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SEGA pro

NOT AN OFFICIAL SEGA PUBLICATION

CHRISTMAS SPECIAL 1992
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ISSUE 15

INSIDE Poster Power! 1993 Calender!



SONIC 2

A spectacular 16 page pull-out guide to Sonic and Tails on the MD, MS and GG



MEGA-CD

- Black Hole Assault finally arrives!
- The UK's only CD column – inside



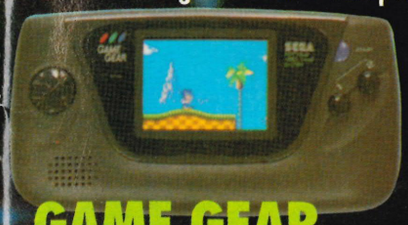
MEGA DRIVE

- Indiana Jones whips into motion
- James Bond gets tough on Sega



MASTER SYSTEM

- Exclusive Pit-Fighter review inside
- Does George Foreman's lack punch?



GAME GEAR

- The Taz-Manian devil causes a stir!
- Full Lemmings level codes revealed

TERMINATOR 2

It's big, bad and [illegible]usive. Arnie's latest outing is comin' straight at ya!

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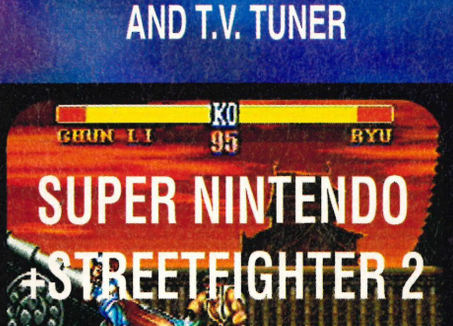
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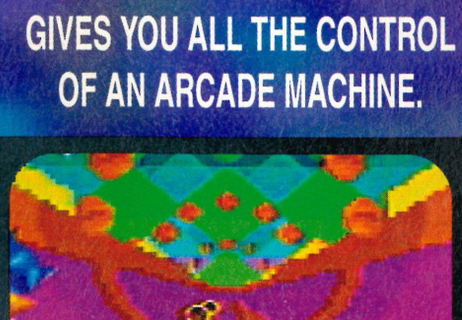
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5 MEGA DRIVE CARTRIDGES

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PUBLISHED BY
PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH RD
BOURNEMOUTH
BH1 1NF

PHONE: (0202) 299900
FAX: (0202) 299955

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SUBS/MAIL ORDER
Comestible Karen on ✆(0202) 299900

PRINTED BY
BPCC Magazines (Milton Keynes) Ltd (pah!)

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House, 1270 London Road, Norbury,
London SW16 4DH.

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DINGBATS MESSAGE

(C) 1992 Paragon Publishing Ltd.

Exit: Unlike the guys at Mega, when the Pros can't play a game they...
(Complete and send to the normal address for the chance of a free cart!)

Final word: goodnight!

PLATFORM GAMES

PLATFORM GUIDE

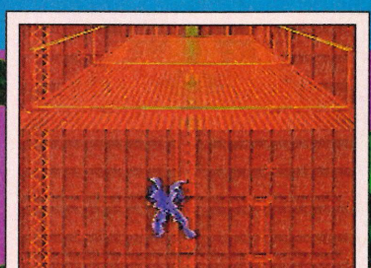
Are they cute and cuddly or violent and mean? Catch the crucial Mega Drive, Master System and Game Gear guide to platform games starting on Page 70.

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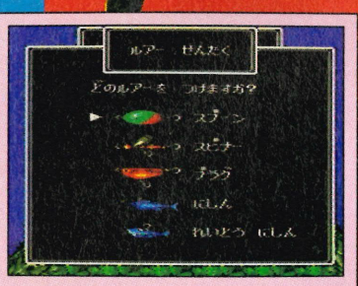


The Menacer Light Gun is out now! Is it a useless piece of plastic or a stonking great addition to your Sega kit? Read what the Pros say on page 16.

IT'S A MENACE



T2:THE ARCADE GAME.....22
This big coin-op conversion is a corker!



KING SALMON.....26
It may look naff, but you'll be hooked.



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A popular Christmas game on the MS?

Gents!

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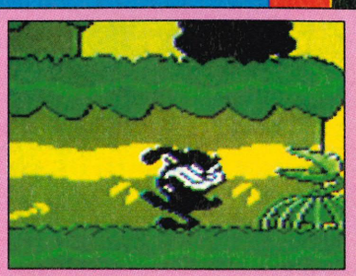
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SONIC 2

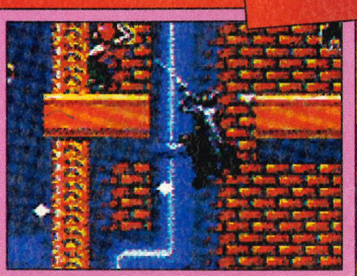
The Pros' massive 16-page pull-out Sonic 2 review. Covering all Sega systems, it's packed with tips and information. For instance, we show you how to turn Sonic yellow.

The biggest and best Sonic 2 guide starts on page 51.



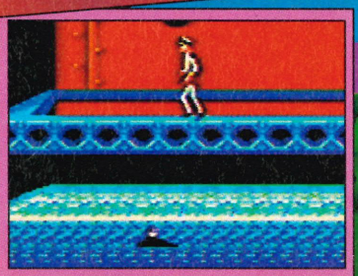
TAZ-MANIA 30

Taz- devil gets big on the Game Gear.



BATMAN RETURNS 31

The masked crusader capows the GG.



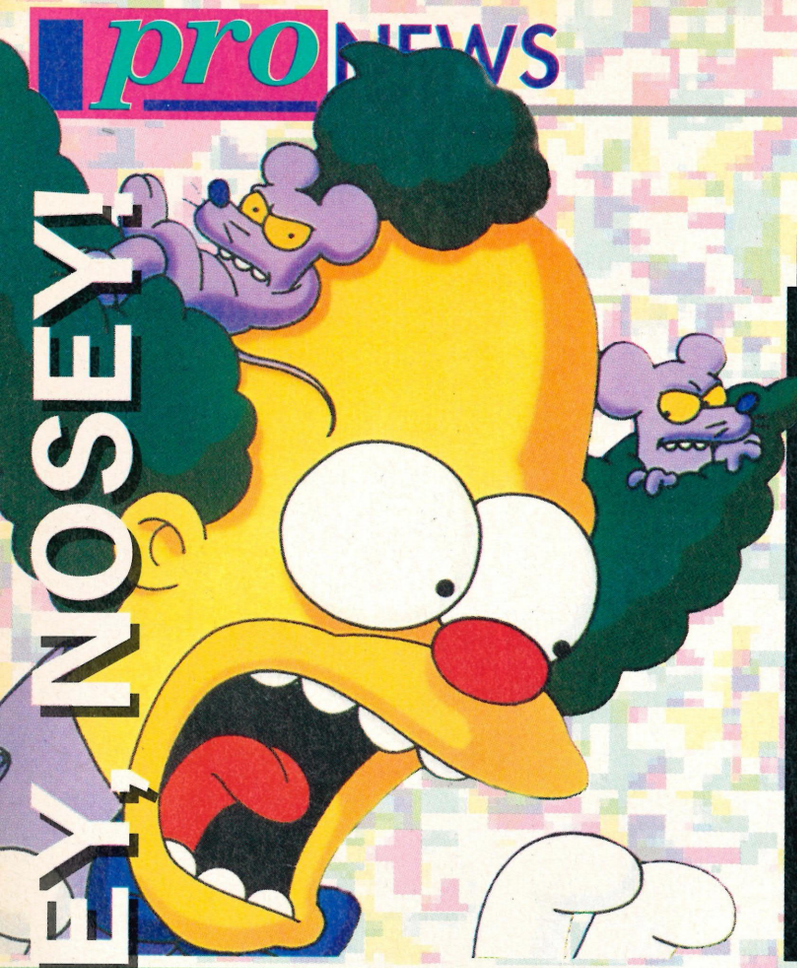
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Five action packed levels on the MD!



BLACK HOLE ASSUALT ..46

The latest Mega-CD title to hit the UK!



NOSEY, NOSEY!

If you thought that the days of Comic Relief and red noses were long gone, then think again! Next March sees the first ever red nose game, to be initially released on the Amiga. It's called Sleepwalker and is developed by Ocean Software. All Sega owners will probably feel a bit put out by this, but the organiser stress that they are happy for anyone to join in! They're planning game-playing marathons and game challenges for all consoles, so you've got no excuse to sit this one out! More details nearer the time, but get those ideas in now, it'll creep up quicker than you think!



Can't get hold of *Chuck Rock* on Game Gear? Try those good people down at Akimbo, Richmond Road, Bognor Regis, West Sussex PO21 1DP & (0243) 869316 who should to be able to sort you out in no time!

NEW MEGA 2



Sega have announced the launch the Mega Drive 2 next spring. The change will only be cosmetic and, as yet, there are no further details. There are no technical changes (possibly other than country verification chips) and all current software will run on the Mega Drive 2. The only difference is that the new MD is designed to run side-by-side with the Mega-CD, rather than it being stacked on top. Does this mean a redesigned Mega-CD? Well, yes it does, but the new unit will fit onto existing Mega Drives. The new Mark 2 Mega Drive/Mega-CD combo is reported to be the width of the current Mega Drive and not much taller!

The reason behind the change is to cut manufacturing costs, possibly to keep costs down. A price cut seems very unlikely, as Sega has announced that their prices will rise in the new year. The new console will not arrive until March – the new launch date for the Mega-CD.

SEGA AT THE FLICKS



A brilliant new Sega advert has hit the cinemas of Germany! Oscar winners Cristoph and Wolfgang Lauenstein have set new standards for cinema advertising with their 60 second spot at the flicks. Human - like creatures discover "Planet Sega" and their lives were never the same again! The advert flickers between classic cartoon animation and modern video techniques, and is very impressive. You'll have to make a trip all the way to Germany if you want to see it, as there's no plans for it's release over here!

CONSOLE VIOLENCE

Merry Christmas to everyone out there. God bless you all. And what will you want from Santa then my little lovelies? Sonic 2? Mega Drive? Mega-CD? Menacer/T2 combo? Whatever it is, you'll be lucky if Santa can get hold of it unless he's reserved it well in advance.

Wherever you live, Santa will have a tough time getting everyone their wish-list goodies. Toy-town has reduced into a small village, while Sega City has snowballed into a huge metropolis and, still, there isn't enough goodies to go around everyone.

Will there be violence in the Christmas-shopping run up when your Mummy finds out that she has just beaten, by another Mummy, to the last Sonic 2 cart? Will there be spite beatings in Birmingham? Or is the "console games make people violent" debate being blown out of all proportion?

There are those who argue that kids become more aggressive after a bout of mindless violence. Of course it does. As does any other energetic pastime. But, kids aren't the only sufferers of post-game syndrome (PGS). I found myself speeding through the suburbs of Bournemouth on my homeward journey late last week. I don't usually traverse as fast as I did then, but I had just finished a session of playing Road Rash. I was overtaking 30mph drivers, who had obviously just being playing SCI on the MS!

If this were the only type of case, people wouldn't be shouting. However, the news about the young kid being set alight because he achieved a higher score than other kids highlighted the dangers of video games. Didn't it? It couldn't have been that those with the matches were irresponsible morons who would have become upset over whom amongst them had the higher IQ! I can't accept that video games are the cause of this and neither should you!

Incidents like that mentioned will always occur as long as there is anything that can be argued upon and it's not only kids who are the offenders.

The moral of this story is to keep out of fights. Have a good festive hol.

Merry Christmas from the Pros.



WHAT DO THE PROS WISH FOR AT CHRISTMAS TIME?



Pat Kelly

He's going back to Kirkintilloch over the festive period. That's if the next issue is finished in time. Once there, Pat will be indulging in the only way a real Scot can by boozing until he's sick! Rumours has it that he's sick anyway, so that shouldn't be to hard a goal for him to achieve.

Christmas wish list: *Ferrari F-40, American Express Gold card and a blinking good rest.*

SONIC ADVANCES



Most Sonic fans out there will already have their copy of *Sonic 2*, but did you know that the advance orders were worth £750,000! Initial orders for Europe were for 1.5 million cartridges and over half of those were for the UK alone. Are we becoming a nation of hedgehog addicts or what?





ALL'S FAIR

All Formats, the organisers of those brilliant computer fairs are giving you a chance to get even more for your money. If you send them an SAE you'll receive £1 off vouchers which entitle you to a reduced admission to their fairs. There are loads of fairs going on next year, so there's lots of opportunity to use the discount vouchers. Be warned, though. These type of fairs are notorious for the computer buff with smelly breath and dripping BO.

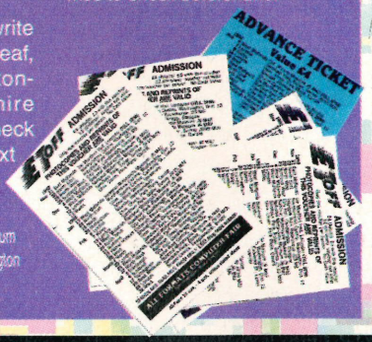
For further information write to Bruce Everiss, Maple Leaf, Stretton-on-Fosse, Moreton-in-Marsh, Gloucestershire GL56 9QX. Meanwhile, check out these fair dates for next year.

JAN 1993
17 West Midlands National Motorcyle Museum
23 North East Northumbria Centre, Washington Dist 12
24 North University Sports Centre, Leeds

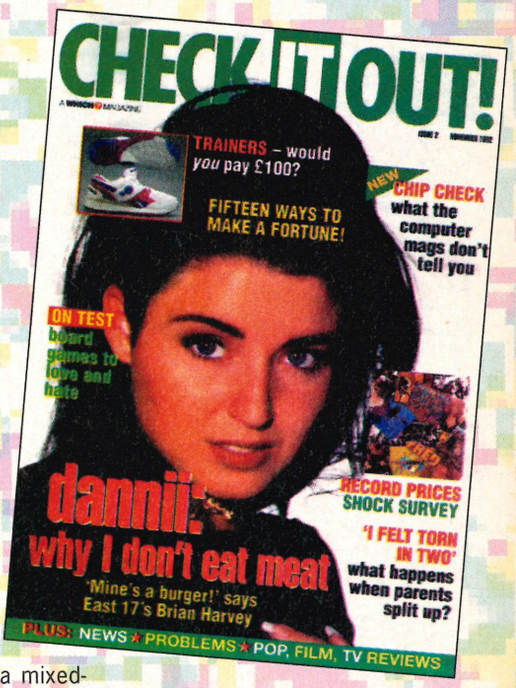
FEB 1993
6 London Novotel, Hammersmith
7 Wales University Union, Cardiff
13 London Sandown Park, Surrey
14 West Midlands National Motorcycle Museum
20 North West Haydock Park Racecourse
21 Scotland City Hall, Glasgow
27 Hemel Hempstead Pavilion, The Marlowes
28 West Brunel Centre, Bristol

MARCH 1993
7 North University Sports Centre, Leeds
20 London Sandown Park, Surrey
21 West Midlands National Motorcycle Museum
27 North West Haydock Park Racecourse

N.B. The fairs may not be trading your favourite Sega gear, so it's wise to check beforehand.



CHECK IT OUT



Check It Out, a subsidiary magazine in the Which? group of consumer watchdog magazines, recently carried out a survey on console magazines. It compared SegaPro with rivals Sega Power and Sega Force.

The review panellists consisted of a mixed-sector of teenagers. They results were:

	SegaPro	Sega Power	Sega Force	Mean Machines
Graphics	●●●●	●●●●	●●●	●●●●
Readability	●●●	●●●	●●●	●●●●
Reviews	●●●●	●●●●	●●●	●●●●
News and Features	●●●	●●●	●●●	●●●
Addictiveness	●●●●	●●●●	●●●	●●●
Overall	**76%**	**72%**	**60%**	**72%**

Console XS our sister publication, which provides tips on both Sega and Nintendo consoles received a staggering 64%, which is good when you consider that it doesn't review games – a major feature of the comparison. All-in-all SegaPro was awarded the highest marks, beating Sega, Nintendo and All-comers (multi-format) mags.

If you want to see a copy of the survey, then it can be obtained free of charge from either The Consumers Association, Freepost Hertford SG14 1YB. Alternatively freephone (0800) 252100 to obtain two free copies of Check it Out!

What we want to know is how did Console XS win three points for reviews when they don't do any?

Dino Boni



There's nothing like a Christmas in Italy for an Italian, but poor Dino hasn't got time this year. Like most layabouts, he'll be indulging in food, beer, console games and, not like some others, he'll be spending lots of dosh on friends.

Christmas wish list: *Macintosh computer, Patsy Kensit and a Menacer/T2 combo.*

Sam Hickman



Sam will be travelling up to Lemmington Spa as soon as the issue has finished. Once there she will be going on the binge with her friends. So, if you're in the area, watch out for Sam and look after her, we want her back in one piece!

Christmas wish list: *Driving lessons, a holiday to Hong Kong and equality for women.*

Dave Perry



Visiting old friends in Torquay, fatting-out and generally being a southerner. That's Dave's answer to what he'll be doing at Christmas. The real truth is that Dave will be playing King Salmon over the hols in a vain attempt to beat the office record of 23lb, set by Dino.

Christmas wish list: *Flat to be finished, Sharon Stone and a to catch a 40lb salmon.*

Kym Andrews



Kym will be visiting her home city of Birmingham at Christmas, but only for a few days. Once she get's bored she'll be back in Bournemouth to carry the celebrations with her cat Minca and any men who stray into her wake.

Christmas wish list: *Mazda soft-top, Kevin Costner and Lou Diamond-Phillips.*



If you're having trouble finding a copy of *King Colossus*, then worry no more! We got our copy from Skytek Software, 10 Elizabeth Place, St Helier, Jersey. & (0534) 56212, and you can do the same!

pro CHARTS

Yes, they're still here, and yet again, we have to thank Console Concepts, House of Fun, Video Games Centre, AMS Electronic Games and TV Games for their contribution to the charts.

MEGA DRIVE

1)	(NE)	LHX Attack Chopper	70%
2)	(NE)	NHLPA Hockey '93	92%
3)	(NE)	Lemmings	92%
4)	(1)	Alien 3	87%
5)	(NE)	Death Duel	82%
6)	(10)	Taz-Mania	93%
7)	(9)	Side Pocket	64%
8)	(6)	Galahad	75%
9)	(3)	Corporation	94%
10)	(7)	Predator 2	80%

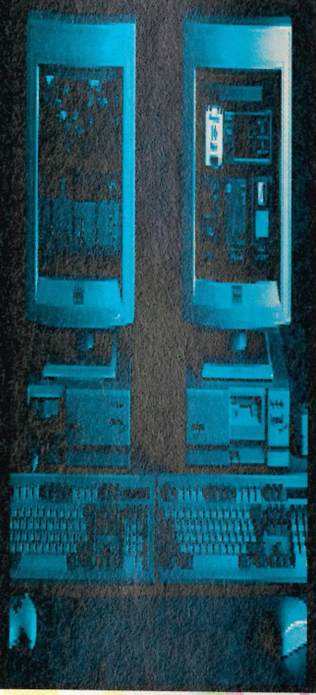
MASTER SYSTEM

1)	(1)	Arcade Smash Hits	87%
2)	(7)	Sonic The Hedgehog	96%
3)	(NE)	Alien 3	90%
4)	(NE)	SCI	54%
5)	(4)	Super Monaco GP 2	21%
6)	(6)	Castle of Illusion	93%
7)	(10)	Bubble Bobble	NR
8)	(3)	Tom and Jerry	75%
9)	(8)	Wimbledon Tennis	88%
10)	(9)	Super Kick Off	93%

GAME GEAR

1)	(NE)	Taz-Mania	
2)	(1)	Chuck Rock	90%
3)	(2)	Spiderman	92%
4)	(7)	Ninja	NR
5)	(6)	Popils	78%
6)	(8)	Sonic The Hedgehog	96%
7)	(3)	Marble Madness	79%
8)	10)	Crystal Warriors	79%
9)	(4)	Smash TV	58%
10)	(5)	Super Monaco GP	71%

whispers...



Bad news! All of you who were awaiting the release of *The Godfather* on the Master System will have a long wait. Unfortunately, US Gold have decided not to release the game as it was originally targetted at a teenage and above audience. US Gold feel that Master System owners are too young to be enticed by the storyline of the game. RIP.

Virgin are aiming for at least three releases per month during 1993. This is good news for all, as there will now be a wider selection of games to choose from! An unconfirmed whisper from Microprose states that *F-15* is due to be released in March '93. Definitely one to look out for, it promises to be mind-blowing!

Sky TV are to totally revamp the channel Sky One, and are redirecting the station at the younger audience. A show has been produced aimed at the10-18 year-old video games player will be broadcast Monday-Friday. The programmes will run for half an hour, and each will have a different theme, such as tips or chart rundowns.

Sega have announced that *Sonic 2* will not be packaged with any other hardware for at least 12 months. There had been strong suggestions that this would take place in France, where Sega has the most problems in marketing. There were even rumours about a *Sonic and Sonic 2* dual-bundle before Christmas, but Sega have strongly denied all allegations. They expect *Sonic 2* to sell at least 4 million copies in the UK alone, making it the biggest hit the games market has ever seen.

Sega has dismissed claims that they have been circulating anonymous faxes to video dealers around the UK. It regards cartridge rental and claims that this may be legal without an official licence. Sega have not yet been fully challenged in the courts about this and as it stands, the 1988 copyright act may not cover console software.

Amstrad have released the Mega PC. It's a PC which is able to run Mega Drive cartridges and it should be in the shops now. Sega has no interest in the project, although they seem quite happy to let Amstrad produce the machine – it flopped in Japan where IBM were the manufacturers. The 386SX PC is able to run MD cartridges as well as three inch disks and will retail at £999.99 inc. VAT. It was rumoured that the package would come complete with *Sonic The Hedgehog*, but it is now likely that little or no software will come with the PC. Guess that Sega don't want burnt fingers!

Cartridge piracy is growing in the Far East, and 150,000 Sega and Nintendo carts have been seized in Singapore alone this year. The two official manufacturers claim that carts are being copied and sold within a week of their release. Hi Star Electronics, the company that handles Sega, announced that 80% of their 200 titles have been copied and sold throughout China and South East Asia, despite many raids aimed to stop the copying.

Although this happens frequently in Eastern countries, it is unlikely to happen here, as duplicating centres in countries such as Singapore have very lenient copyright rules.

TOUCH UP JOB!

Take a look at your thumbs. Go on, have a quick look! If you play games as much as we all do here at SegaPro, then you may have a bit of a blister on your thumb. These are caused by the constant rubbing of skin against plastic when you push the D-pad around while playing a game. Hornby Hobbies have just received a new American-developed joypad that uses hyper touch-sensitive membranes instead of switches to transmit the directional signals to the Mega Drive.

Developed by the American company, Triax, the pad looks like any other gizmo released over the past few years, that is until you start using it. The pad is so sensitive that it is easy to make a player move on EA Hockey without even pressing hard! When you first start using it, you will instinctively press hard on the pad as you won't know its level of sensitivity. After a while, though, a light touch becomes second nature and then you can really start to play!



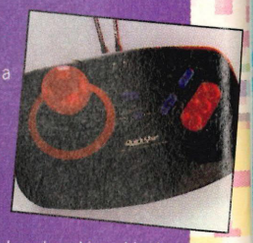
Sports and platform games become more controllable and benefit hugely from the instinctive nature of the controller and shoot-'em-ups are made so much easier simply due to the very small space of time that it takes the pad to pick up the movement of your finger. The pad also boasts independent rapid fire selectors and will be available for the Mega Drive and the Master System.

It does have one tiny flaw though. The actual pad could prove a little too thick for some hands.

Released in the UK for Christmas, it will surely revolutionise the joypad market. Check out your local stockist for a test run.

HAVE A QUICK SHOT

The *Starfighter 3* joypad is available now, and has been designed for greater control. As well as having three independent turbo fire buttons, it has three other fire buttons and a duel-speed turbo fire capability. Now you can blast away to your heart's delight without the risk of terminal thumb damage! At only £12.99 it's got to be a Christmas bargain! If you don't like the sound of that, check out the *Maverick 3*. This boasts a revolutionary design allowing smoothness of movement previously only achieved in the arcades. It has positive response fire buttons, a slow motion function and a high-speed turbo fire facility. *Maverick 3* retails at £15.99, and is available from all your usual outlets.



If you fancy one of these joysticks for yourself, then you can win one by entering yet another of our extremely generous competitions! (Well, it is Christmas after all.) To win one of either of these joysticks answer the following question:

What is the name of the enemy in the Last Starfighter?
A: Co-Dan Armada
B: Co-Op
C: Coin-op

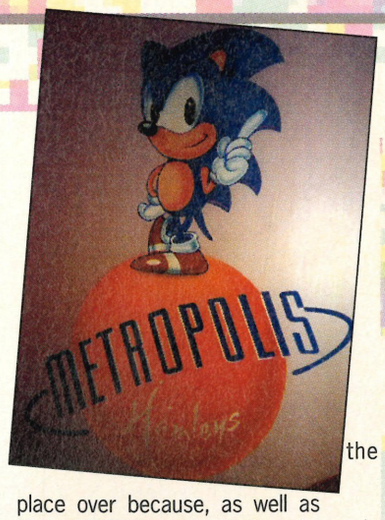
Then, pop the answer down on the form and send it in to:

I WANT A QUICK SHOT, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Answer:.....
.....
Name:.....
Address:.....
.....
..Postcode:.....**Tel No**.....
Entries to arrive by 20 January 1993

PAINT WALL

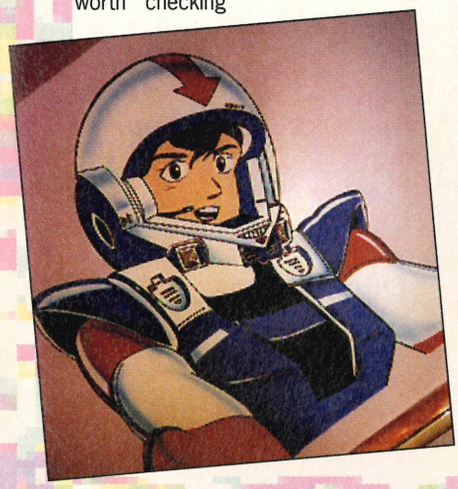
Hamley's have just opened their new Sega Centre and they've decorated it in spectacular manner! Brian Curtis, of Bournemouth, is responsible for most of the artwork adorning the walls of the new centre. If you're ever in London, it's worth checking



the place over because, as well as the excellent games, the decor is amazing!

Characters from Sonic the Hedgehog, GG Aleste and Greendog, among many others, pop up all over the place brightening up the centre in a larger-than-life way.

As you can see from the pics, the detail is amazing, but close up it's even better, so we suggest you go and look for yourself! Brian is also painting the walls of the Sega Centre in Bournemouth, but wants to go over-board with game backgrounds as well as the foreground characters. If you can't make it to London, you could always wait until May '93 to see it there!



SEGA TIPS BOOK



The official tips guide to Mega Drive games has hit the streets and just in time for Christmas! This could be the one stocking filler that every Mega Drive owner could hope to find on that festive morning! not! The Sega Mega Drive Power Tips Book is published by Virgin, and costs £9.99. It covers 50 Sega games with level by level tips and cheats and gives instructions on how to use your joypad in ways you never knew existed and probably won't want to.

It's available from John Menzies, WH Smith, Sega Outlets, and all good bookshops. However, because it's Christmas, the season of goodwill to all men, we've got 10 of these books to give away, one to each person that answers our Christmas compo question correctly!

Q. Who is the Christmas grumpo who goes by the name of Ebaneezer? (No it's not Ebaneezer Goode!)

Tie - Break: If I had to give Dino Boni a Christmas present I would give him.....

Answers on a postcard, no later than 20 January 1993, to:

TIP-TAC-TOE, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.



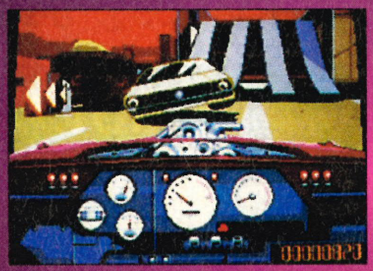


MEGA-CD COLUMN

This is the second installment from the Mega-CD user group, and this month there's loads of information for all you CD owners. First up is the announcement that Sega's plans for Streetfighter 2: Championship Edition have now been confirmed. It will be brought to you by the same people that programmed the arcade version, which hopefully means that this is not to be missed! It's due for release in March/April next year, so keep those eyes peeled!

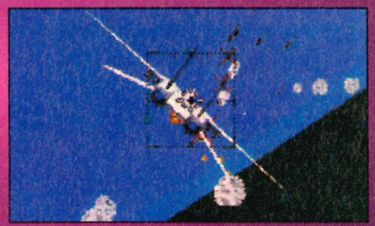
Now for the big stuff! Jaguar XJ220, the superb racing game by Core, was previously only available on floppy. Well fret no more because we have news that it's shortly to be released on the Mega-CD. It was due to be released at the end of November – another one to look out for!

If you're pining for that loveable stone-age hero, then this news could be for you! Chuck Rock and Chuck Rock 2 are due for release in the near future. Due to be released by Sega, it will hopefully follow the huge success of Wonderdog, their first CD release! A conversion of Thunderhawk is also on it's way, again from Core, and promises to be spectacular!



Available now is Black Hole Assault, a beat-'em-up that is reviewed in our loveable mag, so check out the review before you buy it! Time Gal has also been released, and is produced by the same people who brought you Thunderstorm FX.

Those splendid chaps at Wolfteam are planning their second full motion video game as we speak. You may have noticed a snippet about it in last month's mag. Roadblasters FX promises to be as adrenaline-pumping as Thunderstorm FX, but this time you're in control of a high speed police car. It's quite similar to Chase HQ and is going to be one of the major titles of next year.



Finally, keep a look out for After Burner 3 and Super League CD (Baseball) These should be on release as you read this along with the American and UK release of Final Fight which is apparently supposed to be very special indeed!

More bad news! The much hyped release of the Mega-CD seems to have fizzled out yet again. Instead of being released on 8 December, it's now been put back until March. Apparently, Sega are waiting until more quality software has been developed and possibly until the release of the new Mega Drive and the new, redesigned Mega-CD.

P.S. If any of you are interested in joining a Mega-CD user club, then don't forget about those dudes at Gamer Link. If you're interested in their club, you can write to them at: 28 Churchfield, Ware, Hertfordshire. SG12 OEP.



NEWS FROM JAPAN

コナ券

JAPANESE PRO DATES?

30 14 1 25 3 8 4

DECEMBER

11	Super Shinobi 2	MD	Sega
11	G-LOC	MD	Sega
11	Kuni-chan Game Paradise 2	GG	Sega
18	Road Blaster FX	CD	Wolf Team
18	World Of Illusion	MD	Sega
22	TMNT-Return of Shredder	MD	Sega
25	Junker's High	MD	RAC Victor
28	Shining Force Gaiden	GG	Sega
30	Ball Jacks	MD	Namco
31	Team USA Baseball	MD	EA Victor
*	Gods	MD	Mindscape

JANUARY

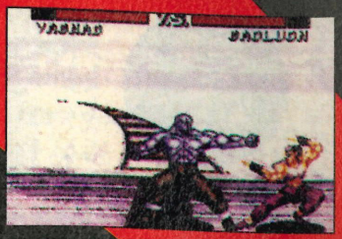
14	Bare Knuckle 2	MD	Sega
24	Mickey Mouse Magic Crystal	GG	Sega
27	Annette Again	CD	Wolf Team
31	A Rank Thunder	CD	RIOT
31	Jaguar XJ 220	CD	Victor RAC
*	Furry Friends	MD	EA Victor
*	Kick Boxing	MD	M Word
*	Boogie Woogie Bowling	MD	Visco
*	Risky Woods	MD	EA Victor

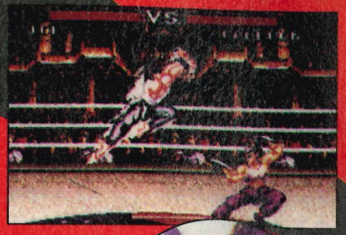
STREET FIGHTER II CLONE HITS THE STREETS













Power Athlete (due to be renamed to *Deadly Moves* for America and Europe) has it the shelves in Japan and is sure to cause a stir on this side of the water. Playing exactly like *SF2*, eight contestants battle it out in hand-to-hand combat for the coveted World Championship title, fame and glory. Each of the eight characters has their own special Death Stroke. These bear a remarkable resemblance to the SF2 moves. For instance, the character that you control in one-player mode has a Spirt Bolt which is fired from his hands. Spooky, huh?

In two-player mode, you can choose from any of the eight players, but in one-player mode, you must take control of a street-wise westerner, called Joe (can't the Japanese think of any other Western names apart from Joe?).

The characters are large and colourful, but with *SF2: Champion Edition* possibly only a few months away, it will be interesting to see what kind of reception it gets in Japan with their violence-loving public.

WONDERMEGA II THE REVENGE OF THE IMPORT!

Hold onto your hats! Just a few months after the release of the WonderMega in Japan and America, Sega have unveiled the new Wonder Mega add-on. The mew MIDI Decoder cart will allow the Wonder Mega to drive any MIDI compatible keyboard, drum machine or instrument without the need for expensive sequencing software. The info on this musical add-on is very limited at the moment, but stay tuned for updates as soon as we receive them.



Jap CHARTS

MEGA DRIVE

Now	Was	Title
1	(NE)	Rise of the Dragon
2	(2)	Gate of Shura
3	(1)	Thunderstorm FX
4	(4)	Super Monaco GP II
5	(6)	Thunder Force IV
6	(NE)	Burai Fighters
7	(NE)	Wonderdog
8	(NE)	Decision of Commodore
9	(NE)	King Salmon
10	(10)	Prince of Persia

GAME GEAR

Now	Was	Title
1	(NE)	Shadam Crusader
2	(NE)	Gyawan Bla Egotism
3	(2)	Sonic The Hedgehog
4	(3)	Columns
5	(1)	Super Monaco GP II



LIVING WITH MAH-JONG



Mah-jong is, In my opinion, the most difficult game I have ever tried to learn. I won't bore you with the details, suffice to say that it's very similar to Poker, but played with Ivory tiles. It is the most popular gambling game in Asia, allowing for quick changes in money and speedy play, but it is completely baffling to someone who's never been further east than Norfolk!

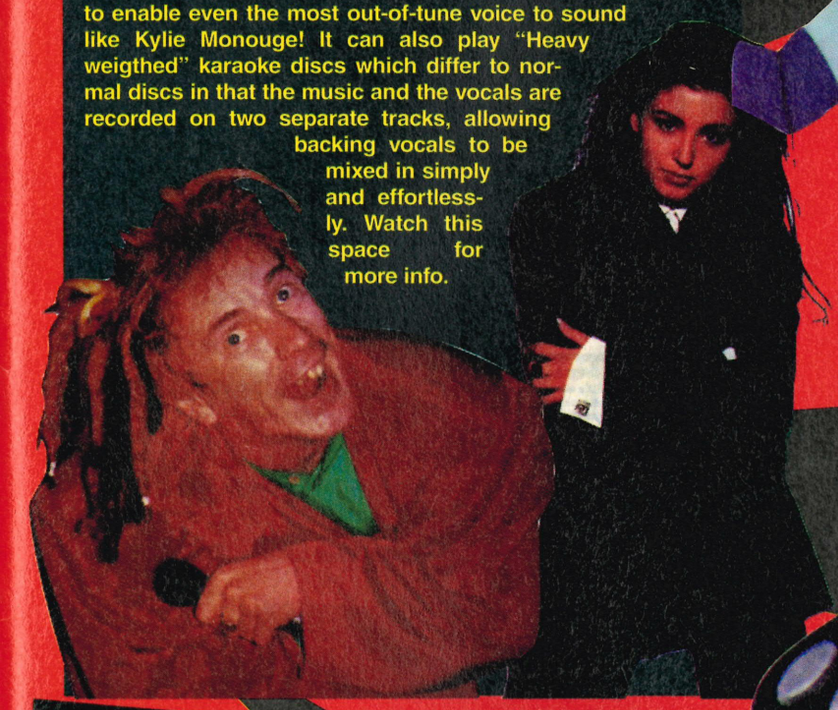
51 computer controlled players are waiting to challenge you in a variety of games, the most bizarre of which is Date Mah-Jong. This has nothing to do with calendars, but with a boy and a girl out for a date in the big city and the progress of their date is determined by the way you play the game and how well you do! Weird!

Mah-jong is possibly a great game if anyone out there knows how to play it, but for the rest of us, we'll have to wait until some kind software company puts the rules of the game into plain old English.

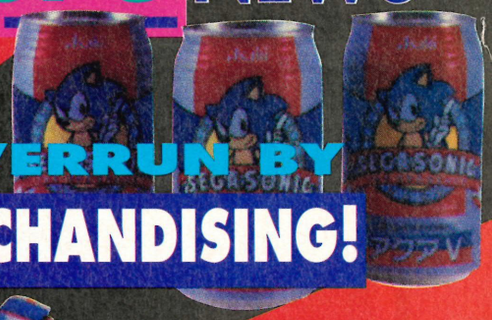
MEGA-CD KARAOKE SYSTEM



Love it or hate it, karaoke is here to stay and now Sega Japan are to launch a new bolt-on for the Mega-CD that allows you to wail to your favourite tunes in the privacy of your own living room. It connects to the side of the Mega-CD and can play CD-G karaoke discs or vocal karaoke discs. Features include echos, harmonics and a tone shift to enable even the most out-of-tune voice to sound like Kylie Monouge! It can also play "Heavy weigthed" karaoke discs which differ to normal discs in that the music and the vocals are recorded on two separate tracks, allowing backing vocals to be mixed in simply and effortlessly. Watch this space for more info.



JAPAN OVERRUN BY SONIC MERCHANDISING!

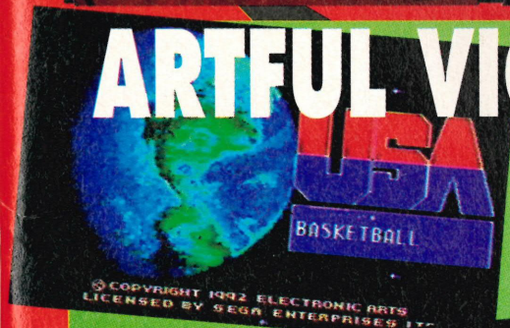




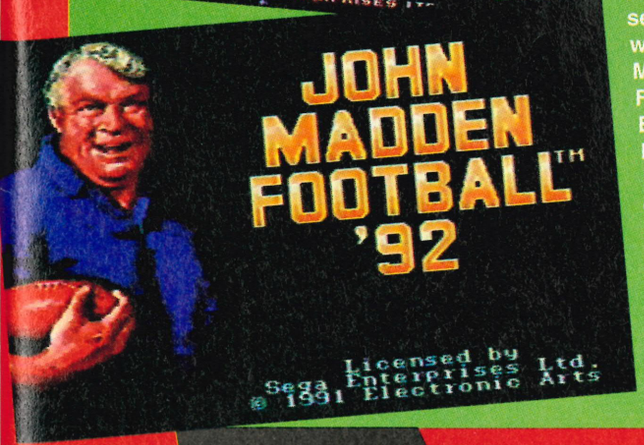
We all know that Sonic is the best, cutest and most promotably character in the entire console world but the Japanese have, like always, taken things a bit too far. There are currently over 60 different kinds of Sonic goods, ranging from fizzy drinks to pyjamas! Other items include lunch boxes, plates, stationary, boxer shorts (have you got a Hedgehog in your trousers or are you just pleased to see me?!) and even Sonic Bubble gum!



ARTFUL VICTORY



Electronic Arts have just signed a deal with the Japanese company Victor (JVC) to market and distribute their products in Japan. Amongst the first set of releases will be John Madden's Football, Crue Ball, Team USA Basketball and Road Rash. No doubt the Japanese will enjoy these games as much as we have over here in the UK.



SEGA ADD-ON AND ON AND ON

Sega have released plans for a number of new add-ons that will hopefully be available on import over here by April next year. The first is a Mega Drive compatible Mouse which, when turned upside down, doubles as a trackball. Designed with RPGs and puzzle games in mind, the mouse offers delicate control of cursors together with a quick and simple control method which may favour young children who are unable to get to grips with the standard Sega joypad.

Next on offer is a six-button joypad which seems to confirm rumours of a new pad being specifically designed for the forthcoming *Street Fighter 2* Mega-CD game. Developers in Japan are vowing to support the device and it could take over as the standard joypad for all Sega games within the near future. Sega are stressing the importance of this product and hoping that third party developers will support it.



NEWS FROM JAPAN

入決定

JAPANESE PRO DATES?

*	Steel Talons	MD	Tengen
*	Laughing Salesman	CD	Sega

FEBRUARY

20	Final Fight	CD	Sega
25	The Galaxy Railway 999	CD	RIOT
26	Lemmings	GG	Sega
*	BattleFront Europe	MD	Koei
*	Battle Toads	MD	Sega
*	Face Ball 2000	GG	R. hill Soft
*	Gauntlet	MD	Tengen
*	GP Rider	GG	Sega
*	Sim Earth	CD	Sega
*	Vay - Meteor Armour	CD	SIMSU
*	Wing Commander	CD	Sega

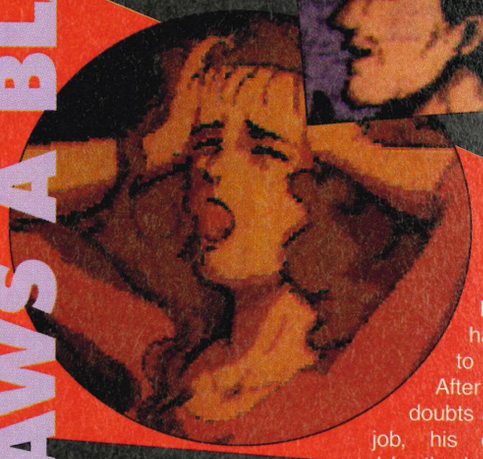
* dates to be arranged

コナミ

PSYCHIC DETECTIVE DRAWS A BLANK!





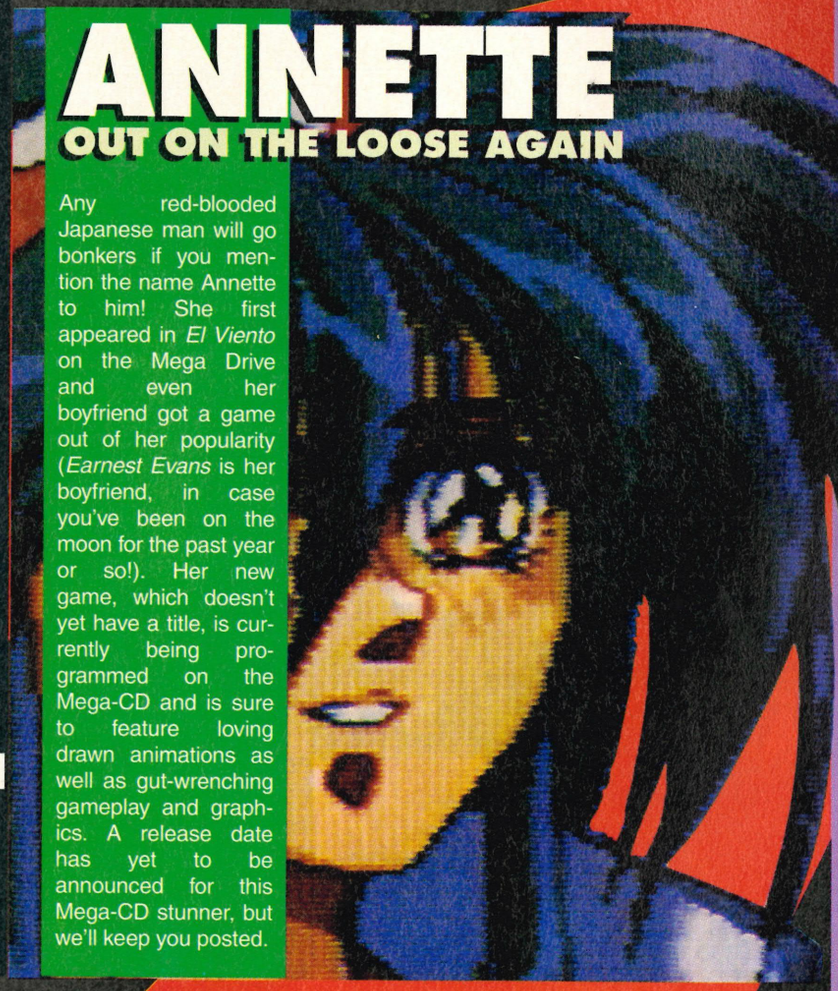




Aya is the third part in the PD series which have all been converted from the FM Towns. The game is basically an RPG, but utilises a system called DAPS (Datawest Active Picture System) which creates super-fast animated sequences direct from CD with lip-synched sound.

The story concerns a detective named Furuyagi who has the ability to read minds. After having a few doubts about taking a job, his decision was swayed by the large amount of cash put up as the payment. Not wanting to turn down an easy buck, he cracks the case only to return to his home to find that his girlfriend is missing! Could this be linked in with the case that he's just solved? Could it be revenge for his good deeds? Who knows, because the entire game is in Japanese and I can't read the text, but no doubt an English version will be released for the States and we'll give you the full lowdown just as soon as we can.

ANNETTE
OUT ON THE LOOSE AGAIN



Any red-blooded Japanese man will go bonkers if you mention the name Annette to him! She first appeared in *El Viento* on the Mega Drive and even her boyfriend got a game out of her popularity (*Earnest Evans* is her boyfriend, in case you've been on the moon for the past year or so!). Her new game, which doesn't yet have a title, is currently being programmed on the Mega-CD and is sure to feature loving drawn animations as well as gut-wrenching gameplay and graphics. A release date has yet to be announced for this Mega-CD stunner, but we'll keep you posted.

NUTTY BOYS

If you've ever been to Japan, or seen pictures of its arcades, then you'll no doubt have seen rows and rows of strange looking pinball machines called *Pachinko*. In Japan it's used as a gambling game and has now been converted to the Mega Drive.

If that wasn't enough, the game also has an element of RPG in it. You must play machines at five different venues and when you win, you'll be given information about the whereabouts of your missing father! We don't know why this was included, but as a few million Japanese are nuts about the game, there must be something appealing about it or it would never have been converted!



With Sound, Music and over Two Thousand Brain Bending Questions, Trivial Pursuit is a Pure Master System Masterpiece...

QUESTIONS IN ENGLISH, FRENCH, GERMAN & SPANISH







Trivial Pursuit the best selling trivia game in the world, now makes it's debut on the Sega Master System.

Hosted by an irreverant animated question master called Russell. Master System Trivial Pursuit also contains a timer that allows you to play as fast or slow as you want too, and don't worry the questions are as trivial as ever!

Categories include:

- *Music & Entertainment*
- *Art & Literature*
- *Geography*
- *History*
- *Sport*
- *Science & Nature*

Trivial Pursuit = Pure Entertainment









SEGA™ from DOMARK

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SEGA™ Master System™

HORN ABBOT INTERNATIONAL™

MEGA DRIVE

PRO DATES?

30 14 25 3 8 4

DECEMBER

MEGA DRIVE

ARIEL - LITTLE MERMAID	SEGA	UK
BATMAN RETURNS	SEGA	UK
CHAKAN: THE FOREVER MAN	SEGA	UK
ECCO	SEGA	UK
HOME ALONE	SEGA	UK
JOHN MADDEN '93	EA	UK
KRUSTY'S SUPER FUN HOUSE	ACCLAIM	UK
LEMMINGS	SEGA	UK
LOTUS TURBO CHALLENGE	EA	UK
RISKY WOODS	EA	UK
ROLLING THUNDER 2	SEGA	UK
T2: THE ARCADE GAME	SEGA	UK
THUNDERFORCE IV	SEGA	UK
WORLD OF ILLUSION	SEGA	UK

MASTER SYSTEM

BATMAN RETURNS	SEGA	UK
LEMMINGS	SEGA	UK
MICKEY MOUSE 2	SEGA	UK
PITFIGHTER	DOMARK	UK
PREDATOR 2	FLYING EDGE	UK
TAZ-MANIA	SEGA	UK
WONDER BOY IN MW3	SEGA	UK

GAME GEAR

ALIEN 3	ARENA	UK
ARIEL - LITTLE MERMAID	SEGA	UK
DEFENDERS OF THE OASIS	SEGA	UK
G FOREMAN BOXING	ARENA	UK
HOME ALONE	SEGA	UK
LEMMINGS	SEGA	UK
MULTITYPE (4 IN 1)	SEGA	UK
THE SIMPSONS	FLYING EDGE	UK
STREETS OF RAGE	SEGA	UK
SUPER OFF ROAD	VIRGIN	UK

JANUARY

MEGA DRIVE

G-LOC	SEGA	UK
INDIANA JONES -LAST CRUSADE	US GOLD	UK
JAMES BOND 2 - THE DUEL	DOMARK	UK
MEGA-LO-MANIA	VIRGIN	UK
NINJA GAIDEN	SEGA	UK
PGA TOUR GOLF 2	EA	UK
PREDATOR 2	ACCLAIM	UK
ROAD RASH 2	EA	UK
STREETS OF RAGE 2	SEGA	UK
WC LEADERBOARD	US GOLD	UK
X MEN	SEGA	UK

MASTER SYSTEM

CALIFORNIA GAMES 2	SEGA	UK
TECMO WORLD CUP	SEGA	UK

GAME GEAR

CHAKAN	SEGA	UK
GREEN DOG	SEGA	UK
HOLYFIELD BOXING	SEGA	UK
MICKEY MOUSE 2	SEGA	UK
TALESPIN	SEGA	UK

FLASH BACK

Flash Back is due to be release in April and is the official sequel Another World, which is to arrive on Mega Drive in February. Another World has been out on floppy for almost a year, but its sequel makes an appearance on floppy in February '93. Flash Back was to be released at the same time as the floppy versions, but Sega didn't think it was a good idea to release both Flash Back and Another World in the same month.



LEVEL 1 - THE FOREST

The forest is where the game starts. You must find the anti-gravity belt before plunging into the pit. If you don't have the belt, or don't activate it after you jump, you'll die a horrible death.
Help the injured man at the far right of the level and he should return the favour. You'll find yourself travelling back and forward along the level to complete the puzzles necessary to obtain the belt.





LEVEL 2 - THE UNDERGROUND CITY

The anti-G belt allows you to land slowly in one of the four tube stations in the underground city. By now you know that your only chance of escape is to obtain a passport to enter into the game show. You'll soon meet up with some-one who can falsify one for you, but they'll want paid.
In this level, puzzles must be completed to obtain a work permit and then complete six tasks to earn money. Some of the tasks are more difficult than others. Once you've completed all the tasks, you'll have earned enough to have your passport forged.





LEVEL 3 - THE GAME SHOW

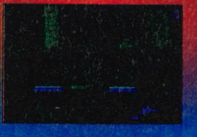
There is only one aim here, and that's to reach the top of the platform. There are plenty of hunters, who'll shoot you on sight, and hidden death traps. If you succeed, you'll win your ticket to Earth and can jump on the next shuttle to the taxi station.





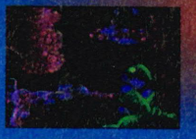
LEVEL 4 - THE TAXI STATION

This is where the plot takes an evil twist. When you arrive at the taxi station, you discover that it has been overtaken by aliens. If you survive to the end of the level the aliens will capture you. Otherwise, you'll die!


LEVEL 5 - THE ALIEN PLANET

You are transported onto the alien planet after being trapped in the docking bay. Needless to say, there are loads of strange happenings and creatures form from the landscape. If you make it this far, you may be good enough to escape into space.





GAMEPLAN

Yet again, your particle acceleration module takes you to another time, another place. But, this time it is no accident, you have triggered the device in an attempt to escape from evil pursuers who are after your fantastic invention. You awake in an unknown land, but you've been here before – I think you're having a flash back!



It's obvious that the first thought is to return safely to Earth. By talking to the friendly aliens, it seems that the only way off the planet is to win the planet's game show. First prize is a single ticket to Earth!

First, you must get to the underground city, find a job and make enough money to buy a falsified passport and thus, have the necessary documents to enter into the show.

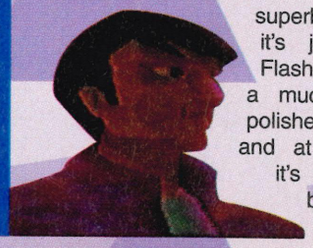
Along the way, you'll meet people whom you can talk to and gain information. There are aliens who aren't as friendly and the frequency you'll encounter them is set by the difficulty setting.



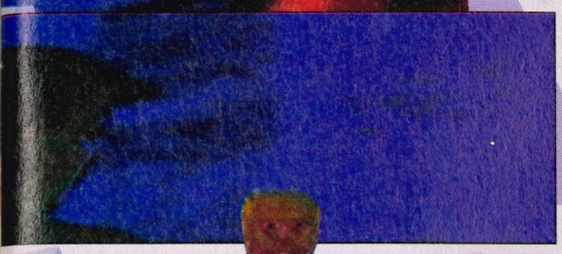
PROS

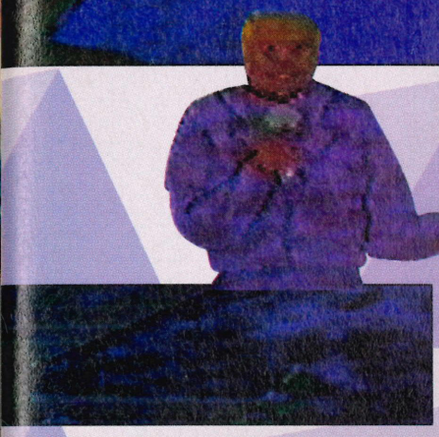
Another World will be released only a few months before Flash Back, but the latter is a much newer game (by almost a year) which has built upon the success of the first. It certainly isn't a sequel selling on the initial game, but is enhanced with better animation, action and gameplay. That's not to say that Another World isn't a superb game, it's just that Flash Back is a much more polished affair and at 12Mbit, it's 4Mbit bigger!











Standing on its own feet, Flash Back is a clever amalgamation of many tried and trusted games before it. The animation of the character is based on Prince of Persia and moves smoothly and consistently, while the gameplay owes itself to many futuristic films of which games have been made.

PROPLAY

The gameplay is very methodical in that there are no random settings. All the puzzles are the same and all the special power-ups, objects and characters will be found in the same places each time the game is played. However, the challenge should be enough to keep players interested. There are password saves and as each of the five levels are big, there are mid-level saves which stay on as long as the cart does!

The gameplay offers a huge challenge in its mammoth levels which are initially easy and more puzzle orientated, but become progressively more challenging. As the story unfolds, it is plain to see that its conception has a lot to do with futuristic films such as Total Recall, Blade Runner and The Running Man. There seems to be a perfect balance between strategy and action with very little compromise in playability and enjoyment.



MEGA DRIVE

FLASHBACK

US GOLD ● £44.99 ● OUT APR

CART SIZE...12Mbit
PLAYERS 1
STAGES.....5
SKILL LEVELS 3
FEATURES ...password
CONTACT
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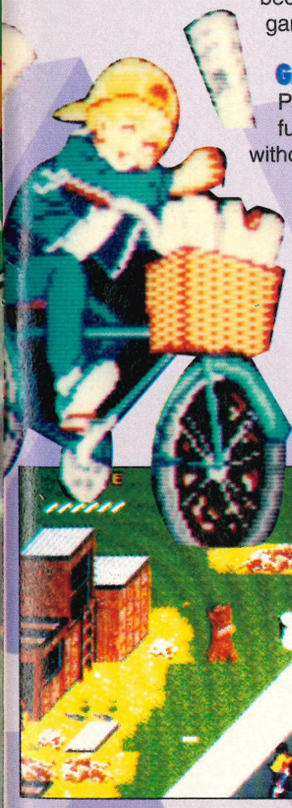
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ACTION
STRATEGY

DONE
TO DO

PAPERBOY 2

Paperboy was one of the smash hits of the eighties and its sequel Paperboy 2 didn't seem to take off just as well as the original on floppy. It could've been that it was because it was basically the same game with a few cosmetic changes.

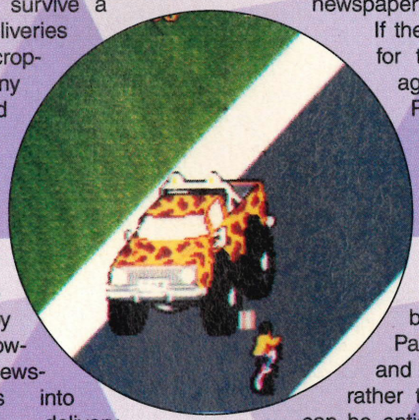


GAMEPLAN

Paperboy must survive a full week's deliveries without coming a cropper too many times and without losing all his customers – the regular subscribers. He must keep them happy by throwing newspapers into their delivery boxes without missing.

Stray newspapers can be deliberately used to stop obstructions and break the windows of non-subscribers. After each day, there is a bonus level, in the park, where Paperboy can earn extra points. An update on customers is given at the start of morning. Obstacles, such as prams, cars, monster-trucks, go-karts, muggers, grannies are obstacles and must be avoided or taken out with a newspaper!

If the deliveries for the week are suitable the delivery agent assigns a new, harder street for Paperboy.



PROS

There are more targets, making the game a little more difficult than before, you can play as a Papergirl or a Paperboy, the graphics have been given more thought – they are brighter and the obstacles are larger. Papers can now be thrown left or right and you can now travel in three directions rather than just the one. Non-subscribers can be enticed back if you break their windows and flowerpots and there's lots more variety.

PROPLAY

Paperboy 2 is almost a replica of the floppy version released quite some time ago and is a bit more of the same old game when compared to te original Paperboy. It plays well enough and isn't too difficult. The Game Gear version must be considered the pick of the three because of its suitability to the small screen.



PAPERBOY 2

DOMARK ● £39.99 ● OUT FEB

CART SIZE...8Mbit
PLAYERS 1
STAGES.....21
SKILL LEVELS 3
FEATURES .....n/a
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MENACER

The Menacer light-gun allows games players to aim at a target on the screen and shoot whatever their sights are on. Greater and more realistic control add to its appeal, but is it any good? The Pros got their hands on one and gave it a full low-down.

The Menacer is Sega's latest attack on the add-on market. It's a laser gun with loads of attachments that's designed to offer players greater eye-to-target co-ordination and better interfacing with the games they play. Games don't have to be specially programmed, but only those games which provide an onscreen target can be properly controlled with the gun. Up until now, only T2, due out just before Christmas, is the only stand-alone Mega Drive game which incorporates target shooting. Other games which feature special bonus shooting levels, such as the Robocop platform game, could make use of the gun's capabilities. Of course, Robocop-style games haven't yet been released on MD.

It is these type of games – where a target level is incorporated as a bonus level – that the Menacer will utilise and enhance. There won't be too many stand-alone developments for it, but games such as the Olympics may incorporate shooting and archery using crosshair targets and thus offer the Menacer as a control option. And then, of course, there's the Robocop-style developments!

Opening the box, uncovers a huge amount of plastic components. A manual explaining how the sections fit together is supplied, but what exactly are these parts?



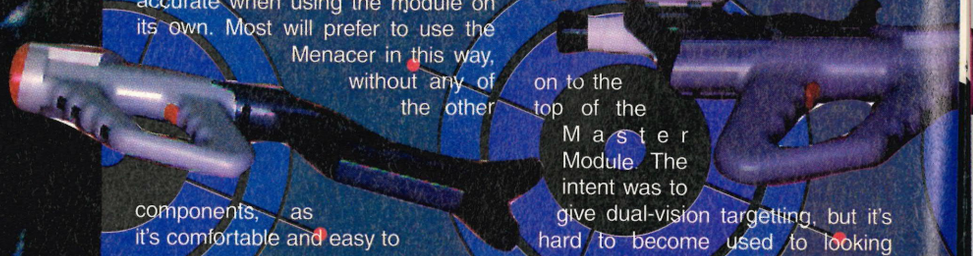


MASTER MODULE

This is the essential part of the Menacer! The Master Module can be played without any of the other attachments and is the main firing piece. It looks like some sort of Black and Decker drilling machine, but it is actually very well designed. It's slightly weighty, but is well-designed (not like those fated days of the Sega Light Phaser Gun!) The grips have been moulded to fit the shape of a hand perfectly, making the Menacer comfortable to hold.

One hand should be placed on the handle, with the trigger button, and the other placed around the front of the Menacer, where the other three buttons are. The three buttons can be used in the same way that A, B and C are used on a joypad and they all work just as well! Holding down the trigger button and pressing the equivalent of A selects bomb launchers in addition to the usual fire (if the option is available).

There is great freedom of movement and targeting enemies is very accurate when using the module on its own. Most will prefer to use the Menacer in this way, without any of the other components, as it's comfortable and easy to use.



STABILIZER MODULE

The stabilizer module slides into the end of the Master Module and sits against the shoulder (alternatively it can be shot from the hip — this looks much cooler!). Its function is to steady the Menacer, enabling aiming to be more accurate. It's also good for games which require a sweeping action (such as Frontline supplied on the games cartridge).

The stabiliser works well, especially when shooting from the hip. If put on your shoulder, it might become uncomfortable after a while, but should be okay for short arcade blasts!

BINOCULAR MODULES

These are the most useless pieces of plastic supplied with the Menacer. The binocular modules slide on to the top of the Master Module. The intent was to give dual-vision targetting, but it's hard to become used to looking through the binocular attachment. It offers a smaller focus, but about 10 minutes is the maximum endurance of the kit!

It's not moulded to fit the eyes at all and, thus, the pitch and position won't suit everyone. Although it's

called the binocular module, it isn't magnified and the field of vision is very limited. One binocular can be used on its own, but even then it's pretty useless. I can't think of any situation where you would be at an advantage using the binoculars. It is just a badly-designed, cheap piece of plastic which doesn't work very well.

INFRA-RED RECEIVER

The infra-red receiver collects the information from the Menacer. It is placed above the TV or monitor and the gun must be over three feet from it at all times.

Complications can arise if the Menacer is not kept the three feet distance, if the angle between the Menacer and receiver is too great, or if the Menacer is pointed directly towards it, rather than at the screen.

The receiver plugs into the second controller port and must be disconnected after use as many standard games fail to run with it inserted.

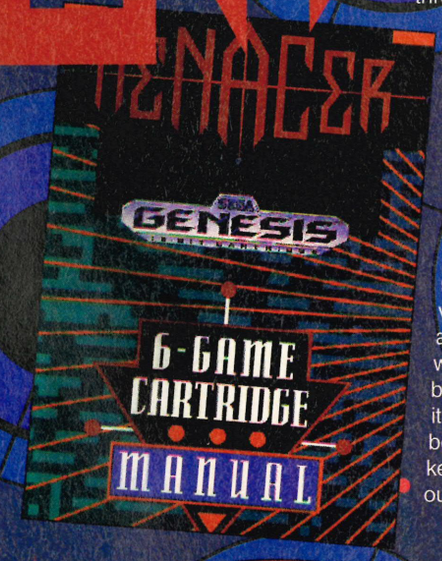
BATTERIES NOT INCLUDED

The gun takes six AAA batteries to power it and these are not included in the package. The Menacer turn itself off automatically after 30 seconds if it's not being used, so the battaries can be kept inside – there is no on/off switch. The batteries will normally last for at least 20 hours, so you won't have to make trek down to the 24-hour garage for more batteries on Christmas morning!

GAMES

The Menacer comes complete with a six-game cartridge, with T2: The Arcade Game the only other Menacer-compatible game planned as yet.

Some of the games on the cart are good, while others are pretty awful, although they all serve to demonstrate the scope of the Menacer.



PEST CONTROL

Stop the bugs from eating the pizza! Do it any way you can which means blasting them before they eat all of the pizza. The screen is blackened and only a small section of the screen is lit by the target on the Menacer.

Although the game's not up to much, it demonstrates fast the update on the Menacer is. After a level is completed, the action becomes much faster and small pests become queens bearing loads of babies! When the queens are shot, they leave behing several babies which run all over the place, and then they begin to eat the pizza – making life twice as hard. If you were to play this with a normal joypad, it would be difficult, but with the Menacer it's a lot easier!



Pest control! If you don't keep an eagle eye on these lot they'll devour you pizza in no time!

READY AIM TOMATOES

This is by far the best game on the cartridge. It's basically a take off of ToeJam and Earl and the object is to throw killer tomatoes at the opponents. Everything fromToeJam is incorporated, including the mad dentist and the creepy cupid. Hit the star tomato and you'll be given a continous fire of tomatoes to get rid of the enemy. Although the game is brilliant, it relies on the success of ToeJam and Earl too much and becomes tedious after a while. Again, using the Menacer provides much greater accuracy and when gameplay becomes fast, it really would be hard to keep up without its help!

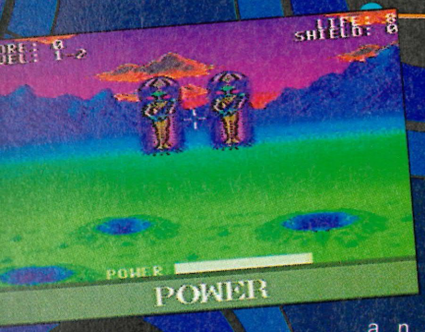


Ready Aim Tomatoes is much the same as ToeJam and Earl. At least you get a chance to get your own back on the mad dentist this time!

MENACER

SPACE STATION DEFENDER

Perhaps the most pointless game out of the six. Although it starts off well, it soon becomes very monotonous and highly annoying. Aliens appear in their pods and must be shot before they fully materialise. The way that the aliens appear can be chosen. Normal has them appearing in an orderly pattern, whereas random allows them to appear at random. Although it sounds easy, power is lost very quickly



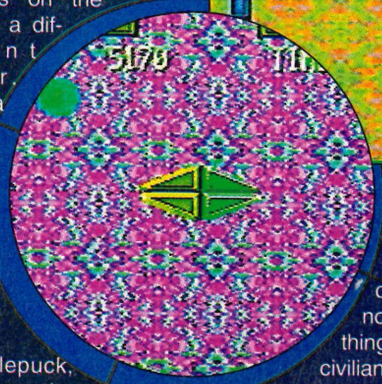
and recharging it takes ages. The Menacer must be pointed at the bottom of the screen to wait for a power up, but by the time it



appears you'll probably have been killed. This makes it almost unplayable, and it certainly isn't much fun.

WHACK BALL

Bounce the ball off the four walls in order to change all the tiles on the walls to a different colour. This is a really basic game, exactly the same

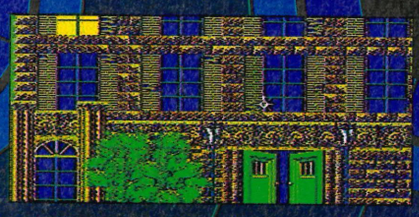


asShufflepuck, and not much more exciting. The action becomes faster after each level is completed, but it's not exactly a riveting play.

This doesn't seem to make much use of the Menacer, you could play this just as easily with a joypad. All that is required is to get behind the ball which is so big it's hard to miss it! It's very boring, although it becomes more complex in the later stages – parts of the wall are missing, which means the ball can slip through, making life a little tougher!

ROCKMAN'S ZONE

Good fun for about ten minutes and, again, after that it becomes boring. You are an FBI agent in training for the big stuff. Shoot at the cut-outs, that pop up in the windows and doors, around seven blocks of the city. Again the Menacer is useful and the target window allows accurate shooting every time. The action starts off very slowly, but becomes much quicker and you'll have to

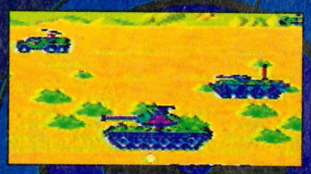




watch out as there's lots of innocent civilians as well as the baddies! Every time a civilion is hit, a life is lost. It's not just a matter of shoot everything in sight! If you don't hit any civilians, you get a points bonus, so it's all worth it in the end. Also, there's no limit on your ammo, which encourages you to shoot everything, just for the sake of it!

FRONTLINE

Take place in a battle for survival! Tanks race past in the battle zone and they are all trying to kill you! To add to it all, there's plenty of aircraft overhead blasting away at you. There's no mercy – it's shoot to kill!



Missiles can be launched by pressing the A button, but these are very limited. When a level is completed, a full life is regained and, believe me, it's needed because after each level is completed, there's even more tanks and aeroplanes to destroy! The only thing to be done is to keep a finger on the trigger and spray bullets right across the field, blowing up everything in sight!

it starts off well, it soon becomes very monotonous and highly annoying. Aliens appear in their pods and must be shot before they fully materialise. The way that the aliens appear can be chosen. Normal has them appearing in an orderly pattern, whereas random allows them to appear at random. Although it sounds easy, power is lost very quickly and recharging it takes ages. The Menacer must be pointed at the bottom of the screen



to wait for a power up, but by the time it appears you'll probably have been killed. This makes it almost unplayable, and it certainly isn't much fun.

CONCLUSION

All of the games seem to demonstrate the use of the Menacer rather than providing any real gameplay. They do show that the Menacer is useful, though, and once you've begun using it, you'll realise its potential as an essential add-on – that's providing that it's supported and there's no reason that it shouldn't be! Apart from the binocular piece, the Menacer is worth the £59.99 you'll have to shell out for it, although the number of games that can be played using it remain to be seen.

MENACER WINNERS

The results to our Menacer competition are here, and Menacers are on their way to these lucky winners: Andrew Fowler – Derby, Towhid Khan – Gloucestershire, Chris Johnston – Hants, Adam Stitman – Middx, J French – Essex, James William – Norwich, Ben Hadden – Notts, Paul Shotton – Staffordshire, Michael Nicholson – Newcastle, Ben Hensor – Sussex. The Menacer light gun is in the shops now. So get saving, or get your orders in time for Christmas!

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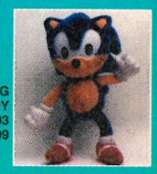
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pro

22 TERMINATOR 2 **94%**
Six levels await you in this game which is the first to support the Menacer. The sprites are massive and come at you – just like the coin-op!



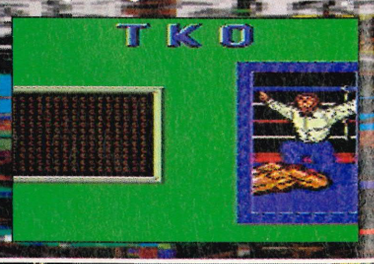
36 CRUE BALL **78%**
EA's pinball game offers Mega Drive game players a different type of gameplay with music from the Motley Crue.



30 TRIVIAL PURSUIT **81%**
Domark's popular computer version of the board game makes it onto console. Should it be on your Christmas wish list?



32 GEORGE FOREMAN'S **69%**
This boxing game has been out on import as Heavyweight Champ! We find that it hasn't gone through any changes to get into the UK!



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 phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much stratigical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

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.

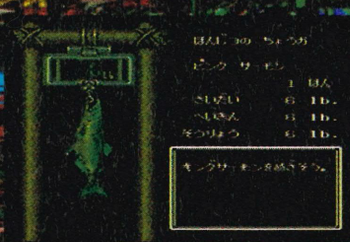
IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

26 KING SALMON **85%**
This brilliant fishing game simulator has had all the Pros hooked. Whoever says it's unplayable, shouldn't be writing reviews!



MEGA DRIVE

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 fabecoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

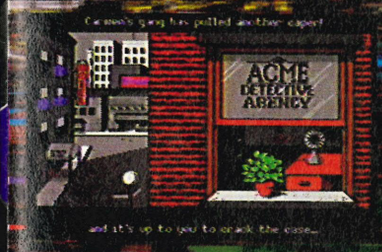
30 the Gear becomes contender

reviews

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MEGA DRIVE

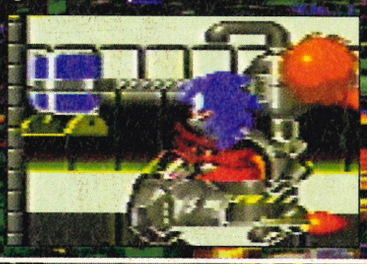
40 CARMEN SANDIEGO **59%**
Where In the World Is Carmen Sandiego? Can you track her down before she and her pals nip off with the world's treasures?



42 JAMES BOND **80%**
Guide Bond through these five tough levels in the game which has been designed around scenarios from Timothy Dalton's Bond movies.



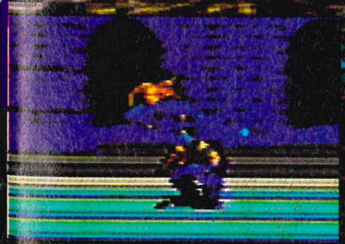
52 SONIC 2 **94%**
The definitive guide to the Sonic and Tails combo gets the thumbs up from the Pros. We go through the game act-by-act.



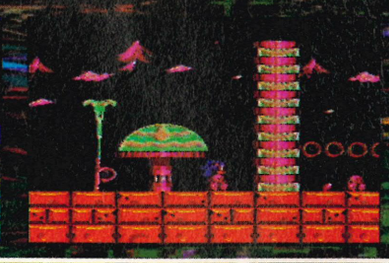
OFFICIAL

MASTER SYSTEM

38 PITFIGHTER 2 **75%**
Take on the world's meanest street-wise fighters in the pit. This Mega Drive game finally arrives onto the 8-bit scene!



60 SONIC 2 **93%**
The game that millions of screeming kids have been waiting all year makes it onto the MS scene and gets the ProYo treatment.



MEGA CD

46 BLACK HOLE ASSAULT **89%**
The sequel to one of the first CD games, Heavy Nova, makes it way to these shores. There are eleven fights in this combat extravaganza.

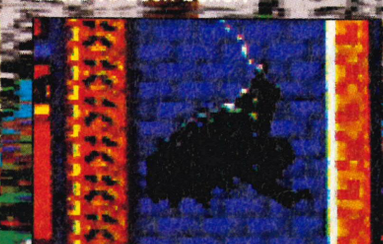


GAME GEAR

AZ-MANIA **94%**
This little stonker whirlwinds its way onto and instantaneously a best-ever Gear game



31 BATMAN RETURNS **65%**
Oh, dear! Old Batman seems to have run out of steam. Find out what went wrong with the game that could've been better!



34 GEORGE FOREMAN'S **70%**
Again, like the Master System game, Good old Heavyweight Champ has resurfaced as George Foreman's KO Boxing!



64 SONIC 2 **95%**
With bigger graphics, meaner gameplay and lots of funky sound effects, Sonic 2 has to be considered a success on the Gear.





Yeehah! Bullseye! A well-placed shot from the missile launcher hits the T-1000 square in the face and sends his molecules scattering for cover! Let's see you patch that one up with a few plasters and some TCP then, pal!







The Terminator 2 arcade game cost over three million dollars to produce and includes some footage from the film that was cut out of the release version. James Cameron (the writer and director of both Terminator and Terminator 2) provided the images and also had a big hand in the game's development.

Consisting of mainly digitised images and cut from the film, this *Op Wolf*-type game was a major success in the arcades and with the launch of the Menacer light gun for the Mega Drive, Arena scooped up the license and, after a lot of hard work, here is the console version.

Playable with either joypads or the Menacer, one or two players take part in the battle to save mankind and rid the earth of these evil machines once and for all.

The opening sequence is copied from one of the T2 trailers that was circulating in the cinemas at the end of 1991. The story follows a second terminator; the T-1000, that has been sent back in time to kill John Connor when he is just 10 years old. This new terminator is made up of Polychromatic Alloy (liquid metal to you and me!) and can change shape into anything it samples by physical contact. Knowing the T-1000 is after him, the older version of Connor captures and re-programmes a T-800 to go back in time and protect his younger self.

Played like the Op Wolf game of a few years ago, you (and a friend if you've got one) battle against the



Cool down, bub! Drench the T-1000 with liquid nitrogen and then shoot him to shatter him into tiny, frozen fragments!



Hasta la vista, baby! An enemy T-800 scatters itself all over the place after been hit by about 10 missiles! I can't say that I'd like to be the one who has to try and put him back together, though!

Arnie got so much money for T2...

machine

Terminators in the present and past to save Connor's life and therefore all of mankind.

After the title screens have made their appearance, the options screen pops up. The game automatically senses how many joypads you have connected to the machine and whether you've got the Menacer light gun attached. The game can be played by two players simultaneously, using either the two joypads or one joypad and the Menacer, although the one player game is just as enjoyable.

Launching into the game has you (the T-800) making your violent way to Skynet's HQ so you can use the time displacement equipment and hurl yourself back through time to protect John Connor. Waves of T-800 Endoskeletons charge towards you with guns and teeth blazing. You can either blast them to atoms with your plasma rifle or distribute their bodies around the neighbouring area with a missile. Your gun is aimed by a small cross-hair which is moved around the screen with the joypad or Menacer. The sight is a little difficult to use at first, but after a few games

PROTIP Don't keep the fire button held down for too long or you'll use up all of your rapid-fire charge within a few seconds.

GUNPOWER



Oh Dear! The T-1000 has been sent back through time and now you must do the same thing to save Connor!



Okay, I may not be the best shot in the world but I can hit them when it counts. Take that, Mr Hunter Killer!



Mission over, time to take a breather and tot up the points. Arnie doesn't half look serious, doesn't he?!







The T-1000 becomes slightly miffed, because you escape in a SWAT van, and so attempts to ram you off the road with a giant tanker filled with liquid nityrogen. Shame that the old fogey with the van isn't in this bit, it would've great fun to run him over!

Terminator, T2, Endoskeleton and duplication of Endoskeletons are trademarks of Candico Rictures International.
The Arcade Game is a trademark of LJN Ltd.

T2 THE ARCADE GAME



Flying Hunter Killers are a bit danerous to your health and, so, I recommend a large doseage of missile explosive to the engine ports to relive your worrying problem!



you won't even think about it as it become almost second-nature. After all, your life depends on it!

When a Menacer is used, no such sight is needed so you are free to blast away at anything that moves without waiting for the sight to catch up with your movements. Power-ups are available throughout the game and allow give your gun a much-needed rapid fire re-charge, a shield or even a few more missiles.

All of the backgrounds and terminators are lovingly re-created from the original coin-op and even the samples of Arnie have been converted, but they are very seldom used through the game. The sound is truly awesome! I've complained in the past about the lack of sound effects in recent Sega games, but finally, someone has had the presence of mind to beef up the game with loads of explosions, samples and gun-fire.

In later levels, you battle with Skynet's defences so you can gain access to the Time Displacement Unit, protecting Sarah and John Connor from the onslaught of the T-1000 in a helicopter. First though, you must escape from Cyberdyne in a SWAT van. Inevitably, the final confrontation is with the T-1000 in the steel works.

Level guardians play an important part of the game and come in all shapes and sizes. The first one you'll encounter is a ground-based Hunter Killer with is literally armed to the teeth! Missiles, plasma bolts and laser fire all light up the night sky as the streak towards your metal frame.

Your life is measured by a bar at the bottom of the screen, along with your score, credits remaining, rapid-fire charge and the number of credits left. You can set the latter to a maximum of five, but these will soon be used up, especially in a two player game.

The entire game follows the plot of the film very closely and mimics the coin-op down to the finest detail. The addition of the Menacer adds a new dimension to the game and is proof that Sega developers are going to support the new add-on with quality games which is more than you can say for a certain company beginning with "N"! The Menacer should be released by the time you read this, so boogie down to your local shop and give it a test run because this game is so much better with the gun.

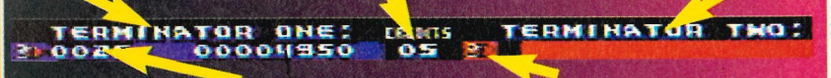
● Dino "He's a loon!" Boni

WHAT'S ALL THIS THEN?

This is for... guess who... Player one! Doh! I never would've known that if you hadn't told me!

Shows how many of those vital continues you have left. They can be set in the options screen.

Okay, now take your time. What's this for? No? Well, it's for the second players score!



Missile count. Use these missiles sparingly, because there aren't that many around in 2029!

Your score. Very important this number. It's the one that you can brag about to your friends.

Missile icon. Doesn't really do much except show you where you missile count is kept.





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ACTION
STRATEGY

GRAPHICS 92%

▲ Beautiful backdrops and sprites are atmospheric.
▲ Loads of things on the screen and it still moves quickly.

SOUND 89%

▲ Plenty of rip-roaring sound effects and samples.
▲ Tunes add atmosphere and excitement.

GAMEPLAY 90%

▼ Most of the levels are pretty much the same.
▲ But the two-player option is a god-send.

CHALLENGE 93%

▲ Eight levels of sheer action to blast your way through.
▲ Then there's the final confrontation with the T-1000.

PROSCORE 94%

Brilliant game which is superb as a stand-alone game without the Menacer and can only benefit from the extra control method.

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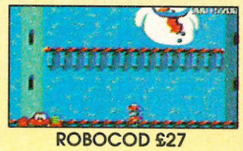
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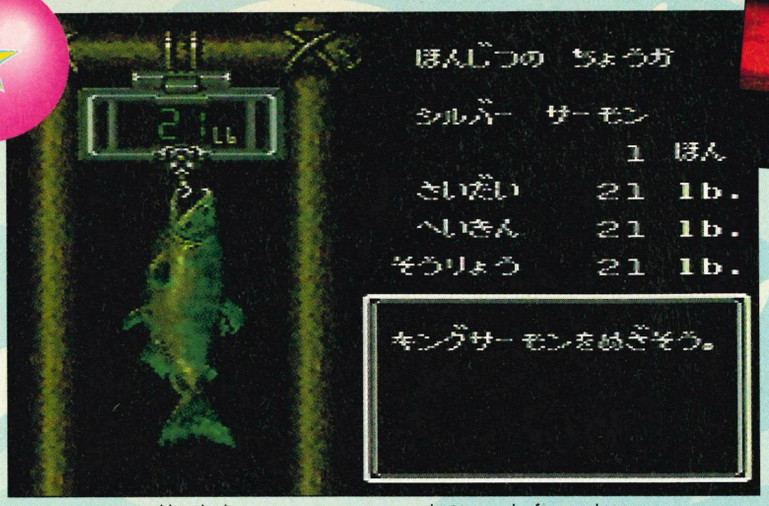
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Some people really enjoy this sport, but for me, the idea of sitting on a cold, damp river bank at 5am on a Sunday morning with nothing for company except a Thermos flask fills me with intense dread. All this pottering around is now no longer needed with the release of King Salmon. You can spend a full day fishing in the comfort and warmth of your own home. Compete in tournaments against professional fishermen in a variety of different waters, but all with the same goal in mind: catch loads of fish! A combination of skills is required for such a task. You'll need a keen eye, cunning and a fair idea of how fish react to being captured. A large amount of patience wouldn't go amiss as well.



Move over Bobby Charlton, you've just met your match! 21 pounds of raw sushi just waiting to be sold to the fishmonger (I can't stand fish!). The bigger the fish, the more applause you get on this screen and you stand more chance of winning the compo.

King Salmon opens up with a simple title page and some pretty funky music. The options are all in Japanese, but that isn't too much of a problem at this stage because there are only two to choose from! The top option is start a new game and the lower is to continue an old game.

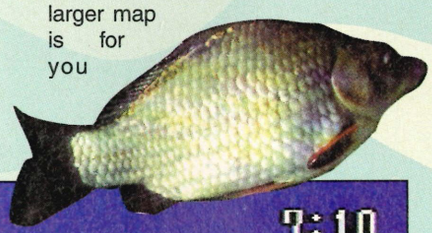
After this, the name entry screen makes its entry. For some bizarre reason (due to the fact that the game was programmed in Germany, apparently) there are no Japanese characters on the name entry screen, only English ones. Humm! Does this mean that the rest of the game's in English? I hope so!

After you've entered you're name, you're thrown straight into a competition (no practise mode here!) and the hunt is on! The larger map is for you to navigate your way around the competition and to find the best spot where the fish are likely to be. When you think you've found a likely spot, press button A and the game will either switch to a detailed map of that section of water or you'll be told (in Japanese) that there aren't any fish around. So, it's off to find another spot.



Land Ahoy! It's 7am in the morning and the compo has just started. Time to send out the tackle, sit back and then freeze!

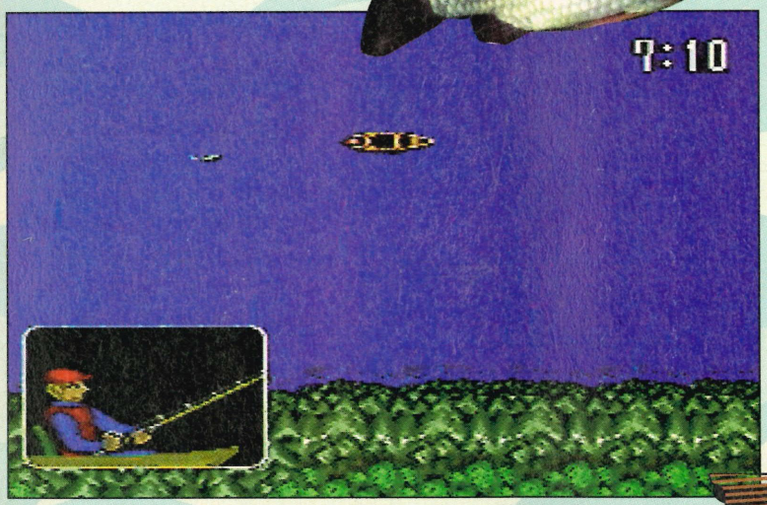
PROTIP When you get a nibble and the fisherman appears of the large map screen, keep pressing up and button B to snare the fish.



When you eventually find some fish, your boat will be shown on a large scale map of the water, complete with other boats. The water depth is show by shades of blue with the darkest shade being the deepest. This must be kept in mind when you're trying to catch a fish because there's no point trying to catch a fish which is swimming 50 feet below your lure!



The tack that you use can be changed at

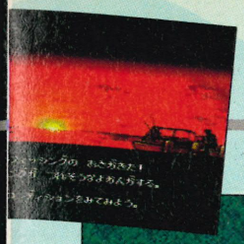


I've got a nibble and all I've got to do now is strike and then reel him in! All very well in theory, but it doesn't work out like that in the real world.



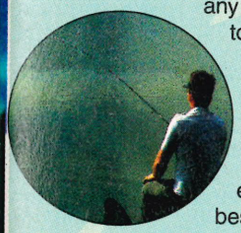


We all know that Animal Liberationists are a bit freaky...





Now this is the difficult bit! Having got the fish on the line, you've got to wear him out before you can land him.



any stage of the game, together with the type of lure you are using. Different waters require a different type of lure set at a different depth and the best way to discover the right settings is trial and error.

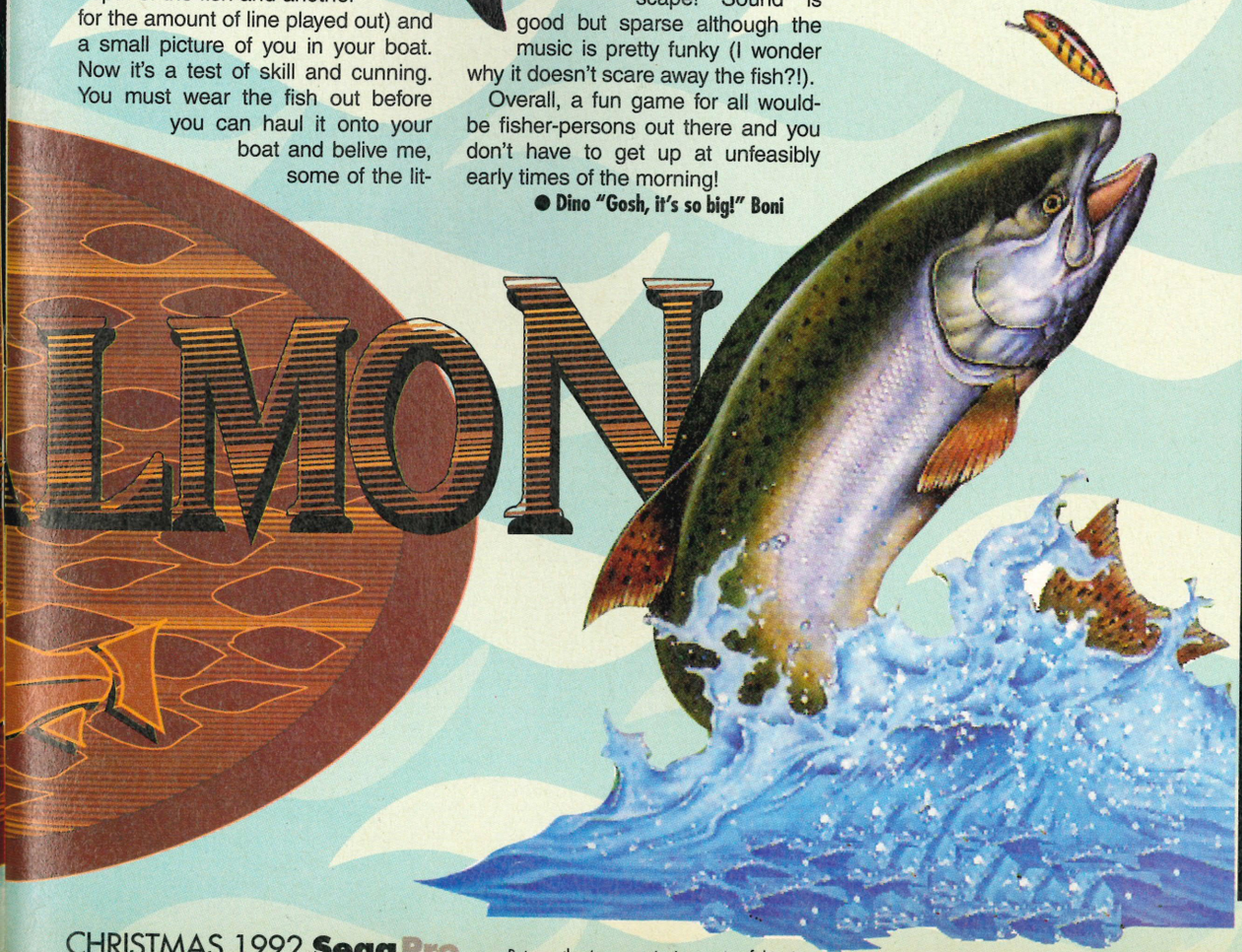
When you eventually get a fish on the end of your line, the screen changes to show a picture of the fish swimming away from you together with two gauges (one for the depth of the fish and another for the amount of line played out) and a small picture of you in your boat. Now it's a test of skill and cunning. You must wear the fish out before you can haul it onto your boat and belive me, some of the little blighters fight back!

You've got until the clock on the screen reaches 3pm to catch as many fish as you can and, hopefully, they'll weigh far more than your opponent's catches. Succeed, and you'll go to the next match in different water and more cunning fish. Fail, and it's back to pond one.

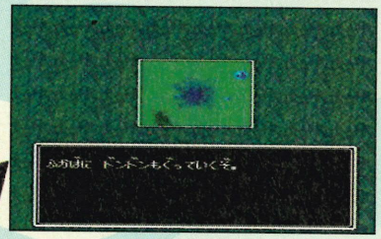
Graphics are pretty simple, but still enhance the game and the life-or-death struggle when you snag a fish. There's very little detail in the maps, but then again, you're only interested in fish, not the landscape! Sound is good but sparse although the music is pretty funky (I wonder why it doesn't scare away the fish?!).

Overall, a fun game for all would-be fisher-persons out there and you don't have to get up at unfeasibly early times of the morning!

● **Dino "Gosh, it's so big!" Boni**







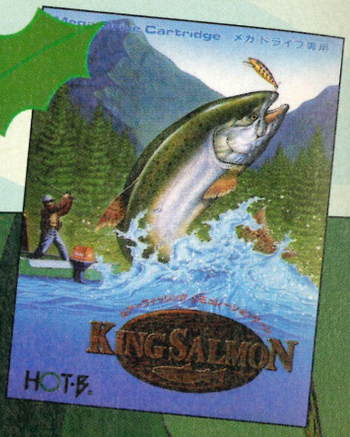
Trouble! Screens like this sometimes pop up when your playing a fish and signify a problem.







Choose your weapon! These lures are bait for different fish, but as it's all in Japanese, there's some guesswork!



KING SALMON

HOT-B ● £39.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 1
STAGES .....n/a
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
Dream Machines 2 ✆ (0429) 869459

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 78%
▲ Nice and simple graphics on the map screens.
▲ Detailed fish and Fisherman are well animated.

SOUND 76%
▲ Great music that doesn't scare away the fish!
▼ Good spot effects, but not nearly enough of them.

GAMEPLAY 85%
▲ It may seem boring, but it's great fun to play.
▼ Options are unreadable because of Japanese text.

CHALLENGE 84%
▲ Catching your first fish will give you a real buzz.
▲ And so is the next one and then the next one etc.

PROSCORE
85%

Brilliant fun even if it does look a bit naff . It will surely inspire a few competitions in homes throughout the land.

Trivial Pursuit

MASTER SYSTEM

Okay, how about a quick bit of trivia? Which game has been translated into over 15 languages, has sold over 15 million copies and is rated as the most played game in the entire world? Give up? Well, it's the infamous *Trivial Pursuit*.

Simple in concept, but fiendishly difficult to master, this game of knowledge of all things useless has captured the minds of many board game addicts throughout the globe. The board is in the shape of a spoked wheel and there are thousands questions to be answered in the quest for six coloured pieces of pie. This game has kept many people up 'till the early hours of the morning, trying to remember who scored the most goals in the 1966 World Cup!

Now, Domark have taken the bull by the horns and converted it onto the good ole Master System. Complete with a referee called Russell, it's sure to be a big Christmas hit. Or so Domark hope...

The game opens with a ornate title screen and then prompts you to select the language that you want to play the game in. You can choose from English, French, German or Spanish. This could be very useful if you want to brush up on a few words or phrases, although I imagine it was included to allow easy export of the game to the respective countries.

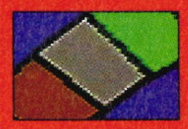
The game then asks how many players will be taking part. Up to six players can participate in the game, but they all have to be human as the computer cannot join you in your pursuit for all things trivial.

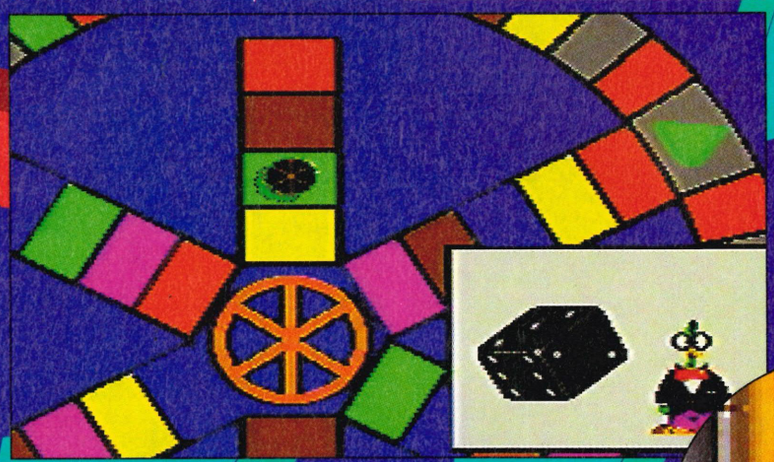
If you've never played the game (where have you been for the past few years?), the object is to move your piece around the spoked wheel, answering questions as you go and collecting coloured pieces of pie. These can only be gained by landing on the special space which is situated at the end of each spoke on the wheel. There is one for each category and once you've collect all six of them, you must make your way to the hub of the wheel and answer one more question correctly to win the game. There, simple isn't it!



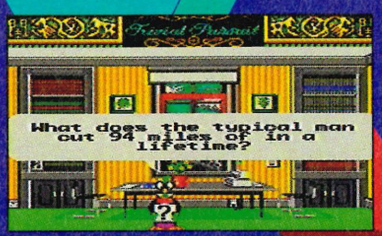


All alone in the centre and a multitude of questions await you. Throw the dice and select the subject you wish to answer.

PROTIP  **Take the free throw squares whenever you can. These give you a vital second chance to throw that all important number and land on a wedge square.**



After sucessfuly answering a Science & Nature question, it's time to move on and get the first elusive wedge! Throwing a four from here would be perfect, but since when did dice listen to anyone?



Humm. Grass? God only knows this one! There are a few more obscure questions similar to this one.

After you've entered the players' names and chosen what colour piece they're going to play, the board is presented to you. It is around twice the size of the screen and, so, only a part of it can be displayed at once. The board scrolls smoothly around the screen so all the players positions can be shown. A quick roll of the dice later and the first player is on their way. depending on which way you wish to go, there's usually a choice of three different squares in which to land on depending wether or not you like the category. These are History, Science & Nature, Geography, Literature, Entertainment and Sports & Leisure. Some of the questions in the Entertainment section require you to listen to a song,

The World Trival Pursuit champoinship is held every year...



TRIVIAL PURSUIT

DOMARK ● £29.99 ● OUT NOW

CART SIZE.....4Mbit
PLAYERS 6
STAGES .....n/a
SKILL LEVELS....n/a
FEATURES.....versus
CONTACT
Domark ✆ (071) 7802222

AVAILABLE IN UK

dances around with joy when you get one right. The sound and music is basic, but is more than adequate for the game.

Knowledge is the key to *Trivial Pursuit*, as is a taste for completely useless information, but it's sure to be a big hit with families all over the UK this Christmas. Especially if they haven't already got the board game version.

● **Dino "Pass!" Boni.**

so keeping the volume high on the TV is a must. Most of the other questions are quite hard, but if you play in teams, it'll make it a lot easier for everyone.

The game doesn't require you to input an answer to a question like so many other computer board games. All it displays is the answer and then asks you if you got it right. This may be okay when you play with a group of friends, but it does make a rather boring game if you want to play on your own.

Other questions use pictures to illustrate the problem but most of them are just plain and simple trivial pursuit questions.

The questions are put to you by the Question Master, Russell, who is a duck who wears glasses and a Tux! He is lovingly animated and offers condolences when you get a question wrong or



● After a pretty difficult question (it was something to do with binary numbers to infinity!), I cheated and won the game. Well, if you can't beat them and you can't join them... CHEAT!



● Who cares! Listen, just give me a few questions about caffine dependancy and the problems of overwork with no thanks in Jounalism and I'll beat every one hands down!

ACTION
STRATEGY

GRAPHICS 84%

▲ Large, colourful board and pieces are pleasing.
▲ Wonderful animation on Russell, the Question Master.

SOUND 76%

▲ The tunes and sound effects are very good.
▼ But then again, that's not what the game's about.

GAMEPLAY 79%

▲ Brill fun for teams or loads of single players.
▼ But playing on your own is very tedious.

CHALLENGE 82%

▲ Thousands of questions to answer.
▼ Could be very tough for younger players.

PROSCORE 81%

A challenging and fun game for all the family. Shame about the lack of single player action, though.

An goes on for about 3 weeks non-stop!

TAZ MANIA





PROTIP Make sure you keep your energy up in the first level by spinning for only a short time. Do this when the cannon ball is near you and it will ensure a quick getaway. You will then have enough energy to leap across the canyon.

Taz fever has hit Sega City in a big way. You can't walk into any respectable games shop without seeing the devil plastered all over the place, but until now there was just one problem. Although Taz was released on the MD some months ago, Gear owners have had to wait until now for their share of the furry fiend! Who cares now, though, Taz is here and he's here to stay on what seems to be one of the hottest titles to hit the Game Gear all year! He's still after the lost Seabird Egg and nothing is going to get in his way, not even the crabs, bombs and other nasties set to destroy him. In fact, this geezer is so serious about his quest he will eat anything and everything that comes between him and his egg! Due to this unfortunate habit, Taz needs you to help him, and who could refuse someone as loveable (!) as that?

There is little to be said about *Taz-mania* that hasn't been said before, but that was on the Mega Drive. Now it has hit the Game Gear, it's a different story altogether. Taz is still the same old devil, but when you power up you immediately know you could be in for something different altogether!

Level one places you straight into the rocky desert. A huge boulder looms over Taz as he whirls on to the screen and you soon realise that the boulder isn't just going to go away! It follows you as you're making your way through the desert. You'll have to use some pretty swift tactics to get away from it, as just one little touch from it will kill you!

Once you've completed level one (easy after you've made it over the canyon) the action gets much faster. Although this may have been a game of medium difficulty on the MD, it seems to be much harder on the GG. This is largely down to an increased enemy population, which make the game so frustratingly niggly. At times you feel like banging your head against the wall! Although it's much harder, it doesn't make the game any less playable, in fact it all adds to the challenge! Many familiar faces are found in this version of *Taz-mania* and thankfully little of the detail is lost in converting the game from the Mega Drive.

If Taz doesn't get you going, nothing will. You'll be hard pushed to find a more packed and more fun adventure game on the GG, and with recent releases such as Chuck Rock, this is really saying something. *Taz-Mania* is not to be missed!

● Sam "little devil" Hickman





Taz gets ready for a super-spin! Spinning is really necessary in this game – if Taz just lumbers along he will eat everything in sight!



TAZ-MANIA

SEGA ● £24.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....7
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
AMS Games ✆ (081) 4502166

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 90%
▲ Brilliant variety of sprites and backgrounds.
▲ Taz moves really well – very smooth and lumbering!

SOUND 85%
▲ Different tunes for each level.
▼ Tinny Sound is a bit distracting.

GAMEPLAY 90%
▲ Fast action in each of the seven levels.
▼ Too many enemies make it frustrating!

CHALLENGE 90%
▲ Some levels are easier than others.
▼ First level is far too tough for beginners!

PROSCORE
92%

You really can't go wrong with this game! Definitely one to add to your collection, whatever type of gameplayer you are!



BATMAN RETURNS

SEGA ● £24.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....18
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
Video Games Centre ✆ (0202) 527314

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 82%

▲ Brilliant animation of sprites and objects.
▲ Plenty of enemies and power-ups to keep you going.

SOUND 79%

▲ Tune actually has a rhythm, more than most GG carts!
▼ Stays the same throughout and becomes monotonous.

GAMEPLAY 70%

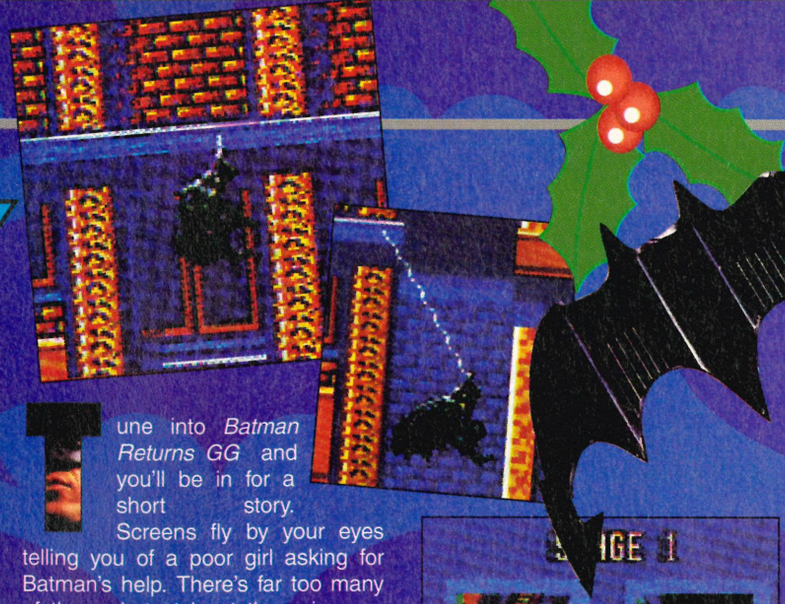
▲ Loads of levels with different routes to choose.
▼ Too much "aim and kill" for my liking.

CHALLENGE 55%

▼ There are only a few different types of villains.
▼ Even the numerous levels can't make up for that!

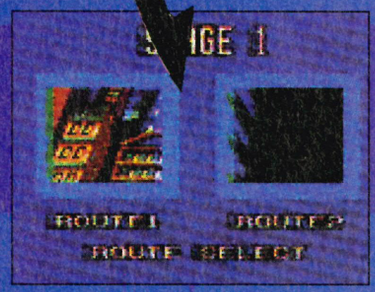
PROSCORE 65%

This may appeal to the beginners market, but serious gameplayers will definitely be disappointed.



Tune into *Batman Returns GG* and you'll be in for a short story. Screens fly by your eyes telling you of a poor girl asking for Batman's help. There's far too many of these, but at least they give you the chance to read the text! The story is fairly serious up to now, but the girl falling off the building really spoils it. She looks like a complete blob and she comes down to earth with a disappointing thud.

There are no options in the game. However, at the beginning of each stage there is a choice of two routes – giving the game more content. It doesn't matter which route you take as neither is easier or harder than the other and only contain different maps and baddies.



On each level, there's different routes you can take. They're all pretty short, though, so it doesn't really matter which one you choose.

PROTIP When killing the level guardians, watch them very closely. They all have sequences of about three moves and when you know what they are, you can go right up to the guardian and blast him until he is obliterated!



When you're scaling walls and need to jump on to platforms above, press up and jump. Keep firing at the same time and this should get rid of the enemies on the platform.

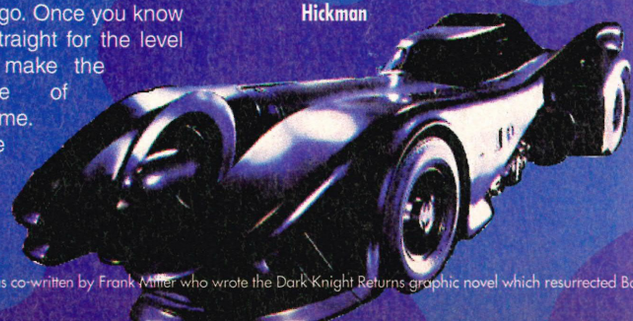
There are plenty of baddies that are out to get you, but they aren't hard to dispose of. Because of this, the game is disappointing on the challenge side. All of the levels are fairly short and it's just a matter of knowing where to go. Once you know this you can go straight for the level guardians. They make the same sequence of moves every time. So, once you've figured them out, they're history!

Although there are many different backgrounds, making it seem like there's loads of variety, gameplay is quite limited. Each level has three stages with a guardian at the end, who will fire weapons at you. As long as you can get the timing right, you'll be able to beat all of these with no problem – run in, fire at them and then run away again!

The action in this game really reminds me of ESWAT. In fact, if it wasn't for the different characters the games would be almost identical.

There are six levels in all, and gameplay is fairly easy throughout, making a boring play. The graphics and sound are both of a very high standard, which makes it all the more disappointing – it seems such a waste. Recently there have been so many other good releases on the GG and Batman unfortunately does not measure up at all.

● Sam "mee-ow" Hickman

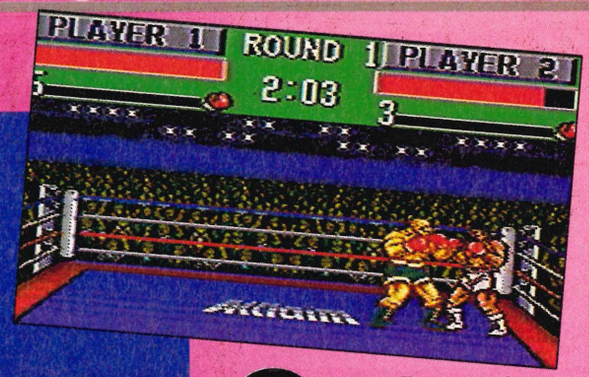


Gotham City has lived to see another day, but not without the aid of our masked hero, Batman! Single handedly, he saved the entire population from a fate worse than death and justice prevailed, yet again. That was that as far as Batman was concerned.

He was just about to go and take a well deserved rest, when he realised that all was not well in Gotham. A girl was trapped on the top of an extremely high building and there was no-one to help. Batman, being that sort of person, couldn't leave her to rot in her own juice. So, he decided it was time to put on his hero costume one last time and rescue her. Unfortunately, she falls to her death and poor Batman gets the blame. So, armed with only goodwill, justice and his special weapons he is out to prove his innocence and find the real culprit!

Batman Returns was co-written by Frank Miller who wrote the Dark Knight Returns graphic novel which resurrected Batman.

GEORGE FOREMAN'S KO BOXING



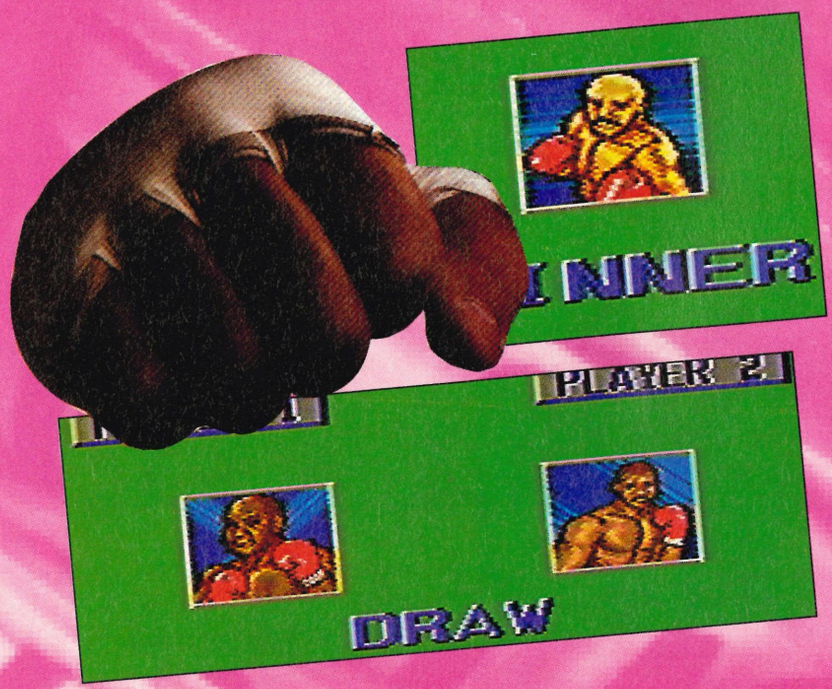
If you've been watching the spate of boxing that's recently been on the television, then you might have got a taste for blood! Mega Drive owners can play *Evander Holyfield's Boxing* to their heart's delight. But what about Master System owners?

George Foreman's KO Boxing **has arrived, and it's out to pack a punch! Battle it out tournament-style against some of the best boxers in the world without getting so much as a scratch on your body! Alternatively, use two-player mode to paste those so-called friends of yours – much safer than getting involved in a real-life fight!**

Puniness has no place in this game, but even if you are one of those stick-like people, be George for an afternoon and show everyone how hard you can be when you're really pushed!



These two are mere weaklings in comparison to George! They still pack a mean punch, though, and if you're caught off your guard, you'll be on the deck before you know it!



George Foreman gives you a sly grin – he knows what you're in for and he also knows you haven't been keeping up your training too well recently! This bloke is an absolute hulk and if this doesn't make you quake in your boots, nothing will!

Choose to play against the computer (you will always be George Foreman against the computer) or battle it out with a friend. In this mode you both choose which boxer you want to be (you can both select the same boxer) but there's no tournament to play in, these are just single challenges. There is a slow gameplay option which gives you more time to sort yourself out and a fast gameplay option which is packed with more action.

PROTIP Try and get your opponent up against the ropes and then punch the life out of him! He will be powerless to stop you!

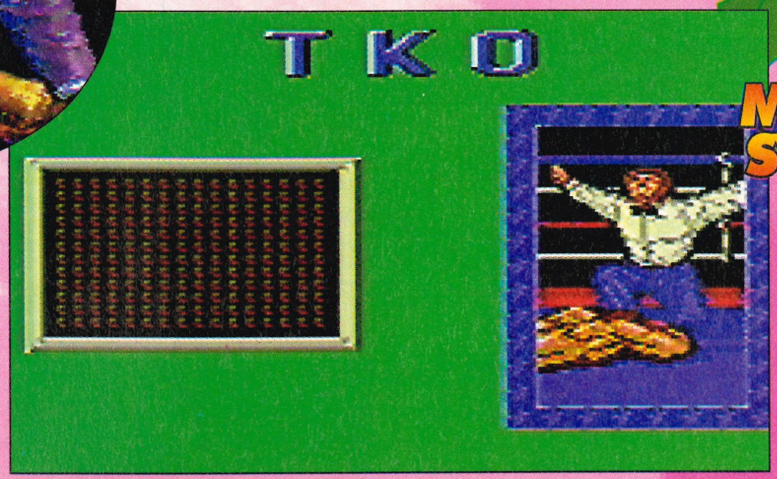
A catchy but untidy theme tune awaits when you get into a match for real. The bell rings and then it's down to business! Get right in there straight away for a few hard jabs. If you let the opposition get to you in the beginning, you're finished! The boxers move quite slowly, which means that quite sluggish punches are thrown. By the time these reach your opponent, he's already blocked your attack and punched you in the stomach!



Another annoying point regarding

Robin Givens is rumoured to be after a reconciliation with Mike Tyson!





This is what happens if you mess wit h the best! It didn't take much to knock this opponent outt. He was decked in his very first round!



George displays his tougher than tough tactics and reminds you what will probably happen if you step in the ring with him! Good job it's only a game!









movement is that the computer seems to have an unfair advantage. Computer opponents can move all over the ring, ducking and weaving, while you have to be content with moving backwards and forwards across the ring.

There are two different punches you can pack, left hook and right hook. They are equally as strong, but a single punch doesn't seem to have much effect on your opponent. To punch him out of the game takes about 200 attempts, which makes the game largely unrealistic. Even after using the power punch your opponent will find energy from somewhere to pick himself up again.

The bouts last for a maximum of ten rounds, so make sure you have plenty of finger-pounding stamina left for those later rounds. After a couple of matches, you may find that the pain in your fingers is too much to bear!

Difficulty depends on the mode you choose. If you choose a slow option, then matches are much easier. The fast option is harder and you may find that you'll get a real pasting, but with only five levels, the gameplay is challenging!

The graphics detail, in and out of the ring, works perfectly for this type of game. All of the boxers look significantly different, so there's enough variety to hold your attention and they all move quite smoothly, apart from their feet which seem to be stuck to the floor!

This is the best boxing game available for the Master System. However, since the only other choice is *Heavy Weight Champ* (the same game!), there's not much of a choice at all really!

● **Sam "muscles" Hickman**

GEAR BOX

It fits really well onto the Game Gear. In fact, I prefer it that way! The sprites are just the right size and no detail is lost at all! This is actually available on the Game Gear too, but playing via the Master Gear is just as good!





GEORGE FOREMAN'S KO BOXING

ACCLAIM ● £29.99 ● OUT DEC

CART SIZE.....2Mbit
PLAYERS .....2 max
STAGES.....5
SKILL LEVELS 2
FEATURES .....n/a
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 80%
▲ Boxers are a good size and are really detailed.
▲ Good variety of boxers to fight.

SOUND 76%
▲ Catchy theme tune plays along merrily.
▼ Not enough variation on the effects.

GAMEPLAY 68%
▲ There's plenty of action and fast gameplay.
▼ After a while repetition becomes tedious.

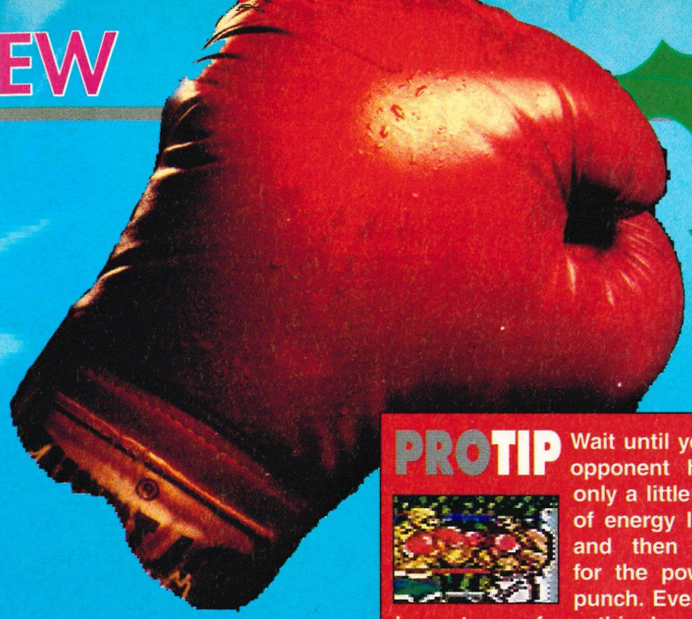
CHALLENGE 72%
▲ Matches get extra tough in later stages.
▼ The lack of levels and variety make it shallow.

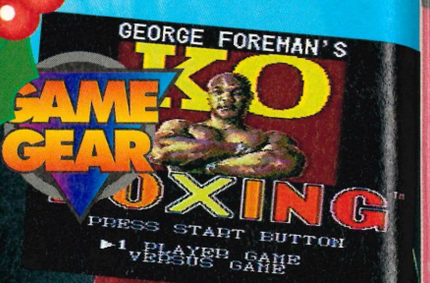
PROSCORE 69%

There isn't a new element in this game, so you may be disappointed. However, if you haven't seen it before it's worth a try.

George Foreman is now 43 and he's still going strong!

GAME GEAR





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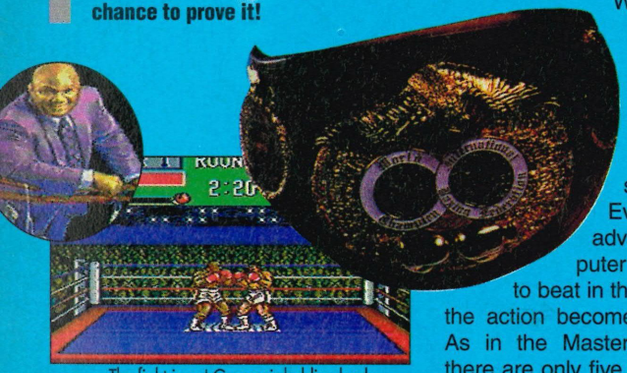
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George Foreman fever has hit the Master System and it's also about to hit the Game Gear! The review for the Master System can be seen in this very issue, but for those of you who need a recap, the story's pretty straight-forward. George Foreman is the oldest and toughest fighter in the boxing world! At 43, he's been in the business for ooh, donkey's years. He can teach the young 'uns a thing or two. Just to be on the safe side though, he's arranged a tournament for the heavyweight boxing title. There's no way he's going to let this one slip by. If you thought Foreman was past it, think again, because he's out to prove exactly who rules the ring. Later this year he may get a chance to prove it!

PROTIP Wait until your opponent has only a little bit of energy left, and then go for the power punch. Even if he gets up from this he will have hardly any energy! A few more puches will ensure he is put out of the game.

Pow! There he is, old George standing in the ring looking all hard and mean. Choose which boxer you want to be, and that's it! No time for training, you're plunged straight into the ring.

When you play against the computer, you'll immediately notice an unfair advantage it has over you. This is particularly annoying especially if the opponent is George! While you can dodge and duck only very slightly, the computer can make full ducks and manages to dodge even the squarest punches. Even with this advantage, the computer is still fairly easy to beat in the early stages, but the action becomes tough later on. As in the Master System version, there are only five levels in all, so it's a good job that the difficulty level is set quite high!



The fight is on! George is holding back a bit and his opponent gets ready for a punch straight to the stomach. Oh dear, is George getting a bit old for this?



It's a draw on points after the first round, but George likes to lull his opponent into a false sense of security!



Wipeout! It didn't take much to knock this boxer out, so now he's crying in shame on the floor!

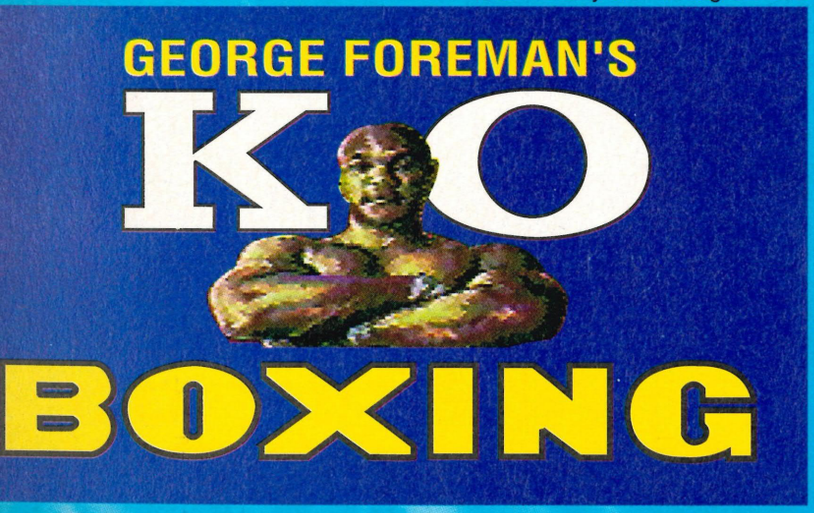
Action is fairly slow throughout and just when you thought you'd knocked the opponent out – he gets up! This is really amazing, especially when the punches thrown knock him right off his feet! This makes the game a bit ridiculous, but at least it ensures a longer play.

You're also limited to a right or left hook, and unfortunately, you have no control over the angle of the punch. This is another area where the computer has an unfair advantage. – it can choose where to hit you! However, once you build up enough energy, you can play the power punch, which should do your opponent a considerable amount of damage!

All of the characters look superb on the GG, they are just the right size and move really well, although at times they seem to be a bit stuck to the floor. Tunes are few, but what is provided is excellent, just right for the atmosphere!

If you're looking for a boxing game, then this could be for you. One big warning though. If you've already got *Heavy Weight Champ*, then don't buy this. They are both EXACTLY the same!

● **Sam "left hook" Hickman**



ACTION
STRATEGY

GRAPHICS 80%
▲ Filled with brilliant sprites and animation.
▼ There isn't any variety and all bouts look the

SOUND 72%
▲ Tune and sound effects add atmosphere to gameplay.
▼ Would be better if there was more than one tune.

GAMEPLAY 70%
▲ Lots of action all the way. There's plenty of punch!
▼ Punching stoogies can become boring after a while.

CHALLENGE 69%
▲ Last levels are really tough to beat.
▼ First levels compensate by being too easy.

PROSCORE 70%

If you're looking for a boxing game, then this could be the one. Not that you've got much choice, *Heavyweight Champ* is the same game.

A programme featuring the life and times of Mike Tyson is to be broadcast on NBC in the near future.

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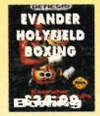
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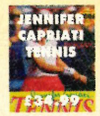
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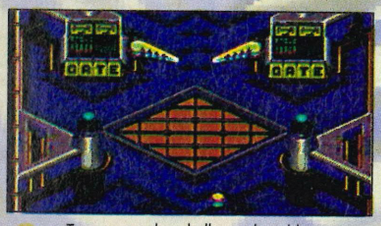
Pinball machines have always been a popular form of arcade machine. Ever since the early days of *Space Invaders* and *Asteriods*, pinball machines have sat proudly next to their video-screen cousins tempting players to insert their hard-earned money into them and guide a rather large ball bearing around a table of bumpers, targets and flashing lights.

Things have moved on a bit since then and pinball is now making a come-back. As the machines themselves cost anywhere between £1000 – £5000, a console version has been eagerly awaited. And so Sega, or should I say Tengen, created *Dragon's Fury* and, now, EA have released their version of this classic pastime.

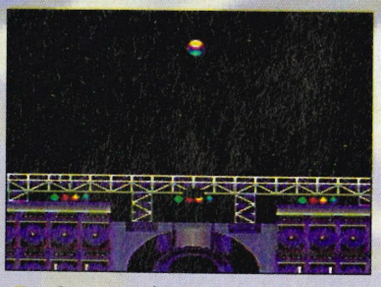
***Crue Ball* was provisionally titled *Twisted Flipper*, but since then EA have secured the permission to use some of the hits from the band Motley Crue and so the name was changed. Was it just a clever marketing ploy or a genuine attempt to jazz up the game? We shall soon see.**



This is the table for level 2. Even so, it looks excatly the same as level one! It's made up of three screens, each with a set of flippers and targets. The ball bounces around like a mad thing, so you've got to be quick on the flippers!



Targets are placed all over the table, some of them in really difficult places! This lot will initiate the bonus screen sequence.



Bonus stage ahoy! Having completed all the necessary actions for the bonus stage, your ball is launched into the bonus screen.



Even the most talented programmer has difficulty converting "physical" games (such as Pinball) to any computer format, let alone consoles. *Dragon's Fury* proved that it could be done and still make for a playable and enjoyable game. This effort looks a lot simpler than *Dragon's Fury*, but that doesn't make it any worse. Does it?

The game starts with what is undoubtedly the Motley Crue mascot, but as I'm not into their music, I wouldn't know him if he came up to me and spat in my face! There is also a neat little intro. If you leave the game running without starting, a customised van pulls up outside a peaceful street. A man goes into his house and after a lot of lights turning on and off, one of the Motley Crue tracks blasts out of the house waking



The options screen is sadly missing some vital elements, but is still equipped with player selections and a music test.

If it used to be called Twisted Flipper...



MASTER SYSTEM

PIT-

The crowd roars with approval as a perfectly placed kick turns your opponents nose into red gristle. Adrenalin pumps around your body as you see him pick up a very sharp looking knife and scream a battle-cry as he lunges towards you, knife aimed at your heart. A quick side-step and punch later, the guy's in a crumpled heap on the floor. The only inhabitant in his own private universe of pain.

The crowd screams bloodlust: they want more of the same and so the next victim steps into the makeshift ring in the cold dark, but mostly smelly car park. This is the world of illegal fighting. The money is good, the fame welcome, but the unprepared fighter can lose more than his pride. Your life's on the line and you want to get paid well for the spectacle. After all, it's the only one you've got.



I came, I saw, I kicked his butt! After you've won a fight, bonuses are awarded for bruitality, knock-outs and generally bveing one mean dude! You're then hoisted up on a forklift truck for all your ardent fans to see.

Finally, all you Master System owners out there can relive all of your pent-up frustrations on your console (!) with the arrival of this coin-op conversion. *Pitfighter* sees you taking the role of one of three fighters who are in the game for just one thing: money! You must beat your way through 10 fights after which you will then challenge the reigning champion in a battle to the death. If you win, then the accolade of Pitfighter Supreme will be yours.

The game begins with the well-used logo and some very naff music. Press button two and you'll drop into the options screen that allows you change the difficulty level, set one or two player mode etc.

Starting the game brings up the character select screen. The Mega Drive digitised pictures were acceptable, but the Master System piccies are crude to say the least. For all of you who are now shouting "but the Master System is nowhere near as powerful!", think again. It's come up with some pretty good graphics in the past and these are very poor.

All three characters are present, each with their own special moves and abilities. In two player mode, players can choose to play the same or different characters. This can be very confusing, so it's best to toss a coin to decide who gets the first pick of the characters.



Choices, choices! There are three characters to choose from and each have their special moves and tactics.



Did you spill my pint, mate! The two fearsome warriors face off for a fight to the death. Your move, bud!

After you've chosen your player, you're thrown into the ring with another fighter who's looking to beat the hell out of you. There are crates, knifes and shurikens scattered on the floor and some of the crates contain Power Pills. The weapons can be picked up and used to cause a bit of grief for your opponent. The Power Pills boost your strength and let you knock your opponent around for a limited time without fear of being hurt. The sprites move with surprising speed, but they are very small and lack the polish of those in other MS games.

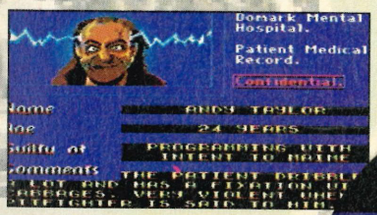
The backgrounds are equally lacklustre and the sound is appalling. I know the MS isn't too hot when it comes to sound, but since when does a punch sound like a little beep!

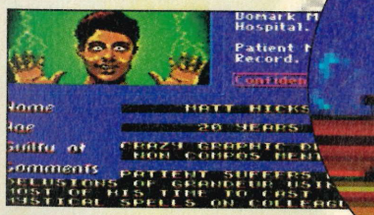
After each fight, you are awarded money (which is your score, inciden-

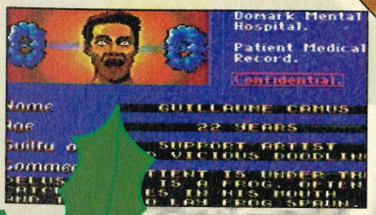


I'm 'ard as rock, pal! A pretty meaty chap, but what a shame about the dress sense, eh?!







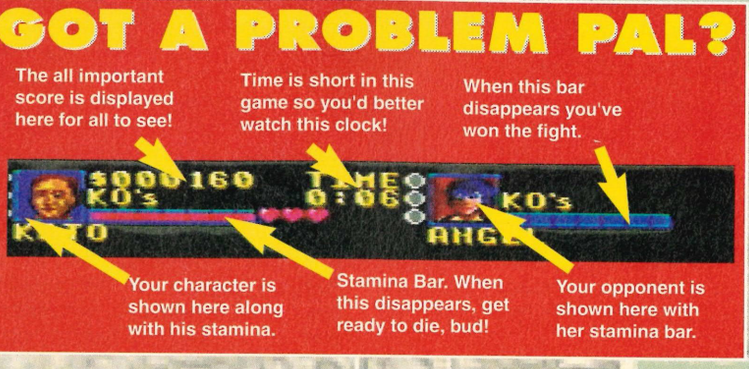






Jean-Claude Van Damme's film, AWOL, is all about illegal fighting.

GOT A PROBLEM PAL?







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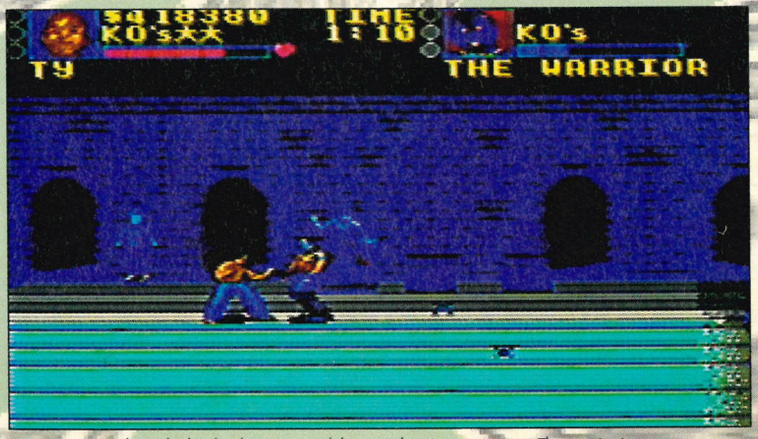




Fancy a quick close up of my foot? Doing battle



Grabbing a crate and throwing it on your opponent is a sure way of putting him on the deck. For a while, at least!



I've made it! The last battle ensues and this time there's no prisoners. The warrior is a touch cookie, but then again, cookies don't hit back, do they?

tally) for winning the bout and a bonus for each opponent knocked out. The graphics show you being lifted up on a fork lift truck to the adulation of the watching crowd.

After you win three fights, you are challenged to a grudge match. You must knock down a duplicate of your character three times before he does the same to you. If you succeed, you are awarded some extra dosh for your trouble.

The opponents are very easy to beat on the easiest level, but the game makes for a good challenge on the

PIT INTO GEAR

We should've reviewed this game the other way around! Put it through the Master Gear and you're left with a very good game. The sprites are still small and the sound is still a bit weak, but it's so much more playable on the Game Gear.



ACTION
STRATEGY

GRAPHICS 67%

▼ Tiny sprites are very difficult to see.
▲ But they move surprisingly quickly.

SOUND 60%

▼ Beep, beep klonk, fizzle, splat – alka-seltzer!
▼ Music for your dog to howl along to.

GAMEPLAY 69%

▼ Playoing on easy level is just too, well, easy!
▲ The other settings make up for this, though.

CHALLENGE 78%

▲ Beating up a friend is a great laugh.
▼ Fighting can get repetitive after a while.

PROSCORE 75%

A waste of what could have been an excellent game, but the numerous two player options make it worth looking at.

Tae-Kwon-Do translates to "The art of punching and kicking".

MEGA DRIVE

Hold on to your valuables, Carmen Sandiego is back! She has escaped the clutches of the police, once again, and is hiding somewhere in this big huge world! It's up to you, as a private detective, to track her and her cronies down! Carmen and her gang can't keep their hands off national treasures and have left clues to their whereabouts all over the place. Find them before there's no valuables left!

The quest covers many distant lands which can be explored and there's many weird and wonderful characters to be met along the way. Oh! You had better get that Geography book out if you want to do this properly. Carmen Sandiego is based on facts and aims to be the second dimension in edutainment!

WHERE IN THE WORLD IS CARMEN SANDIEGO?



Arriving at Columbo you'll find tthe criminals have just escaped your clutches. If I were you, I'd stay here for a while and forget all about solving the case – have a holiday!

Carmen Sandiego has been kicking around for a fair old time. After making several appearances on computer systems and one appearance on the Mega Drive, she's becoming quite an experienced criminal!

The title graphics are very classy although there's not much action - a theme which tends to run through the whole game. There's a password selection available on the options screen, which is great for those ongoing sagas.

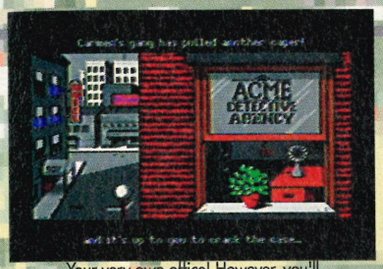
Before starting your adventure, a code name must be input – any name will do. After entering it, you'll



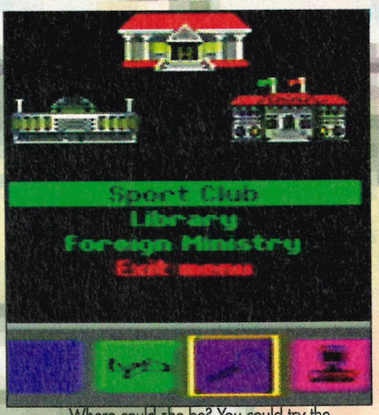




:Famous detectives include Sherlock Holmes, Inspector Gadget and Harry Crumb.



Your very own office! However, you'll not spend much time here. You'll be far too busy jet-setting!



Where could she be? You could try the library, but she could have already left and gone somewhere else.

then be informed of your mission. There's no go-get-'em action, but then it's not really aimed at that section of gameplayers. The whole game is out to teach you facts about the world and aims to get you thinking in a strategic manner. This has got loads of potential, for the learning sector of the market, but I can't really see it working on the Mega Drive, as most gamesters won't be too interested.

PROTIP Don't skip stages if you think you know where the suspect is going to be. The game can't cope with this and you'll end up wasting time going back on yourself!

On your travels, you'll be given very obvious clues about where to find the gangs of baddies and then it's down to you to catch up with them! The case has to be completed within time limits so you can't just keep on visiting different places indefinitely! If you miss your chance, Carmen and the gang will move on!

Once you have a good idea of who the criminals are, you must get a warrant for their arrest. Then, hopefully, you'll bag the gang and return the treasure to its rightful owners! When you complete a case correctly, your rank might go up. If not then don't worry, there's hundreds of other cases to complete! As your rank increases, the cases get harder and harder, but it's not too much of a problem, as by then you are able to suss out what Carmen is up to and catch her pretty quickly!

Although the graphics are quite classy throughout, they are completely let down by the poor animation sequences and bad quality shots of Carmen's gang. The whole game has been ported straight from the PC without any changes at all and it really shows. The graphical links between clues and places are very disjointed and there is little animation at all.

Throughout the case, clues are given as to whether you're on the right track. These spoil the difficulty of the game, even for the younger player. Although it's a very good attempt at combining educational elements into a Mega Drive game, it's not deep enough to be a great learning source. A game that is trying to break into such a new market really should be outstanding, not just mediocre. As for sound, apart from the title tune and some seriously spooky outbursts when you catch criminals, there isn't any! This makes things very stilted and long-term interest could be a problem.

Considering that this is the second in the Carmen Sandiego saga, you would have thought that EA would have learned their lesson by now. These types of games do not belong on the Mega Drive. At £39.99 it's fun, but you might be disappointed, even if you were looking for a learning experience.





WHO IN THE WORLD IS...



CARMEN SANDIEGO
The notorious one herself! Will never go out without her rubies and thrives on glamour.



KATHERINE DRIB
This motorcycle racer and mountain climber has a tattoo of an eagle on her bicep.



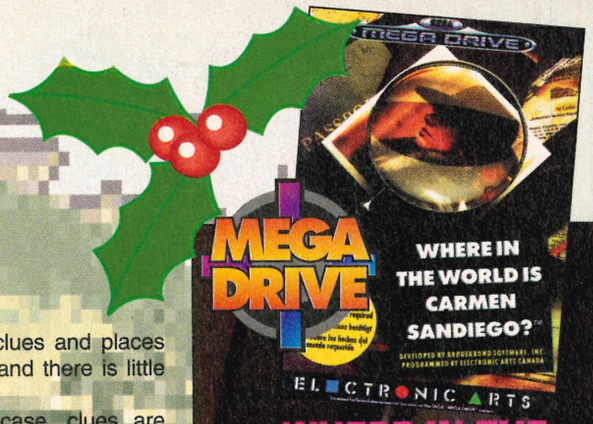
IHOR IHOROVICH
Has a strange fixation for Russia and likes to play croquet in his spare time!



LEN BULK
Used to be a pro gambler and hockey player, but now lives the low life in the VILE gang.



DAZZLE ANNIE NONKER
This tennis playing yogurt bar owner has a tattoo and drives a Bughatti limousine.



WHERE IN THE WORLD IS CARMEN SANDIEGO?

EA ● £39.99 ● OUT NOW

CART SIZE.....4Mbit
PLAYERS 1
STAGES.....1
SKILL LEVELS 1
FEATURES ...password
CONTACT
Electronic Arts (0753)549442

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 65%
▲ Some very classy screens with lots of variety.
▼ Animated sequences are embarrassingly terrible.

SOUND 70%
▲ Varying music for different countries.
▼ Music doesn't add to the atmosphere of the game.

GAMEPLAY 57%
▼ There's little action to be found.
▼ Catching the criminals is disappointing.

CHALLENGE 60%
▲ May provide a challenge to very young players.
▼ Too easy and uninvolved for most adventurers.

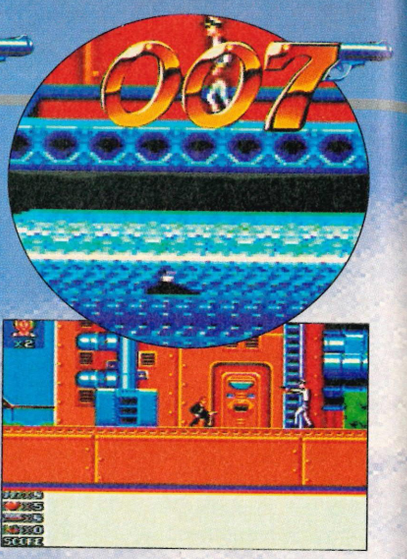
PROSCORE 59%

A good attempt at providing something different on the Mega Drive, but fails miserably.

If you're really interested, check out "Where in Time is Carmen Sandiego?" for another taste in edutainment!

MEGA DRIVE

007



Bond has been captured by Professor Gravemar while snooping around his Caribbean island. After a brief struggle and some very unconvincing fighting, Bond is brought before is deadly enemy...

"Ah, Mr Bond. We've been expecting you."

"Don't they all." Thought Bond.

"Shortly, I will activate my brand new cloning device and regenerate all of your old friends. They will protect me while I launch my satellites into orbit. Once in place, they will hold the whole world to ransom." Jibbed Professor Gravemar, smiling far too much to be sane.

"So, you've kidnapped Professor Jones and his daughter to become human shields and thus protecting you and your vile plan.", snapped Bond.

"My dear Mr Bond", said Professor Gravemar soothingly, "Oddjob, Yoyo, Jaws and even the Voodo Doctor will be paying you a little visit in the very near future. I hope you will make them welcome. And, in case you're hoping to rescue them, be warned that the whole of this island is cut off from civilisation. You're very much on your own, Mr Bond..."

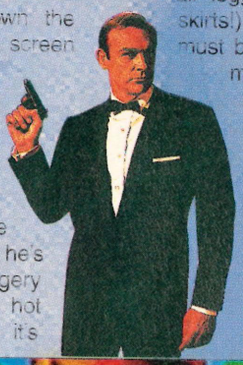


James Bond images copyright Eon Productions Ltd 1992 and Danjaq SA and United Artists Co. 1962



Due to a lot of iegal spaghetti in America, no-one has been able to produce a Bond film since *Licence to Kill* was released in the summer of 1989. Not put off by this lack of material for game designers, Domark have jumped in at the deep end and produced an original Bond game, with a twist in the story that includes all the old favourite henchmen.

The game opens with the familiar 007 logo sliding down the screen and then the title screen fades in, showing a very poor picture of Timothy Dalton. I'm sure that a digitised picture wouldn't have been too difficult to attain, because the artist's drawing makes the newest Bond look like he's had extensive plastic surgery before sitting under the hot sun for a few days! Still, it's not too bad for a hand-drawn image, so we'll forgive them.



The options screen is next on the agenda and allows you to change the button assignments, difficulty level and even turn the music off. Probably a good idea after a few games as the music can get on the old nerves after a while. Don't get me wrong, though. I've heard a lot worse.

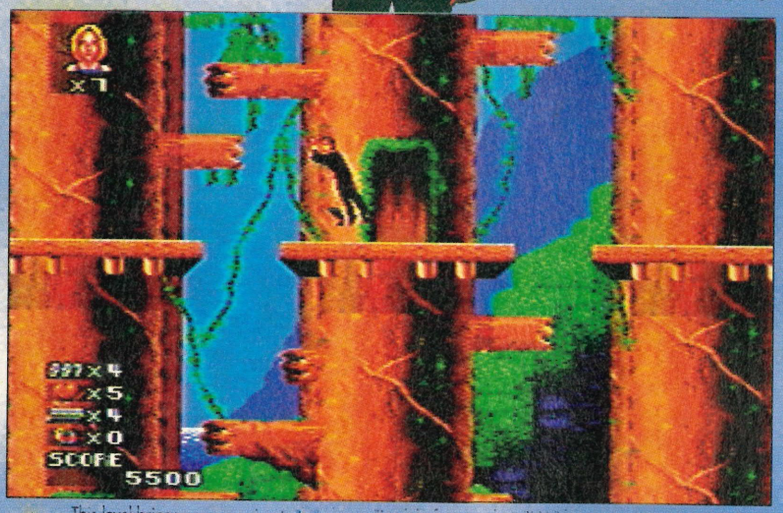
The game is a variant to *Rolling Thunder*, but with hostages (they're all leggy blondes wearing mini-skirts!). A certain number of them must be rescued before you can make your way to the exit and defeat the level guardian before the whole place goes up in smoke.

Bond is animated well and runs, leaps and summer-saults smoothly around the screen. He wears a black Tuxedo – no doubt he's had to leave the local casino in a bit of a hurry – and is carrying his Walther PPk which is put to very good use through the game.

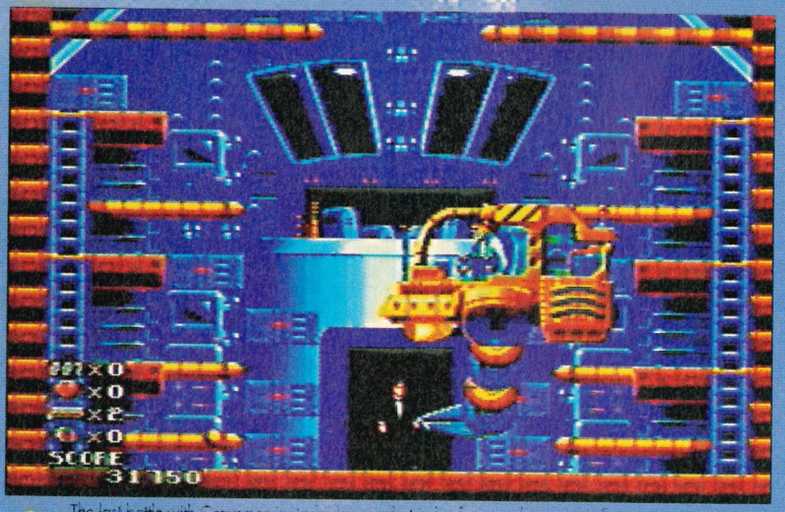
Each level is set on a different part of the island and a map of the afore mentioned island is shown before starting each. The first stage takes place on a luxury cruise ship which, for some reason, has been kitted out with more missiles and guns than the entire US army! These don't fire at you, but the numerous guards will. Kill one with a well placed shot and he may drop a spare magazine clip for your gun. These are automatically picked up by Bond as he passes over them, allowing you to keep your eyes on the rest of the screen.

Backgrounds vary from very





This level brings new meaning to the phrase "Look before you leap". With no apparent fear of heights, James leaps off the free-mounted platform into fresh air. There are loads of jumps like this in the game, so get used to them, Bond.



The last battle with Gravemar is stacked somewhat in his favor as he uses this flying contraption to keep well away from you. The pincer at the bottom causes a hell of a lot of damage, so watch out and keep shooting!

JAM

00

THE

The original James Bond was a real sadist.

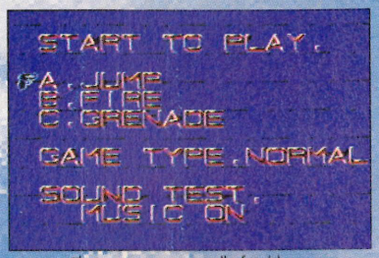
simple to intricate, but all are well drawn and interact with the game's themes. Sound FX are a bit on the sparse side, but are atmospheric and clear: the gun shot effect is one of the nicest I've ever heard.

What a shame it is, then, when the game is at its very best, frustrating and difficult. There is no "easy" setting and all the other choices will leave you tearing you hair out. Jumps sometimes have to be pixel-perfect and if you want to shoot a guard who's behind you, then forget it. By the time you've turned around and Bond has put the gun in his other hand, you lying on the ground with a bullet in your head! Then again, the final battle with Prof Gravemar is exciting and this effort by Domark must rate as the best Bond game to date.

● Dino "Pussy Galore!" Boni.



You can run, but you can't hide! Bond goes for broke in the depths of Gravemars lab. Where's the Martini?



The option screen in all of its blue glory. Change the difficulty to your requirements and off you go!

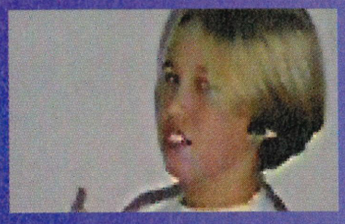


You're dead. You're dog meat pal! Bond kills Gravemar and saves the day (Hoorrah for our team!).

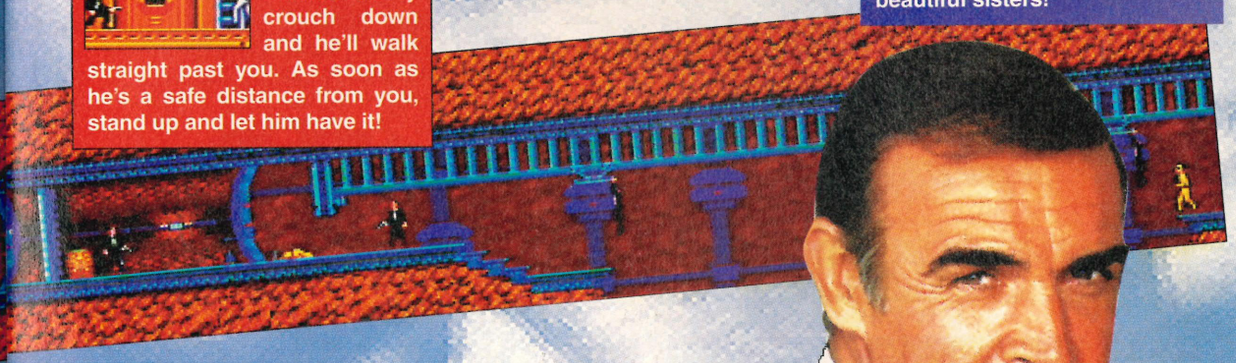
PROTIP If you want to shoot a guard who appears behind you, immediately crouch down and he'll walk straight past you. As soon as he's a safe distance from you, stand up and let him have it!

PROTALKE

The graphics are okay and very much like Rolling Thunder. I loved the animation of the sprites (except for when Bond jumps) and the backgrounds are very well drawn. The sound FX are good, but the title music is a bit off-putting. Altogether a very good game which is let down by being far too difficult due to the lack of continues.



Name: Mike Jung
Age: 12
From: Christchurch, Dorset.
Likes: Surfing, Video-games
Hates: School (Doesn't everyone?!)
Redeeming Features: Has two beautiful sisters!





ES BOND
07
DUEL

The current James Bond is a sad realist.



JAMES BOND - THE DUEL

DOMARK ● £39.99 ● OUT JAN

CART SIZE.....8Mbit
PLAYER.....1
STAGES.....5
SKILL LEVELS 3
FEATURES .....n/a
CONTACT
Domark ✆ (071) 7802222

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 75%
▲ Features detailed backgrounds and sprites.
▲ Smooth animation on Bond and guards.

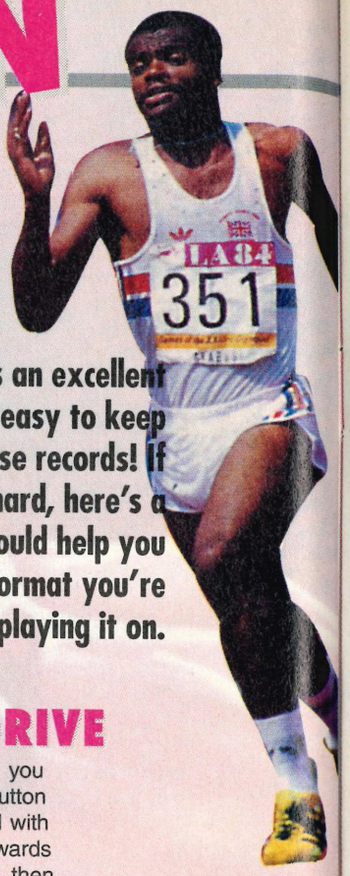
SOUND 80%
▲ Good spot effects throughout.
▲ Okay music, but may get on your nerves after a while.

GAMEPLAY 75%
▲ Rescuing blond bimbos has its merits.

CHALLENGE 68%
▼ Only four levels to conquer to reach the end.
▲ But you won't complete it in a hurry.

PROSCORE
80%
It may have a few flaws, but then again we don't live in a perfect world, do we?

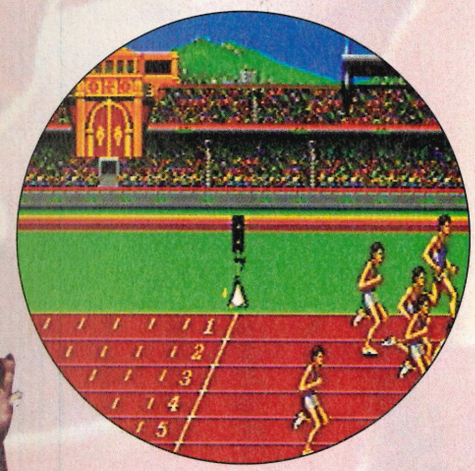
pro COMP COMPETITION TIME!



Olympic Gold is an excellent game, but it's not easy to keep breaking those records! If you're finding it hard, here's a few tips that should help you whatever format you're playing it on.

GAME GEAR

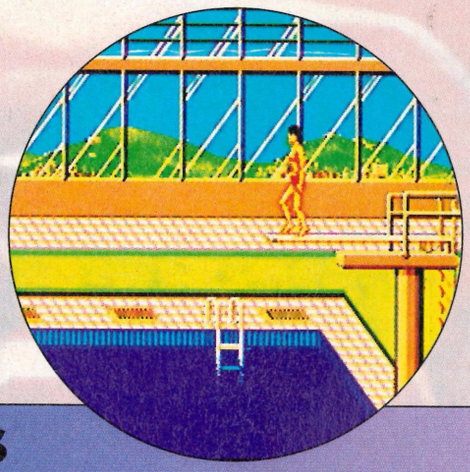
This is probably the most difficult version to play, because the console has to be kept still. So, try placing it on a flat surface, with your left thumb on the D-pad, and your fingers around the top of the case. For speed events, slide your index finger over the two fire buttons pressing both alternately and this should result in more effective times and maybe even a few medals!



MASTER SYSTEM

Swimming: The trick to fast times is to build up a steady rhythm so that you stay just in the lead on the first three lengths.Then, part way down the final length use a fast button technique for a burst of speed. The amount of speed will depend on energy left, but this is the key to success!

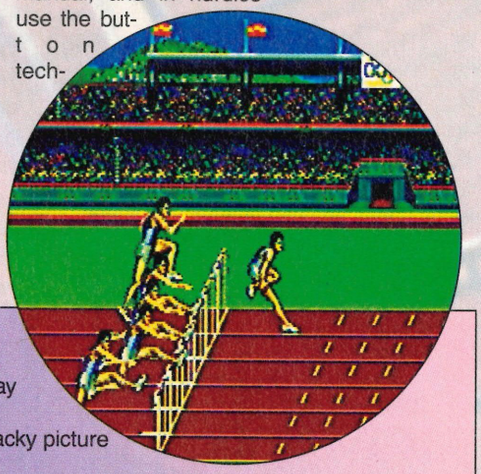
Diving: Watch the demonstrations carefully and take tips from these. At first stick to simple dives, as a 10 from these is as good as a 10 from more complicated dives!



MEGA DRIVE

For events where you need to press button C, hold the D-pad with the lead facing towards you. This will then leave you to hammer the C button with your free hand!

100m and hurdles: Use the button techniques described in the manual, and in hurdles use the button tech-





ENTRIES

Play with your feet? Blindfold? Hanging from a tree with one hand behind your back? Whichever way you play your favourite games we want to know about it!

As a little incentive, we've got loads of US Gold goodies to give away to anyone who sends us a wacky picture of them playing their console!

If you fancy yourself as a bit of a David Bailey then send your entries to the address below and you could be the owner of these stylish goodies!

Photo Olympiad, SegaPro, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF..

We want your pictures. Only the most imaginative will be printed, the senders of which will receive a USG goody pack with a Gold T-shirt, mug and pen! We've got 50 packs to give away!

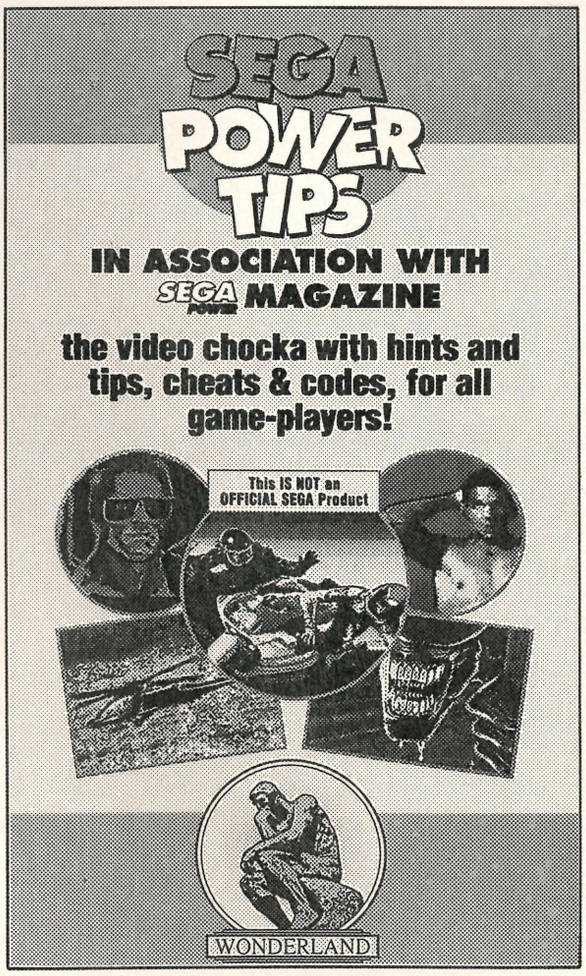
50 US GOLD GOODY KITS TO BE SNAPPED UP!



Simply send in your photos along with your address (and SAE if you'd like them returned) as soon as possible and



Beat Sega at their own game.



Video £8.99

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability

The year is 2640 and, with the developments in technology that have been slowly growing over the decades, man has finally constructed space-ships that can carry people to far off planets to start a new life. With its growing population, Earth's resources can no longer cope with the demands of its billions of inhabitants. Brave men and women travel the stars in search of vital minerals that will breath new life into the first galactic empire.

Mission 0627 - After many weeks of travel, a convoy of mining ships finally reach the outer rings of Saturn. Slowly, they park themselves in orbit to allow the mining crews to descend onto the planet's surface in robotic bodies, but before they can begin, several high-speed blips appear on one of the ships scanners.

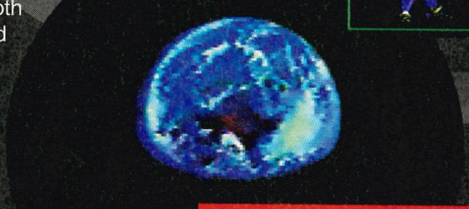
With a thump, a gigantic robot lands on the hull of the ship and a few punches later, the ship explodes into a super ball of gas.

The rest of the convoy meet the same fate within milliseconds. The fight for Earth's survival must begin once again, but, this time, it's the robots that will do all the work...

Black Hole Assault is the sequel to one of the very first games on the Mega-CD, Heavy Nova. The last game was very hot when it came to the music, sound effects and graphics, but totally collapsed as a product in its gameplay. Hopefully, this latest effort from Micronet will change things. For those of you who have never seen Heavy Nova, it's simply a one-on-one beat-'em-up which uses robots instead of people! Each robot has its own set of special moves and a hidden secret weapon. You fight the computer in a series of bouts which get progressively harder or, if you fancy a change, you could grab a friend and kick the living daylights out of them!

The game boots up with a very lengthy intro/story which surprisingly, is spoken in English with Japanese sub-titles. The graphics are beautiful and the quality of both the CD speech and sound-track are superb. After the intro is over and done with, you are presented with the title screen, which has a wealth of options from which to choose. You can launch into the actual game, play a tournament or league, fight with your friends, play an exhibition match





PROTIP Use the Type-A robot for the entire main game. His fire-ball secret weapon is devastating - as long as you can hit someone with it!





If you fancy beating the hell out of a friend, you can even choose the same robot!





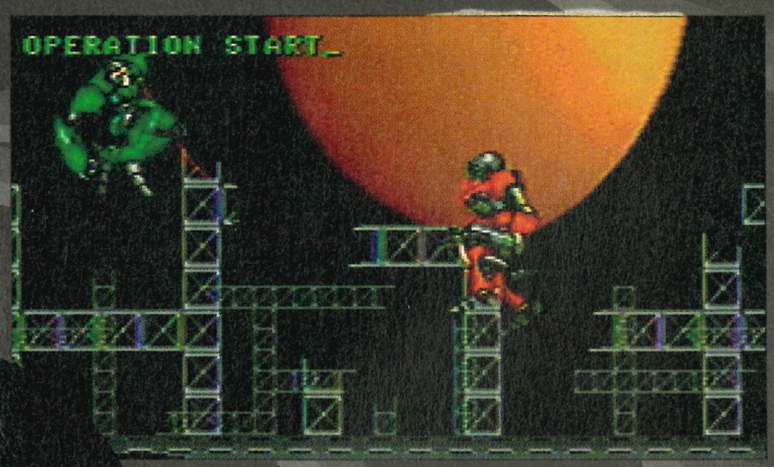
SF II has its weapons and BHA has its fair share of missles and lasers. Fire and forget is the name of the game.

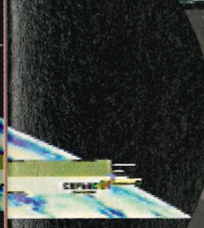




Heavy Nova was one of the first Mega-CD games.



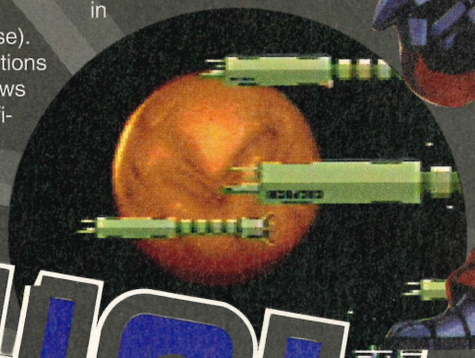




using any of the robots from the game, enter your name into the battery back-up RAM or watch the on-screen instructions (which are in Japanese). The options screen allows you to set the difficulty to either Easy or Normal. In Easy mode, you can't complete the game properly, so it's wise just to stick with the Normal mode. Other options allow you to play the music or sound effects and change the button assignments.

The actual game is just a series of fights between graphically superb robots. They blast into the air, with the aid of back-backs, punch, kick and shoot their way to glory, accompanied by some wonderful music and sound effects. Backgrounds range from a barren moon, to the flaming firescape of Saturn. Each stage comes complete with a little animated intro which shows you the planet you're about to win back from the evil robots, together with the robot you're about to fight. You can choose from only two robots in the actual game. They offer different moves and special weapons to blast your opponents with, but look very much alike.

The game is far too easy to complete, even on normal mode (I finished it in less than one hour!), but it's the other play modes that make up a larger bulk of the game and save it from being yet another Mega-CD let down.





The League and Tournament modes are more or less the same, both allowing you to grab a few friends and slog it out between yourselves. You can then save the resulting win/lose figures to the Mega-CD's battery-back-up RAM, thus enabling continuation at a later date. This provides hours of fun and everyone here at SegaPro is eager to start beating the hell out of each other.



If you liked Heavy Nova, then take a butchers at this, you'll either love it or hate it.

Dino "BattleTech" Boni







BLACKHOLE ASSAULT

MICRONET ● £39 ● IMPORT

CD ACCESS.....Fast
PLAYERS 2
STAGES.....10+
SKILL LEVELS 2
FEATURES...versus
CONTACT
Krazy Konsoles(0422) 342901

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 94%
▲ Beautiful sprites and backdrops are awesome.
▲ Great animated intro sequence sets the scene.

SOUND 90%
▲ Tunes are worth listening to on their own!
▼ Good effects, but not quite enough of them.

GAMEPLAY 83%
▼ Beating up robots can get really boring.
▲ But not when you have a tournament going.

CHALLENGE 80%
▲ Loads of fights to battle through, but...
▼ Too easy by far. Even on the hardest setting.

PROSCORE
89%
Metal bashing fun for everyone, as long as you like your games easy.

If you like watching robot fighting, try watching "Robot Jox" on video.

pro PICK

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

NEW ZEALAND STORY

MASTER SYSTEM

Producer: Tecmagik
ProReviewed: SegaPro#13
ProScore: 84%



This is a stunner of a game. Tiki, the New Zealand hero, goes in search of his kiwi friends, who have been kidnapped by a horrible fat walrus! All five levels are packed with wacky graphics and despite its cartoony appearance, it's packed full of challenging gameplay!

The Pros said: "A miraculous conversion of a great game-worth the wait."

PUTT AND PUTTER

MASTER SYSTEM

Producer: Virgin
ProReviewed: SegaPro#12
ProScore: 86%



Get those golfing caps on and get ready, because this is something that's really going to make you sit up in your seat! This is a cross between golf and a pinball game which guarantees the action of both put together! You'll be tearing your hair out at the crazy routes your ball can take, but it'll leave you begging for more!

The Pros said: "Putt and Putter is an almost faultless Krazy golf sim!"

NINJA GAIDEN

MASTER SYSTEM

Producer: Sega
ProReviewed: SegaPro#12
ProScore: 90%



This is a riveting beat-'em up thriller! Your mission is to retrieve the powerful Bushido scroll from the evil forces before they use it for their own means! Brilliant animation graphics and action combine to make this a completely addictive play!

The Pros said: "The best beat-'em up on the Master System EVER!"

ALIEN 3

MASTER SYSTEM

Producer: Acclaim
ProReviewed: SegaPro#14
ProScore: 90%



This is a most excellent blast-'em-up thriller that will keep you hanging on the edge of your seat! Join Ripley in her quest to rid the aliens from the prison camp, and watch out, there's danger everywhere! These aliens mean business and only you can stop them!

The Pros said: "A good all - rounder, you'd be stupid to miss this one!"

GODS

MEGA DRIVE

Producer: Mindscape
ProReviewed: SegaPro#13
ProScore: 92%



Evil forces have infiltrated Earth and the gods are powerless to stop them. What can they do? A brave warrior must drive the forces away and in return will achieve immortality. Spooky stuff, eh? Not only is it spooky, it's also absolutely brilliant!

The Pros said: "No matter where you get it from, get Gods in your Mega Drive soon!"

NHLPA HOCKEY 93

MEGA DRIVE

Producer: Electronic Arts
ProReviewed: SegaPro#14
ProScore: 92%



This is the ultimate in ice hockey! With all the high speed action of previous hockey games, combined with new moves, teams and graphics, this is determined to out do all the others. Plus, it has an excellent gore factor and some brilliant fights!

The Pros said: "Will provide hours of entertainment for any willing gamester out there!"

UNIVERSAL SOLDIER

MEGA DRIVE

Producer: Ballistic
ProReviewed: SegaPro#14
ProScore: 89%



While on your tour of duty in Vietnam, your commander goes nuts and wipes out a whole village of people, except for two innocent girls which he tortures in front of you. You both die in a gory fight for justice. Now, humans can bring back the dead, and the offending soldier is out on the rampage again and you must stop him.

The Pros said: A damn fine game, should keep you engrossed for weeks on end."

LEMMINGS

MEGA DRIVE

Produced by: Sega
ProReviewed: SegaPro#14
ProScore: 90%



The game that's been successful on every format it has now been released for the Mega Drive. Guide your dim-witted friends to safety, through hazardous terrain and specially laid traps and puzzles. There's over 180 stages from difficulty settings that are really easy to mayhem levels which are frantic and testing.

The Pros said: "If you don't play it, you're missing out badly."

WONDER DOG

MEGA CD

Producer: Wolfteam
ProReviewed: SegaPro#14
ProScore: 90%



A K-9 from outer space has crash landed on our planet and is befriended by a small boy who saw the crash. All is happy until the boy's father forbids the dog to come in the house. So Wonder Dog sets off back to his ship, gets armed with a load of special powers and embarks on the search for his lost friend! A brilliant trip through a wacky world of cutesy graphics and challenge.

The Pros said: " This is one of the VERY few games that puts the Mega-CD to good use."



THUNDERSTORM FX

MEGA CD

Producer: Wolfteam
ProReviewed: SegaPro#13
ProScore: 92%



A brilliant and realistic trip into the world of the pilot! Make your way around the sights of America blasting anything that dares get in your way! This has some very impressive sequences, and boasts real arcade action! This is a must for all Mega-CD owners!

THE TERMINATOR

GAME GEAR

Producer: Virgin
ProReviewed: SegaPro#13
ProScore: 92%



Hasta la Vista baby! Yes, he's back and he's bad! Destroy the nuclear reactor and save Sarah from a fatal rendezvous with the Terminator! Loads and loads of action, guns and grenades, combined with stunning graphics and challenging gameplay. This is a really tough game which should have you addicted in no time!

The Pros said: " One of the finest platform blasts to ever hit the Game Gear!"



CHUCK ROCK

GAME GEAR

Producer: Sega
ProReviewed: SegaPro#14
ProScore 90%



Unga Bunga! *Chuck Rock* is a lovesick caveman in search of his true love. This one converts really well onto the Game Gear. The graphics are awesome and animation is excellent! So, are you going to help Chuck out or what?

He needs it, because there's enough baddies out there to drive even the smoothest Neanderthal around the bend!

The Pros said: " Probably the most fun on the Game Gear ever!"

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SEGA pro

Here it is...

SONIC 2

16-PAGE PULL-OUT AND KEEP GUIDE





Just over a year ago, the first Sonic game appeared on the Mega Drive and took the whole console world by storm. Within weeks, you weren't cool unless you'd completed the first act of Green Hill Zone in under 24 seconds or finished the game with all seven Chaos Emeralds without using a continue.

Just over a year later, Sonic 2 has blasted onto screens worldwide and, this time, Sonic has a little help from a slightly foxy character call Miles "Tails" Perhour. The sequel can either be played as a two player versus game or as a single player platform game and offers more delights as Sonic attempts to halt the evil Dr Robotnik's plans, yet again.



EMERALD HILL ZONE
Two Acts

As in the first Sonic, this level serves as a cushion to introduce new players to the game while still allowing experienced players to explore and discover many hidden surprises.

ACT 1
Pretty much a taster of what's to come with copious quantities of Mobieus loops, spring boards and bizarre robots.
There are three chances to enter the special stage on this level, so theoretically, you could have three out of seven Chaos Emeralds by the time you leave this act! With a little practise, it is possible to complete this act in under 25 seconds, but you won't see much of the sights along the way!

ACT 2
As above, really. The first act is duplicated with a few more loops and rings added for good measure. Make a special point of entering the secret stage as often as you can because the later zones are rather short of lamposts so the more emeralds you collect on this zone, the easier it will be to become Super Sonic later on in the game.

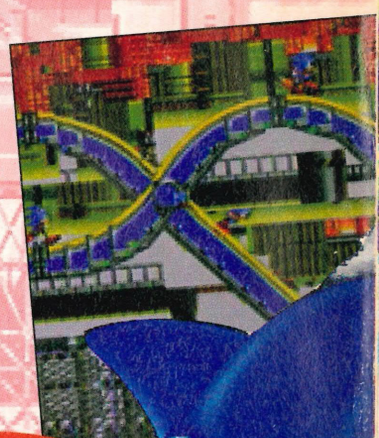


ROBOTNIK
The first level guardian takes the form of Robotnik in a large buggy with a cone-shaped drill at the end. A few quick jumps later, and he's history man.

CHEMICAL PLANT ZONE
Two Acts

Sonic chases Robotnik into a disused, but still functional, Chemical plant and boy, is this big! The two acts cover around 600 screens and the maze of pipes, passageways and runways is quite bewildering.





EMERALD HILL ZONE

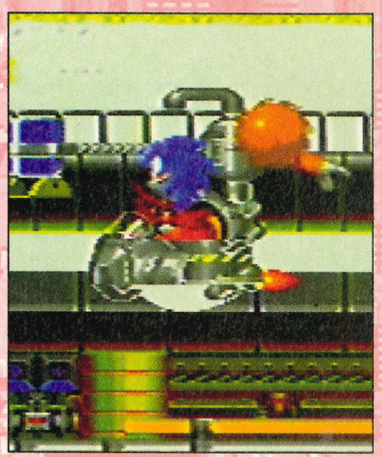
Despite this, there's really one or two distinctly different ways to complete the acts, each having no real advantages over the other one. Best advice is to follow your nose and if in doubt, keep on heading to the right (Doh! Talk about teaching your grandmother to suck eggs!)

ACT 1

If you hate roller coasters or if you have a queasy stomach, then I suggest you take a few motion sickness pills before playing this act! Many of the runways dip and curve so much that they should be installed in fairgrounds all over the country! There are two distinct routes for this act, but neither one has any advantage over the other. Best advice is to use the pipes if you're not too hot at precision jumping or use the convention "ground" route if you're quite at home with pixel perfect jumps.

ACT 2

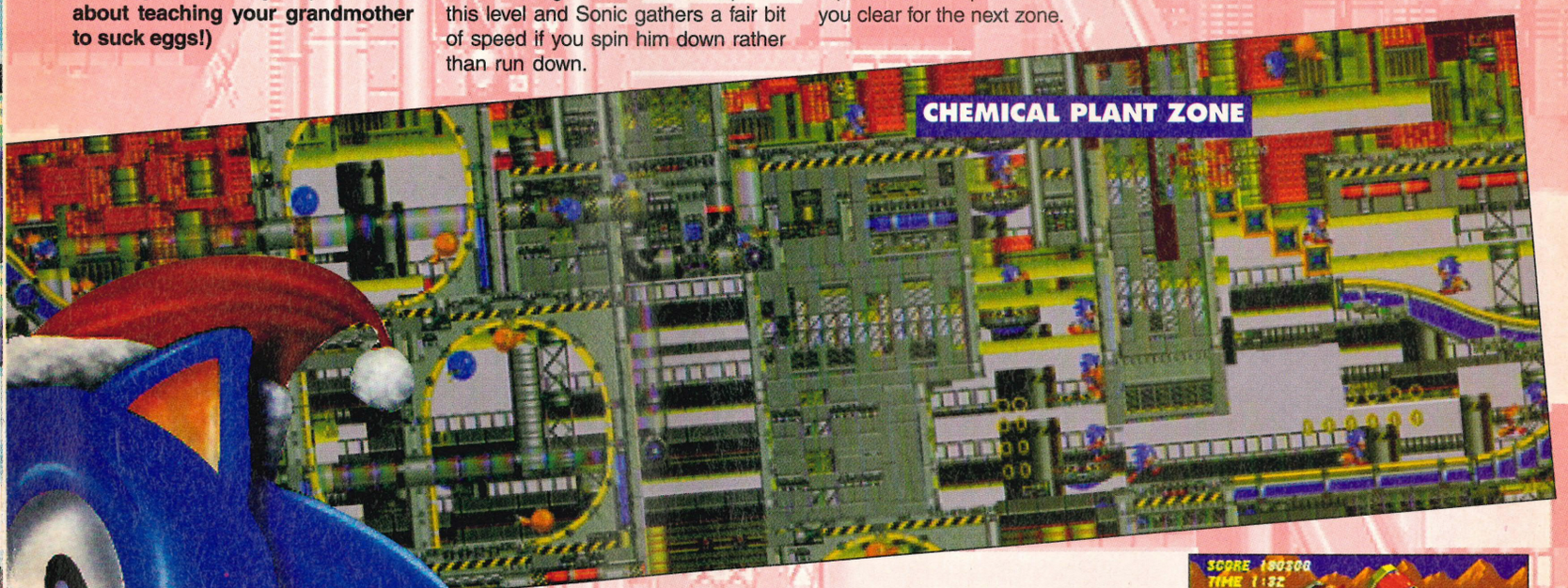
If you thought the last act was bad, you've seen nothing yet pal! There are two huge roller-coaster dips on this level and Sonic gathers a fair bit of speed if you spin him down rather than run down.



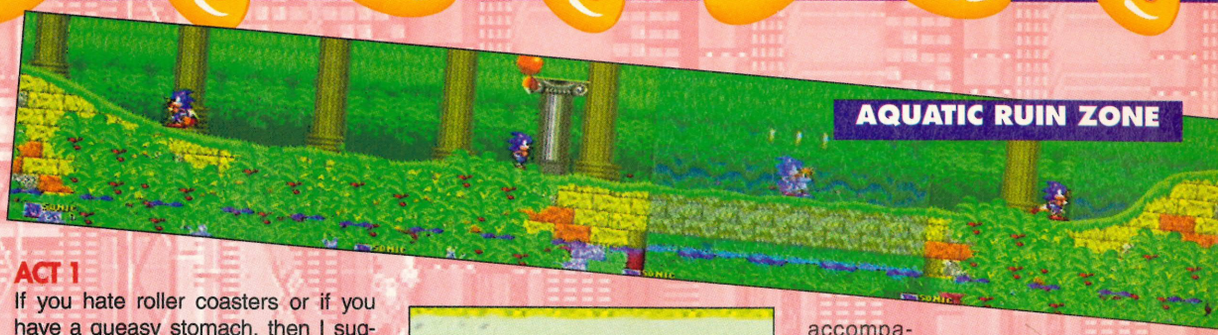
When you hit the first one, spin for all your might and as you take off into orbit after your brief, but exciting ride, push left and you'll enter a secret room with an extra life just waiting to be taken!

ROBOTNIK

The level guardian is Robotnik in a flying pump which sucks up chemicals from underneath you and attempts to drop them on your head! All of the platforms, apart from the one in the middle, systematically rotate, so standing on them is a quite route to oblivion. Attack Robotnik when he's filling up with chemicals and then avoid the chemical gloop which is aimed at your head. A few repeats of this process should see you clear for the next zone.



AQUATIC RUIN ZONE



Two Acts

No, this has nothing to do with a certain Fishy secret agent, but is so called because the levels, which are in ruins, are partly underwater.

ACT 1

Take it easy for the first few screens of this act, as a wrongly timed jump will send you plummeting into very deep water indeed. If you get dropped into the drink, always give Sonic a gulp of air whenever you can, because you can't make the entire stretch of water without some air.

The top route is by far the best, as it avoids all the water and pitfalls which accompany it. This plan of attack does have its downfalls however; there are some pretty tricky jumps to navigate the blue spiky one over, so a steady hand on the joypad is a must.

ACT 2

Act 2 combines all of the water hazards of Act 1 together with a few marine robots and monsters thrown in for good measure. Worst of these are the drilling penguins (!) which burst out of the background when you lease expect it. Spin as much as you can along the level and everything will be hunky-dory for the next encounter with Robotnik.



ROBOTNIK

When you reach the end of Act 2, two pillars will rise up on either side of the screen with Robotnik flying in another one of his contraptions above you. He'll hit one of the pillars which will send an arrow flying into the opposite pillar. Jump on this and then onto Robotnik to wear him down and eventually send him running for the solitude of the next stage!





and Robotnik's up to his old tricks, yet again. When you reach the floor at the bottom, rev up Sonic and then jump off the walls allowing yourself to be held up by the bumpers. Fall back down and you'll hopefully land smack bang on top of Robotnik's head! It takes a bit of practise, but then again, what doesn't?



CASINO NIGHT ZONE
Two Acts

A great zone for all you lovers of the original "Spring Yard Zone" in the first Sonic. Jazzed up no end, it features pinball flippers, gambling machines and even the odd prize or two.

ACT 1

This is really just a question of bouncing around a bit until you can reach a clear run to the end of the act. The gambling machines are great for a giggle and sometimes even give you a bunch of rings, but don't get too many ideas of gambling your life away because, sooner or later, the machine is going to bring up three Robotniks which mean you'll lose around 150 rings from your total!

Take it easy, don't let the starry sights distract you and you'll be fine. There's no real way to get lost on this stage, so keep heading towards the right and you'll be okay.

ACT 2

More bumpers, more fruit machines and even more ways to give Sonic and Tails a real stinker of a headache! Some parts of the pinball section of the level are only designed to make you waste time, thus causing you to panic when you notice that you've only got 30 seconds to finish the level!



ROBOTNIK

The level guardian, however, is a little more tricky than before. You're trapped in a giant pinball machine

MYSTIC CAVE ZONE
Two Acts

Has be called the most difficult level of them all, but it's the most straight-forward after the Emerald Hill Zone.

ACT 1

A few nasty surprises await Sonic, but if you get stuck and there seems to be a dead end, have a quick look around for a vine shaped like a hook. Jumping onto these will open secret doors and lead to previously undiscovered parts of the level. There are a few traps laid around which have been made to look like shallow pits which lead off on another route, but are really spiked pits that cannot be jumped out of.

Hill Top zone has a whole range of loops, chutes and jumps. Some of them, like this one, require you to spin around them in order to break through the ground to the rest of the level in the caves below.



ACT 2

If you've played your cards right, there's every possibility that you've now turned into Super Sonic (for an explanation of his capabilities, see the Super Sonic section at the end of this review) and so you can literally fly through this act without even pausing for breath. Watch out for the fire-flies though as you can only kill them safely when they're not glowing like a caffine addict!



debris. After he's finished drilling, he'll try to run you down so jump onto his head and repeat until he makes and exit stage right.

HILL TOP ZONE
Two Acts

Bears a striking resemblance to the original Green Hill Zone, but with about twice as many hills as it's predecessor.

ACT 2

If you haven't already got Super Sonic, then you're going to have a tough time finding lamposts on this act. The few that are around are stuck in some very tricky places and need a bit of logical thinking and a lot of luck to reach! If you can't be bothered with them, it's best to wait for the next act to collect the last few Chaos Emeralds.

ROBOTNIK

The level guardian is a bit hot, but is also pretty easy. When he appears, jump and bounce on him right away, then jump across to the other platform to avoid the fire-balls. Repeat until Robotnik scarpers.



ROBOTNIK



The level-guardian is a piece of twaddle! Robotnik's back in one of his crazy contraptions, but this time he's equipped with twin drills which he uses to bore into the ceiling with. As he does this, the debris from all this drilling will rain down on Sonic, but you only need to dodge the stalactites (cones!) and not all of the



ACT 1

As before, take things nice and slow and don't rush yourself into making foolish mistakes. The stage is partly filled with lava, but if you fall into it, don't panic and waste a life. Quickly grab a ring while you're invincible and you can make another attempt to escape disaster.

A fair amount of cable-cars are found on these two acts and all of them will disintegrate when you reach the end of the wire holding them up, so jump of as soon as it's safe to do so.



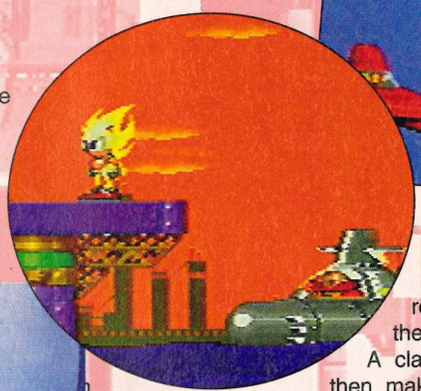


OIL OCEAN ZONE
Two Acts

"Huge" is the only word that can be used to describe these two stages. It must have been a massive headache putting them together from scratch!

ACT 1

Possibly the largest of the two acts, but quite easy to find your way around. Keep an eye out for the gold plat-







...own and ...for ...ht before ...ap into thin ...

...e most difficult of the two to ...our way ...Heading to ...favourable, ...en the act ...by going ...completely ...irection. As ...s zones, the ...des all lead ...place in the ...on going ...eye out for ...uses which ...(!) at you.

...NIK

...u reach the ...ll be con... a rather ...botnik who ... an ocean... time. Hit him a few times, as soon as he rears his ugly head out of the oil and then make a hasty retreat to one of the platforms.

A claw-like snake will then make a bee-line for you tiny blue body, so stand in a corner and jump over it when it's about to hit you. After that, a laser gun pokes out of the water and is just as easy to avoid. Jump over the first shot, duck under the next and then jump over the third. Hit him again as he surfaces and then jump straight back onto the platform – Sonic doesn't like the taste of oil that much!



SKY CHASE ZONE
One Act

This complete zone is pretty easy, but is a refreshing break from the manic action of the last few stages. Sonic is picked up by Tails who is flying a bi-plane and you perch quite happily at the top. You can fall off and can control the plane with your movements.

ACT 1

Easy peasy this one. You don't even have to worry about falling off (Well, you do but that's only if you start jumping around on the wings of the plane!). Sit back, relax, collect loads of rings and just dodge or spin attack everything that can't be avoided. There, I told you it would be simple, didn't I?!

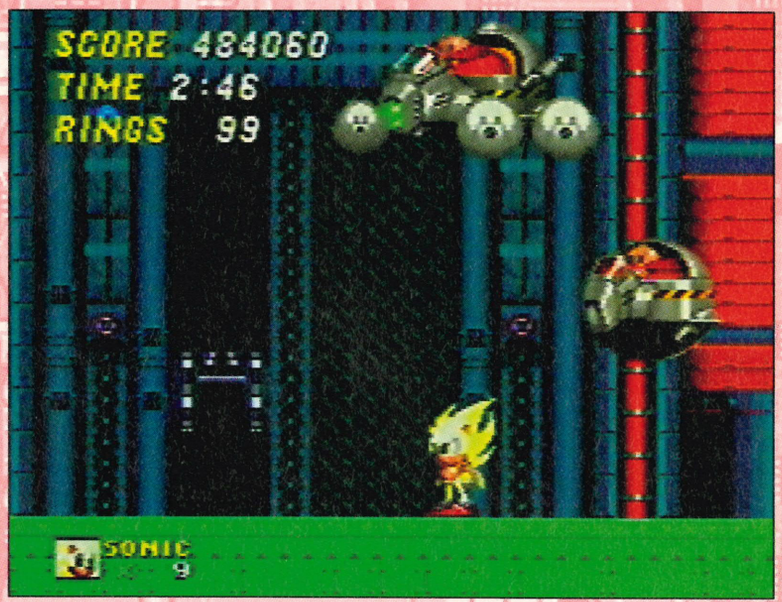


ROBOTNIK?

There's no level-guardian to this level so just enjoy the ride to the end of the stage.







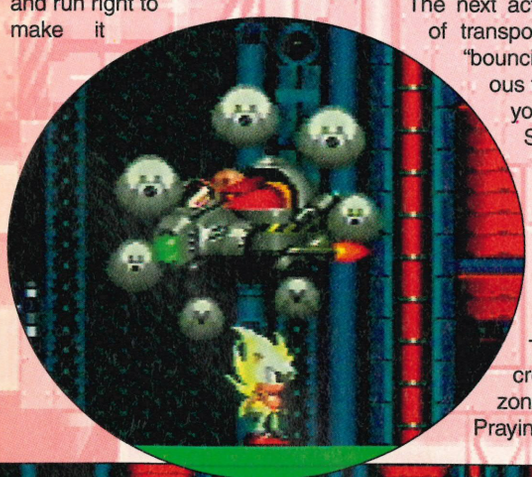
METROPOLIS ZONE
Three Acts

This is the only zone which has three acts and they're all massive! Don't be fooled by the seemingly laid-back nature of these levels, there's a lot to be discovered and the only way is to explore.

ACT 1

Act one introduces you two two new forms of transportation! The first is a steel mesh cylinder which revolves slowly (like those ones you used to get at fairs until loads of kids got bits of their bodies chopped off!) and makes you run upside-down. The second is the nut and bolt . All you have to do to climb a few platforms in relative safety is jump onto the nut and run right to make it go up and run left to make it go down. Beware of the proximity mines that are normally stuck next to them, though. One hit from those and you'll be thrown off the nut and will have to find another way around.





ACT 2

The next act provides another form of transport in the shape of the "bouncing chimney"! This curious form of levitation propels you upwards by bouncing Sonic off the walls of the chimney, slowly pushing him upwards. Quite a novel idea if you ask me, but it must hurt the old bones a bit!

ACT 3

The toughest creatures on this zone are the Praying Manis which chuck their claws at you and guess what? This act is littered with them and an ample splattering of proximity mines, spikes, bouncing chimneys and even the odd piston or ten. Slow right down, take it very easy and carefully and Sonic should get through in one piece.

ROBOTNIK

The level guardian is a bit different from the previous ones. Robotnik will appear in one of his flying machines which has eight decoy Robotniks floating around it. Hit him from below and then burst the decoy Robotnik. After you've killed all eight decoys, he'll bring out a rather powerful laser and try to fry you alive. One hit is all it takes to kill him now, but time it right and wait for a safe opening before you risk life and spike!

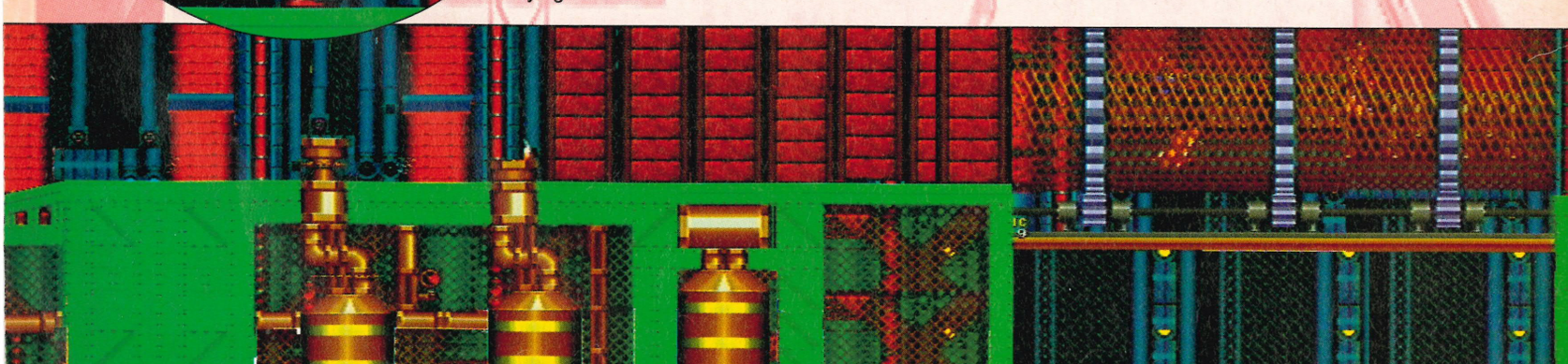
FLYING FORTRESS ZONE

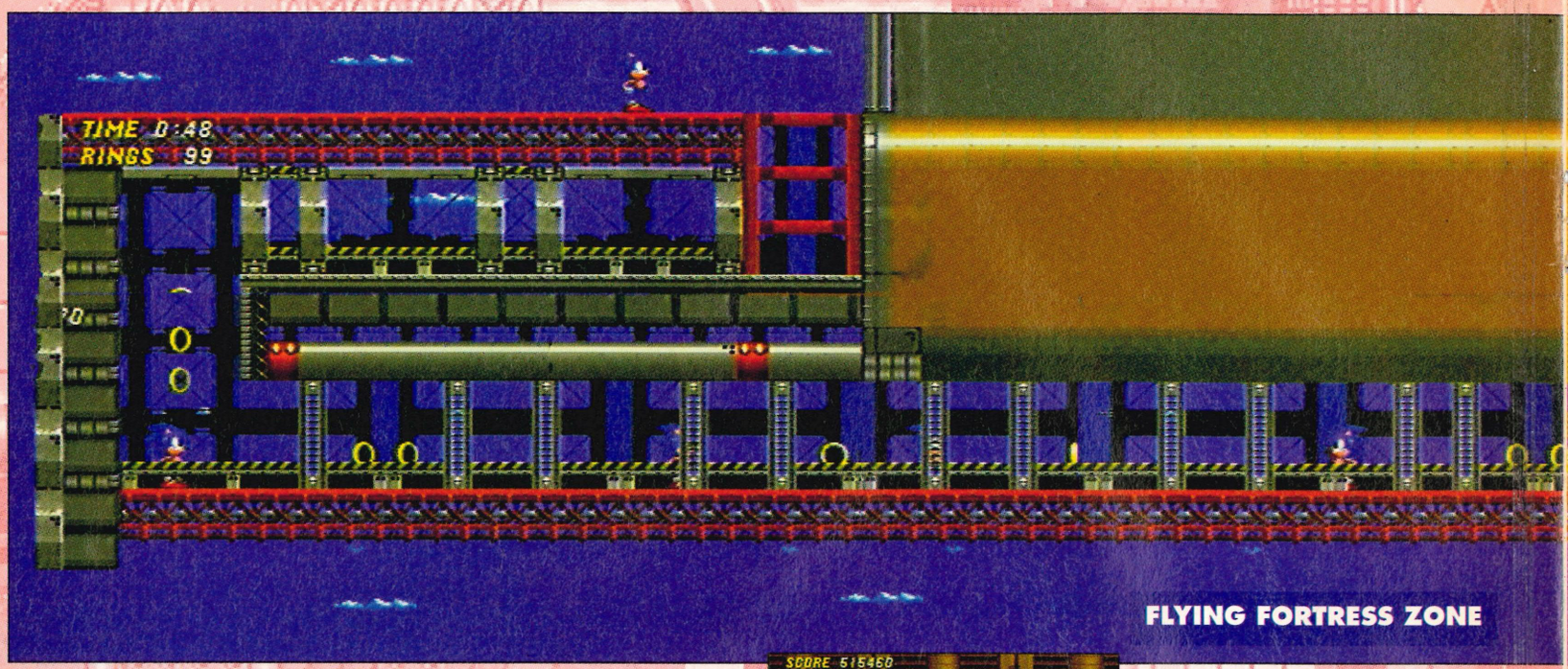
There are loads of ways to die on these two stages and most of them are concerned with falling to earth from a great height!

ACT 1

If you haven't yet turned into Super Sonic, this zone is your best bet to collect the last couple of Chaos Emeralds needed to make Sonic go yellow with anger! Keep towards the top of the ship where the chances of





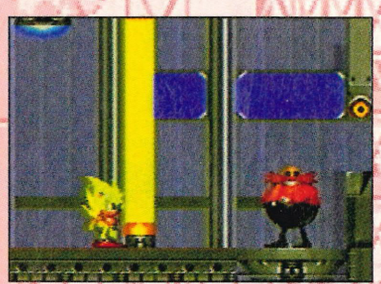


FLYING FORTRESS ZONE

falling off are very sparse, but watch out for the robot chickens!

ACT 2

Act 2 is a little more involved than the first, requiring you to produce death defying leaps into nothingness without even pausing for breath. The monsters on this act pose very little problem to the blue spiky one; it's the 100 mile drop that will hurt him just a tiny bit!



ROBOTNIK

At the end of the level you'll find yourself trapped by two lasers. Three small spiked platforms will try to stab you with their spikes.

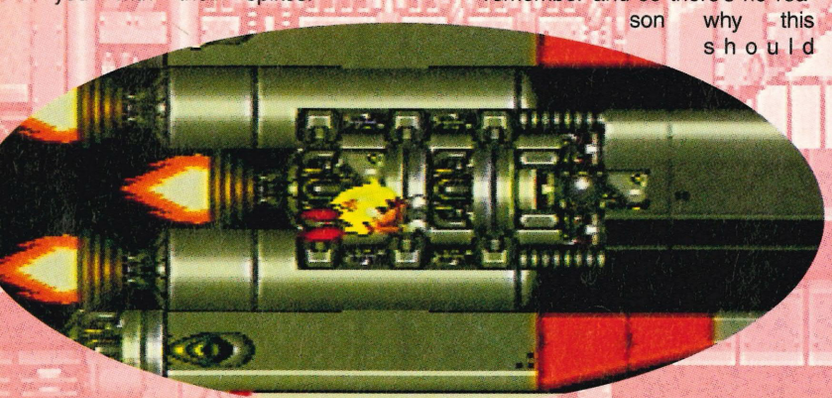
There's also a ceiling-mounted laser that needs to be dispatched twice before you can escape this trap. Jump over the platforms and then hit the laser. Avoid his forthcoming fire and then repeat the process. It may take quite a lot of jumping and ducking before you'll get a safe shot at the laser, but be patient and you'll win in the end.

DEATH EGG ZONE

Not really a level in itself, but two level guardians. After you defeat the ceiling laser, Robotnik flies away in a hidden ship and with the help of Tails and the bi-plane, Sonic grabs hold of the side of the plane and hitches a ride to the final show-down with the egg-shaped meanie!

ROBOTNIK 1

The first defence that he'll throw at you is a metal Sonic which can only be hurt by jumping on its forehead. The sequence of moves is simple to remember and so there's no reason why this should cause any difficulty to anyone except the most in-experienced player.

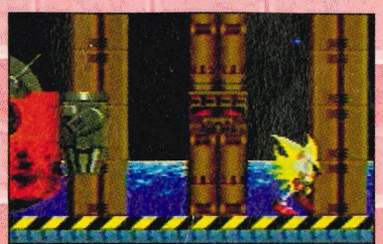












ROBOTNIK 2

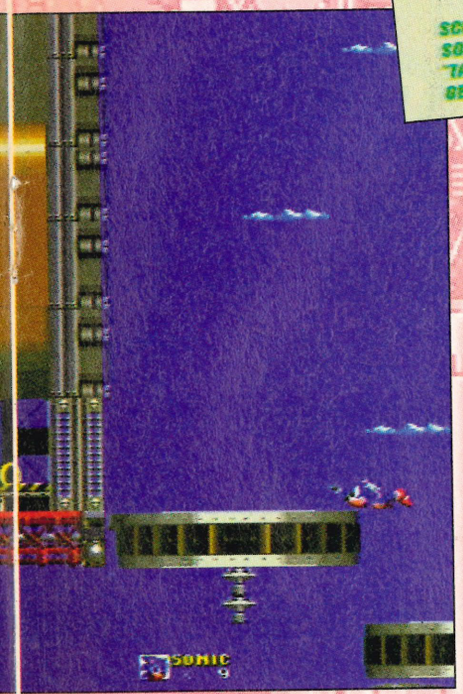
After he's defeated, Robotnik jumps into a giant (and beautifully animated) robot version of himself. Alla ED-209, he'll try to stomp you into the ground, so a quick jump into his belly will persuade him to take off. A circle will appear around Sonic as Robotnik tries to target the robot's guns. Stand still for about a second and then move to the right just as he falls onto the screen. A few repeats of this sequence later, and Robotnik's history! Yeehah!

SECRET STAGE



As with the first game, you can only complete the game properly when you have collected all seven Chaos Emeralds. It isn't quite as easy to get them as the last time, though. Instead of just collecting over 50 rings and then jumping through the giant ring at the end of the level, you must now collect 50 rings and pass a re-start lampost. If you have the rings, a spinning halo will appear above the post. Jump into it and you're transported into the special stage.

This takes the form of a roller-coaster



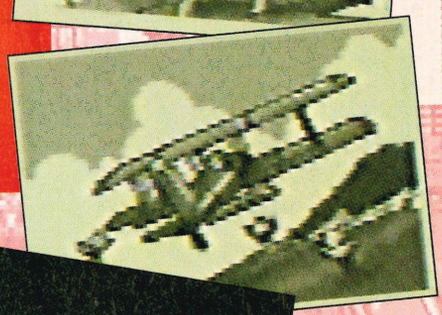


SUPER SONIC – THE PROPER ENDING

Collect all seven Chaos Emeralds and Sonic will transform in Super Sonic. He'll turn yellow and as long as you have a ring in your possession, he'll become completely invulnerable and will have permanent speed-up boots on! The ending is also slightly different (as in the last game) and lets you see the climax of a years hard work by around 30 people in Japan working on the game. Congrats to them all.











run in which you must collect a given number of rings before a certain point is reached. Fail to do so and you're given a few bonus points for your trouble and that's all. Make it to the end of each stage and you'll be rewarded with one of the chaos emeralds. Collect all seven and a rather amusing and appealing change will occur.

This sounds a lot simpler than it actually is. The later roller-coasters are very difficult and have mines placed all over them. Sonic can avoid these by jumping, but that cuts down the time he has to collect the target amount of rings.

It's all really a trade off between timing and greed. The more you want to finish the game properly, the more time you'll spend trying to complete each special stage. If, on the other hand, you're just interested in getting to the end then you can leave these stages alone, safe in the knowledge that your efforts will still be rewarded.

● Dino "flaked-out" Boni



SONIC THE HEDGEHOG 2

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES.....20
SKILL LEVELS 1
FEATURES.....versus
CONTACT
Sega (071) 727807

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 91%
▲ Beautiful sprites and stunning animation.
▲ Detailed backgrounds and loads of parallax

SOUND 87%
▲ Loads of sound effect and tunes blast your ears.
▲ But the tunes are still as catchy as the original on

GAMEPLAY 95%
▲ Constant rip-roaring action enthrals the mind.
▲ Special stage provides comic relief in vs mode.

CHALLENGE 89%
▲ Very tricky to complete for the first time.
▲ And even trickier to complete with all the emera

PROSCORE 94%

Worthy sequel to a classic game. All that remain to be said is "When will we get to see Sonic 3, Sega?!".



SONIC 2 THE HEDGEHOG

MASTER SYSTEM

Everyone who's ever heard of Sega seems to have been carried away in the hype of *Sonic The Hedgehog 2*. Sonic along with Tails, is plastered over every games mag and is seen in every games shop across the country. What most people seem to forget is that there is also a Master System version to be seen as well!

Sonic has hit this console in a big way and after the success of Sonic in his first outing, how could this possibly fail? Unfortunately, Sonic does not appear with his friend Tails in this version, which may come as a surprise as the game has been marketed everywhere with the two together.

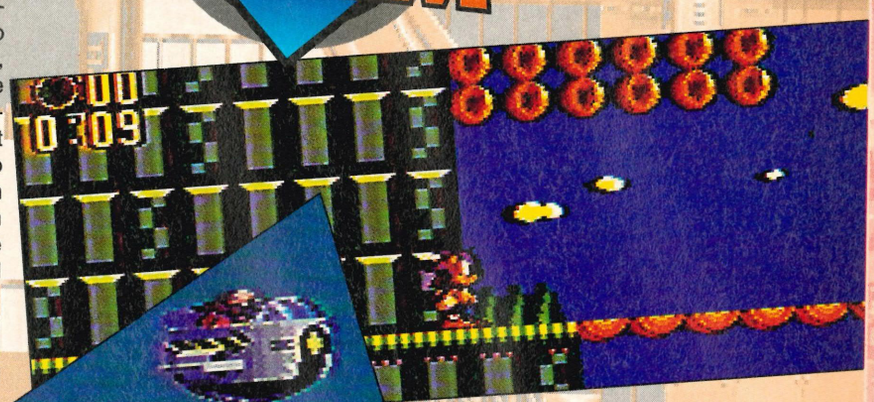
In this version, you alone must rescue Tails from the evil Robotnik, who is bigger and badder than ever! There's no way he will release Tails until Sonic brings him the six Chaos emeralds that are scattered over South Island. Don't forget that there's also many fluffy animal's lives at stake here, as Robotnik has also captured all the island's wildlife, so there's no time for any messing about!



Power up and you'll be in for a shock! Tails is being kidnapped by Robotnik, and no matter how fast Sonic runs, he is powerless to stop the kidnap! This makes things very complicated, as now you have to go out and rescue your furry friend! It also means that Tails does not appear in this game until the very end, which leaves you feeling a bit conned, since the furry fox is the novelty behind *Sonic The Hedgehog 2*.

Although the general format and idea behind *Sonic 2* is the same as in the first, there are quite a lot of changes in the game. Sonic's character is drawn slightly bigger than before and all the zones are named differently, although they play similar to those in the first version.

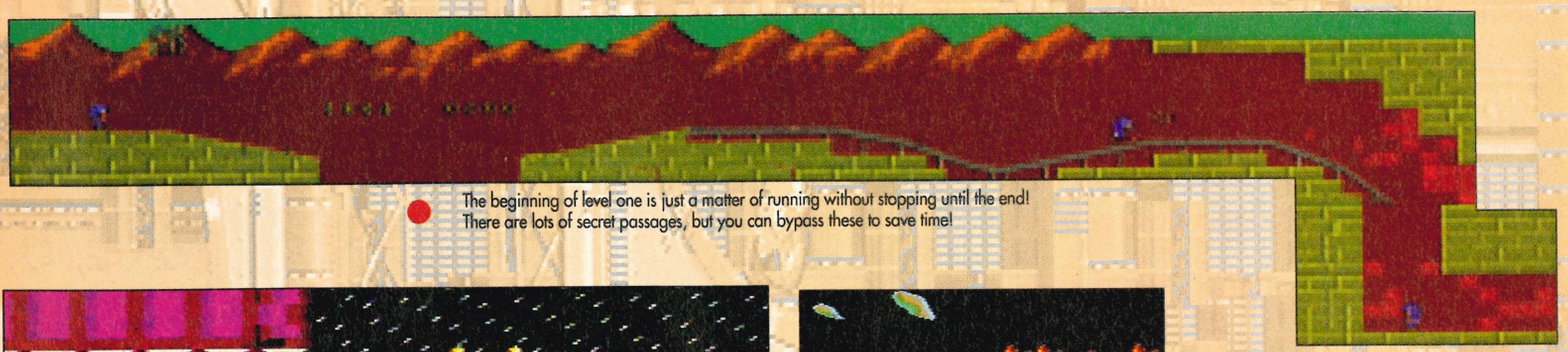
The first level leaves you in the underground plant zone. Everything seems to be red, the background is red and the fiery waters, you may fall into, are also red. As you whizz through the level, jumping in runaway rail carts that are strewn all over the place, you'll see much that is familiar. The action may be slightly faster, but style of graphics and gameplay are all very similar to the first version. There doesn't seem to



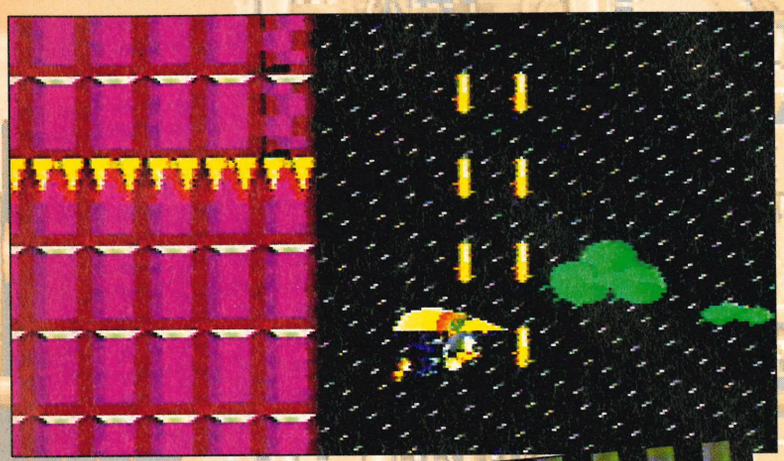




Level two is the first time you get to use your hang glider. You don't get it all the way through the level, though, you have to find it first!



The beginning of level one is just a matter of running without stopping until the end! There are lots of secret passages, but you can bypass these to save time!



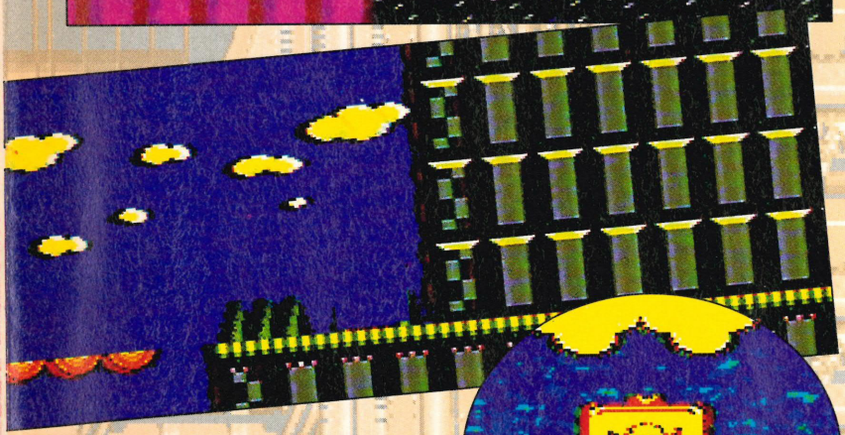




At the end of zone two, loads of flea-like animals jump into the clouds. You can kill them by spinning into them!



You'll need spring power to get over these obstacles. Otherwise, there's no way out!











PROTIP Look before you leap whilst on the Sky High zone! This level is full of spikes that will kill Sonic instantly. However, in most cases they can be avoided if you take your time to look around the level.

be as many televisions to collect as in *Sonic*, but this doesn't really affect the gameplay, as the amount of televisions to collect in *Sonic* was phenomenal. This made it a bit too easy at times, so maybe this is a change for the better.

The level one boss is easy to get rid of once you know Robotnik's sequence of moves – if you don't suss him out he'll get you every time! He throws cannon-balls at you which you must dodge. They, then, fall on to the crab monster that is just waiting to get his hands on you – fortunately after about five or six cannon-balls, he's just about had it and you're free to release the captured animals!

Level two begins in the Sky High Zone. This is the level where Sonic flies his legendary hang glider! There's loads of springs in this zone and there's also loads of rings. After bouncing off a few springs and collecting a couple of lives (there are loads to be found in this level), you'll find your hang glider. It's quite hard to control as you have to remember to press the D-pad left instead of instinctively pressing it up and you also have to wait for gusts of wind to carry you up into the air !

This level is very spectacular, there's thunderstorms with lightning and lots of leaves flying about all over the place. Again, it's quite easy to complete, which is more than can be said for the Aqua Lake Zone!

It's here that all your nightmares begin (and probably end!) You'll be reminded of those days getting through the Labyrinth zone on *Sonic.* The action has more emphasis on pools of water, that you can jump in and out of, rather than basing the whole level underwater, although by zone three, the game is mainly played underwater. Instead of gasping for the air bubbles, air is supplied if you get into an air bubble allowing you to breathe underwater. The bubble is hard to control which makes it quite useless in some parts of the game, although it's



Grab hold of that glider and fly, fly fly! Despite how easy this looks, it's actually quite difficult. Keep pressing left to keep the glider up, or you'll plunge onto the spikes and die!

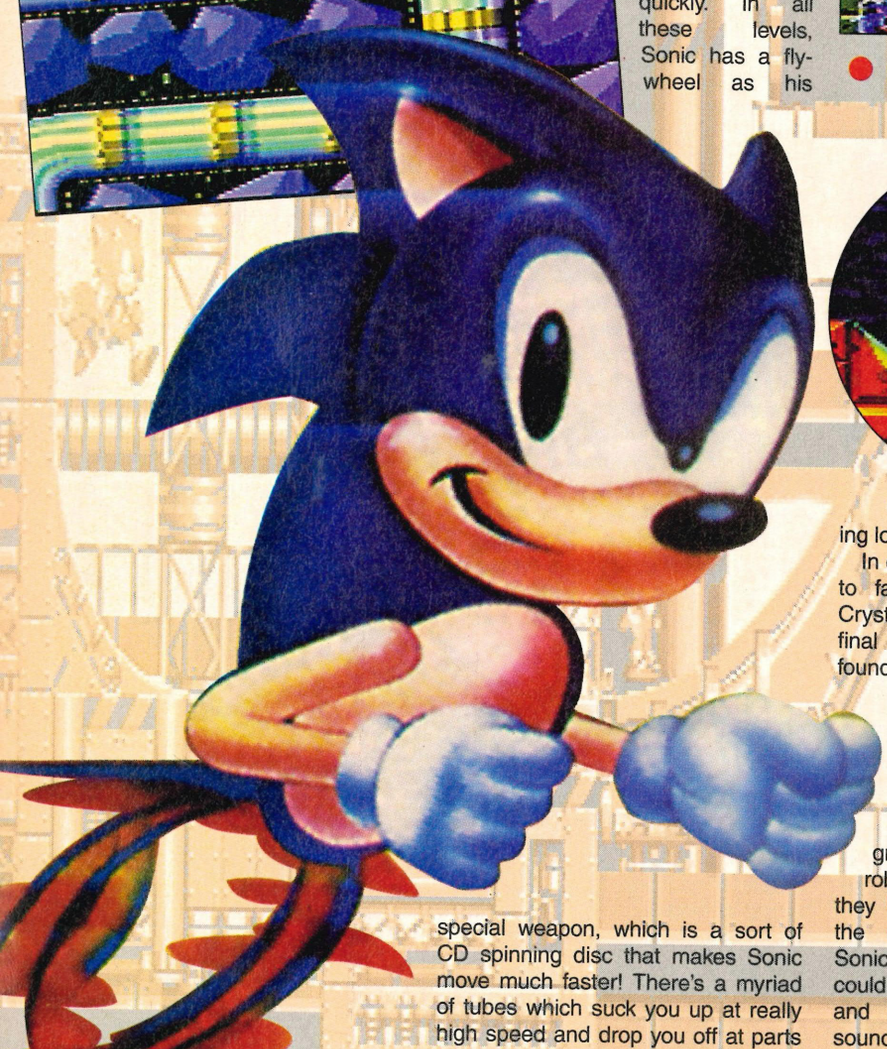


useful when you're just about to run out of air!

The last three zones only have one stage each, whereas the others all have three stages to them . This finishes the game off very quickly. In all these levels, Sonic has a fly-wheel as his special weapon, which is a sort of CD spinning disc that makes Sonic move much faster! There's a myriad of tubes which suck you up at really high speed and drop you off at parts of the level you never knew existed! All of the levels are huge, again having lots of secret passages containing lots of goodies!



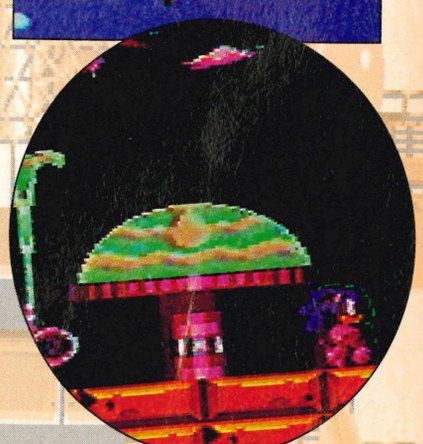
This crabby monster is the first level boss you'll meet and as long as you can keep jumping over the cannonballs, you should dispose of him pretty quickly. If you don't, it's instant death!







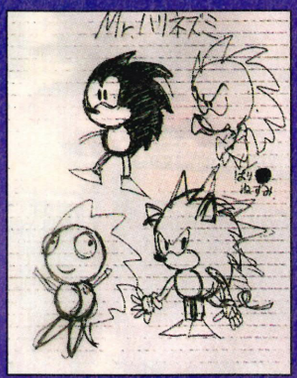




In each of these stages, you'll have to face Robotnik, but it's in the Crystal Egg Zone that you'll face your final challenge! You should have found the six crystals by now. If you have them, it will help you kill Robotnik much more easily.

Although the graphics are absolutely brilliant in *Sonic 2*, they're not that dissimilar to the original. Of course, the backgrounds are different, as are the robo enemies, but it seems like they have just been substituted for the originals. Without comparing Sonic to his first appearance, you could definitely say that the graphics and sound are outstanding. The sound continues from where original left off, with catchy tunes for each zone – all the tunes have you humming away as you play and they do

SONIC 2 FACTS

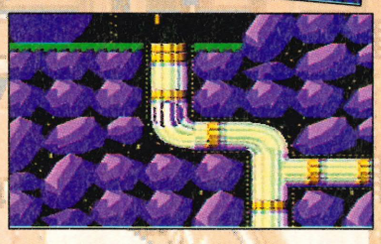


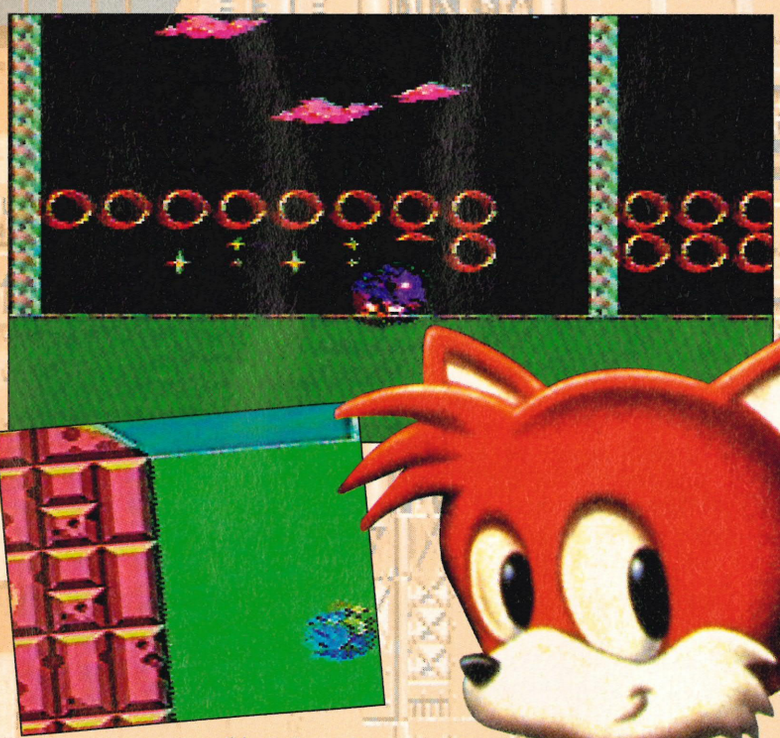
Sonic the Hedgehog sold 4 million copies worldwide and merchandising deals in Japan are worth a staggering amount of money. Everything from Pyjamas to chewing gum is marketed with the Sonic logo. It's hugely successful and coming to Europe!

Sonic 2 is expected to outdo *Sonic* sales by a substantial margin. Minoru Kanari is the man in charge of the entire Sonic project, but other top bods involved in the Sonic project are only known by their last name, if at all. Getting photographs of the programmers is completely out of the question and this is due to other games market competitors. If Sega were to make it known who exactly their programmers were, rivals would go to any lengths to put a proverbial spanner in the works! This shows that although Sonic may be the cutest, toughest animal to hit the console world, the world he comes from is far from cute!

The original developer of Sonic (who remains anonymous) is very close indeed to his furry friend. He explains that he has a "father-son relationship" with the hedgehog and that if he had a real son, this is how he would feel. Hmmm, it's all a bit creepy if you ask me.







this to the point of insanity - you may wake up in the morning finding yourself humming the theme tune of a Sonic zone!

Sonic is very hard to slag off, but if one thing is wrong, then it has to be the difficulty level! The general consensus around the office is that *Sonic 2* is not that difficult – one of the niggles about the original. The difficulty level should have been raised slightly higher to ensure a better challenge, which is one thing lacking throughout the game.

The other disappointing thing is that Tails makes no appearance at all – which is a real disappointment to all MS owners.

A lot of people have slammed *Sonic 2* for being too much like the original and it's hard to look at the game objectively due to the massive hype surrounding it. *Sonic 2* may have the same format as the original game, but there are lots of particulars that are different, such as Sonic taking to the airways and him spinning on a CD!

If *Sonic 2* was very different from the original then many may complain that he had lost his character! Saying that, though, if you are one of the few people that didn't enjoy Sonic, then stay away from this, because you definitely won't enjoy it! For the rest of us though, Sonic will continue to entertain and amaze us for a good while yet!

● Samantha "superspin" Hickman





SONIC THE HEDGEHOG 2

SEGA ● £32.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....13
SKILL LEVELS 1
FEATURES .....n/a
CONTACT
SEGA ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 94%
▲ Brilliant variety, in backgrounds and content.
▲ Detail is a Master System masterpiece!

SOUND 89%
▲ The sound fits in well with the zone themes!
▼ Each level has its own tune and all are addictive!

GAMEPLAY 94%
▲ Levels are huge, with lots of secret passages.
▼ Tails doesn't appear, which is very disappointing.

CHALLENGE 88%
▲ Level bosses are tough, until you know the secret!
▼ Gameplay can be a bit too easy in the early levels.

PROSCORE 93%

Brilliant as a game in its own right. It's better and bigger than the original, but a bit disappointing as a follow up.



GAME GEAR



SONIC THE HEDGEHOG 2

Nothing released since the end of 1991 quite matched up to the slickness of Sonic The Hedgehog. Since it was released, gameplayers have heard about nothing else and every other game has been compared to it. Unfortunately, most games failed miserably and Sonic has stayed in a virtually unbroken number one position in most game charts. So, why is this game so legendary and can it ever be beaten? Well you all know the answer to that – I don't even need to say it! Yes, Sonic 2 is here, and it's on the Game Gear too! This game was made to beat all other games into the ground, but for those of you who still have your doubts, read on, this could be just what you need to change your mind!

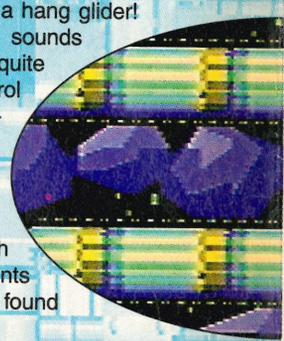
Visions of the perfect game creep into your mind as you get ready to play Sonic The Hedgehog 2. You wait in anticipation as the title screens run past you and then it hits you!



Tails isn't going to be in this game! He's been captured by Robotnik and now you're expected to go and rescue him. You may think that this is a rip off and I agree completely. Sonic 2 was marketed on the strength of Tails and when you realise he's not in it, you might feel disappointed. Don't let this spoil things, though, there's much more fun in store yet!

After you've seen Robotnik steal your friend you know that you must do your rightful duty (as any spiky blue hedgehog would) and you must go after him. Your quest will begin in the Underground Plant Zone.These first levels aren't very difficult, but at least you get a chance to see a bit of the game before things really get tough! The enemies you'll bump into are much the same as in the original Sonic, although they look much meaner. Your first encounter with Robotnik should be an easy affair and rescuing all the bunnies shouldn't be too difficult.

After you've taken care of Robotnik off for a while, you'll go on to the Sky High Zone. Everything is very bright and garish here, and after bouncing off the many springs to be found in this zone, you'll find a new toy! Sonic has a hang glider! Although this sounds excellent, it's quite hard to control and you'll probably have a few misguided attempts before you make it through the large amounts of spikes to be found in this level.



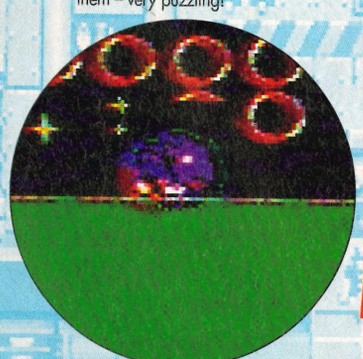
The Aqua Lake Zone also has a new toy – a gigantic air bubble. Again it is quite hard to control, but it's certainly easier than searching for air. There are subtle differences from the first *Sonic* – Sonic is much faster for one thing, and everything is



Why does Robotnik insist on helping Sonic out so much? It's really confusing and gives you the impression that things were rushed. He also stamps on level guardians once you've killed them – very puzzling!





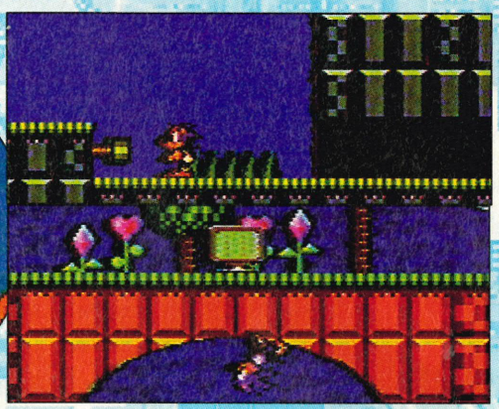




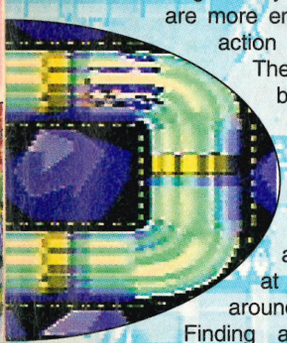




Sonic gets to grips with his hang glider – quite hard to control, but brilliant fun!



Get ready for a superspin attack! There's lots that is familiar in this game, but it's brilliant all the same!



slightly more slick than in the first version.

The last three zones, namely Green Hill, Scrambled Egg and Crystal Egg, are where the challenge really begins. There are more enemies and the action is much faster. These levels are basically mazes and a lot of the action is based around tubes that suck you up and drop you off at various points around the levels. Finding all six of the chaos emeralds will definitely help you defeat Robotnik, who gets meaner each time he's defeated!

Although everything is basically the same as Sonic, this doesn't detract from the gameplay, which is every bit as riveting.

The graphics have also out done themselves in the sense that they are much more detailed and polished than in the first version.

It seems like a lot of people had written Sonic 2 off before it was even released, but even though the gameplay and style of the game is very similar to the first game, it would be very hard to find another that is up to this standard and despite the disappointing lack of Tails, I would still recommend this to any self respecting game gear owner anywhere!

● **Sam "Robo" Hickman**

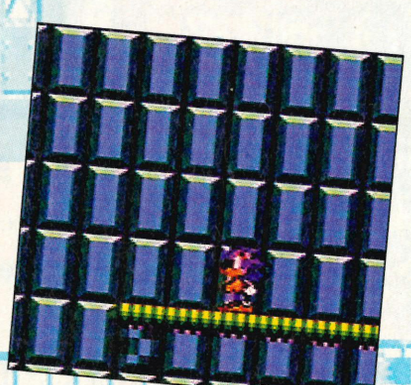


Springs are probably the most annoying objects you'll encounter and if you don't watch out, they'll really mess your game up.

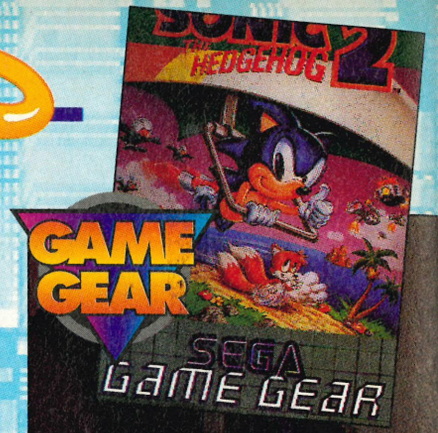


Later levels in Sonic can get really tricky, but it's generally quite easy all the way through. Unfortunately, the golden-tortoises make life harder for you by popping up unexpectedly all over the place

PROTIP When you get your hang glider on Sky High Zone, make sure you don't lose it straight away by waiting for the gusts of wind to carry you away. If you lose it, you'll fall straight to the floor immediately!







SONIC THE HEDGEHOG 2

SEGA ● £27.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES.....12
SKILL LEVELS 1
FEATURES .....n/a
CONTACT

SEGA (071) 7278070

AVAILABLE IN UK

ACTION

STRATEGY

GRAPHICS 93%

▲ Sonic's sprite is bigger than in his first appearance.
▲ A very good variety of backgrounds and content.

SOUND 88%

▲ Tunes are very catchy and different for each level.
▼ They become to familar and are wierd.

GAMEPLAY 94%

▲ There's oodles of variety and lots to collect.
▼ Disappointing lack of Tails, which lets it down.

CHALLENGE 85%

▲ A tad more challenging than the original *Sonic*.
▼ But the first few levels are still a bit too easy.

PROSCORE 95%

A brilliant follow up to the original even if there aren't many changes. Though gameplay is similar, it's slightly superior.

!!WIN!!

20 SONIC T-SHIRTS*

* limited to one per winner



Hype, hype and even more hype! Sonic 2 is here and, not to be outdone by anyone else, SegaPro offers you the chance to win 20 Sonic T-shirts! These excellent items of clothing are a must for any Sega games fan, and, although they can be bought in C&A, Optional Extras, HMV and Virgin for between £8.99 - £12.99, we're giving them away ABSOLUTELY FREE OF CHARGE! Well, sort of. If you fancy yourself in one of these wacky T-shirts (there's two different styles) then it's very simple. All you have to do is fill in the form below and answer these three simple questions.



There are ten of each style to be won, so get those entries in, and you could look as stylish as Dino and Sam do (not!) Send all entries, on this form or a postcard, to:
T-hee , SegaPro, 124 Old Christchurch Road, Durham House, Bournemouth, Dorset BH1 1NF.

QUESTIONS

1) Who is Sonic's buddy in Sonic 2?

2) How many levels are there on the original Sonic?
(any Sega version – please state)

3) What is the name of the baddy in the Sonic games?

????

▼ENTER▼

SONIC T-SHIRT COMPETITION FORM

Name .....

Address .....

.....

Postcode .....Tel no.....

ANSWERS

1 .....

2 .....

3 .....

SEGA pro GUIDE TO PLATFORM GAMES

MEGA DRIVE

SONIC THE HEDGEHOG

SEGA ● £39.99

Dr Ivor Robotnik has gone mad and begun kidnapping animals and turning them into mindless robots (just like the Cabinet)! Only one animal has escaped the evil scientist's clutches: a cool blue hedgehog called Sonic and it's up to him to free his mates and beat Robotnik!



There might be a sequel, but you can't beat the first game. You control Sonic through seven zones divided into three stages, confronting Robotnik at the end of every third stage. You hurtle along collecting enough gold rings to rack up the points and take you into the secret zones at the end of each level where you're after Chaos Emeralds - grab all 6 and you'll be awarded with a different game ending.

As well as picking up rings, Sonic can free animals on the way by spinning into Robotnik's robots. Power ups such as shields and power sneakers hide in the TVs found on each level.

Sonic kicks. Bold backgrounds and sprites leap of the screen supported by an upbeat soundtrack. Although the gameplay is limited, there are so many nice touches that you can forgive it. The action is incredibly fast and even if it isn't the toughest game in the world, it's still one of the best Sega have ever produced.

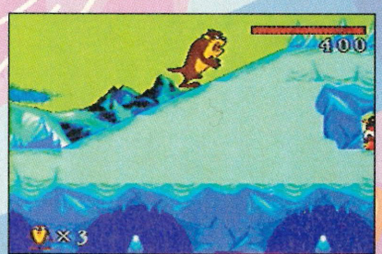
OVERALL 94%



TAZMANIA

SEGA ● £39.99

Once upon a time, giant seabird eggs were common. These days, a Tasmanian Devil could starve looking for one. Luckily, our hero, Taz, knows where there's a nest. The problem is, he has to get past some serious obstacles to reach lunch!

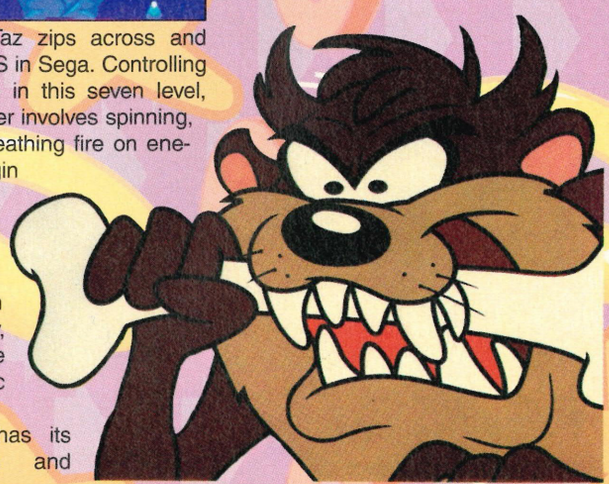


Turn on and Taz zips across and chomps on the S in Sega. Controlling the hungry one in this seven level, horizontal scroller involves spinning, jumping and breathing fire on enemies. You begin your journey in the Badlands, dodging quicksand and Rock Monsters then hit the Factory, Iceland, Mine and Taztec Ruins.

Each zone has its own enemies and when they hit Taz he loses energy. Luckily, anything he eats tops it up again! Clearing enemies is easy - Taz can either spin into them or, after eating chilli, breathe fire on 'em. Bosses pop up sporadically and grabbing an invincibility power up makes them easy meat. Just don't eat the bombs!

Fantastic cartoon graphics and sound make Taz-Mania extremely appealing. Even on its hard difficulty setting, it's a bit easy, but will still keep you going 'til you finish it. The neat visuals make up for limited gameplay, but don't disguise a fairly standard platform game.

OVERALL 89%

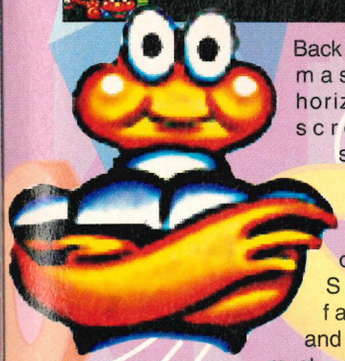


JAMES POND II - CODENAME ROBOCOD

ELECTRONIC ARTS ● £39.99

The name's Pond, James Pond, special agent for F.I.S.H. That evil no-good Dr. Maybe is back, scheming again and this time he's taken over Santa's main toy factory, disguising bombs as fluffy penguins throughout the building. Only one fish can stop him and, clad in his Robosuit, Pond swims into action...



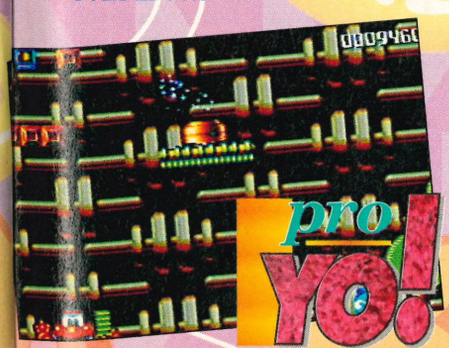


Back in a massive, horizontally scrolling sequel, the game opens outside Santa's factory and you must progress from room to room clearing enemies, penguins and grabbing the many items available. Pond's suit allows you to stretch up to reach high platforms as well as bounce into enemies, most of whom disappear after two hits.

Flashing barber's poles mark exits and reaching the right ones send you into bonus rounds. Every area or level consists of three stages and a boss and Pond's energy is measured by three batteries, with more on each level. With 79 separate stages behind 13 doors, each with their own theme, Robocod is vast!

The weird graphics show incredible attention to detail: from giant Penguin bars to inverted play areas. Funfair tunes bop you along and EA's obsession with quality has really paid off. Stunning gameplay, massive play areas, full of surprises and unmissable.

OVERALL 91%



CASTLE OF ILLUSION

SEGA ● £39.99

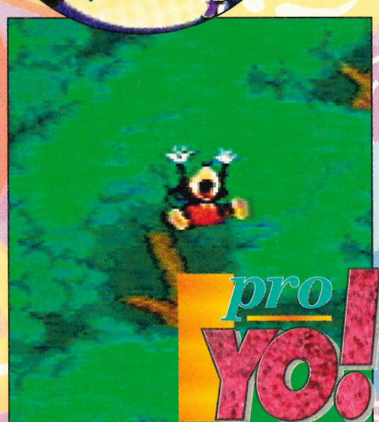
What do you do when your best girl is snatched by evil Mizrabel and imprisoned in the *Castle of Illusion*? If you're Mickey Mouse, you set off and collect the seven Gems of the Rainbow. Only with these can you defeat Mizrabel and rescue Minnie. So get to it, big ears!



Cartoon quality presentation screens precede options offering skill setting and button functions in this smart five level horizontal scroller.

Mickey's controls are limited to bum-bouncing the many enemies he meets or lobbing apples at them once you've collected enough. The Castle contains long and varied levels split into sub-stages, each with its own graphic theme, from forests to a library and even ancient ruins. Points are racked up by killing enemies and collecting diamonds and other items. The power ups are few, from extra lives to energy stars for your power bar. Exit each level and you'll hook up





with a boss.

A graphic killer when it came out, this still looks stunning. Nifty parallax backgrounds and cartoon sprites make it a real joy to play. Add buckets of gameplay, classic tunes and plenty of puzzles and you've got a classic!

OVERALL 92%

QUACKSHOT

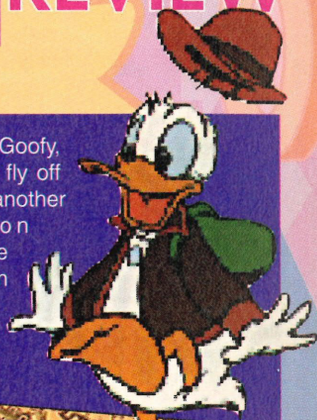
SEGA ● £39.99

Rummaging around in his Uncle Scrooge's belongings, Donald stumbles across King Garuzia's long lost treasure map! Unfortunately, he's spotted by Pete's gang and now faces a race to the treasure covering half the globe!



Lush presentation screens lead you into one of the most attractive platformers on the Mega Drive. Guiding Donald as he runs around Indiana Jones' style through this nine level horizontal scroller collecting clues to each level, you face off against Pete's gang armed with a gun that fires sink-plungers!

It's not all shoot and run. Progressing from country to country takes brain power, too. Donald can perform various tasks, from wall-climbing to sliding along the ground, and all his abilities are tested during the levels. Finish 1 stage and recover your trophy from the likes of Goofy, and you fly off to another location where you can make





use of it. Hitting start allows you to access your inventory, selecting weapons or items.

Slow and strategic, *Quackshot* looks great and plays better. The animation and backgrounds are amazing, and involved gameplay means you won't get bored. Even the music is good. Challenging, despite heaps of continues. You could do a lot worse than this.

OVERALL 93%

HOW THEY RATE

	SONIC	TAZMANIA	JAMES POND II	CASTLE OF ILLUSION	QUACKSHOT
Levels	7	7	14	5	9
Skill Levels	1	3	1	3	1
Lives	3	3	3	3	3
Continues	✓	3	2	2	✓
Scrolling	Horizontal & Vertical	Horizontal	Horizontal	Horizontal	Horizontal
Team	✗	✗	✗	✗	✗
Special features	none	none	none	none	none
GRAPHICS	**95**	**92**	**92**	**93**	**93**
SOUND	**90**	**83**	**91**	**89**	**88**
GAMEPLAY	**89**	**82**	**85**	**90**	**90**
CHALLENGE	**80**	**80**	**91**	**83**	**87**
PROSCORE	**94**	**89**	**91**	**92**	**93**

Mickey Mouse and Donald Duck are property of the Walt Disney Corporation.

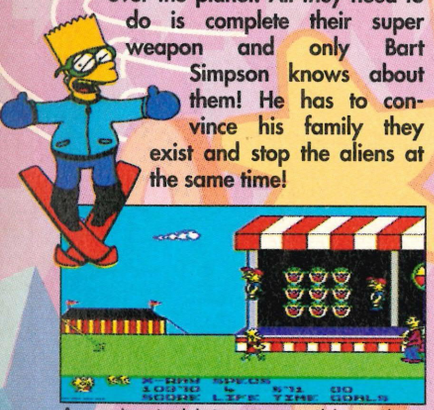
SEGA pro GUIDE TO PLATFORM GAMES

MASTER SYSTEM

THE SIMPSONS: BART Vs THE SPACE MUTANTS

FLYING EDGE ● £29.99

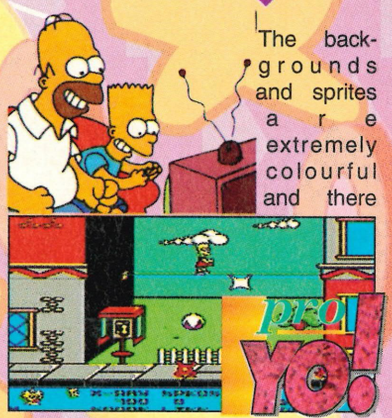
Hideous space aliens have invaded Springfield and are poised to take over the planet. All they need to do is complete their super weapon and only Bart Simpson knows about them! He has to convince his family they exist and stop the aliens at the same time!



An animated intro opens this option-free game as you control Bart through five horizontally scrolling levels. Armed with X-ray specs to identify aliens posing as humans, Bart has to journey through Springfield getting rid of objects the aliens need for their weapon. You begin on the streets, visiting the mall, Krustyland, the museum and the power plant, enlisting other Simpsons' help as you go.

Bart can perform normal and power jumps as well as use various items on the way, from paint to slingshots. Recover the nuclear isotopes before the aliens and the Simpsons win!

Cartoon-quality graphics are almost perfectly reproduced and even the music tries hard to match.



The backgrounds and sprites are extremely colourful and there are loads of nice touches. The gameplay can't be faulted, with plenty to do and various goals to achieve. It's a tough game, so don't be put off by its five levels. This one eats shorts!

OVERALL 90%

MASTER GEAR

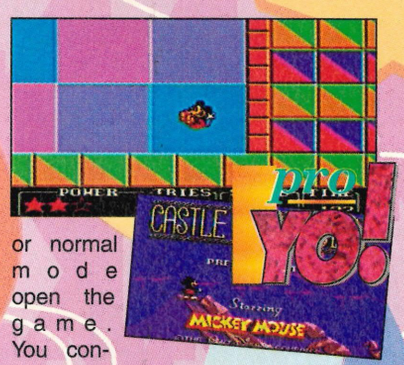
With a dedicated version for the Game Gear featuring bigger sprites on the shelves, this one isn't worth picking up.

CASTLE OF ILLUSION

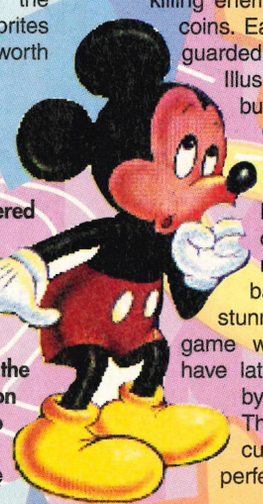
SEGA ● £29.99

The peace of Vera City is shattered when Minnie Mouse is kidnapped by the wicked witch Mizrabel! The only way Mickey Mouse can rescue his true love is by collecting the seven Gems of the Rainbow from the Castle of Illusion and convincing Mizrabel to swap Minnie for them - no problem!

Cute intros and a simple practice or normal mode open the game. You control Mickey through the seven unusual levels in this horizontally scrolling cute 'em up.



Select which world you begin in and then make your way through, bum-bouncing enemies or lobbing items at them. Mickey begins with three energy stars which can be renewed by eating bonus 'cake' during the levels. Points are scored by killing enemies and collecting coins. Each of the levels is guarded by a Master of Illusion, but Mickey's bum sees them off!



Graphically, MIckey on the Master System looks a treat. The colourful, well-animated sprites and backgrounds were stunning when the game was released, but have lately been bettered by other MS titles. The music is on the cute side, but fits perfectly. Overall, for gameplay and varied graphic content, you'd be hard pressed to beat it.

OVERALL 91%

MASTER GEAR

Although the Gear's got its own version, the sprites may be small, but this one sounds great and runs faster. Collision detection could be better, but if you own both machines, it'll save you money.

THE LUCKY DIME CAPER

SEGA ● £32.99

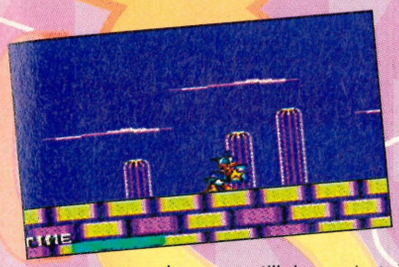
Typical, you give your nephews 3 Lucky Dimes and they get themselves kidnapped by Magica De Spell. She intends to use the dimes to become rich and has stashed Huey, Dewey and Louie in 3 different countries. Only Donald Duck can rescue his nephews and their dimes from the clutches of Magica...



Story screens tell all, and you then select which country and nephew you wish to begin with, Visit North America, Mexico and the Andes to free Donald's nephews, then go after Magica herself.

As Donald, you're armed with a hammer which can be swapped for flying discs. Take one hit, though, and you lose your weapon and can only bum-bounce the myriad enemies after you. Get hit twice and you lose a life. Power ups are either stars – three speed up your weapon, five render you temporarily invincible - extra lives or alternate weapons. Points are scored for battering enemies and collecting the gems they release.

Significantly different and tougher than the Gear version, the heavy controls and occasionally repetitive



gameplay are still here, but this is a superior Master System game. Quality graphics and sound for the MS, heaps of challenge — what more could you ask for?

OVERALL 94%

MASTER GEAR

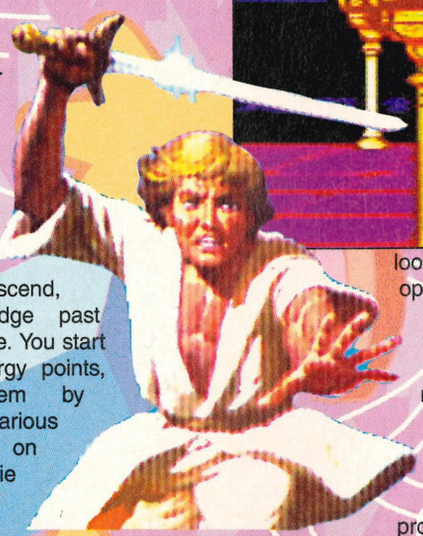
Why bother when the Gear has its own version? Small graphics and dodgy collision detection mean you'd be better off with the Gear version.

PRINCE OF PERSIA

DOMARK ● £29.99

With the Sultan away, his Grand Vizier seizes power and intends to marry the Sultan's daughter. The only person standing in his way is the princess' boyfriend. Unfortunately, he's been tossed into the dungeons and in 60 minutes, the Vizier marries his bird!

An animated intro leads to options offering a choice of time and energy levels in this classic beat-the-clock, 14 level, multi-directional scroller.



You control the prince, searching the dungeons for exits, hitting pressure pads to open doors, fighting guards and dodging traps. The prince can climb and descend, leap gaps, edge past spikes and fence. You start with three energy points, increasing them by drinking various potions found on each level. Die mid-stage and you'll re-start it, all you lose is time! Escape the dungeons and face the Vizier himself!

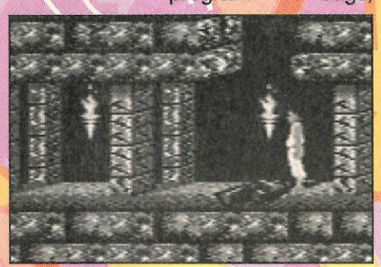
The backgrounds are simple, but the sprites are marvy. The huge range of moves open to the prince beat anything else on the MS and look stunning. An option for an in-game tune would've helped, as the effects are minimal. The main moan is the fussy control system. That, and a number of program bugs, detract from what is otherwise a fantastic platformer, highly recommended by the Pros.



OVERALL 93%

MASTER GEAR

With an Almost identical version on the Game Gear - the only difference with this one are the sprite sizes and running speed – for a bigger, smoother picture, you're as well grabbing the small screen Prince.



ASTERIX

SEGA ● £32.99

The druid, Getafix, has been captured by Caesar's legionnaires and, with him has gone the invincibility potion that keeps the village safe. With supplies of the potion dwindling, Asterix and Obelix set out after Getafix, with the whole Roman army in front of them.

Neat presentation screens lead you to a one or two player option. In one player mode, you must play Asterix in round one; later you can select to use either character for each stage. Both characters can punch and use the many potions you'll find en route, from explosives to fire. The eight horizontal scrolling levels are split into stages and take you from France through to Rome. There are Centurians everywhere, so watch your energy levels, but one punch wastes them. The bosses don't put up much of a fight and their moves are easily learned. Puzzle solving forms a major part of the gameplay: especially if you select the wrong character for the stage!

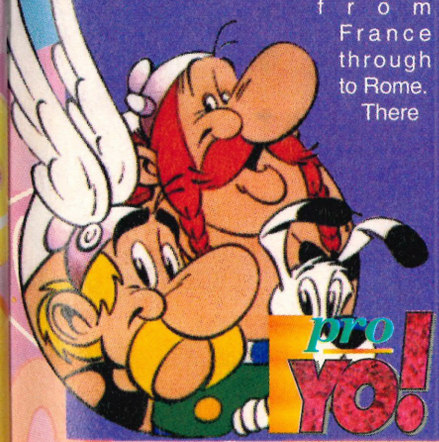


Occasionally sparse backgrounds are compensated for by the game sprites. Beautifully defined, they easily rival the Disney games. Cute tunes accompany the Galls on their journey, and the team option adds to the gameplay. Entertaining and addictive, there's even a nifty bonus stage featuring Dogmatix! Quality stuff.

OVERALL 96%

MASTER GEAR

Small sprites really don't affect the gameplay too much and the tunes sound even better through the Gear. There's bound to be a dedicated version soon: just don't ask us when!



HOW THEY RATE

	ASTERIX	THE SIMPSONS	CASTLE OF ILLUSION	LUCKY DIME CAPER	PRINCE OF PERSIA
Levels	8	5	7	7	14
Skill Levels	1	1	2	1	1
Lives	3	4	3	3	Infinite
Continues	Infinite	0	9	Infinite	Infinite
Scrolling	Horizontal	Horizontal	Horizontal	Horizontal	Multi
Team	✓	✗	✗	✗	✗
Special features	none	none	none	none	none
GRAPHICS	93	90	91	94	94
SOUND	77	87	87	88	73
GAMEPLAY	96	89	80	85	92
CHALLENGE	80	90	90	90	91
PROSCORE	94	90	91	94	93

Mickey Mouse and Donald Duck are property of the Walt Disney Corporation.

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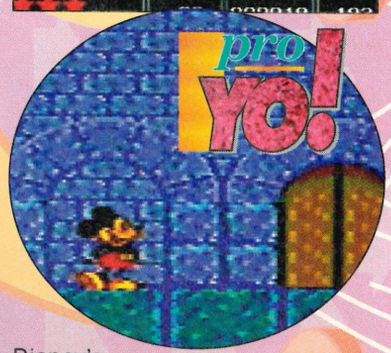
GAME GEAR

CASTLE OF ILLUSION

SEGA ● £24.99

A quiet picnic for Mickey and Minnie is ruined when the wicked witch Mizrabel kidnaps Minnie! The only way Mickey can rescue his babe and prevent Mizrabel from stealing her beauty is by collecting the seven Gems of the Rainbow. He's got to get them out of the Castle of Illusion first!

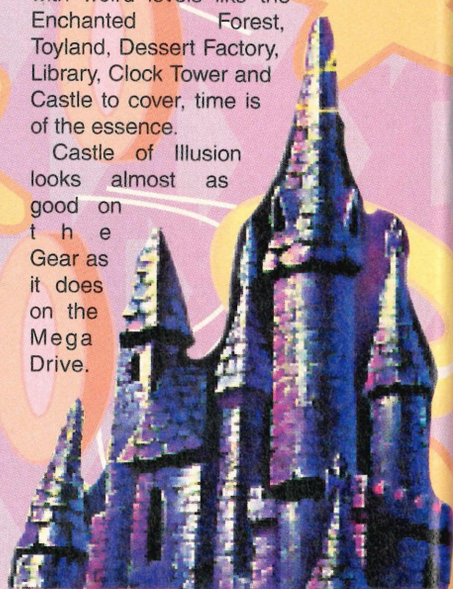




Disney's best-known character looks well slick in this beautifully presented, 6 level horizontal scroller. Select either practice or normal modes and control Mickey as he goes from level to level. As well as jumping gaps to clear enemies, Mickey can bum-bounce them or pick up and throw objects at them. Points and energy are increased by collecting coins and other items, while extra lives are awarded for every 10,000 points.

Just keep an eye on your time - each round is against the clock and, with weird levels like the Enchanted Forest, Toyland, Dessert Factory, Library, Clock Tower and Castle to cover, time is of the essence.

Castle of Illusion looks almost as good on the Gear as it does on the Mega Drive.

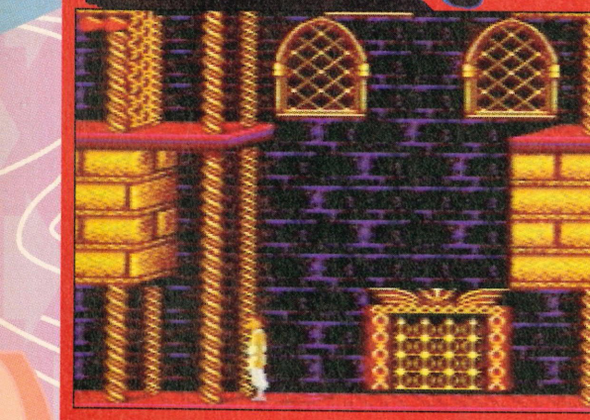


PRINCE OF PERSIA

DOMARK ● £29.99

With the evil Grand Vizier poised to overthrow the Sultan and marry the princess, it seems only one person can save the land. The would-be Prince Of Persia, however, has been thrown into the dungeons and before he can rescue the princess, he must rescue himself!





Cinematic presentation screens lead into options offering a choice of reduced time and energy instead of difficulty settings in this 14 level, multi-directional scroller.

Guiding the prince through the dungeons to eventually release the princess is tricky stuff. Fending off guards with your sword, you'll have to leap gaps, dodge spikes and climb up and ledges. Hidden pressure pads open grates and the main exit doors, and with the minutes ticking by, it's a race against the clock to solve the puzzles and get out!

The small, well defined sprites look as good on the Gear as on any telly and the fantastic range of moves available to the prince are all perfectly reproduced. The backgrounds, although a little bare, save for flickering torches and the sounds, are minimal, but with more gameplay and challenge than the Gear has so far seen, you can ignore the faults. One of the year's best games, by far.

OVERALL 92%





A lot of the elements are retained and the cute, cartoony graphics are fantastic. The gameplay's solid, the soundtrack's excellent and if you missed it the first time you deserve a slap behind the knees!

OVERALL 93%

CHUCK ROCK

SEGA ● £24.99

That evil Neanderthal, Gary Gritter, has kidnapped Chuck Rock's wife, Ophelia. Caveman Chuck will go to any lengths to rescue his lady from Gritter, climbing mountains, traversing jungles and icy wastelands and belly-butting anything that gets in his way. Stand back, 'cos Chuck's in town!





A thumping 'rock' soundtrack opens this five level horizontal scroller, along with a choice of new game or password re-entry. Chuck's moves are a little limited, ranging from jumping and belly-butting to picking up rocks and lobbing them at enemies.

The opposition come in the form of prehistoric creatures, some of whom Chuck can enlist to get him across wilder terrain. A quick butt usually convinces 'em! Alternatively, Chuck can use larger rocks to jump from platform to platform. Chuck's energy levels run down whenever he's hit, but items lying around the levels top it up again and increase your score.

Slick sprite animation combats the less interesting backgrounds, and Chuck is well defined. An in-game tune would have helped, as would difficulty select, although the curve is fairly good. Animal hopping ups the playability, but this is still a sparse game on the whole. Fun to play, but a bit limited.

OVERALL 90%

THE LUCKY DIME CAPER

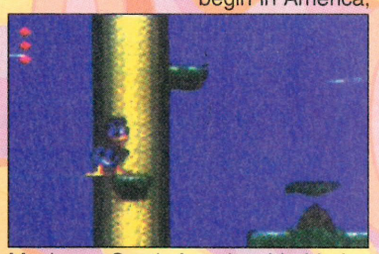
SEGA ● £24.99

Huey, Dewey, Louie and their Lucky Dimes are kidnapped by wicked Magica De Spell, who wants to use the coins to become the richest person in the world! Only Donald can rescue his nephews and their lucky coins, but his search for evil Magica will take him halfway round the world!





Cinematic opening screens lead you into this seven level horizontal quacker, controlling Donald as he goes after Magica. You can begin in America,



Mexico or South America, bladdering enemies with your hammer or bum-bouncing them a la MIckey Mouse.

Donald can only take two hits before losing a life, so collecting energy stars is a priority. These, and gems which increase your score, are released by killing enemies or hide within the levels. Rescue the nephews and progress to the Andes, Hawaii, Egypt and the South Pole before finally meeting Magica. Power ups, such as lethal flying discs make enemies and bosses a breeze.

Slicker animation and funkier tunes put this slightly ahead of Castle Of Illusion. Although the gameplay can be limited, this is incredibly playable, even with a slightly heavy control system. The long stages, re-jigged for the Gear, and varied graphics will knock you out.

OVERALL 93%

SONIC THE HEDGEHOG

SEGA ● £29.99

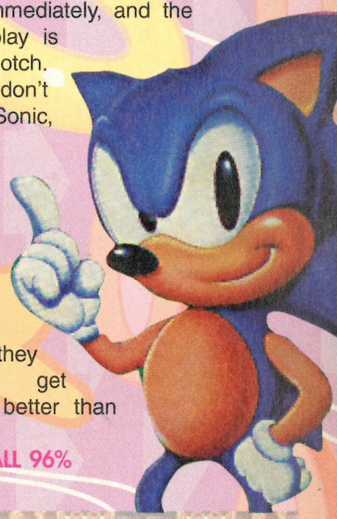
He's small, spiky, blue and quick and he don't take no stick from evil Dr. Robotnik. When the fat scientist dude imprisons Sonic's woodland friends and decides to turn them into robots, it's time for Sonic to kick butt!



Great presentation and warp speed sum up Sonic on the Gear. Identical - pretty much - to the Master System version with six zones of high speed horizontal split into three stages per level, controlling Sonic, you must zip along collecting rings and spinning or bouncing into enemies to reach level ends and Robotnik every three rounds. And remember, it's all against the clock! Grab more than 70 rings and you'll enter the pinball-style special stage, grabbing points and continues, while every 100 rings earns an extra life.

There are enemies galore to avoid, but power ups like high speed sneakers and invincibility - found in TVs - help out. On the way, Sonic can collect six Chaos Emeralds to reveal the real game ending!

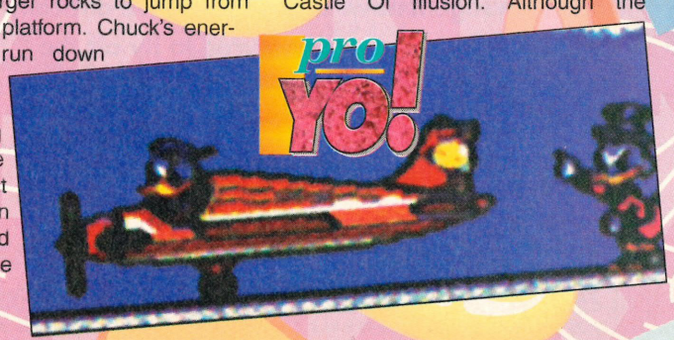
Sonic on the small screen loses nothing in translation. The graphics are amazing, the tunes will hook you immediately, and the gameplay is top notch. If you don't know Sonic, you don't know Sega, 'cos they don't get much better than this.



OVERALL 96%

HOW THEY RATE

	CASTLE OF ILLUSION	SONIC	CHUCK ROCK	LUCKY DIME CAPER	PRINCE OF PERSIA
Levels	6	6	5	7	13
Skill Levels	2	0	0	0	1
Lives	3	3	3	3	Infinite
Continues	0	?	0	Infinite	Infinite
Scrolling	Horizontal	Horizontal	Horizontal	Horizontal	Multi
Team	✗	✗	✗	✗	✗
Special features	none	none	password	none	password
GRAPHICS	**94**	**95**	**90**	**95**	**93**
SOUND	**90**	**90**	**70**	**90**	**75**
GAMEPLAY	**91**	**89**	**89**	**93**	**92**
CHALLENGE	**85**	**87**	**88**	**87**	**92**
PROSCORE	**93**	**96**	**90**	**93**	**92**



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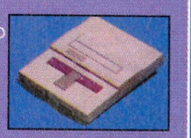
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Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, Paragon Publishing 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NT.*

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 (0202) 299955. 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!

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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



Here's a hot tip for another oldie, Back to the Future Part 3. At any point in the game, press up and A, down and A, left and A and right and A. This will automatically take you onto the next level.

BACK TO THE FUTURE III

PAC-MANIA

To access the hidden level in this game, eat all the dots while leaving the power pills alone. An object will appear in the middle of the screen where all the fruits usually are. Eat this and you will be taken to the hidden level.



GOLDEN AXE

Once all your continues have been used on Golden Axe, press up, left and button 1 simultaneously to receive 3 more lives! This comes from Tom Jenner in Reading.



SONIC THE HEDGEHOG





To get the extra life on Sonic the Hedgehog Jungle level fall down, jump onto the next platform and jump up once. Then, turn left and jump across twice to find the extra life. This comes courtesy of Craig Harper, Glasgow.

RASTAN SAGA

For infinite continues, press the following buttons: Down, left, down and both fire buttons. If the cheat has worked, the Rastan logo will turn blue and you will receive infinite continues.

MASTER SYSTEM





DRAGON'S FURY

Listen up all you pinball wizards out there. Mr C Watson of Aberdeen has found some codes. Type in PQBVHLB5K5 to obtain 99 balls and a score of 605652000!

SONIC THE HEDGEHOG

In response to our plea for some extra Sonic GG tips,Wayne Turner of Middlesex supplied us with a few. On Bridge Level Act 3, if you're having trouble killing Robotnik, read on. When he appears, run to the opposite arch, stand bang in the middle and press down. Sonic will perform a spin attack. Keep pressing down because after he emerges the second time, he'll be history. If you ever see a sideways facing spring, roll into it and at the same time press left/right. Sonic will go faster than ever before - he even goes completely off the screen! Another tip arrived all the way from Holland, from Yannis Bolman. On level 6-2, enter Robotnik's airship and you will receive 6 extra lives!





SUPER MONACO GP

To see the final sequences of the game, go to the password input screen and select World Championship mode. This will take you to the final screens. This can also be achieved by inputting CHAMPION in the same screen.

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AXE BATTLER

Stuart Chapman in Kent has sent in codes for all the levels of Axe Battler. Here we go!



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Turtle Village	AHNN	ANAB	IOCN	OAJN
Sand Marrow	IMME	KEJE	ALKD	PNOF
Holm Stock	LIAM	OBEG	MAKK	AKMG
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North Valley	LGEC	CLBP	BIOP	NICD

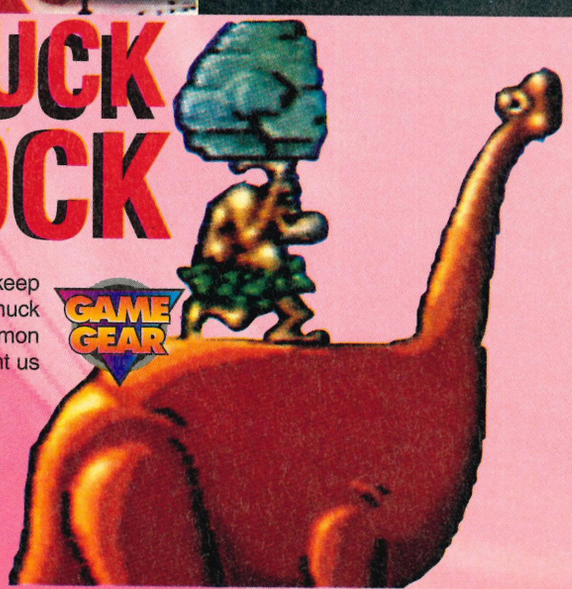
CHUCK ROCK

Level codes keep rolling in for Chuck Rock. Simon Giddings has sent us all three:

Level 2: 7G09M

Level 3: NN6E3

Level 4: 84AKC



EARNEST EVANS

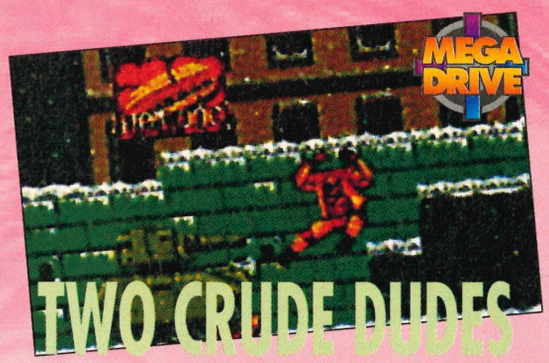
To skip a stage, freeze the screen of whichever stage you're in and press up, A, down, B, left, A, right, and B. Cancel pause and you will now have cleared the stage!



JAMES POND 2

More and more tips are coming in for James Pond 2 and an anonymous good person from Sutton Coldfield has supplied loads of them. This one, in particular, is quite brilliant: When you've got the invincibility cheat on (collect the cake, hammer, earth apple and tap in that order on the level select screen), open all the doors and go to Bubble Bath land. After completing the level, go to the tower on the right-hand side and, on the other side of it are two pillars. Jump on a pillar to be taken to a door which you might have thought was impossible to get to. Dash to the very edge of the pillar and jump quickly into the door. You'll find loads of goodies in there to boost you up!





To get an extra life on the bonus level, destroy the vending machine and a 1-up will appear!



QUACKSHOT

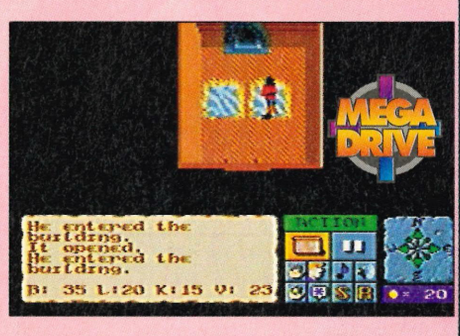
To get extra lives, go to the Viking ship and climb the mast in the elevator. At the top of the elevator, walk right and follow the rope path down. You'll get an extra life. Keep returning to the same spot for more!

FAERY TALE ADVENTURE

Ben Turner from Norfolk has sent us a cheat to see the end sequences of Faery Tale Adventure. Simply enter this code:

7R2KUL6RSZXSK6N HGSSDCB720663R12 HO785P

Phew!That's a bit of a long one!

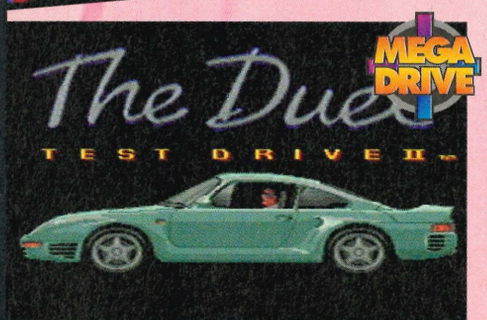


FANTASIA

When starting stage 1, go down a flight of stairs and shoot 2 small enemies. On the right 2 brooms will appear, take them to the left and shoot the first one. Loads of goodies will now appear on the stairs.



TEST DRIVE 2



To get a sound menu, press A, B and C simultaneously before you rev the car into first gear at the beginning of a race. You will now be taken to a sound menu.



SONIC THE HEDGEHOG



Not another one! During the title screen, press the C button 7 times, up and down 3 times, then left and right. Then hold down button A and press start. In stage select, set the sound number to 9E or 9F and press A or C. 9E leads to a screen full of the game's development team and 9F to the ending.



SPLATTERHOUSE 2

To select any level, press down, down, B, down, down, C and all levels will now be available for you to select.





STEEL EMPIRE

To select any level, set the difficulty level to easy, the stock to 3 and play the first sound twice, the ninth once and the second once. You will now be able to select a level.



THUNDER STORM FX

When the menu is on the title screen, press left, right , A, B and C and you will now get sound fx. Press B, A, C, A, left, left, right, left and your play becomes invincible!



STREET SMART

To get some extra lives, quickly reset the console more than 10 times and choose options from the menu. Move down to sound test and press down 3 times and A once. A new window will appear allowing you to set the amount of lives.

WANI WANI WORLD

When the Sega Logo appears press reset twice. When starting the game, the life counter will show ??? instead of a number. This means you now have infinite lives!



WONDER DOG

Mega-CD owner, Tony Underwood of Bolton has made a brilliant discovery when playing Wonder Dog. He found the passwords to all the levels. That's an extremely handy tip, cheers Tony!

Level	Code
1(Bunnyhop meadow)-	
2(Dogsville)	Mystic
3(Scrapyard)	Ankles
4(Loony moon)	Ledzep
5(Planet Weird)	Reeves





TAZMANIA



SHINING IN THE DARKNESS

A brilliant cheat has been discovered to make you very rich! To obtain millions of gold coins, take a magic item that will be useless after it's used once to a shop for repair. Make sure you've got less money than it costs and then go to sleep and pick it up the next day. You'll find that you now have loads of gold coins!

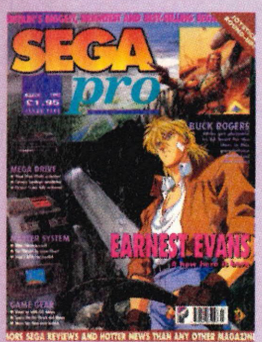
GREENDOG

If you're having trouble on Greendog then Lee Pembroke from Essex has discovered a way to get infinite continues. On cavern stage, level 1, jump over the spikes and onto the floating stone. Then jump on the next stone you see, kill the frogs and carry on jumping left. Fire your Frisbee into the mouth of the dragon to will reveal a secret room. Keep jumping over the gaps until you reach a spring which will catapult you up to some hidden treasure chests. You should land on top of one of them, so blast it with your Frisbee and it will reveal a continue. Then "kill" Greendog and keep going back to the same spot until you've got enough continues! Takes a bit of time, but well worth it in the end!



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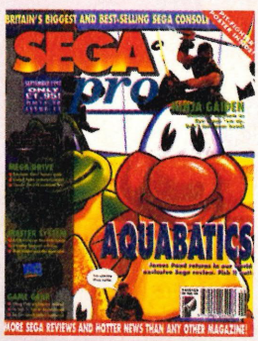
Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



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Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...



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Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...



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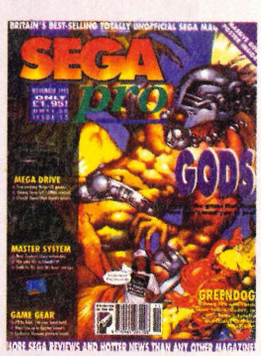
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Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...



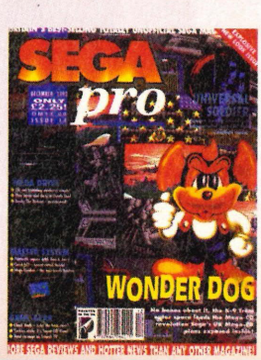
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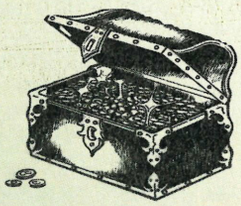
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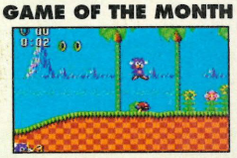
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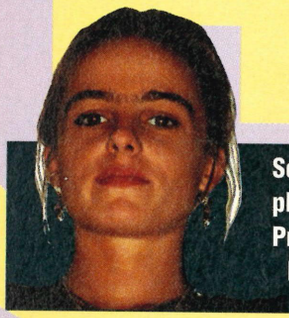
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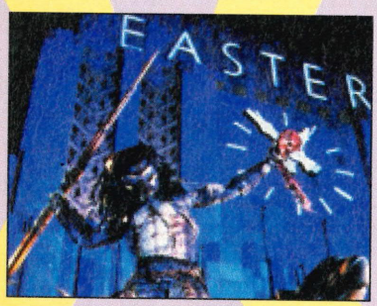


Soothing Sam Hickman has taken over the ProHelp section for all you stuck game-players. So, if you've got a problem or a helpful tip, send it to: Soothing Sam's ProHelp, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Get writing to Sam, she'll sooth your game pain!

PROHELP

Q Please help me, I know it's really poor, but I'm stuck on level 2 in *Predator*. I can't seem to kill the level guardian and I've tried everything so please help me. I'm at my wit's end.

Nicholas Martin, Essex



Well, we are in a sorry state aren't we! Quite a few guys have written in and asked for tips. To kill the guardian, pick up as much ammo as you can, but try not to use it. When you come to the end of the level, go straight up the driver's cab and start blasting away. When the cab has blown up, start on the next 2 guys. These will keep coming back unless you completely wipe them out. Keep dodging them while throwing grenades at the same time. There really isn't an easy way to do it, so just keep going until they blow up!

Q I've recently bought a copy of *Alien 3* on the Mega Drive. I have come unstuck on level 5 - where you start off on the left hand screen and work your way right until you reach a door. No matter what I do, I cannot open the door. Is this a fault in my game or is there a special way of opening it?



James Craven, Manchester

Oh dear, dear. You'll kick yourself when you hear the solution to this, but it's not that bad because a couple of other people also have the same problem. It's simple. All the other doors can be blasted open except for this one. To open it, you only need to press up on the D-pad and, hey presto, there you go, it's open! Bet you feel stupid now.

Q I've been stuck on the final level of *Shinobi* for ages. Could tell me how to kill the masked ninja? It's driving me mad, so please answer my plea.

Julian Goldsmith, Banbury

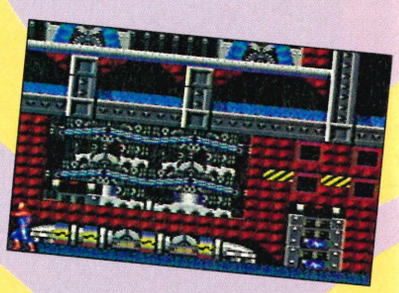


This game is really old, but it's still a firm favourite with MS owners and is a tough one on challenge. No problem though, when the first Ninja's on the ground, duck and shoot him 3 times and do the same for the second ninja. The others can just be shot when they are vulnerable. Easy-peasy!

Q I'm finding *Spiderman* on the Game Gear really hard going and no-one seems to be good enough to help me. Please can you give me some hints for playing difficult and nightmare levels? It doesn't matter what I try, I can't turn the electricity off when I come to collect the key.



D Pinder, Leicester



There are loads and loads of tips for this game, so I'll supply you with a few of the best to help you on your way! On nightmare level, after collecting the key from the Lizard's domain, go to the bottom of the screen and jump, push, jump again and you'll receive a venom suit. Also, when you get to the room that holds the key, turn the electricity off by webbing up the right-hand side of the screen until you see the blue boxes. Kick the top box and a switch should appear. Repeat this on the left-hand side to get the other switch and the electricity will then be turned off.

Q I desperately need some help on *Alex Kidd in Miracle World*, with the paper, stone scissors routine for Paperhead. Please help me.



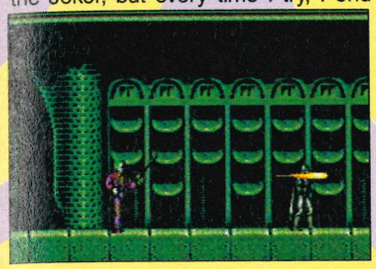
Gareth Kidman, Braintree

Another old game, but quite a lot of people write in for this solution. Here we go for the sequence!
1) Rock,Rock
2)Scissors,Scissors
3)Rock,Scissors
4)Paper, Paper
5)Rock,Rock
6)Rock,Scissors.
It is possible to defeat Janken the Great by choosing Paper,Paper.

Q I'm stuck on the last level of *Batman* on the



Mega Drive and I don't know what to do next. I've tried everything to kill the Joker, but every time I try, I end



up getting killed! You're my last hope for this game so please help me.

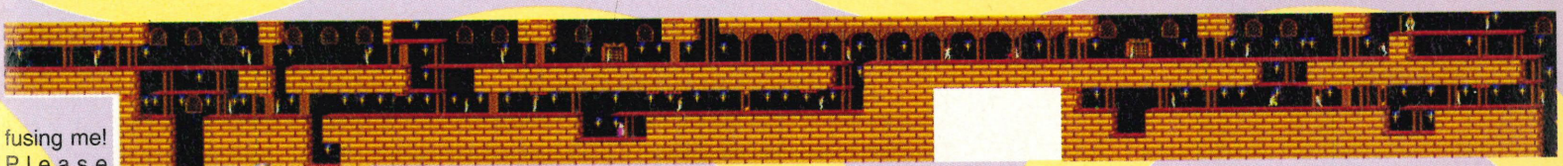
P Bailey, Essex

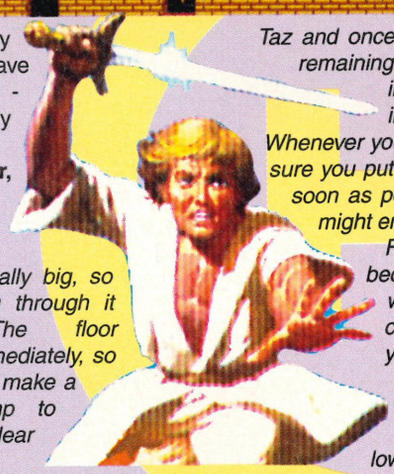
This is a real toughie and I'm not surprised that you're stuck! The Joker is a real pain to destroy, but once you know the sequence you'll find it quite easy. Leap at him once he has fired, punch him and then fall back so you don't get electrocuted. If you let him electrocute you once, it will just keep happening again and again. So, some mean dodging is the trick to use here!

PRO LEVEL GUIDE

Q On *Prince of Persia* on the Master System, I'm having problems with the baddies on level 4. In fact, the whole level is confusing me! Please give me any hints you have for this game - I'd be very grateful.

D Plummer, Rugby





Right. Level 4 of POP is really big, so I'll guide you through it step-by-step.The floor collapses immediately, so you'll have to make a massive jump to the right to clear it.

Once across the gap, hit the switch to open the door, but make sure it's fully open, or you'll fall into the abyss below. You'll be facing your first enemy by now, so make sure you've drawn your sword, or you will be dead before you know it!

A health potion awaits you after this, which will restore some of your energy and not before time, because you've another baddie to face! Defeat him using the same method as before and then run across and drop down to find an energy potion.

Just after you take this, another enemy appears, but he's not too hard to get rid of. Then, it's up to the exit to find the switch. Your reflection appears. Don't run straight into it or it will cause complete havoc. Now, all you've got to do is get back to the beginning of the level to get out! Easy? No, it isn't, but it's not as tough when you know how.

Q On *TazMania* the Mine car level is really confusing me. I can get past the first level, but the other 2 are too quick and I keep getting killed. Is there any easy way of doing this, because I'm beginning to



think that either me or my game has a fault?

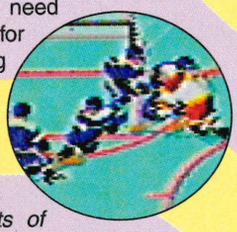
T Williams, St Helens

This is one of the toughest levels in Taz and once you've passed it the remaining levels become surprisingly easy. The trick is in split-second timing. Whenever you raise your cart, make sure you put it back down again as soon as possible. Otherwise you might end up with no head!

Follow the arrows, because they tell you the whether to raise the cart or not. The further you get into the level, the faster the action becomes and you have to raise and lower your cart instantaneously at some points.

This will probably take quite a bit of practice, so don't worry if you get killed a few times. There are also traffic lights to watch out for and when they read amber, slow down or you will definitely be killed! This is probably where most mistakes get made, so just take your time and you'll do it quite easily. After you've cleared the lights, you've cleared the level!

Q Please can you give me some tips for *EA Hockey*, because although I can play the easier levels, I keep losing against the better teams. I need some advice for goal scoring so I can beat them!

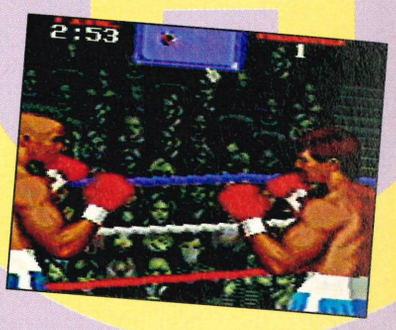


Greg Shill, Cheltenam

There are lots of really good methods you can use for goal scoring, but I'll just give you a few of the best for now. Skate right past the post as fast as you can. When you reach it, push the puck diagonally into the goal and your stick should hit the post sending the puck into the goal!

Alternatively, when the puck hits the ground after face off, collect it and dash past the first blue line. As you pass, skate diagonally so you can see the goalie trying to predict your move. Keep C pressed down and when you reach the red circle let go. You should have a goal!

As for the rest, there's loads of ways to score goals and it's what suits you best that you should stick with.



Q Can you please help me defeat the champ on *Evander Holyfield's Boxing* as he keeps knocking me out in the final? Also, do you have any hints for Immortals, I keep getting thrashed in the worm room and it's really annoying me?

L Kelley, Warwick



One thing at a time! To defeat Evander, stay close and alternate between left and right hooks. This will give him a cut above the eye and the fight will be stopped (technical KO). As for the Immortals, go to the merchant at the beginning of the level and buy some potion from him. Drink it and you will die, but you'll reappear in the room after the worms, having completed it You'll now be able to complete the level!

Q I've been playing *Midnight Resistance* for some time now, but I'm not doing too well. Could tell me what the best weapons are to use against the enemies?

T Martin, Leamington Spa



The best weapon by far is the Flame thrower. It will do the most damage to opponents and you're advised to use it whenever possible on the toughest enemies.The gun is the least effective and is also the most basic weapon. Unless you're at the beginning of level 1, you can usually do better than that! The automatic rifle is also a good weapon along with the nitro shots and the backpack.



If anyone else has any problems, then don't hesitate to write to me at SegaPro. Even the toughest problems can be solved here! That's about all for this month, but I'll be back with more help for those hair-pulling games next month!

UNIVERSAL SOLDIER

Universal Soldier was reviewed in SegaPro#14 and received a very healthy 89%. The plot centres around a group of dead soldiers who are brought back to life, using newly developed cell regeneration techniques, to fight for the good old USA. You are one of these moronic soldiers, following every order without question, feeling no pain, sympathy or remorse for your targets.

That is, until you clear out a hydro-dam which has been taken over by terrorists. After saving the hostages and completing yet another mission for the U-Sols, your memory is jogged by a face from the past: the face of your Sergeant in Vietnam. The face of a madman, driven insane by the horrors of war. In a bloody battle 20 years ago, you killed each other when you discovered him torturing two small children and now he's back and still insane.

Suddenly, you don't want to fight any more and don't want to kill. You want to live, but that won't happen until you kill the Sergeant...again...

MEGA DRIVE

Universal Soldier should really be called "Turrican 2 - Universal Soldier"! It looks the same, plays the same and is still a damn good blast! It's based (albeit very loosely) on the film of the same title which starred Dolph Lungren and Jean-Claude Van Damme. A lot of the story and mechanics of the film are not evident in the game, but, then again, they would've been a bit difficult to introduce.

As the renegade U-Sol, you must blast your way through 11 levels of treacherous terrain filled with creatures of all shapes and sizes. The rest of the U-Sol army is after you and they appear all the way throughout the game. There aren't level guardians on every level and most of them are incarnations of the Sergeant.

Mr U-Sol has a number of weapons at his disposal, the best of which are the Bouncing Plasma and Laser gun. These should be picked up whenever you see them as they will increase your firepower tenfold. He also has a laser beam which is activated by standing still and pressing fire. Use this to clear away obstacles and flying creatures, but apart from that, it's pretty useless.

Pushing down and jump turns U-Sol into a spinning, spiked wheel! This grants you temporary invincibility and you can also drop time delay bombs behind you. Some of the secret bonus rooms and passages can only be accessed by rolling along very thin corridors, so practise jumping onto a platform and instantly turning into the wheel. There are also a limited number of "Ripple" shots. These are two lines which scan the entire screen, killing anything they come into contact with. Use them wisely, as they are very sparse throughout the game.



Should the action become too frenzied for you brain to comprehend, press all three fire buttons together and you'll erupt into a orgy of fire-power, destroying everything in your path. It can only be used once per life, so it's wise to save it for the level-guardians unless you get into real trouble.

The levels are full of secret rooms, extra lives and gems. Collect 100 of these golden beauties and you'll be rewarded with an extra life - you're going to need all the help you can get!

GENERAL TIPS

● First of all, arm yourself with a decent auto-fire joypad. The game calls for huge amounts of blasting and you'll save your fingers a lot of hassle.



● Touching an enemy U-Sol or a creature will do you more damage than if they shoot you. If you get into a tricky spot, immediately turn into the spiked wheel while you try to find a way out of the melee.

● Save your Super-Weapon for the Level-Guardians. The rest of the game can be completed with ordinary guns and weapons whereas the guardians need a little more firepower to crack their armour plating.

● There are loads of tricky jumps in the game, so position yourself well and ALWAYS use the jump button on the joypad rather than pushing up on the D-pad. This gives you more control to make those pixel-perfect jumps every time.



● Keep an eye on the time. You can go hunting for points and power-ups as long as you have enough time. If you don't, it's a wasted life.

● Explore! There are loads of secret rooms and tunnels to explore and while many have been listed here, no doubt some have slipped through undetected.

● As soon as an extra life is collected, it will not re-appear if you return to the same place, so don't waste time trying it.



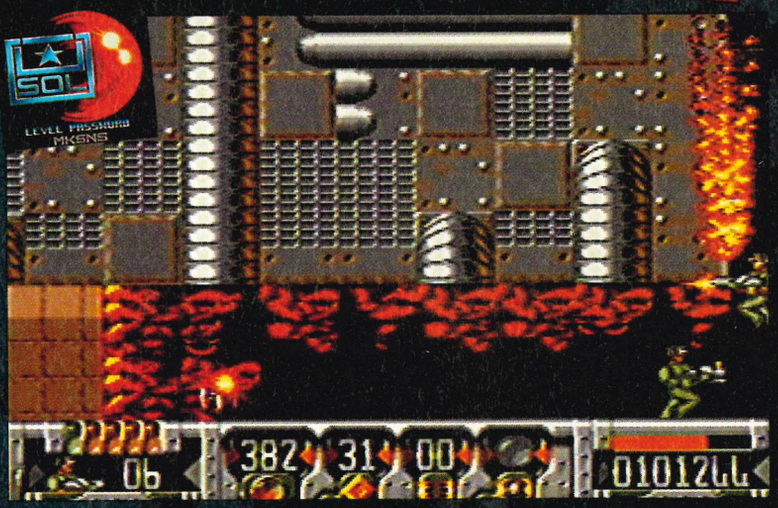
LEVEL 1 - NO PASSWORD

There's a secret power-up box above your head just to the left of your start position and there's another one halfway up the first cliff as you go right. When you fall down the cliff, you'll see a spike-pit at the bottom. Turn into the ball and roll into the pit and to the left. You'll end up in a secret room filled with goodies and if you keep rolling left two extra lives will be yours!

The bees which nests on this level (they also make appearances on other levels, too) can pose quite a hazard if you don't know how to handle them. Instead of jumping through them, stand still and activate your laser and roast the little bleeders!

The level itself is very straightforward. Just keep firing and don't stop for anyone, or anything!





LEVEL 3 - MKSNS

Not much to this level, at all. Explore and you'll find a whole host of gems and power-ups. There is only one extra life on this level and you need to go left when you start and fall down the hole in the floor. Don't shoot the power-up boxes yet as you need to use them as platforms to jump up and get the solitary extra life. After you've collected this, feel free to blast everything to your hearts content.





LEVEL 2 - CHSGM



Yet again, there's a secret power-up box to the left of you start position. It's on top of a little hill on the far left-hand side of the screen. There's another one on top of the middle pillar a few screens to the left.



For an easy extra life, jump onto the tallest pillar that you see just after you've splashed your way through the water and follow the grey blocks up and left until it falls onto your head!

The waterfall is a long drop and you need to be in the middle of it as you fall or you're dogmeat. If you head left at the bottom of the waterfall, you'll find a secret power-up box and a few gems. After you've collected these, head right, up and then right to reach the first level-guardian.



LEVEL GUARDIAN

Simply give him a taste of your Super-Weapon (You still have it, don't you?) and then retreat to the far left hand side of the screen. Jump over his laser blasts, give him a few shots to the head and you can be sure that he'll make a quick retreat.

pro TIPS — UNIVERSAL SOLDIER



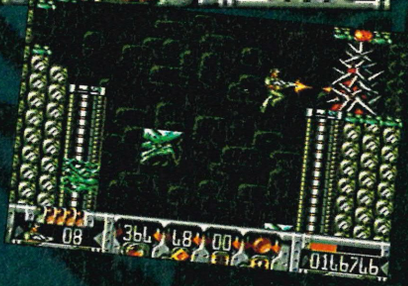
LEVEL 4 - SGGBY

To start with, head up and right and roll right down a small tunnel to reach another secret room with loads of power-ups. If you go right again, you'll find an extra life just waiting to be collected.



This level sees the introduction of some new obstacles. The worst of these is the cone that looks like it's been mated with a Cactus plant! When you shoot these, they release a stream of spiked balls that travel quite slowly but do a lot of damage. Shoot these from a distance for maximum safety.

When you reach the underwater zone in this level, head down until you reach a vertical shaft. Head down this and then turn left to collect an extra life.There's another one on the far right-hand side of the underwater section, halfway up a cliff-face, but it's protected by a rather large fish.



LEVEL GUARDIAN

This one takes the form of a giant gun in the centre of the screen. Use you Super-Weapon when it's fully extended and then either turn into the spikey ball and just roll along the small pit that it extends from, or wait until it starts firing and then roll or jump to the other side of the screen and shoot it while its back is turned.





LEVEL 5 - JLGPH

When you start this level, you'll be confronted (after a bit of a walk!) with a platform in mid air. Jump on this and push down and you'll drop to the bottom of the level. On your way down, you may have noticed the extra lives about halfway down the lift shaft. As you can't leave the lift once it has started to fall down the shaft, the only way to reach these is to cut the Hex-web that lines the shaft into make shift platforms with your gun. There are seven extra lives waiting for you up there, so it's worth the hassle of battling your way to them.

The rest of the level is made up mostly of corridors with missile launchers in them. These are easily dispatched and should cause you little worry or damage.

LEVEL GUARDIAN

Helicopters appear on the right-hand side of the screen (three in all) that simply fire missiles at you. Hide behind the wall, jump and fire (I hope you have a decent weapon handy!) and they'll plummet to the ground in a ball of super-heated gas! You don't need the Super-Weapon for this lot, so just rely on your guns.

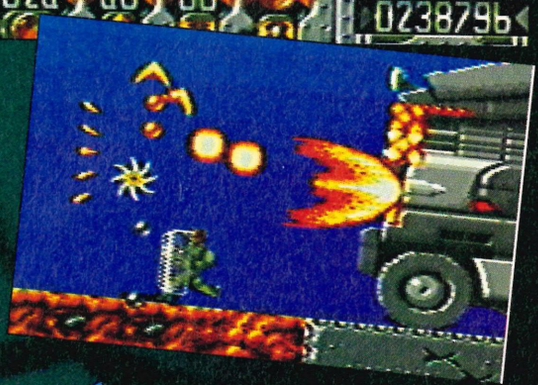


After you kill the guardian, fall down the cliff and jump up the hex-web, which is stuck to the left-hand wall, to reach an extra life. You will also see a moving platform just below you. Jump on this, then onto the next that appears to the right and push down for a short-cut to the exit!



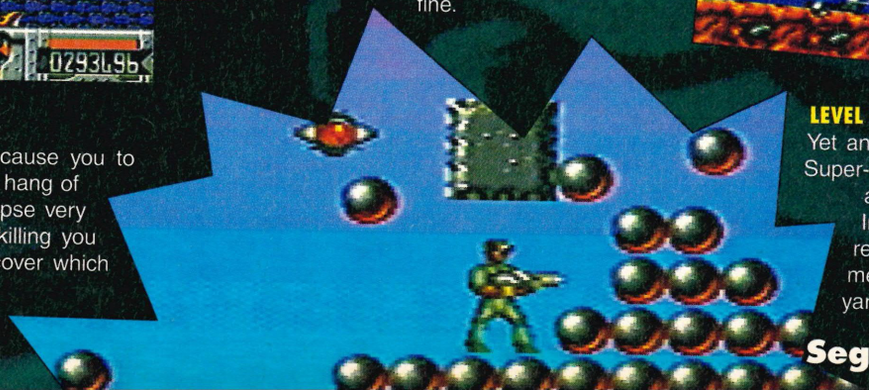


right and then quickly pull left so you land safely on the same section of floor. If there are any booby-trapped sections in front of you, they'll detect your presence and fall away, allowing you to continue in safety. The rest of the level is a maze of blocks, passageways and water. Just keep heading right and you'll be fine.



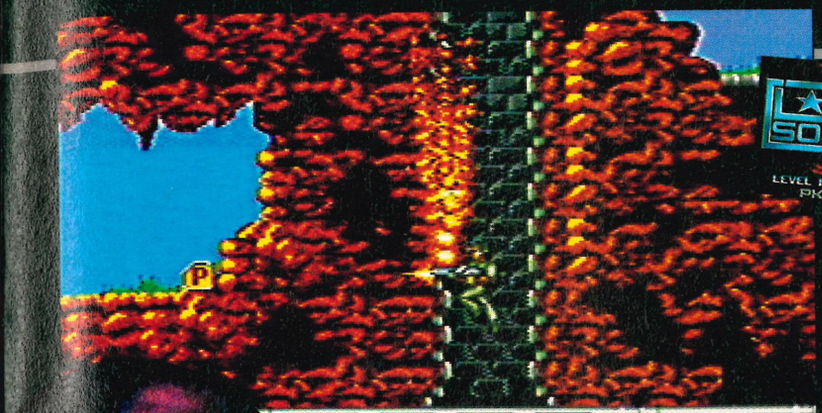
LEVEL 6 - JDRSD

The first section of this level will cause you to loose a lot of lives until you get the hang of it! Some sections of the floor collapse very quickly when you tread on them, killing you instantly. The best method, to discover which ones they are, is to jump to the

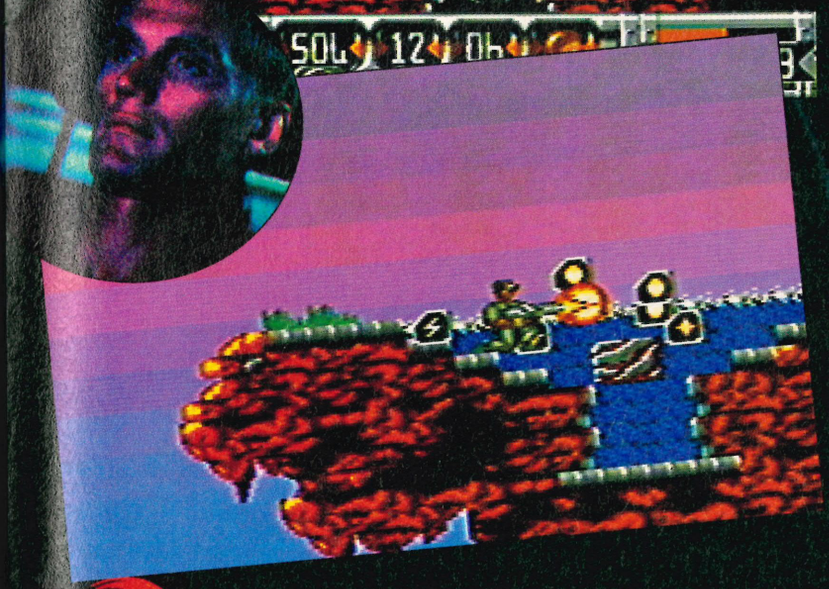


LEVEL GUARDIAN

Yet another easy-peasy boss! Use your Super-weapon and then jump over the armoured guards and blast away. In no time, the truck will be reduced to a mangled heap of metal, suitable only for the scrap yard!







LEVEL 7 - PKSND

This level is set in the motel which appears in the film. Once again, there's a secret tunnel to the left of the start point which leads to a secret room with oodles of power-ups and gems. Don't spend too long in here, though, as time is very short. Get what you need and head off for the rest of the level. The motel is a maze of stairs and platforms, but just keep heading right and you'll find yourself in a set of caves. Now, head up the first small shaft you come to and proceed left, jumping onto the platforms in mid air. Head up, then right and you should find yourself at the exit. Easy peasy, and no level-guardian in sight.

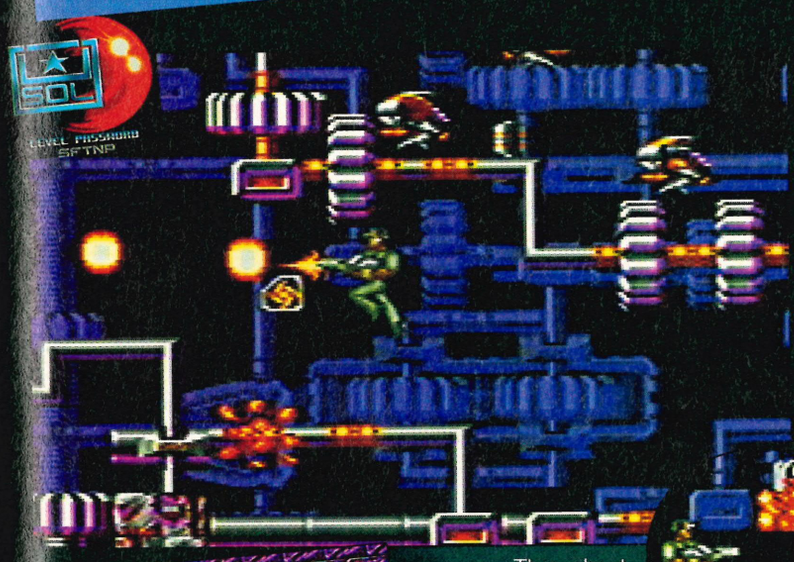


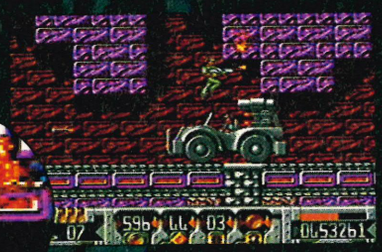
LEVEL 8 - CWBPM

The mini ED209's make a come-back on this level! All the way through, you'll see them perched on top of a pillar looking quite innocent. They will breath fire (!) towards the ground in front at regular intervals which, if touched, will drain your energy quicker than water passing through a sieve! If you run right for a short while after the start point, you will come across an extra life sitting behind one of these fire-breathing robots. Just turn into the spiked wheel and roll underneath it to collect the life.



After a while, you'll fall down a large pit into what looks like a dead end. Not so! Just roll into a ball and head to the left, and you'll pass straight through the wall and into the next section of the level.





LEVEL GUARDIAN

Oh, Lordy! This is too easy! Blast his head and then let him have it with the Super-Weapon for an easy victory!

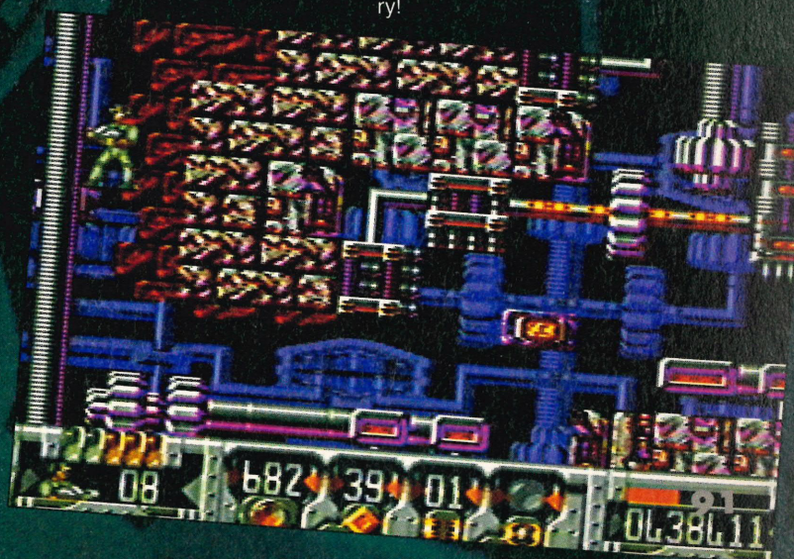


LEVEL 9 - SFTNP

The first obstacle you will come across is a conveyor belt (which moves from right to left when you want to go from left to right!) with spiked pistons positioned along it. Time your run carefully, as a piston in the face will deplete a lot of your energy. Throughout the level, giant gears and cogs will drop towards you. Blast them to bits, but watch out for the shrapnel as it will do just as much damage if it hits you. The rest of the level is a maze constructed from cogs and gears of some unknown alien machine. There are very few power-ups or extra lives on this level. Keep blasting and you'll win through in the end.

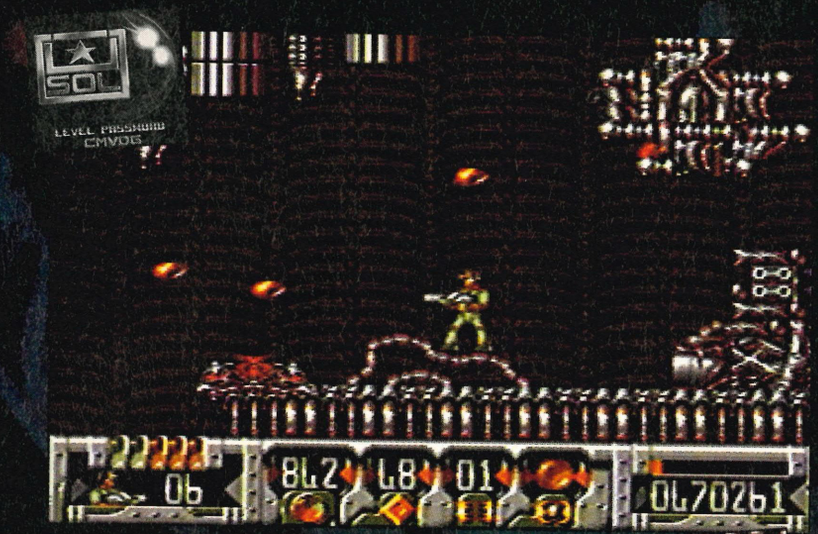
LEVEL GUARDIAN

These jeeps cannot be killed (funny sort of Guardian if you ask me!), but you can jump over them and jump over them you must, because they're blocking your way out! If this wasn't enough, they fire a volley of missiles towards you and there's also a conveyor belt for you to traverse! Phew! Stock up on your energy before you tackle this bit, keep firing and jumping and you'll make it without too many problems.



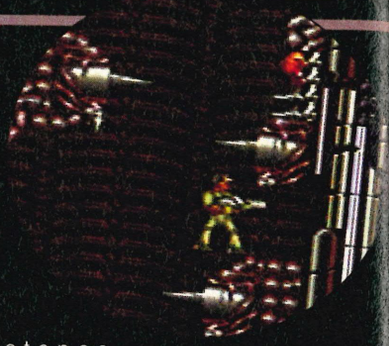
UNIVERSAL SOLDIER

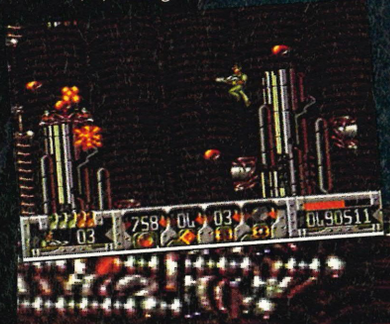




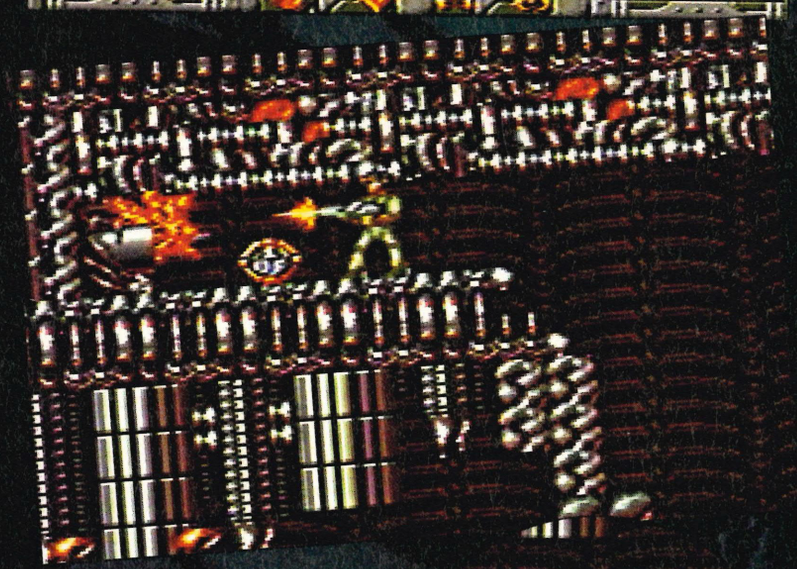
LEVEL 10 - CMVDG

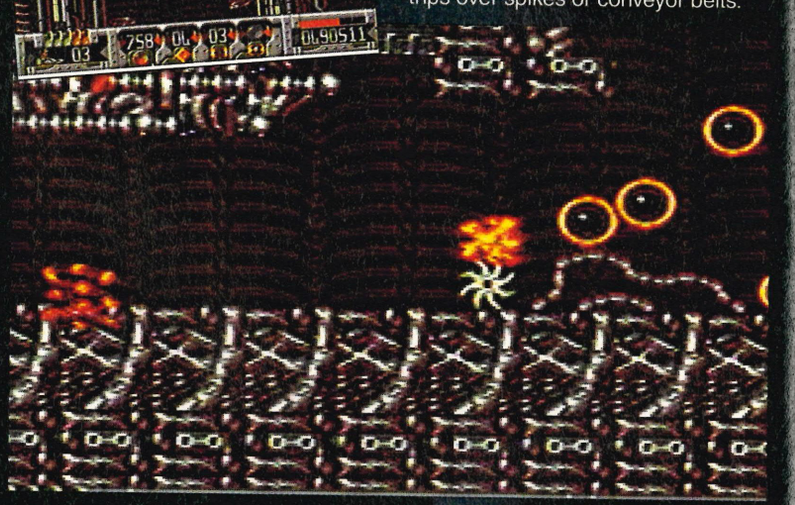
Weird! This level would look more at home the Alien 3 game! Spikes galore and a whole lot of nasty aliens make life very tough for out intrepid hero, but with a little patience and a lot of blasting, you'll make it through. The spikes cause only minimum damage and the cylinders that they protrude out of double up as handy stepping stones.





Mini tanks are found everywhere and once the driver has been shot off the top, you can either use them as platforms to reach those high bonuses or you can jump on them and drive them around the level. They can't jump over obstacles, though, so they're only much use for short, quick trips over spikes or conveyor belts.

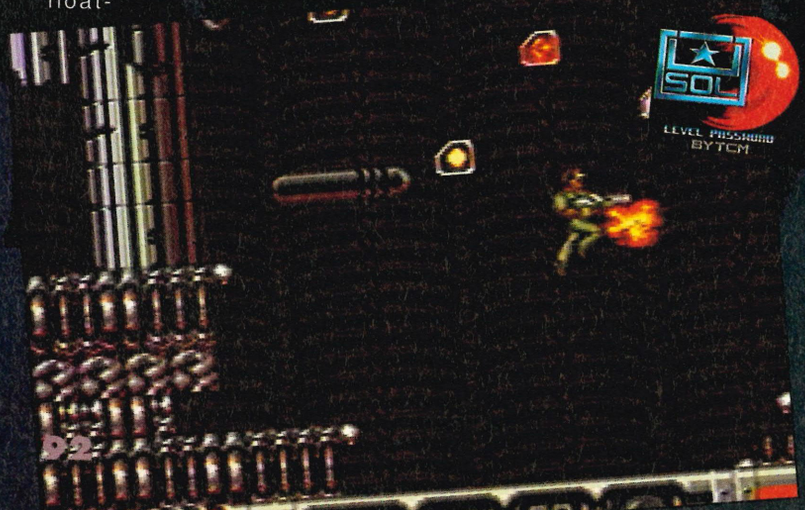




LEVEL 11 - BYTCM

The last level! The whole idea of this is to make it to the top of the level by using the platforms that shoot upwards as soon as you step on them. If you look closely, they also have a little timer on the left-hand side. This starts counting down as soon as you step on it and when the counter reaches zero, the platform explodes leaving you hanging in mid-air unless you're quick enough to jump onto the next one. There are also copious quantities of power-ups floating throughout this level. It's a good idea to grab a few energy boosters and the laser weapon for the final boss.





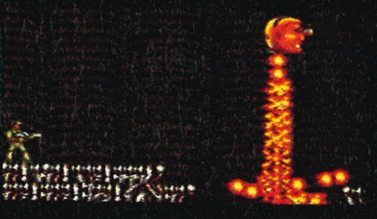
FINAL GUARDIAN

This is a giant version of the level 1 Sergeant, but he comes complete with a very nasty laser gun and a jet pack. Use your Super-weapon and then retreat to the far left-hand edge of the screen. Duck or jump over his shots and blast him to pieces. If he takes off with his rocket pack, stay on the left edge of the screen and just keep on going. Eventually, he'll wear down and finally explode in a huge fireball which climaxes with his head shooting up the screen with a tail of fire behind it. You will then be treated to the solitary end screen and your highscore. (Note to Ballistic: Why is there only the single screen for the end sequence! What a waste of what could have been an excellent animation or series of digitised pics). The End.











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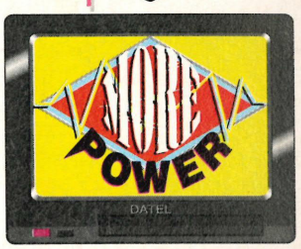
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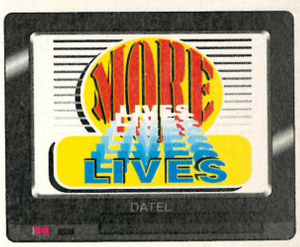
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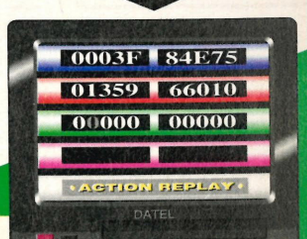
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Lemm

Are you one of those people who has bought Lemmings and loves it, but can't get past a certain level? Not surprising, really, since it involves maximum brain power, fast gameplay and has an extremely high frustration factor! This is one of the most addictive games of the year and, if you're like us at SegaPro, you won't be able to leave it alone for more than five minutes without going back for just one more try! Well, being all nice and kind, we've got hold of every single Lemming code that's ever had the pleasure to grace a Sega console! From Fun to Tricky, Taxing to Mayhem, Present and Sunsoft, they're all here, so you can put that hatchet away, things aren't that bad yet!

- MEGA DRIVE (UK VERSION) -

Lev	Fun	Tricky	Taxing	Mayhem	Present	Sunsoft
1	ROPWM	LPPZM	XPPWM	RQPZM	BEONR	VEOQR
2	NSHNU	NWHQN	PUHZU	XXHQN	NIQQZ	JOQHS
3	TOPWM	ZPPLN	PQPIN	RTPLN	PHOZR	POOMT
4	PSHNU	TWHQN	TWHZU	BHHBP	VRRAB	VXQRT
5	HNPPQ	ROPER	PRFBR	DZFOS	ZOOCX	JQORX
6	DRHGY	PXHJR	BCIDA	FIHUS	LTRFF	BIQOV
7	JNFPQ	BRPER	LYFLS	DCFBT	DSOOX	ZDOJV
8	FRHGY	VXHJR	PEIDA	FLHGT	TERXC	JLQAW
9	ZOFWM	VSPLN	NCFTO	JGPIP	ZEONR	VIOCS
10	VSHNU	BGIIP	VGHWW	TVHEN	LJQQZ	NYQRT
11	BPFWM	NZFVO	FDFFP	NRFZ	DIOZR	PSOYT
12	XSHNU	HGHBP	JJHWW	TYHQN	TSRAB	VBQEU
13	PNFPQ	PYFOS	PEPYS	VQFER	XPOCX	ROOKV
14	LRHGY	DHHUS	RQHGY	XZHJR	JURFF	IYQBW
15	RNFPQ	PAPPS	DNFPQ	ZZFOS	BTOOX	DUOWV
16	NRHGY	JHHUS	FTHGY	BJHUS	VRRYC	RHQMX
17	JIFXM	LVPWO	PKPXM	HXPWO	DLOPR	FYOOT
18	PMNOU	NCHOP	NORAV	NEHOP	PPQSZ	THQGU
19	LIFXM	ZVPIP	XKFJN	HAPJP	HOOBS	ZJOSR
20	HMHOU	TCHOP	BRHAV	VBHHN	XYRCB	FTQXR
21	ZGFQQ	RUFBT	XLFCR	XTFUQ	BWOEX	TLOXV
22	VKHHY	PDHHT	JWIDA	ZCHAR	NARIF	LBQNX
23	BHFQQ	BXFBT	TSFMS	XWFGR	PZOQX	JXOHX
24	XKHHY	VDHHT	XYIDA	ZFHMR	VLRZC	TEQZX
25	RIFXM	VYFIP	VWFTO	DBFON	BHOPR	FCOBU
26	NMHOU	BOHFN	DBHXW	NOHDP	NQQSZ	PXHNC
27	TIFXM	NHPAN	NXFFP	HKPYO	FPOBS	RRKUC
28	PMHOU	HOHPN	RDHXW	NRHPP	VZHCB	XAMAD
29	HHPQQ	FGPTQ	NYPYS	PJFDT	ZWCEX	PZKXH
30	DLHHY	DPHYQ	DXHIY	RSHIT	LBRIF	DJHPI

- MASTER SYSTEM AND

Lev	Fun	Tricky
1	--------	RECJTHOD
2	TGNBVLWM	YOBDGNBU
3	ZTGNBUIQ	JTHPGFDY
4	BDGMZSEJ	RDHPGFEC
5	TGMZSFKU	WMZSEJTG
6	JSFKVLWN	MZTHPGGF
7	BUIQBCFK	DZSEIRCE
8	UJTGMYRD	IQBCFKVL
9	HODYRCFK	WMYRDGMY
10	VKLVWMZS	RDGMZSFK
11	FLXPGGGG	VLXODZTH
12	GFECXPGF	PFECXPFE
13	DZSEJSFK	BUJTHQEC
14	UIQAABCE	XOECWNBU
15	JSEJTGMY	JSFKVKUJ
	QABDGNBU	THODZTGN
	IRCEIQAA	YOBCEIRD
	BCFLWMZT	HPFDZTHP
	GMZSFLWM	FEBVLWNB
	ZSEIRCFK	UJTHPFEC
	UJSFKVKU	WNCWNBVL
22	JSEJSEIR	WMYRCEJT
23	DGNCWMYR	GNBUIQAA
24	DHPFDYQA	ABDGMZTH
25	AABDHODY	ODYRCEJS
26	QBDHPGFE	FKUIQBDG
27	CXODYQBD	NBVLXPGG
28	HPGGFECX	FDYQBDGN
29	ODZSEJTH	BVLWMZTG
30	PFECXODY	NBUIRDHO

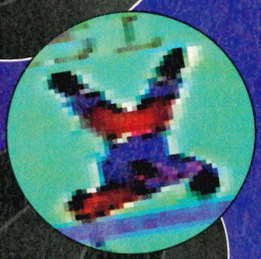


AME GEAR CODES

Taxing	Mayhem
ECWMZTGM	--------
ZSFKUJSF	GGFDYQBC
LXPGFDYR	FLWNCXPG
CFKVKUJT	FECWMYRD
GMYRCFKU	HOEBVKUI
JTHPFECK	OBCEJSEI
PFDZSFLX	RDHPGGFE
OECWMZTG	CXOEBVKU
NBUJSFLW	IQABDHPF
MZSFLWMY	DYRCEJTG
RCFKUJSE	NCXOEBUJ
IRCEJSEJ	THOECXPF
SEJTHOEC	DYRCEIRD
WMYQBDGM	GNBUJTHO
YQAAAAAB	DZSFLXPF
DHODYRDG	DZTHODZS
NCWNCWMY	EJTHPFDZ
QAABDHPG	SFKVLWNC
GGGFDYQA	XPFDYQBD
AABDGMYR	ODYQBCFL
DHODYQAB	XOECWMYQ
DHODYQBD	BCFLXPGF
GNCXPGGG	EBVKLWM
GFDZTHPG	TRDGNBVK
GFECWMYR	VKUJSFLX
CEIQABDG	PFDZTHPF
NCWMYRCE	DZTHPGFD
IRDHODZS	YRCFKVLW
EJTGMYOB	NCWNCWNC
DHODZTHP	WMZTHPFE

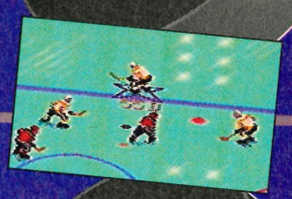
- MEGA DRIVE (US GENESIS VERSION) -

Lev	Fun	Tricky	Taxing	Mayhem	Present	Sunsoft
	---------	--------	---------	--------	--------	--------
	XTDYD	YFDTD	MWDYD	NZGJW	HCNFD	BRGPW
	QWKYN	MSJXX	ZJKWP	PVJXX	TDNMH	QSMNQ
	NDDTD	ZFDWF	CRDQF	HLDWP	SPGGX	HVHCB
5	SWKYN	TSJXY	DNKWP	KNKPB	DXNCL	FMMFT
6	FTDVM	TVDXN	VKDSN	PQDPR	RXHYJ	GZHBL
7	KMKBX	HMKZG	BSIPB	HHKRK	XBNCV	ZQMSX
8	MMKBX	OMKZG	FWLPB	HWKNL	WMHWK	MHRRP
9	VDDTD	LKDWF	SNDHJ	JTDKK	HGNRP	KGMQY
10	ZWKYN	DMKPB	TRKKT	GHJBK	RBGKW	HHGMX
11	XDDTD	PYDMJ	WYDDK	NXDYD	XFNMH	BNMPT
12	CXKYN	LMKPB	XVKKT	GWJXX	HYNCL	NLHZB
13	PTDVM	LPDPR	PSDGS	LYDXN	VYHYJ	LCMCV
14	TMKBX	YFKRK	VLKBX	DQKZG	BDNCV	XLHTF
15	RTDVM	KSDPR	XSDVM	QRDPR	ZNHWK	MNHSY
16	WMKBX	GGKRX	YPKBX	JJKRK	RNNTP	YDHRG
17	VHDVD	SGDPJ	GLDVD	ZJDPJ	RMGNW	BHNKC
18	ZZKZN	GFKNC	DPKXP	SHKNC	XQNQH	PLHHB
19	XHDVD	RRDLK	GWDRF	ZXDLK	WBGLX	DNMGB
20	CBKBP	NFKNC	HSKXP	DSJPX	HKNHL	VZGSW
21	PXDWM	NHDNS	YPDTN	JYDFN	VKHDK	SRMVP
22	TQKCX	BYKPL	FXLQB	BMKHG	BPNGV	TPHSG
23	RXDWM	MLDNS	HFDLR	JKDCP	ZYHZK	NLNLC
24	WQKCX	JYKPL	JBLRB	BBKFE	LSNVP	ZBHKK
25	FJDVD	FWDLK	WSDJJ	CYDZF	VNGNW	XZNHD
26	KBKBP	XJJCX	XWKLT	ZZKSB	BSNQH	VBHFC
27	HJDVD	JWDZD	ZDDGK	HRDRJ	ZCGLX	CTMRP
28	MBKBP	FXJCX	BBKMT	ZPKQC	LLNHL	PRGMX
29	YXDWM	FMDCN	SXDHS	FSDQS	YLHDK	MJMPQ
	DRKCX	SCKFG	FXKFX	XJKSL	FQNGV	SZHFK





MEGA DRIVE



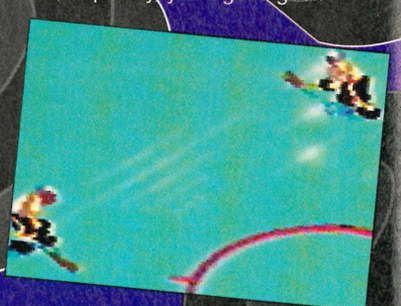


NHLPA HOCKEY 93

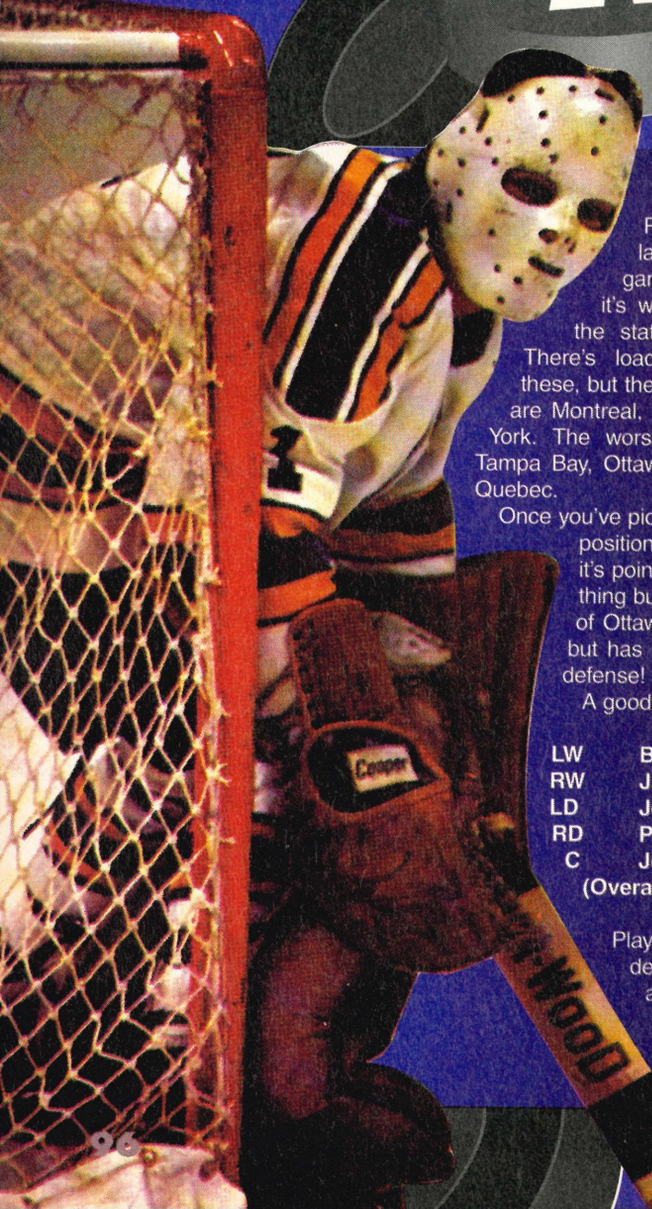
NHLPA Hockey '93 is the sports sim of the moment! This exciting follow-up to EA Hockey has some new mean moves and a whole barrel load of stats to keep you occupied into the early hours! The following pages give you a few tips on how to score breathtaking goals and show you how to use extra-mean tackles. For all those non-stats fans, there's also some good hints on how to beat the toughest teams and become the league champion!

COMBINATION MOVES

It's easy to confuse the lower league teams such as Tampa Bay by using combination moves such as passing backwards and forwards and from side-to-side. This should confuse them long enough, enabling you to get the puck down to the scoring end and, hopefully, you'll get a goal!



However, if you use this technique with the better teams, you'll lose the puck before you know it! Against them, you'll have to depend on a combination of speed and cunning to produce those winning streaks. If you're quick enough, you could pass the puck right up the pitch from defence to the offense in 2 moves! This will probably confuse most team players. After you've carried these moves out, you'd better follow it up with a quick shot on goal or the opposition will catch up and grab the puck back!



PLAYER SELECTION

Rather than launching into a game straight away, it's worth checking out the stats on the teams. There's loads and loads of these, but the best teams by far are Montreal, Chicago and New York. The worst are newcomers Tampa Bay, Ottawa, San Jose and Quebec.

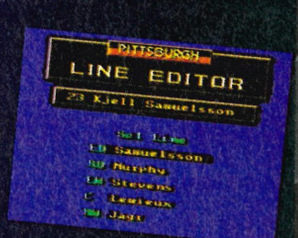


Once you've picked your team, start considering who is going to play which position. Although it's best to pick players with good all round skills, it's pointless choosing teams which have medium abilities in everything but no outstanding skills. For instance, Chris Lindenberg (33), of Ottawa, only has an overall score of 48, which is not too great, but has defense awareness and speed of 73 - a good one for the defense!

A good team for New York would be as follows:

LW	Brian Leetch (2)
RW	James Patrick(3)
LD	Jeff Beukboom
RD	Per Djoos
C	Joe Cirella

(Overall score=9 if playing at home)

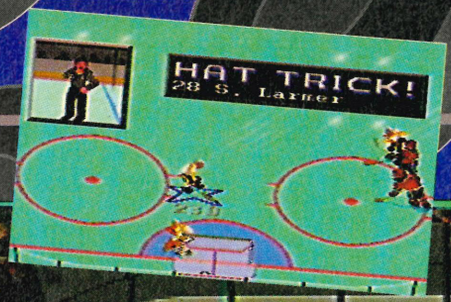


Player selection should also depend on who you're playing as well as who is the best. Play on the other team's weak points by placing a team member with strengths in those areas against them. Don't forget about those right and left handers as well!



HOW TO SCORE GOALS!



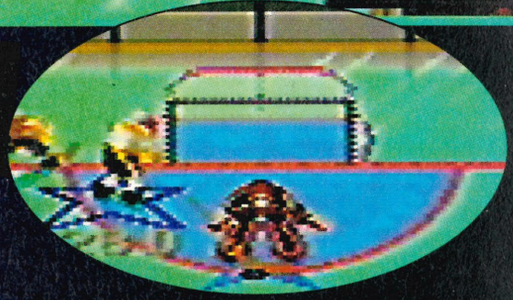




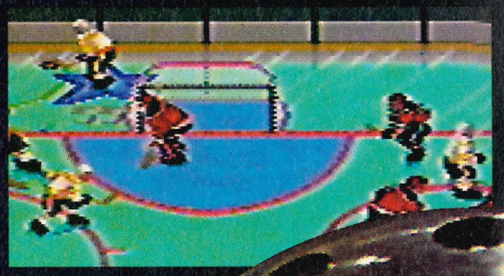




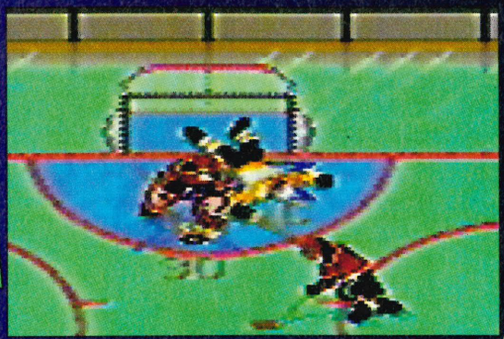


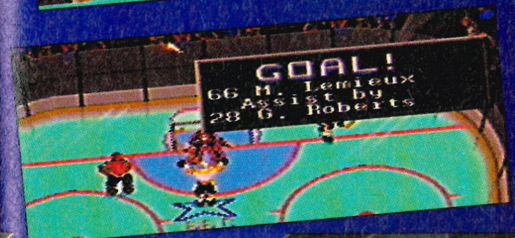












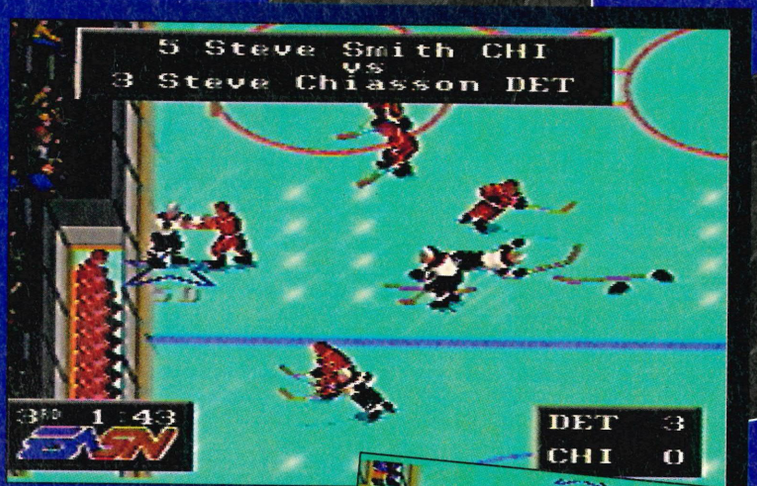
Positioning your shot into the bottom right corner is always a good one! Scoring goals largely depends on the goalkeeper. Again, the weaker teams seem to have the easiest goalies and often leave huge parts of the goal open! Use the combination moves to confuse them and then whack the puck in when they're suitably disoriented!

The goalies work in the same way as EA Hockey, so if you watch them for a while you'll be able to work out their routine moves. A sure way to get a goal is to skate back and forth across the goal mouth until the goalie can't keep up, and simply tap the goal in! Alternatively, get your striker to skate up towards the goal in the direction of the goalie. At the last minute, slam into him, so he falls over, and knock the puck into the back of the net!

You can also try rounding the back of the net to confuse the goalie, before speeding back to the front before he knows what's going on!

If you're very near the goal and there's too many players crowding you, smash the puck into the perspex behind the goal, making sure you have a player there to pick it up. The goalie will then trail after it, leaving an open goal just waiting for you to smash the puck in for a swift one!





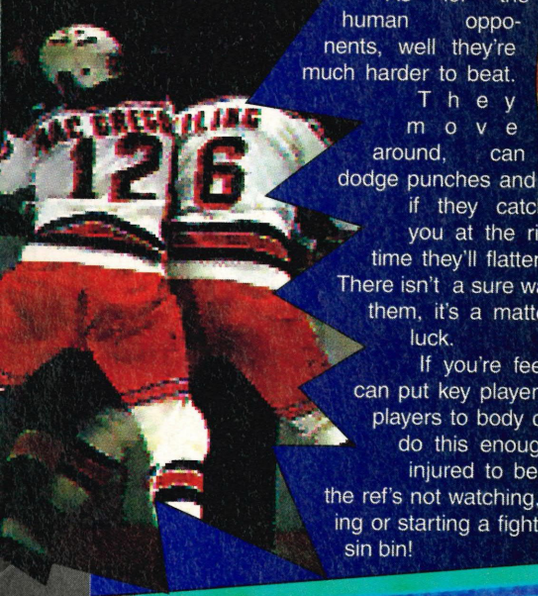


FIGHTS

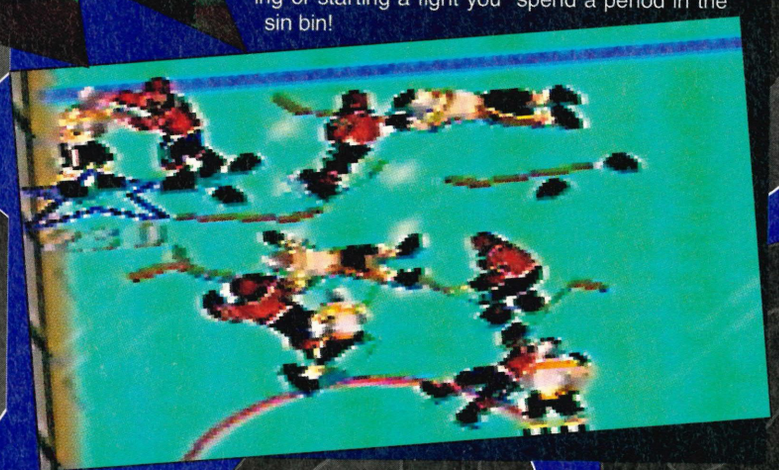
Try to get the first punch in or you'll be flattened before you know it! As in EA Hockey, computer opponents seem to be nailed to the floor and can be tough fighters if you're timing is not spot on! If you're flagging, hold the player, duff him in the stomach and then the head to keep your chances alive. Keep doing this and he'll surely go down!

As for the human opponents, well they're much harder to beat. They move around, can dodge punches and if they catch you at the right time they'll flatten you! There isn't a sure way to beat them, it's a matter of timing and luck.

If you're feeling particularly ruthless, you can put key players out of the match by using 2 players to body check them a few times. If you do this enough, they should be sufficiently injured to be out of the game! Make sure the ref's not watching, though. I you're caught fighting or starting a fight you spend a period in the sin bin!









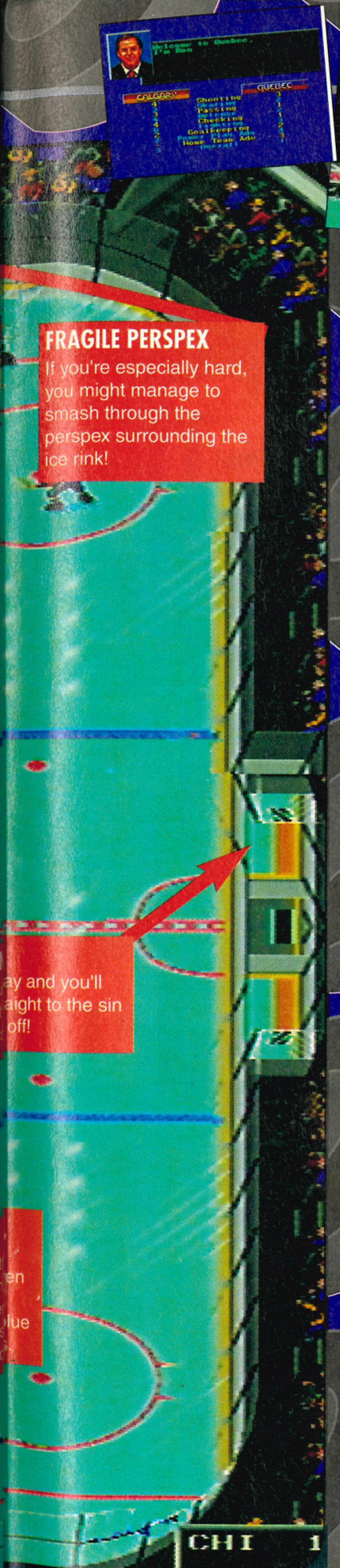
FACE-OFF SPOTS
When there's a foul or a stop in play, you'll have to go to these spots for a face off to sort it all out!

SIN B
Any to be se bin to

OFFSIDE LINES
If you're playing w offside penalties o any offensive play cannot be past the lines before the pu

TIME KEEPER
Choose the duration you wish each match to be in the options menu.

ON THE ICE



When you play NHLPA Hockey, there's various points around the rink you should look out for.

FRAGILE PERSPEX

If you're especially hard, you might manage to smash through the perspex surrounding the ice rink!

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OFFENSE

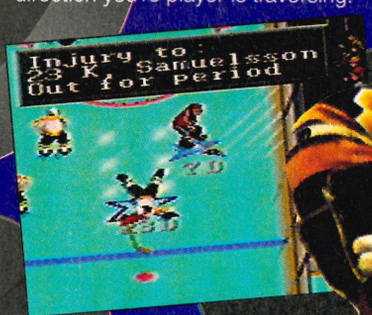
If you want your offense to be super players, then practicing accurate shots is the best method to employ. Then, you'll be able to pass backwards, forwards and sideways properly in a series of swift moves. This will have the opposition tripping up all over the place! It only really works if you're playing the computer, though, as most human opponents will know what you're up to!



If you are anticipating the outcome of a shot, press B immediately after you have passed the puck to control the receiving player. If you don't do this, the puck will be left clear and the opposition will probably pick it up.

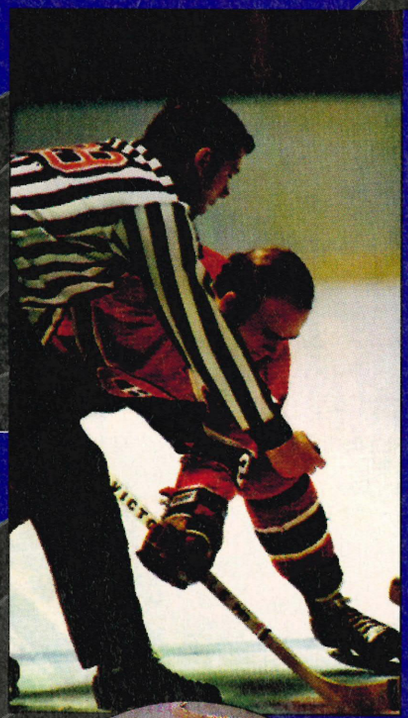
DEFENSE

If you've played EA Hockey, you'll know that the hardest thing to control is the players' skidding! This is also true of NHLPA, but, after playing for a while, predicting the length of skids should come naturally. If you want to stop quickly, then just press the D-pad in the opposite direction to the direction you're player is traversing.



Defense needs to be really co-ordinated and especially brutal, so use the hooking movement whenever possible to trip up other players. If you're using this move, then the best time to use it is when you're behind an unsuspecting player. You can then go round the front of them, collect the puck, and off you go!

Mark the opposition closely and then go in for the kill as soon as they make a move to shoot. The puck will probably fly off at an angle, but at least it's out of the danger area! If you're really hot, then you could try scoring from the defence. It will always surprise the opposition!

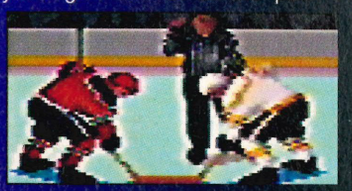


FACE-OFF

When you're doing a face off, watch the small screen at the top

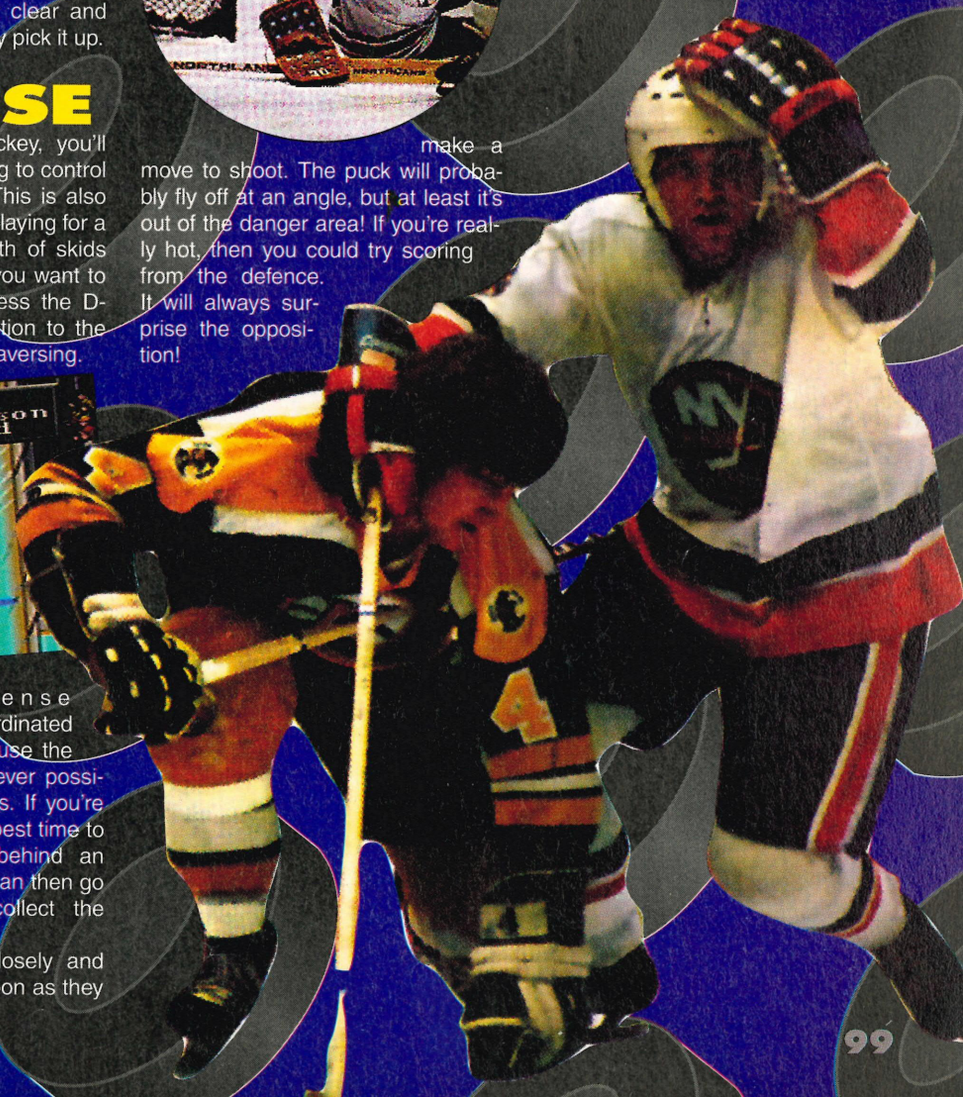


right hand corner. Also, wait for the ref to drop the puck, rather than getting in there straight away. You can then time your move so that you'll gain control of the puck .





Practice passing from one player to the other and then smashing the puck really hard to your scoring end. You'll have to be really accurate to get a goal this way, but it's not impossible!



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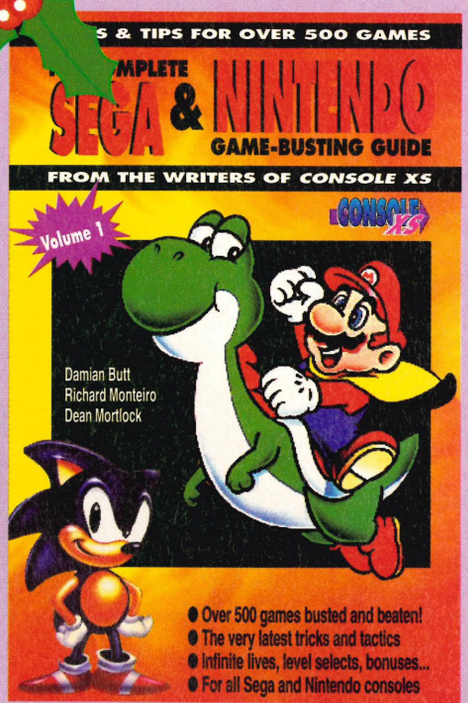
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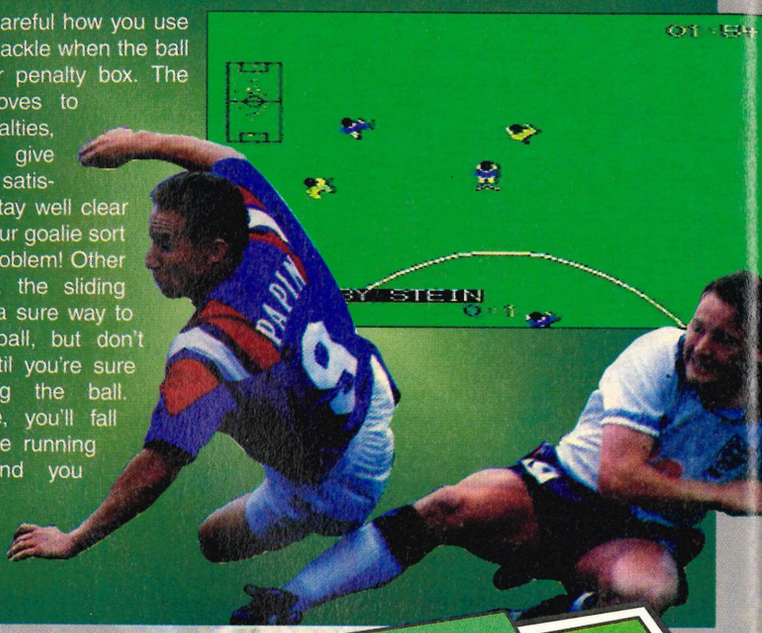
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PREVENTING GOALS (DEFENDING)

Be very careful how you use the slide tackle when the ball is in your penalty box. The referee loves to give penalties, so don't give him the satisfaction. Stay well clear and let your goalie sort out the problem! Other than this, the sliding tackle is a sure way to get the ball, but don't use it until you're sure of getting the ball. Otherwise, you'll fall behind the running player and you won't be able to catch him.



GENERAL TIPS

Practise, practise and more practise is the key to winning at Kick Off. Use the Practise option to try out different formations, tactics or just to blast a few balls at the keeper. The aftertouch needs to be mastered very quickly indeed as it's the essential tool for scoring goals.

The formation of the players makes very little difference when you are playing the computer, but the best formation seems to be 4-4-2 when playing against a very strong defensive team and 4-2-4 against a strong attacking team. You may have your own personal preferences, of course, but these seem to work well for most of the time.

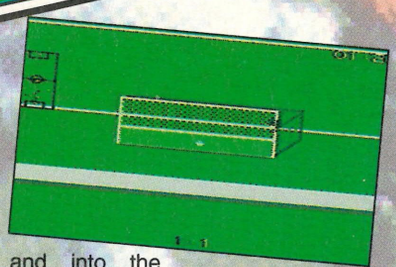
Unless you're a real tactician, playing with the team tactics is a very dicey business. Then again, you may come up with a brilliant playing formation that no-one's ever thought of before! Experiment if you want to, but be prepared for little or no difference to the way the team behaves.



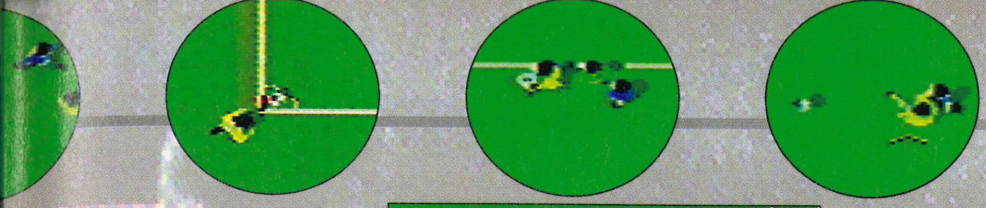


SCORING GOALS (ATTACKING)

There's no sure way to score goals, but there is one way to score against the computer about six times out of ten. When you kick off, boot the ball straight down the middle of the pitch, run after it and keep on heading the ball into the air. With a bit of luck, you'll head the ball over the keeper and into the net!



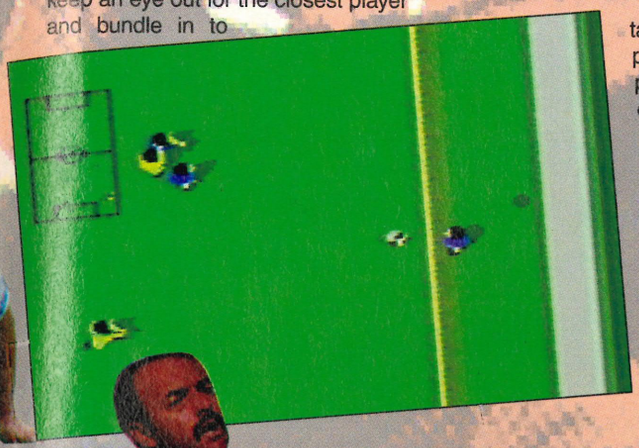
Shots from the left and right hand diagonals are also a favourite – simply because any rebounds will bounce right in front of the goal. Ripe picking for any strikers in the area!



THROW-INS

The same basic rules of real-life football apply to this game. In other words, boot the ball into touch when the going gets a bit tricky. When the computer takes a throw-in, the ball is almost certain to go straight ahead and towards the middle of the pitch. Just keep an eye out for the closest player and bundle in to get an easy ball.



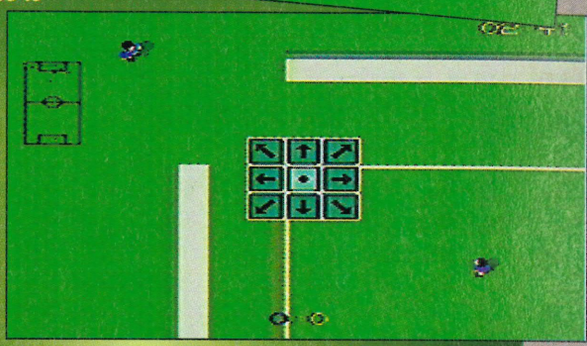


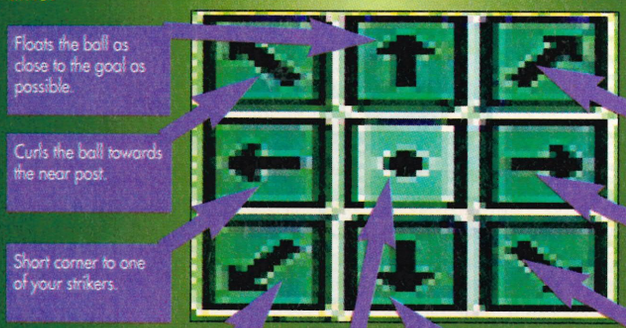
When you are taking a throw-in, pass the ball to a player who is close to the touch line. This is just in case the computer decides to tackle you. If it does, it will push the ball out of play again and you can try another throw-in.

CORNERS

Corners are a real trial-and-error part of the game. Everyone I've talked to who's played the game favours a different approach. Some people like to float the ball close to the goal while others like to pass it out wide and then thump it into the top corner of the net. It really doesn't make that much difference which way you choose to play a corner, but if you float the ball too close to the goal, the opponents goalie will get it every time.







PENALTIES

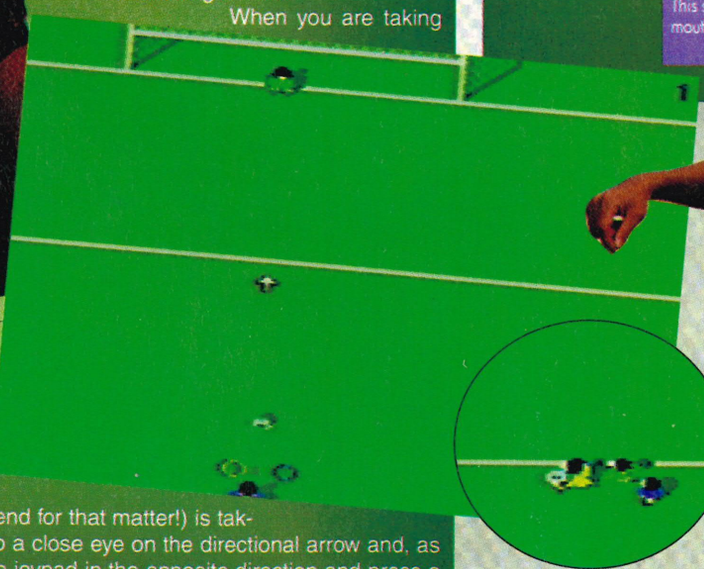
Pet hates come and go and this is one of the most hated aspects of the game, be it in real life or in a video game such as this. The computer has the uncanny ability to save 9 out of 10 penalties you throw at it and finding a way of beating it every time could be the difference between a glorious victory and a humiliating defeat.

When you are taking a penalty, wait until the direction arrow is about an inch off centre and then blast the ball towards the goal. This works most of the time, but the computer is such a proficient goalie that even this method is questionable.

When the computer (or a friend for that matter!) is taking a penalty against you, keep a close eye on the directional arrow and, as soon as it disappears, push the joypad in the opposite direction and press a button. This may seem a bit daft, but the computer can fool you into thinking the ball is going to go towards the left side of the goal by stopping the arrow on the left when it's really blasting the ball to the right!

If all else fails, try standing still or if you're playing a friend, distract him/her just as they're about to take the penalty by covering their eyes, tickling them or knocking the joypad out of their hands! In other words, if all else fails... CHEAT!





Thanks to Simon Williams of Newport who wins Sonic 2, Trivial Pursuit and Tom and Jerry on the Master System for his efforts.

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255750 Adrian Kearly, Ryde
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COLUMNS
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DEVILISH
854,500
Adrian Kearly,Ryde

DONALD DUCK
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385,100 John Marshall, Co Durham
380,600 Julian Elliot, Surrey



FACTORY PANIC
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G-LOC
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127-7 (easy) Andrew Ship, Newbury
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SUPER KICK OFF
53-0 Jamie Stewart, Essex

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52,960 Daniel Haggis, Hong Kong

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6111,100 Matthew Sinton, Cleveland

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5,409,720 Neil Winter, Braunton
5,339,330 Chris Jeans, Cardiff
4,439,460 Kevin Hunt, Newport

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289,320 David Third, Selkirkshire
244,460 North Humberside

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327,740 Paul Denney, Durham
56,250 Tony Carrington, Hemel Hempstead

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34,900 David Durance, Hounslow
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72,750 Daniel Ellsis, Truro

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582,950 Matthew Walker, Chertney
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602,070
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832,520 (Orig) Wayne Turner, Chelmsford
802,250 (Orig) Nigel Parker, Keighley

OUTRUN
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26,134,410 Colin Newman, Runcorn

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1,886,459 Paul Wheatley, Nottingham
1,865,310 John Smith, Somewhere!
1,714,370 Colin Arnold, Chessington



PGA TOUR GOLF
24 under at end of tournament
Adam Fileman, Sussex

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
1,356,000 Paul Shipman, Cannock
1,170,000 Brent Ferbrer, Botley

ROAD RASH
$10487620 Ian Vanstone, Sherbourne
$101000 Steve Perry, Bucknall
$83700 Colin Newman, Runcorn

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

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999,990 Michael Copley, Winchester
924,000 John Harvey, Nottingham
899, 200 Daniel Cresser, Barton



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7,937,810
Bart Martin, Netherlands
1,003,060
Imelda Khoo, East Sussex

THE TERMINATOR
87,990 Neil Brockhurst, Bolton

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333,129 (Porsche) James Anthony

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3,649, 290 Wayne Turner, Chelmsford

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1056 David Voss, Leeds
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670 Colin Newman. Runcorn

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226,020 Lee Turner, Burnley
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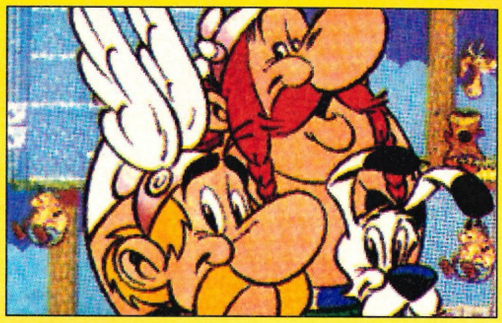
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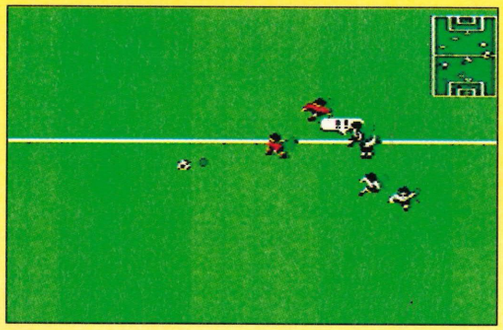


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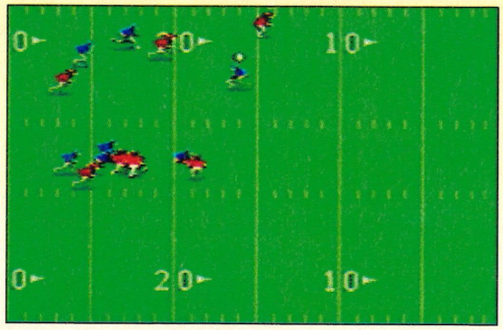
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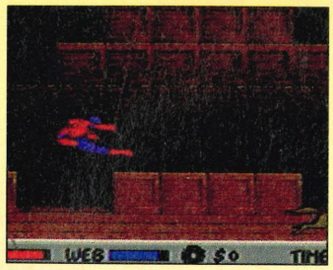
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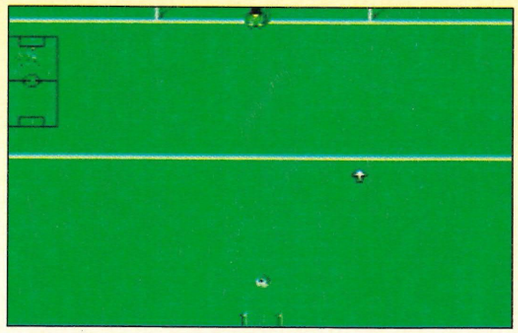
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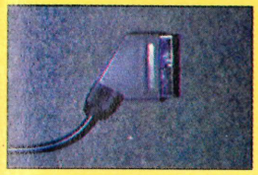
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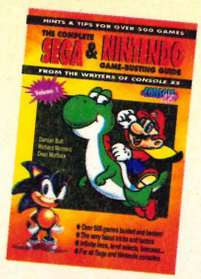
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PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SegaPro T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SegaPro T-shirts are awarded if we consider a point to be particularly valid.

PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it back, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SegaPro T-shirt.

PROTIPS
There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



Gary Hopkinson age 12

MUCH TOO YOUNG
I have a lot of ideas for Mega Drive games, but shops don't sell empty cartridges and I don't know how to make them. Please help me!
Ross Smith (aged 11), Dundee

Want to program your own games, eh? You'll need a lot of development equipment (an IBM PC and development hardware/software) and a lot of knowledge that you'll not learn at school. Programming is also very boring.

Your ideas are more important than simply coding. Being a games designer could be a rewarding career. Practise story-boarding your game ideas. This process is the drawing out of rough-draft pictures in a cartoon-strip style. Each picture should have an explanatory caption and the full storyboard should show all of the game. Don't send them to programmers unless you want to get ripped off. You'll have to wait until your older before software developers will take you seriously. In a few years time, game designing will probably be a viable career for those with creative and artistic talent. So keep practising.

If you want to get into programming or designing screens or sprites, you'll need a computer.



David Noble

ARNOLD SHEARATRIGGER
I regard myself as somewhat of a console OAP in comparison to other Sega users. I am the ripe old age of 33 and believe that I could be in the minority. Are there other users who are of a similar age?

I first became interested in the Mega Drive after browsing through an issue of SegaPro. I have to admit to having a chuckle at some of the captions and was impressed by the comprehensive explanations of each game. How long does it take to compile each issue of SegaPro?

When I bought my Mega Drive, complete with Sonic and a control paddle, I was a complete novice, but only after 2 weeks I have progressed to the Marble Zone Act 3. How long does it take a normal player to complete a whole game? Also, does every player, who uses a conventional pad, end up with a throbbing thumb, or am I being too heavy handed?

I bought Italia 90 and, being a novice, I chose West Germany to play China. I ended up being humiliated 4-0 by the "yellow perils" and had throbbing thumbs, yet again!

I decided to buy a control pad with a joystick, but that sheared and splintered from its housing while I was playing Italia 90 with my flatmate. I felt that I'd just chucked £17 down the plughole.

Could you answer the above questions and recommend a top class control pad with an incorporated joystick?
Gary Cropp, Windsor

It takes exactly 1 month, every month to compile and write a complete issue of SegaPro, but if it was a weekly title, it would only take 1 week to complete. It



Darren Browne age 15





all depends on staffing. There are 3 editorial guys, 2 design guys and lots of backroom guys who don't contribute, but help out in different areas, such as research and ideas. We work late, sometimes (well, most of the time, really), and it's then when most of the games are tested. During the day, we're usually (but not always) too busy to "play" games as we're writing articles and reviews, answering phone queries, chasing new games and general hard work - all of which contributes to making the magazine so good.

As to how long it takes to complete a game, well, it all depends on how much time you put into game playing. The more time you spend, the better you get. Sonic can take a fairly seasonal player a couple of weeks to complete, off and on, but some addicts claim to have finished it in a matter of hours - and we believe them.

You are pretty heavy-handed and, unless you learn to relax when playing, you won't be able to complete reflex intensive moves. The joypads are really sensitive and don't need to be pressed firmly. The Arcade Power Stick (Sega) is a really good, but expensive (£34.99) stick - we can't guarantee that you won't break it, though! Why not try the Competition Pro (£19.99), which is a joypad with a detachable stick. The stick screws in and out of the control pad centre. If the stick breaks, you can replace it.

We want to know if you beat your mate, though!



EXCLUSIVE TO MD - 16 BITS

I am totally fed up of my friends that own Nintendos saying that the SNES is better than the Mega Drive. Could you please print some statistics to show that the Mega Drive is, by far, the leading 16-Bit console.

And please, please could you send me one of your brilliant SegaPro T-shirts.

Jonathan Latham, Chester

Ho, ho. We can do better than that. The SNES isn't a proper 16-bit console, but has a special graphics chip which speeds it up. The Mega Drive hasn't got the special chip, but the Mega-CD will have it.

When CD games are released, the Mega Drive will have the special graphics and sound capabilities of the SNES with CD, but will also be remarkably faster. How's that!

PS About the T-shirt, we can send you one, but you'll have to buy it - see ProSavers. Tee-hee!

EDGEY ONE

The 2 games, Alien 3 and Predator 2, are by Arena Entertainment, but they are supposed to be from Flying Edge. Which is the correct publisher?

Is there a release date for Desert Strike 2? It was mentioned in SegaPro#8. When will Batman Returns be released? I have heard a lot of speculation about the Mega-CD's release date being put back. Is there an official release date for the UK?

Finally, 2 of my friends have sold their Mega Drives and bought the Super Nintendo. They are saying that Sega have copied Nintendo with Smash TV and that it was originally done for Nintendo only. What can I say to shut them up for good?

Steve Taro, Woking

The confusion is all down to Acclaim, who are the parent company for both Arena Entertainment and Flying Edge. Acclaim market both producers games and confusion sometimes sets in. Acclaim are the producers of both games mentioned, while Flying Edge are responsible for Smash TV, which was not produced just for Nintendos. Smash TV was originally a coin-op and was licensed, by Acclaim, for computer formats. The Amstrad CPC version of Smash TV was released before the Nintendo version! Sock that to them!

Batman Returns should be out any day now, while don't hold your breath for Desert Strike 2 - mid-1993 is our guess. As disclosed in SegaPro#14 (Mega-CD Heaven) the Mega-CD might not reach the shops until after Christmas.



The hardest of all problems, require a procure. The Pros have a wide ranging knowledge covering all of the Sega scene. If we can't solve a problem, we know a man who can. A very, very nice man at that!

Remember, send your Nintendo-related Not! queries to the Pros at Problems & Procures, SegaPro, Durham House (4th/5th floors), 124 Old Christchurch Road, Bournemouth BH1 1NF. Unfortunately, personal replies can't be given, so don't waste your money by including an SAE.

Kicking us off, we have Billy Foster of Twickenham asking how long it takes to "make" a game for the Mega Drive and what are the main hold-ups. Well, it can take anything from 3 months to 3 years, but most software companies expect developers to code a game in 9 months. Once a game is almost complete, the publisher must submit their game to Sega for official approval. If Sega say "nay", the programmers must change the game as required.

So, Sega give their approval and the carts are made - in Japan!

If you are Sega, this can take as little as 2 weeks, but other publishers have to schedule their game into Sega's cart-making production plant. If Sega can't make the cart fast enough, games are delayed through no fault of the publisher. However, some games have actually been released up to on month prior to their scheduled release. Alien 3 was one such cart!

Onto another problem, then. Interest is building for the launch of the Mega-CD and James Pollock from Glasgow was one of many who wants us to cut the sales talk and tell them exactly what improvements will be made. We know that there is no way that a game can possibly fill a whole Mega-CD disc. So, the programmers' biggest moan "we can't fit it in" will be redundant. Many Mega-CD titles will be similar to Mega Drive games, but, once the programmers get to grips with the technology, improvements will be made.

Neil Pickard from Chelmsford wants to know if a gadget called the "Grand Gear" is available - it's a TV connecting kit for the Game Gear. If there isn't, he'd like to know how we got our excellent shots of The Viking Child. Yes, there is a Gear to TV gadget, but ours cost us £250 and is a developer version. It has bare circuits and was built as part of a programmers' Game Gear development kit. There are no commercial versions available, but if you really want one, drop us a line - we might be able to get some specially made up at a lower cost (about £150) if there is a big enough demand (say about 20 or so).

Edward Fox, who bought a Japanese Mega Drive over a year ago, asks if the UK Mega-CD will be compatible with his machine and if UK Mega-CD software will run on the set-up. Good news, Edward. If you bought a Japanese Mega Drive before February '92 then it will, most probably, work with anything as country-code chips weren't introduced until then. Sega can't prohibit machines without a code chip - they can only stop machines with the chip from operating.

It's that time again, folks! But don't worry, because in no less than 30 days, you can read more problems and procures. Be square or be there!

pro TEST



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A BASKET FULL

I have just recently bought a Mega Drive and, after a few "mistakes", I'm beginning to get fed up of buying boring games which cost a lot of money. I'm particularly interested in basketball games and I've noticed that there's loads, so if you could help me I'd be very grateful.

Nazan Kucuktuzun, London

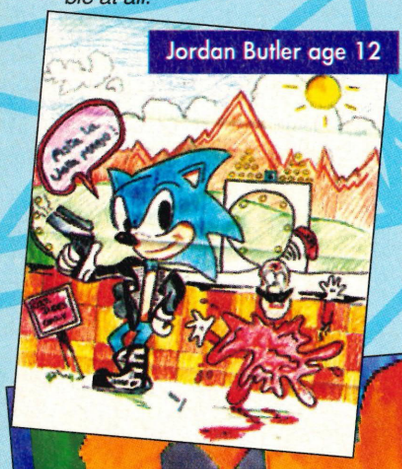
You're right, there are loads of basketball games available for the Mega Drive and hundreds of other sports games available too. We've all had a little think and decided that our favourite basketball game is Dave Robinson's Supreme Court Basketball. It's a fast game, heavy on skill, high on graphics quality and it outdoes the others by miles! You should be able to get hold of it from your local games shop with no trouble at all.



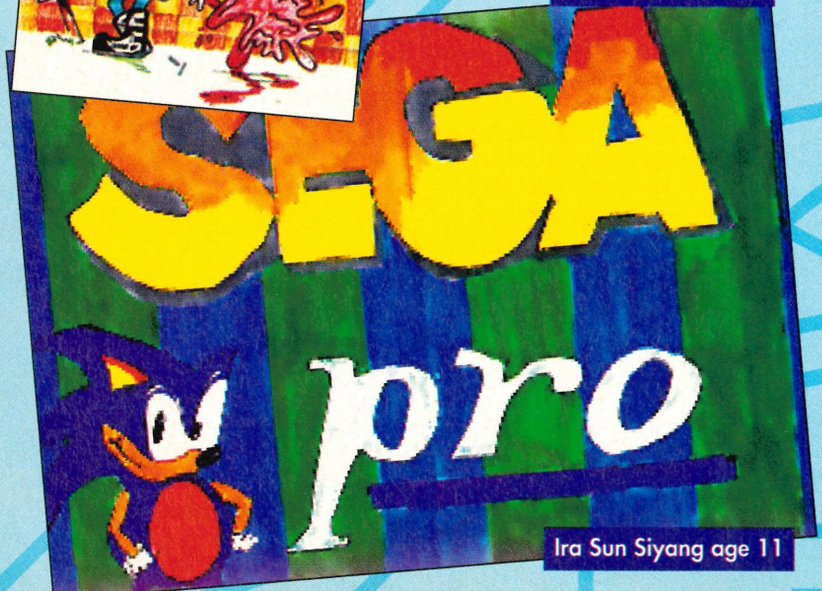
Maruion McDougall age 12



James Hunt age 14



Jordan Butler age 12



Ira Sun Siyang age 11

SILLY OLD SCART!

In the Add-on guide (SegaPro#13), you reviewed the Scart lead and it says that it is compatible with the MS1 and the MD. It did not say if it was compatible with the MS2. Is it? And if not, can you tell me why? It seems stupid that Sega should down-grade a more up-to-date version of the MS.

Peter Bettersworth, Dursley

Sorry to tell you Peter, but the Scart leads are not compatible with the MS2. Stupid though it may seem, the Scart leads cannot be fitted because there is no AV output on the MS2, although there is one on the MS1. There's nothing you can really do about that except buy an MS1(which is defeating the object a bit), so, unfortunately, MS2 owners will have to go without.

NO EXCHANGE

I am writing to ask if you could send me some instructions for *Paper Boy* as I need them to exchange my game for a new one. Please can you help me?

Ian Richardson, Bromsgrove

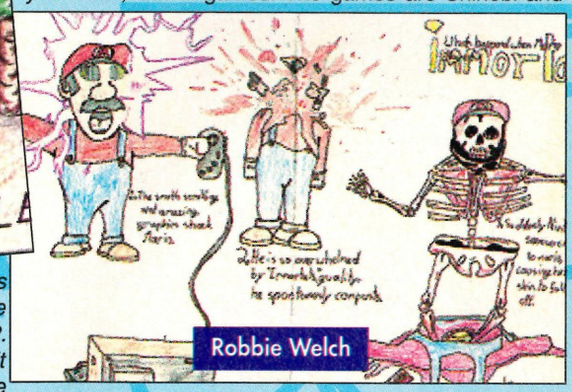
We can't supply you with instructions personally, but you could try writing to the suppliers of the game and asking them for the instructions - nicely. Paperboy comes from Domark and their address is: Ferry House, 51-57 Lacy Road, Putney, London SW15 1PR. © (081)7802222. If you want exchange a game, then always try to keep the instructions as it may lose its value, or it may not even be accepted.

HELP FROM SEGA?

Please could you inform me as to where I could obtain instruction booklets to 2 Master System II games. The games are Shinobi and Altered Beast.

R Farrell, Welwyn Garden City

You could try Sega on (071)7278070. They may prove to be unhelpful, but you never know!



Robbie Welch



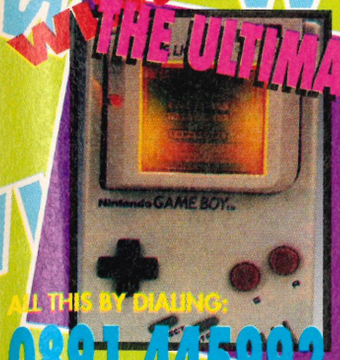
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(Details of next competition at the end of each message)

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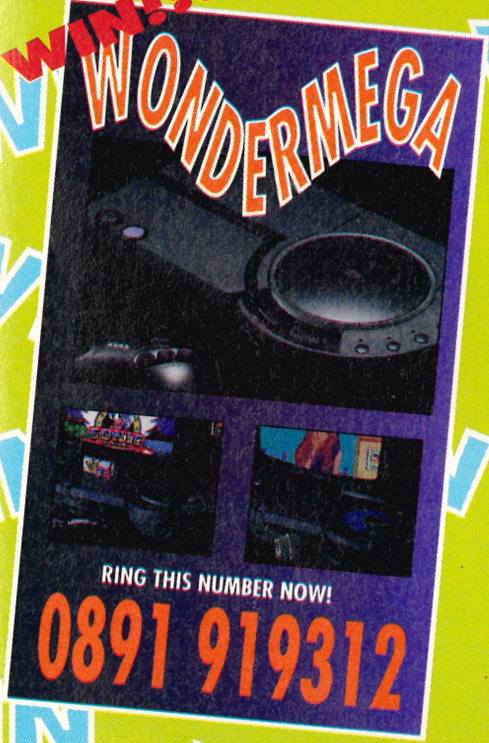
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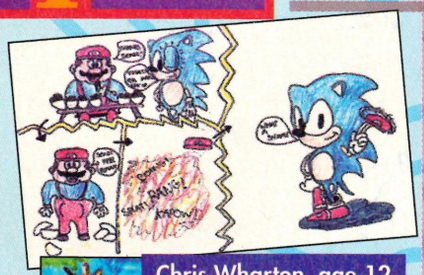
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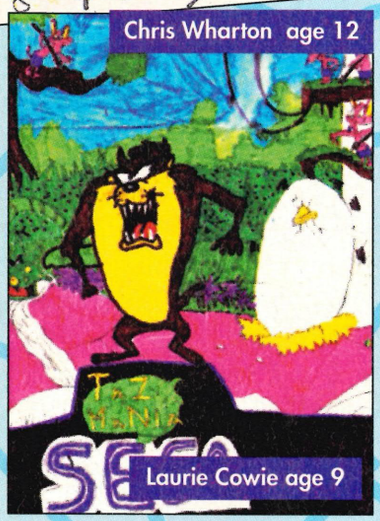
The word on the street is Super NES, and now you can play all the US and Jap carts as well. Get it and play it! Call 0891 919311 right now. Ok!

CONSOLE CRAZY

Calls cost 36p a minute cheap rate, and 48p a minute at all other times, and can be made from any phone. Ask permission of the person who pays the bills before calling.



Chris Wharton age 12



Laurie Cowie age 9

RESONATING DISCOVERY

I recently bought an arcade joystick from a company that repairs coin-ops. It has 2 sticks and 8 buttons! I wired this up for my Amiga, but it didn't work when I plugged it into my Japanese Mega Drive. The function of the joystick depends on the individual game which is controlled by a chip in the joypad. I had to copy the board (and use the chip) on my new super joystick. Can you tell me if this happens on all Mega Drives or is it just in the Japanese version?

Another thing I've realised is that the Mega Drive's sound is not 100% stereo. Why is this? And, is there ant difference between Japanese and UK games apart from the manuals? I have heard about the new "security" chip, but Japanese games will run on Japanese Mega Drives. Won't they?

Harry Chryssanidid, Greece.

The SegaPro joypad and joysticks have over 12 different states (8 directional and 4 buttons - which can be pressed simultaneously). To send information without a coding/decoding chip would require a joypad with about 20 wires, as opposed to the standard 9 wires on Sega joypads. The decoding chips save on complex cabling and are found on every Mega Drive.

The Mega Drive doesn't produce stereo sound from the DIN plug, but it does from the headphones - don't ask us why?

Japanese games have Japanese text on the screen, UK games have English text. RPGs and adventures are the only games that should give problems. Finally, Japanese games will play on Japanese Mega Drives.



ProGirl's RENTAL DEBATE

Dear ProGirl,

There have been letters in ProTest regarding cartridge copying equipment. You constantly warn people of the dangers; primarily prices rising because of piracy. On this point, I must agree with you, but you must consider the following facts.

Firstly, Sega prices are unaffordable for many and to buy a game only to complete it within a week and never touch it again is hardly value for money, either. If cartridge copying equipment hits the street, it will be far too tempting. As for prices rising? Well, do you think we will give a Castlemain XXXX when we can hire out a game, copy it and build up a huge collection? No, we won't.

Finally, a message to all the money-grabbing gits involved in Sega. Lower your prices or feel the wrath of the pirates!

An intelligent Caucasian, Nuneaton

ProGirl says:

Clean up your cart, matey. We've had enough of your type. I can't afford a lot of luxuries which are desperately over-priced by the price-setters. For instance, do you know how much a good all-over (and I mean all over, sonny) tan costs. Well, it doesn't mean that I have to cheat to get what I want. I just ask nicely. You should try it out too. Huh, and you have the cheek to call yourself intelligent.

Dear ProGirl,

Having read the article on games rental (SegaPro#13), I am struck by the pig-headedness of Sega. Why are they against rentals? Why can't they use common sense and rent games themselves?

If the comments made in the article are correct and up to £100 can be made from renting one game, why not make the profit themselves by setting up their own rental chain or taking a percentage commission on each rental.

Admittedly, games sales will suffer, but only on boring games lacking depth and lastability. Good games will still sell because it will be cheaper to buy, rather than rent them out indefinately.

This will result in more very good games being produced with lesser quality games being rented. The only reason that Sega would be against rental is that they won't want the complication of the user-friendly rental system and would prefer to transfer games from a warehouse to the retailer and pocket the profit instantly. Would they do this rather than help the consumer gain more enjoyment from their product?

John Cardosi, Glasgow.

ProGirl says:

Now there a few new concepts in that little lot. Firstly, I'll answer your first question by saying that Sega don't seem to give a hoot about the public. If they did, would they hold back release dates and refuse to release spiffing games (such as Gods) just because they don't want to?

Sega seem not to like unlicensed rental because they are probably scared of its unknown result on the industry.

I think that rental can only do the industry good, because, as you quite rightly point out, good games will still be bought. Guys who can't afford to buy every game, can at least try out a few. There's no harm in that.

The only complaint I have is seeing the rental dealers taking easy money. Yes, we see them driving around in their Mercs and Rollers. Why do they have to charge so much for rentals? That's the question I'd like answered.



Dearest ProGirl,

I run a video game rental scheme in my games shop and I'd just like to say that Sega are wrong to outlaw the illegal rental of cartridges. Most of the best games aren't on the official list and the kids (and the parents) only want to rent the latest games.

They won't catch me out, because I have a revolving board, which I can hide when a suspicious person comes into the shop. Without the board it is impossible to tell that I rent out video games. My customers know that they can rent out any game, whether an official release or import game. Anyway, how do Sega intend to catch everyone who isn't on their official register. None of my customers will tell them, as they won't be able to rent games if I am found out. Suffice to say, I have not included my name or address and don't be fooled by the Manchester postcode, I drove all day so that I couldn't be traced.

Anon, postmarked Manchester

ProGirl says:

Don't dearest me. You are the scum of the Earth. You are breaking the law and, although I agree with you on principal, I cannot condone your actions.

NEXT MONTH: Should ProGirl be allowed in SegaPro? The arguments are flooding in fast!

NEXT DEBATE: What is the best TV program on the box and, more importantly, should TV dinners be allowed in today's society? Get your debate into ProGirl quick.



SEGA pro GUIDE TO BUYING MAIL ORDER

Advertisers in SegaPro are thoroughly checked out before being allowed to advertise. We generally know who the good guys and bad guys are, so that you can buy with confidence. We want you to get the most from buying mail order, so here are a few guidelines to make it simple.

A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

C. ORDERING

1. When ordering, ensure that you keep a copy of your written order, or details of your phoned order, safe at all times.

2. Also note down the date you made the order, and the dates of any subsequent telephone calls or letters you may send.

3. If possible, get the name of the person you have been dealing with so that you can go back to them if you have a problem.

3. **Postal Orders**. If you are sending postal orders (we advise you to never send cash) ensure that your order is sent by recorded delivery. This will only cost an extra 30p and offers proof that the order arrived safely. The Royal Mail will only insure you up to a maximum of £20 for lost recorded delivery, so you might consider insured post which costs slightly more (depending upon the amount of money you are sending). Ask at your post office.

4. **Paying by Credit Card**. This is a very safe method of payment, particularly for items over £100. Not only do many credit card companies offer insurance, but you are entitled to a full refund if the goods are not sent. Sometimes a friend or parent may be able to make the purchase on your behalf, but be sure what the card offers. So-called 'debit' cards are not as failsafe.

5. Confirm availability or delivery date of the goods before you order. In the event of a delay, please be as lenient as you can. Often demand outstrips supply, or a supplier may have advertised a product in good faith only to find that his delivery date or release dates have changed. The point is - ask before you buy and you should get the result you want.

THE LAST RESORT

If you think you're being badly treated and have repeatedly tried to get the supplier to deal with a problem without success, drop us a line or fill in this form (or a photocopy) and we'll do what we can. We can't always guarantee success, but we can offer sound advice.

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GAME OVER

THE BIG GAMES BUSTED F

GAME OVER SCREENS

This month's Game Over was supplied on videotape, but whoever sent it was so excited that they didn't supply a name or address.

Don't forget, if you've completed a game recently, video the occasion and send it in – and remember to include your name and address.

JAMES POND 2

CODE NAME ROBOCOD

MEGA DRIVE

James Pond, the UK's top under-water detective, has received a message from FI5H. Apparently, Dr Maybe is back and this time he has infiltrated Santa Claus's main toy factories in the North Pole and has planted bombs all over the place. Pond, must don the specially-created Robosuit, come out of the water and save Santa's toys.

EA's *James Pond 2: Codename Robocod* was reviewed a long way back in SEGAPRO#2, but it is still one of the slippiest platform-style games around. Good luck, Pond and let's hope you can *batter* a few villains along the way.





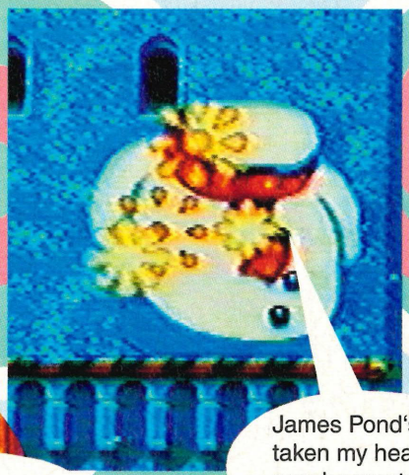
...Pond fishes his way into Santa's grotto and is attacked by the smiling snowman. The Snowman puts up a brave fight before disintegrating into a glum Dr Maybe. He is finally exposed and his plans have been thwarted by the FI5H agent.

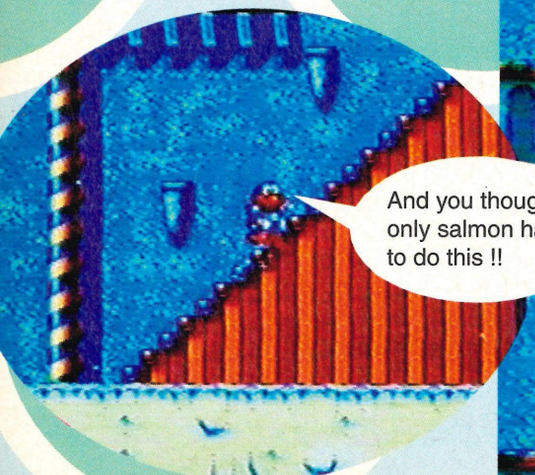




Unbeknown to Dr Maybe, James Pond is frying through some warm-up routines, supplied to him by Cindy Crawford. Above, Pond is stretching his Robosuit in a vain attempt to inlcrease his stroke and below, he is limbering up those well-developed fins to allow him to scale to new hieghts.

A few minutes later, Mr Pond is ready to swoop into action...







Santa closes in for the kill, placing a well-positioned sack on Maybee's fat head. And so, Christmas is saved for another year running.

Pond is carried away into the darkness, knowing that he's done enough to warrant another mission.









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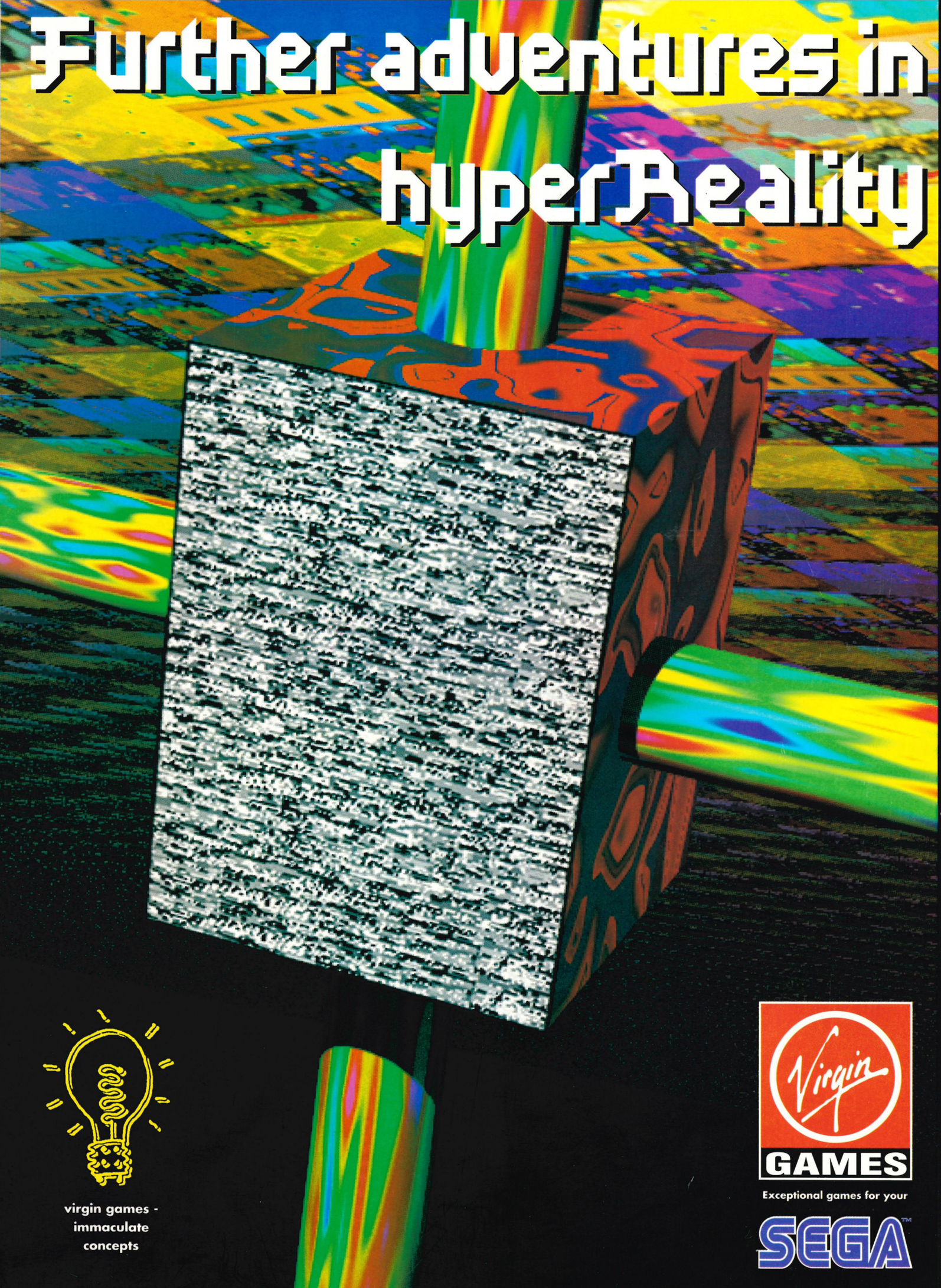
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