



AUSTRALIA'S

SEGA

MEGAZONE

WIN!
a Saturn!

\$4.95* APRIL 1995
NZ \$6.95 (Inc. GST)

**50th
issue
SHOCK!**

the

**Great
BIG
Guide**

to racing games

Corpse Killer

zombies, chicks
'n big guns

HEAPS
of cheats inside!

careful with those, you'll have someone's eye out!

• Chaotix • Metal Head • Road Rash 3 • Toughman Boxing •
• Baseball Tonight • Samurai Spirits • Mother Base • Supreme Warrior • Novastorm •

ISSN 1321-8131



9 771321 813006

WOT-A-BOY!

IF IT'S RAINING... NO
PROBLEM... HE CAN

DODGE TROUBLE,

GIVE IT THE

HAMMER OR

MOVE LIKE A

ROCKET! IT'S NOT

ALL HOT AIR,

JUST LOOK AGAIN.

IS IT A BIRD?

IS IT A BRICK?

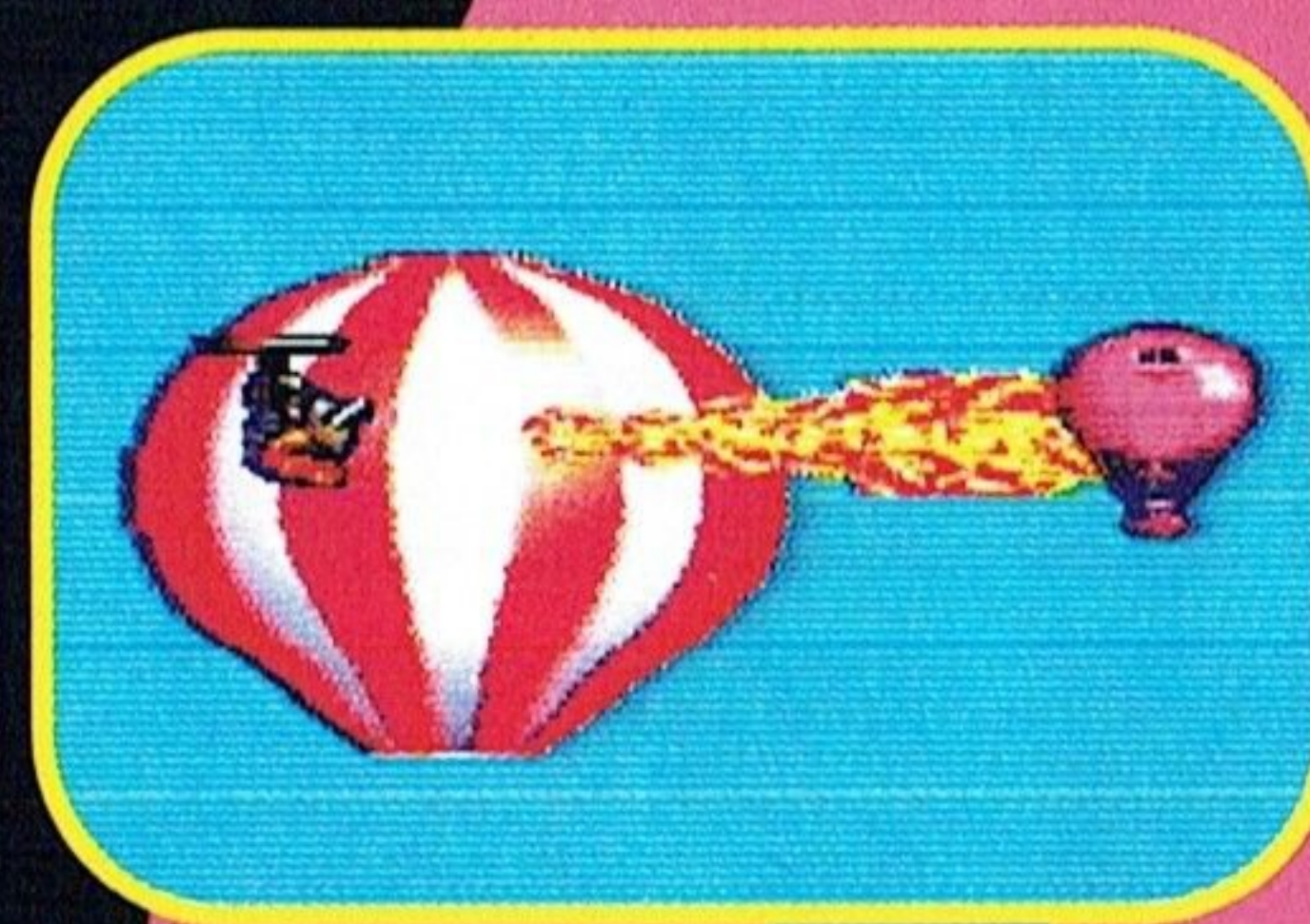
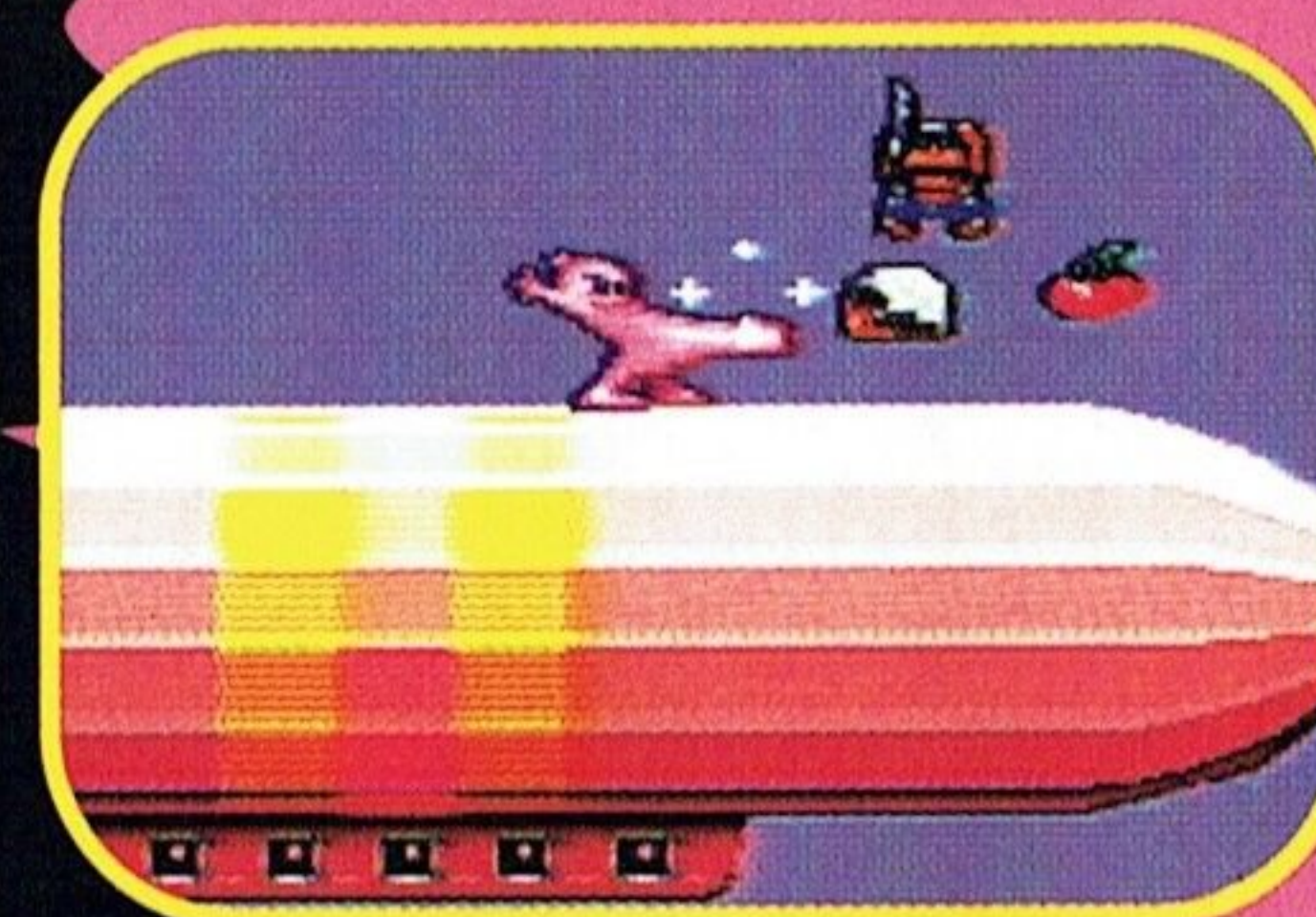
NO IT'S...

JELLY BOY

SEGA

OCEAN

MEGA DRIVE®





Megazone Feature

18

THE MAKING OF MEGAZONE

It's our 50th issue and to celebrate we're opening our doors and inviting you to 'spend a day with Megazone', as it were.

Megazone Regulars

5

NEWS ZONE

Nobody knows news like Megazone.

8

GAME SPY

Our international network of spies pass on classified games info.

14

MEGA MOUTH

If we like what you write, you could be famous country-wide.

14

OP SHOP

The swap-meet of Sega gaming.

21

COMPETITION

WIN A FREAKIN' SATURN!

46

HINTS & TIPS

Cheatz, hintz, and Ballz.

50

ASK AGATHA

Agatha™ sets another bunch of pathetic low-lives straight.

52

GAMEBUSTER

Mickey Mania exposed: that pesky rodent gets what's coming to him.

62

SUBS

We try and persuade you to buy Megazone for a year, basically.

64

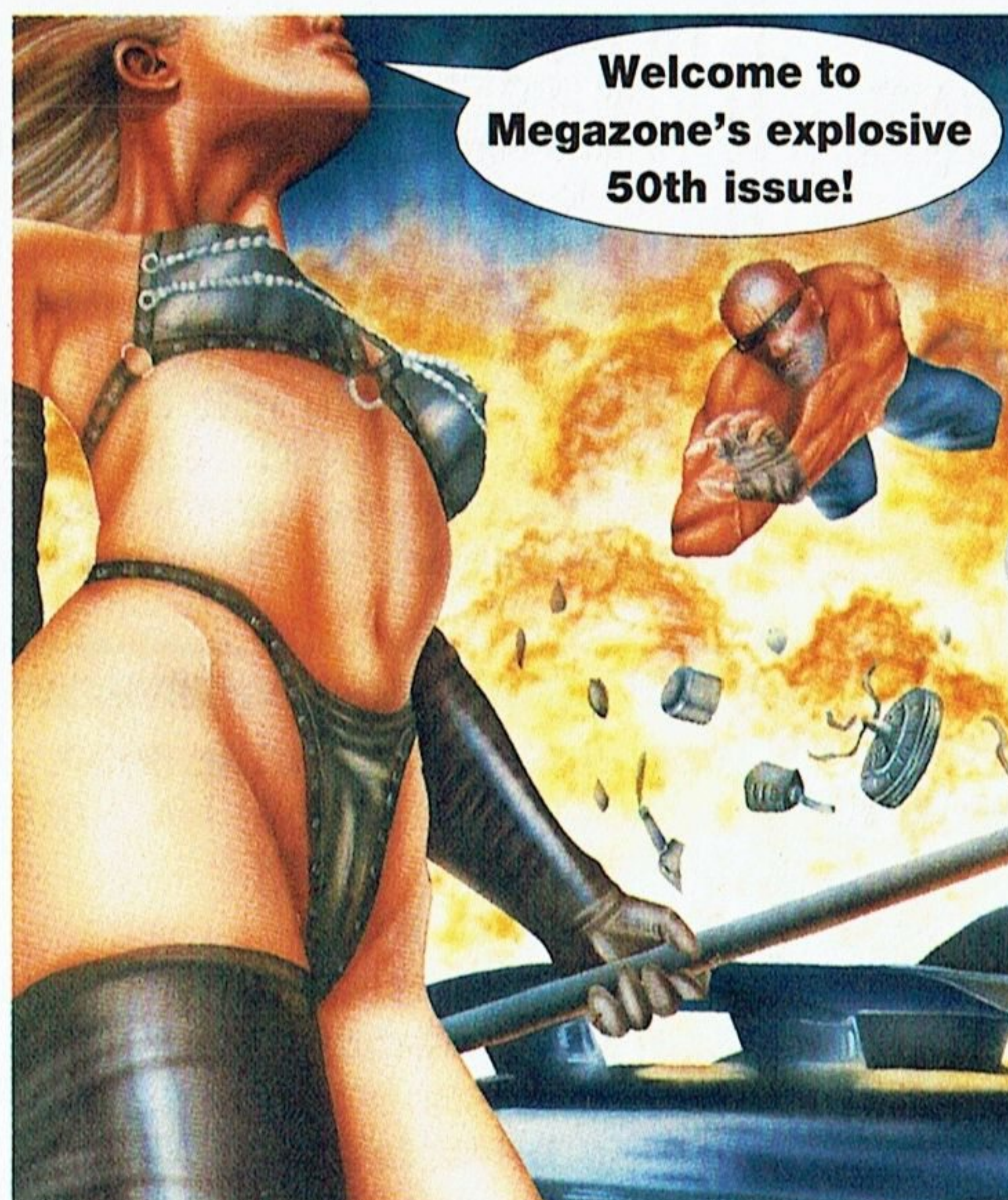
PUMP ACTION

Big apes! Scalping! Blood! Death!

66

END ZONE

Bizarre, in the extreme.



cool 50th issue!

Megazone Reviews

22

CHAOTIX

Sonic's 32X debut, only it isn't.

24

METAL HEAD

More polygons that you can shake a virtual stick at.

26

MOTHER BASE

Shoot things.

28

TOUGHMAN BOXING

Pummel your opponents' heads in.

30

KIDS ON SITE

Break things with heavy machinery.

31

ASTERIX 2

Roamin' around the countryside beating up Romans is about the size of it.

32

SUPREME WARRIOR

The sexpot hornbag megababe is called Vivienne Wu, apparently.

33

SAMURAI SPIRITS

Big beat 'em up, but not necessarily the best.

34

CORPSE KILLER

It's on Mega-CD! It's on 32X! It has lots of grisly, bloodthirsty, dead people! And a babe!

36

ROAD RASH 3

Rub in ointment twice a day and refrain from scratching – it'll only make it worse.

38

BASEBALL TONIGHT

When you've got four balls you walk. Funny.

39

NOVA STORM

Take an umbrella.

And another thing!

The Saturn has dominated the crucial Christmas sales period in Japan selling around half-a-million units – well ahead of Sony's Playstation. Nintendo has announced that it won't be shipping PAL Ultra 64s until 1996.

Clearly, Sega has a head start in the battle to be the name in next-generation machines. The Japanese success is thanks largely to *Virtua Fighters*. But it's going to be different here – one good title isn't enough. Fortunately, Sega has some hot titles in development. Let's hope they meet the expectations they've raised.

SEGA MEGAZONE

PO Box 746,
Darlinghurst 2010

Phone: (02) 331 5006

Fax: (02) 360 5367

Editor

Adam Waring

Art Director

Duane Hatherly

Production Editor

Matthew Hall

Cover Illustration

Fränts Kantor

Aunt Agatha

Agatha Antonian

Contributors

Virode Imtarnasan,
Peter Burney, Sam Hickman,
Gary Chaloner, Mark
Sariban, Darren Porter,
Marc McBride,
Marshal M Rosenthal

Advertising

Svetlana Savic

☎ (02) 331 5006

Craig Knudsen

☎ (03) 867 6166

Proof Reading Legend

Brian 'BLT' Goggin

Production Coordinators

David Kent, Brooke Simons

Subscriptions

Katrina Vass

Phaedra Dezarnaulds

Promotions Coordinator

Phyllis Agios

Associate Publisher

Angie Daskalakis

Editorial Director

Andrew Cowell

Publisher

Philip Mason

© 1995 Mason Stewart Publishing Pty Ltd
(ACN 001 268 060)

Not an official Sega publication

Printed by Hannanprint,
140 Bourke Rd, Alexandria 2015

Distributed by Newsagents Direct
Distribution, 150 Bourke Road,
Alexandria 2015. ☎ (02) 353 9911

Material in this publication may not be stored or reproduced without permission. Editorial contributions welcomed, but are submitted at the sender's own risk. Articles reflect the personal opinion of the author and are not necessarily those of the publisher. And all that bollocks.

*Recommended and maximum retail price only.

THE HOTTEST GAMES IN AUSTRALIA

IBM GAMES

HUGE RANGE OF PC GAMES.
PLEASE CALL FOR TITLES.

CD ROM

BIOFORGE	95.00
STAR TREK GENERATION	114.00
WILD BLUE YONDER	114.00
HUGE RANGE OF CD TITLES, NEW & USED. PLEASE CALL...	
JOYSTICKS/ACCESSORIES	
CH JETSTICK	89.95
GRAVIS ANALOG PRO	79.95
GRAVIS PC GAMEPAD	59.95
THRUSTMASTER	149.95
SOUND CARDS & CD ROMS	
SOUNDBLASTER 16	199.00
SOUNDBLASTER AWE 32	399.00
ULTRASOUND MAX CARD	399.00
CD ROM DRIVE	299.00

SUPER NINTENDO

SUPER NINTENDO	179.00
CONTROL PADS & JOYSTICKS	
SCOREMASTER JOYSTICK	69.95
ARCADE PRO JOYSTICK	79.95
CONTROL PADS FROM	29.95
ACCESSORIES	
AV CABLE	25.00
MULTI TAP 4 WAY ADAPTOR	59.95
PRO ACTION REPLAY MK2	99.95
US CONVERSION ADAPTOR	25.00
SUPER GAME BOY	99.95

TITLES	
BATTLETECH	104.50
BEAUTY & THE BEAST	95.00
BRUTAL PAWS OF FURY	114.00
CHAOS ENGINE	85.50
DESERT FIGHTER	104.50
DONKEY KONG COUNTRY	95.00
EARTH WORM JIM	114.00
FULL THROTTLE RACING	104.50
ILLUSION OF GAIA	76.00
INDIANA JONES	114.00
INDY CAR NIGEL MANSELL	133.00
ITCHY & SCRATCHY	114.00
JUNGLE BOOK	85.50
JUNGLE STRIKE	95.00
JURASSIC PARK 2	85.50
KID CLOWN CRAZY HOUSE	76.00
KIRBY'S DREAM COURSE	66.50
LEGEND	76.00
LEMMINGS 2	114.00
LION KING	114.00
MARIO KART	76.00
MAXIMUM CARNAGE	85.50
MEGAMAN X	66.50
MICHAEL JORDAN ADVENTURE	85.50
MICKEY MANIA	114.00
MICRO MACHINES	85.50
MICRO MACHINES 2	95.00
MORTAL KOMBAT 2	133.00
NBA JAM 2ND HAND	49.95
NBA JAM TOURNAMENT	114.00
NBA LIVE '95	114.00
PITFALL	114.00
REN & STIMPY TIME WARP	104.50
RETURN OF THE JEDI	114.00
SEA QUEST (DSV)	104.50
SECRET OF MANA	76.00
SHAQFU-SHAQUILLE O'NEILL	85.50
SOCCER SHOOTOUT	66.50
STARGATE	133.00
STAR TREK DEEP SPACE 9	104.50
STAR TREK NEXT GEN.	104.50
THEME PARK	104.50
SUPER BATTLETANK 2	57.00
SUPER BOMBERMAN 2	95.00
SUPER DROP ZONE	95.00
SUPER INT'L CRICKET	95.00
SUPER MARIO ALL STARS	123.50
SUPER METROID	95.00
SUPER MORPH	85.50
STUNT RACE FX (TRAX)	95.00
SUPER PINBALL	57.00
SUPER PUNCH OUT	66.50
SUPER STREETFIGHTER 2	95.00
THEME PARK	95.00
TRUE LIES	133.00
UNIRALLY	57.00
VORTEX	114.00
WOLVERINE	133.00
X-KALIBER	85.50
WARLOCK	133.00
ZELDA 3	76.00

NINTENDO

CALL FOR ANY TITLE YOU ARE AFTER...

GAME BOY

HUGE RANGE OF NEW & USED.
CALL FOR ANY YOU ARE AFTER

SEGA GAME GEAR

GAME GEAR CONSOLE 179.00

- ★ Hundreds more titles available on all formats ★ Best prices
- ★ Huge range of import titles from U.S.A. & Asia
- ★ We trade & sell used Sega and Nintendo, 3DO & IBM CD
- ★ New titles arrive daily, all at discount prices
- ★ Hardware and Accessories
- ★ Friendly service & expert advice
- ★ Toll free order line

Free members card on purchase of a control deck, hand held unit or once you have spent \$300.



STAR WARS CHESS	95.00
TERMINATOR	95.00

CALL FOR ANY TITLE NOT LISTED

3DO

PANASONIC 3DO (NTSC)	795.00
PAL ADAPTER	120.00
FIFA SOCCER	95.00
JOHN MADDEN FOOTBALL	95.00
JURASSIC PARK	69.00
LOST FILES: SHERLOCK HOLMES	95.00
MYST	CALL
NEED FOR SPEED	95.00
OPERATION JUMP GATE	57.00
QUARANTINE	CALL
ROAD RASH	95.00
SAMURI SHOWDOWN	119.00
SHOCK WAVE	95.00
SUPER STREET FIGHTER	119.00
SUPER WING COMMANDER	95.00
SYNDICATE	95.00
THEME PARK	95.00
WING COMMANDER 3	95.00

TITLES ARRIVE DAILY, CALL FOR MORE

BARGAIN BIN

Limited quantities. No rainchecks or lay-bys. A delivery charge applies.

IBM	
THEME PARK	75.00
PACIFIC STRIKE	75.00
ULTRA BOTS	35.00
SUPER NINTENDO	
ALIEN 3	57.00
BATTLETOADS	57.00
BRETT HULL HOCKEY	85.50
BUBSY	57.00
CLAYFIGHTERS	85.50
CRASH DUMMIES	57.00
FIFA SOCCER	85.50
F-ZERO	59.95
GHOULS & GHOST	57.00
JUNGLE BOOK	57.00
JURASSIC PARK	57.00
LEGEND	89.95
LOST VIKINGS	57.00
MARIO IS MISSING	66.50
MARIOS TIME MACHINE	66.50
MAXIMUM CARNAGE	85.50
MICHAEL JORDAN ADVENTURE	85.50
MYSTIC QUEST LEGEND	57.00
NIGEL MANSELL'S C'SHIP	57.00
PAC ATTACK	57.00
PILOTWINGS	49.95
PINK PANTHER	69.95
PLOK	57.00
PUGSLEYS SCAV. HUNT	76.00
SHAQFU	85.50
SPECTRE	69.95
SUPER MARIO WORLD	57.00
SUPER SOCCER	57.00
SUPER STRIKE EAGLE	57.00
SUPER TENNIS	57.00
SUPER TETRIS/DR MARIO	59.95
TAZMANIA	69.95
TERMINATOR 2	66.50
T2 ARCADE	66.50
TIMESLIP	69.95
TOTAL CARNAGE	59.95
TURN & BURN	57.00
WORLD CUP SOCCER '94	59.95
YOUNG MERLIN	66.50
MEGADRIE	
ALISA DRAGON	47.50
BLADES OF VENGEANCE	49.95
CHAOS ENGINE	57.00
DESERT STRIKE	47.50
FIFA SOCCER	49.95
HAUNTING	47.50
JUNGLE STRIKE	47.50
LOTUS TURBO CHALL. II	47.50
MADDEN '94	49.95
MICRO MACHINES	66.50
MLBPA BASEBALL '94	59.95
NORMY	47.50
PEBBLE BEACH GOLF	66.50
PGA EUROPEAN GOLF	49.95
PGA TOUR GOLF 2	47.50
PRO MOVES SOCCER	69.95
ROAD RASH	47.50
ROAD RASH 2	47.50
SHAQFU	57.00
SKITCHIN'	49.95
SONIC 3	66.50
TECHNOCLASH	49.00
MLBPA BASEBALL '94	49.95
ZERO TOLERANCE	69.95
MEGA CD	
BLACKHOLE ASSAULT	69.95
ECCO THE DOLPHIN	89.95
LETHAL ENFORCERS	119.00
MICROCOSM	69.95
MYSTERY MANSION	69.95
SENSIBLE SOCCER	69.95
SHADOW OF BEAST 2	69.95
SONIC	69.95
TOM CAT ALLEY	89.95
WOLF CHILD	69.95

NBA JAM
MEGADRIE
\$69.95
Includes
free delivery
Limited stocks

Some items may not be available or be out of stock at date of printing. No rainchecks on sale items. All software, new & used carries a 30 DAY WARRANTY. Dealer & Video Store enquiries welcome. We reserve the right to refuse any sale or trade. Prices subject to change without notice.

CALL FOR ANY TITLE YOU ARE AFTER.

SEGA MEGADRIE

MEGADRIE & 6B CONTROL	149.00
CONTROL PADS/JOYSTICKS	
ARCADE PRO JOYSTICK	79.95
CONTROL PADS FROM	29.95
SG PROPAD 2	45.00
SG PROGRAM PAD 2	79.95
ACCESSORIES	
4 WAY ADAPTOR (E.A.)	39.95
AV CABLE (MDII)	29.95
PRO ACTION REPLAY MK2	99.95
UNIVERSAL ADAPTOR	25.00

TITLES	
AWESOMBE BABY COLLEGE HOOPS	123.50
BALLZ	104.50
BATTLETECH	95.00
BEAVIS & BUTTHEAD	95.00
BUBBA 'N STIX	104.50
BUBSY 2	103.50
CANNON FODDER	95.00
CLAYFIGHTERS	95.00
DAFFY DUCK-HOLLYWOOD	85.50
DUNE 2	114.00
EARTHWORM JIM	114.00
ECCO DOLPHIN 2	95.00
FATAL FURY 2	95.00
FIFA SOCCER '95	95.00
FLINK	85.50
GENERATIONS LOST	95.00
HURRICANES	95.00
INTERNATIONAL TENNIS	95.00
ITCHY & SCRATCHY	95.00
JELLY BOY	CALL
JUNGLE BOOK	69.95
KAWASAKI SUPER BIKE	104.50
LA RUSSA BASEBALL '95	95.00
LAWNMOWER MAN	95.00
LEMMINGS 2	95.00
LETHAL ENFORCERS 2	114.00
LION KING	95.00
MADDEN NFL '95	95.00
MAN OVERBOARD	104.50
MAXIMUM CARNAGE	95.00
MEGA BOMBER MAN	85.50

MEGA-LO-MANIA	57.00
MEGA TURRICAN	76.00
MICKEY & MINNIE	95.00
MICRO MACHINES 2	95.00
MICKEY MANIA	95.00
MIGHTY MAX	49.95
MORTAL KOMBAT II	133.00
NBA LIVE '95	95.00
NEWMAN HAAS INDY CAR	104.50
NBA JAM	69.95
NBA TOURNAMENT	95.00
NHL HOCKEY '95	95.00
3 NINJAS GO TO JAPAN	76.00
PAGEMASTER	104.50
PITFALL	95.00
PIRATES OF DARKWATER	95.00
POWER DRIVE	95.00
ROAD RASH 3	95.00
RUGBY WORLD CUP '95	95.00
SHINING FORCE 2	85.50
SKELTON KREW	104.50
SLAM MASTERS	114.00
SOLEIL	66.50
SONIC & KNUCKLES	95.00
SUBTERRANIA	95.00
STARGATE	104.50
STAR TREK NEXT GEN.	123.50
STREETS OF RAGE 3	133.00
SYLVESTER & TWEETY	104.50
SYNDICATE	95.00
THEME PARK	95.00
THE TICK	123.50
TOUGHMAN BOXING	95.00
TROY AIKMAN	85.50

CALL FOR ANY TITLE NOT LISTED

SEGA 32X

SEGA 32X	299.00
36 GREAT HOLES	CALL
DOOM	95.00
MORTAL KOMBAT II	CALL
STAR WARS ARCADE	104.50
SUPER MOTORCROSS	76.00
SUPER SPACE HARRIER	85.50
VIRTUA RACING DELUXE	95.00

MEGA CD

MEGA CD WITH GAME	299.00
CD PLUS ADAPTER	65.00
ANOTHER WORLD 2	104.50
AV88 HARRIER ASSAULT	123.50
BATTLECORPS	99.95
BILL WALSH FOOTBALL	95.00
BRUTAL PAWS OF FURY	95.00
DRAGONS LAIR	85.50
DOUBLE SWITCH	95.00
DUNE	85.50
ESPN BASEBALL	85.50
EYE OF THE BEHOLDER	104.50
FIFA INT. SOCCER	95.00
FLASHBACK	95.00
FORMULA 1 RACING	123.50
FRANKENSTEIN	85.50
LINKS	95.00
LOADSTAR	114.00
MEGARACE	95.00
MICKEY MANIA	85.50
NBA JAM	123.50
NHL HOCKEY	95.00
NO ESCAPE	95.00
NOVASTORM	76.00
PITFALL	85.50
POWERMONGER	95.00
REBEL ASSAULT	95.00
ROAD RASH	95.00
SNATCHER	104.50
SOUL STAR	95.00

IMPORT TITLES

LATEST OVERSEAS
GAMES AVAILABLE NOW !!

- ★ SUPER NES ★ MEGA CD
- ★ SATURN ★ SONY PLAYSTATION
- ★ JAGUAR ★ 3DO

PH (09) 227 9991 FOR LIST OF NEW & COMING RELEASES

PROBOTECTOR	104.50
PSYCHO PINBALL	104.50
RADICAL REX	49.95
RED ZONE	104.50
ROCK 'N ROLL RACING	95.00
TRUE LIES	104.50
URBAN STRIKE	95.00
VIRTUA RACING	104.50
WOLVERINE	123.50
WWF RAW	123.50

TO TRADE SEGA/NINTENDO CARTRIDGES OR IBM CD SOFTWARE

1. Call (09 227 9991) for trade value of your games.
2. You will be given a quote. (valid 14 days)
3. Use this value toward purchase of any software/hardware we sell.
4. Pack your software, with your name, address, phone number and software selection.
Mail via registered post/courier to our address.
5. Your order will then be despatched within 24 hours of receipt of your traded games.

TO BUY SOFTWARE

1. Call ORDERS ONLY PLEASE (Toll Free 1800 801 047)
Please don't ring toll free if you're not ordering.
2. Credit card payments despatched same day.
3. Payment by cheque/money order must include your name, address, phone number and your order. (Allow 7 days for cheque clearance).

DELIVERY CHARGES FOR SOFTWARE

Under \$50 (\$5) \$50 to \$100 (\$2.50) Over \$100 (free)
Delivery usually 2 days by courier or registered mail.
(Hardware standard delivery charge will apply).

POSTAL ADDRESS & RETAIL SHOP:

94A ROE St, NORTHBRIDGE WA 6003
TELEPHONE: (09) 227 9991

PHONE TOLL FREE:

(STRICTLY ORDERS ONLY) 1800 801047

SOFTWARE TRADE-IN QUOTES & QUERIES:

TEL: (09) 227 9991 FAX ORDERS: (09) 227 1114

HOURS OF BUSINESS (WA times)

Mon-Thurs 9am - 6pm Friday 9am - 7pm
Saturday 10am - 4pm Sunday 12 - 4pm

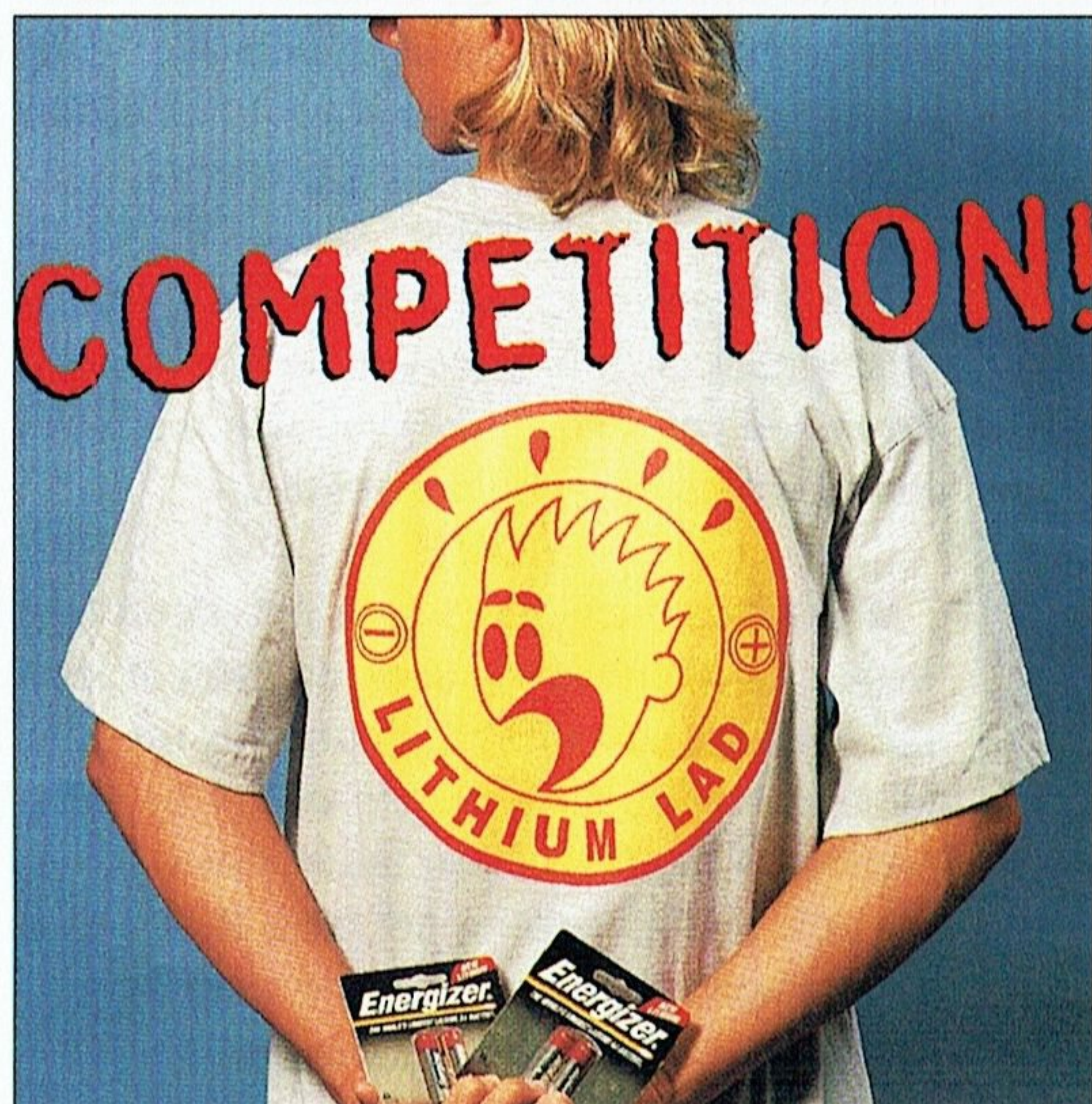
NITECH WORLD

No. 1 IN AUSTRALIA

Newszone

New battery shock!

By our environment reporter



▲ Lithium batteries last forever (approximately). And you can get some, free!

Eveready, maker of the Energizer brand of batteries, has launched a new battery. Big deal, you may think. But this battery is different. No really, it is. You see, it lasts three times longer than an alkaline battery and 10 times as long as regular carbon-zinc batteries.

RIDE

The secret is lithium. Lithium batteries have been used in long-lasting specialist applications – such as in cameras – but until now haven't been available in a 1.5 volt AA battery form.

So, where a Game Gear stuffed with alkalines would barely last the bus ride from Brisbane to Byron Bay, you could get, um, much further with lithium.



DICK

The batteries cost around \$10 for two and can be found in places like K-mart, Big W, Dick Smith and photographic stores. Pricey, yes, but they do last far longer than other batteries and are ideal for high-drain devices.

But! In fitting with today's Game Gear player's needs, we're giving away 20 sets of six batteries plus an exclusively designed Lithium Lad T-shirt! To win, answer the following question:

Who 'discovered' electricity?

- a) Alexander Graham Bell?
- b) Thomas Edison?
- c) God?
- d) Angus from AC/DC?

Send it to:

Don't lick the terminals, whatever you do.
Megazone, PO Box 746,
Darlinghurst, NSW 2010

The rules: One entry per person, entries to arrive by May 12, 1995. Failure to comply will result in electrodes being attached to your... yes, we think you get the picture.

IT'S A FACT!

INTERESTING BATTERY FACT!

Did you know until the release of the Lithium AA battery, it was physically impossible to complete *Castle of Illusion* on the Game Gear using batteries? Even if you make no mistakes, it takes longer than three hours to play through to the end!

INTERESTING LITHIUM FACT!

Lithium is used in drugs to make depressed people happy, or something like that.

INTERESTING DEPRESSED PEOPLE FACT!

'Lithium' is the name of a song by top pop group Nirvana!

NEWS BITS



STRATEGICALLY PLACED PADS

Pads could pave the way for some amazing games in the future. Gremlin Interactive has just acquired something called the Motion Analysis system. Designed for medical applications, the device uses strategically placed optical pads and a bank of stroboscopic cameras to film real-life subjects and provide ultra-realistic movement in games.

SATURN WINNING IN JAPAN

Eat this Sony: Sega is winning the Next Generation battle in Japan with the Saturn outselling all its rivals over Christmas. By the end of December 1994, 500,000 Saturns had been sold compared with 300,000 Playstations.

NINTENDO PLAYS CATCH-UP (AGAIN)

Nintendo won't be releasing any Next Generation hardware in Australia this year. Nintendo plan to launch the Ultra 64 in the US and Japan in late '95, but it won't appear here until spring '96 at the earliest, giving Sega and Sony a huge head start. Sega plans to have the Saturn on Australian shelves in June, Sony's Playstation is due to appear in September.

SATURN DEVELOPMENT KITS (FOR A PRICE)

If you have \$6400 going spare then you can buy a Snasm2 Saturn Development kit comprising of a Saturn, an interface to a PC and specialist development software. All you need then is PC, a wizard programmer and you're in business.

THREE INTO ONE WILL GO

Sega plans to bring out a three-game cartridge soon. The compilation cart offers *Columns*, *World Cup Italia* and *Super Hang On* – it might not be the hottest compilation ever assembled but it'll be priced as a Classic, and so could be a cheap way of boosting your collection.

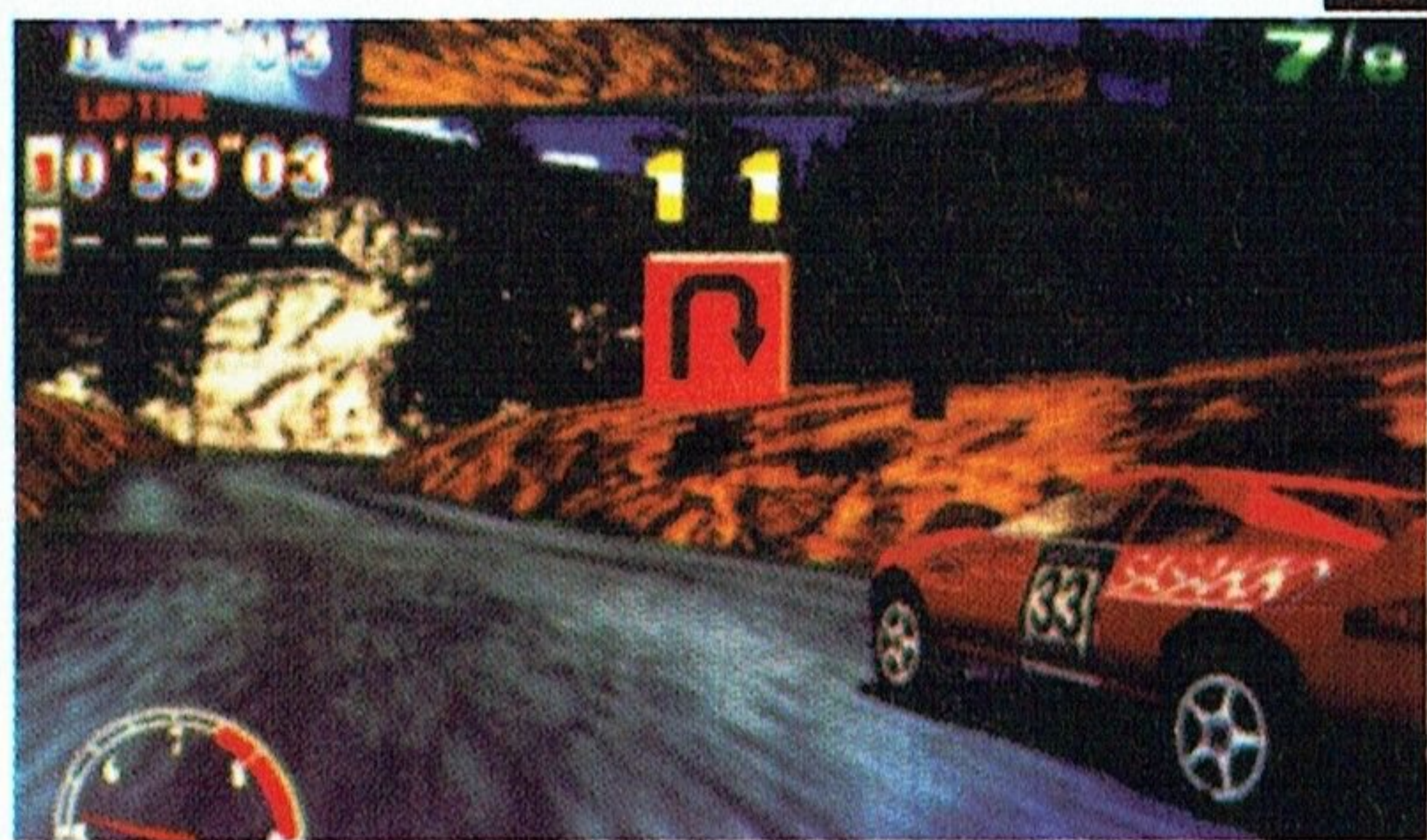
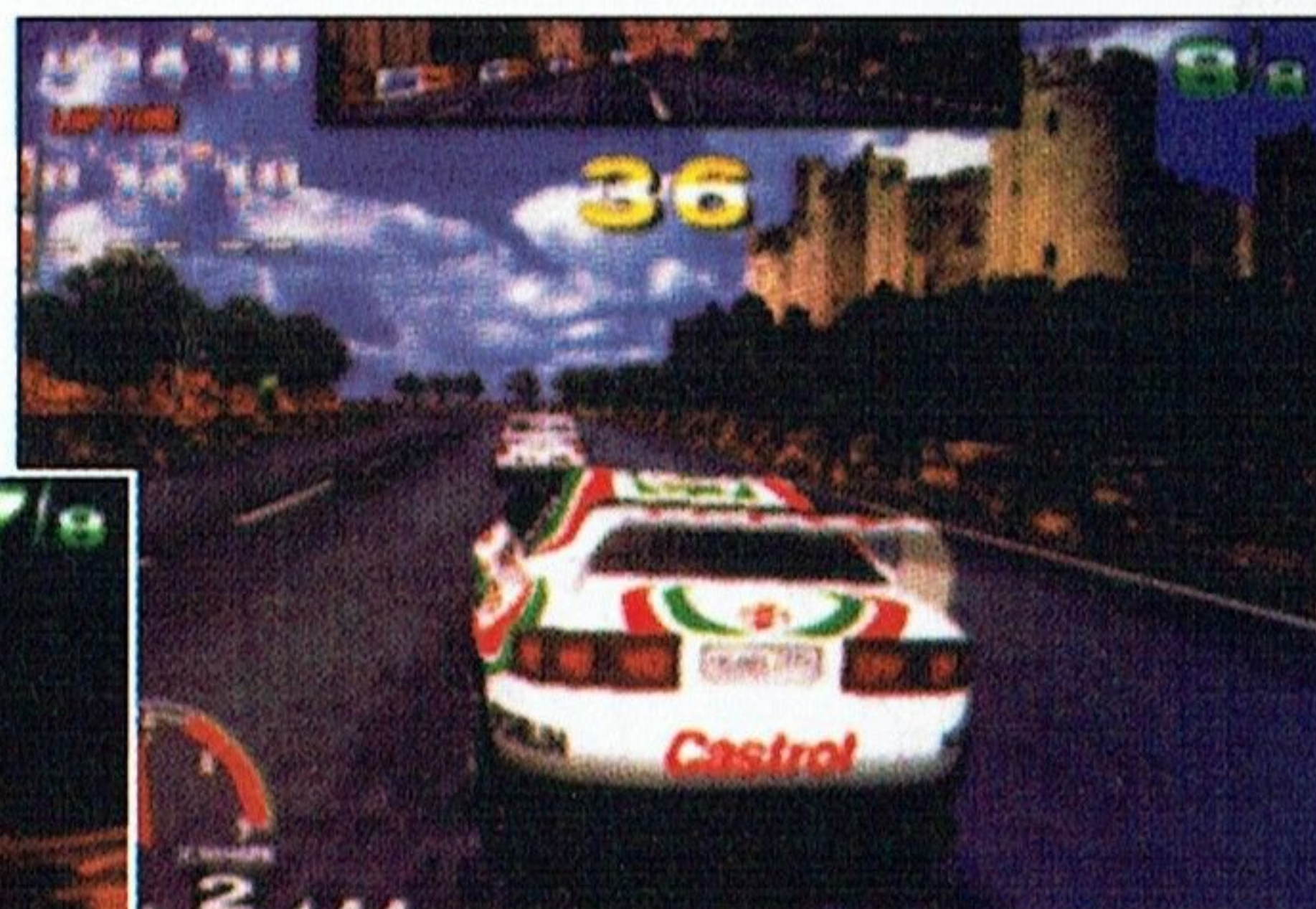
Newszone

Sega's latest VR arcade hit to be ported to Saturn

From the bloke at the garage down the road

Megazone's Japanese spies are raving about *Sega Rally Championship* – soon to be ported to the Saturn platform. On top of the special effects we expect from the VR series, *Rally Championship* uses 'Model 2' texture mapping which delivers ultra-high resolution graphics. The soundtrack is awesome – the development team even went to the trouble of recording a rally car's

engine and exhaust noises, skids and braking sounds. These sounds are output by a little black box called an 'Active Shock Generator'. Sounds dangerous...



◀▲ As with *Virtua Racing*, there are three courses. The easiest is set in the desert, with sand and gravel surfaces. Not much to worry about – just plant that foot and go!

Sega gets organised

Sega has launched a 'young person's' personal organiser in the United States. The snappily titled IR 7000 has some neat features – the best bit being its communication facilities. You can communicate with other IR 7000 users via an infra-red link. You can send secret messages across the room, swap data and even play games against one another. Plus it has all the usual addresses, calendars and schedules.

GIRLS

From Sega of Japan comes the Ferie, a girls' organiser. It has a large screen display, but instead of a keyboard, you use a special pen to draw directly on the screen.

LOVE

It features such gems as a pet kitten that 'lives' inside the toy – click on the cat icon and it shows you what it's currently up to; a game where you have to lose weight by doing exercise – the faster you move the slimmer you get; and a drawing program that has a heart-shaped stamp bearing the word 'love'.

Pitfall bugged

Sony has revealed to Megazone information regarding a bug that affects the game *Pitfall*.

NUMBER TWO

On level eight (the runaway mine car level) the game crashes once the animation sequence has finished, leaving the player with no control over the character. This only happens with control pad configurations number two and three. To avoid it, use the preset control setting (number one) or opt for setting four. These *aren't* affected by the bug.

OFF YOU GO

Alternatively, if you've played up to level eight and suddenly find yourself stuck, try this:

- Reset the game.
 - Change the control pad to setting one or four.
 - Go to the Options screen and type in the following code for a level select: B, Right, A, Down, Right, Up, B, Left, A, Up Right, A. (You should hear a little beep.)
 - Select level eight and off you go.
- And of course this cheat can be used at any time to get to any level you like!

Caps go Sonic

By our sports editor

Caps, the craze that's allegedly sweeping the nation, is to have Sonic and his cronies join the ranks. Sonic the Hedgehog, Knuckles, and anti-hero Dr Robotnik are to appear as part of a new series of Caps from the World Cap Game Co.



FLIPPING

In case you don't know what we're talking about, Caps is a game played with cardboard discs and a slammer. Discs are stacked and players take it in turns to throw the slammer at the pile. Discs are won by flipping them over.

JUICE

It originated in Hawaii where kids played the game with cardboard tops from milk and juice bottles. Cool designs become collector's items. Which we fully expect the Sonic designs to become.

And you can play for free! The next issue of Megazone will feature two of the Sonic Caps attached to the cover. Reserve your copy now!

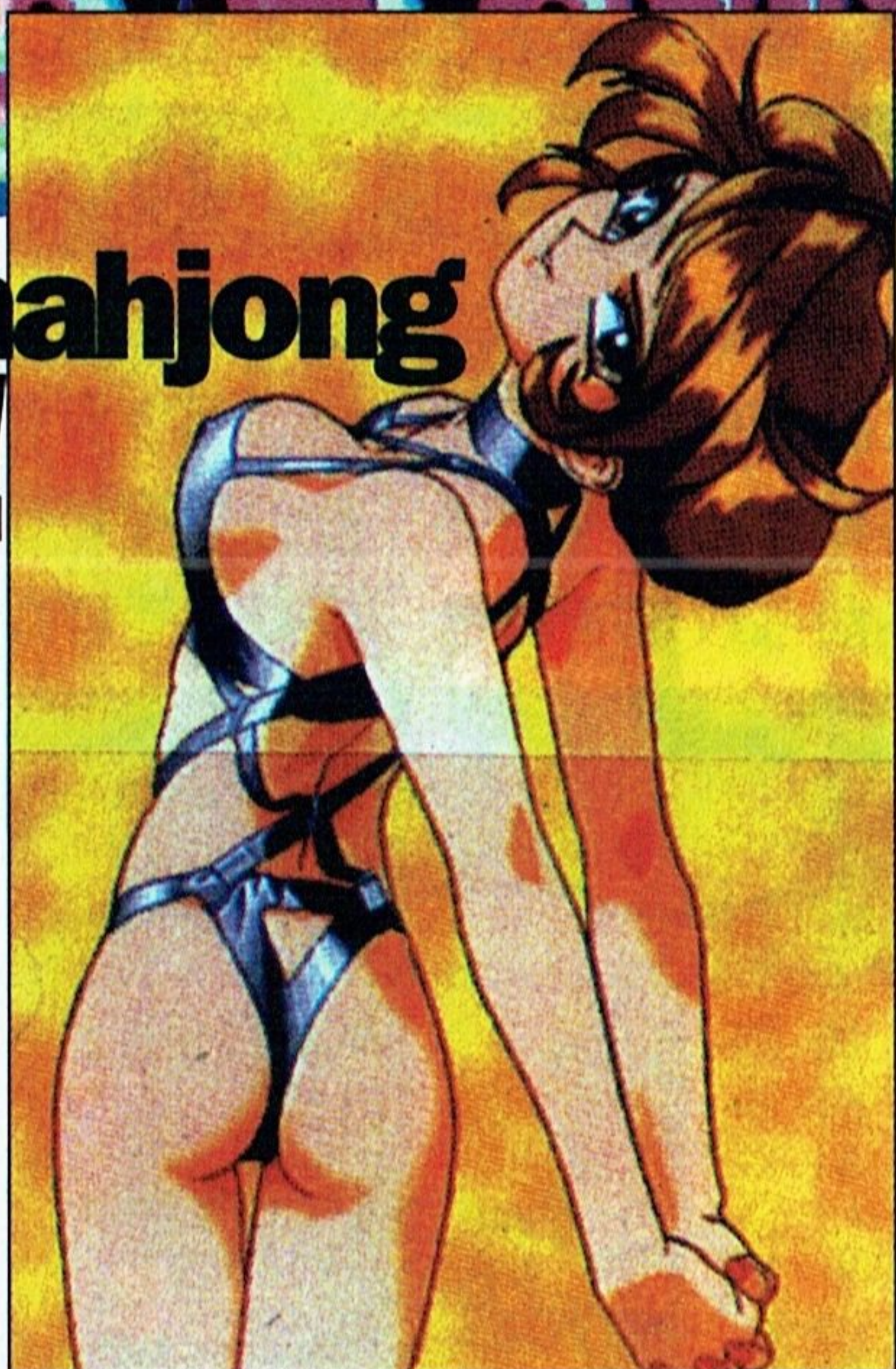
Sega is also planning to release a \$149 Mega Drive pack complete with a set of Sonic Caps.

◀ Essential Caps wear: a backwards baseball cap and an impish grin.

Babes strip for mahjong shock!

From our showbusiness correspondent

Here's one Saturn title we'll never see here... *Suchi-pai Special*. Ported from the R-rated arcade version, it's a one-on-one mahjong game. You choose either gorgeous mahjong expert Suchi-pai or one of her six babe friends and play against the others. Win the round to go to a panel-matching section. Do well here and you'll be treated to a semi-nude shot of your opponent – in true manga style, they all are impossibly thin with eyes the size of dinner plates. Woohoo!



Books to beat the blues

By our literary correspondent

Do you keep getting massacred in *Mortal Kombat II*? Is *Urban Strike* giving you the run-around? Suffering heavy defeat in EA Sports games? A new range of books should set you straight.

OFFICIAL

Carlton books has released a range of books to help you through these tough games. The books run to 100 pages, are packed with screenshots, maps, and uncover the games' deepest, darkest secrets. As the books are all badged as 'official' power play guides, there's also inside info from the guys who put the games together. The books cost \$16.95 and are distributed by Macmillan.

Here's the lowdown on them:

OFFICIAL

The Official Electronic Arts Urban Strike Power Play Guide actually covers *Desert Strike* and *Jungle Strike* in depth as well, so it's ideal for use with those games and essential for owners of the upcoming Mega-CD *Super Strike Trilogy* compilation. It also has loads of info on the helicopters and weapons systems for all the tech-heads out there.

OFFICIAL

Mortal Kombat II Official Power Play Guide has detailed info on each character and all the special moves, fatalities, babalities and friendships. It also divulges the best combo moves and tells you how to get to play as the

hidden characters. It covers both Mega Drive and SNES, so traitors are helped too.

OFFICIAL

The Complete Official EA Sports Power Play Guide claims to cover every current EA Sports game, but doesn't. This is more to do with EA bringing out sequels more quickly than guides can be put together on them – for instance, it doesn't have *Rugby World Cup 95* and many of the games cover the 94 versions. Still, if you have *Madden NFL 94*, *Bill Walsh College Football*, *FIFA International Soccer*, *NHL Hockey 94*, *NBA Showdown 94* or *PGA Tour Golf II* then it will be useful, and much of the information will be relevant to this year's incarnations.

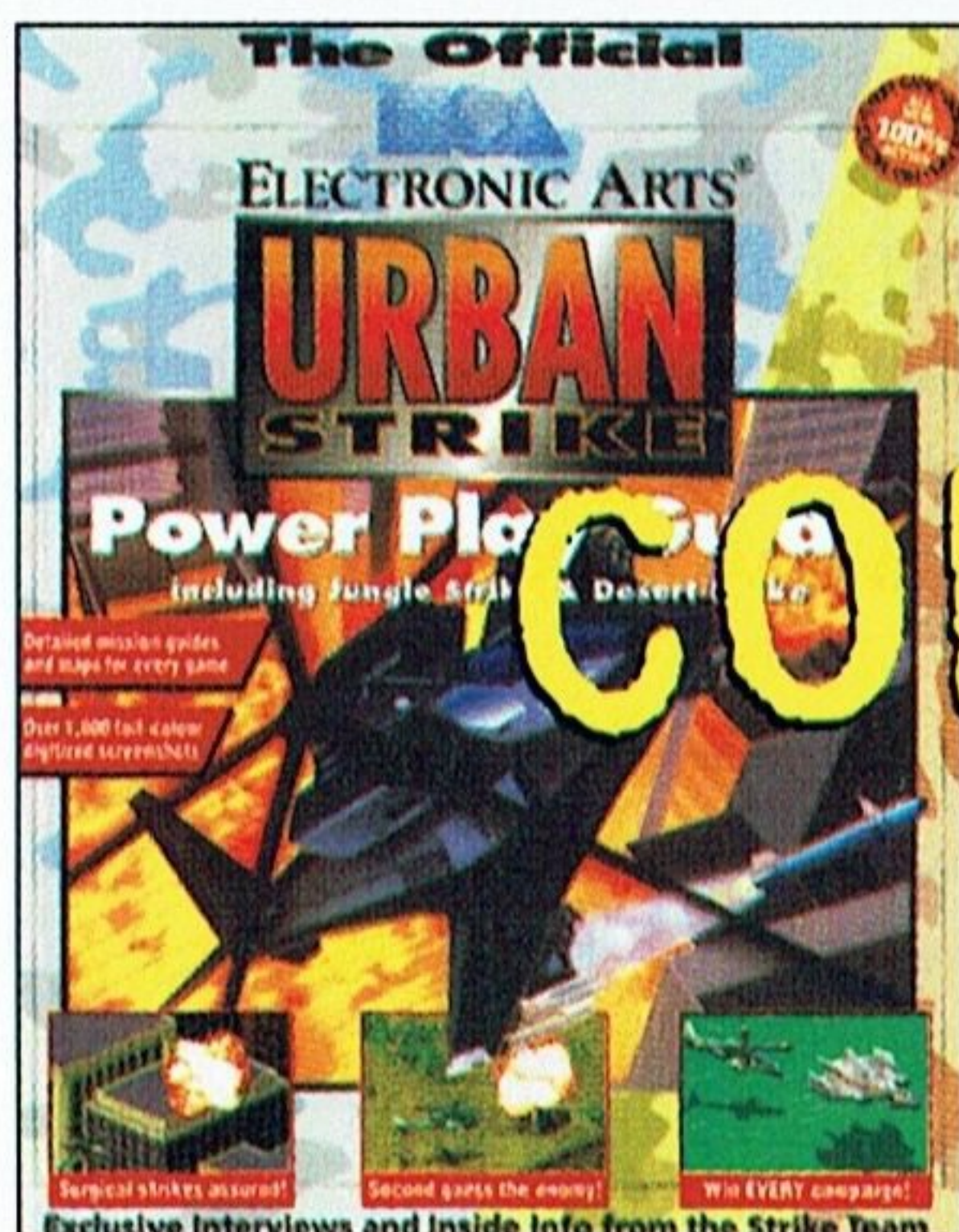
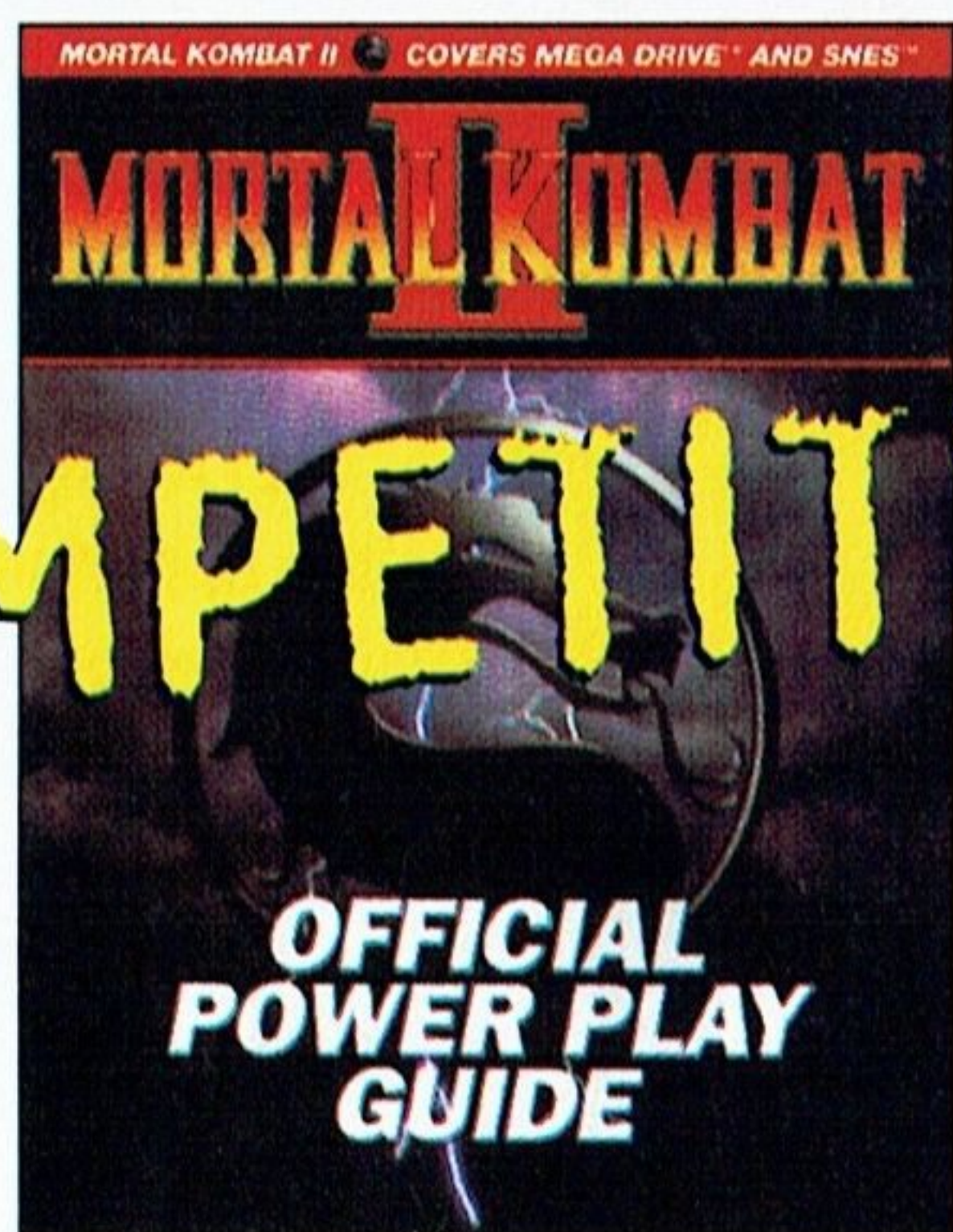
Oh, go on then, we'll give some away. There are 10 books up for grabs. Just answer this question to be in the running:

What word is common to all these book titles?

- a) Custard?
- b) Fitbin?
- c) Official?

Don't forget to include your name, address and the choice of the book you'd prefer. Entries to:

**I just look at the pictures,
Megazone, PO Box 746,
Darlinghurst, NSW 2010.**



▲ TV may be easier, but books give you loads of valuable info, such as how to slaughter games. Look out for more titles in the range in the future.

You're only allowed one entry per person, and it must arrive by May 12, 1995. Do or die.

Quiz

ROCK!!! Yes, this month's winners in the Lucky 13 to rock their cotton socks off. We have a spesh Megadeth pack – their new EP thing with the song *Train of Consequences* and a special disk with sicko graphics of babies falling off trees for you to install in your Mac* and play with. Why? Because Megadeth rule. Almost as much as Allegiance.

* People without Macs can use it as a bookmark, or something.

1. What's the best goddamn racing game ever?
2. Who accompanies Dizzy and Betha on the building site?
3. Name the camera-clicking babe that helps you bust zombies' butts?
4. Who's got 'great donuts'?
5. How do Malaysians refer to canine excrement?
6. Where's our 'school of the month'?
7. Who's the latest Caps star, in the trend that's sweeping the nation?
8. What's Knuckles' sidekick Armadillo's first name?
9. What's the plucky Gaul looking for?
10. From what three elemental planes do the Supreme Champ's adversaries hail from?
11. What has the view of *Virtua Racing*, the weapons of *Battletech* and the environment of *Doom*?
12. Who rules more – Allegiance or Megadeth?
13. Where was Matt's 'Big Day Out'?

the megazone lucky 13



▲ What that Megadeth disk stuff looks like. Neat, babies in a tree!

Read this issue from cover to cover, answer the 13 questions and send them, not forgetting to include your name and address, to:

**Megazone Lucky 13 (Apr),
PO Box 746, Darlinghurst,
NSW 2010.**

Rules: One entry per reader or Megadeth and Allegiance will play a live double bill in your lounge room. With the volume turned up to 11. When you're trying to sleep. Competition closes May 12, 1995.

gameSPY

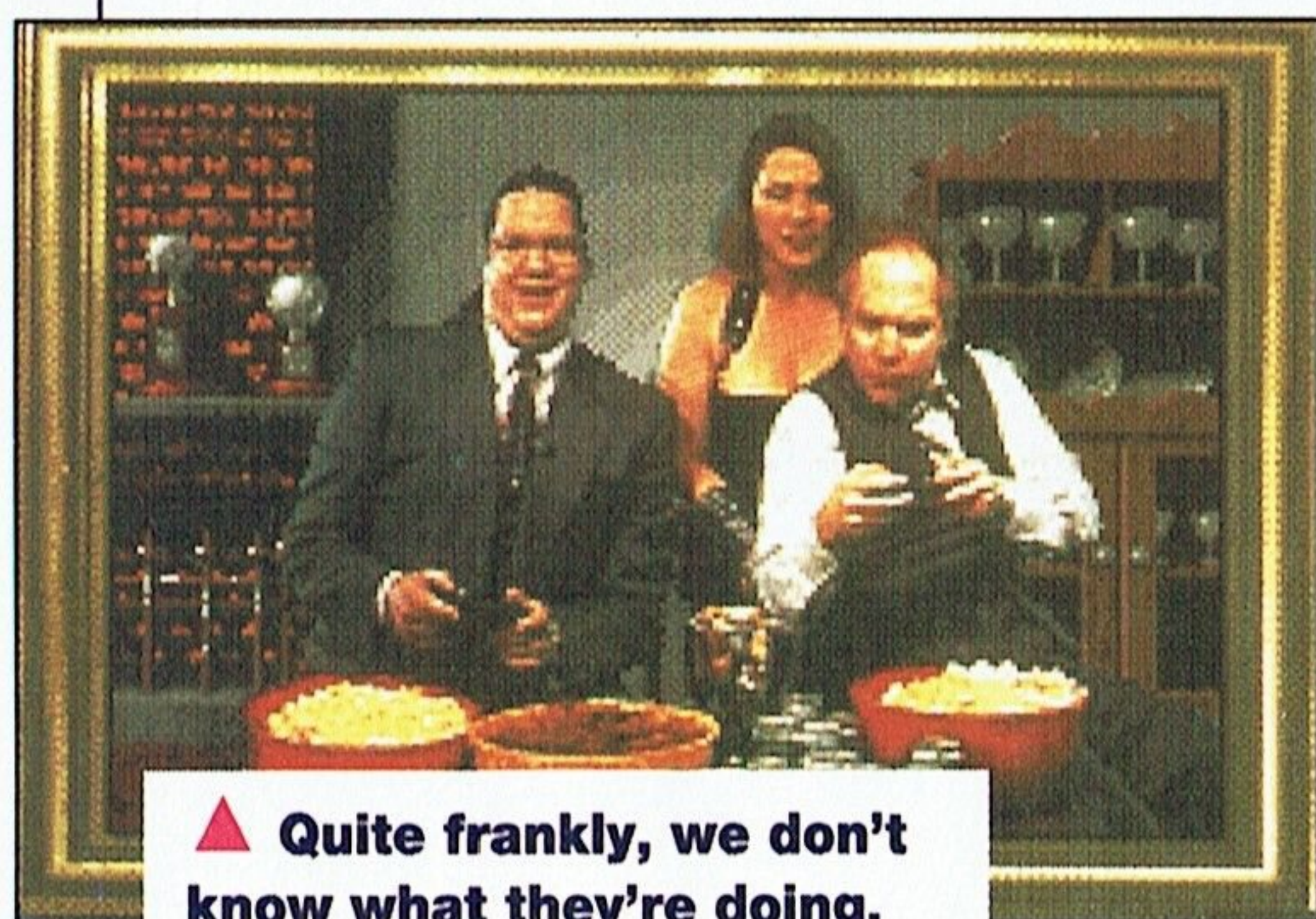
SMOKE AND MIRRORS

So the first question you ask is, "What?" We'll, they're Penn and Teller, magicians by trade, and they're soon to make quite an impact on the Mega-CD.

We've all seen magicians running around doing tricks before, and the idea of two guys doing magic isn't the kind of stuff that makes your brain explode.

But Penn and Teller are different – as in strange, bizarre, weird, and adjectives that haven't been created yet.

Other magicians bring out decks of cards and do tricks using tables, beautiful assistants and high-tech light shows – boring. Penn and Teller ride three-ton fork lifts with sheet metal playing cards two metres long.



▲ Quite frankly, we don't know what they're doing.

Cutting Teller in half (he never speaks) doesn't just involve a chain saw – there's also the vast quantities of blood spurting forth.

Entertaining as this sounds, what we're interested is how it applies to Sega through Absolute

Entertainment and the Mega-CD.

Well, like this. You can have video and full digital sound – these two bad boys of magic (they prefer the term 'rip-off' artistes) not only interact with you, but enable you to cause mischief and mayhem yourself.

All through the medium of a number of strange games which personify practical jokes, scams, flim-flams and the twisted reality that is their daily norm.

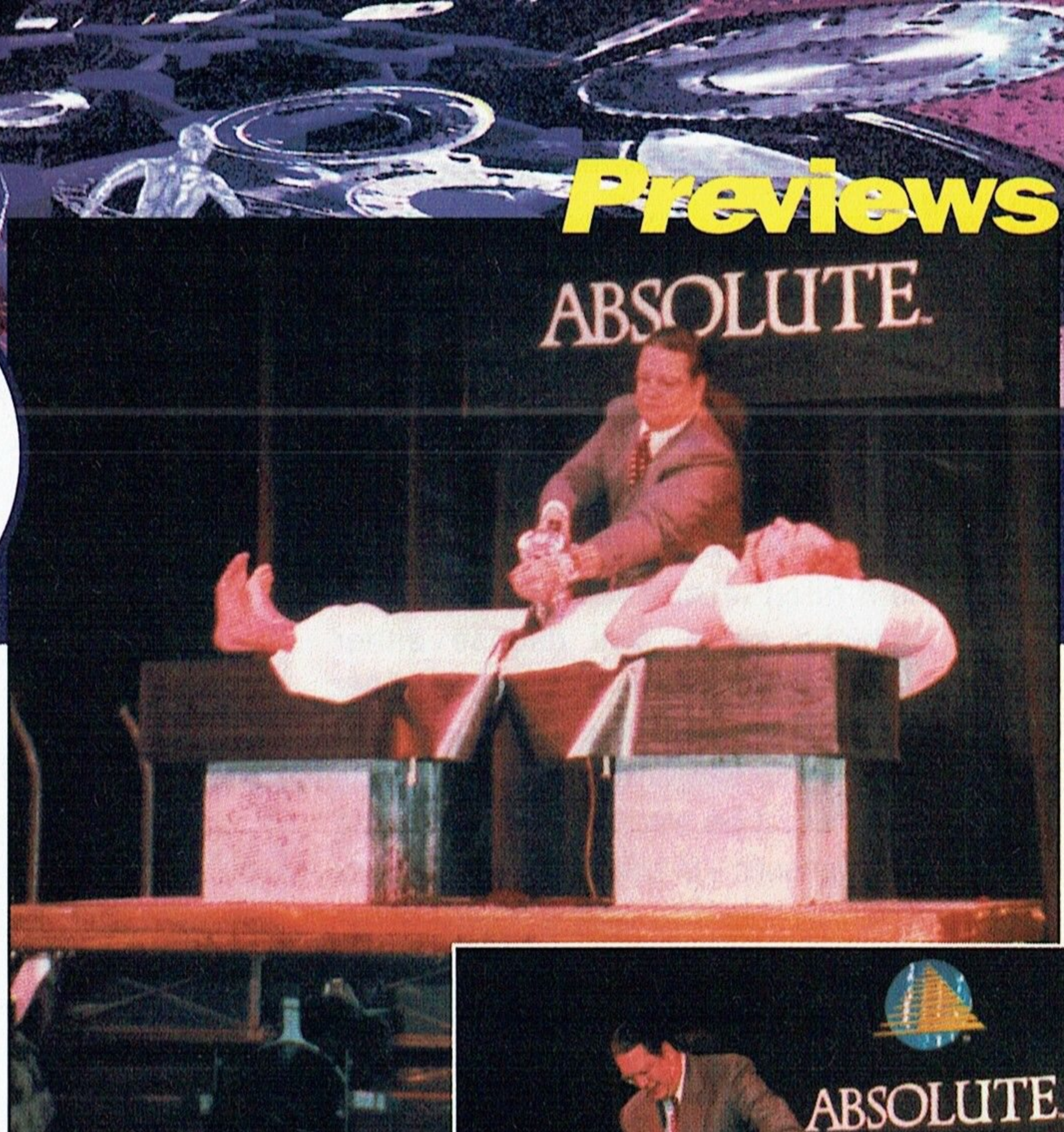
Watch with amazement (yes, amazement) as Mofo the Psychic Gorilla invades your screen – his disembodied head pulsing with animalistic sixth sense.

Using an ordinary pack of cards and a joypad, this incredible simian (that's a monkey, guys) will be able to predict and name the card you have randomly chosen. And that's even if you lie in response to his questions!

In Buzz Bombers, you'll drive a friend to distraction; this two-player game has you playing to perfection, while his on screen character stinks to high wazoo.

Go ahead, switch joypads with him – you'll still play like God on steroids while he sucks!

Try the Sun Scorcher, an outer space shoot 'em up that turns the TV screen into a skin-scorching, melt-down slag. Asbestos



▲ Penn and Teller's 'real' show involves a variation on the 'sawing a lady in half' trick. Teller's the victim and it involves a chain saw and copious quantities of fake blood (at least, we think it's fake...).

gloves anyone?

Or perhaps go for the more sedate What's Your Sign? Your friends will gasp with delight and disbelief (yes, they will) as they interact with Penn and Teller on screen – watching the patented Personometer device deduces what their sign of the zodiac is.

And of course there has to be a platform game with the boys making their way through the dangers of New York City – chased by fleecers and half-assed magicians desperate to display their talent to these guys.

But perhaps all this pales in the face of Desert Bus. How to describe this most incredible of games? Imagine being behind the wheel of a tour bus – heading down the endless, boring highways of Arizona. (It makes the Nullarbor seem like a fun fair.)

Eight hours in all. Eight hours in *real time*. That's right, once you're behind the wheel you're driving a full eight hours from point to point.

No flashy blondes in sports cars passing you by – no cars of any kind. Just you, ongoing desert and hours upon hours of travel.

And don't stop either – or a tow truck hauls you back to start again (and the trip is in real time as well).

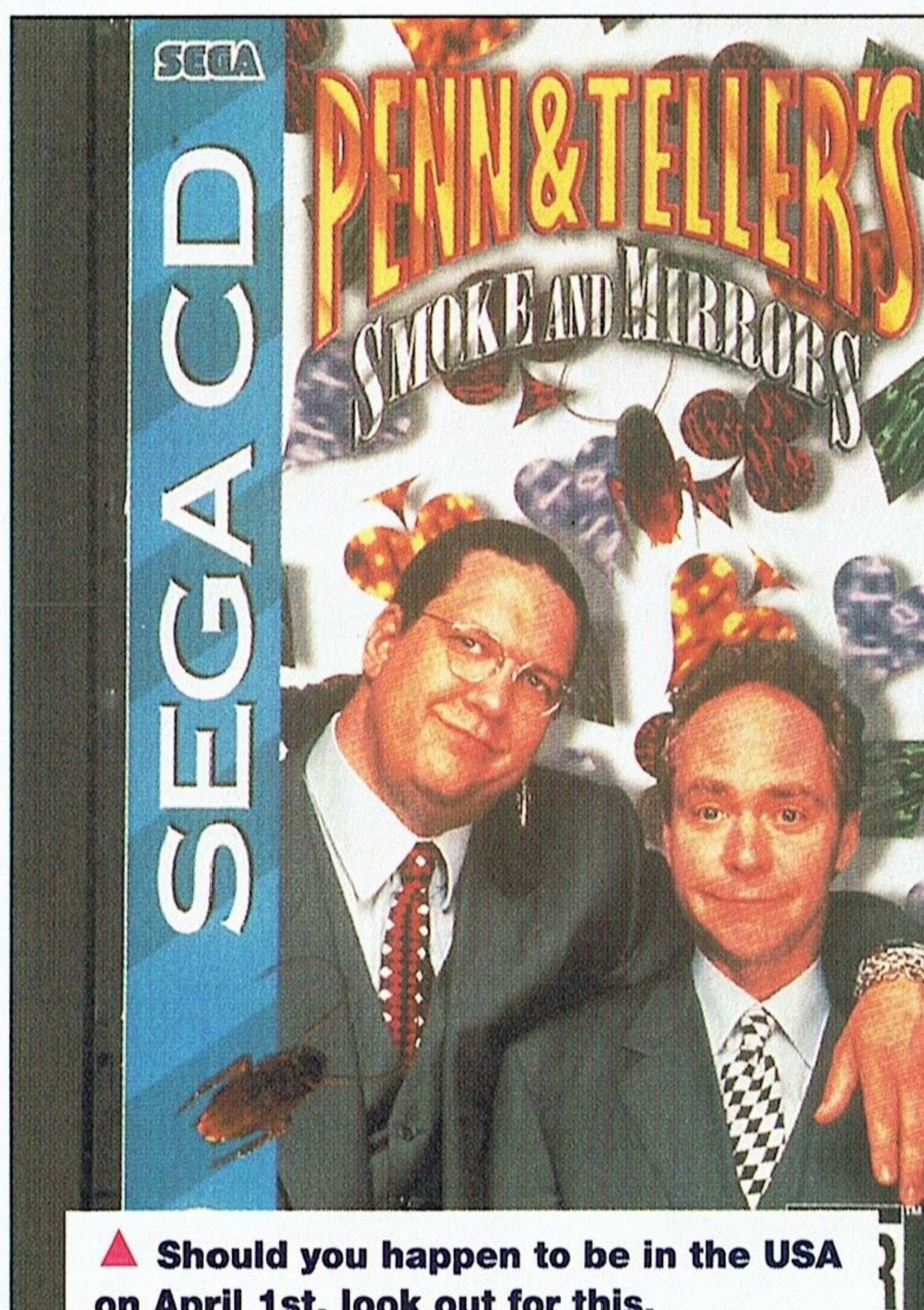
Don't get smart either – take your hands off the wheel and you'll veer off the road.

But upon arrival - you receive two rewards: 1) A single point (that's 000001), and 2) the opportunity to drive back again for another point.

This ultimate of simulators has been named Verisimulator by Absolute.

It debuted on April 1st in the USA. Is it a load of crap or the ultimate in gaming? Um, it's certainly different.

Format: Mega-CD
Supplier: Sega



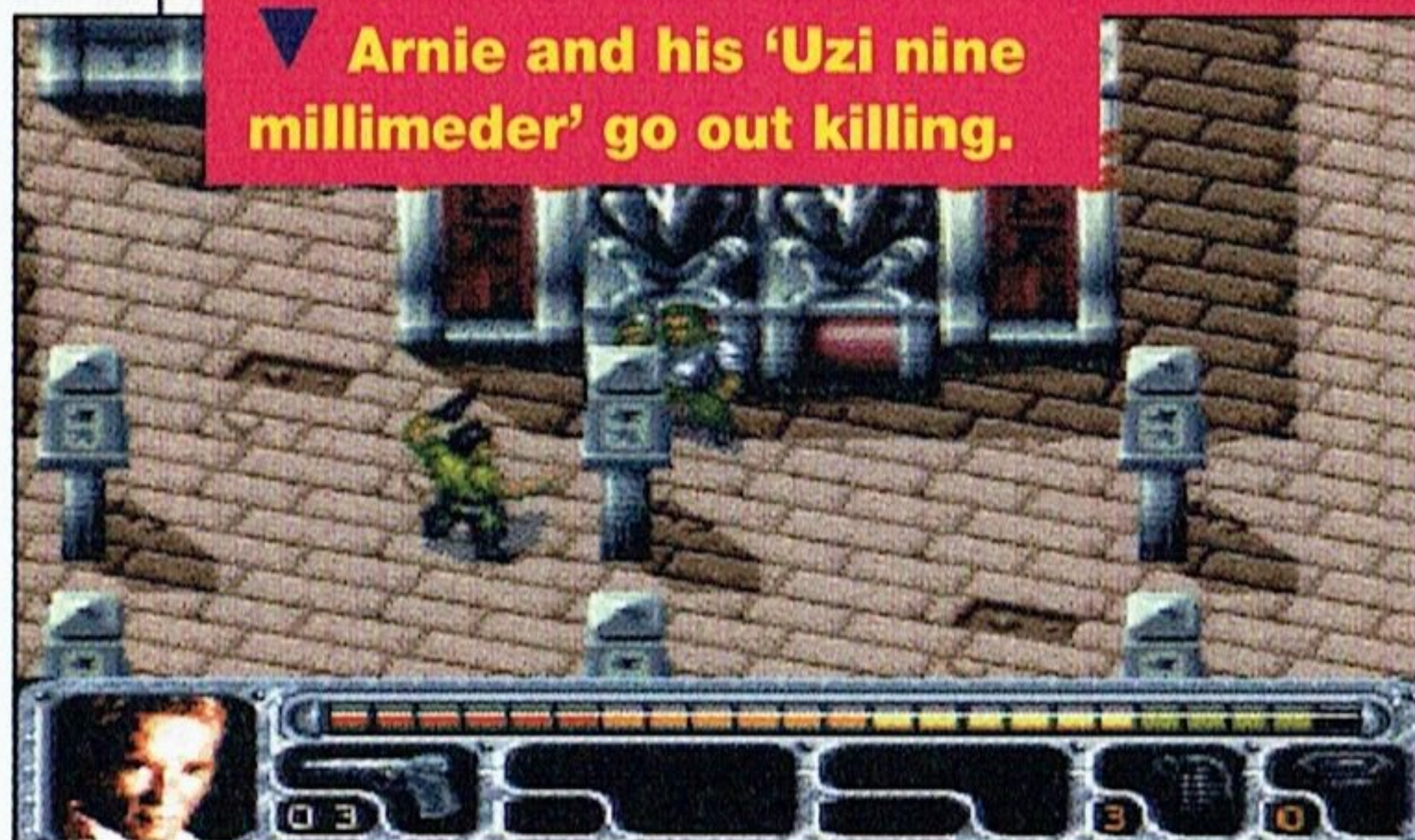
▲ Should you happen to be in the USA on April 1st, look out for this.

TRUE LIES

If you haven't seen *True Lies* yet, imagine the most action-packed film you've ever seen. Add heaps and heaps of explosions, tons of guns and a bit of babe action, and you're well on the way to knowing what the movie – and indeed the Mega Drive conversion – will be like.

Taking an overhead perspective, the game is played in a similar way to the *Chaos Engine* – the aim being simply to blast anything and everything that you happen to stumble across. This differs from most shoot 'em ups, though, as it follows the film's plot and is therefore split into smaller missions, such as downloading information from

▼ **Arnie and his 'Uzi nine millimeter' go out killing.**



computers, or going for an all-out shooting frenzy in a shopping mall. What's also quite interesting is that because you're a secret agent, sometimes the enemy don't recognise you. Which means they don't always shoot on sight. However, if you

open fire on them, you can guarantee that they'll show no mercy.

This is yet another title that has quite a way to go before it's released, and at the moment it's only around 30% complete. But with such a big licence behind it, you can guarantee that the developers, Acclaim, will be pushing it as one of their top titles for '95.

Format: Mega Drive

Supplier: Acclaim

► **"Give me a tin of beans, a kilo of sprouts and a packet of cornflakes. Oh, and the contents of the till, while you're at it."**

Harry corners the Crimson Jihad Ringleader, Aziz, in the Mall.

▼ **Say 'Please' and we might consider it. We don't know, some people are so rude.**



Okay Harry. You've got to attach the modem to the computer upstairs and download the files.►

SHINING FORCE

The *Shining Force* series has always been renowned for its high quality, but because RPGs aren't hugely popular in Australia, a couple of the Game Gear adventures haven't been released in this

country. They sold out in Japan though, which is why Sega have decided to enhance the titles and release them both on one CD. The graphics have been given an overhaul and naturally, there's some great CD sound too.

Shining Force fans will recognise a few familiar faces from the old *Shining*

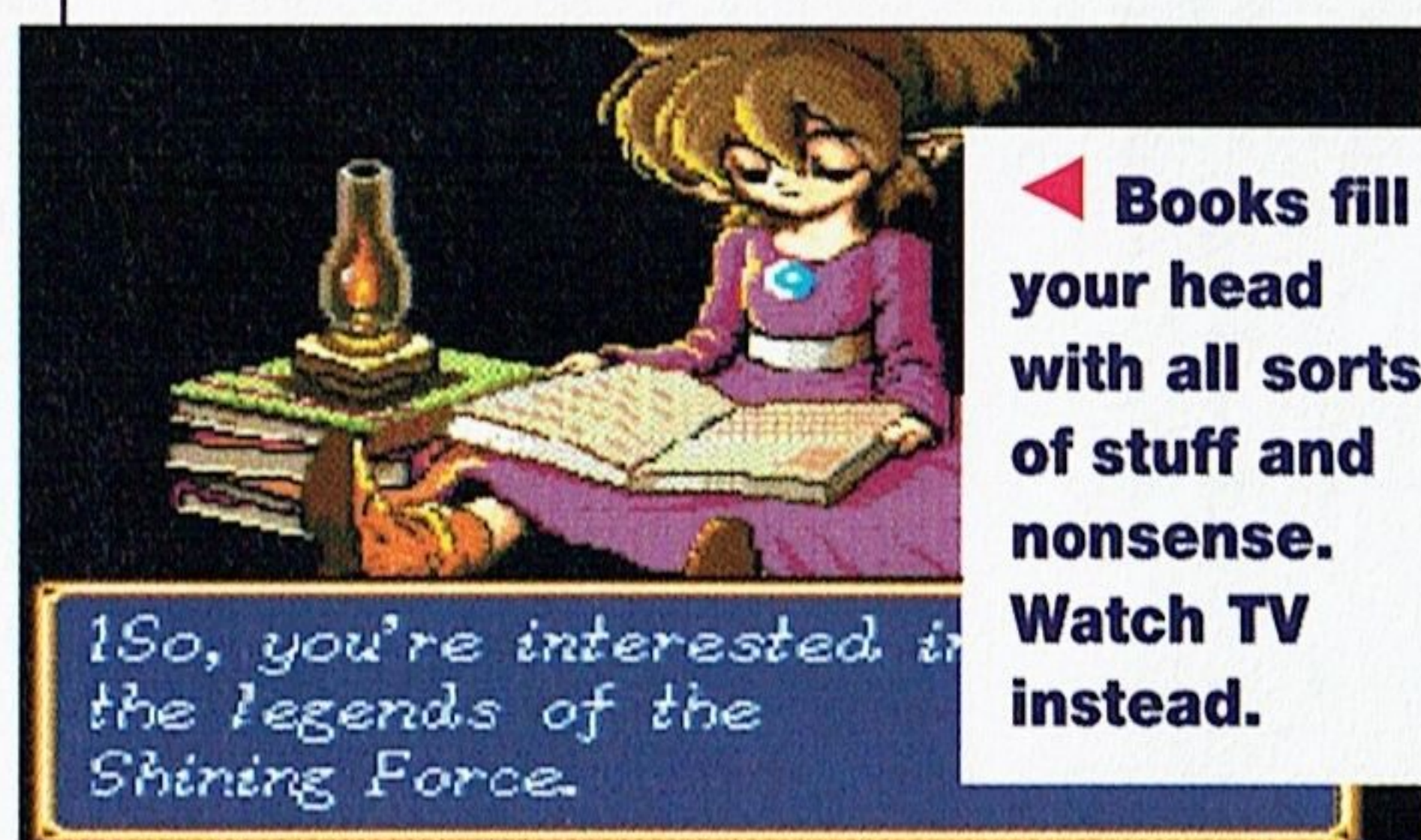
Force games, but for the most part, it's an all-new crew. Both games are the same size as one adventure on the Mega Drive, and even at this stage, they both play really well, so the double pack will be great value for money.

Format: Mega-CD

Supplier: Sega



▲ **Wow, a title screen.**



◀ **Books fill your head with all sorts of stuff and nonsense. Watch TV instead.**

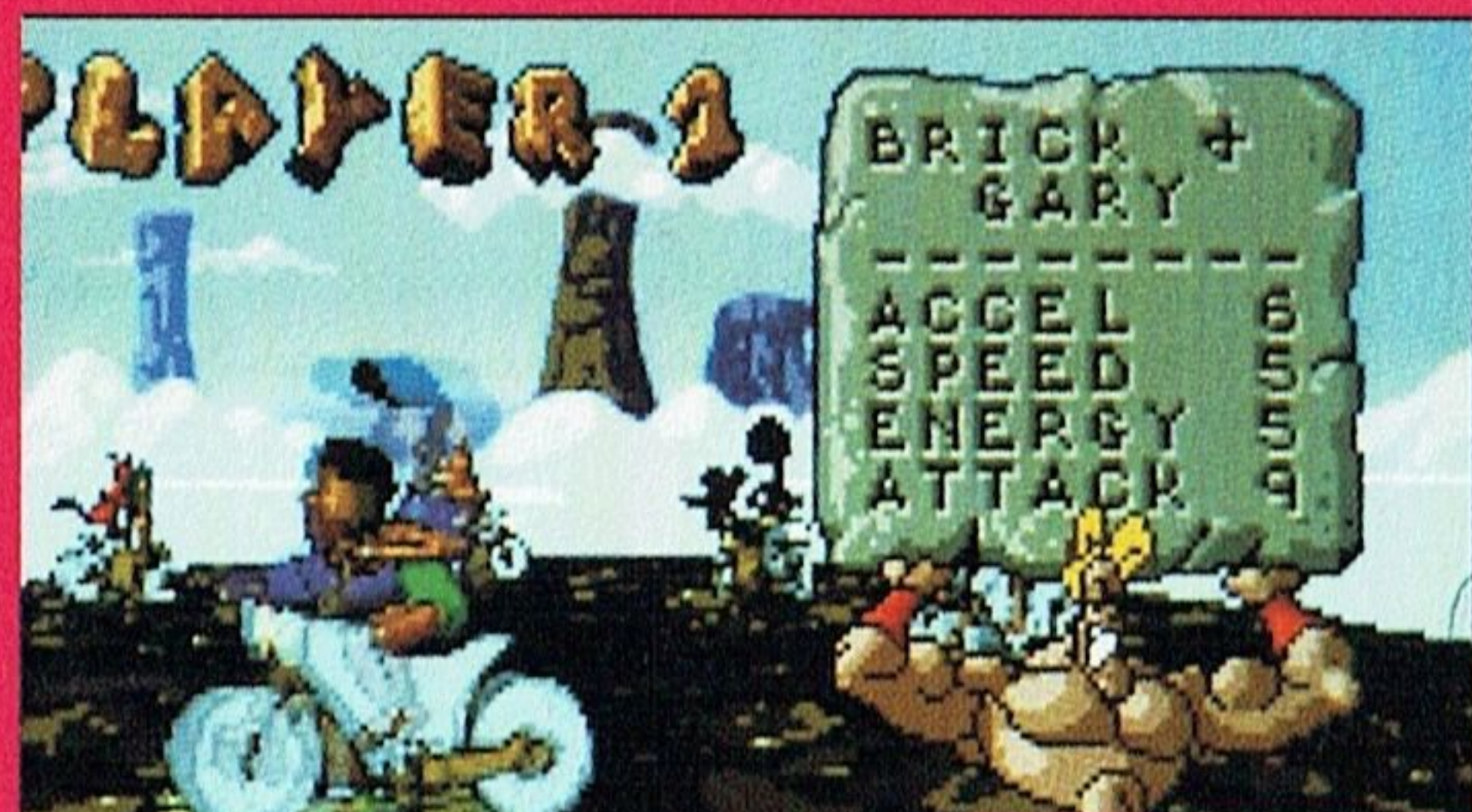
!So, you're interested in the legends of the Shining Force.

▼ **Nice cape, but we don't think much of the eye makeup. Or the hair tint.**



◀ **Shining Force and Shining Force II on one disc? Mega-CD owners rejoice!**

► **Screens from the forthcoming BC Racers on the 32X. But we expect you knew that. Now two can race at once.**



BC RACERS

Already released on the Mega-CD, this 'toon racer is currently undergoing some major enhancements for a forthcoming 32X version. Starring Chuck Rock and his Neanderthal buddies, the game has eight different tracks, four different difficulty settings and a total of 10 different cars. As you'd expect, the 32X version features more detailed graphics, better sound and more madcap action from the Stone Age funsters. By far the best addition though, is the

inclusion of a split screen two-player mode, the omission of which was one of the most severe criticisms concerning the CD version. Incidentally, this will be among some of the very first CD releases for the 32X, so it should be interesting to see how it turns out when it's released.

Format: 32X

Supplier: Core Design

gameSPY

PANZER DRAGON

Although the Saturn's been out in Japan for almost six months, apart from *Virtua Fighter* and *Clockwork Knight*, there's not been many quality titles released for the machine. But that's set to change with

Panzer Dragoon unleashed on a gagging-for-it Japanese public.

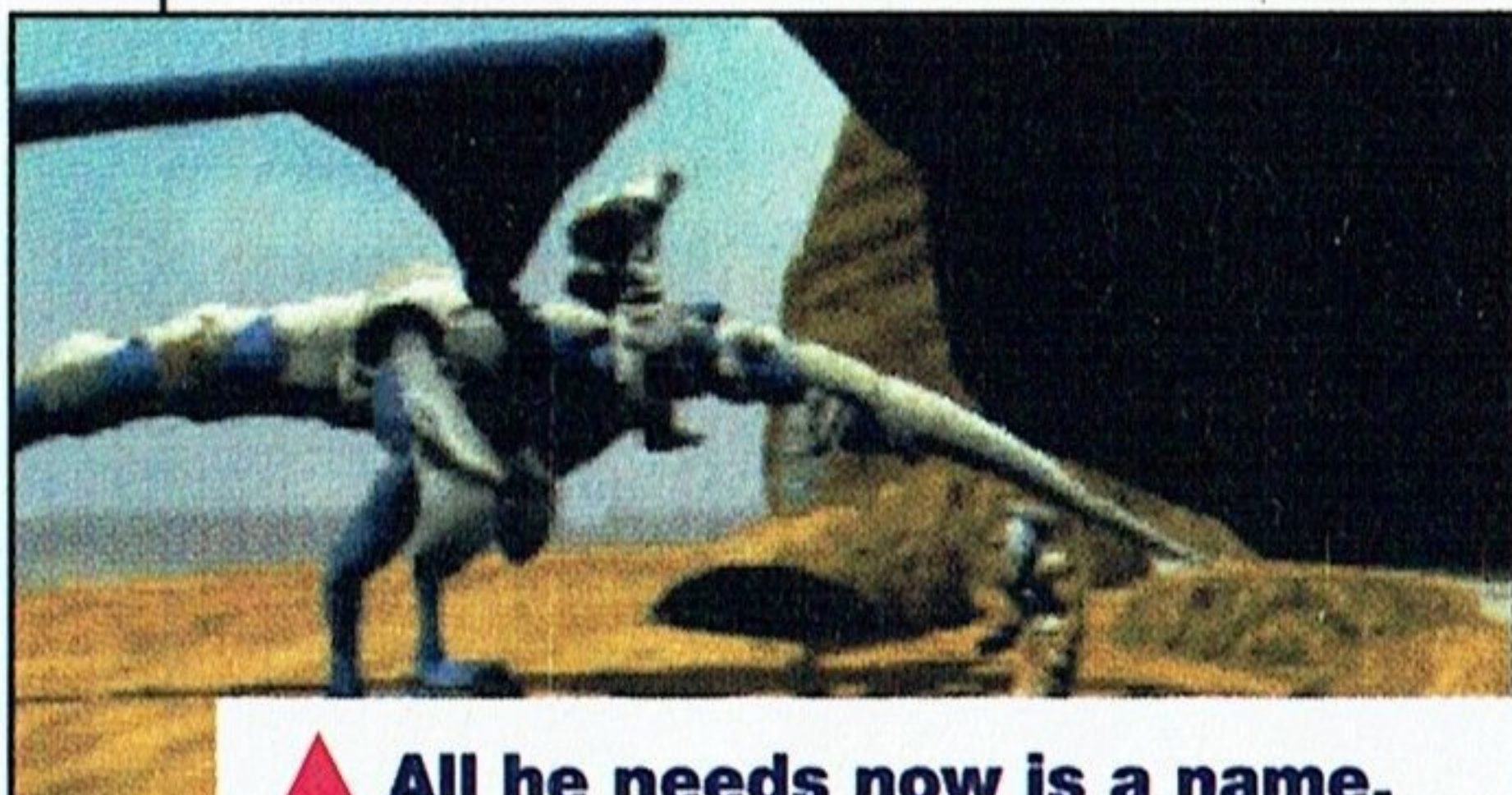
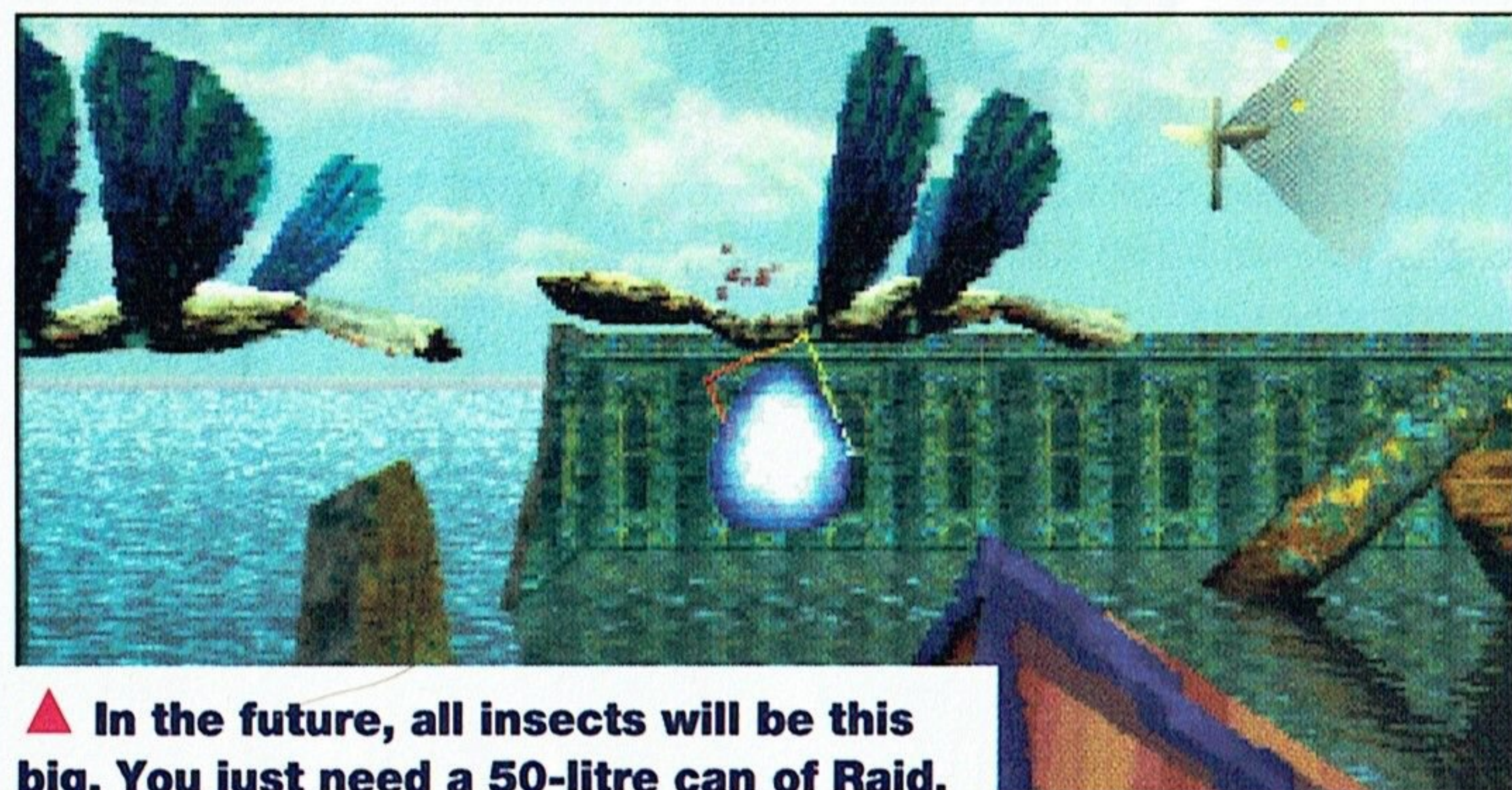
Although the gameplay revolves around a basic shoot 'em up, you'll never have seen anything quite like this before. The graphics are absolutely amazing, and easily beat the pants off

▲ All he needs now is a name. How about 'Fluffy'?

anything we've seen on the Playstation. You'll be glad to know that the gameplay is completely fluid too, and there are plenty of enemies to shoot, with loads of levels to conquer. And as for the 3D - it's unreal!

Format: Saturn

Supplier: Sega

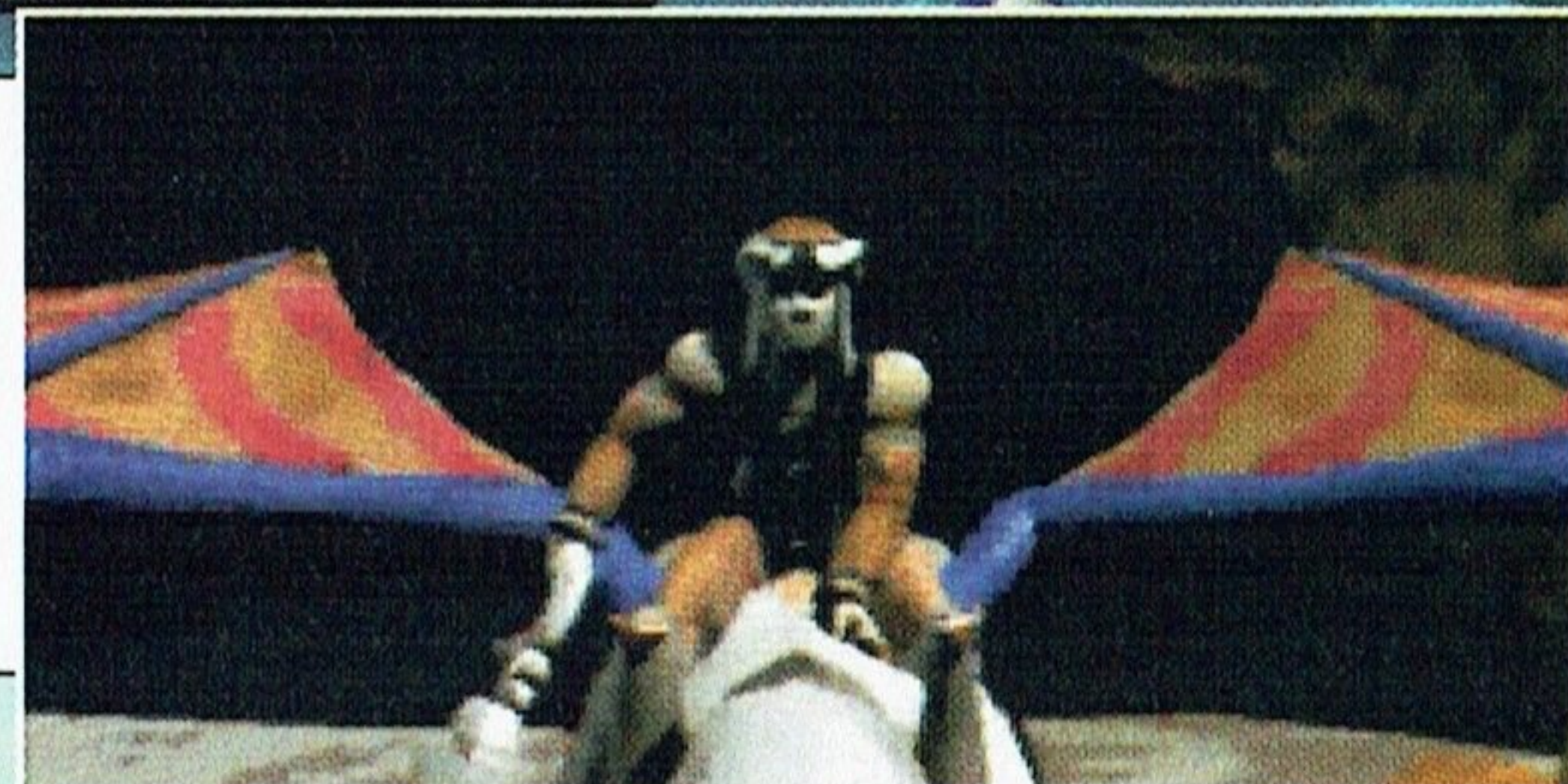


▲ In the future, all insects will be this big. You just need a 50-litre can of Raid.

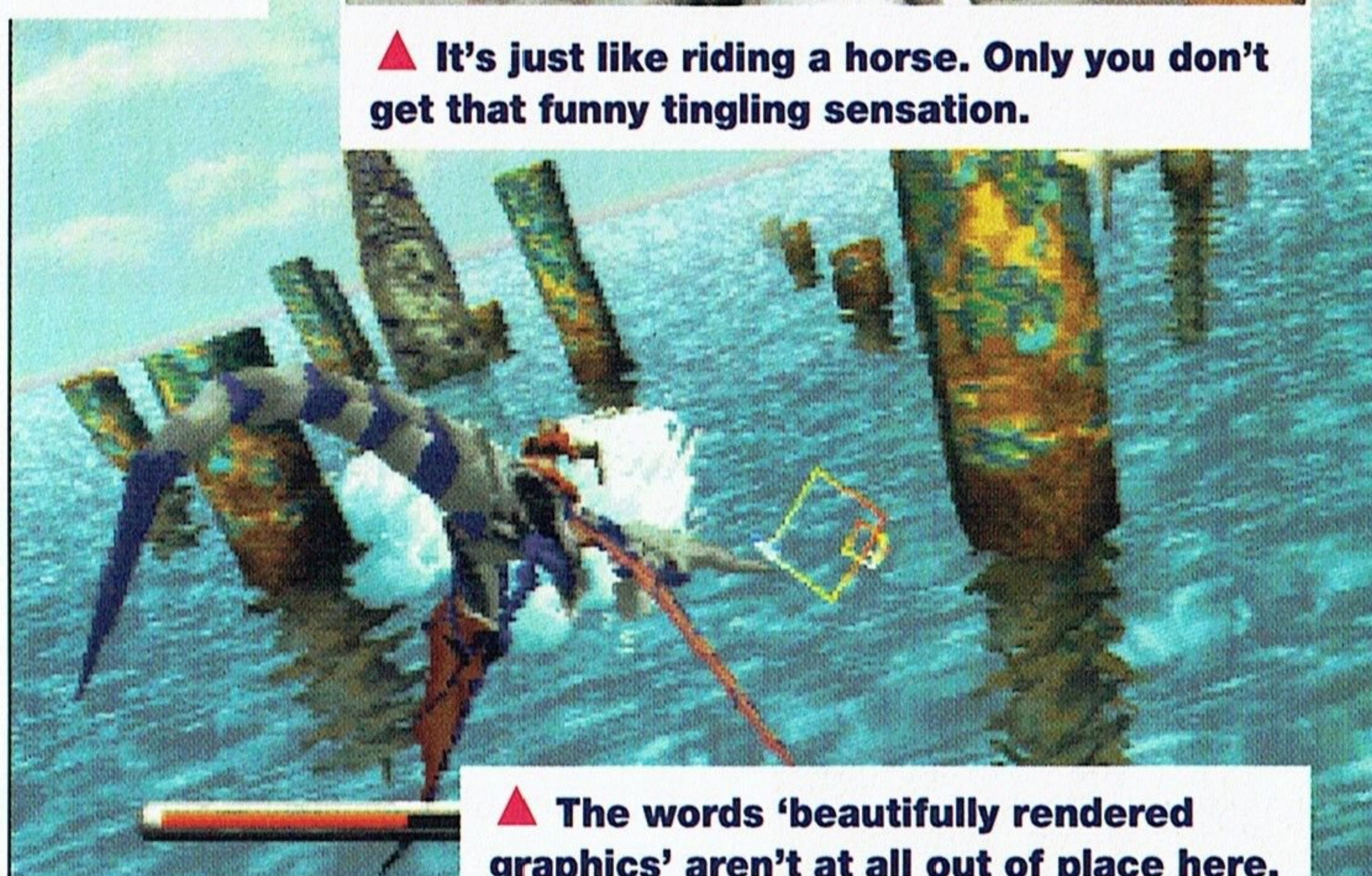
Previews



▲ Fly, shoot at things, admire the 16th century architecture. Then home for a nice cup of tea.



▲ It's just like riding a horse. Only you don't get that funny tingling sensation.



▲ The words 'beautifully rendered graphics' aren't at all out of place here.

MICRO MACHINES 2

The original *Micro Machines* topped all Sega format charts when it was released in late 1993, and the sequel recently released on Mega Drive has done just as well. Since its release, the programmers have been beavering away on the Game Gear conversion, and so far the result is brilliant. Thirty-four of the original tracks have been converted to the small screen and two Game Gears can be linked up for a two-player game. Two players can also play on one Game Gear if one player controls the D-pad and the other takes charge of the two buttons.

Although it's still only around 50% complete, we can safely predict that this is



◀ Don't be glum, hand-held fans. *Micro Machines 2* is coming to the Game Gear. And, from what we've seen so far, it's just as much fun as on the Mega Drive. Plus you can play it on the bus.

going to be one of the essential Game Gear purchase of the year, and to prove it we'll be giving it the review treatment next month. Probably.

Format: Game Gear

Supplier: Codemasters



▲ "It's mine! Give it back or I'm telling!"



▲ Please, if you will, cast your eyes over this fine selection of Game Gear screen shots.

▼ "Careful, I nearly stood in that. And no poodle of this Earth did it."



FAHRENHEIT

Ever wondered what it would be like to be a real-life superhero? We're not talking about pretending to be one of your favourite X-Men in the latest platformer. None of it. We're talking about leaping into burning buildings, saving small children and putting out blazing fires. Yup, *Fahrenheit* is Sega's latest FMV adventure (developed by Digital Pictures)



▲ Even worse, he's also wearing a pink tutu.

▼ Don't mess with matches, kids. Or petrol.



where you play a fire chief in charge of a small fire brigade. Your mission is to put out any fires you come across, rescue victims, and of course, show off your muscles to all and sundry. The plot is largely lifted from the film *Backdraft* and features your usual semi-linear CD action. The FMV's pretty good though, and the budget for special effects must have been phenomenal! The

screenshots shown here are taken from the forthcoming Mega-CD adventure. Expect the 32X version to be of a much higher picture quality.

Format: Mega-CD/32X

Supplier: Sega

STELLAR ASSAULT

The 32X has been a bit pushed for quality releases since the first wave of titles and although *Stellar Assault* looked a bit shaky when we first took a look at it, it's come on in leaps and bounds since then. A few of the levels are playable at the moment, and

▲ Kind of like *Star Wars Arcade*, only in colour.

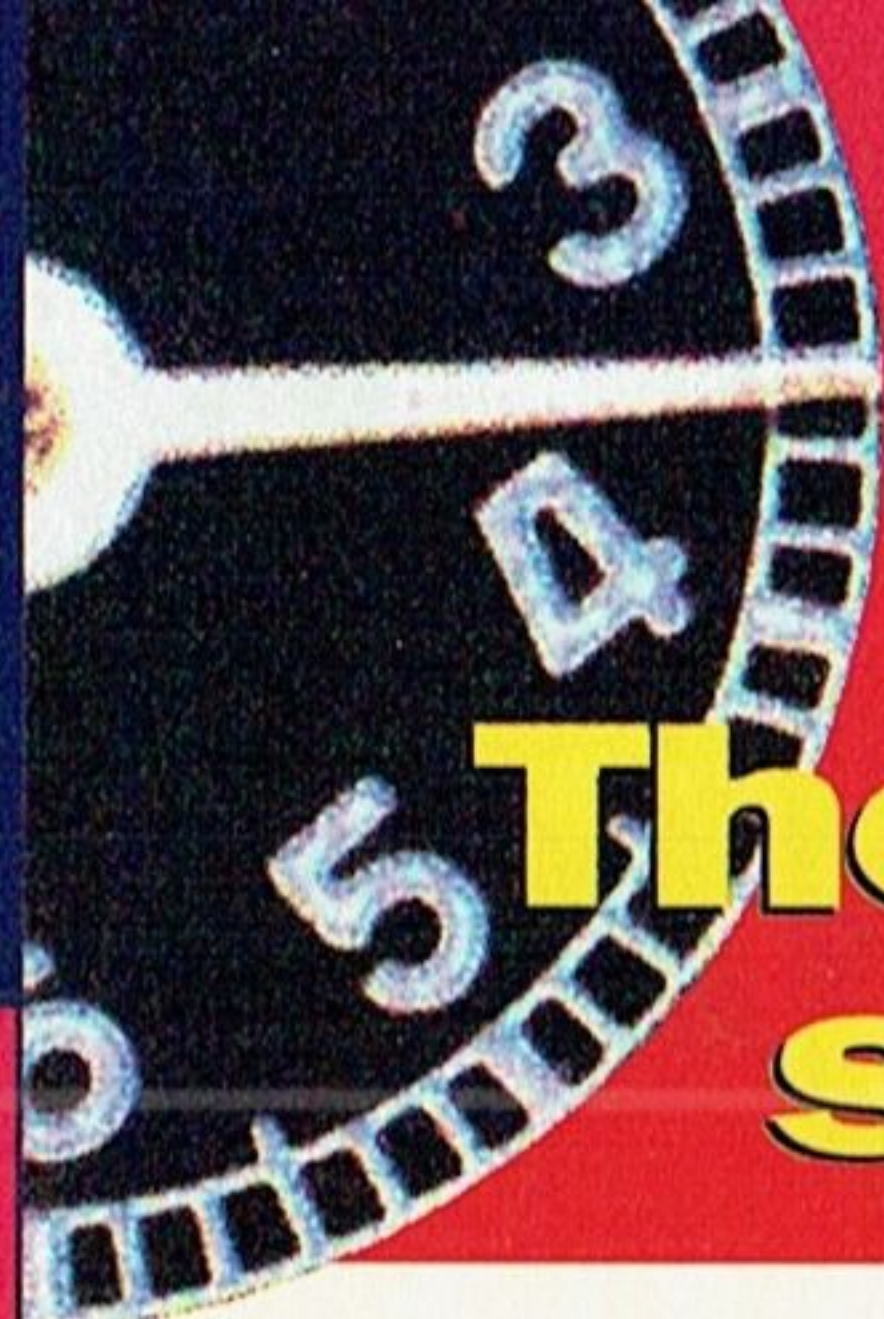
although the gameplay is fairly similar to Sega's *Star Wars Arcade* (on the 32X), the graphics are shaping up really well and the action is fairly fast too. Since there's only a couple of levels complete at this point, we'll probably bring you an update on this one next month. We're good like that you see.

Format: 32X

Supplier: Sega



► Everything's right, apart from the colour scheme. How about lilac? Or perhaps an off-white shade?



The 'Coming soon' bit

Alien Soldier

MDSega

A soldier who is an alien.

Batman and Robin

MDSega

The dynamic duo in a game we know precious little about.

Championship Hockey

MSUS Gold

Ice hockey, puckers.

Cricket

MDCodemasters

Yeah, like, cricket.

Ecco Junior

MDSega

A baby dolphin gets killed.

Eye of the Beholder

CDSega

RPG crazed stuff.

F1 Championship Edition

MDAcclaim

Race cars.

Flying Nightmares

CDDomark

This is what you get when travelling with Aeroflot, perhaps.

Golf Magazine's Greatest 36 Holes

32XCDSega

Not a gun in sight.

Itchy & Scratchy's Miniature Golf Madness

GGAcclaim

We dread to think what this entails. But it won't be pretty.

Izzy's Olympic Quest

MDUS Gold

Izzy is the Atlanta Olympic dude. Cash-in warning!

Mega Man Wily Wars

MDCapcom

Guys with mega, um, guns.

Mickey & Minnie

MDCapcom

Disney delights.

Midnight Raiders

32XCDSega

Don't forget your balaclava.

Mortal Kombat II

32XSega

On 32X!

Powerdrive

MDUS Gold

Summink to do with drivin'?

Power Rangers

32XCDSega

Those Morphin guys.

Punisher

MDSega

Do wrong and you'll get slapped wrists.

Shell Shock

32X/Saturn ...Core

3D *Battlezone*-style tank sim. Apparently.

Skeleton Krew

32XCore

But they're all dead.

Slam Masters

MDCapcom

Fighting.

Snatcher

CDKonami

Destroy bio-robots who've escaped into the real world.

Soccerama

MDDomark

Another pommie soccer sim, we fear.

Soulstar X

32XCore

Hopefully, it'll be good...

Speedy Gonzales

MDSega

¡Arriba! ¡Andale!

Super Off Road

MDSony

Well, there's this road. And you are off it. And you drive a bit.

Super Strike Trilogy

CDEA

Desert Strike, *Jungle Strike* and *Urban Strike*. On one CD!

Swagman

SaturnCore

All we know is it's coming.

Syndicate

CDDomark

One of those RPG things a bit like *Sim City*. We think.

The Scottish Open

32X/Saturn ...Core

Hoots, mon, I canny get me foot oot me boot. Golf sim with haggis-chomping skirt-wearers.

Thunderhawk

32X/Saturn ...Core

Updated 'copter antics.

Tomb Raider

SaturnCore

You're gonna have to wait 'til the end of the year for this.

Warlock

MDAcclaim

Weirdy-beardies.

gameSPY

FATAL FURY SPECIAL

This has been knocking around for ages, and was released in Japan almost a year ago. But, since then there's been a million and one disputes over who will distribute the title in the rest of the world. Virgin Interactive Entertainment have finally picked up the licence. This CD title features the same side scrolling beat 'em up action seen in the previous *Fury* games, and once again, all the same characters appear. However, because the last time a *Fatal Fury* game was released was over two years ago, how popular it will be is anyone's guess. The gameplay certainly isn't what we'd call cutting edge, but it's definitely fast and furious, and of course will appeal to fans of the last two games in the series.

Format: Mega-CD

Supplier: Virgin

► You'd think that the bloke on the left wouldn't stand a chance. We certainly wouldn't call him 'slaphead'.

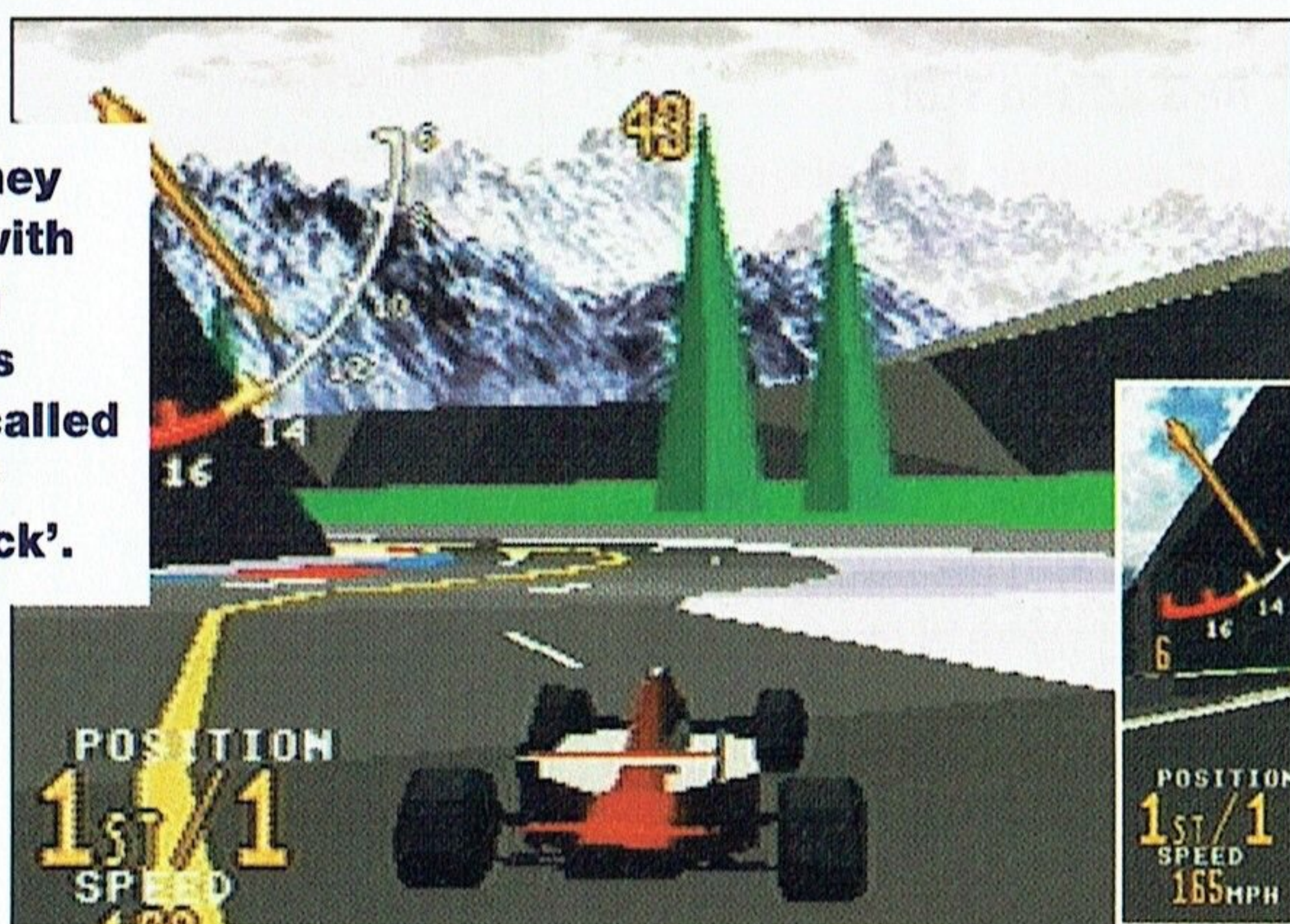
▼ We bet he's wearing Union Jack boxer shorts as well.



▼ The 'Silly Walks' contest had a clear leader...

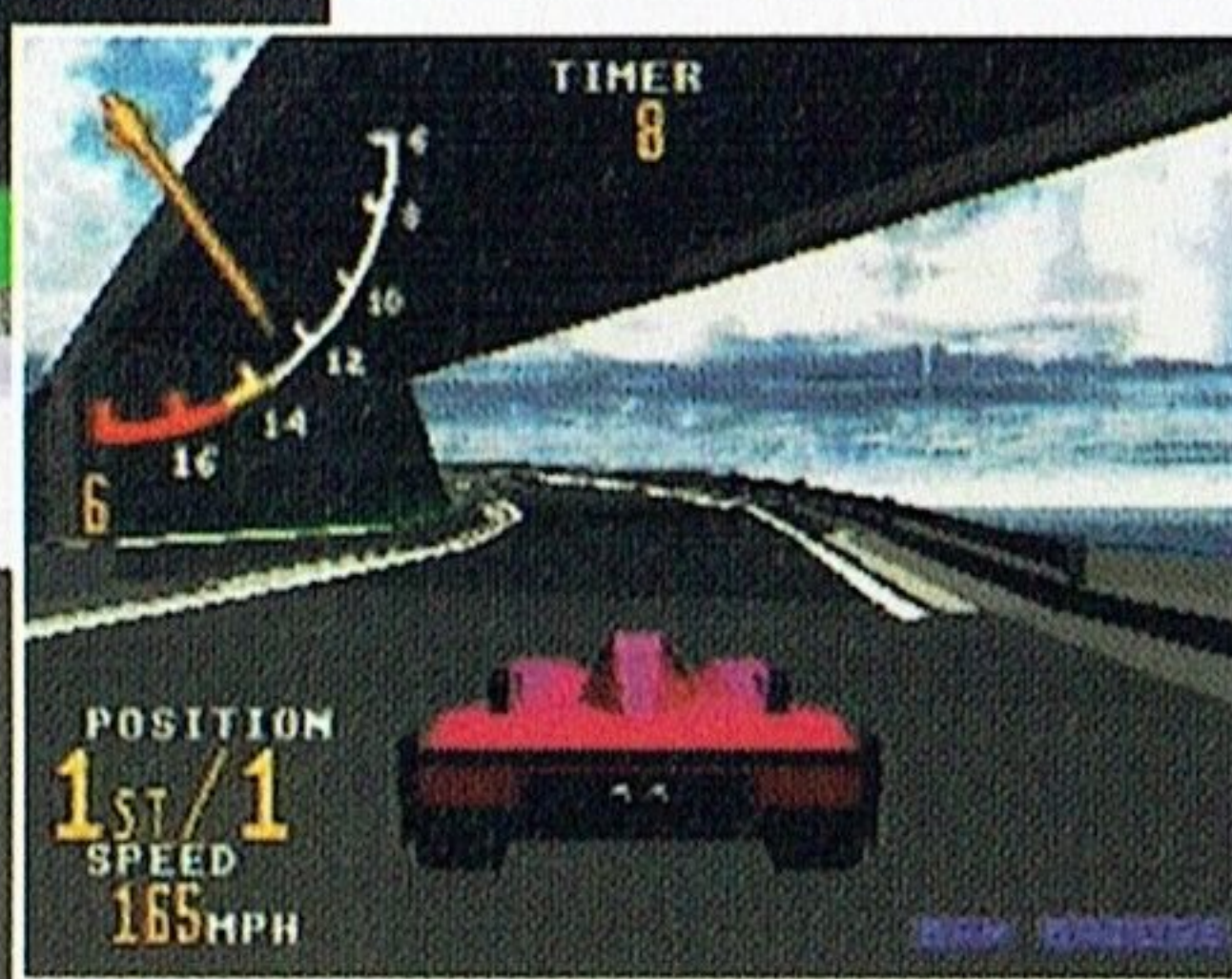


► Until they come up with something better, this circuit is called 'The Spiky Green Track'.



◀ Prepare for plenty of skids in the alpine course. And make sure you put anti-freeze in the radiator.

▲ Isn't that the car the Pink Panther used to drive?



VIRTUA RACING

Y up, *Virtua Racing* is all set to be released on the Saturn, but for some strange reason Sega have passed up the opportunity to develop the game themselves. Instead, they've sold the licence on to

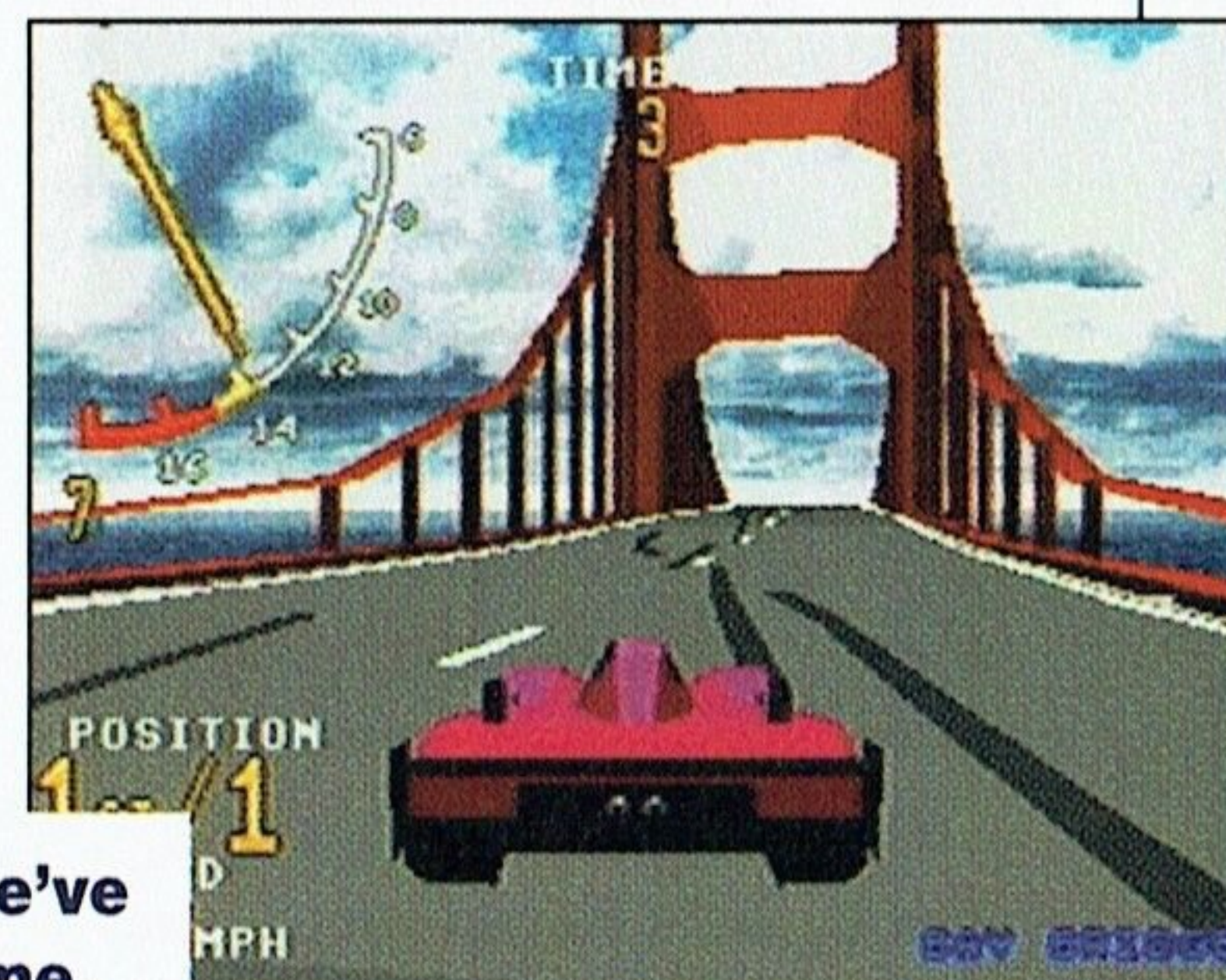
Time Warner Interactive, a company more used to developing PC products than console fodder. Still, they've sworn to produce a conversion that's even better than the arcade game, boasting a total of 10 tracks and five different vehicles to control. Different racing seasons and leagues are also being added to the game.

At the moment the title is just about playable, and we had a quick go on it at the Consumer Electronics Show recently held in Las Vegas. It doesn't have the initial polish of other

Saturn conversions such as *Virtua Fighter*, but there's still loads of development time left. Let's just hope that Time Warner get it right...

Format: Saturn
Supplier: Time Warner

► The course looks familiar – we've raced over Bay Bridge many a time.



ECCO 2

The *Ecco* releases are arriving thick and fast at the moment – as well as this CD version, there's an *Ecco* game currently being developed for Sega's preschool kiddie console, the Pico. The CD version is basically finished bar playtesting for bugs, etc, and although it doesn't seem very different from the Mega Drive version, (released a couple of months ago) the graphics are slightly better and the game naturally comes with CD sound. There's one of those fancy CD intro things too, which of course, makes all the difference, doesn't it?

Anyway, *Ecco 2* is due for release in May, which hopefully means we'll have a review in time for next issue.

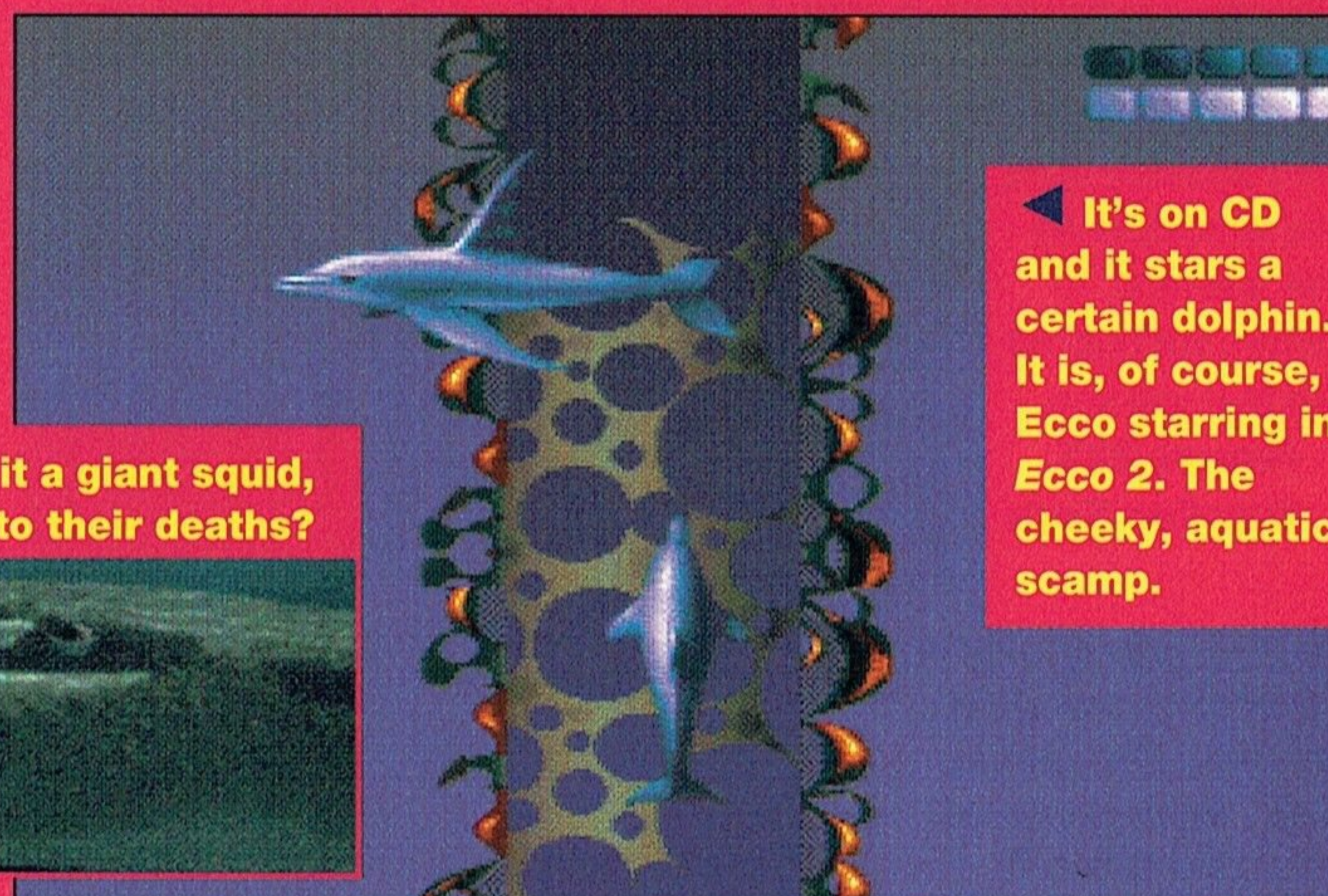
Format: Mega-CD

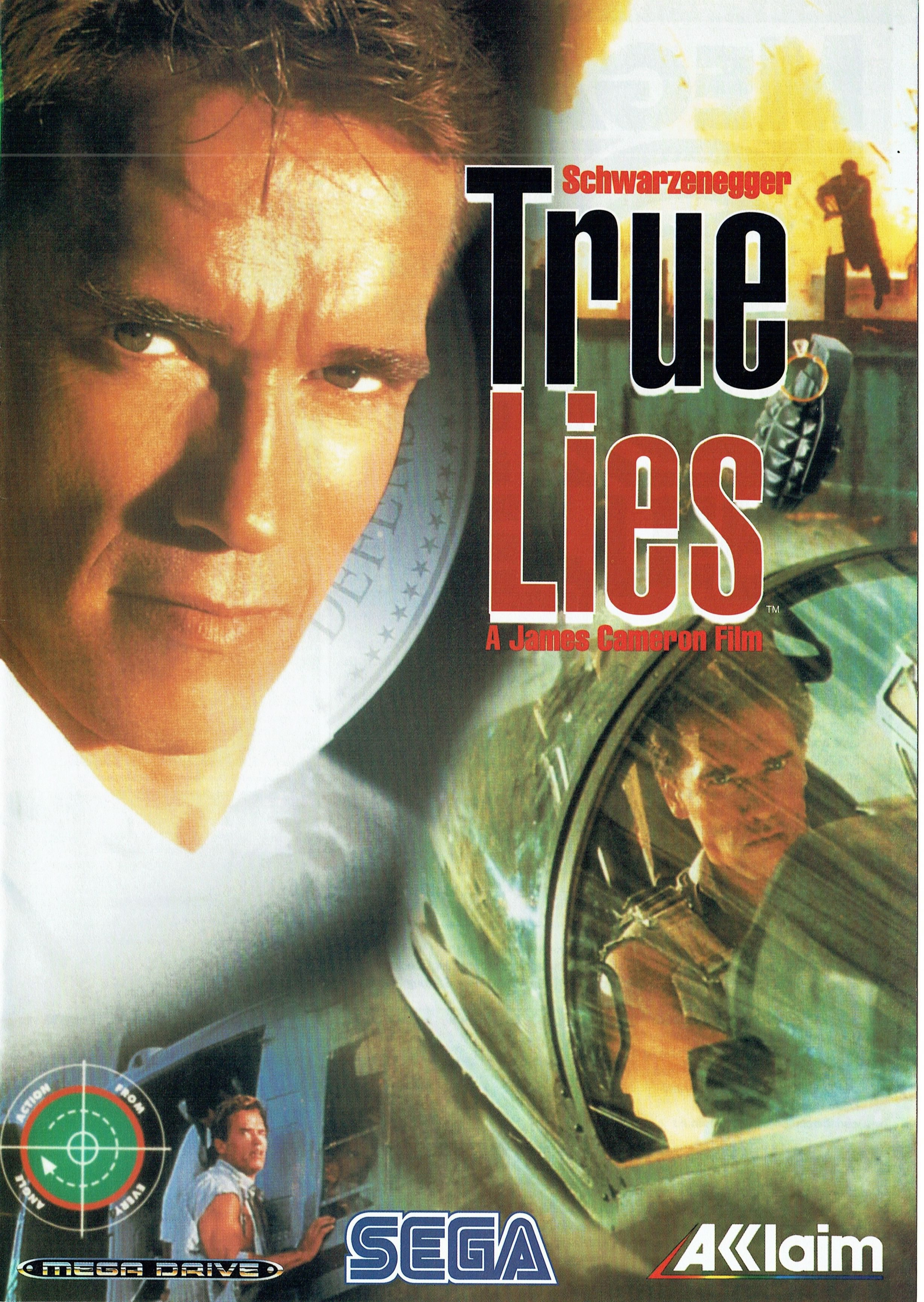
Supplier: Sega

▼ This is a whale. Or is it a giant squid, the kind that drags men to their deaths?



◀ It's on CD and it stars a certain dolphin. It is, of course, Ecco starring in *Ecco 2*. The cheeky, aquatic scamp.

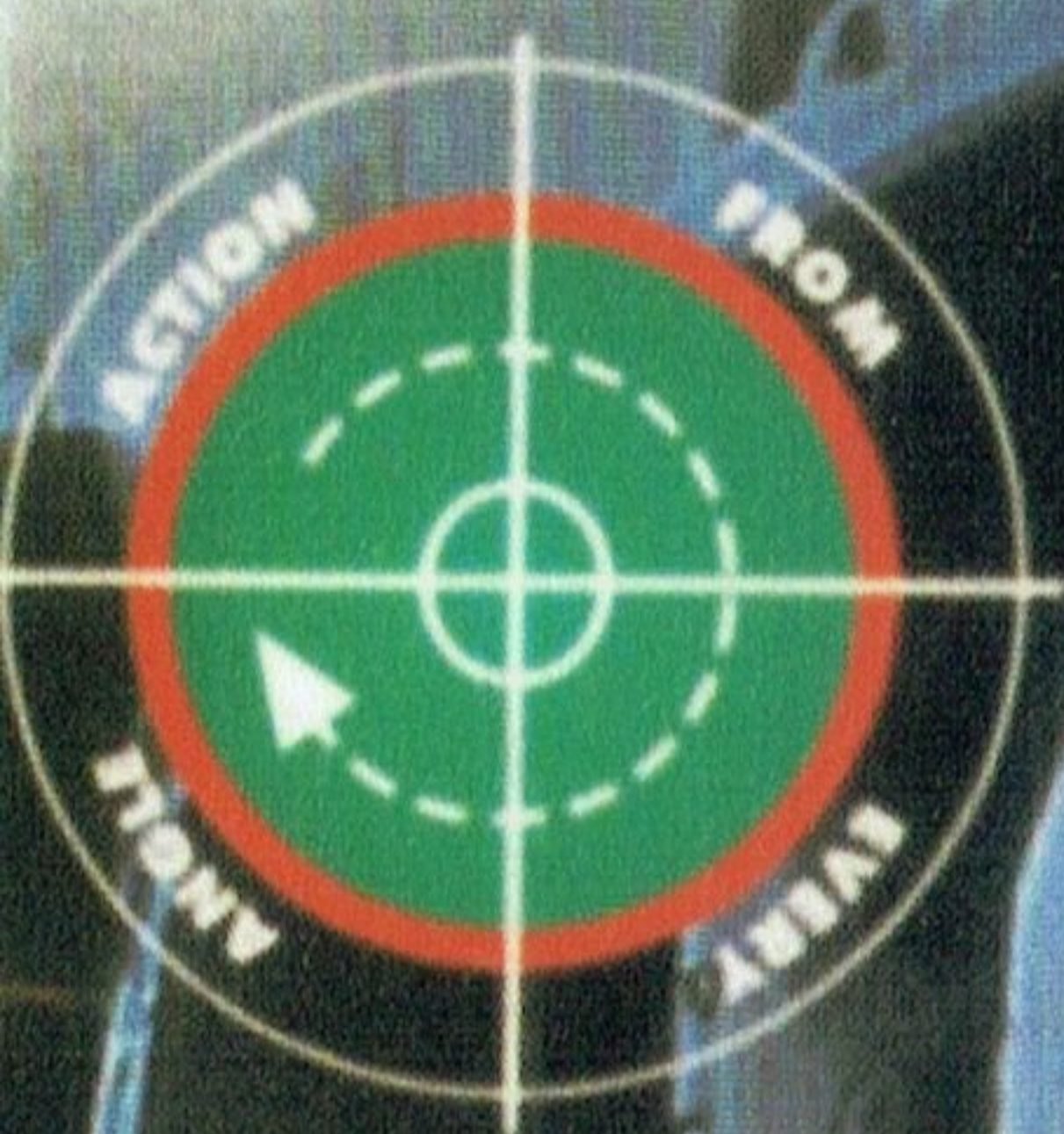




Schwarzenegger

True Lies

A James Cameron Film

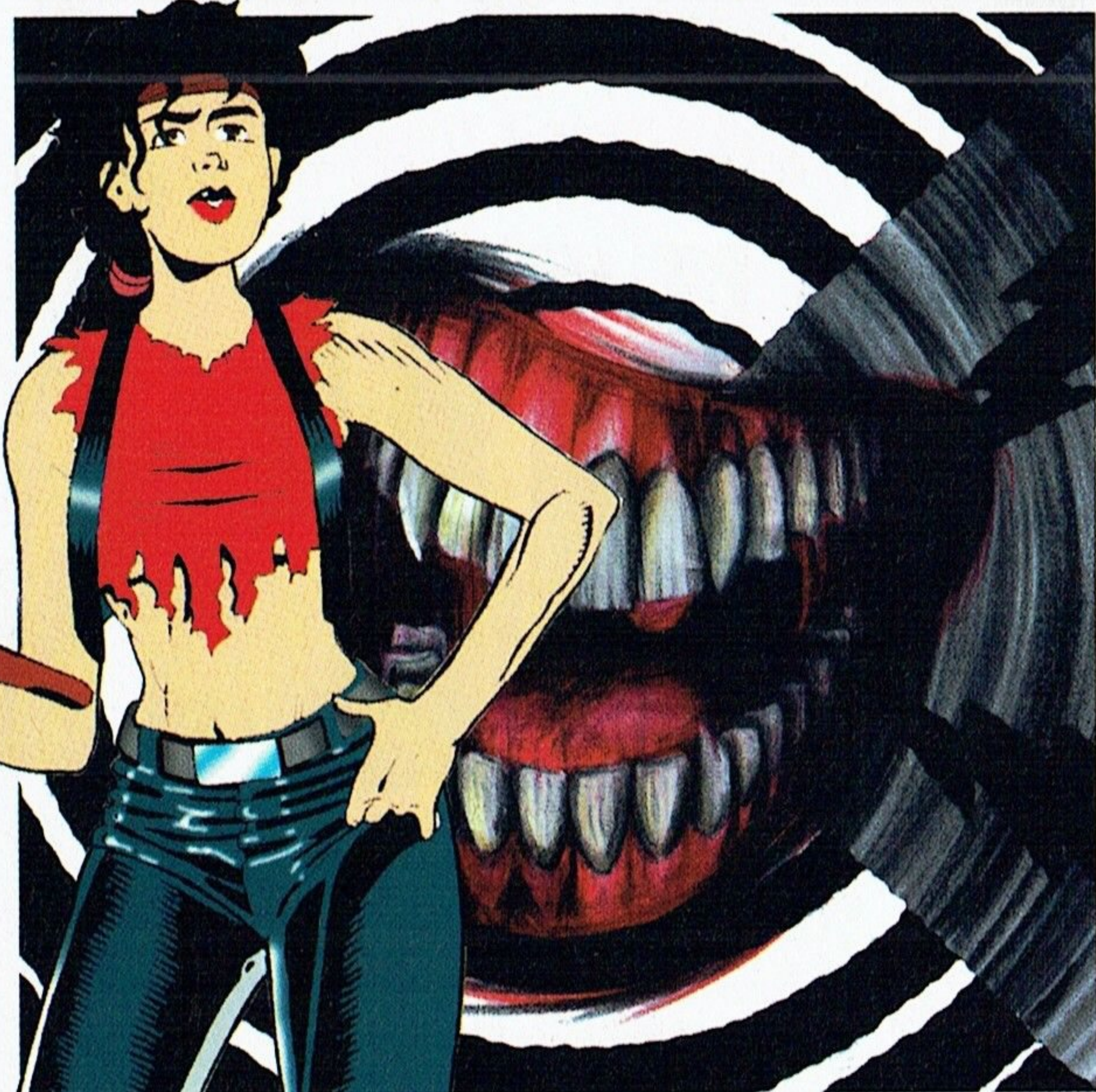


MEGA DRIVE

SEGA

AKkaim

MEGA



OP

LETTERS

32X is crap shock

Dear Megazone,
I'll get straight to the point. The 32X is the most expensive lump of shit available for the Mega Drive. Don't think that I'm some kind of lame Nintendo gamer 'cos I'm not; it's just the 32X is just plain crap!

Who cares that it has 32,768 colours on the bloody screen? Who cares if it runs 40 times faster than the stand-alone Mega Drive? I don't. I recently went out and tried this 'state of the art' add-on for the MD. In went *Doom* and it started... Hmm. It runs at half the speed of the original IBM version and it is too damn jerky. So off I go, loading up *Star Wars Arcade*. Hmmm, crap too. I gave up and didn't buy the machine.

Then I logged onto the Internet and asked a few Yanks what they thought of the 32X. The replies were all the same: the 32X is shit, it's slow and it ain't anything special. I mean, why would anyone buy a 32X game called *36 Greatest Holes Starring Fred Couples*? Sounds a bit suss to me.

And what's the story about all these females appearing in Megazone? Suddenly we find Elle and Claudia Whatchamacallit staring at you instead of Sonic or Knuckles! I mean, I don't mind that, but isn't it a tad sexist?

Chris Barraud, Gosnells, WA
chrisb@cougar.multiline.com.au

A few 32X games aren't all they could be we'll agree. But *Doom*?! It's been officially banned from the office because no-one does any work when it's on. Sure, a Pentium PC with a 66 billion MHz processor will be faster than the 32X version, but we reckon that it's fine. And by the way – Claudia and Elle are sexier than a Pentium PC with a 66 billion MHz processor. If you were noticing.

32X Fret

Dear Megazone,
Is it safe for me to buy a 32X because I have a Mega-CD? Should I unplug the Mega-CD while I'm playing it or should I leave it plugged in? I'd hate to damage any of the three systems.

Trewern Rowlands
Broken Hill, NSW

Fret not, Trewern. Here at Megazone, we've been running our Mega Drive, Mega-CD, 32X, a forty hectare battery chicken farm and a Japanese whaling fleet all together and have had zip problems.

In fact, there are some 32XCD games in development, so you need to have all three plugged together to play them.

Game Designer

Dear Megazone,
I am designing a game. Where can I reach Sega to give them the design?

John, TAS

Sega can be reached at Locked Bag 7, Rosebery, NSW 2018. But they probably won't be interested in your crummy idea.

MEGAZONE OP SHOP

'THIS GAME IS ROOTED!'

'MY JOYPAD SUCKS!'

'THE 32X IS A TOTAL DUD!'

'I DON'T WANT TO TURN TO CRIME TO RAISE A FEW BUCKS!'

'I WANT TO EXPAND MY CULTURAL, PHYSICAL, AND CEREBRAL BOUNDARIES!'

If any of the above statements apply to you perhaps you need to place an advertisement in the Megazone Op Shop. It's a bargain bin chock full of Sega assortments. Mmm. Here's how you do it.

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

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

INCLUDE a one-dollar coin securely strapped to your piece of paper and put it in an envelope. No fundage – no ad in print. Simple, huh?

MAIL all this to:

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

The small print. We reserve the right to edit your ad how we like. Megazone takes no responsibility for what happens during and after your transaction. It is the responsibility of the respondent to establish that the seller and articles for sale are genuine. If your ad does not appear in the first issue after you have sent in your ad – suck eggs. We ripped you off. No, it'll probably be in the next one.

FOR SALE

MEGA DRIVE II with six-button and three-button turbo fire control pads. Eight games, inc. *Urban Strike*, *Jungle Strike*, *Sonic 3*, *Madden 94* and *SFII*. Plus *Action Replay* with codes. All for \$420.

TEL: (049) 467 270

MEGA DRIVE: *Shining In the Darkness*, \$100, *Sword of The Vermillion*, \$50.

TEL: (088) 256 242

MENACER: Hardly used, includes six-game cartridge and batteries. All boxed and covered, \$89.

TEL: (08) 297 4496

MEGA DRIVE: *Phantasy Star III*. Good condition, \$90.

TEL: (077) 831 344

MEGA DRIVE: *Phantasy Star II*, \$60, *Altered Beast*, \$15, *California Games*, \$25, *Sonic 1*,

TO THE POINT

This is the part where the bloke who wrote the Bible gets it ripped to shreds and cut down to one line. So if you've written us a ten page letter it's probably here. And if you've been well behaved and written us a one line letter – it's probably here as well.

Boofball

Will there be a rugby league game to come out on Mega Drive?

Anon

If there's a market for a sport sim it follows that there'll be a game. That's why there are 50 billion soccer games – it's the most popular game in the world – and no Aussie Rules game – because it's only really popular in two states of Australia. Rugby league? Hmm. A bit of Australia and the north of England probably wouldn't guarantee that many sales.

Low-Life Cheats

Do game programmers actually program in the button combinations needed for cheats or is it just random?

Bonk,

Mandurama, NSW

It's all a carefully conceived scam. Yup, they program them in.

Sonic Joins Nintendo

I heard that Nintendo had been given the rights to put Sonic on their machines. Is this true?

Wokkie Chokkie

Absolutely, no way.

Picasso Writes

Here is a picture of Earthworm Jim just for you.

Max

Brisbane, QLD

Advice

There's this guy. He makes up fake codes for Sonic that don't exist. He won't stop bugging me. How do I get rid of him?

Guy

Do a smelly fart next time he comes near.

Use a Pencil

Are there any drawing programs for the Mega Drive, like, dare I say it, Mario Paint?

Tez

Yes, it's called Art Alive and it sucks.

Oh-oh Psycho

I'm looking for a cool war game on Mega Drive but can't find one. When I mean 'war game' I mean that you have tanks, planes, bombers, battleships and you blow up cities. Like a World War.

Adrian

Rossllyn Park, SA

We are led to believe the Australian Defence Force has recruitment offices in all major urban centres. Try your local Yellow Pages.



Penny Pump Nude Horror

Dear Megazone,

Could you have an episode with Penelope Pump nude (or at least topless!).

Aaron, QLD

Hey, Aaron. Penny is, like, a cartoon. She's not real. But if you look at page 65 of issue #46 you can get a bit of nipple.

Penny Pump Is Violent Shock

Dear Megazone,

I buy your magazine every month and I find it helpful with the hints and tips and interviews for my Mega Drive. One day my father had a look at them and was shocked with the violence. For example, Penelope Pump hit a troll on the head and blood and guts were everywhere. Unless you take the violence out of your magazine, I'm afraid I won't be able to buy it.

Katie

Tin Can Bay, QLD

It looked cool, though, huh? PS Katie – Trolls are made up and don't really exist. Except for the ones under your bed on very dark nights.



Adam's mum writes...

Dear Megazone,

I have one thing to say to you re the 'Second Opinions'. Adam – you are ruthless! Do you like anything at all?

I like that in a man. Do you want to go out?

M. Polmear

Mandurah, WA

Are you a girl, 'M'? And are you paying? And how far do you go on a first date?

Peer Approval

Dear Megazone,

We really think your magazine sucks. It is totally crap. We would not even waste these worthless crummy pages on toilet paper. You're dumb. This letters page sucks. Mega Drive sucks. Nintendo sucks. We've been subscribers to your magazine for one and a half years. I tell you now – it can hold twice as much body weight as normal toilet paper. Not that we would waste your mag on our precious butts. Adam – you suck. Duane – you suck. Mathew – you suck. Fränts – you suck. Agatha – you suck.

Luke, Dylan, James

Canberra

There's two 'T's in 'Matthew', guys.

MEGAZONE SHOP

...continued

\$25, the lot for \$110.

TEL: (02) 438 3064

MASTER SYSTEM 2 with 10 games including Sonic Chaos, Arcade Smash Hits and Wonderboy plus two control pads. The lot for \$200.

TEL: (07) 204 5528

Mega Drive: Street Fighter II SCE, Skitchin', both \$70, Spiderman vs Kingpin, \$20, Mortal Kombat II, \$99, all for \$250.

TEL: (004) 62 1424

MASTER SYSTEM 2 with two control pads and nine games, all excellent cond. including Alien 3 and Chase HQ. All for \$160.

TEL: (09) 581 1409

ATARI LYNX with Zarlol Mercenary and manuals, excellent condition, \$50.

TEL: (03) 457 2301

MEGA DRIVE: Zero Tolerance, \$70, Alex Kidd, \$10, Columns, \$10.

TEL: (08) 263 4666 after 4.30pm.

MEGA DRIVE, Menacer, Coolspot, Street Fighter I, Aladdin, Sonic 1 & 2, six-button joystick and two three-button joypads for \$200. Will sell games and Mega Drive separately.

TEL: (044) 236 460

MEGA DRIVE: Sonic, \$30, Altered Beast, \$15, Columns, \$10, James Pond 2, \$45, MKI, \$60, MKII, \$90, Road Avenger (CD), \$40, Silpheed (CD), \$100. The lot for \$350.

TEL: (080) 882 297

MEGA DRIVE: Prince of Persia, \$35, Buck Rogers: Countdown to

Doomsday, \$35.

TEL: (08) 325 1071

TO SWAP

MASTER SYSTEM: Shinobi and Power Base Converter FOR Another World on Mega Drive.

TEL: (02) 528 4080

MASTER SYSTEM: Enduro Racer, Sonic 1, Spiderman, California Games, Action Fighter, Bank Panic FOR Flashback on Mega Drive. Or will sell for \$70.

TEL: (075) 345 772

TALESPIN, Wonderboy 3, Jurassic Park, all in excellent condition with instructions FOR Combat Cars, Street Fighter I or II, Double Dragon 1, 2, 3, Muhammad Ali Heavyweight Boxing.

TEL: (09) 592 2587

WANTED TO BUY

NBA Jam for Mega Drive. Will pay up to \$80 with instructions.

TEL: (02) 630 3823

NBA JAM or NBA Live 95 on Mega Drive FOR Urban Strike or Aladdin.

TEL: (085) 632 023

ANY RPGs on Mega Drive.

TEL: (08) 325 1071



LETTERS

"Those Megazone boys get it tough. Sometimes they get the most tedious letters full of mundane questions like 'When will *Sonic 5* be coming out?' But as revenge, they're getting me to handle Stupid Question Corner, the place for stupid people to be humiliated. And this month's is a ripper!"

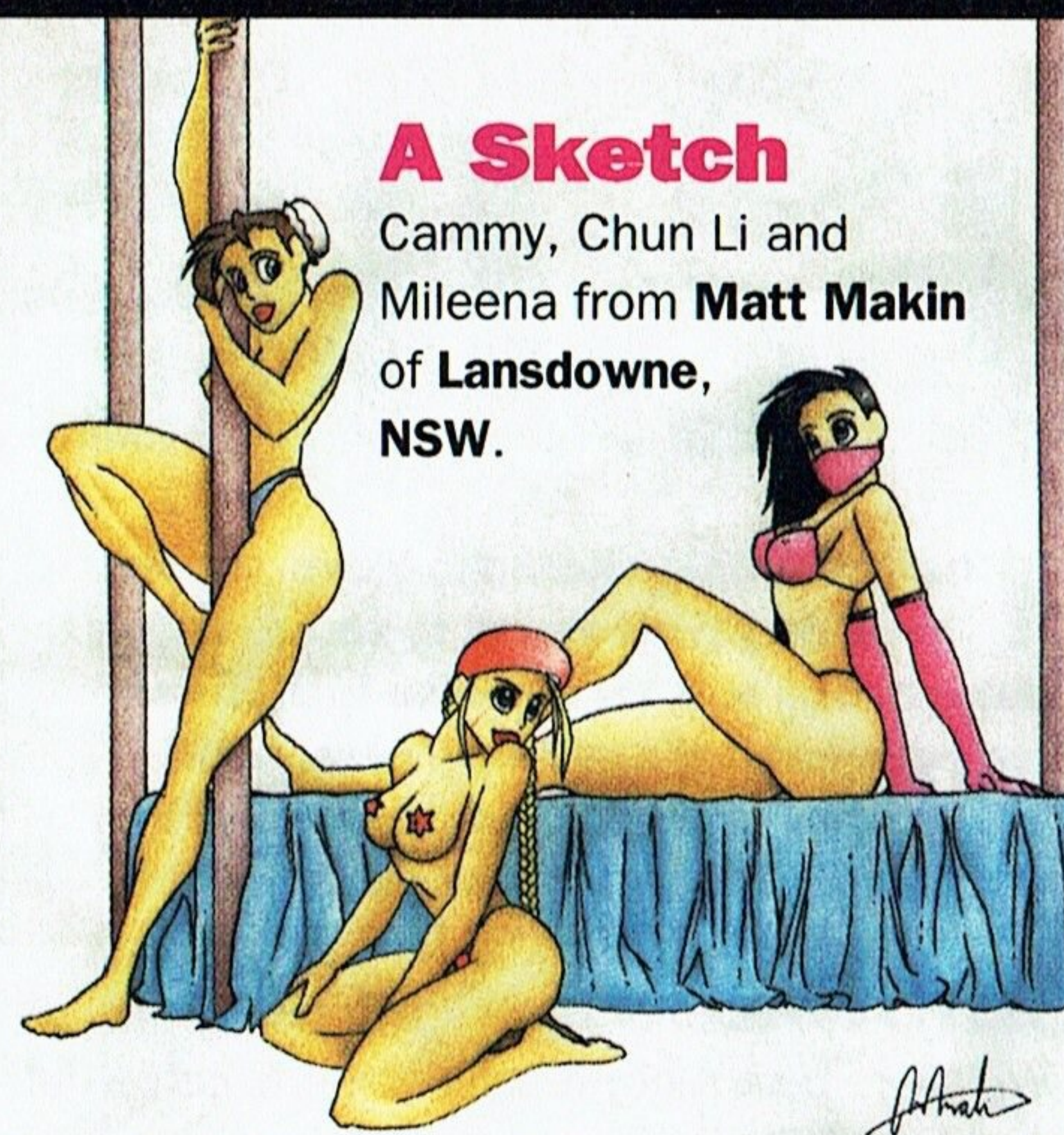
Stupid Question Corner

Dear Megazone,

I think your mag sux. I like Nintendo. Nintendo is better than Sega. I owned a Master System and when I moved it, it would restart. Then I got Mega Drive and the control pad was too bulky. Sega copies Nintendo all the time. In January you told a kid Nintendo is crap and that Game Boy is crap. I own a Game Boy and they're great. And to the kid who is starting to like Nintendo there is a cool mag out called Nintendo Magazine System.

Robert Mundy

Thanks for writing in, Bobby, and keep buying Megazone! – Drew



A Sketch

Cammy, Chun Li and Mileena from **Matt Makin** of **Lansdowne, NSW**.

▲ As a rule we shy away from readers' 'art'. Normally. Unless it looks something like this. Pfff!

Ask Agatha

Dear Mega Mouth,

Please ask Agatha if she will marry me. She is better than all the *Baywatch* babes put together – including Pamela Anderson.

Jazzy R

If all the Baywatch babes were put together it would look like some sort of six-headed, twelve-legged, superfreak monster babe that would end up in either a travelling circus or a science lab. Imagine that. And, yes, you're right – Agatha is better than that. And marriage? We'll trade her for a dowry of seven Indian camels and a couple of Cherry Ripes.

Top tips

Hello Mega Man,

If you are playing a two-player game by yourself in an arcade and someone comes along and puts a lot of money in and beats you, press your Start button lots of times. And run away.

Nick, WA

We love you. Though don't, ever, try this at home, team.

How to order back issues (for the last time)

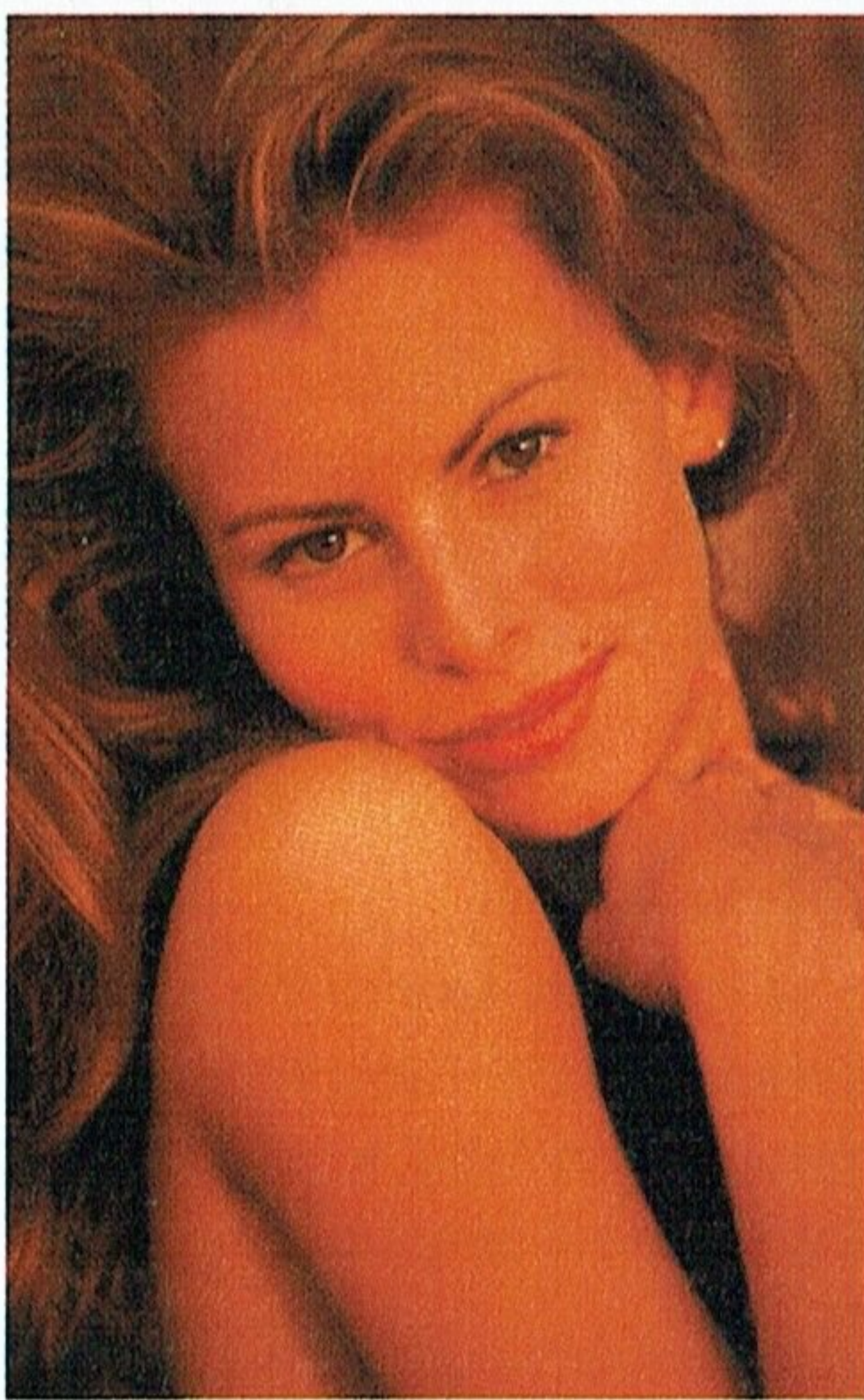
To Mega Mouth,

I'll just say that your mag is crap. It sux severely. Anyway, I want to know how to order back issues of your crap mag. Not that I want any or anything.

L. Egend, Tweed, NSW

PS Niki Taylor rules supreme! (How's that for an excuse to put more tits in your mag?)

We were about to chuck your letter in the bin until you mentioned Niki Taylor. For a back issue send \$4.95 per mag plus \$1.25 to the total order for post and handling. Don't forget to state which issues you want and that it's Megazone you require, not Fishing News. The address: Subscriptions, Megazone, PO Box 746, Darlinghurst, NSW 2010.



▲ 'Niki rules supreme'? So, we need an excuse to put 'tits' in the mag, do we?

From our Malaysian reader

To Megazone,

You wouldn't believe the amount of piracy in Malaysia. For instance, there is a Mega Drive 'twin' called a Magic 2 and a Game Gear called Good Gear.

Iskandar Shah

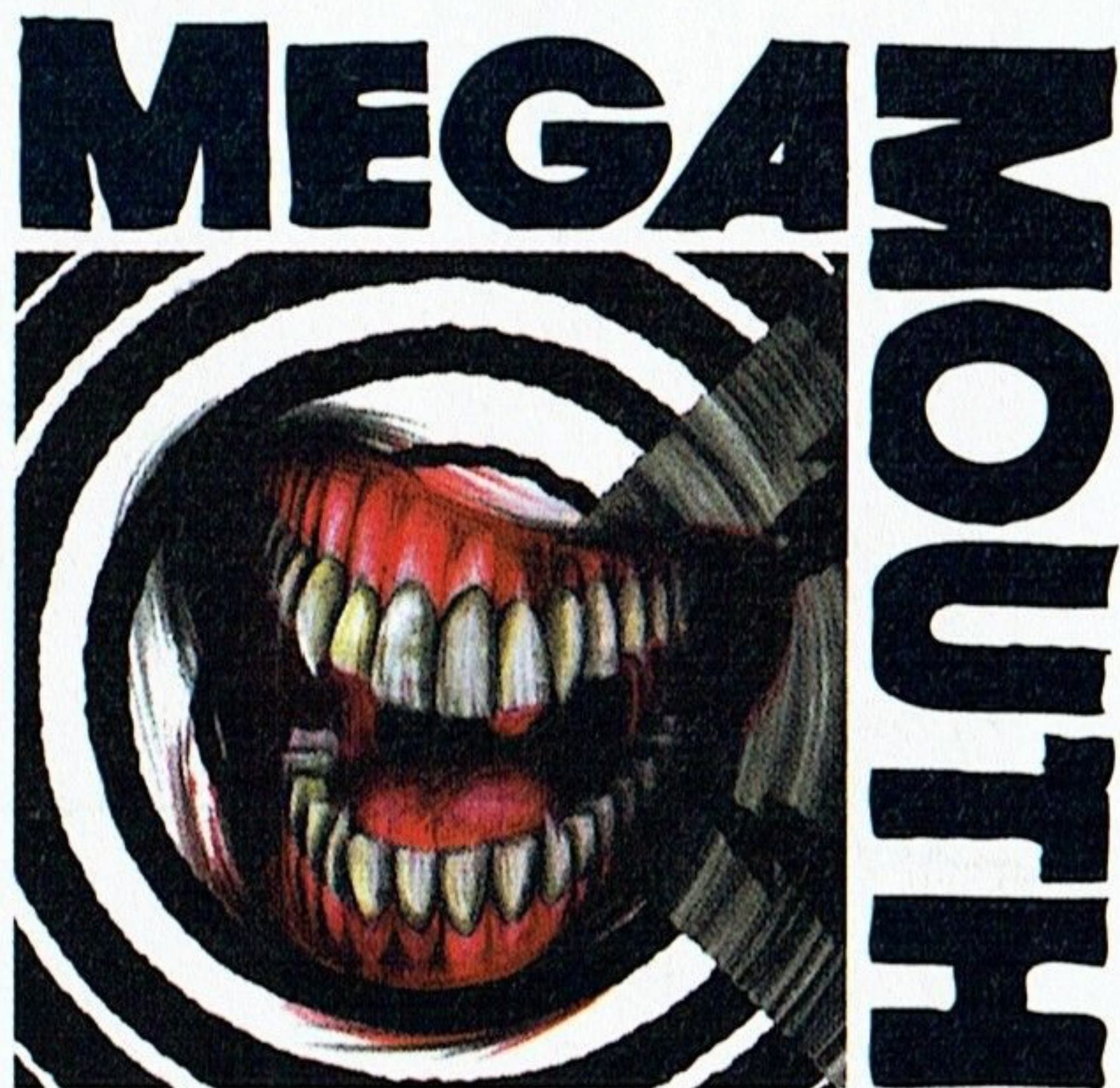
Petaling Jaya

Malaysia

PS Here's a list of rude Malay words

Australian	Malay
Dog shit	Tahi anjing
Vagina	Pantat
Dick	Konek (pronounced: 'connect')
What big tits you have!	Besarnya tetek engkau

Thank you, Iskandar, for providing the editors and our readers with your incisive introduction into Malaysian culture. We look forward, with gusto, to further developing the relationships with our international neighbours in the future.



Incredible debate rages across the globe.

A frenzy of intellectual industry whirls away. A cacophony of controversial communication crashes around the world. Will the **tragic** situation in Bosnia ever sort itself out? Will European nationalism counter the move towards a federated union of nations but only **succeed** in bringing down the very states they wish to uphold? Will China's one-child-per-family policy continue to result in millions of female babies, getting **axe-murdered** in the despair of not providing a male heir? When will international megacorporations, through their quest for the perpetual **big dollar**, realise their toil is Satan's work and is **sucking** the very lifeblood out of our home – planet Earth? Meanwhile,

when is Mortal Kombat III coming out?

Write to:

Mega Mouth, Megazone, PO Box 746, Darlinghurst 2010



BEAVIS AND BUTT-HEAD



the game

SEGA

MEGA DRIVE

VIACOM
newmedia

A Month in the

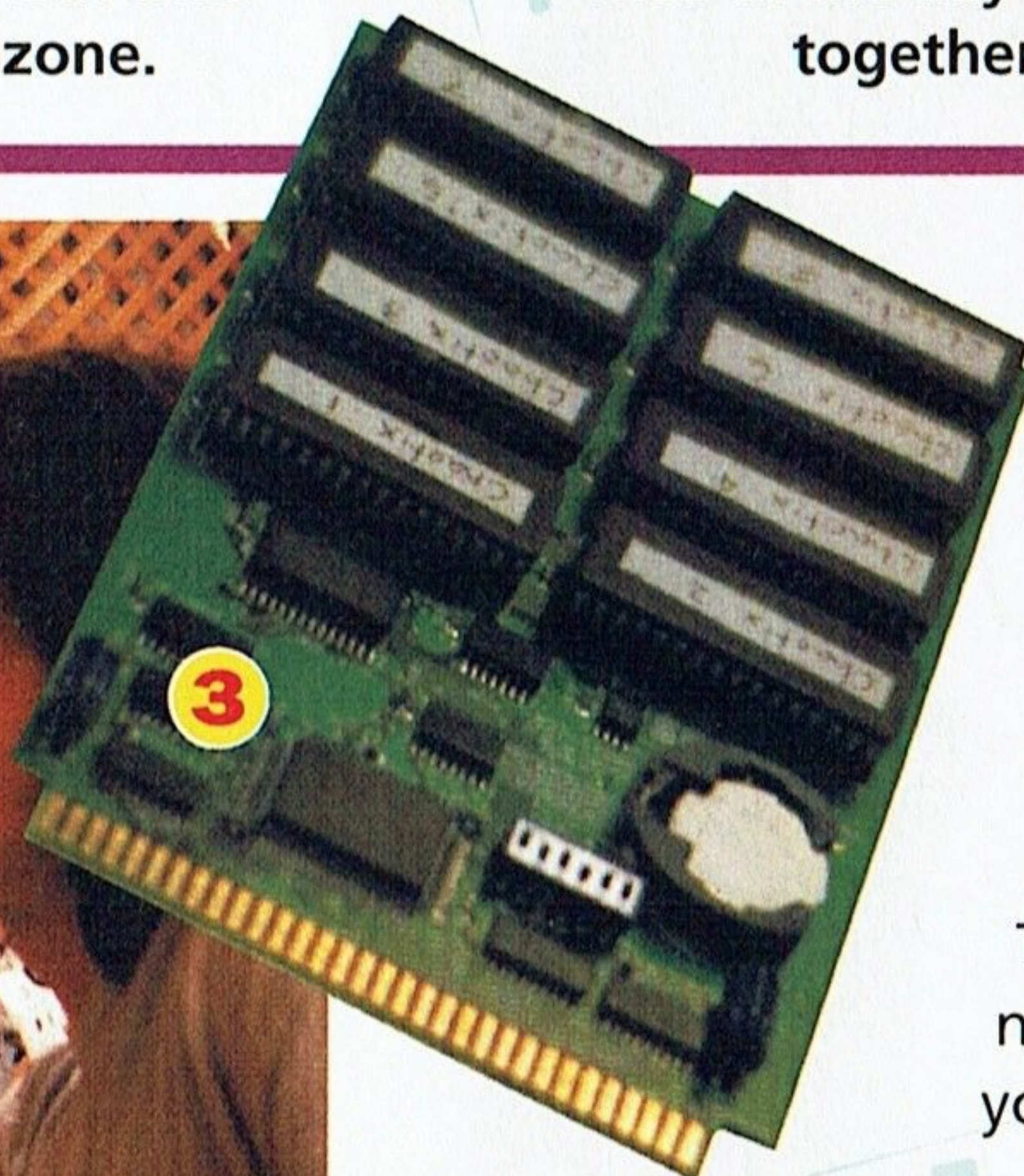
Megazone comes of age. And here's the story of how it all happened...

Happy Birthday to us! Yes, we're a rockin' 50 issues old this month! The first Megazone came out back in December 1989, making us the oldest games magazine in Australia, by far. The mag has seen many, many, changes since those early days, though. We used to be a multi-format, but switched to a 100% Sega-only mag in October 1993. And we were once called Megacomp, but that was dropped 'cos it sucked and so we became Megazone.

Which doesn't suck as much, you gotta admit.

And it seems that many of you would like to get in on the action; we're always getting asked how to get work on a games mag.

Now, you might think we have a pretty cushy number here. What with playing games all day long. Well, that's not entirely true. We only play games most of the time. The other ten minutes of the day is spent actually putting the magazine together. It goes something like this...

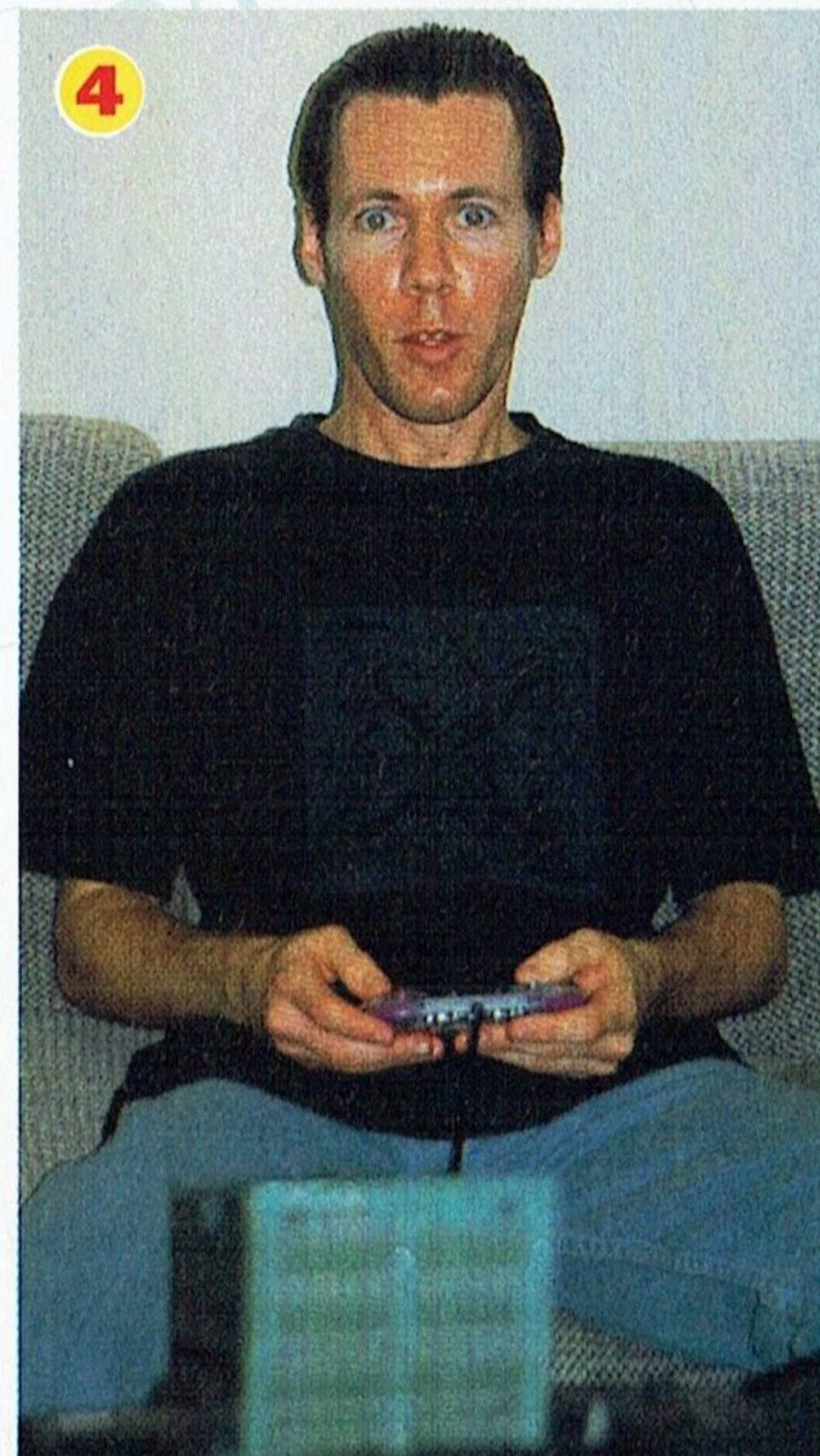


3. Get technical

In order to time the review with the release of a game, we often have to see the game before it's in its packaged version – the magazine has to be finished around a month before you see it in the shops. In order to do this, the games come on prototype ROM boards. That's technology for you.

4. Get someone else to do the work

Many of the reviews, features and regular bits are done by 'freelance' writers who work from home. (There's enough on our plate playing games all day without having to write about them as well.) We decide who's right to review which game, dish it out, and the writer reappears in a couple of days with a review.



1. Blank pages

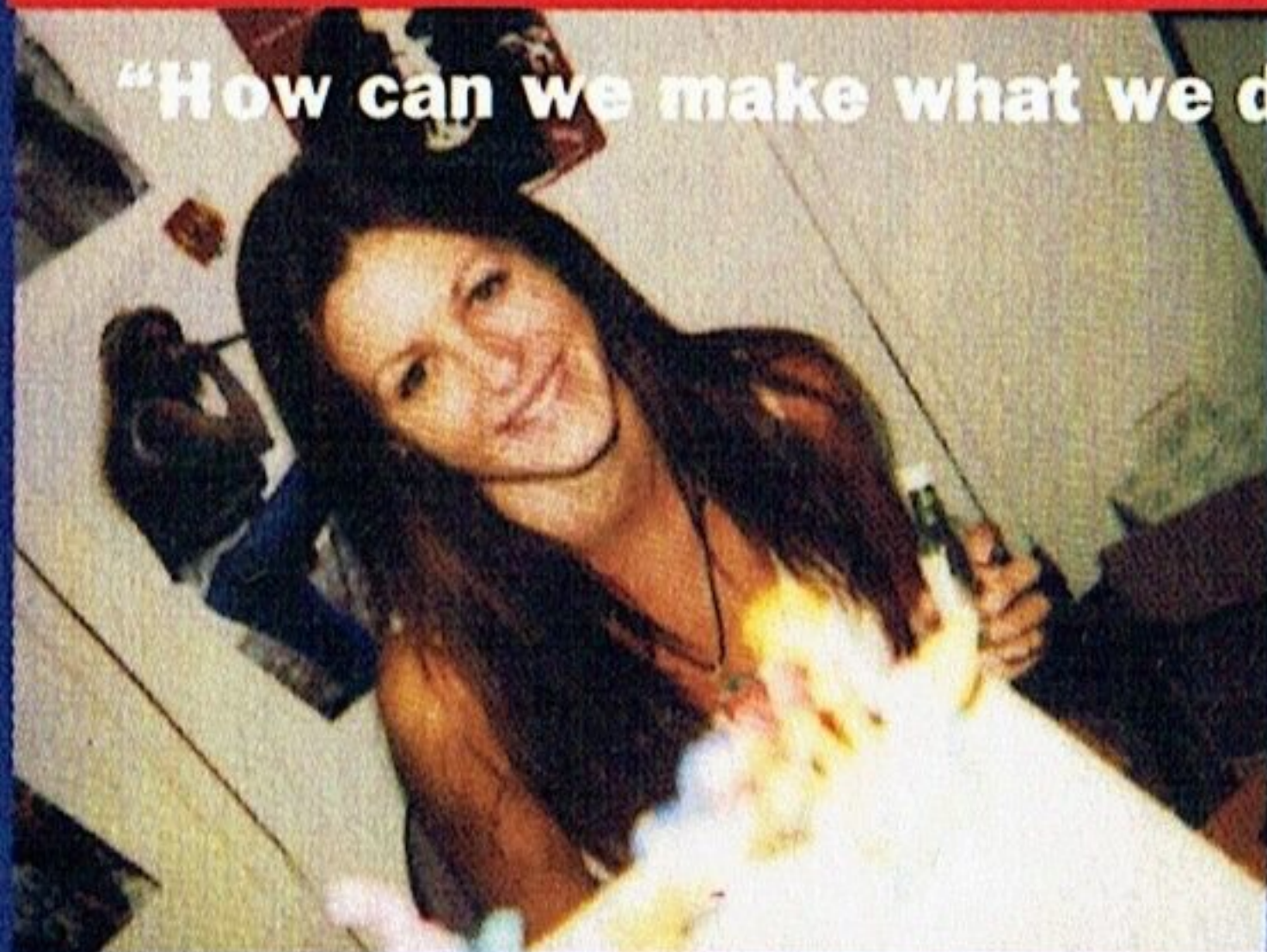
At the beginning of each issue, we have to decide what we're going to put in it. Otherwise there'd be lots of blank pages. And that's bad. To counter this, we have an 'issue planning meeting', usually away from the office in a 'relaxed' atmosphere. We have to decide on features, changes to the magazine and what the hell we're going to put in Endzone this month.

2. Go get some stuff

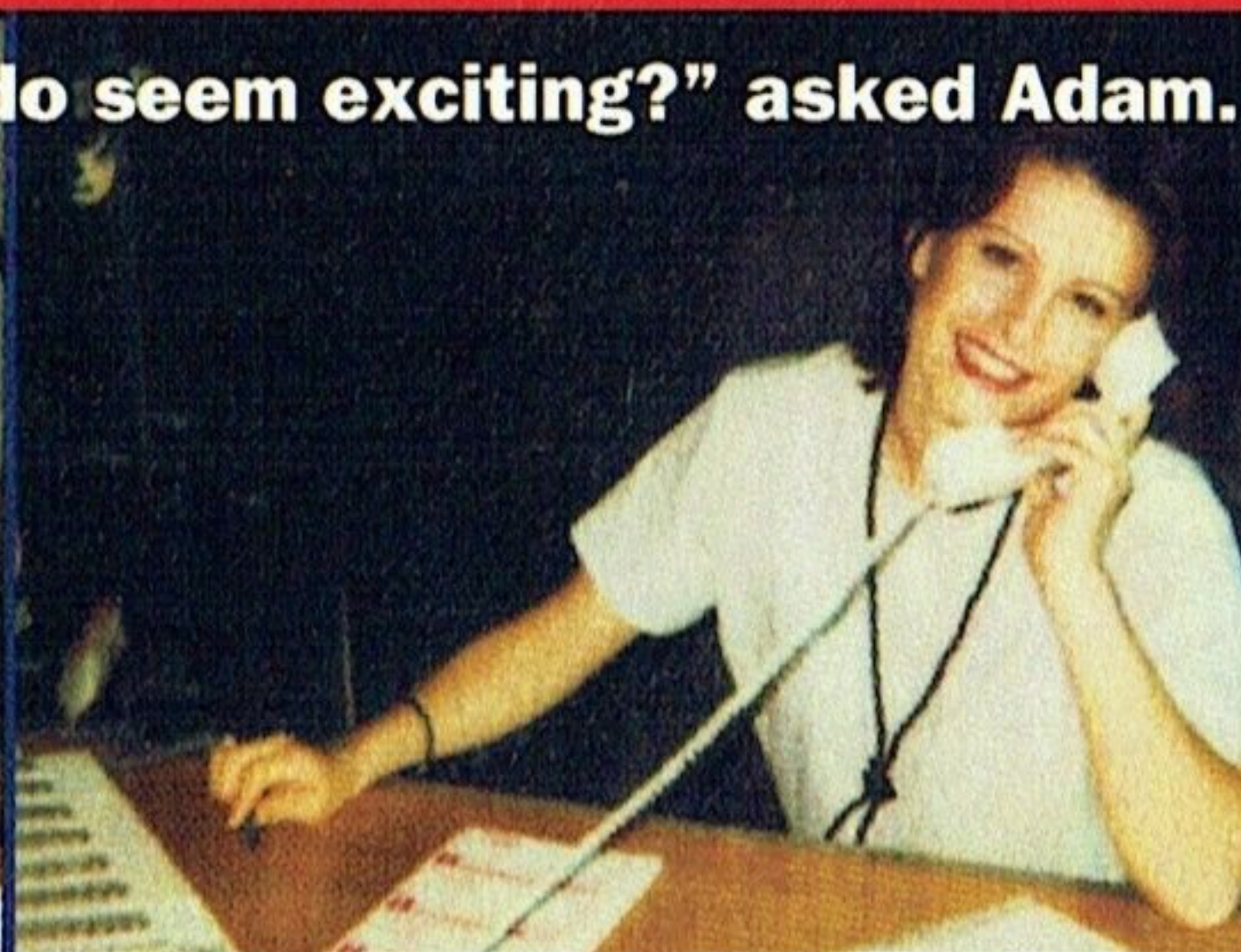
The largest section of Megazone is games reviews. We get games from software producers such as Sega, Sony and Electronic Arts. Virtually all games come from overseas and so the only way to keep track of what's happening is to talk to the Australian distributors.



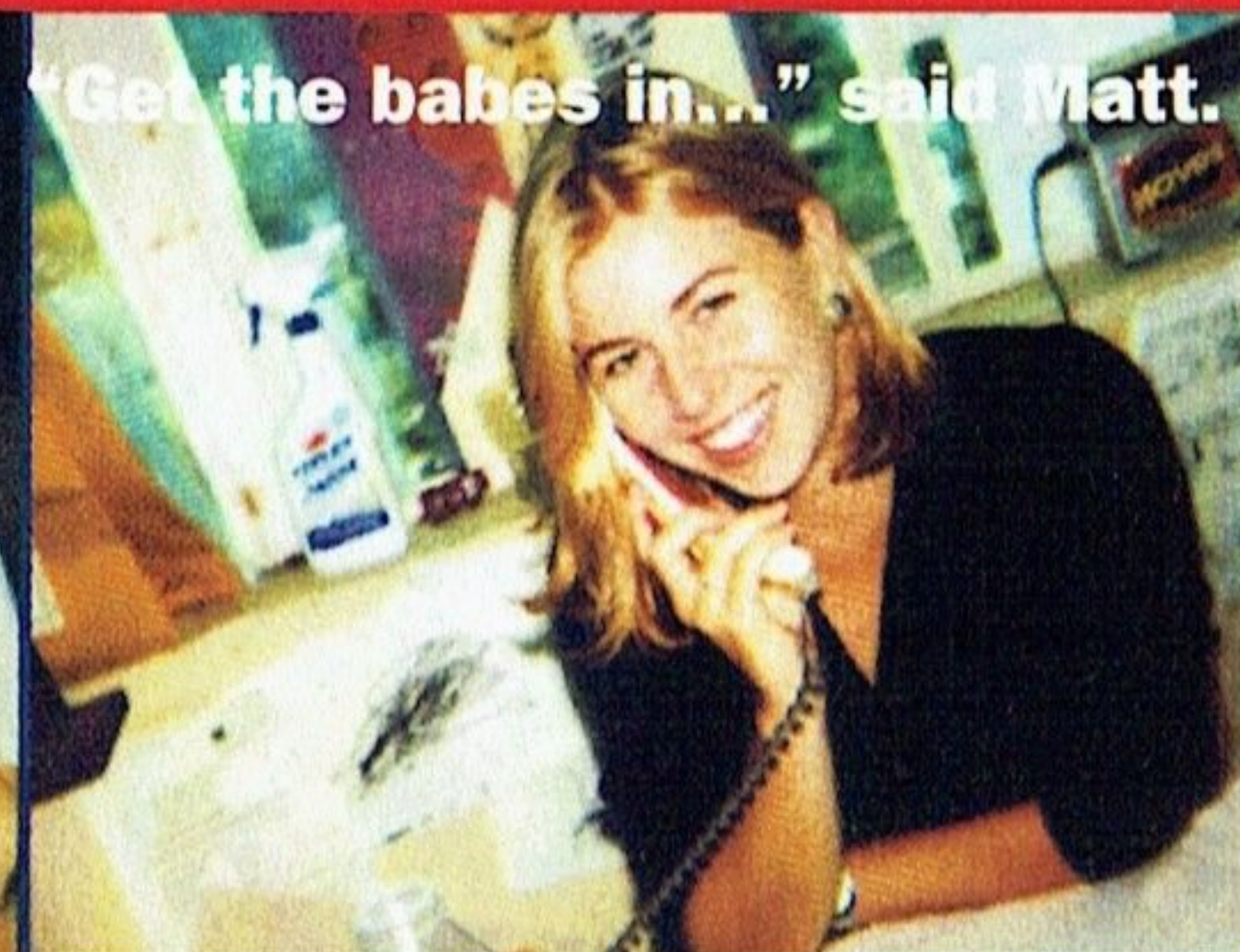
Your cut-out-and-keep guide to... THE BABES OF MEGAZONE



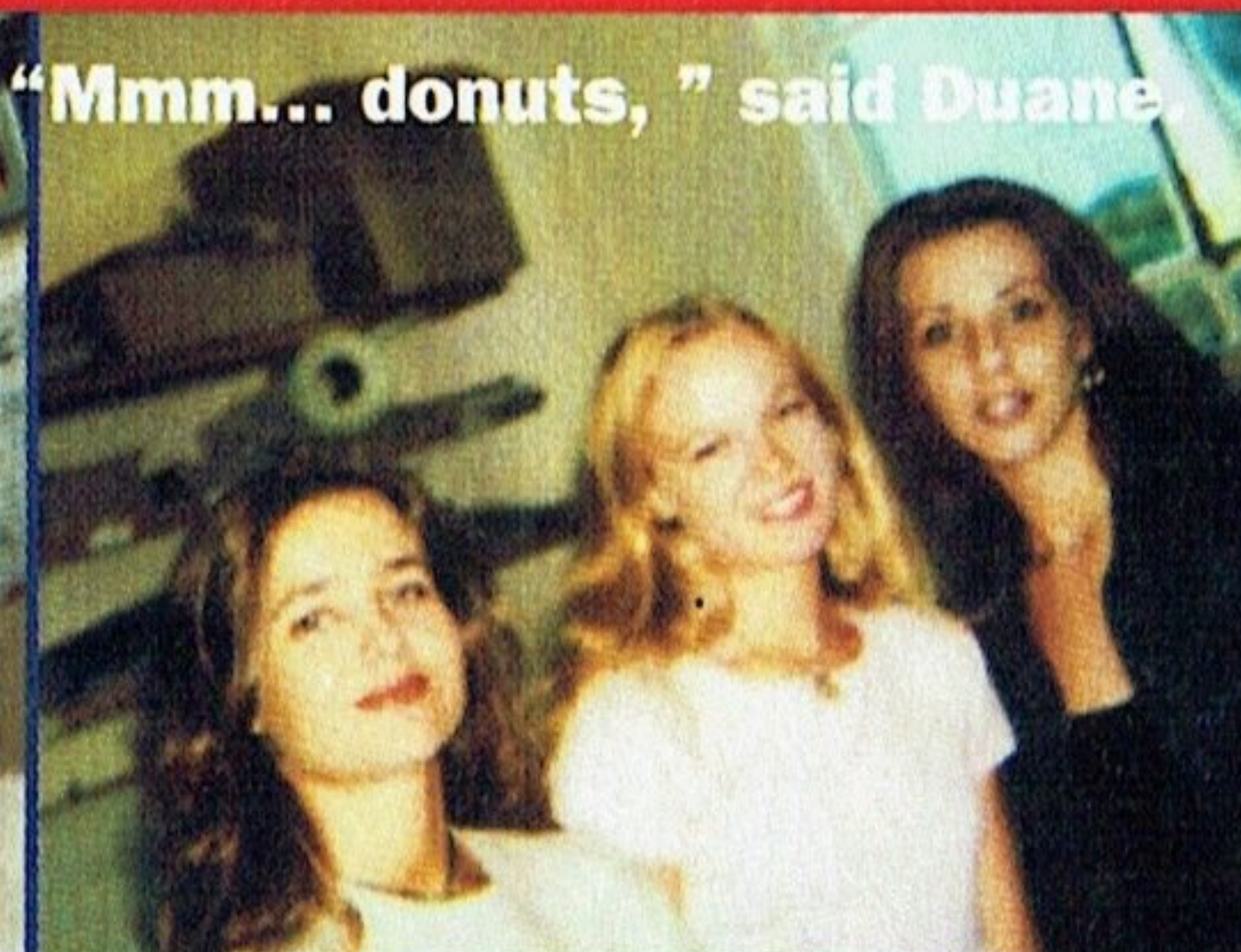
▲ This is Simone. She, among other things, does 'stuff'. Like type things for us because we're useless. She's 'pals' with Fiona (see far right).



▲ Nicole answers our phones should you call us up to ask: "When is *Mortal Kombat III* coming out?" So, be polite. She'll hang up if you're a jerk.



▲ This is Brooke. She talks to printers and the film house and tells us that we're three weeks over deadline. And she has pretty cool teeth.

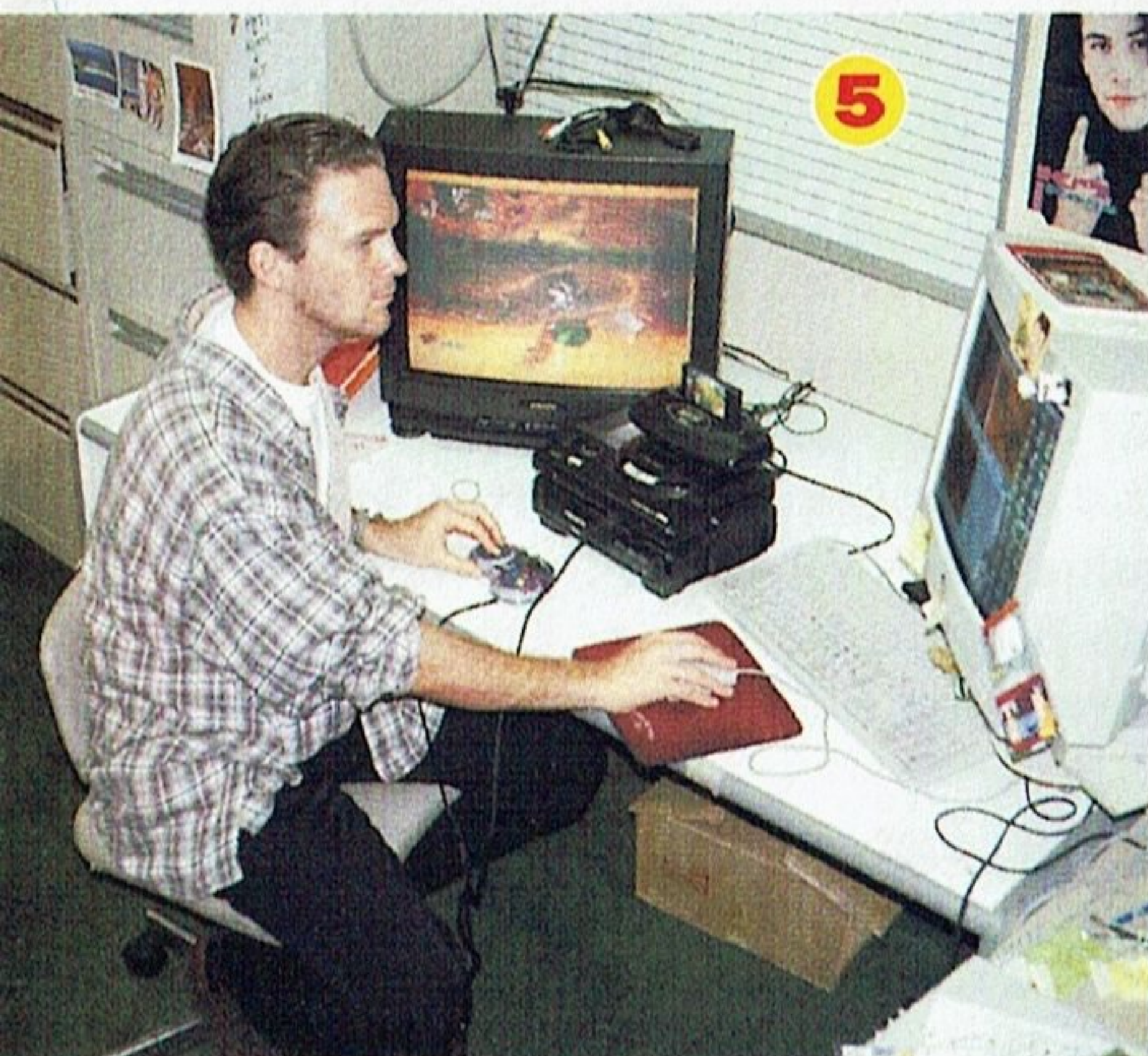


▲ Phaedra, Gemma, and Katrina. If you subscribe, these babes have your number. If you don't subscribe – what are you waiting for?!

Life of Megazone

5. Take some pics

Reviews would look pretty plain without pictures. We use a grabbing system where screenshots are taken by computer; the console's video signal is fed directly into the computer and we can select the appropriate grabs.

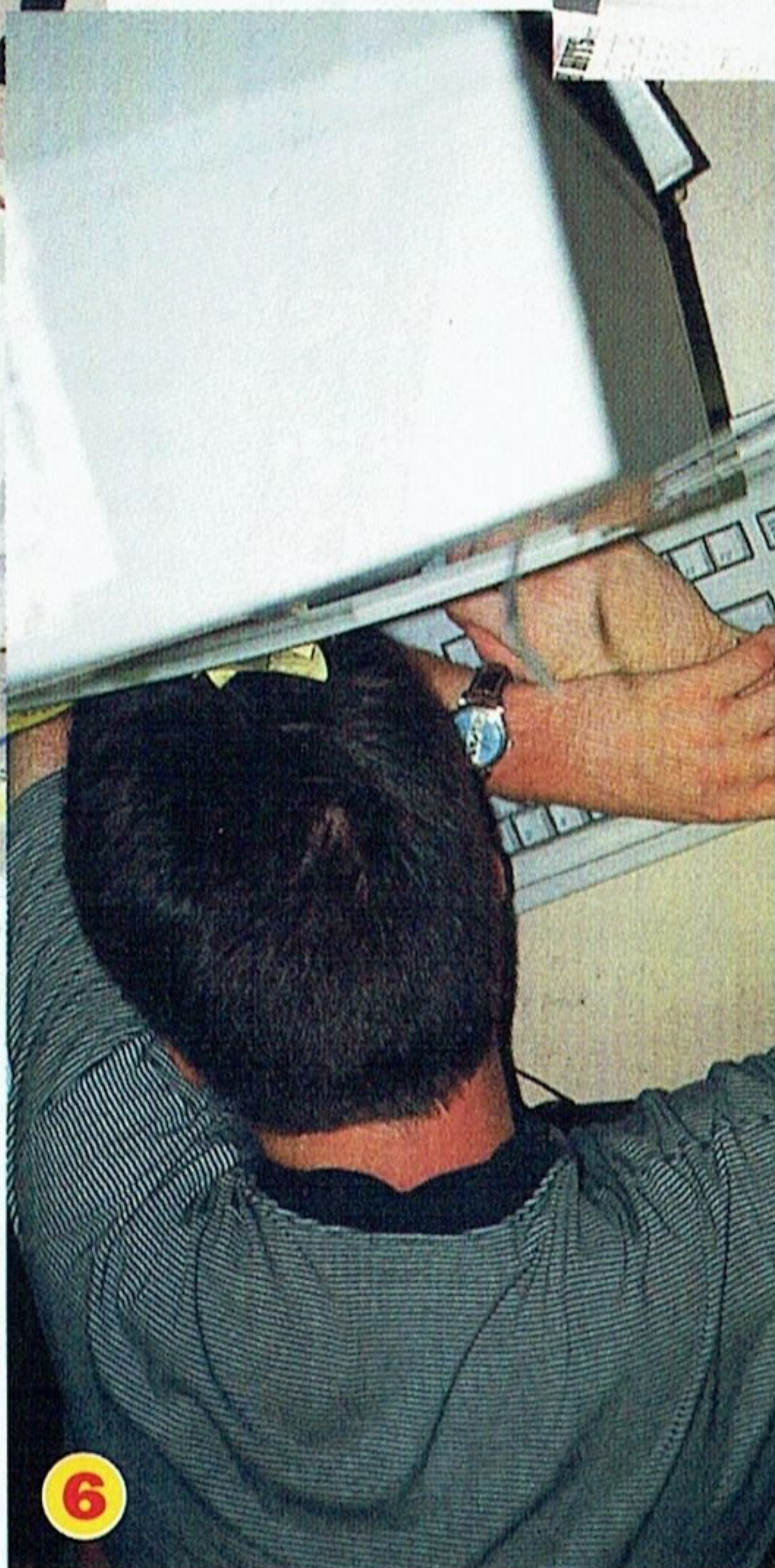


8. Change everything again

Checking stuff is a large part of the job and a time-consuming part of the process. Proof reader Brian Goggin has the eye of a hawk when it comes to errors. After Matt and Adam have read the mag cover-to-cover, Brian gives the pages a good going over.

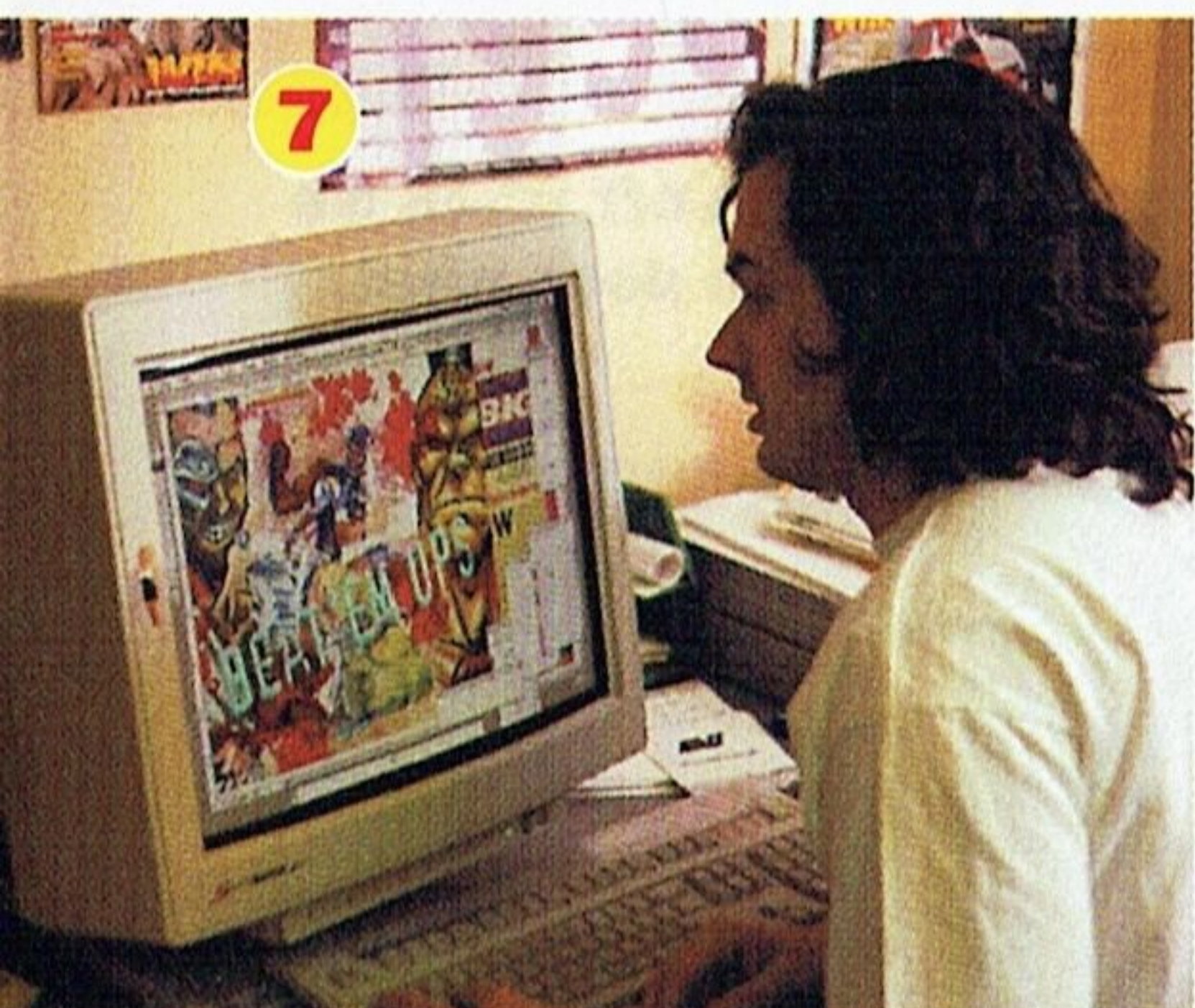
6. Change everything

Talented as our writers are, the next stage is to go through their work and look for spelling mistakes, grammatical errors and just to cut the crap from their reviews and spice it up to Megazone's style. This is one of the things Matt does when he's not asleep.



9. Get someone else to do more work

The pages, which have been done on computer, then need then to be made into sheets of film. This is done by Prestige Colour Graphics on the other side of town. They produce colour proof sheets of the pages from disks we send them. Once the team has checked them over and approved them, the film is ready to sent to the printers'.



7. Make it look pretty

The edited text and screenshots go to Duane the designer. It's his job to make them look nice. He spends lots of time staring at a large screen until his eyes go funny. But it's worth it because the pages do, indeed, look pretty.



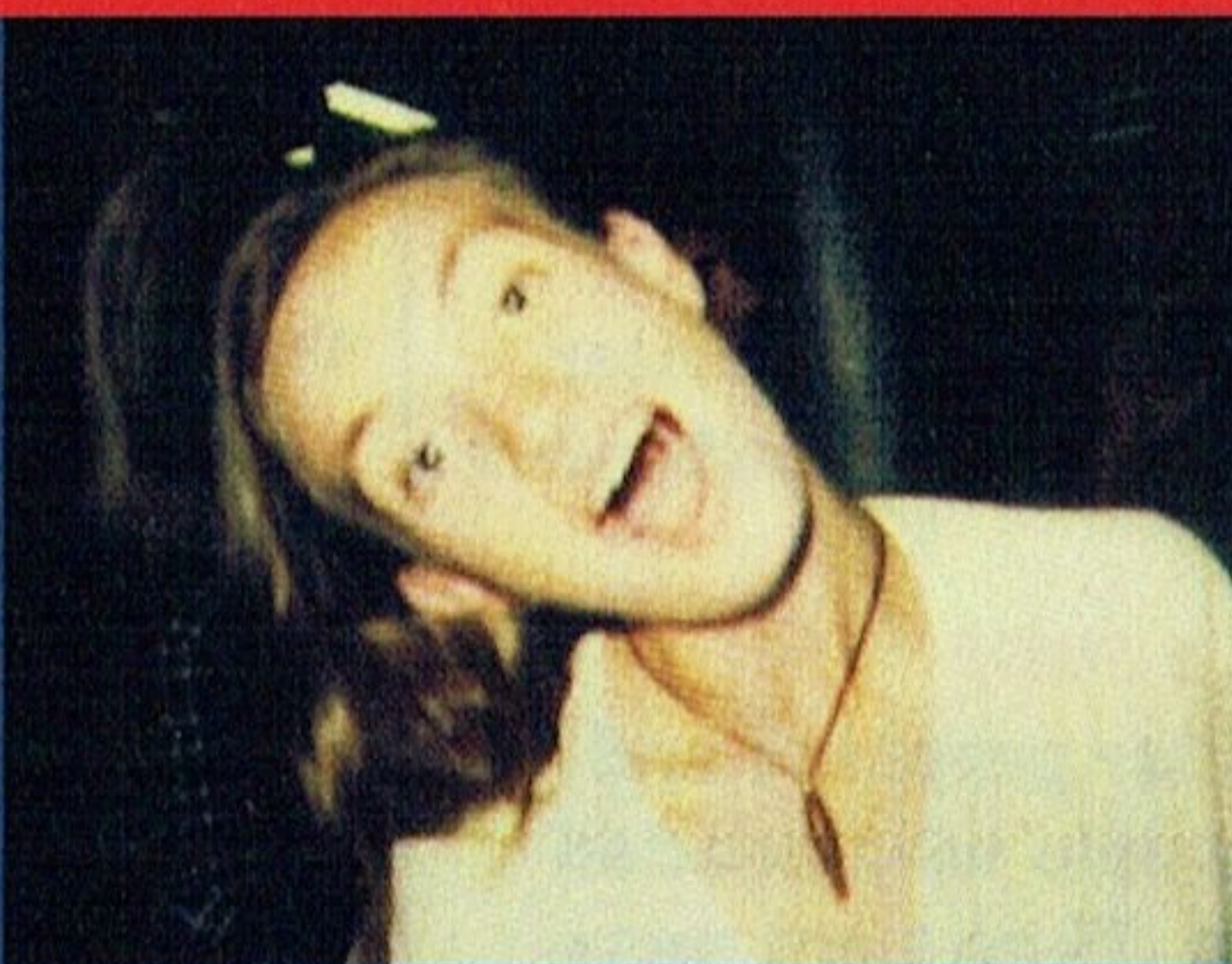
10. Um, print it

The printers stick the pages on huge printing drums, press a button and thousands-upon-thousands of these pages are output onto a drum, ready to be shipped to newsagents country-wide and mailed to subscribers!

Your cut-out-and-keep guide to... THE BABES OF MEGAZONE



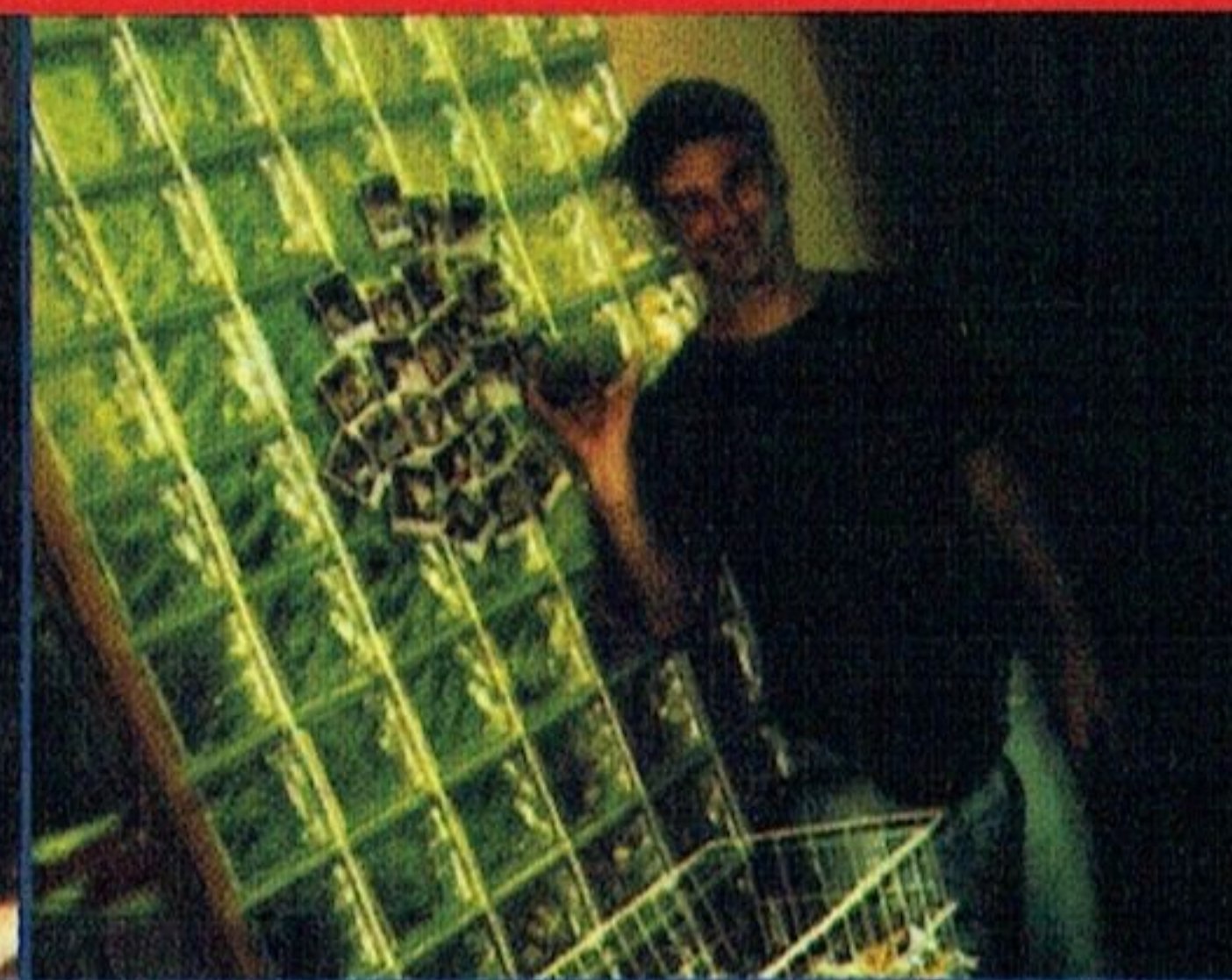
▲ Trish sits next to the guy at the film house who does magic stuff with colour on Megazone. And she reads books a lot.



▲ We don't really understand what Fiona does – something to do with the ads – she's quiet and shy mostly. And they're always the ones to watch.



▲ Technically, Roula doesn't have anything to do with Megazone. She works next door on Playboy. Which is something to think about, eh, readers?



▲ The sandwich man. Not, strictly, a 'babe'. But Adam reckons he has great donuts.

A month in the life of Megazone

It's a coverup

The cover is arguably the single-most important page in the issue; it has to catch your eye on the newsstands and make you pick up the magazine in the first place. Once the cover game or feature has been decided on, it's commissioned to illustrator Fränts Kantor who burns the midnight oil to produce the cover artwork.

Cover lines then have to be thought up; and then laid over the artwork in what we hope will be a funky, eye-catching way. It's all designed to make the issue more 'pick-up-able'.



Putting those pages together

It's the 1990s and so we use powerful (ahem) desktop publishing equipment to put the magazine together (the 'old' way involved lots of glue). The whole magazine is put together on Apple Mac computers using a DTP program called Quark Xpress.

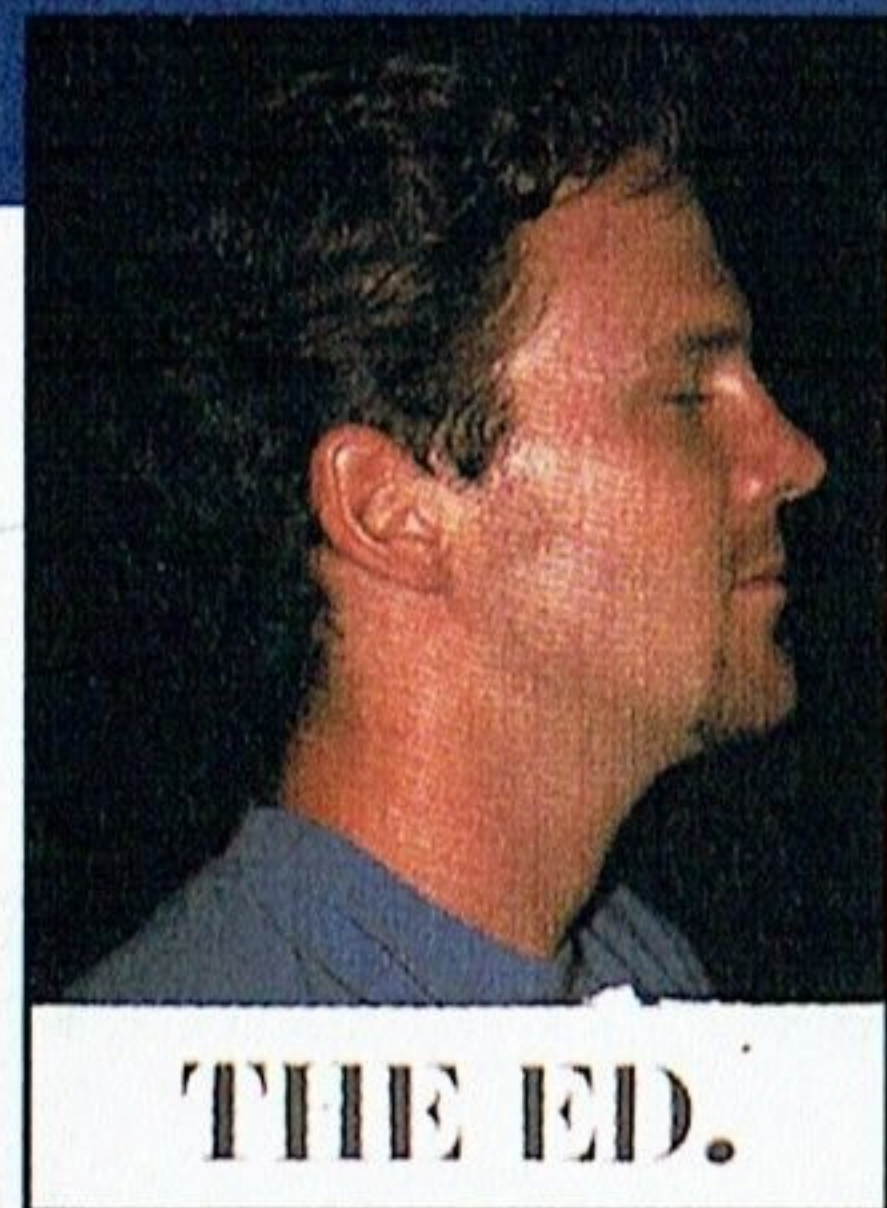
A typical page consists, basically, of three elements; text, screenshots or photos and other graphics. Text often needs to be split up into chunks for boxouts (this is a boxout, by the way), associated pictures have to be placed with the appropriate text. 'Other graphics' means things like the 'The Word' panel as used in reviews. All these elements are designed to spruce up the text and make the magazine not too boring to read.

◀ This was before. Now you're looking at after, Dufus.

So how do you get a job playing games all day, exactly?

Megazone is put together by three people, along with the help of writers, like Agatha, artists and a host of others dealing with subscriptions, accounts and all the usual office-

like things. Plus there are our bosses who tell us off when we do something bad. Here's a quick run-down of who does what, and how they got to do it.



THE ED.

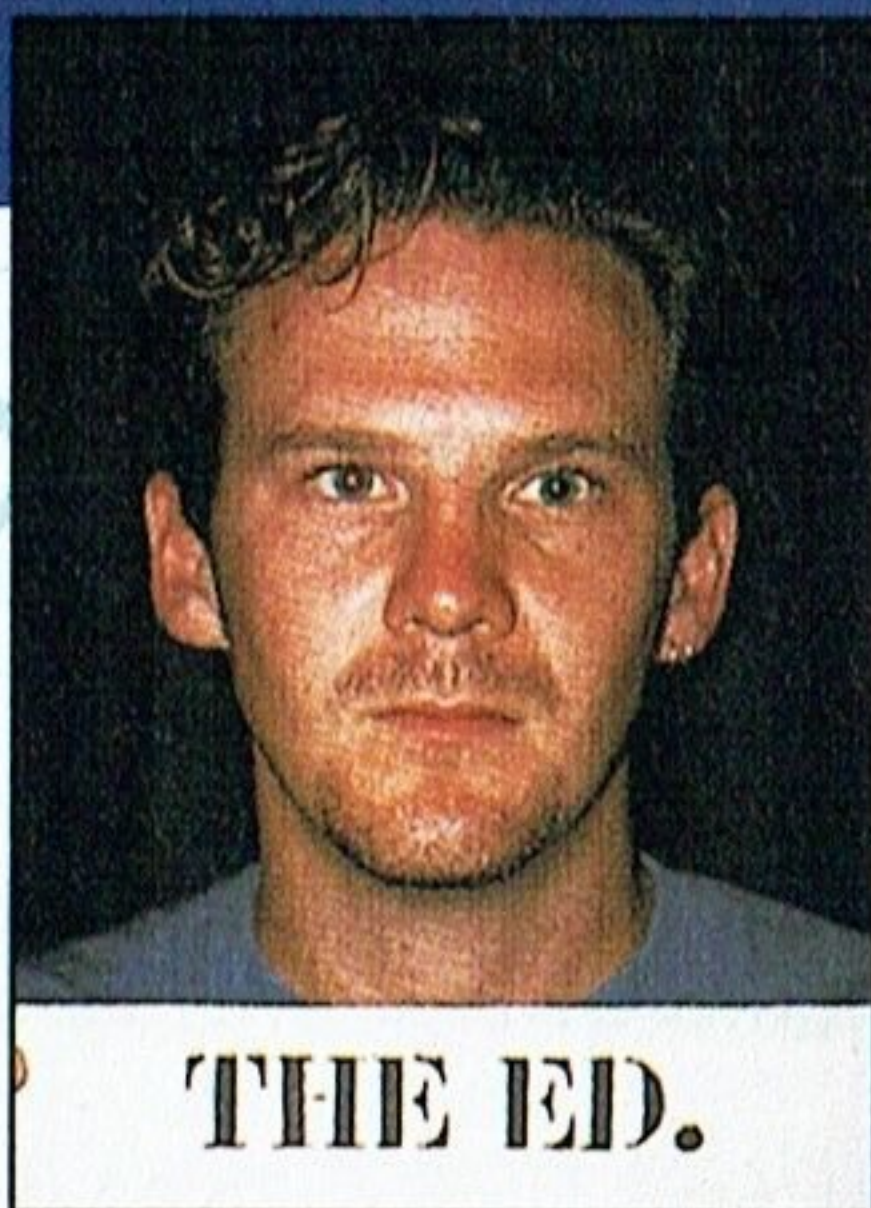
NAME: Adam Waring.

JOB: Editor, meant to be responsible for everything, somehow.

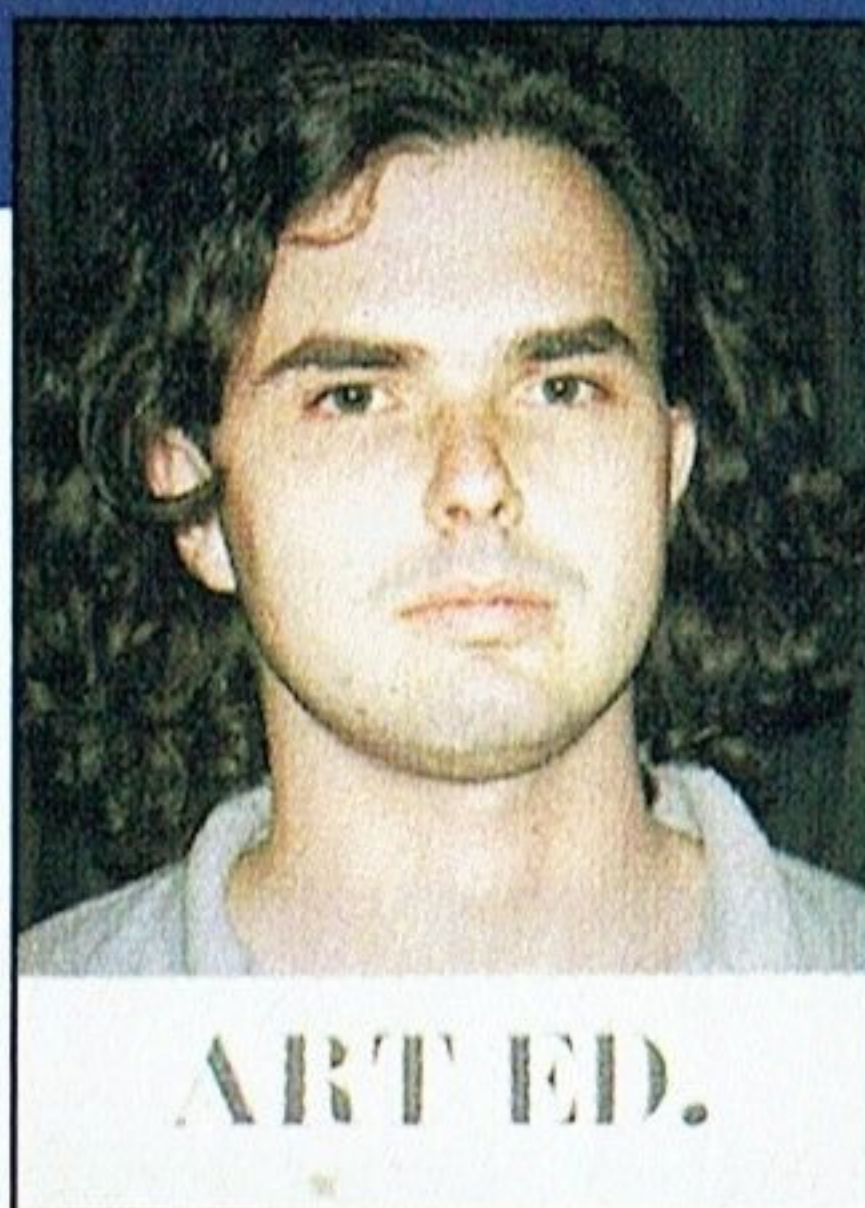
PREVIOUS JOBS: "I've programmed video games, was Technical Editor of Amstrad Action, Editor of Public Domain magazine and, um, a koala."

HOW DID YOU GET THE JOB?

"I'd been interested in how games worked for years and programmed video games for the Spectrum and Amstrad home computers before getting a job on Amstrad Action magazine in the UK. I've worked on Megazone since I moved to Australia a couple of years ago. Except for a stint dressing up as a koala for a while."



THE ED.



ART ED.

NAME: Duane Hatherly.

JOB: Art Director, looks after the way everything looks.

PREVIOUS JOBS: "I've been a signwriter, painter and wallpaper hanger, a bartender and Mac operator."

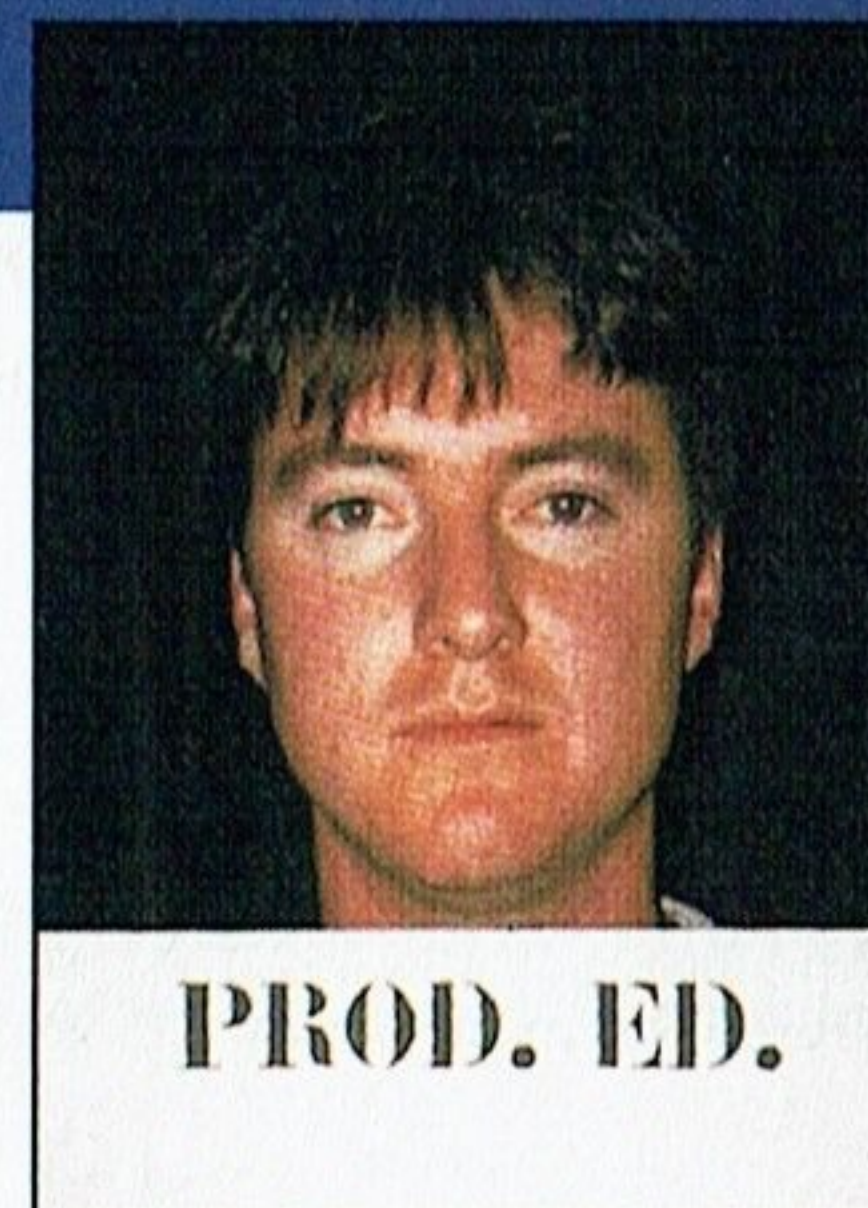
HOW DID YOU GET THE JOB?

"I was studying computer graphics and working for a design studio who needed help doing Mac layouts. Then I got more jobs in more design studios and then I got a job freelance helping with the art on Megazone."

"Then I had it arranged for the previous Art Director to be kneecapped, and, um, so, here I am."



ART ED.



PROD. ED.

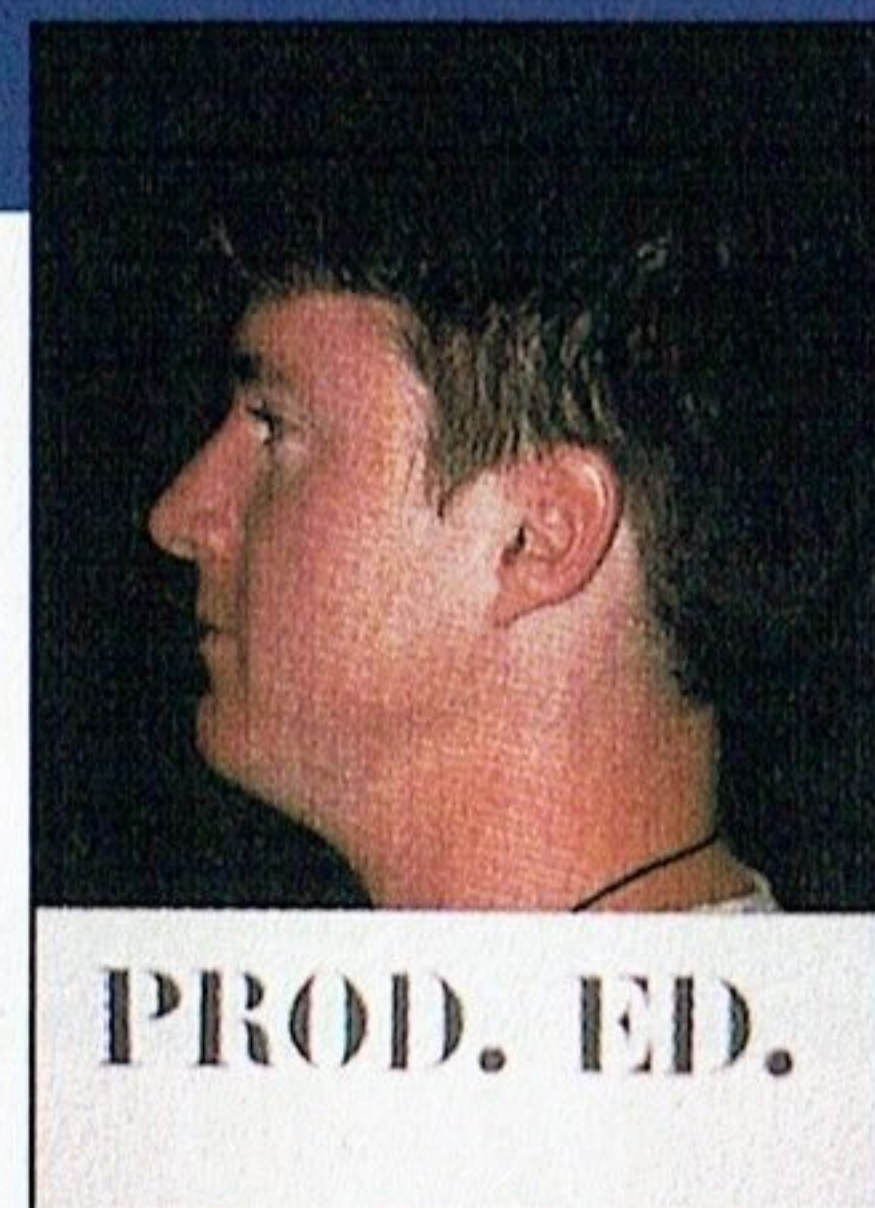
NAME: Matthew Hall.

JOB: Production Editor, the link between the words department and the art department.

PREVIOUS JOBS: "I've unloaded oranges off big trucks, delivered drugs to old people's homes, driven racing cars and worked on a couple of magazines."

HOW DID YOU GET THE JOB?

"I'd been working for magazines in New York and London for a few years, mainly with pop stars and stuff, but I got bored and came home to Australia. Adam called me up one day and said: 'Do you want to come and work for Megazone?' I said, 'Um, alright.'"

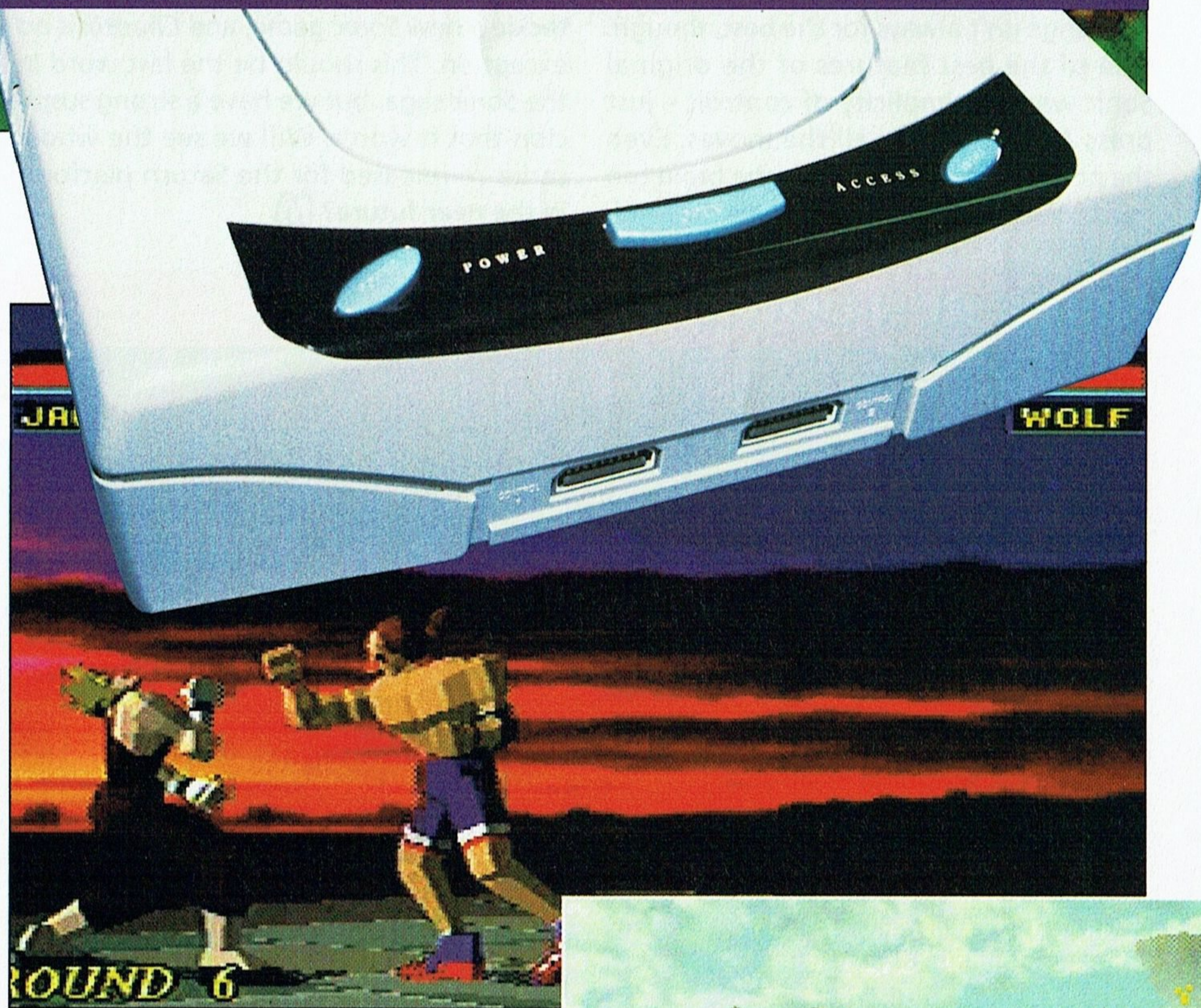


PROD. ED.

50th issue
competition!

Win a Saturn!

No – not the planet. Something that's a bit more use than that.



To celebrate our 50th issue, we're giving away a Sega Saturn! Yes, you – that's you, that is – could be one of the first people in Australia (or New Zealand – if some Kiwi flukes it) to own Sega's new 32-bit superconsole!

This galaxy-busting prize has been supplied by the choice gang at Sega Ozisoft – an extra Mars Bar in their lunch box, we reckon.

Just in case you forgot, the Saturn has 32-bit technology, delivered by twin RISC processors, a CD drive and a whole host of video and sound support chips. In fact, much of the Saturn's design is borne of Sega's arcade machines and so titles like *Virtua Fighters* and *Daytona USA* will be near-perfect conversions.

ie, it's freakin' HOT!!!

The Saturn is scheduled for a June release in Australia. Sega will supply the winner with the Saturn as soon as stocks become available.

All you need to do to enter is answer these simple questions:

1. How many planets lie between Saturn and the Sun?
2. How many issues old is Sega Megazone?
3. Name a song by top rock combination Allegiance. (Clue: Check End Zone.)

Once you've figured out these tasty puzzles, stick the answers on the back of an envelope and mail it to:

**'I Wanna Sit on a Saturn',
Megazone, PO Box 746, Darlinghurst, NSW 2010.**



CLOSING DATE is May 12, 1995. **RULES:** One, and only ONE, entry per household. Cheats will get binned with no debate.

Chaotix 32X review

VITAL STATISTICS

FORMAT: 32X
 TYPE: Platformer
 SUPPLIER: Sega
 PRICE: tba
 SIZE: 24 megabits
 PLAYERS: Two

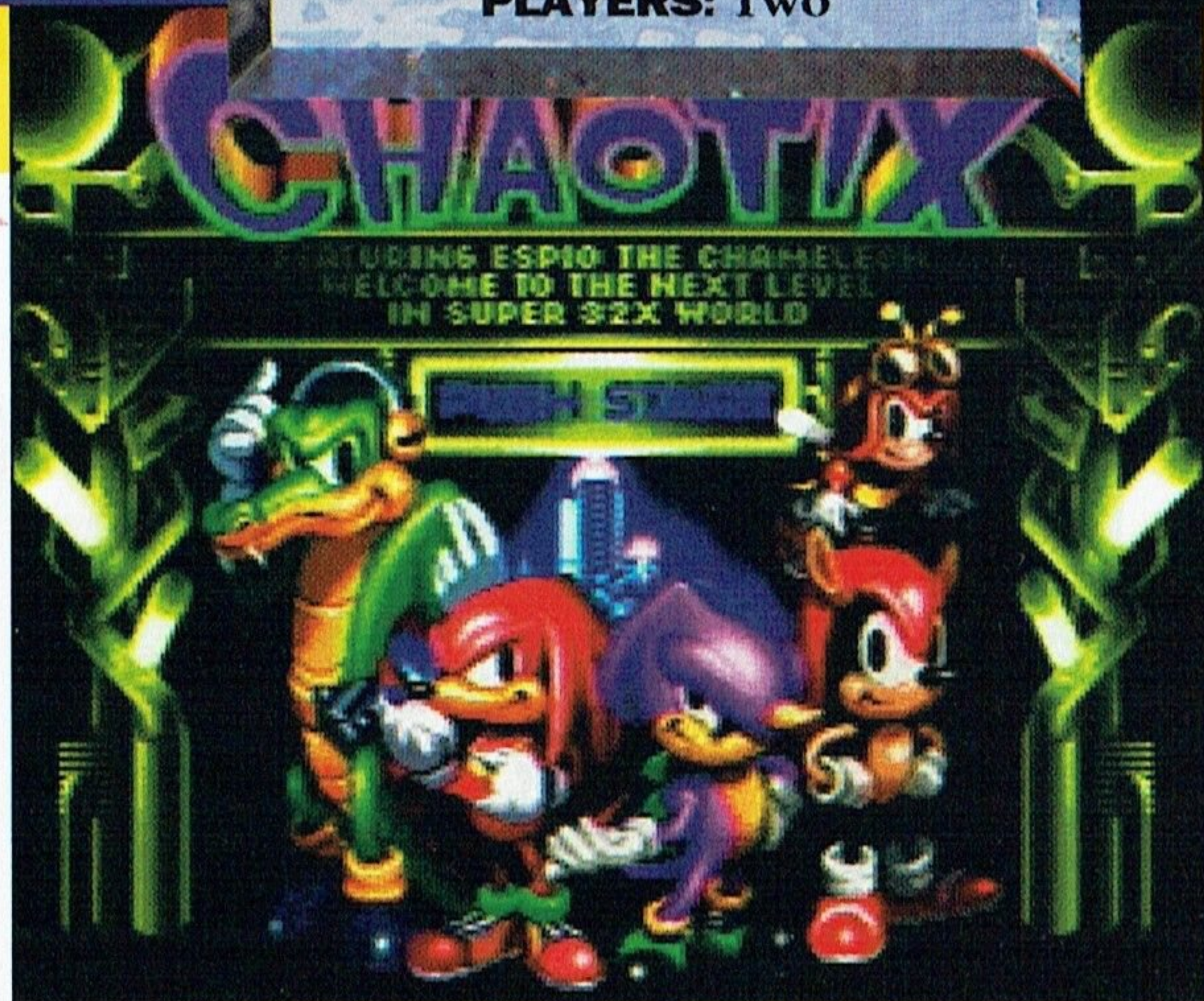
"Ciao ticks," Mark Sariban says, as he douses his dog with kerosene. We wonder about him sometimes.

What? A Sonic game without the little blue hedgehog? Well, it had to happen and we have to say we aren't too sorry to see him go. Of course, he was a revelation in his time, but that's a few years back now. Knuckles the Echidna makes another appearance, but instead of Sonic himself you're introduced to a whole swag of new characters, each with their own unique moves. There's a Walkman-wearing crocodile who boogies his way around, and a bee who handily flies over tricky bits. Add an armadillo who can climb up walls and a chameleon and you have more than enough variety to keep you amused for many a night.

Change isn't always for the best, though. One of the best features of the original Sonic was the simplicity of controls – just press A, B or C to do all the moves. Even the power spin didn't trouble the brain too much. Well, now it's bloody complicated,

with your guy basically being tied by power rings to a second character. Making progress at first is very difficult – there's even a compulsory training session at the beginning of the first stage that you *must* complete before continuing. These new controls take a lot of getting used to, but we have to admit once you these moves down-pat the characters can reach spectacular speeds.

There aren't many surprises in stage layout – it's basically the same old stuff in different colours and with new backgrounds. Still, it's always been fun to tackle a new *Sonic* game, and *Chaotix* is no exception. This should be the last word in the *Sonic* saga, but we have a strong suspicion that it won't. Will we see the whole series re-released for the Saturn platform in the near future? **M**



▲ The cast of characters extends beyond the already-familiar Knuckles the Echidna to some fellers new to home gamers – Mighty the Armadillo, Espio the Chameleon, Charmy Bee and Vector the Crocodile. Where the hell do they get these names? If you're that way inclined you can also choose Dr Robotnik's little helpers Bomb the Eggman's Mechanic and Heavy the Eggman's Mechanic.

STAGE RUN-DOWN

Can't help thinking we've seen this all before...



▲ As the name suggests, the first stage is chock full of lovely vegetation and things that look like giant lilies. Or possibly big green frisbees.



▲ Lots of fast slides and loop-the-loops make this stage a breeze to power through. Even if you're anchored to a non-playing character.



▲ Probably the fastest stage to finish, although being curious here will be very rewarding...



▲ It may be a marina (looks more like dockyards to us), but the boats are purely incidental.

second opinion

A Sonic game that doesn't star Sonic – what's going on? Actually, the spineless (figuratively speaking) gimp was getting on our nerves so it's good to see the rougher, tougher Aussie icon Knuckles take over the show (echidnas are indigenous to Oz and Papua New Guinea, fact fans). It's certainly trickier to get into than the other *Sonics*, though some would say that's not so bad as most of the others have been a walkover. Yes, Sega has changed the format just enough to keep up the interest in the series. **ADAM**

80%



▲ Here you need to use fiddly pistons to get between platforms. This wouldn't be a problem if it wasn't for the power ring link. This stage is a bit of a grind, we're afraid.

WHAT MOVES YOU HAVE

Here's a run-down on the three basic moves you need to know to motor along with a partner in tow.



▲ Walk up to your partner. You can press A to call your partner but you will lose 10 rings each time.



▲ Hold B Button and press Right to stretch out the link and charge the Power Ring.



▲ Hold the D-Pad while releasing the B Button to slingshot your non-playing character ahead.



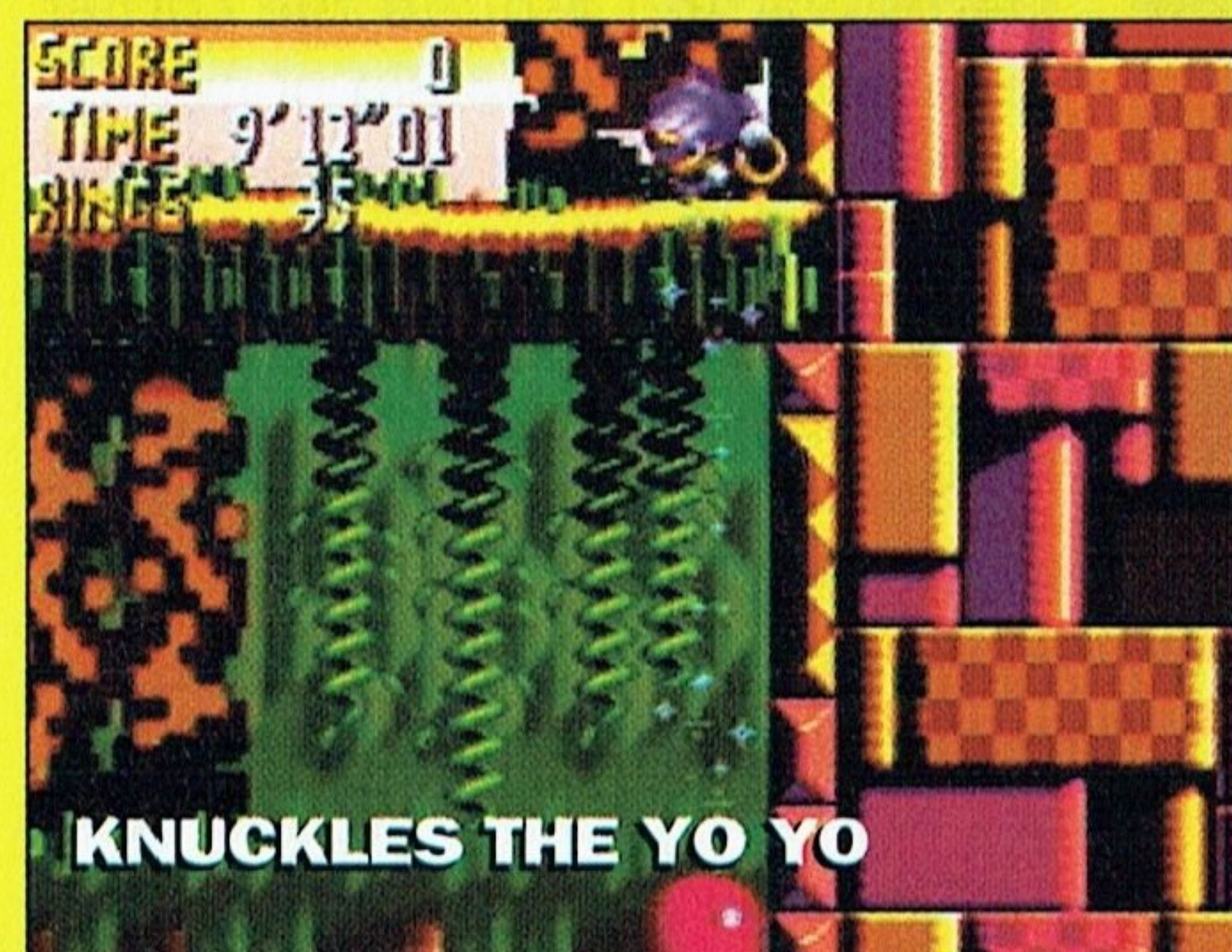
▲ Stand right next to your partner.



▲ Press B to pick up your partner.



▲ Point with the D-pad and press B to throw the git.



▲ When your partner has been left behind, press down to charge the Power Ring.



▲ Release the D-Pad...



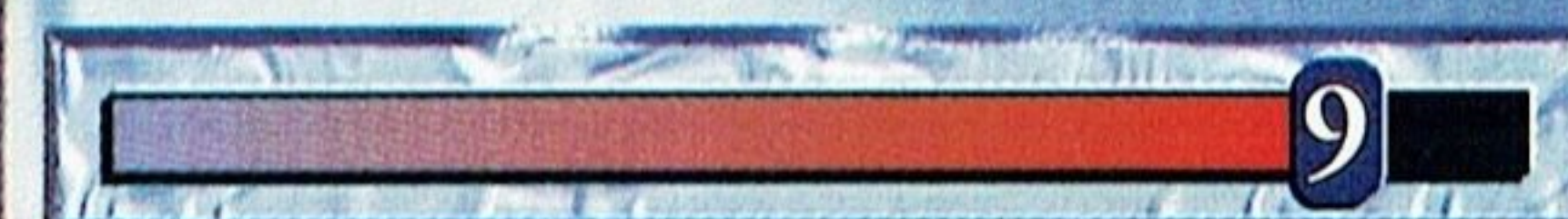
▲ ...to jump up.

◀ This is one of the introduction or title-type shots. Interesting, isn't it? And clever.

Word

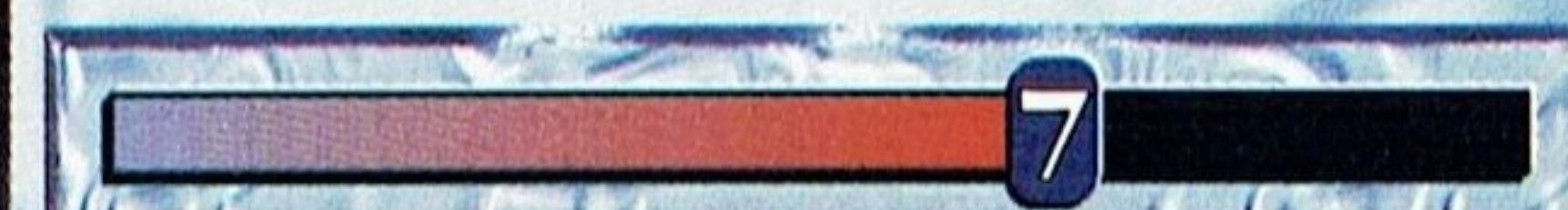
GRAPHICS

As always simply superb, if a mite unadventurous.



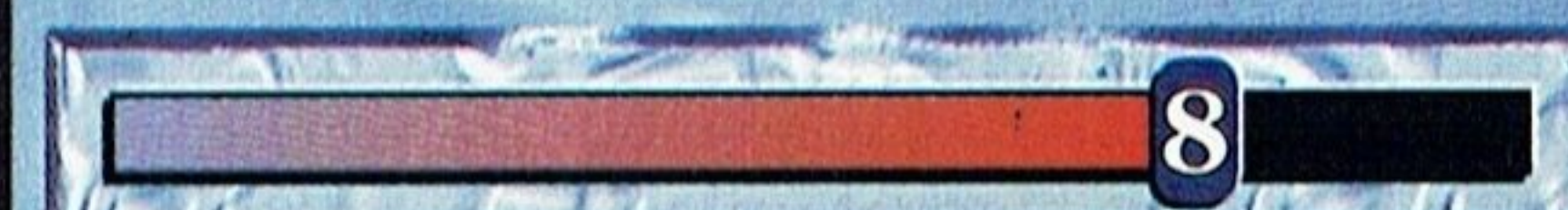
SONICS

The music is really starting to get on our nerves. Again.



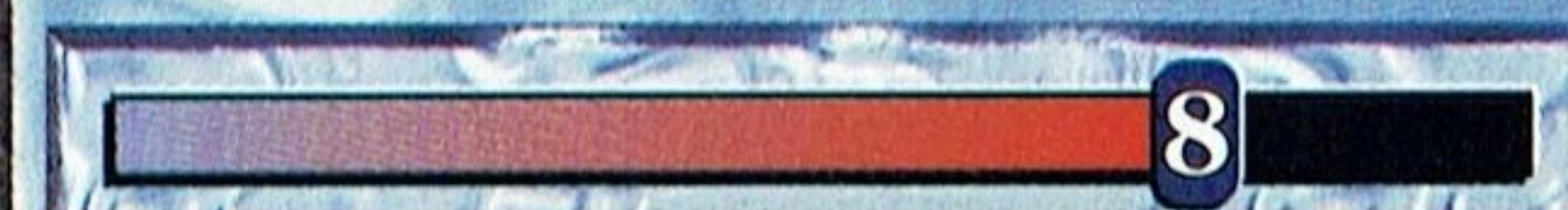
PLAYABILITY

Very finicky controls take a lot of practice. But once you've got it sussed, you can really move.



STAYING POWER

Different enough to keep even Sonic-saturated gamers happy.



OVERALL

The first sub-Sonic game proves to be a winner.

87
PER CENT

[32X] review Metal Head

VITAL STATISTICS

FORMAT: 32X

TYPE: 3D Shoot 'em up

SUPPLIER: Sega

PRICE: tba

SIZE: 24 megabits

PLAYERS: Two

On his list of loves Peter Burney has Pantera, head-banging, and babes in denim. This game has nothing to do with any of that.

Take the polygon-style graphics and multi-view points of *Virtua Racing*. Slot in a heap of Mech robots and weapon selection from *Battletech*. Throw in a maze-like environment from *Doom*. Add lots of shooting at things that are

hard to kill and put it on the grandiose scale of the 32X and you've got the recipe for *Metal Head*.

You see, it's the future and terrorists have managed to obtain a large supply of huge walking robot thingies and set up

camp in a major metropolis. And, drawing the short straw, it's up to you to infiltrate their secret base and destroy it. Happy, happy, joy, joy!

Of course, you're also given a Mech of your own and a choice of destructive weapons with which to equip it (to kill things). That's handy.

Before each mission, the head honcho gives a run-down of what to do, then, essentially, it's the old search and destroy scenario.

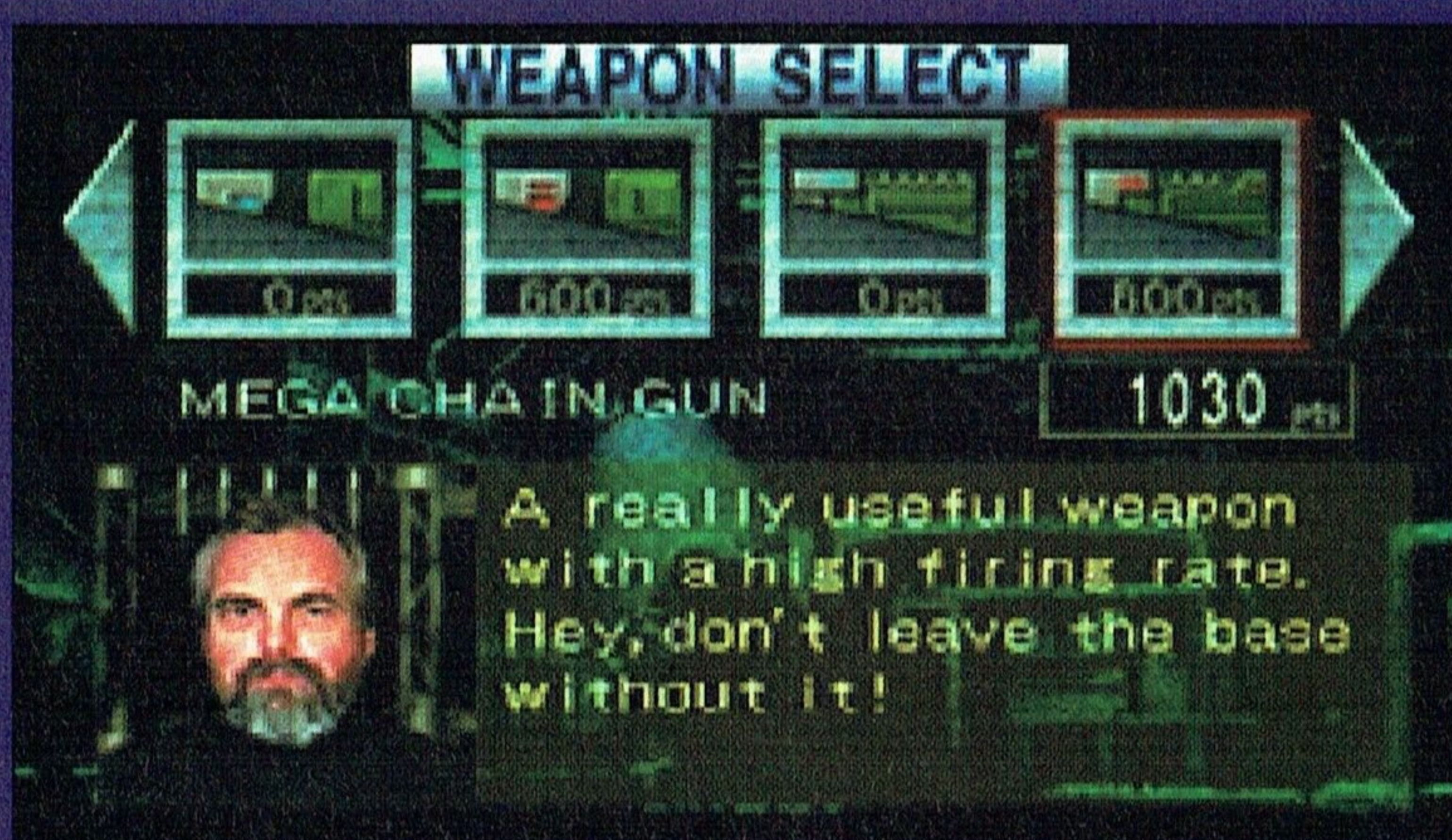
Thumping through city streets and down cobblestone alleys with time running out, energy low, only one missile left and three enemy Mechs waiting around the corner soon gets the adrenalin pumping. Strategy abounds as you chase (and avoid) Mechs and armoured vehicles and getting yourself cornered will lead to a quick, yet painful, death.

The rotation and scaling is superb with realistic detail of buildings and roads from four viewpoints. Robots explode into multiple pieces and twist and turn in the air, debris exploding on the ground making the kill all the more satisfying. One drawback with the graphics is that the explosions are small and look a bit cheap. We want fire! We want to see stuff burn!

Tasks and the street layouts change as you progress; however, it's slightly repetitive but still a lot of heart-pounding fun. If the 3D computer environment is your kind of thing then get a grip on life and slam yourself into the demolition of *Metal Head*. **M**

► Choosing the best weapons and equipment for your Mech is very important. The total points you've accumulated determines the items which can be selected.

Megazone Tip: Go for the strongest weapons in earlier stages and increased armour as you progress.

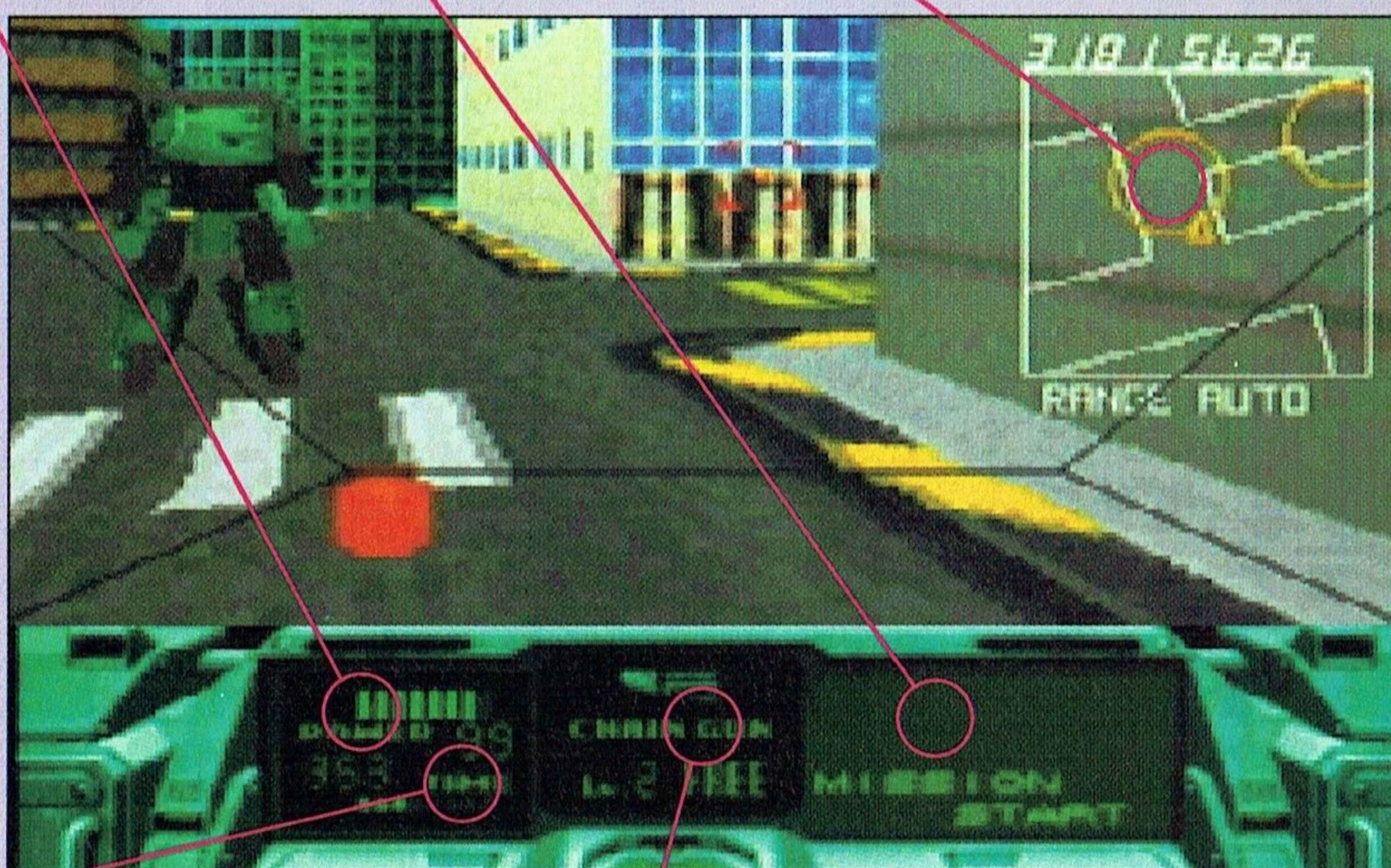


WHAT'S WHAT

Energy: You begin each level with 100 energy points and each hit will deplete it gradually until... bang!

Firing record: An indication of your last five shots recording hits and misses. Rather pointless if you ask us.

Map: This is an essential part of gameplay as it shows the location of all enemy forces. Losing too much energy will cause the shield to malfunction and eventually fail.

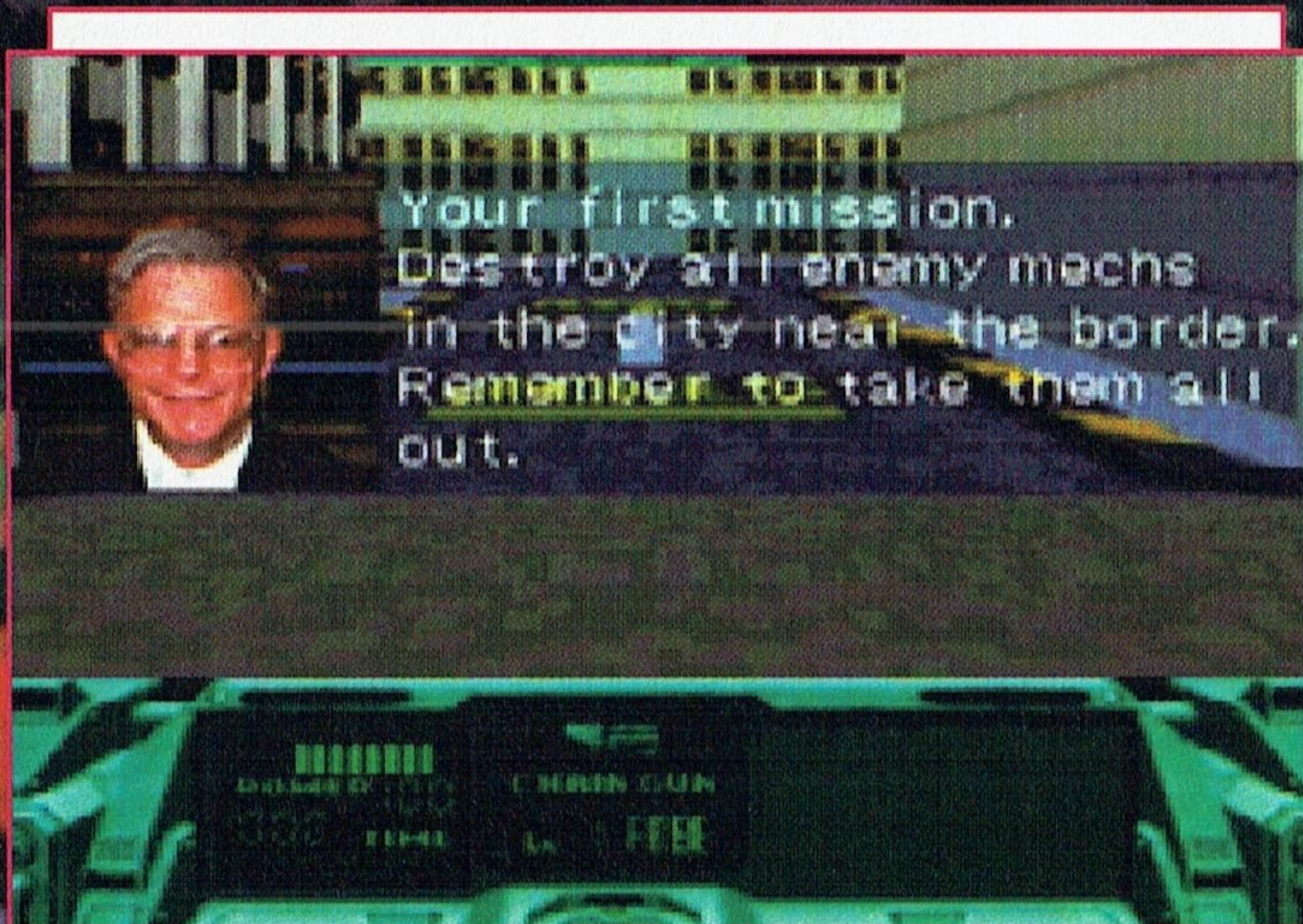


Time: A time limit adds to the urgency of the battle. However, if time expires you still move to the next mission (but with lower points to buy weapons).

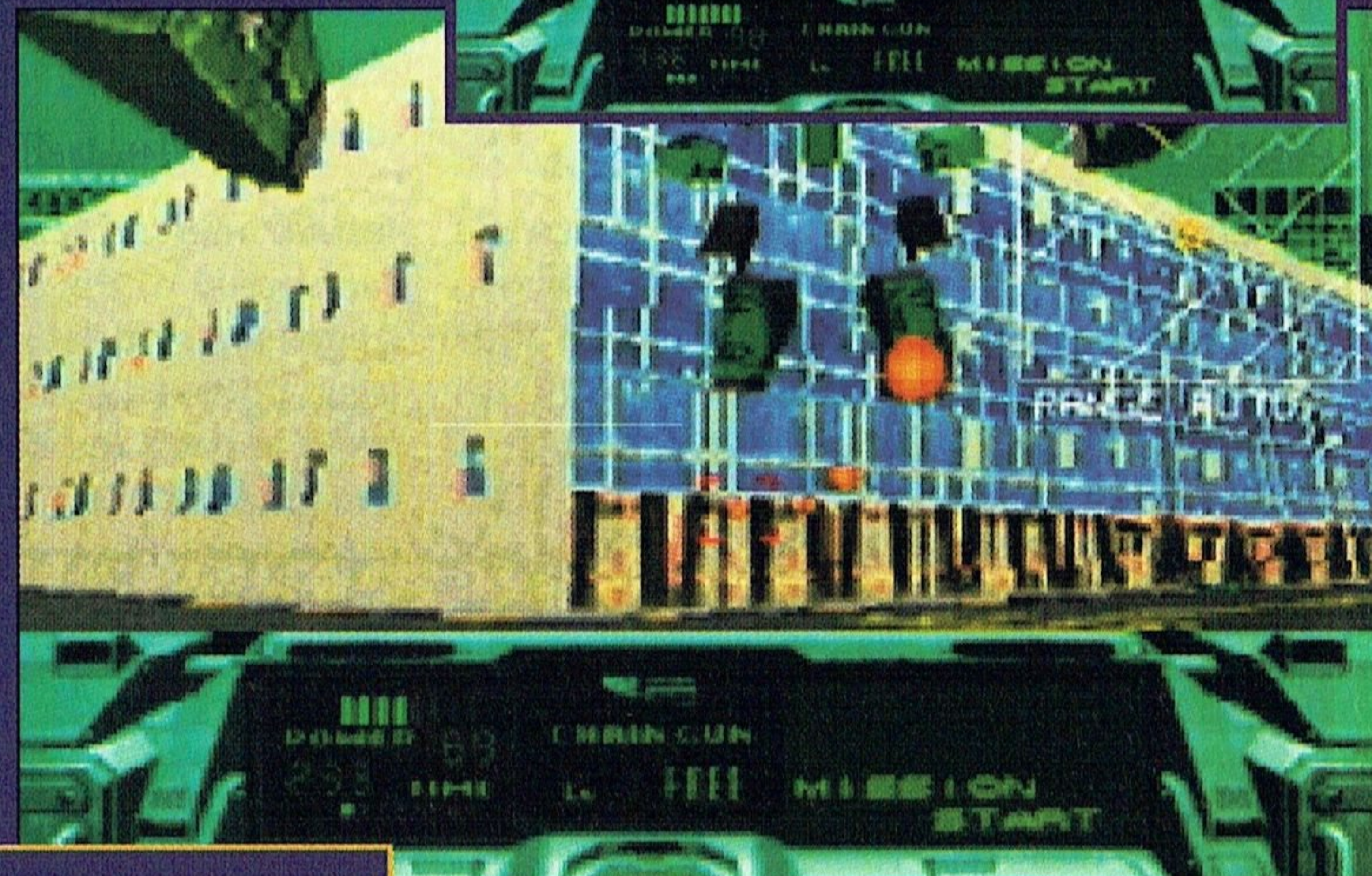
Weapons: Switching between weapons is done by pushing the C button. The better weapons contain limited usage and using these strategically can mean the difference between winning and losing.

second opinion

The game *Doom* was superb on the 32X, but I just couldn't get into this. The initial missions are very samey and it lacks a certain something – probably blood? There is really no question about the technical excellence, though. **75%** **ADAM**



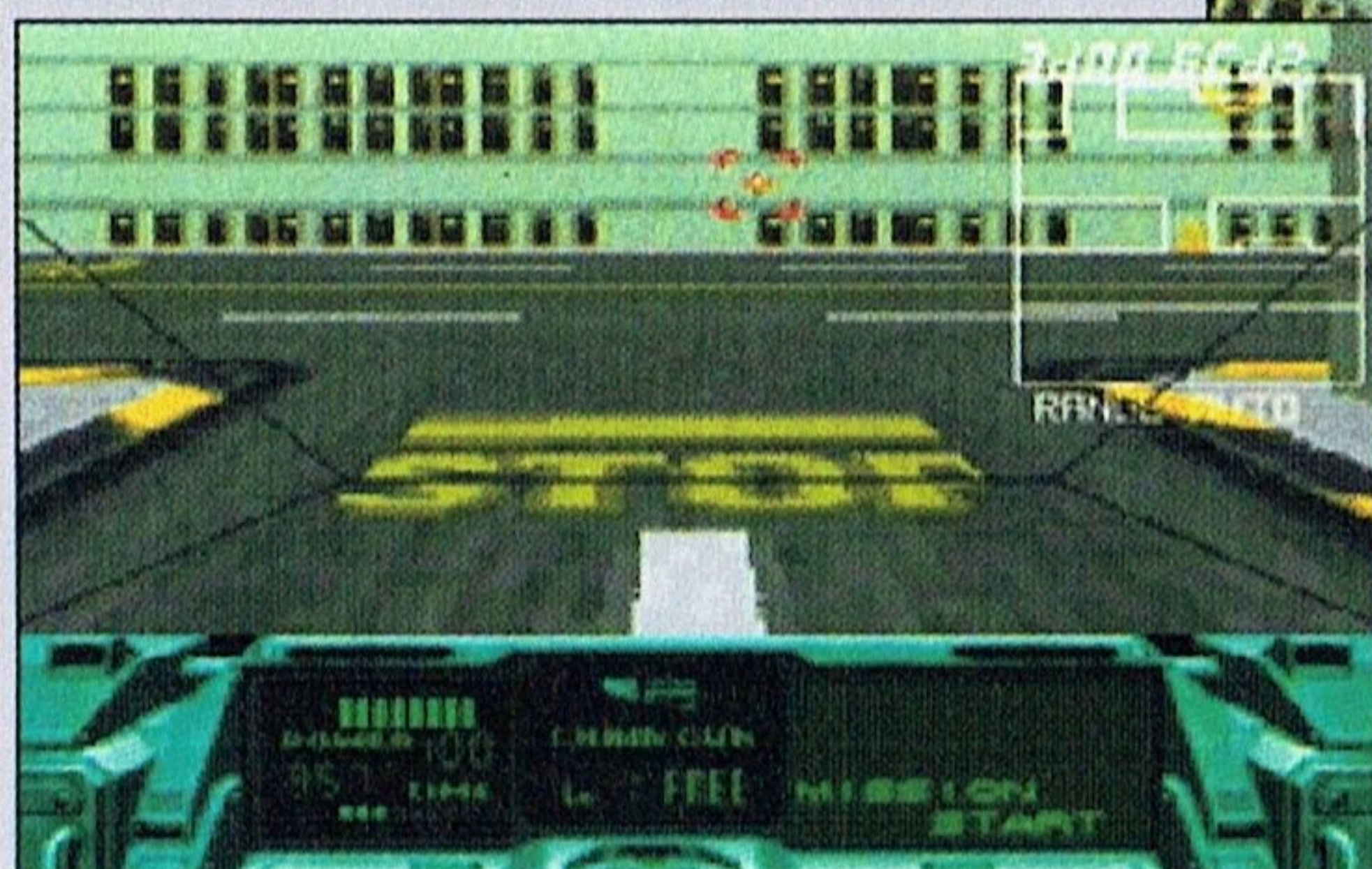
► Aah-boomer!
Take that, Mr Mech.
Hey, hey, hey, here
comes some flying
shrapnel robot bits!
Cooooooool!



▲ At the beginning of each level you're given a run-down of what to do. The digitised speech is clear and the sprites can be in photo or cartoon form (not that it makes any difference to the game).

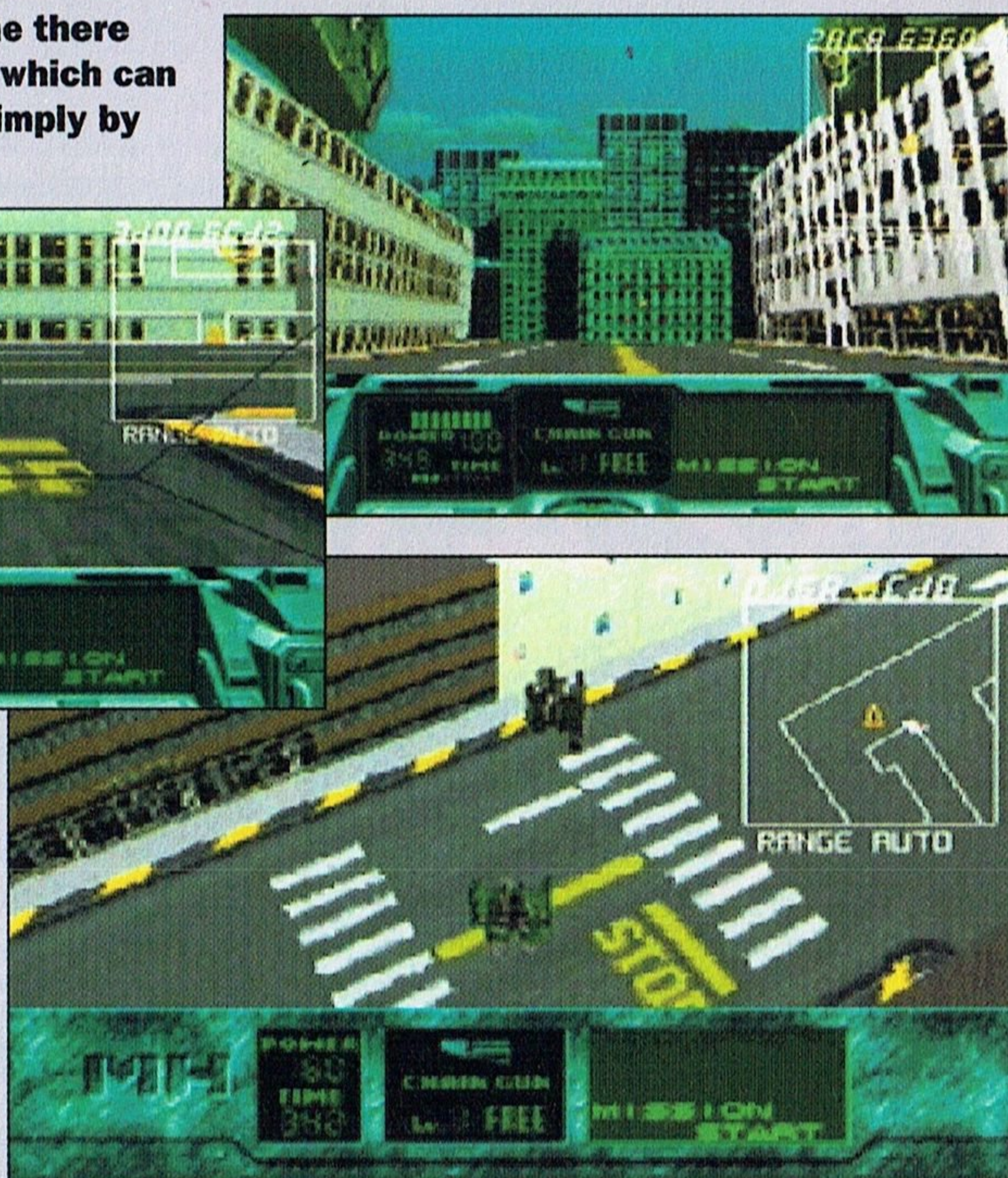
A DIFFERENT POINT OF VIEW

When playing the game there are four viewpoints which can be selected at any time simply by pushing the Start button.



They range from inside the cockpit for that 'being there' feeling to the aerial view.

Megazone Tip:
Avoid playing with the aerial view point as your frontal vision is seriously obscured.

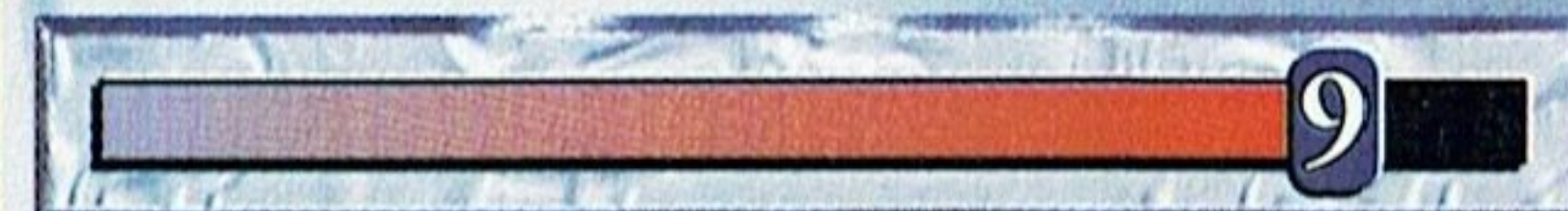


▲ Blasting robots and cars leads to a splendid display of the 32X's rotational capabilities. Breaking up, spinning, twisting and turning, the sprites fly into the air and return to explode into fiery balls. You can't be killed or injured by these projectiles so running through them is a novel experience.

Word

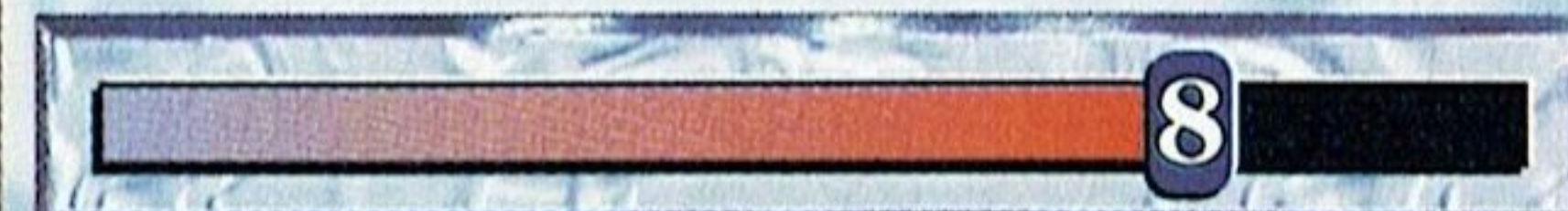
GRAPHICS

Silky scaling and rotation and accurate detail rip the Mega Drive to shreds.



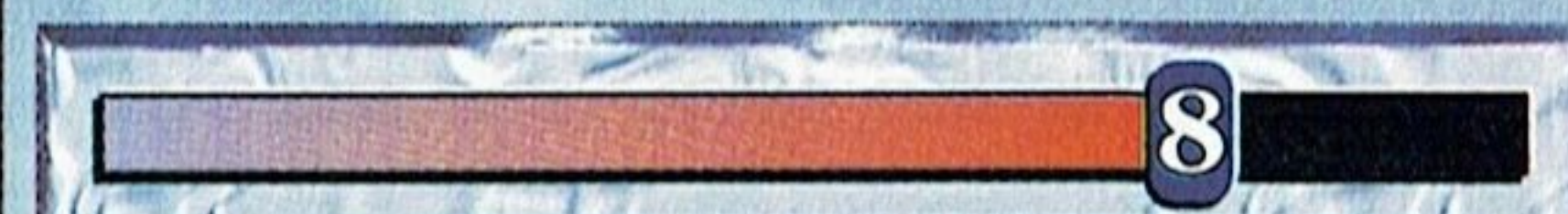
SONICS

Lots of clear speech, explosions and robotic sound effects. The hillbilly soundtrack seems out of place though.



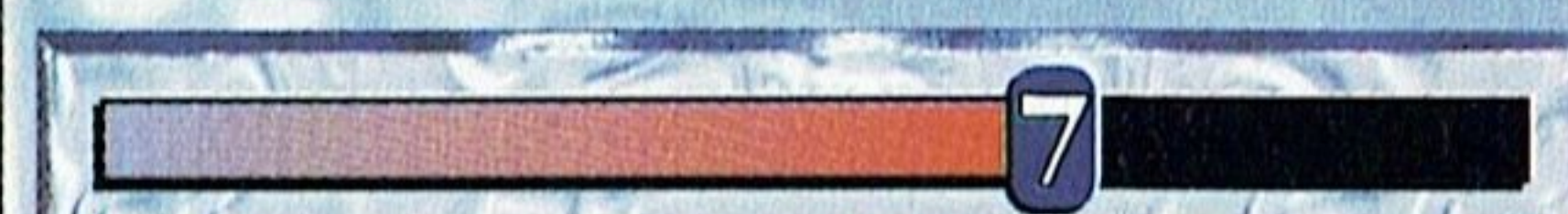
PLAYABILITY

Slipping into the cockpit has never been easier and blasting baddies could send you into cardiac arrest.



STAYING POWER

A gradual learning curve and slightly different tasks will keep you coming back but the repetitive killing could disturb some.



OVERALL

A beast in terms of graphics and strategic gameplay give it that needed edge. A sign of things to come for the 32X.

84
PER CENT

Motherbase

Is it the mother of all games or a game mothers don't like?
Peter Burney heads home to find his mother
hasn't even heard of a 32X!

Do you remember Zaxxon, the arcade hit with 'revolutionary' 3D-polygon graphics, from over a decade ago? No? Well, anyway, unfortunately things haven't really improved all that much as *Motherbase* explodes onto the ALL-CONQUERING 32X; with a pfft!

You, as a super galactic pilot dude, must venture to the far reaches of space and blow the mother out of nine stages. Shoot, shoot and shoot some more!

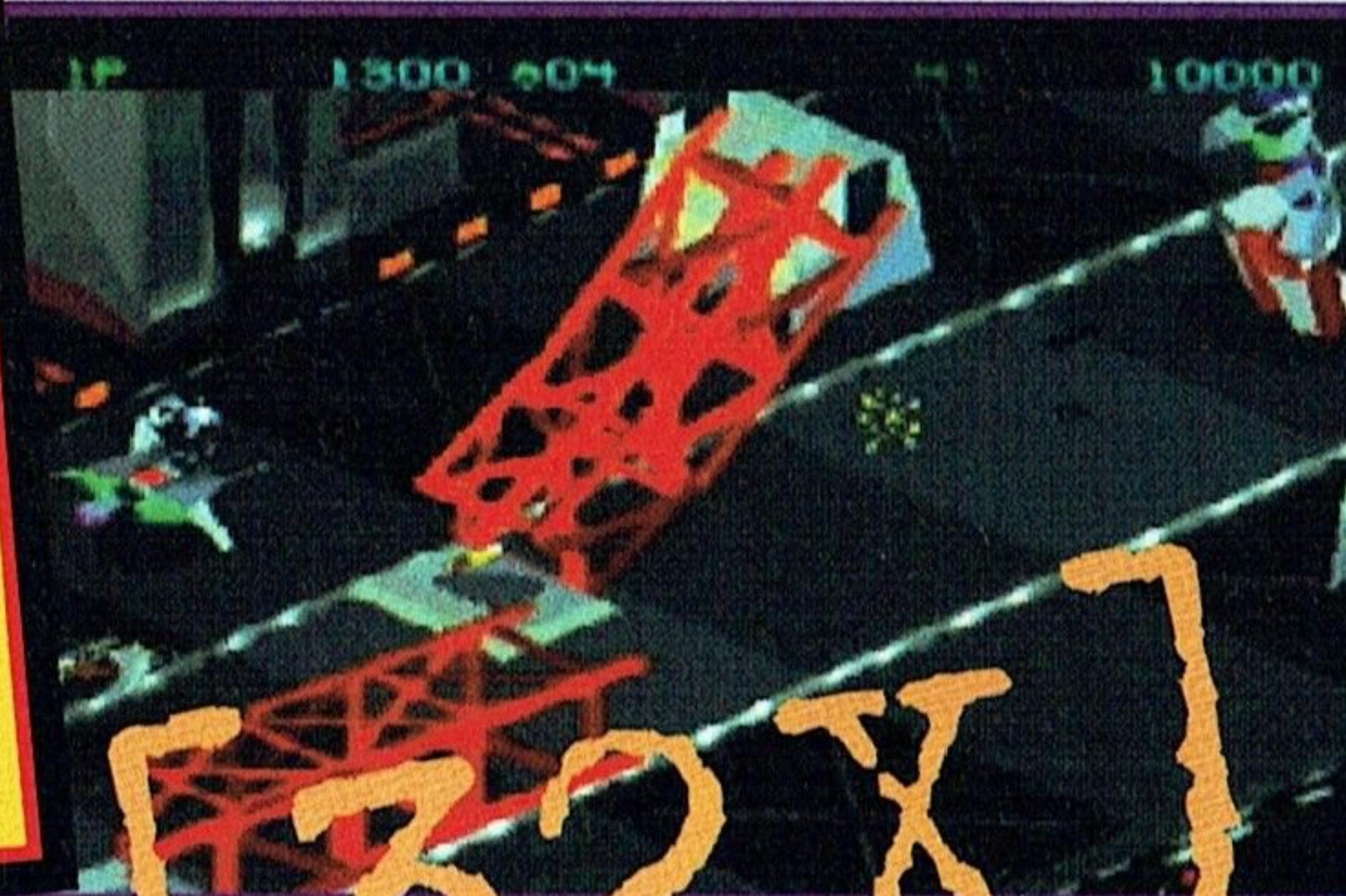
Yes, the idea's as unoriginal as low-cho-

lesterol margarine which, in turn, has spread to the very repetitive gameplay. And, let's face it, it's all been buttered up by frilly graphics to impress the buyer (actually the graphics aren't terribly exciting either!). Sure, it uses the 32X capabilities to some degree but, in the visuals department, it's nothing to throw a party for.

Yet another spacey side-scrolling shoot 'em up which is quite tough and fairly long but in the originality stakes it's a millennium too late. **M**

second opinion

If you're on the lookout for a really dull and bland shoot 'em up for the 32X then look no further. The polygon-generated graphics don't really fit in with the isometric view and the gameplay is nothing to write home about. In short, it kinda sucks. **59%** ☐ ADAM



DON'T BOSS ME AROUND!

▲ Bosses appear every now and again at the end of levels. They are fairly impressive rotating 3D-polygon monstrosities which fill the screen and make your little ship seem insignificant. But don't fret - they aren't terribly hard to destroy.

Megazone Tip: To kill the stage eight boss, stay in the middle of the screen and move back and forth to avoid the moving parts... and keep shooting.



▲ You are greeted with a variety of terrains on your journey and the programmers have cleverly transformed living creatures into robotic killers. Check out the polygon spiders and the splashing fish... nice one.



VITAL STATISTICS

FORMAT: 32X
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: tba
SIZE: 16 megabits
PLAYERS: Two

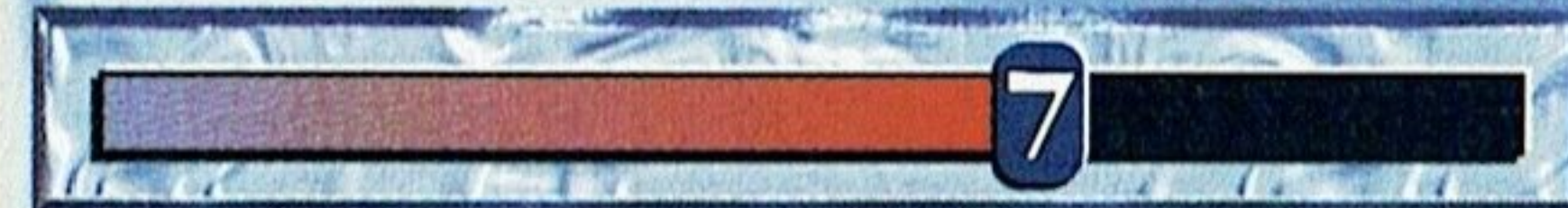


▲ Two players can battle it out in the Versus mode. A short-lived fight where shooting your opponent a mere two times ends the match. Rooted, to say the least.

◀ Lots of the surroundings are interactive in that you can blast towers, rock formations and pillars. Some explode and others fall down blocking your path, d'oh!

Word

Some nice polygon style graphics but backgrounds are dull and bosses flickery at times.



SONICS

Nothing the Mega Drive can't do and not too interesting either.



PLAYABILITY

Simple controls with a slightly different perspective and the good ol' shoot and dodge.



STAYING POWER

Tough and quite a few levels but the incentive to play on is what explodes this into a million fiery pieces.



OVERALL

Bigger and better machines don't always equal bigger and better games. And with *Motherbase* we rest our case.

64
PER CENT

DESERT DEMOLITION

Starring **Road Runner**
and **Wile E. Coyote**



SEGA

MEGA DRIVE

Toughman Contest

Mark Sariban would never qualify for a toughman contest – his fight record to date: won one, lost one, run away 487.

Electronic Arts' *Toughman Contest* is essentially a boxing game without the rules. It's, well, a tournament contest between toughmen. The goal of the game is to take your fighter successfully through a regional championship, with the four regions consisting of the United States, Central/South America, Europe/the Middle East and Australia. If you manage that you go on to face the winners of the

other regional championships in the Toughman World Championship.

Simple controls make for hassle-free gameplay, although it seemed a little too easy to win in one-player mode. And it can be very slow, with a maddening delay between pressing a control pad button and the resulting punch.

As for the graphics, while the fighters themselves have been drawn well, the

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

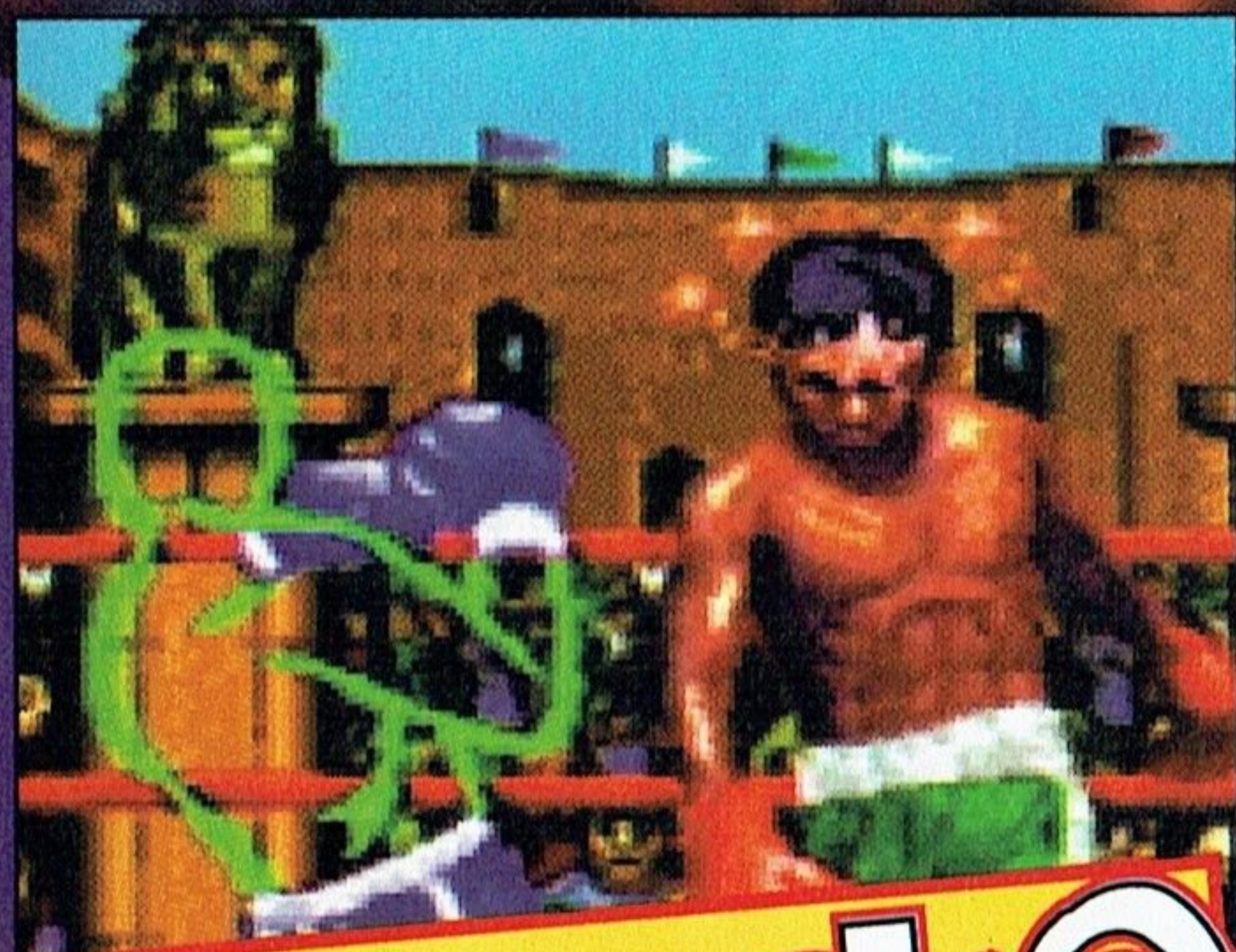
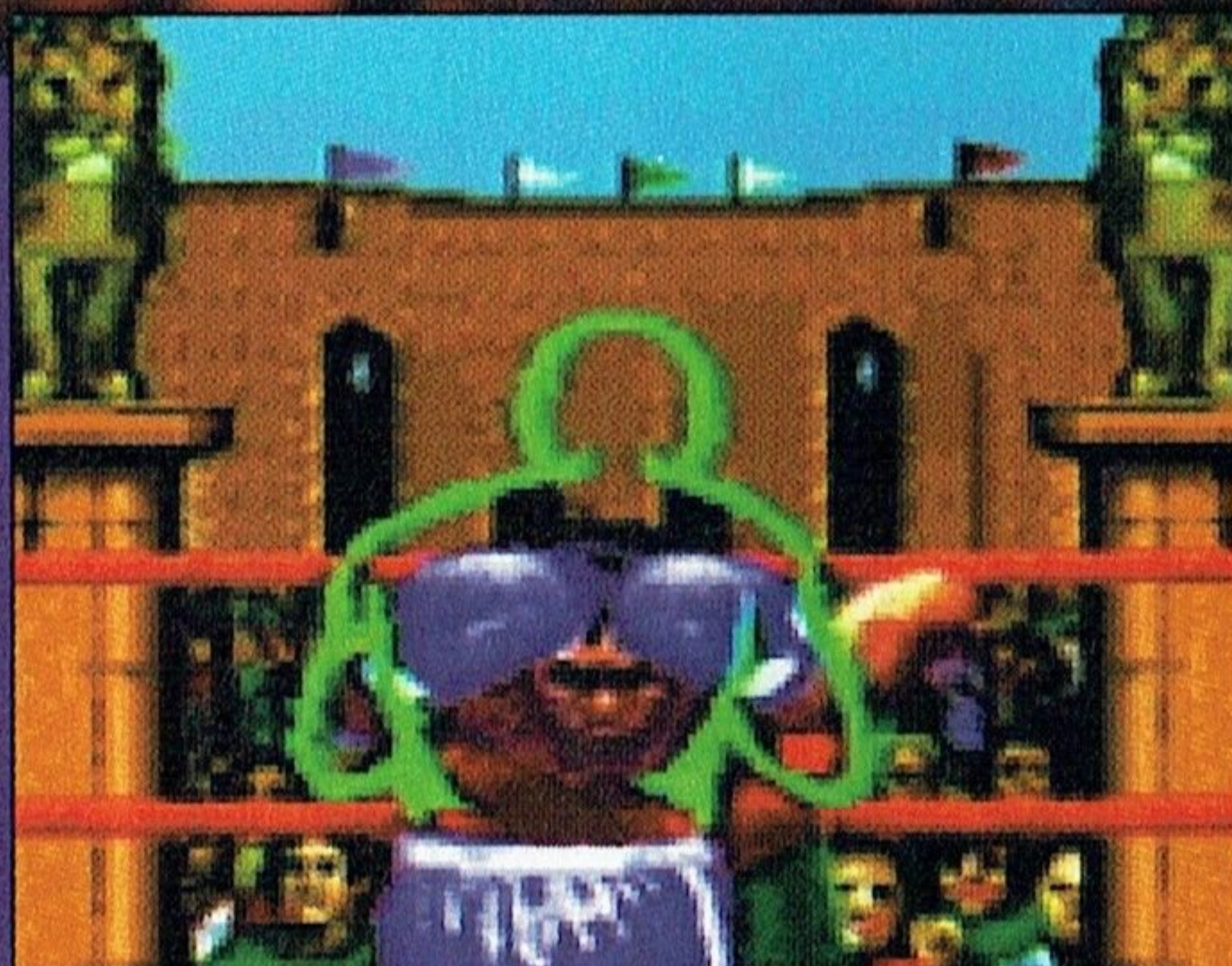
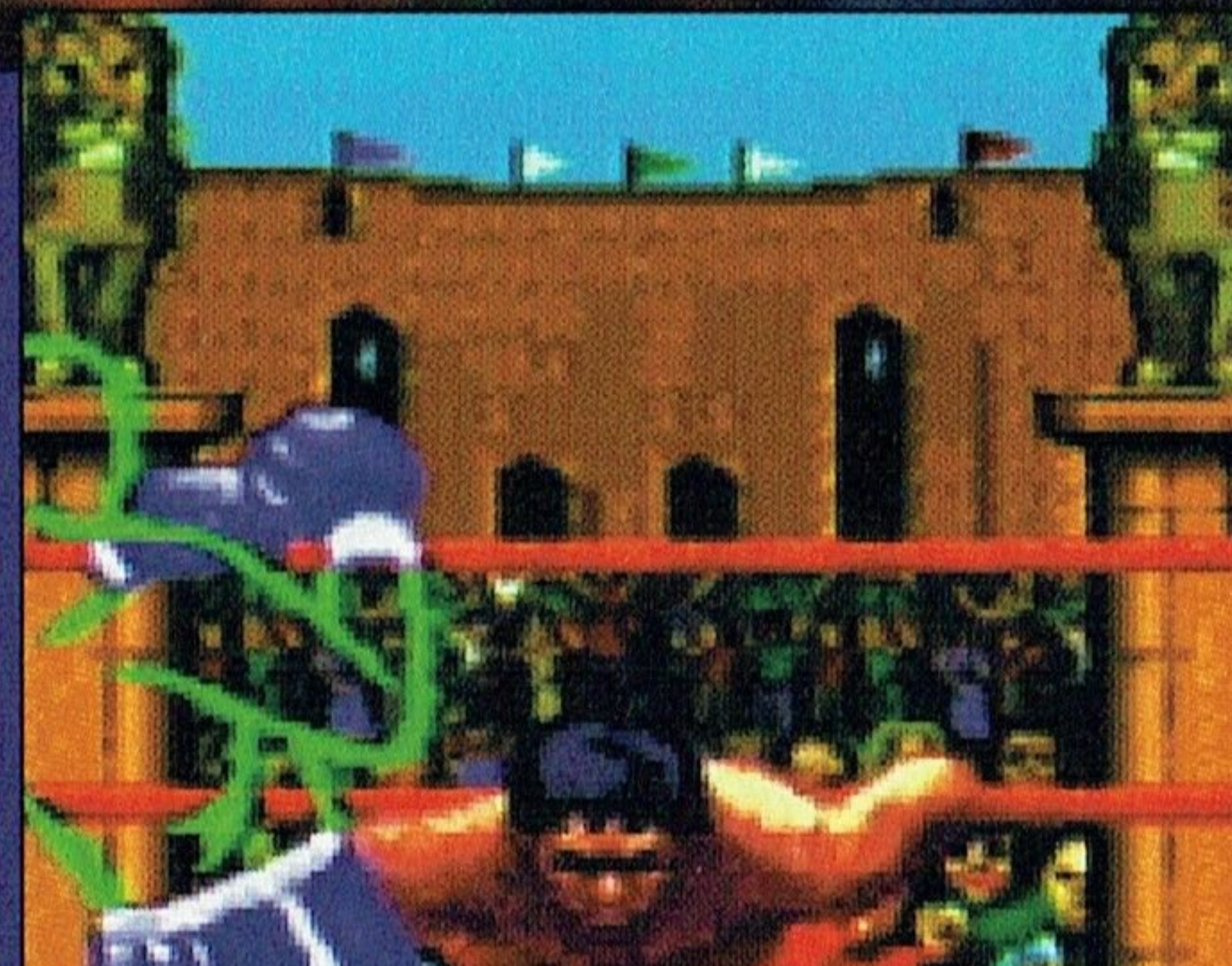
SUPPLIER: Electronic Arts

PRICE: Around \$100

SIZE: 16 megabits

PLAYERS: Two

backgrounds are poxy, to put it bluntly. As for the soundtrack, it's average at best. We feel a lot more could have been done with this game. A case of good foundations ultimately being wasted. **M**



second opinion

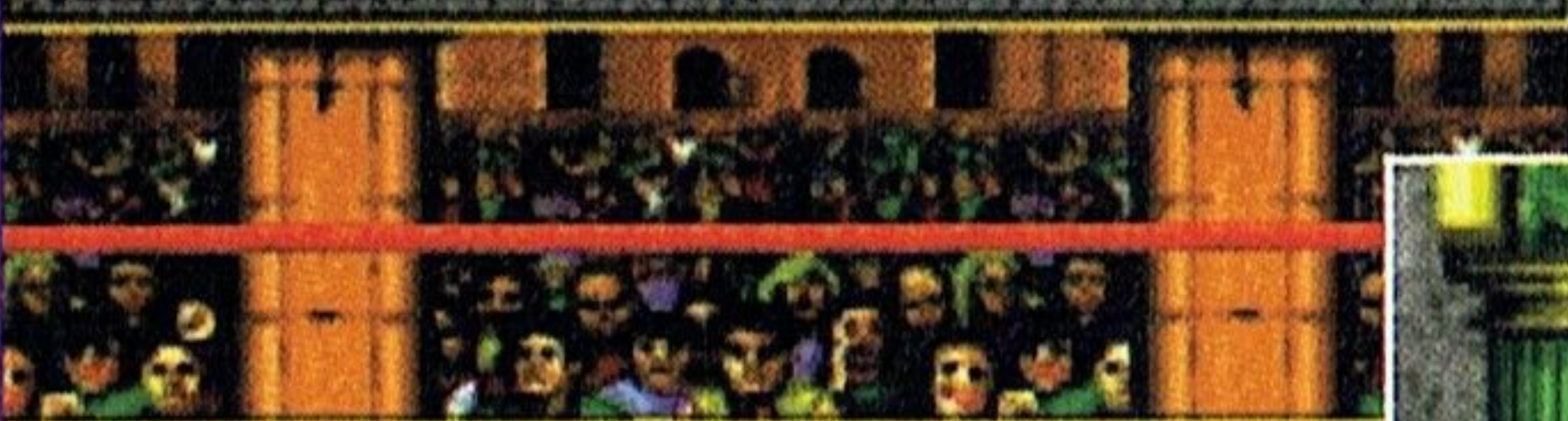
A few good ideas that don't, um, work. The transparent fighter mode sucks and there's just not enough variation for more than a couple of goes. **65%** **MATT**

▲ Land enough combos and you'll have your opponent seeing stars. One good punch at this stage is enough to floor anyone. Aah... the frontal perspective makes knocking out your opponents so satisfying.

◀ A twist has been added in the fighter perspective – your fighter appears as a transparent outline with his back to the TV screen. Your opponent faces your fighter front on. You'll know you have been hit when sweat is pounded off your outline. (In two-player mode, player one is transparent.)

▼ Each fighter has three special power punches at his disposal. Here US fighter Snoop Jabby Jab (where have we heard that name before?) relies on a measured hook, a power hook and a windmill wind-up.

You had a great round Kido, but if you lose your focus the tide could turn. Your right hook to the head is very destructive. To be really effective this round, land some more head shots, then hook the body. You can't forget about the Popeye Punch, without it you may not be winning. This guy is going out like a punk, I can guarantee you that.



▲ The corner man isn't just there to look stupid. He can be consulted at any time during the fight on the opponent's weak points. And he'll often suggest a strategy designed to end the fight as soon as possible.



Word

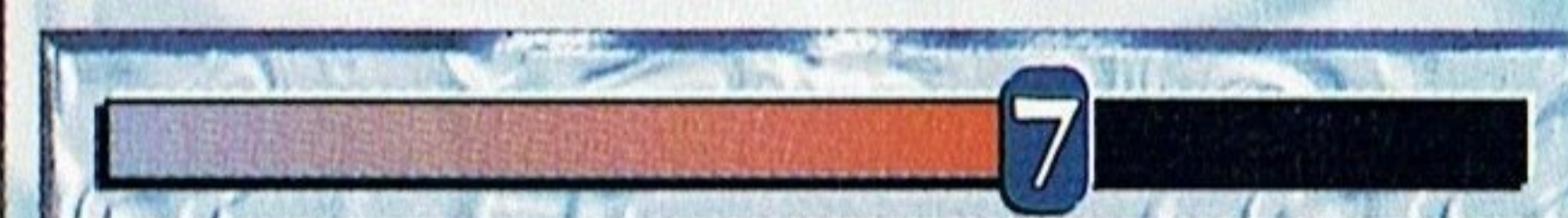
GRAPHICS

Great-looking fighters in front of stupid backgrounds.



SONICS

Lots of grunts and thuds – you get the picture.



PLAYABILITY

The fighters are so damned slow! Aagh!



STAYING POWER

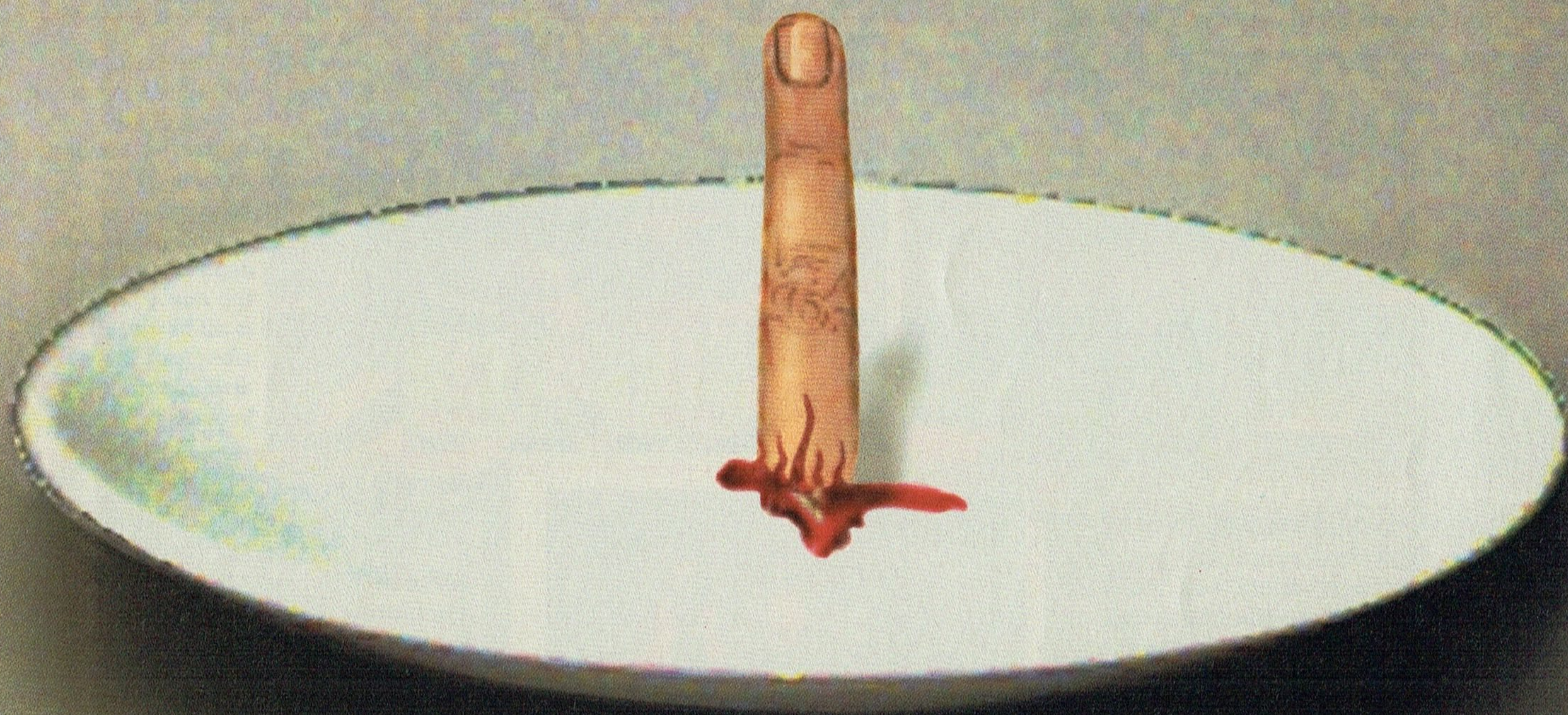
Just not enough variety in opponents to make this a contender.



OVERALL

More like a sluggish mess than a slugfest.

57
PER CENT



Digit Fritter Supreme

Ingredient hotline 1-902-555-444

Give your diet of defeat the finger. Dial the SEGA Hotline. Everyday of the year, from 10.30am to 10.30pm our dedicated team of dishonest individuals are ready to teach you the fine art of cheating. Recorded info is also available around the clock. If you have MASTER SYSTEM, MEGA DRIVE, MEGA CD or GAME GEAR remember the motto; if all else fails... cheat.

Kids on Site

"If you don't give me a turn I'm telling Mum!" screams Peter Burney at his six-year-old brother.

Finally, the real youngsters can come in from the sandpit, throw away those old Tonka toys and pack up the building blocks because Sega has finally come up with a game which will not only appeal to, but is playable for, kids under the age of... eight.

Kids on Site is a 100% full-motion interactive video with simplistic controls, corny acting and laugh-a-minute jokes. The little construction worker in your family is going

to absolutely love it.

Your job is complete four tasks on the site, controlling four types of construction machinery. The tasks are clearly explained by your buddies in the field and the simple Left, Right and Action controls make it child's play.

Completely interactive, doing crazy things besides the tasks, is all part of the fun. Scooping up other workers with Eddie

the Excavator or ironing clothes with Melvin the Steamroller gives it a real comedy edge and makes you feel like you have control over the real thing.

This very polished, professionally produced, interactive entertainment will surely steam its way into junior's heart and even put a dent in your funny bone. **M**

VITAL STATISTICS

FORMAT: Mega-CD

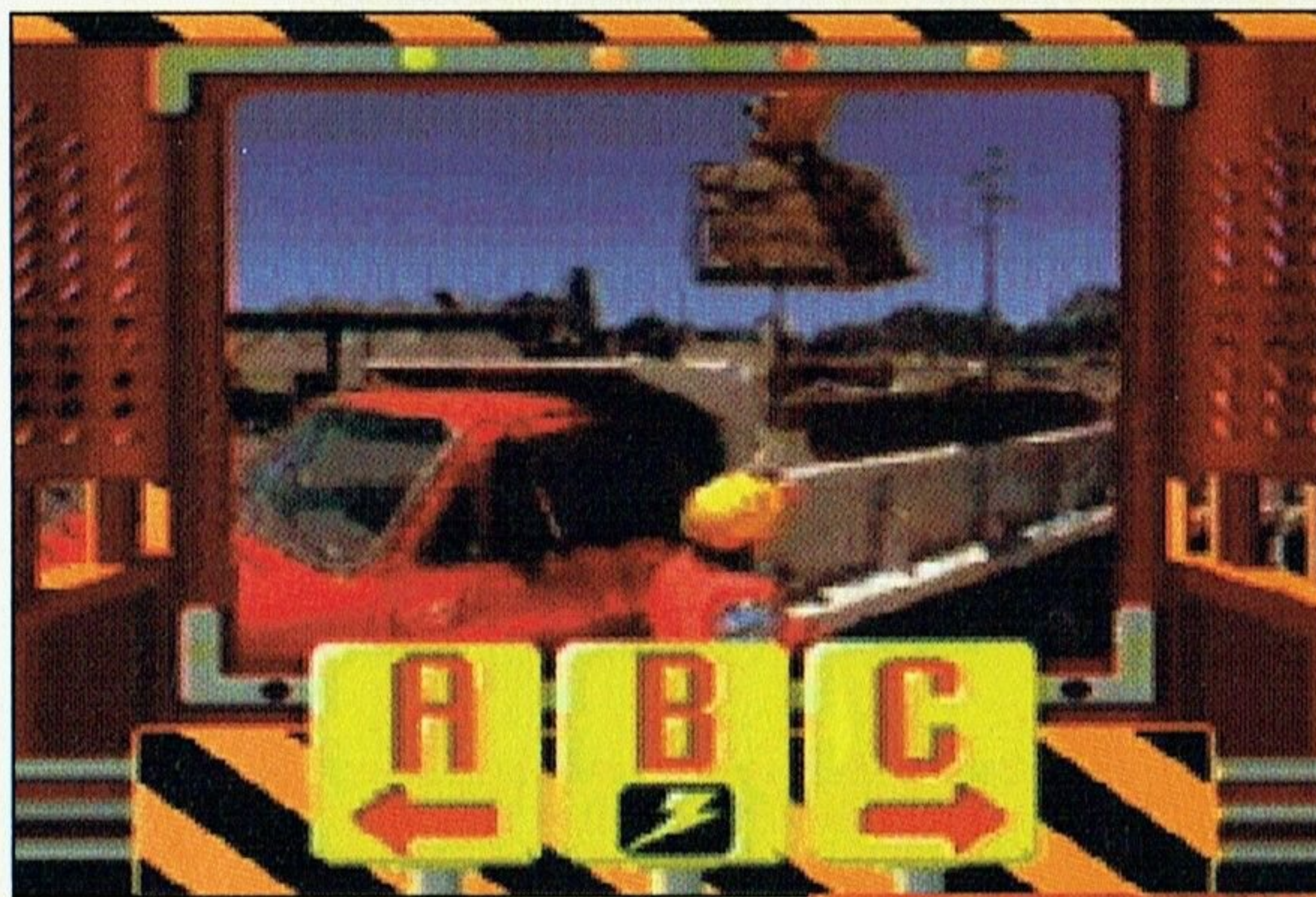
TYPE: Educational!

SUPPLIER: Sega

PRICE: tba

SIZE: CD

PLAYERS: One



◀ The tasks are straightforward and are carefully explained. Moving rubbish or demolishing a building, flattening asphalt and filling the dump truck up is all in a day's work (but there's always time for a break).

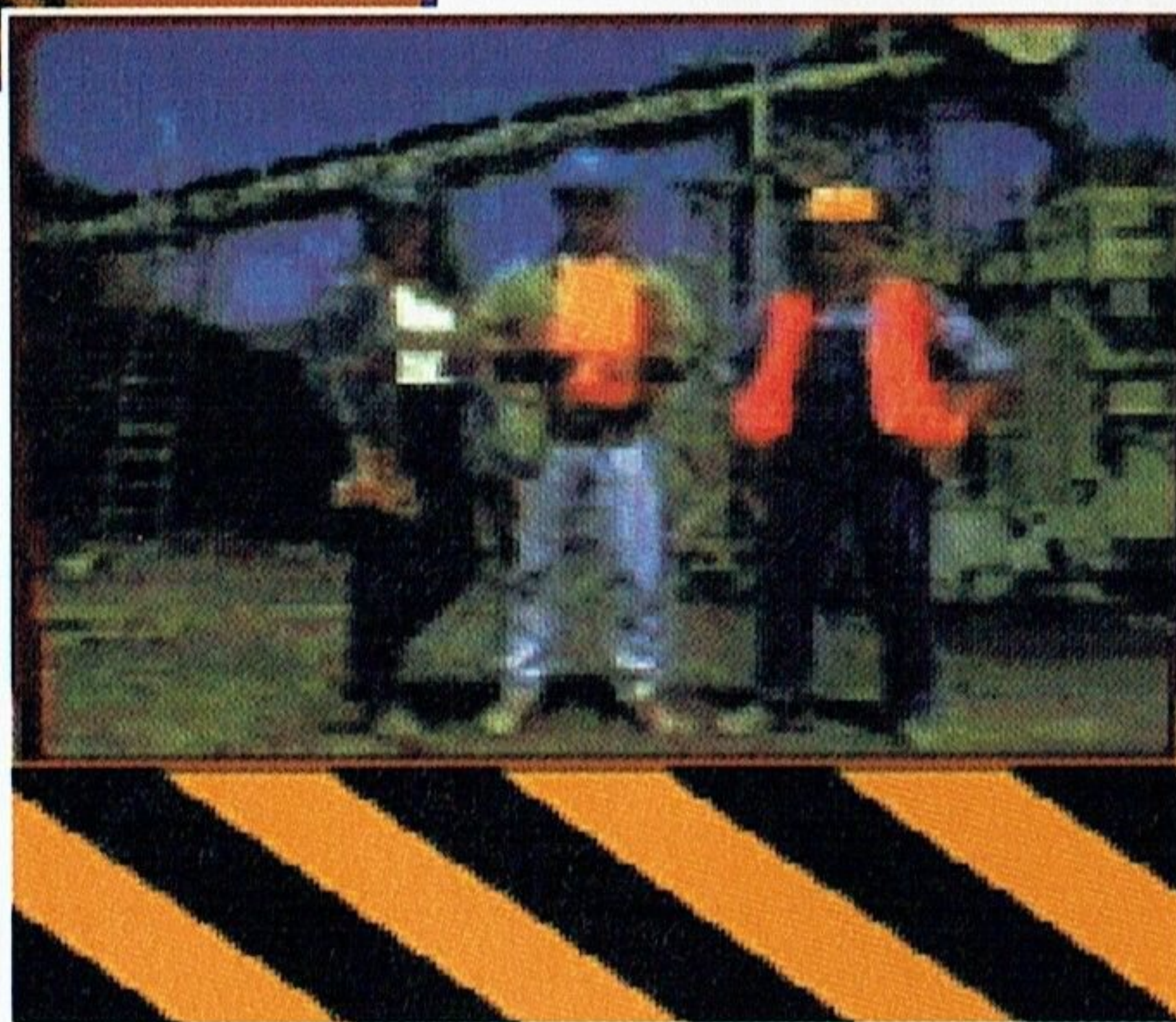
WHAT, NO THOMAS?

▲ The object of the game is to master the controls of each of the four construction site machines. Once one has been mastered, a star appears next to it. Complete all four and you get to use the explosives... KAPOW!

second opinion

This is definitely one for the younger Segahead and has to be judged as such; while kids may love it, anyone else will tire of it within about 20 minutes (despite the slapstick comedy). But if you're still wetting the bed, you'll probably think it's the best thing since Play-Doh. **ADAM**

79%



▲ Nuts, Dizzy and Betha are the Three Stooges of the construction world. They also give you advice on what you have to do... listen carefully now, boys and girls.



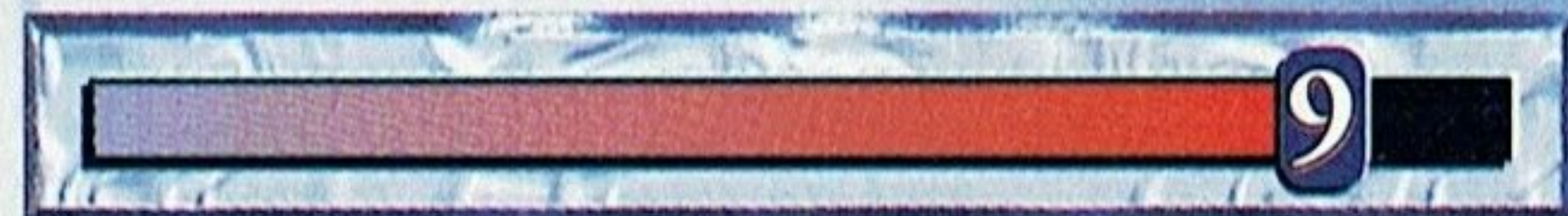
DIG THIS!

Being an interactive movie you can basically do what you like within the confines of the controls. Smashing the toilet with Ruby the Wrecking Ball or rolling out your buddy with Melvin the Steamroller is cool fun and only a taste of the antics you can get up to.

Word

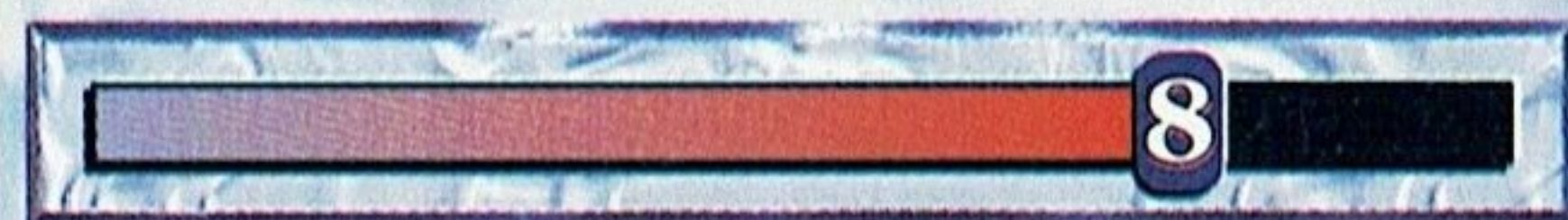
GRAPHICS

Thankfully, no loading delays and improved video footage, though it still has that grainy appearance.



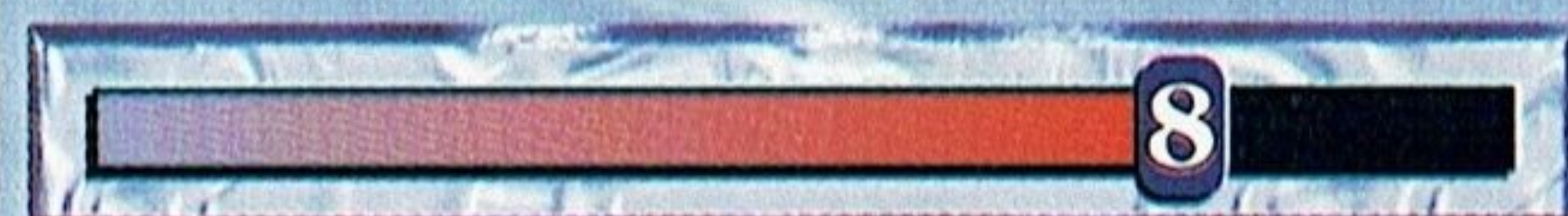
SONICS

Speech has a tunnel effect at times but the music is comical and the effects true to the machines.



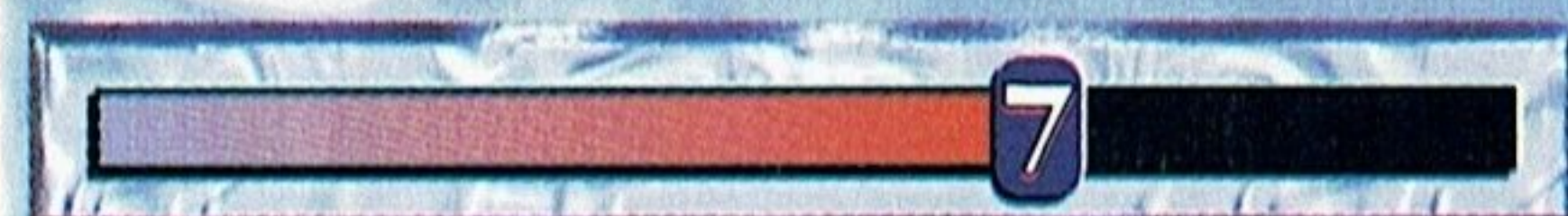
PLAYABILITY

Controls designed for a child, great interactive gameplay and the best part: you can never do anything wrong!



STAYING POWER

Not the longest of games, although it's one the rug rats will keep digging up.



OVERALL

Finally a good game designed for little kids. It's fun to play and fun to watch. They may learn something too!

81
PER CENT

Asterix and The Power Of The Gods

More roamin' around the Gallic lands as Peter Burney tests his Latin.

Well, here we go again. A platformer with all the makings of a great game: puzzles, mazes, lots of pick-ups, heaps of levels, and two characters to choose from. Unfortunately, it contains nothing new to the modern world of gaming and is let down by limited attack moves (punch, punch, or punch!) and rather average graphics and sound fx.

The story: those Gauls have got themselves into more mischief with the Roman Empire. You see, during one of their many scuffles the Romans have captured a very special Gallic shield and it's up to Asterix and his porky pal Obelix to retrieve it.

The music on the other hand is a total spin out – masterpieces from the great composers Strauss, Rossini and Mozart, Brahms, Bach and Tchaikovsky. It ain't death metal, that's for sure

It's tough and finishing it will take hours of sweaty palmed slogging and flogging Roman scum (and maybe an ounce of brain power).

Games like this come and go and whether the Gauls will defeat the toga forces in your house over the next few months is like an all-you-can-eat pizza fest. It's the same old thing but still yum! **M**

► True to the comic, a cool intro gives the lowdown on what all the fuss is about. Of course you can skip this once you've seen it.



second opinion

Platformers are a bit like chocolate fudge cakes; the first slice is fab but you can only have so much before you're completely sick of them. Roamin' around ancient France is fun enough, but there really isn't anything new here. **ADAM**

65%



◀▲ Pounding Roman soldiers is a major part of the gameplay and you must choose either Asterix or Obelix to do your dirty work. Both are equal in their energy and strength so the choice is merely a cosmetic one.



VITAL STATISTICS

FORMAT: Mega Drive

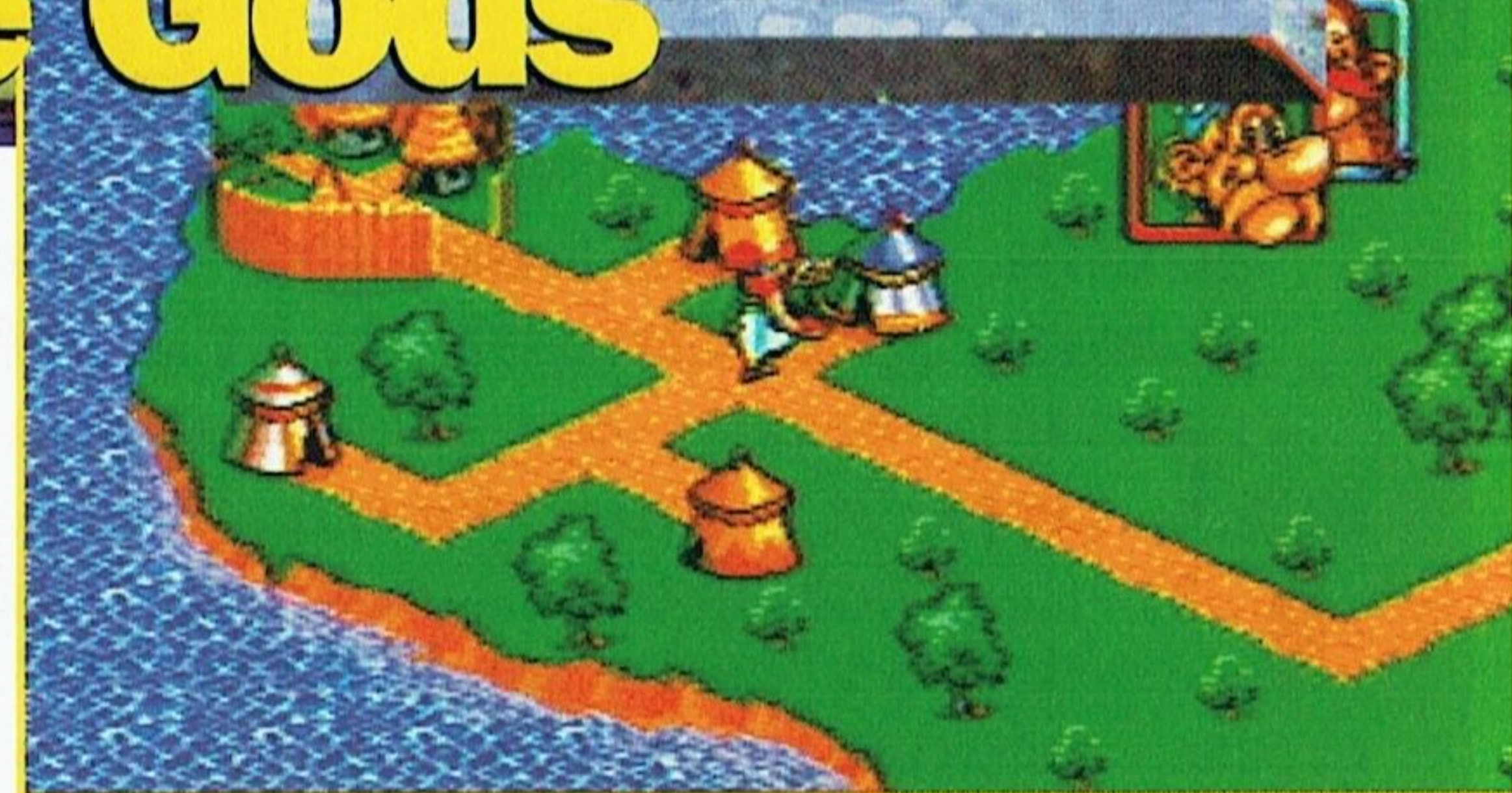
TYPE: Platformer

SUPPLIER: Sega

PRICE: \$89.95

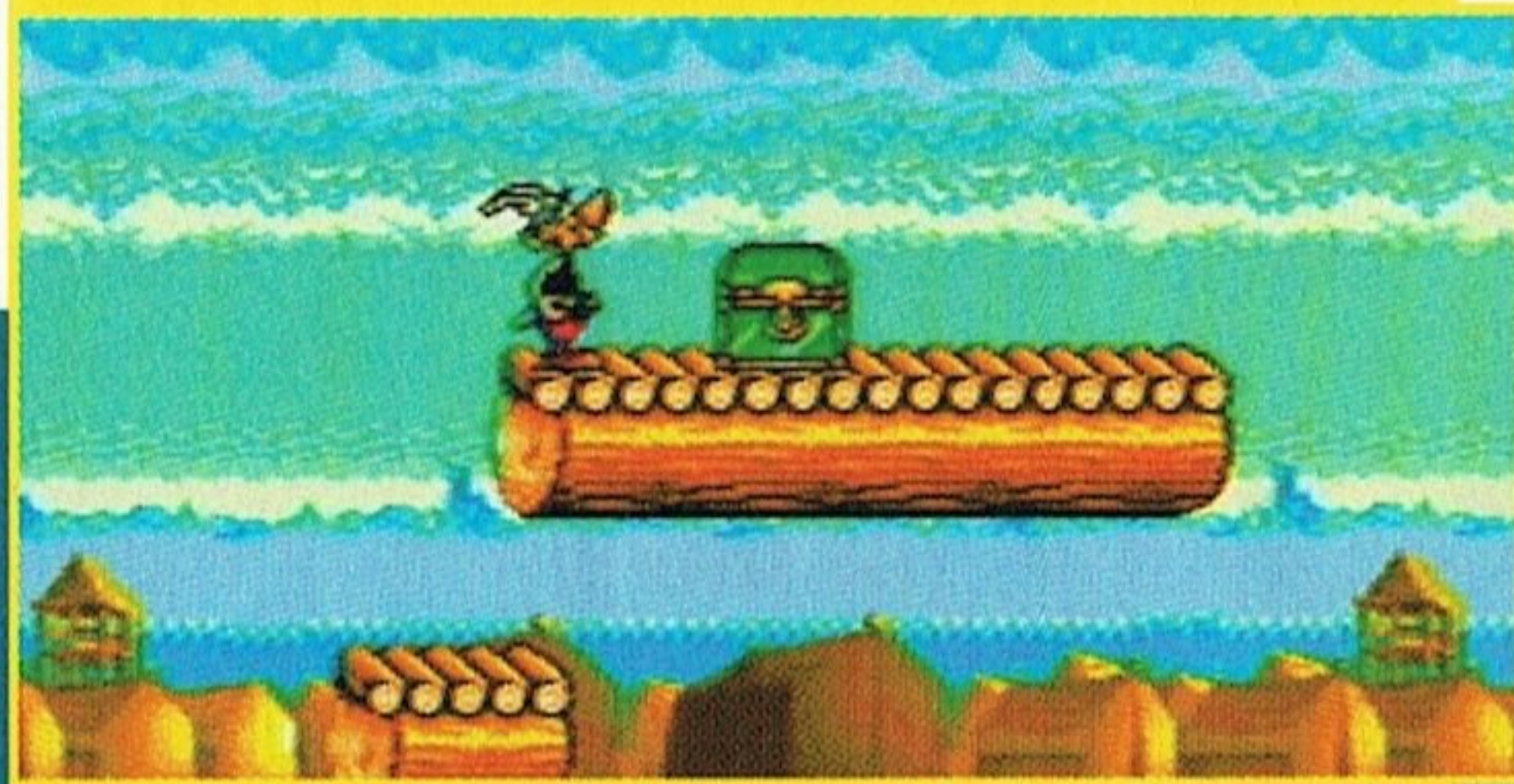
SIZE: 16 megabits

PLAYERS: One



▲ On your quest to find the lost shield you can select any of six locations to begin the adventure. Some of the locations are accessible only after collecting certain objects from other areas. Happy hunting.

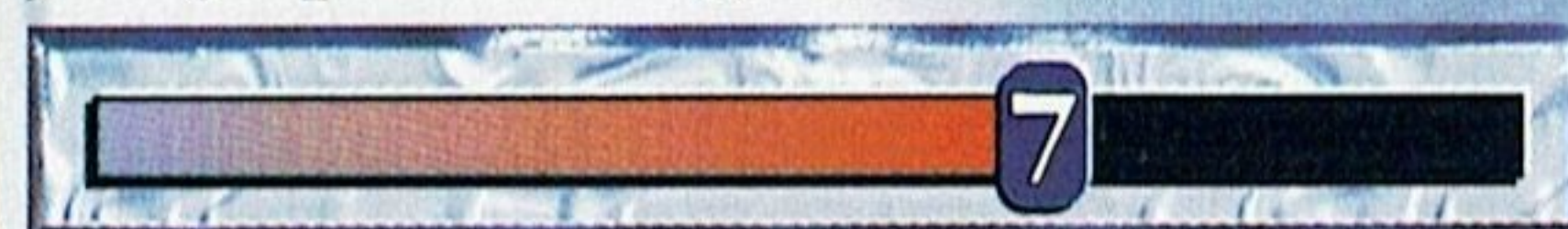
Megazone Tip: Go to LAUDANUM to get extra energy when you are low.



Word

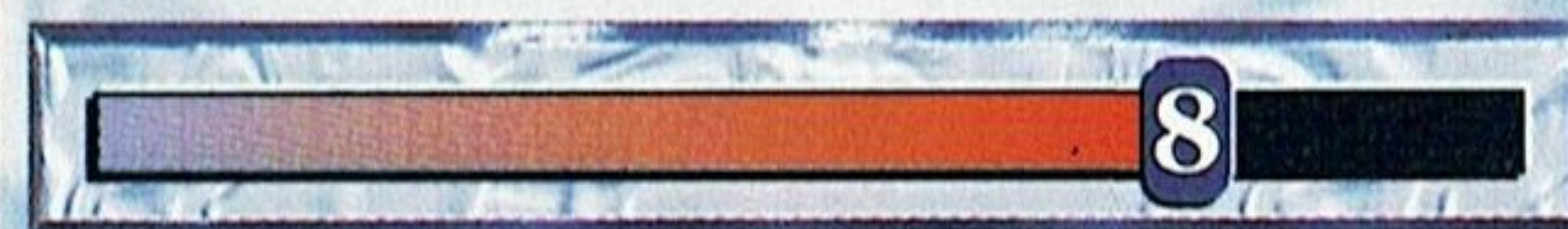
GRAPHICS

The colourful, multi-scrolling backgrounds look great but small jerky sprites drag it to the lions' den.



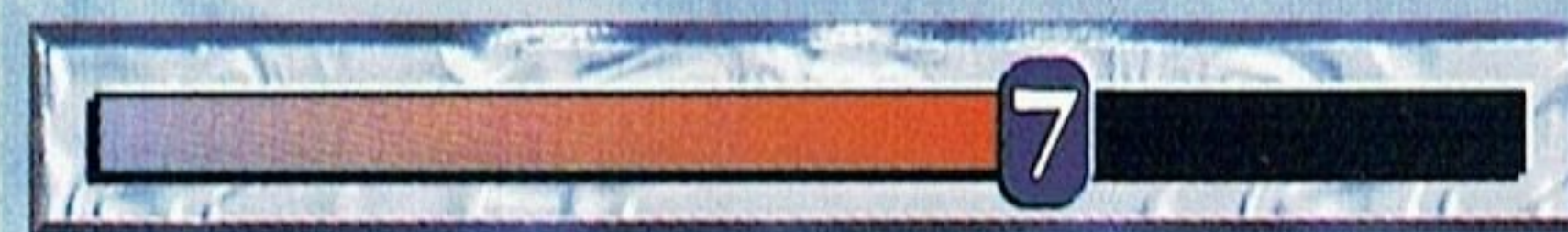
SONICS

Poor fx are covered up by a classical music score.



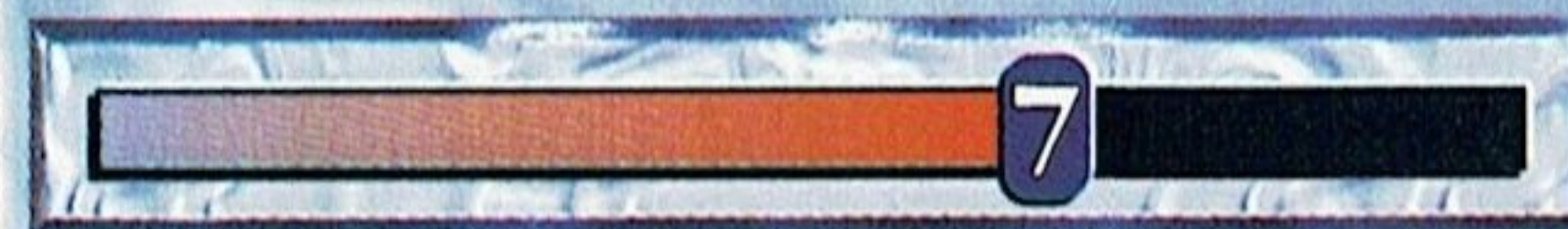
PLAYABILITY

Punching baddies becomes annoying but there's lots to do and lots to see.



STAYING POWER

It's tough, but keeping your attention long enough to finish it may be the trickiest part of all.



OVERALL

The Romans thought they had everything covered but it took Sega to think up the hire-before-you-buy scheme, and this game puts it to good use!

79
PER CENT

Supreme Warrior

"We'll have a Supreme Warrior with double roundhouse kicks. Oh, and hold the uppercuts." Too bad Peter Burney got caught up in another anchovy disaster!

The people at Digital Pictures have been busy little black belts slamming together two hours of the roughest, toughest interactive video gaming since the likes of *Mortal Kombat* splattered onto our screens. Sadly, though, this lavish production of karate kicking killers is crushed by unresponsive controls and ridiculously hard gameplay.

Obviously designed to be as close to a real fight as possible, you view the action through first-person perspective as you battle video-rendered opponents. However, the battle soon escalates into an outright slaughter as your life meter rapidly depletes in a smoky barrage of kicks and punches with no real means of defence.

Supplied with techniques every self respecting Ninja should have (a variety of kicks, punches, blocks and even special moves) we found ourselves wiggling the joy pad and pounding the buttons in a frantic attempt to at least throw a punch. This is where things go horribly wrong; you can only perform a move when your opponent is OPEN to attack, any other time nothing will happen (as though you hadn't even hit the button). Blocks, on the other hand, are never seen so it's virtually impossible to tell if you've blocked a strike or not. Freakin' frustrating and confusing to say the least!

It's a professionally-produced feature with cool effects but as games go it's a white belt in diapers. **M**

VITAL STATISTICS

FORMAT: Mega-CD

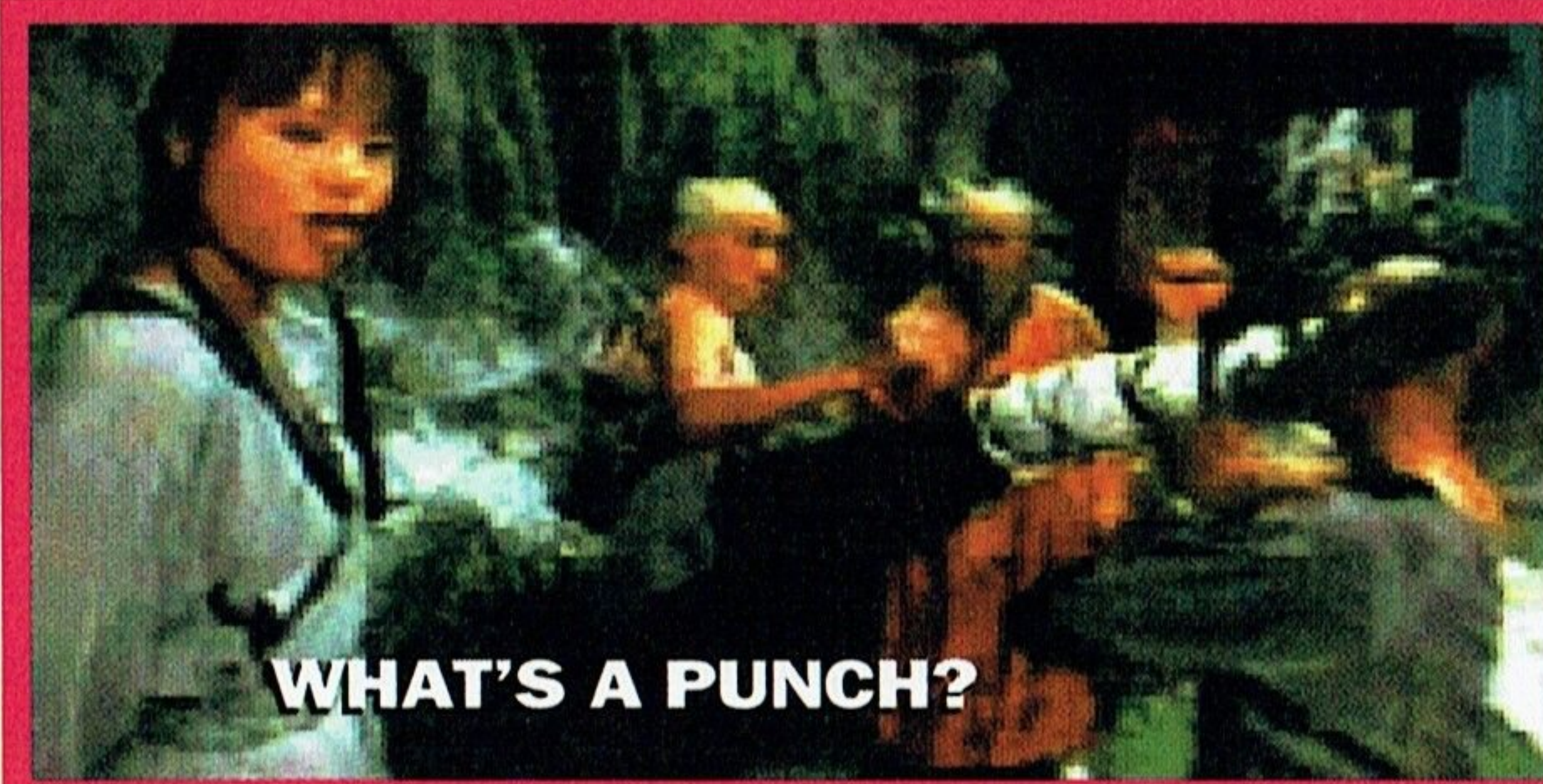
TYPE: Beat 'em up

SUPPLIER: Sega

PRICE: \$99.95

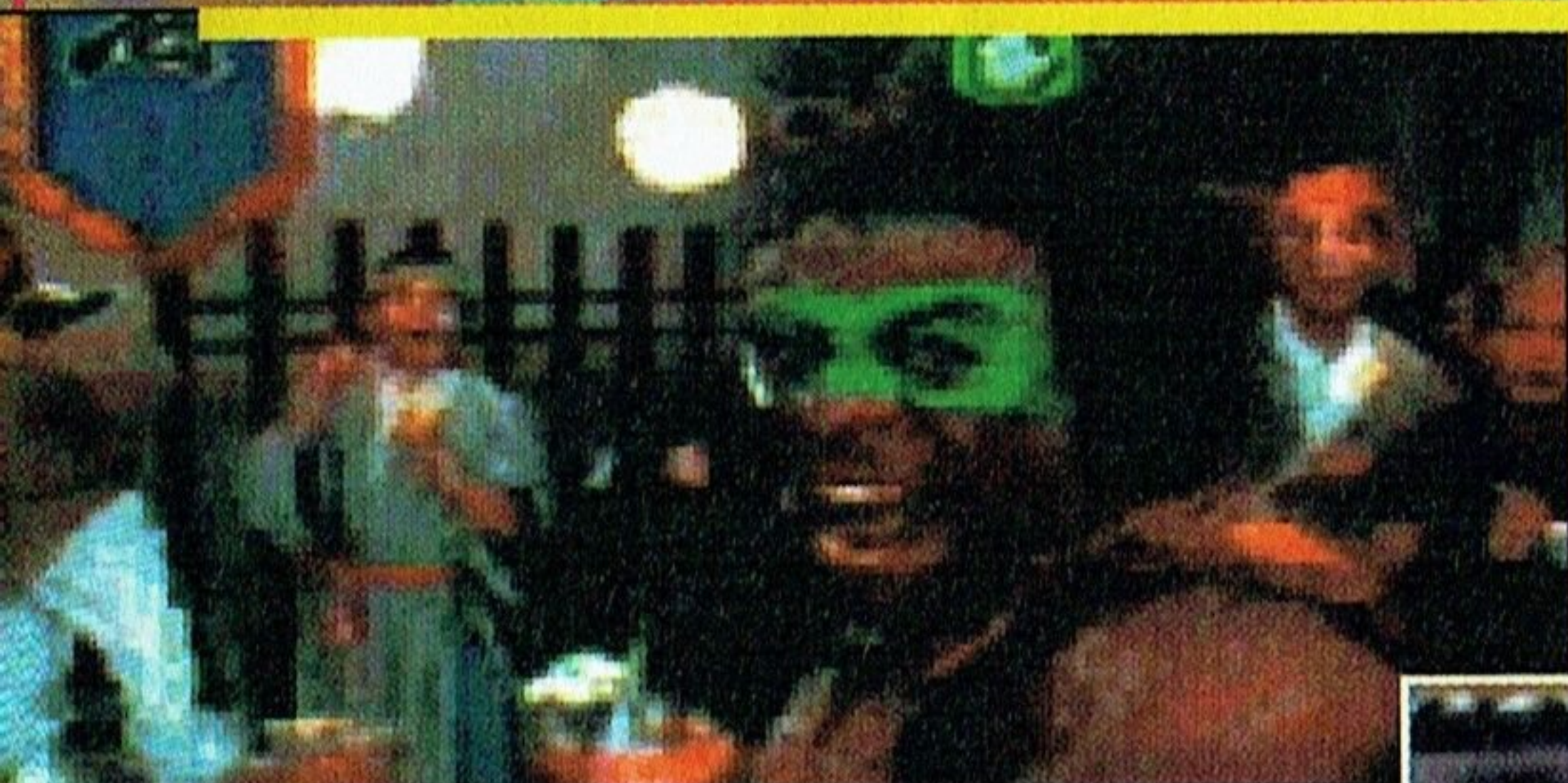
SIZE: Two CDs

PLAYERS: One



WHAT'S A PUNCH?

▲ For all those people out there who don't know the difference between an uppercut and a head kick or when to use them, the teaching option was designed with you in mind... Yes, Master.



STRIKE GRASSHOPPER

◀ In all you must defeat nine warriors to become the supreme warrior. And believe us it's no walk in the park either (walking on water would probably be easier!).

Megazone Tip: Fight the Earth Bodyguard One first as he is the easiest to beat.



▲ Push left and hit button A for punch... And it's a jaw breaking strike to the head!

▲ In the beginner mode, a symbol of a foot or hand appears around the screen indicating when and where to strike. Sound easy? Not so. You need lightning reflexes. If you're slow, nothing happens.

second opinion

Fiddly, nay, impossible to control, this simply isn't any fun at all. The only saving grace is the ultra-foxy sex kitten who pops up between screens. **45%** **ADAM**

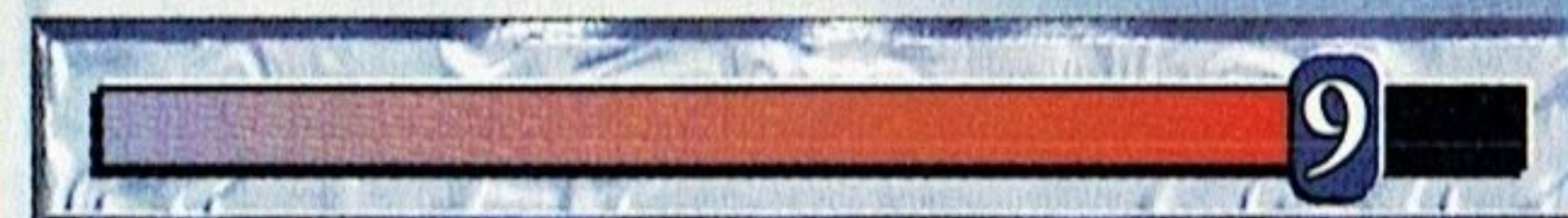
◀ You must face the warriors from Fire, Wind and Earth. All can be chosen to fight at any stage but it's best to stay with one opponent to learn their combinations (remember it is a movie).



Word

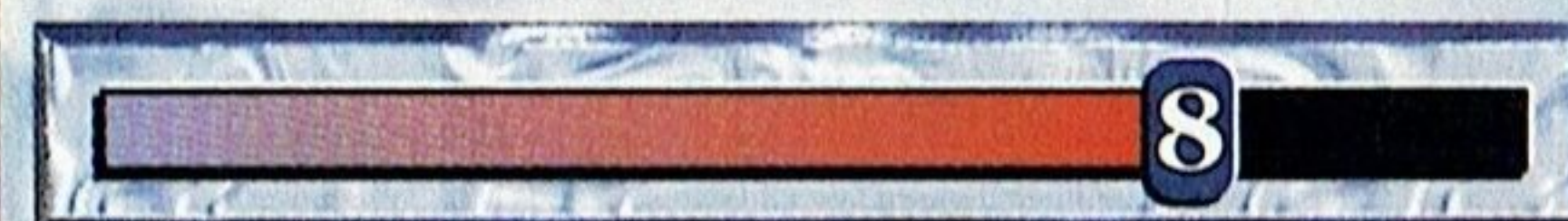
GRAPHICS

Impressive digitisation and some super visual effects. Bruce Lee eat your heart out.



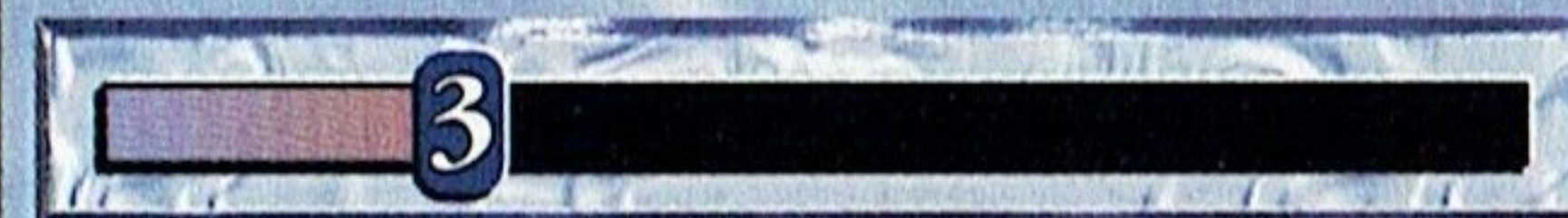
SONICS

Atmospheric music direct from a Chinese take-away, clear speech and the slaps, whacks, and aaghs you love.



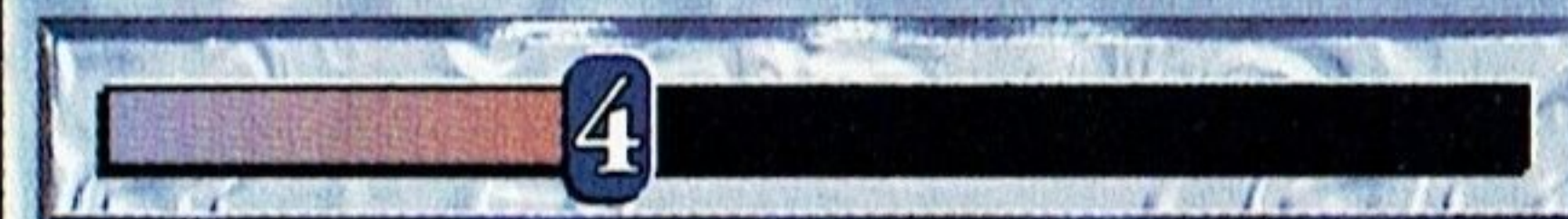
PLAYABILITY

Unresponsive controls, high difficulty setting. It's just plain annoying.



STAYING POWER

Constant defeats and dodgy controls crush any desire to keep at it. As inviting as a smack in the head!



OVERALL

A great concept coupled with big production costs doesn't always equal a great game... or even a good one at that.

51
PER CENT

Samurai Showdown

Give Mark Sariban some spirits and tell him he's a samurai. Then watch him get into serious trouble.

In a world populated with the likes of *Mortal Kombat* and *Street Fighter*, why on earth would anyone waste development money on another one-on-one beat 'em up? Especially a beat 'em up like *Samurai Spirits*, that singularly fails to push any gameplay boundaries? Sega did. And now they want you to pay and play. Well, Megazone had a bash at it and weren't very impressed. It's an OK game, with the novel approach of having the characters use traditional samurai and feudal European weapons. The fighters move fluidly and quickly and have been well drawn.

However, it's still the same old set-up, with standard characters fleshed out by giving them distinguishing ethnicities or heritages. We couldn't really fault the quality of gameplay, but we had a strong feeling of having been there, done that. Good for a change of scene, but that's about it. **M**

► Most of the characters are Japanese, who all use samurai weapons. There's also a Frenchwoman called Charlotte, who dresses up in a very fetching suit of armour (minus headgear, of course) and fights with a foil, a Chinese guy with a big sword, a couple of Americans and a guy from someplace called Greenhell. No snot jokes, please.



▲ For added value, a little man (who looks suspiciously like the troll from *Golden Axe*) throws items onto the fighting stage. Some of these items give you extra points or lives, while some will simply fry your brains and body.

Megazone Tip: It's probably a good idea to avoid getting too close to the item with the glowing red death-head symbol, shown here in the centre of the screen.



▲ What would the RSPCA think of this? Here's Galford and his wolf fighting Nakoruru and her eagle. Nakoruru can use her eagle as a springboard to launch an attack from the other side of the screen. The eagle also has a habit of divebombing opponents. Galford's lupine partner doesn't seem to do much other than tense up when Galford attacks. Perhaps he has a secret move we haven't found yet?

second opinion

At first glance, this looks OK; there's weapons and stuff which should set it apart from the standard fighter. Sadly it plays like a dog. Ah well.

50%

ADAM

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Beat 'em up

SUPPLIER: Sega

PRICE: Tba

SIZE: 24 megabits

PLAYERS: Two

Edward

GRAPHICS

Backgrounds nowhere near as good as they could have been.



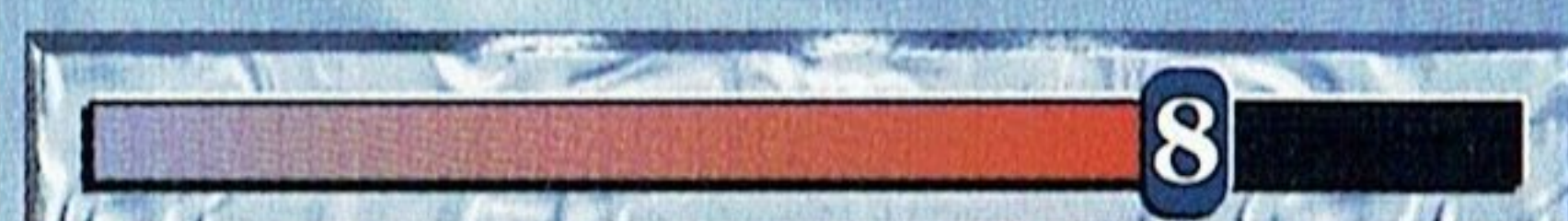
SONICS

Exceedingly average sound effects.



PLAYABILITY

Responsive controls make gameplay a breeze.



STAYING POWER

No.



OVERALL

Nothing new in this standard one-on-one fighter.

55
PER CENT

Corpse Killer

With glazed eyes, pale skin and clammy hands, Peter Burney lurches into the Megazone office... and we thought it would only make you go blind!

VITAL STATISTICS

FORMAT: Mega-CD
TYPE: Shoot 'em up
SUPPLIER: Sega
PRICE: \$99.95
SIZE: CD
PLAYERS: One

Zombie Flesh Eaters, Friday the 13th, Invasion of the Body Snatchers, A Nightmare on Elm St... The list of horror movies goes on and on. But imagine a horror movie in which you were the main character, the hero, the Corpse Killer. Digital Pictures has taken the horror theme one step further in this grave digger's nightmare.

To put it simply, *Corpse Killer* is, as the name suggests, a shooting game (compatible with both the Menacer and the Justifier light guns) in which you must wipe out hordes of zombified killers, mass murders, gang members and a host of other undead dudes.

Played in the same vein as *Lethal Enforcers* and *Operation Wolf* (with slightly more strategy) you must choose from a variety of map locations in order to build up ammo and health to take on the evil doctor who's creating all the chaos. However, it does become a little monoto-

nous with its kill-everything-that-moves syndrome.

Graphically, the plot revolves around some classy FMV. Unfortunately, the shooting scenes aren't so impressive with blurred, slightly blocky, digitised sprites which skim around jolty side-scrolling scenery. And the gun is a simple crosshair, with red dots for bullets.

But the shooting theme has risen from the dead in full digitised glory, though this time it's meaner, scarier, more strategic, and starring a beautiful busty blonde babe (we interviewed her issue 48)... but let's face it – it's still a shooting game.

Games for light guns are few and far between. And light gun games for the Mega-CD have been non-existent – 'til now. If you have that combo, then this is pretty much a must-have. **M**



▲ By accessing the map of the island you can choose which areas you wish to visit in order to stock up on bullets and health. There are also sub-quests like looking for treasure or digging up the real story.

Megazone Tip: Stock up on the more powerful Datura-coated bullets for the later levels.

second opinion

The problem with light gun games is that they all run to the same formula; after all, games where you rescue the bunny rabbits or save the princess don't really fit. But blowing people away is always good fun, especially if they're already dead, and this makes good use of the Mega-CD's full-motion video capabilities. Plus there's far more strategy than the average gun game, the characters' dialogue between scenes is great, and that Julie – sheesh! **88%** ☐ ADAM



▲ Your buddies Winston, the money-hungry Jamaican, and Julie, the reporter who's after a scoop. Both will try to convince you to take on their quests and also give you the lowdown on what's going on.

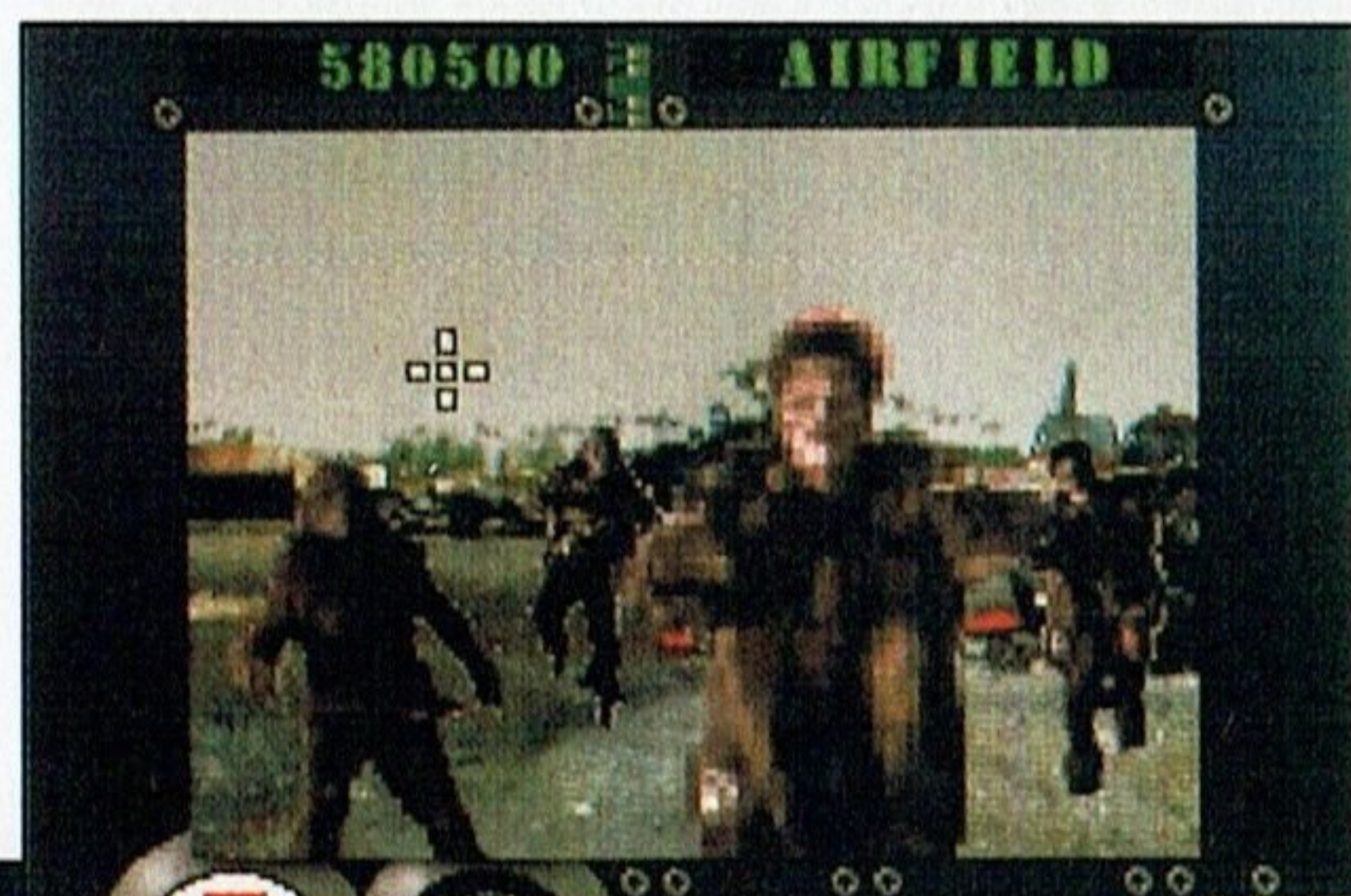
► Black Magic Men (the black flying dudes) appear in some of the shooting scenarios and can't be killed unless you've got Datura bullets. They're real pains in the neck.



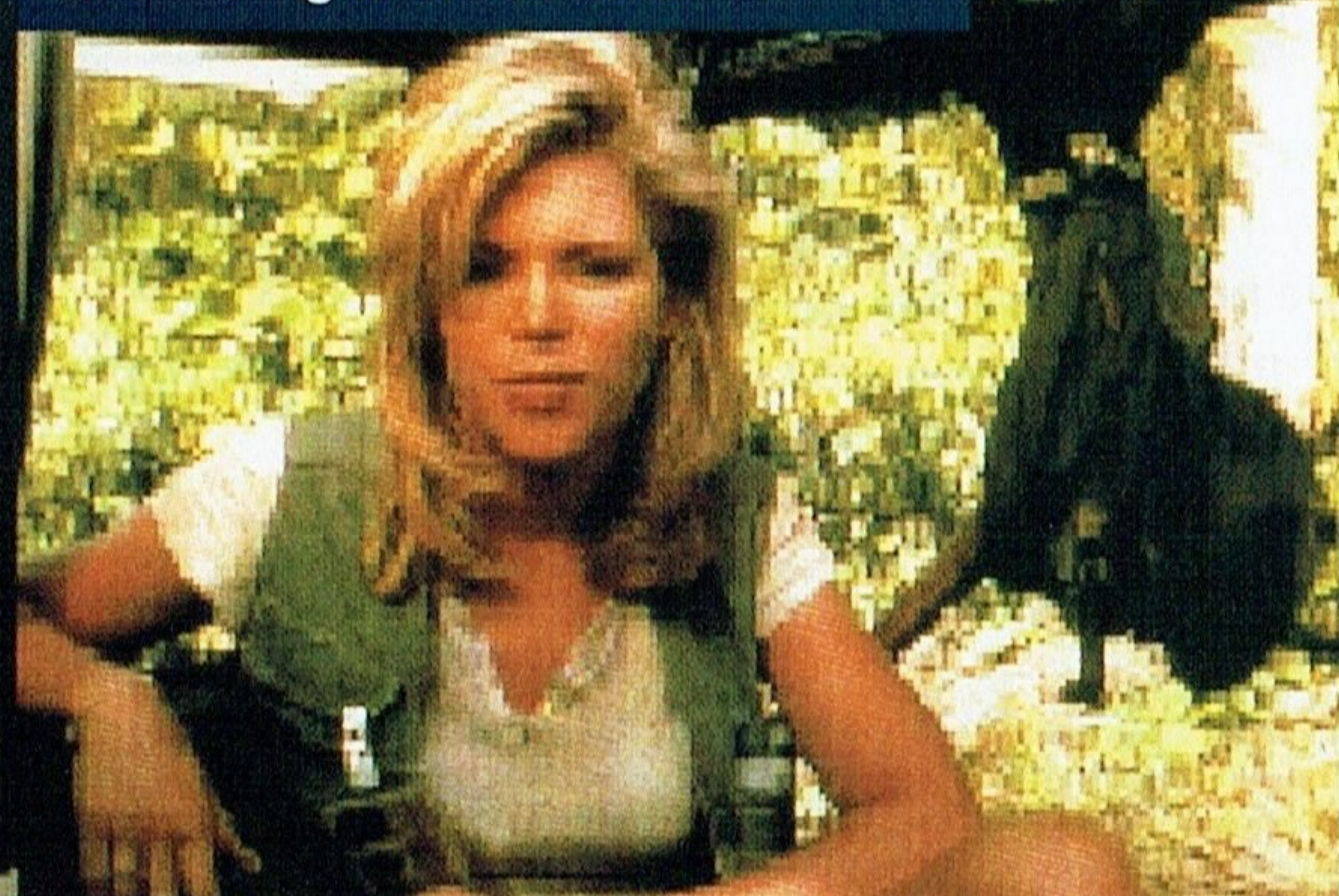
SUPER, REALISTIC, TECHNICOLOR KILLING

Corpse Killer is also available in an enhanced 32X CD version. Gameplay is exactly the same as the standard Mega-CD game; the difference is the video display. It's here that the advantage of being able to display 32,000 colours simultaneously really comes into its own. Instead of the grainy, pixillated look that Mega-CD owners have got used to (though it must be said that the quality has improved since the early efforts), the graphics

are crisp, clear and colourful; this is more like watching a VHS video. Needless to say, if you happen to own the combo of Mega-CD, 32X and a light gun of some description, then this is the game for you.



▲ The zombies look a little more threatening in the 32X version.

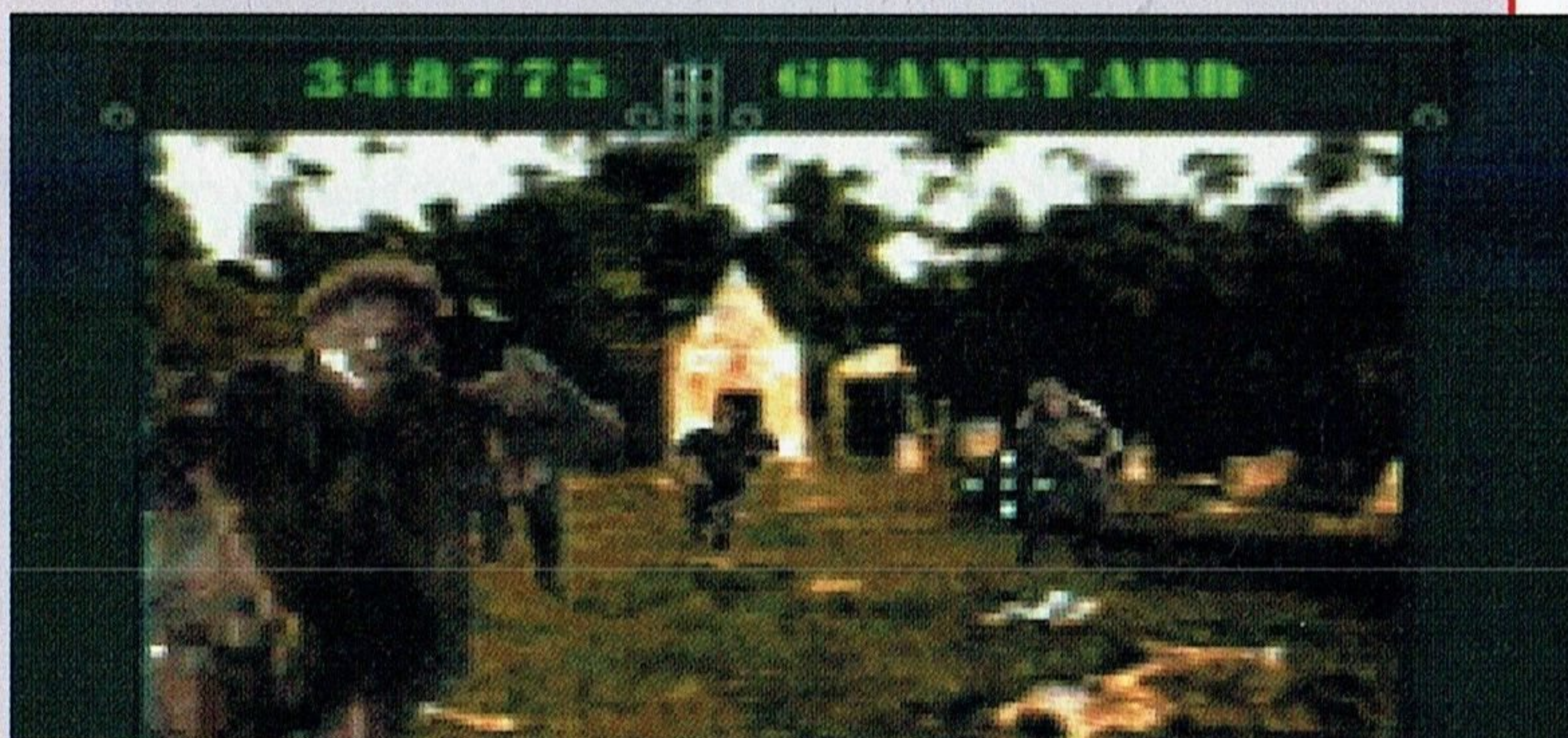


◀▲ Gameplay is identical on the 32XCD with the standard Mega-CD version. But the graphics are much improved, especially the full-motion video between-the-scenes sections which really come to life.

◀ What with 32 thousand colours and everything, that Julie's even more of a hornbag on the 32X!

The shooting sections take two forms and appear in many different scenes with a variety of different zombies but still have identical gameplay.

► The most common form of play is when the zombies rush towards you. If you fail to kill them then they will take away a piece of your energy.



◀ Baddies pop up from behind the fence and throw skulls, hand grenades and knives which must be shot.

Word

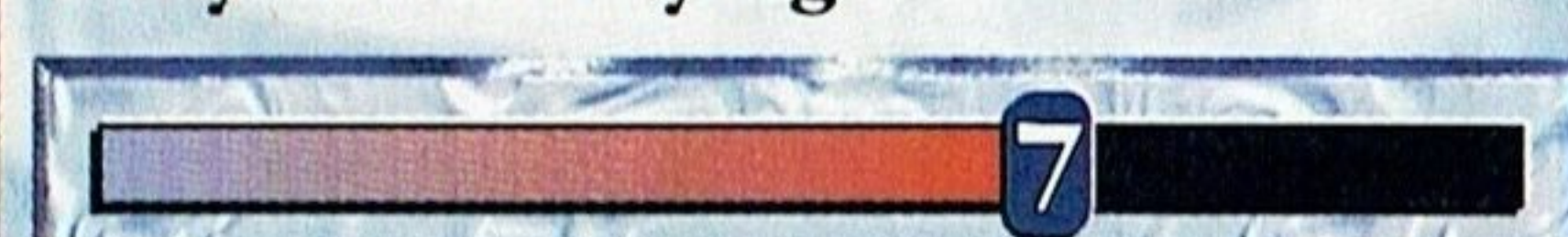
GRAPHICS

Great FMV, although the shooting bits are a little rough with blurry sprites and jerky scrolling.



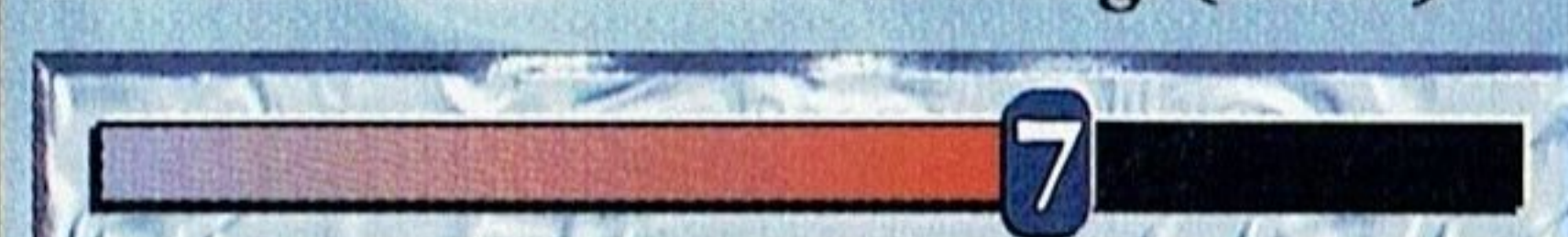
SONICS

A sombre soundtrack adds to the mood but dying zombie screams are tinny and annoying.



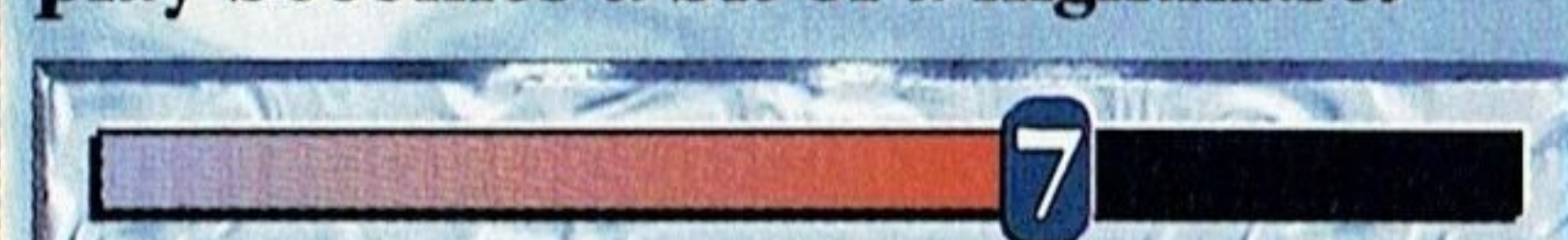
PLAYABILITY

What at first seems like a shooting game becomes a strategic slaughter of the undead... with shooting! (huh?)



STAYING POWER

Tough in places. The FMV storyline keeps you digging but repetitive gameplay becomes a bit of a nightmare.



OVERALL

With one foot in the grave there's still some life in the old shoot 'em ups yet, and *Corpse Killer* is definitely a return for the living dead.

81
PER CENT

Road Rash 3

**Speed always has its downside.
Mark Sariban says just say "No" to roads.**

Not content to leave it alone and develop something at all different, Electronic Arts have come up with a third *Road Rash*. At first glance it's difficult to tell the difference between *RR2* and *RR3*. The game is still the same – hop on your motorbike, try and win each race while avoiding the police, steer clear of other traffic and, of course, beat the crap out of any biker in your way.

The graphics are now more realistic, with excellent punching and kicking movements. Backgrounds are much the same as before, although it must be said that extra detail has been added to the track side. As for the soundtrack, it's more of those mildly irritating tunes which are supposed to reflect the cultural heritage of the countries the races are set in.

The two-player split-screen option has been retained, as have all the other features of the previous *Road Rash* carts. The only noticeable addition to the *Road Rash* concept is the upgrade option in the Bike Shop menu. Instead of having to accumulate a massive amount of money to buy a

whole new bike, you can now buy extras for your existing bike for improved performance at a fraction of the cost. This is actually a good investment, since you're much more likely to land first place (and the most prize-money) on a souped-up bike – prize-money you can eventually use to buy into the next class of racing bike.

Road Rash 3 has all the right hallmarks of a great game – it's fast, challenging and loads of fun. But really, if you have *Road Rash 2*, there's seems little point in laying out the cash for the minor improvements to a classic game. **M**

VITAL STATISTICS

FORMAT: Mega Drive

TYPE: Racing

SUPPLIER: Electronic Arts

PRICE: Around \$100

SIZE: 16 megabits

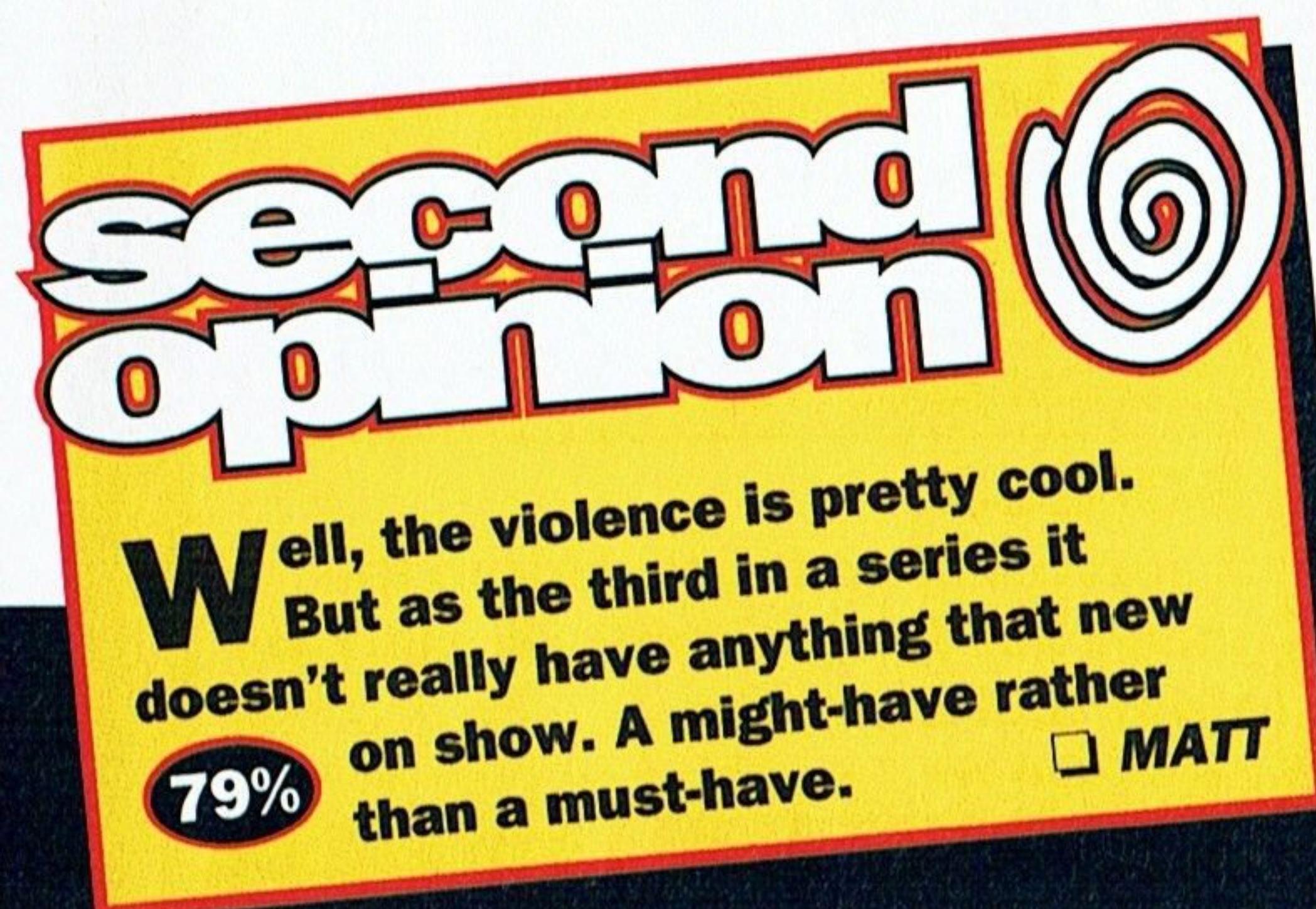
PLAYERS: Two



▲ The upgrades option in the Bike Shop lets you remodel your bike on the cheap. Choose between better performance, increased protection, tyres with 'the grip of a tiger' or super-duper suspension.



◀ As always, you have to keep a look-out for oncoming traffic. Each race is set in a different country, with corresponding changes in traffic rules. When starting a race, it's a good idea to take note of which side of the road the first car that you encounter uses. Otherwise you might end up grilled.



second opinion
Well, the violence is pretty cool. But as the third in a series it doesn't really have anything that new on show. A might-have rather than a must-have. **79%** **MATT**



If those are rhinos, this must be Kenya...

Road Rash 3 has gone international, with races being held in Brazil, Germany, UK, Italy and Kenya.



If that is snow, this must be Kenya...uh, I mean Bavaria

The German track is supposedly set in mountainous Bavaria. Looks like a Kenyan savanna under a foot of snow to us.

Megazone Tip: Make sure you get extra tyre grip before tackling the icy German roads. A bargain at \$140.



Brazil is a tough nut to crack

No, it isn't really but we couldn't resist the piss-weak pun. Sorry. Brazil is actually the first race in each level, and the easiest course to um... finish!



Anarchy on the Autostrada

'Autostrada' is Italian for either "get out of my way you insufferably slow idiot or I swear I'll do you for dinner" or "expressway". We forget which. Lucky, then, that the Italian course is set in the countryside.

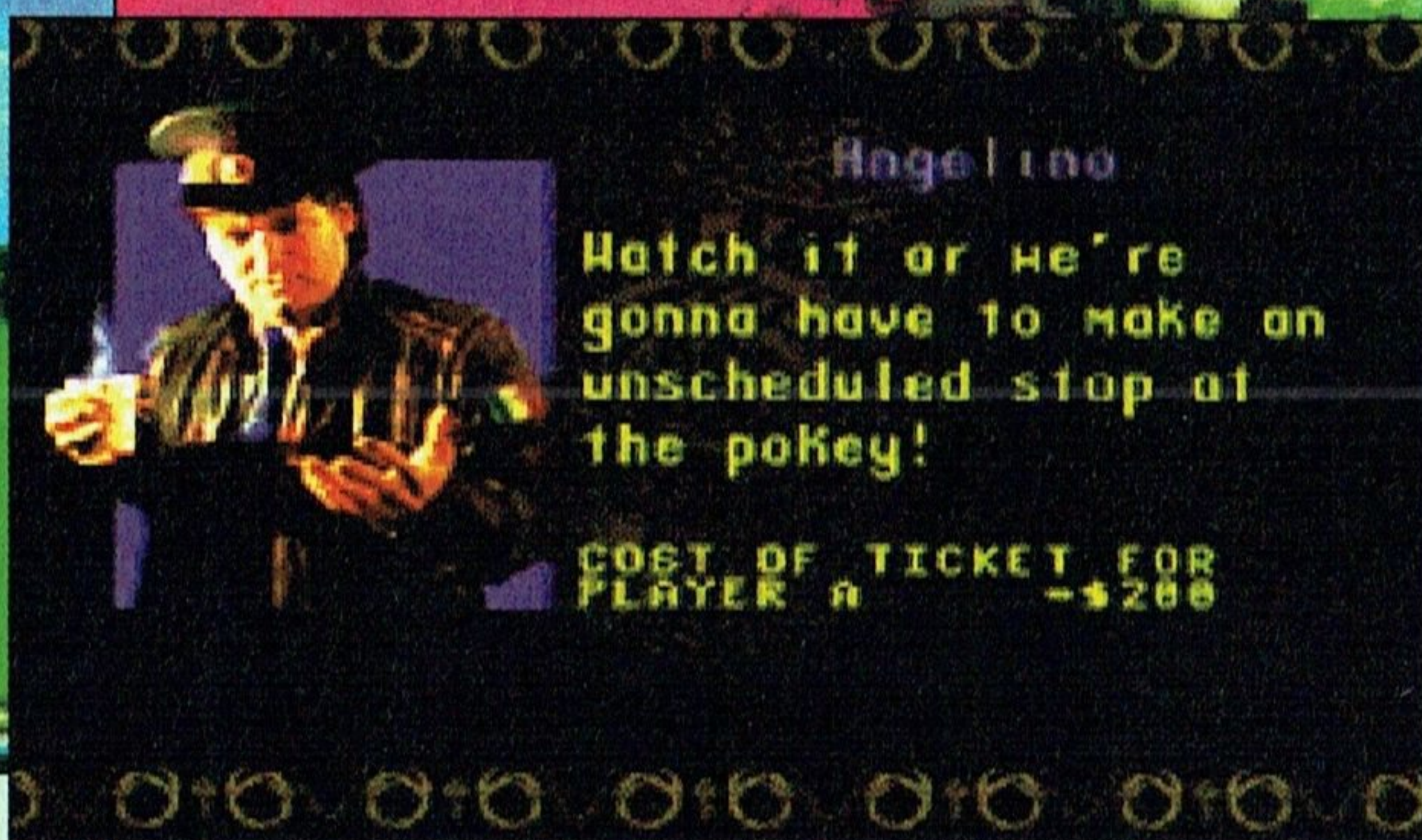
If this is the Isle of Man, why are there so many hairpins?

The Brit segment of each level is set on the Isle of Man, a dangerous course with lots of hairpin turns and a reputation for frequent fatalities. Cool!

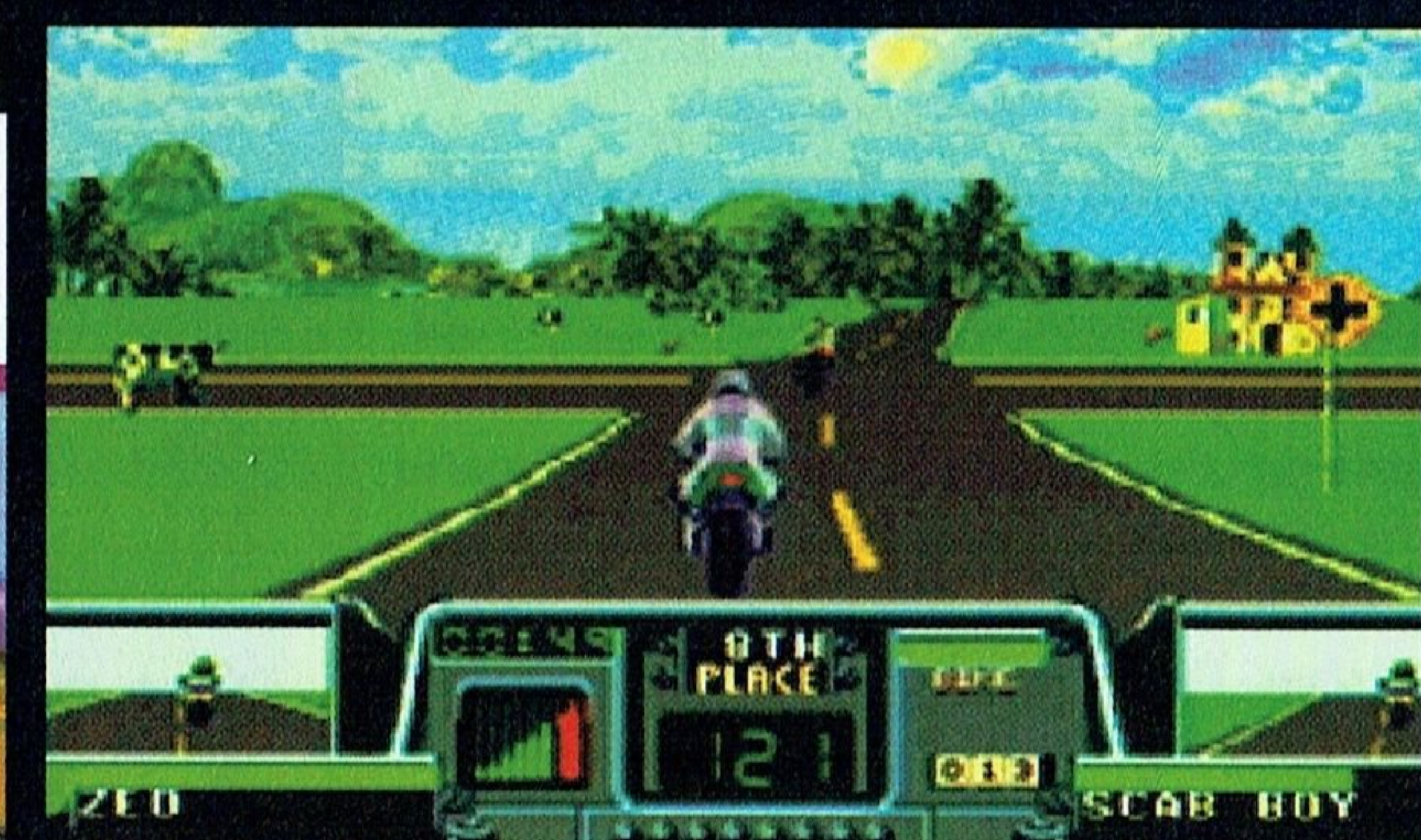


Busted!

Running into a police car is never a good idea, but if you do it in this game it will cost you the race and a fine to boot...



▲ Angelino says, "Eh! Where's da donuts?"

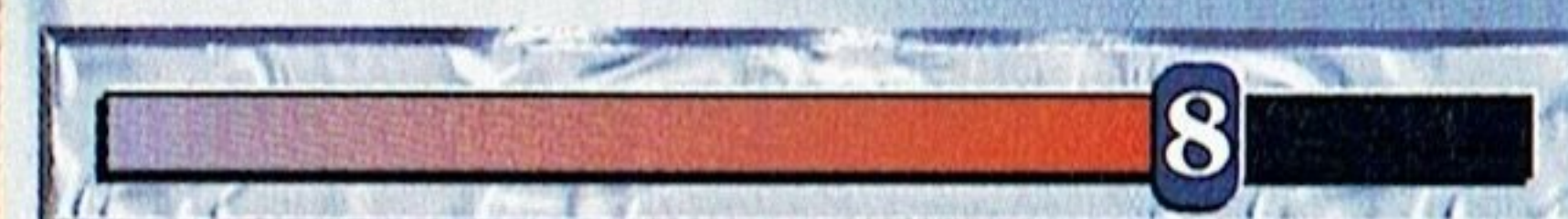


▲ The behind-the-rider perspective has been left unchanged, although the instrument panel has been rearranged. Time elapsed and current race position have been swapped, making it easier to check on how many potential victims are still ahead.

The Word

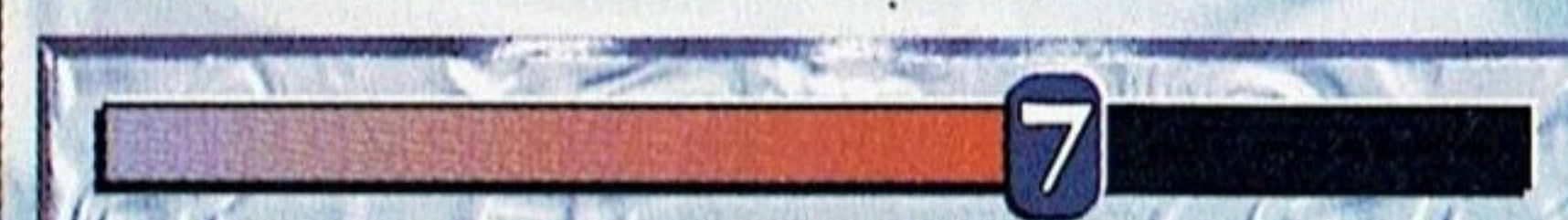
GRAPHICS

Mostly impressive, although the two-player split screens are hard to follow.



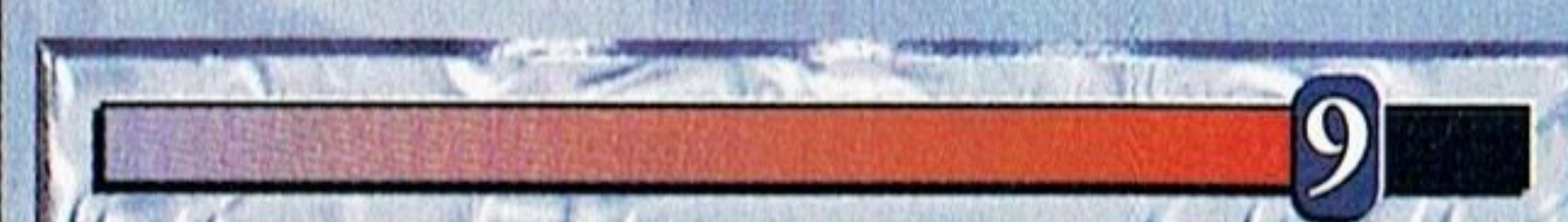
SONICS

The music isn't the best, but it could have been worse.



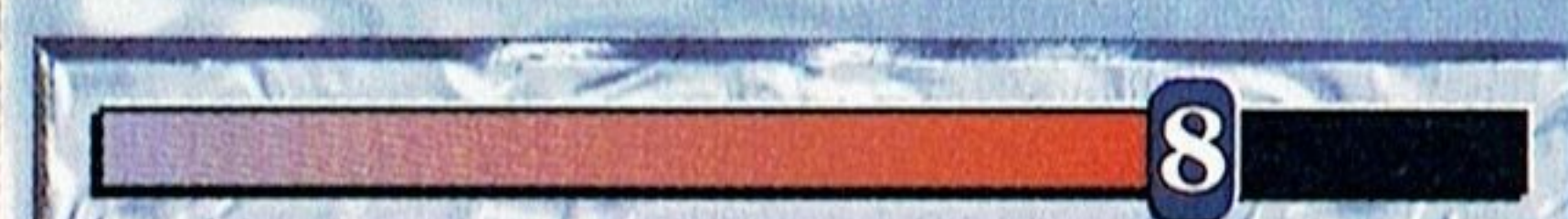
PLAYABILITY

As simple as falling off a bike.



STAYING POWER

Nudging some poor sucker into oncoming traffic is strangely addictive...



OVERALL

Great stuff, but more like a tune-up than a major overhaul.

80
PER CENT

Baseball Tonight

"Batter up!" cries Mark Sariban. "It's time for Chicken Tonight." Hang on, that can't be right...

Baseball Tonight recreates baseball from the viewpoint of a TV broadcast from US cable sports channel ESPN. The hosts Chris Berman and Dan Patrick, a sort of American Fatty Vautin and Max Walker, introduce the match and provide a play-by-play commentary.

The players move exceptionally well, especially the pitcher's pre-launch wind-up. Even the batter's swing is realistically fluid.

Having to control everything takes some getting used to, though. Pitch a strike and the catcher gloves it... then waits for you to press Button A to throw it back to the pitcher. Fielding is hard work – even with the computer assistance option turned on, try getting outfielders under a fly ball. Same goes for batting.

The game is slow, but that seems more due to the nature of baseball than to any fault of the designers and programmers. Having to plod through seemingly endless set-up screens (in total silence) before starting doesn't help, either. This one is strictly for the baseball-mad. **M**



Cluck, cluck, cluck, cluck... cluck-eet!

VITAL STATISTICS

FORMAT: Mega-CD

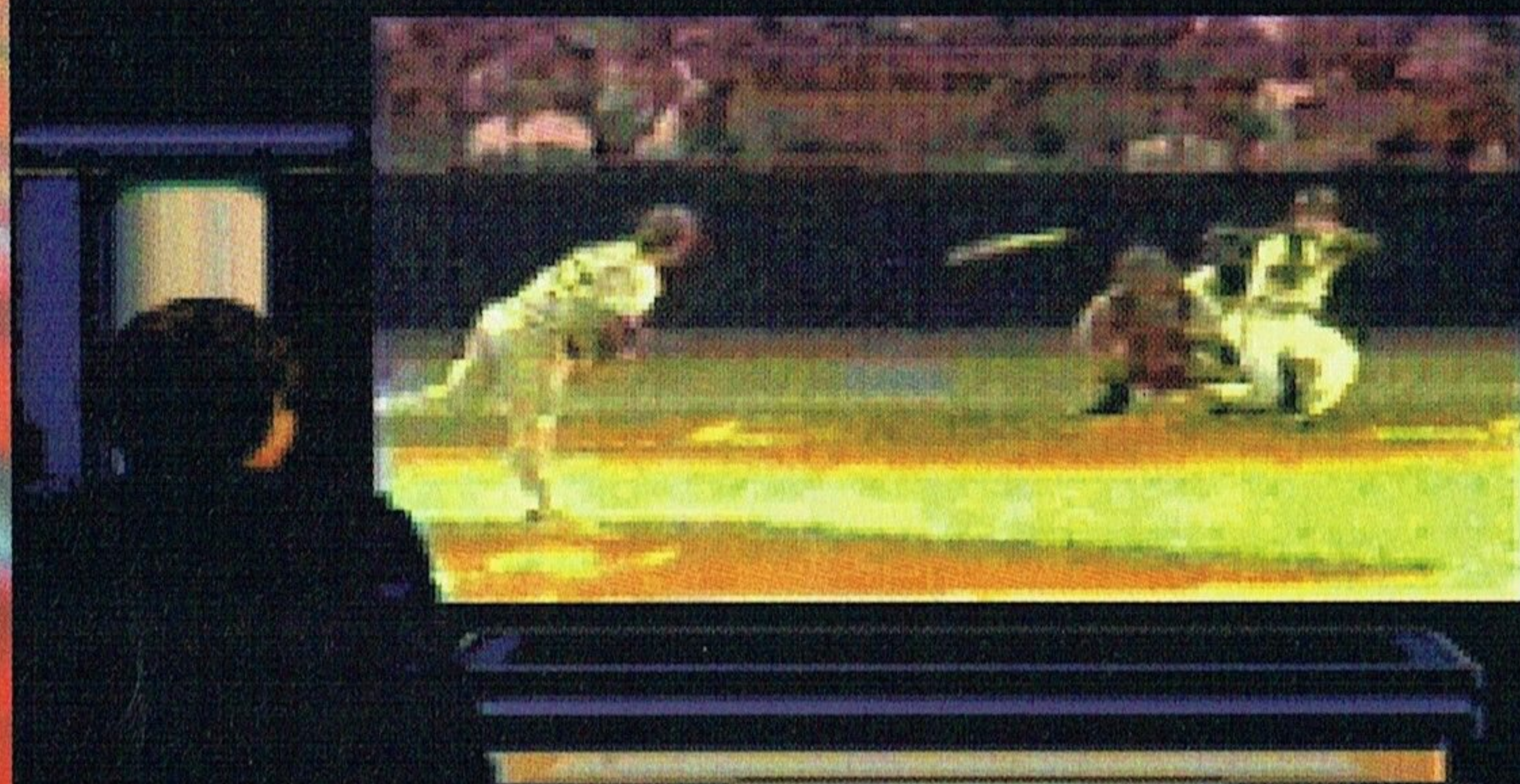
TYPE: Sports sim

SUPPLIER: Sony Imagesoft

PRICE: tba

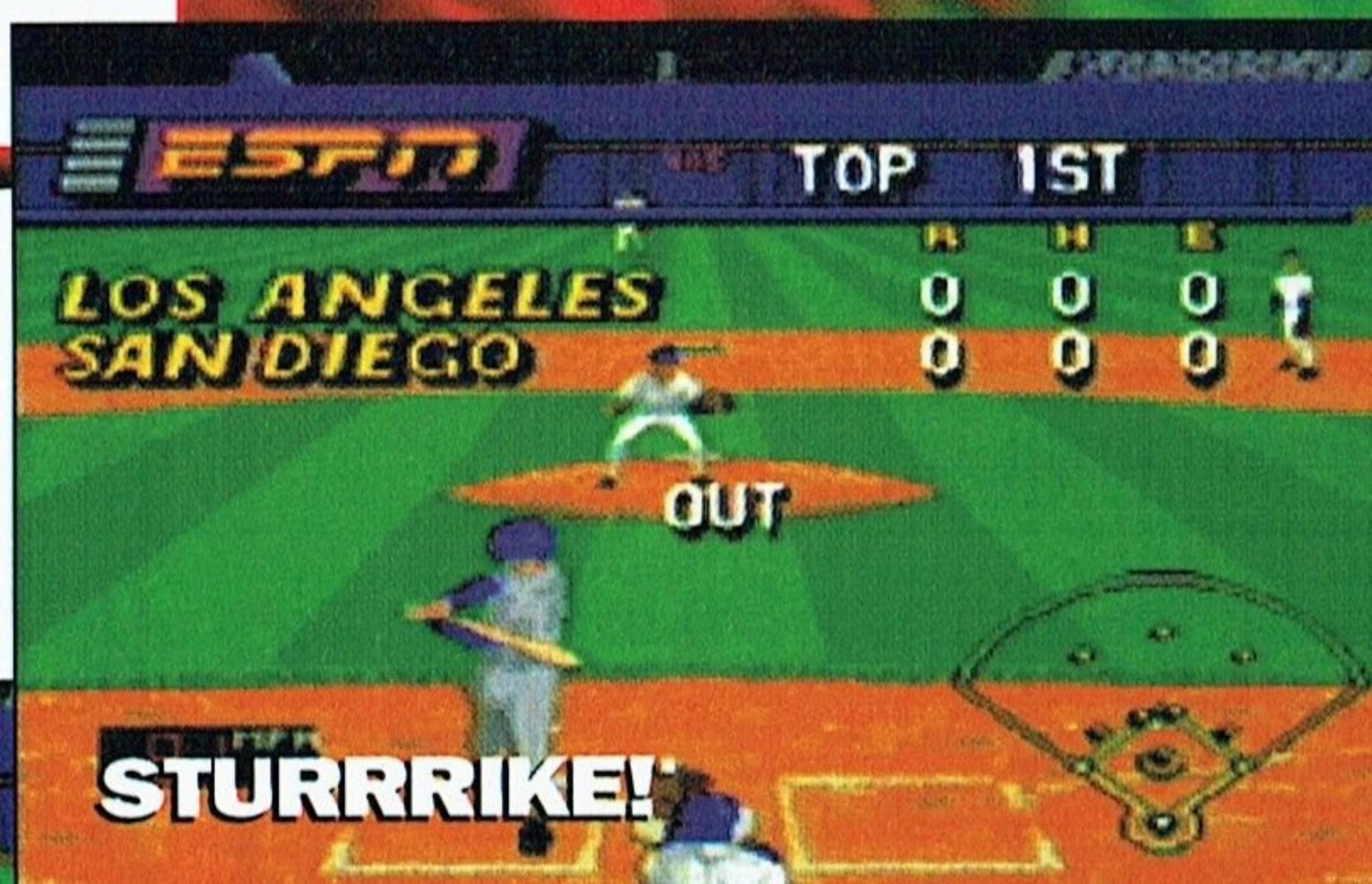
SIZE: CD

PLAYERS: Two



During the break between the top and bottom halves of the seventh inning, they round up the scores in other games being played each 'night' with full-motion video.

▼ **Actually connecting with the ball takes a lot of practice. Unlike in other baseball sims, hitting a pitch requires the decision to swing to be made just as the ball is leaving the pitcher's hand...**



▲ ...otherwise by the time you've swung the bat the catcher already has the ball in his glove.

BATTER UP...

STURRRRIKE!

second opinion

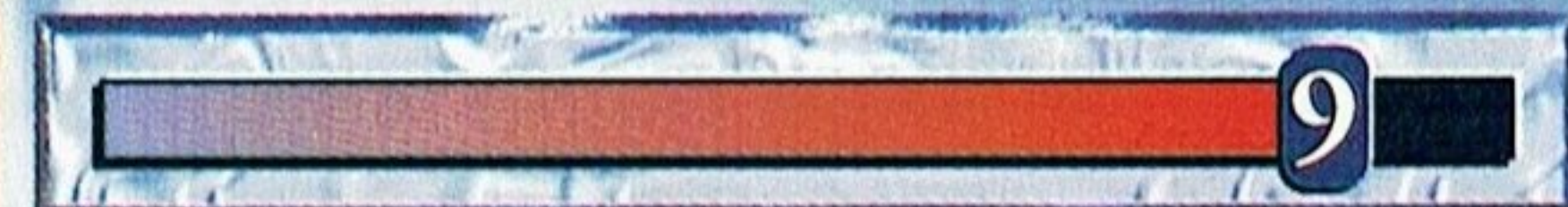
The graphics are some of the best ever seen in a sports sim but the actual gameplay is pretty sluggish for a world champ. Good for the CD but if you want a better b-ball game, stick with La Russa. **80%** **MATT**

◀ When pitching against the CPU, there's really not much room for manoeuvring. Pitch even a little off line and the batter will just watch it sail past for a called ball. Pitch on line and pow! – home run...

Word

GRAPHICS

Damn fine graphics.



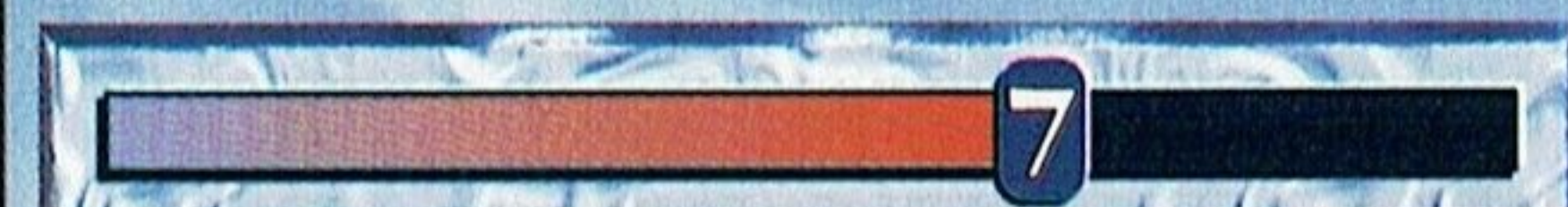
SONICS

Good commentary and okay crowd noises.



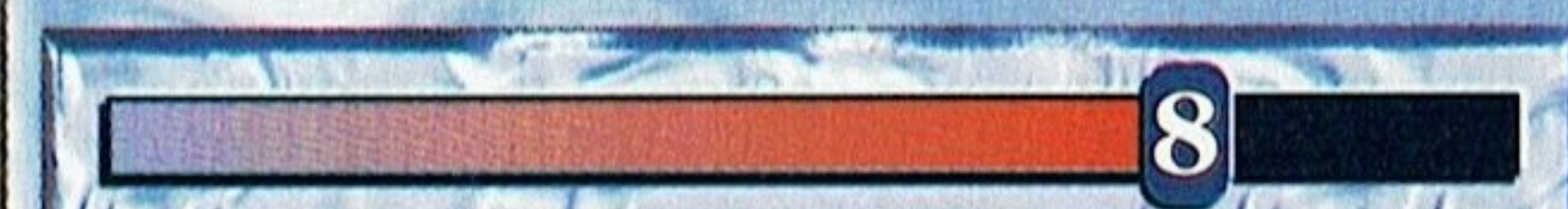
PLAYABILITY

Controlling the fielders is a major league headache. And it's slow.



STAYING POWER

There's always another World Series to play... unless they go on strike.



OVERALL

A bit sluggish for our liking.

78
PER CENT

Novastorm

Never pass up an opportunity to shoot things, reckons Mark Sariban. Especially if they can't shoot back...

Psygnosis' newest CD offering, *Novastorm*, is set in a near-future dominated by a omnipotent evil 'supercomputer'. The information super-highway has transported mankind to the brink of destruction... Actually, the story-line is way too complicated to even briefly explain here – go read the five-page blurb in the manual.

You're the pilot of a 'Scavenger' fighter, flying over superbly drawn terrains shooting everything that moves. If this sounds all too familiar that's because it is. The main section becomes a little boring after a while, with the incentive in staying alive being to get to the main bosses. To be fair, the bosses are pretty spectacular, and tough enough to provide a decent challenge. And there are heaps (and we mean *heaps*) of video sequences connecting sections within stages.

All in all, it's a fairly good game, but it failed to get us overly excited. It's certainly an improvement on most shoot 'em ups but just don't expect too much. **M**



▲ The landscape is your enemy – stray too close to the ground and you're dog-meat, pal. And while you're at it stay away from those animated volcanic flames.



◀ Big chunks of the game are devoted to the shooting gallery school of video game-play. Keep your finger on the trigger and sit tight – eventually you'll get to the boss.

second opinion

The way it cuts to vid scenes between stages is pretty irritating but the bit where the pilot gets torched when you lose all your lives is rooly cool. Ultimately, though, it's just an average SEU in a pretty pink frock. **70%** **MATT**

▲▶ Meet the boss from the desert planet Kallum Kroll – basically an armoured T-Rex. To make things more difficult this boss is protected by a fast-moving gunship which can easily do you for dinner before you even get close to the big guy.



▲ There's a very long full-motion video intro sequence which kind of explains things. Here the bad guys are revealed to be robotic escapees from the second *Alien* movie.

VITAL STATISTICS

FORMAT: Mega-CD

TYPE: Shoot 'em up

SUPPLIER: Sony/Psygnosis

PRICE: \$79.95

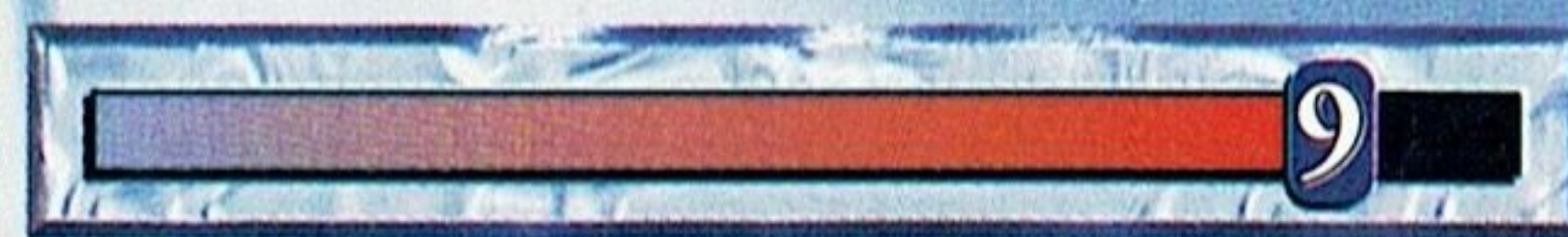
SIZE: CD

PLAYERS: One

the word

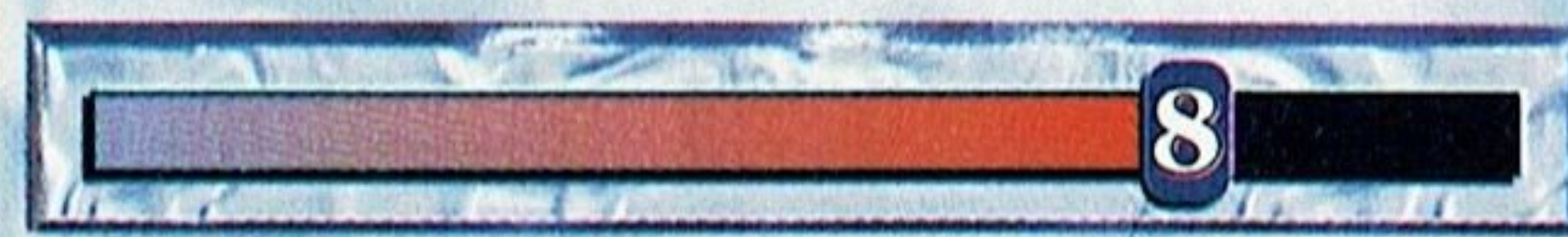
GRAPHICS

A bit dark in places but overall, very impressive.



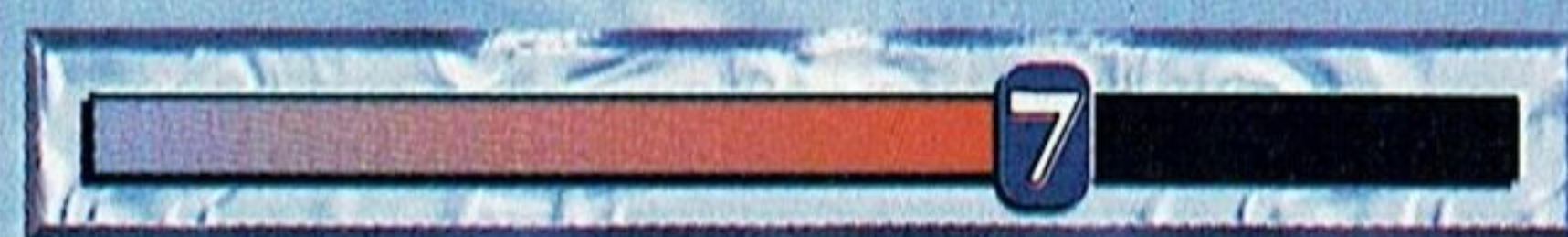
SONICS

Battle effects are just average, but those rockin' background rave tracks make up for that.



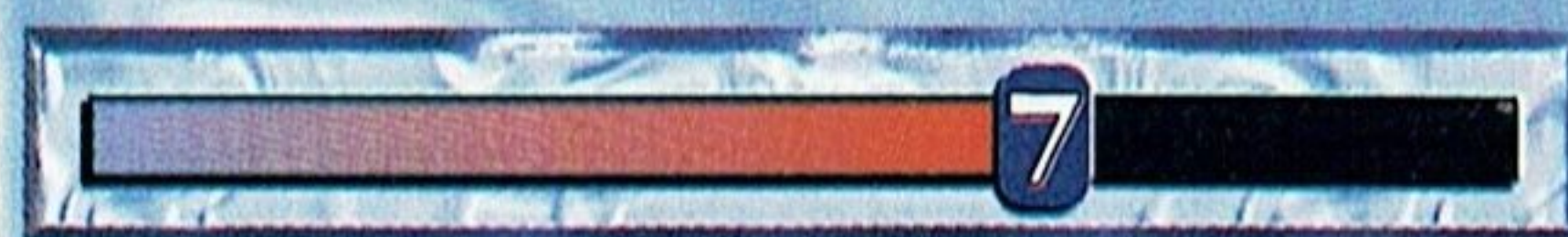
PLAYABILITY

Just keep on shooting until something interesting turns up.



STAYING POWER

Stick around – it gets harder... honest.



OVERALL

A cut above the average shoot 'em up.

81
PER CENT





ILLUSTRATION Marc McBride

the

Great BIG Guide

TO GAMES

Leader of the pack Darren Porter
puts on a crash helmet and
steers you through...

Part Three: Driving Games

The thrill of burning down the straight and flying into a smooth chicane before careering off an opponent and into the cement barrier is hard to equal. And everyone loves to go really fast – that's why racing is particularly well suited to video games. It's taken a while for driving games to become at least half-decent, though. For many years the best attempts were mildly pathetic and had the life span of a tsetse fly. But now we're seeing games that offer true movement in a three-dimensional environment, like *Virtua Racing*. And all the major companies are releasing Next Generation consoles whose sole purpose is to shuffle uncountable amounts of texture-mapped polygons around so that we can play games like *Daytona* and *Ridge Racer* at home. But while these games may be a while off for most of us yet, there are still plenty of racing games available right now to whet your appetite. Read on to sort the class from the arse.

Gear box

- ★★★★★ Turbobabe
- ★★★★ Hell Ride
- ★★★ Speedhump Thump
- ★★ Sunday Drive
- ★ Slug Truck

first-person perspective racing games

There are, basically, two types of racing game: the first person (or 'in- or behind-car') perspective and the overhead (or 'birds-eye') view. Both types offer great gameplay but for differing reasons. Behind-the-car is more realistic while the birds-eye view gives finer control which allows for bigger improvement in track records and personal best times.

MEGA DRIVE

AYRTON SENNA'S SUPER MONACO GRAND PRIX 2

It seems to be the way these days that a sequel is worse than the original and Ayrton's GP affirms this belief. It's out on Master System, too, but that version is a travesty to mankind. The Mega Drive version is good but you might as well not bother if you have the first. Fast and noisy but nothing special.

☆☆

MARIO ANDRETTI'S RACING CHALLENGE

Has the unique option of offering three types of racing: Stock, Sprint and Indy Car. Major long-term appeal for enthusiasts but



▲ If I'm balding with a moustache, then this must be Nigel Mansell's Indy car. It must be about time to retire due to 'mechanical problems'.

still doesn't stand out from the pack enough to be particularly sought after.

☆☆☆

NEWMAN HAAS INDY CAR FEATURING NIGEL MANSELL

The title could have been a bit shorter but, overall, another competent racing attempt. Adequate sound and barely adequate graphics are made up for by a wealth of options and tough computer opponents.

☆☆☆

LOTUS TURBO CHALLENGE

Actually, a disappointing conversion of the Amiga's *Lotus 2* game: they should've stuck with the original Amiga game – it was a winner. Nice pacy landscapes and tunes but precious little to do. Only redeeming feature is the two-player mode.

☆☆

F1

Very fast adaptation of the Atari ST's *Vroom!!* that gives pure arcade thrills. This

the best five racing games

1. Virtua Racing Deluxe (32X)

OK, so you have to buy an expensive add-on to play it, but, hey, it's worth it for sheer long-term appeal and is actually \$80 cheaper than the Mega Drive version. Some people don't like polygon-based racing games. To these people we say: 'Buy a Game Boy.'

2. Micro Machines 2 (Mega Drive)

MM2 is the best multi-player game available on any machine and that includes *FIFA Soccer* with a 4-way play. Initial frustration at continually falling off the side of desks is soon put to rest as the tracks are learnt



▲ The best table tops in the land: yes, it's *Micro Machines 2*.

and you begin to trounce the very tough computer opponents.

3. Virtua Racing (Mega Drive)

Some people would argue that VR shouldn't be included because of the Deluxe version's appearance, but because a lot of people don't have a 32X yet, it's important to note the game is still available to most Mega Drive owners – even if only on a rental basis (at \$179.95 it's a bit steep to buy).

4. Road Rash 2 (Mega Drive)

The third version should be available by the time you read

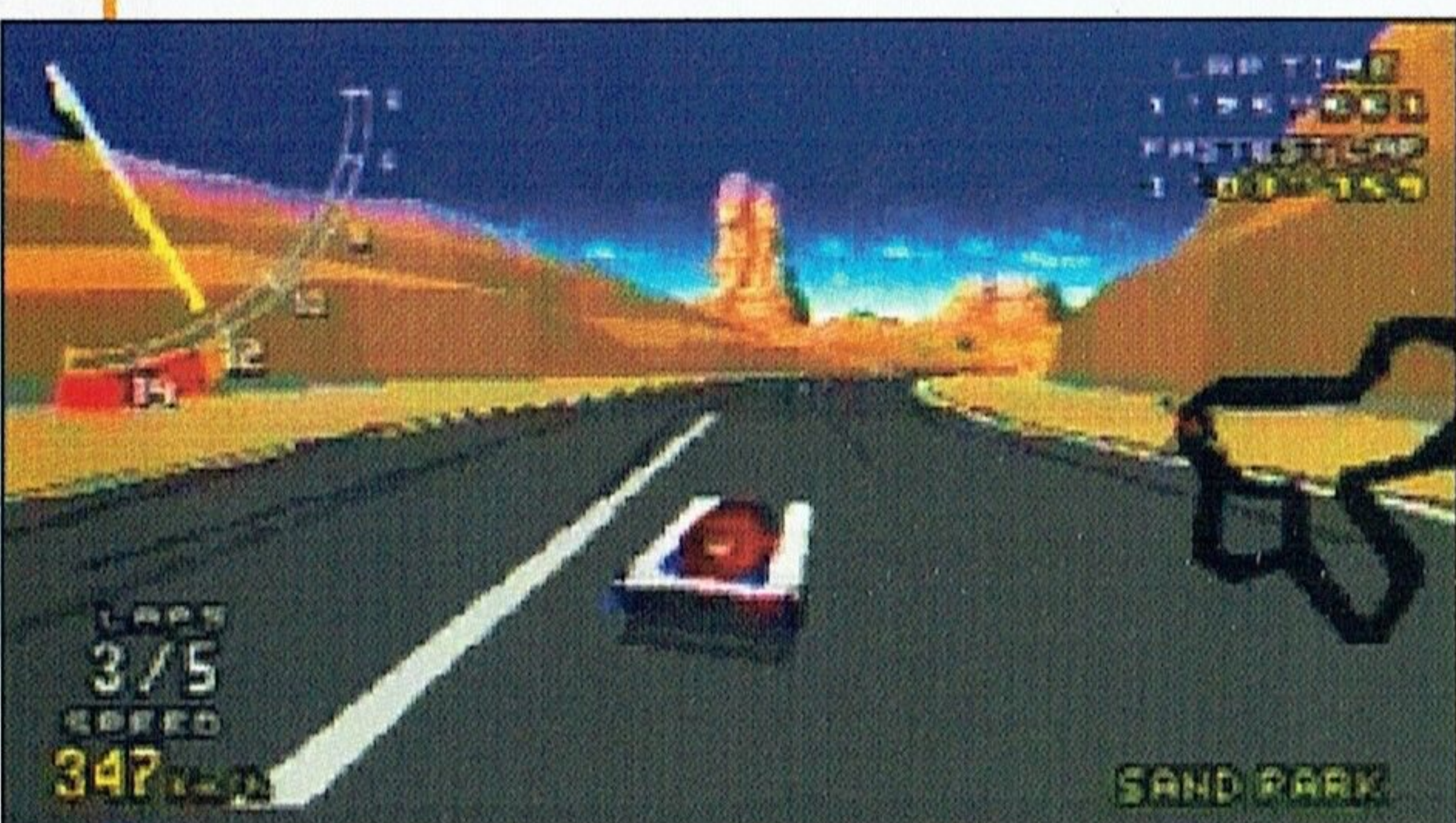
this and if EA's track record is anything to go by it will beat this version but for now, the best motorcycle-based game is without a doubt the chain-bashing frenzy that is... *Road Rash 2*.

5. Powerdrive (Mega Drive)

A shocked silence from the gaming world as noted racers *F1*, *Super Monaco GP*, *Mario Andretti* and *Nigel Mansell* are overlooked in the top five. But *Powerdrive* offers more playability than all these games combined. It may not have that instantaneous pick-up-and-play of the arcade-style racers, but persistence is well rewarded by fast and furious track-bashing.



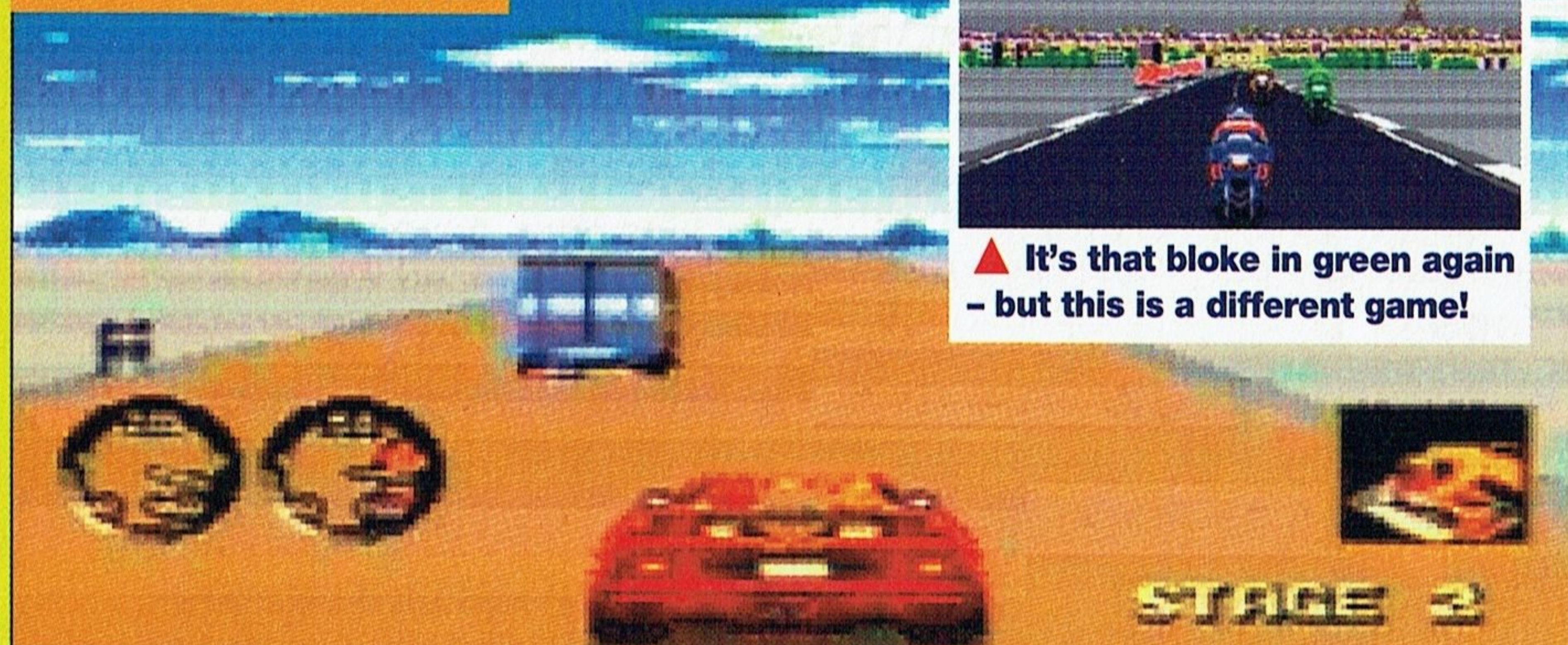
▲ The pink guy is gonna lose his head and get run over by us. And that's cool.



▲ *Virtua Racing Deluxe*: Look out – you're on the wrong side of the road!

Great BIG Guide TO GAMES

first-person perspective racing games



▲ It's that bloke in green again – but this is a different game!

▲ **Turbo Out Run** looks something like this – if this appears on your console, then get off the freakin' road and try something else! There are zillions of better racers.

game is all about speed and lacks a lot of realism, but some people think it's good – if not bloody great. Also on Master System.

★★★

THE OUTRUN SERIES

There are currently five games available – *Outrun* (the original), *Turbo Outrun* (faster), *Outrun 2019* (set in the future), *Outrun Europa* (set in Europe) and *Battle Outrun*. All are dire – stay clear. Hopefully, the future conversion of Outrunners will rectify this sorry situation.

★ (all of 'em.)

SUPER MONACO

The original home racing game. On both Mega Drive and Master System, the MD is immensely playable and has a fantastic amount of options while the MS version is completely different (reminiscent of the C64 classic *Pitstop*) but is still fun.

★★★

LOTUS ESPRIT CHALLENGE 2

A definite improvement on the first with the added ability to design your own tracks and choose from various cars. Gameplay is still fairly similar to the original.

★★★

VIRTUA RACING

Until its 32X big brother hit the shelves, this was the be-all and end-all of racing sims. Polygons flash past as you manoeuvre your Formula One through treacherous gorges and tight corners. Great in one player mode but a classic with another player.

★★★★★

ROAD RASH

One of EA's first Mega Drive games was an instant classic – probably because you

got to ride very fast motorbikes and hit the police as you flew past. If it was only a riding game then it would have been a failure, but the extra attraction of meaningless violence adds a whole new dimension to gameplay.

★★★★

ROAD RASH 2

Takes off from where the original left off – adding more tracks and the very bone-crunchingly satisfying two-player mode. Now you can attack your best friend with a sturdy length of bike chain and then ride your bike over his fallen body. What fun!

★★★★★

HANG ON

Offers better riding than both *Road Rash* versions but without the extra frills. The bike handles well and the graphics still hold up today. Very hard to get hold of on the Master System, but some machines shipped with it as a built-in game.

★★★

MEGA-CD

BEYOND THE LIMIT

Wealth of options and features with great presentation but very frustrating early on. If you overcome the tendency to bash into walls (and cows!) then it does present long-term appeal. But it sadly lacks two-player option.

★★★

JAGUAR XJ220

Fantastic use of the Mega-CD's scaling abilities makes this a frenetic racing blast. The graphics are

excellent and the CD sound FX and music are first class. Didn't receive the accolades it deserved. Particularly good as a two-player challenge.

★★★★

32X

VIRTUA RACING DELUXE

Three cars, five tracks, faster, smoother polygons, digitised speech, four views and handling to die for. This is the ultimate racing game currently available (until the Saturn version arrives of course!).

★★★★★

MASTER SYSTEM

CHASE HQ

Considering the limitations of the 8-bit, this is a faithful conversion of the arcade game. Bashing into criminals on the streets of America offers limited long-term appeal but it's gratifying in the short term.

★★★

The following are on Master System as well as the Mega Drive:

HANG ON ★★★

SUPER MONACO ★★★

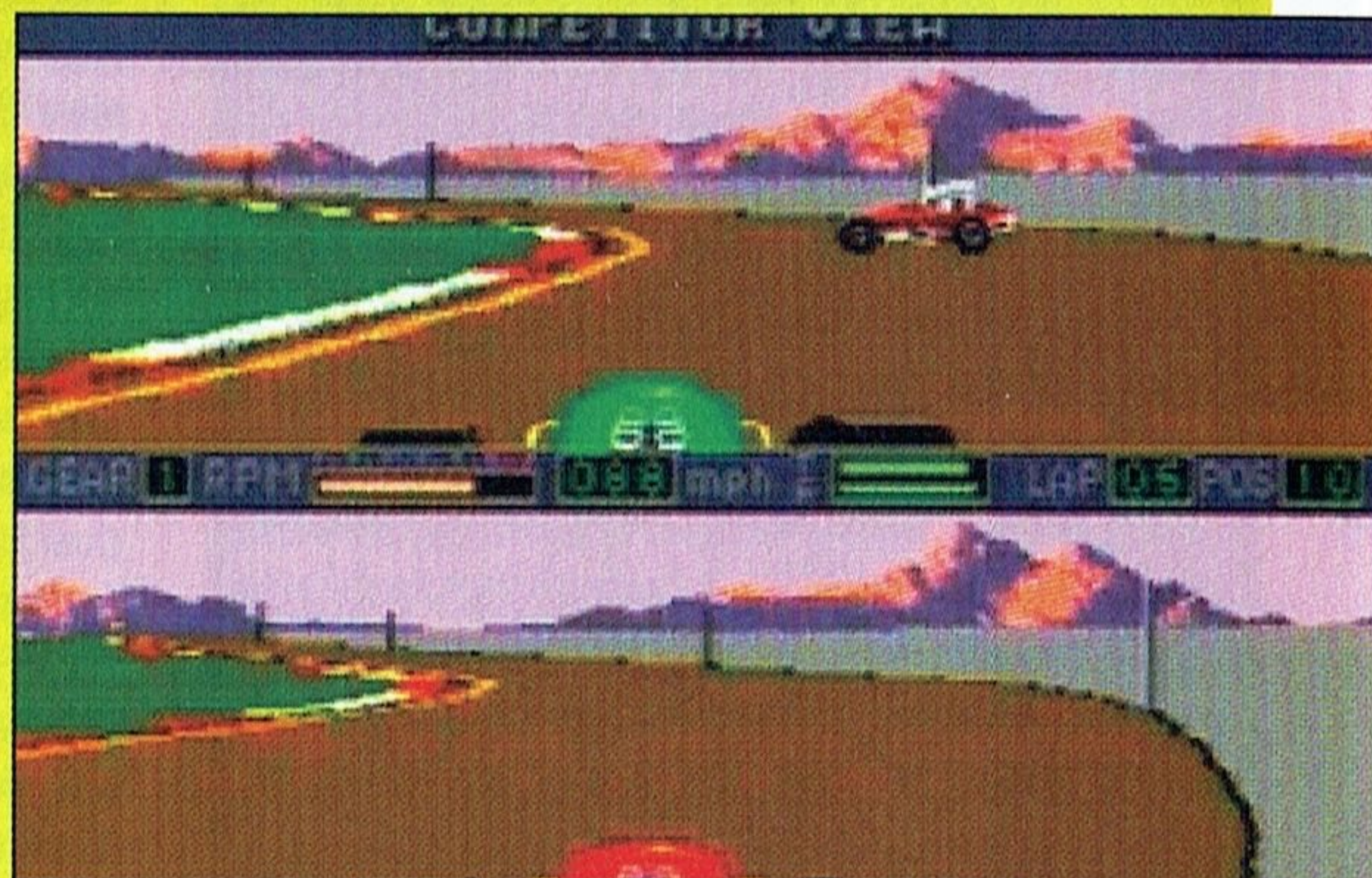
OUTRUN ★

F1 ★★★★★

AYRTON SENNA'S SUPER MONACO GRAND PRIX 2 ★★



▲ A racetrack in *F1*, Thursday, the week before last. Or was it Wednesday?



▲ Stock cars in the soup: *Mario Andretti*. Also available: *Sprint* and *Indy cars*.

bird's-eye-view racing games

MEGA DRIVE

CHAMPIONSHIP PRO-AM

Competent isometric-view racer that could have been quite good with a few tweaks, ie a two-player option, more tracks and more cars. Good fun, but superseded by *Rock 'n' Roll Racing*.

★★★

SUPER OFF ROAD

Almost every other conversion available allows for the arcade's four-player mode, sadly the Mega Drive version allows for only two players. All races are on static screens with tiny off-road vehicles, so graphically there isn't much to see and the playability wanes after you complete all the tracks.

★★

MICRO MACHINES

Classic top-down racer lets you take control of miniature sportsters, F1s, boats, helicopters, and even tanks, over

everyday surroundings such as the back garden, a breakfast table, office desks and bathtubs. Two-player mode is fantastic.

★★★★

COMBAT CARS

Overhead racer loaded with missiles, machine guns, mines and anything else you can buy from the local army disposal. Actually quite playable but has a steep difficulty curve which isn't helped by the loose handling.

★★★

ROCK 'N' ROLL RACING

Plays exactly the same as the SNES original version but for some strange, and incomprehensible, reason lacks a certain *oomph*. The music isn't bad and the digitised speech is passable, but there's something missing. Anyway, it's still the best two-player isometric racing game based around music on alien worlds. Ahem.

★★★★

▲ Here's *Test Drive 2: The Duel*. Let's see, braking distance increases exponentially with increased speed: that cop's f#@%ed.

the trash can

Once again, it's time to punish those in positions of power who have abused their right to influence the minds of our nation's youth and make wads of cash on the way. In our quest for justice we will endeavour to make sure they never see one cent of profit from these following abominations to video-gaming.

1. World Grand Prix (Master System)

You don't really need to be warned about this one as the pictures on the box say more than a page full of vindictive diatribe. But we like vindictive diatribe so... it's trash, it's crap, it's pathetic, it's Satan's blue belly button fluff.

2. Outrun 2019 (Mega Drive)

El Blando is the name of the game here. Bland graphics, bland sound and an extra double-dosage of bland gameplay. Why must they defile the sacred name of the arcade *Outrun*?

3. GP Rider (Master System)

Bike riding games should offer more manoeuvrability than car games but this one feels like you're steering a monster truck over a stadium full of Morris Minors. Corners come upon you too suddenly and there is an annoying lack of acceleration after you've stopped.

4. Hard Drivin' (Mega Drive)

Another arcade classic gone sadly astray. Limited response and dull polygons conspire to kill your brain cells. They got the title right at least, as it is 'hard drivin' the car.

5. Test Drive 2: The Duel (Mega Drive)

You turn it on! You get to choose from a Porsche, a Ferrari or a Lamborghini! Yes!! You choose your opponent!!! You start to play. Aaaaaaaarrrrggggh! The slightest crash destroys your car causing the loss of one of your lives – then you go about another ten seconds before just turning it off.



▲ The only time Megazone gets near a bath is in *Micro Machines*.



▲ A *Super Off Road* screen and then some (not to scale).

an interesting fact

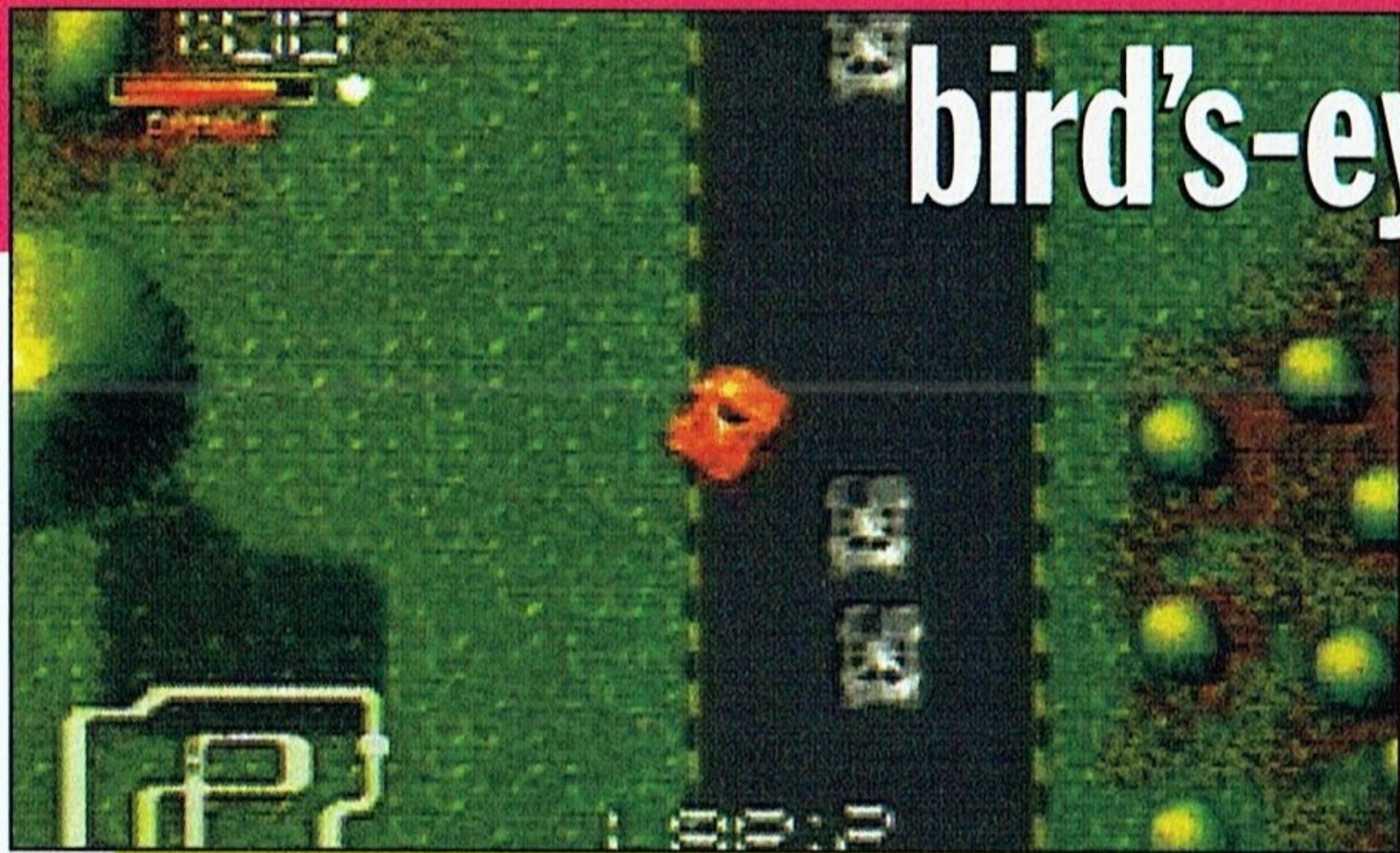
Racing games are so popular that, as a genre, they are the second-most hired type of game after platformers – beating out fighting games. *Virtua Racing*, when it was released at a massive \$179.95, still managed to make it into the top five most sold games for the Mega Drive last year. The reason for the exorbitant price was due to the Digital Signal Processor (DSP), a chip which takes a load of the processing work away from the 68000 chip in the Mega Drive. This custom chip, known as the SVP (Sega Virtua

Processor), added an estimated \$50 in costs to the cartridge, plus they need to use about an extra three cents of plastic for the bigger cartridge size.

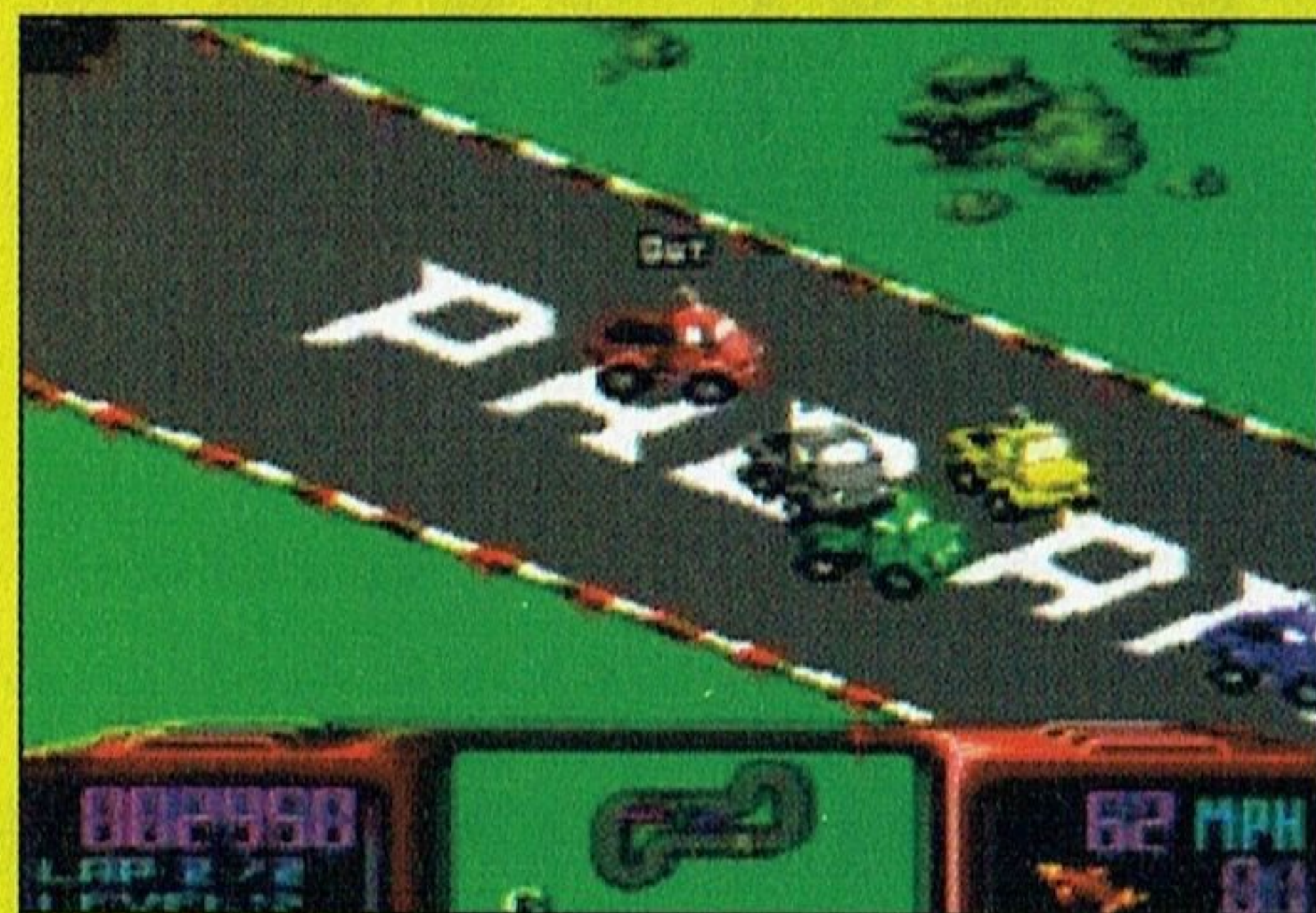


▲ A Digital Signal Processor did this, officer. Honest. *Virtua Racing* is second only to *Virtua Racing Deluxe*.

bird's-eye-view racing games



▲ **Double Clutch:** Um, double the clutch, double the fun! Is it home-time, yet?



▲ **It's FIFA Soccer with trucks!** Oh, it's **Championship Pro-Am.**

POWERDRIVE

If rally racing is your thing then *Powerdrive* is the game to go for. Great handling from the Minis, Fiats and Celicas

are compared to judge the winner. Excellent game.

★★★★★

DOUBLE CLUTCH

The game for people who are quite happy to trundle along like a granny in a Volvo. This is probably the slowest racing game ever made but don't let that put you off. It handles very well and has crisp graphics that are somehow able to suck you in for a few hours of gaming. Novel two-player approach automatically brings the losing car up to pace whenever it falls behind but adds time at the end so that the losing player can actually cross the line first.

★★★

MICRO MACHINES 2

How playable must a game be before being declared illegal? This sequel adds a squillion (OK, it's not a real word) options including an insane eight-player mode where people share joypads simultaneously. The ultimate Mega Drive party game.

★★★★★

MASTER SYSTEM

RC GRAND PRIX

Race remote control buggies around isometric tracks. There's no end to the fun you can have – yeah, right!

★★

BUGGY RUN

Don't ever let anyone tell you the Master System doesn't have any decent racing games. Stick in *Buggy Run* and give them what for. Highly playable, especially in two-player mode, this is the racing game to get if you've still got a crusty 8-bit.

★★★★

AN IMPORTANT NOTICE



Sega Mega Drive 32x and Sega Saturn Consoles and games purchased overseas or from unauthorised importers may not be compatible with Sega Australian standard products and systems and will not be serviced by Sega Australia.

SEGA®

HANTS & TIPS

CHEAT OF THE MONTH

WOLVERINE

MEGA DRIVE

Kim Strecker of Macgregor, QLD, has found all these passwords for *Wolverine: Admantium Rage*. This makes Kim our Legend of The Month and the proud owner of a year's free supply of Megazone.

Level 2.....Mariko

Level 3.....Silver Fox

Level 4.....Department H

Level 5.....Madripor

Level 6.....Asano

Level 7.....The Hudsons

Kim has also found some moves not included in the instruction booklet:

Slashing Uppercut: Hold Down and at the same time press Button C three times. On the

third time, however, Press Up as well as Button C.

Back Fist: Press Back and Button C at the same time.



BATTLECORPS

MEGA CD

Go to the 'Practice' mode and press pause. Now enter:

B, A, B, A, Right, A, C, Up and Start.

The screen should flash to indicate that the cheat has been implemented. A little map should also appear back on the character select screen. Now use this map to select any level you wish to start from.



DOUBLE DRAGON 5

MEGA DRIVE

Here's a cheat that will allow you to get extra reserve points. Go to the menu screen (where you select the vs battle) and press:

Up, C, B, A, Down, A, B, C, Left, C, B, A, Right, A, B, C for an extra two reserve points.

C, Right, A, B, A, B, B, Left to play as the bosses.

PIRATES OF DARK WATER

MEGA DRIVE

Start the game with Full Sword: DSILLER

Port of Citadel: IITBIA

Cit to Port: NCOOKIE

Port to Cit: RITAZIM

Cit to Mountains: JESSICA

Mountains to Janda: SCOOBYD

Andorus to Bridge: STYOYODA

Bridge to Maelstrom: TADSHIM

Andorus to Maelstrom: ALARTUS

Maelstrom to Caverns: MALCOLM

PITFALL

MEGA DRIVE

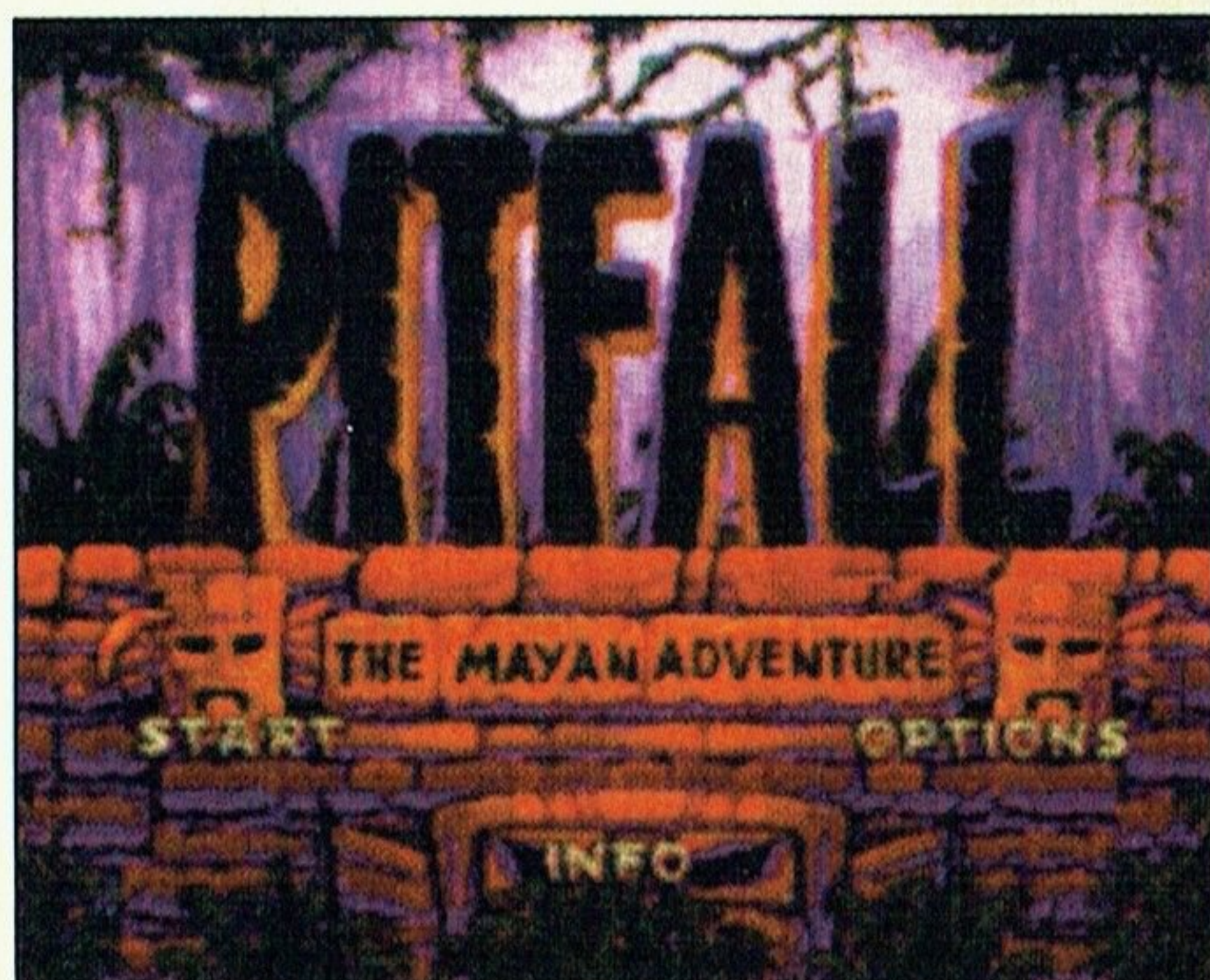
For one of the hardest platformers around, come these cheats that should help you get through your Mayan adventure. At the title screen simply enter any of the codes below:

A, B, Up, C, A, C, A for **full weapons**

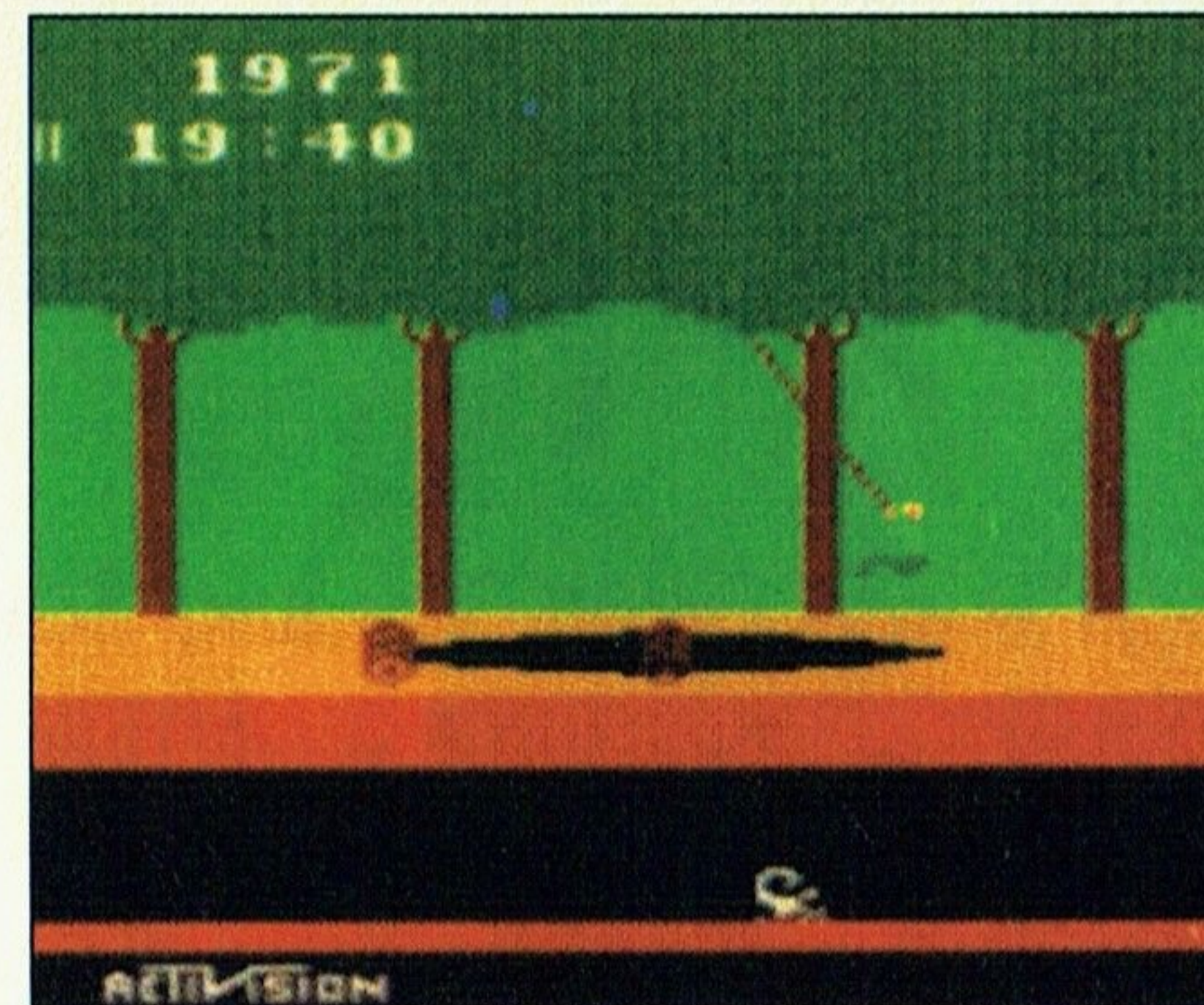
Right, A, Down, B, Right, A, B, Up, Down for **nine lives**

C, Right, Down, C, Right, Down, C, Right, Down for **extra credits**

Down, Button A 26 times, Down to play the old **Atari 2600 version** of this very game.



▲ Enter the codes at this screen.



▲ For nostalgia value alone this cheat is totally awesome.

EARTHWORM JIM

MEGA DRIVE

Here are some more codes that will help Jim on his adventure. To access them, just pause the game at any stage and enter:

C, A, B, C, A, B, A, C for Plasma Shot

A, B + Left together, A, B, A, B, C, A for an extra continue

A, B, B, B, C, A, C, C for full weapon ammo

B, B, C, C, A, A, A, A for an extra life.

Unfortunately, these cheats only work once. Use them wisely.

Just to remind you, there's a cool cheat to bypass any level you want. To access it, pause at any time during the game and press:

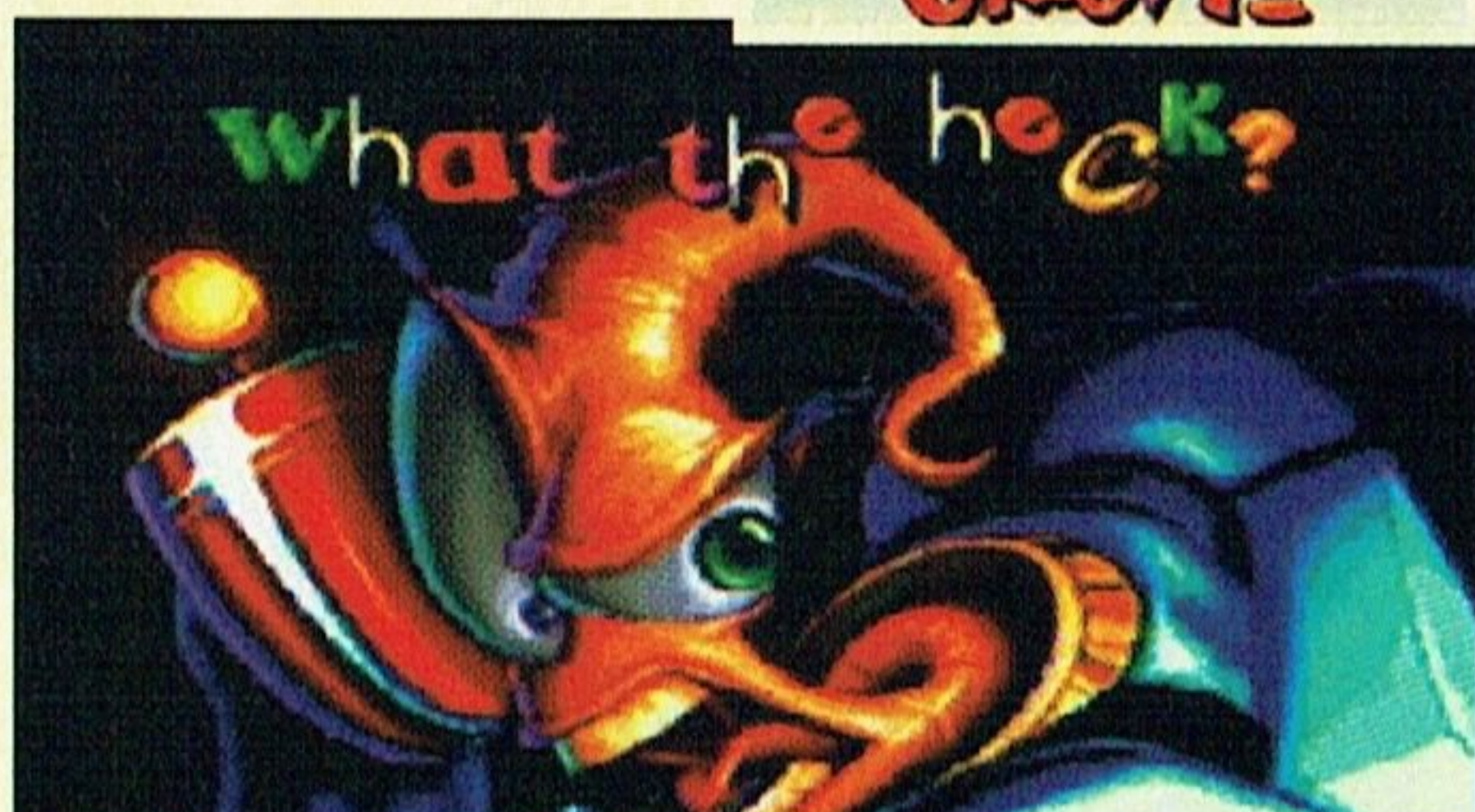
A, B, B, A, A + C together, B + C together, B + C together, A + C together.

If successful, you'll receive a level approval from the Jimster and then it's off to the next level. Keep on doing this until you reach the desired level.



▲ Pause the game at any stage and enter in the code.

▶ Get Jim's OK.



▲ Now get ready to battle the next level. You can do the cheat as many times as you like to reach your desired level.



PETE SAMPRAS TENNIS

MEGA DRIVE

Enter the password 'PLAYPETE' to play Sampras himself in the final of the world tour. Great, eh?

EXO SQUAD

MEGA DRIVE

Here are all the level passwords for this game:

Level 2.....AABLYDLS

Level 3.....CRNCYBTS

Level 4.....EWJETDRT

Level 5.....IIFSIIKM

Level 6.....MTGWOTHC

Level 7.....HTCHHIKG

Level 8.....MAHAMOTI

Level 9.....VESUVIAN

Level 10.....SENGIRYP

Level 11.....OWTYTROF

Level 12.....BELGRATH

Level 13.....SPARHAWK

Level 14.....DPCHEMDE

Level 15.....ROTADERP

Level 16.....DGMGAWAF

Level 17.....XQYYACEX

Level 18.....COPPRHED

Level 19.....MYTHMSES

Level 20.....SOFADLDM

Level 21.....THPNISHR

BEAUTY AND THE BEAST: BELLE'S QUEST

MEGA DRIVE

Here is the level select for this Disney game based on a girl and her pet flea bag. To access it, get to the second title screen where Belle appears. On this screen, press:

Up, Right, A, B, A, Down, Left, A, Down, B, Up, B, B, A. If done correctly a screen with a rose will appear and a level select accessible.



▲ At this second title screen, enter the cheat code.



▲ If done correctly, this screen appears giving you access to the level select.

BEAUTY AND THE BEAST: ROAR OF THE BEAST

MEGA DRIVE

For the level select to this second *Beauty and the Beast* game, once again go to the second title screen (the one with the Beast's face) and press:

Up, Right, A, B, A, Down, Left, A, Down, B, Up, B, B, A. A screen with a rose should appear and a level select should be accessible.



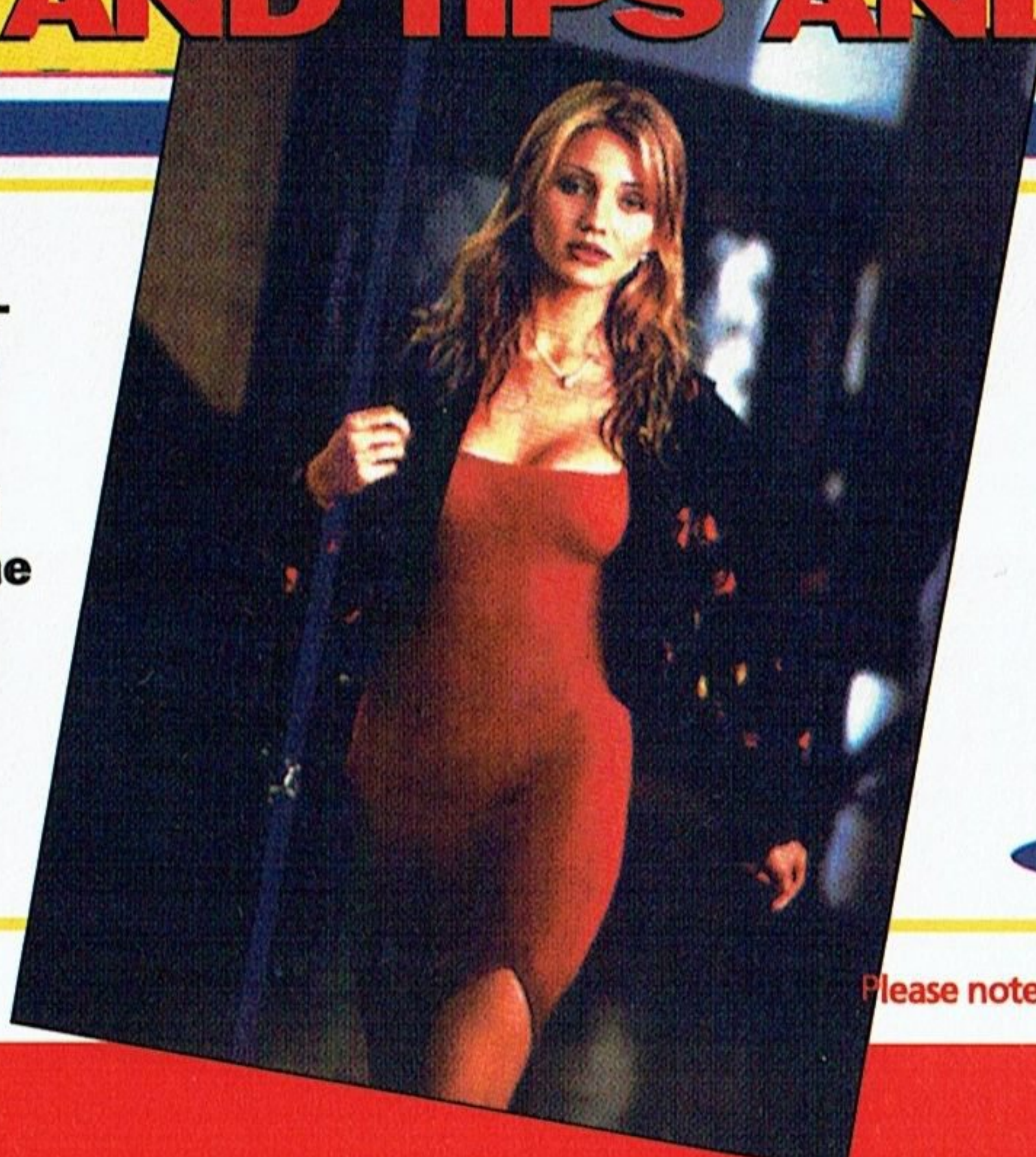
▲ At this second title screen, enter the cheat code.

SEND US YOUR HINTS, CHEATS AND TIPS AND YOU WILL WIN:

1 A year's supply of Sega Megazone – the only magazine in Australia worth getting for free!

2 Adulation from friends and (especially) members of the opposite sex (that's chicks, guys)!!

3 This babe rushed to your house!!! At no extra cost!



BUT THERE ARE REGULATIONS!

- Don't send a message from outer space. English is our preferred language, and make sure it makes sense.
- Type it out or use very, very, neat handwriting.
- Label your steps clearly.
- Test it on someone else first so we don't spend ten weeks trying to figure out what you are trying to do.
- Send it to:

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

Please note: Stuff incorrectly addressed gets put straight into the bin. So don't waste paper or 45¢.

MEGA DRIVE

Here is a guide to all the special moves you need to know in this unusual 3D bust 'em up. Just pick your favourite character and read from left to right!

KRONK

BONE SWEEP

▲ Down, A + B

DUCK, DIVE & ROLL

▲ Twd, Twd, Twd

FENCING LUNGE

▲ Twd, Twd, A

FLYING PHLEGM

▲ Away, Twd, A

CRUSHER

GRAPPLE MOVE

▲ A, A, A, A

CHARGE ATTACK

▲ Twd, Twd, Twd

JUMPING HEAD BUTT

▲ Twd, Down, A

CHANGE CHARACTER

▲ Down, Right, A + C

TSUNAMI

BELLY CHARGE

▲ Twd, Twd, Twd

SOMERSAULT KICK

▲ Away, Away, C

KARATE CHOP

▲ Up, Twd, A

MEDITATE

▲ Up, Up, C

GRAPPLE

▲ A, A, A, A

SPIN ATTACK

▲ Twd, Up, Up

POLE SWING

▲ Right, Right, Up

CHANGE CHARACTER

▲ Up, Right, A + C

PULL OFF LEG AND SWING

▲ Down, B

GRAPPLE

▲ A, A, A, A

BUCKLE HEAVE

▲ Away, Up, A

BUCKLE KICK

▲ Away, Twd, B

CANNONEBALL

▲ C, Down + A

CYCLONE

▲ Rotate Twd, Down, Away, Up, A

DIVINE

BUMP

▲ Twd, Away, Twd, Away

FAKE DIZZY

▲ Down, Down, Away

FLIP AND THROW

▲ A + B (when close)

KNEE TO GROIN

▲ Down, Down, Twd

BOOMER

GRAPPLE

▲ A, A, A, A

HEAD BOWL

▲ Away, Twd, B

HEAD JUMP

▲ Up + A

RIGHT HAND STAND

▲ Right, Right, B

TURBO

GRAPPLE

▲ A, A, A, A

FLIP KICK

▲ Twd, Twd, Twd

FLYING DART

▲ C, Down, Down

HEAD POUND

▲ Up, Twd, A

Note that all the finishing moves need to be done when your opponent is nearly dead and you're in fairly close proximity to them. A '+' means that the buttons have to be pressed at that same time. Now go slay 'em!



<p>LOBBER LOOGIE</p> <p>▲ Away, Up, A</p>	<p>CHANGE CHARACTER</p> <p>▲ Left, Left, A + C</p>	<p>NUT CRUSH</p> <p>▲ Down, Down, A</p>	<p>OVERHEAD CLUB</p> <p>▲ Up, A</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>
<p>GROUND SLAM</p> <p>▲ Up, Down, A</p>	<p>TAUNT</p> <p>▲ A + B + C</p>	<p>FOOT STOMP</p> <p>▲ Up, Twd, B</p>	<p>HORN THROW</p> <p>▲ Away, Up, A</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>
<p>TAUNT</p> <p>▲ A + B + C</p>	<p>SUMO</p> <p>▲ C, A + B</p>	<p>THROW</p> <p>▲ B when close</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>	<p>YOKO</p>
<p>RIDE ON BACK</p> <p>▲ C, land on opponent</p>	<p>TAUNT</p> <p>▲ A + B + C</p>	<p>THROW</p> <p>▲ B when close</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>	<p>BRUISER</p>
<p>CHANGE CHARACTER</p> <p>▲ Down, Left, A + C</p>	<p>TAUNT</p> <p>▲ A + B + C</p>	<p>SLIDE</p> <p>▲ Down, Down, B</p>	<p>THROW</p> <p>▲ B when close</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>
<p>REVERSE CART WHEEL</p> <p>▲ Twd, Twd, Twd</p>	<p>TAUNT</p> <p>▲ A + B + C</p>	<p>SPIN</p> <p>▲ Away, Up, Twd</p>	<p>THROW</p> <p>▲ B when close</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>
<p>TAUNT</p> <p>▲ A + B + C</p>	<p>SELF DESTRUCT</p> <p>▲ Rotate Twd, Down, Away, Up, A</p>	<p>TELESCOPE ARM</p> <p>▲ Down, A + B</p>	<p>THROW HEAD</p> <p>▲ Away, Twd, A</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>
<p>HOVER</p> <p>▲ C, B + C</p>	<p>RISING KICK</p> <p>▲ Down, A + B</p>	<p>TAUNT</p> <p>▲ A + B + C</p>	<p>SUPER BLOW</p> <p>▲ Twd, Twd, A</p>	<p>FINISHING MOVE</p> <p>▲ Up, Up</p>

AUNT AGATHA: WE LOVE YOU

Dear Agatha...

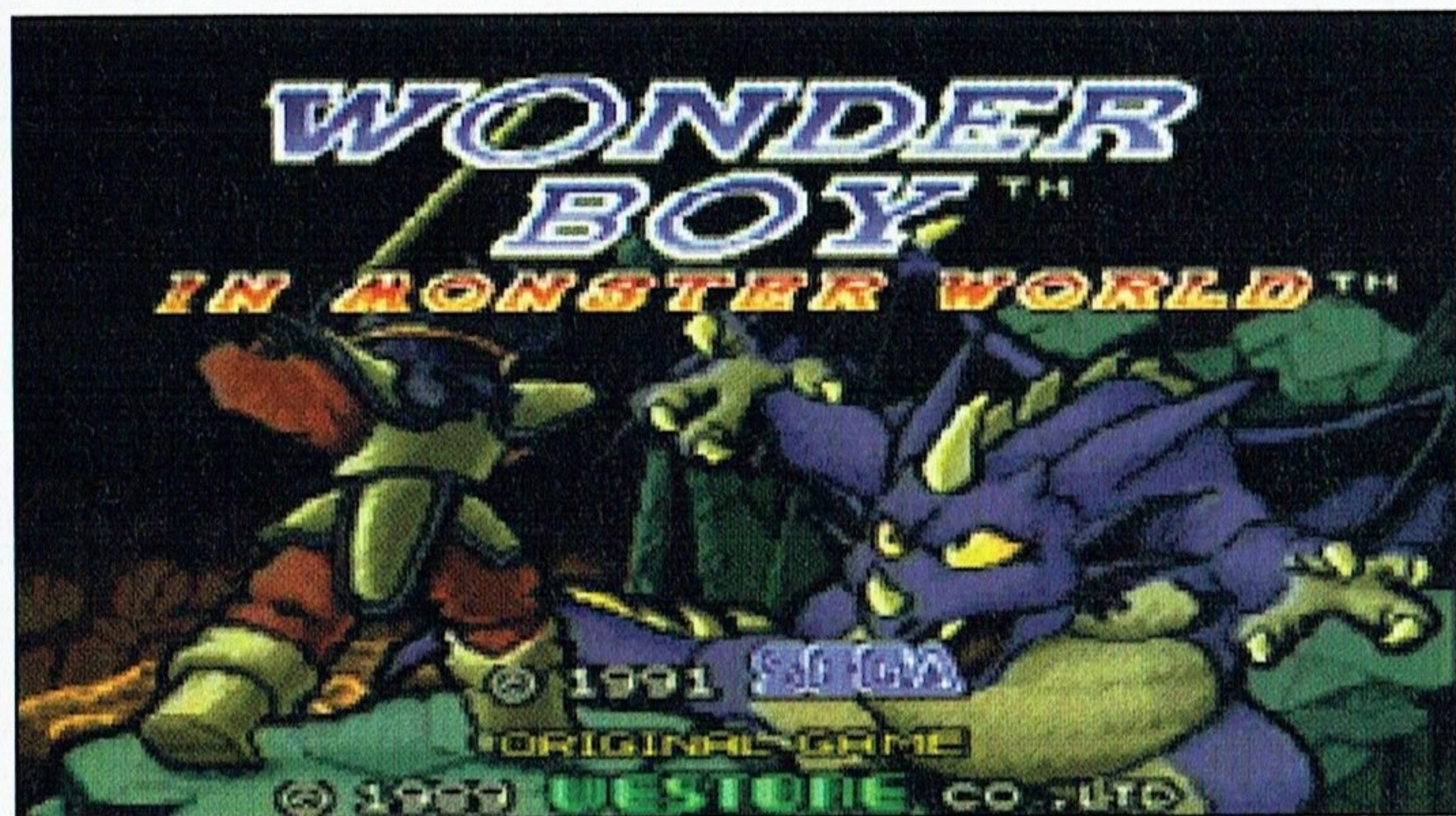
Megazone is about 1000 years old this month. Which means it should know better. But if you don't know better, write to me, Agatha, Australia's only 100% Sega agony aunt. Oh, the pain.

BALL BREAKER

My Dear Agatha,
In the game *Wonderboy in Monster World* how do you defeat Biomeka? I have heaps of friends stuck on this prick of a boss and all of them are as pissed off as I am. If you don't know how to defeat him please print the address of the programmers so I can write to them and explain to them what distress they have caused me and how I am going to hunt them down and break their balls. Thanks kindly.

JJ, Newcastle, NSW

Another satisfied fan of role-playing games I see. I have to agree with you, JJ – that Biomeka is one of the hardest end bosses ever created. But don't bust your balls – or anyone else's. I'll soothe your pain. To defeat him you must stand right next to him and swing your sword at the blue eye on his helmet. Use your Thunder Magic to destroy the lasers on the roof and once his helmet is off, use your Power Magic and jump and swing at his eye. You must have at least one heart potion to survive Biomeka's attack and this should see you through. Extremely tough but defeating him will make you go flush in the face. Now, go wash your mouth out with soap.



FORGOTTEN CHEATS

Dear Agatha,
For the game *Forgotten Worlds*, are there any level selects or cheats that will help me reach and defeat the last boss.

Simone Goody, QLD

There are, unfortunately, no real cheats for this game, but you could always use the two-player cheat mode. Start a two-player game and when one player dies, just press Player Two's button and get back into the game. To defeat the War Tyrant on Level Seven, stay on the lower side of the screen and start shooting the things coming out of the sides. Eventually the War Tyrant will appear. Shoot him repeatedly in his head and body and eventually he should be destroyed.

MEGA MANIAC

Dear Agatha,
I have the game *Animaniacs* for the Mega Drive and I am completely stuck on the bridge scene. Please help me.

James Howard, NSW



To bypass the bridge with the camera on the right, just jump onto the crate and then jump to the left. You should land on a ledge that wasn't visible before. Now jump onto the bridge and use Wakko. Jump and swing your hammer and a dynamite plunger should fall from the ceiling. Use Wakko to hammer the dynamite and blow up the bridge. Fire! Fire!

NUKE 'EM UP

Dear Agatha,
Are there any cheats for the game *Bio Hazard Battle* on the Mega Drive? Thanks.

G Moore, QLD

Here is a great level select for this shoot 'em up. When the Sega logo appears, hold Button C and do a full circle clockwise on the control pad. Now press Start and you should be looking at a level select. Happy slaughtering!

OLD-TIMER

Agatha,
I have an old Mega Drive game called *El Viento* and was wondering if there were any cheats for it. Thanks.

Larry, WA

Ah – good old *El Viento*. Here's a level select that should get you through it. At any time during play, pause the game and press Up, Left, Right, Down and then Button B. You should be now able to skip to the next level.

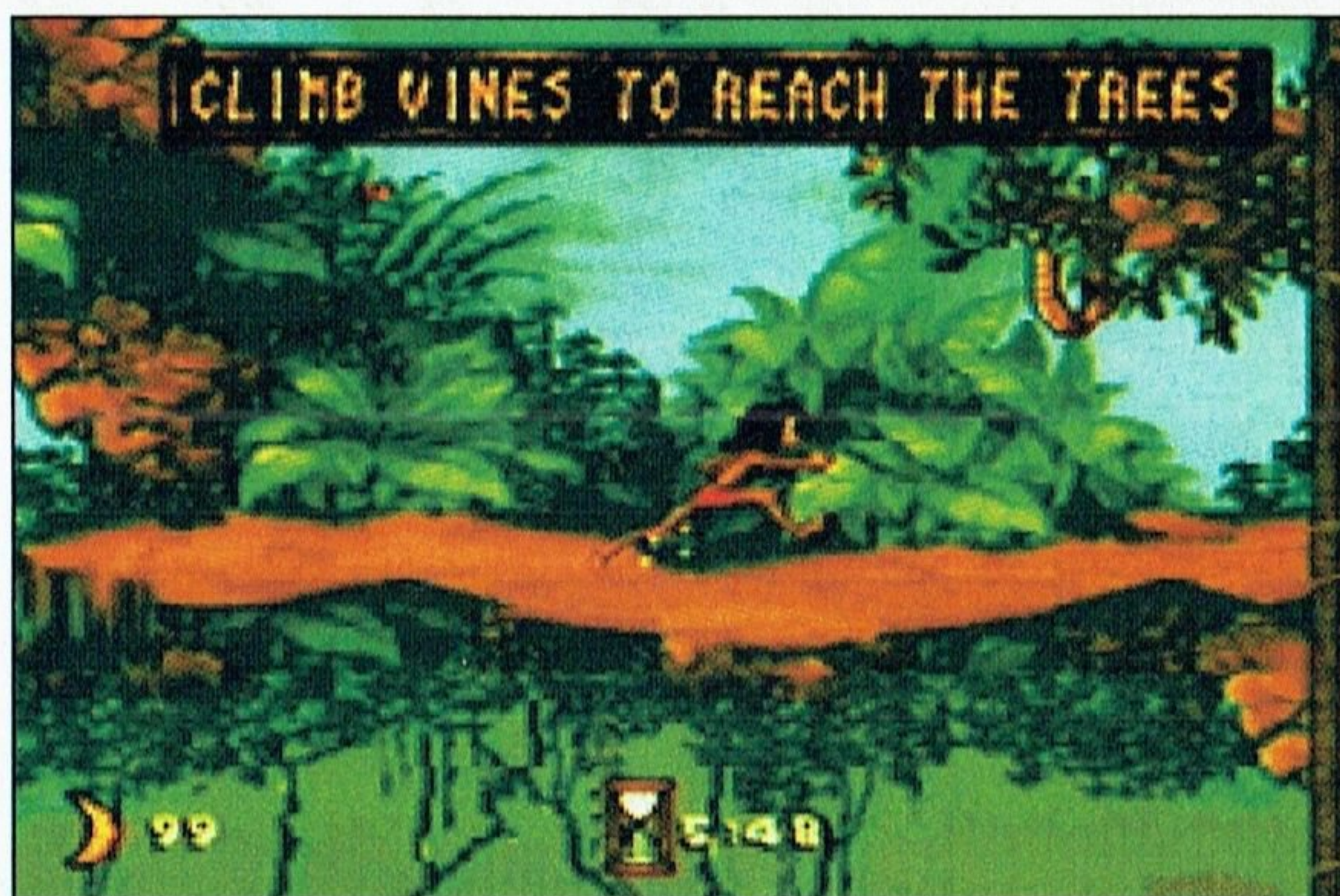


KAAN'T FIND KAA

Dear Agatha,
I am stuck on the Mega Drive's *Jungle Book* on Level Two and I cannot find Kaa. Can you please help. Please write back – I am really stuck.

Jeffery Pope, NSW

Ah. To get past this level make sure you have all the gems. Some of these gems are hidden in the trees so keep exploring until you find all of them. To find Kaa, go up the tree until you find the first hole. Stand in front of this hole and press Up. You should zoom up the tree and emerge from another hole higher up. From here drop down one branch and you should find another hole. Zoom up this one and you should be at the top of the tree. Go right and jump onto the vine. Climb up the vine and you'll find Kaa. If you can't, well, don't ask me.



OH YES, LOVE

SEABIRD SHMEEBIRD

Dear Agatha,
How do you defeat the Giant Seabird in the game *Taz-Mania* on Mega Drive? Thanks heaps.

Josh Kingsly, SA

This last boss is fairly simple to pick off so just follow this pattern. Stand right in front of the egg and boil it for three minutes – only joking. Move left to avoid the giant wings. When the seabird's head pops up, jump and do a spin through its beak. Now drop down and repeat this process. Fantastic.



OH, MY DARK LORD

Dear Agatha,
I have the game *Spellcaster* on the Master System and I cannot defeat the Dark Lord. I think I've tried everything possible and just don't know what else to do. Please reply.

Garry Pilhorn, SA

There are two ways of killing the Dark Lord. The first, is to use the Fudo spell on his eyes until he screams. Make him scream loudly. Now use the remaining Fudo spells on the three remaining eyes. Once they are destroyed, lightning bolts will fly at you. So be careful. Dodge these babies until the screen fades and – yes – you are now king of the castle.

The second way to kill the Dark Lord is to find the magical necklace. Go through Mt Miwa and defeat the boss there. The once-locked gates should now be open. Go back to the Summit Temple and use the fake sword. The screen should change and you should be fighting Wakahiko but as you have already beaten him, move to Kashima Shrine. Now just before you revive the Serpent God visit Kuma at Izumo and look twice at the necklace he is wearing. Talk to him about it and he should offer it to you. Take this necklace and go and face the Dark Lord. You should find that defeating this boss is now rather easier.

Write to Agatha!

One of life's failures? Terribly incompetent? Total loser? Flake? Freak? Flop? Is even your own mother embarrassed to be seen with you in public? Nasty pubic rash? Unsightly growth on neck? Unpleasant body odour? In that case: write to Agatha! She'll sort you out!

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

YOU MAY WANT TO CONSULT A DOCTOR, INSTEAD



Mickey Mania

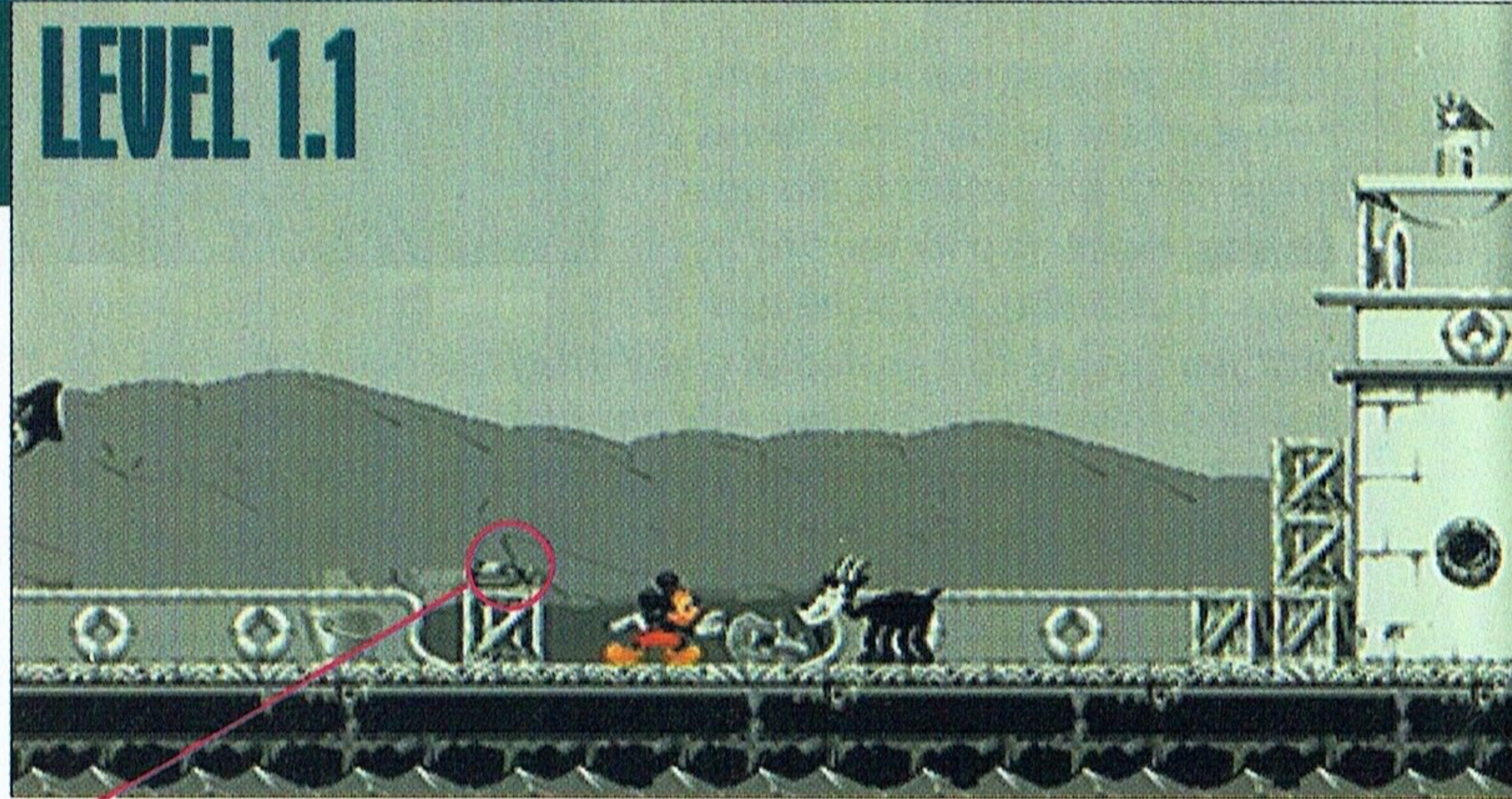
One of the most irritatingly tricky platformers gets cheesed as we reach for a hammer and bust Mickey's butt. Watch as the little blighter squeals. Mmm... *squeals!*

STEAMBOAT WILLY

The first level is based on the first ever Mickey Mouse cartoon. Here, you are situated on the deck of a boat. From there you have to proceed towards the pier and onto land. This level is fairly straightforward, with you having to dodge things like the geese that poke their heads through the crates as they try to bite Mickey. Be careful what you touch, as your energy bar will decrease rapidly with each mistake.

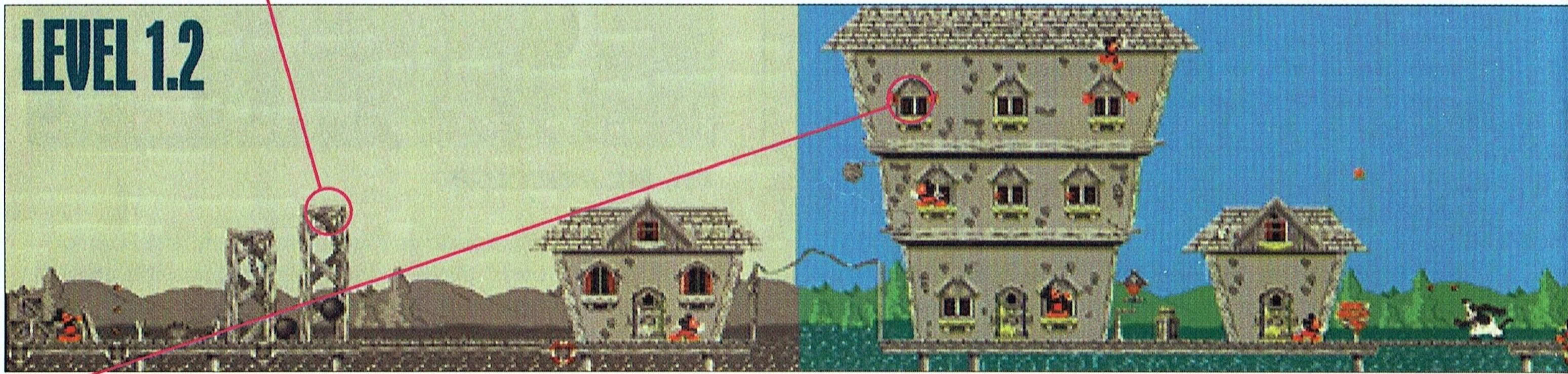
When you arrive at the two large swinging balls there are some marbles to collect and an energy power-up (shaped as a star). Jump over the first ball when it's at its lowest point and then run under the second one.

LEVEL 1.1



At the beginning of the level, jump onto the bottle. This will shoot out a cork, which gets trapped in the cow's mouth. The music notes, coming from its mouth, now stop. After passing the cow jump on her back to release the cork.

LEVEL 1.2

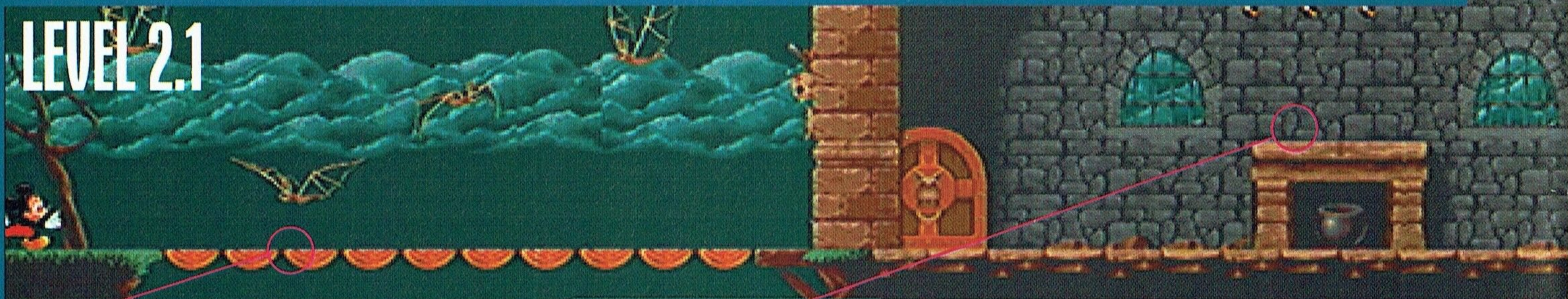


To cross the bridge, you have to ring the bells on the top floor of the house on the window ledge. To reach there, jump onto the sign and then onto the ledge. Be careful of the flying parrots as they persist in flying in your path.

THE MAD DOCTOR

Level two is based around the cartoon *The Mad Doctor*. Your task this time is to rescue our hero's dog, Pluto. The Mad Doctor is obviously not an animal lover. While trying to rescue Pluto, you must dodge and think your way past the many sinister creatures and corridors full of traps you come across.

LEVEL 2.1



As you cross the wooden bridge, keep an eye out for the swooping bats, but don't hang around, as the bridge starts to collapse as soon as you cross it.

As you enter the building take things very slowly. When you approach the fire place be careful of the exploding skeletons that drop down from above. A skeleton will appear just after the fire place.

LEVEL 2.2

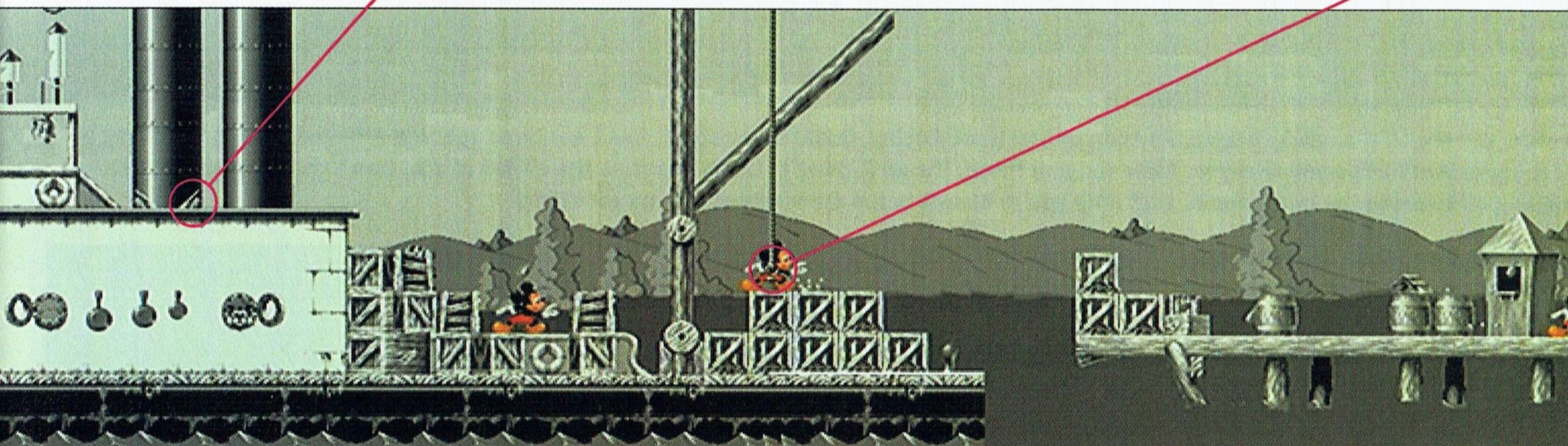




Gamebuster

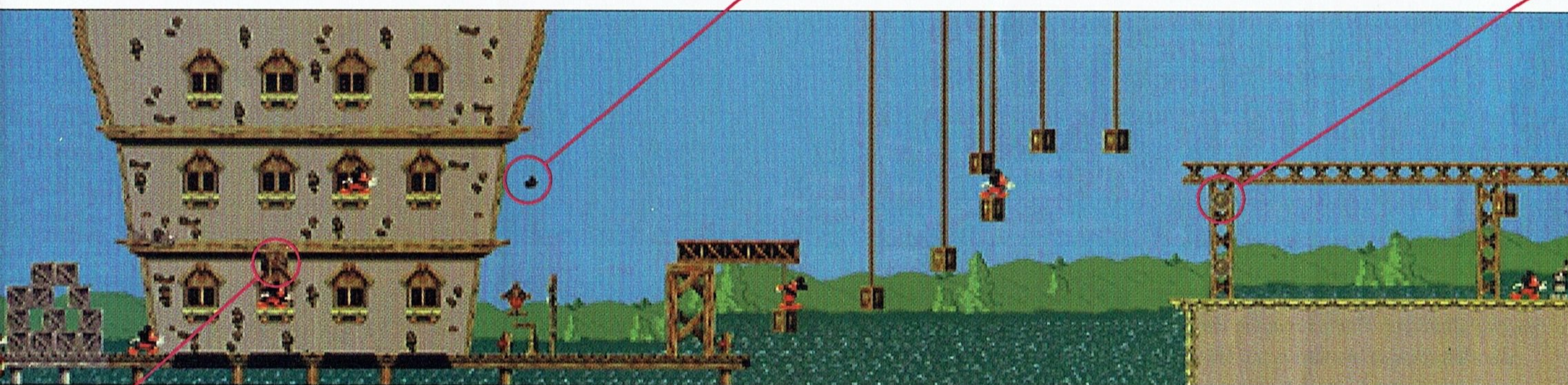
When on the roof of the cabins, jump onto the dog's back. This opens a secret entrance into the cabins. Move left to pick up some extra energy.

When you see the crane come over to pick up a crate, leap onto the crate to hitch a ride from the boat to the pier. Stand in the centre of the crate to reduce the risk of falling and losing energy.



If you think you can handle the descending boxes falling from the top windows make an effort to get the Mickey ears situated halfway up the building, these give you an extra life.

To finish the level destroy the turning cogs. Reach the two top cogs using springs that appear from the moving crates. When you jump on the spring throw a marble at the cog. About three hits should do the trick.



Don't hang around when you leap across these ledges, the boxes falling from above will reduce your energy.

Be careful when you shoot the skeleton on the stairs. When his bones scatter, they fly through the air in any direction.



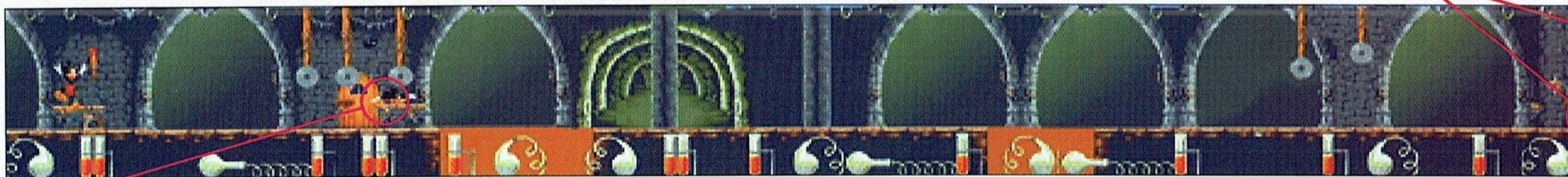
This is near the end of the level, but don't think you're home and dry just yet. Before you enter the next level you need to collect as many marbles as possible, because you're going to need them. Make sure you collect these three, but beware of the swooping bats, that appear from the dark shadows.



THE MAD DOCTOR

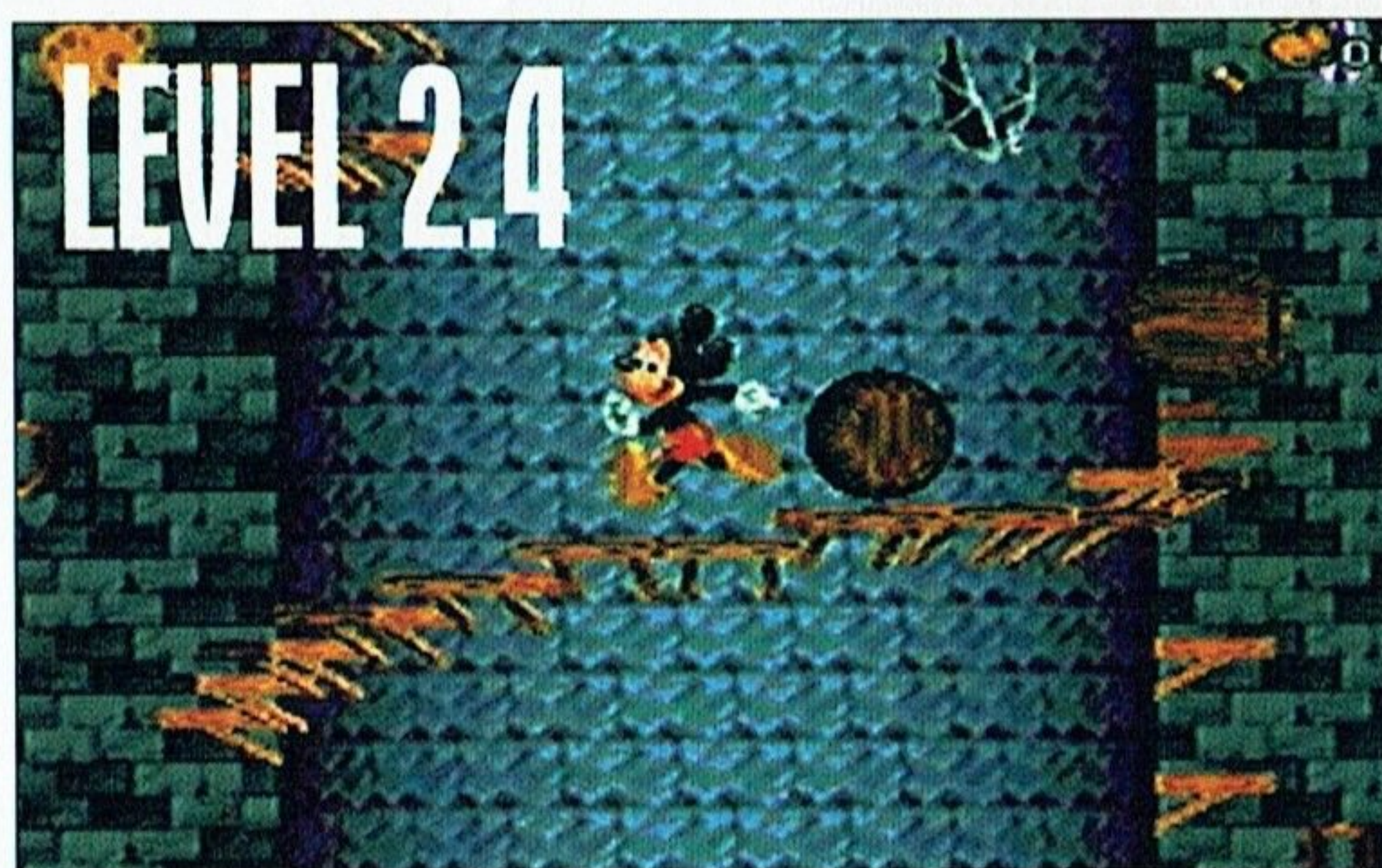
LEVEL 2.3

If you make it this far, the next obstacle in your path is a further couple of grinding wheels. This is followed by three balls with spikes on their edges. As soon as you have got over these, jump again, because there's another two out to get you immediately after.



Here you are on a runaway wagon. As soon as you start moving, duck! If you don't, there are three spinning grinding wheels that hang from above that'll slice-and-dice you. After dodging these, the next thing to worry about, is the pit full of goo. Don't be too hasty in jumping off to reach the next wagon, wait until you're almost in the gunk before making your jump.

This stage sees you descending a tower on a dodgy set of wooden steps. At the same time, you also have to avoid the bats flying at you, and the barrels crashing down behind you. The best advice here is to keep moving at all times, if you stand still too long the stairs will crumble away from under you. Use the marbles to stun the bats and just leap into the air when the barrels are right behind him.



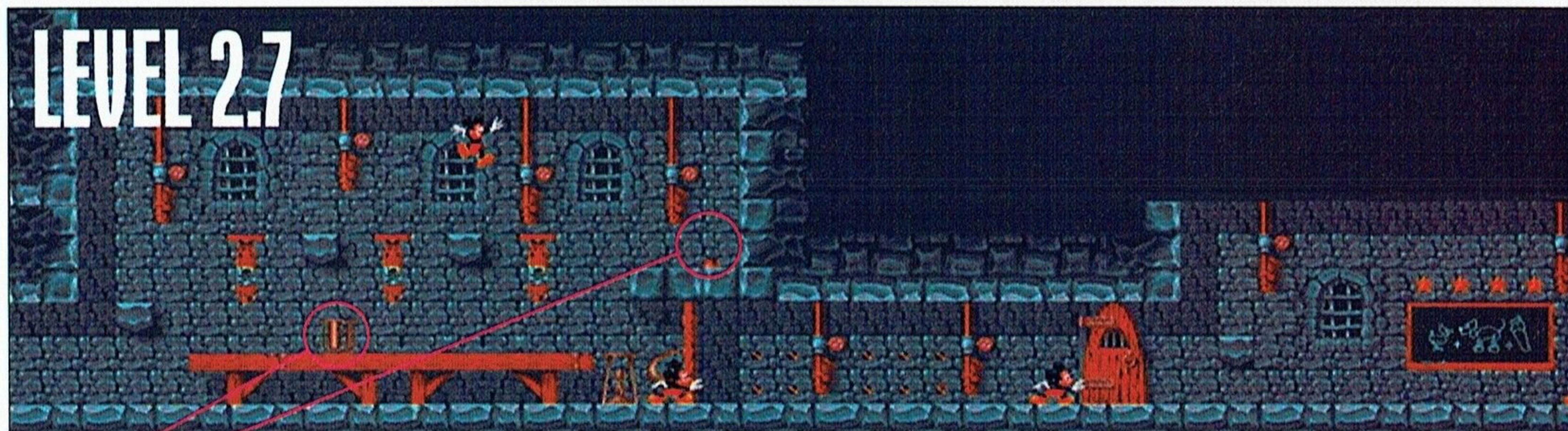
LEVEL 2.5



In the first room you enter, you see an empty glass jar. Push it under the first wooden plaque on the wall. Now run along and jump onto the ledge before jumping onto the plaque. You will see a drop of liquid fall into the glass jar.

Repeat this on the other two plaques. The glass jar will now be full, push it onto the bunsen burner. From there leap up onto the switch and wait as the burner boils the liquid. After about a minute there will be an explosion, this will open the door to the next part of the level.

LEVEL 2.7



The main part of this level sees Mickey out walking with Pluto. The problem is a rampaging moose that's on the loose (as the saying goes!). Keep an eye out for Pluto to point straight; something will be rapidly approaching.

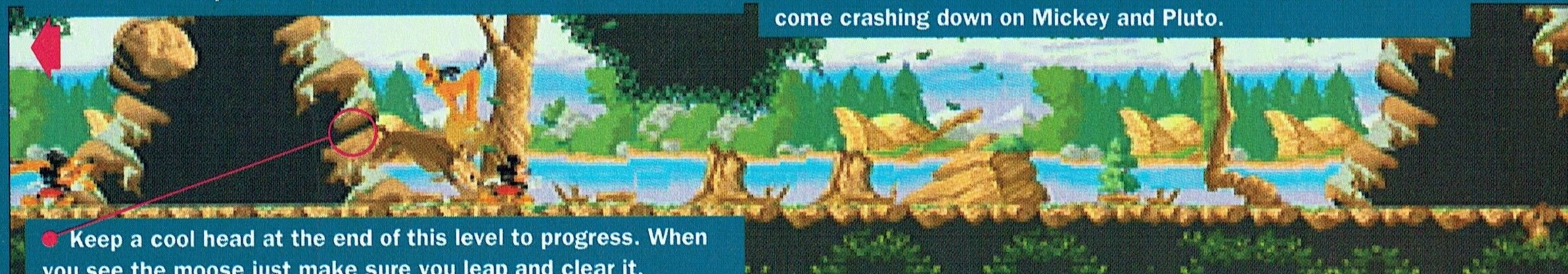
MOOSE HUNTERS

LEVEL 3.1



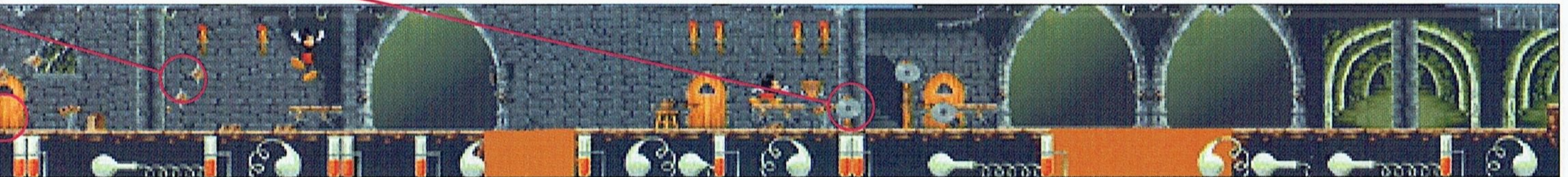
Keep very calm over this stretch of the woods, allowing Pluto to catch up with his master and not be left behind.

As you are walking, keep a watch out for the over-hanging trees. The trees are old, and branches can easily snap and come crashing down on Mickey and Pluto.

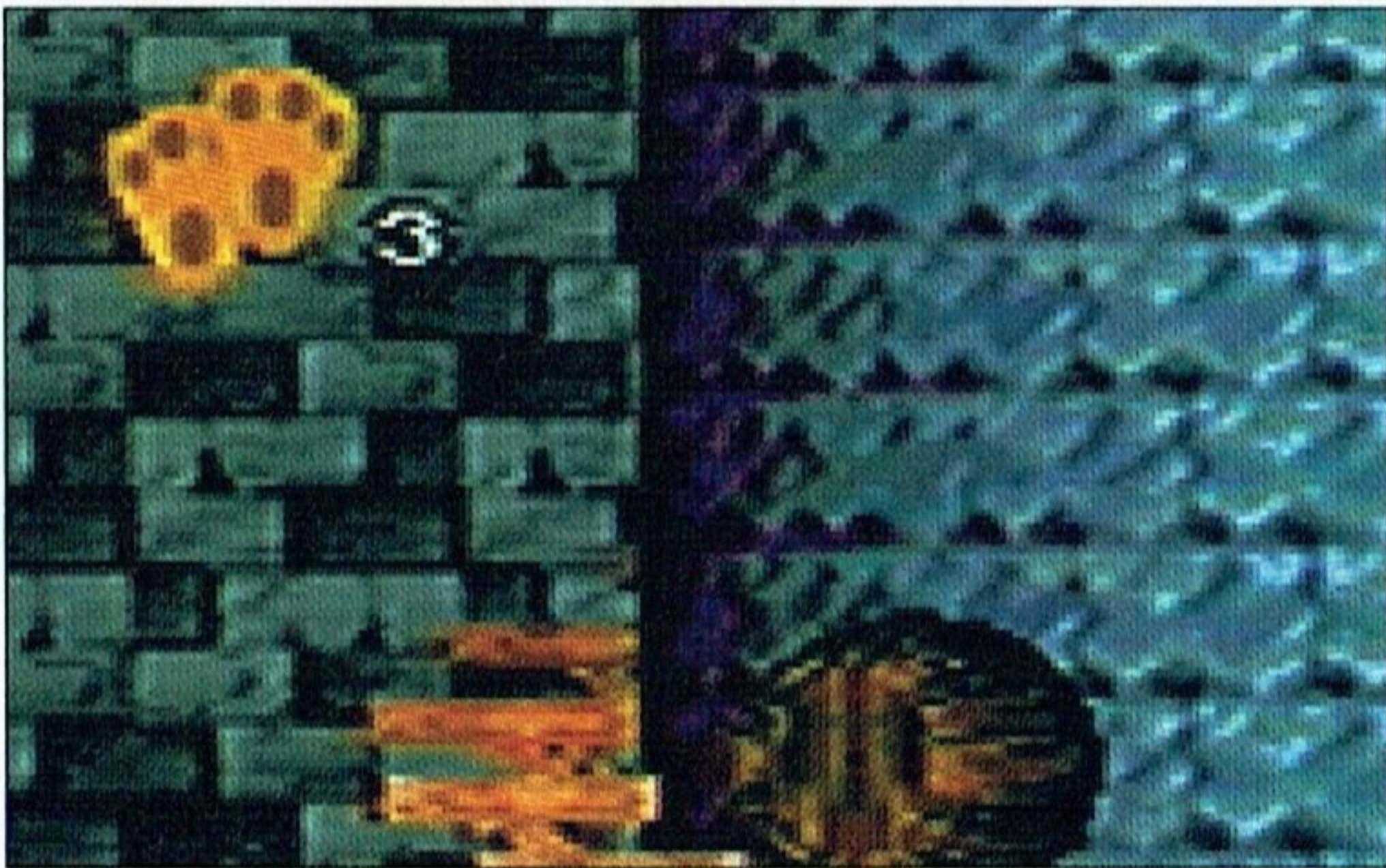
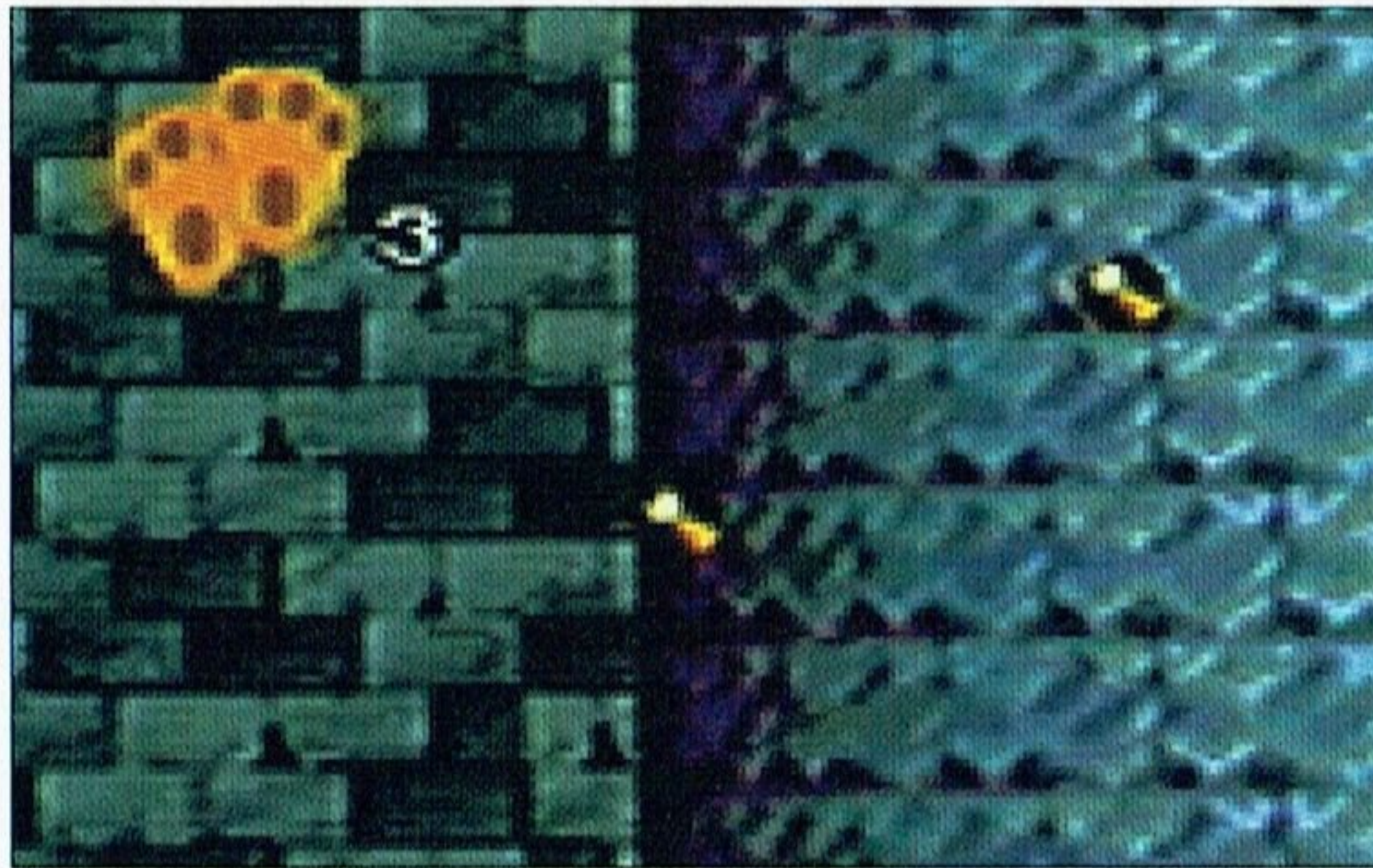


Keep a cool head at the end of this level to progress. When you see the moose just make sure you leap and clear it.

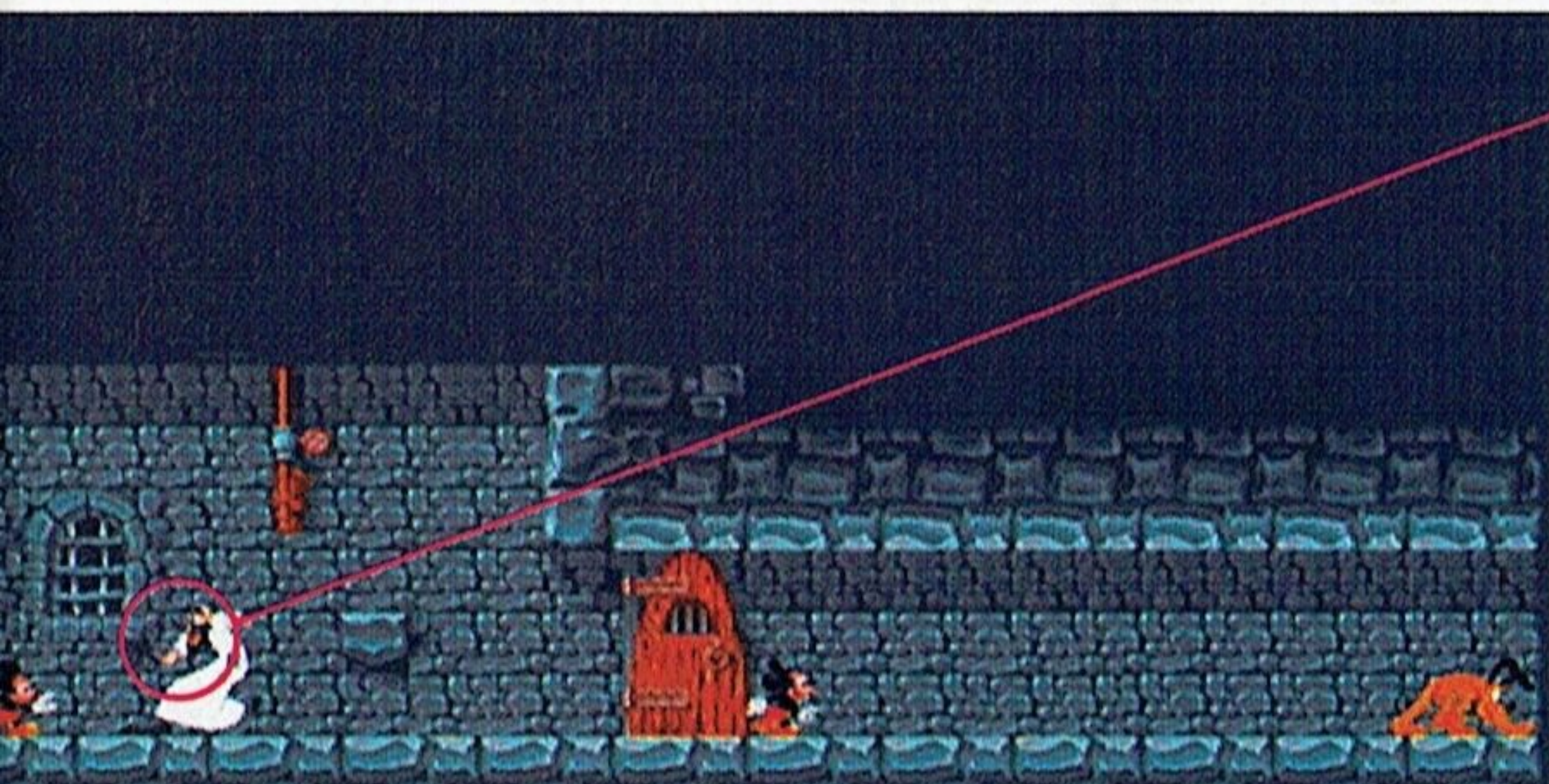
You've nearly reached the end of this sub-level. All you have to do now is jump the three grinding wheels, coming out of the ground. Having cleared that, you just have to make one more jump to reach the end.



This level is fairly straightforward. As the elevator stops at each floor, use your marbles to kill the skeleton. Don't let them explode as it's hard to avoid the flying bones.



When you swing across to the other side of the pit, be careful to avoid the skeletons that patrol the area. Use your marbles sparingly, but two good hits should always do the trick.

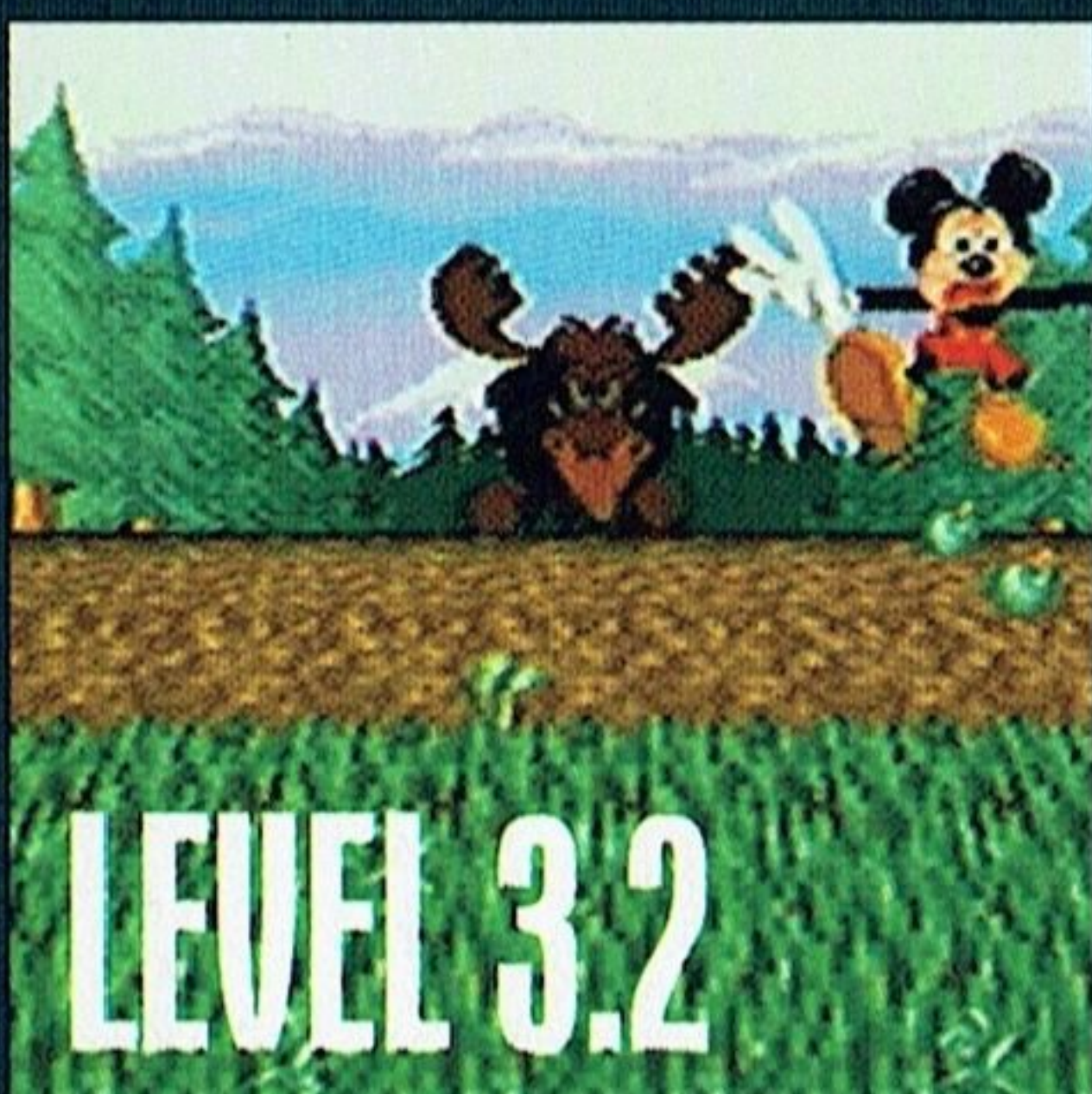
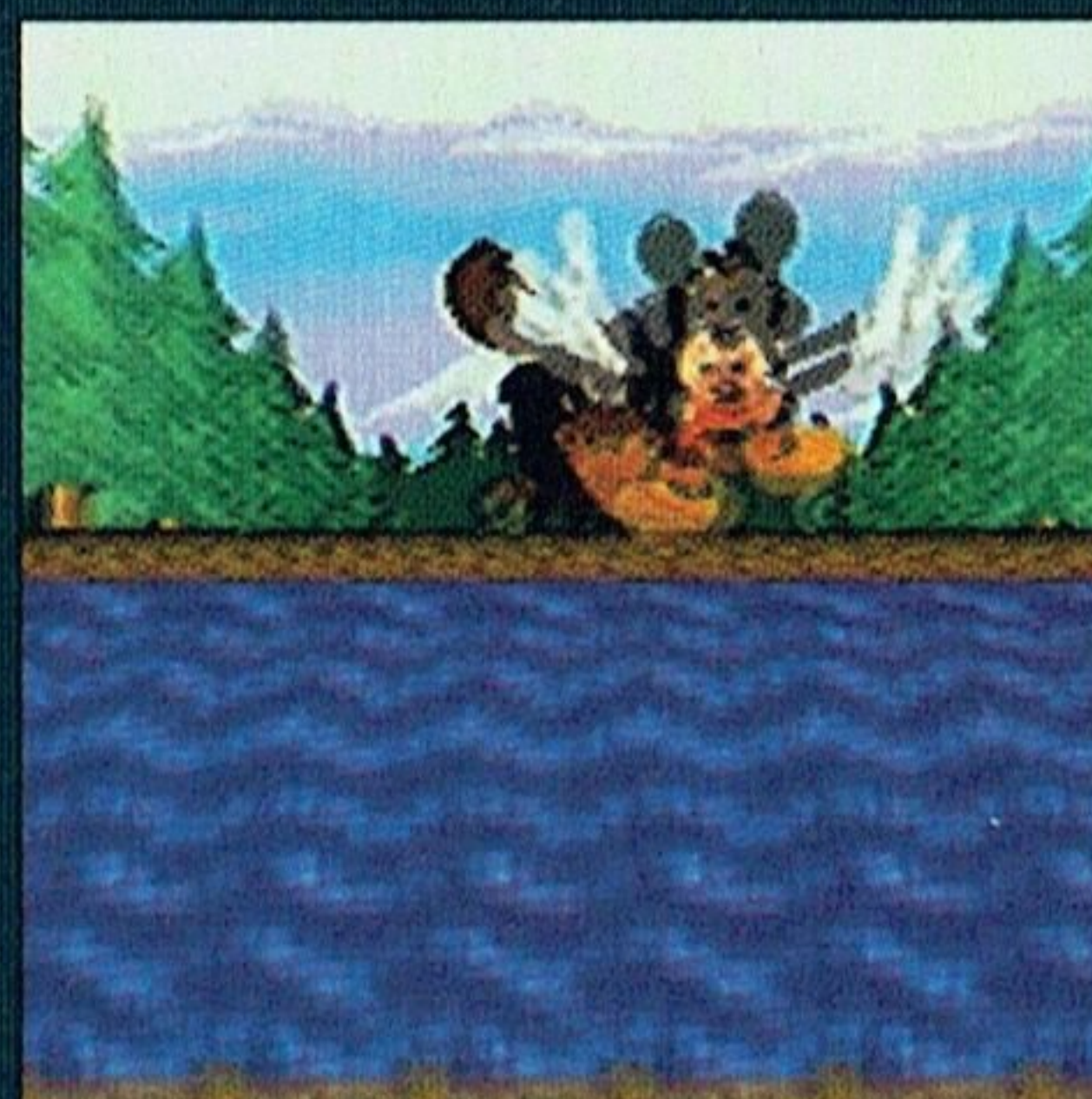


When you come face-to-face with the Mad Doctor he will open his cloak and throw a barrage of little red bottles at you. Avoid these while returning fire with your marbles. Don't collect the stars until your energy is getting low. Once the Mad Doctor has been defeated, another door will open and you will see Pluto.

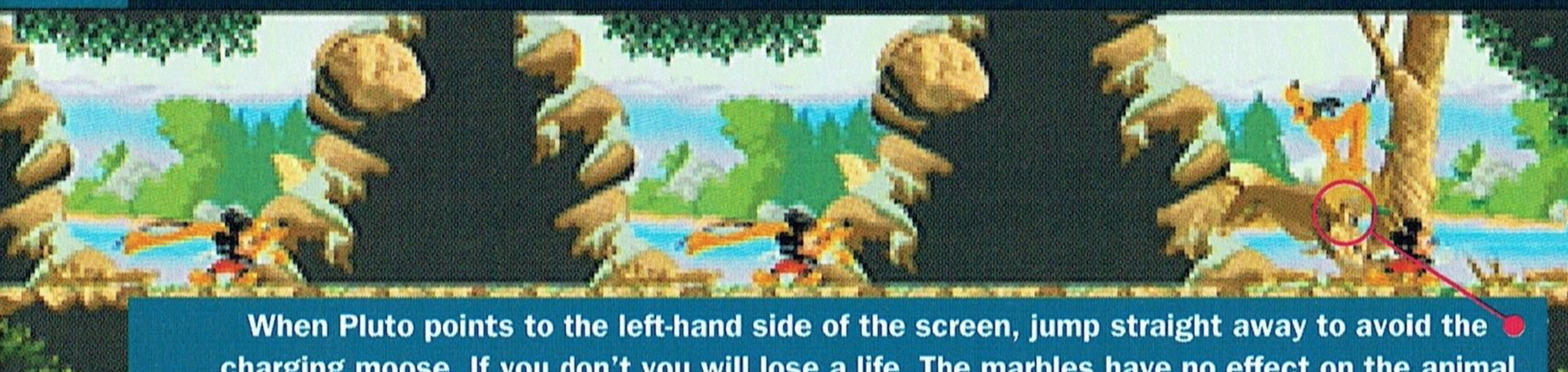
LEVEL 2.6



LEVEL 3.2



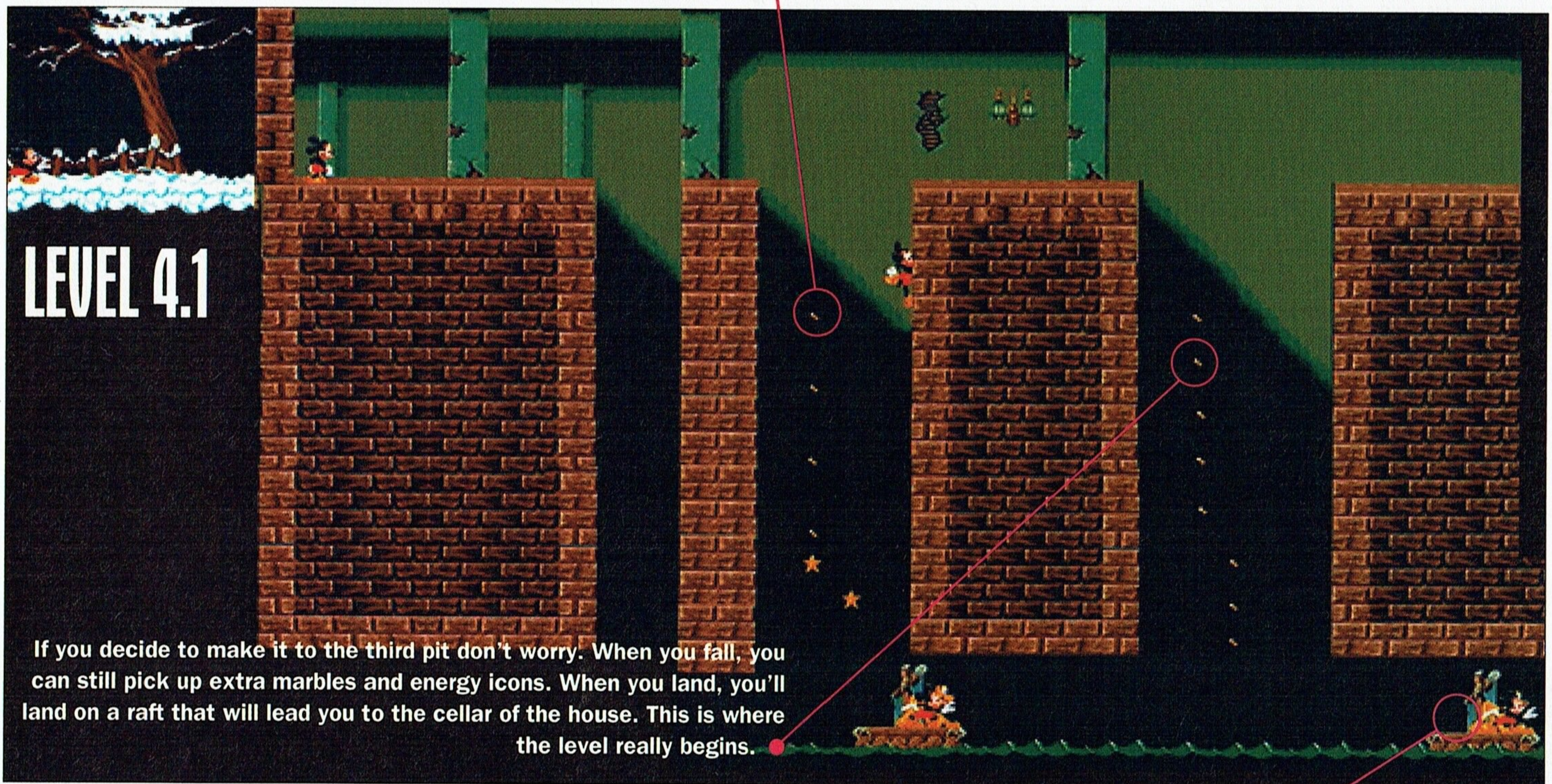
▲ To beat the moose avoid the rocks on the ground and watch out for the water, as it slows you down. Run over the apples to pick up your speed.



When Pluto points to the left-hand side of the screen, jump straight away to avoid the charging moose. If you don't you will lose a life. The marbles have no effect on the animal.

THE LONESOME GHOST

On the start of the fourth level you have to progress into the house. Jump the first pit and drop down the second. As you fall collect the marbles that are placed down the centre of the pit.



If you decide to make it to the third pit don't worry. When you fall, you can still pick up extra marbles and energy icons. When you land, you'll land on a raft that will lead you to the cellar of the house. This is where the level really begins.

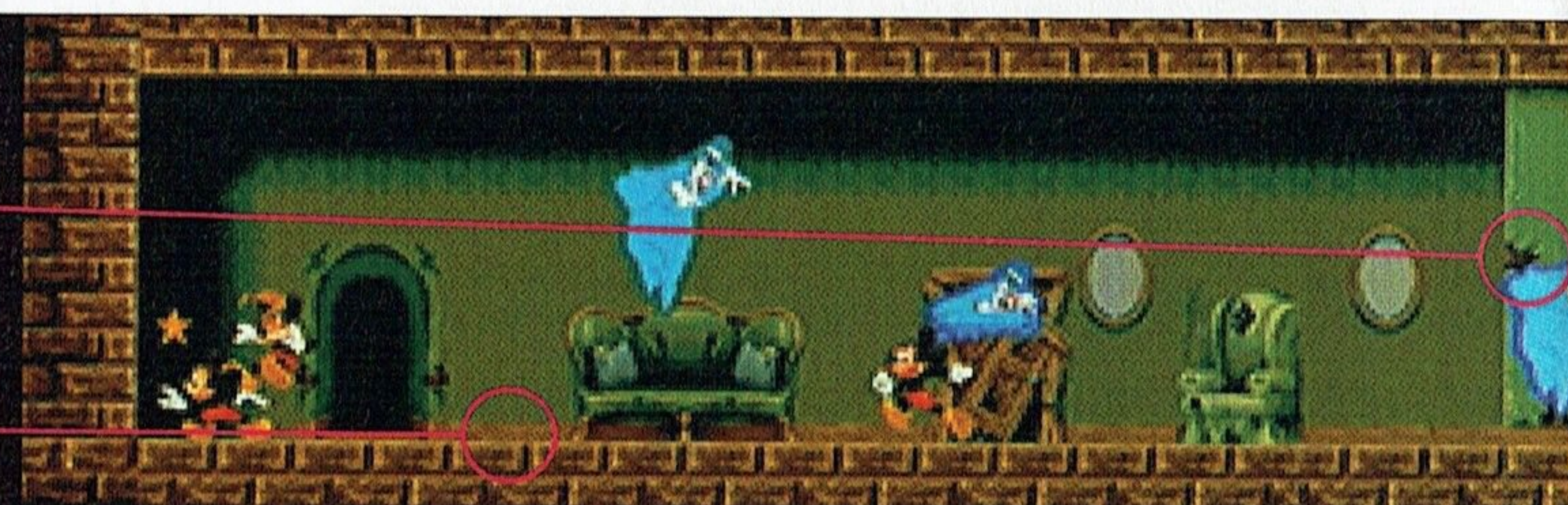
If you can move Mickey fast enough, leap up and collect some icons. Watch the raft as it won't hang around for you.

Level four takes place in this old house. It all starts with Mickey entering the house through the front door, but it soon gets eerie as you drop into the depths of the cellar. As you plough your way through the hordes of ghosts that appear in front of you

Mickey has to overcome all sorts of obstacles and tricks the ghosts throw your way. Take your time and proceed with caution as you enter each section and keep your eyes open for those ghosts. They appear whenever they feel like it – spooky!

Progressing along the hall, the ghosts will appear in a random order. Don't waste your time firing marbles at them, wait until they roll up and disappear, before running under them.

As you get closer to the end of the level, look out for the wooden floor boards. These will rise up under your feet and push you into the path of the ghost.



When you reach the table you'll need to push it to the foot of the stairs. Jump onto it to reach the stairs to the next floor.

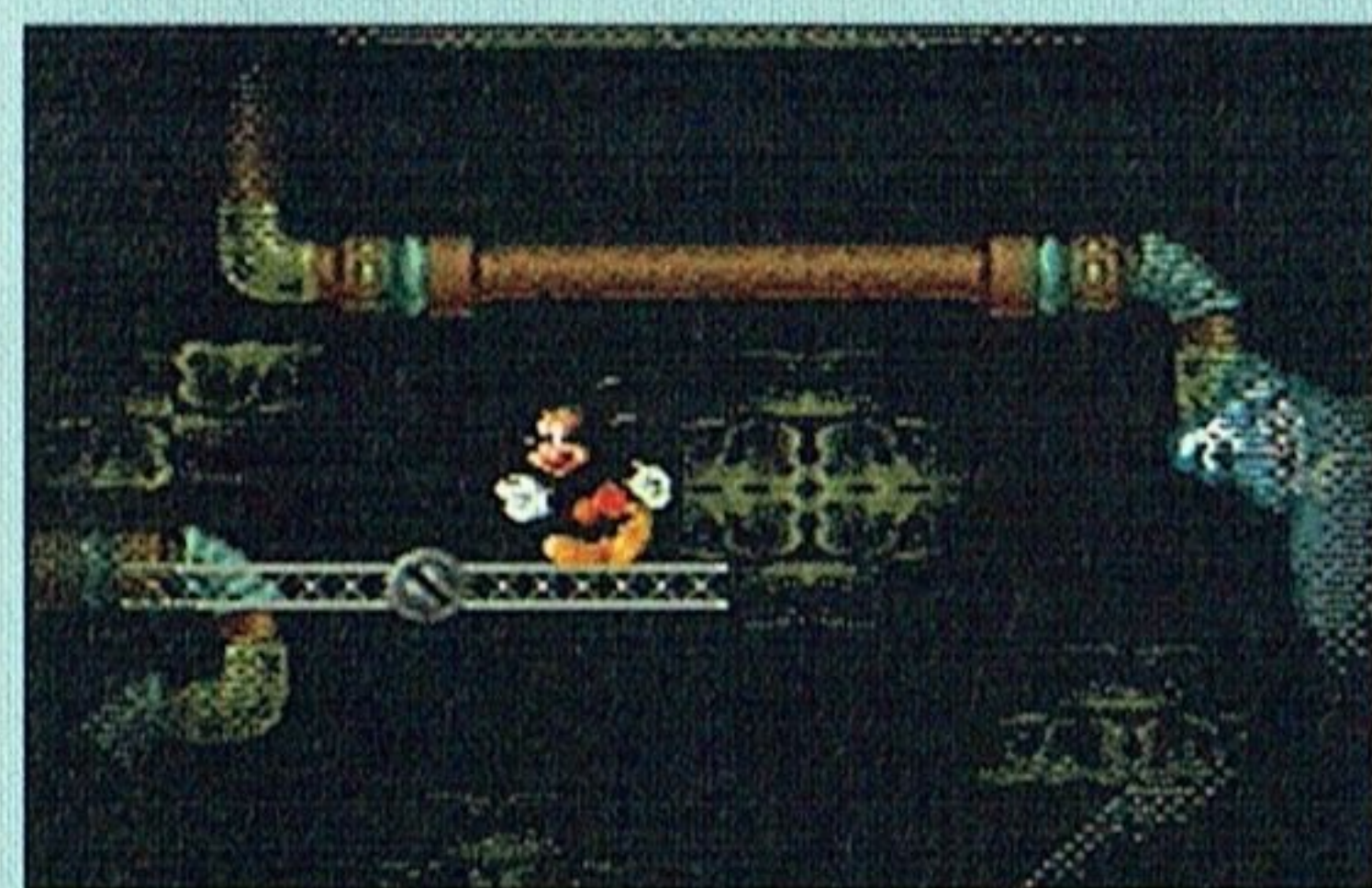
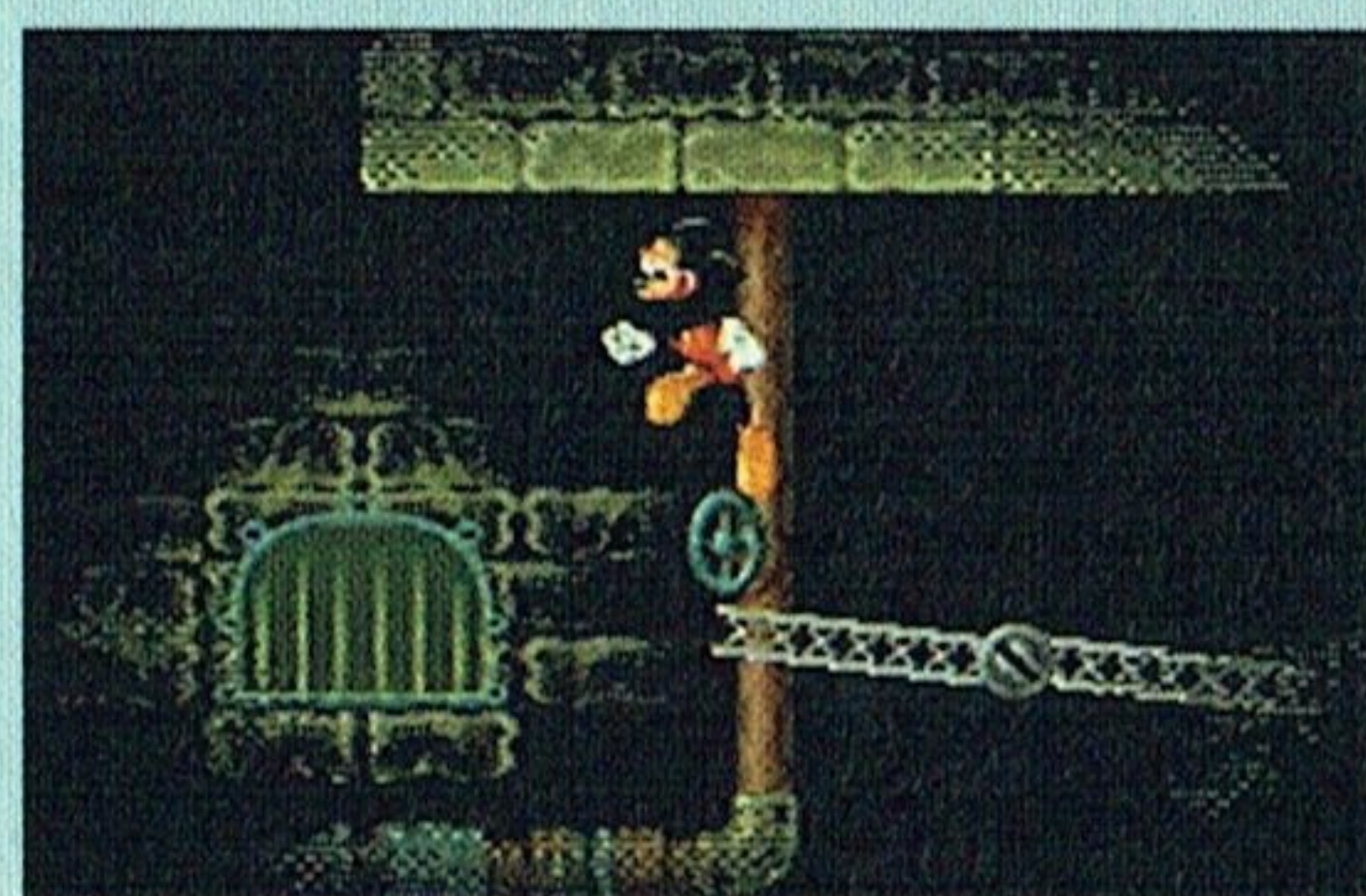
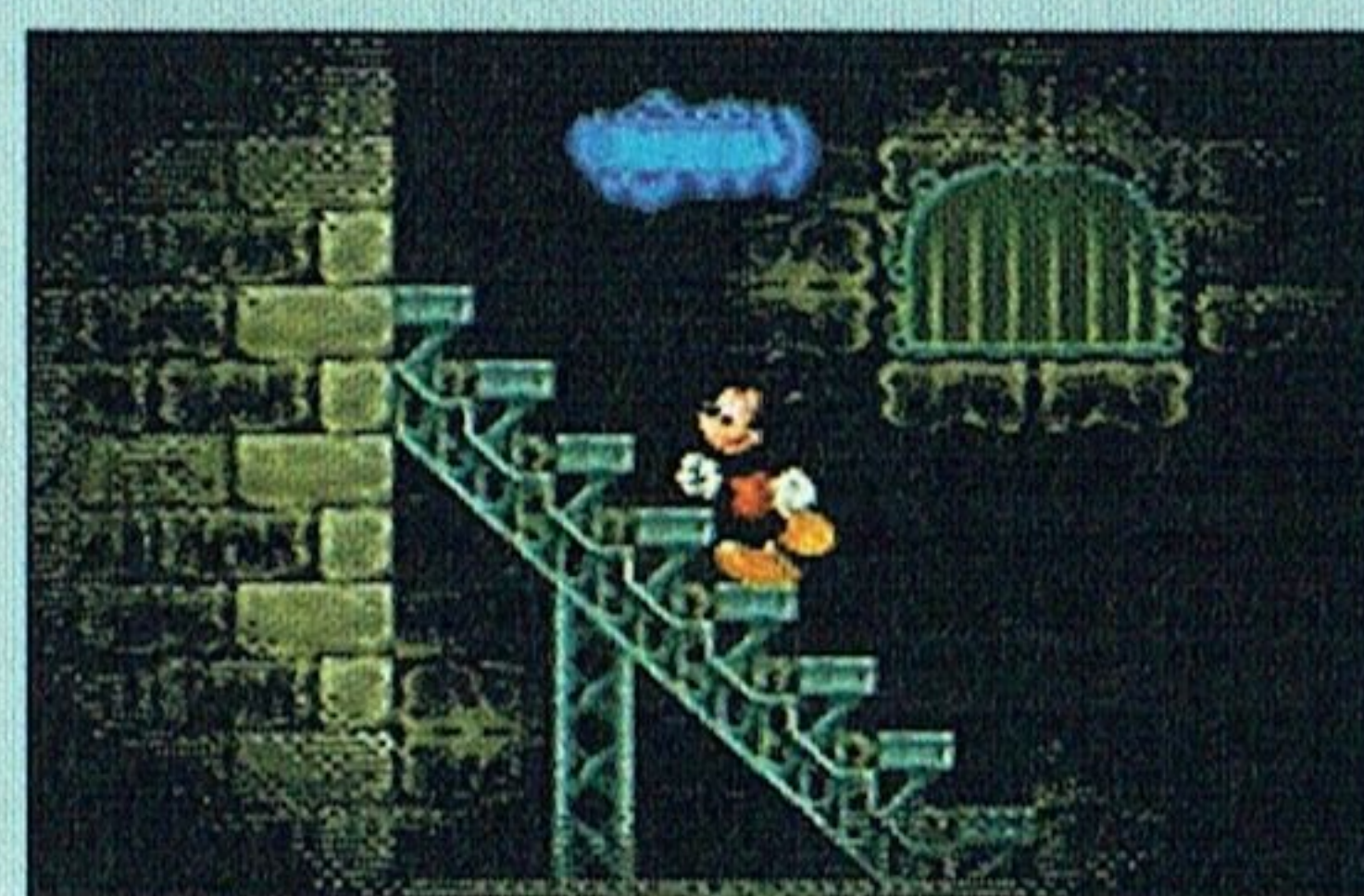
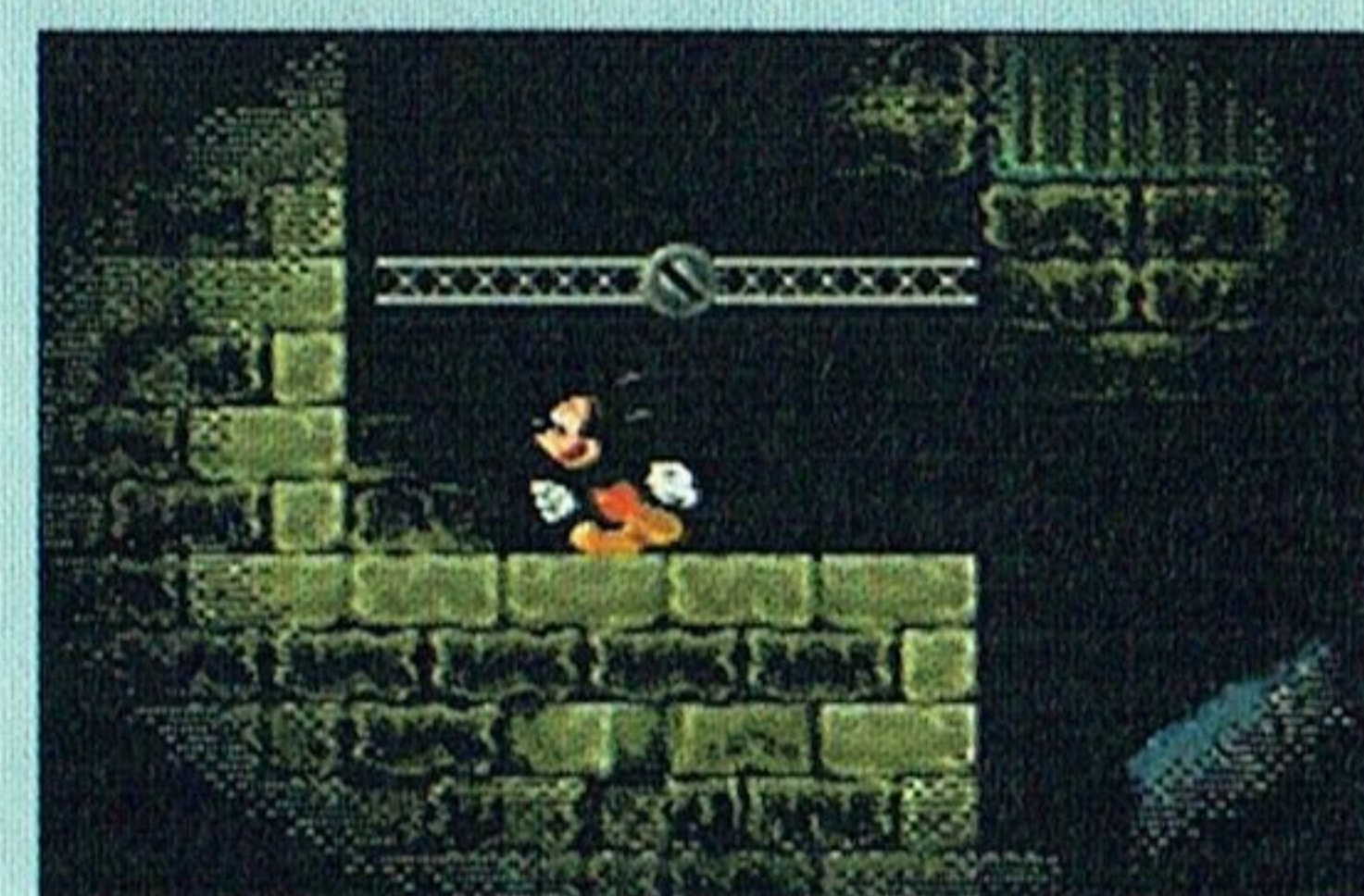
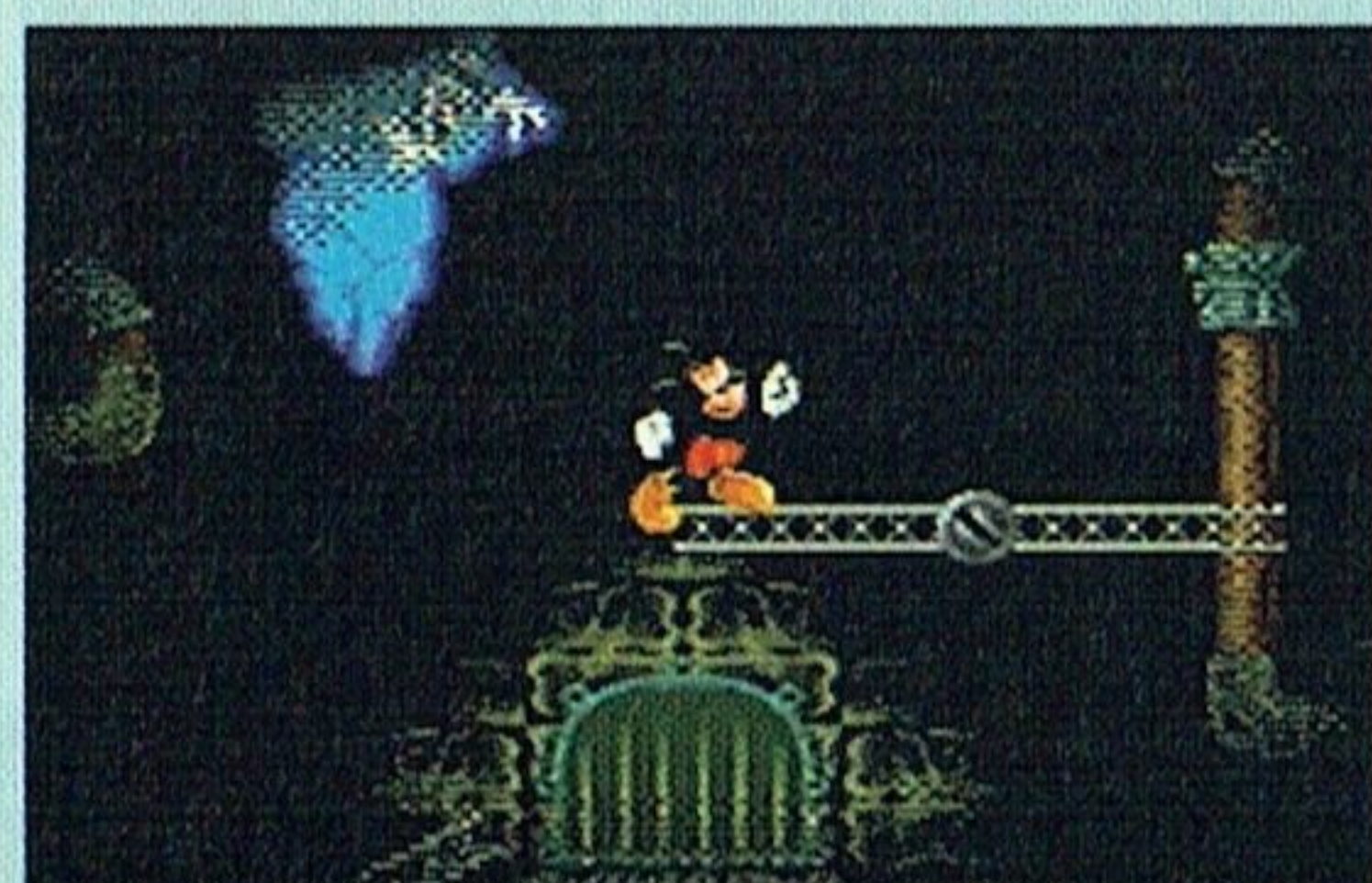
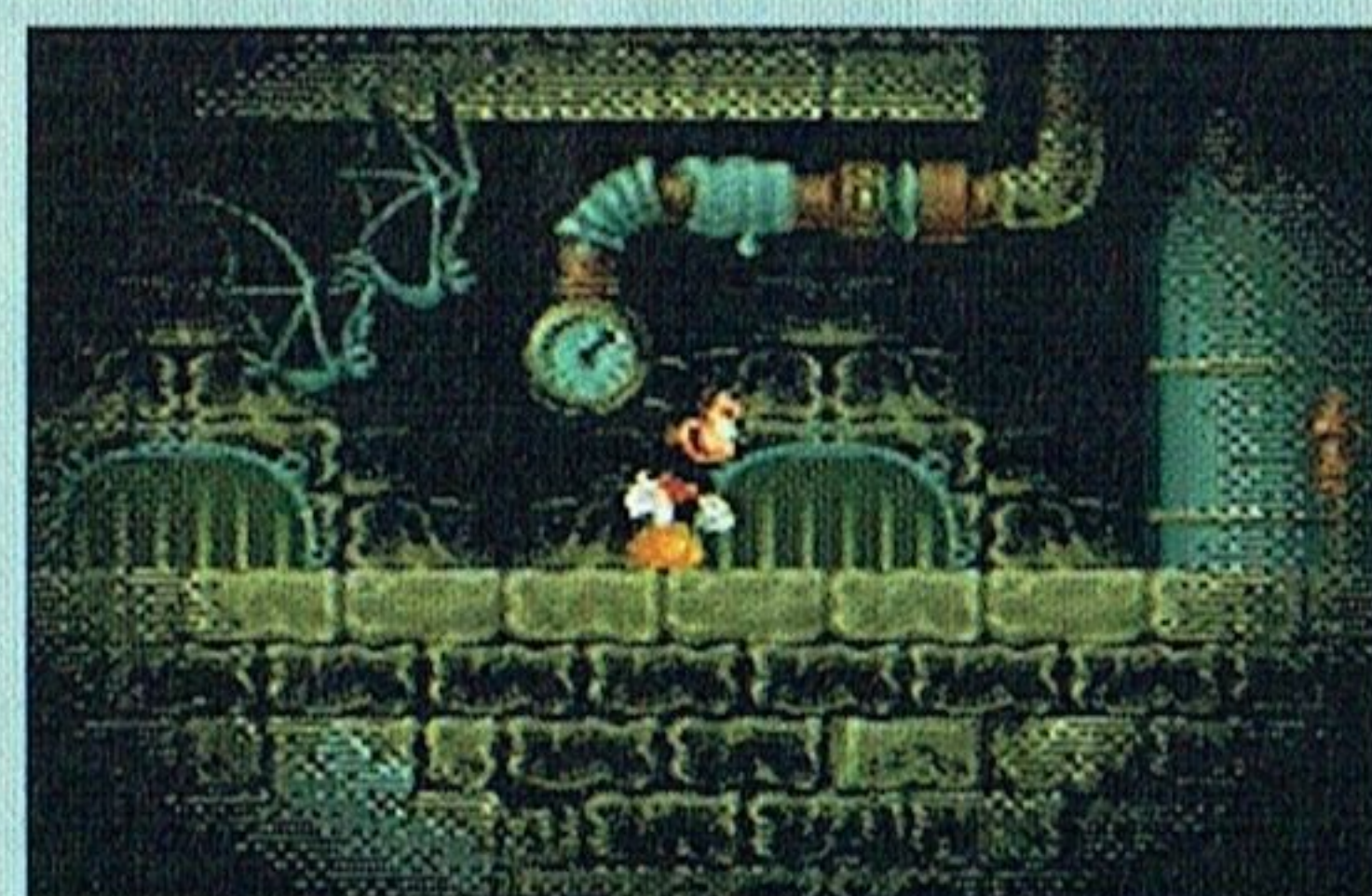
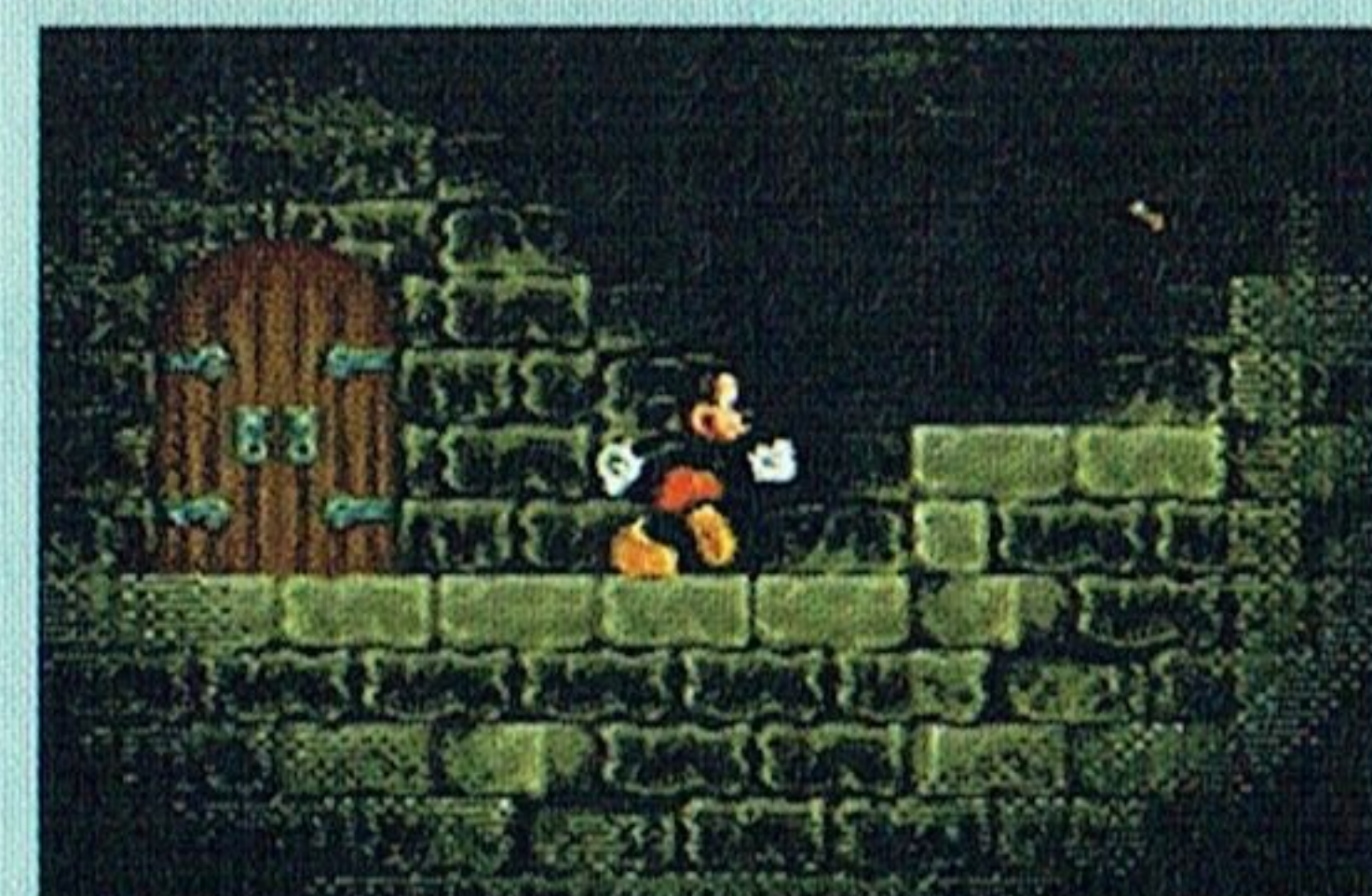
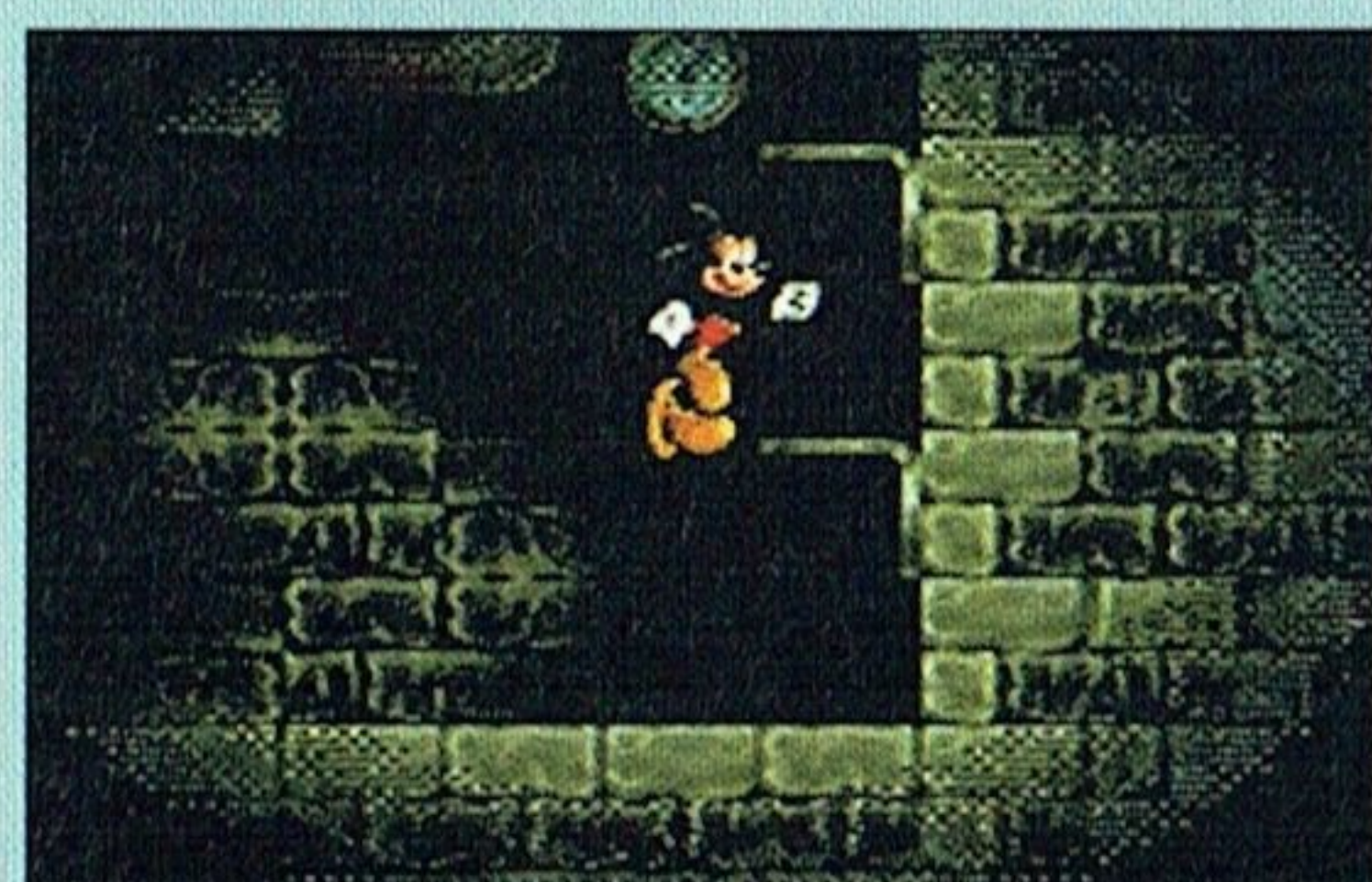
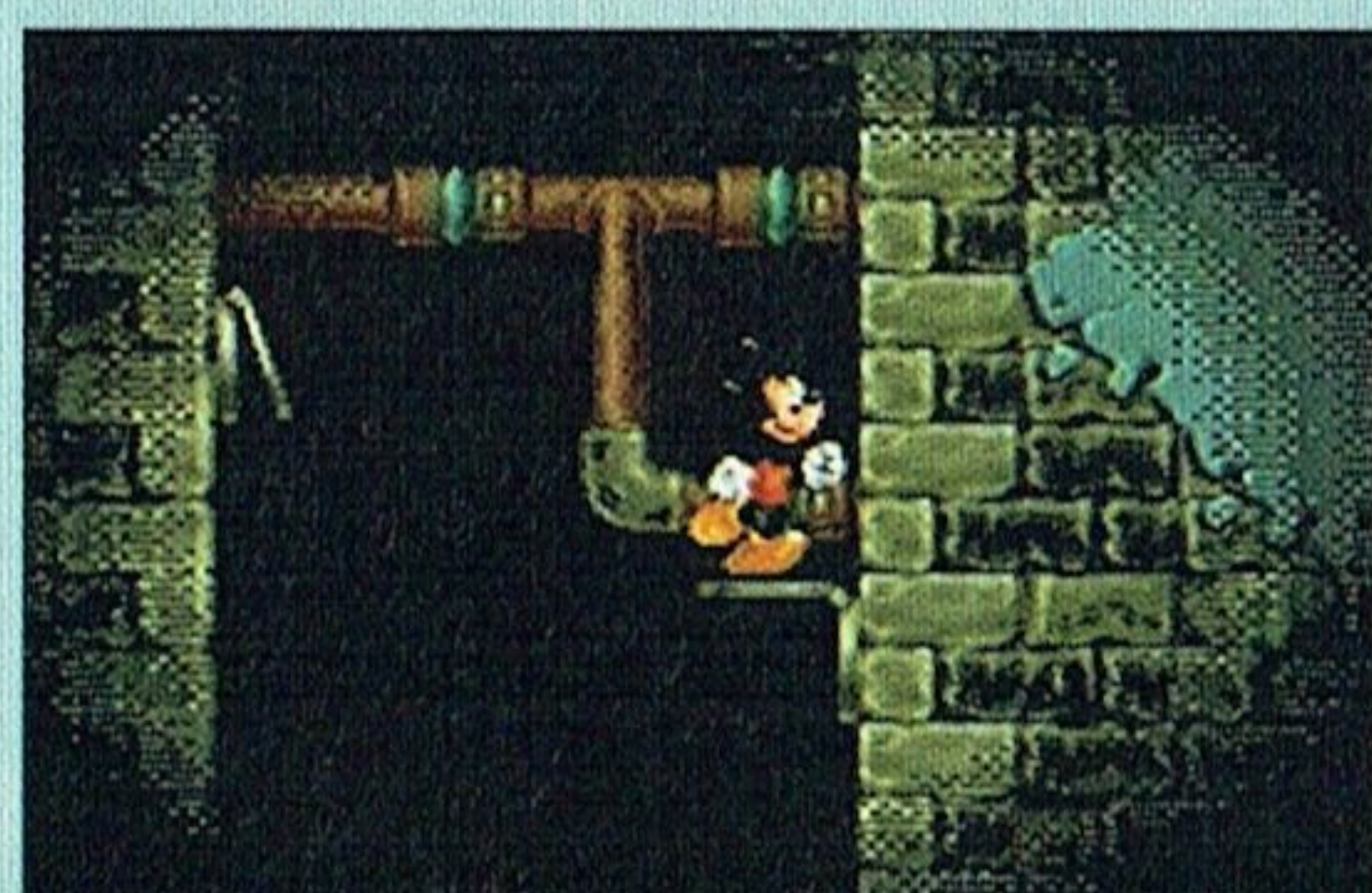
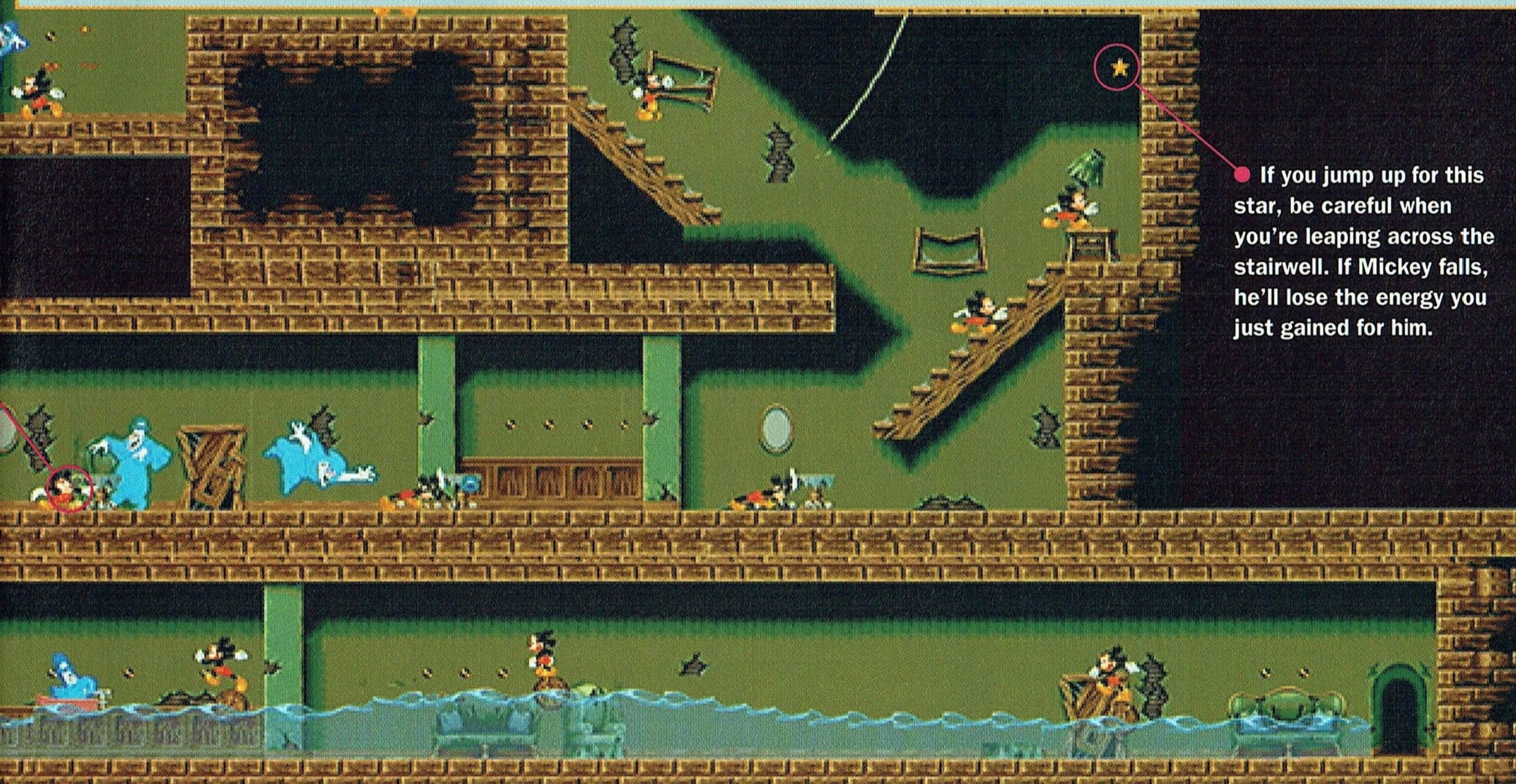
LEVEL 4.3



LEVEL 4.2

After the raft trip Mickey has to avoid the perils of the cellar. Here you have to dodge the spooky ghosts while climbing the dark stairwells.

Gamebuster

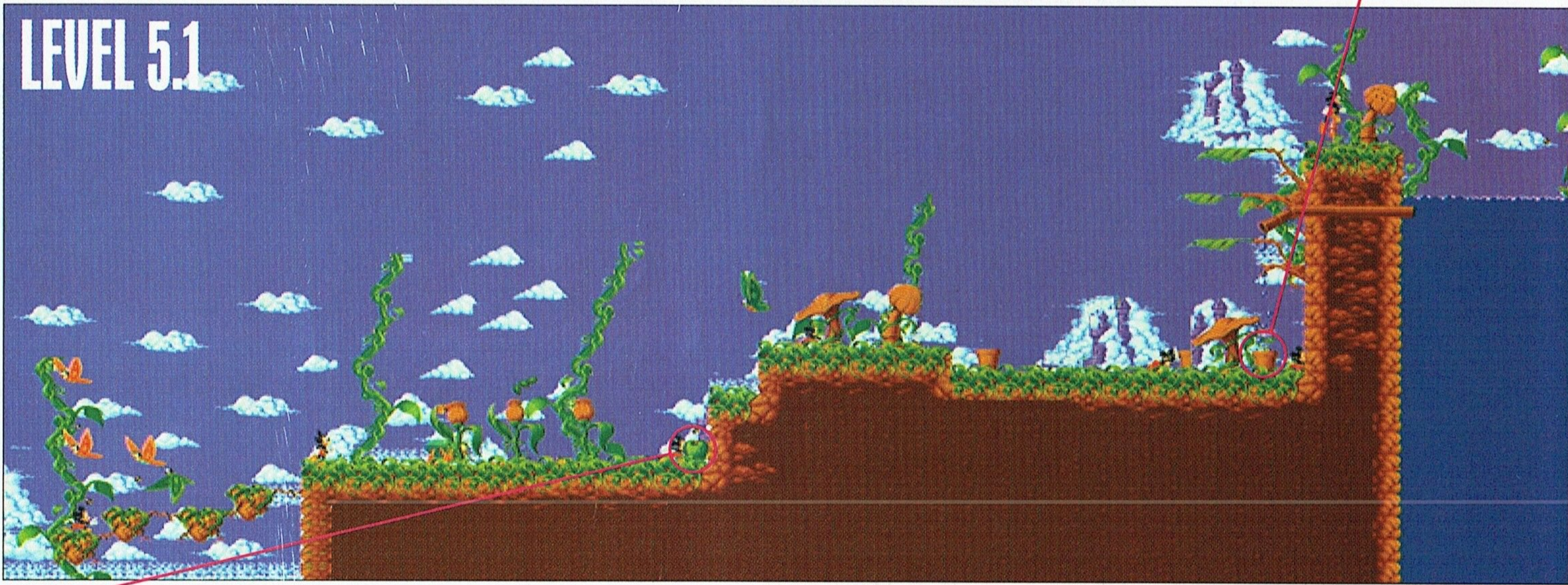


If you jump up for this star, be careful when you're leaping across the stairwell. If Mickey falls, he'll lose the energy you just gained for him.

MICKEY AND THE BEANSTALK

When you come across the plant pot, push it along until it's under the dripping water. Let the pot fill up with water and then jump onto the pot. This will enable Mickey to reach the next ledge.

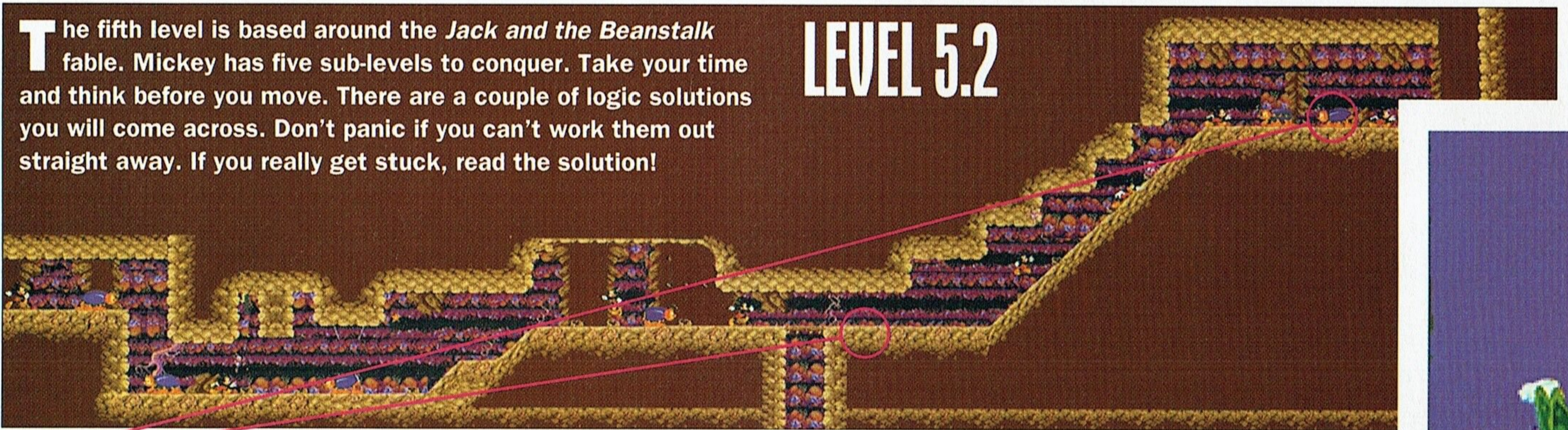
LEVEL 5.1



The apple has to be pushed to the side of the wall. When you arrive there, jump onto the apple and then onto the next ledge. You cannot reach the ledge unless you use the apple to help you.

The fifth level is based around the *Jack and the Beanstalk* fable. Mickey has five sub-levels to conquer. Take your time and think before you move. There are a couple of logic solutions you will come across. Don't panic if you can't work them out straight away. If you really get stuck, read the solution!

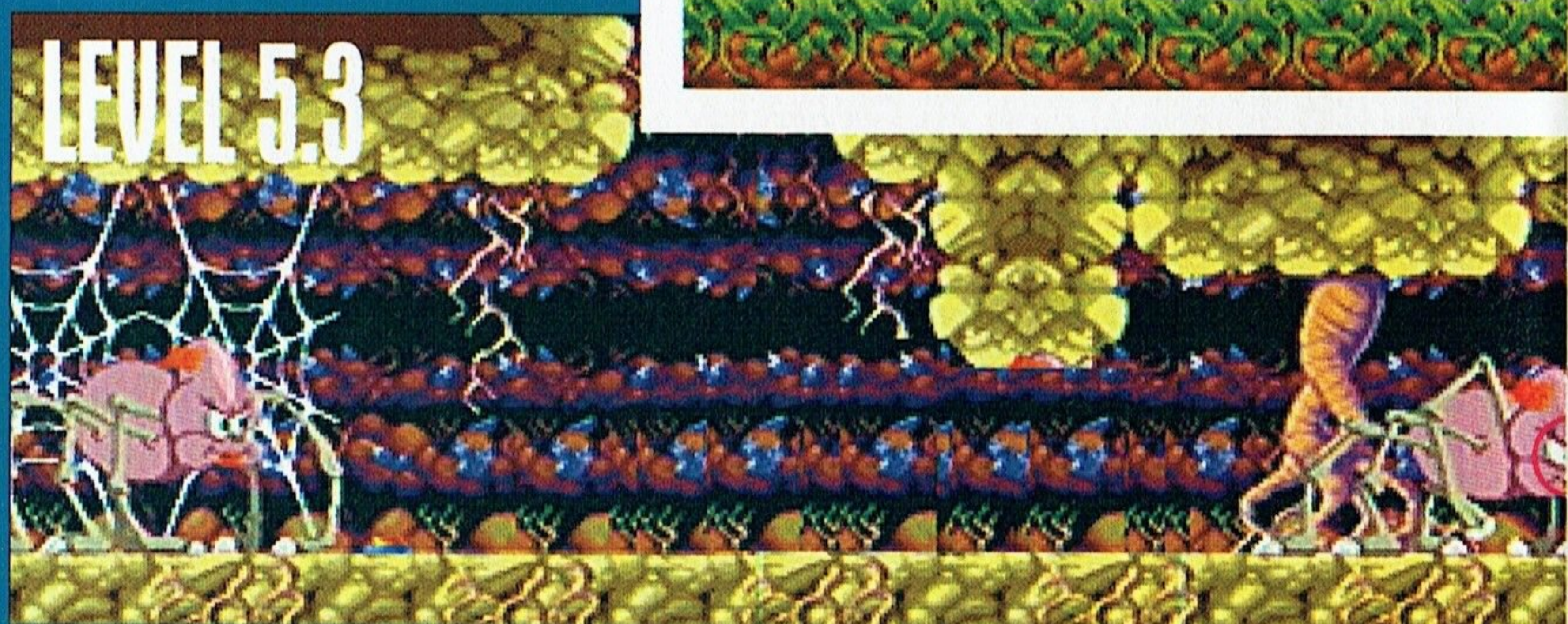
LEVEL 5.2



As Mickey descends into the depths of the tunnels you will come up against some large bugs. Use your marble ammo wisely. Halfway through the tunnels is a trap-door in the ground. Open it and advance to reach the end of the level. Stand on the switch. Now come back through the level, when you get to where the trap door was, you will see an opening in the ground. Drop down this to reach the next stage.



LEVEL 5.3



When advancing across the giant table, drop into the large wooden bowls. You never know – you could find some handy bonus icons.

LEVEL 5.5



Gamebuster

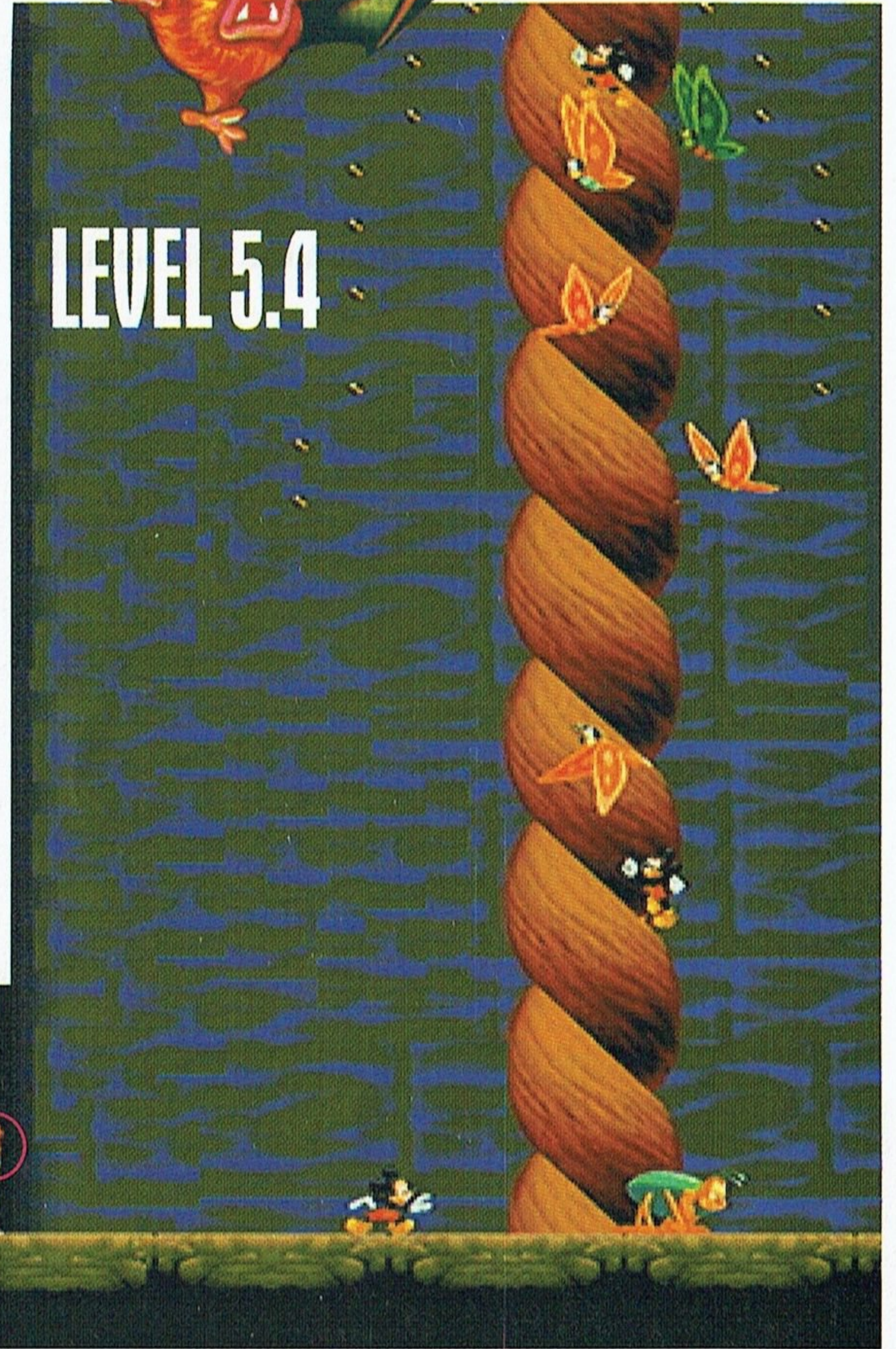
As Mickey sits in the boat that's made out of leaves and floats across to the other side, be careful of the swooping dragonfly that will constantly hassle you. Use your marbles to protect yourself.



Watch for the bugs when they kick out. If you're not careful, you could find yourself at the start of the level again.



If you reach the firework make sure it's set off. This will mean that if you're unfortunate enough to lose a life, you won't have to start at the beginning of the level.



When you drop down through the hole in the ground, start running to the left immediately. As soon as the level lights up you will see this giant spider racing up behind you.



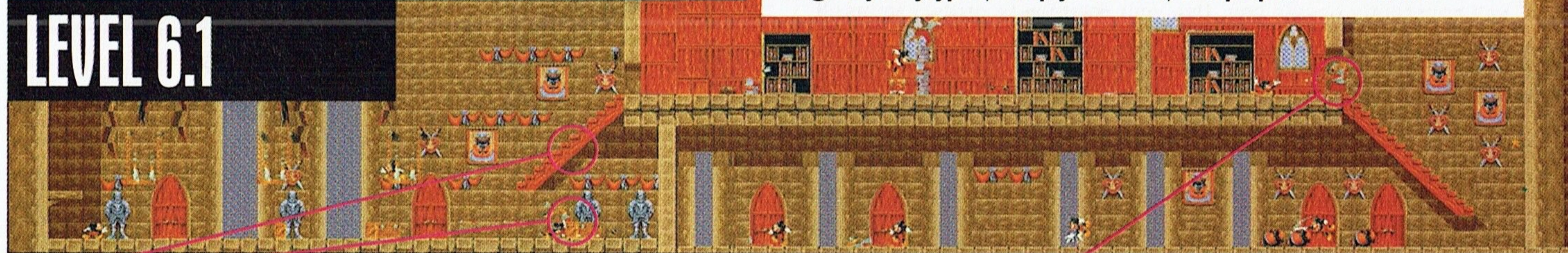
Keep moving at all times. When the bugs kick out, stand behind them to get a valuable push along.



THE PRINCE AND THE PAUPER

To get this far, you must be damn good, 'cos this is no easy game! This is probably the best level and hardest to beat. Here you come up against knife-throwing wolves and large arrow-firing bears. So grab your joypad, strap yourself in, and prepare to do battle.

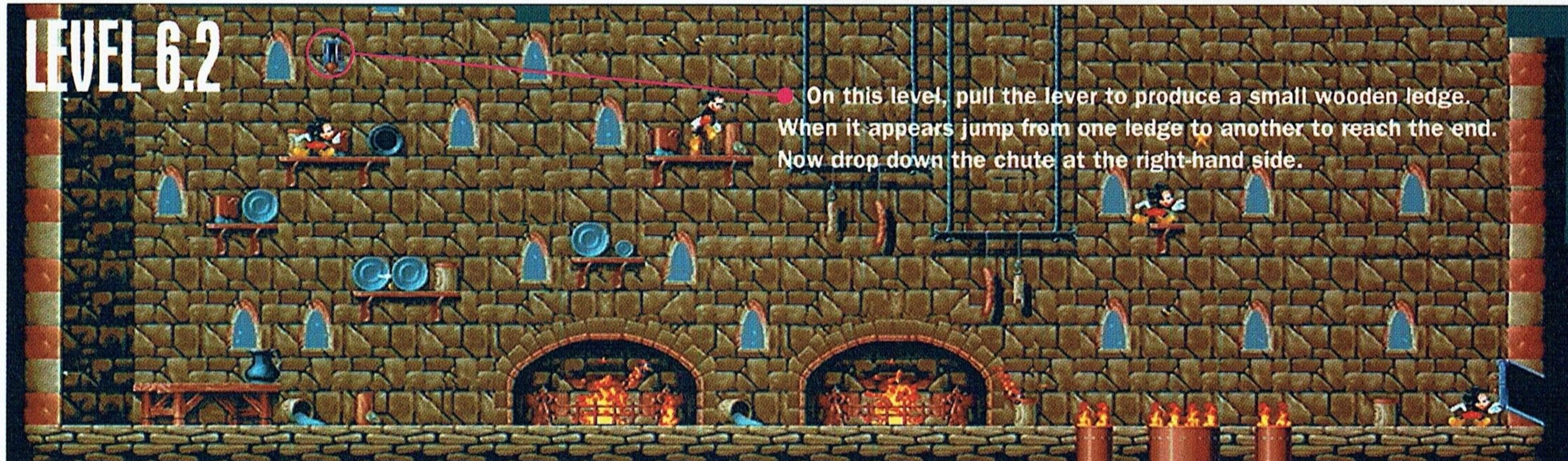
LEVEL 6.1



● When you find the wooden chest, push it along to the left-hand side of the screen. Jump onto the chest, onto the ledge and leap to the wooden lights. Push the D-Pad left and right to swing the lights. When you've built up momentum jump from one to another and onto the stairs.

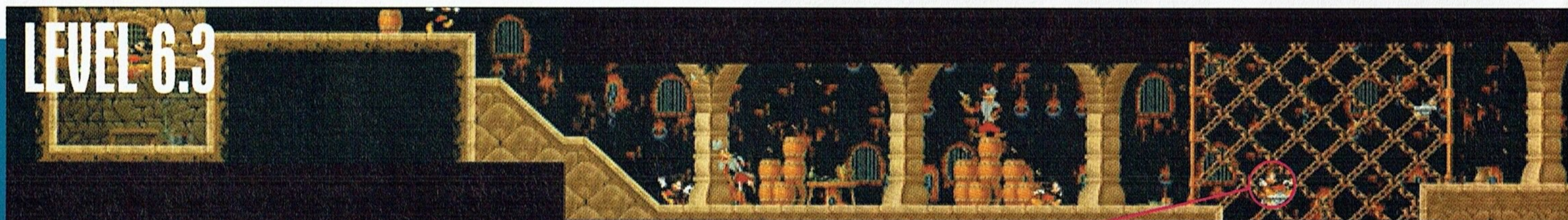
● At the end of the top floor, Mickey will come across one of the mean bears. To defeat him, throw everything you've got at him.

LEVEL 6.2



● On this level, pull the lever to produce a small wooden ledge. When it appears jump from one ledge to another to reach the end. Now drop down the chute at the right-hand side.

LEVEL 6.3



On these mesh frames, stand still on the platform that's moving round, but be aware of the small rotating spikes that are positioned on the cross frame.

When jumping across the fire pit, if you land on one of the small ledges, move as quickly as possible. Otherwise the ledge crumbles and Mickey will fall to his death and you'll lose a valuable life.



LEVEL 6.6



When you're leaping over the pits of fire try to throw some marbles at any unwanted nasties waiting for you.



LEVEL 6.4

Jump onto the wooden moving platform. As soon as you see the spikes appear, jump to the right onto a small wooden ledge, but don't hang around it soon starts to crumble. Jump up onto the ledge above you and onto the brick ledge to the right. Well done – you've completed this section.



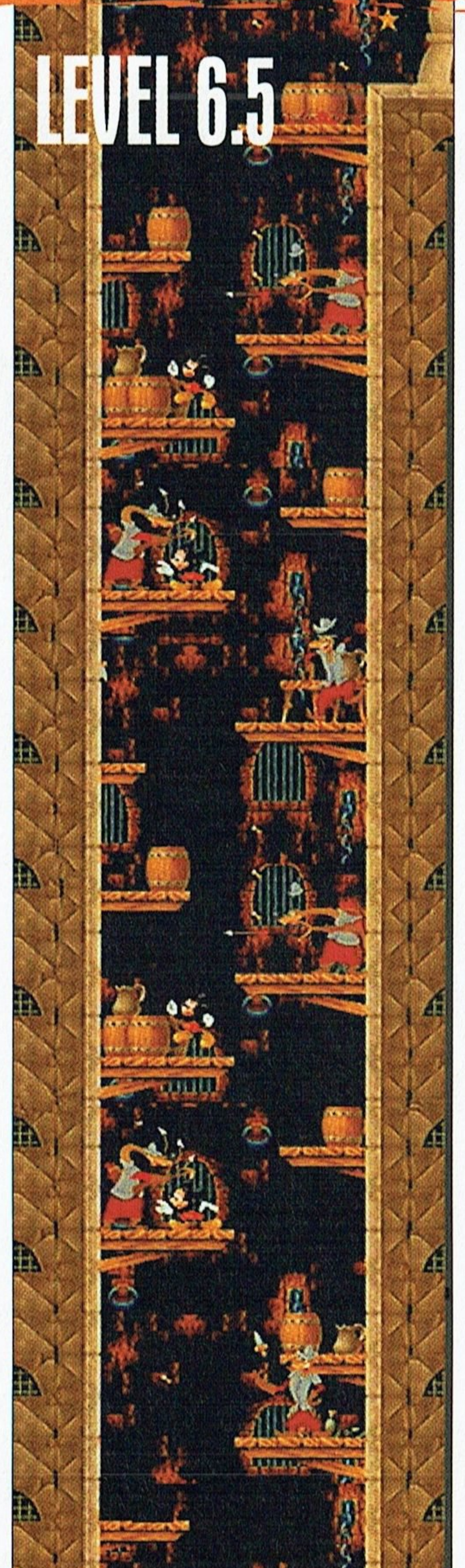
LEVEL 6.7



▲ This is the end guardian. He's one

mean mother too! To defeat him, use your marbles. When you see the spikes on the cart appear, position them so that, when he launches into the air for another attack, he'll come crashing down on the spikes.

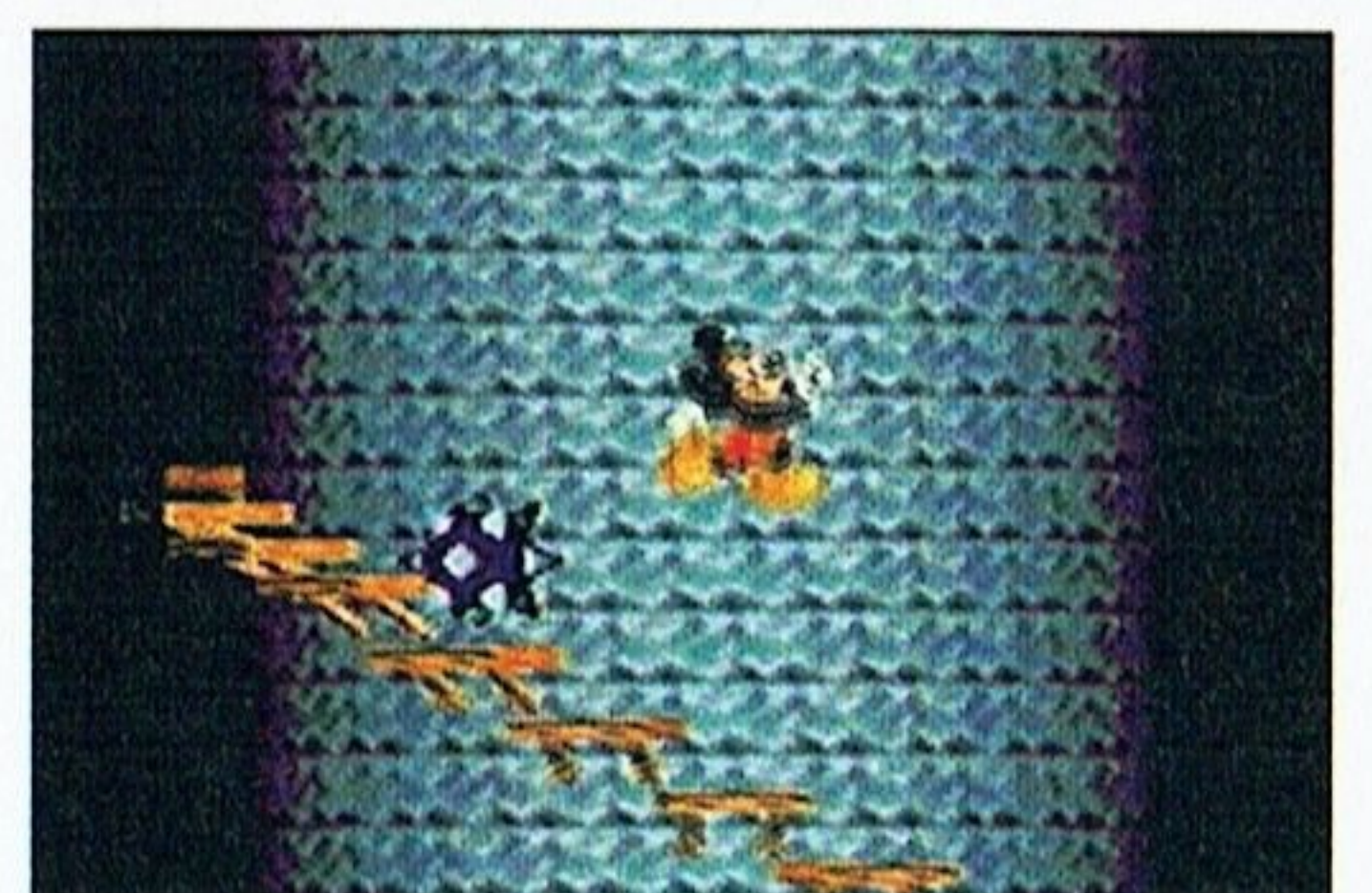
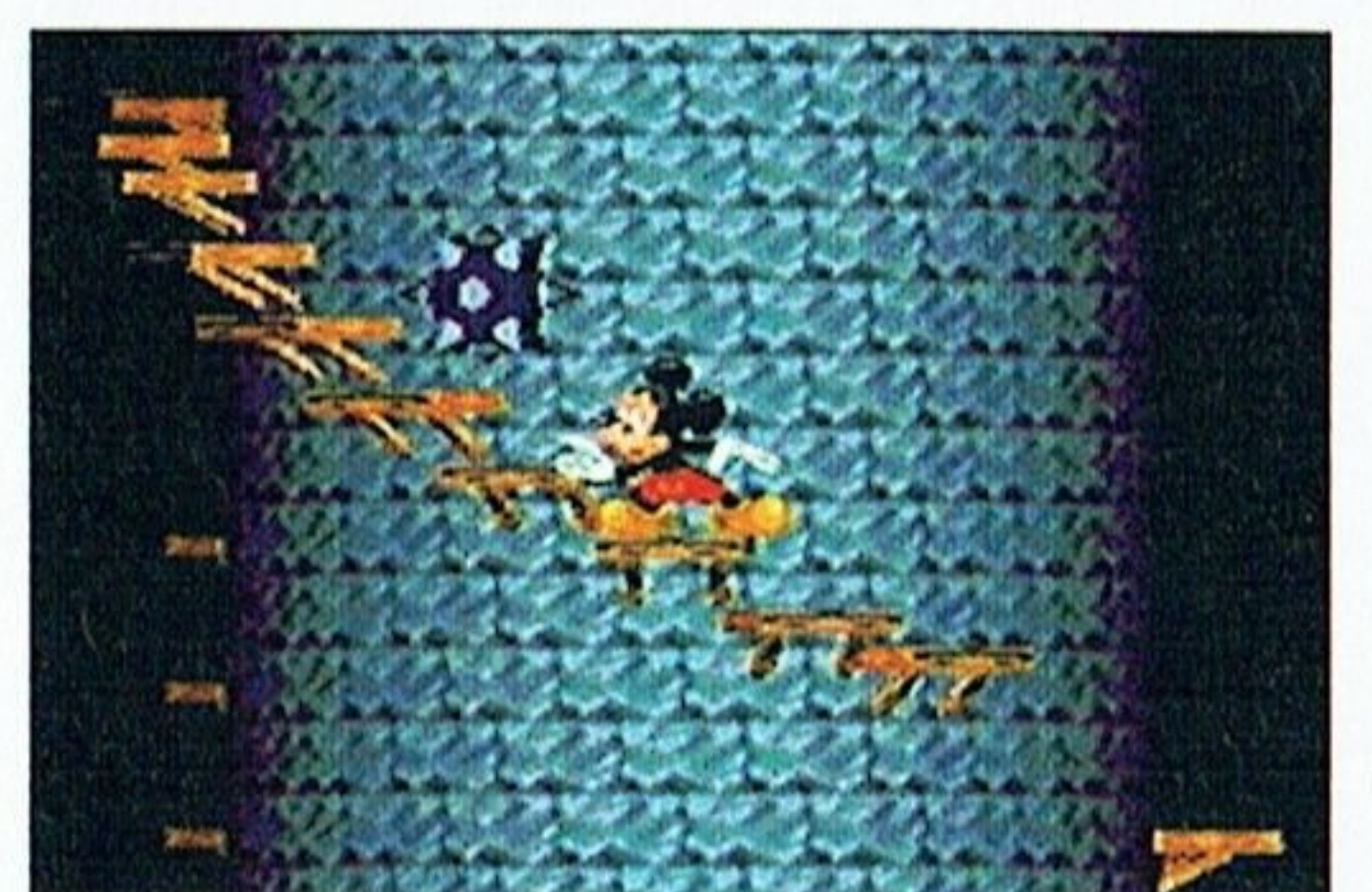
LEVEL 6.5



► To avoid the fire wall creeping up behind you, keep moving as fast as you can. As soon as you see any of the misfits trying to stop you, throw a marble at them to stun them.

ACTION REPLAY CODE:
INFINITE LIVES

FF04670003



two issues
FREE!

SEGA
MEGAZONE

subscribe and save!



Yes, suckers, subscribe and save!

Take out a year's subscription to Sega Megazone and we'll give you two issues free. That's a \$10 saving. You get the next 12 issues of Sega Megazone delivered to your door every month. No need to scour the newsagent's shelves for

your essential Sega read.

Remember, Sega Megazone is Australia's only Sega magazine. If you have a Sega, we're the only magazine that counts. We talk about games for your system, not about a machine you don't have.

And because we're Australian, we're up to date on what's happening here, not halfway around the globe.

Don't delay, send off today. Or grab your credit card and call our subscriptions hotline on **008 807 913**.

YES, hurry up and send me 12 hot issues of

SEGA
MEGAZONE

for the ludicrously low price of \$49.50.

☐ I am a new subscriber

☐ I am extending a current subscription

☐ I enclose a cheque/money order payable to Mason Stewart Publishing. Or debit my credit card

☐ **BANKCARD**

☐ **VISA**

☐ **MASTERCARD**

☐ **AMEX**

Card No.

Expiry Date

Cardholder's Name Signature

Subscriber's Name

Address Postcode

Contact Phone ☐ Home ☐ Work

Please send to: Subscriptions Guru, Megazone, Freepost 33*, PO Box 746, Darlinghurst 2010. *No postage stamp required if mailed in Australia. Offer good only in Australia. Ring for overseas rates. Please allow 4-6 weeks for delivery of first issue. Offer valid until May 31, 1995.

MZ0495

A COUNTDOWN SPECIAL ISSUE

PEARL JAM

THE SOUND OF SEATTLE: AUSTRALIA '95

\$4.95
(New Zealand inc. GST \$6.95)

VITALOGY

Mick Wall
on what it
really
means!

EXCLUSIVE

15 BRILLIANT
PEARL JAM
POSTERS
INCLUDING

TWO GIANT
FREE
WALL POSTERS

HUGE SPECIAL INTERVIEW!

EDDIE VEDDER
LIFE ON THE
ROAD

COMPLETE PEARL JAM
DISCOGRAPHY



EDDIE VEDDER



PEARL JAM

ON SALE NOW
ONLY \$4.95

ACTION

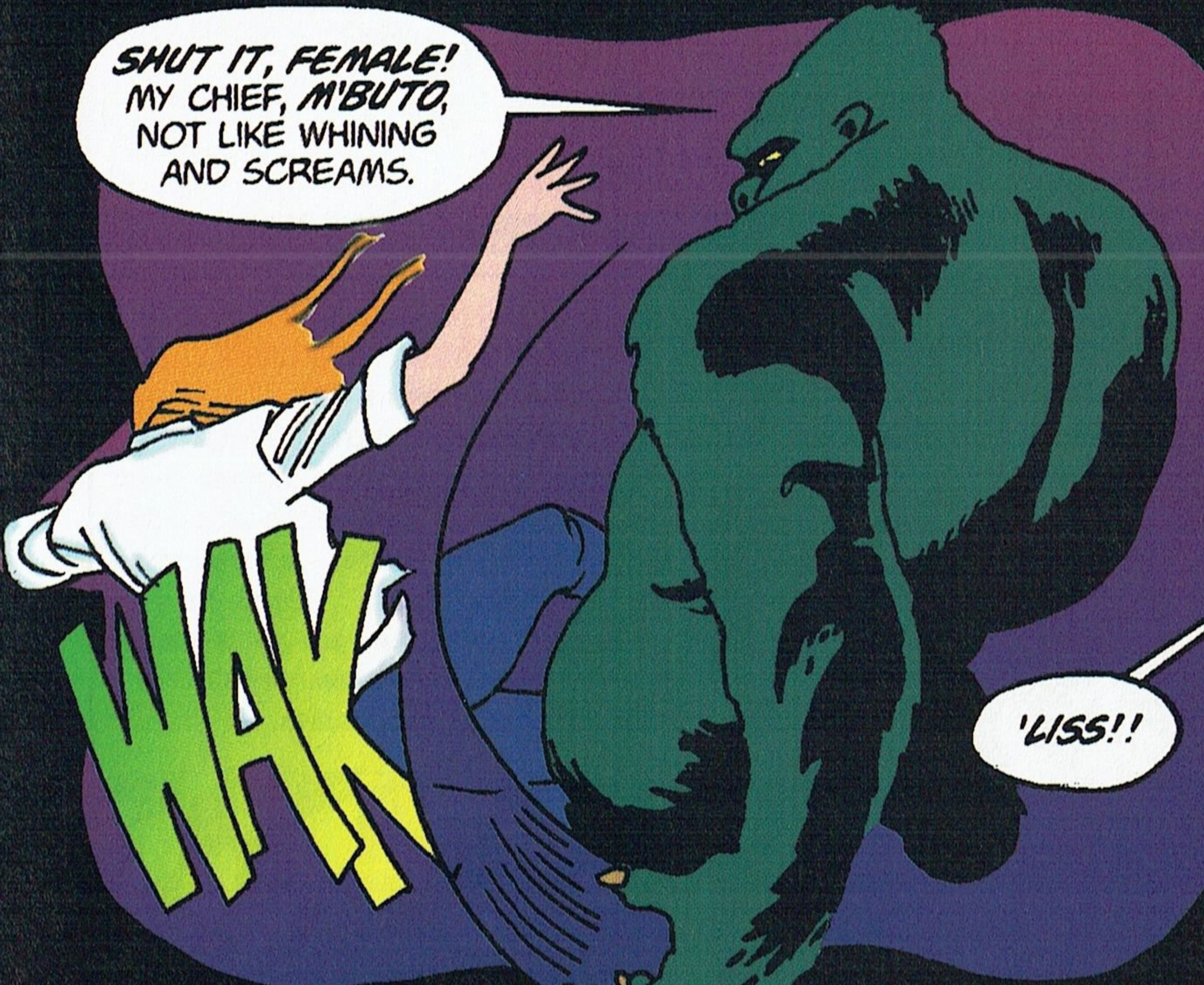
DON'T WORRY, PUMP.
NOTHING IN THIS
WORLD CAN HURT ME!

ESPECIALLY THIS
DUMB APE...

GAME OVER
FOR YOU,
LITTLE MAN.

EDGE!
Noooo!





SHUT IT, FEMALE!
MY CHIEF, M'BUTO,
NOT LIKE WHINING
AND SCREAMS.

'LISS!!



C'MON
GIRL,
GET UP.
THESE APES
MEAN
BUSINESS.
THEY'VE
BEEN
TRYING TO
GET
ME FOR
A
LONG
TIME.

GETTING OUT
OF THIS ISN'T GOING
TO BE EASY.



MOVE IT!
NO TALKING!!



UP YOURS.



AND SO *PENELOPE PUMP*,
HARRI DESPERADOS &
MELISSA MAPPATAZZI FIND
THEMSELVES PRISONERS ON
THIS STRANGE WORLD...

... UNAWARE THAT THEIR UNFORTUNATE
SITUATION HAS *NOT* GONE UNNOTICED...

... BUT BY *WHO*... FRIEND OR *FOE*?

TO BE
CONTINUED!



Why Megazone is not a music magazine

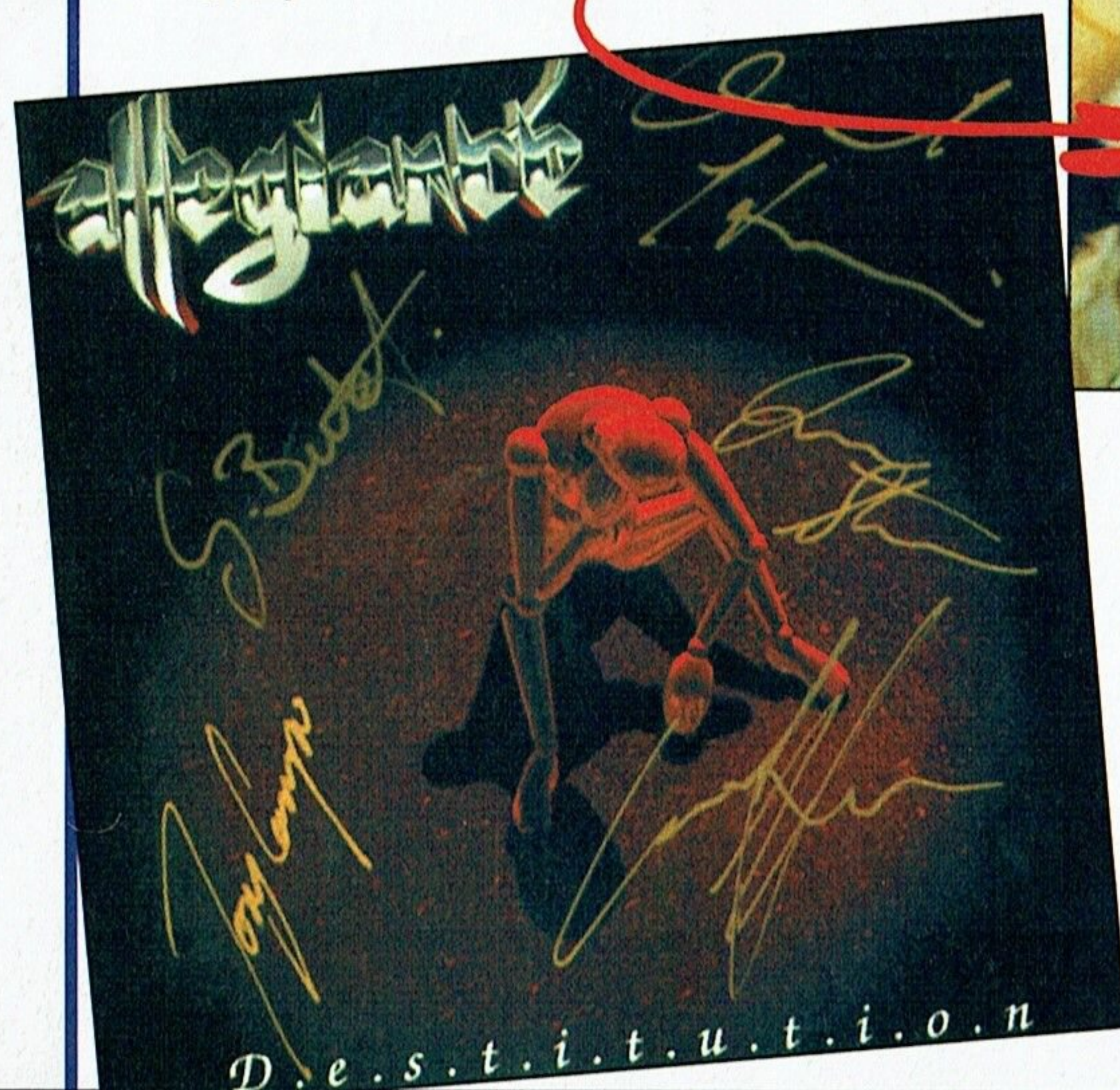
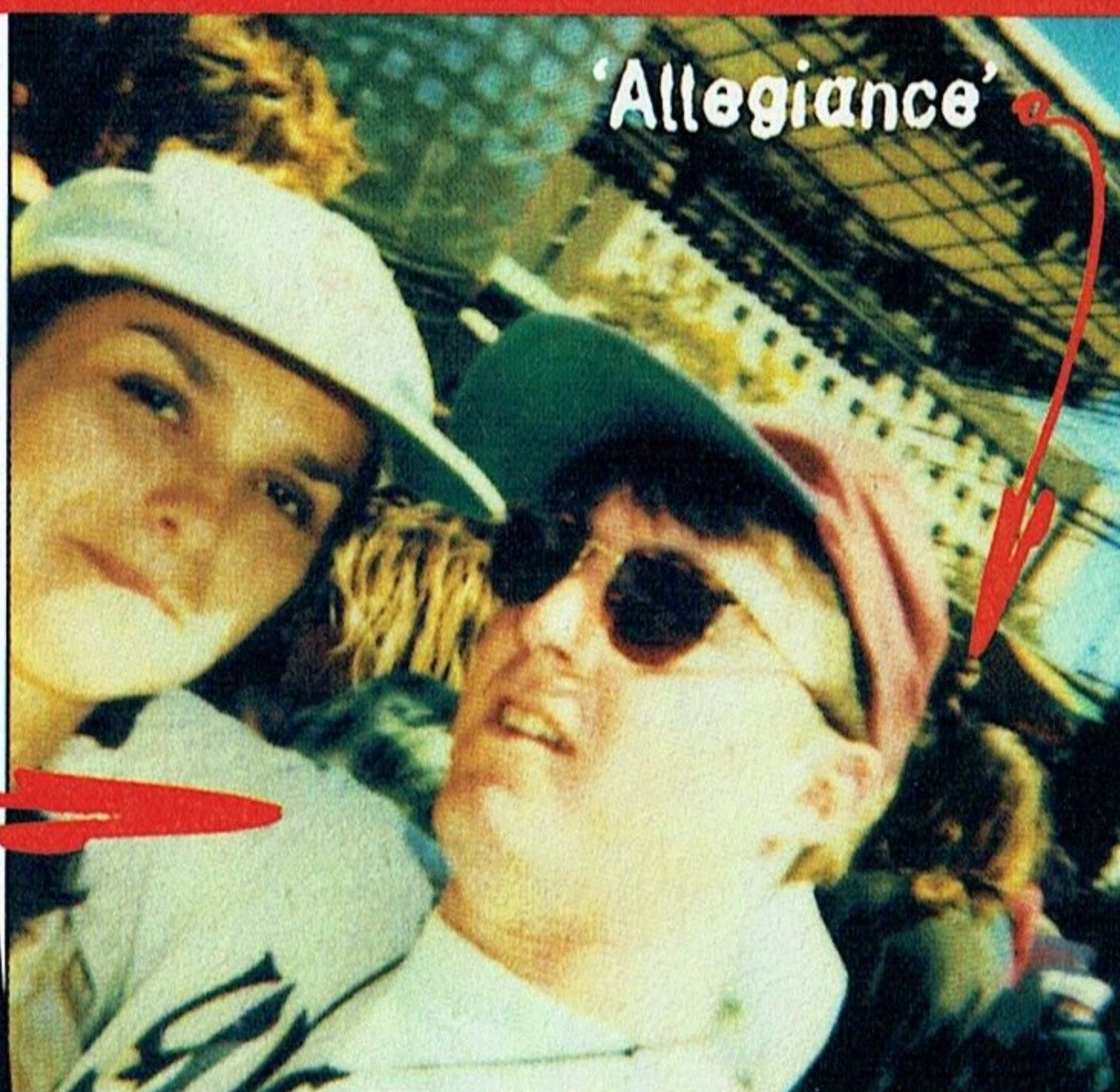
'THE BIG DAY OUT REPORT', FREMANTLE, WA.

BY MATT (WITH SUSAN)

We saw Silverchair's legs.
We loved the You Am I group.
The Screaming Trees were on our train.
And we have a photo of us with
ALLEGIANCE!*

*Keen readers will notice the main wing of Fremantle Hospital thoughtfully situated BEHIND the main stage area.

Um, it's us.



Record of the month

ALLEGIANCE 'DESTITUTION'

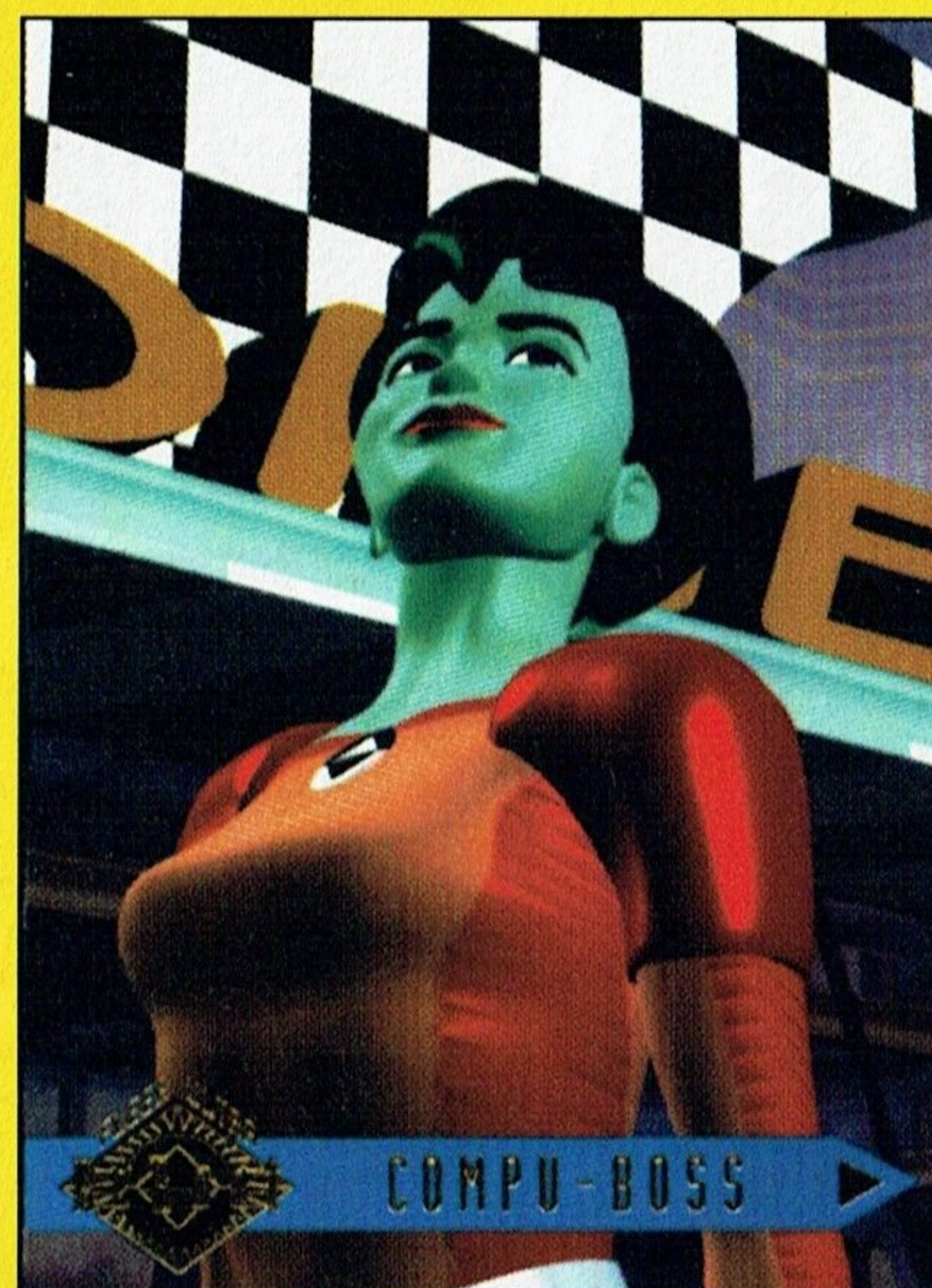
id/Phonogram

Allegiance freakin' well RULE! They come from Perth, they rock harder than anything, ever, and they have songs called 'Hate Frenzy' and 'Twisted Minds'. They go 'Hey!' in the chorus bits. And they autographed our CD.

Trading card of the month

COMPU BOSS,
REBOOT (FLEER ULTRA)

Reboot is this high-tech cartoon show and these are the state-of-the-art cards to match. This character – a 'program blip' – is 'Compu-Boss'. Though we'd rather call her Fifi. And you gotta admit she can program our blips, any day. Be still, our beating, um, hearts.



Sport star of the month

ERIC CANTONA

Forget OJ – the guy's a loser. Megazone likes winners and French soccer superstar Eric Cantona is one of them. After being abused by a crazed fan while playing for

English champs Manchester United, Eric thought he'd tell the spectator what he thought of the situation. Legend. Total. He also beat up a TV camera crew who were trying to film him on holiday a few weeks after the match.



School of the Month

SOUTH GRAFTON HIGH SCHOOL, NSW

Every student sitting 1994's HSC exams failed English. South Grafton – we salute you! A year's free subscription to Megazone is in the mail. (Parents have taken legal action, apparently, the spoil sports.)

Retailer of the month

THOSE JAPANESE STORES...

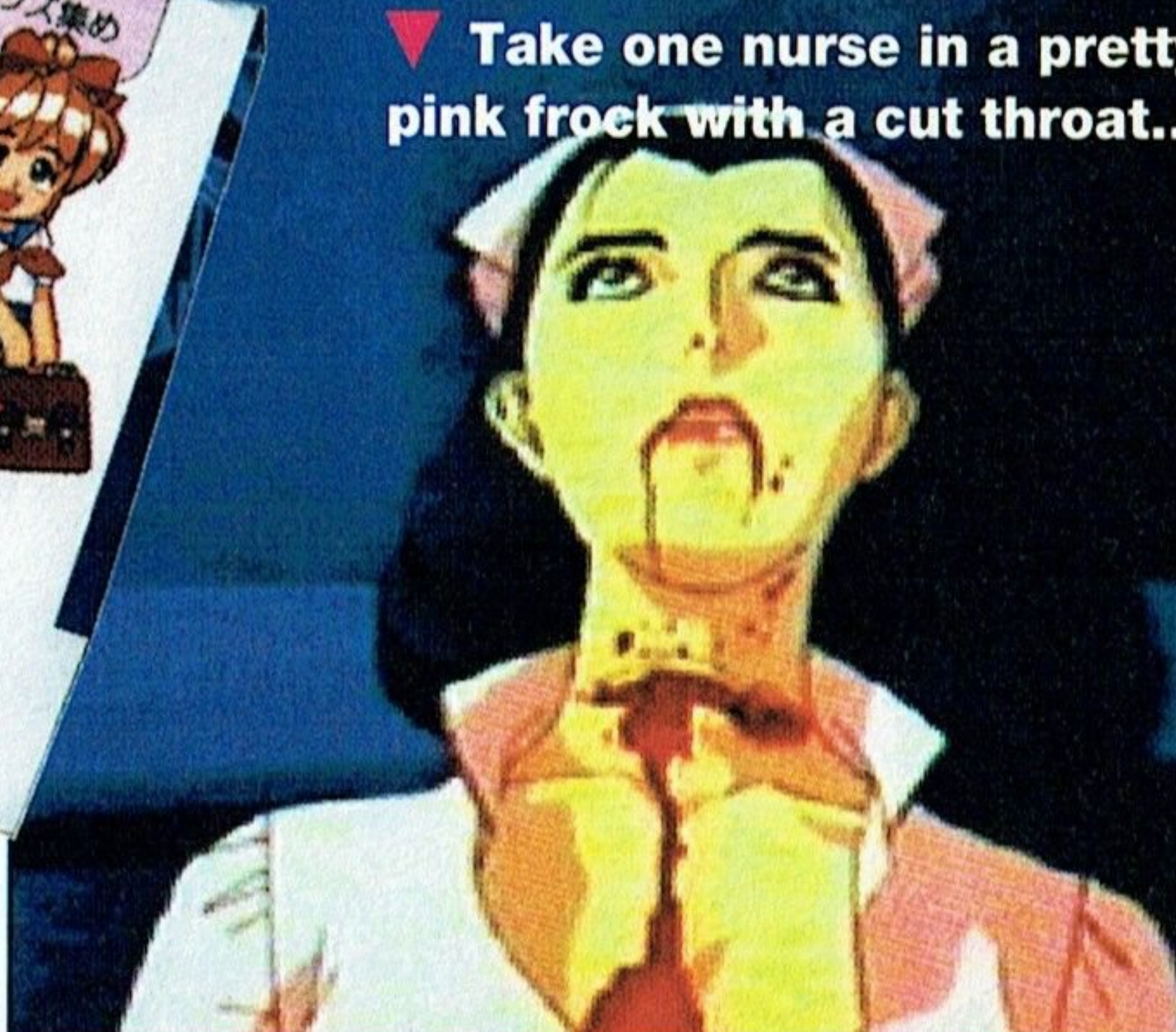
...called Blue Sailor (as in Japanese school uniforms) shops who are dealing in used underpants freshly worn by barely pubescent Japanese girls. You can buy the undies from vending machines at train stations, too. We've heard. Mmm.



Meaty Manga Movie Moment of the Month

GENO CYBER: A NEW LIFE FORM (RATED 18 – SO SUCKED IN)

Take one nurse in a pretty pink frock with a cut throat...



... that'll be her head snapping off, then...

... and rolling off onto the floor. Fancy a kiss, honey?



BASKETBALL PRIZES TO BE WON!!!

Buy any of the titles listed below and go in the running to win:

- One of Two **DOUBLE PASSES** to see the Sydney Kings vs. Brisbane Bullets at the Sydney Entertainment Centre on Friday June 23rd from the Exclusive SEGA Courtside Box plus a Sydney Kings' autographed basketball and Sonic T-Shirt.
 - 3 Runners-up will receive a Sydney Kings autographed basketball and Sonic accessories.
- Offer ends 9 June 1995. Winners will be contacted by phone on 12 June. Double pass winners will be responsible for their own travel to and from the game.*

The more you buy, the more chances you have of winning!!!

NBA Jam Tournament Ed.....	\$95	Mortal Kombat II.....	\$69	Boogerman	\$95
Cannon Fodder	\$95	Mortal Kombat II 32x	\$99	STOCKS LIMITED – HURRY!!!	
Desert Demolition.....	\$69	36 Great Golf Holes 32x.....	\$99	ARCADE POWER (02) 906-7960 FAX (02) 906 5605	
Soleil	\$69	Warlock	\$99		
Stargate.....	\$99	Ren & Stimpy	\$49		
True Lies	\$99	Micro Machines 2	\$95		

• Shop 4/401 Pacific Hwy. ARTARMON NSW 2064 •

ORDER FORM I would like to order:

Title	Price
Add \$6 for cartridges or \$12 for 32X New Zealand residents – Call	Delivery
Note: Prices subject to change without notice	Total

Name: _____

Address: _____

Postcode: _____

Tel: _____

Method of Payment – Cheque/Money Order ☐ Bankcard ☐

Visa ☐ Mastercard ☐ American Express ☐

Card No. _____ / _____ / _____

Expiry: ____ / ____ • Amex ID _____

ORDER NOW.



Goldstar 3DO



SEGA Saturn



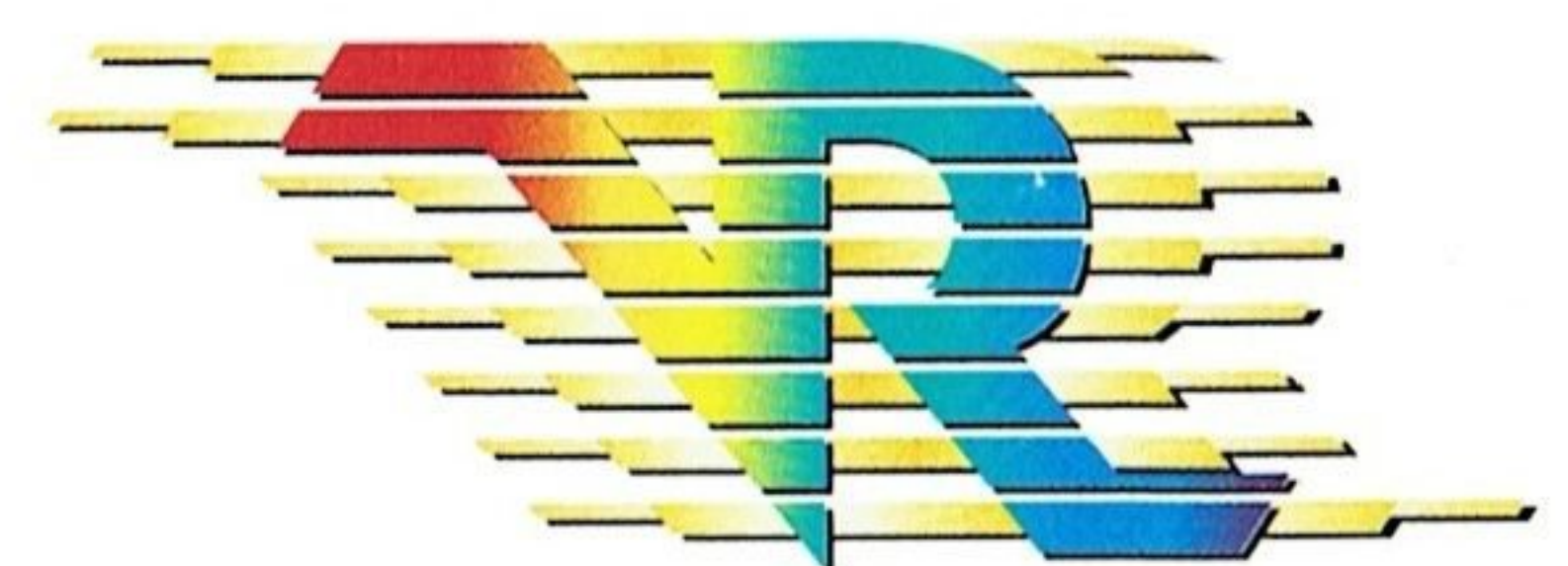
Sony Play Station

VIRTUAL REALITY GAMES

568 Oxford Street Bondi Junction

Tel: (02) 369 5700

Free call 1800 672 769

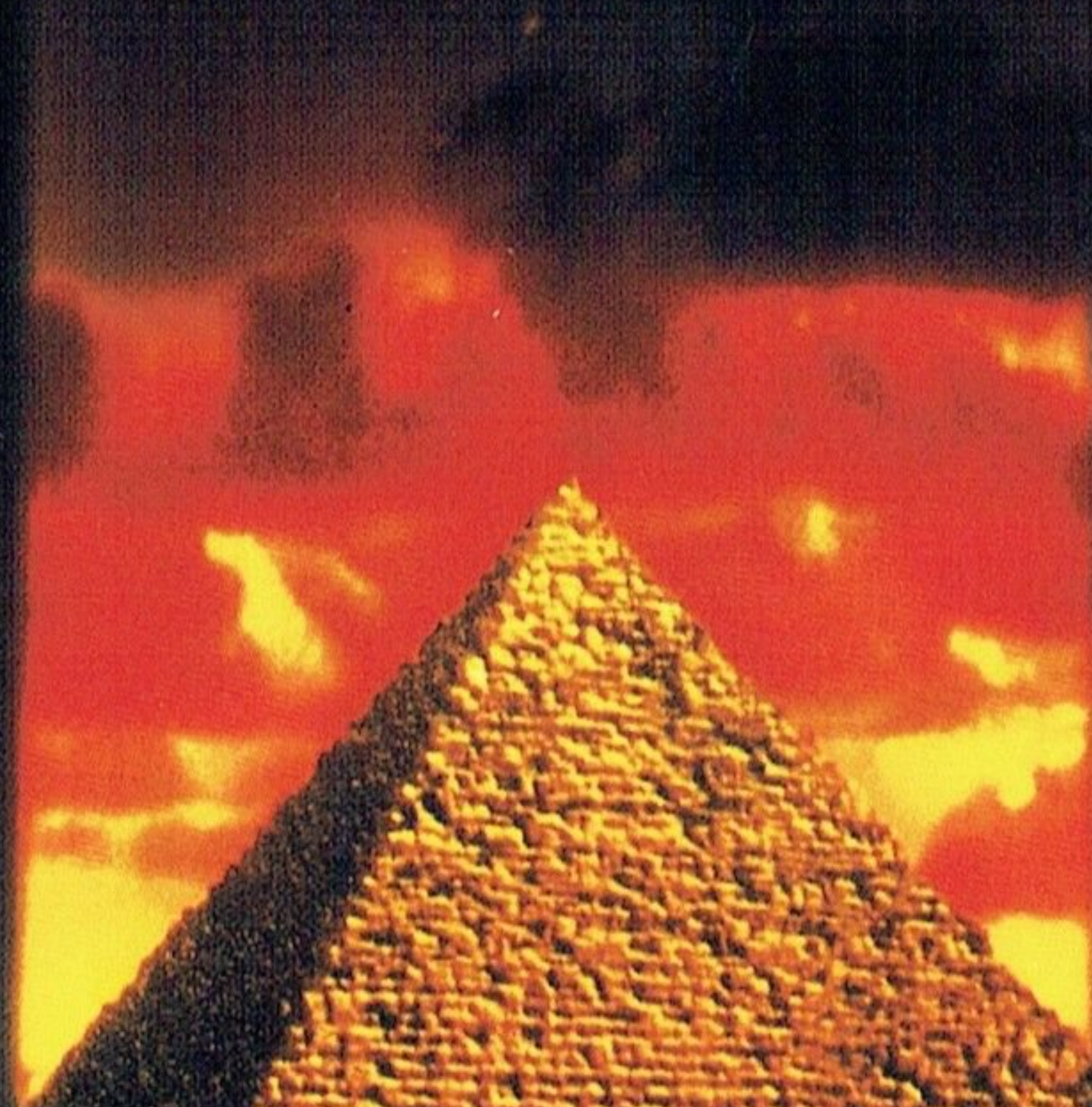




IT WILL TAKE
YOU
A MILLION
LIGHT YEARS
FROM HOME.

S T A R G A T E

BUT WILL
IT BRING
YOU BACK?



SEGA

MEGA DRIVE

4Kaim