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POSTER! AMERICAN GLADIATORS

SEGA pro

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AUGUST 1992
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ISSUE TEN



MEGA DRIVE

- Race the red devils in *Ferrari*
- *Batman* flies in and it's official
- Go down under in *Taz Mania*



MASTER SYSTEM

- New balls, please. It's *Wimbledon*
- *Super Monaco GP 2* – don't bother
- Full *Asterix* solution inside!



GAME GEAR

- Pop-'em-up in puzzling *Popils*
- The madness continues...
- Go tick tack tiling in *Klax*



SPLATTERHOUSE 2

Super slasher hits Sega! It'll make your stomach explode!

GADGET TWINS

They're wild, they're wacky, and they're the hottest summer Sega sensation inside!

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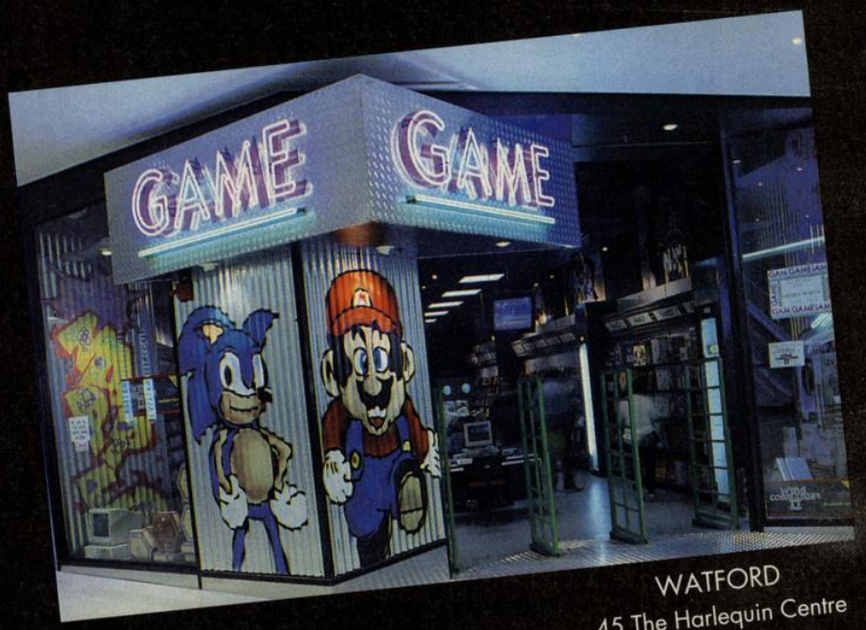
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SEGA pro

AUGUST 1992

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SPECIAL THANKS TO...
David "Graham" for those extra special brown packages every month – they are put to good use.

DINGBATS MESSAGE

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Competitions: look, only those who are unconnected with our compos may enter. And, the guy at the top of the masthead's decision is completely and utterly Wimbledon final.

Exit: Complete this limerick (if you can!)...
There was a Sega owner from Trowbridge,
Who drunk some Ushers brew...
(There's a free cart awaiting the best entry.)

Final word: deacon!

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SEGA ONSLAUG

Batman, Ayrton Senna, Rick the Splatter, Brutal Deluxe and the Tazmanian Devil lead the attack for Sega this summer. Check out the devil on page 58.



TEK MAGIC!

There's a new boy in town. His name is Imagitec, and you'll be hearing a lot more about him on page 20.



SPLATTERHOUSE 2...30
Big time gross-out!



WIMBLEDON.....34
The best tennis game to ever appear!



HT!



OLYMPIC FEVER!

US Gold and SEGAPRO bring you the hottest prizes around. Turn to page 18 to be in with a chance of winning a Mega Drive, a terrific US Gold T-shirt or one of 50 runners-up badges.

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POPILS 38

It's tough, tricky and very addictive.



CADASH 44

Grab a slice of the action...



OLYMPIC GOLD 62

Barcelona in the palm of your hand.



BATMAN.....64

The original classic reappears!

RAISE YOUR GLASSES!

Ever since we started publishing SEGAPRO, all ten issues ago, every month we've had people commenting on how bright and colourful we make the pages look. (One month we even had some old geezer phone up Dave to complain that he used too many colours, and the guy had great trouble reading the text!) Well this month all those people will be silenced as we finally put a pair of sun-glasses on the cover to guard their eyes against the scorching pages. Of course, real SegaPros will realise these are the ultimate fashion accessory this summer. Forget Ray-Bans, it's the SEGAPRO shades for us this year! Apologies for the slight increase in cover price, but 30p isn't too bad for a high quality fashion accessory like these.

This issue Game Gear owners are in for a real treat. We've six terrific games reviewed, with *Prince of Persia* and *Popils* really catching our eye.

Mega Drivers, as ever, are in for a feast of gorgeous games. *Taz Mania* is top of the pile, although *Splatterhouse 2* comes a close second. We also review *Batman*, which we know has been out on import for ages, but because of its imminent official release, deserves a new look.



Master System players are also spoiled. They've got the best Sega tennis game ever, *Wimbledon*. We also expose the appalling *Super Monaco GP 2*, which other "mags" gave decent reviews too (oh the travesty!). What were they on?

Finally, we've expanded the tips section this month and increased the amount of playing guides. With 16 pages of tips, no-one else comes close to touching this sort of Sega coverage.

So don those sun-glasses once more and dive into your monthly colour Sega fix, the unparalleled SEGAPRO.

Dom Handy

THE SEGAPRO CREW



DOMINIC HANDY – ever so relaxed person
Age: 23
Height: 5' 10"
Weight: 11st 5lbs
Eyes: green
Hair: brown
Fave Mega Drive game: Hard Drivin'
Fave Master System game: Prince of Persia
Fave Game Gear game: Columns
Fave Mega-CD game: none
Fave Sega character: Anette from El Viento



LES ELLIS – mummy's boy
Age: 23
Height: 5' 8"
Weight: 9st 2lbs
Eyes: brown
Hair: purple, brown, grey, black
Fave Mega Drive game: EA Hockey
Fave Master System game: Prince of Persia
Fave Game Gear game: GG Aleste
Fave Mega-CD game: Earnest Evans
Fave Sega character: Rick from Splatterhouse



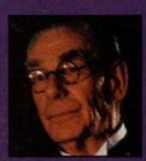
JAMES SCULLION – optimist
Age: 23
Height: 6' 1"
Weight: 12st 7lbs
Eyes: two
Hair: lots
Fave Mega Drive game: Speedball 2
Fave Master System game: Prince of Persia
Fave Game Gear game: Spider-Man
Fave Mega-CD game: Funky Horror Band
Fave Sega character: ToeJam



DAMIAN BUTT – Trowbridge stud
Age: 20
Height: 5' 8"
Weight: 9st
Eyes: blue
Hair: toupee by William Shatner
Fave Mega Drive game: EA Hockey
Fave Master System game: Asterix
Fave Game Gear game: Super Kick Off
Fave Mega-CD game: hate them all
Fave Sega character: Rick from Splatterhouse



DAVE PERRY – the shy one
Age: 26
Height: 5' 7"
Weight: 10st 7lbs
Eyes: brown
Hair: brown
Fave Mega Drive game: Kid Chameleon
Fave Master System game: Prince of Persia
Fave Game Gear game: Alien Syndrome
Fave Mega-CD game: no such thing
Fave Sega character: me!



RICHARD MONTEIRO – Mr Poverty
Age: 25
Height: 5' 10"
Weight: 11st 8lbs
Eyes: green
Hair: black
Fave Mega Drive game: EA Hockey
Fave Master System game: Columns
Fave Game Gear game: Pengo
Fave Mega-CD game: Sol-Feace
Fave Sega character: Little Maruko-Chan

CARTRIDGE NON GRATA!



Stateside software company Tengen will soon be releasing the very first US Genesis cartridge not compatible with the Japanese Mega Drive. Previously we've come to expect some problem with using Japanese or American carts in the UK, but never the other way around.

Tengen US/Domark UK's *Dragon's Fury* (known as *Devil Crash* in the Land of the Rising Sun) has been programmed to detect the difference between the two machines. Plugging the cart into a Japanese machine displays the message "This game is not for the Sega Mega Drive distributed in Japan". With this encoding system fully operational, it could be implemented on all carts, thus signalling the death-knell of imported games, and, consequently, software importers. However, companies are only eager to do this when their software is distributed officially in all countries. Obviously, even on exported carts to the UK, Japanese companies make some money, and when money's being made the Japanese are always happy. So all fans of imported software need not worry, it's still the quickest way to get the latest software.

Surprisingly, Sega themselves had nothing to do with this. Rather, it was requested by the coders, Technosoft of Japan, to halt sales of the American game in the Far East. So owners of Japanese imported Mega Drives beware, if you want this game be sure to get *Devil Crash* and not *Dragon's Fury.*

CROWDS AT THE CAPITAL

Pulling in crowds of over 42,000 (doubling 1990's figures!), and listeners of approximately two million, the Sega/Capital FM Radio Roadshow was the summer event for Segaphiles everywhere! All four venues were packed as spectacular weather and top names (such as Rozalla and 2 Unlimited, no less!) pulled the crowds in!

At the Sega Buses, the madcap atmosphere kept everyone happy, while all kinds of goodies were given away (including Mega Drives!) in Sega challenges.

Even the usually-stony-faced Sega "Directors" joined in, Philip Ley (Sega Europe's Marketing Director, no less!) allowing himself to be totally gunged by DJ Mick Brown! His last words were "Hot weather, hot games and hot rocking!". Quite!



PRODATES

7/92	*Taz-Mania (MD)*	UK
7/92	Batman (MD)	UK
7/92	Dave Robinson's Supreme Court (MD)	UK
7/92	Hot-Blooded High School Dodge-Ball (MD)	Japan
7/92	Chernobyl (MD)	Japan
7/92	Star Odyssey (MD)	USA
7/92	Romance of the Three Kingdoms II (MD)	USA
7/92	Prince of Persia (Mega-CD)	Japan
7/92	Warrior of Rome II (MD)	USA
7/92	Atomic Runner (MD)	USA
7/92	Grandslam Tennis '93 (MD)	USA
7/92	Sega Entertainment Cabinet (MD/MS)	USA
17/7/92	Grey Lancer (MD)	Japan
17/7/92	King Salmon (MD)	Japan
24/7/92	Dino Brothers (MD)	Japan
24/7/92	Hyokkori Hyotan Island (MD)	Japan
24/7/92	Thunder Force IV (MD)	Japan
24/7/92	Twinkle Tale (MD)	Japan
8/92	Back to the Future III (MD)	UK
8/92	The Terminator (MS)	UK
8/92	Super Monaco GP 2 (GG)	UK
8/92	Super Monaco GP 2 (MD)	UK
8/92	Wimbledon Tennis (GG)	UK
8/92	World Tournament Golf (MS)	UK
8/92	Side Pocket (MD)	Japan/USA
8/92	Super Monaco GP 2 (GG)	Japan
8/92	Smash TV (MD)	USA
8/92	Wheel of Fortune (MD)	USA
8/92	Death Duel (MD)	USA
8/92	Twisted Flipper (MD)	USA
8/92	Marble Madness (GG)	UK
8/92	Robin Hood: Prince of Thieves (GG)	USA
8/92	Batman Returns (GG)	Japan
8/92	Rampart (MD)	USA
8/92	RBI Baseball 4 (MD)	USA
8/92	Breach (MD)	USA
8/92	Sorcerer's Kingdom (MD)	USA
8/92	USA Basketball (MD)	USA
8/92	Red Hot Ball Player (GG)	Japan
8/92	Lemmings (MD)	Japan/USA
7/8/92	Gate of Shura (MD)	Japan
13/8/92	SegaPro#11 on sale	UK

G'DAY, COBBER!

In early June, it was officially confirmed that Sega had just bought a 50% stake in Australia's largest games distributor, Ozisoft. The deal, believed to be worth around $11 million, means that Sega will all but control the computer games market in Oz, including marketing and distribution. Say g'night, Nintendo!



BACK-UP OR I'LL RAM YOU!

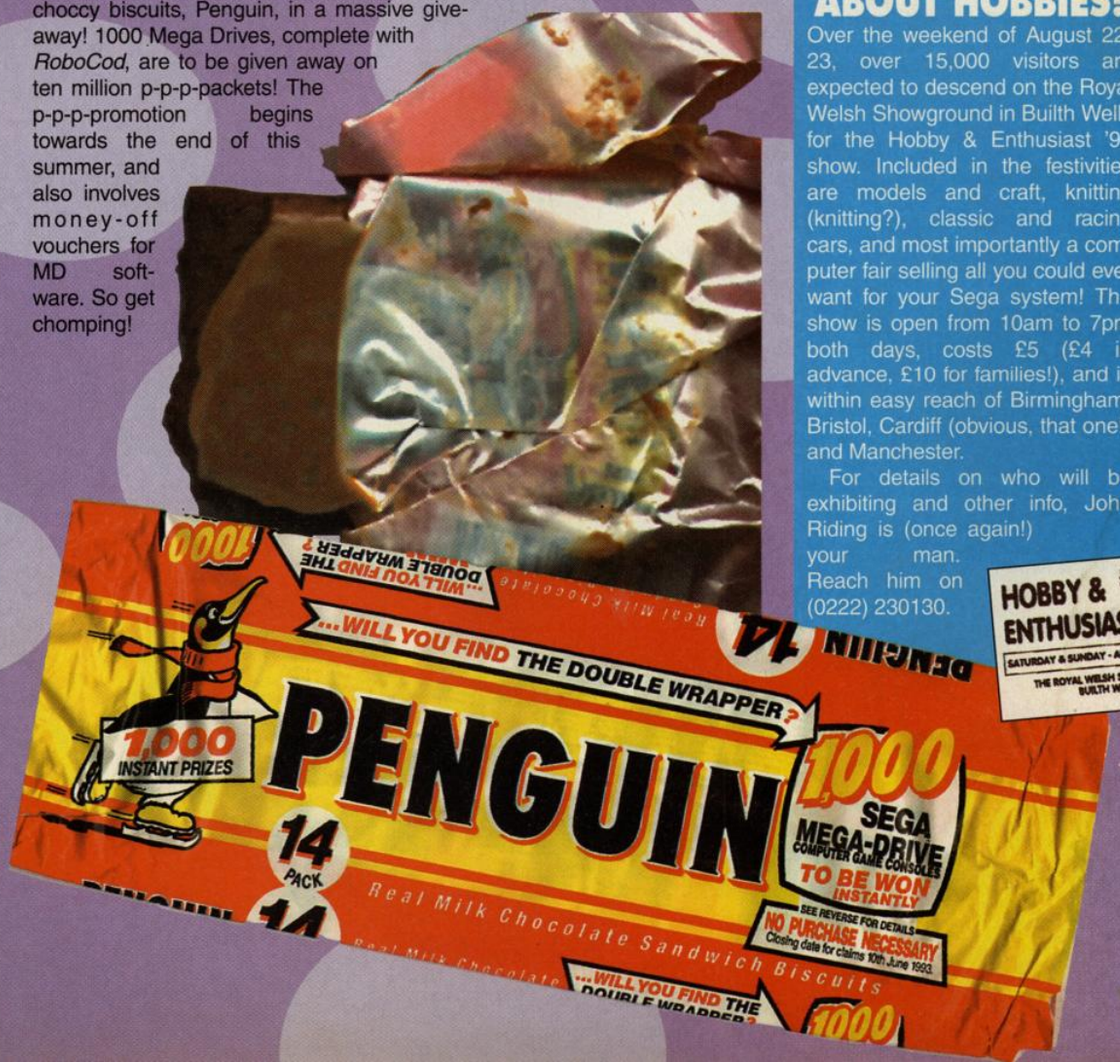


One of the lesser-known features of the Mega-CD is its ability to store game data (high scores for example), although a month is about as long as this information can be kept without corruption.

Happily, Sega of Japan have developed a product to eliminate this problem in the shape of a back-up RAM cartridge. Costing approximately £40, it has 8Mbits of RAM, more than enough to store hundreds of high scores. Indeed, so much more that several other, as yet unspecified, uses have been hinted at. However, a built-in menu screen shows icons for retaining different types of program data. Look out for more info on this multi-purpose utility in the future!

P-P-P-PICK UP A MEGA DRIVE!

Ever been playing EA'S *RoboCod* and had the nibbles from walking around all those levels stuffed with licourice allsorts, dolly mixtures, humbugs and, indeed, Penguin biscuits? If you have then you're not alone. Software house Electronic Arts have teamed up with those scrummy choccy biscuits, Penguin, in a massive give-away! 1000 Mega Drives, complete with *RoboCod*, are to be given away on ten million p-p-p-packets! The p-p-p-promotion begins towards the end of this summer, and also involves money-off vouchers for MD software. So get chomping!



SEGA GO LOOPY



Sega's latest venture into the supermarkets has resulted in a team-up with Heinz, the baked bean kings. Between them, they're giving away 1000 Master System II consoles. This promotion, featured on over 20 million cans of Heinz Spaghetti, Spaghetti Hoops and Noodle Doodles, runs between June and July, and promises to give away 100 machines per week for ten weeks. If you'd like a chance of winning, simply fill in the details on the wrapper and send it off for inclusion in the draw. And you can enter as often as you like, too, so get chomping!

ENTHUSIASTIC ABOUT HOBBIES!

Over the weekend of August 22-23, over 15,000 visitors are expected to descend on the Royal Welsh Showground in Builth Wells for the Hobby & Enthusiast '92 show. Included in the festivities are models and craft, knitting (knitting?), classic and racing cars, and most importantly a computer fair selling all you could ever want for your Sega system! The show is open from 10am to 7pm both days, costs £5 (£4 in advance, £10 for families!), and is within easy reach of Birmingham, Bristol, Cardiff (obvious, that one!) and Manchester.

For details on who will be exhibiting and other info, John Riding is (once again!) your man. Reach him on (0222) 230130.

SONIC TV!

Sonic the Hedgehog is destined for greater things! Top American TV station ABC has been fortunate enough to be granted the license for a prime-time promotional cartoon starring the spiky one, and if successful, a regular slot is in the offing!



Sega's US President, Tom Kalinske, assures that there'll be no overkill, unlike that twerp Mario (or should that be Maria?), although there's to be a Milton Bradley board game, a Mattel card game(eh?), and a range of books, as well as the possibility of software licensing! No overkill, eh, Tom?

whispers...

Oi, guv'nor, fancy buying some cheap rumours? Knockdown prices, an' they ain't 'ot, neither! You do?

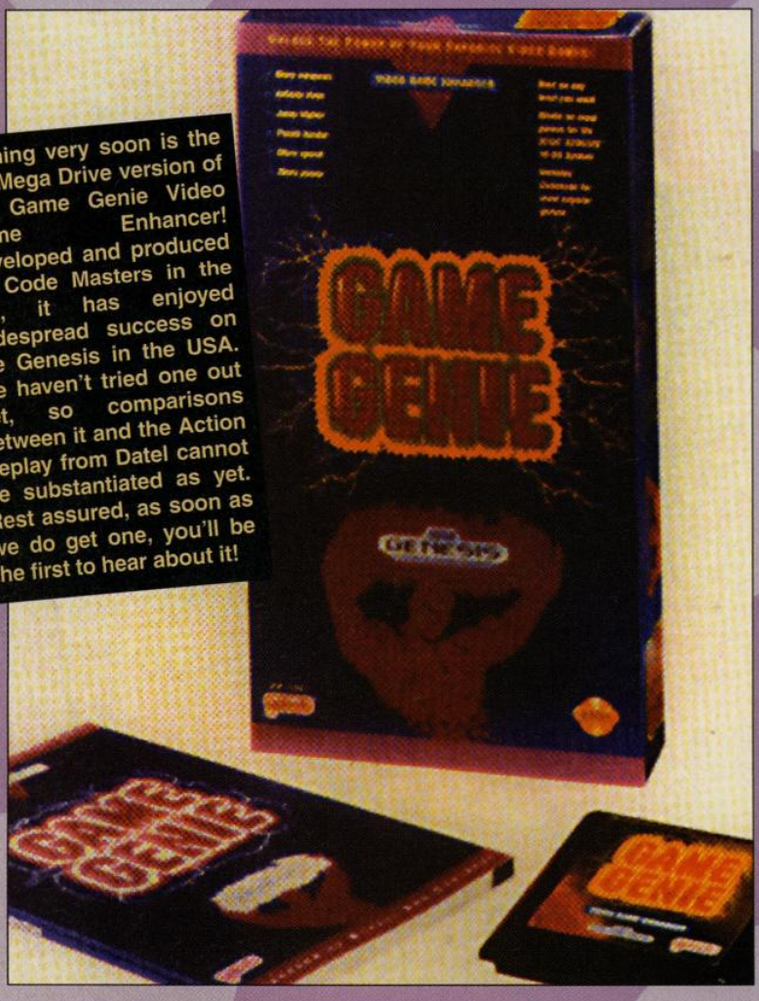
Okay, first up is news that "cult" TV show *The A Team* has been licensed to one of the major software houses (but we no say who, bwana!), and is in production as we speak!

Flying Edge, Acclaim's Sega programming team, could well be working on a title for the Mega Drive called *Crash Dummies*. The title is already finished on Nintendo, and a Sega version has not been ruled out. From the title we can guess that it's to be a wacky driving game, although intervention from the American Department of Transport's Road Safety Campaign could interfere with the fun somewhat. The dummies were originally created to promote the use of seatbelts in the USA through a long running advertising campaign. However, due to the amount of licensed merchandise resulting from the success of the series of adverts, their complaint is that it could trivialise road traffic accidents, of which they seem to have rather a lot!



Those prolific, but self-understated, boffins at Imagitec (whose first Sega games we preview this month under the Mirage label) have several bits 'n' bobs in the pipeline. *Mortimer Mouse*, from what we've seen, promises to be a whizzo platform adventure with huge sprites and immaculate backdrops! *Nasty*, from the same chaps, is less friendly, but sure to be as huge! There's to be more gore in this than you've ever seen, making *Splatterhouse 2* look like Play School! All of the big boys like it, but as yet are unwilling to deal with the violent nature of the product.

Finally, at the encouragement and with the help of SegaPro, Imagitec have developed a Master System version of *Viking Child*. The game is completely finished, but no publisher has been signed yet.



Coming very soon is the UK Mega Drive version of the Game Genie Video Game Enhancer! Developed and produced by Code Masters in the UK, it has enjoyed widespread success on the Genesis in the USA. We haven't tried one out yet, so comparisons between it and the Action Replay from Datel cannot be substantiated as yet. Rest assured, as soon as we do get one, you'll be the first to hear about it!

WINNERS

Did you enter a competition in SegaPro#8? If you did, check out the results below – you may be one of the lucky winners...

VIRGIN ON THE RIDICULOUS

(Virgin Games)

Who's just won a Mega Drive courtesy of Virgin Games? It's both Kathy and Debbie Evans of Llandrindod, Wales, who are gonna have to fight it out between themselves! (No, we're sure they'll share it fairly.) Well done, ladies!

The runners-up all receive a cool-as-ice Virgin rave top, as worn by James Scullion (although they'll be cleaned before they're sent out)!

They are as follows: Kriss Martin of Southampton, Richie Raimond of Reading, Mike Counter of Truro, Don Conaghan of Dumbartonshire, Colin Foote of Glasgow, Bryan Jeffrey of Renfrew, Scott Keir of Kirkcaldy, Dave Haywood of Battersea, Gary Tossell of Bristol, and finally (suspense!) Mark Cosgrove of Tamworth. Jolly good show, what!

MEGA-CD GIVEAWAY

(SegaPro)

Matthew Motherby, come on down. You are soon to be the proud owner of a Sega Mega-CD, Mega Drive *and* CD game of your choice! No, there's no need to thank us. It's all in a day's work for the Pros!

Okay, if you're named above and haven't scored your loot before SegaPro#11 hits the streets, then give Di "rect to you" Tavener some stick on (0225) 765086.

pro CHARTS

This month's charts have been compiled with the prompt assistance of TV Games, AMS Electronic Games, Console Concepts, Game World, and Kingbit Games.

MEGA DRIVE

1	2	*EA Hockey*	**91%**
2	1	*Desert Strike*	**92%**
3	NE	*Olympic Gold*	**81%**
4	NE	*Dave Robinson's Supreme Court*	**87%**
5	4	*Rolling Thunder 2*	**91%**
6	NE	*Bulls vs Lakers*	**78%**
7	3	*PGA Tour Golf*	**NR**
8	NE	*Splatterhouse 2*	**86%**
9	NE	*Taz-Mania*	**%**
10	NE	*Steel Empire*	**72%**

MASTER SYSTEM

1	1	*Asterix*	**90%**
2	4	*Super Kick Off*	**90%**
3	6	*Castle of Illusion*	**93%**
4	2	*Wonder Boy III*	**97%**
5	10	*Super Monaco GP 2*	**21%**
6	3	*The Lucky Dime Caper*	**94%**
7	NE	*Olympic Gold*	**80%**
8	8	*Champions of Europe*	**92%**
9	NE	*Alex Kidd in Hi-Tech World*	**NR**
10	NE	*Golfamania*	**NR**

GAME GEAR

1	4	*Super Kick Off*	**93%**
2	3	*Spider-Man*	**92%**
3	5	*Castle of Illusion*	**NR**
4	2	*The Lucky Dime Caper*	**90%**
5	NE	*Olympic Gold*	**83%**
6	6	*Sonic the Hedgehog*	**96%**
7	RE	*G-LOC*	**69%**
8	NE	*Crystal Warriors*	**79%**
9	1	*World Class Leaderboard*	**81%**
10	NE	*Ax-Battler*	**77%**

☆ MEGA DRIVE ☆ MASTER SYSTEM ☆ GAME GEAR ☆

SPLASH!

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BUY or SELL used games through our unique cartridge register!
SAVE up to 25% on new games, consoles and accessories!
FREE club newsletter with regular competitions!
PERSONAL membership card and FREE badge!

WIN GAMES WORTH £150!!

All members will be entered into our Mega Prize Draw on September 15th..... **DON'T MISS IT!**

For full details (with no obligation) send s.a.e. to:-
2D Fen Road, Ruskington, Lincolnshire, NG34 9FR

GET SPLASHIN'! YOU'D BE DAFT NOT TO!

IMPORTANT! Splash! is a club run by console users for console users. WE ARE NOT A SHOP

SPLASH IN!

Splash is Europe's first dedicated console user group! Join up and you could take advantage of club discounts, *free* cartridge swaps (you just pay p+p!), buy and sell carts through their unique register, save up to 25% on both hardware and software, and much more!

The regular newsletter contains news, reviews and great compos! Devlin Sorrell, spokesman for Splash (and *Xenon 2* programmer!) says he's tired of shops posing as clubs and ripping people off! Splash, he enthuses, is *by* console users, *for* console users. What more could you ask for? For full details send an stamped addressed envelope to 2d Fen Road, Ruskington, Lincolnshire NG34 9FR. Go on, you've got nothing to lose and lots to gain!



Sega reveal their latest 64-bit Mega Drive. It even cooks your dinner for you!

Sega have teamed up with US Electrical magnates General Electric to develop computer graphics hardware for use in industrial simulation systems. Both teams have lots of experience in their fields, and they hope to have some results by June 1993. Gaming software isn't out of the question either, and with all that sophisticated hardware they'll be using, that's good news for all of us.

While we're *currently* on the subject of electricity, the YEB (Yorkshire Electricity Board) has jumped on the bandwagon, too! From this month, they'll be selling, amongst their hoovers, washing machines, Nintendo hardware, and other generally useless stuff, lots of wonderful Master Systems and wicked Mega Drives! 68 stores are taking part, and what a smart move on their part to stock Sega equipment, don't you think?

SHOCKING SEGA!



STREETS OF RAGE 2
Sega
It's back and it's bad. Four characters to choose from, bigger sprites to control and each one now has its own attributes. If you wanna kick some ass, this is the game to do it in.

TERMINATOR 2 - THE ARCADE GAME
Flying Edge
"I'll be back!" promised Arnie, and it looks like he's kept his word, as *T2* will be hitting the shelves in the near future! This *Op Wolf*-clone with cyber-attitude looks set to be a b-i-i-i-g seller!



SONIC 2
Sega
Well, you didn't think we'd miss this most obvious one, did you? Mario's nemesis, the blue spiky one, is back. More levels, more characters, and more high-speed fun, with the possibility of a two-player mode, too!



PREDATOR 2
Flying Edge
Rescue the hostages, and blow the drug barons away, whilst avoiding the triangular laser-sights of those dreaded predators!

ALIEN 3
Flying Edge
"Get away from her, you bitch!" Yes, Ripley is back on another mission to rid us of those cuddly, lovable ET thingies. (What, wrong film? Oh, it seems that this particular species of alien ain't too friendly after all!) Waste 'em, Rip!



JAMES POND III - SPLASH GORDON
Electronic Arts
The third game featuring the agent from F.I.S.H. has him saving the world once again from the dastardly clutches of the evil Dr Maybe. Cod this be the last?

BATMAN RETURNS
Sega
The Bat-freak is back, in the game of the film. New members in the cast, new body armour, old Michael Keaton! Now, Catwoman, that's what we're looking forward to!

MICHAEL JORDAN FLIGHT
Electronic Arts
Yet another sporting sequel from the EASN, following on from *Jordan vs Bird*. Digitised player animation makes this the most realistic yet! We can't wait!

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Got a Sega? Then there's plenty of chances you've got a sequel or two, too! Film tie-ins, sporting licences, and popular game formats all play a part in bringing you the continuing saga of whoever's the hero in vogue!

INDY III
US Gold
"Whip crack-away, whip crack-away, whip crack aaaaawwwaayyyy!". Guide Professor Jones through six levels of meaty platform action, in his quest for the Holy Grail (sounds more like a Monty Python licence!).

STRIDER 2
US Gold
Very popular in this manor, was the original *Strider*. So we're looking forward to his latest adventures, which promise new enemies and bigger guns, too. Yahoo!

EYE OF THE BEHOLDER 2
US Gold
We've been trying to prise Les from the Amiga version, so we could tell you what to expect, but he just keeps screaming "The wolves, the wolves!". The Mega-CD version promises to be even better!

KING'S QUEST V
Sierra
The latest in a long line of top-notch RPGs from those clever chappies at Sierra On-Line. The animation is something to watch for, as you save the Royal family from being iced! I'd leave them to it!

MONKEY ISLAND 2
JVC
Guybrush Threepwood, the man with the most absurd name ever, is back! His mission, to laugh, to cry, to spread a smile wherever he goes, then get brutally hacked-up by LeChuck! Hur, hur!

PIT-FIGHTER 2
Domark/Tengen
The first was undoubtedly a winner. The second "pits" you against the Ultimate Warrior in a no-holds-barred, bone-smashin' fight to the death!

JOHN MADDEN 93
Electronic Arts
John-boy is back in his third pro football game. Even better than the previous two, which were themselves real winners. Nothing else comes close!

MIGHT AND MAGIC 3
Electronic Arts
These guys must be the most prolific software house ever! This immense RPG will give you months of sleepless nights!

NHL PLAYERS ASSOCIATION HOCKEY
Electronic Arts
Where will it ever stop? The ground-breaking *EA Hockey* has just been made better! It doesn't seem possible, but you'll see!

POPULOUS 2
Virgin
The god sim to beat all other god sims. Knocks anything close into a muddy puddle, and laughs, hard!

RBI BASEBALL 4
Tengen
In this case, realism means oodles and oodles of statistics. Great for real fans, not so hot for arcade lovers.

SHANGHAI II
Activision
Mah Jong returns for all of you oriental puzzle lovers. Plenty of game modes means hours of frustrated "fun".

GOLDEN AXE 3
Sega
Supposedly not much change from the original here, although slash-'em-up fans'll love it like a brother!

GOAL!!!!!!!!!!



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NEWS FROM JAPAN

LOW FLYING AIRCRAFT

G-LOC, the flying shoot-'em-up to beat them all, is about to make its long-awaited debut on the Mega Drive. The super fast 3-D blasting action was a huge hit in the arcades and should translate pretty well onto the MD. Funnily enough, even though this game originated in Japan, it's being programmed right here in the UK. Top development house Probe, who have previously created *The Terminator* for Virgin and are currently working on *Alien 3* for Flying Edge, have put their top men on the job and come up with a cracker.

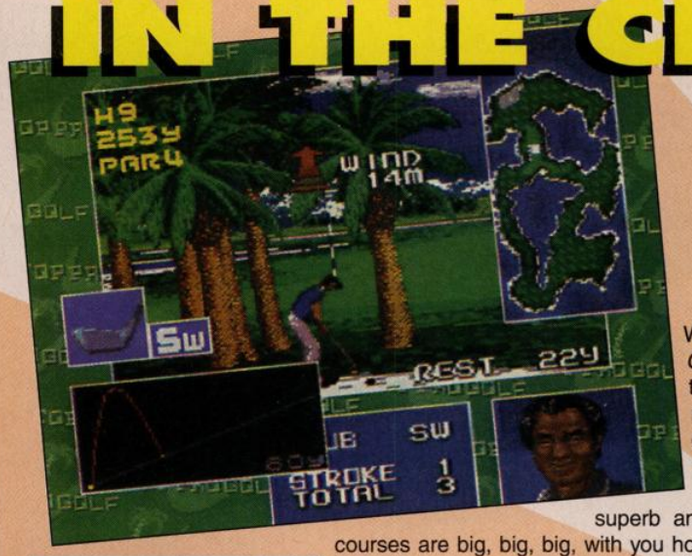


Probe tell us that to improve the gameplay, some of the graphics may be changed from the original Game Gear version. You view the action from inside the cockpit using your HUD (Heads Up Display) to line 'em and blow 'em away. The enemy come at you thick and fast, and from all directions so be prepared for anything.



Watch out for low flying aircraft on your Mega Drive from July.

IN THE CLUB





We reviewed *World Class Leaderboard* on the Mega Drive last month, and joining it on the fairway soon will be *Top Pro Golf*.

It's all viewed in gorgeous 3-D, with some superb animation on the main golfer. The water-based courses are big, big, big, with you hopping from island to island, trying to avoid sand traps the size of a beach and water hazards resembling the Pacific Ocean. With such a beautiful setting, much emphasis has been made of the lush foliage, with some attractive palm trees and scorching sun.



There are four types of play mode to keep you swinging. Stroke play is an ordinary 18-hole round where one or two players take a casual stroll around the course. Match play pits you against the computer, with each hole won scoring against a computer opponent. The third mode, and the one which sounds the most fun, is Handy mode. It's almost the same as match play with the exception that two players competing can remove a club from the other player if they win a hole. So theoretically you could end up teeing off with little more than your putter – interesting. Finally, the tournament option allows you to compete over four 18-hole rounds against the world's top golfers.

With simple control methods and delightful graphics, it looks as though *Leaderboard, PGA Tour Golf* and *Arnold Palmer Tour Golf* may be in for a clubbing from this serious 8Mbit competitor.

ELECTION FEVER!

Forget *Populous, Powermonger* and *Gods*, all megalomaniacs should be counting their pennies for a new God-game entitled *Hyokkori Hyotan Island*.



Disillusioned with the current political regime on the island of Hyokkori Hyotan, you decide to put your money where your mouth is and run for president.



The political battle is played like a board game, Monopoly style. The characters, taken from an old Japanese TV series, must perform acts like getting to the conferences first and creating decent policies all in an attempt to be first past the post. Along with the boring board game bits, you'll get a large array of statics showing your popularity, and you in various stages of victory or defeat.

Regardless of what you think of elections, this should be one of the more interesting ones to have happened over the past year. Look out for *Hyokkori Hyotan Island* at the end of July.

SWITCH IT

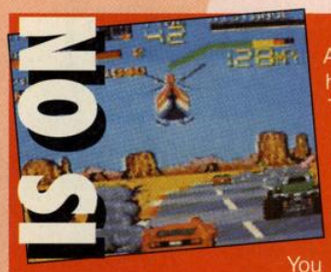
The buzzword on the Mega-CD is *Switch*. Early screen pictures indicate that this could be a puzzle game to challenge all others. The only details we have are that the aim of the game is to run around hitting switches to create chain reactions.



Okay, so it's not really much to go on, but at least you heard it here first. Look out for this little beauty at Christmas.



THE CHASE IS ON



After the disappointment of *Turbo Out Run*, here's news of a Mega Drive conversion of Taito's old cracker *Special Criminal Investigations: Chase HQ 2*. As in the original on the Master System and Game Gear, you play the ex racing car driver who has been signed up by the police to track down criminals on the road.

You get the information you need from Nancy at Chase HQ and then must hit the road to chase these guys down. Once you locate them, you must shoot at them and bang into them till they pull over to the side of the road.





SCI looks a lot like *Chase HQ* but instead of the normal Porsche you get a choice of three lean, mean racing machines. You still get the turbo boosts and even a police helicopter occasionally drops in to help you out. All packed into a 4Mbit cart, it should be out in July.



KNIGHT TIME

The Germans line up against Allied forces in a new Mega Drive game called, strangely, *Knight Legend*. You take the role of a tank commander stuck in the middle of a battlefield.

First screen pictures seem to indicate that this is based very strongly around the framework of a simulation. You have to create battle plans, organise your troops and finally dispatch your units into the battlefield.

Don your helmet this December when this 8Mbit cart rolls out onto the streets.



MEGA DRIVE NIBBLERS



Titles aplenty come out of the Far East every month, but little or nothing is known about them till they end up on the shelves of your friendly importer. Here's a quick rundown of unknowns that should be coming out over the next few months.



- *Crying* is due for release in October. It's an all-new original shoot-'em-up direct from Sega and is the first in a while that isn't directly linked to a coin-op (as far as we know!).
- *Metal Fangs* is a racing game with a difference. You pick a team of four and smash your opponents' cars into wrecks – a bit like driving around Trowbridge.
- The brilliantly-named *Laughing Salesman* is due for release at the end of the year. Hey, we know nothing about it, but with a name like that it's definitely on our must-see list.
- *Ninja Gaiden* (known as *Shadow Warrior* on home computer) is another sparkling beat-'em-up. Your main man, Ryu, must battle his way over platforms killing all who dare to doubt his skills.
- *World of Illusion: Starring Mickey Mouse and Donald Duck* is currently wowing audiences of toyfairs all over Japan. Forget *Sonic 2*, this is the game you'll be playing well after the



Sonic hype has died down.
- *Power Athlete* is due out in November, and resembles Capcom's *Street Fighter 2*. You have to fight masters of various martial arts in your bid to become the ultimate fighter. Look out *Streets of Rage 2*...
- *Legend of Musashi* follows the story of the star of the *Shinobi*

NEWS FROM JAPAN

Faceball 2000, based on the old Atari ST game called *Midi Maze* and also out on the Game Boy, should finally hit the Game Gear next month. On the Atari ST it encouraged multi-player games by allowing players to link up via the ST's MIDI ports. On the Game Gear it does the same, but via the Vs cable.



The game is set in a 3-D maze environment, with two players racing around shooting enemies. User games are catered for in a plethora of fashions: you can go against the computer, against a friend, with a friend against the computer, or cyberzone where you have to find your way out of a computer-generated maze. There is also a power-up collecting stage where you have to collect items and information.

This has all the makings of a real cult game on the Game Gear, if only Sega would start bundling the Vs cable with the machine.

FACE OFF

SHORT OF SHURA







With Japanese comic art getting a real cult following in the UK, many people will be interested to hear of a translation of the great comic Gate of Shura. If you haven't seen the comic (which is pretty likely), the main character has taken it upon himself to study and master a martial art. But not any ordinary fighting, no, when executed this is the most ruthless and deadly of all.

In his pursuit of total mastery, this young man must travel through a massive play area and encounter many wise and wicked inhabitants. He must stop and listen to the learned ones, but quickly use his fighting prowess on the ones that don't react favourably to his advances.

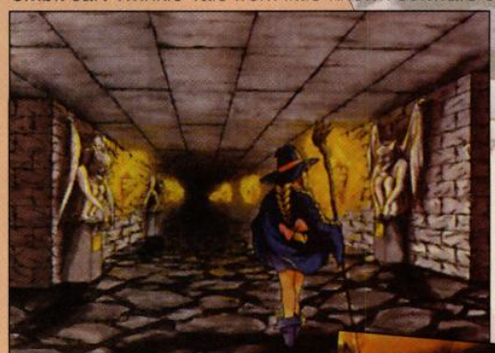
Although it sounds primarily like a beat-'em-up, you will definitely need more than your fair share of grey matter to progress through this one. In fact your job in *Gate of Shura* is not to directly control the fighter but to choose from a variety of options at various stages.

This could be the first beat-'em-up adventure, so look out for *Gate of Shura* when it trundles out in August on 8Mbit cart.



TWINKLE TWINKLE

It's an odd fact that shoot-'em-ups from Japan often have the strangest of names. For instance, think of *Gynoug, Tatsujin, Grey Lancer, Granada, Fire Shark* and *Undeadline.* None of them make any sense in Japanese, and sound even worse in English. The latest example of this oddity has to be the 8Mbit cart *Twinkle Tale* from little-known software company, Toyo Recording.



Admittedly, it tells the tale of a young girl called Twinkle, but it's still a bit far-fetched for a shoot-'em-up. You have to guide the magical Twinkle over six creature-packed levels, and then finally come face-to-face with your nemesis riding a flying dragon!

The action takes place in the same vein as *Undeadline*, with you progressing up the screen on foot, walking around obstacles and generally exterminating unfriendly creatures you encounter with your magical staff.



Hey, it's all in a day's work for Twinkle. And she'll be telling her tale at the end of July in Japan.

INDY 4 EVER



Indiana Jones, the ever popular explorer extraordinaire, is scheduled to make his appearance on Mega Drive at the end of the year in *Indiana Jones and the Temple of Doom*, a tie-in with the second Indy film.



Even more exciting is the news that a Mega-CD version of the fourth Indy adventure, *Indiana Jones and the Fate of Atlantis*, is on the way. No plans have been made yet for making the movie of this story, although we have heard that it may be loosely based on a TV series running in America at the moment.



Indy IV is being produced by Lucasfilm Games, who are also doing *The Secret of Monkey Island 1* and *2* for the Mega-CD at the moment.



The graphics, as we have come to expect from Lucasfilm games, are absolutely superb and continuing the feel of the films, the adventure is packed with humour.

With it being sold in the American market too, ardent adventurers and film buffs alike will be glad to hear that they'll be a version with English text. Mark this one on your cards for September.

AN ADMIRAL CHOICE

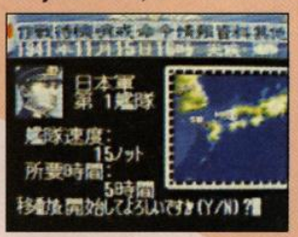


A curious Japanese release next month is *Admiral's Decision*. It is a wargame based on the battle in the Pacific Ocean in 1941 resulting from the Japanese attack on Pearl Harbour. The game originally appeared on the PC and is being converted onto an 8Mbit cart with battery back-up for those long campaigns.

You get to control either the Japanese fleet or the Allied naval forces. There are nine stages to battle through, and maybe you can change the course of history and win one for the Japs (and then again, maybe you shouldn't).

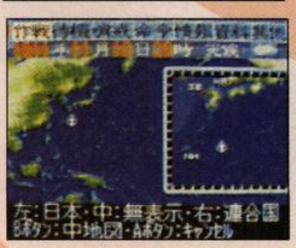


Although arcade tactics may come into it, this game is based heavily around preparation and attack strategies. You start from scratch and must plan the building of new ships for your fleet, attend strategy committees, organise the supply of materials and finally take to sea and fight the battles. Only masters of all these sections will be victorious.



The game has been programmed by Japanese strategy experts Koei who have this habit of making their games extremely intense. The reports of 40 officers who actually fought in World War Two and Koei's own extensive experience has gone into this game, making it one of the most realistic portrayals around.

Major events that occurred at that time have all been meticulously recreated. For example, Russia's entry into the war and Germany's eventual defeat. In fact, the whole game plays just like a history book.



Unfortunately, there's one drawback with this great sounding game: all the text will be in Japanese, and it will be impossible to play without extensive knowledge of the language. We would imagine *Admiral's Decision* would only be available by request from specialist importers.





series, Joe Musashi, who has been kicked out of heaven. The only way back in for him is to rid the world of traitors. The game is packed with action as you take on all-comers with your sword. This slash-'em-up is due for release in October.

GAME GEAR CRUNCHIES

● August is going to be a great month for Game Gear owners. First on the track is *Ayrton Senna's Super Monaco GP 2*. We hope and pray this isn't a direct port of the Master System game (reviewed on page 46) as that's absolutely dreadful.



● *Batman Returns* also appears in August, just weeks after the film opens. The Caped Crusader does battle with Penguin and Catwoman in this Sega production.

● *Red Hot Ball Player* is a violent soccer game. Loads of cute characters and strange rules make this a potentially fun game to play.

● Later in the year *Bare Knuckle*, better known as *Streets of Rage* outside of Japan, will make its long-awaited debut on the Gear. It will be interesting to see how this great (if slightly easy) game adapts to the small screen, and whether it'll better *Pit-Fighter* which is also GG bound.

● In December, look out for *GG Shinobi 2*. More butt-kicking action feature Joe Mushashi.



● Finally, just in time to be ordered for Christmas, there's the sequel to Sonic. Sega have pulled in all the top marketing minds to think up a name for the follow-up and have come up with... *Sonic 2*. (You can see why these guys get paid so much.) Featuring the ever-popular spiky hedgehog once more, it also contains a new buddie for him, a fox with two tails, innovatively called Tails.

READY SET GOLD!

U.S. GOLD

WIN!

★ SEGA MEGA DRIVE
★ 50 US GOLD T-SHIRTS
★ 50 OLYMPIC GOLD BADGES

WIN!



US Gold have a lot to celebrate at the moment. Last issue their Mega Drive and Master System versions of *Olympic Gold* scored a whopping 81% and 80% respectively. Damned good scores in anybody's books, especially ours. As if that wasn't enough, the Game Gear version is reviewed in this very issue, and earned itself another respectable score (check out the review for yourself on page 62).

In a fit of generosity, US Gold rang us up offering untold fortunes to the reviewers. But, no, we insisted that we don't deserve such gifts – after all, it's all in a day's work for the Pros. But that's not to say we turned them down. Oh no, how about something for the loyal SegaPro readers out there?

"Here, guys, take some badges, we insist."

"Woah, thanks, but those T-shirts look nice, too," we replied optimistically.

"No problem. Take 50 of those as well as 50 badges. Can't say fairer than that."

SegaPro could. "That Mega Drive over there is still boxed up, it looks brand new. If no-one is using it, I'm sure we could find one lucky reader who would want it."

"Look," they said, "we aren't supposed to do this but if I turn my back, I'll pretend that Mega Drive was never there..."

That's all it took. Before the US Gold bigwigs could say "Where the hell is that Mega Drive?" it was in the boot, tucked under a pile of old picnic blankets still encrusted with mouldy old sandwiches. Another successful mission from the Pros.



Note: the Mega Drive pictured is Japanese. An official UK Mega Drive will be supplied to the winner.

DA QUESTIONS

1) In which European city are this year's Olympics being held?
a. Barcelona
b. Bognor Regis
c. Amsterdam

2) Which of these events ISN'T included in *Olympic Gold*?
a. 100m sprint
b. Diving
c. Gymnastic floor exercises

3) Should Graham Taylor be sacked as the England football manager?
a. Yes
b. Yes
c. Yes

ENTER HERE...

Simply answer the three hardly-brain-taxing questions below, filling in the form provided, and sent your entry off to us. If you don't want to cut up your mag (who could blame you?) then write your answers down on the back of a postcard and send them in.

The first name drawn out of the sweaty old trainer will win himself the Mega Drive. The next 50 will all get a US Gold T-shirt, as modelled here by one of US Gold's top self-proclaimed spazes, and one of those most collectable Olympic Gold badges.

Your entries should be sent to *I've Struck Gold, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.* Make sure your entries get to us before August 18 (this year!). Good luck.



I'VE STRUCK GOLD!

Here's me answers. I've runged the ones that are right.

1)	A	2)	A	3)	A
	B		B		B
	C		C		C

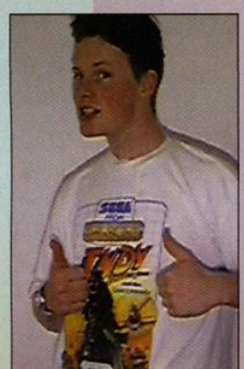
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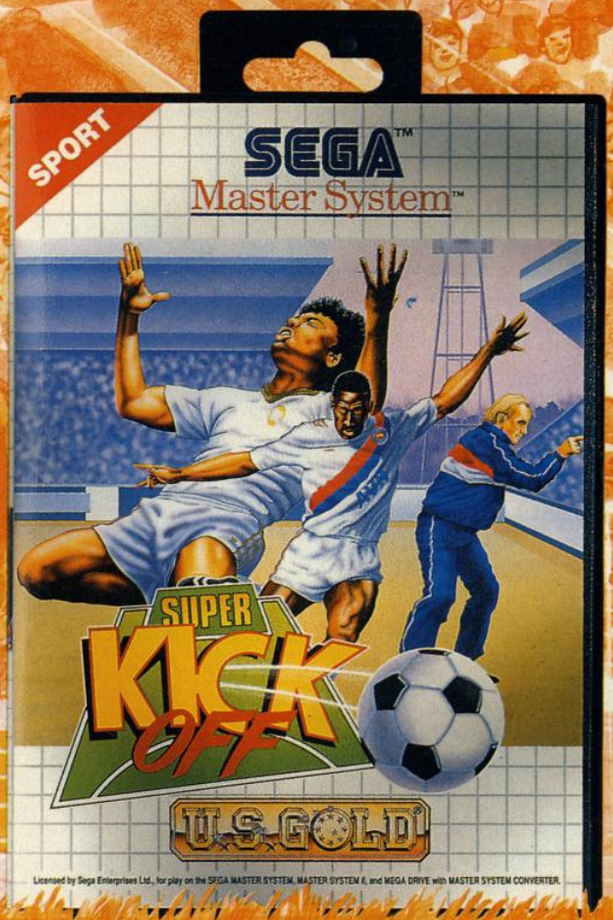
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.....Postcode .....

Age .....Machine owned .....



"THERE'S ONLY ONE SUPER KICK OFF"



EUROPES **No. 1** FOOTBALL GAME!

"The pitch is huge and scrolling is amazingly fast-Super Kick Off rewrites the rules" **Sega Pro.**

"Far and away the best footy sim" **Sega Power.**

"The greatest console soccer game-don't miss it under any circumstances" **Mean Machines.**

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MEGA DRIVE

GADGET TWINS



MEGA DRIVE

With a line up featuring Vanna White, the American Gladiators and Brian(?), American company Gametek are looking for a big chunk of the UK Sega market – and on ALL formats!

With such American household names as those, you would expect some hotshot American development company to be handling the programming, but no. These games are among the many in development from secretive UK programmers, Imagitec.

Who are they? What are they? Where do they come from? In a SEGAPRO exclusive we bring you the first pictures of a completely new batch of games that are about to explode onto the Sega scene.

Get ready because things are about to go nuts. Forget everything you knew about shoot-'em-ups and beat-'em-ups because the Gadget Twins are here to change it all.

The Gadget Twins are better known as Bop and Bump. They live in the Gadget Kingdom and serve the Gadget King loyally. Unfortunately a nasty Gadget called Thump has stolen the King's Gadget Gem. The King immediately summons the Gadget Twins and gives them the job of recovering the stolen gem. And so begins the gadget adventure of a lifetime.

Gadget Twins is different, very different from anything we have seen before. Immediately you look at it, the cute graphics and hilarious onscreen antics give the impression that this game is something special. Even the violence is fun. If you get a buzz from smashing your mate with a sledge hammer, then this is for you.

You control the siblings as they travel through the 12 levels, smashing or shooting everything that gets in their way. When creatures die they will leave money; use this money to buy mega weapons from the shops à la *Fantasy Zone.*

Vivid is the word that comes to mind when you see these graphics. No complex colour structures, just plain primary colours that stand out like Cyril Smith on a nudest beach. All the characters are on the large side, some are huge, and the animation is a joy to watch.

The music as you would expect is of the happy jolly nature. Sound effects also have a jovial buzz about them, which makes the whole gaming experience very enjoyable.

Not surprisingly, the game features a two-player option that allows the two players to team up or go head-to-head. In the latter mode, you can let your opponent get loads of





PROFILE

FACTORY PANIC ● SEGA ● £19.95 ● OUT NOW

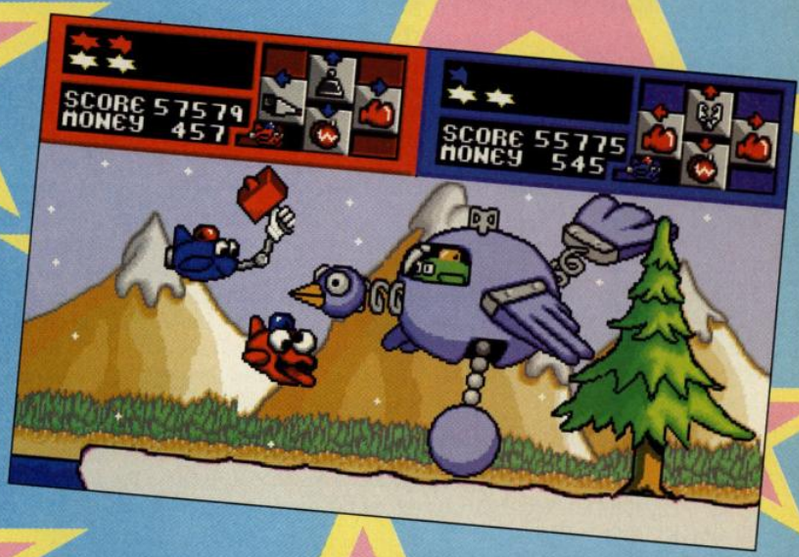
CART SIZE	8Mbit
DEVELOPERS	Imagetic
PERSONNEL	Carl wade, Nigel Cook, Steve Noake, Peter Goldsmith
FEATURES	teamplay, versus

Imagitec claims to fame (1):











AS IT HAPPENS...

In *another* SEGAPRO exclusive we have teamed with Imagitec to bring you a new feature. Amongst their on-going development projects, Imagitec have several new games coming for the Mega Drive, Master System and Game Gear.

As always SEGAPRO is going to be there as it happens. But coverage will be even more in-depth the normal, for each month we'll be getting the low-down on one special game in development. We'll be following this as-yet-unnamed game from conception through design and programming to its culmination of getting on the shelves in the US and UK.

Look out next month for more in-depth information on this groundbreaking feature. Never before will you have been told so much about a Sega game.

money, and then use a hammer to smash his head and nick his dosh.

There are six levels, each with its own bonus stage and each has two level guardians. The weapons they use are comical to say the least, ranging from huge hammers and weights to a huge boxing glove and a hydraulic rabbit (!). Watching the proceedings is like watching a cartoon.

Above all, *Gadget Twins* is guaranteed to raise a smile, even from the most miserable person you know. If there is a wild or zany thing that could happen in a cartoon then it probably happens here.

Although the exact date for *Gadget Twins'* release hasn't been set, yet you won't be surprised to know that you are the first to know all about it and see these exclusive screen shots. The game is being released in America first, but even they haven't been treated to this picturefest.

The American release is set for September, so, all things being equal, you should be able to gander at the UK version before Christmas. And gander you will...

WHO THE HELL ARE... IMAGITEC?

The name Imagitec probably isn't very familiar to most of you but you have almost certainly seen their material without even realising it. They have been responsible for over 50 games for home computer formats (with versions of *Ferrari Formula One, Fiendish Freddy, Airborne Ranger, Double Dragon* and *Pit-Fighter* (for the Atari 7800!) already under their belt) and are moving into consoles in a big way.

They are developing for the Lynx, Game Boy, SNES and, of course, all three Sega formats, not to mention work that they will soon be starting on CD projects. With offices in the US as well as the UK, you can be sure of hearing a lot more about them, especially in the pages of SEGAPRO.

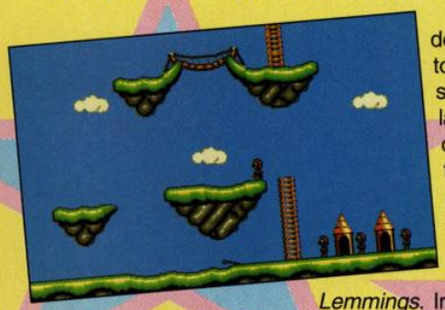
HUMANS

Get your thinking caps on, the Humans are coming. The human race is developing slowly, evolving from slimy little things that crawl from the sea to fully blown cave men. And if they are to develop further you are going to have to help them.



You control the humans on each level and must move them around to interact with objects and each other in an effort to get to the objective of the level, which is usually a landmark. On reaching this target, the humans can develop that bit further in their cycle.

The levels are packed with obstacles that your men must overcome. These can range from a large step over which you must assemble a human ladder to huge caverns that require other types of teamwork. Each level has one main objective, but it can only be attained by mastering and solving the smaller puzzles scattered throughout the level.



Humans features small but well detailed graphics craftily put together to often create a puzzle within themselves. Between each level you get larger animations detailing the development of the humans. For example, there's a caveman discovering the spear by stepping on it and having it smash into his face.

The levels range from idiotically easy to extremely complex, a bit like *Lemmings*. In fact, some have said that *Humans* is too much like *Lemmings*, but having seen it we can say that *Humans* is nowhere near *Lemmings*.

With 100 levels, *Humans* is likely to become one of the most addictive and challenging games to hit the Mega Drive for a long while. Good news for Game Gear owners too. *Humans* will be appearing on the hand-held just after the Mega Drive version appears.

Seeing as the evolution process didn't stop at the caveman, Imagitec have two sequels lined up, both to appear on Sega systems first. *Humans in Space* puts the humans in the middle of the galaxy, while the third game places them in some kind of mechanical world. Look out for a full review of *Humans* and more news on the two sequels in SegaPro soon.

Mega Drive autumn (UK)

Game Gear autumn (UK)

RAGNAROK

Ragnarok is a board game based on an old Viking legend. Ragnarok was a time when all the gods assembled to take part in a massive battle which brought about the end of the old world and the birth of the new. The Norse people played a game called King's Table based on this legend.



The story is simple. Odin, a god, knows that Ragnarok is drawing near and isn't particularly looking forward to getting slaughtered. He designs a King's Table with pieces designed to represent the various beings who would be present at Ragnarok. This board he then takes down to Earth to test out his game strategies on the humans, seeing as we are pretty devious and sneaky.



The basic game is quite simple to learn but mastering it takes many years. It is a kind of cross between chess and Go! The board is set up with two opposing sides made up of different characters each with different powers. Pieces are taken by surrounding them on a number of sides, how many depends on the power of the piece.

There are a lot of opponents to take on and ultimately you will face Loki, another god who has had the same idea as you.

The board is shown in a 3-D view with all the pieces highly detailed. There are animated sequences included to show just what your opponents think of your progress. You can go against the computer or head-to-head with a friend. Various options are available to make getting into the game a little simpler; help, take back move and replay all let you play around to make the most of your move.

One outstanding feature is when pieces are about to be taken. A window pops open to show what kind of reaction that particular move would get at the real Ragnarok battle. These battle sequences are brilliantly animated and add immense atmosphere to this deep game.

Ragnarok has been converted from the PC game and has an imminent release. The Mega Drive hasn't had anything quite like this before, the only other board games on the horizon are *Clue* and *Monopoly*, with even chess not being represented at the moment. This should allow *Ragnarok* to sit at the top of the genre for quite a while to come.

Mega Drive autumn (UK)

THE VIKING CHILD

18 months after it appeared on the Amiga and Atari ST, *Prophecy I: The Viking Child* is making its way to Game Gear, and, with SegaPro's technical assistance, to the Master System too!



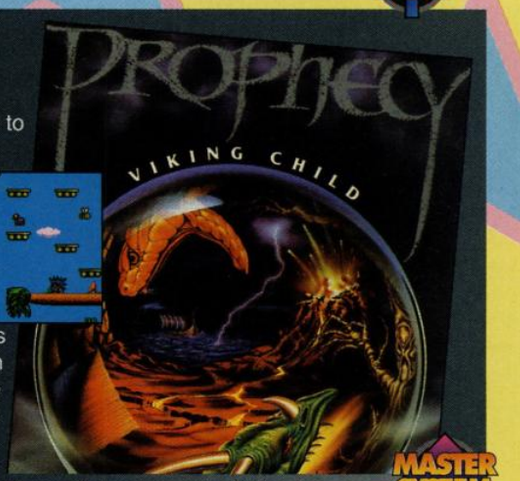
The Viking Child is a platform game featuring Brian, who one day comes home from his travels to find that his village has been destroyed by an evil wind. To add heartache to hardship his family have been kidnapped. Now Brian, being a viking, is going to get even with whatever caused this mess. It is revealed to Brian that he must travel to Valhalla to find the source of his anguish.





During the eight levels, Brian will come up against untold numbers of adversaries, all with his demise in mind. Each level has a guardian who will have to be defeated to gain access to Valhalla. You will have to use swords, potions, shields and your very special viking battle skills to overcome the evil of Loki and his cronies.

We have seen an early Game Gear version and it is safe to say the speed of the game is breathtaking. We can also reveal to you that *Viking Child 2* (provisional title) is on the way. Busy bods these Imagitec people.

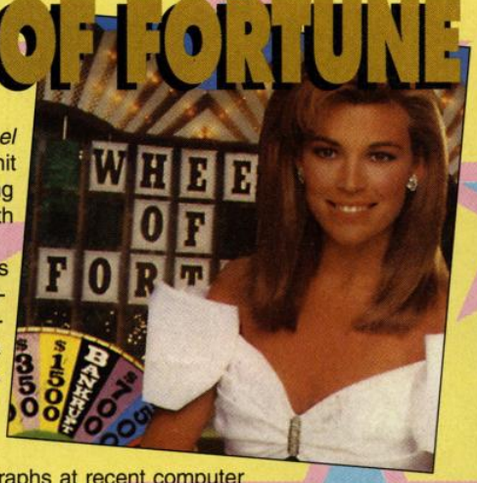


Master System winter (UK)

Game Gear autumn (UK)

For walking around Preston city centre naked carrying a kettle..

WHEEL OF FORTUNE



TV's strangest creation, *Wheel of Fortune*, was a smash hit game show in America long before the Brits came up with their own pathetic attempt.

For a start the Americans have got a couple of presenters with some sort of personality. With hostess Vanna White spinning the cubes, the viewing figures in the States took off. Ms White is now the TV sweetheart of millions, even signing masses of autographs at recent computer shows in America to promote this game. One look and you will see she is a lot more pleasant to look at than Nicky Campbell.





The game based on the series is appearing on Mega Drive and Game Gear, with the possibility of a Master System version not being ruled out.



You get to choose which player you want to be, up to four can participate, and then clamber up to the stage and wait for the cameras to go on. You are given a category and then Vanna White reveals one by one the letters of the word relating to that category.

Letters are chosen by you spinning a wheel (of fortune) for a points value. You then get to guess a letter in the word, and when you're confident enough, the whole word. Obviously, if you know the word and string the opposition along for a couple of goes, you can accumulate quite a few points. The one with the most points wins and progresses to the big prize round! Here you can win some serious prizes (we won a speedboat and $25,000 on our first go, but have yet to receive either).

The puzzles are a little American, but it doesn't take too much work to figure them out. So there isn't any repetition, Imagitec have included 4500 brain-tickling teasers.

This is definitely a party game, and best played with a crowd watching. And even if you don't get the questions right, you can always admire the full animations of Vanna...

Mega Drive autumn (UK)

Master System winter (UK)

Game Gear autumn (UK)

Master System winter (UK)

Game Gear autumn (UK)

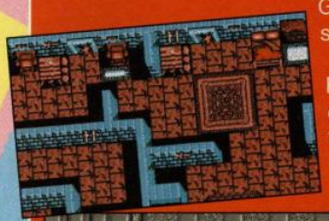


DAEMONSGATE





Subtitled Dorovan's Key, *Daemonsgate* is the first in a role-playing series for the Game Gear. Featuring graphics that you don't normally associate with RPGs, ie good, you control Captain Gustavus and his band of loyal followers. They are travelling the mythical continent of Elseopea in search of a mystic. This strange person has the knowledge that can save Gustavus's homeland from an invasion of Daemons.





All the normal elements of RPGs are included: travelling, communicating and, most importantly, fighting. You will meet up with other people, some friends, some not, in your journey to the final challenge, a fight with the Daemons' leader.



The control system is via illustrated menus which are very easy to use and make the game simple to get used to. Good RPGs are few and far between on the Game Gear, the likes of *Crystal Warriors* and the forthcoming *Phantasy Star* being about it. When *Daemonsgate* finally hits the scene things should start to change. As we mentioned, this is the first in a series of games, but as this one took two years to develop, there is absolutely no way of predicting when the next in the series will come along! At the moment there are also tentative plans to put *Daemonsgate* onto the Master System. More news as we hear it.



AMERICAN GLADIATORS

Here they are, direct from the American Gladiators TV show. They've already been on Nintendo, and next month you'll be able to get the lowdown on the Sega version from Gametek. Where else, but in SEGAPRO.



. .. and trashing numerous hotel rooms, including a presidential suite.

BOXING MATCH-UP

Boxing seems to be emerging as the sport of the moment with three games coming out on Mega Drive.

You will have already heard about *George Foreman's Boxing* and last issue we showed pictures of *Evander Holyfield's Real Deal Boxing*. Well, this month it is the turn of an even older boxer, Muhammed Ali in his self-titled boxing game.



The game features digitised sound effects and fast 3-D movement to take boxing to a new dimension. The ring also rotates to add to the realism, but it still doesn't hurt for real when you send your fighter into an uppercut.

There's no news that Ali will be making a come-back, but seeing as both George Foreman and Larry Holmes took the world champ Holyfield the distance, he'd probably stand a chance. (We're just praying no-one will ask Joe Bugner about a Sega conversion...)

Virgin US will be seconding in the red corner, although no UK publisher has come to light yet (Virgin are obviously front-runners, though).

GISSA CLUE(DO)

Parker Brothers may be new to the console scene but they are veterans of the gaming scene in general. Now two of their classic board games are about to make it onto the Mega Drive.



Monopoly is the first, the classic business game of high-flying property developers, and, of course, people who like to be the banker all the time and quietly drain the bank's funds into their own private accounts.

It features animated graphics and a 3-D representation of the famous Monopoly board. There is a multiple-player option that allows you to play against your friends or go against the computer. The excellent Master System conversion of *Monopoly* allowed ten players to compete! The video game of the best-selling board game in the world will come out in October.

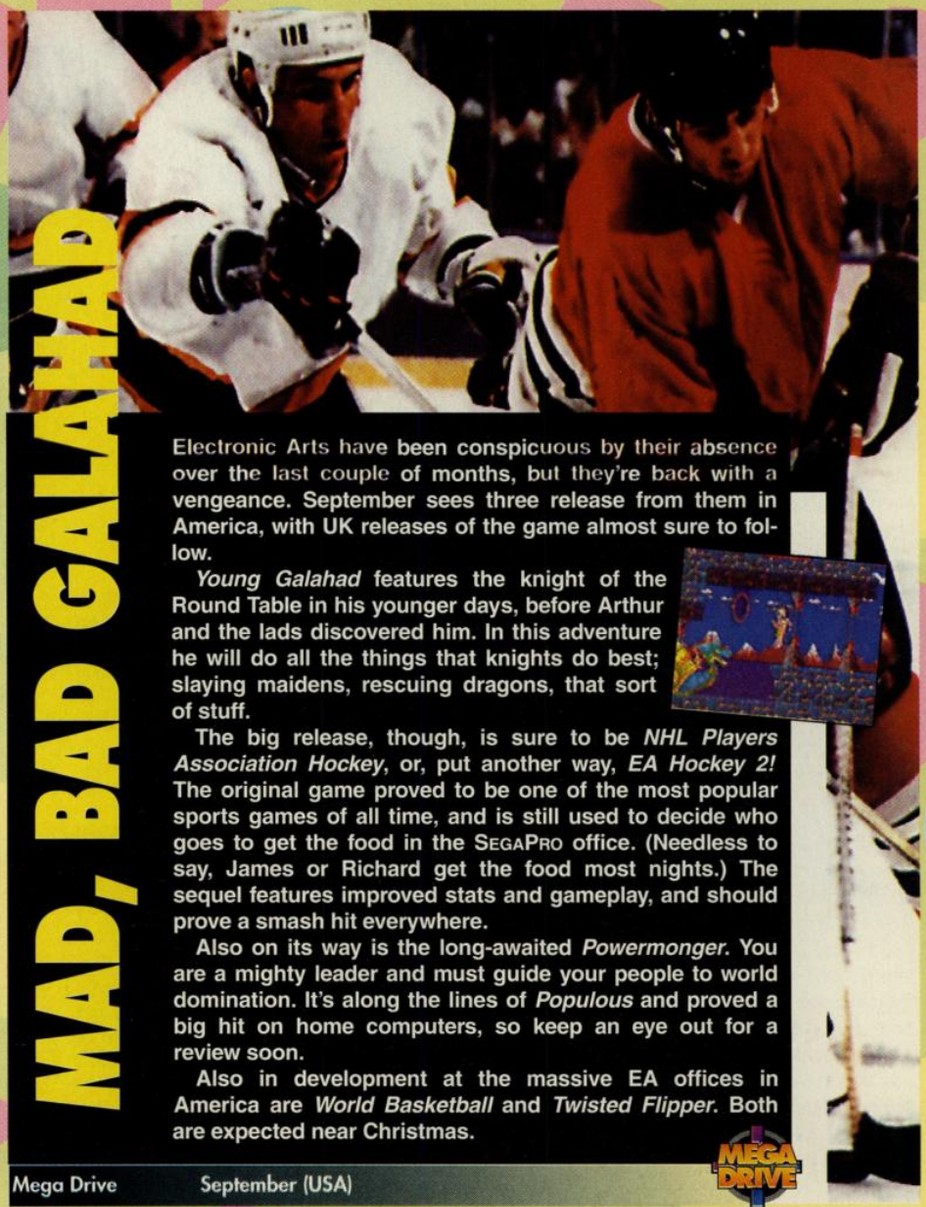


Before *Monopoly*, Parker Brothers are bringing the immortal Cluedo to your Mega Drive. However, the title has been changed slightly to *Clue*.

All the deductive fun of the board game is here as you try to solve the mystery of the murder. Again, the board is brought to life via animation, there are literally hundreds of animated scenes. The mystery is changed every time you play so there shouldn't be too much repetition. Fans of this detective classic will be glad to know that it comes out in September in America.

Mega Drive October (USA)

Mega Drive September (USA)



MAD, BAD GALAHAD

Electronic Arts have been conspicuous by their absence over the last couple of months, but they're back with a vengeance. September sees three release from them in America, with UK releases of the game almost sure to follow.

Young Galahad features the knight of the Round Table in his younger days, before Arthur and the lads discovered him. In this adventure he will do all the things that knights do best; slaying maidens, rescuing dragons, that sort of stuff.

The big release, though, is sure to be *NHL Players Association Hockey*, or, put another way, *EA Hockey 2!* The original game proved to be one of the most popular sports games of all time, and is still used to decide who goes to get the food in the SegaPro office. (Needless to say, James or Richard get the food most nights.) The sequel features improved stats and gameplay, and should prove a smash hit everywhere.

Also on its way is the long-awaited *Powermonger*. You are a mighty leader and must guide your people to world domination. It's along the lines of *Populous* and proved a big hit on home computers, so keep an eye out for a review soon.

Also in development at the massive EA offices in America are *World Basketball* and *Twisted Flipper*. Both are expected near Christmas.

Mega Drive September (USA)

RAM IT HOME

Kings of the coin-op, Tengen, are making some of their classic arcade games available for the Game Gear. You'll see *Paperboy* and *Marble Madness* reviewed in this very issue (pages 48 and 42 respectively) and the last game to complete this trio of classics is *Rampart*.

In *Rampart* you are in possession of a castle and have to build up your castle's defences while your opponent tries to knock them down. Of course, you are trying to do the same to him!





It takes a little while to get into this game but the Master System version proved very successful and the forthcoming Mega Drive version looks ace too. If the Game Gear one is a direct port from the MS, then hand-held owners shouldn't have much to complain about.

Domark will be handling both versions of *Rampart* as part of their marketing deal with Tengen. Look out for a review in next issue.

Mega Drive September (UK)

Game Gear September (UK)



AVENGE IS SWEET

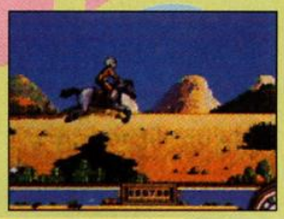
Mega Drive September (USA)

It's pretty rare now, but fans of the coin-op *Captain America and the Avengers*, will now be able to play it on their Mega Drive.



The game features the Capt and his friends as they do battle against all manner of foes. The graphics and sound are arcade quality, and if you've ever seen the coin-op you'll know that means great. All the coin-op features are retained, even the chaotic two-player action.

Captain America and the Avengers should be ready by the end of September. The programming is being handled by Data East, the people responsible for *Two Crude Dudes*.







Marty McFly and the mad Doc Emmet Brown are making a come-back on the Mega Drive. They have already appeared on the Master System in *Back to the Future II* and *III*, but this time it is *BTTFIII* for the MD.

The Doc has used his time machine to get back to the wild west and has run up against problems. Marty has to go back to help him out of his dilemma. The action ranges from frantic horse riding to throwing plates at opponents.

Flying Edge are responsible for the game now, although it was originally going to be released by Image Works, part of the now-defunct Mirrorsoft company.

BACK AGAIN

Mega Drive August (UK)

MALE BONDING



Electronic Arts' fishy James Pond has been cleaning up on Mega Drive and is set to do the same on Master System, but he is soon to be joined by another well-known undercover operative.

The original super spy, James Bond, is coming soon, shaken not stirred. Yes 007 hits the Mega Drive, courtesy of Domark, in an all-new adventure, not just a conversion of those home computer games.

Blofeldt, the archest of arch criminals, has created a cloning device and has duplicated Bond's old adversaries. Bond has been sent to the Caribbean island where Blofeldt is holed up to rescue a professor and stop Blofeldt's evil plans.

There are four levels – tanker, jungle, volcanic caverns and space shuttle – and each will feature Bond's old enemies.



Domark have been spying on the opposition and reckon that they have got something that will take them all by surprise.

Mega Drive September (UK)

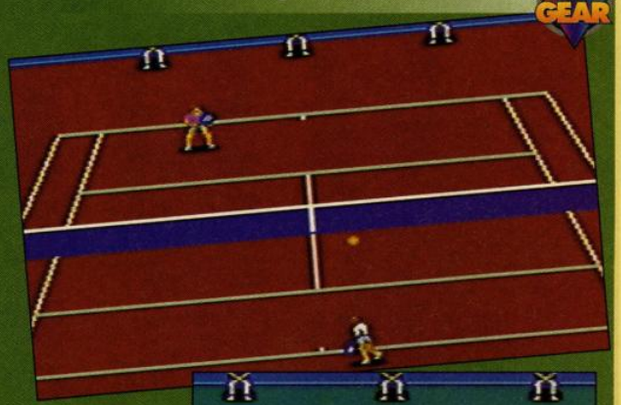
Master System October (UK)

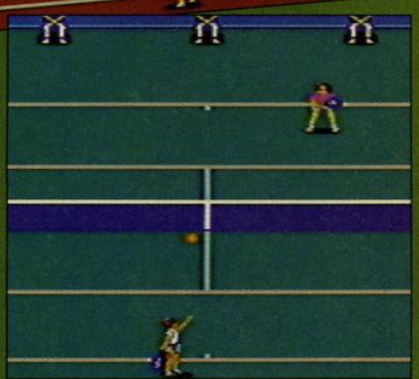
Game Gear January 1993 (UK)

SEGA GO SPORTS MAD

Master System August (UK)

Game Gear August (UK)

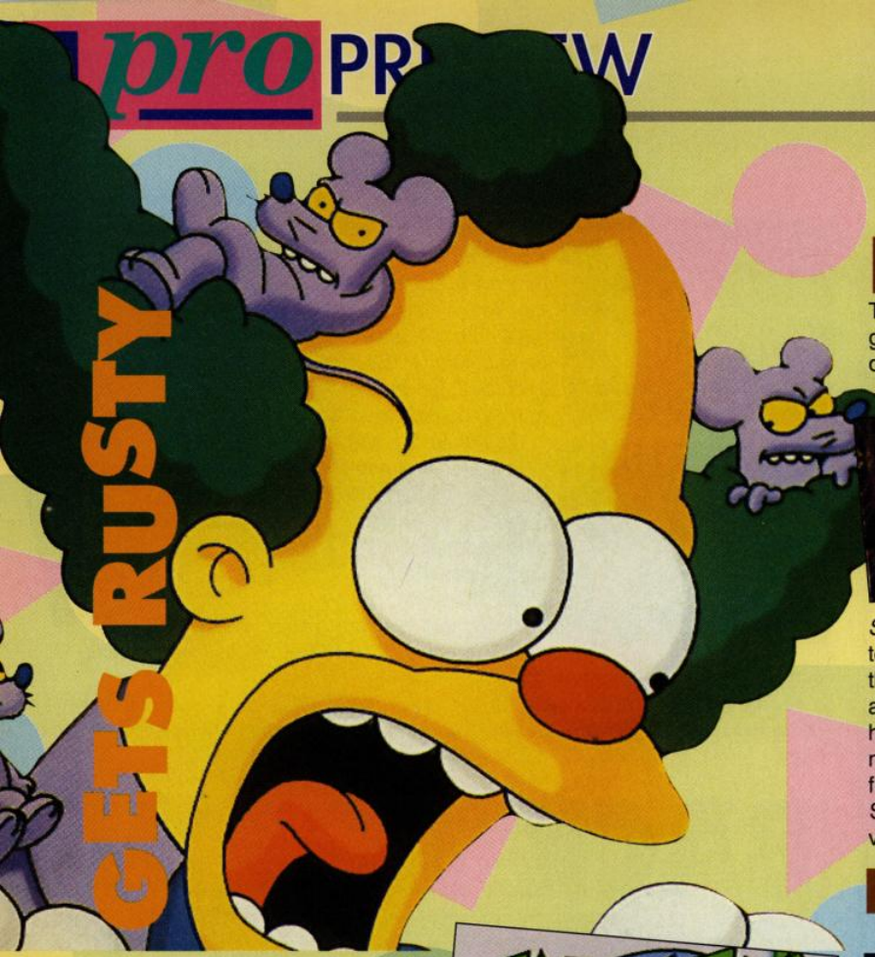




Summer is the time for sport and true to form Sega have jumped on the sporting bandwagon with two energetic games of their own.

The first is the Game Gear version of *Wimbledon Tennis*, although Wimbledon will be just a distant memory by the time it comes out in August. The Master System version is reviewed in this issue (page 34) and impressed us immensely.

The second sporting game is *World Tournament Golf* on the Master System. It will have to compete with *Leaderboard* for the top ranking and should put up a fair old fight when it comes out in August.



NO PERSIAN GULF

The ninth month of the year, that's September, is going to be packed with games. Domark are continuing to make sure that the Game Gear gets the quality games it deserves with two fantastic releases.



First up comes *Super Space Invaders*. The Master System version was reviewed in SEGAPRO#3 where it scored a respectable 84%. Here, the all-time classic *Space Invaders* has been revamped and replaced by an awesome blast frenzy. With new levels, new power-ups and, most importantly, new aliens, this looks set to challenge the likes of *GG Aleste* for the best shoot-'em-up title.



To follow *Super Space Invaders* comes *Prince of Persia*. This totally brilliant piece of software was reviewed on the Master System in SEGAPRO#9 where it scored a stupendous 96%, one of the highest marks we have ever given a game. You play the eponymous member of royalty who has to rescue a princess from the evil Grand Vizier. It won't be released till September, but you can check out its quality in an exclusive review in this very issue (page 66).

Game Gear September (UK)

KRUSTY



Krusty's Fun House from Flying Edge arrived in the SEGAPRO offices this month and we can safely tell you that it's brilliant. Unfortunately, Flying Edge in the UK begged us not to review it until nearer its UK release date, so as not to build up the hype too early.



We can, however, tell you a bit about the game. Krusty is trying to reopen his Funhouse but it has been invaded by mice. He has to move around the levels making paths for the mice to get to one of the mice crushing machines, manned by a Simpson. He makes paths by moving blocks around so that the mice can get over obstacles. He also has to utilise vacuum pipes and air blowers to get them to the machines.



It is available now from importers but Flying Edge aren't releasing officially until Christmas.

Mega Drive December (UK)

SEEDY RUSH



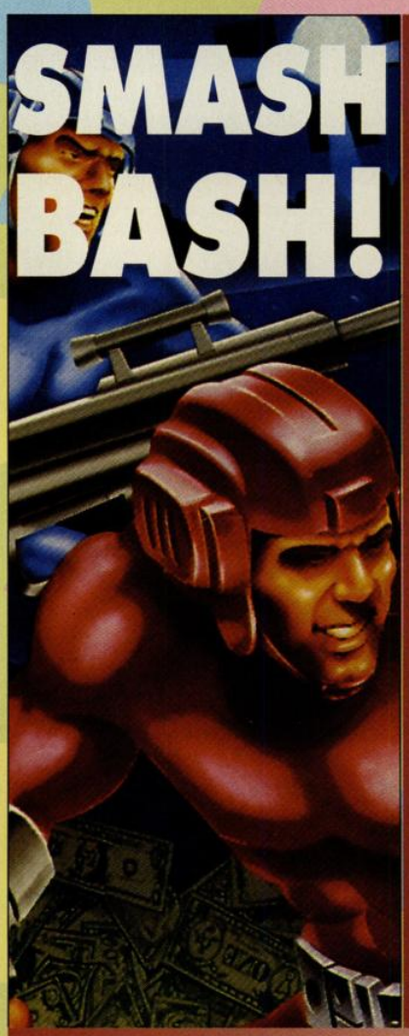
With the imminent launch of the Sega-CD in America, US companies are vying for position as they release details of the huge number of games that will be ready for the launch.

Bignet USA have two games coming out this year. The much-awaited *Third World War* won't be out till Christmas, but in September they'll be releasing *Black Hole Assault*.

Aliens have again invaded the Solar System and are targeting Earth for annihilation. You stand in their way, controlling your Cybernetic Anthromorphic Machine (CAM). Repel the alien forces again to save Earth.

Sega-CD September (USA)

SMASH BASH!



We've been mentioning this game for well on a year now, and finally *Smash TV* looks like seeing the light of day. The recent SNES version has amazed even us with its superb playability translated perfectly onto the 16-bit console. And, let's face it, if it's pretty good on the SNES, it's going to be amazing on the Mega Drive.

Smash TV has been converted by Flying Edge onto Mega Drive and Game Gear from Williams/Bally's smash arcade game. The coin-op's hook was its innovative control method, using two joysticks to control your character – one handling the movement of your butch character, the other aiming the gun turret. The console controls are a little different, and to retain the simultaneous two-player action, are packed all onto one joypad.

Smash TV is approaching completion on the Mega Drive, and looks set for release in October, with the Game Gear version following just one month later. As this is one of our favourite arcade games, we'll be keeping you completely updated on its progress.

Mega Drive October (UK)

Game Gear November (UK)

TRIVIAL GAMES



One of the most popular board games over recent years has undoubtedly been Trivial Pursuit. Domark are all set to bring the excitement of the brain-busting game to the Master System. The game stars TP, the cute question master who knows all the answers. You have to move around the board answering questions that correspond to colours. If you pick up all the coloured wedges, you win the game.

The cart has been packed with questions to test your mind to the limit. You can either play against the tough computer, or with up to four other players. So what are you waiting for? Start reaching for the encyclopaedia, the mobile phone and the wok.

Master System September (UK)



Sierra On-Line are at the forefront of games publishing on the PC and are now turning their undoubted expertise to the Sega-CD.



Their first two releases are *The Adventures of Willy Beamish* and *Mixed Up Mother Goose*.



The Adventures of Willy Beamish features a Simpson-esque school boy called Willy Beamish who earns a detention on the last day of school. After surviving this affair, he goes home where he has to look after his sister, neurotic mother and even a ghostly grandfather. Sierra promise a type of game that has never been seen before on the Sega. So keep your eyes peeled for it in September.



Sierra's next release is *Mixed Up Mother Goose*. It is a nursery rhyme game that is definitely aimed at younger children. The kids have to help Mother Goose put the nursery rhymes back in order. The game has been especially designed so youngsters can play it on their own without any help. It worked great on the IBM PC, but it's a risky launch for a console.

CONFUSED MUM?



Sega-CD September (USA)

Mega Drive July (USA)

WHAM BAM GRANDSLAM

Hot on the heels of *Wimbledon Tennis* on the Master System comes news that a Mega Drive tennis game is set to smash its way onto centre court.



Grandslam Tennis 93 comes from Renovation, who were also responsible for *Earnest Evans*, *Crack Down* and *Insector X*. Despite the *93* suffix, it should be out by August.



It is Renovation's first sports title and features 32 different players, eight of which you can customise to your own desires. Singles and doubles, exhibition matches or complete tournaments, or the whole tournament circuit can be played out.



SUDDEN IMPACT

American football once again becomes the subject of the latest sports game on the Mega Drive. We've already had the two from both John Madden and Joe Montana but this time we're promised a high impact game. *Super High Impact* to be more precise.

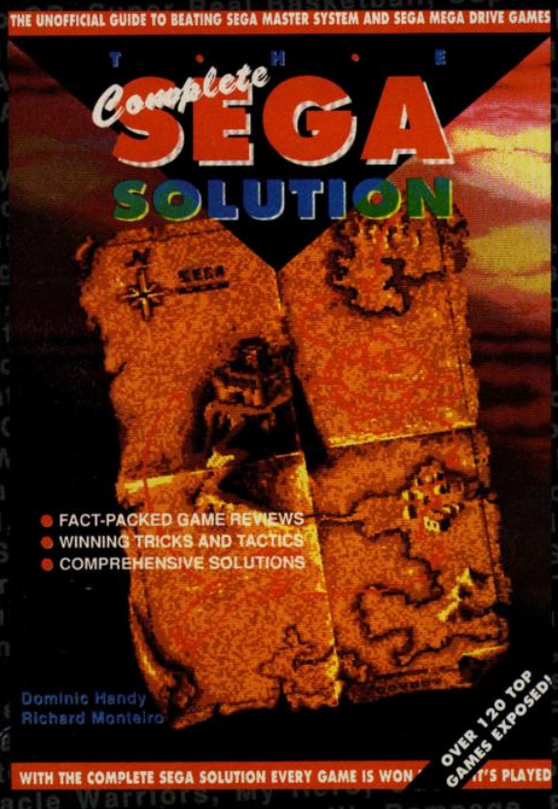


The arcade game was outstanding, and there's no reason why it shouldn't be so on the Mega Drive. It features digitised sound and graphics and should carry all the bone-crunching action of the arcade machine across perfectly.

Arena Entertainment are handling the development of the game in the US where it is due to come out in September. In the UK, it is almost certainly going to emerge under the Flying Edge banner, but no date has been announced for its launch.

Mega Drive September (USA)

WINNERS DON'T USE DRUGS...



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pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE
All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

PROTALKERS
No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, 7a Wicker Hill, The Parade, Trowbridge, Wiltshire BA14 8JS.*

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MEGA DRIVE

It began three years ago. Travelling through the jungles of Cancun, Central America, Dr Mueller, researching for the Journal of Paranormal Phenomena, stumbled across an ancient Mayan temple. Inside the temple, on the altar, sat a mask. Carved from bone, it represented one of the ancients gods! Evidence pointed to the grim fact that it was once known as the terror head!

Since your first journey into the world of living nightmares, you've never really felt comfortable in the dead of night. Jennifer's screams still haunt your waking moments, followed by the dread whisperings of the mask!

"Rick, remember the power...

"Jennifer's waiting, Rick, and only we can save her!

"The house, Rick... you know we're going back, don't you?"

You remember the last time you locked the skeletal straps around your head, the animal urge to kill, the insatiable appetite for death. The feel of a cold weapon in your hands, wet with blood!

The house calls...

Wow! This game ought to carry an X certificate! It's the most death-filled gore-fest since the Evil Dead, a film subsequently banned for its disturbing special effects.

Splatterhouse 2 is the follow-up to the hugely popular PC Engine game *Splatterhouse*, which unfortunately never reached the popular formats. It borrows heavily from just about all of the modern classic horror movies, and includes sequences identifiable from The Exorcist, both Evil Dead films, both Fly films, The Thing, Friday the 13th (don't ask me which one!), Dawn of the Dead (the lift scene), Hellraiser, Leviathan, and many, many more!

The graphics in *Splatterhouse* are first-rate. The intro sequence could have been digitised straight from one of the above films. It shows Jennifer's abduction, your subsequent mental collapse into primal fury, and the source of your terror, the House!

Backdrops are multi-layered paral-



Bone him, Rick! This weapon is second favourite. Tops is Mr Chainsaw. Vrrrmmmm, vrrrmmmm!



PROTIP **The shotgun can be found in the room of the house that has the puking stags' heads on the walls. Keep your eyes peeled, or you could walk straight past it!**



lax. Outside, malevolent trees overshadow the gore-lined country roads, while inside, the wreckage of past struggles tells an all-too familiar story. Rick himself is superbly designed as a muscle-bound mutie. His huge frame is covered by a pair of totally un-chic dungarees, and his skinned head wears the mask of terror. He moves with a singular purpose, fists balled, his heavy tread warning the cretinous beasts that assail him of their impending discorporation.

The beasts come in three forms. The first is a shambling, drooling blood-red zombie that you can almost smell, so rotten is his car-



SPLAT!

Count Dracula actually did exist. His real name was Vlad Dracul.







cass. Second on the living dead list are the screaming mimis. These guys just never shut up, their mouldering green cadavers bouncing around the screen as they wail their lamenting death-song. Finally come the ghouls. These gutless fiends live in the sewers, and are close friends of the zombies. You can rip off parts of their bodies and use them as makeshift weapons against them (how kind!).

Aside from these beauties, and the minor grubbers hangin' around, each level has its very own guardian. These are the most gruesome, spine-chilling demons you'll ever come across! The designers have really gone overboard on these monstrosities. They shiver, slime and ooze their way towards Rick, bombarding you with foul secretions, and on dying, usually explode in a flood of noxious ooze. Pass me the sick bag, someone!

Pick any proficient horror flick and you have the music for *Splatterhouse.* The Addams Family have got nothing on these guys for spookalicious tunes. It sounds as if the Phantom of the Opera has been let loose on a Yamaha synth, and decided that tonight he's rockin'! There are plenty of them too, several for each level in fact, and these and the prolific scatological sound effects enhance the game plenty. Screams, gasps and inhumane screeches litter the game, and are totally over the top, but the insane giggling of the mask will really get your hackles rising!

To aid your pseudo-valiant quest, there are several weapons scattered about the house, including a lead



Rick, you stink! Time for a dip in this pond! Watch out for the mutant zombie piranhas, though!



This bug-eyed apparition is the level two guardian. Check out his eyes when you've wasted him! What a scream!







ERHOUSE 2

Bram Stoke wrote the first fictional story about him, simply titled Dracula.

SPLATTERHOUSE 2





These animated acid pools form themselves into haunting hunchbacks! A quick punch returns them to their original form.



The level one guardian splits open in an explosion of toxic waste. Yeuch!

pipe (ideal for those hard-to-shift zombies!), a dinosaur bone (with which you can club those distasteful apparitions into oblivion!), potassium bombs (exploding into balls of fire), a shotgun and eight shells (just right for *those* dinner parties!), and my favourite and yours, the trusty chain-saw (never leave home without one!). All of these are well-animated and have the desired effect of decapitating, dismembering, and otherwise destroying your misguided foes.

Timing is of the essence if you're to progress at all. The freaky monsters from Hell all seem to attack at just the wrong moment, but are fairly easy to destroy considering their lack of sensory perception. In fact, most of them crumble at the slightest touch. The mimis, however, take a few shots before curling up, and their extending arms are lethal!

Above all, *Splatterhouse* is the first in a new style of X-rated software. Without breaking the bounds of decency (although bending them considerably), it conveys all of the nail-biting fear and loathing that's been lacking in the games market so far!

In my opinion, the do-gooders that would censor this and have us all playing *New Zealand Story* need a permanent vacation at Bates Motel, with meals supplied by the crew of the Texas Chainsaw Massacre. That'd soon shut 'em up!

● **James "snuff's enough" Scullion**



FAMILIAR CUTS

How many video nasties did you spot in *Splatterhouse 2*? Here at SegaPro we found a few ourselves, and here's the pick of the bunch.



Friday the 13th
Starring the lovely Jason Vorhees.
The infamous mask-wearer is back, but this time he's almost a hero. (Almost!)

The Fly 2
"You're getting worse!" "No, I'm getting better!"
A deliciously-slimy flick in which the offspring of a man/fly hybrid pukes on people, then digests them!

The Thing
Starring the ever-youthful Kurt Russell.
With mutated dogs, deformed humans, alien craft, and sentient blood, The Thing was just a bit scary!

The Evil Dead
"We're gonna get you, we're gonna get you!"
This charming ditty, along with "join us!" and "dead by dawn!" were sung by the zombified cast of The Evil Dead.

Dawn of the Dead
Directed by the infamous George Romero!
You'd better hope those bikers turn up, because they're a lot less mean than these flesh-eaters!

Hellraiser
Featuring everyone's favourite cenobite ,the Pinhead!
Wasn't Uncle Frank a naughty man to play with the nasty Rubik Cube? Serves him right, doesn't it!

Poltergeist
"They're here!" were Carol-Anne's fateful words!
The TV people were really corpses whose burial ground was disturbed by real estate men. Unlucky!

PROFILE

SPLATTERHOUSE 2 ● NAMCO ● £39.95 ● IMPORT

CART SIZE	8Mbit
PLAYERS	1
STAGES	8
SKILL LEVELS	3
FEATURES	password

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GRAPHICS	91
▲ The most tasteless effects yet! ▲ Totally splat-worthy, dudes!	
SOUND	87
▲ Lurch is kickin' it in the house! ▲ Screamin', wailin', moanin', groanin'.	
GAMEPLAY	83
▲ Packed with monster-splatting fun! ▼ Slightly repetitive after a while.	
CHALLENGE	88
▲ My name is Legion, for we are many! ▲ Guardians take plenty of shots, and are well.	

The most fun you can have with a chainsaw without getting arrested!

PROSCORE 86

Castle Drakula still exists today in Transylvania.

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MASTER SYSTEM

Wimbledon

Ahh, Wimbledon. Halcyon days in the searing summer sun, eating strawberries and cream and sipping Champagne, while the World's top tennis players sweat their hearts out on those famous grass courts in an attempt to win the most coveted trophy on the circuit.

Okay, so most people don't actually get the chance to sip on Champers and pick at strawberries, in fact the nearest most of us get to Wimbledon is sitting in the back garden, sucking a shandy ice-pop and eating crisps, whilst watching play on a portable TV.

Oh well, Sega's latest Master System game promises to make your front room centre court and your best friend a ball boy (to get the refreshments!). Complete with TV advertising, *Wimbledon* promises to oust the inimitable (we thought) *Match Point* from its number one ranking.

Wimbledon, the game, has been endorsed by the All England Lawn Tennis and Croquet Club, and considering the prestige involved here, we wouldn't expect them to put their name to just any old turkey. The front end of this piece of sporting software is indeed professional, with delightfully designed statics of the Wimbledon logo fronting a colourful shot of the centre court.

These fade out to reveal the option screen from which you are presented with two modes of play: free match or tour. A choice of 16 players await you, none of whom figure in the real Wimbledon tournament, each with varying statistical play levels. There are several modes of play, including two humans teamed against the computer, player one versus player two, each with a computer player, or a doubles match involving one human player teamed with the com-



Right chaps, time for a quick barley water while we peruse that spiffing scoreboard, okay, yah?





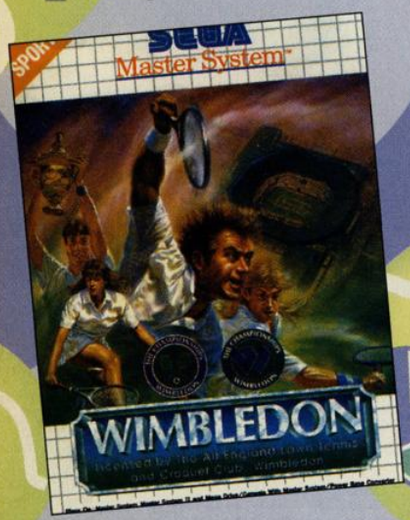


PROTALK

Simple graphics are used for the court, but the actual players move very smoothly. Sound is appalling, with weedy tunes and irritating effects. There are loads of different players, though, and only really experienced players will find it easy. Sadly, there's not enough variety in the gameplay to make this last for too long.



Name: Paul Turner
From: Trowbridge
Age: 14
Machine: Mega Drive
Fave game: *EA Hockey*



Sega may be the official suppliers of *Wimbledon*, but our copy was backhanded to us by Jason "The Lob" Henton of TV Games, 11 Castle Parade, Ewell By-pass, Ewell, Surrey, KT17 2PR. Tel: (081) 7867816.





Little known fact: Wimbledon is not real tennis...

PROFILE

WIMBLEDON ● SEGA ● £34.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	2
STAGES	4
SKILL LEVELS	1
FEATURES	teamplay, vs, password

SUPPLIER
Sega UK
16 Portland Road
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SEE YOU ON COURT

There are three main types of court to have a game of tennis on; lawn, hard, and clay. Here's a quick run-down on which to choose, and why!

TOUR MODE



Playing on lawn reduces the speed of the ball, creating the more sedate kind of tennis, perfectly suited to, say, a laid-back guy like Dom.



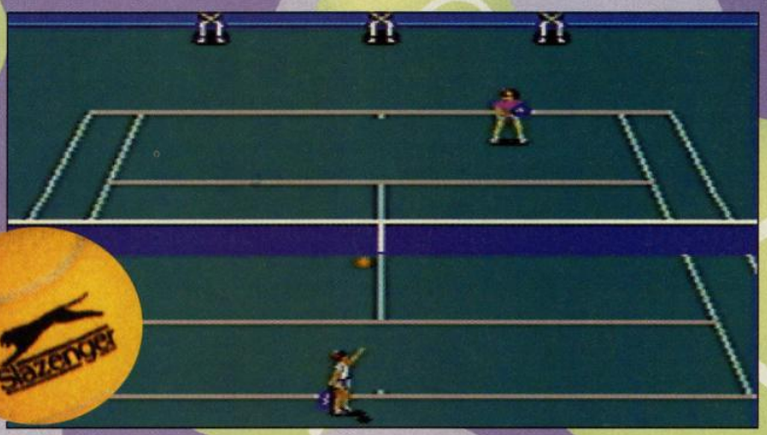
The hard court provides a game for players with quick reactions. That's why you'll never see Dave "sharp as a button!" Perry competing on one!



Now clay really brings out the artist in Les, but all he wants to do with it is model it into a bust of Elvira (as opposed to Elvira's bust!).

PROTIP If you're having trouble with the speed of *Wimbledon*, then try playing on the lawn courts. They're slightly slower – but not much!





puter versus two CPU players. Of course singles matches are catered for too!

The carefully designed courts come in three styles: hard (concrete), clay and lawn. These are dutifully coloured in the necessary hues, and the ball bounces in accordance with the particular texture you're playing on.

Player animation on the vertically-viewed court is superb. The sprites having a full range of tennis moves to perform, including smashes, lobs and slices. They also throw a variety of tantrums on losing points, games, etc, such as kicking the floor, crying and even rolling around the court in the dying fly position. The audience are also alive, waving and clapping at the advent of a good shot. Between games come the stats, and with them a still screen shot of both competitors enjoying a glass of Robinson's Barley Water, then it's back to the action.



Make sure you pick a sound partner for a spot of doubles, or you'll soon be falling out!

The in-game music is unfortunately obligatory, but easily ignored, or alternatively, you could turn it down. However, then you'd miss out on the sound effects too, and they're not half bad, although few in number! Digitised sound of tennis balls being thwacked accompany all the shots in your repertoire, as does their bounce on the court, but sadly that's about it.

Of humungous interest to all you sporting Master System owners is the sheer pace of the game. The guys over on CONSOLE XS have all been playing a SNES tennis game, and though you may find it hard to believe, in this case the MS has superior graphics as well as faster processing speed (I kid you not!). The sprites fairly fly around the court, slamming the ball cross-court with phenomenal velocity! The screen scrolls to keep up with the action, and does so admirably. The coding gone into this game is so tight, it's waterproof! Of course, initially it seems too fast to play, but after a few games, things fall into place and blistering rallies are the order of the day. *Wimbledon* is seasonal 8-bit fun at its sporting best!

● **James "chalk dust!" Scullion**



TENNIS GEAR

Eye strain aplenty awaits the Game Gear tennis aficionado that attempts to play *Wimbledon* through the Master Gear converter. The sprites are just too small to allow any real playability, while the ball is barely visible to the naked eye! Still, if you've a MagniGear, and you're a dedicated fan, it could still be worth a look!



GRAPHICS ▲ Highly-animated player sprites. ▲ Excellent intro and mid-game statics.	84
SOUND ▲ The two effects are very realistic. ▼ Pump down the volume!	65
GAMEPLAY ▲ Totally fast 'n' furious, dudes! ▲ All it needs is Dan Maskell commentating!	89
CHALLENGE ▲ Very tough, even at the lower levels. ▲ Quality tennis throughout!	94

Tight coding and subsequent speed gains have produced an "ace" game.

PROSCORE 88

TOP SEEDS

Hello, folks, Mr Smith here, welcoming you to Gardener's Question Time. And first a letter from "concerned" of Bristol. Oh, my mistake, wrong kind of seeds. These guys are supposed to be the top rankers, but check the stats, some are lame, man, *real* lame!



Real tennis is a cross between squash and lawn tennis.



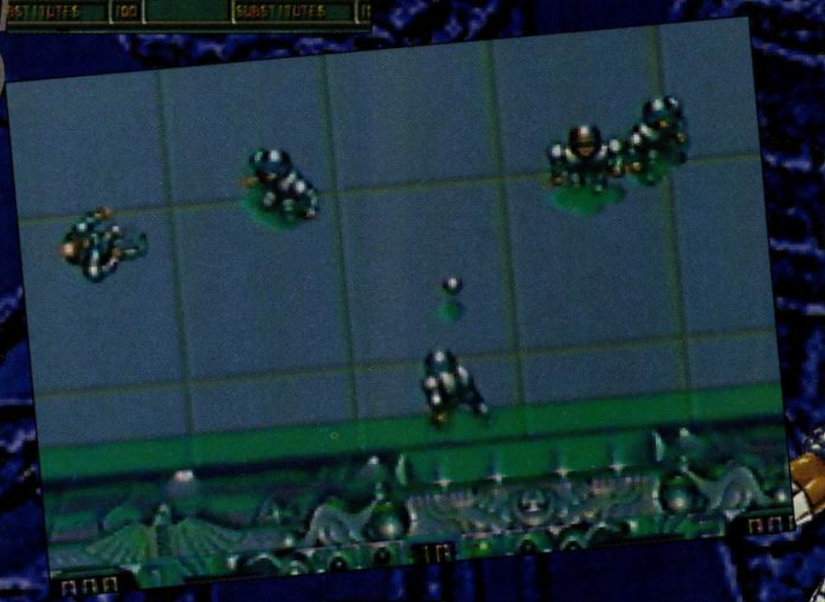


Welcome to the Dave Perry workout Video. Ok, let's warm up. Knees bend, arms stretch, etc.





pro Yo!



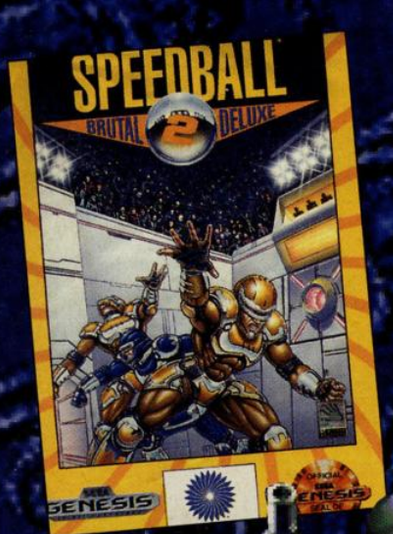


"Get ready!" shouts the ref, and they're off! Brutal Deluxe vs Renegades promises to be vicious!

MEGA DRIVE

"Okay, boys, now listen up! This is gonna be a tough one. As you know we're going up against the league champions Super Nashwan. And as you also know, they've put 23 men into intensive care this season already, four of whom would be unable to breathe if they weren't plugged in!

"We've trained hard, you've all got new body armour, and the steroids seem to be working well too! But this match is crucial, because if we lose, we're outta the league – and if that happens, we're also out of a job! Now get out there and hurt them, and I mean HURT them! Dominate, intimidate, destroy! You can do it! Go kick some ass and break some necks! Remember, we're Brutal Deluxe!"





hat joy! To be given one of your all-time favourite pieces of software to review! I've been following the fortunes of the world's most-maligned Speedball team ever since they first appeared on the home computer market, and after last month's Master System review, I'm now supremely happy to inform you all that they'll soon be making a completely official appearance on the Mega Drive (we reviewed the import version in SEGAPRO#3).

This translation is every byte as good as the original computer versions. In fact, were they placed side-by-side, I'd be hard pushed to tell you the difference between them, that's how faithful the conversion has been!

Our story begins in the year 2095. The unregulated sport of Speedball is forced underground, due to corruption and excessive violence. To combat this problem, *Speedball 2* is born! A newer, more accessible game with family interest, it captures the interest of a nation! Five years on, and a new team bursts in on the scene. A bunch of no-hopers, it's up to you, as player-manager to take Brutal Deluxe to the top!

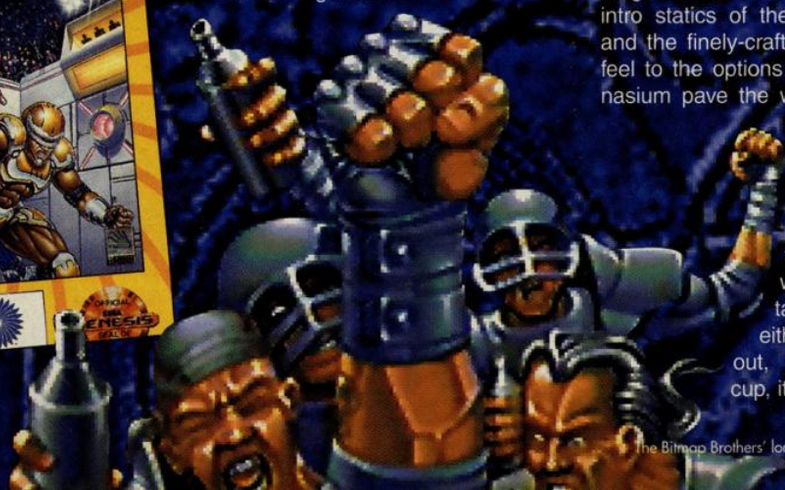
Without a doubt, this is one of the most visually superb games ever to reach the Mega Drive. The stunning intro statics of the coliseum, and the finely-crafted metallic feel to the options screen and gymnasium pave the way for the glories to come!



After selecting which type of match you wish to partake in, either knock-out, league or cup, it's off to the gym to enhance the players' physical and mental abilities. Individual players can be worked on, or, alternatively, you can boost certain sections of the team, or the whole team. You also choose which attributes to magnify, from pure aggression to speed or intelligence.

The player sprites are large, highly detailed and superbly animated! They have a full range of moves including bone-jarring sliding tackles, jaw-dislocating punches, and the ability to launch themselves into the air in a huge leap for aerial balls. Scattered around the techno-drome play area are bonuses to be picked up. These come in three varieties: cash tokens for more armour in the next round, on-court strength boosters, and play inhibitors which impair your opponent's play.

Speedball 2 is packed with other features the original lacked, including score multipliers, bonus panels which may be struck for even more points, warp tubes that transport the

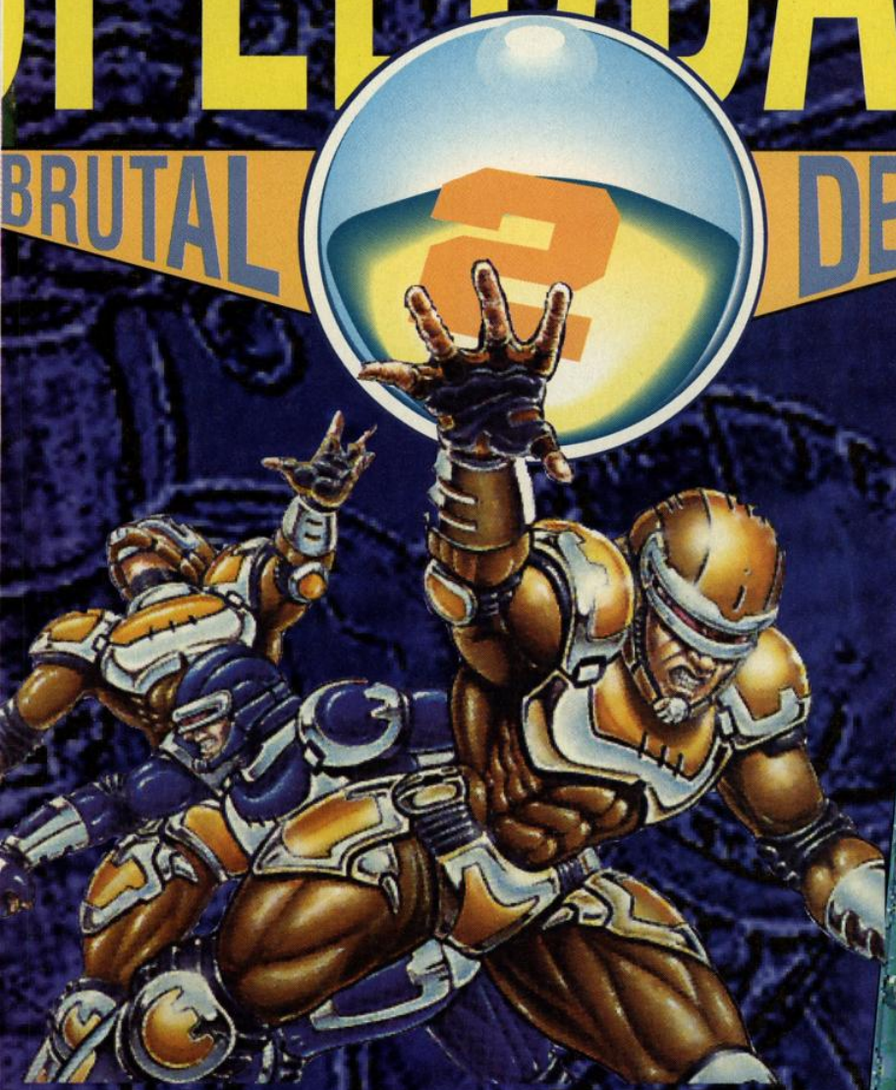


The Bitmap Brothers' long lost relatives...

AVAILABLE IN UK

SPEEDBALL 2

BRUTAL DELUXE





Speedball 2's play area is pretty damn huge, but you won't notice this while you're playing, because the action is non-stop, fast 'n' furious!

PROTIP As with the MS version, the multiplier is the focus of attention. Boost it up before you do anything, then amaze your mates by hammering them by phenomenal margins! Light both indicators and all points scored will be doubled in value!

ball across to the far side of the field of play, and your favourite and mine, the electroball. Whoever charges this up is assured of a goal, as the rival team is unable to touch the ball, let alone stop it, until the charge is dissipated!

The sonics are authentic too. The cyber-tune thumping from the speakers is most definitely the original, with nary a change to it! Sound effects are abundant, and include sampled speech. The ref's "get ready!", "replay!", and the roar of the crowd are praiseworthy, and add plenty to the illusion. The tendon-ripping tackles also have a fine "crunch!" sound tacked onto them, and the bonuses all have the obligatory bells and whistles! The only noise I found missing from this version was the cry of "ice cream, ice cream!" as a player is fatally wounded! But then again, if you've never had it, you'll never miss it!

Gameplay is fast and glossy, and observes the closest-man-to-the-ball control method. Collision detection is impeccable, and the flow of the game is only marred by the half-time hooter. In the SEGAPRO offices, *Speedball 2* is widely recognised (on any format) as a timeless classic, which will undoubtedly remain playable at least until the year 2095! The Mega Drive version enforces this thinking.

● James "Bitmap" Scullion

MASTERLY MUCK-UP

Due to a completely confusing state of affairs (which we haven't worked out ourselves yet!), we were under the impression that the Master System *Speedball 2* given to us by Virgin for SEGAPRO#9 was for review purposes.

However, it now transpires that the Master System version will not be out till MARCH 1993, so obviously Virgin didn't want it reviewed this early. Unbelievably, this excellent version hasn't even past Sega approval yet. Our apologies to Virgin if we have in any way pre-empted interest in the Master System version, but we did review it in good faith.

So, there you have it: an excellent game that's completely finished yet won't be on sale till next year! Oh the travesty!

PROFILE

SPEEDBALL 2 ● VIRGIN ● £TBA ● OUT SEPT

CART SIZE	4Mbit
PLAYERS	2
STAGES	16
SKILL LEVELS	1
FEATURES	versus

SUPPLIER
Virgin Games
338a Ladbroke Grove
London
W10 5AH
✆(081) 9602255

GRAPHICS 92
▲ Crystal-clear and high-definition!
▲ Super-smooth scrolling.

SOUND 91
▲ Flawless rendition of the *Speedball* theme tune!
▲ Expertly finished sound effects.

GAMEPLAY 94
▲ Bonuses keep interest high.
▲ Brilliant one- AND two-player games.

CHALLENGE 92
▲ The more you play, the harder it gets!
▲ Once again, Super Nashwan are THE team to...

Accept no substitute: *Speedball 2* is THE futuristic sports simulation.

PROSCORE 92

AVAILABLE IN UK

GAME GEAR

Popils is the name of a very naughty sorcerer. Just for fun, he's kidnapped the beautiful Princess Bubbles and trapped her inside a high-rise maze filled with all sorts of nasty blocks. "Why a maze filled with all sorts of nasty blocks?" I hear you ask. Well, he's a bit of a mind-game merchant, you see, and loves to see people struggling over mental problems.

You, as Prince Valiant, must punch, kick and head-butt your way through the maze without disturbing the wrong blocks, or it's goodbye girlfriend!

Just to prove how nasty Popils is, there are 100 levels to battle your brain through before you can get down and talk marriage and kids with the missus.





The quickest reactions are needed to master *Popils*.

MAGICAL PUZZLE POPILS

It may look cute and cuddly but *Popils* is probably the most fiendishly inventive torture device since Erno Rubik unleashed his maddening cube upon us! More terrifying than the Iron Lady, more insanity-inducing than Chinese water torture, *Popils* will have any sane person tearing their hair out after just a few levels of play.

Addictive just isn't the word for this extraordinary Game Gear puzzler. On trying to think of a similarly nightmarish piece of software, the only one I could come up with was *Gem-X* on the Amiga, and that was nowhere near as tough. This is the most unforgiving game I've come across on the Game Gear. One wrong move and one life lost, although in fairness you've unlimited continues, so for the less mentally-adept (ie, me!), a trial-and-error method is guaranteed some degree of success.

PROTIP Press button 1 before each level begins for secret hints on how to tackle the impending onslaught.





Graphically, *Popils* looks as if it could have been designed by a four-year-old. This is not to say it's amateurish at all, but rather is a purposeful and successful ploy to accentuate the cute feel. Primary colours abound, with cotton-wool clouds in a pastel blue sky fronted by green puff-ball shrubberies. The two main sprites (yourself and the Princess) are both tiny red-heads, with plenty of animation crafted into their minuscule bodies. Your babe yells "Help!" every so often, and in reply your head, arms and legs flash out in attempts to get to her!

Unfortunately, the evil Popils has also left some of his pets in the maze. These are lethal to the touch and include green slime-balls and blue vampire bats, who wobble and flap their respective ways around in search of prey!

The sound emanating from the Game Gear's speaker is straight out of Play School too! A jaunty little fairytale-style tune bops its way throughout the levels, and seems well-designed for the game. Sound effects are limited to the block explosion noise and the fatal hit noise, but they're really all that's needed and do the job well.

Popils is a massively playable game, and gameplay is flexible enough to allow for small margins of error. Hanging over precarious edges and attempting to catch the falling girlie is a job for the brave of heart only, but a distinctly rewarding one!

On the surface, *Popils* may seem to be a rather lightweight affair, but digging deeper it reveals itself to be a puzzler of great depth and originality (it even has a level editor/designer built in!). Considering it's Domark's first venture into the Game Gear market, I can only urge them to keep up the good work! Pop this in your GG now!

● **James "dueless" Scullion**



Popils: the best ever Game Gear puzzler?

PROFILE

POPILS ● DOMARK ● £TBA ● OUT SEPT

CART SIZE	1Mbit
PLAYERS	1
STAGES	100
SKILL LEVELS	5
FEATURES	battery

SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney, London
SW15 1PR
✆(081) 7802222

GRAPHICS 84
▲ Sickly cute but oh-so-lovable.
▲ Well-designed for minimal eye-strain.

SOUND 79
▲ Paint the whole world with a rainbow!
▼ Minimal FX, more would've been appreciated.

GAMEPLAY 90
▲ Spot-on collision detection.
▲ Very userfriendly and encouraging.

CHALLENGE 94
▲ Easy to pick up but fiendishly addictive.
▲ Later levels not so easy (under statement!).

Late nights aplenty with the maddening *Popils* – THE puzzler for the GG!

PROSCORE 89

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MEGA DRIVE

Ferrari have had some of today's greatest drivers in their team, Nigel Mansell and Alain Prost among them, but have still failed to win the world championship in recent years. Even so, just the name Ferrari conjures up the sights and sounds of formula one. The crowds still roar at the sight of a Ferrari car, and there's no doubt that in its sparkling red livery, it is the epitome of a formula one racing machine.

But with Ferrari's recent bad fortune, and Williams' and McLaren's total dominance of the sport, Flying Edge's licence of the Italian team is something of a surprise. Also of immense shock is the fact that *Ferrari Grand Prix Challenge* isn't actually a new game; it's a repackaged version of a Japanese racer that came out a few months ago. Flying Edge are just full of surprises...

As a mildly interested armchair fan of formula one racing, ever since I heard Flying Edge were to tackle a Ferrari-licensed game I was expecting something to rival the great *Super Monaco GP*.

Picking the Japanese developers Varie to program the game as first sight seems a shrewd move – after all, they were the same people who created *F-1 Grand Prix* (SEGAPRO#4, 90%). To put the Ferrari licence to this game wouldn't have been a disaster; a cop out perhaps, but not a disaster. But Flying Edge seem to have had some bad luck in inheriting Varie's next game, *F-1 Hero*, to slap the licence on. Admittedly, it is innovative – being the first Mega Drive game to have split-screen racing – but it fails to convey the racing feel of *F-1 GP*.

That's not to say no time has gone into this game, just one look at the comprehensive options proves that. From the main menu, you get to enter a grand prix for real, have a free practice on a track of your choice, or go head-to-head against a human opponent (without any other cars on the track).

Everything is presented in a very slick fashion, with seemingly digitised pictures showing a range of events from the start of the race on the title screen, to a car being hoisted up on a crane if you retire from a race. All these bits look great, it's just a pity the actual in-game graphics don't reach the same standard.



Two-player mode is the most fun you can have with this Ferrari. Here we see Les coming up to lap James for the second time on the easiest track of the lot! Haw, haw! Tough luck, Scullion!





The racing screen is split into two with the top half either showing your opponent in a versus match or your racing stats and a track map if in grand prix mode. Along with your stats, you also get a picture of your car, with bits of it turning different colours to indicate damage.

With only half the screen taken up for racing, you'd expect it to be packed with detail and objects, but this is not the case. The cars are adequately designed but don't have the sleek lines you would expect from an F-1 car. The movement on

Ferrari Grand Prix Challenge



Retired Japanese driver Satoru Nakajima endorsed *F-1 Hero* for Varie.

PROFILE

FERRARI GP CHALLENGE ● FLYING EDGE ● £39.99 ● OUT SEPT

CART SIZE	4Mbit	SUPPLIER
PLAYERS	2	Flying Edge
STAGES	20 tracks	4 Walcote Place
SKILL LEVELS	4	Winchester
FEATURES	versus, password	Hants
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PROTIP To achieve maximum success, you will need to set up your car to suit the conditions. Read the weather icons, note the type of corners on the track and set the tyres and suspension to give the optimum performance. Make sure you have a good set of brakes, too, because you WILL need to use them on the corners.

the track is abysmal; the cars are very jerky and tend to vanish when they get in front of you. Track detail is limited to a couple of colours when it rains and some simple signposts. The horizon scrolls from left to right but never gets any closer, although it does vary from track to track.

The music that greets you when you start up is a groovy little foot tapper, and serves its purpose well, getting your adrenalin pumping faster as the race gets nearer.

Sadly, when the music fades out and the racing starts, you are treated to some of the worst sound effects around. On the start grid, the engine gives quite a throaty roar but when you put your foot to the floor, it changes to an annoying high pitched whine that soon starts your teeth rattling. You don't even get a satisfying explosion when you crash, you just hear a little ping and lose all speed.

There are 16 grand prix circuits to race over, plus four extra ones to test your overall driving skill. But after a few games they will probably all start looking the same. As there's no scenery, every corner looks the same at 300kph.

The range of cars available to you means that if you choose the right one, you'll always get a challenging race. Computer opponents are generally tough, but as you can often drive straight through them with no detriment to your car, they can easily be overtaken.

The novelty of accruing damage is quite a neat idea, but it's very easy to have a clear lap. And even if you do choose the wrong tyres, a visit to the pits isn't exactly awe-inspiring. Finding the pits is just a case of stopping on the side of the road, and when you do, there isn't a pit crew in sight.

This game's major flaw is lack of atmosphere. Pretty title graphics and jingly music can only do so much. When you enter the racing, there's nothing around – the pit crew have had the day off and scenery is unheard of. Speed is usually given as the reason for this, but you don't even get any impression of this. Only the scrolling white lines down the centre of the road indicate you're moving, with 20kph feeling pretty much like 200kph. Overall, this suffers similar faults to *Super Monaco GP 2* on the Master System (reviewed on page 46), but with games like the original *SMGP* and *F-1 GP* around, there's no excuse for this on the Mega Drive.

● **Les "Enzo" Ellis**



Now this track's is a bit of a challenge! James is ripping up the tarmac, leaving Les eating exhaust fumes. Way to go, Scully! Sadly he had to pull out early due to engine trouble. Hiss, boo, hiss!



The pits! Choose your car, then uprate everything in sight! Shocks, engine performance, brakes, tyres and spoilers can all be tweaked to the max. Then it's time to hit the turbos and go, go, go!



Here's where you get to choose what your player looks like. Unfortunately, they've all got footballer haircuts, just like Damian!

THE RED DEVILS

Flying Edge's *Ferrari Grand Prix Challenge* is the same as Varie's *F-1 Hero* but how did this come about?

Way back, UK NES developer System 3 secured a licence from Ferrari in Italy and programmed a game for Nintendo. However, System 3 didn't have a Sega publishing licence at the time, so they sold the Sega rights onto Flying Edge in the States.



Next, Flying Edge's US office obtained the rights from Varie to publish *F-1 Hero* outside of Japan. To save time and money, Flying Edge put the two together and simply renamed *F-1 Hero* to *Ferrari Grand Prix Challenge*.

All this was unknown to Flying Edge's UK marketing people, so when we rang them up and told them of the similarity they were, as you can imagine, mightily surprised.

However, due to the fact that *F-1 Hero* hasn't been widely available in the UK for too long (as it only came in on import in June), Flying Edge reckon it shouldn't damage the sales of *Ferrari* when it's released officially in September.



GRAPHICS	▲ Plenty of stills to break up the monotony. ▼ Jerky movement and little detail on sprites.	69
SOUND	▲ Get down and boogie to that title music. ▼ Terrible effects grind away at your patience.	56
GAMEPLAY	▲ Two-player mode makes for some mean races. ▼ No feeling of speed means is gets very boring.	70
CHALLENGE	▲ Tough opposition and loads of circuits. ▼ Appalling collision detection means an unfair	73

It may be new, but it's the worst Mega Drive racing game for a while.

PROSCORE 68

GAME GEAR

PAPERBOY

Sexy or sexist? Who knows, but *Paperboy* was one of the arcade smash hits of the Eighties. With so many of Thatcher's children out in the cold each morning, able to identify with the main character, it couldn't really fail.

For those folks who have been too busy doing their paper rounds to notice Atari Games' *Paperboy* buzzing away in the arcades (or those who missed Elite's classic computer versions), here's a quick resumé of the storyline.

Paperboy must survive a week's deliveries without coming a cropper too many times, and without losing all his customers. But don't stop and talk to strangers, especially if they offer you sweets or puppies, because this place is full of weirdos!



Having been converted to almost every format possible since its explosive birth almost ten years ago, it's about time that *Paperboy* hit the Game Gear. And, unlike some other conversions, not one sprite has been missed out. Looking back to the review of the Mega Drive version in SEGAPRO#4, the graphical similarity is uncanny, although a criticism of the 16-bit attempt was the almost Master System graphics. Still, it received a score of 80%, the gameplay and challenge scooping the high marks in favour of sound and graphics.

The graphics on the Gear are surprisingly good. Once past the intro static of our eponymous hero, the intricate detail level of the houses is really something to behold! The gardens have herbaceous borders that even Percy "Gardener's Choice" Thrower (sadly now departed!) would have been proud of. Actually, the whole street is a suburban antagonists, including chasing dogs, break-dancers, go-kart kids, big greasy bikers, and on the later levels, grim reapers and vampires. Collision detection is pixel-perfect as the boy weaves his way through these animated hazards.



PROTIP Every time you cross the road, always use the Green Cross Code!

The only real grumble I have is the ease of the game. Although it won't stop you coming back for more, the levels still aren't difficult enough, even on Hard Way! Then again, who cares, because *Paperboy* remains an original idea that's still plenty playable a decade later.

● **James "Sunday Times" Scullion**





dream; everything is set out so neatly and tidily, it seems that, for littering, even the death penalty would be too lenient!

The tune is particularly annoying, and if it wasn't for the option to silence it, my Gear could possibly have been in several pieces by now. It's a desperate attempt at something funky, but fails dismally, resembling a choir of ducks having their tails pulled in time to the beat. Sound effects fare rather better, although once again there just aren't enough of them. The window smash doubles up as your wipe-out noise, and another strange sound signifies that your paper projectiles have successfully reached their target, but really that's about it!

Paperboy is totally suited to the Gear, and this could possibly be the most playable version yet! A burst of speed sees the lad pedalling furiously to avoid a huge variety of classic

GRAPHICS	▲ Intricately detailed and well mapped-out. ▲ Faithful to the original in every respect!	85
SOUND	▼ Infuriating in-game tune. ▼ Different actions have same sound effect.	38
GAMEPLAY	▲ As amazingly playable as the original. ▲ Relax on the BMX course at the end of the day!	83
CHALLENGE	▲ Learn your route on Easy Street. ▼ Hard Way just ain't!	77

A bit old to be still delivering, but there's plenty of life left in him yet!

PROSCORE 79

PROFILE

PAPERBOY ● DOMARK ● £TBA ● OUT SEPT

CART SIZE	1Mbit
PLAYERS	1
STAGES	7
SKILL LEVELS	3
FEATURES	n\a

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Join the Cadash bash, same old story but new characters. Yet another beautiful princess has been kidnapped by yet another evil wizard and yet another loving father has put up a reward for yet another brave hero to rescue her.

The players in this blood-fest are Salassa, who plays the innocent princess taken in by the charms of the evil Balrog. Her father Dirzar has hired you, ace sword- and staff-swinger extraordinaire.

To encourage her rapid rescue, King Dirzar has put up a bounty for each demon you destroy. This is just as well for you'll need a bit of money to purchase extra weapons and armour along the way. You should also heed the advice of the many people you will meet along the way.

So say your farewells and prepare for the pits of demons you are about to enter.

The programmers of *Cadash* certainly love their full screen effects. It's the first thing that strikes you; the screen shimmering, shaking and then disintegrating to nothing as you enter the character selection screen. Both of your pixelated representatives are large, colourful and beautifully shaded. The fighter is a man of immense physique who wields a large sword but cannot handle any magic. Or you may choose The Mage whose wisdom and magical powers can be of great use in a battle, but don't even think about giving him a sword.

The first thing you notice as you travel to the first level is that all the backgrounds are big, bold and colourful, especially in the village.



Wearing a rather neat pair of boots, the warrior hero crosses this seemingly harmless bridge. Before he knows it, the ceiling starts collapsing and spiders dangle onto screen. Luckily our hero doesn't suffer from arachniphobia but the webs will slow him down.





CADASH





Halfway through the first level you will venture inside a dark, dank cave. Here you encounter some extremely unfriendly bears who try to stop your quest right there.

AVAILABLE IN USA



I may be paranoid but I can't shake this feeling that I'm being watched.





As the warrior, a man of mighty strength and extensive sword skill, you descend the rope to avoid the skeletons who are throwing bones at you. Inset is the other character you can play, the mage. He isn't much good in combat, but casts some wicked spells.





Walking through the town you can buy weapons and medicines to take with you on your travels. The medicine restores your energy in combat. Weapons consist of many swords of various sizes.

Similarly, all the characters are a tad on the humungous side, with the exception of the dwarves of course. Large sprites means they are intricately detailed and beautifully adorned in the vast Mega Drive palette.

The size of the graphics is definitely *Cadash*'s major plus point. The intelligent use of parallax scrolling in the action levels adds a lot to the feel of the game. And although the animation is occasionally jerky, the smoothness of your progression through the levels keeps things at a fluid pace.

The sound effects are very squelchy, especially when you make contact with one of the demons. Sadly, they're limited to a few samey sounds, with the atmosphere being created mostly by the music. There are loads of tunes constantly changing to suit the environment. They range from deep, dreary tunes in the caverns to light, poppy tunes when you skip through the villages.

Unfortunately, the gameplay fails to keep up with the high aesthetic standard of *Cadash*. As is the case with most beat-'em-ups, unless they have an amazing array of brilliant moves, things can get very boring and repetitive exceedingly quickly.

The addition of interaction with some of the characters you meet is a neat idea, but most of them have very little to say. Usually when you meet someone, you spend most of your time hammering the fire button to get through the text and back onto the action.

Ultimately, you'll find yourself progressing through the five levels of *Cadash* very quickly. The stages are short and just a bit of constant bashing is required to dispose of most demonic encounters. Games that mix strategy and arcade elements are always difficult to get exactly right. *Cadash* falls over by having easy arcade sections and RPG encounters that hardly tax the brain.

Exile (SEGAPRO#9, 83%) did the job much better, but that too was very easy. It just goes to prove the old saying, you can't have brains and brawn.

● Les "Shredder" Ellis

PROTIP When you confront the Black Pudding, wait until he falls down from the ceiling and hit him four times as he advances. He will go back up and drop little puddings on you. These are easy to sneak under, so get to the other side and repeat the whole process.





Kraken is one of the toughest guardians you will encounter, even though he lies at the end of level two. On his demise, you should travel right and rescue the princess. She will then take you to a pool and turn into a mermaid – that's gratitude for you.

PROFILE

CADASH ● TAITO ● £38 ● IMPORT

CART SIZE	4Mbit
PLAYERS	2
STAGES	5
SKILL LEVELS	1
FEATURES	teamplay

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GRAPHICS 84
▲ Large characters adorned in glorious colours.
▲ Backgrounds packed with detail and depth.

SOUND 73
▲ An abundance of atmospheric music.
▼ Limited sound effects for fight scenes.

GAMEPLAY 65
▲ Two-player mode adds real spice to the action.
▼ Essentially simple and monotonous.

CHALLENGE 62
▲ First level is a real toughie.
▼ But it gets easier from then on!

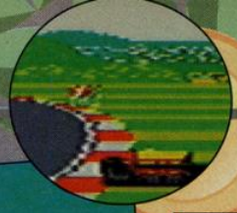
Not enough challenging content to warrant the high price.

PROSCORE 65

God backwards is dog... therefore the devil lived.

MASTER SYSTEM







The roar of the engines, the squeal of the tyres, the crunch of cars, the wail of ambulance sirens... ah, the sights and sounds formula one grand prix racing. And always – always! – at the centre of the action is the Brazilian everyone loves to hate, Ayrton Senna. But whatever his antics, you can't deny the fact that his superb driving skills have made him the current world champion, and the only man that can seriously challenge our own Nigel Mansell.

In the spirit of smart licences, kings of the exploitation, Sega, have managed to persuade the top driver to put his name to their latest sequel. The original *Super Monaco GP* was the best racing game on the Mega Drive, but failed to capture similar acclaim on the Master System. Have Sega got it right this time?





With all the hype surrounding this release – *supposedly* including all the good points from the original with all the extras it missed – I was ready to be stunned... I was sadly very disappointed. With all the money that supposedly went into its development, *SMGPII* makes you wonder where all that dosh went; it certainly isn't up there on the screen, where it should be.

Admittedly, if you look very close, you might see the differences between this and the original. For a start, you can customise your car beyond belief, with all manner of things available for you to adjust, change and improve, all depending on the track you're about to race on. In theory, this is great, but in practise nothing seems to make much difference.

Familiar race options allow you to race direct, or try to improve your grid position from last by going through the qualifying session like everyone else. This is essential if you wish to start up and grid and, therefore, be in with a chance of having a crack at Senna.

When you are actually in the starting line-up, you start to notice a few strange things. Firstly, there are no actual cars next to you. And if you try to look in your wing mirrors for any behind you, you'll encounter another fault, you haven't got any mirrors. So there you are, foot flat to the floor, waiting for your engine to pick up when all of a sudden a couple of cars flash by, and you're off.

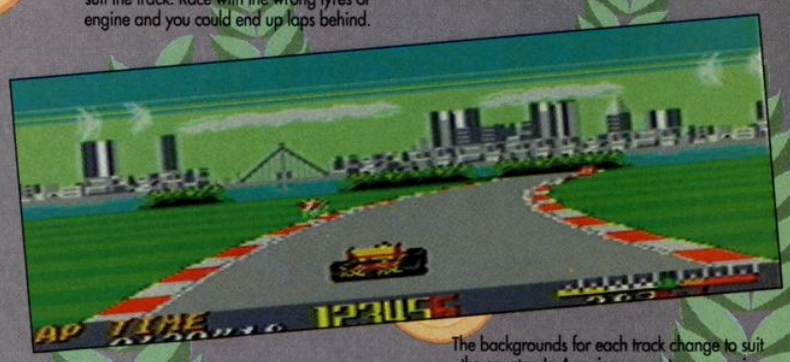
Most of the tracks are very boring. Backgrounds are kept plain, and simply scroll from side to side as you twist through the corners. The bends are, I suppose, accurate to the real-

It's unlike Ayrton to give any advice – apart from get off the track or I'll ram you off!

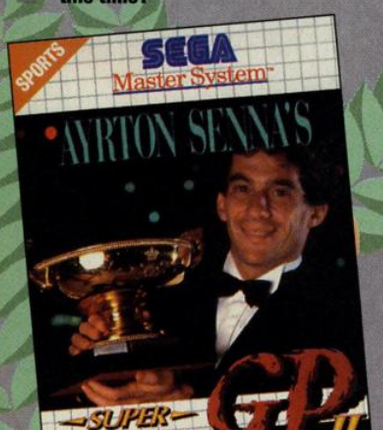


Before each race, you must adapt your car to suit the track. Race with the wrong tyres or engine and you could end up laps behind.

PROTIP Never ever brake. Just position your car in the dead centre of the track and as soon as you see a corner sign coming at you start steering. You will find that your car glides through the apex of the corner and exits the bend without any considerable loss in speed. This technique requires exact timing, but, when mastered, works every time.



The backgrounds for each track change to suit the country. In America you get a suspension bridge and skyscrapers in the distance, but no matter how fast you go, you never reach them.



If you really want to take Ayrton out for a spin, then head down to TV Games, 11 Castle Parade, Ewell By-Pass, Ewell, Surrey KT17 2PR. Tel: (081) 7867816. After all, it's what we did!





AYRTON SENNA'S SUPER Monaco

Aspiring boy racer cars: any Escort, any Marina, any Cortina.





Last place and not progressing very far either. Still, no worries, you've got five laps to go and the American track isn't very difficult – then again, which track is?



Excursions onto the grass are an essential part of racing – it works better than the brakes!

life counterparts, but with the lack of roadside objects (apart from a few road signs) no atmosphere is created.

With such simplistic background graphics, you'd have thought the programmers would have gone over the top on the actual cars – but no. The cars consist of five or six graphic blocks, and look nothing like their real-life, sleek counterparts.

Sound is just as unimpressive. The engine noise is a deep drone that constantly vibrates the table during play, only to be broken by a little whizz as you pass an opponent. The only acceptable sound comes from a decent piece of "music" which plays over the title screen, a very fetching picture of the great man himself.

All of this could almost be forgiven if the game was actually fun to play. But, hey, who are we kidding?

SMGPII is just so painfully slo-o-o-w. It takes forever to accelerate, even with manual gears, failing to give any impression of speed. And you don't even get variations of slow, every speed feels exactly the same. Travelling at 300kph feels just like 30kph.

Due to the false speed, nearly every corner of every circuit can be taken at full speed, be they hairpin bends, chicanes, whatever. So all you have to do is pick a manual gearbox, slam it into sixth gear and pelt around the track, swerving occasionally to avoid other cars.

The only real draw here is the gauntlet that Senna lays down before each race. Because Senna's such an unlikeable character, you feel obliged to "think of Mansell" and show the fiery Brazilian who the real world champion should be. But surely that is not enough to warrant such a high asking price for a game that is less playable than the original.

● Les "Volvo" Ellis

TRACKSIDE

There are some 16 courses in the game so here are just a few of them, as you've never heard of them before.



AUSTRALIA
Look out for discarded cans of XXXX.



BRAZIL
Chop down some trees by driving into them.



MONACO
Avoid the wads of cash all over the circuit.



PORTUGAL
Keep your speed up or they'll nick the tyres.



SAN MARINO
Dead easy track, aren't they all.

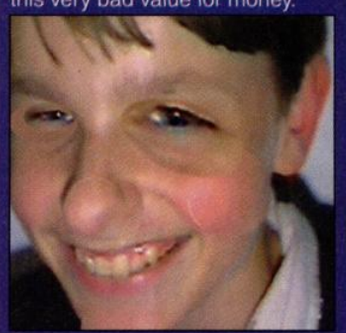
AYRTON IN TOP GEAR

Game Gear version of *Super Monaco GP II* is scheduled for release in July, but if you can't wait (trust me, you *should* wait), you can slap the MS game through the Master Gear Convertor. As there isn't much onscreen at any one time, the main track and cars are easily visible. The only real problem you'll encounter are the small road signs indicating which way the next bend is. Even so, you don't need to be a genius to respond to the direction of the corners.



PROTALK

This might have impressive pictures of Ayrton Senna splattered all over the game, but it doesn't hide that fact that it's so, so slow! In-game graphics are pretty average but the sound's very irritating as it constantly drones in the background. There are plenty of tracks, but none of them are too difficult or different from each other. Few additions to the first game and the slow speed make this very bad value for money.



Name: Stuart Fisher
From: Trowbridge
Machine: Mega Drive
Fave game: Sonic

GRAPHICS	▲ A few good statics of a smiling Ayrton Senna. ▼ Little scenery, poor cars and very, very slow.	30
SOUND	▲ Title music bangs to a different beat. ▼ Terrible in-game drone and effects.	34
GAMEPLAY	▼ No feeling of speed whatsoever. ▼ Very simple to control.	23
CHALLENGE	▲ Ayrton is tough to catch – so what's new? ▼ Plenty of tracks, but all play the same.	17

Buy this? You're kidding. One of the worst racing games ever!

PROSCORE 21

PROFILE

SUPER MONACO GPII ● SEGA ● £34.99 ● OUT NOW

CART SIZE	2Mbit
PLAYERS	1
STAGES	16
SKILL LEVELS	2
FEATURES	password

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GAME GEAR

MARBLE MADNESS

With Domark getting into full swing on the Sega, the arrival of their conversions of well-known Mega Drive games on the 8-bit machines is extremely welcome (especially the imminent *Pit-Fighter*!).

The moshing madness of marble motion has been popular on every format known to man. In SegaPro#8 the Master System version gained a whopping 88%, with the Mega Drive version in SegaPro#3 pulling in 81%. It just goes to prove that when it comes to playability, this old game can still do the business.

The basic premise is to guide a marble down a series of ramps to a finish line. Plenty of things are thrown in to challenge you, but primarily the strict time limit. Also scattered around are both static and aggressive obstacles. Hey, no-one said this game was easy!



After avoiding the industrial sized hoovers you have to dive frantically for the ramp. Round the corner and you have to face another hazard. Hit the bowl and get thrown over to the other side of the maze. There a black ball waits to do the dirty and knock you over the edge.

So, what's next? A Mega-CD version, perhaps? It wouldn't be a bad thing as it seems whatever format *Marble Madness* touches, and whoever is behind the version (with Electronic Arts and Virgin handling other translations), you're guaranteed a whopping good game.

Things don't start off too promising, with no title screen and some simple options on a vacant black background. There are eight skill levels, and a sound select to listen to the nine musical tracks and 14 sound effects. *Marble Madness*'s main fault lies here; the difference between the eight difficulty levels is negligible. The game is dead easy on level one and doesn't progress from there. Your last option allows you to change the control of the ball, assigning directions to either the joypad diagonals or not.

Into the game, and you'll find yourself in the same game as on the MS. The graphics are spot on, moving at a tremendous speed. All the obstacles and inhabitants of the levels are faithful to the Tengen coin-op.

For a game with only six levels, there are loads of tunes. Each of them is completely different, ranging from hip-hop up-tempo jives to low-down smoochy tracks for those tough later levels. And even with the constrictions of the tacky GG speaker, they do their best to enliven the proceedings. Sound effects are few and even though they're quite good, the music tends to drown them out.

In the arcades, the initial hook of *Marble Madness* was its trackball controller. While the larger joypads of the home Segas tended to get away with the odd control method, the GG version really suffers. Despite the option of control method, it just never feels right. If you play on diagonals, you find it hard to get the joypad direction, and if you play on left-right-up-down the control doesn't make any sense.

Also bringing down the playability is the dodgy sprite collision. Quite often I found myself dropping off a cliff when I was positive I was miles away. This is especially annoying on the narrow runways.

I found myself really getting into *Marble Madness* when I first picked it up. But after a while, the flaws in the gameplay detracted from the long-term experience. Just the tightening of the gameplay would have made this an essential purchase, but now even fans would be well advised to play this before they buy.

● **Les "marble arch" Ellis**

GRAPHICS	▲ As close to the coin-op as you're gonna get. ▲ Bigger and bolder than the MS version.	82
SOUND	▲ A wide range of tunes play throughout. ▼ Sound effects limited to a few inaudible noises.	70
GAMEPLAY	▼ Very difficult to get used to the control. ▼ Harsh boundaries on the ramps.	79
CHALLENGE	▲ Eight difficulty levels are very similar. ▼ No enough stages to make you replay often	78

A direct MS version – complete with all the gameplay faults.

PROSCORE 79

PROTIP On level one, instead of going straight for the exit, race at the ramps just before it and jump over to pick up the bonus. It takes a lot of time to get it right, but is well worth perfecting.

PROFILE

MARBLE MADNESS ● DOMARK ● £TBA ● AUGUST

CART SIZE	2Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	8
FEATURES	n/a

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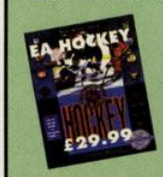
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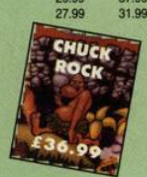
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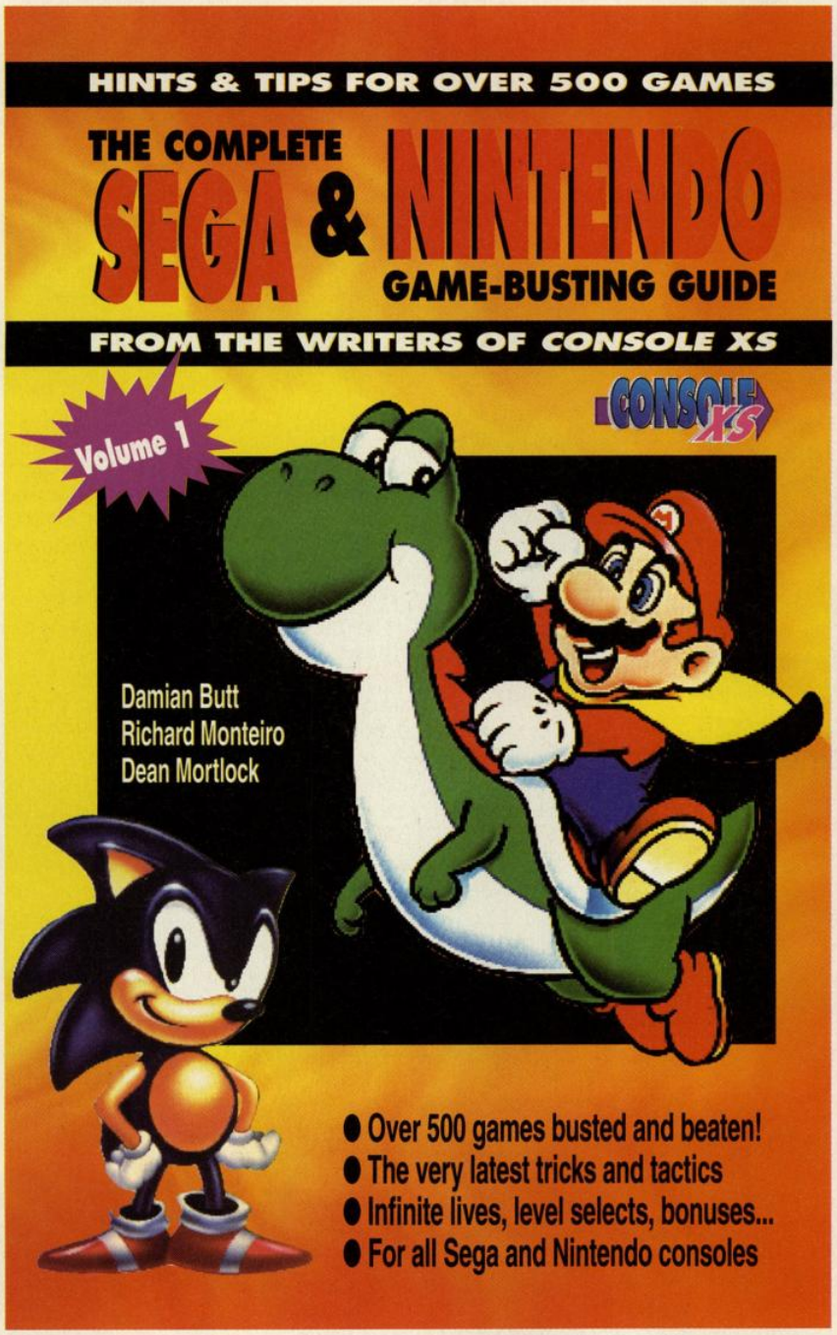
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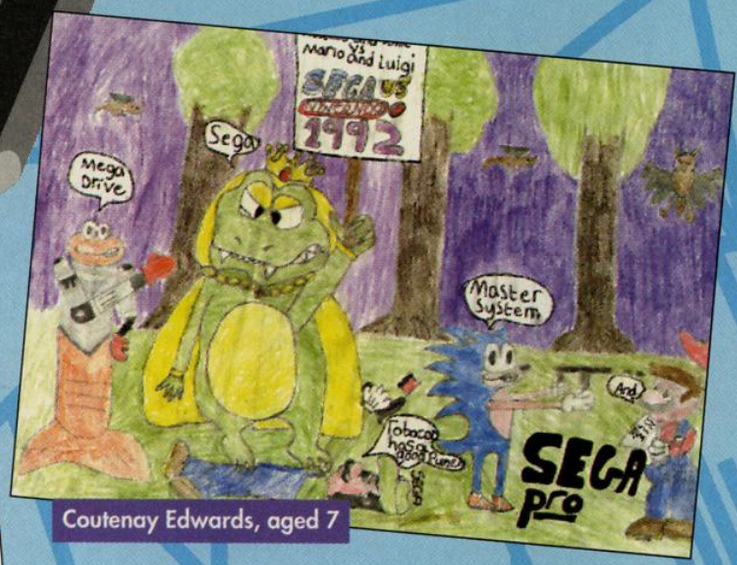


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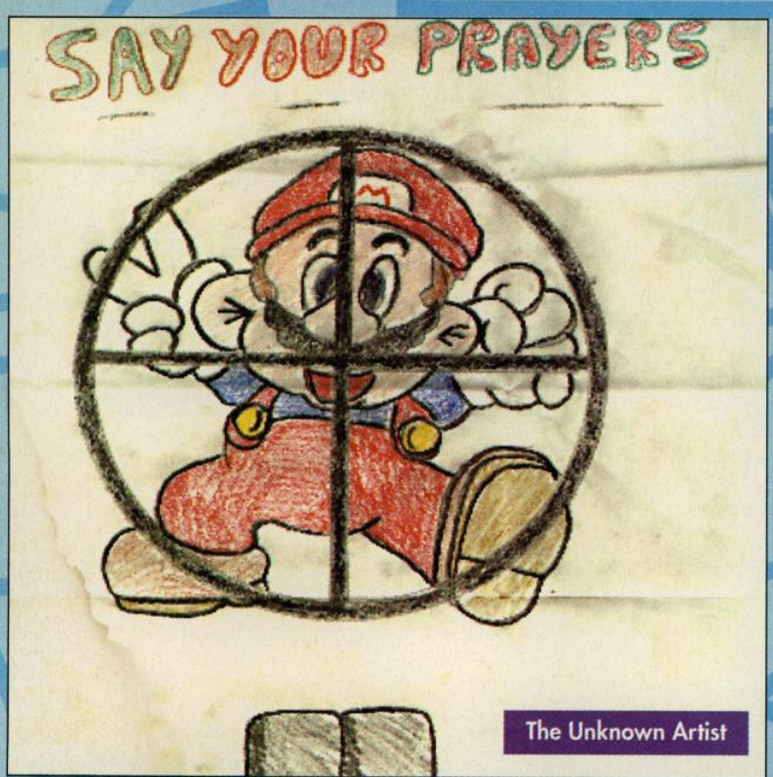
Letters? Yeah, we got some. You wanna read 'em?Well you've come to the right place. We got tons on offer, old and new, borrowed and blue, short and long, right and wrong... If you've got something to say, or something to draw, get writing, or drawing, to ProTest (or ProArt), SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Best letter and picture of the month wins a terrific SegaPro T-shirt as worn by James Scullion (urgh!).



Coutenay Edwards, aged 7



Daniel Pencavel, aged 13



The Unknown Artist

IN THE DARK AGES

Dear ProTest

This is about a certain fat teacher that appeared on the ITN lunchtime news slagging off people who play computer games. Not only was I angry with the fact that only Nintendo machines were shown in the report (I apologize for advertising Nintendo), but also how the fat teacher said that people who play computer games spend their time behind closed doors playing their games. This is rubbish because even though I spend a fair amount of time playing games, I am usually out playing football at night. Please inform the misguided teacher about this.

Michael "electric milli milk top" Millsop, Livingston

PS: I was going to send you £5 for a SegaPro T-shirt, but seeing as you're great blokes, I didn't.

Spot on. This teacher is obviously living in the dark ages when "computers" were thought of as Vic-20s and ZX81s. True, they did gain a closet brigade then, but nowadays because consoles are so popular, anyone can own and use one without being embarrassed or persecuted. Consoles, like trainers, baseball hats and baggy T-shirts, are just part of any streetwise kid's possessions. Obviously you have to play consoles inside, but can't the same be said of watching television? Anyway, hasn't this geezer seen the Game Gear?

Oh, and just because we're great blokes doesn't mean we're also rich blokes...

ANYONE FOR MARIO?

Dear SegaPro

I am 32 years old and a self-confessed game freak, so I believe there is no age limit. I am so much into it that I have started a Game Club at the Leisure Centre in Luton where I work. I think your mag is great. Your reviews are very fair compared with most of the other mags I've read.

In your June issue you reviewed *Mario Lemieux Hockey* and gave it 73%, which I thought was fair. You also mentioned the first hundred customers in America received a personally signed puck by Mario himself. Well, in March, I was in the States and one of the lucky hundred to buy one. I'm not over the moon about it, so, if there are any Mario fans out there (I doubt it), offers are welcome. I also received information about ordering personally signed equipment (shirts etc). If anyone is interested I will pass on the information.

Also, I am lucky enough to have a new *Street Fighter II Champion Edition* machine fitted at my work place. Wow, it's heaven – I take it nobody's jealous.

Jim McIvor, Luton

Jim also noted in his letter that he's a third degree black belt and national coach for the British kick boxing union, so if anyone should know about Street Fighter, he should. If anyone wishes to make Jim an offer on Mario Lemieux, write in to ProTest at SegaPro and we'll pass on the information.

ON THE BUTTON

Dear ProTest

Why don't Sega make all their new games have the same button for action. On *ToeJam & Earl*, jump is A





Benjamin Hughes, aged 14



Roger Hardwick from Merseyside celebrated his tenth birthday recently, and his smart parents gave him the present of a Sega Master System. To literally put the icing on the cake, his mum, Rhona, made him this super succulent Sonic birthday cake. Not bad! Roger has three games at the moment, but is using SegaPro as a constant source of reference for future purchases. Thanks for sending us the picture, Rhona, any chance of a slice?

if you have spring shoes. On *James Pond II*, jump is B. If you play *Castle of Illusion*, jump is C. When I play *Castle of Illusion*, I often press B due to the confusion and waste loads of apples.

Andrew Cox, Bristol

You've hit on something there! On computers, when using programs you always press buttons like P for print and S for save which makes using complex programs that bit easier. There is no reason why this couldn't be the same on console games. Of course, some people like to use button A for the most performed function, which on some games can be jump, on others fire, on others pick up. The only way to solve this is to have completely definable buttons on the options screen.

VIDEO ON VIDEO

Dear SegaPro

At the end of SegaPro#8 you said in the Game Over section that if you complete a game which has just been released, connect your MS or MD up to the video and, as you put it, "tape the momentous occasion", and send it in for use in the Game Over section.

So I hooked up my system to a video, and started to tape the finishing screens of *The Lucky Dime Caper*. But when I looked back at the recording, I had some athletics which had been on the telly.

Please can you tell me how to set up my machine so that it will tape the game.

Michael Thomas, Tiverton

Okay, here goes, the simple SegaPro guide to recording Sega games.

1) Turn on the TV (with video connected), Sega (with game in) and video (with blank tape in).

2) Connect the aerial lead of your Sega to your video's RF in or aerial in socket.

3) Turn to the video channel on the TV and tune a spare station on your video (look in the video manual under tuning) till it shows the Sega picture. Store the channel for future use.

4) Pop a blank tape in the video and press record and you should video the Sega game.

It really is that simple. Basically, what you are doing is fooling your video into thinking the Sega is like BBC1, ITV, etc, another TV channel. If you have a Scart Mega Drive, just plug the Scart lead into the back of the video instead of the TV/monitor, flick the video to the Scart, AV or Ø channel and start recording. This is all totally safe and if done properly won't damage any equipment.

NOTHING BETTER TO DO

Dear ProTest

Please tell me why a lot of SegaPro readers always point out the mistakes in your mag; this does get a touch boring. After all, if the mag was perfect it wouldn't be half as funny and interesting as it is.

One classic mistake being in SegaPro#8 where you printed, "Look out for another gigantic poster plus other gifts from the Pros."

In my opinion this makes the mag better, because when I bought SegaPro#9, alas no poster.

Keep up the good work.

Michael "Big, big" Harris, Barking



Ste eve Patterson, aged 18

IN A BIND?

Hundreds of people have written in over the past months requesting binders to store their precious copies of SegaPro in. Good news, folks, they've finally arrived. Turn to ProSavers on pages 92 and 93 now for news on this essential accessory for every SegaPro.



What a muddled and mixed up bunch us Sega owners are. Do not fear, though, for Problems and ProCures is here. This is the only place in the world where Sega owners can just write in ask whatever they want, without the fear of being laughed at!

So whatever your question, just send it to Problems and ProCures, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. Next time you're amongst friends you can then swat off with the answer!

In response to last month's request for a Sega console repair company, Game World contacted us saying they have just the service. Free quotes are given and no work is undertaken before an exact price is quoted and the owner's consent gained. **Game World** can be contacted on (081) 2980226.

Ben Thompson asks an odd question. He wants to know if cheats are programmed into carts or if they're left in accidentally. No, Ben, they're left in intentionally and released a few months after the game has been out to simulate interest in it again.

Like many readers, **David Wells** wants to know about a WWF game. Good news, *WWF Wrestlemania* is coming out on the Mega Drive in November/December. (Mega-CD too in America!) No news on other formats yet.

Somebody with a completely illegible signature sent in an interesting thought. If you plug the Action Replay into the Mega Drive then the Powerbase convertor in the top, could you hack into MS games? Nope, 'fraid not. All you get is a black screen, we've already tried it.

Oliver B, who recently swapped his copy of *The Immortal* for *John Madden's* (to his regret!), has a question about *Euro Club Soccer* from Virgin. He's played *Kick Off 2* and doesn't like the way the ball bobbles off your foot. Not to worry, Oliver, the ball in *Euro Club Soccer* sticks to your foot. We found this game to be the best of its type, and much better than *Tecmo World Cup 92*.

A barrage of questions came from **Rodney Moorshead**. First off, *Asterix* for the Game Gear is not on any Sega release schedule we've seen, although a port from the MS could be done at the click of your fingers. *Alien 3* from Flying Edge should be out on the Game Gear in October. The Wonder Mega isn't planned for the UK yet, but if it did come out, it'd be around £399. Lastly for Rodney, if you want a hard platform game on the Game Gear try *The Lucky Dime Caper*, *Indy 3* or *Spider-Man*.

Joel Death (?) says that his "friend" claims to have *Sonic 2*. Of course, that's absolute tosh. We saw a rough demo at an American show in May, but even now there are rumours that Sega may be changing the game because of the poor reception it got.

Finally, **Neil Bray** asks a strange question: when will *Sonic* carts stop being made for the Mega Drive? Er, when people stop buying them – which will be a few years yet!

And on that sombre note, farewell for another month and wishing you a trouble-free 31 days.



Darren Browne, aged 14



Majid Khan, aged 11



Jamie Badminton, aged 12

PS: Thanks for the photo from Daniel Mokad in SegaPro#9. I didn't know Mario had such a great body, shame out the tash.

Hey, the Pros ain't perfect but we do try our best. Mistakes are bound to happen, but considering the amount of words we pack into each issue, we don't do too badly.

Apologies about the omission of the poster and gift from last issue, but we decided at the last moment that it wouldn't be fair to hike the price every issue, so we kept the price at £1.95 and packed as much as we could into the 100 pages. What other Sega mag gives you 100 pages for £1.95? None! Now that's value for money.

NOT THE MASTER

Dear ProTest

What on earth has happened to the Master System? *Sonic* was supposed to herald the start of a line up of great MS games, so what happened? In SegaPro#8 you reviewed three MS games when the Mega Drive had 11. For ages Sega have been claiming that this is due to the fact that they are just making games on the Mega Drive first, and then converting them to the MS. But have any games like *James Pond 1* and *2* come out? No! The list could go on forever. The same goes for tips. In SegaPro#7 you had one MS tip. What is going on?

I think other Master System owners feel the same. Sega should start thinking of others as well. There are games for the Game Gear which could easily be converted onto the Master System, like *Slider* for instance. So, ProTest, you tell Sega to get their act together!

Ian Wiltshire, Chippenham

Master System coverage in SegaPro is totally dependent on what Sega themselves release. We'd love to review and tip more games, but if none are released, there's not much we can do about it. Last issue we managed to get hold of five MS games, but this issue we haven't been so lucky. Sega's MS releases are so sporadic, nobody knows what's going on. At least there's loads of tips this issue!

POETIC JUSTICE

Dear SegaPro

I had (dare I say it?) a Game Boy! But your magazine's reviews are so professional, they influenced me to get a Game Gear. Here is a poem I have written:

I had a Game Boy,
it was only a toy,
until I got the real McCoy.
Yes, the Game Gear that's the one,
with its 8-bit graphics and fun.
So don't be a bum,
and get number one,
Sega Game Gear is the one.

Harry Pearson, Chichester

Glad to be of help!

WOT'S AN AMIGA?

Dear "I don't know the Amiga market"

In SegaPro#8, you said the Amiga could never handle *Sonic*. I have an Amiga and a Mega Drive, and I have *Sonic* for both. The Amiga version was directly downloaded, via some advanced gadgetry, from the Mega Drive. Admittedly, the Amiga version is a little rough around the edges, but for your information it does exist.

Get your facts straight!

James Adams, London E15

PROQUOTES

Untouched by the hand of Pro, these come direct from your letters...

"It annoys me to see people joking at other people's consoles."
Steven Hannon, Liverpool

"Mario is a flabberjabber."
Adam Odell, Bedfordshire

"That was a great poster of Buck Rogers in SegaPro#8."
Michael Purvis, Alnwick

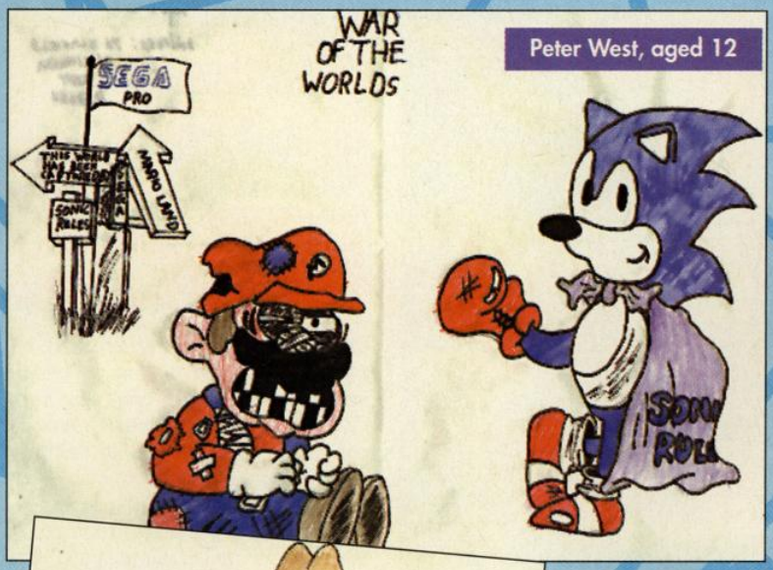
"I've read mine [SegaPros] so much that they have become worn out."
Alex Munro, Harrogate

"I think it's pathetic the way some readers beg for a SegaPro T-shirt!"
Steve Patterson, Wigan

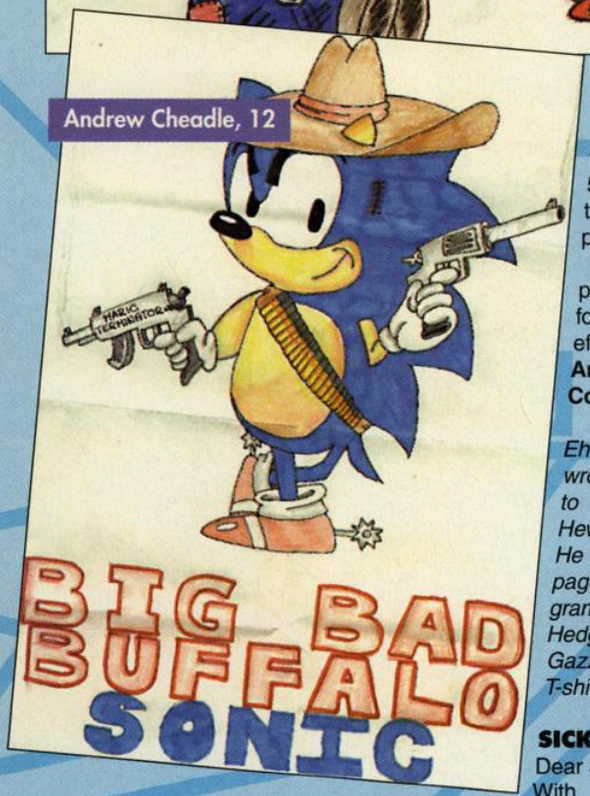
"Come on Sega, get better games and kill the SNES!"
Daniel Morgan, Essex

"SegaPro lives up to its name!"
John "Cleepo Man" Rickard, Gwynedd

"I bought SegaPro even though I haven't got a Sega!"
Matthew Palmer, Plymouth



Peter West, aged 12



Andrew Cheadle, 12

Obviously, if you use a totally illegal device called the Amiga-Drive from Advanced Emulations you can download any Mega Drive game onto the Amiga. However, I would hardly describe this as being in the "Amiga market"! We know the market, and Sonic is not available! To run any Mega Drive game on the Amiga is totally illegal as it infringes the copyright agreement. You have been warned.

BOTTOM DOLLAR

Dear ProTest

I think I know the link between the page bottoms in the last issue. The page bottoms are made of the same letters as the ones on the page which has the same number but backwards. Eg, the letters which make up the bottom of page 45 are the same as the ones on the bottom of page 54. The only exception I could see was pages 56 and 65.

If I am right, could I please have a T-shirt for taking the time and effort to work it out.

Andrew Hardisty, County Durham

Eh? No, completely wrong. The only person to suss it was Gary Hewitt from Swanwick. He figured out that all the page bottoms were anagrams of Sonic the Hedgehog. Well done, Gazza, have a SegaPro T-shirt on us!

SICK AS A PARROT

Dear SegaPro

With reference to SegaPro#3, page 41. The review of *Super Kick Off* on the Master System scores 89% for gameplay, to quote "excellent apart from the cheating keeper. More fun than you deserve." Overall ProScore, 90%.

Trustingly, I purchased this cart (£34.99) only to find the gameplay extremely frustrating and poor. My opinion only, perhaps...?

No! Reference the SegaPro#8 free A-Z booklet, where it was reviewed, scoring a mere 80%, and I quote "...all the features of the original, bar the important playability."

I have purchased your mag since issue one, but despair and deplore this kind of gross inconsistency, wasting money which could have been wisely spent had I received the A-Z information at an earlier date.

Mark Lagun, Newcastle-upon-Tyne

You have nothing but our sympathy; Super Kick Off is definitely not as good as the first hype would have suggested – but it's not that bad either!

You may have noticed that the original reviewer of Super Kick Off, Heather Trown, hasn't done any more reviews for SegaPro. After everyone else played the game here, we did feel that there were major flaws with the playability. However, we were not alone in our glorious ratings; nearly every other console magazine gave it higher ratings than us. We have tried to rectify this with the new review in the A-Z book, and this does in some way go to prove that we do actually keep playing the games and are not afraid to admit that our original opinions were wrong. Apologies for the inconsistency, it will not happen again!

PRODUDE IS BORN

Dear ProTest

It was an ordinary day as mild-mannered Michael walked down town. He popped into the local WH Smith to check out the Sega mags. With £5 in his pocket, he wondered what to buy until lo and behold, SegaPro sparkled on the shelves.

"Eureka!" shouted Michael. "This is what I have been waiting for all my life." He picked it up and quickly paid, rushing home to read this glorious mag.

As he opened the mag to read the brilliant pages, the light zapped him and he was transformed into ProDude! He placed on his shades and started to play on his Mega Drive. With his lightning reflexes, ProDude completed *Revenge of Shinobi*. Next, he instantly sped to level four of *Desert Strike*, before getting to the fifth level of *Gynoug*. Lastly, he completed *DecapAttack* without using any magic. What skill!

But now what will ProDude play? He has short amounts of money, even though he has supreme powers. He must choose carefully; will it be *The Terminator* or *Corporation*? Maybe he should wait for other games to come out. He puts his ProBrain to use. His solution is to subscribe to SegaPro to find out about all the new games coming out.

The next day ProDude was playing his Mega Drive when he heard his mum tell him to go to school.

"Oh no, not school," he cried as the killer rays of school books zapped him back to mid-mannered Michael. Yes, even ProDude goes to school. *(SHOCK HORROR!)*

Michael sits at his desk in English dreaming about Sega. In his dream all Sega games are just right, where no game is too easy or too hard. Bliss! He then wonders if *IK+* is coming out on the Mega Drive? Suddenly, he thinks of SegaPro. The Pro power is so strong, he is changed to ProDude. He burns the English teacher with his laser eyes and smashes through the wall in search of a Mega Drive to play. He finds himself at Soft Spot (that's a bit of free advertising for them). He looks at the Mega Drive stand and spots *Budokhan* and *Two Crude Dudes*, but could they be as good as *IK+*? Then he notices *Kid Chameleon* playing, and being a ProDude with mega reflexes, within 15 minutes the end sequence is playing.

It is now the end of school and just before ProDude leaves for home, he fries all Nintendo stuff to a crisp. Isn't ProDude so hip and trendy – almost as trendy as *ToeJam & Earl*, which he completed when he got home.

Michael Wooll, Banbury High Security Asylum

Er, I think the answers you're looking for are (i) Corporation; (ii) No, IK+ is not likely to appear; (iii) Two Crude Dudes is excellent!

Hey, and while we're at it, have a SegaPro T-shirt on us! By the way, if you send us your address and the name of your cat, we'll dispatch it post-haste...

EXIT COMP!

The Exit competition run in SegaPro#8 was by far the most popular so far. Limericks are obviously very popular, but judging by some of the entries we had in, some people forgot how many lines they had.

Here's the winning entry from Mark Cosgrove in Tamworth.

There was a Sega owner from Bath,
Who had a terrible laugh.
He tried out a Game Boy,
And found there was no joy,
He'd been led down a long garden path.

Mark earns himself a Mega Drive cart for that momentous entry. You too could be in with a chance of the same reward if you enter the Exit competition in the credits listing on page four in this issue.

MEGA DRIVE

Tasmania is not exactly brimming with edible plants and animals. And that's why our eponymous hero is off on a quest. His missus is giving him an earbashing and the brat's bawling too! What *can* he do to fill their aching bellies, not to mention his own!

Well, legend tells of the fabled giant Tasmanian seabird, and its enormous egg! Drooling at the very thought of it, he sets off across the island, in search of the biggest potential omelette of all time!

Spinnin' like a twister, he stomps through villains from the hit Warner Bros cartoon series, including Bull Gator, Francis X and the Bush Rats. Snacks lie littered around to keep his strength up, and red hot chilli peppers serve a more violent purpose! Just DON'T eat the bombs, Taz!

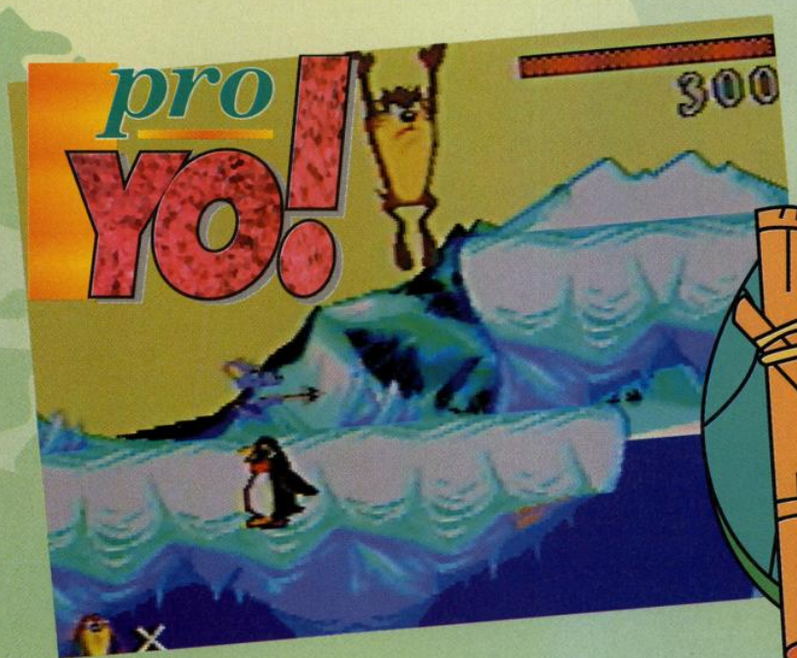


Boxes come in real handy when a poor ol' devil just ain't got the strength to climb! Placed strategically, they can allow you access to just about anywhere!

PROTIP Sensible devils should be warned off eating bombs. Wacky devils, on the other hand, should eat as many as they find! Why, because it's a giggle, that's why!

the background is as cracked as crazy-paving, and dry as a bone (I had to go and get a drink just from looking at it!), while the foreground consists of craggy rocks to painfully snag your fur on!

Taz himself is a wonder to watch. He moves just like his cartoon counterpart, his facial expressions are particularly noteworthy! He runs, jumps and even performs whirlwinds, and coming across



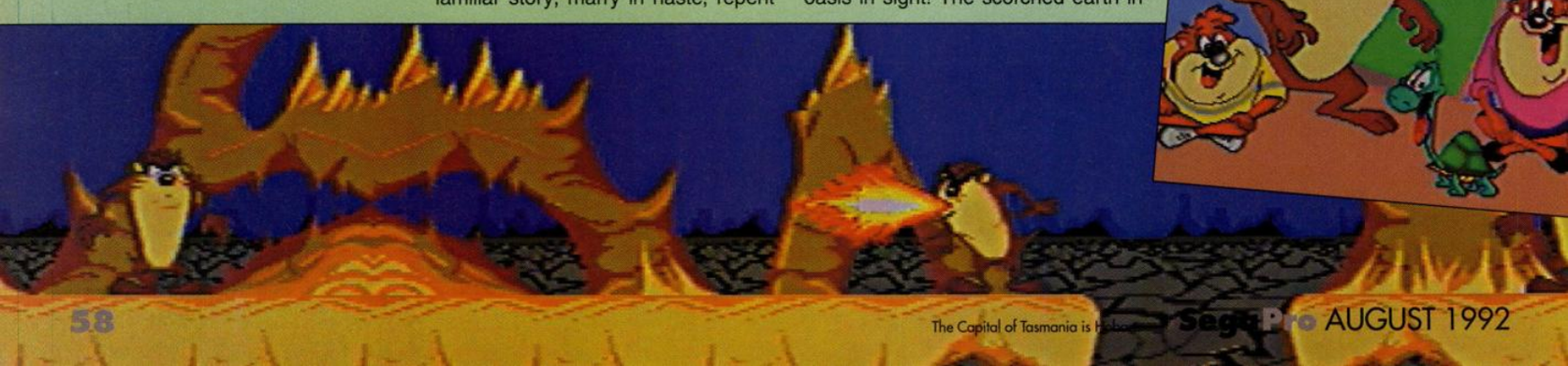


We got numerous American versions of *Taz Mania*. The first came from Console Concepts at The Village, Newcastle-under-Lyme, Staffordshire ST5 1QB. Tel: (0782) 712759. It was swiftly followed two hours later by one from AMS Electronic Games at 9 Hay Lane, Kingsbury, London NW9 9EL. Tel: (081) 4502166.

Taz Mania's animated intro is a shining tribute to the smash hit Warner Brothers cartoons. The only thing missing is that pesky rabbit, Bugs Bunny!

Taz has got himself hitched, and the animated intro tells the all-too-familiar story; marry in haste, repent at leisure! Only with a baby devil to look after, Taz hasn't got any leisure to repent at! All he wants to do is sit back and smoke his pipe, but instead he's got to trudge all over the island looking for an egg that may not exist!

The adventure begins in the Badlands, an arid place with not an oasis in sight! The scorched earth in







AVAILABLE IN UK



These guys are intent on flattening you! To waste them, just jump up and down on the roof! Don't try this at home, though!



anything vaguely edible (including some bad guys!), throws it into his cavernous maw! If left static for any length of time, he throws one of his famous tantrums, jumping up and down with fists waving, uttering guttural growls of boredom, as if to say, "c'mon you wimp, get on with it!".





TAZ MANIA



Alright, geyser! These water-spouts are both beneficial and malevolent! On the up side, they can transport you to higher levels, while on the down side, they're lethal to the touch unless you're standing on the correct part!



Welcome to sunny Tasmania! Unlike the real island, this parallel isle has every single weather condition known to man! Desert, tropical jungle and arctic conditions are all packed onto this picturesque but puny rock!



Play areas are large and complex, so it's lucky there are pointers to direct you. Milestones are mega-useful too, as these are restart points when death rears its ugly head! Stars make Taz invulnerable for a while, and chomping the occasional photo (of which there are two varieties), gives you extra lives or continues. Eating bombs is a scream, as you explode internally, leaving you scorched à la toons! Bad guys include rock monsters, bug-eyed freaky spider-crabs, and massive Venus fly-traps, and can all be eaten!



Level guardians come in the form of old adversaries, and attempt to curtail your search by driving over you in pick-up trucks, but are relatively weedy compared to your devilish strength!

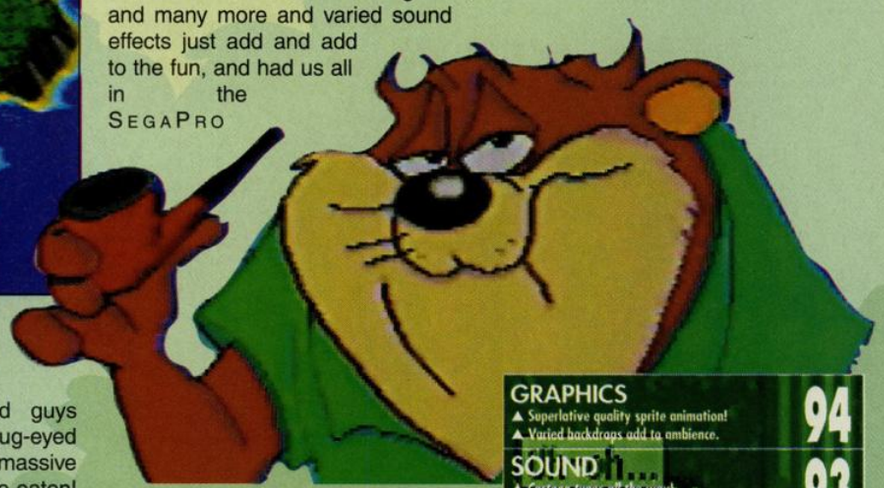
The music, as you'd expect from a game of this calibre, is wild 'n' wacky, and straight outta the cartoons too! All of the usual freaky noises are here in plenty, and it's honestly easy to believe you're watching TV, such is the audio-visual treat. The only thing missing is Porky Pig poking his head through at the end and stuttering, "th... th... th... th... that's all, folks!". The twister noise, tantrum growls, and many more and varied sound effects just add and add to the fun, and had us all in the SEGAPRO offices bawling with laughter!

Playing *Taz* involves plenty of quick brainwork and nimble finger-work, especially when he's twistin'. The only niggle I had was that his jumping wasn't as controllable as I would have liked, but, to be fair, it feels as if this was done purposefully (after all, you wouldn't want to complete Taz the day you got it, would you?), and you'll just have to get used to it, won't you!

The levels get progressively harder as Taz makes his way across the nutty island, and this allows you to get the feel of the problem in hand before jumping in and tackling it!

Taz Mania is, without a doubt, one of THE games of the Nineties! The Mega Drive is being continually pushed to new heights of excellence, and with software of this quality, it's obvious to everyone (even poxy Nintendo owners!) that Sega's 16-bit machine is THE console of the Nineties! I'm talkin' to you!

● **James "Taz Maniac!" Scullio**



PROFILE

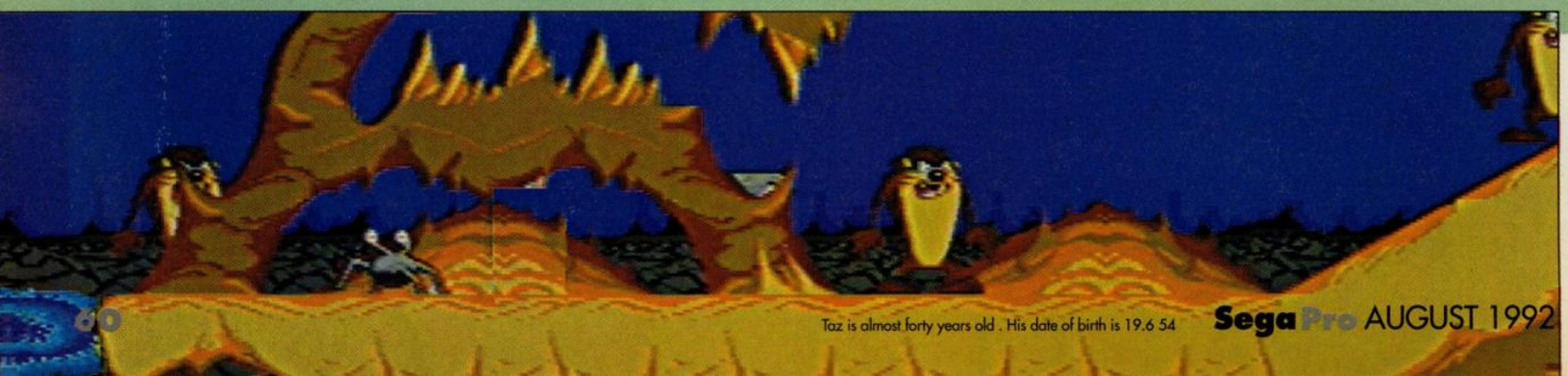
TAZMANA	SEGA US	£39.95	OUT JULY
CART SIZE	8Mbit		
PLAYERS	1		
STAGES	7		
SKILL LEVELS	3		
FEATURES	n/a		

SUPPLIER
Sega UK
16 Portland Road
London
W11 4LA
✆ (071) 7278070

GRAPHICS	**94**
▲ Superlative quality sprite animation!	
▲ Varied backdrops add to ambience.	
SOUND	**93**
▲ Cartoon tunes all the way!	
▲ Loads and loads of far-out effects!	
GAMEPLAY	**91**
▲ More obstacles than *Sonic* (sorry, Sonic!).	
▼ But rather slower than the spiky one.	
CHALLENGE	**94**
▲ No way complete in a day!	
▲ Like an up-hill struggle, alright!	

Taz holds months of wacky wanderings in his hairy paws!

PROSCORE 93



Taz is almost forty years old . His date of birth is 19.6 54

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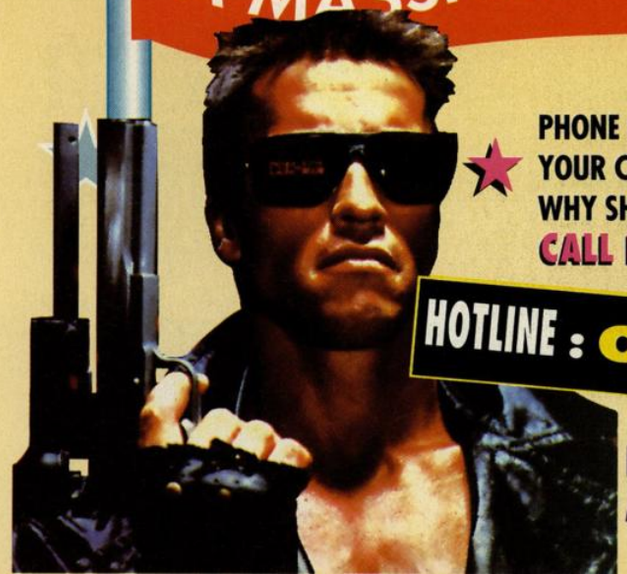
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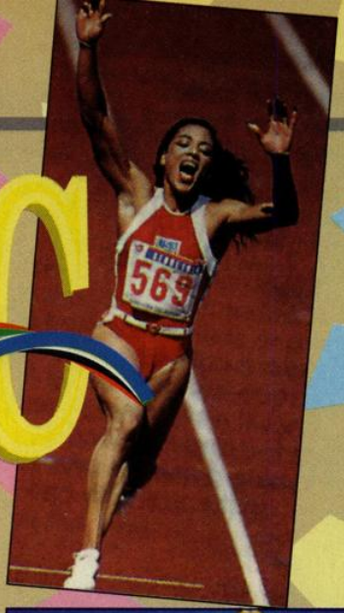
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OLYMPIC GOLD







liiinnn one, a lovely dishwasher. liiinnn two, a pewter tankard. And Bully's special prize... a bendy Bully. Super, smashin', great!

GAME GEAR

Welcome to the Barcelona 1992 Olympiad! In this, the latest in a long line of historical sporting challenges dating back to the beginning of recorded history (472BC, in fact), the cream of the world's athletes will be attempting to excel in their chosen specialities. You have the golden opportunity to compete against them in seven gruelling events across track and field, and finally, in the Olympic swimming pool!

The events comprise two foot races, the hammer, pole vault and archery, 400m freestyle swimming and springboard diving, all of which can be practised individually before the Games begin. This is advisable, as several of them require split-second timing and coordination.

Game Gear *Olympic Gold* follows hot on the heels of both the Mega Drive and Master System versions, and promises similar enjoyment in the hand-held format. So put that Danish pastry down, get in shape, and lose the fat!



Eight nationalities are catered for in *Olympic Gold*, and therefore the configuration can be altered to display the text in any one of these languages. After deciding which particular language you'd like to learn this week, the intro sequence starts.

Here you get decidedly suspicious, as it bears rather a striking similarity to the Master System version. In fact the whole game is exactly the same, as was proven by playing the MS version through the Master Gear convertor.

PROTIP Diving is particularly difficult, so watch the demonstration first. It'll show you what buttons to press, and when. Otherwise it's nil pwan, UK!



Get those knees up! It's a close race here at the SegaPro Olympics, with Les first off the blocks, and Damian bringing up the rear!

Initial packs of the game come complete with a limited edition souvenir brochure, a 16-page booklet full of interesting (yawn) facts associated with all aspects of the games, which, Damian assures me, could be worth something in a few years time (you never know!).

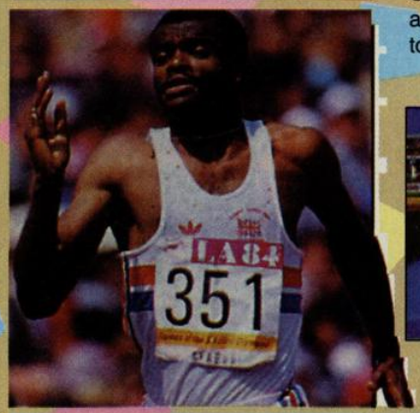
The intro is a high-point, being a well-designed animation sequence depicting the flame being lit, and the doves being released, then, after a quick Coca-Cola advert, it's off to the track.

The visuals are as wicked as we've come to expect of recent Game Gear software, with fully animated sprites tearing down the track, arms and legs a-pumping! Backdrops are well crafted too, featuring the colourful stadium and poolside arena respectively.

Sega players from overseas won't be too happy with my next criticism, although English patriots will! No matter what nationality you choose, on winning a medal you're played the UK national anthem (whoops!). The audio content is otherwise unflawed, and although not ear-shatteringly good, complements the action well. There's a fanfare before each event, an audience roar immediately after, and other sundry tunes and effects, including the roar(?) of a starting pistol, and the splosh of flesh hitting water (especially loud after my belly-flops!)

Sporting Game Gear owners will love it to bits, but in the long term, enjoyment of *Olympic Gold* soon wanes. Repeating the same seven events over and over again is only challenging in trying to beat your own records, but as there's no save option, you don't pursue this for long. As far as direct licences go, this one ain't too bad, but I can assure you that you won't be playing this by the time the next Olympics comes around.

● **James "Akabusi" Scullion**





Sergei Bubka, the world's greatest pole vaulter, shows his style as he grabs a new Olympic record!

PROFILE

OLYMPIC GOLD	US GOLD	£27.99	OUT NOW
CART SIZE	2Mbit	SUPPLIER	US GOLD
PLAYERS	4		Unit 2/3, Holford Way, Holford Birmingham B6 7AX
STAGES	7		
SKILL LEVELS	3		
FEATURES	brochure		(021) 6253388

GRAPHICS 85
▲ Small but perfectly formed.
▲ And well-animated too!

SOUND 80
▲ Some honkin' good noises for the GG.
▼ Shame about the lack of anthems.

GAMEPLAY 78
▲ Speed is of the essence.
▼ No simultaneous or versus play.

CHALLENGE 70
▲ Olympic level is almost impossible!
▼ Nothing to beat but your scores.

A very topical, well-implemented game, but no long-term value.

PROSCORE 79

Favourite sporting personalities: Les – Fatima Whitbread.

★ KRAZY KONSOLES ★ KRAZY KONSOLES ★ CALL US NOW!

MEGA DRIVE

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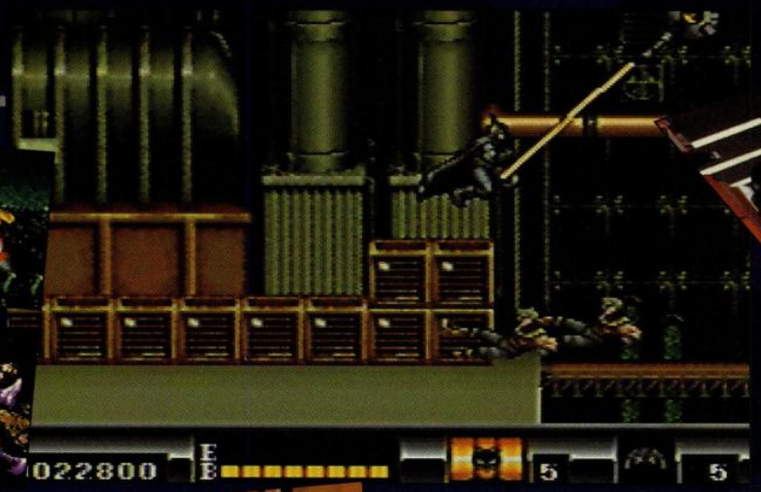
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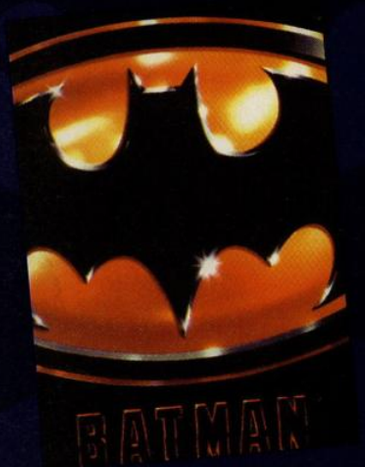
MEGA DRIVE

BATM

Holy Mega Drive, Batman! Yes, the Dark Knight is back, and to coincide with the movie/software tie-in of Batman Returns, Sega have decided to officially release the previously import-only Sunsoft game *Batman*!

Battle your way through the Axis Chemical Factory, and dunk Jack Napier in the vat of acid. The very same vat that transformed Jack forever, and spawned that arrogant, vain and maliciously twisted genius, The Joker! (That fateful day that changed your life forever!)

Remaining in Gotham, The Joker became the biggest thorn in your Bat-side, and it's up to you to free the streets from his reign of terror before the balloon (or balloons!) goes up! So c'mon, Bruce, get the body armour on, and prepare to fight! For truth, justice and the American way!



Sega wouldn't send us an official copy of *Batman* (must have been those *Sonic 2* pictures in last issue, eh?), so we had to get the equally brilliant import version from those up-and-coming child prodigies at Game World, Unit 54 Trading World, 131 The Broadway, Bexleyheath, Kent DA6 7HF. Tel: (081) 2980226.



The spinning Bat symbol begins our story of love and hate, of life and death. And as it turns, we reflect on the life of millionaire playboy, Bruce Wayne! What prompted him to become The Batman? Was it the violent death of his parents on the streets of his home town, Gotham? Was it the subsequent knowledge that The Joker was responsible for their deaths? I guess we'll never know, but the fact remains; if events hadn't occurred in that particular order, it's a cert that Gotham City would now be completely controlled by the Mobsters!

We begin our story in the streets of Gotham City, making our way to the Axis Chemical Plant. On his way, Mafia hit-men attempt to stop Batman before he gets there. Jack Napier, as yet unblemished, has infiltrated the plant, and is attempting to rip off the place for his boss, Carl Grissom. The Batman gets there before the scam is pulled off, and in the attempt to halt the crime, Jack falls to his doom!

The next episode in our adventure takes place in the Flugelheim Museum. The Joker is planning a surprise art exhibition, and roving reporter Vicki Vale is the prime exhibit! The Batman must rescue her from his demented clutches! Once done, they dive into the Batmobile, and give chase to the fruity criminal! Armoured cars aplenty try to write off the Batmobile, but once past these minor irritations, it's up to Batman to dive into his Batwing, and save Gotham City from the poison-filled clown balloons the Joker has set free above the carnival! Our tale ends inside the hallowed walls of Gotham Cathedral. Here, the smiling one must once again fall to his doom, this time fatally!

Graphically, *Batman* the game is really in tune with its film counterpart. Between levels you get animated sequences that could have been digitised from the film, so realistic are they! The sprites all move with a fair amount of realism, particularly our hero! He appears onscreen in dramatic style, his cape billowing out parachute-fashion! He moves like he ain't messin', and has a wide range of punches, kicks and jumps with which to dispatch the hoods! If these weren't enough he has several tools and weapons in his Bat utility belt, including a limited supply of Batarangs, and a Bat grapple hook for scaling walls, etc!



The bad guys come in several shapes and sizes, and while some rely purely on muscle, others are heavily-tooled up with scimitars, bazookas and even armoured cars! The Joker's a bit of a let-down, though, as he just doesn't stand out enough from his heavies. Yeah, you know who he is alright, but where's that leering, jeering smile of his? This guy had the biggest stage presence of the movie, but here he's just too nondescript.

PROTIP If a jump seems too far, don't forget you've got spring-lined Bat-boots! Hitting the jump button twice in rapid succession gives you extra boost!



The backdrops are straight outta the film, and seem to get better as you wind your way through the plot, culminating in the conflict on top of the cathedral, the setting of which has to be seen to be believed!

The music playing throughout, though not the original, is obviously inspired by the movie soundtrack. It's a moody (even gloomy!) rock beat that has its up-tempo moments, but remains an audio insight into the seedier sides of city life! The 45 sound FX are loud and meaty, and range from several varieties of explosion, to a multitude of collision noises

PROFILE

BATMAN ● SUNSOFT ● £TBA ● OUT JULY

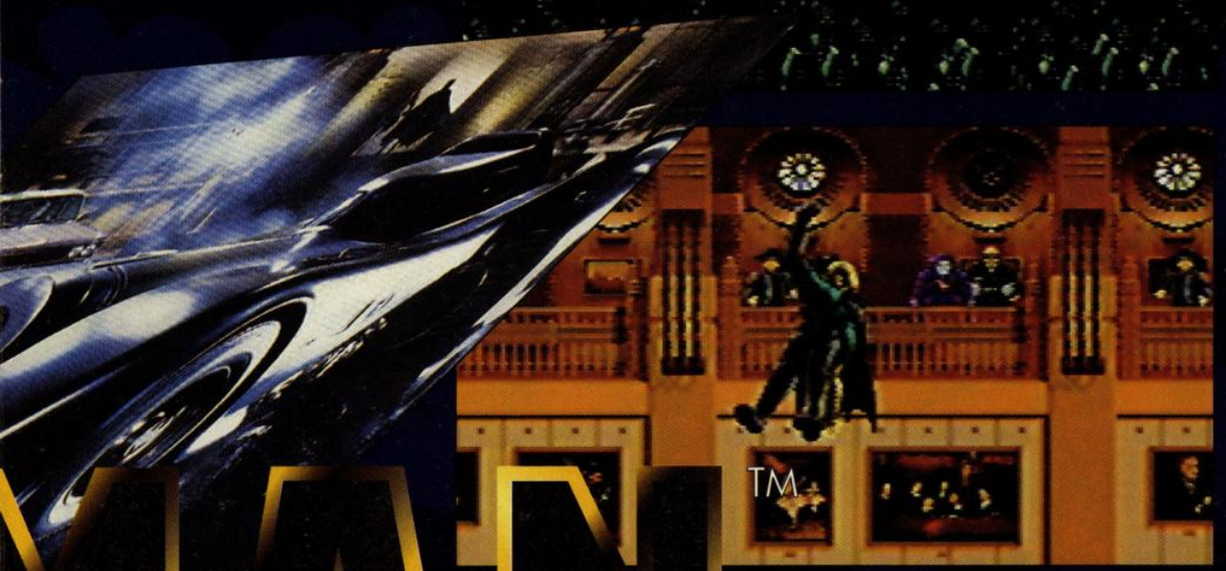
CART SIZE	4Mbit
PLAYERS	1
STAGES	6
SKILL LEVELS	6
FEATURES	n/a

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How does Batman's mom call him in for his meals?

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MAN

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Batman: the oldest swinger in town (sorry!). And here he goes with Vicki Vale hitching a ride. This section, like in the movie, in based in the art gallery.





Here you are right at the begining of the game. Batman drops from the sky, with his cape billowing in the wind.



Like the old 8-bit computer versions, the driving section plays like a shoot-'em-up and is viewed side-on.

(such as fist on face!), which is exactly what you'd expect from an action game of this calibre.

Gameplay is great fun, but rather dated (the game did come out over three years ago!), although there's plenty of variety here! What with platform and beat-'em-up action, driving thrills 'n' spills, and a flying sub-game, you're really rather spoilt for choice! Play alternates between these formats, and manages to hold your attention for the full length of the game. The challenge comes in being able to adapt to the different styles of sub-game at a moment's notice.

Batman grows progressively more difficult as you advance, and the odd (very odd!) level guardian does little to help your travels! Pitfalls await at every parallaxed twist and turn, and your life count, minimal to begin with, soon begins to look decidedly miserable. Releasing it officially is definitely one of Sega's smarter ideas this year, especially considering the obvious future success of the sequel, eagerly awaited here in the SEGAPRO offices!

● **James "bustin" Scullion**

GRAPHICS	**91**
▲ Animations straight outta da film!	
▲ Lovely backdrops and sprites.	
SOUND	**83**
▲ Dark music for the Dark Knight!	
▲ Pow! Kazoom! Kerrash! Masses of FX.	
GAMEPLAY	**85**
▲ Plenty of platform-leaping fun.	
▲ Holy multi-faceted software, Bat-dudes!	
CHALLENGE	**87**
▲ Well thought out difficulty curve.	
▲ Guardians are most troublesome.	

Excellent timing, classic gameplay, and no Robin (hurrah!).

PROSCORE 85



AVAILABLE IN UK

PRINCE of PERSIA



The Grand Vizier, a rotten sexual deviant, has kidnapped the beautiful princess, and it's up to you to rescue her, in a struggle against the odds! Time is ticking away. In fact you've only got an hour until the unthinkable occurs!

The three sections – the dungeons, the palace, and finally the tower – are all heavily booby-trapped! You must find your way around, avoiding self-destruction, and engaging the Vizier's guards in swashbuckling sword combat, before the Princess is savagely ravaged! The nearer to her you get, the more treacherous the traps that await your carcass, so you'll have to tread very carefully! The Vizier is also a Master of the Black Arts, and has summoned invincible skeletal warriors to skewer you. This ain't gonna be no picnic!

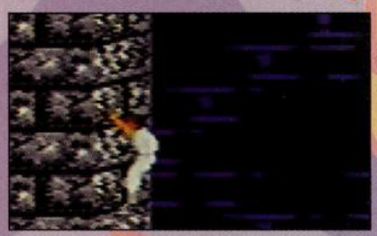
Striking is the first word that comes to mind when playing *Prince of Persia*! The character animation is absolutely stunning! Apparently, it was all programmed by a guy named Jordan Mechner, working from movie footage! (Jordan's no stranger to the computer world; he was responsible for the highly-acclaimed *Karateka*!) This process of movie-to-graphics breaks new ground in creating uncannily realistic animation sequences.

The main sprite (our hero) has a huge range of movements, including jumping, climbing up and down, running, edging forwards over precipices, ducking, fencing, and all sorts of combinations of the above. The other sprites aren't so animated, but serve their hazardous purpose. The levels are large and complex, and traversing them is a matter of opening doors by activating pressure pads (which could be several screens from the required door!). Torches flicker in the breeze as they light your fated way! Roofs and floors collapse, and spikes scythe up from the floor in an attempt to impale you, and if that weren't enough, a drop of more than two floors results in you dying in a crumpled heap!

The sound is suitably Middle Eastern, and is reminiscent of the hypnotic, swirling music emanating from the Casbah on bazaar day, or perhaps a snake charmer's pipe. Vaguely menacing, but full of Eastern Promise! Sound FX are plentiful and include the noise made by doors opening and closing, things hitting the ground (including you!), and the clash of steel as you fight to survive!

PROTIP The spikes in the ground may be avoided by jumping straight up in the air. By doing this, you edge forwards without coming to any grief!

PROTIP The sword-wielding skeletons cannot be killed in the conventional sense. To rid yourself of them, they must be manoeuvred back to the edge of a drop and swiped off!



Arggh! Our hero takes a wrong turn and ends up falling down a pit to almost certain death.



After just entering level five, you quickly survey the area. Nothing in sight, so it's safe to proceed.

An energy bar shows your health. Beginning with three units, this can be boosted up to double that, but is easily reduced by a long drop, or the kiss of tempered steel. Drop too far and you're, quite simply, dead meat! But you've unlimited lives, as long as the hourglass keeps running, so don't waste time! You'll be surprised how rapidly an hour slips by!

Prince of Persia could be the most perfect thing to emerge on the Game Gear in a long time! The thinking man's *Manic Miner*, a real game for the Nineties!

● **James "Ali Baba" Scullion**

PROFILE

PRINCE OF PERSIA ● DOMARK ● £27.99 ● OUT SEPT

CART SIZE	2Mbit
PLAYERS	1
STAGES	13
SKILL LEVELS	9
FEATURES	n/a

SUPPLIER
Domark Software
Ferry House
51-57 Lacy Road
Putney, London
SW15 1PR
✆ (081) 7802222

GRAPHICS ▲ Best character animation to be seen on the GG! ▲ Lovely Eastern scenery.	96
SOUND ▲ "Rock the Casbah, rock the Casbah!" ▲ Effects are intelligent and varied.	93
GAMEPLAY ▲ Get your swashes buckled, quick! ▲ Danger always! Long falls can kill!	95
CHALLENGE ▲ The further you go, the tougher she gets! ▲ Skeletal guards are invincible!	95

What a cracker. A real Turkish delight!

PROSCORE 95

Persia is no longer known as Persia. It's now called Iran.



GAME GEAR

Klax is something of a quiet phenomenon. It started many years ago with a simple Tengen arcade machine brought out to capitalise on the puzzling success of *Tetris*. Within a year it was converted to all the major home computer formats, and six months later to a wonderful Lynx version. Ever since that first Lynx version, console versions have followed every few months, with the Game Boy, Mega Drive and Master System already having their own versions.

The most amazing thing about the versions of *Klax* is that they have all retained the enormous playability and addictive qualities of the original arcade version. Of course, most people were initially attracted by the colourful graphics, strange view and excellent speech (especially on the Lynx! – "oooh!"), but with 100 levels of tough tile traumas players were kept klaxing for ages.

The Game Gear version joins *Popils* in making it a brain-taxing month for portable players.

If one thing can be said about the Game Gear version of *Klax*, it has to be that it is not short of options. *Klax* has more ways of customising your games than almost any other Game Gear game. It allows you to customise almost every aspect of the game. For a start you can turn the music on or off, an essential option in most hand-held games to stop driving the people around you nuts. The same goes for the sound effects.

You can select whether you want the brick flip on a button or the pad, but it is best to have it on the button, because it saves accidental flips in the middle of a chaotic game. You can also alter the speed of the bat, which is useful for changing the difficulty. Finally, you get to choose the



palette of the tiles, of which there are four colours.

Although *Klax* itself is an old game, it is always interesting to see how each new version stands up in comparison. With the Game Gear, the backgrounds that were always so prominent in the other versions are toned down to make the play area more vivid. And it works too, getting rid of eye strain completely. As you start, you will notice that you seem to be klaxing above a supermarket car park, later on it may be in the middle of deep space.

Sound effects in other versions of *Klax* relied heavily on the speech. The enthusiastic "Yeah" when you finished a level or constructed a really big klax really made the game. Unfortunately, due to memory restrictions, these have not been included – Domark plumped for a 1Mbit cart to keep the cost down, spoil-sports.

The music, however, is superb. It plays away in the background without being too intrusive. In fact most people would be happy to be sat next to you on the train with this playing quite happily. It certainly makes a refreshing change from the usual grim Game Gear tunes.

Klax always was one of the most frustratingly addictive games. I am very happy to tell you that it still is. Making the required patterns to finish a level proves so challenging that you are likely to have a few sleepless nights trying to finish this. The points waves will have you pulling your hair out as you struggle to make some space in the pit with all the tiles coming at you at hectic speed. The Game Gear version has been well-structured with the difficulty curve set exactly as it should be.

Klax drives puzzle games into the Nineties and is just like having an arcade machine stuck inside your Game Gear. (A word of warning: don't let your parents have a go, it'll be the last time you see your Gear!)

● Les "klacks" Ellis

PROTIP Learn to plan ahead. You can see where everything is going to fall when you make a klax so try to foresee chain reactions. Also, try to keep the pit clear at all times, even if you aren't going in the right direction to achieving your objective. You'll get there eventually.

PROFILE

KLAX ● DOMARK ● £27.99 ● OUT SEPT

CART SIZE	1Mbit
PLAYERS	1
STAGES	99
SKILL LEVELS	1
FEATURES	n/a

SUPPLIER
Domark
Ferry House
51-57 Lacy Road
Putney, London
SW15 1PR
✆(081) 7802222

GRAPHICS 84
▲ Everything is clearly displayed, no eye strain.
▼ Sometimes colours can be confused

SOUND 78
▲ Great arcade music, but intrudes into game.
▼ No speech!

GAMEPLAY 87
▲ Simple to get into, devastatingly addictive.
▲ Fast and fun.

CHALLENGE 86
▲ 99 levels will take forever to complete.
▲ Variety of wave objectives alleviates the bore-

Will appeal to absolutely every type of games-player.

PROSCORE 85

KLAX



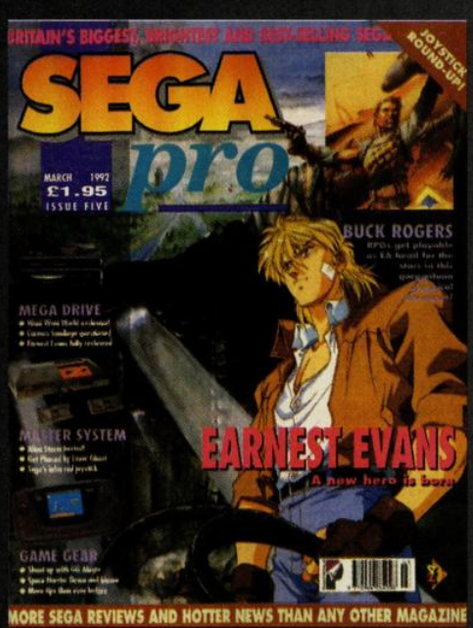
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pro PICK

Listed below are our recommended games of the past three months. They are in no order of greatness, they are just what we believe every SegaPro worth his salt should have seen. (And if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions.)

GAME GEAR

ALIEN SYNDROME



Producer: Sims
ProReviewed: SegaPro#7
ProScore: 84 (import)

Fab deep-space arcade adventure, *Gauntlet*-style, that has you saving the inhabitants of moon-base Alpha from the most ugly marauding alien space-buccaneers you'll ever come across. Plenty of bolt-on weapons and massive play area make this a real GG winner.

The Pros said: "An excellent extra-terrestrial extermination escapade."

SPIDER-MAN VS THE KINGPIN



Producer: Acclaim
ProReviewed: SegaPro#6
ProScore: 92%

Against-the-clock action through several tortuous levels in a desperate attempt to clear your name and save New York. Wicked graphics and gameplay have GG *Spider-Man* swinging straight into this issue's ProPick. Simply the best platform game to date on the hand-held!

The Pros said: "Marvel-lous! Packed with challenging) cartoon action."

THE CHESSMASTER



Producer: Sega
ProReviewed: SegaPro#7
ProScore: 83%

Packed with options and exceptionally user-friendly, *The Chessmaster* is great even if you're not a big fan of chess. Plenty of meaty samples tell you whether you're playing well or not, and it's very tough to beat.

The Pros said: "The most comprehensive chess tutor you will get."

CHASE HQ



Producer: Taito
ProReviewed: SegaPro#7
ProScore: 74%

Accurately-detailed cops 'n' robbers driving game. Statics of high-performance sportsters add to the effect, while frantic road racing, obstacle avoiding, and forks in the road require split-second decision-making. Ram those crims off the road with the aid of your turbo-charged Porsche, you dirty rat!

The Pros said: "Good race 'n' chase action."

MONSTER WORLD II



Producer: Sega Japan
ProReviewed: SegaPro#8
ProScore: 84%

The now-legendary Wonder Boy has been transformed into a lizard kid by the evil Vampire Dragon! Annoyed by this he embarks on a search for the magic cross which has the power to restore him to his original form. Will he succeed? His fate is in your hands!

The Pros said: "A great progression from the original."

MASTER SYSTEM

ARCH RIVALS



Producer: Acclaim
ProReviewed: SegaPro#7
ProScore: 83%

Balls-out arcade basketball fun where the only rule is there are no rules! Dive, lunge and punch out your opponents in the quest for on-court victory! Play against computer or human opponents, or team-up with a friend, but watch out, you may lose your shorts!

The Pros said: "Strictly two-player only... but very enjoyable!"

BONANZA BROS



Producer: Sega UK
ProReviewed: SegaPro#6
ProScore: 75%

Not an extremely high score for such a playable platform romp. Robo and Mobo are rapidly becoming cult figures on the Master System. Their Lego-man graphics are well-animated and ingeniously funny. The only let-down is the ease of completion, but that won't stop you coming back for more!

The Pros said: "This will have Jake and Elwood rolling in their graves."

ASTERIX



Producer: Sega
ProReviewed: SegaPro#7
ProScore: 90%

You play either Asterix or Obelix in this stunning platform game. You've got to rescue Getafix, your druid, who's been kidnapped by the Romans. Graphically superb, the characters could have jumped from the pages of the comics.

The Pros said: "No matter what your age, you'll love playing *Asterix*."

CHAMPIONS OF EUROPE

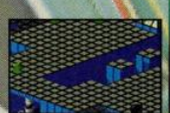


Producer: Tecmagik
ProReviewed: SegaPro#7
ProScore: 92%

The *other* footy game everyone has been waiting for. With plenty of nice touches, such as talking players, international play and wind toggle option), it should do rather well. Fast and playable, and the goalie's not as superhuman as another soccer game we could mention.

The Pros said: "A rival for *Super Kick Off* has arrived on the MS."

MARBLE MADNESS



Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 88%

With graphics every bit as good as the arcade original, and all the old faithfuls, including the worms, acid-pools and hoovers to name but a few, this is a game for people with balls! All six levels are faithfully replicated from the coin-op, as are all the old tunes. This is it!

The Pros said: "Incredibly accurate and extremely encouraging."

MEGA DRIVE

SUPER OFF ROAD



Producer: Accolade
ProReviewed: SegaPro#8
ProScore: 85%

Possibly the most fun you can have without getting mucky. Two players compete in this motorised bounce-arama for the chance of pots of money and close contact with well-endowed semi-naked bimbettes! 16 track configurations and uprated equipment ensure long-term enjoyment.

The Pros said: "...deranged driving at its break-neck best!"

TWO CRUDE DUDES



Producer: Data East
ProReviewed: SegaPro#6
ProScore: 91%

Biceps abound in this post-Apocalyptic throw-'em-about. Two muscle-bound meatheads have been ordered by the President to clear New York of rad-mutants so that the re-building programme can commence. Ultra-accurate turbo-charged mayhem. A must!

The Pros said: "Move over *Streets of Rage*, *TCD* are kicking ass tonight!"

THE TERMINATOR



Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 92%

If you don't yet know the plot to *The Terminator*, you play Reese in his heroic attempt to save Sarah Connor from an exceedingly brutal mass-murdering cyborg from the future. You'd better get it up, or it's bye-bye human race!

The Pros said: "Top-notch platformer. Killtastic!"

DESERT STRIKE



Producer: Electronic Arts
ProReviewed: SegaPro#6
ProScore: 92%

Based on the party Saddam Hussein held in Kuwait recently, *Desert Strike* puts you in charge of one of Stormin' Norman's Whirlybirds. With plenty of missions and great sound and graphics, this game is frighteningly realistic. The definitive combat shoot-'em-up!

The Pros said: "...a masterpiece of intense action."

CORPORATION



Producer: Virgin
ProReviewed: SegaPro#8
ProScore: 95%

A genetically-mutated symbiotic cyborg has escaped from UCC and is running amok in the city, ripping people apart in a blood-stained frenzy. Your mission? To infiltrate UCC and escape (alive!) with proof of the illegal goings-on. Easy? You gotta be kidding!

The Pros said: "A great blend of exploration and blasting, *Corporation*

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pro TIPS

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month will win the sender three carts of their choice – which means you could win yourself up to £150 -worth of Sega software just for sharing your gaming secrets with the world of Sega owners! Winners for each month will be contacted – don't ring us, we'll ring you!

You can send your tips to us in any of the following ways:

WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0225) 777869. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0225) 765086 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

MEGA DRIVE

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DAMIAN BUTT'S PROLINE

You know how to give us the latest and greatest tips, but Damian can also get them to you. Damian Butt's ProLine is updated every Friday with the latest tips for the Mega Drive, Master System and Game Gear. When you ring this number, you'll not only get Damian's personal choice of music, you'll get 100% Sega tips – no ads, no bull, just help. Damian Butt completes every game he plays, so you can be sure that every tip you hear has come from the UK's top Sega tipster. The number to phone for the latest hints is...

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Calls charged at 36p/min cheap rate, 48p/min at all other times. Please get the phone owner's permission before you ring!

DRAGON'S FURY

Kris Bolton of Middlesex sent us a plethora of tips, and these codes from the Japanese game *Devil Crash* should come in particularly useful for anyone who's just bought Domark's UK version *Dragon's Fury*.

UUBV99BORE (73 balls and 505,705,300 points)
ALCLAE8ECK (21 balls and end of game sequence)



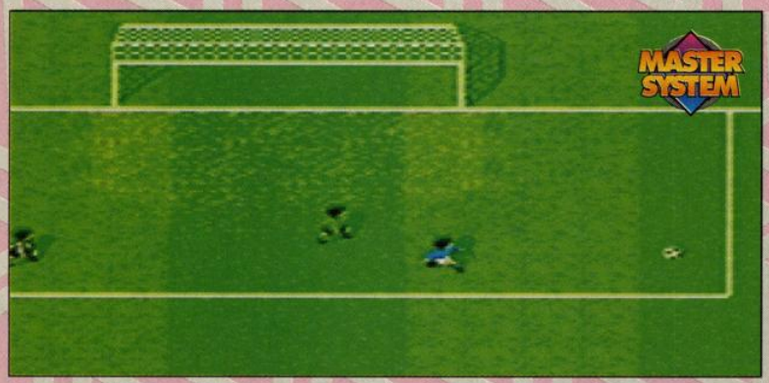


PRINCE OF PERSIA

It's not even out yet, but that hasn't stopped the Pros bringing you the complete list of codes for this stunning Master System game. Don't forget, using these codes will shorten the life of your game, so use them sparingly!



LEVEL	CODE
2	GLFIFT
3	GKEHEP
4	JMGJGA
5	GICFCH
6	LMGJGC
7	NNHKHI
8	POILIO
9	OMGJGF
10	RNRLIY
11	SNRLIZ
12	RLNJGO
13	PIKGDA
14	QIGGDX

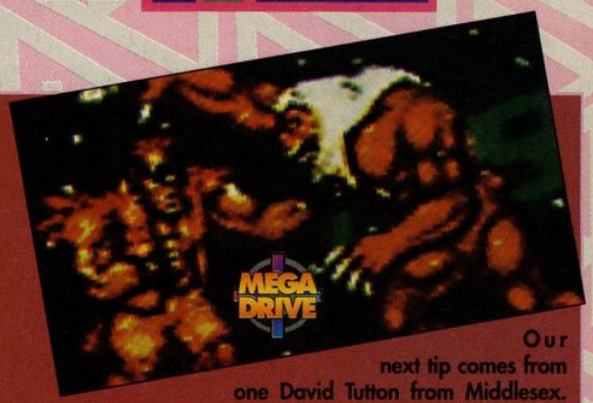


CHAMPIONS OF EUROPE

A quickie from Tim Weston, who hails from London, concerning *Champions of Europe*. If you get to the semi-final, and it's 0-0 at half-time, give up and you'll be magically transported to the final! Cheers, Tim.



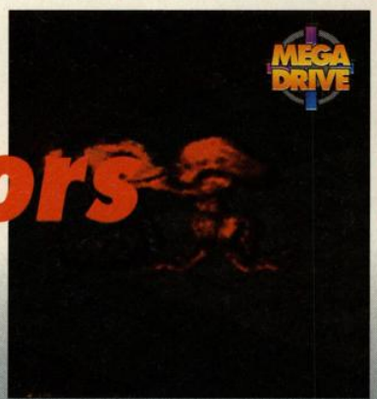
TWO CRUDE DUDES



Our next tip comes from one David Tutton from Middlesex. He says, "for those of you having trouble completing the wicked beat-'em-up *Two Crude Dudes*, start a one-player game and get as far as you can. When you're on your last life with no continues left, and only have a small amount of energy left, unplug the joypad and plug it into port two. Pressing START will now allow you to continue as player two replete with a full set of lives and continues." Well spotted, Dave!



Beast Warriors



Darren Browne from Humberside has sent us some codes from this unbelievably poor game. (Why didn't he just wait for the SEGAPRO review before he bought it?!) They are as follows and must be used with the name "DARREN".

AAAAAQMWFNBAQDV – £200 to spend in the shop.
AAGAZADRTJUZQIY – to mutate into the red blob!
AAPAJAJFGXOXQMP – to fight the last monster!

Darren also tells us to press button C to alter the text from Jap to English! Spot on, Darren!



TOEJAM & EARL

That bodacious dude Joe Nelson from Newport has sent us a tip allowing you to collect six extra presents for these well-gnarly weirdos.

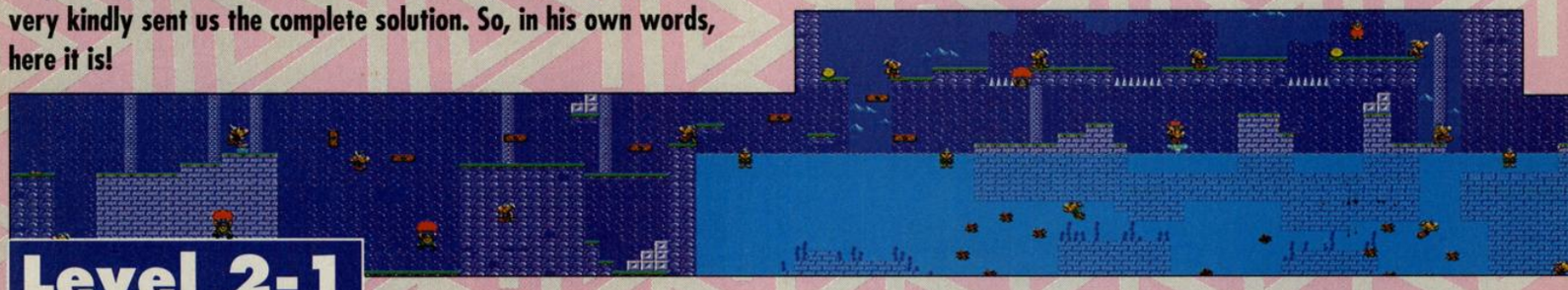
Make your way up to island three and collect all the presents. Then drop back down to island one. Open all your presents until you find either the Icarus wings or a rubber dinghy. Fly/float up and diagonally to the right. When you get to the top of the screen, fly/float to the right edge. Fly/float down until you come to an island. Here you'll find the six presents, including a door back to island one. Note: this tip will only work if you have Fixed Worlds on. Yo, Joe!



Asterix



Avid SegaPro reader Andrew Jagger from Leicester has battled his way through the fabulous centurion-bashing romp, *Asterix*, and very kindly sent us the complete solution. So, in his own words, here it is!



Level 2-1

Level 1-1

Go to the chimney somewhere in the middle of the level and blow the top off. Go down the chimney and make your way left. You'll come to a chimney surrounded by blocks. Don't blow them up yet! Hold down LEFT and jump into the wall; you'll go to a secret room with some blocks which contain three bones and an extra life. Now go back through the wall and finish the level.

Level 1-2

Look out for the tree-throwing nuts! At the end of the level you have to hit three men holding a flag with an 0 on it to complete the level.

Level 2-1

It's best to be Obelix for this level because you'll have more chance defeating the boss. Get past the log which keeps spinning, then walk on top of the next log. You'll fall down onto a platform. Along this platform is a small hole, jump down it to get some goodies. Finally, go through the left wall to get out.

Level 2-2

Choose Asterix for this level. It keeps scrolling, so keep to the fore of the screen or you'll no doubt get squashed. Just before the end is a large rectangle of blocks, the bottom one of which contains an extra life.

Level 2-3

Asterix is best for this one. First bomb the thing that looks like an Christmas pudding, then jump onto it, and then the high platform. Make your way to the top and out of the building. There you'll find two blocks which move from side-to-side. Wait till they're going right, then jump onto the higher one. Jump up and go right onto the big wall, where there'll be loads of bones hidden in blocks. Jump back onto the top block and go left, where there's a large gap with a platform in the middle. Jump on this, then move fully left to the bonus sheet.

Level 3-1

It doesn't matter who you are for this level. Keep going right till you come to an extra life, but watch out for the hidden hole between the trees. Jump this, get the life, and go down the hole, where you'll be pushed to the finish by the water.

Level 3-2

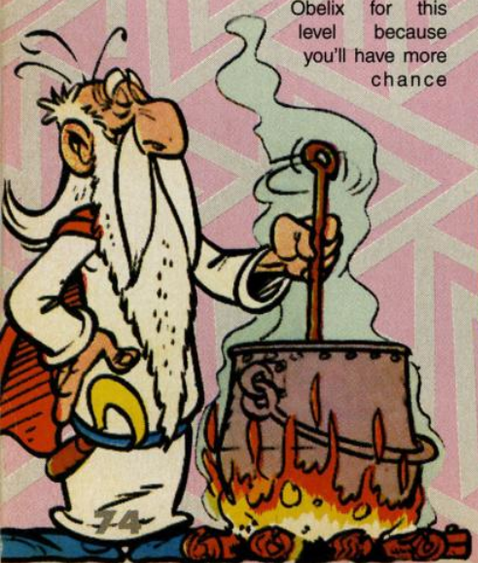
Best to be Obelix here. Make your way right, beating in Romans as you go, till you come to a place where if you go up you'll find a blue pot, and if you go down you'll come to a door. Go up, jump and hip-attack the blue pot. Hold right and you'll be on top of the glacier. You'll find a small room with goodies and a door, which leads to the finish.

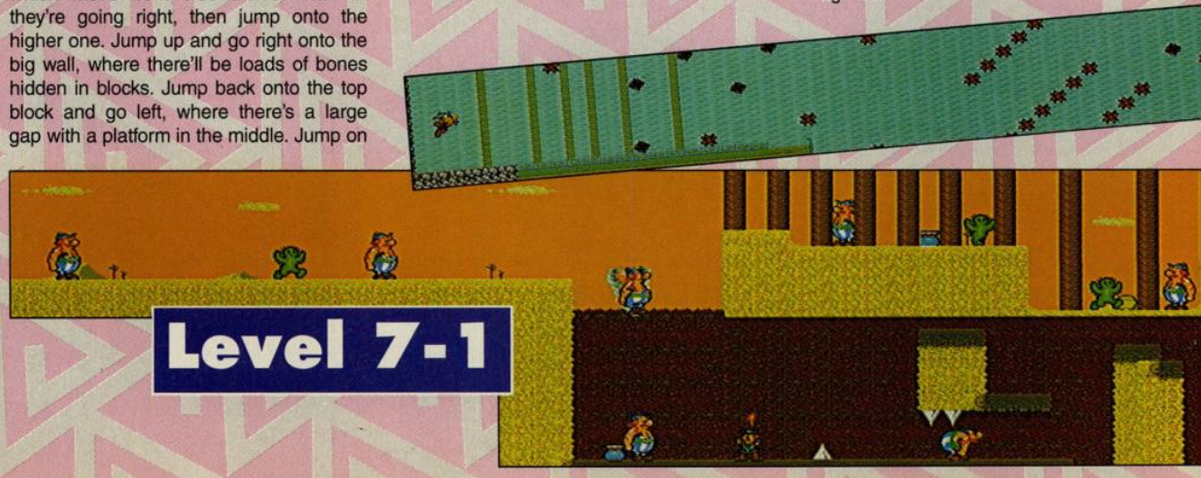
Level 3-3

Be Obelix here so you can defeat the guardian. Jump up onto the little platform which takes you along and up. Just keep going till you come to a platform with two coins on it. Jump fully left, and you'll land on top of a wall. Go right and get the money and the goodies pot. Next you'll be in a room with a platform in the middle. Go past this, kill the snowman, and destroy the blocks for an extra life. Go down the hole and kill the guardian for an extra life point.

Level 4-1

Obelix again because there's oodles of enemies on this level. Go down the first turquoise pot for a bonus sheet, then hit the pot right onto a ledge. Go down this and it'll lead you to the key. Make your way to the far right and sink in the bog. Go through the cav-





Level 7-1

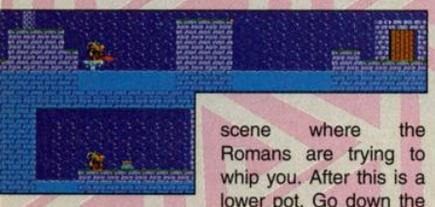
ern, not stopping because of the weird stuff leaking from the roof. Jump on the spring to get back to the surface. Keep going left and sink in the marsh just before the exit for an extra life.

Level 4-2

Obelix is getting all the work here due to the large numbers of cannons. There are lots of blocks near the beginning of this level, but you'll come to a solid high platform and a solid low platform with three vertical blocks. Destroy these for an extra life. Next there are loads of cannons which are activated by hitting the plunger. Jump down the barrel and fly off into the clouds to get the key.

Level 4-3

Yep, you guessed it. Obelix is needed once again to defeat the level guardian. At the beginning there are lots of pots. Go down the sixth one for an extra life. You'll come to two holes with blocks down them. Go down the one with the most blocks for an extra life, then work your way up to a



scene where the Romans are trying to whip you. After this is a lower pot. Go down the hole, jump left for an extra life, then jump up and out. Go down the penultimate hole for yet another extra life. Keep going and jump down the chasm. Go left to get the guardian and the final life point. You'll come to a spring, get on it and jump right into the wall for some goodies. Then go left to get the guardian. Once you've killed him, retrace your steps back to where you fell down the chasm. Punch through the blocks leading right, get past the venus fly trap and you've finished the level.

Level 5-1

Well, it's about time Asterix got a shot. When you're underground, and you've been past two fire-spitting statues, you should just see the edge of a secret room. Try getting on your knees and skidding through the step. It's hard but possible. Jump on top of the building using the moving ramp. Kill the bird when it comes down, because it's got the key.



Level 5-2

Not much to say about this level except be Obelix, and if you're knackered after the spikes, then the blocks at the end have a health potion inside.

Level 5-3

The powers of Asterix are required here. This level is in three sections. After the main part of the last section after you've got the key, there is a staircase made of blocks. Blow up the one on the edge for an extra life.

Level 6-1

Obelix is best here. On the first part, move only when it's light, but be careful because some of the spikes move. When you're in the octopus, simply dodge the green blobs that drop from the ceiling. Once you're out of the octopus, stand on the first small underwater hill, and press DOWN to get to the cavern where the key is.

Level 6-2

Obelix here. Get on the anchor which will take you to the deck. Go left for an extra life, then right, grabbing the rope tied to the seagull. At the end, the seagull will fly up and you'll fall down into the ship's hold. Get the solid bombs and make your way carefully across the fountains and waterfalls.

Level 6-3

Nimble Asterix is needed here. Hurry up because the lavas always rising. After the lava part, you'll have to get onto a moving platform and negotiate some spikes. It's rather difficult until you get the hang of it. Don't get off the platform to get the key, because someone's left the door at the end unlocked.

Level 7-1

Here Obelix is called for. Get to the spring at the end of the underground cavern, but don't get on it. Get on the bottom platform and move right. You'll go to a room with a bonus pot in it. Next get to the surface and go left where you'll find the key. Jump down the hole back into the cavern. Then get back up to the surface and go right. There you'll find the exit.

Level 7-2

You need Asterix for this level. Get the fire potion and go up. You'll find a spring. Get on it and jump left. You'll find a bonus pot somewhere. There are lots of blue pots on this level, but only one contains the key, the rest eat your head! To find the key, jump right onto the spring at the beginning. Make your way right, past the lava-spitting statues, and you'll come to a platform which disappears when you stand on it. Fall down and move right, and you'll be standing on a small platform. Jump right and you'll find the key.

Level 7-3

Obelix here, please. This level is in four sections. The first is on the surface, moving into a pyramid. Make your way left and go through a door. Get to the top of the shaft on the small moving platform. Jump onto a raised level. To the right of this are two square blocks with two spiked balls orbiting them. Jump on the top one when the ball is out of the way, then jump right as high as you can. You'll find yourself on top of the roof which is above the screen. Move right to completely avoid the third section which is rather tough. You'll come to a blue pot, which you shouldn't collect, because it's a head-eater. There are three doors at the end of this level, go through the middle one to access the exit. There are two pots in this room, one is the key, the other a head-eater. Either one could contain the key, but it's usually the one on the right.

Level 8-1

Yes, it's the final level. This is identical, whichever character you are. Also it's the easiest level in the whole game. Just jump over the spikes and dodge the guard's spear and you've completed the game! And on that not, go and have a drink of hot chocolate, you deserve it.

Level 6-1







Following on from last month's guide to the first four levels of this cracking GG and MS game, the Pros have great pleasure in bringing you the final levels. This month, we web our way past Electro, The Sandman, The Hobgoblin, Venom, and finally, The Kingpin! Happy swingin', you eight-legged freaks!



Above: the keyroom on level four holds many delights for eager Spideys.
Below: level seven is one of the toughest stages of the game.

LEVEL 4

(The Power Station continued)

There are three switches that you must find to deactivate the plant's defensive systems. These are located at the bottom left-hand corner, the bottom right-hand corner, and the top centre of the plant. Hit them all to off and your safe passage is almost guaranteed, barring the stooges and bats that have to be dispatched!



Electro is one mean mutha! His bolts of pure electricity can really send your spider-senses scatty! Move down to ground level and keep him well webbed-up as you attempt to "earth" his charge (again, crouch kicks are most useful), not forgetting that all-important snapshot!

Having defeated the high-voltage freak, you must then negotiate a series of electric barriers to attain the third key. These flash on/off in a seemingly random way, but closer inspection reveals a sequence. Keep travelling vertically on your webs, waiting between barriers until they flash off, then continuing to the next waypoint. The key is at the top, but don't worry too much about being hit as these zappers have very little effect on your spider-health. Rather they just waste time, which, as you know by now, is preciously short!



LEVEL 5

(Central Park)

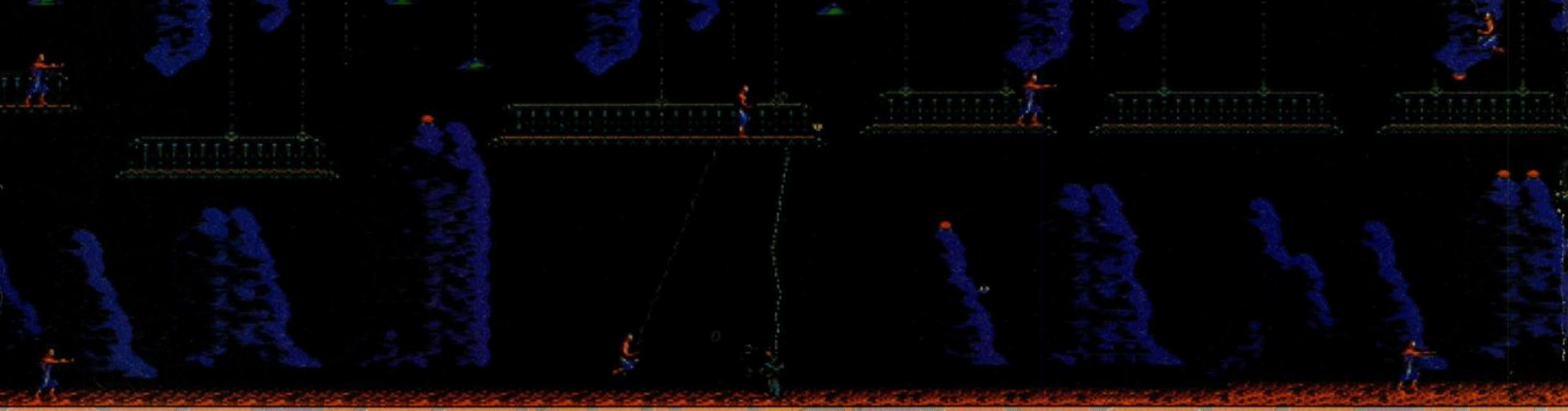
This level is superfluously easy to complete, although killing the Sandman requires split-second timing. A couple of thugs hinder your progress, but are real wimps, so quickly batter them and get to the fire hydrant. The Sandman has the power to turn his body into (guess what?) sand, and therefore is rather an elusive character. To defeat him, kick the hydrant and he'll be washed away in the resulting deluge, leaving his key behind. Serves you right, Sandy! Oh, and once again, a photo is of paramount importance!

Being a bit of a man-about-town, the Hobgoblin resides in the city. The streets are relatively villain-free, although a couple of muggers may accost you at the start of the level. Skateboarders are a pain in the mandibles too, as they bump you off the sidewalk! Bash them, then quickly climb to the highest point in the city. This'll allow you to trash the green one a hell of a lot more easily than having him flying around above your head. Web him up, and keep



LEVEL 6

(New York)



MAN

Part two

Watch out, here comes the Spider-Man. Swinging in below we meet Spidey on level five.



him webbed! Otherwise, he'll trash you in no time! Unfortunately for you, Spidey, he hasn't got the key. He's given it to Venom, the man in the sentient costume. Don't worry, though, because Venom is possibly the weediest of all the villains you'll come across, and soon relinquishes his grasp on it!

LEVEL 7
(The Cavern)



To deactivate the bomb, which is found on this level, you first have to defeat that troublesome Doc Octopus again. After doing so, the bomb may be found at the bottom right of the cavern. Red missile launchers will try to stop you, but simply avoid their droppings, and make your way to the danger zone! The bomb has five firing-pins (which correspond to the keys). They must be deactivated in the correct order, which, until attempted, is rather an unknown factor. Still, just punch and kick away at that ol' bomb, and you'll soon get the better of it!

LEVEL 8
(The Kingpin)

Finally comes the Kingpin. With his attempt to discredit you in pieces, he decides to kill you instead (and why not?). You meet him outside the Opera House (is that right?) and it's easy to tell he's dispirited. Go on, Spidey, kick his fat bald head in. He deserves it.





Well that's it! Simple when you know how, ain't it? Watch out for the web-slinger appearing in Game Over in the very near future. But for now, in the immortal words, "Watch out World, here comes your friendly neighbourhood Spider-Man!"



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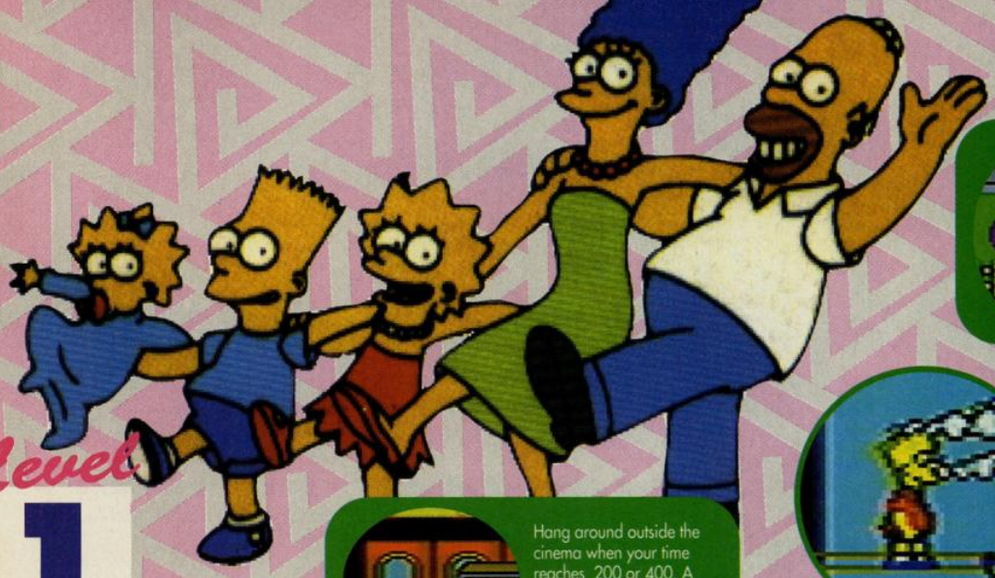
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MEGA DRIVE MASTER SYSTEM GAME GEAR



Level 1 PART 1



Run along the line to cover the purple ball and rocking horse below. The bush hides an extra life, jump up and then power jump to the right to catch it before it goes out of reach.



Hang around outside the cinema when your time reaches 200 or 400. A purple person will come out so you can spray him.



You can by pass the entire skateboard section by buying a key from the hardware shop, pressing START, selectng the key and pressing C to use it. You will emerge by the retirement home.

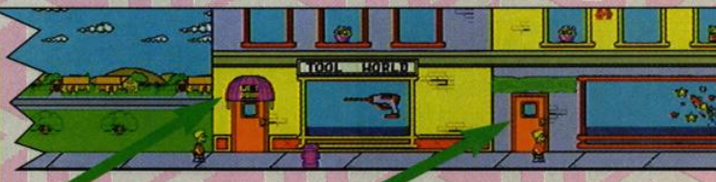




The first thing to do is to power jump on to this bin and immediately power jump over to the right to get the extra life.



Phone Moe's tavern here, read the hoax call and wait for Moe to emerge. Wait until he runs by you and then chase him, spraying as you go. When his overalls turn red you've done it.





From here you can buy a cherry bomb and about seven rockets. You can buy more rockets if your aim is poor later on in the level.



Enter Tool World and buy the wrench and the key. Use the wrench on the hydrant outside to spray the canopy above the door red. You can stand on the door to jump up to the plant pot overhead.



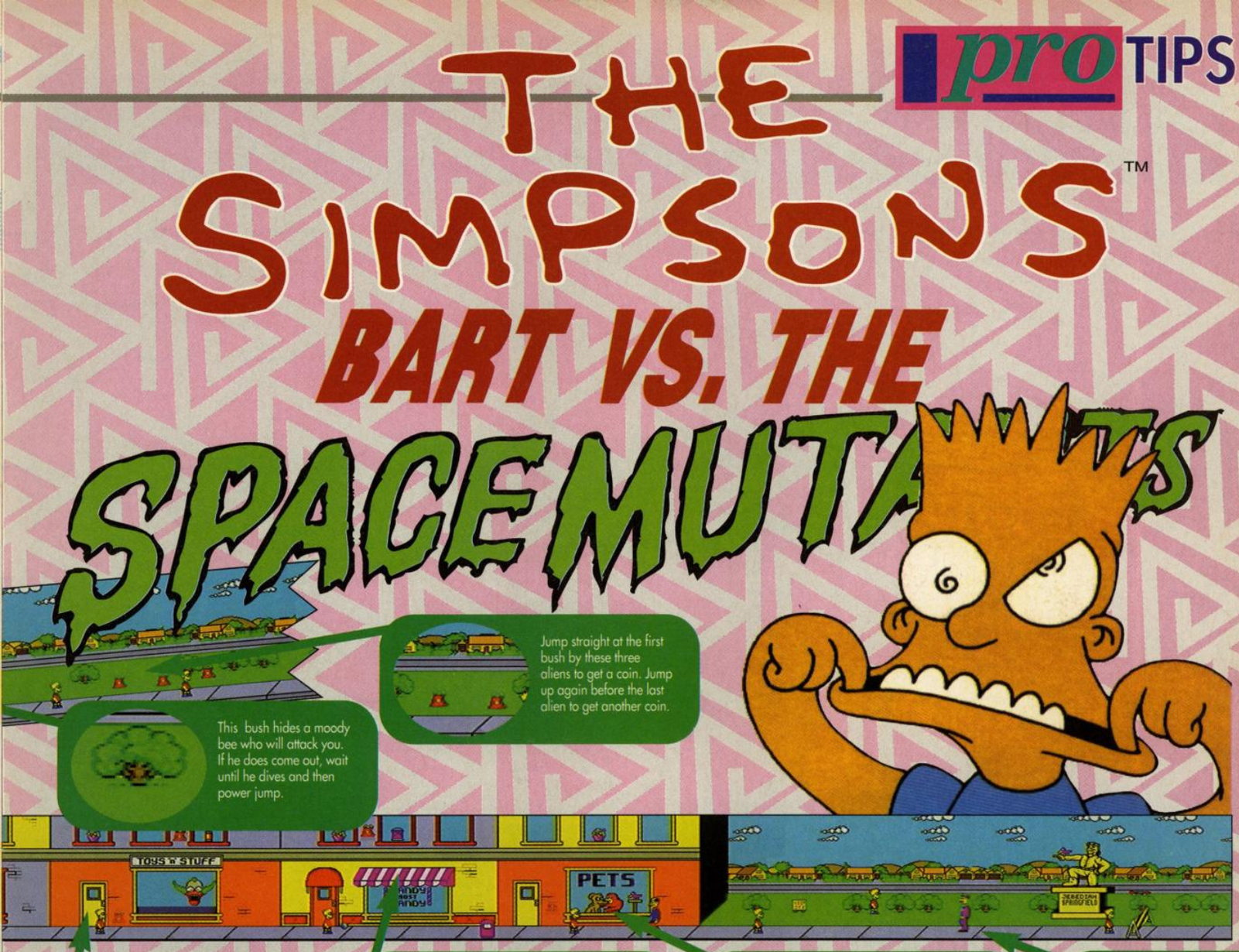
You can't swerve around the dogs in this section. The only way past is to jump over all three sets of them.

Nelson, the school bully, appears and tries to knock Bart off of his board. Just jump up as he comes near you.

MATT GROENING

THE SIMPSONS™

BART VS. THE SPACEMUTANTS



Jump straight at the first bush by these three aliens to get a coin. Jump up again before the last alien to get another coin.

This bush hides a moody bee who will attack you. If he does come out, wait until he dives and then power jump.

Buy a whistle and a magnet. The magnet is used to cheat on the wheel of fortune in the fairground level. You can gain extra bonuses by cheating.

Roll the ball along and jump on it to make it fly up and hit the paint. You can also bounce off of the bin to get up there and knock it over.

Use the cherry bomb when you are standing in the window to frighten off the bird; it's purple and counts as a goal.

Walk on the grass to attract parkie, spray him and jump over him. Use a rocket on the line to hit the bird on the arm.

Level 1 PART 2

These aliens are spaced conveniently so that you can swerve up and down to av oid them all.

While you are avoiding the aliens, check every bush along this section for coins and an extra life.

Jump over the barrier and check those bushes to gain some extra coins. You are now only a short hop from finishing the level.



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QUESTION 1	QUESTION 2	QUESTION 3
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B ☐	B ☐	B ☐
C ☐	C ☐	C ☐

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Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. The winner to this competition will be announced in the next issue of SegaPro magazine.

THE SIMPSONS™ BART VS. THE SPACE MUTANTS



Aim your rocket so that it hits this section of the sign. If it hits anywhere else nothing will happen.

This fountain needs to be sprayed. Stand between the aliens and give it a blast with the spraycan.

Standing between these aliens gives you the perfect place to line up a rocket to blast that last window.



Place your rocket just over the line in the pavement and set it off; it should take out the window. Make these three windows your last three goals to save you going back through the level.

This is where you will appear if you take the short cut through the house. Blast the window just above you.

Level 2 PART 1



This is the hardest part of the first two levels. Power jump onto the first platform.

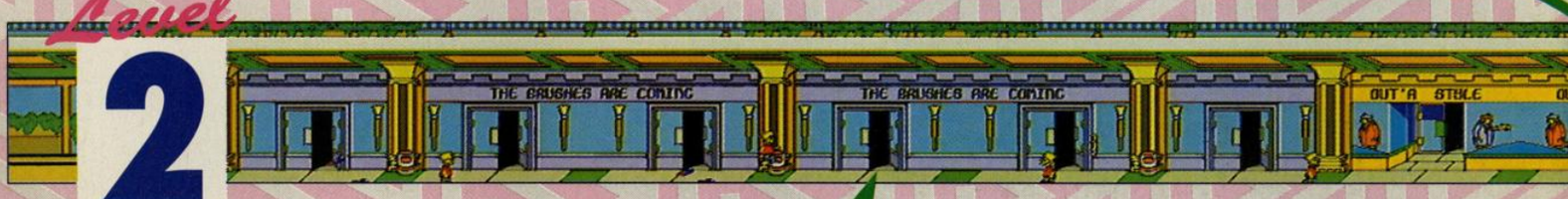
Watch for people coming out of the doors wearing hats. Jump up to knock them off.

Stand on all the rubbish bins on this level and jump straight up. Most of them will give you an extra coin as a bonus.

If the platforms weren't hard enough these discs revolve and will knock you off if you don't jump them.

Keep collecting hats. Some are on people but a lot are just laying around. Keep your eyes on the walls too.

Level 2 PART 2



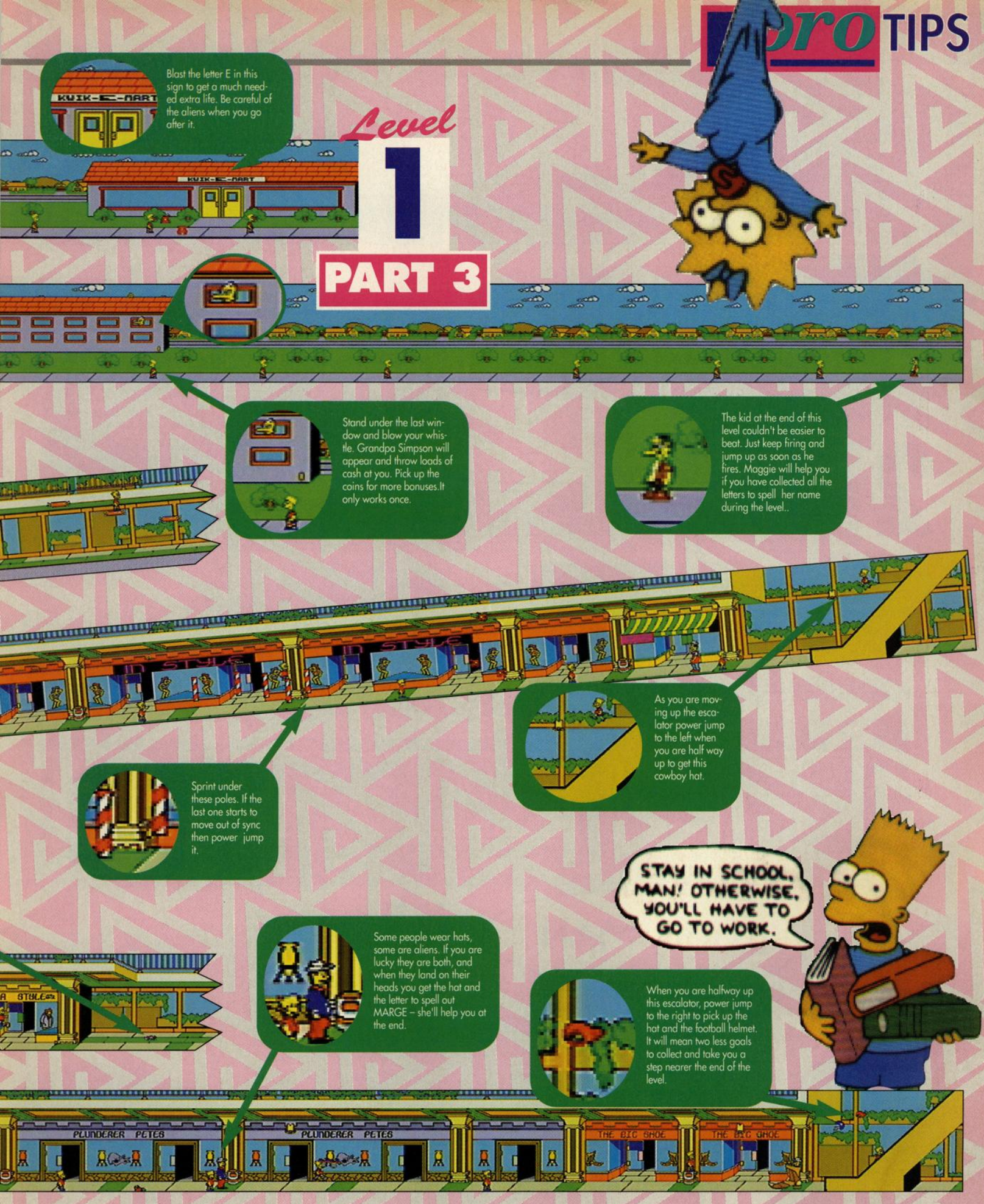


If you are short of goals hang around by these doors and people will occasionally come through wearing hats. Chase them and knock these hats off.



MATT GROENING

Level 1 PART 3



Blast the letter E in this sign to get a much needed extra life. Be careful of the aliens when you go after it.

Stand under the last window and blow your whistle. Grandpa Simpson will appear and throw loads of cash at you. Pick up the coins for more bonuses.It only works once.

The kid at the end of this level couldn't be easier to beat. Just keep firing and jump up as soon as he fires. Maggie will help you if you have collected all the letters to spell her name during the level..

As you are moving up the escalator power jump to the left when you are half way up to get this cowboy hat.

Sprint under these poles. If the last one starts to move out of sync then power jump it.

Some people wear hats, some are aliens. If you are lucky they are both, and when they land on their heads you get the hat and the letter to spell out MARGE – she'll help you at the end.

When you are halfway up this escalator, power jump to the right to pick up the hat and the football helmet. It will mean two less goals to collect and take you a step nearer the end of the level.

THE SIMPSONS BART VS. THE SPACE MUTANTS



Try not to land on people's heads when you are knocking their hats off. If they are aliens, however, let them have it.





The hats to the left have rabbits coming out of them so don't try to pick them up. More people will emerge from these doors wearing hats.

Level 2 PART 3

These are fairly easy to get past. Power jump to the first patform and then normal jumps will take you to the rest and off again.

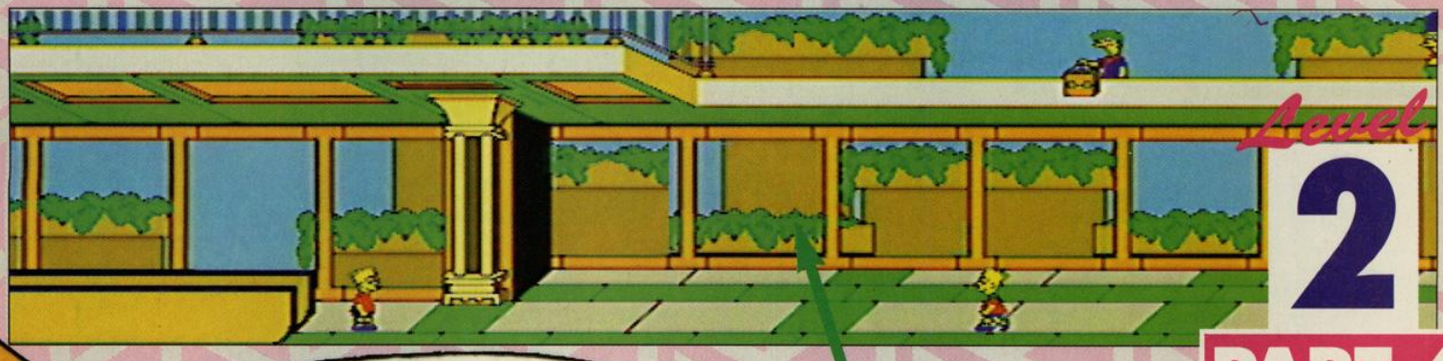




Take care only to run past these columns when they are at the very top of their rise. Then sprint under them before they come down.



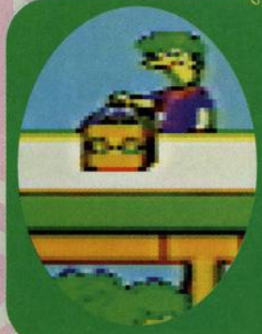
Stand on the bin when the magician starts doing his stuff. When he appears next to the bin jump on his head and back to the bin. Do this three times.



Level 2 PART 4



COOL, MAN!



After Bart emerges from the escaltor this inconsiderate shopper tries to throw shopping bags on his head. Jump on the bags to send them flying back up to him. You will have to do it when he is directly overhead so that they hit him. Move out of the way before he can line up a clear shot at you. If you collected all the letters, Marge will help you by throwing items at him to put him off his aim. Five shots will put an end to this shopper-from-hell's plans. Then you get the bonus for all the coins you collected in the level.



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GAME GEAR MASTER SYSTEM

PRINCE OF PER

LEVEL 1

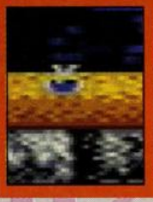




The first switch opens the door, the second closes it. Hit the first and jump immediately so you avoid the collapsing floor. Now flick the second switch, jump up and walk through.



The floor collapses to reveal a hidden level with a lovely blue potion waiting there to be drunk. Now climb back up and continue the quest.



After getting the sword, you may like to top up your energy with this blue potion. Then all you have to do is race back across the gaps to get to the exit and fight the guard.



There is a simple way to get past the spikes. Jump up as though you were trying to catch a ledge, keep doing this until the spikes disappear and you will have successfully walked through them.



You will need to take a run up to get this jump right. Hit the switch and then take a running jump to get back across. Then it's a case of three steps to the exit door and the end of the level.



Stand on the end of the platform and make the jump. Then stand still until your character draws his sword. If you move, he won't and the guard will kill you instantly.



The start of your quest and the door slams behind you. Run down and the floor will give way under your weight, sending you into the rest of the dungeon.

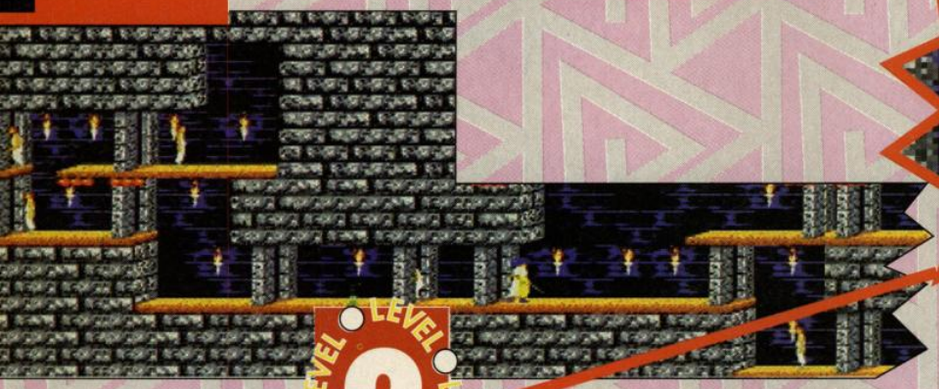


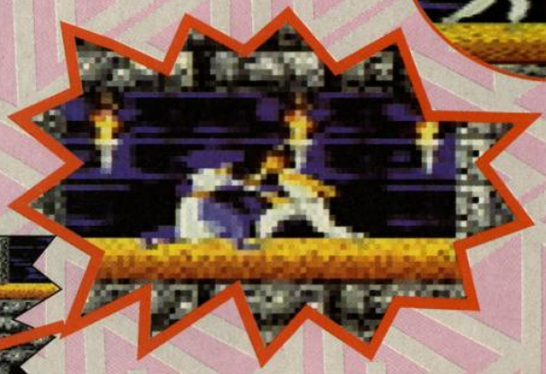
When the floor above gives way, don't fall down the hole. Use the slow step to walk right to the edge so that your feet hang over, then turn around and push down to climb carefully through the gap. You won't lose any energy this way.

The switch opens the door but the floor just after it will collapse if you go on it. Take one step past the switch and jump to save yourself from a fall.

Jump up by the door to reveal a secret passage-way. Go left to get a blue potion and right to go up to either fight a knight or return to the first door on the level. Beating the knight leads to a long way around to get the potion.

Don't try to fight this guy without going to get the sword first; you will lose every time. When you do get the sword and return, keep your finger on button 1 and push towards him.





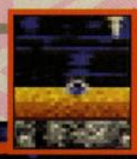


LEVEL 2

After killing the guard, make sure you jump across the three holes in the floor as they contain spikes that will stick you and end your current life.

Stand on the floor to make it collapse and then run underneath the guard. Run back to the wall and turn around. Stand still to draw your sword and the guard will fall down the gap. Press button 1 and move towards him to beat him every time.

PRINCE of PERSIA



Here is
of those
Drink it
your los

This switch opens the door below, hit it and run back around to fight the skeleton.



To kill this skeleton you have to hit him and when he jumps back push him. Keep doing this until you force him over the edge. Then climb down to the levels below and do the same again. You won't be able to beat him by repeatedly hitting him.





LEVEL 3



Run to the end to drink this potion to restore some of that lost energy. Then head back the way you came to get to the exit.



Hit this switch and run to the end of the polatform. Make sure the door is fully open before you jump or you will fall to the level below.



When you drop down to fight this guy, make sure you stand still long enough to draw your sword. Then kill him and drink the potion.





This floor will collapse but you don't have to go down. The jump could prove tricky and there is another much safer route around.



If you miss the jump above, you will end up down here. All you have to do to get back on track is run to the right and climb back up at the first opportunity. The door on the left can't be opened from this side, the switch is just out of reach on the other side.



All that stands between you and the exit door is this red guard. Hold down button 1 and move towards him to kill him. This method works every time on any guard.

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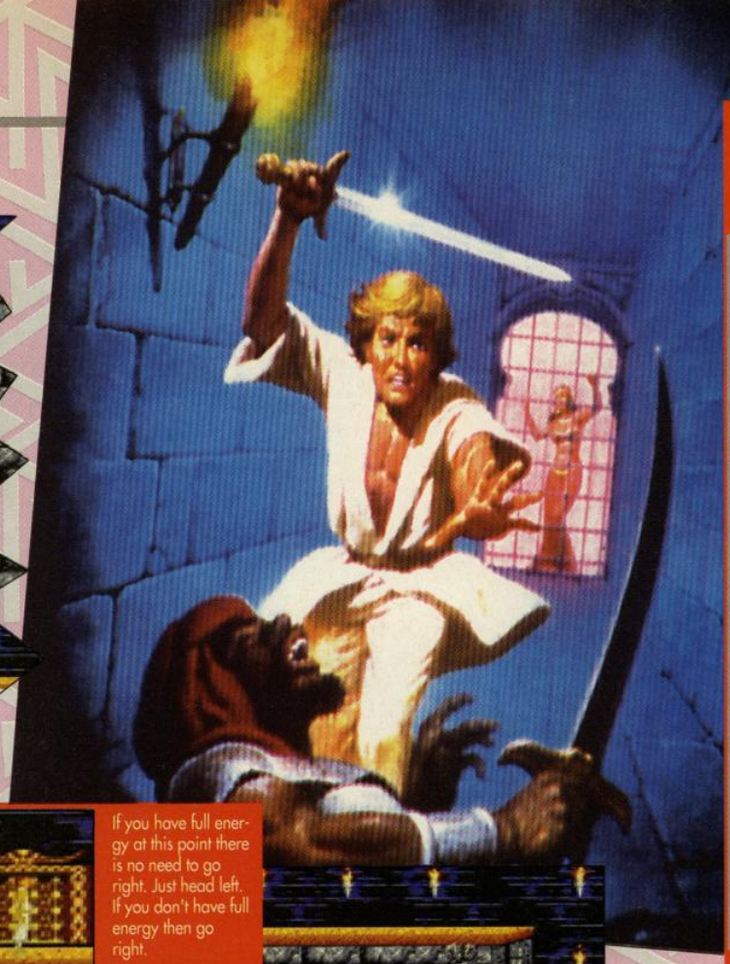
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If you have full energy at this point there is no need to go right. Just head left. If you don't have full energy then go right.





Climb up to the second platform and jump to the right to get the potion. Drink it and headback the way you came to start the real work on this level.



This will top up your energy for the fights ahead. You probably won't need it at the start but it is useful to remember where it is.

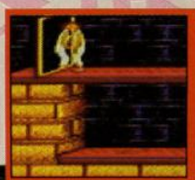


LEVEL 4

This potion will restore all your lost energy and give you an extra bar.



When you come face to face with the mirror, jump straight through it. Your image will run away but you will meet it on a higher level.. He will reappear and start nicking all the potions so watch out.



This is the switch that opens the exit door. Once you have hit it, you don't have to go on, you can go back and exit the level.



SUPER KICK OFF

David Chennell from Surrey hasn't had any sleep for a month judging by the mass of tips he sent in for this, the crown prince of soccer games.

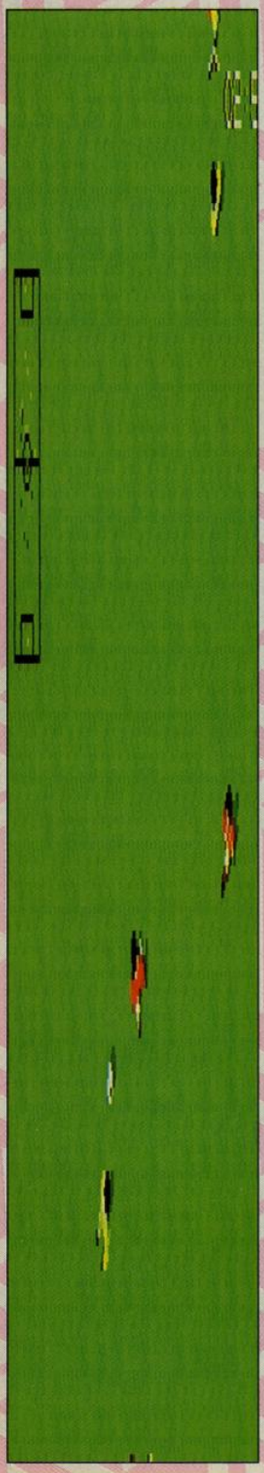


MASTER SYSTEM GAME GEAR

1) On a straight run at goal, when you're about 1cm from the penalty D, press button 2 to chip the ball forward, and run after it. The goalie will come out but bottle it, and you're left with a simple tap-in.
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3) At penalties, take the kick as quickly and near to the corner as possible.



4) If the opposing goalie saves your shot, then as your player runs out of the area, hold down button 1 and push the direction pad towards the goal. The goalie will kick the ball out directly at you (ouch!), and sometimes the ball ricochets off you into the net.
5) To save a penalty, press the direction pad the way you think the kick will go, and hold down button 1. If you've guessed correctly, you should save it!
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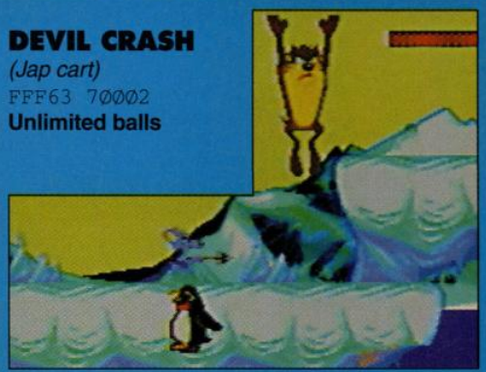
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QUACKSHOT
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FF8F9 90003
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(Jap cart)
FFF63 70002
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SPLATTERHOUSE 2
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FF00F 70004
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TAZ MANIA
(US cart)
FFD3DF0003
FFD3E80003
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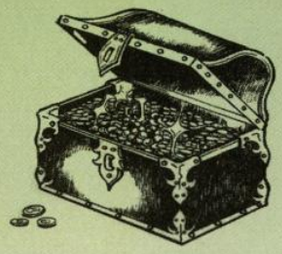
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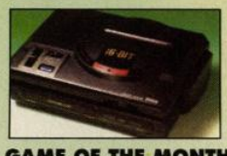
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MEGA DRIVE



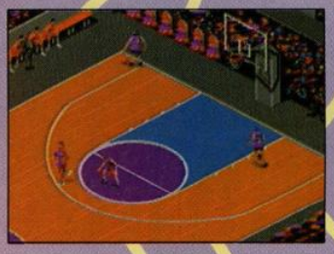
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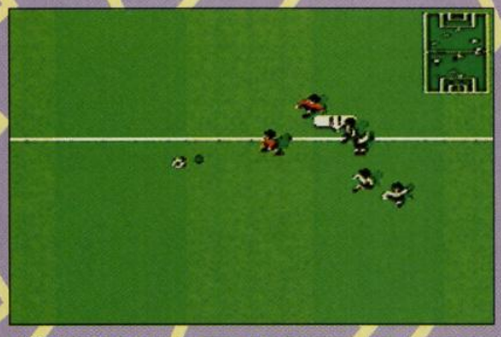
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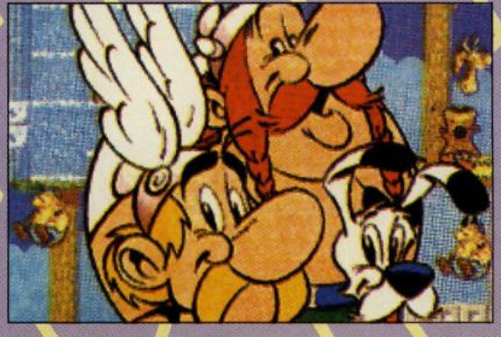
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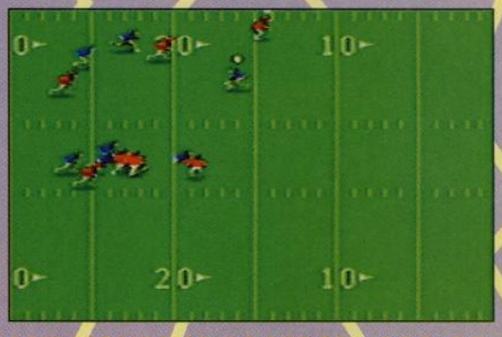
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pro SCORES

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Those scores that are deemed good enough (or bad enough) will be entered into the hallowed spaces of the ProScores page. If you do send in a score, try to send in a photo of yourself too, preferably a wacky one. Any *boring* photos may be "touched up"!

GAME GEAR

CASTLE OF ILLUSION
199,650 Paul Harding, Wintney
178,050 Andrew Williams, Bournemouth
172,340 Colin McGhee, Lerwich

DONALD DUCK
516,400 Matthew Williamson, Telford
299,900 James Colclough, Newcastle
163,400 Stephen Levin, Stoke



CLUTCH HITTER
22-9 Matthew Mead, Norfolk

FACTORY PANIC
693,490 Chris Roberts, Lowestoft
631,830 Simon Mark Day, Doncaster

G-LOC
124,500 Iain Watson Ilkley
23,550 Sean Parris, Old Coulsdon
Lt Colonel Nicholas Turner, Leeds



GALAGA 91
164,710
Kevin Traylor, Dover

GRIFFIN
74,600 Nikhil Kapur, Altrincham
69,300 Matthew Kerry, Devizes

JOE MONTANA FOOTBALL
127-0 (pro) Matthew Williamson, Telford
127-7 (easy) Andrew Shipp, Newbury
99-0 (norm) Robin Westblom, Chistlehurst

NINJA GAIDEN
26,800 Nicholas Turner, Leeds

PSYCHIC WORLD
11,563 Graham Shirley, Newcastle

SHINOBI
208,400 Brian Johnstone, Motherwell
132,000 Matthew Williamson, Telford
106,400 Chris McDermott, Gleneagles



SONIC THE HEDGEHOG
1,095,970
Wayne Bradford, Nottingham
757,360
Iain Watson, Ilkley
528,030
Blair Percival, Fife



WONDER BOY
1,250,310
Christian McGrane, Mid Glamorgan
334,050
Andrew Williams, Bournemouth
174,860
Rachel Wilson



SPACE HARRIER
14,189,104 Sam Rouxfl, Guernsey

Machine.....Game.....
Score.....Date.....
Machine.....Game.....
Score.....Date.....
Machine.....Game.....
Score.....Date.....
Machine.....Game.....
Score.....Date.....

Name.....
Address.....
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Postcode.....Age.....

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Send this form (or a copy) to ProScores, SegaPro, 7a Wicker Hill, Trowbridge, Wiltshire BA14 8JS. If you want a photo returned, you must enclose a SAE.

13,176,107 Antony Murray, Dumfries
8,146,100 Stephen Smith, Milford-on-Sea

WORLD CLASS LEADERBOARD
14 under Kie Farrell, Watford
10 under Steve Woodward, Sudbury

MASTER SYSTEM

ALEX KIDD IN SHINOBI WORLD
100,200 Simon Andrew, Cleveland
29,400 Darren Lightfoot, Nottingham

ALEX KIDD IN MIRACLE WORLD
35,128,590 Gareth Dickman, Manchester
215,600 John Atkins, Market Harborough
115,200 Daniel Bachhouse, Whitstable



BUBBLE BOBBLE
5,399,130
Chris Jeans, Cardiff
4,439,460
Kevin Hunt, Newport
4,091,050
Neil Winter, Braunton

CALIFORNIA GAMES
Footbag
488,870 Simon Barrett, Carlisle
124,830 Nigel Boswell, Worcester
122,400 Graeme Andress, Ayr
BMX
134,530 Rojette Guerrero, Mitcham
92,850 Nigel Boswell, Worcester
75,150 John Hartley, Brighouse
Skateboard
31,800 Rojette Guerrero, Mitcham
23,500 Mark Coaling, Sleaford

Surfing
6.0 Graeme Andress, Ayr
7.9 Mark Coaling, Sleaford
7.4
Danny Fry, Swindon





CASTLE OF ILLUSION
289,320
David Third, Selkirkshire
286,670
Jamie Anderson, Horndean
278,130
Allin Hughes, Criccieth

DICK TRACY
386,400 Craig Whiteside, Cleveland



DONALD DUCK
522,600
Adrian Turner, Dartford
419,650
James Smith, Knutsford

DOUBLE DRAGON
329,040 Chris Jeans, Cardiff
327,740 Paul Denney, Durham
156,250 Tony Carrington, Hemel Hempstead

FANTASY ZONE
9,999,999 Duncan Smith
75,300 James Smith, Knutsford
32,000 Andew Sweetman, Aldershot

GAUNTLET
498,506 Christian Webber, Chester

GHOULS 'N' GHOSTS
152,600 John Fitzgerald, Lechlade
34,900 David Durance, Hounslow
31,300 Gareth Hughes, Cardiff

GOLDEN AXE
373.2 Gareth Dickman, Manchester
167 Gary Rolfe, Northampton

HANG-ON
3,313,630 Owen Lonie, Dingwall
2,050,010 David Greig, Caithness
1,872,825 William Riddell, Motherwell

MERCS
72,750 Daniel Ellis, Truro



SHINOBI
582,950
Matthew Walker, Chertney
560,450
Christian Weber, Chester
214,750
James Smith, Knutsford



SONIC THE HEDGEHOG
2,556,300
Chris Cartwright, Newcastle
578,500
Simon Knights, Lowestoft
507,800
Michael Leach, Basingstoke

SUPER KICK OFF
15-2 Tony Carrington, Hemel Hempstead
12-0 Neil Winter, Braunton
9-0 James Goodrum, Hurstpierpoint

WONDER BOY II
9,617,600 Calvin Holbrook, Isle of Wight

WORLD CUP ITALIA 90
29-0 Daniel Ellis, Truro
21-1 Daniel Bachhouse, Whitstable

ZILLION 2
228,964,205 Richard La Ruina, London

MEGA DRIVE

ALTERED BEAST
11,019,700 Douglas Bryan, London
10,026,300 Paul Maseldine, Nottingham
7,899,300 Leigh Higgins, melton Mowbray



ARNOLD PALMER GOLF
1,100,000
David Connor, Trowbridge

ARROW FLASH
636,910 Richard Parkes, Australia

CASTLE OF ILLUSION
796,100 Nigel Parker, Keighley
649,200 Matt Eddy, Hayle
532,910 Richard Parkes, Australia

DESERT STRIKE
1,378,500 Daniel Shepherd, Buckingham

DEVIL CRASH
324,023,200 Rachel Lovatt, Derby
215,850,800 Daniel Creser, Barton
49,696,200 Michael Barmby, Wakefield

EA HOCKEY
65-6 (Can vs Port) Adam Wallace, Margate
61-4 (Can vs UK) Sean Spratling, Gloucester

FANTASIA
2,281,220 Simon Cooper, Hinckley
815,400 Brian Beamish, Liverpool
556,600 Peter Holt, Tadworth



FATAL REWIND
1,797,930
Chris Davies, Haverbreaks
1,206,840
Rachel Lovatt, Derby
474,370
Jamie Martin, Budleigh Salterton

GAIRIES
1,012,708 Rachel Lovatt, Derby

GHOULS 'N' GHOSTS
168,700 Nigel Parker, Keighley
56,600 Lou Pearce, Gillingham

GOLDEN AXE
333.1 Steven Sone, Caterham
235.5 Joe Colledge, Durham
230.5 Richard Gasson, Gillingham

GOLDEN AXE II
379.0 John Smith
311.5 Douglas Hawes, Middlesex
225.5 Nigel Webster, Blackwood

HARD DRIVIN'
1.13.44 Hard James Wilkinson, Walkington

HELLFIRE
6,943,570 Colin Newman, Runcorn
6,832,580 Nigel Parker, Keighley
4,144,640 Antony McEwan, Ross-Shire

JAMES POND II
24,014,990 Robert Graham, Rushden
8,692,000 Andrew Livingstone, Bangor
8,243,400 Gary Pike, Benfleet

OUT RUN
38,848,080 Nicholas Chevin, Swaplincote
26,134,410 Colin Newman, Runcorn

MERCS
1,282,400 (hard) Mark Wheeler, Blackpool
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QUACKSHOT
1,356,000
Paul Shipman, Cannock
1,170,000
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RAIDEN TRAD
1,244,500 Antony McEwan, Ross-Shire

ROAD RASH
$10,487,620 Ian Vanstone, Sherborne
$83,700 Colin Newman, Runcorn
$83,000 Nigel Webster, Blackwood

ROLLING THUNDER 2
2,003,720 Jim Cannon, Beckenham

SHINING IN THE DARKNESS
2,357,732 Spike, St Alban's



SONIC THE HEDGEHOG
9,999,990
Terry Grant, Moray, Scotland
1,424,500
Mark Barker, Braunton
1,043,470
Dan & Paul, Pottersbury



SPACE HARRIER II
27,010,280 Wayne Turner, Chelmsford
26,291,600 Paul Maseldine, Nottingham
22,924,700 Lee Rainford, Doncaster

SPIDER-MAN
94,613,180 Ralph Woolford, Twickenham



STREETS OF RAGE
999,990
Michael Copley, Winchester
924,000
John Harvey, Nottingham
899,200
Daniel Creser, Barton





SUPER FANTASY ZONE
643,100
Chris Naylor Braunton

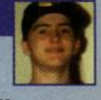
SUPER MONACO GP
4,499 Brian Beamish, Liverpool
4,835 Chris Cooper, Calne
4,509 Andrew Challis,London

THUNDERFORCE III
5,995,200 (mania) Gary Pike, Benfleet
1,056,500 Paul Hammock, Northfleet
1.050,850 Chris Cooper, Calne

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1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman, Runcorn

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298,650
Chris Flowers, Gillingham
226,020
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178,010
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Ski Jump
107.5 Jim Green, Wallington
105 Jason Henton, TV Games, Ewell
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SUPER SUN TAN ISSUE

SEGA 11 pro

THURSDAY 13 AUGUST

You'll need factor 25 sun lotion to avoid getting burnt by these summer scorchers...

Hot-Blooded High School Dodge-Ball, Chernobyl, Star Odyssey, Romance of the Three Kingdoms II, Atomic Runner, Grandslam Tennis 93, Grey Lancer, King Salmon, Dino Brothers, Thunder Force IV, Twinkle Tale, Smash TV, RBI 3, plus all the most excellent Sega games around (and all the dross!). We've also got an excellent giveaway consisting of... well, you just buy next issue to find out, eh?

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ASTERIX

GAME GEAR

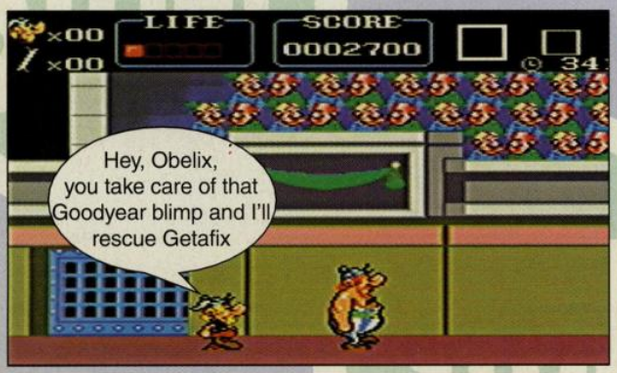
Gaining a massive 90% in SEGAPRO#7, *Asterix* has turned out to be the surprise hit of 1992 – so far.

The story follows the adventures of the eponymous muscle-man and his sidekick Obelix. In an attempt to finally rid the pesky Gauls from France, the Romans have kidnapped their head potion making, the mystical druid, Getafix. The Gallic duo must now set off to find Getafix before their power is depleted and the Gauls are rousted out of France by the Romans. Rumours are that they took the magic guy back to Rome – it's gonna be a long ride...

GAME OVER



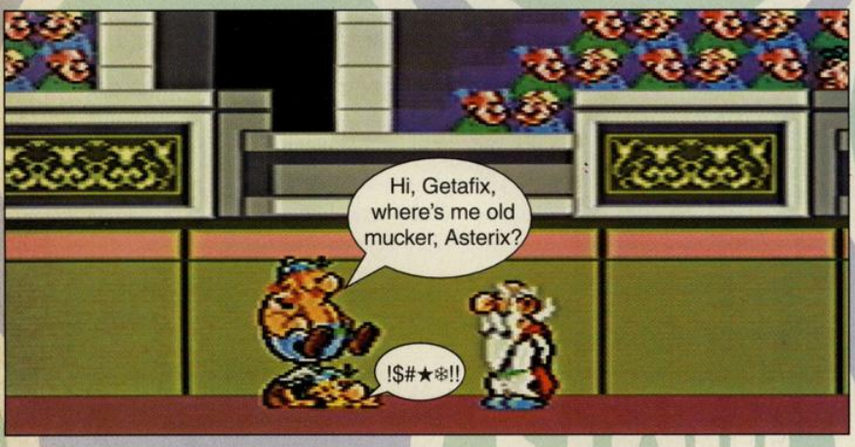
THE BIG GAMES BUSTED EVERY MONTH



Asterix and Obelix have finally made it to the colosseum. Crowds of Krusty lookalikes await their arrival, in anticipation of their demise at the hands of the Romans guarding Getafix.

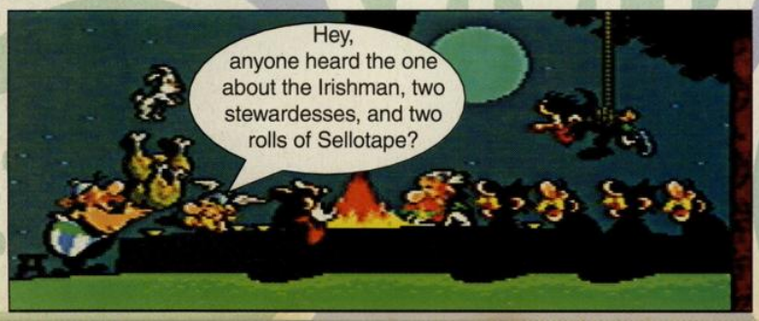


The Romans are too slow; Asterix sprints across the arena to rescue Getafix – but where's Obelix?





Bang! Obelix inexplicably drops from the sky and lands on poor old Asterix. Without further ado, Obelix picks up both his friends and blasts through the walls of the colosseum. Later, back in Gaul, they all celebrate around the camp fire.





Go games crazy with the best machines on the street. They're yours for good, and only a phone call away.

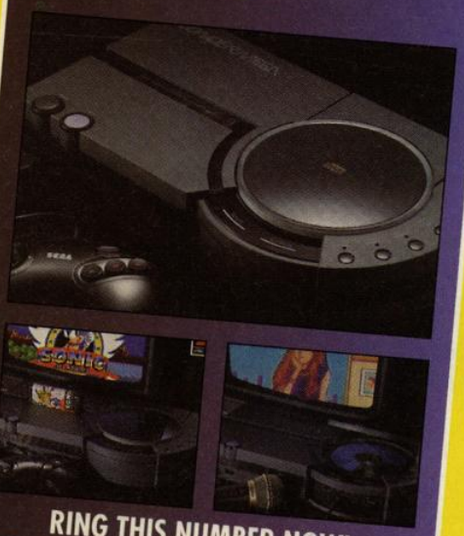
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(Details of next competition at the end of each message)

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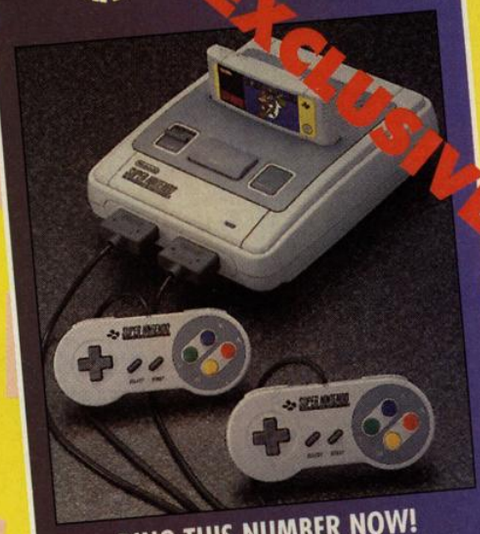
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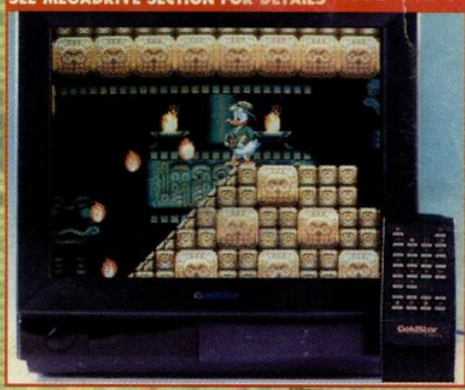
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