all bearing forged Nintendo logos, etc. We can only assume that the same is true of fake Sega items in the Far East too.

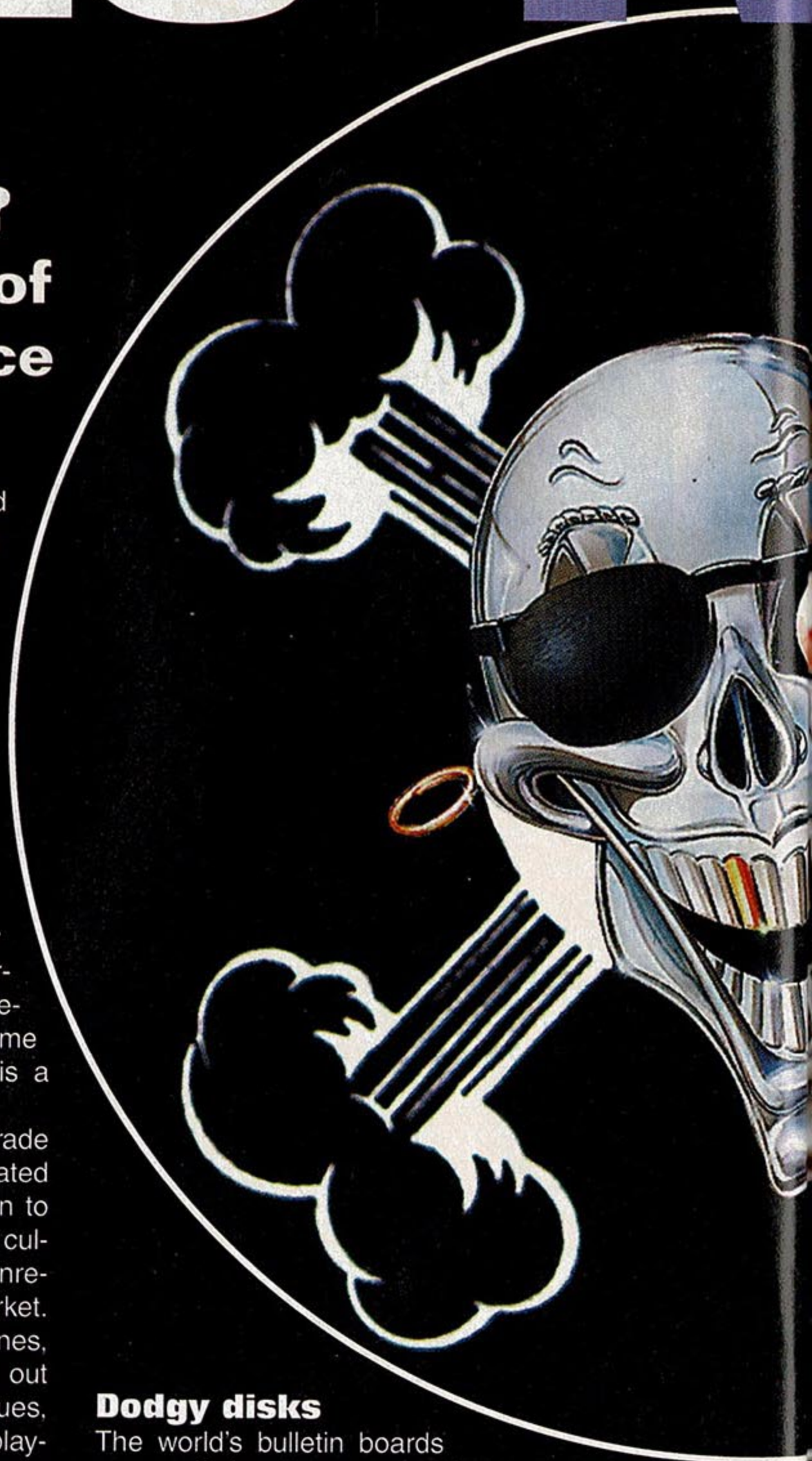
While some of these forgeries are stopped en route by vigilant customs departments, enough still manage to filter through and find their way to market stalls, the occasional Arthur Daley retailer and classified adverts in console magazines.

But it isn't just the finished article that's pirated. In the computer market, as in the console one, magazines are sent review copies of games prior to release for review purposes. While it's nigh on impossible for someone on a magazine to copy a cartridge game from a ROM chip, a computer floppy disk is a piece of cake.

Indeed, in an article in the computer trade paper, CTW, on July 12 this year, it was intimated that computer magazines (and not, we hasten to add, console mags) are viewed as the main culprits by publishers and developers whenever unreleased disks get onto the underground market. That seems a little unfair to computer magazines, since programmers are not averse to handing out samples of their work to impress colleagues, either. The games then find their way into playgrounds, bulletin boards; wherever disks and programs are swapped.

Developers of console games, too, are not immune to piracy. With some of Sega Japan's software now sourced in the UK, it's fairly common practice for the latest versions of software to be fired down telephone lines to Japan for Sega's approval. And, if they can tape members of the Royal family on cellphones, there's no reason at all why an enterprising hacker can't download software, too. Perhaps it came from a programmer? Who knows?

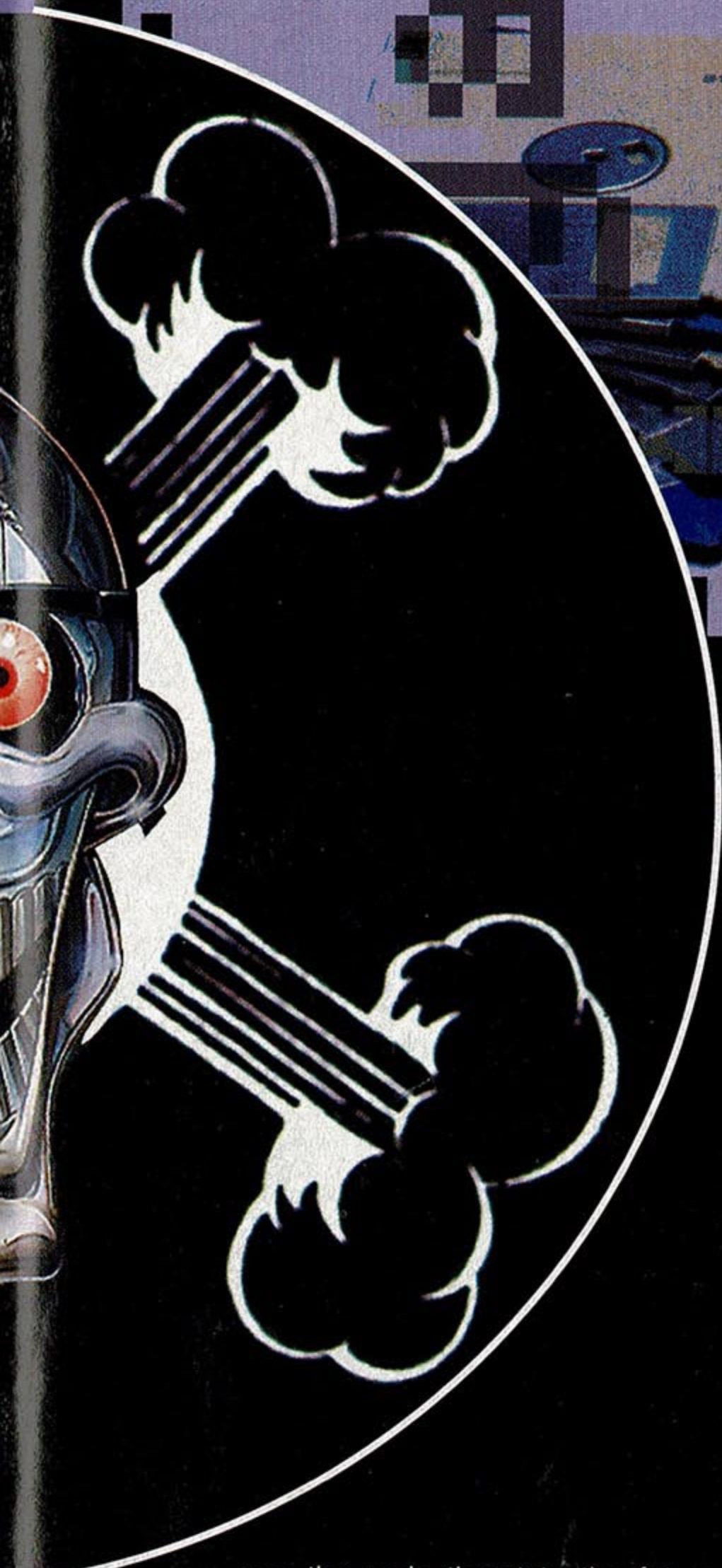
This circulation of software might explain why the SNES version of *Mortal Kombat*, although programmed in the US, has been doing the rounds on disk as a playable, one-level game for at least four months prior to its release that I know of.



Dodgy disks

The world's bulletin boards are stuffed with pirated software, and all you need is the right kit to drag it off. But just where do you get hold of a machine that will play pirate disks of Sega or Nintendo games, or copy cartridge games to disk? Surely they're illegal? Well, yes and no.

For an outlay of around £250, you can pick yourself up a Magi-Drive, Magicom, Wild Card, Multi Game Hunter or ProFighter disk drive for your chosen console, plus a diskful of as yet unreleased, pirated games — usually ten of them to get you started. Even with some of the titles being unfinished demos, or reduced-level games full of programming bugs or glitches, it's a tempting package for a lot of people. And you'll find them advertised regularly on the classified pages of various console magazines. The disk-drive copier is



MAGICAL POWER

now the main threat to the future of the console game in Britain.

While the importers of the ProFighter and its counterparts (all manufactured in the Far East) maintain that the machines are intended purely for backing up your own personal cartridges on disk, in case the cart is damaged, we all know differently. Duped disks change hands for a tiny price compared to their cartridge counterparts, and a pirated game has the extra glamour of (a) not being in the shops yet, and (b) being illegal. After all, wouldn't you like to be the first guy in your street with *Virtua Racing*? And that's what the authorities are up against. Not only is it cooler to have a pirate game, it's cheaper too.

But make no mistake, Sega might have made millions of pounds profit last year, but a serious increase in piracy could see the ghost of the Amiga

come home to roost. After all, Sega plough about 9% of their profit into R&D, but if their profits fell, so would the contribution to research and development. *Zool* may have been one of the Amiga's biggest games, but it was also one of the most copied.

Sega are all too aware of the problem, launching court cases against importers of cartridge disk drives and supporting FAST and the European Leisure Software Publishers Association (ELSPA) in their raids on pirates.

A pirate talks...

In late July, in the best traditions of Roger Cook, I phoned one of the various advertisers to find out what was on offer, and also to see just how upfront these guys are. The advert was fairly self-explanatory: "MGH and ProFighter for sale, for Mega Drive and SNES," along with the relevant phone number. A youngish bloke with a Northern accent answered the phone. We've called him pirate X, and the conversation went something like this:

Mega Power: "Hi, I saw your advert in one of the magazines for the MGH and ProFighter. I've got a Mega Drive and was wondering how much they were and what you got?"

X: "The Multi Game Hunter, that'll be the one you're after. To be honest, it's a decent copier for your MD, but it depends where you're going to get your games from. You know, are you copying cartridges, or are you going to get games from somewhere else, or what?"

MP: "Oh, a friend of mine has a Magicom..."

X: "Oh yeah, they're the old ones."

MP: "So is the MGH the one up from that, then?"

X: "No, no. The MGH is made by a firm called Venus. I think you might have a few compatibility problems with the Magicom, though..."

He then went on to explain the ins and outs of copying, which we don't need to expand on here.

MP: "So do you do a software package with it?"

X: "Well, I can sell you games or whatever, yeah."

MP: "Is it just cart stuff that's around, now?"

X: "Oh, I mean I get stuff that comes out long before it comes out on cartridge."

MP: "Anything good just now?"

X: "Er, *World Heroes*, *Mortal Kombat*..."

MP: "Yeah, I've got a mate with a one-level demo of the SNES version."

X: "Oh, I've got the full game. I've had the full game for two, two-and-a-half months, now."

MP: "What, the SNES one?"

X: "Yeah, anything you want, I get. I get it all off the boards."

MP: "That's cool. So what kind of price are we talking about?"

X: "Right. The MGH, you're talking about £280 to £290. I know that's expensive, but they are expensive at the moment because the factory went down in Hong Kong, where they get the chips from..."

▶ **CONTINUED**



the real Pirate TV

I think you get the basic idea. It seems that the majority of serious pirates in the UK are well-organised techies, with access to bulletin boards where they can download pretty much anything, courtesy of programmers who want to show the world how good they are, and software houses who aren't tight enough with their security. It seems odd, then, that those same people who complain about piracy should be the source of leaks themselves. After all, how many of us have heard of people breaking into publishers to steal new games?

In France — in magazines like Console+ — Profighters and the like are sold openly through big, quarter-page adverts. The fact that pirates in the UK are so open about their trade is worrying.

FAST work

John Loader is the ELSPA Investigator with FAST and, working together, the two organisations have ended some major pirating operations around the country. One of their biggest raids saw them grab over 2,000 disks containing Sega and Nintendo games in Manchester. The value of the goods seized, which included copiers themselves, was estimated at £100,000.

Loader is all too aware of the piracy problem in the UK. And as far as he is concerned, disk drives like the Multi Game Hunter are Public Enemy Number One...

So just what are FAST and ELSPA currently doing?

"ELSPA is a member of FAST, and through its group membership, all of the companies, all of the ELSPA members, are thereby associate members of FAST. And all the ELSPA companies contribute to an anti-piracy fund that ELSPA have set up, which enables me to deal with ELSPA-related matters in FAST.

"That fund is placed at my disposal for the purpose of employing outside private investigators to carry out raids and obtain search warrants in concert with the police, obviously. Following which, that same initiative enables us to take people to court ourselves, rather than wait for the police or Trading Standards to do it."

Is the law strong enough on people involved in piracy?

"Well, that's not for me to say. The potential punishment is there, it's up to the courts to award it. We're suffering there from the same problem as the rest of the criminal justice scene, inasmuch as courts are constrained, I suppose, by Home Office guidelines. But the punishments are there in the Copyright Act: it carries up to six months imprisonment, which is quite swingeing, really, when you think about it. But it's not often applied."

So fake copies of carts from the Far East aren't really the problem any more?

"Well, since the arrival of the Magicoms and Multi Game Hunters in ever increasing numbers I've actually heard of one that's coming over soon called the Dragon Drive. It's allegedly going to be

a 24-Megabit machine, upgradable to 48 Meg, so it's going to be quite a handful.

"The numbers of pirate games that are coming over, they tend not to be the problem they were, because there's so many people now jumping on the bandwagon with these copiers. And, as more and more people are waking up to the presence of these copiers, who wants to buy even a pirate cartridge, when of course the disks are so easily available?"

Do you have any figures available for the number of disk drives like the MGH and Magicom currently in the UK?

"No, absolutely not. It's impossible to put a figure on it because it's a totally grey area. It's like, 'How many unreported crimes were there?' You can't say, can you? All I can say is that it's obvious to anyone with half an eye that the amount of copiers now coming in is escalating rapidly, and obviously it's eating into the sales of Sega and Nintendo products and thereby the profits of those companies. It is becoming a problem, and all of the publishers and third-party companies are now well aware of it."

MISCELLANEOUS

SUPER PRO FIGHTERS for sale, £230, real time saver cards only £30, dual MGH £270. Write to:

or phone

£200? does quick money making interest you? Send a

We phoned up someone who advertises these items for sale, what can you do about them?

"That's something that I can't really comment on at the moment, because it's a bit of a sort of sub judice area, inasmuch as there are actions pending which I can't really comment on."

(In other words, some advertisers of disk drives are already up before the beak — Ed.)

We were quoted a price of £280-290 for a Multi Game Hunter...

"Well, the price is really a sort of: 'Take the number you first thought of and double it.' I mean the price is not set, of course, because it's a black market item, as it were. They're virtually charging anything; I've heard of as low as £150 and as high as £320. It really is dependent on how greedy they are, or how much they think they're going to get away with.

"It's a black market product inasmuch as its only function is to copy cartridges to disk: that is an illegal activity."

FIGHTER FOR SALE, gift for holiday, £230. Write to:

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HEY!!! Official Megadrive for sale, controllers, stereo jack

There's the argument that if you own a cartridge and copy it, it's not illegal...

"It's a complete fallacy, it's a fallacious argument to say that it's used to make a backup of a cartridge to a disk. The law says that as the owner of a piece of software, you have a statutory right to make a backup of it where one is necessary. Now it is not necessary to back up a cartridge to disk. A cart is a totally safe medium: it cannot be corrupted, and a disk is one of the most unstable mediums you can think of. So why would you back up a stable medium to a totally unstable medium? In other words, it's a euphemism for the word 'copy'.

"That's a point of view that was given to me by a technician from Nintendo recently. And it's so to the point that I'm really re-quoting what he said. That's it in a nutshell: it's completely potty to talk about backing up a cartridge to a disk-based medium when the cart won't be corruptible, but the disk will. I can see the logic behind backing up a disk to a cartridge, but I can't see it the other way around. And I think that when it comes to the crunch in court, it will be easy to demonstrate that you cannot possibly call that a necessary backup."

So how do you view magazines who accept adverts from pirates?

"Well, it's obvious — I would say it's completely reprehensible for any allegedly upfront, legitimate magazine to carry ads from people who are quite obviously, quite manifestly, questionable. They wouldn't dream of running the sort of advert, 'Amiga games, £1 each, anything you want' so why would they take these disk-copier adverts?"

Sega not scuppered

The heat is on for pirates. Not only do they have to watch out for FAST and ELSPA, they're also up against Sega themselves, who are wisely taking an active interest in piracy. However, Andrew Wright, Sega Europe's top marketing man, is keen to play down the damage currently being done by the pirates:

"Well, anyone who makes an illegal copy of a game makes an impact on a sale. Just by making a copy, obviously, they're not going to go out and buy that game, so it will have some impact on sales. It's not a massive impact on sales, purely because the hardware is very expensive to buy.

"There's also a problem with Taiwanese copies [of cartridges], but the major problem we have is with disk copiers. Having said that, it's not that a significant a problem. It's nothing like the copying

joystick, all boxed, £480 ono. Tel: Kaloan (081)

● MGH and Pro Fighter for sale, for SNES and Mega Drive. Tel: [redacted]

● SNES, good condition, four games, including *Street Fighter II*, *Probotector* and *UN Squadron Two* [redacted]

that went on, say, in the floppy market."

For something that has yet to become "significant", piracy has certainly attracted a lot of attention from FAST. And now Sega Europe themselves have an anti-piracy task force. Warren Bouchier, Sega Europe's Consumer Services Manager, is heavily involved in the company's anti-piracy efforts, and agrees that disk drives are far from good news for the console market.

"The situation with Multi Game Hunters (and other copiers) is that they are illegal, and they can cause a problem. If someone owns them, they can copy a vast amount of software at a very cheap rate. They are not a problem in terms of the law clearly defining that they are illegal, and we've got a few things which are in the pipeline at the moment and it's best that we don't delve into that at the moment."

While reticent to discuss Sega's current operations, Bouchier is very happy with the way things have progressed so far.

"We've got our own little task force, you know, we've got people in the field and we're at a rate where we're closing two or three cases a month now."

And for the pirates they catch, it's often more than just a question of facing charges of copyright infringement or software theft:

"Sentencing; that's a confusing issue and that depends on who gets involved. If there are dealers [of disk drives, etc] who deal with vast amounts, then in some cases we may hand that over to the VAT inspectors and they will get them for tax evasion. And that can carry up to about six years in prison. Now, when you think about it, you've only

got to shift 100 of these Multi Game Hunters, and the VAT boys are onto you. So people are prosecuted, but they're not necessarily always prosecuted for selling illegal copying devices. There are a number of agencies which we use."

Take your pick: six months or six years, and that's not even counting the fines courts can impose on pirates. And all that just for being the first person in your street with something like *Virtua Racing*? No thanks.

Not only does piracy threaten the future of the industry, simply getting involved can seriously damage your future. The message from Sega Europe and FAST is simple enough: don't even think about it. And if you still reckon a disk drive is £300 well spent, we'll leave the last word to Warren Bouchier: "In some countries, possession [of a copier] is a criminal offence, and it's likely that possession will become an offence in this country, as well." Makes you think, doesn't it?

Megadrive games for sale in packs of four, phone for details. Unbeatable price of £120 per pack. Tel: [redacted]

Mega CD, Megadrive (Jap). Five separate CD games including *Thunderstorm*, *Prince of Persia*.

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- Carte FX (pour *Starfox*) en option.
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MORTAL KOMBAT

GENERAL TIPS

With this violent beat-'em-up finally released and selling well in the shops, we give you the tips you need to inflict mortal wounds on any opponent.

When you're repeatedly punching an opponent, get ready to trip him up as he backs away.

Watch out when an opponent lets you get very close and doesn't launch into a move; they're probably waiting for the special move to activate.

Victories can be secured by flipping backwards from the start until the enemy is near the opposite edge of the screen. When done, flip forward and kick when you're just over the opponent's head. Now flip back, flip forward and kick.

Practise all the moves, and develop your expertise with a character. Spend time in the one-player mode as this will get you used to the moves of all the different fighters.

Try to block as many hits as possible, and learn to spot when a special or destructive move is about to be launched.

Kano: He is the slowest fighter in Mortal Kombat, but has a mean uppercut, although he's still a total powerhouse. One of the best moves for this big chap is to go into a roll attack: as this connects, briefly release the block button, hold it and move the direction left and then right. This launches you straight into the knife throw, which is one hell of a move. Kano's special move is to rip out his opponent's heart. This move needs to be practised as it's quite tricky: hold down the start button, move backwards twice and then press button a.



Rayden: This nimble fighter has power galore running throughout his body in the shape of electricity. Special moves which will give Rayden the edge include the torpedo move. This is very effective for pushing opponents into the wall, and can be accessed by moving back twice and then forward. He can also teleport, but remember he can be frozen by Sub Zero's ice blast, mid-way through teleportation. Rayden's special move is the death blow: get in close to your opponent, move forward once, back three times, then hit button a. In doing this, Rayden shoots concentrated Raysdentricity into his opponent's head until the head either falls off or explodes.

CHARACTER TIPS



Johnny Cage: One of Johnny's biggest assets is his quickness. Use this speed to repeatedly attack an opponent. He also has fireballs, which come in handy: move back, forward and then press the low punch button. A very effective tactic is to launch two or three fire blasts and then follow them up with a sliding shadow kick. Cage also has the fastest crouching uppercut, so make sure you take advantage of it. His special move involves punching his opponent's head off. To access this, go forward three times and then press button a.



Liu Kang: The fastest fighter in Mortal Kombat, he's a good match for Sub Zero. One of his most effective moves is the flame bolt: go forward twice and then press button a. A very effective blow is to throw three successive fire bolts and then go straight into a flying kick. Vary these manoeuvres by using plenty of roundhouse kicks and following up with a fire bolt. Liu Kang's special move is the helicopter spin kick. This can be used by holding down the start button and then rotating the D-pad in the direction of the opponent. You don't have to get really close for this to work, but if you're too far away Kang will stop halfway through the move, leaving himself as an easy target.

Sonja Blade: Fights at her best against Rayden, but is generally a very good all-round opponent. Her leg toss is a move that proves effective on all opponents. Holding the D-pad down and simultaneously holding buttons a, b and c accesses this move. This grabs the opponent and throws them over — quickly follow this up by rushing in and executing the energy wave. Moving twice back, then pressing a executes this move which fires circles of energy. Sonja's special move is the kiss of death. This is so called because she blows a kiss which roasts her opponent. Standing about three inches away, move forward, then back, forward and back



again and then press the start button. The flame floats towards her opponent, engulfing them in a massive ball of fire.

Sub Zero: Some say he's the best character, but you might think differently. Sub Zero has a number of highly powerful moves. The power slide is an effective if not altogether totally powerful move. A good tactic is to slide into your oppo-



nent and follow it up with an ice shot. This can be done by moving down and forward together and then pressing a. He emits ice that freezes the opponent for four seconds. One cautionary note: don't fire more ice at a frozen opponent, because you'll end up being frozen yourself. Sub Zero's special move is to pull his opponent's head off whilst the spine is still connected. To access this death move, stand up close and move forward, then down, forward again and press button a. It's also one of the funniest moments in the game.

Scorpion: No relation to Sub Zero, although they do look remarkably similar, Scorpion has a number of moves to really hurt his opponent. The teleport punch is one: pressing the D-pad down and away whilst holding button a makes Scorpion fly off one side of the screen and reappear on the other, lashing out with a fierce punch. This move is extra-special if you quickly follow it up with the spear. This is done by moving back twice and pressing a to unleash a spear that hits the opponent and pulls them towards you. Once in close proximity, use repeated punches. Scorpion's special move is the fire breath. Standing a couple of inches away, hold the start button and then press the D-pad up twice. Scorpion rips off his mask and unleashes a mass of fire to toast his opponent.

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OPERATION TWO:

SOUTH AMERICA - STEALTH DOWN

In the dead of night, Thunderhawk must carry out four of the estimated 48 missions. You must retrieve a Stealth bomber that's gone down in the jungle. Flying from the off, the darkness provides cover for ground-based enemies — so keep an eye on your radar. The main enemies are mobile SAM launchers, which can be destroyed with guns. The primary targets are not much of a problem when you have them in your sights, but make sure you're locked on before letting go of the missiles. Recovering the Stealth isn't too difficult, but make sure you have missiles left.



OPERATION THREE:

PANAMA CANAL - CANAL CRISIS

The operation involves protecting merchant shipping that's coming under attack from warring factions. Minelayers are the main targets to destroy; these can be eliminated with rockets. Gunships which appear on each mission can be destroyed with heavy use of guns. Again, on this operation stay low and check the radar. Fire at the banks where missile launchers lie in wait.



OPERATION FOUR:

CENTRAL AMERICA - RECAPTURE TOWN

Helicopters, mainly Hokums and Defenders, fly perilously close and frequently directly at you. Missiles are the most effective weapon against choppers, but they're a hard target to destroy. Follow them using the radar, and lock on. Primary targets range from mobile missile launchers to ammo-carrying trucks. Checking the radar on this operation you'll notice jets coming in at high speed, ready to shoot you out of the skies. Fly higher and keep watching until they're on your side. They'll appear in front of you, so be ready with your missiles: when they're locked on, blast them.



OPERATION FIVE:

ALASKA - BIO RESEARCH

Due to unforeseen forces, radio contact has been lost with the bio-research labs deep in the heart of Alaska. From the start of the icy wastes, fly directly ahead, staying low. The locked sign appears on your screen: fly towards the targets and you'll notice they're camouflaged tanks and radar sites. You must destroy these, especially the radar sites as this knocks out information being sent to the enemy. Flying forward you'll see the primary targets: wipe these out using missiles. The other missions are much the same but with more targets to destroy.



OPERATION SIX:

EASTERN EUROPE - UNITED NATIONS CONVOY

Not unlike the recent developments in Bosnia, you must protect a UN convoy taking medical supplies to a besieged town. Keep above the road and you shouldn't go too far wrong. In the areas surrounding the road, SAMs lie in wait, firing as soon as you come into view. Skilled flying is needed to dodge their fire. The mission primaries will quickly be evident, mainly being the SAM launchers. The other four missions contain similar enemies. Your weapons are replaced on each fresh mission, but always leave your missiles (limited to only 16 per load) for the primaries. When flying low, avoid crashing into the trees.



OPERATION SEVEN:

THE MIDDLE EAST - ESCORT

A dangerous operation even if it sounds relatively simple. The five missions encompass recapturing a base. Set in desert-like surroundings, you'll find yourself needing to fly dangerously close to the cliff faces: at all costs, pull up on approach! The primaries are immediately evident as they flash up on screen. Use rockets to destroy them, instead of wasting missiles. Quick weapon changing's needed as most of the enemy weaponry can be destroyed using guns. Hokum helicopters and Frogfoot jets make an appearance on this operation. Save the missiles for these, as you need to lock on and destroy them immediately.



OPERATION EIGHT:

THE MIDDLE EAST - OIL DISPUTE

Flying directly ahead you'll see an oil rig in the distance. Go towards it and keep in a straight line. You'll soon spot the enemy: they've taken up base on the refinery itself. Great care needs to be taken when flying and shooting, so you don't destroy the oil containers that you're trying to pro-



tect. Unfortunately the primary targets are surrounded by containers, so use guns as they're less likely to destroy the oil if mistakenly hit. When you've finished the missions, don't carry on flying towards the oil rig — if you do so, the screen goes black and you die.

OPERATION NINE:

SOUTH EAST ASIA - CHEMICAL WARFARE

Armed with chemical weapons, enemy forces are trying to take over a neighbouring country. You have to destroy all the primaries on each mission, eg AAs and APCs. You must also render the chemicals harmless, which basically means wiping out the enemy on the final mission. The Frogfoot jets are back on this operation. They're tricky to destroy, but hold back on your missiles (by this stage you should be a crack pilot anyway). The four missions in this operation are no piece of cake. Concentrate on locating the primaries and avoiding being shot. Use the cheat if all else fails.



OPERATION TEN:

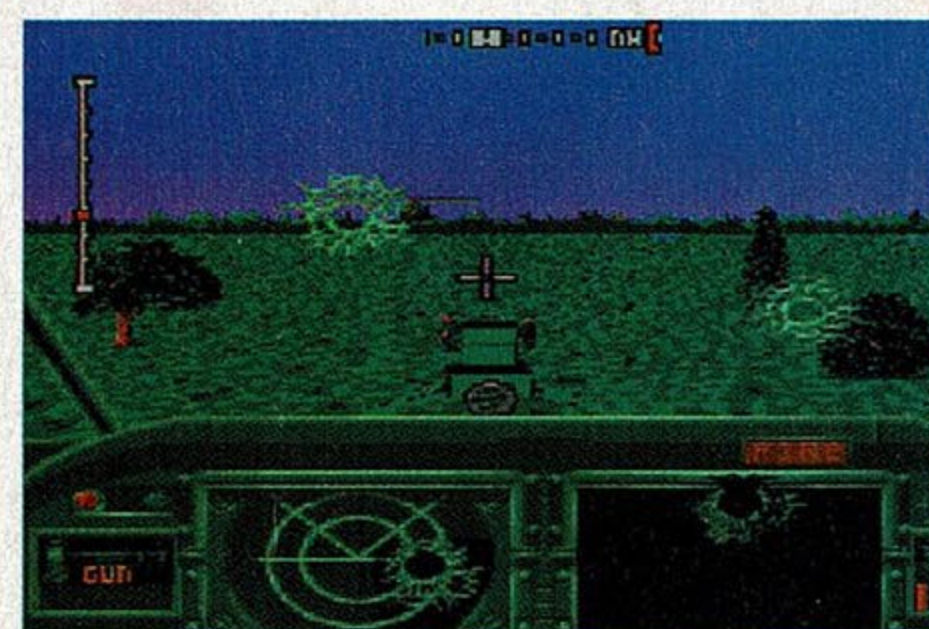
SOUTH CHINA SEAS - PIRACY

Defending the merchant and military shipping is your prime objective. Flying over the China seas, you encounter pirate gunboats. These protect the larger shipping vessels which are your primary targets. The latter require at least two missiles, or several rockets. These replenish on each mission so don't worry about ammo. It's quite easy to go astray on this operation, so keep low, stay within the zone and don't lose track of what's happening on the radar. The minelayers appear again, but these can be destroyed using guns.



CHEAT

Throughout the whole game, a quick cheat to avoid each mission is to fly immediately out of the perimeter zone. You'll die, but when you reappear on screen, you start on the next mission. This is useful if you wish to escape a particularly nasty mission. The only drawback is that you're not awarded any medals or points for completing it.



GRASS ROOTS TUITION

Well, there's certainly not going to be the usual tips of jump right and drop left for this game. As with the other sports simulations we've tipped before, *Wimbledon* is more a case of developing your own game. It's back to the old doctrine of practice makes perfect. The training mode comes in handy, giving you the opportunity to try serving, returning, lobbing and smashing. Be warned, if you don't practise at this game you'll end up in tears, wondering where it all went wrong. If you want to be the best, follow these tips and incorporate them into your own game.

SERVING

The all-important aspect of tennis is to be able to serve. It can make the difference between a good player and a great player. To serve, all you have to do is press button C. This throws the ball into the air: now press either A, B or C to get the required serve.

It sounds easy enough — well it is and it isn't, as you want to acquire a serve that is going to out-fox your opponent. You may want to use a power serve at very high speed, or serve slowly but with loads of spin. All these techniques can be mastered in time.

At first it's best to use the C button for the most effective serve. Throw the ball into the air and, timing it correctly, press C again, pressing quickly twice. This provides the most power: hold the direction button down to keep it in the box and you'll hopefully get an ace. The direction pad will obviously direct the ball into the area of court you wish to find.

If the first service fails, you need to have a good second serve in reserve. You can take the safe option by pressing B but this provides the opponent with an easy return. Pressing button A creates a slow top-spin serve: add more spin by using direction and you will have a wicked second serve.

RETURNING

Returning the ball is a case of placing your shots and keeping an eye on which direction the ball is going. Using C always ensures a straight pass and is very reliable when playing in a rally. Button B gives a softer shot, and normally allows your opponent too much of an easy return. Button A can lob the ball, which is effective against net players, and can also smash the ball. Pressing buttons A+B gives a very strong lob, play this shot from the baseline.

Again, practice makes perfect. Play the computer first off, see how it reacts to the shots and learn which shots to play, when to do them and how often. In either singles or doubles matches, you must always keep your eye on the ball. Timing is also massively important. When the ball is approaching, don't leave it too late or hit too early, as you'll just mess up your shot. Once into a game, the shots and moves will start to become second nature.

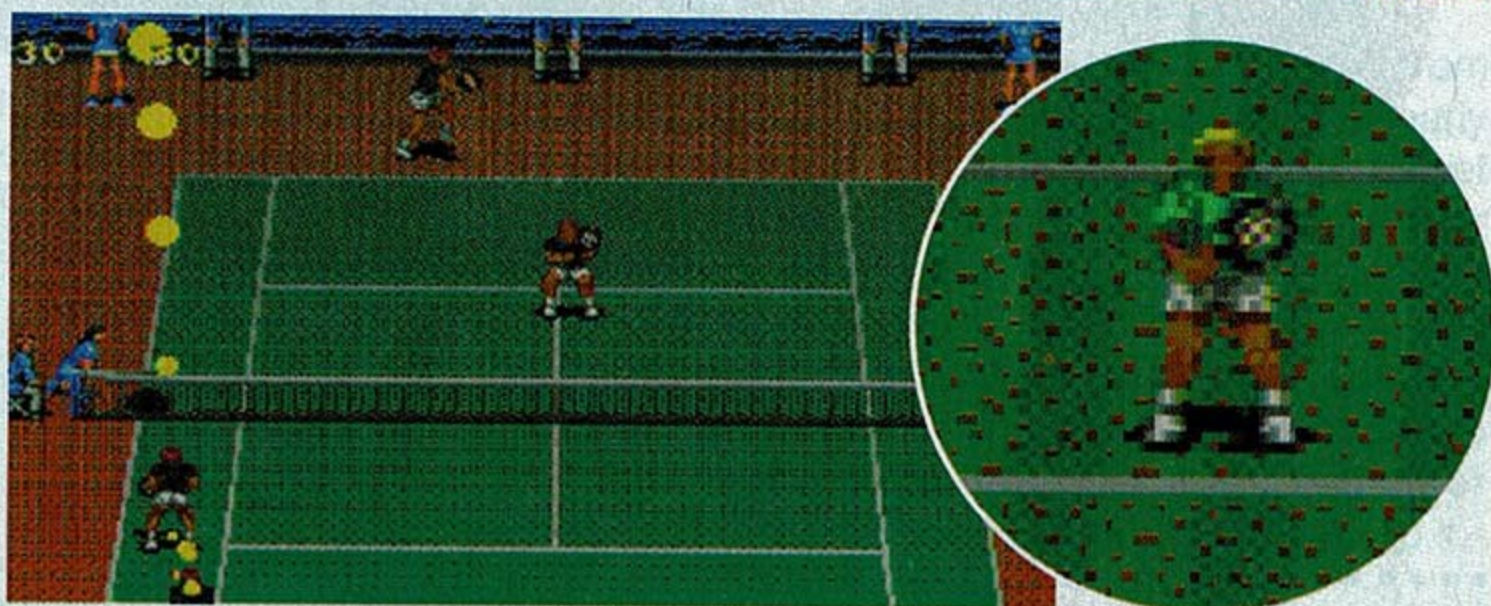
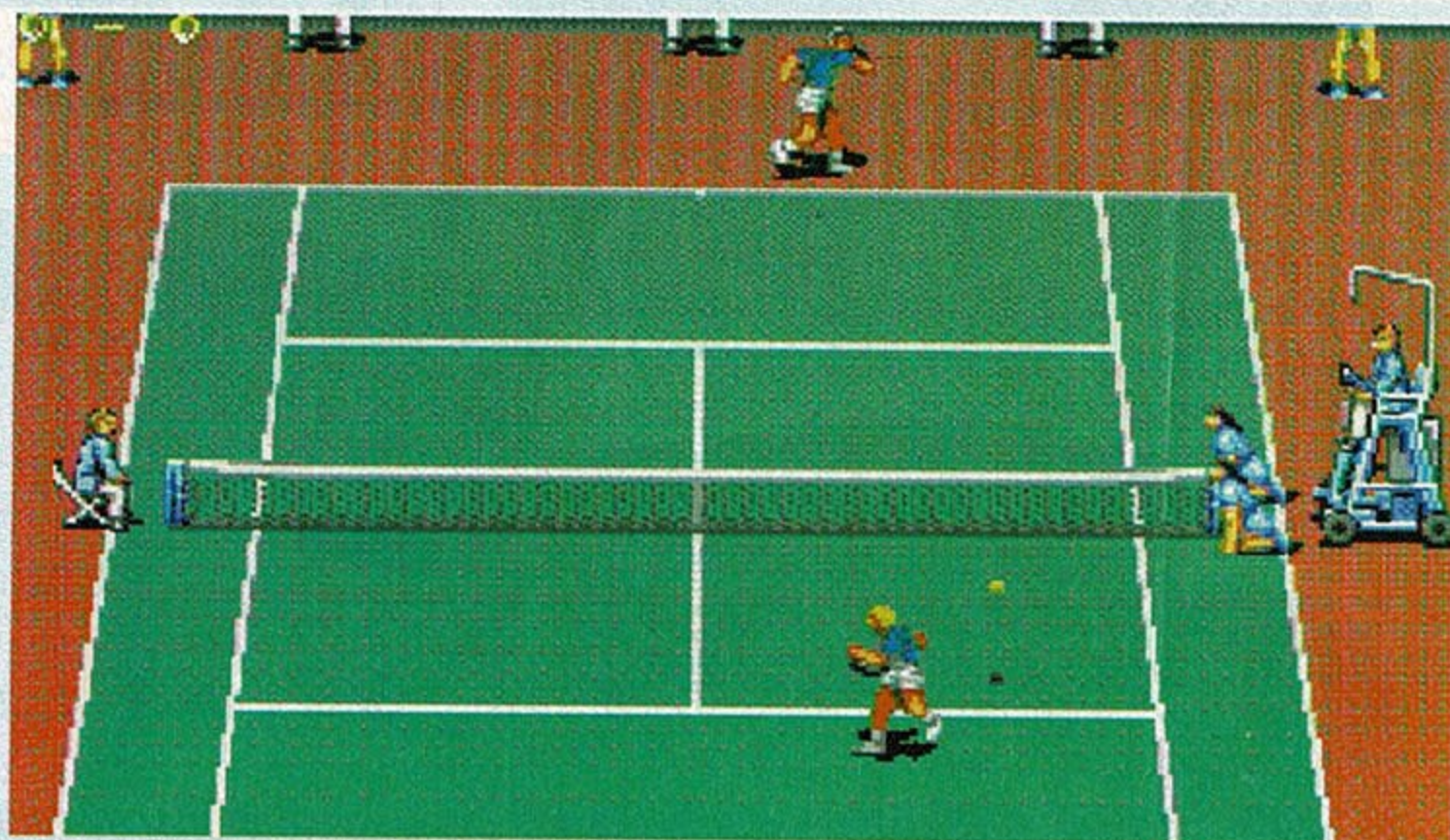
OPTIONS

With the option of twelve different players, selecting yours and your opponent's can be interesting. The screen will indicate whether a player is a left hander, net player, base player or general all-rounder. It's worth choosing carefully as a net player can totally dominate a base player with his sheer speed.

There is also a skill level select for each player. If you want an easy match, set your player on level nine and your opponent's on level one.

Choosing the courts is also worth taking into consideration. By far the fastest surface is grass, so if you have a slowish player it's advisable to switch to a clay or hard surface.

Before entering the tournament, you must be at the peak of your career in order to stand a chance against the professionals. Even the worst-ranked pro is better than the strongest amateur. So with that in mind, what are you waiting for? — get on that court and smash, serve and cheat your way to success.



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MAXIMUM POWER

POWER

challenge



THE CHAMP

Name:Dave "The Kid" Perry
Representing:existentialism
Position:simply the best
Age:all age is irrelevant
Favourite MD game:
.....NHLPA Hockey (say no more)
Most favoured game in challenge:
.....Mortal Kombat
Special abilities:
..... Having the cheek of the devil,
and carrying a knife.



With last month's challenge again going the way of our very own Dave "The Kid" Perry, we at MEGA POWER were asking ourselves, is there anybody brave enough to take on the might of this gamesplaying animal? Finally Darren Lee, the brightest star at Acclaim stepped forward. Due to appear in last month's challenge, Darren confessed to having a mystery 24-hour illness, coincidentally on the day of the challenge. Finally managing to pluck up the courage to confront an enraged Dave, Darren entered the MEGA POWER offices proclaiming him to be the self-styled People's Champion. What a bad move!

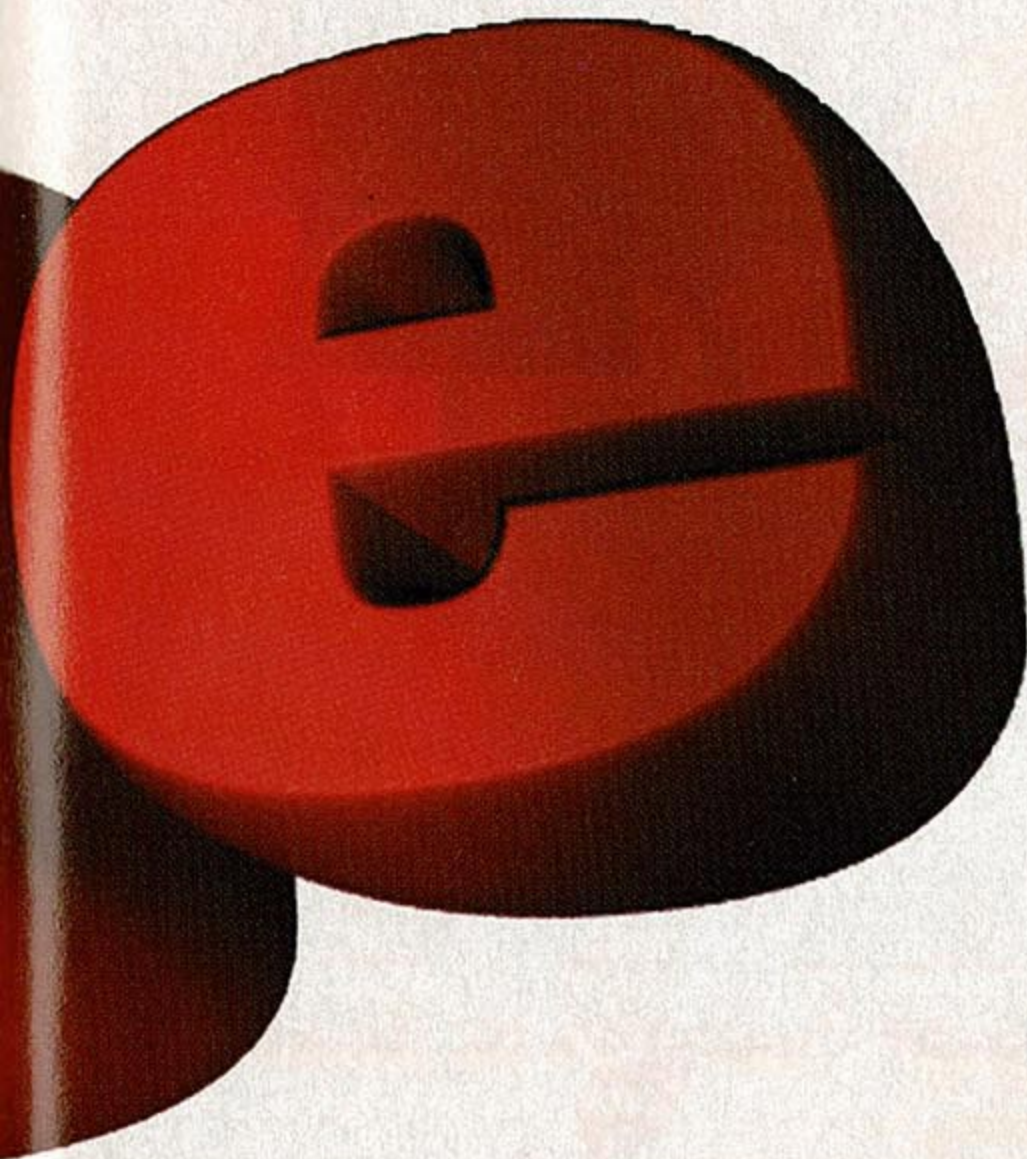
RULES

Three games produced by the software house the guest is representing.
One game to be chosen by the challenger.
One game to be chosen by The Kid.
One game as yet unseen by both players.
Each player is informed of the other's game one week prior to the contest.
Each game is played until one player has won two contests.



CHALLENGER

Name:Darren "Shades" Lee
Representing: ..Acclaim Entertainment
Position: PR Executive (aren't they all?)
Age:Claiming to be 22?
Favourite MD game:
.....Mortal Kombat (creep), Royal Rumble (slight spasms in my alimentary canal) and Sonic (lick, lick).
Most favoured game in challenge:
.....Mortal Kombat
Special abilities:
.... Ability to look cool, and filling in expense forms.



Any Last Words...

"I hope we can maintain a productive working relationship after Dave's humiliating defeat."

Brave words from a man who has a knife held to his throat.

GEORGE FOREMAN

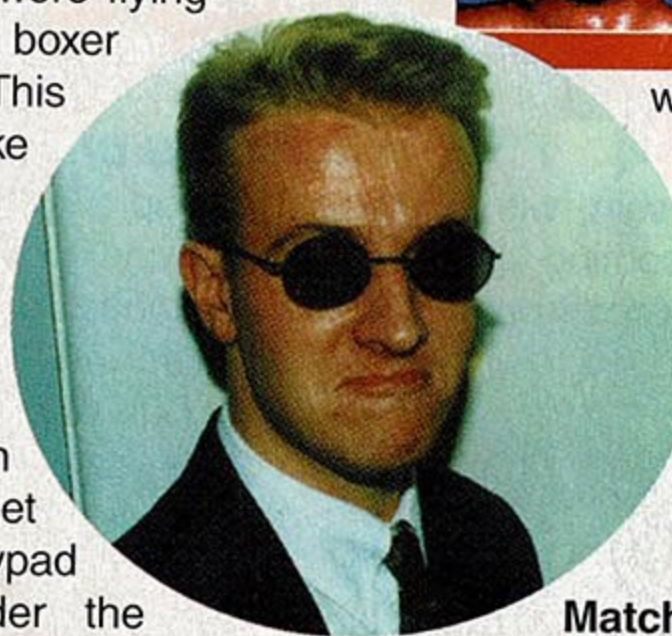
Match One

Dave came out of his corner, full of aggression. He'd opted to fight as "Crazy" Miguel Valdez while Darren, as expected, had chosen the legendary "Big" George Foreman. Fists were flying all over the place but neither boxer was landing many punches. This carried on for what seemed like ages until, out of the blue, Darren (or rather, George) threw a magnificent right hook which took Miguel completely by surprise. The next thing we knew, he was down on the canvas. Dave tried to get to his feet by bashing the joypad buttons alternately, but under the wrong instructions from Darren he couldn't. Dave thought that Darren had meant left and right buttons, not left and right punch. Before we knew it, the count had gone and Dave was out. First match to Darren.

Match Two

By this stage Dave had got into somewhat of a rage, so we tried to calm him down in the corner by putting pepper on his glove. The first match decision had really annoyed Dave, so it was with glaring eyes that Miguel entered the ring, uttering the words, "Be prepared to hit the ground, mister."

Again fisticuffs abounded, neither boxer coming close to the elusive knockout, although there were a few good punches landing. Dave shouted "Oh no!" as he crashed to the floor again. This time



working out which buttons to use, he got up on the count of six. Immediately launching an all-out attack on George, he was rewarded with a knockdown of his own. George got up on the count of five, but there was no stopping Miguel now. After dominating the rest of the second match, Dave won it on points.

Match Three

All square going into the final match and there wasn't much to separate the fighters. The first round offered some uneventful boxing, neither fighter wanting to give much away. Into round two and after a delicious combination George knocked down Miguel. Up on a quick count of four, Dave's nimble fingers were really pounding his power stick by this stage. The round continued with each fighter swapping blows, with no advantage to either. The third round had both boxers falling to the canvas, but it was emerging that Miguel was stronger and had more pace than the older man. Following nice combinations, Dave looked confident that he was going to win. The bell rang and the referee's decision awarded the fight to The Kid. Shouts of "I'm number one!" filled the office as Dave showed his delight. One up, two to play.

RULES

Dave remembered George Foreman from the early days, but had not played since. *Royal Rumble* was a complete newcomer, while *Mortal Kombat* was obviously familiar enough. Again Dave had no time to practise because of his hectic schedule, and the fact that Darren hadn't bothered to send any of the games. Could this be the day The Kid is defeated?

George Foreman's KO Boxing

Three matches, either winning by a knockout or on points.

Royal Rumble

One long bout of wrestling, hopefully without too much holding.

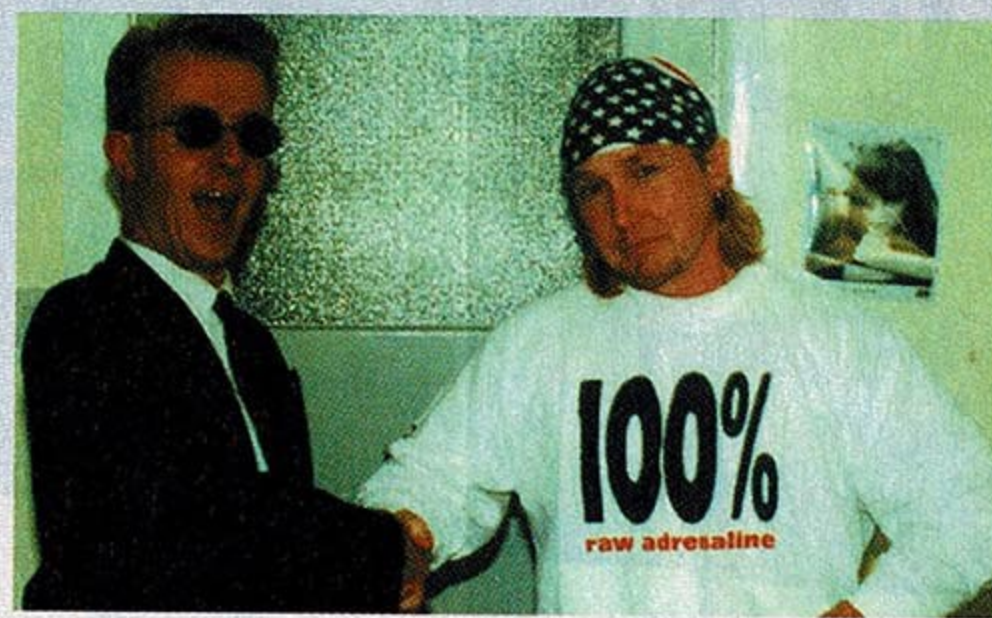
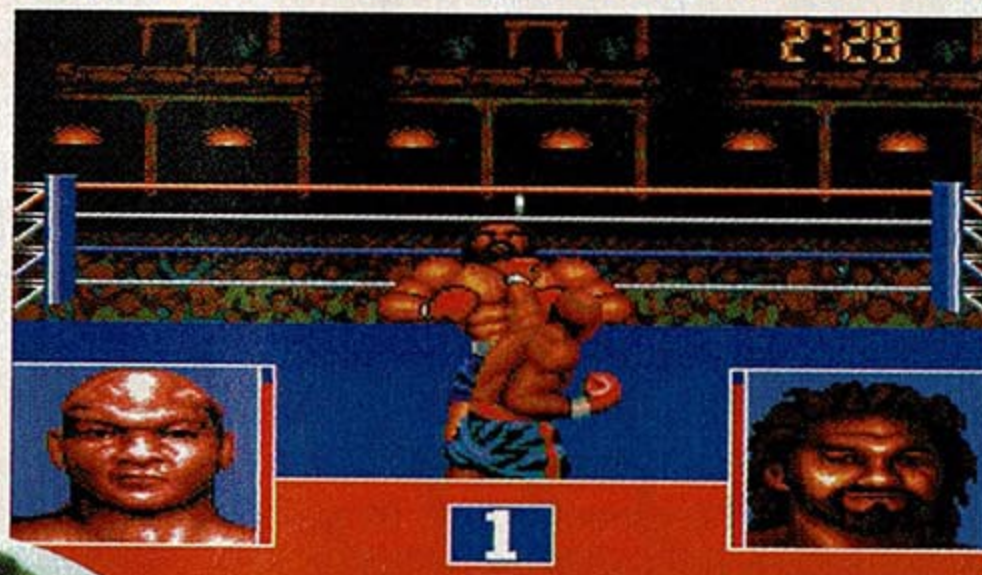
Mortal Kombat

Three contests, again winning by death, or highest energy if the time ran out.

The Kid's Choice

George Foreman's KO Boxing

Initially Dave had requested *Arch Rivals*, the highly violent basketball game which was right up his street. But after strange goings-on in the Acclaim offices, this cart mysteriously disappeared and was replaced by *George Foreman*. One up to Darren for cleverly deceiving The Kid, but with fists clenched and teeth bared, the champion looked a mean match.



Darren's Choice

Mortal Kombat

With Mortal Monday just past and sales of this cartridge rocketing it to the prestigious number one spot, it was no surprise that Darren chose it. Claiming to be more of an expert on the SNES version, we waited to see how good Darren Lee (no relation to Bruce) really was.

The match was to be played over three bouts, with each player allowed to choose whichever fighter they wanted.

Secret choice

WWF Royal Rumble

Acclaim's new licence, featuring all the stars from the World Wrestling Federation, is in the early stages of development. The release date is as yet unknown, but we'll certainly be looking at next year before it appears officially in the UK. Darren's claim that he hadn't seen the game was greeted by jeers from Dave and cries from rubbish from other members of the MEGA POWER team. If anyone could stand a chance at winning at a game they'd never seen, then "The Kid" was the man who could do it.



ROYAL RUMBLE

Starting off with a practice bout before the real thing, Darren chose America's favourite, Hulk Hogan. Dave, undaunted by the challenge he had to face, opted for "The Undertaker", all six foot ten of him.

The practice session began with neither player really understanding what the hell was going on. Each player had chances to try out their moves. Dave managed to find a rather clever move where The Undertaker climbs onto the ropes and flings himself onto Hulk. With both players reasonably familiarised with the game, we decided it was time to get on with the show.

The no-holds-barred brawl commenced with the Hulk (alias Shades) launching into some rather fierce body slams. This was followed by some rather unorthodox holding, greeted by jeers from the ever growing crowd in the office. With the holding coming to rather a violent end when The Undertaker head-butted Hulk, a sigh of relief filled MEGA POWER.



challenge

The next remarkable thing to happen was when Hulk threw the Undertaker out of the ring. What proceeded was an ensuing battle out of the ring with some fetching rope slams and countless body slams, most coming from Dave. The energy bars at this stage were showing The Kid with a distinct advantage over Shades Lee, resulting from some vicious slapping and hilarious scenes where The Undertaker was kicking Hulk on the floor.

Valiantly battling back, Hulk Hogan flew at the Undertaker, but it was all really to no avail. The Undertaker replied with a couple of body slams and it was all over. Dave threw his fists into the air, again proclaiming himself to be the best in the business, whilst poor Darren Lee could only shake his weary head in disbelief.



MORTAL KOMBAT

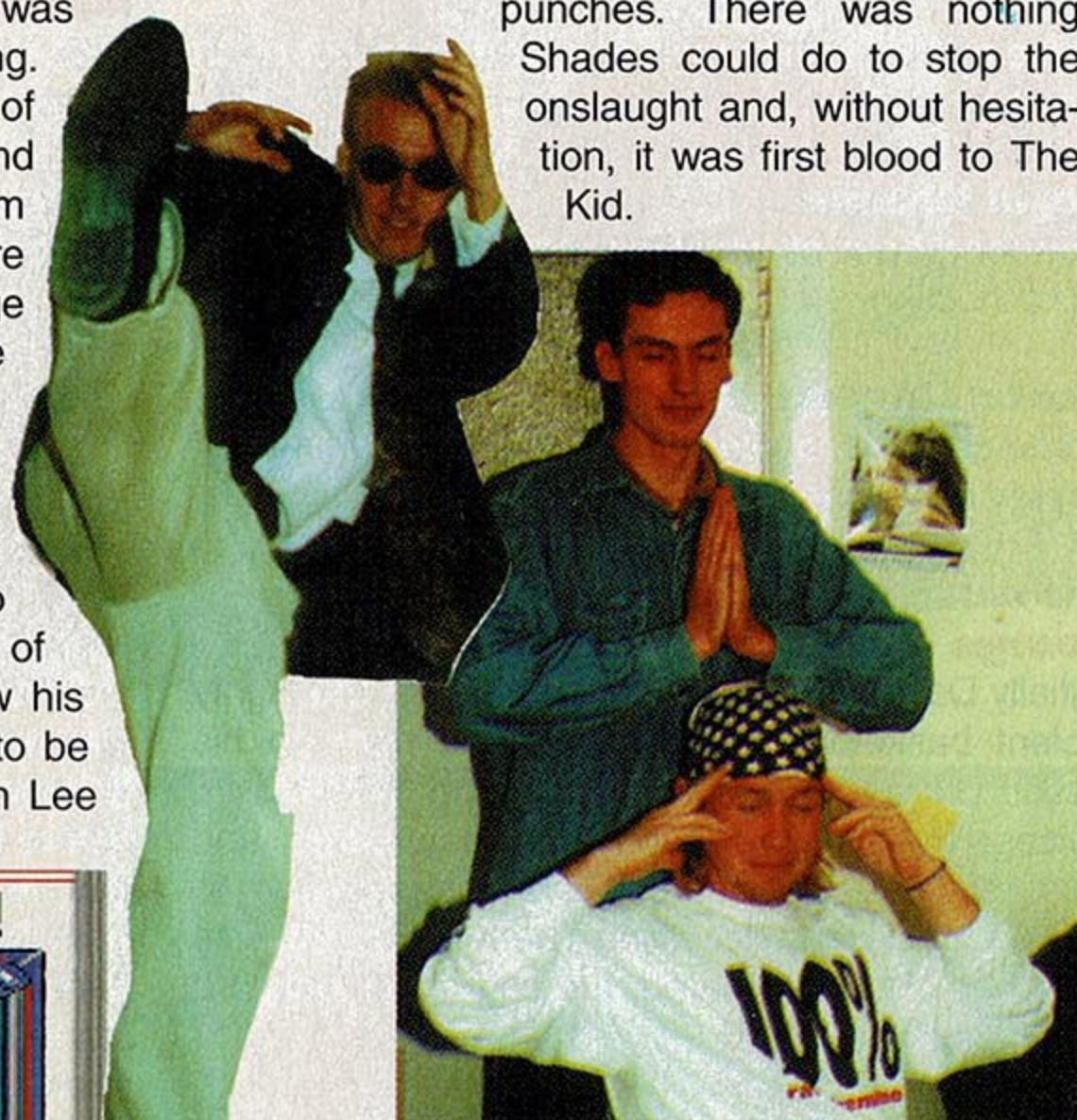
Match One

Dave's trump fighter Liu Kang was quickly selected by Darren. Dave obviously hadn't anticipated this move, and looked rather puzzled as to who he should choose. With his *Mortal Kombat* mentor (our own Paragon star Jason "Racin" Johnson) giving the knowing nod, The Kid settled on Sub-Zero.



The first bout commenced with Dave quickly getting into his stride and basically before we knew it, the bout was all over. Dave had thrown far too many ice blocks for Liu to deal with. The second bout saw Darren come back to form, and with an impressive display of fire bolts and superb roundhouse kicks the match was level. Commencing with nervous moves from both player, the third bout came to life when Dave repeatedly iced Liu Kang, and followed up with some neat

punches. There was nothing Shades could do to stop the onslaught and, without hesitation, it was first blood to The Kid.



Match Two

Again choosing Liu Kang, Darren commented that he had to win this one to save face, and possibly his job. Opting for Scorpion under the advice of his Sensai, Mr Johnson, Dave looked set to carry on his winning form. The first bout began with Liu Kang coming out, firing on all cylinders. Basically Scorpion didn't stand a chance: Darren had found his form and there seemed no stopping him. With an impressive display of the finest fighting, Shades threw off his dejected aura and blasted seven bells out of Scorpion.

The second bout began in a similar vein, with Scorpion trying to release the spear but coming up against some sharp blocks and quick kicks from Liu. You could hear Dave cursing the name of the aforementioned Sensai under his breath, but it was all to late: Liu Kang was the better fighter and won the bout — and thus the second match — convincingly.

Match Three

Having already won the challenge, Dave wanted to get a clean sheet against Shades. After the intense training the MPs had put Dave through at lunch time, we felt confident he would beat Darren and remain undefeated champion.

Shades again chose Liu Kang, but Dave wasn't put off: he chose Liu Kang as well, and the final battle commenced. With both players eager to give nothing away, the



opening ten seconds proved cagey. That was until Darren unleashed a fast display of impressive flying kicks that had The Kid standing there with the ominous words "finish him" above his head. The first bout was over and Darren Lee's fist punched the air — no doubt this would really enrage Dave.

The second bout had Dave flying with a combination of fire blasts and concorde kicks. Darren didn't stand a chance, and within a matter of seconds it was all over. The match couldn't have been more tense. Dave had already won the challenge, but that wasn't good enough. He particularly wanted to win at *Mortal Kombat*, and so needed to win the third and final bout.

This began with Darren taking the early initiative with some lightning fast kicks and follow-up punches. The Kid replied with his favourite fire blasts, but somehow couldn't manage to stop the constant blocking and barrage of fast kicks that Darren was unleashing. With the words flashing "finish him", Dave's head dropped... he had been beaten. Darren leapt to his feet with jubilation, and the two combatants shook hands graciously.

RESPECT IS DUE

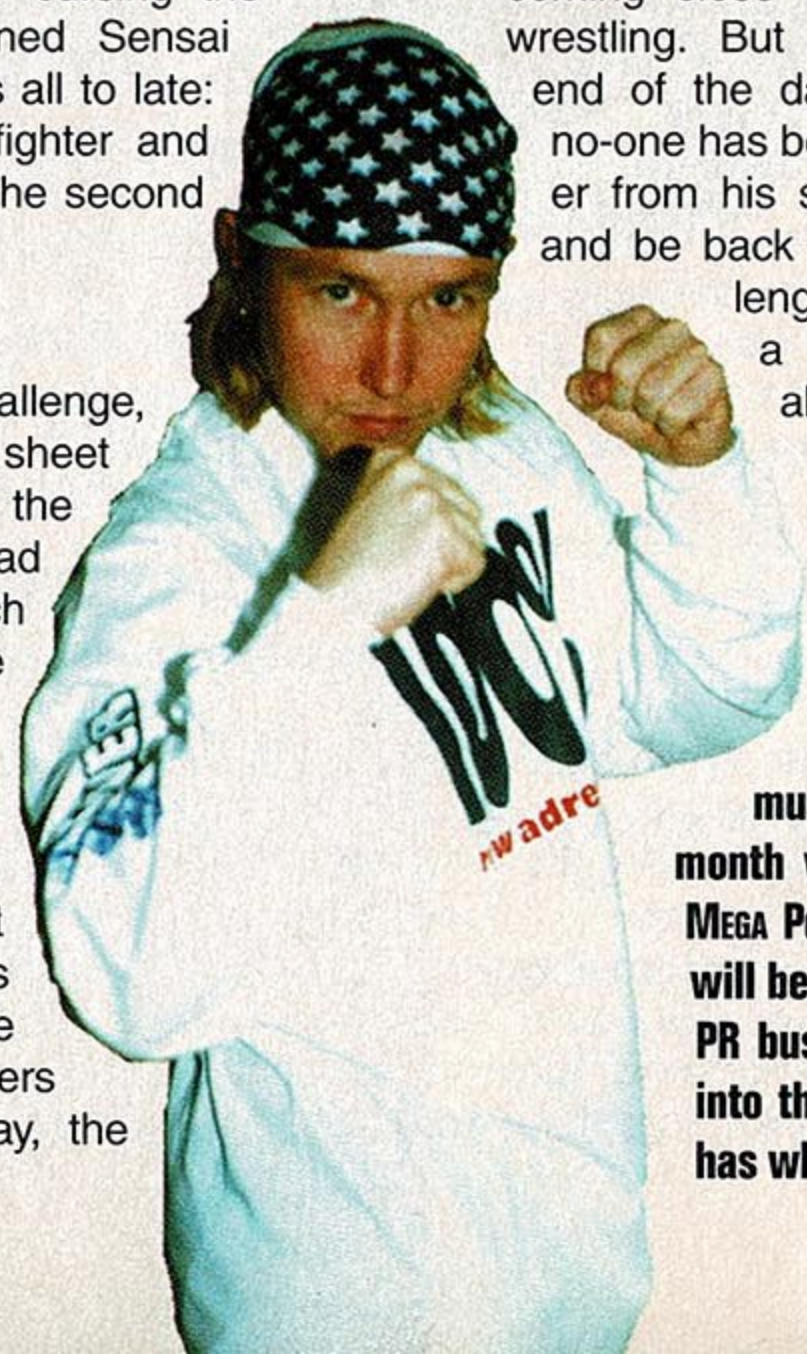
Darren put up a great challenge, winning on *Mortal Kombat* and coming close on the wrestling. But at the end of the day, still

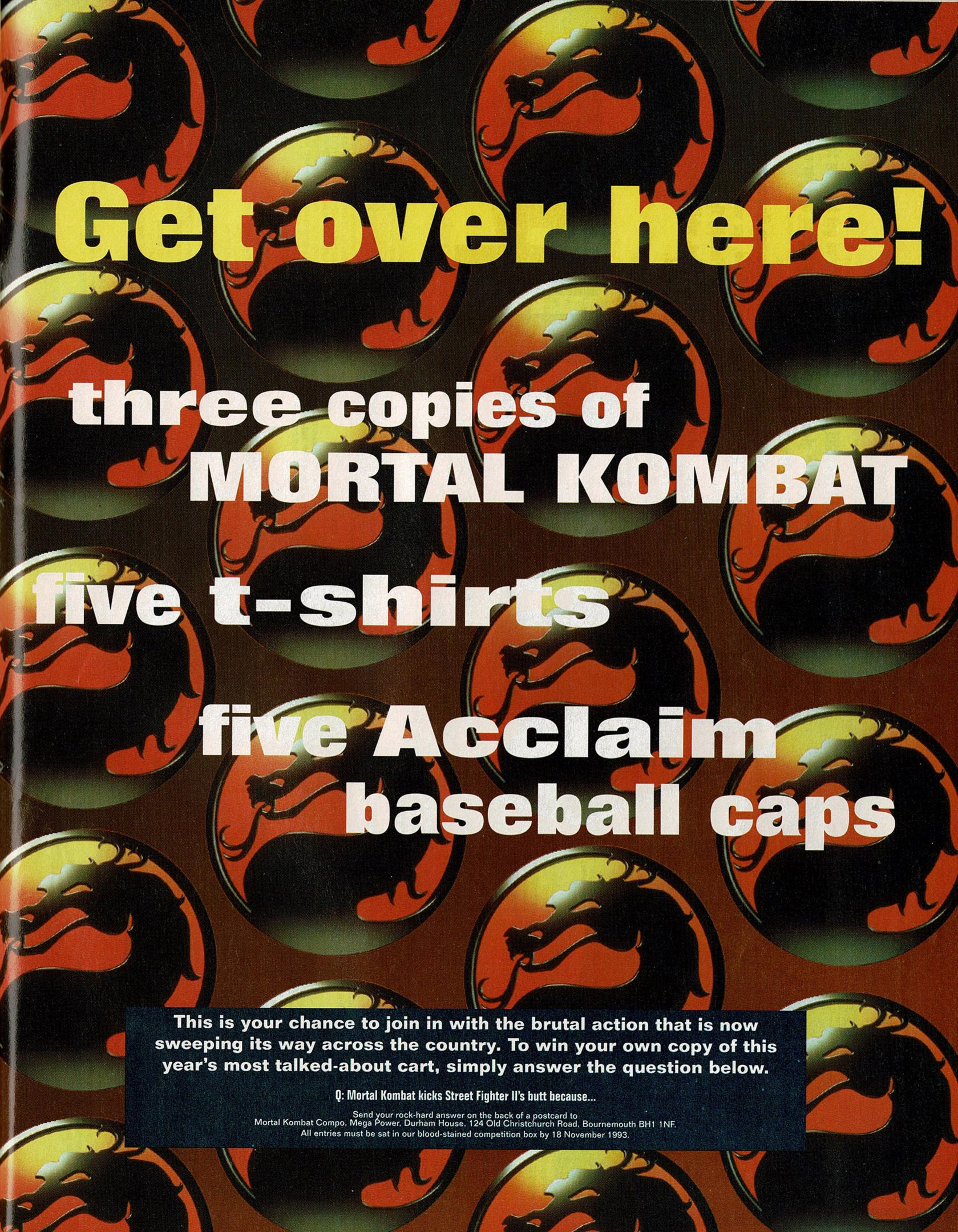
no-one has beaten The Kid. I'm sure he'll recover from his surprise defeat at *Mortal Kombat* and be back on form for our daily office challenge. Thanks to Darren for putting up a great fight and putting up with abuse from us. Keep cool, Shades!



NEXT CHALLENGER PLEASE

Can anyone stop The Kid?, we ask ourselves. From the four PR people that have challenged Dave, not one has come close. I'm sure somebody must be able to beat him. Well, next month we have a very special treat for all MEGA POWER readers as Brinsley from Aswad will be challenging Dave. With no-one in the PR business able to play games, we'll tap into the music industry and see if Brinsley has what it takes.





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MORTAL KOMBAT

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This is your chance to join in with the brutal action that is now sweeping its way across the country. To win your own copy of this year's most talked-about cart, simply answer the question below.

Q: Mortal Kombat kicks Street Fighter II's butt because...

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All entries must be sat in our blood-stained competition box by 18 November 1993.

Mega Drive

But it doesn't stop there because if you can find a special cheat or hidden option for a game that's not listed, we want to hear from you. (All corrections to errors are also appreciated!) There are £5 software vouchers for every new cheat that we print, which means you get the money and we get the best guide around.

plug two controllers into the Mega Drive and go to the options

PARIS 2

FIRE SHARK



When the continue option comes up after dying, hold DOWN-RIGHT and hammer away at the c button until the credits start to climb.

screen. Press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN on the second joystick and you will hear a power-up noise. Start the game, then pause it. On pad one press C, A and B to skip the level.

ALIEN STORM

Unlimited continues
Choose Scooter. When your life gets to zero, self-destruct and you can carry on without dying.

ALISA DRAGON

Level select
Hold A after the Sega logo has disappeared and then press B till Ganax is whisked away. Now hold C and press START when the stars come out. A chime will confirm the cheat. During the game, press C to skip the level and B with UP to increase your hit points.

ALTERED BEAST

Infinite continues
Press START and A on the title screen to continue from the last game played.

Character select

On the title screen hold LEFT-DOWN, A, B, C and START to select the character you play.

Extra options

Press START and B on the title screen for more options.

ARCH RIVALS

Easy scoring

Vinny's the best character. So start with the ball and pass to your team-mate, run straight up the court and press the pass-back button. Run into the corner and shoot and you'll nearly always get a three-pointer.

ARCUS ODYSSEY

Level jump
Enter EEEEEEEEEE as the password to start on level five with six reverse dolls.

ARNOLD PALMER GOLF

Super shot
Enter your name as EVE and you will be able to hit the ball great distances.

AVYTON SENNA'S SIMP 2

End password
Use SENNA or CHAMPION as your password to see the end of the game.

BACK TO THE FUTURE 3

Stage select
Pause the game, hold A and press UP, DOWN, LEFT and RIGHT to go forward a level.

BAD OMEN

99 balls
During the title menu press buttons A and C together, then START. The screen switches and you will notice that your ball stock has increased to 99.

BATMAN: REVENGE OF THE JOKER

Passwords

Stage 6 guardian: 6300

Stage 7 guardian: 7200

BATTLEMANIA

Strange scene
When the Sega logo appears, frantically press START on the second joystick and something weird will happen.

BATTLEBOADS

Level three warp
Battleload-butt the two pigs at the start of the first level and run to the first platform to find a glowing warp. Quickly walk into it and you're offered the chance to warp up to two levels.

BIO HAZARD BATTLE

Level select

When the Sega logo appears, hold C and press UP, UP-RIGHT, DOWN-RIGHT, DOWN-LEFT, LEFT, UP-LEFT and UP. Then press START for a level select.

BURNING FORCE

Extra lives

When the title screen disappears, press B, A, B, A, C, A, A and START to get ten more lives.

Zone select

Press C, A, C, B, C, A, B, A, B, C, A on the title screen.

DESERT STRIKE

Extra lives

To add ten lives to your Apache, enter the password BQQQAEZ and any level password.

Level codes

Level 2 — WQJROBZ

Level 3 — VLJKKTY

Level 4 — BTTIKLK

DRAGON'S FURY

33 balls
Try entering 0956335555 as the password for 33 balls.

DEVILISH

99 balls

On the title screen, hold A, C and LEFT, then press START.

DINDOLAND

Test card

When the Wolf Team logo's onscreen, press A, B, C and then START.

DJ BOY

Action replay

Watch the demo when you've completed a game — it's your game over again!

EA HOCKEY

Best shots

Slap shot from the blue line, using LEFT and RIGHT to direct the puck. Close shots are best performed slowly with lots of dribbling directly at the keeper and then pressing C.

ECHO THE DOLPHIN

Level select

Enter PLEASE on the title screen followed by any of these letters:

EE, FF, GG, HH, II, KK, OO, QQ, UU, WW or ZZ.

Code

Enter SHARKPIN and press START. Your sonar now kills jellyfish and you don't need to go up for air.

Infinite lives

Enter the code NIHPLODS.

Invincibility

During the explanation of the next level, hold A and START. Unpause and you'll be invincible.

EL VIENTO

Level select

Press START during the game, then UP, LEFT, RIGHT, DOWN and B to jump to the next stage.

ESWAT

Level select

When you complete the game properly, you can go to any level by pressing RIGHT-DOWN and A, B, and C simultaneously on the title screen. Just press START to get the select.

EWANDER HOLYFIELD'S BOXING

Green goddess

Start a new career and enter your name as The Beast. You'll turn green and have superhuman abilities.

EUROPEAN CLUB SOCCER

Password

Enter A6UAA61AA to get in the final.

F-1 CIRCUS

View ending

Choose world championship. Enter your name then press UP-LEFT, B and START.

FAERYTALE ADVENTURE

View ending

Enter your password as:

7R2KUL6RSZXSK6NHGS

Level select

Go to the level info screen and press A, C, UP and START to enter the round number.

FLASHBACK

Level codes

Level 7 (easy) — INCBIN

Level 7 (normal) — CLIP

Level 7 (hard) — KALIMA

Last code — CYGNUS

FORGOTTEN WORLDS

Infinite continues

Start in two-player mode, then when player one kicks the bucket, just press player two's START button rapidly to get him in the game.

GAIN GROUND

Level select

On the options screen press A, C, B, C.

GAIARES

Invincibility

Start playing then pause the game. Hold LEFT, A and C for a second then continue the game and you should be trouble-free.

GALAHAD

Infinite lives

Type in LOTUS as your password then press A, B, C and START to skip levels.

GHOSTBUSTERS

Freaky stairs

You're totally immune to the ghosts while on the stairs.

GHOULS 'N' GHOSTS

Invincibility

Go to the options screen four times. When you get back to the title screen press A, A, A, A, UP, LEFT, RIGHT, LEFT and RIGHT. Then hold B and press START to enter the fray unharmed.

GLOBAL GLADIATORS

Level skip

Pause the game and press B, C, B, A, B, C, B, A, B, A, B, C.

Infinite lives

When the Virgin logo appears, press A, B, C, B, A, C, A, B, C, B, A, C.

GOLDEN AXE

Level select

Hold DOWN-RIGHT, B and START simultaneously on the title screen.

GOLDEN AXE II

Extra credits

Move the cursor to the Options choice on the title screen and press A, B and C simultaneously. Keep them held down until you enter the options screen, then let go of A. Move to the Exit option and press START. Choose one or two players then a normal game by pressing A. Credits should now be eight.

GRANADA

Dopey git

Once you've completed the game, wait till the music's finished and press A. Now your character will fall over — straange.

GRANDSLAM TENNIS

Hidden options

Enter CONF1G followed by full stops as your password.

GYNOUG

Level select

On the options screen, put the cursor on 'controls'. Hold down button A for about five seconds to bring up a level-select screen.

Easy mode

On the options screen, put the cursor on 'game level' and hold down A, B, C and START simultaneously.

Infinite credits

When the Game Over message appears, hold LEFT, A, C and START.

JAMES POND

Open all exits

Press C, LEFT and START on the title screen. When playing, press A, B and C while rotating the joystick to open the doors on the level.

JAMES POND II: ROBOCOOL

Level select

On the title screen press A, C, DOWN, LEFT and START, then before you know it, a level select will be yours.

JAMES "BUSTER" DOUGLAS

Extra continues

Wait for the Game Over message to appear then press UP and START together. You can only do this once, so only use it when you've got a chance.

JOHN MADDEN '92

Passwords

0465100 — quarter-finals

0075121 — semi-finals

0475352 — superbowl

JUNGLE STRIKE

Password cheat

By changing the first letter of most passwords, you can usually access about six other levels. Also, the password BNSH3NGMHJK puts you on level one with four lives and the ability to select your preferred co-pilot.

KID CHAMELEON

Final guardian

Go to the Lake Woods 2 level. Fight your way to the end and jump onto the last prize block above the exit. Now press DOWN-RIGHT and then press the jump and special attack buttons to warp to Plethora.

KING'S BOUNTY

Password

VRP 06 8TQ

FT3 VE MGN

DG1 ZZ 7B1

MOE 8W CQR

WOA BD EHX

DCE FH Y22

VW1 JL MF6

KLAX

Special gems

On the title screen, hold LEFT-UP, A, B, C and START for a special game.

KRISTY'S SUPER FUN HOUSE

Open all doors

Enter SMALLLIW as the password.

LAKERS VS CELTICS

Password

3L2GJS — LA Lakers vs Philadelphia 76ers

LEMMINGS

Sunsoft passwords

Level 25 — BWFRB

Level 30 — CBMFL

LHX ATTACK CHOPPER

Passwords

Plain Aria — CQIERDG

Domino Mirror — CSIEIYE

Freedom Train — CSIEAZE

LOTUS CHALLENGE

Passwords

SLUGFACE — infinite turbos

MANSELL — invulnerable

M1 ABRAMS BATTLE TANK

Unlimited ammo and invincibility

Wait for the demo screen, then press B, B, C, B, C, C, B, C, B, C, C and START.

MARVEL LAND

Password

TRIDENT — last section

MASTER OF MONSTERS

End sequence

Press A, B, C and START on the sound test screen.



The

MOSS POWER

the second controller. Unpause the game and press START on the second controller. Select your fighter and you will start with three continues. Now just beat up your former fighter and continue on through the game.

POPULOUS

Level select
Just type in the level you require, followed by BIT. For example, use the password 480BIT to get to level 480.

POWERBALL

Best team
Press B, B, C, B, C on the title screen.

POWERMONGER

Password
Final level — TJUSD2TJW7TI5PJ3DJ4PJLIKPHAKJEKOGQ

PREDATOR 2

Passwords
Level 4 — LOS ANGELES
Level 5 — TOTAL BODY

PRO BASEBALL SUPER LEAGUE 91

Beat everyone!
Go to the player change screen when you are fielding and press C. Answer yes to forget the match and you, strangely, win 1-0. It only works while you're fielding.

QUACKSHOT

Extra lives
Top up your lives by repeating this over and over again. Get to the Viking ship and go up the mast in the lift, collecting all the money bags. Walk right and follow the path down to the extra life. Now exit the screen, then re-enter it to see the reappearance of the extra life.

RAINBOW ISLANDS

Full complement
To get all the power-ups, on the title screen press UP, B, DOWN, LEFT, C, A, A, B and C.

RAMBO 3

Full complement
Fight to the two firing walls on level three. Destroy all bar one of the cannons, then put the yellow icon on the dagger and go to the bottom of the screen. Slab the man in camouflage and collect what he leaves behind. Repeat this to top up on everything.

THE REVENGE OF SHINOBI

Infinite shurikens
Select zero shurikens on the options screen and leave the game for 40 seconds. The zero will then turn into an infinity sign (∞).

RINGS OF POWER

Money top-up
Get to 32", 2" — 6", 6" and you can constantly re-enter the secret temple to get the four gold chests.

ROAD RASH

B0000 04RD0 11CAF 56C7B — level five, Panda, \$26,230

ROAD RASH 2

Password
0H4R 550H — level five, Diablo, \$20,000

Cheat

On the options screen, set the player mode to Mano a Mano. Go to the main menu and select your bike. Now change the player mode to Take Turns and start the game. You can now use any bike on any course.

ROLO TO THE RESCUE

Secret menu
On the title screen hold UP-LEFT, A and C, then press RESET. Keep holding them for a few more seconds and press B for a cheat menu.

ROLLING THUNDER 2

Password
Level 11 — A Private Thunder Created the Powder

SAINT SWORD

Password
Level six — TAITOZ

Super Sonic
Play 04, 01, 02, 06 on the sound test screen, then collect 50 rings in the game. Now when you press B and C you'll go Super Sonic!

SPACE HARRIER 2

Level select
While the space sequence is playing, press A, B and C together and move the joystick LEFT or RIGHT to choose a stage.

SPACE INVADERS 90

Level select
Press A, C and START together on the title screen. When the screen goes black, press B, A and C.

SPEEDBALL 2

Password
Division one: LCLLI CWAFA OBXE
ya3q 2bst -is1 gVVC

SPIDER-MAN

Shortcut
On level one, get to the wall of boxes past the dog. Jump up to the second row and crawl to the right. You will pass through the wall and end up at the forklift.

SPATTERHOUSE 2

Password
Level 8 — EDK VEI IAL LDL
Level 2 — EDK NAI ZOL LDL
Level 3 — IDO GEM IAL LDL
Level 4 — ADE XOE ZDL OME
Level 5 — EFH VEI RAG ORD
Level 6 — ADE NAI WRA LKA
Level 7 — EFH XDE IAL LDL

STEEL EMPIRE

Level select
Go to the sound select option and play sounds 01, 01, 09 and 02.

99 bombs

On the ship select, press C, A, C, A, START and B.

99 lives

On the options screen, set the difficulty to hard, the stock to two, credits to one, and play tune 65.

STORMLORD

Reset clock
Pause the game and press B, A, A, C, UP, UP, UP, A, A.

STREET SMART

Extra lives
Reset quickly about 12 times, then choose options from the menu. Move the cursor to the sound test and press DOWN, DOWN and A.

STREETS OF RAGE

Level select
Hold DOWN on player two's pad and press A, B and C then enter the options screen using player one's pad.

STREETS OF RAGE II

Extra continues
If you are about to die on player one, plug in the second controller and press START to begin with a fresh character.

Level select

On the options screen, hold down A and B on joystick two. Simultaneously press START on joystick one to enter a full cheat screen.

STRIDER

Level select
While the master laughs away to himself at the beginning of the level, hold DOWN and press A, C, B, C and A.

SWORD OF SODAN

Level skip
Get four potions and gulp them all at once to jump forward a level.

TEST DRIVE 2

Secret options
Start driving and press A, B, and C together to adjust the car's parameters.

THUNDERFORCE III

Full power-ups
Pause the game then press UP ten times, DOWN, B, DOWN, B, DOWN, B. Get all the weapons by pressing B and A.

THUNDERFORCE IV

Full weapons
Start the game then press pause. Now UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP and B. Now press UP for full weapons, DOWN to clear them, RIGHT for a claw and LEFT to get rid of it. Press START to return to the game.

THUNDER PRO WRESTLING

Extra continues
When Game Over appears, press UP and C.

TINY TOON ADVENTURES

Open all levels
On the password screen:
NGQQ WQW QKWO
QWQ WGRY

TMNT

Level select
When the Konami logo appears, press C, B, B, A, A, A, B, C. On the title screen press A, B, B, C, C, C, B, A.

TOEJAM & EARL

Secret level

On the first level, drop through the hole in the island to land on level zero. Have a bath and drink some lemonade. Jump off this level to zoom up to the highest level.

TROUBLE SHOOTER

Level select
Plug in two controllers. On the title screen, press START, RIGHT and C simultaneously on the second pad. On the new screen, press START, RIGHT and C to increase the level number.

TRUXTON

Power bomb
Set off a skull explosion then pause the game while the explosion's in mid-flow. Wait about 15 seconds then unpause and the bomb will increase in power.

TURRICAN

Infinite everything!
On the options screen, place the cursor on exit and hold DOWN while pressing A, B, A, B, A, A, B, A, B, A, A.

TWIN COBRA

Level select
On the title screen press UP, DOWN, RIGHT, LEFT and START.

TWO CRUDE DUDES

Extra continues
On your last life, press START on player two's pad to bring in the second character.

BLACK HOLE ASSAULT

Secret game
Enter your name as AZY and highlight mission BHA. Enter AZY and you will start to play *Black Ball Assault*! (Try entering your name as BITNET and press START while fighting an opponent...)

Invincibility

Enter your name on the options screen as MUTEKI. Select operation BHA, enter your name as MUTEKI again and start playing. You're now invincible.

Cheat

Enter your name as BIGNET. When you meet an opponent, press START to make him drop to the floor.

CHUCK ROCK

Password
Level five — TSFVNP

COBRA COMMAND

Level select
On the title screen, press LEFT, RIGHT, A, B and C. Now press LEFT or RIGHT to change level.

EARNEST EVANS

Level skip
Pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B. Now unpause.

HEAVY NOVA

Hidden bonus
In versus mode, if you manage to kill a guardian without losing any energy you'll get one million points! The same technique might work with your bank manager.

HOOK

99 lives
Drop to the bottom of the first pit in the caves on level five. Walk right and swim under the rocks to the left and 3-up. Pick them up then kill yourself. Just repeat the technique, killing yourself each time, to top up your lives to the maximum.

KRIS KROSS: MAKE MY VIDEO

Hidden scene
On the caller screen, press A, B, C and RIGHT.

MARKY MARK: MAKE MY VIDEO

Hidden scene
Hold A and C. Press START to go to the U-Direct mode and then A, B, C and RIGHT to see Mr Wahberg and his girls.

NOSTALGIA 1907

Skip intro
Turn on and when "SEGA" appears, press and hold button C till "Sur De Wave" appears. That boring intro will now be ancient history.

ROAD AVENGER

Level select
From the start, push UP to access the options screen. Once there, press A six times. Now just play the game as usual.

SOL-FAECE

Extra options

On the title screen, press A, B, C, A, B, C, B, C, B, A. Press START when you hear a sound effect. In Config Mode you'll now find Start and Mode. Go to Start and choose the start level with LEFT and RIGHT. Mode allows you to adjust the difficulty of the game, again with LEFT and RIGHT. If you press RIGHT a few times whilst holding A, you'll get "muteki", invincibility!

TIME GAL

Passwords
SHKXGJWF — 1991AD
XPTWCSDH — 2001AD
QWCDHRKT — 3001AD

Level select

On the menu screen press UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, UP. Go into the game and you can start on any level. START pauses the action and C takes you to end of the current level.

WONDER DOG

Passwords
REEVES — Planet Weird
PIXIES — Planet Foggia
WOOPIE — Planet Kninus



POWER

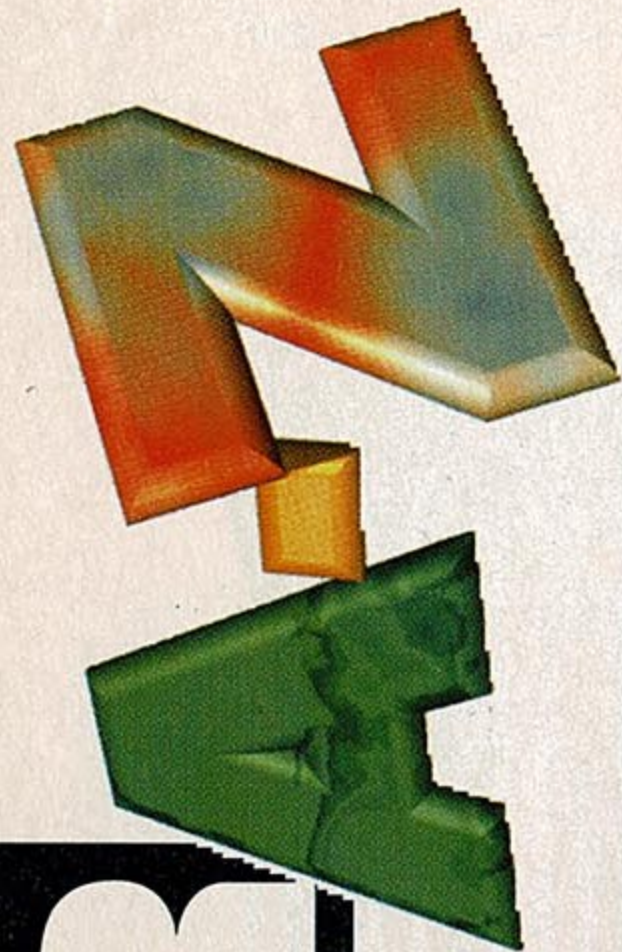
Yep, here it is, the first Power A-Z. Unlike other A-Zs... well, no, actually it's pretty like other A-Zs, but of course there are the subtle differences that make MEGA POWER what it is.

First off, in the Power A-Z you'll find a listing of every single Mega Drive game we have discovered – regardless of its origin. If the game isn't officially available, we've written import in the price column. Obviously, as the months go by, we'll discover more and more information, like the Japanese producer, or perhaps info on the official release date.

title	producer	price	comment	rating
MEGA DRIVE	MEGA DRIVE	MEGA DRIVE	MEGA DRIVE	MEGA DRIVE
6843				
688 ATTACK SUB	Sega	£39.99	Aircraft shoot-'em-up. Very dated but good, simple fun.	6
THE ADAM'S FAMILY	Acclaim	£39.99	Difficult submarine simulation, hard to play but the effort is worth it.	7
ADVANCED WW2 SIMULATOR			Creepy goings on as Gomez tries to find his family in this movie tie-in.	7
AERO BLASTER	Import		Another difficult game, unfortunately you'll need a strong command of Japanese.	7
AFTER BURNER II	Import		Too short and easy shoot-'em-up, two-player is fun though.	6
AIR DIVER	Sega	£34.99	Very accurate reproduction of the coin-op, but too easy	5
ALESTE (MUSHA)	Import		Quite similar to <i>After Burner II</i> , but has more challenging gameplay and tougher guardians.	8
ALEX KID IN ENCHANTED CASTLE	Sega	£29.99	Very amusing shoot-'em-up. Detailed graphics, but a tad too easy.	8
ALIEN ³	Flying Edge	£39.99	Platform adventure that is packed with levels but becomes slightly tedious.	6
ALIEN STORM	Sega	£34.99	Good graphics and sound on this basic shoot-'em-up, but poor playability.	7
ALISIA DRAGON	Sega	£39.95	Another shoot-'em-up that is far too easy; the two-player option saves it.	6
ALTERED BEAST	Sega	£34.99	Help this babe through eight stages of tough guardians and few lives.	8
AMAZING TENNIS	Absolute	Import	The graphics are flickery and response slow. Don't rush out to buy it.	4
AMBITION OF CAESAR	Import		Novel perspective from behind the player brings neat gameplay to this sim.	8
AMERICAN GLADIATORS	Gametek	Import	Dedicated to fans of strategy games, graphics are excellent.	7
ANOTHER WORLD	Virgin	Import	The game from the crap TV programme; six events to pound through. Monotonous.	5
AQUATIC GAMES	Electronic Arts	£39.99	Revolutionary animation, brilliantly detailed graphics and addictive gameplay.	9
ARCH RIVALS	Flying Edge	£34.99	James Pond competes in a series of fun sports. Great gameplay and graphics.	8
ARCUS ODYSSEY	Import		Manic basketball extravaganza. Keeps you enthralled for a few hours but soon wears off.	7
ARIEL: THE LITTLE MERMAID	Sega	£39.99	RPG in the style of <i>Gauntlet</i> . A much-needed password save makes this slightly easier.	9
ARNOLD PALMER TOUR GOLF	Sega	£34.99	Become either Ariel or Triton to defeat the forces of darkness. Plenty of vicious sharks.	7
ARROW FLASH	Sega	£29.99	Up against all the competition, this still proves to be an enjoyable simulation.	8
ART ALIVE	Sega	£29.99	Very poor shoot-'em-up, grim graphics and sound. All round embarrassment.	2
ASSAULT-SUIT-LEYNOS	Import		Art package that encourages you to draw on the MD, but you can't save it!	3
ATOMIC ROBOKID	Import		You are a robot who has to bash other robots. Innovative, but not much fun.	4
ATOMIC RUNNER	Import		Scrolling shoot-'em-up, that's total rubbish.	3
AXIS	Sega	£39.99	Impressive graphics and sound FX make this a good solid platform shoot-'em-up.	7
BACK TO THE FUTURE III	Import		Worth seeing for the amazing 3-D graphics. Very addictive shoot-'em-up.	7
BAD OMEN	Imageworks	£39.99	Massive let down, don't even think of testing it.	1
BART'S NIGHTMARE	Acclaim	£39.99	Break-Out clone, which is actually pretty good.	7
BART VS THE SPACE MUTANTS	Flying Edge	£39.99	Third cartoon adventure of The Simpsons in which Bart plays mini-games to rescue his homework.	6
BATMAN	Sega	£39.99	Fantastic everything in this game – even tons of challenge.	9
			Fine conversion. It may get a tad boring, but accurate graphics hold things together.	8
F1	Domark	£44.99	Aircraft shoot-'em-up. Probably one of the most accurate driving sims around, but seriously flawed in its gameplay.	7
F-1 CIRCUS	Import		<i>F-1 Circus</i> is one of the best arcade driving sims yet. Plenty of courses, plenty of gameplay.	8
F-1 GRAND PRIX	Import		Great sound FX and graphics with pukka visuals.	8
F-15 STRIKE EAGLE II	MicroProse	£39.99	While this certainly looks passable, it never reacts like a real plane would.	6
F-15 STRIKE EAGLE II	MicroProse	£39.99	A fair conversion of the old computer flight sim.	6
F-22 INTERCEPTOR	Electronic Arts	£39.99	Arcadey sim where you have to shoot at Iraq. See Saddam cry!	8
THE FAERY TALE ADVENTURE	Electronic Arts	£39.99	Fans of RPGs will love it; very accessible and ideal for newcomers.	8
FANTASIA	Sega	£39.99	Tough with great graphics, let down badly by the gameplay which is very annoying.	5
FANTASTIC DIZZY	Code Masters	£39.99	The eggy hero makes a sparkling arcade-adventure MD debut.	8
FATAL FURY	Sega	£44.99	<i>Street Fighter II</i> clone with varied moves but pretty dull.	6
FASTEST 1	Import		Split screen two-player racing – but that's about it.	4
FATAL LABYRINTH	Import		Far too easy for the experienced adventurer; good for novices.	6
FATAL REWIND	Electronic Arts	£39.99	Conversion of The Killing Game Show. Strong platformer with superb graphics.	7
FATMAN	Import		Punch-'em-up with comical characters parading across the screen.	6
FERRARI GRAND PRIX CHALLENGE	Flying Edge	£39.99	One of the worst racing games available. The ear-splitting sound doesn't help.	3
FIGHTING MASTERS	Import		Great visuals, atrocious game. Only for beat-'em-up wimps.	3
FINAL BLOW	Import		Boxing game that again looks great, but don't be fooled.	5
FIRE MUSTANG	Sega	£34.99	A WW2 shoot-'em-up that doesn't work. Large graphics enhance the slow pace of the game.	7
FIRE SHARK	Sega	£29.99	Fun shoot-'em-up with everything except challenge. Good graphics and tricky opponents.	7
FLUCKY	Sega	£34.99	Tiny sprites, simple backgrounds and awful gameplay make this simply appalling.	2
FORGOTTEN WORLDS	Sega	£39.99	Shoot-'em-up with long stages and varied enemies. Tough but enjoyable.	7
G-LOC	Sega	£39.99	Almost identical to the arcade version. Take to the skies and blast away.	8
GADGET TWINS	Imagitec	£39.99	Action packed and very funny platformer. Brilliant graphics and wonderful cartoon FX.	9
GAIALES	Sega	£34.99	Impressive shoot-'em-up which will keep all blast fans happy.	8
GAIN GROUND	Sega	£34.99	Two-player game where you have to jump and shoot your way through a massive landscape.	8
GALAXY FORCE II	Sega	£39.99	So bad, it's unbelievable...	1
GAUNTLET 4	Tengen	£39.99	Fair conversion of the decade-old coin-op, with Sega Tap four-player option.	5
GENERAL CHAOS	Electronic Arts	£44.99	Novel shoot-'em-up war game where you must position soldiers to blast the enemy.	8
GEORGE FOREMAN'S KO BOXING	Acclaim	£39.99	Poor attempt that does nothing whatsoever to Acclaim's reputation.	5
GHOSTBUSTERS	Sega	£34.99	All the characters have been turned into Japanese mutants with large heads.	2
GHOULS 'N' GHOSTS	Sega	£44.99	Expensive but great arcade adventure that has already become a classic.	9
GLOBAL GLADIATORS	Virgin	£39.99	Wonderful platform game where you fire custard at slime monsters and collect McDonald's arches.	9

BATMAN RETURNS	Sega	\$39.99	A good sequel that proves very difficult. Five levels of hair-pulling frustration	7
BATMAN: REVENGE OF THE JOKER	Import		Better than all the other Sega versions, with large sprites and detailed backdrops	8
BATTLE GOLF	Import		About the exploits of a golf ball and its travels. Sounds dodgy but it's good.	7
BATTLE SQUADRON	Electronic Arts	\$39.99	Very tough shoot-'em-up, which is both challenging and looks great.	8
BEAST WARRIORS	Import		Don't be fooled by the pretty pictures, there's nothing nice about this game.	2
BIMINI RUN	Import		Outer-space shoot-'em-up that fails to impress. Funny but that's it.	5
BIO-HAZARD BATTLE	Sega	\$39.99	High difficulty setting that is very colourful but lacks gameplay.	6
BILL WALSH COLLEGE FOOTBALL	Electronic Arts	\$44.99	Much-needed development of the <i>John Madden</i> series for four players.	8
BIO SHIP: PALADIN	Import		Two-player shoot-'em-up with cool sound, but it's pretty easy.	5
BLOCK-OUT	Electronic Arts	\$34.99	<i>Tetris</i> goes 3-D as you attempt to fit the blocks into a well. Very challenging.	7
BOB	Electronic Arts	\$44.99	BOB's a strange little character with odd animation, although he can't stave off the poor gameplay.	5
BONANZA BROS	Sega	\$34.99	Option of a two-player mode which makes it more fun but still too easy.	8
BUSBY	Accolade	\$39.99	Massive pretender to the Sonic crown. Great graphics and sounds, although incredibly frustrating.	7
BUCK ROGERS	Electronic Arts	\$49.99	Hugely challenging RPG with tons to do and difficulty set just right.	9
BUDOKWAN	Electronic Arts	\$39.99	Good presentation, but it's another shallow beat-'em-up with limited moves.	5
BULLS VS LAKERS	Electronic Arts	\$39.99	Re-live the 1991 NBA finals in this basketball sim. For die-hard fans only.	8
BURNING FORCE	Import		Awful beat-'em-up that isn't worth writing about.	9
CRASH	Import		Japanese arcade adventure. Fun to play with bright sprites and detailed backgrounds.	1
CALIBRE .50	Import		Vertical shoot-'em-up that is very mediocre.	7
CALIFORNIA GAMES	Sega	\$39.99	Cool sports but rushed game. One for Surfers Steves only.	3
CAPTAIN AMERICA AND THE AVENGERS	Sega	\$34.99	Poor beat-'em-up worth playing in two-player mode only	6
CASTLE OF ILLUSION	Sega	\$39.99	A classic game. Great everything on this wonderful platform extravaganza.	3
CENTURION	Electronic Arts	\$39.99	Historical strategy with excellent in-game maps. Unfortunately, the storyline is dodgy.	9
CHAKAN	Sega	\$39.99	Taken from the comic book series. Creative graphics and music enhance this, but lacking in gameplay.	7
CHAMPIONSHIP BOWLING	Mentrix	Import	All the action's offscreen in this odd translation of ten-pin bowling.	4
CHAMPIONSHIP PRO-AM	Import		Racing game with good view of the track. Very appealing with great graphics and soundtrack.	7
CHIKI CHIKI BOYS	Sega	\$34.99	This platform adventure offers very little, but younger players will enjoy it.	5
CHUCK ROCK	Virgin	\$39.99	Stone Age palaver in this arcade adventure. Very funny and challenging.	8
CLUE	Import		Basically this is Cluedo on the MD. Not bad, but we'd rather buy the board game.	7
COOL SPOT	Virgin	\$39.99	Original, fun and super cool. It's also very difficult and will keep you playing for ages.	9
COLUMNS	Sega	\$29.99	Brilliant puzzle game, which will keep you totally hooked.	9
CORPORATION	Virgin	\$39.99	A strange creature escapes from the labs. You have to kill the mutant and infiltrate the corporation.	9
CRACKDOWN	Sega	\$39.99	Shoot everything that moves. Detailed graphics and addictive gameplay.	8
CRUE BALL	Electronic Arts	\$39.99	Fast and furious pinball sim, with ten tables and Motley Crue music.	6
CHUCK ROCK 2	Core	\$39.99	This arcade adventure plays very similarly to the original, but lacks humour.	7
CYBERBALL	Import		The worst game ever?	0
DANGEROUS SEED	Sega	\$34.99	Futuristic American football, with metal monsters, inaccurate graphics let it down.	5
DARIUS II	Import		12 levels of shooting away alien plant life. Makes for a novel and lengthy game.	8
DARK CASTLE	Electronic Arts	\$34.99	Another 12-level shoot-'em-up, you can do the levels in any order.	8
DARWIN 4081	Import		Soundtrack saves this tedious offering. Poor animation and graphics.	4
DAVE ROBINSON'S SUPREME COURT	Sega	\$39.99	Yet again you shoot aliens – not exactly 2010 philosophy, is it?	8
DAVIS CUP TENNIS	Tengen	\$39.99	Totally accurate tennis sim – it even has players that argue! – but awkward player view.	8
DEADLY MOVES	Import		Street Fighter II clone that lacks depth as each wrestler has limited moves and only one special attack.	7
DEATH DUEL	Razorsoft	Import	Repetitive shoot-'em-up that is very tough but lacks everything else.	6
DECAPITACK	Sega	\$34.99	Gory killings from a gruesome head-chucking main character. Big and very playable.	8
DESERT STRIKE	Electronic Arts	\$39.99	Prequel to <i>Jungle Strike</i> , with great graphics and sound, but not enough levels.	8
DEVILISH	Import		Similar to <i>Break-Out</i> , but with better graphics. Addictive bash-'em-down fun.	8
DICK TRACY	Sega	\$34.99	Loads of neat cartoon statics and a decent attempt at character sprites, but lacks originality.	8
DINOLAND	Import		<i>Devil Crash</i> on a diet. Simple gameplay and poor scrolling.	5
DJ BOY	Import		Quite original, a beat-'em-up on roller skates, but again it's too easy.	3
DOUBLE CLUTCH	Sega	\$34.95	Viewed from above, this little race game should appeal to all ages, particularly the young.	5
DOUBLE DRAGON	Ballistic	\$29.99	Arcade-style, two-player beat-'em-up. Much better than the sequel.	7
DOUBLE DRAGON II	Import		Flickery graphics, slow characters and tiresome gameplay.	5
DOUBLE DRAGON III	Flying Edge	\$39.99	They should have stopped at the first one.	6
DRACULA	Sony	\$39.99	Simple, exploitative translation of the Coppola movie, severely lacking in originality – unlike the movie.	9
DRAGON'S FURY	Domark	\$39.99	Official release of <i>Devil Crush</i> . Very addictive game that has superb graphics and sound.	7
DUNGEONS AND DRAGONS	Sega	\$39.99	Superb graphics on this RPG and unlimited challenge make this a must.	8
DYNAMITE DUKE	Sega	\$34.99	Loads of punks to mow down if you like that sort of thing. Far too easy.	7
EARNST EVANS	Import		Guide your intrepid explorer through countless scenarios in this colourful adventure.	6
EA HOCKEY	Electronic Arts	\$39.99	Prequel to <i>NHLPA Hockey</i> . Lots of gameplay, without all the intricacies.	7
ECCO	Sega	\$39.99	If you like dolphins, you'll love this. <i>Hugely</i> original with stunning graphics and sound.	1
ELEMENTAL MASTER	Import		Shoot-'em-up where you've seen it all before. Gameplay is addictive and involving.	7
EL VIENTO	Import		Looks great and plays as well. Brilliant manga animation and statics.	7
ESWAT	Sega	\$34.99	Parallax, multi-directional scrolling gives the impression of a huge game. Challenging and addictive.	8
EUROPEAN CLUB SOCCER	Virgin	\$39.99	First decent soccer sim. Moves are convincing and creates a believable atmosphere.	8
EVANDER HOLYFIELD'S BOXING	Sega	\$39.99	Well defined sprites and challenging gameplay make this an impressive sim.	4
EXILE	Import		A strange mixture of RPG, platform and puzzle makes <i>Exile</i> an intriguing game to play.	7
EX-MUTANTS	Sega	\$34.99	Save the population from extinction in the aftermath of WW3. Let down by the gameplay.	9

GODS	Renegade	Import	Not released here yet, but stunning graphics with authentic and powerful backgrounds.	9
GOLDEN AXE	Sega	\$34.99	Great arcade game for its time but now looks terribly dated.	7
GOLDEN AXE II	Sega	\$39.99	Easier than the original, it contains loads of new creatures and some good story screens.	7
GOLDEN AXE III	Sega	\$34.99	What a waste of good programming time. Just like the other two, this shows absolutely no originality.	5
GRANADA X	Sega	\$29.99	Control a 20-tonne tank to rescue a kidnapped girl. Very addictive.	8
GRANDSLAM TENNIS	Sega	\$39.99	Plain tennis game which offers nothing new.	5
GREENDOG	Sega	\$39.99	Greendog is one cool Steve-dude. Guide him through wild lands on this well-animated platformer.	8
GREY LANCER	Import		Ultra-fast scrolling shoot-'em-up with a great soundtrack and superb gameplay.	9
GUNSTAR HEROES	Sega	\$39.99	Looks brilliant, but is incredibly tedious as you try to kill the frequent guardians with thousands(!) of hits.	6
GYNOUG	Sega	\$34.99	Nasty guardians and good gameplay make this worth looking at.	7
HARDBALL	Accolade	\$34.99	Baseball sim that looks good but offers nothing.	3
HARDBALL III	Accolade	\$39.99	Will keep fans happy with great gameplay and excellent graphics.	8
HARD DRIVIN'	Tengen	\$39.99	Two levels limit this well-executed driving sim.	7
HAUNTING	Electronic Arts	\$49.99	Encouragingly original adventure ghost game in which you scare the pants off a rich family.	7
HEAVY NOVA	Import		Robots beat each other up, boring.	3
HEAVY UNIT	Import		Best thing on this shoot-'em-up is that you can change the shape of your ship.	6
HELLFIRE	Sega	\$34.99	Weird wacky shoot-'em-up that has a loyal following.	8
HERZOG ZWEI	Sega	\$34.99	Strategy and arcade combined, where you fight tanks. Odd name, eh?	6
HOMER ALONE	Sega	\$39.99	Spin-off from the movie: poor graphics and sound, with dodgy gameplay	4
HUMANS	Imagitec	\$34.99	Puzzle game in which humans are controlled to clear levels. Good graphics and sound.	8
IMMORTAL, THE	Electronic Arts	\$44.99	Tough puzzler with brilliant visuals. There are 20 different gory death sequences.	8
INDIANA JONES AND THE LAST CRUSADE	US Gold	\$39.99	Platformer that follows the film well, but short and easy levels.	6
INTERNATIONAL RUGBY	Domark	\$39.99	Shallow gameplay requires little passing or skill.	4
INSECTOR X	Import		Superb shoot-'em-up, where graphics, sound and gameplay are brilliant.	9
ISHIDO: THE WAY OF THE STONES	Accolade	\$34.99	Boardgame based on <i>Shanghai</i> . Okay but boardgame conversions at dodgy.	6
J LEAGUE PRO STRIKER	Sega	Import	Once in a while there comes a game that knocks us for six. <i>J League</i> is one of those games.	9
JAMES BOND - THE DUEL	Domark	\$39.99	Neat animation and flawless graphics are helped by spot-on FX.	8
JAMES POND	Electronic Arts	\$39.99	First MD game to be programmed solely in the UK. Quite bland but very playable.	6
JAMES POND II	Electronic Arts	\$39.99	The graphics are very slick, the gameplay is challenging and overall very funny.	9
JENNIFER CAPRIATI TENNIS	Sega	\$34.99	Another plain tennis game, very basic all round.	4
JEWEL MASTER	Sega	\$34.99	Initially impressive but far too repetitive.	6
JOE MONTANA FOOTBALL	Sega	\$34.99	Not even Joe Montana can save this boring American football game.	4
JOE MONTANA II	Sega	\$34.99	Real-speech commentary helps the sequel, but still needs work in game department.	6
JOE MONTANA III	Sega	\$34.99	It just gets better and better, retaining all the good things from the previous games.	8
JOHN MADDEN FOOTBALL	Electronic Arts	\$39.99	The original game that started the trend. Intelligent play, but simple moves.	7
JOHN MADDEN FOOTBALL 92	Electronic Arts	\$39.99	Updated graphics and sound make this a worthy upgrade.	8
JOHN MADDEN FOOTBALL 93	Electronic Arts	\$39.99	More of stats update for die-hard fans, and folks who haven't got the others.	8
JORDAN VS BIRD	Electronic Arts	\$39.99	Average basketball game that unfortunately lacks depth.	5
JUNCTION	Import		By mixing a <i>Pipe Mania</i> -type game with a slide puzzle the result is a very challenging foray.	8
JUNGLE STRIKE	Electronic Arts	\$44.99	More of the same mindless <i>Desert Strike</i> encounters, but bigger and better than before.	9
JURASSIC PARK	Sega	\$49.99	You can control either Dr Grant or a Raptor in this polished movie licence.	8
KABUKI SOLDIER	Import		Beat-'em-up featuring sumo wrestlers – not bad.	6
KA-GE-KI	Import		Also known as Fists of Steel. Grim, grim, ultra-grim.	3
KID CHAMELEON	Sega	\$39.99	The kid must venture everywhere to save his mates in a constantly changing game.	8
KING COLOSSUS	Sega	Import	Japanese adventure game. Nine levels of adventuring.	4
KING'S BOUNTY	Electronic Arts	\$34.99	Rather boring RPG with huge amounts of bland landscape to cover.	6
KING SALMON	Import		Fishing sim with Japanese text. Sounds quite naff but is actually very addictive.	8
KLAX	Domark	\$39.99	Excellent but infuriating puzzle with constantly changing graphics.	8
KRUSTY'S SUPER FUN HOUSE	Flying Edge	\$39.95	The Simpsons make an appearance, but a simple puzzle game really.	6
LANDSTALKER	Sega	\$34.99	In Japanese but great adventure game with tremendous graphics.	8
LAKERS VS CELTICS	Electronic Arts	\$34.99	Incredibly realistic, with all the players from that season. Basketball fans only.	7
LAST BATTLE	Sega	\$34.99	Disappointing beat-'em-up with slow, boring gameplay.	5
THE LEGEND OF GALAHAD	Electronic Arts	\$39.99	Average platform with an element of RPG.	6
LEMMINGS	Sega	\$39.99	One of the finest puzzle games on cart. Extremely addictive.	9
LHX ATTACK CHOPPER	Electronic Arts	\$39.99	Helicopter sim that isn't original, but will appeal to war junkies.	6
LOTUS TURBO CHALLENGE	Electronic Arts	\$39.99	Very good racing game, enhanced by speed, superb graphics and split screen.	8
M1 ABRAMS BATTLE TANK	Sega	\$39.99	If you like tanks then you won't be disappointed here. Lots of trundling around aimlessly.	7
MARBLE MADNESS	Electronic Arts	\$34.99	Replica of the arcade classic which is still brilliant, but limited.	7
MARIO LEMIEUX HOCKEY	Sega	\$39.99	Viewing the match from the side fails dismally, making it very hard to work out moves.	6
MARVEL LAND	Import		Platform adventure which will test your reactions and skill. <i>Marvelous</i> graphics.	8
MASTER OF MONSTERS	Import		Boring strategy where only the monsters win.	1
MASTER OF WEAPON	Import		Scrolling shoot-'em-up which is very fast but over too quickly.	7
MAZIN WARS	Sega	\$39.99	Cyberpunk adventure through a post-nuclear landscape. Looks good, but is monotonous.	6
MEGA-LO-MANIA	Virgin	\$39.99	Brilliant gameplay and very challenging. Requires a lot of thought!	8
MEGAPANEL	Import		Tetris, but better presented. Interesting graphics and varied gameplay.	8
MEGA TRAX	Import		4x4 beach racer that doesn't live up to expectations.	4
MERCS	Sega	\$39.99	Identical to the arcade, beefy sounds and graphics.	7
MICRO MACHINES	Codemasters	\$39.99	Race your miniature car around the breakfast table. Stupid but brilliant.	9
MIDNIGHT MADNESS	Import		Average coin-op conversion which fails to impress.	4



title	producer	price	comment	rating	title	producer	price	comment	rating
MIGHT & MAGIC	Electronic Arts	\$39.99	Popular RPG which grows on you the more you play it.	8	SUPERMAN	Virgin	\$39.99	Pretty difficult which in turn makes it frustrating. A bit of a disappointment.	6
MIKE DITKA FOOTBALL	Ballistic	\$34.99	Similar to <i>John Madden</i> but without the character – still good, though.	8	SUPER AIRWOLF	Import		Also known as <i>Crossfire</i> , this shoot-'em-up packs a punch. No TV tie-in evident, though.	7
MONOPOLY	Import		Fair representation of the game with good animation. But why buy it instead of the boardgame?	6	SUPER BASEBALL 2020	Electronic Arts	\$44.99	This futuristic, robotic version of the sport is a bit gimmicky.	6
MONSTER HUNTER	Import		Controlling a sword-wielding young lass may appeal, but it becomes very tedious.	4	SUPER BATTLETANK	Import		Tank sim that may appeal to your basic instincts, ie, point, shoot, blow up.	3
MOONWALKER	Sega	\$34.99	Save Michael's captured children (if you must). Detailed graphics, smooth animation and great sound.	8	SUPER FANTASY ZONE	Sega	\$34.99	Big guardians and small sprites. Good fun for a while.	6
MORTAL KOMBAT	Acclaim	\$49.99	Expensive <i>Street Fighter II</i> basher with lots of flaws, but also lots of fun.	8	SUPER HANG-ON	Sega	\$34.99	Exciting motor-biking from this arcade classic.	8
MS PACMAN	Import		Much worse than the arcade version. Should have packed her bags and given up by now.	2	SUPER HIGH IMPACT	Import		Good animation on this American football sim, but as usual sad lack of challenge.	6
MUHAMMAD ALI'S HEAVYWEIGHT BOXING	Virgin	\$39.99	The best bruiser in the ring. <i>Ali</i> has many options, great visuals and gob-smacking sound.	8	SUPER HQ	Import		Arcade conversion from <i>Chase HQ</i> that doesn't live up to expectations.	4
NHL HOCKEY 94	Electronic Arts	\$44.99	Gameplay's almost identical to <i>NHLPA</i> , but sound and graphics are much more polished.	8	SUPER HYDLIDE	Sega	\$34.99	Very boring RPG that has nothing new to offer.	4
NHLPA HOCKEY	Electronic Arts	\$39.99	Simply one of the best sports simulations you can slam into your machine. Super fast, super real.	9	SUPER KICK OFF	US Gold	\$39.99	Good in its day but now looks dated next to <i>J League</i> .	8
NINJA BURAI	Import		RPG that requires an understanding of Japanese.	7	SUPER LEAGUE BASEBALL	Sega	\$34.99	Offers enough options to stave off boredom. One of the decent attempts at the sport.	8
OLYMPIC GOLD	US Gold	\$39.99	Good simulation that is best played with two or more players.	8	SUPER MILITARY	Import		Good war game that sets the scene for a challenging confrontation.	8
ONSLAUGHT	Ballistic	Import	Medieval platform beat-'em-up that comes highly recommended.	8	SUPER MONACO GP	Sega	\$34.99	Everything else is here, just lacks a two-player mode.	8
OUTLANDER	Import		Drive 'n' blast game that will please anyone who fancies themselves as Mad Max.	6	SUPER MONACO GRAND PRIX II	Sega	\$49.99	Good graphics, but that's it on this rehash of the first game. A real con at £50!	4
OUT RUN	Sega	\$39.99	Arcade conversion that is very similar and still great fun even now.	7	SUPER OFF ROAD	Ballistic	\$29.99	All the sights and sounds are here on this 4x4 truck racing game. Great fun, cute trucks.	8
OUTRUN 2019	Sega	\$39.99	Set in the future, on a par with <i>Out Run</i> .	8	SUPER REAL BASKETBALL	Sega	\$34.99	Neat sound FX and good graphics scoring sequences which make this enjoyable to play.	8
PAC-MANIA	Domark	\$34.99	The graphics are excellent which makes the whole thing a joy to play.	8	SUPER SMASH TV	Acclaim	\$29.99	Highly acclaimed arcade game that is very tough. Bit flickery, though.	8
PAPERBOY	Domark	\$39.99	Lots of new streets and even more hazards, but lacks two-player mode.	6	SUPER THUNDER BLADE	Sega	\$34.99	A shoot-'em-up that's claim to fame is the two views – all it does is confuse gameplay.	6
PAPERBOY 2	Domark	\$39.99	Still no two-player mode, and pretty much the same but slightly bigger.	7	SUPER VOLLEYBALL	Import		Side-view with super scrolling makes this a good, albeit odd, interpretation.	8
PGA TOUR GOLF	Electronic Arts	\$39.99	Better than <i>Arnold Palmer</i> with four courses and great graphics.	8	SUPER WRESTLEMANIA	Flying Edge	\$39.99	Addictive two-player action in the ultimate WWF simulation.	8
PGA TOUR GOLF II	Electronic Arts	\$44.99	Fantastic follow-up to PGA, with more courses and bigger, better challenge.	9	SWORD OF SODAN	Electronic Arts	\$39.99	Difficult to get into with sluggish gameplay.	3
PHANTASY SOLDIER 3	Sega	Import	Quality platform adventure with excellent graphics and even better gameplay.	9	SWORD OF VERMILION	Sega	\$49.99	Massive RPG which is incredibly tough. Fantastic graphics, large landscape.	8
PHANTASY STAR II	Sega	\$59.99	Mammoth RPG which is fairly easy to get into, but still very tough – and steep!	8	TAILSPIN	Sega	\$39.99	Boring platformer with an additional shoot-'em-up section. Bad Disney licence – shock!	6
PHANTASY STAR III	Sega	\$49.99	Ten quid cheaper than the original with improved graphics. But the sound is still very weak.	8	TASK FORCE HARRIER EX	Import		Poor American offering that has dodgy graphics and gameplay.	5
PHIELDS	Sega	\$34.99	Very average shoot-'em-up, which you'll probably finish the day you get it.	6	TAZ MANIA	Sega	\$39.95	Ambient backdrops and a charismatic main sprite give this game that something special.	9
PIGSKIN FOOTBRAVL	Import		Much more violent than American football which it's loosely based on. Also has two-player mode.	7	TEAM USA BASKETBALL	Electronic Arts	\$39.99	Dodgy sound FX and animation let down the graphics.	6
PIT-FIGHTER	Domark	\$49.99	Digitized graphics and gut-wrenching sounds enhance the experience of battering someone to death.	8	TECHNOPOP	Electronic Arts	Import	Racing sim combined with platform investigation scenes. Naïf conversion of a naïf original.	2
POPULOUS	Electronic Arts	\$39.99	Certainly isn't an action game, yet the strategy isn't complex enough.	6	TECHNOCLASH	Electronic Arts	\$44.99	Splendid adventure based around good old-fashioned RPG principles.	8
POWERBALL	Import		A cross between wrestling, martial arts and soccer. Innovative but poorly executed.	7	TECMO WORLD CUP '93	Sega	\$34.99	Best played on the two-player mode for the most fun. Limiting moves.	7
POWERMONGER	Electronic Arts	\$39.99	A land mission has to be undertaken, unfortunately the graphics and sound let it down.	7	TEENAGE MUTANT NINJA TURTLES	Konami	\$39.99	Great beat-'em-up, with bright backdrops and colourful turtles.	8
POWER CHALLENGE	Accolade	\$39.99	Not much different from every other golfing game, although the graphics are noteworthy.	8	TEL TEL BASEBALL	Import		Terry Venables baseball lie-in – er, no sorry, funny Jap baseball game. Whoops, sorry, Tel.	6
PREDATOR 2	Flying Edge	\$34.99	Seven stages of futuristic street violence with plenty of hostage rescuing to be done.	7	TERMINATOR, THE	Virgin	\$39.99	Packed with stills from the movie linking the four stages. Great blasting but too short.	8
PRO QUARTERBACK	Sega	Import	Ardent sports fans will enjoy it, but it is totally unoriginal.	9	TERMINATOR 2: THE ARCADE GAME	Acclaim	\$39.99	Use either the joystick or the Menacer. Nine stages of fantastic virtual realism.	9
QUACKSHOT	Sega	\$39.99	Splendid Disney game with Donald starring in a superb platform adventure.	8	TEST DRIVE 2: THE DUEL	Ballistic	\$34.99	The success of this game lies in the car handling which feels just like the real thing.	8
QUAD CHALLENGE	Import		Four-wheeler buggies racing around a race track. Utterly useless.	2	THUNDER FORCE II	Sega	\$34.99	Strong challenge and overall presentation with some super backdrops.	7
RAIDEN TRAD	Import		More shoot-'em-up fare from the Far East. Nothing new but quite challenging.	6	THUNDER FORCE III	Sega	\$34.99	Better than the original, this will have you playing for ages.	8
RAINBOW ISLANDS	Sega	Import	Two games in one on this brilliant platformer. Totally addictive gameplay and awesome tunes.	9	THUNDER FORCE IV	Sega	\$39.99	Magnificent graphics and gameplay. Shoot-'em-up at the peak.	9
RAMBO III	Sega	\$29.99	Shoot the annoying inhabitants of a forest sounds boring, doesn't it. Well, it is.	5	THUNDERFOX	Import		Check machine compatibility, but you're not missing anything.	3
RANGER-X	Sega	\$39.99	Amazing-looking shoot-'em-up with double the usual number of colours onscreen.	8	THUNDER PRO WRESTLING	Import		Limited moves means it's not much fun to play	5
RASTAN SAGA 2	Import		Guide your gallant hero through a maze of dangly platforms. Poor gameplay, decent graphics.	5	TIGER HELI	Import		Totally uninspiring helicopter game with dubious graphics.	2
RBI 3 BASEBALL	Import		Baseball sim without a difference. Screens full of stats and difficult batting motion.	6	TINY TOON ADVENTURES	Konami	\$39.99	Wonderful adventure that borrows much from the Warner Bros cartoons.	9
RBI 4 BASEBALL	Import		Hitting the ball is hard enough. Once you've done this, you'll discover the outfield to be totally bland.	6	TOEJAM & EARL	Sega	\$34.99	Cartoon graphics and some brilliant sampled sound. Weird sense of humour.	8
RBI BASEBALL '93	Tengen	Import	Yet another baseball sim in the RBI series. Only for real armchair sports fans.	6	TOKI	Sega	\$34.99	Great platformer with arcade-quality graphics. Bit too easy, though.	8
REVENGE OF SHINOBI, THE	Sega	\$34.99	Considered to be one of the best beat-'em-up games, and rightly so.	8	TORA! TORA! TORAI	Import		Average shoot-'em-up which has little to offer if you want something different.	7
RINGSIDE ANGEL	Import		Sluggish gameplay ruins this women's wrestling game. Good inlay, though.	6	TOXIC CRUSADERS	Import		Take control of Toxie and help him in this dire scrolling arcade adventure.	3
RINGS OF POWER	Electronic Arts	\$49.95	Colourful, extremely large and exceedingly difficult. Brilliant nonetheless.	9	TRAMPOLINE TERROR	Import		Nothing to do with trampolines. Not even bouncy or fun.	1
RISKY WOODS	Electronic Arts	\$39.99	Varied backgrounds and atmospheric music make this fun to play.	7	TROUBLE SHOOTER	Import		Female stars in Forgotten Worlds type game. Makes for a good looking and colourful game.	7
ROAD BLASTERS	Import		Converted from the coin-op, but unfortunately it is dismally poor.	3	TRUXTON	Sega	\$34.99	A normal but easy vertical shoot-'em-up that's immense fun. <i>Talsujin</i> on import.	8
ROAD RASH	Electronic Arts	\$39.99	Race a motorbike through the countryside, overtaking or clubbing other competitors. Great fun.	9	TURBO OUT RUN	Sega	\$39.99	<i>Out Run</i> was brilliant, this sadly lacks any turbo charge.	4
ROAD RASH II	Electronic Arts	\$39.99	Virtually the same as the first but with the added bonus of two-player split screen.	9	TURRICAN	Ballistic	\$34.99	The innovative shooting technique adds a new twist to this platform shoot-'em-up.	8
ROCKET KNIGHT ADVENTURES	Konami	\$44.99	Smooth jaunt in the traditional style of <i>Ghosts 'n' Goblins</i> . Quite special.	9	TWIN COBRA	Sega	\$34.99	Control a helicopter through dreary battle zones.	4
ROLLING THUNDER 2	Sega	\$39.99	Encounter hoods, panthers and 18-wheel juggernauts. How <i>James Bond</i> should have been.	8	TWIN HAWK	Sega	\$34.99	Average shoot-'em-up that is very easy.	5
RUNARK	Import		Save the world's wildlife in this Indy-style adventure beat-'em-up. Untapped potential.	5	TWINKLE TALE	Import		A psychedelic Japanese shoot-'em-up which plays well. Intense and challenging.	8
SAINT SWORD	Import		You've guessed it: a man with a sword, boring graphics and crap animation.	5	TWO CRUDE DUDES	Sega	\$34.99	The stars are two muscle men who are hell-bent on going on the rampage. Destructive fun.	8
SD VALIS	Import		Sad Japanese arcade adventure with very little content to keep you playing.	3	TWO TRIBES	Virgin	\$44.99	The sequel to <i>Populous</i> has more powers, better graphics and bigger landscapes. Action-oriented strategy.	9
SHADOW BLASTERS	Import		A beat-'em-up which fails to impress; poor graphics and virtually non-existent gameplay.	4	ULTIMATE QIX	Import		Plays like Othello, but totally rubbish with very few console-inspired surprises.	5
SHADOW DANCER	Sega	\$39.99	In this beat-'em-up a dog does the dirty work for you, which adds an amusing dimension.	8	ULTIMATE SOCCER	Sega	\$39.99	Fast, furious and full of options, but fails to deliver in the all-important gameplay department.	4
SHADOW OF THE BEAST	Electronic Arts	\$44.99	Psychedelic graphics enhance this otherwise poor platformer that becomes very monotonous.	5	UNDEADLINE	Import		Zombie level guardians add humour to this shoot-'em-up. Wicked title.	8

SHADOW OF THE BEAST II	Electronic Arts	£39.99	This sequel combines teasing puzzles with atmospheric and mystical graphics.	7	UNIVERSAL SOLDIER	Accolade	£39.99	Not as tough as it looks, but super gameplay. Could be called Turrican 2.	8
SHINING IN THE DARKNESS	Sega	£44.99	Hugely addictive, with fantastic graphics and very challenging gameplay.	8	VALIS	Import		The original hack-'em-til-they-die arcade adventure. Worth a playtest for a laugh.	7
SHINING FORCE	Sega	£44.99	12Mbit sequel to <i>Darkness</i> , featuring more intelligence and improved gameplay.	9	VALIS III	Import		Looks great but is incredibly boring. Should have left it at <i>Valis</i> .	6
SHINOBII III	Sega	£34.99	Tremendous platform adventure with loads of pick-ups and plenty of ninja magic.	8	VAPOR TRAIL	Import		Fun to play with some very fast gameplay, but not enough challenges.	5
SHOVE-IT	Import		As the title implies, you literally shove things into where they belong. How dull...	3	VERYTEX	Import		Scrolling shooter that is actually quite good. Tough guardians and enemies throughout.	8
SIDE POCKET	Sega	£34.99	Uneventful pool simulation. The tables are dull but a few trick games and extra options liven it up.	6	WANI WANI WORLD	Import		Psychedelic graphics, with very addictive two-player mode. Like <i>Bubble Bobble</i> .	8
SLIMEWORLD	Import		Todd has to escape the planet of slimy surroundings. Too green to make this bearable.	6	WARNER SPECIAL	Import		Usual elements, but with sheer lack of detail from this poor arcade shooter conversion.	4
SNOW BROTHERS	Tengen		Looks and plays like <i>Bubble Bobble</i> , but may be completed too quickly.	8	WARSPED	Accolade	£34.99	Deep space shoot-'em-up lacking enough strategy to keep <i>Elite</i> fans enthralled.	6
SOKOBAN	Import		Not much fun as you move crates around a warehouse. Like working at Tesco.	5	WARSUNG	Import		Wargame where you'll have to be patient to appreciate it. One for armchair generals.	8
SOL-FEACE	Import		A CD conversion without the sound quality. A very average shoot-'em-up.	5	WHEEL OF FORTUNE	Import		Absolute rubbish with 4500 uninteresting questions	2
SONIC THE HEDGEHOG	Sega	£34.99	A bit easy now, but still the first truly outstanding Mega Drive game.	8	WHERE IN THE WORLD IS...?	Electronic Arts	£39.99	Edutainment game that tends to become boring for the experienced adventurer.	6
SONIC THE HEDGEHOG 2	Sega	£39.99	Best game of 1992, this time Sonic has a mate, and again Sonic's miles ahead of the rest.	9	WHERE IN TIME IS...?	Electronic Arts	£49.99	More successful attempt than its predecessor.	8
SPACE HARRIER II	Sega	£34.99	Awkward playing view and poor sound don't help this weak game.	5	WHIP RUSH	Sega	£34.99	Very playable and extremely fast shoot-'em-up with good gameplay. Dodgy title.	8
SPACE INVADERS '90	Import		Classic game updated. Still holds all the magic, but lacks the polish.	6	WIMBLEDON	Sega	£39.99	Smashing tennis game utilising the Sega Tap for four-player matches.	8
SPEEDBALL II	Virgin	£39.99	Techno-rugby for the insane - pitch and players are both superb giving a futuristic feel.	9	WINTER CHALLENGE	Ballistic	£39.99	Eight different events make up this snow-laden epic. Very original.	8
SPIDER-MAN	Sega	£39.99	Strong story screens and very tough gameplay on this brilliant platform beat-'em-up.	8	WONDER BOY III	Sega	£34.99	Two-player game is brilliant fun and very interactive. Recommended for two players only.	7
SPLATTERHOUSE 2	Namco	£39.95	Eight stages of blood-thirsty and totally outrageous graphics, combined with equally sadistic music.	8	WONDER BOY IV	Sega	£39.99	More fun than the original, but not an all-time classic.	8
SPLATTERHOUSE 3	Namco	Import	More gruesome and gory goings-on in the land where Jason Vorhees is king.	8	WONDER BOY V	Sega	£39.99	Should have stopped by now, no difference really.	7
SPORTS TALK BASEBALL	Sega	£39.95	Strong sim based on <i>Montana II</i> speech system. Works well, excellent graphics and great fun.	8	WORLD CLASS LEADERBOARD	US Gold	£39.99	Has speech samples, but nowhere near PGA Golf.	6
STAR CRUISER	Import		Completely unplayable due to Japanese text. For language students only.	3	WORLD CUP ITALIA 90	Sega	£29.99	Limited moves, but still pretty good. Reasonably priced which is definitely a plus point.	8
STARLIGHT	Electronic Arts	£49.99	Deep space mining is the name of this game. Plenty of combat and strategy.	8	WORLD OF ILLUSION	Sega	£39.99	Outstanding Disney graphics and animation, which will keep young and old compelled.	9
STEEL EMPIRE	Acclaim	£39.95	Horizontal shoot-'em-up with huge sprites, which tends to become monotonous.	5	WRESTLE WAR	Sega	£34.99	Getting the moves worked out with your joystick is more hard work than the actual game.	7
STEEL TALONS	Domark	£39.99	Chopper combat at a lower level. Not exactly <i>Desert Strike</i> .	5	XOR	Import		Mysterious shoot-'em-up that falters slightly with occasional screen slowdown.	5
STORMLODD	Ballistic	Import	Adventure game with intriguing but not difficult puzzles	7	XENON II	Virgin	£39.99	Excellent shoot-'em-up that falters slightly with occasional screen slowdown.	8
STREET SMART	Sega	£34.99	Beat-'em-up with limited gameplay due to the small array of martial arts moves.	6	X-MEN	Sega	£34.99	Should really have done a straight conversion from the arcade, but it's still okay.	7
STREETS OF RAGE	Sega	£34.99	Beat-'em-up that was well-hyped but lacks challenge. Moves and sound FX make up for this.	8	Y'S 3: WANDERERS FROM Y'S	Sega		In-depth RPG which offers a considerable challenge. Fans of tough games will love it.	8
STREETS OF RAGE II	Sega	£44.99	16Mbit cart which has been used to its full potential. Teamplay and versus modes make it worthwhile.	9	ZANY GOLF	Electronic Arts	£39.99	More insane than crazy golf at the seaside. Fun game with very polished presentation.	9
STRIDER	Sega	£44.99	All stages bar the last are easily completed. Held together by colourful graphics and smooth sprites.	8	ZERO WING	Sega	£39.95	Horizontal shooter which is flawed by its small graphics and ease of completion.	7
STRIDER II	US Gold	£44.99	More of the same slick Strider action, but little development on the original action adventure.	7	ZOOL	Gremlin	£39.99	The eponymous ninja jumps through colourful levels in an enjoyable platform romp.	8
SUNSET RIDERS	Konami	£39.99	Authentic cowboy and Indian action on this platform shooter that shouldn't be ignored.	8	ZOOM	Sega	£29.99	Cheap and cheerful puzzler. Average graphics and sound. Soon gets boring and frustrating	4

ADVENTURES OF WILLY BEAMISH, THE	Dynamix	Import	Pretty wacky adventures of a young lad who mucks about all the time.	8	NIGHT STRIKER	Taito	Import	Well-rough shoot-'em-up from a first-person perspective. Far too easy for a CD game.	2
AFTER BURNER III	CRS	Import	What a waste of a good CD. Why bother sticking this ageing game on it?	4	PRINCE OF PERSIA	Sega	£39.99	Another Mega Drive cart conversion. Very difficult, but looks and sounds impressive.	7
BATMAN RETURNS	Sega	£39.99	Basically the cart version, but the added music is superb - well worth paying extra.	7	NIGHT TRAP	Sega	£49.99	The first of a new era of CD movie games. Big and very challenging.	8
BLACK HOLE ASSAULT	Sega	£39.99	Heavy Nova wasn't much cop, and this is little improvement over it.	5	RISE OF THE DRAGON	Dynamix	Import	Superbly atmospheric adventure puts you in the shoes of Blade hunter PI. Excellent.	8
CHUCK ROCK	Sony	Import	Seems strange to stick this Mega Drive game on CD. Not bad though.	7	ROAD AVENGER	Wolfteam	£39.99	Official version of Road Blaster FX. Looks fine, but allows little control over what happens.	7
COBRA COMMAND	Wolfteam	£39.99	Amazingly popular on import as Thunder Storm FX. Great visuals, limited gameplay.	7	ROBO ALESTE	Compile	Import	Looks great, with the obligatory intro screens, but is just a shoot-'em-up.	5
DEVASTATOR	Wolfteam	Import	Bar the flash intro, this could easily have been on cartridge. Simple shoot-'em-up stuff.	7	SEGA CLASSICS: ARCADE	Sega	n/a	Golden Axe, Super Monaco GP, Columns, Streets of Rage and The Revenge of Shinobi.	7
EARNEST EVANS	Wolfteam	Import	One of the first, and still pretty impressive both visually and aurally.	5	SHERLOCK HOLMES	Sega	£44.99	Quite an amusing attempt at a mystery game. Only three cases to solve, though.	8
ECCO	Sega	£44.99	Five more levels and some brilliant ambient music lift this one above the waves of CD dross.	9	SHERLOCK HOLMES II	Sega	£39.99	Double-disk extravaganza with three more cases. Same interface and graphics as the first game.	6
FUNKY HORROR BAND	Sega	Import	Take the band on a trip through a strange land. Funny but incomprehensible.	5	SILPHEED	Sega	£39.99	Flagship Mega-CD pusher that fails to ignite after an explosive intro. Basically, just another shoot-'em-up.	5
HEAVY NOVA	Micronet	Import	An early robot beat-'em-up that is laboriously slow.	8	SOL-FEACE	Sega	£39.99	The original CD shoot-'em-up with mad music, wicked effects and tough gameplay.	3
HOOK	Sony	Import	Beautifully enchanting story, with glorious visuals, but poor gameplay.	6	SUPER LEAGUE CD	Sega	Import	It's crazy, it's wacky, it's <i>Switch!</i> The computer wiring's gone wrong but Switch can fix it.	8
INXS: MAKE MY VIDEO	Sega	£39.99	For £30 less, you could get more videos made by a professional.	7	SWITCH	Sega	£44.99	Tons of ways to die in this Jappy cartoon adventure. Perfect difficulty ensures long-term play.	6
JAGUAR XJ220	Sega	£44.99	Very disappointing race game. Waste of a CD, get Lotus on cart instead.	4	TIME GAL	Wolfteam	£44.99	A superb 3-D chopper-combat game, using the Mega-CD's full capabilities.	8
KRIS KROSS: MAKE MY VIDEO	Sony	Import	Odd concept disc where you cut and edit your own videos. Limited appeal.	5	THUNDERHAWK	Core	£44.99	A great game, admittedly, but why stick this on Mega-CD? Nothing exploits the format.	8
MARKY MARK: MAKE MY VIDEO	Sony	Import	Better quality than Kris Kross - pity Marky Mark's a dunce.	6	WONDER DOG	Sega/JVC	Import	A freak experiment turns into disaster as the inventor is kidnapped. Tedious and predictable stuff.	8

RECOMMENDED

So many titles, some good, some not so good. We pick the games that we most regularly slam into our machines and explain why you should be doing the same.



BUBSY

With all the hype surrounding this game, one wondered whether if the usual case applied (the promotion was brilliant but the game itself was rubbish). Accolade hit the nail on the head with Bubsy, the promotion was effective and stylish, and the game, well, it was blinding. I am a fan of platformers, but it's quite rare that one comes along and really tickles my fancy. This did. The levels are massive and difficult so the game takes a long while to complete. The character of Bubsy himself is totally lovable. One questioned whether anything could match the ultracool Sonic, but you have to hand it to Bubsy, he is one cool Bobcat. Everything about the game appeals, the music is very catchy — you'll find yourself whistling it all day — and the graphics are delicious. With endless platform games available, it's sure good to see something with depth.



STREET FIGHTER II

They said it couldn't be done on the Mega Drive. You know: those snotty-nosed SNES owners who kept on and on about how brilliant *Street Fighter II* was. Well, I have to agree with them about the latter point — I played it time after time on my nephew's SNES. It must be one of the most addictive two-player games of all-time, only rivalled by the very best EA sports sims. And it's an even better game on the Mega Drive, with the extra options and Hyper mode — try switching it to maximum for a real laugh! I can't claim to be an expert player, but that's the beauty of *SFI*: you can alter the attack levels so a novice can have a fair contest against a master. Even better, on this version you can have elimination contests with a different number of fighters in each team; for example, five against four. So even though I'm a wimp, I don't always get my head kicked in!



MORTAL KOMBAT

I've been playing this game for many months now (one of the advantages of being a magazine journo), and still I have not tired of it. The characters are so original and the moves so fast and breath-taking that I never tire of trying to perfect each fighter's strategy. Scorpion is my undoubted favourite with his lethal combination of speed and that hard-to-avoid spear move. I am desperately trying to feel at ease with Kano as his strength and power can be devastating when harnessed correctly, as I have found to my cost. At a time when just about every beat-'em-up fan in the country will be racing out to buy this cart I just can't enthuse enough about it. Purists will still say that this game can't hold a candle to *Street Fighter II*, I say it doesn't have to. There is plenty of room in most collections for both games and comparing the two is not only wasting your time, it is limiting the amount of fun you could be having.



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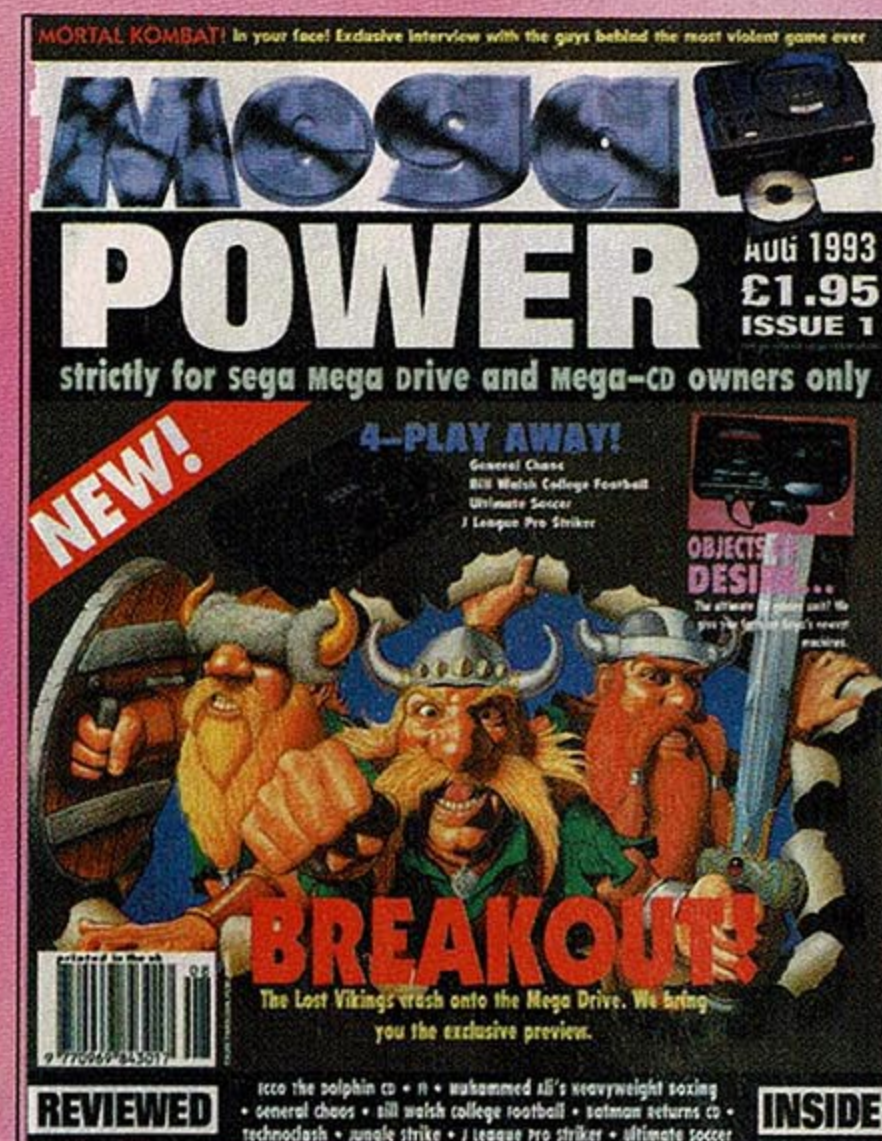
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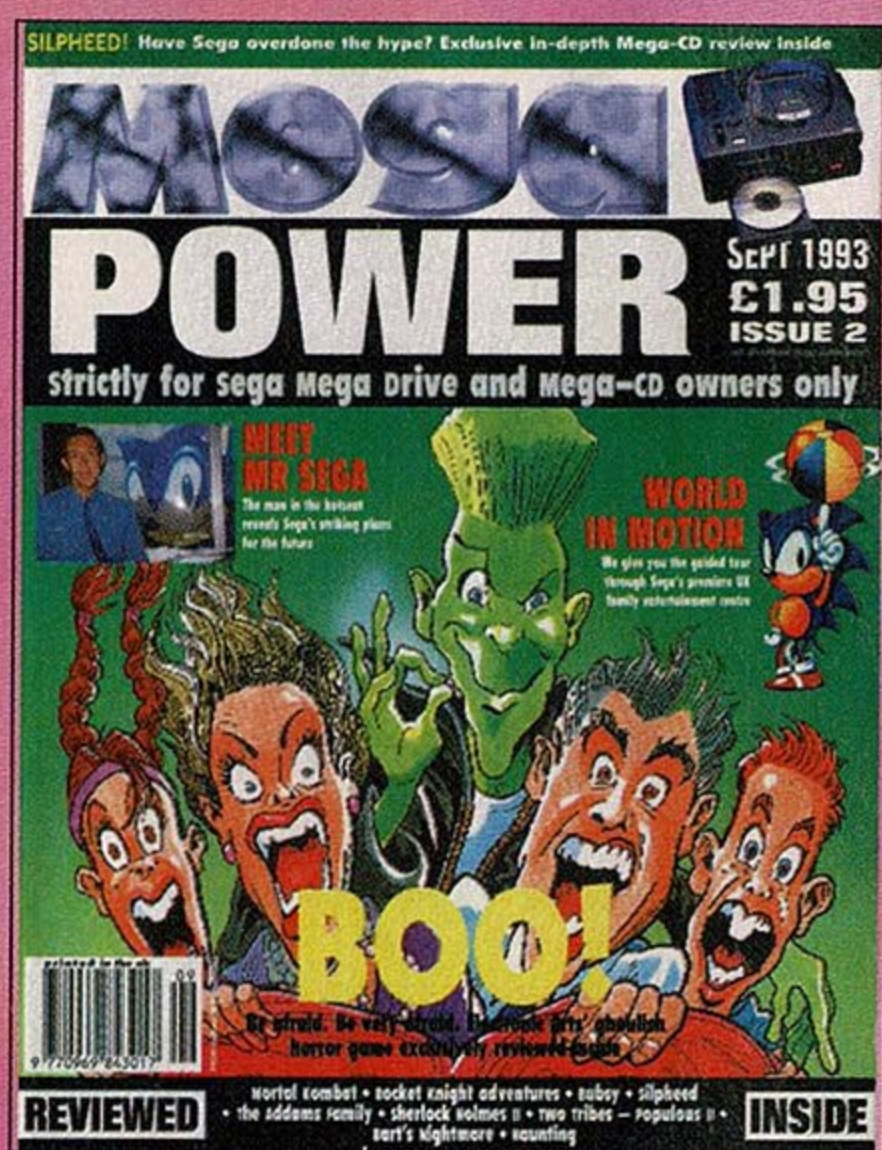
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ISSUE 2 ● £2.50

Packed second issue containing an exclusive interview with Sega Europe's head honcho, Nick Alexander; the first look at Sega's concept arcade, Sega World; previews of EA's many Christmas releases, including EA Soccer, James Pond 3 and Super Baseball 2020. Reviews include The Addams Family, Bart's Nightmare, Bubsy, Haunting, Mortal Kombat, Silpheed, Populous II and many more!

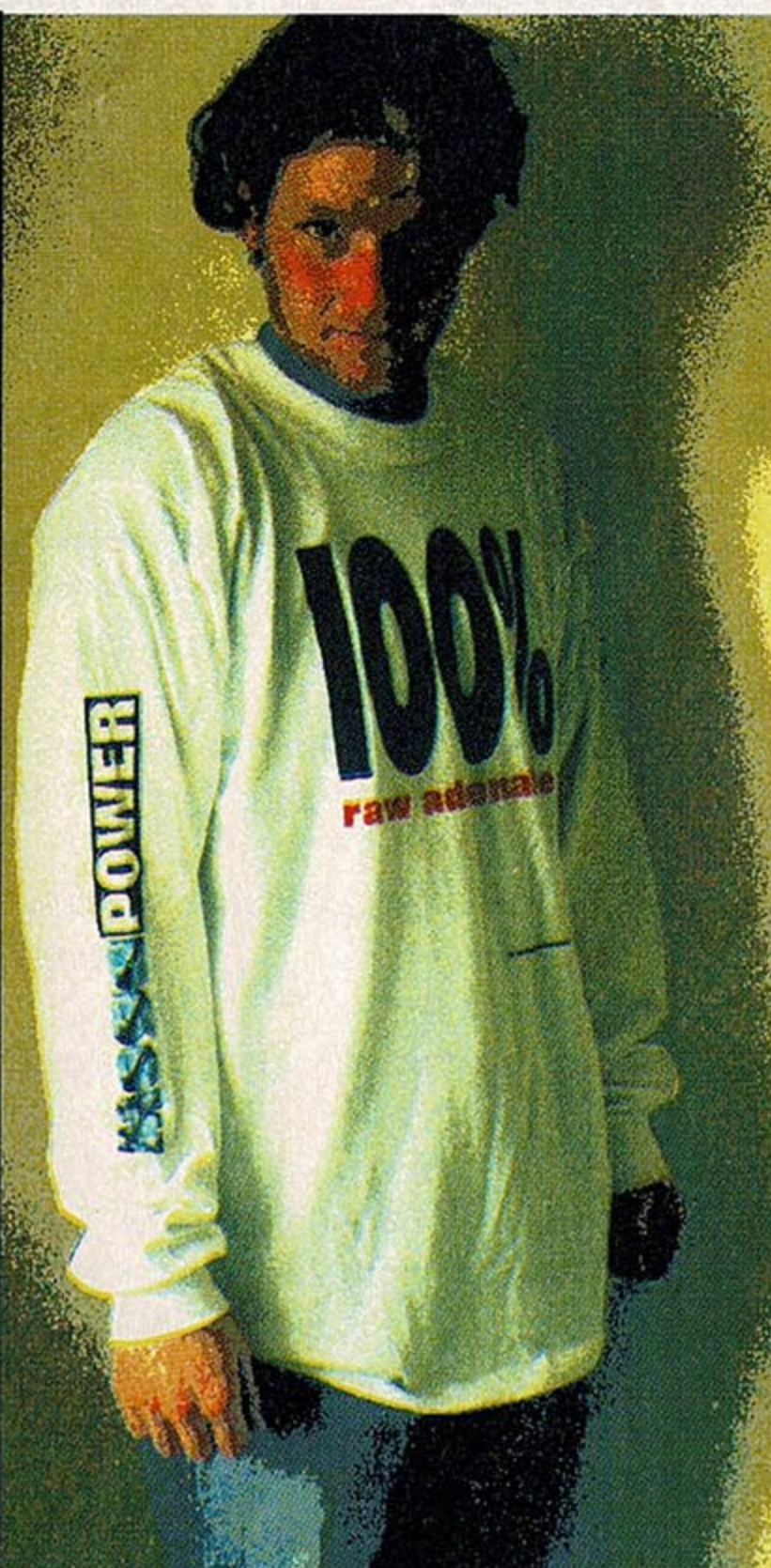


ISSUE 3 ● £2.50

The programmer of the first ever Sega game to stem from Germany (Ottifants) gets a grilling. US Gold's first attempt at a Sega chopper flight simulator is taken for a whirl. And are film licences all they are cracked up to be? Reviewed this issue are Chuck Rock 2, Fantastic Dizzy, F-15 Strike Eagle, Gauntlet IV, Jurassic Park, NHL Hockey '94, Super Baseball 2020, Thunderhawk, Wimbledon and Zool!

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JURASSIC PARK



**OVERALL 7
86**

Power review-----issue 3

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MORTAL KOMBAT



**OVERALL 7
89**

Power review-----issue 2

"Launched on Mortal Monday, this bruiser looks set to challenge *Street Fighter II* for the title of beat-'em-up of the year."

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JUNGLE STRIKE



**OVERALL 7
91**

Power review-----issue 1

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**OVERALL 7
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Power review-----issue 1

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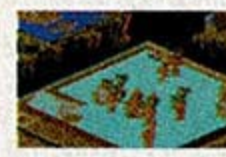
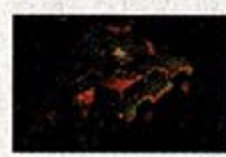
Charts

HIGH STREET CHARTS

Compiled with the help of HMV, Our Price and Virgin.

mega drive

position	last month	months in chart	game title
1	[-]	1	Mortal Kombat Acclaim's long-awaited Martial Arts bash, in the mould of <i>Street Fighter 2</i> but bloodier.
2	[-]	1	Jurassic Park This year's most unstoppable film, and the game's not half bad either
3	[3]	4	Micro Machines US Gold's unplayable conversion of Anco's top computer footy game.
4	[2]	3	Bubsy Tumbling down the charts this week is that loveable bobcat in that very large and funny platformer.
5	[4]	4	Flashback Conrad Hart returns to the screen in his second adventure, a marvellous game from US Gold.
6	[-]	1	Populous 2 The ultimate God game, divine power at your fingertips. How will you change the world?
7	[5]	2	X-Men Rather dodgy superhero beat-'em-up that unfortunately fails to play well, never mind save the world.
8	[7]	4	PGA Tour Golf 2 The best game ever in the whole world, at least according to Steve Bough.
9	[9]	4	Cool Spot Follow the adventures of the 7-UP's Spot in Virgin's summer scorcher.
10	[10]	2	MiG-29 Uneventful flight sim that will have you reaching for the off button rather than the joystick.



mega-cd

1	[1]	2	Night Trap Controversial 15-rated action adventure with full motion action from well shot footage.
2	[2]	2	Final Fight CD Highly praised two-player conversion of the arcade beat-'em-up - better than the SNES attempt.
3	[5]	3	Sherlock Holmes 2 Up two places for Sherlock and Watson in this pop-tabulistic mystery.
4	[4]	4	Jaguar XJ220 Core/Sega's poor, unexploited attempt to put a fast track racer on CD.
5	[3]	4	Road Avenger Official version of the original futuristic Wolfteam racer <i>Road Blaster FX</i> .

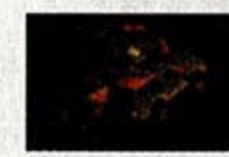


INDEPENDENT CHARTS

Compiled with the help of Video Games Centre, The Software box and Lansdowne computers.

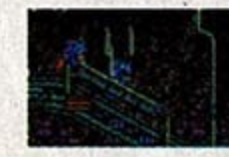
mega drive

position	last month	months in chart	game title
1	[-]	1	Mortal Kombat Acclaim's hyped-to-death gory beat-'em-up, causing much controversy in the daft tabloids.
2	[4]	2	Jurassic Park Following in the huge footsteps of its big-screen counterpart, the game's almost as big.
3	[-]	1	Rocket Knight Sparkster makes his first appearance onto the Mega Drive in this delightful platformer.
4	[-]	1	Gunstar Heroes Rather tedious as you try to kill loads of guardians withloads of hits.
5	[-]	1	Bill Walsh Football All-American football that lets you coach a team through the college leagues.
6	[-]	1	MiG-29 Boring flight sim that's about as much fun as fully clothed dancing girls.
7	[3]	4	Micro Machines Codemasters' Mega Drive debut is still racing away with more sales.
8	[1]	2	Jungle Strike Dropping seven places, but still one of the best games around at the moment.
9	[2]	2	Bubsy Threatening Sonic's crown, Bubsy is the cheekiest bobcat in town.
10	[-]	1	PGA Tour Golf 2 Commiserations to last month's defeated European Ryder Cup team, we have nothing more to say.



mega-cd

1	[1]	3	Final Fight CD The ultimate brutal beat-'em-up on any compact disc format is a must-buy.
2	[5]	4	Ecco the Dolphin Complete with Q-sound and a handful of extra levels, the dolphin dives in.
3	[-]	1	Sonic CD The King returns, this time to blast out the Mega-CD - definitely next month's number one.
4	[4]	3	Silpheed The first of Sega's new generation of Mega-CD games. Over-hyped, over-priced and over here.
5	[2]	2	Night Trap If this gets a rating of 15, what should <i>Splatterhouse 3</i> get, XXX?



Video Games

This month sees the release of a new games-playing video by those notable armchair warriors Danny Curly (former Sega champion) and Dominik Diamond (former presenter of GamesMaster).



Power Play it reveals the joy pad secrets of two of the industry's better known gamers and will allegedly help you to achieve bigger scores and faster times on all your favourite carts.

Danny generously sent us in his own explanation of what the video is all about:

"Something that seems to be constantly in the public eye at present, are the arguments over the excessive cost of computer games. I don't know how many times I've heard parents, either on television or in the press, complaining about the excessive cost of new computer software. I am the first to agree that the games are too expensive, and I feel that something should be done about these high prices. But it it annoys me when I hear people saying, "I've spent £50 on a new game for my son/daughter and they get bored of it within a couple of days." Computer games are there for one reason and one reason only, to be beaten. The enjoyment you get from a new game should come from finding out how to progress, by learning from your own mistakes as you play, not by using the numerous cheats and tips that are available. The challenge is the game itself. When you've paid out between £30-£50 for a game, you quite rightly expect to get your money's worth. Unfortunately, the constant supply of cheats and tips inevitably proves too much of a temptation for most players, thus you end up with a situation where parents are complaining about paying out £50 for a game which their children are getting bored with within a few days.

What a load of rubbish tips and cheats are. They tell you how to kill the enemy, how to jump straight to the final level and basically how to destroy the whole challenge of the game itself. People shouldn't use cheats unless they fancy chucking £50 down the drain. Imagine playing a game of snooker against someone the same standard as you, in which you have a 50 point start. This would be the snooker equivalent of using a cheat. What we would do in the new Power Play video, would be to show you how to win fairly, by showing you how to hold your cue properly, what shots to choose and so on. You'd have a better chance of winning with a 50 point start, but the game wouldn't be a challenge. It would just be a boring waste of time, you'd be cheating yourself out of a decent game rather than cheating your opponent out of a win.

There is really so much enjoyment to be gained from a new game if you simply use your own ability as opposed to using cheats and tips, having said all this, if people pay out £50 for a new game I guess it's up to them what they do with it. Unfortunately it is often the parents who are left complaining, as it is normally them who have had to pay out the money for a game which gets discarded within a few days. Mind you, like most people, I've found it hard to resist checking out the final level of a game by using a cheat or tip. Oh well, none of us are perfect!"

We have 10 Power Play videos to give away (providing Steve hasn't taped Coronation Street over the top of them). If you want to learn to play the Curley way just answer this easy question: **What football team does Danny support.** Answers to Power Play Compo on a postcard please.





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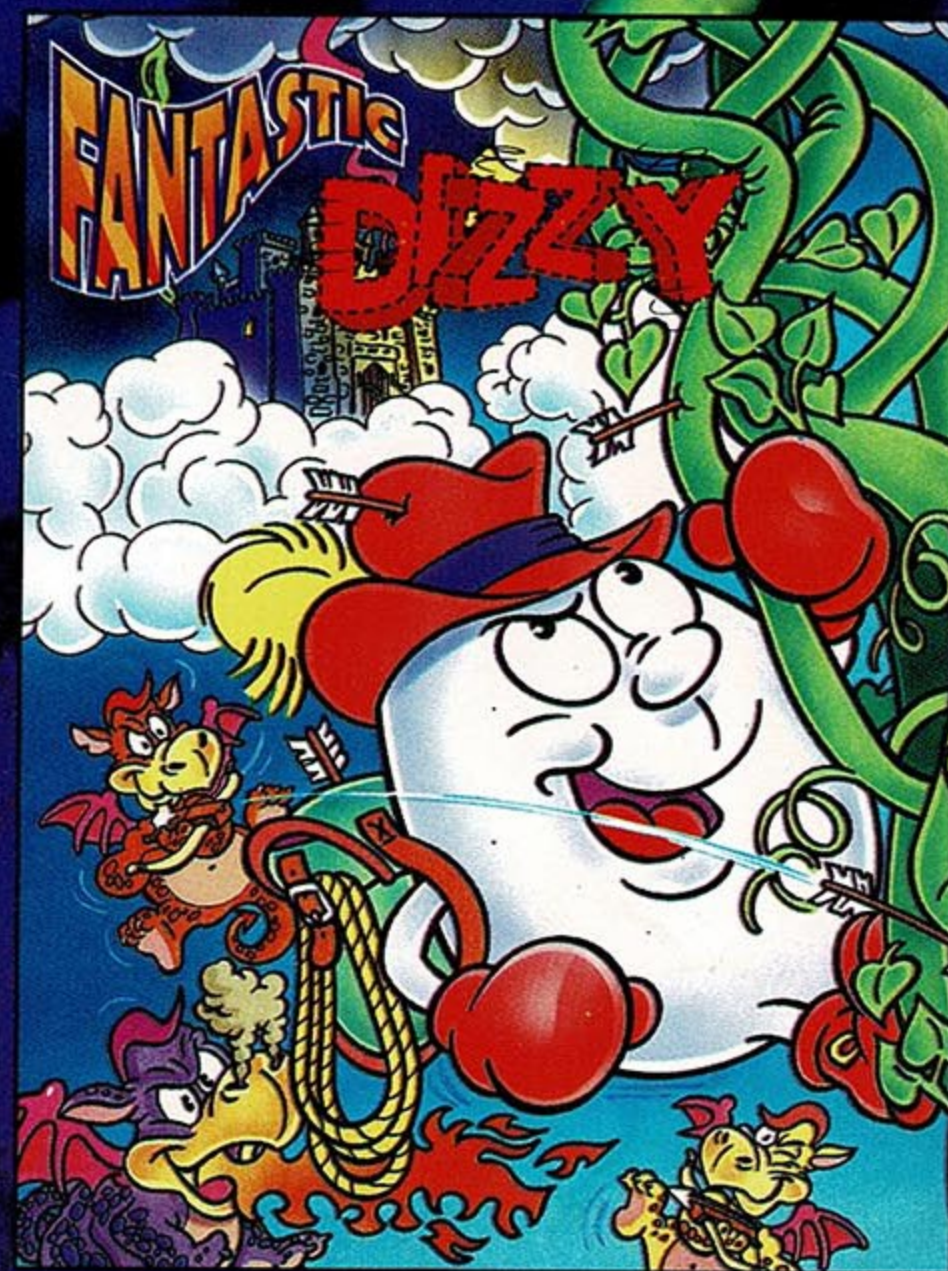
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