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ISSUE 21

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MEGA-CD

- Naughty, naughty – *Willy Beamish!*
- Datel, makers of the CDX, interviewed



MEGA DRIVE

- *Jungle Strike* flies straight into action!
- *J League Striker* – the best footy ever



MASTER SYSTEM

- *Land Of Illusion*: final levels busted!
- The man of steel reincarnate on 8-bit



GAME GEAR

- Tengen go footy mad – see inside!
- *Master Of Darkness* hits London town

YE GODS!

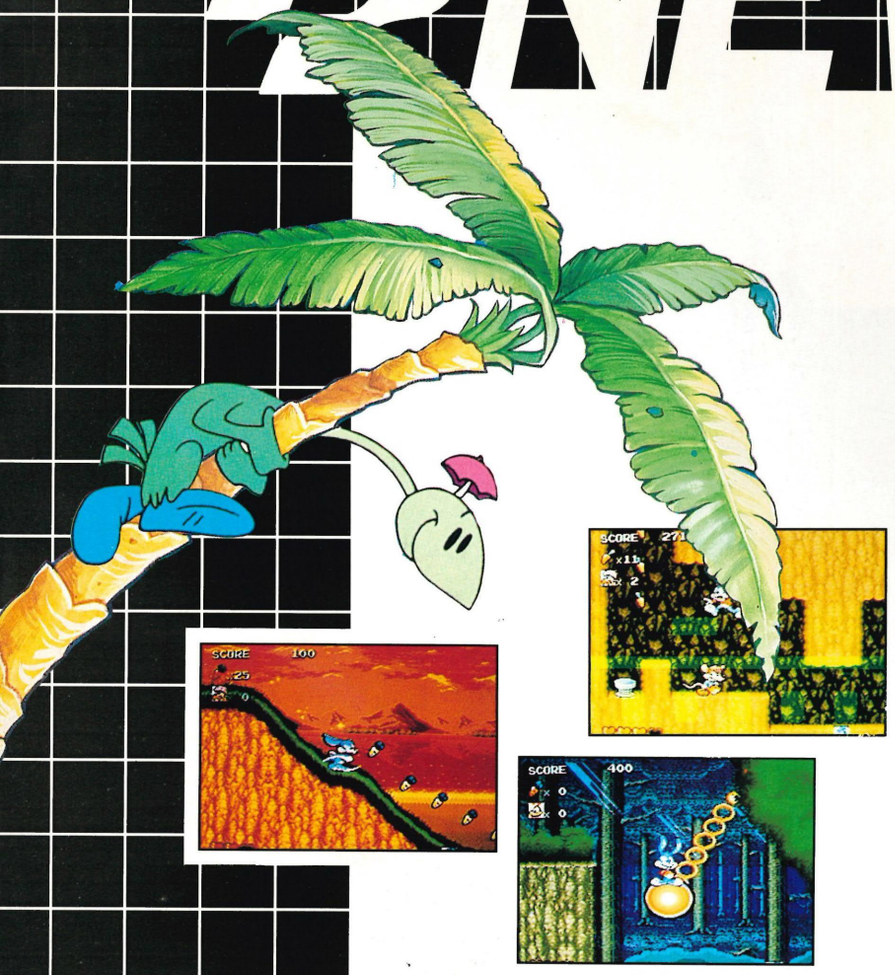
Two Tribes: Populous II, the ultimate god strategy, smashes in.

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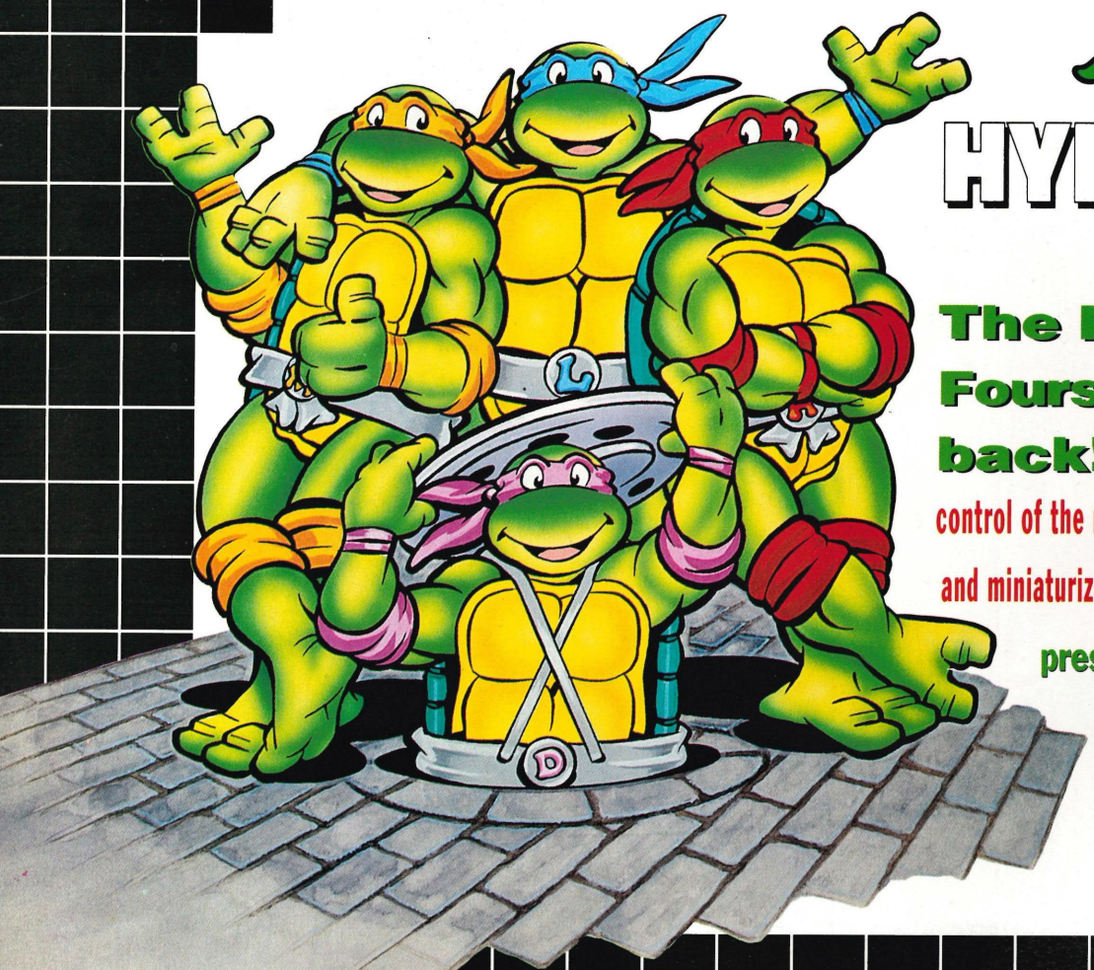
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and on-time pizza delivery!

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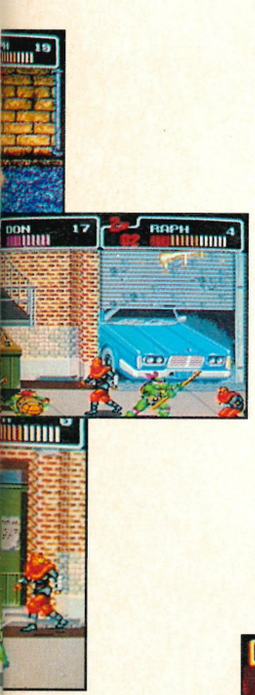
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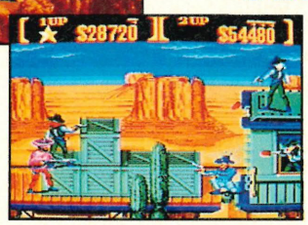
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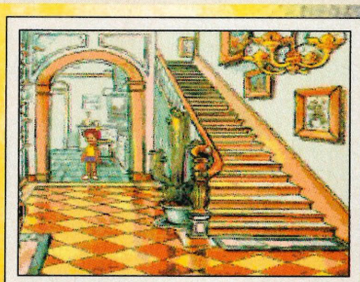
DINGBATS MESSAGE

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Exit: Sonic and Tails were playing together after school, but the funny thing was.....
(Complete the story in your own words and send it to us for the chance of a free cart!)

Conte

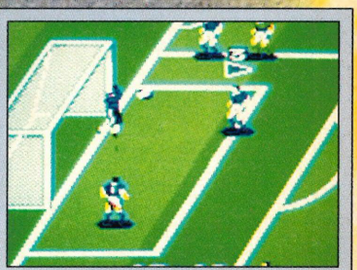
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Tengen's footy sim for the Game Gear

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IS IT FOR REAL?

Jungle Strike, MiG-29 Fighter Pilot, Muhammad Ali and Bulls vs Blazers are all simulations of one sort or another. Find out just how realistic they are in our massive ProReviews section starting on page 24.

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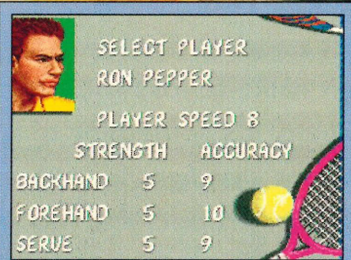
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Collector's eight-page poster special



AGASSI TENNIS 55

Andre lines up as a 1993 MD hopeful



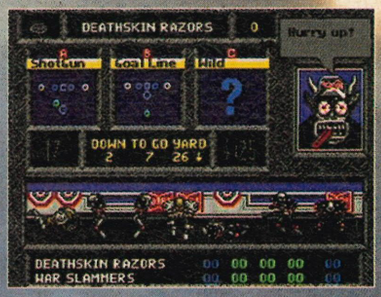
J LEAGUE SOCCER 62

Definitely the best soccer game yet!



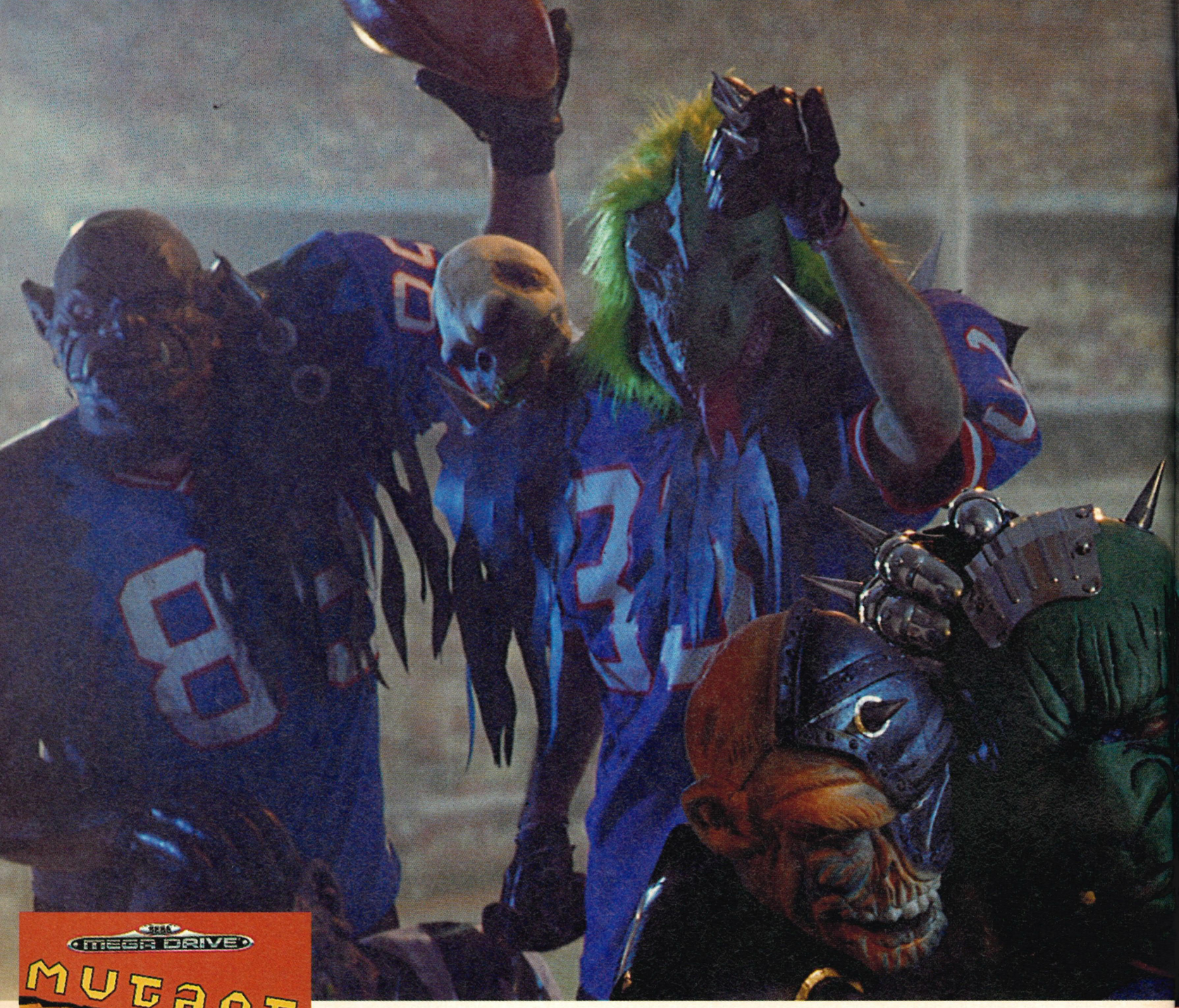
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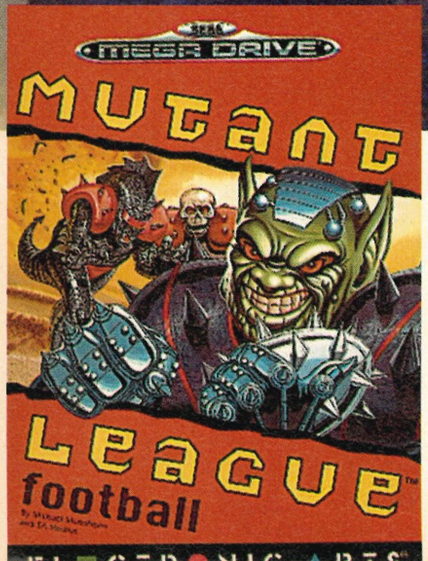
A credible sequel from EA Sports











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WHEN IT COMES TO THE "MUTANT LEAGUE"

EVEN A GUY LIKE ME CAN TURN PRETTY UGLY



Horriods by Ovation Limited.

The brawls turn into battles. While land-mines, thin ice and booby traps make the pitch slightly hazardous.

But no one argues with the referees. Why bother when you can bribe them or blow them off the planet!!?

So if you're looking for some good harmless fun, I'd look somewhere else if I were you.

SEGA MEGA DRIVE

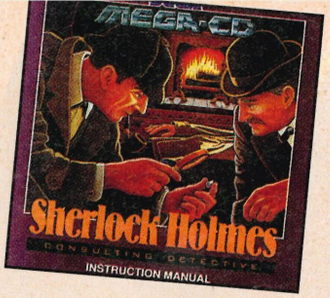
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pro NEWS

MEGA-CD: HEAVEN OR HELL?





It would be almost impossible to escape Sega's latest multi media advertising campaign. After plastering every major town with billboard posters proclaiming the arrival of Sega's Pirate TV, they've also produced an ultra-slick advert. The two and a half minute ad (which included a shoot in Thailand) shows off the Mega-CD, going as far as to describe it as a new TV channel! What was the cost? A whacking £2 million to make the advert and £1 million in advertising costs so far!

Although there has been tremendous hype surrounding the product, the Mega-CD may not be selling as well as Sega would like. Many retailers are very disappointed with sales of the Mega-CD and are even going as far to cancel future orders. How could this be? This is Sega's slickest product to date and boasts over 500Mb of games playing capacity. How could it possibly fail?

Well, the UK is in still suffering the effects of a crushing depression and with the Mega-CD costing an extortionate £270, many may feel they can do without such an expensive luxury. For those that do have money, a string of poor UK game releases may have put them off buying the machine until better games are available.



The Mega-CD is bound to do well, even if it is having a few teething problems. According to Sega, it has been selling like hot cakes. They shipped in over 80,000 units at the beginning of April and are very pleased with the general UK response.

However, we spoke to some of the SEGAPRO games suppliers to find out their opinions on the Mega-CD.

Simon at **Lansdowne Computers** in Bournemouth offered, "The software available for the Mega-CD is awful and is affecting potential sales. Unless software is improved with the Mega-CD 2, then we may stop stocking the Mega-CD altogether."

Rob Goult at the **Video Games Centre** in Bournemouth claimed that their stock has been selling at a fair rate, although sales of the UK CD have been greatly helped along by the launch of the CDX Pro. Now that the CDX Pro is available, they will probably sell many more import titles than official UK releases.

Bradley Heal at **Games HQ** in **Southend** seemed pessimistic about the future of the console. He said, "We haven't even bothered to stock the Mega-CD and we're waiting for the release of the Mega-CD 2. The reason we haven't stocked it before comes down to the general lack of software support and the expense of UK CD."

It's not all bad news, though. **Steve** of **Console Concepts** in **Leicester** reckons that software has been selling at an astonishing rate. However, much their software is imported and Console Concepts have built up a barrage of loyal customers. They only stock imported Mega-CDs and will stock the Mega-CD 2 when it is released.

Bigger stores such as **Dixons** have been very pleased with responses to the Mega-CD. Although the software hasn't been selling as well as they expected, Sega are very happy with the sales from Dixons so far. This goes for **Rumbelows** too. However, both of these stores offer Mega-CDs on interest free credit, which offers potential customers an incentive to buy expensive products.

With a fairly negative response from retailers, it makes you wonder why Sega bothered releasing the current version of the Mega-CD. Although shops are managing to shift the units, the CD is no where near reaching the sell-out proportions reported in the US. There are also many more software titles available in the US and Japan. Software in these countries can cost as little as 50% of those in the UK. It seems as if Sega are having the last laugh on a recession-hit British public. Why not give us what we want? Better games, cheaper prices and more CDs coinciding with US and Japanese releases.



FREE RENTAL?

It's good to see that the Blockbuster Video chain, which includes Ritz, will be renting out games officially. They won't have the latest releases, but they will have a huge selection of good quality rentals.

We all know that games are rented illegally by many stores, but although this may seem great, it isn't ideal. You only have to look at the film industry to see that video rental, while making films available to many who wouldn't, or couldn't, normally go to the cinema, has desecrated the film making industry. Real blockbusters are being shelved while blood'n'guts, grab 'em while you can, low-budget video releases are rampant.

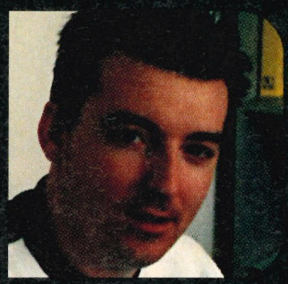
For instance, *Robocop 3* will be released on all Sega cartridge-based systems, but the film ran out of funds and may never be finished. I'd pay to see it, but I won't be given the chance because video rentals have slashed funds going into the big screen movies. How would you feel if Sega stopped development on *Sonic 3*, *Jurassic Park* and *Street Fighter II* because it wasn't financially worth it to make them? And who would be to blame?

If cartridges were available for rental as soon as they were released, less money would be made by software companies. They make too much anyway, but rather than allowing rental to take away their profits, surely it would be sensible to reduce the price of games in the first place. Then, more people would be able to buy games and there would be less demand for rentals and swaps, which are, afterall, means to acquire games more cheaply. How about it, Sega?

THE "radio rental" PROS



A MONTH IN THE LIFE OF...



Pat Kelly

What, with a few days in London at the ECTS, a weeks holiday and, lately, a trip to the CES in the States, Pat has been very busy recently!

The life of an editor should be fun, but its all work and no play and he assures us that his week in Chicago was pure hell. Yeah, sure it was Pat!

Fave games: *J League* and *Jungle Strike*



Si Christopher

Simon Christopher, or should we say Sir Si, has been promoted to Designer, and takes over from Dave. Now he'll endure as many late nights and torturous fits of stress as our ex-hero games player once did! Simon has been busy and has very little time to play games now. No more Mr Nice Guy.

Fave games: *J League* and *Bulls vs Blazers*

NEWSFLASH... Sony have signed up the rights to the potential blockbuster, *Last Action Hero*, as well as Sylvester Stallone's new movie, *Cliffhanger*. Psygnosis will be responsible for developing these, so you can be sure some excellent graphics are in store. There are no confirmed release dates for these at the moment, although they are likely to be released during the winter... STOP

PRO MOVES

It's all change down at the SEGAPRO offices this month, so we thought we should let our readers know what's going on!

Dave Perry, bandana wearer and NHLPA player extraordinaire, moves across to our all-new sister magazine, Mega Power. After working on SEGAPRO for over 12 months (since issue six to be precise), he's taking a well-earned rest and will be ploughing many amazing ideas into the Mega Drive-only mag. Although it's farewell to the incredible ice animal from SEGAPRO, expect to see Dave's face popping up in many unexpected places!

Simon steps into Dave's shoes to take the illustrious position of designer. If you have any problems with the design of SEGAPRO, this is the man to sort it out! To fill Simon's empty seat is our brand new Assistant Designer, **Helen Monaghan**.

Also, a big welcome to our new staff writer, **Mark Hill**. After interviewing thousands of would-be reviewers, it was finally decided that Mark was the man for the job. He's already completed a short stint with a rival mag (silly man) but Mark knew in his heart that it was SEGAPRO or nothing! Wise choice, we say.

I'LL HAVE A CART PLEASE, BOB!



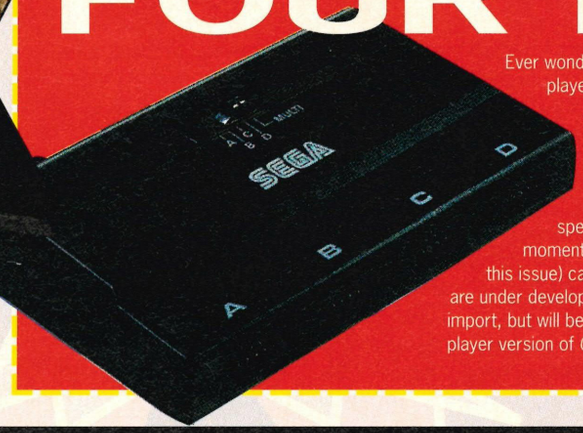
After untold confusion over cartridge rental, many larger retailers seem to be going official. So far, rental has been supported by small shops, but it was only a matter of time before a big organization cottoned on to the idea too. With a larger than life reputation, Blockbuster Video were just the company to take cartridge rentals on board. They're already the UK's biggest video rental chain and have enjoyed a very successful rental campaign in the US.

Cartridge rental has already started in many of their stores and you will be able to take your choice from over 250 Sega games. The rental list will be updated as and when new releases appear. The list has been specially negotiated with Sega and gives rental outlets the best and most up-to-date releases on the shelves.

To rent a cartridge from the Blockbuster chain, you have to be a member of either Ritz or Blockbuster Video. Membership is free and cartridge rental costs £2 a night. The possibility that games can be rented for up to three nights at once at a special rate has not been discounted.

At first, the scheme will only be available to stores in London, the South East and Scotland, but Blockbuster hopes to expand this to all 600 stores in the near future. Blockbuster had tried to negotiate a rental deal with Nintendo, but the big, bad N don't want Nintendo owners to rent their carts!

FOUR PLAY



Ever wondered what it would be like if you could control every player on sports game? Imagine how involved a multi-player game could get! Unfortunately, an add-on of this sort would be impossible to incorporate on the Mega Drive, but Sega have some good news for the multi gamesplayer. The Sega Tap adaptor allows up to four player participation although games must be specifically designed to incorporate four players. At the moment, only *J League ProStriker* (check out the review in this issue) can be played with the Sega Tap, but many more titles are under development. The Sega Tap costs £21 and is available on import, but will be released officially very soon. Look out for a four-player version of *Gauntlet* later in the year.

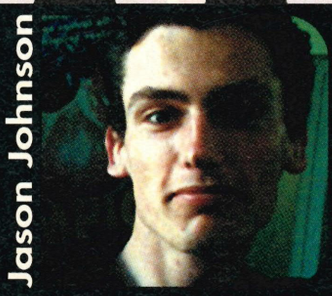


Sam Hickman

Sam's been fighting off the evil forces of the dark streets of Bournemouth (she takes this character role thing very serious).

Anyway, our star-struck party host recently went overboard (though not as overboard as Jase did) with her infamous Tequilla slammer all nighter. Oh, what a gal!

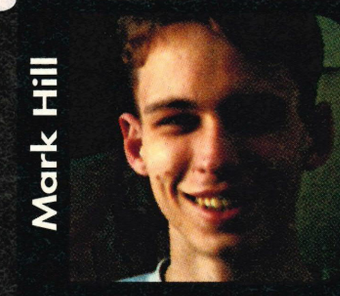
Fave games: *Jungle Strike and Vampire*



Jason Johnson

Constantly yapping about *Mortal Kombat* and how brill it is, he's trying to control regular urges to skive off work and to the nearest arcade. Overboard, over-sink Jason is still recovering from a slammin' evening, but as usual he doesn't remember a thing! A sad case of Mr Entertainment hits floor!

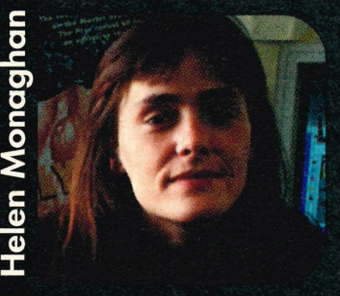
Fave games: *Switch* and *J League*



Mark Hill

Mark is also sure to be working late next month, because he is yet another new member of the SEGAPRO team. He hasn't realised that the initiation ceremony is still waiting, although he thought it was his simulated flight around nine campaigns of *Jungle Strike* in one day. He'll just have to wait and see what happens next!

Fave game: *Jungle Strike* (!)



Helen Monaghan

A big welcome goes out to the newest member of the team, Helen, who has taken the new and highly sought after position of Assistant Designer. Having already revealed a secret fetish for fish, she'd better keep her head above water! We wouldn't want Simon to get mad, would we?

Fave game: *Marky Mark*

NEWSFLASH . . . *Sonic 3* is now a confirmed release for November 1993. There's no information regarding game content at the moment, although hopefully there will be some original gameplay this time! **. . . STOP**

NEWSFLASH . . . The Mega-CD 2 will probably be available in September and may cost as much as the current version of the Mega-CD. Import versions should be in specialist shops now **. . . STOP**



whispers...

● Software developers US Gold have won the rights to the 1994 Winter Olympic Games and will be working on a winter version of *Olympic Gold*. The game will feature events such as skiing, slalom, biathlon, bobsleigh, speed skating and luge.

● Virgin Games have announced the licence for the game of the film, *Demolition Man*! Not a lot is known at present except that it will be released on all Sega formats. Expect to hear more about the product in a SEGAPRO near you later this year.

● The new series of Gamesworld will feature a new style of games playing. Viewers will be able to phone in and play a video game over the telephone! The competition will be known as *Try Your Luck* and each game will be controlled via the digits on the caller's phone. Another competition will offer viewers the chance to participate in a quiz where the phone is used as a buzzer to answer questions. To enter the competition you must have a telephone with touch tone digits.

● Sky One are about to launch their own games magazine on the SkyText. It will be known as *Power Zone*, updated twice a week and will be 30 pages long. It may even link up with Sky One's Gamesworld.

● Even the Royal family are confirmed Sega addicts! On a recent visit to a children's hospital, Princess Di informed one of the patients that William and Harry can't stop playing *Sonic the Hedgehog*.

● After hitting the SNES last summer, the arcade adventure *The Addams Family* is finally coming to all Sega systems! It's due to be released in September. Look out for a review from SEGAPRO in the near future!



MANGA MANIA



If you're even the slightest bit interested in the Japanese comic or video world, you must have noticed the name Manga. Some of the hottest cartoon animation in the world has come from this company and they have a massive cult following.

With acclaimed releases like *Akira* and *Fist of the North Star* under their belt, they already have a well-established reputation. Some of their videos have even been converted to games (*Fist of the North Star* and *Ultraman* on the SNES, *3x3 Eyes* on the Mega-CD).

Until now, the comics behind the videos were expensive imports, restricted to specialist comic shops. However, Manga realised the potential that the UK market holds and are launching a Manga magazine as a result. The first issue is on sale on 10 June, will cost £1.95 and features the classic Manga character, Akira!

KILLER GAMES (Part 2)

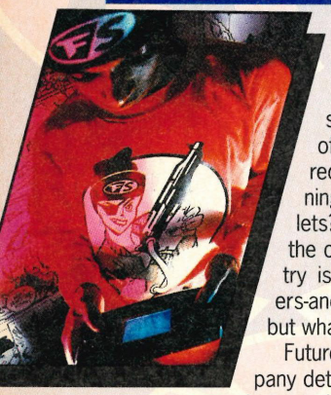
Yet again, the computer games industry has been the victim of tabloid newspaper hype. Now that the epilepsy outrage seems to have blown over, game violence now seems to be flavour of the month. Top of the list is Sega's new CD game, *Night Trap*, which features real actresses being subjected to violent behaviour. While console violence may have been acceptable in the past, real video images are seen as far too realistic to just slip by trading standards officers.



Toy retailers, such as Toys 'R' Us, have already refused to stock the title and ELSPA (the industry's self governing body) are calling for strict guidelines that software developers must adhere to. Sega are considering slapping an age certificate onto the game, even though it's far less violent than some films with a PG rating. However, it seems that CD games will come under scrutiny in forthcoming months. ELSPA are working on a code of practice for CDs and it's likely that they will come under classification bands in the future.

● What do you think? Are games becoming too violent? We want to hear your views. Write to: Video Nasties, SEGAPRO, 124 Old Christchurch Road, Bournemouth BH1 1NF.

FUTURE SHOOTER



Are you fed up with the barrage of wimps claiming to be games stars? Does the sight of Dominik Diamond's red jacket leave you running for the nearest toilets? It's well known that the computer games industry is dogged by the trainers-and-anorak contingency, but what can you do about it?

Future Shooter are a company determined to change the image of games players forever. Their range of "screen warriors" clothing offers a crossover between today's fashion and a futuristic game character, Future Shooter. Their first product is a wicked T-shirt featuring the hero and is available by mail order. Although their product range is fairly limited at the moment, they are hoping to introduce a new range of T-shirts and hats soon.

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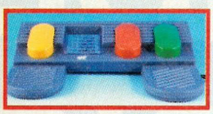

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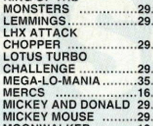
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pro NEWS

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NEWS FROM JAPAN

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JAPANESE PRO DATES?

MEGA DRIVE

JULY		
F1 CIRCUS	SEGA	CD
SHINOBI III	SEGA	8Mbit
SILPHEED VR	SEGA	CD
AUGUST		
GOLDEN AXE III	SEGA	?Mbit
ROCKET KNIGHT	KONAMI	8Mbit
SEPTEMBER		
BATTLEMANIA 2	BIG TOKAI	8Mbit
GUNSTER HEROES	SEGA	8Mbit
OCTOBER		
BARCHART RACING	SEGA	?Mbit
METAL HAMMER	SEGA	16Mbit
MONSTER WORLD IV	SEGA	8Mbit
MULTI-PLAYER QUIZ	SEGA	8Mbit
SHINING FORCE II	SEGA	16Mbit
NOVEMBER		
BARE KNUCKLE III	SEGA	?Mbit
PHANTASY STAR IV	SEGA	16Mbit
SUPERMAN SPARK	SEGA	8Mbit
SONIC 3	SEGA	?Mbit
SONIC CD	SEGA	CD

GAME GEAR

JULY		
GALAGA II	SEGA	2Mbit
JURASSIC PARK	SEGA	4Mbit
AUGUST		
NINJA WARRIORS	SEGA	2Mbit
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JURASSIC PARK	SEGA	4Mbit
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OCTOBER		
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NOVEMBER		
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BATTLE TOADS	SEGA	2Mbit
OUTRUN EUROPE	SEGA	2Mbit
YOUNG INDY JONES	SEGA	2Mbit
J. STRIKER	SEGA	?Mbit
SONIC 3	SEGA	4Mbit

BLINDING SHINER

スーパーヒーローが見つかった

The successful *Shining Force* is likely to be over-shadowed by what is hoped to be an even better sequel, *Shining Force II*. This should be another massive 16Mbit RPG featuring both new and old characters. This is the third game from Sega that follows the adventures of the force; the first being the unofficially released *Shining in the Darkness*.

It appears that the original style of fighting without fighting (?) remains, but with far better action screens. This will be a relief to fans who are particularly keen on this style of gameplay. Just in case you don't know, it's a basic mind process rather than the normal physical combat. It's already 20% finished and steadily aiming towards an early October release. More details will be released as soon as possible.





In *Ex-Ranza* you take control of a futuristic macho robot with armour plating and weaponry coming out of his ears. This hot release is a six level shoot-'em-up which is instantly comparable to the SNES game, *Super Probotector*. Released in Japan on 28 May in an 8Mbit cart, it also utilises the new six-button joypad.

Each of the six levels is detailed and definitely action packed with big sprites and adorning backgrounds. Stage one comprises an outside battle where the enemy stronghold is being attacked and the constant barrage of enemy fire illuminates the sky. Clear this level and the boss awaits. Another big sprite? Sure it is – this one fills up more than half the screen!

Stage two takes you through the inside of the stronghold with yet another monstrous boss. Then it's back out into the open for a laser fight through the forest before reaching the final boss. If this sounds tempting, don't worry about having to wait too long. It's being released officially in August under the name *Ranger-X*. Nice one, Sega!



世界の THE ONE AND ONLY

This is the one that could overshadow *Street Fighter II* as the best fighting game on the Mega Drive. *Mortal Kombat* is to be released in Japan, UK and USA on the same day! All cartridge formats of the game are to hit the market this September. The Mega-CD version is to follow. Watch out for an exclusive preview in next month's SegaPro.

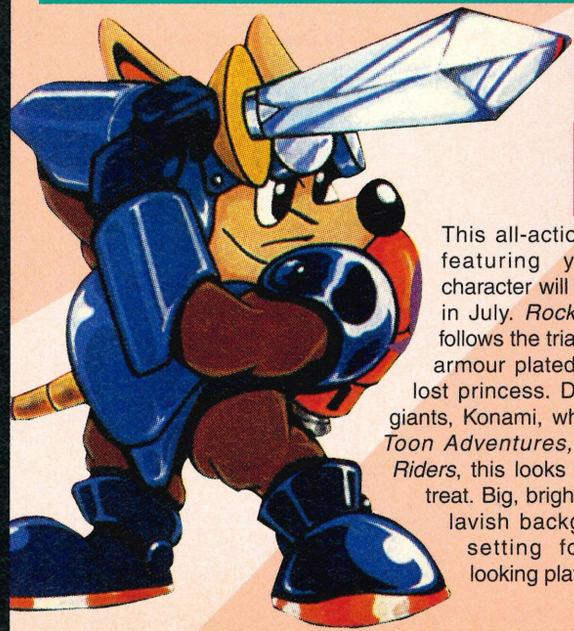


FAT DOGS IN JAPAN



The simply named *Sumo* makes its hefty 4Mbit appearance on the Game Gear this month. Although the main fighting area looks sparse, there are some nice graphical sequences to keep your eyes firmly fixed to the screen. What the attraction of watching two fat sprites beat the hell out of each other is, I'll never know.

Not only are the Japanese public sumo mad, they also appear to be into poodles. Gambling has taken off in a big way for the Poodle Championships. Oh, I have just been informed that this is not actually a poodle racing simulator, but a serious greyhound racing game. Could have fooled me!



POCKET ROCKET

This all-action platform adventure featuring yet another cutesy character will be released some time in July. *Rocket Knight Adventures* follows the trials and tribulations of an armour plated toon in search of his lost princess. Developed by software giants, Konami, who also produced *Tiny Toon Adventures, Turtles* and *Sunset Riders*, this looks like another graphical treat. Big, bright and bold sprites with lavish backgrounds provide the setting for this impressive looking platformer.

Jap CHARTS

MEGA DRIVE

1	1	Super Columns
2	5	Fatal Fury
3	4	Streets of Rage II
4	NEW	Splatterhouse 3
5	2	Sonic 2
6	NEW	Rise of the Dragon
7	7	J. Striker Football
8	7	World Trophy Soccer
9	NEW	Ball Jacks
10	NEW	Switch

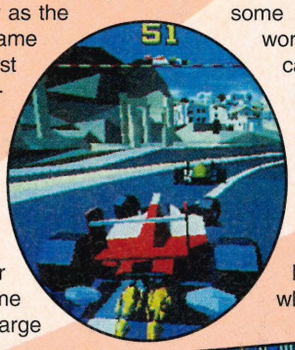
GAME GEAR

1	NEW	Super Columns
2	1	Sonic 2
3	5	Lemmings
4	2	Shining Force Gaiden
5	NEW	Land of Illusion

パーピーローが帰ってきた

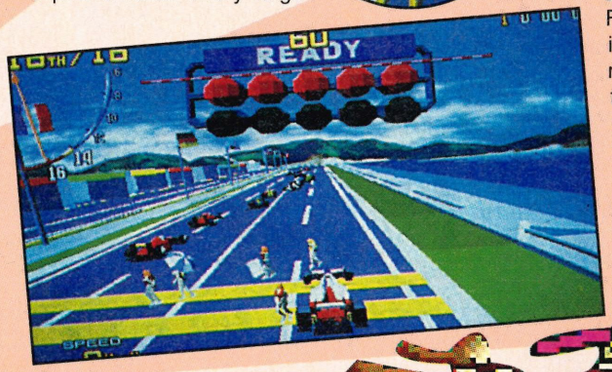
VIRTUALLY THERE

No other arcade machine, excepting the *R-360*, is as popular as the revolutionary racing game *Virtual Racing*. The first screen shots are certainly impressive.

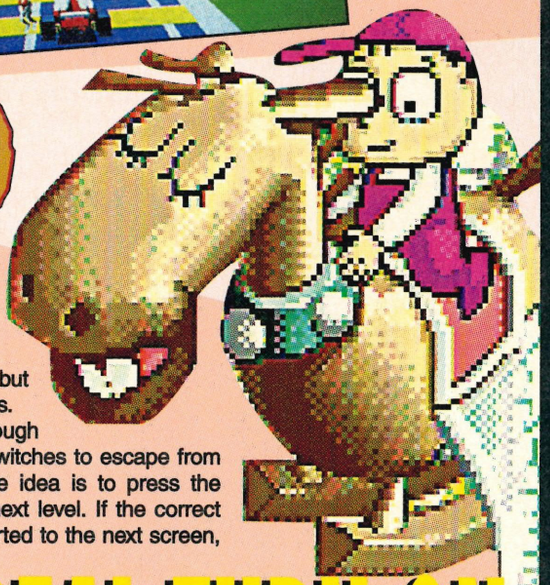


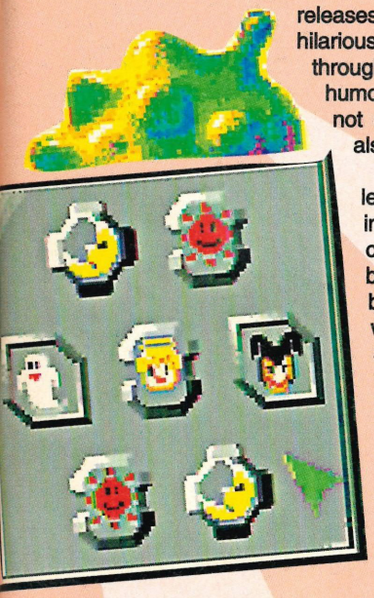
VR on the Mega Drive is shaping up nicely and is planned for an end of year release. As you may be aware, the demand for this style of in-home game is phenomenal. Every large arcade and theme park includes some type of imaginary world machine – you can even hire VR machines.

Following on from the VR racing, *F1 Circus CD* is being released in June. It's the CD version of the hugely popular Mega Drive cart where you take control of, yep, a Formula 1 racing car. This may not whet the appetite quite as much as a blast on *Virtual Racing*, but it will be out a lot sooner.



世界の





One of the most popular recent game releases in Japan is *Switch*. It features hilarious graphic sequences all the way through with Monty Python-style humour. It's very addictive and you'll not only want to finish the game, but also see all the hilarious sequences.

Players have to journey through level upon level by pushing the switches to escape from increasingly tricky situations. The idea is to press the correct switch and warp to the next level. If the correct button is pressed, you're transported to the next screen, but press the wrong one and Switch is in for it. Anything can happen, from the other characters chasing after you to violently vomiting on your head.

Switch includes hundreds of animated screens and is likely to take absolutely ages to complete. The humour is the main attraction, but the graphics are very clever. This is possibly the best and definitely the most original CD game to date. However, the game has a large amount of Japanese text and speech that is likely to cause one or two problems in the UK.

If you're interested in obtaining a copy for yourself, give the lads at Video Games Centre a ring on (0202) 549721.

A REAL TURN ON



NIP BITS

● The Manga video RPG conversion *3 X 3 Eyes* is now finished. It will be available in Japan any day now. This Mega-CD adventure is expected to be massive, with stunning graphics and sound to accompany you through level upon level of oriental mystery. If the Japanese text doesn't interfere with the game too much, which is very doubtful, expect to see it in your local importers by August.

● *Thunderhawk*, the Mega-CD shoot-'em-up being developed by Core Design, is already taking shape. What has been quoted to be "the definitive 3D helicopter combat simulation" is planned for a September release in Japan and the UK. Fight through ten campaigns by shooting everything on-sight and solving multiple world peace problems. There's even an intro with 3D fractal generated landscapes and rendered 3D models. We'll keep you posted!

● There are a few new releases that use 10Mbit carts. Previously unheard of, could these better than average sized ROMs make an appearance in the UK?

● *Race Drivin'* is 60% complete and you can look forward to a few more hair raising laps in the near future. The follow-up to Tengen's *Hard Drivin'*, this has you driving either a Sportster, Roadster or Speedster. Let's hope the controls are a little more user-friendly.

● An eight meg blaster by the name of *Esperanza* has just been released in Japan. No, this isn't a fairy tale character under cover, but an all-action platform adventure shoot-'em-up. With loads of power-ups to collect and a gigantic armoured Assault Suit for protection, it sounds good so far.

● *Kick and Rush* soccer has hit sporting sim fans in Japan for six. Does it offer fast paced footy action with all the authenticity of the real thing? Well, not quite, but it's fun and if it sells well in Japan we can expect to see it over here soon. We all know how popular football is in the UK.

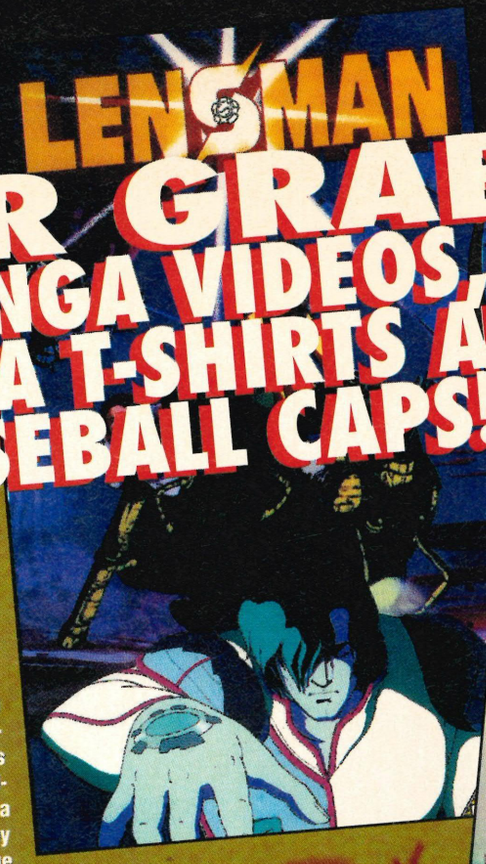
● *Street Fighter II* commercialism is hitting fever pitch as shoppers go merchandise crazy. Although there are rumours spreading left, right and centre over the game, nothing can stop the pre-release madness. Boxer shorts, cuddly toys, crunchy corn snacks and even miniature models have hit the shelves. Question is, when will we see the cart?

pro COMPO

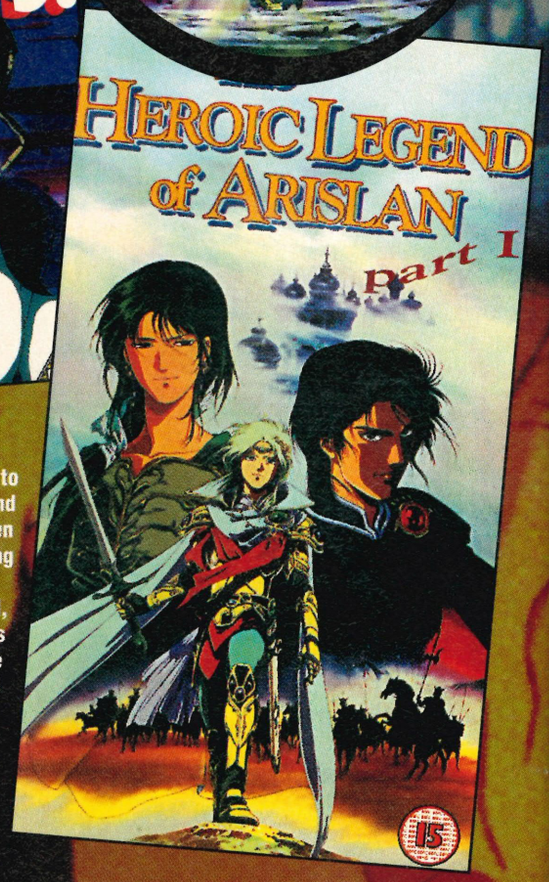
UP FOR GRABS! 30 MANGA VIDEOS, 10 MANGA T-SHIRTS AND 10 BASEBALL CAPS!

WIN!





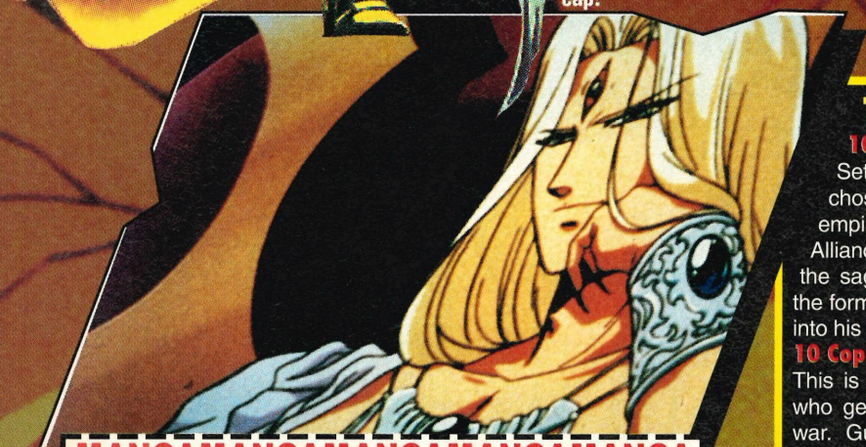




If you haven't heard of Manga, then you must be behind the times as they are just about the hottest property in Japanese animation (anime). Their feature length films have only been available in the UK for a few years, but they already have a large cult following.

Manga finds its origins in traditional Japanese art, but to appeal to a massive audience, today's stories revolve around the weird and wonderful world of science fiction! Traditional animation is often mixed with computer animated graphics to gain the astounding effects seen in their films!

If all this talk of animation and art has left you a bit miffed, then get this: Manga have also signed up some of their releases to computer games labels! *Ultraman* is widely available on the SNES, *Fist of the North Star* is also available for the SNES and *3x3 Eyes* has just been released on the Mega-CD in Japan. Manga are planning to convert many more of their videos into computer games, and are giving ten lucky winners a five-pack set comprising three videos, a T-shirt and a baseball cap!



THE PRIZES

10 Copies of Lensman

Set in 2500 AD, a young farmer is chosen to drive the Boskonian empire away from the Galactic Alliance. Kimball Kenson, the hero of the saga, possesses special powers in the form of a lens implanted mysteriously into his hand.

10 Copies of Heroic Legend of Arislan

This is all about an adolescent traveller who gets caught up in a fierce political war. Guise finds himself getting in all sorts of trouble involving the King, his son and the holy goddess.

10 Copies of R Veda

The evil Teishakuten has overthrown the king and proclaimed himself the sole ruler the kingdom. Only six warriors can overcome the tyrant, but Teishakuten has kidnapped their main man.

10 Manga T-Shirts

Ten top-quality T-shirts featuring the Manga logo.

10 Manga Baseball Caps

A stylish Manga cap to stick on your bonce.

THE QUESTIONS

To win one of these brilliant vids, simply answer the questions below.

1) Name one computer game that takes its origins from Manga videos.

2) What is Japanese animation more commonly known as?

3) How many times has Manga been mentioned on this page?

Answers on a postcard, by 30 June 1993, to:
Manga, Manga Manga!
SEGAPRO, 124 Old Christchurch Road, Bournemouth
BH1 1NF.
The editor's decision is final.

WIN! WIN!

MANGAMANGAMANGAMANGAMANGA

1.....

2.....

3.....

NAME:.....

ADDRESS:.....

.....

.....TEL:.....

MANGAMANGAMANGAMANGAMANGA



MAIL ORDER HOTLINE: 081 741 9050 OR 0708 736663

WEST LONDON

Computer Games
309 Goldhawk Rd, London W12
Tel: 081 741 9050

LAKESIDE

That'z Entertainment
Unit 616, Pavilion Building, Lakeside Shopping Centre West Thurrock, Essex. Tel: 0708 890 800

WALTHAMSTOW

That'z Entertainment
231 High St.,Walthamstow, E17
Tel: 081 503 6633

ROMFORD

That'z Entertainment
Units 33-34, Romford Shopping Hall, Market Place, Essex.
Tel: 0708 744 338
That'z Entertainment
6 Moray Way, Romford, Essex.
Tel:0708 736 663

WEMBLEY

Wembly Stadium
Sunday Market 9.00am-3.00pm

CRAWLEY

Gamesville
18, Springfield Road, West Sussex.
Tel:0273 620 814

BRIGHTON

Gamesville
152 Lewes Road.Tel: 0273 620 814

COVENTRY

Coventry Computer Centre
62 Lower Precinct
Coventry. CV1 1DX
Tel: 0203 223 081

KENT

5 Til 9
4a Granada House
Gabriels Hill, Maidstone, Kent.
ME15 6JG
0622 672 646

SOUTHAMPTON

Prime Time
Shakespeare Ave.
Andover, Hants.
Tel: 0264 334 400
Game Master
342 Shirley Road, Shirley, Southampton.
Tel: 0703 511 546

N.IRELAND

Megamania
10 South Street, Newtownards.
Tel: 0247 820 688
Megamania
219 Castlereagh Road, Belfast.
Tel: 0232 453 071

SCOTLAND

C&A Games
Marketplace, 61-63 South Street.
Perth. Tel: 0738 440 669
C&A Games
6 The Parade, Stirling Central.
Tel: 0786 447 470
C&A Games
De' Courcys Arcade,
Cresswell Lane, Glasgow.
Tel: 041 334 3901

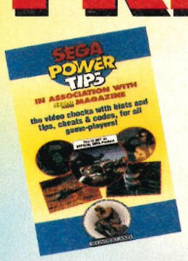
BUY BACK
All shops will buy back your unwanted console games. Absolutely none refused.

All shops listed here are independent.

A2Z VIDEO GAMES



FREE VIDEO



SEGA TIPS

*Only on selected items

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Discount Voucher

£1 Off our rock bottom prices when you next purchase games at the shops listed on this page.

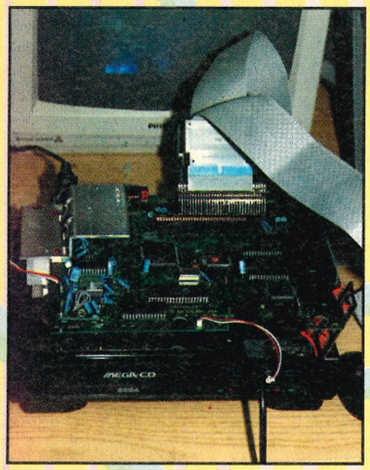
This voucher cannot be used in conjuction with any other offer or promotion. NOT TRANSFERABLE. Offer ends 31st July 1993.

pro FEATURE

CART BUSTE



Ever since computer games were made, there was always someone who wanted to delve deep in and uncover their hidden secrets. After many years of doing just this, Datel Electronics have become the world-wide leaders in cart busting devices. Sam Hickman talks to the people behind the successful venture.



This is what happens when you let the guys at Datel use your Mega-CD for a few hours!

Datel are currently enjoying a huge success in the games industry. Their Pro Action Replay cart was voted the best console accessory by SegaPro readers and their products are growing from strength to strength. After just launching the Master System and Game Gear version of the Pro Action Replay, they revealed the Universal Adaptor and the CDX Pro cartridge.

CDX Pro

The CDX Pro is an ingenious device that not only allows you to play US and Japanese CDs in your UK Mega-CD set-up, but also allows any other machine combination! Yes, you can now connect any Mega Drive to any Mega-CD and play any CD game when using the CDX!

After turning on the machine, the CD software reads information from the CDX and ignores any other lock-out information from the actual machines. The origin of the disc is then checked by the machine (all CDs are exactly the same except for a minor difference in the ROMs), and the cartridge tells the CD's operating system to ignore any country codes.

The CDX Pro is actually very similar to the Pro Action Replay and even uses the same custom chip. It's very simple to use, as there are no buttons to press or switches to flick. Just slot it into the cartridge port of your Mega Drive, turn it on and away you go!

UNIVERSAL ADAPTOR

The Universal Adaptor allows owners of either UK or Japanese Mega Drives to play any game that is protected. The unit fits between the Mega Drive and the game cartridge and allows the play of import games once the correct switch setting is chosen.

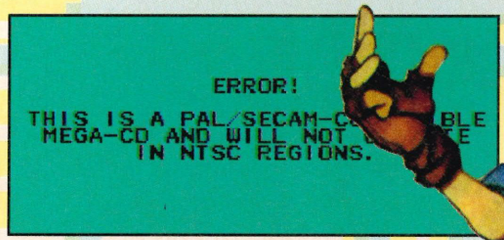
The unit doesn't work with the American Genesis, but Datel say that the reason for this is that most American games come out way ahead of the UK market anyway, so it's not a necessary product. It's a shame because there are bound to be a few Genesis owners in the UK!

The device is very simple to use. Simply slot an import

COMPATIBILITY TABLE

MACHINE	UK Disc	US Disc	Jap Disc
UK Mega Drive and UK CD	✓	✓	✓
Jap Mega Drive and UK CD	✓	✓	✓
US Genesis and UK CD	✓	✓	✓
UK Mega Drive and Jap CD	✓	✓	✓
Jap Mega Drive and Jap CD	✓	✓	✓
US Genesis and Jap CD	✓	✓	✓
UK Mega Drive and US CD	✓	✓	✓
Jap Mega Drive and US CD	✓	✓	✓
US Genesis and US CD	✓	✓	✓

Datel boast that any import game can be played on any combination of machines. We tested the CDX for ourselves with the above setups and found this to be true. Datel have tested all ROM version combinations of UK, US and Japanese units. They didn't all work on the prototype, but they do on the finished version.



Yuk! This is what you'll see when you combine machines of different origins together. The machines just won't work if they are mixed and matched.



However, inserting the CDX Pro allows you to combine any combination of machines together! If the combination works, you'll see this screen when you switch on.





game into the adaptor, then push the whole thing into the Mega Drive's catridge port. If you're playing a Japanese game, flick the switch down. If the cart is American, flick the switch up. All you have to do now is turn the Mega Drive on and you'll be able to play! We haven't found a game yet that the adaptor doesn't work with, so it's possibly going to be an essential purchase.

CD FOR ALL

Although these products are a welcome addition to the UK's import-protected market, Sega are bound to be more than a little annoyed with Datel. The reason that you can't play any game on any machine at the moment, is that Sega don't want you to. There are many different reasons, from licensing agreements to quality control, but this doesn't help owners of UK Mega-CDs who want to buy the latest US releases or owners of Japanese Mega Drives who want to buy the UK Mega-CD without paying up for new UK Mega Drives!

More and more games have a special code inserted into them to protect the games from moving overseas. While Sega may think they have the upper hand on the grey importers, people like the guys at Datel are constantly trying to find ways around the codes. They don't see why the British public should have to suffer from a poorer selection of games. As they say, if games were universally released, there would be no need for their new products. Sega have, unwittingly, created a market for the devices themselves!

We spoke to Datel's programmer, Wayne, for the low down on the development of the CDX and Universal adaptor and the implications it holds for the Sega market.

Q Why did you develop the CDX and the Universal Adaptor?

A The CD games released in this country so far have been pretty naff and we don't see why the UK market should keep on suffering. What we are doing is offering the public a reason to buy the Mega-CD. I can't see how anyone can get by without a CDX, certainly until there are more UK releases. We thinke we are actually helping Sega sell Mega-CDs!

Q How do you think Sega view your products?

A Obviously, they're going to be very upset. The whole point of installing codes into the games is a deliberate act to stop grey importing. It's probably going to work in Sega's favour, though, as the quality of UK CD software is terrible. More people will buy the CD if they know that import games are accessible to them. All we are doing is meeting a demand created by Sega themselves.

Q How will the CDX cope with the different running speeds that US CDs run on? And will this affect game features such as sound and graphics synchronisation?

A There is a slight speed difference between the UK Mega Drive and the US machine, so you may occasionally get a time difference between sound and picture. This is very rare and it will only cause a minor nuisance.

Q How have the products been developed so quickly?

A Because we design and build everything in-house, it's possible for us to work much more quickly. We don't have to send information to other people and all product decisions are made at our base. We knew that Sega would make the CD incompatible with other software, so we began to look at the differences between US and Japanese machines early on. As soon as the UK machine was released, it was fairly easy to work around the differences. It's only taken a month to develop both the CDX and the Universal Adaptor.

Q What are your plans for the future?

A We have many different ideas for the future, but, at the moment, the Action Replay CD is our main project. This will be released later in the year.

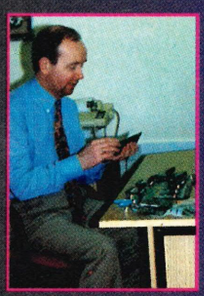


In the midst of all this chaos, a CDX is being developed! After writing the necessary software, the CDX Pro must also be tested by a logic analyser. This ensures that a minimal amount of error goes into the finished product.

MEET THE TEAM

With such a small team, it's a wonder that Datel managed to get the CDX out so quickly. However, their research and development is carried out in-house, enabling them to work as a quick and close team.

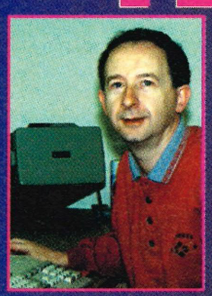
★Mike Connors
The big boss. As well as running the whole company, Mike does a lot of the initial design preparation for new products and comes up with new game-busting ideas.



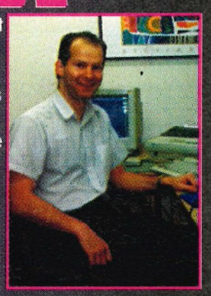
★Mark Wallace
Mark is the man responsible for all the Action Replay codes in SEGAPRO and he also contributes to the development of new products.



★Roy Harding
This computer whizz-kid puts ideas into reality. He designs the hardware necessary for developing new products like the CDX Pro.



★Wayne Beckett
Wayne writes the programs for all of Datel's products. The software for the CDX Pro and the Universal Adaptor was written on the Amiga 500.



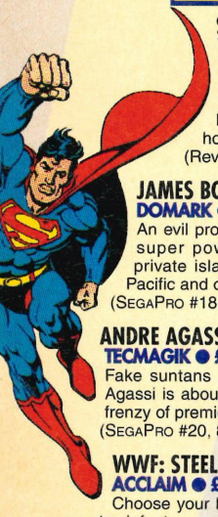
PRO DATES

Welcome to the hottest and most up-to-date official release section ever seen! Every month, we compile the latest release information that's supplied to us by the software companies.

June seems to be the big month for Mega-CD releases, while July sees the release of *Jungle Strike*, and *Shining Force* on Mega Drive! August releases look promising with *Jurassic Park* and the CD releases of *Batman Returns* and *Ecco*!

Sadly, *Dracula*, to be released on all systems, has been put in the pending file, but looks ever more like an August/ September release. However, there are still plenty of action-packed releases for you to drool over...

MASTER SYSTEM



SUPERMAN
VIRGIN ● £32.99
Superman takes to the airwaves in June and is out to bash a few baddies. The Mega Drive version was a bit duff, so hopefully this will be better.
(Reviewed in this issue.)

JAMES BOND
DOMARK ● £32.99
An evil professor intends to launch a new super powered orbital laser from his private island located somewhere in the Pacific and only Bond can stop him.
(SEGAPRO #18, 78%)

ANDRE AGASSI TENNIS
TECMAGIK ● £32.99
Fake suntans and hairy chests ahoy! Andre Agassi is about to hit the Master System in a frenzy of premier tennis.
(SEGAPRO #20, 84%)

WWF: STEEL CAGE
ACCLAIM ● £32.99
Choose your king of bad taste, then use him to defeat every wrestler that dares to step in the ring. There are three kinds of wrestling to choose in all and each is great fun!
(SEGAPRO #20, 79%)

BATTLETOADS
VIRGIN ● £32.99
The evil queen has kidnapped your girlfriend and your best friend.As yourself, you'd probably not have a clue what to do, but when you're a toad, it all comes perfectly clear.

CRASH DUMMIES
ACCLAIM ● £32.99
Calamity strikes the Master System in the form of two dummies from the road safety commercials. There's nothing these two can't break or crash into in this comical adventure!
(SEGAPRO #20, 52%)

TECMO CUP SOCCER
SEGA ● £29.99
The Master System hasn't seen a good football release for a fair old while and this timely release hopes to capture the footy-starved audience.
(SEGAPRO#18, 69%)



GP RIDER
SEGA ● £29.99
Get the wind in your hair and rain in your face with this mean motor biking game. This is an MS alternative to the MD's *Road Rash* and is derived from the Sega arcade of the same name.

WIMBLEDON 2
SEGA ● £29.99
The original version is still a very popular game and this sequel is well-timed for the summer Wimbledon tourney. If you like a bit on the grass, then check this out.

WORLD TOURNAMENT GOLF
SEGA ● £29.99
One for all you armchair sports fans out there! There's no need to get cold, wet and fed up with the slow coaches ahead.

STREETS OF RAGE
SEGA ● £29.99
The ex-cops set off to end corruption on the streets of rage. It all revolves around the street gang controlled by Mr Big who proves to be one mean cookie. (SEGAPRO#19, 89%)

HOME ALONE
SEGA ● £29.99
As young Kevin, you have to protect your neighbours' homes while the whole street takes a holiday. It's very like *Bonanza Bros* in many respects.
(Reviewed in this issue.)

GAME GEAR

BATTLETOADS
SEGA ● £24.99
The toads continue to surprise even us. This is similar to the Mega Drive version and follows the same beat-'em-up gameplay action.

SUPERMAN
VIRGIN ● £27.99
Superman takes to the streets in a last-ditch attempt to destroy all baddies. Can he do it, or is he just too clean cut?

TALESPIN
SEGA ● £24.99
Baloo and Kit are just about broke, so when they see an advert for a lifetime's work they just can't resist. A waste of a Disney licence really.
(SEGAPRO #20, 35%)

WWF: STEEL CAGE
ACCLAIM ● £27.99
Pit your wits against some of the best wrestlers in the world. You can also join up with a friend for a two-player tag game.
(SEGAPRO #20, 84%)

CRASH DUMMIES
ACCLAIM ● £27.99
Crash Dummies isn't a bad release. The sprites and sound are okay, but there just isn't enough of a game to warrant a high score!
(SEGAPRO #20, 48%)

TOM & JERRY: THE MOVIE
SEGA ● £24.99
Tom will never give up in his quest to rid the world of the juicy Jerry. In trying to do so, Tom gets up to very silly and problematic antics.
(Reviewed in this issue)



VAMPIRE: MASTER OF DARKNESS
SEGA ● £27.99
This challenges the other vampire game, *Dracula*, and the general story line is very similar. Purge the world of vampires or be doomed.
(Reviewed in this issue)

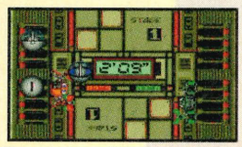
SUPERMAN
VIRGIN ● £39.99
This came out on import quite a while ago, scoring a poor 62%, but now Virgin have upgraded it in many respects and made it much better.
(Reviewed in this issue)

MEGA DRIVE

COOL SPOT
VIRGIN ● £39.99
How cool can this dude get? He's everything the ultimate beach bum could hope to be and more. 11 summertime levels, all with great gameplay!
(SEGAPRO #19, 93%)

MAZIN WARS
SEGA ● £39.99
An action-packed adventure boasting elements from all the great beat-'em-up and shoot-'em-up releases to date!

BALL JACKS
SEGA ● £39.99
Collect as many spheres as you can in three minutes and hope that you've got more than your opponent has.
Fast gameplay, although it is a little dated.
(Reviewed in this issue)



KING OF THE MONSTERS
SEGA ● £39.99
Just how many buildings can a monster throw in one day? Choose your ultimate monster and then set off in a mission of death and destruction.
(SEGAPRO #20, 57%)

SUMMER CHALLENGE
ACCOLADE ● £34.99
Summer Challenge is a bit of a disappointment all round really. It's only fun if played by more than one person. Sole games players be warned!
(Reviewed in this issue)



FATAL FURY
SEGA ● £39.99
Southtown is under the wrath of an evil gang king, Geese Howard. When two brothers see a way to kill Geese (via a street fighting tournament), they take their chance while they can.
(SEGAPRO #19, 84%)

X-MEN
SEGA ● £39.99
Not the arcade hit, but a platform scroller along the same theme with all the X-Men present. Boasts six huge levels with lots of challenge.
(SEGAPRO#19, 78%)

MUHAMMAD ALI'S BOXING
VIRGIN ● £39.99
He's the greatest! Who is he? Muhammad Ali of course! Take on the world's best boxers and if you're still standing, try your best to flatten Ali!
(Reviewed in this issue)

CAPTAIN AMERICA
SEGA ● £39.99
Help Captain America and his three super hero buddies combat the invasion of Earth in this beat-'em-shoot-'em-up. Two players can play simultaneously as you attempt to avert disaster to the world.
(SEGAPRO #19 , 41%)

STRIDER 2
US GOLD ● £39.99
The last members of the Striders, a group of dedicated men and women that protect the Earth from invasion, is called into action to save the world from another Alien horde.

OUTRUN 2019
SEGA ● £39.99
This is set in the year 2019 and boasts improved graphics, speed and an all-new futuristic feel. Equipped with a jet engine, this car can push you to your limits.
(SEGAPRO#18, 84%)

MEGA-CD

AFTER BURNER III
SEGA ● £39.99
This is basically the same as every other *Afterburner* that ever lived! Even if you're a huge fan of the coin-op, you're bound to find this extremely boring!
(SEGAPRO #17, 55%)

NIGHT TRAP
SEGA ● £49.99
This hasn't even been released yet and it's already been slammed for being far too violent and sexy! Rescue the girls trapped in the house before mysterious aliens get their hands on them!
(SEGAPRO#19, 87%)

ROBO ALESTE
SEGA ● £39.99
The world is being invaded and you are powerless to stop the enemy being's force. After finding your brother brutally murdered, you set of vowing revenge to the killers.
(SEGAPRO #16, 60%)

FINAL FIGHT CD
SEGA ● £44.99
At last! A decent beat-'em-up on the Mega-CD! This is brilliant fun even if you're not a great fan of traditional console violence.





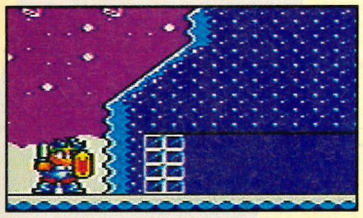
PRO DATES

MASTER SYSTEM

CALIFORNIA GAMES 2
SEGA ● £32.99
Take part in loads of different summer sports to earn money for an expensive surfing habit! The first version was fairly average, but everything has been updated for a new Nineties look!

THE FLASH
SEGA ● £32.99
The Flash is yet another super hero who has his job cut out saving the world from catastrophe! Trouble is, will he be any good? Find out more, next month!

WONDER BOY IN MONSTER WORLD
SEGA ● £32.99
Set to be one of the best RPGs ever released on the Master System. This epic adventure contains elements of every kind of gameplay and is absolutely brilliant!
(SegaPro #18, 90%)



JAMES POND II: ROBOCOD
US GOLD ● £32.99
Eight explosive penguins have been hidden in the toy factory and it's up to James Pond, codename Robocod, to diffuse them.

ROBOCOP 3
ACCLAIM ● £29.99
You would think that RoboCop was a high earning success, but the third film ran out of production money. Could this happen to games if rental takes over?



GAME GEAR

GALAGA 2
SEGA ● £27.99
This looks to be a competent shoot-'em-up. We did hope to review it in this issue, but you'll have to wait until next month for a full review!

STREETS OF RAGE 2
SEGA ● £27.99
No sooner have the big S released SOR, than they bombard us with *SOR2*! Not before time, we say!

JAMES POND II: ROBOCOD
US GOLD ● £27.99
James Pond has to be one of the fishiest super heroes of our time. Join this slippery character in manic platform fun and destroy the explosive penguins planted in the toy factory.

ROBOCOP 3
ACCLAIM ● £29.99
You'll have more than 20 seconds to comply, but this platformer looks like a tough little cookie and could have you complying again and again.

TENGEN WORLD CUP SOCCER
DOMARK ● £27.99
Summer's here and major software houses are releasing their brilliant sports releases. Compete in a single game or a tournament to become world soccer champ.
(Reviewed in this issue)

STRIDER II
US GOLD ● £27.99
This game has been held back for months, but it should be released in July, just in time for you to defeat the forces of evil through five levels of platform action.

SHINING FORCE
SEGA ● £49.99
The best RPG an English Mega Drive has ever seen! *Shining Force* features some innovative combat scenes and is much more enthralling than your usual RPG.
(SegaPro #20, 93%)

MEGA DRIVE

THE FLINTSTONES
SEGA ● £39.99
Every time Fred has appeared in a console game, he's disgraced the rest of the Bedrock community. This time, though, he's managed to come out with a half-decent platformer.
(SegaPro #20, 79%)



DOUBLE CLUTCH
SEGA ● £34.99
This little two-player driving game will appeal more to kids than Mum or Dad. Race your cars round numerous tracks while preventing the others from overtaking.

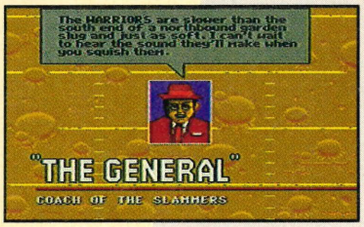
TECMO CUP SOCCER
SEGA ● £39.99
If you already have *Tecmo World Cup '92*, don't buy this! It's exactly the same game! Otherwise, it's an above average footy game that will keep you going for a few weeks!
(Reviewed in this issue)

JUNGLE STRIKE
ELECTRONIC ARTS ● £49.99
Is this the best shoot-'em-up ever? This excellent follow up to EA's *Desert Strike* is even better than the original! Nine levels of baddy blasting and terrorist mayhem!
(Reviewed in this issue)



THE ADVENTURES OF BOB
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MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £44.99
We reviewed this game ages ago. It follows the same rules as American football, although it's tons more violent! One for the hardcore football fans only.
(SegaPro #19, 72%)



TECHNO CLASH
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Techno Lords have invaded the world and it's up to brave warrior, Ronan, to defeat them using his nine combat spells.

ROBOCOP 3
ACCLAIM ● £39.99
Although the film was never finished, the game was. Now the tin man makes his way onto the streets of Sega city in the guise of an explosive platformer.

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Prancing around in your underpants is an everyday occurrence to this bloke, so it's not surprising that he's starring in a *Make My Video*. Unfortunately, he only manages to make everyone feel a little queasy.
(Reviewed in this issue)

INXS: MAKE MY VIDEO
SEGA ● £39.99
It seems as if pop bands can't wait to get their hands on the Mega-CD. INXS are the latest poppies to succumb to console conversions of their music, but can this ever work on the Mega-CD?

TIME GAL
SEGA ● £39.99
At last! We didn't know if this would ever be released in the UK, but Sega have finally seen the light. Astounding graphics, although gameplay is a little on the shallow side.
(SegaPro #16, 80%)







PRO DATES

MASTER SYSTEM

ULTIMATE SOCCER
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Yet another footy release for the MS! Sega are hedging their bets and releasing this across all three formats for the summer months. It is better known on the Amiga as *Striker*.

BART VS THE WORLD
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Don't have a cow! Bart is back in August with his second instalment for the Master System. Let's hope it's as good as the first outing was!

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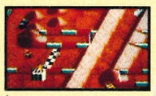
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US Gold recreate the epic battle between good and evil in this conversion where you help Luke Skywalker and his friends overthrow the Empire and its evil Lord Vader.

POWER STRIKE
SEGA ● £32.99
The Master System is lacking a decent shoot-'em-up. Apart from *R-Type* and *Fantasy Zone*, few spring to mind. Action starved gamers won't have to wait any longer for a decent blast.

WOLF CHILD
VIRGIN ● £32.99
You are the child of a scientist who has experimented upon you to give you special powers. When he is kidnapped, you use these powers to rescue him.



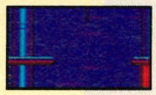
SUPER OFF ROAD RACER
VIRGIN ● £32.99
This *Super Sprint* variant was received well on the GG and now, the MS is blessed with the challenge of racing your four-wheeler around off-road courses.



STREETS OF RAGE 2
SEGA ● £29.99
The streets have never been dirtier and that's why Sega thought that a sequel would be in order for the MS beat-'em-up fan.

GAME GEAR

JAMES BOND
DOMARK ● £27.99
This is a super slick, stylish release to match our hero's ego with great platform gameplay and loads of action too!



DOUBLE DRAGON
VIRGIN ● £27.99
This beat-'em-up should make a welcome appearance on the small screen if Virgin's great *Super Off Road* is anything to go by.



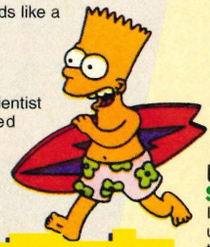


GREEN DOG
SEGA ● £24.99
This surfin' dude is at a loss until he finds his Aztec pendant, he can surf no more. This was an average Mega Drive game that should have more sparkle on the small screen.

ULTIMATE SOCCER
SEGA ● £27.99
Take on some of the top teams going in what is potentially the best footy game of the year. Even the Game Gear doesn't miss out on this release!

SURF NINJA
SEGA ● £27.99
At the moment, this game is still in development, but our powers of deduction tell us it has something to do with surfing and ninjas! Sounds like a fun summer release.

WOLF CHILD
VIRGIN ● £32.99
You are the child of a scientist who has experimented upon you to give you special powers. When he is kidnapped, you use these powers to rescue him.



MEGA DRIVE

BART VS THE WORLD
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Bart takes on the world in what is his second appearance on the Game Gear. Let's hope he's not too arrogant to complete his quest!

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This bizarre Japanese shoot-'em-up has been specially created to freak out all British Mega Drive owners with lots of colour and even more hot action than ever before.

ULTIMATE SOCCER
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Is this soccer game the ultimate? Sega certainly think so and have put their new UK programming team onto this conversion of the Amiga game, *Striker*.





INDIANA JONES AND THE LAST CRUSADE
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The latest instalment of this saga features a young Indy battling for good in his father's name. This should be an action-packed adventure.

JURASSIC PARK
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The release that most of the country has been waiting for. Transport yourself back to prehistoric times and be part of the mayhem that these creatures can cause!

GOLDEN AXE III
SEGA ● £39.99
Will the Golden Axe story ever end? Would we want it to? This looks set to be another brilliant RPG from the masters of adventure.

MIG-29
DOMARK ● £39.99
This flight sim has been released on almost every computer format and now it makes a Mega Drive debut.
(Reviewed in this issue)



BART'S NIGHTMARE
ACCLAIM ● £39.99
Just what is Bart's nightmare? Whatever it is, it's not very nice and Bart needs some help getting rid of it. Can you help?

WORLD CUP SOCCER
ACCLAIM ● £39.99
Not another footy sim! It's not even World Cup year! Oh well, maybe this will be worthy of its appearance.

TWO TRIBES
VIRGIN ● £39.99
The full preview to this is in this issue. This establishes Virgin as producers of top quality strategy games.

MEGA-CD

BATMAN RETURNS
SEGA ● £TBA
We've seen the preview to this and it looks absolutely brilliant! Fingers crossed that the gameplay is as good!

ECCO THE DOLPHIN
SEGA ● £TBA
Ecco the dolphin returns for more environmentally friendly antics in this CD adventure! Look out for some even slicker graphics, animation and gameplay.

console plus

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pro PREVIEW

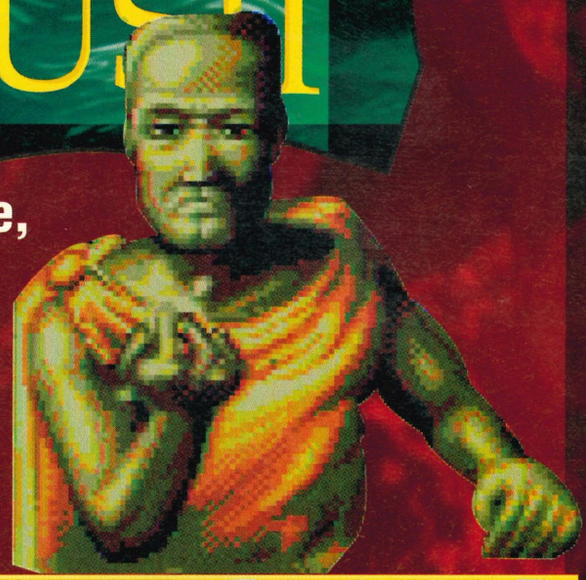






TWO TRIBES POPULOUS II

It's not easy being the son of a god. For one, you know that one day, when you grow up, you have to earn your place among the gods. To do this, you have to show your skill as a tactician and warrior against your adversaries. For Jason Johnson, that day has now come...





Populous II has to be considered as one of the best god games to be released. *Populous* wasn't that good as, although the skeleton was there, it lacked that magical touch.

The general idea behind *Two Tribes: Populous II* is to defeat all 32 opponents and join the gods on Mount Olympiad. To do this, you must increase your strength by creating habitable land by lowering or raising the Earth. Only then can your worshippers build settlements, grow in population and offer you mana.

Mana is a substance of power; the more you have, the more divine intervention effects you can inflict upon your opponent's worshippers. There are 30 of these special effects that provide an arsenal of awesome powers and potent disasters.

There are two play modes in *Two Tribes*. In the first, Conquest, you play all the worlds in progression. As you progress and gain experience, opponents become stronger and craftier. Landscapes are harsher, options are restricted and the available effects change.

There are 1000 worlds, but they don't all have to be completed. Once you conquer a world, Zeus tells you which to conquer next. If he recognises that you are doing well, he'll give you a harder task. You can thus jump from world 0 to world 15, and then progress to world 30 from there. However, if you don't do well, you'll only progress one world at a time.

You experience different divine intervention effects and earn yourself new ones. In the Custom game, the parameters can be modified and new effects, gained in the Conquest, can be used.



Give the opposition something to moan about with a severe dose of the burns. Rome wasn't built in a day so set backs like this are nothing to worry about. A little discomfort to the bad guys and they'll have to start from scratch. Ho, ho!



The currently extinct coliseum, that thing in the top right, tells you how big your population is.





THE MATTHEW SPALL INTERVIEW

Matthew Spall is one of Virgin's game producers. He's been at Virgin for just over a year, but has already worked on many of their top titles. Sam Hickman finds out what the illustrious title of game producer involves?

What does a game producer do?
I'm a cross between a games tester and record producer! Basically, I organise people, get a team together and make sure everyone has what they need. I also analyse each stage of the game and work out what's good and what's bad. The programmers then go back and make the necessary changes.

What qualifications do you need to be a producer?
You don't need any relevant qualifications, but you do need to know lots about computer games! I've been interested in video games since the dawn of time, so this helped a lot!

What were you doing before you started at Virgin?
I was a postman and I also worked in the sales department at Virgin before becoming a producer.

What games have you worked on?
I've mainly worked on Mega Drive games, so your readers will recognise most of my titles. I've worked on *Global Gladiators* (SEGAPRO #17, 93%), *Another World* (SEGAPRO #18, 92%), *Corporation* (SEGAPRO #8, 95%), *Mega-lo-Mania* (SEGAPRO #17, 92%) and *Muhammad Ali's Boxing* (SEGAPRO #21, 82%).

How many changes can you actually make to a game?
Quite a lot, depending on the title. When you're working with a PC conversion like *Two Tribes*, many changes must be made before the game will work on console format. For instance, the controls for *Two Tribes* on the PC were fairly complex. They allowed the user to whizz around different lands very quickly. Obviously, the controls had to be simplified for the Mega Drive, although a lot of ideas come from the programmers themselves. It's often a 50/50 working relationship.

What are the essential differences between Populous and *Populous II: Two Tribes*?
In *Two Tribes*, you have a lot more control over the game. In the first version there were only six possible godly effects, which restricted gameplay. In this version there are 30 divine interventions, 1000 levels and much deeper gameplay.

What do you think will make people buy *Two Tribes*?
It's a bit different from your run-of-the-mill shoot-'em-up. *Two Tribes* gives you the chance to play god and it's a game you can become totally involved in! Recent titles such as *Sonic the Hedgehog 2* have been far too easy to complete, so this offers a real challenge. Even if you played it night and day, you'd be lucky to complete it in under a month. That's what I call value for money!

Finally, after spending so much time producing a game, do you ever play the finished product?
Definitely! The titles I've been working on are some of Virgin's top games, so I still get completely addicted! My favourite game at the moment is *Mega-lo-Mania*, but I enjoy playing most of our finished products. When you're so used to seeing bits and pieces of a game, it's always great to get stuck into the finished version!



PROFILE

Name.....Matthew Spall
Age.....25
Job Description.....Games Producer
Lives in.....London
Works in.....London
Favourite food.....Chinese
Item of clothing.....All of them (this bloke's not giving anything away!)
Favourite music.....A bit of everything, from dance to rock
Big Break.....Working for Virgin Games
Ambitions.....To be incredibly rich!
Favourite game.....Mega-lo-Mania
Favourite person.....My girlfriend (aah)

CARTOLOGY

Global Gladiators.....Mega Drive
Corporation,.....Mega Drive
Mega-lo-Mania.....Mega Drive
Another World.....Mega Drive
Muhammad Ali's Boxing .Mega Drive
Two Tribes: Populous II .Mega Drive



MEGA DRIVE

PROS

You'll either love or hate this type of strategy because of its absorbing gameplay. It differs immensely from the original *Populous* as there are far more effects, the graphics are clearer and the gameplay has been totally enhanced.

You can choose any of the 32 deities whose personalities differ from aggressive to passive. This makes each game more personalised as you can decide how aggressive you want to play.

The controls have been changed to suit the Mega Drive's control pad, with the controls being accessed while the action is momentarily paused.

PROPLAY

Two Tribes :Populous II is very promising, though it's unlikely to appeal to everyone as it is strategically heavy. The custom game lets you practise on the skills that have been gained during the conquest and lets you try out some of the parameter settings that are preset for each world in the conquest mode.

It'll take a long time to get into, but it will also last! The huge amount of strategy involved can be daunting, but it's the deep gameplay that is its main strength!

TWO TRIBES: POPULOUS II
VIRGIN ● £44.99 ● OUT AUG
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PLAYERS.....1
STAGES.....1000
SKILL LEVELS.....1
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CONTACT
Virgin ✆ 081 960 2255



ACTION — **STRATEGY**
DONE — **TO DO**

REVIEW 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 strategical 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.

MEGA DRIVE

pr

26 JUNGLE STRIKE 96%
It's arrived. All the action, blood and gore you could wish for in one huge 16Mbit cart! Check out EA's big release of the year!



30 SUPERMAN 80%
Clark Kent discards his glasses, dons his cloak and sets out to save the world! Help this super hero crush the



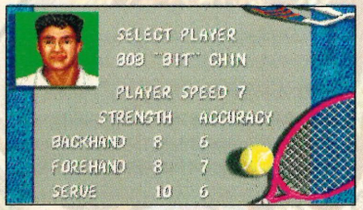
38 MIG - 29 80%
Bringing out a realistic flight sim on the Mega Drive is a tough job, but someone's got to do it. See how Domark's



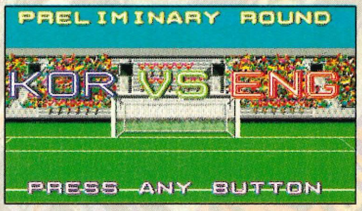
42 MUHAMMAD ALI'S BOXING 82%
He may float like a butterfly and sting like a bee, but is his Mega Drive game for me? This is a pretty good release by all accounts.



55 ANDRE AGASSI TENNIS 79%
We reviewed the Master System version last issue, and now the 16-bit gets the Pro treatment. Get your racquets out and take yourself down to the court!



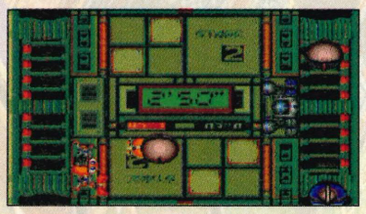
56 TECMO WC SOCCER 59%
It's got nothing to do with 2 Unlimited, but it's got a lot to do with footy! Pit your wits against some of the best teams going!



58 SUMMER CHALLENGE 60%
Take part in over eight summer sports to become the supreme summer champ. Alternatively, join up with ten mates for a monster tournament.



60 BALL JACKS 58%
It's a strange name and an even stranger game. Collect more spheres than your opponent or it's cyborg heaven for you!



62 J LEAGUE SOCCER 90%
This gives a new angle on the ancient art of football. Make your way to the top of the Japanese league and play with up to four human competitors!



66 BULLS v BLAZERS 89%
Could this be the best basketball sim ever? Its predecessor, Bulls vs Lakers, was pretty good, and this looks even better!



67 HIT THE ICE 42%
All Krusty has to do is whisper "Hi Kids" in that menacing voice and the kids run. Now he has to get rid of rats who have infiltrated his house of fun.



67 CAPTAIN PLANET 59%
The good captain is out to save the world! Join this larger than life super hero and his planeteers in their quest for world peace.



reviews INDEX

I WANT A SECOND OPINION

Each game review's score is awarded on the game's own abilities; on how well it was programmed, how well it plays and what it offers the games players. Although the Pros award scores, what we say in the reviews gives you more information to what the strengths and weaknesses of a game are.

By reading the review, you can make a decision whether the game is for you. To help you do this, we have included the second opinion comments. That means that you get the views of not only the reviewer, but also another Pro who thinks that the game might suit them. The opinions give the view of someone interested enough to have a look at an interesting game.

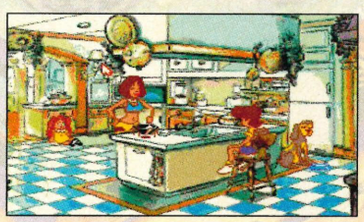
34 SUPERMAN 78%
This super hereo is now on the 8-bit too! Help Superman restore truth, justice and the all American way to the Master System.

60 HOME ALONE 63%
Eek! The little brat is back on the 8-bit and is out to cause a stir. Help him keep those nasty burglars out of the neighbours' houses.

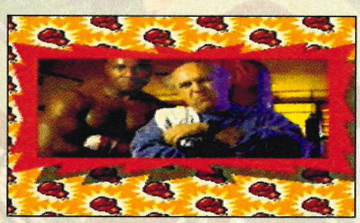


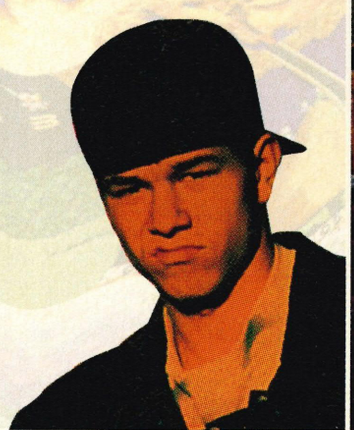
MEGA CD

32 WILLY BEAMISH 55%
When a nine year-old kid's gotta go to the Nintari championships, it tends to take over his life! Make sure he gets there or be totally bogus, man!



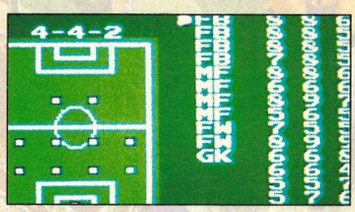
36 MARKY MARK 52%
Marky Mark puts on a fresh pair of Calvin Kleins for the occasion, then invites you to come round and make a pop video for him!



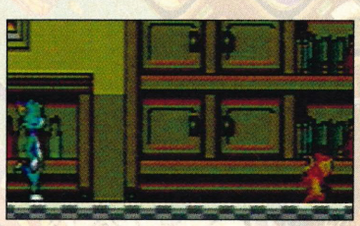


GAME GEAR

40 TENGEN WC SOCCER 85%
Summer's nearly here, so it's about time all you veggies got a bit of fresh air! Kick your way around a single game or take part in a tournament too.



64 TOM & JERRY 80%
Tom makes his last attempt to catch love-hate partner Jerry in this comical adventure. Succeed, or it's curtains for Tom.



64 MASTER OF DARKNESS 85%
Spooky! Victorian London is infested by vampires and only one person can stop them. There's just one little problem though – she's been kidnapped!





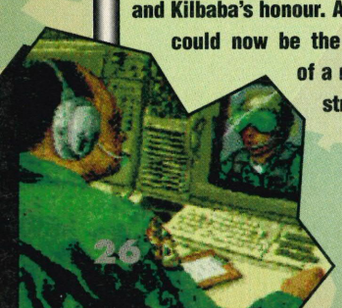
JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE

MEGA DRIVE

When General Kilbaba, the desert madman, was killed in *Desert Strike*, the Gulf was free of the evil dictator. The West had done the job, and done it well. But now, the son of General Kilbaba has sworn revenge. Named after his father, Kilbaba is out to shed the blood of those who destroyed his family. He has smuggled out the materials from his father's nuclear weapons programme. Now his eye is on the American continent.

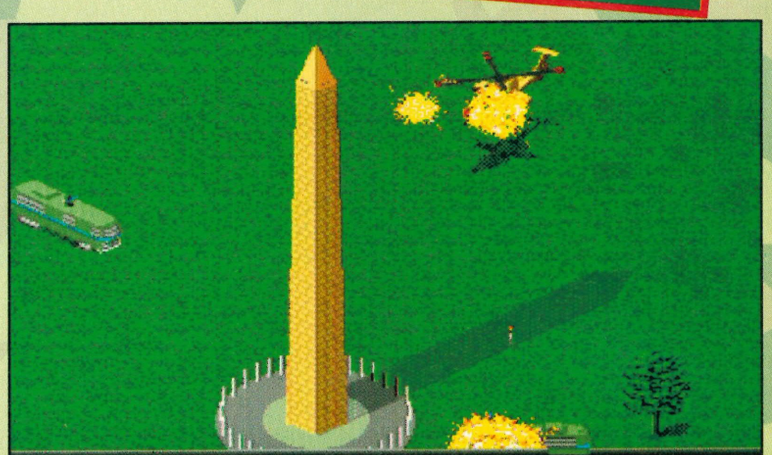
Carlos Ortega, the South American Drug Lord has the vehicles to move and assemble atomic weapon materials. He had built up a private army, becoming very wealthy through his drugs network. It was the American anti-drug programme that put his business on a downward spiral. Now he has teamed up with Kilbaba. Their nuclear plan will restore Ortega's business and Kilbaba's honour. America could now be the victim of a nuclear strike.



When *Desert Strike* was released on the Mega Drive it became one of the most popular games ever. Following the Gulf War, the chance was there to experience its frightening truth on a console. With the aid of an Apache helicopter, the challenge was to scale the war torn nightmares of the Gulf over four tough campaigns. Could the sequel to *Desert Strike* possibly be much bigger?

To say *Jungle Strike* is bigger would be an understatement. This sequel is huge! There are now nine campaigns to complete, each offering a new and challenging scenario. The old Apache chopper is a thing of the past. You must now take control of a Commanche helicopter, a hovercraft, a stealth fighter and an assault motorcycle! You start with the Commanche – which is very much like the Apache in *Desert Strike* – although it's faster, holds more armour and carries more missiles.

PROTIP To destroy the Nuclear subs on campaign two, lay mines in front of them as they have an armour damage capacity of 1000.



Washington's history is under threat! your first mission involves protecting the capital's monuments from the likes of these enemy HARVs. Here you're positioning is unwise as whilst firing rockets at one HARV, another has sneaked in and attacked you!

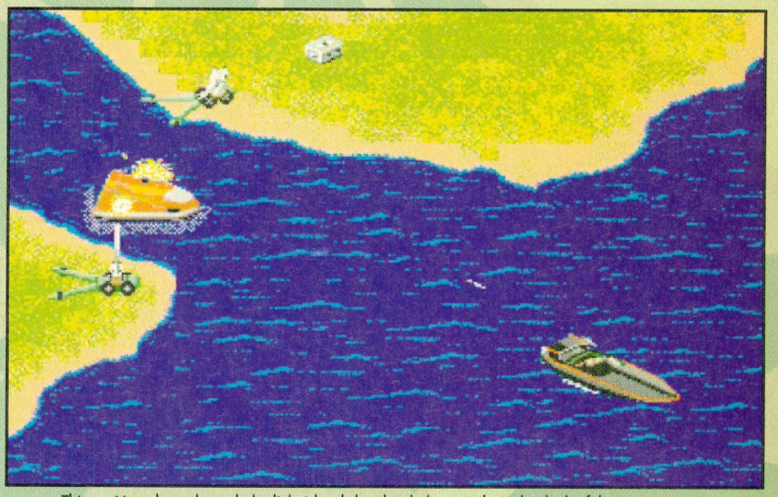


Only one mission left to complete during this campaign. The four nuclear subs must be sunk, and with only one live left and a very low armour status, the job is going to be tricky. With any luck, an armour repair kit will be nearby!

The 'DC' part of Washington DC actually stands for District Columbia.







This exciting chase through the little islands has landed you right in the thick of things. The gunboat in front could well hold one of the plutonium crates, so you're relying on your new hovercraft to do the business and catch up with the boat.

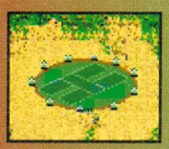
PROS



Ammo Truck
These covered trucks drive around Washington carrying that all important supply of ammo.



Fuel Drums
Pick up these when your low on fuel. When your fuel fall below 20 units, you'll be warned to go and find more supplies.



Landing Zone
These pads are safe drop off points for MIAs and POWs. Your armour is increased for each person you drop off.



Armour Repair
Pick up one of these toolkits and your armour is fully restored. Many won't show up on the mission map.



Ammo Crates
All your weapons will be fully reloaded when you pick up one of these. Your vehicle can't hold more than a full load.



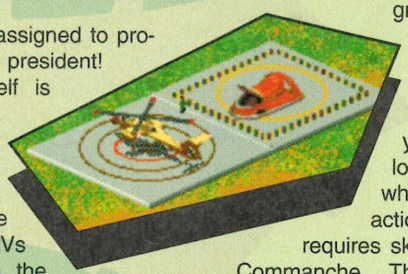
Extra Life
Find one of these then you're in luck. These rare red-cross boxes give you an extra life for your present campaign.

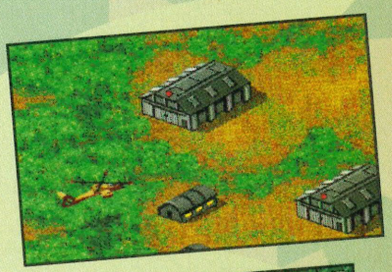
The introduction screen is very green! A jungle atmosphere is created with the sounds of wildlife in full song around you. You can view a few nice pictures of jungles, presidential offices and scenes of war before choosing who your co-pilot will be. The options screen lets you choose to control your helicopter with, or without, momentum while the password system enables you to skip the campaigns you've already completed.

Many of the basic features have been carried over from the original. During a campaign you must collect the ammo crates to stock up on Hellfires, Hydras and Cannons just like before. The same fuel drums and armour repair kits must be found, whether they are exposed on the ground or hidden under a building. You start each campaign with three lives and 1000 armour points per life – 400 more than in *Desert Strike*. Fuel starts at 100 units and, like the armour, is fully restored when a drum is picked up.

Jungle Strike certainly has variety and lots of it! Starting in Washington DC, this campaign will have you weaving between tall buildings and tracking car bombs along the highways! There are more moving vehicles in this sequel. Ammo trucks, police cars, automobiles and tanks ride around the streets. If you destroy buildings, they won't totally disappear like in *Desert Strike*, but the ruins are shown.

Starting from the White House helipad, you're assigned to protect the president! Washington itself is under attack and your first mission is to protect the monuments. The enemy's HARVs attempt to turn the city's history into rubble. Watch the soldiers with bazookas, they can inflict up to 100 armour damage. Another mission involves protecting the president's motorcade! You must fly alongside the long sleek black car with the flag on the front blasting anything that moves along the highway. It's great fun if you remembered to stock up on ammo. If you forgot to fuel up, you're going to loose the President when you refuel! This action sequence requires skilful control of your Commanche. The jinking control method allows you to sweep left and right without spinning.









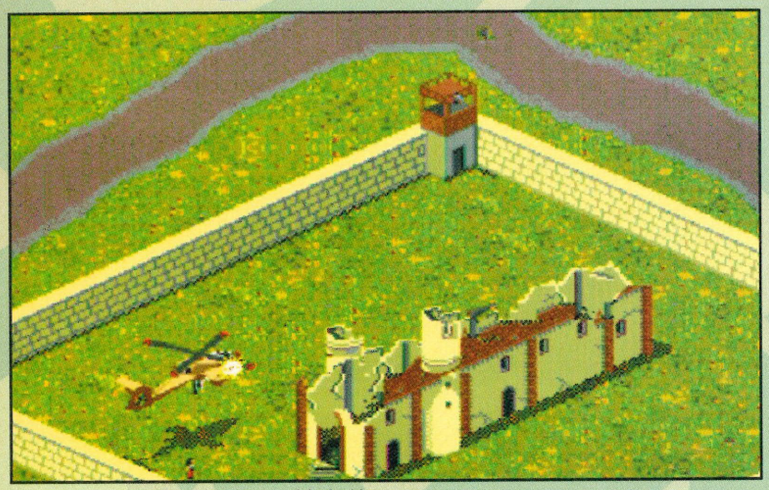
Like many American cities, Washington's roads are layed out like a grid. The enemy tanks are causing mayhem and must be stopped. The blue helicopter carries the president, and he must be escorted to safety. The whole place is under threat and it's your job now to stop the place turning into another Beirut!

The new Commanche, used in Jungle Strike is infact fictional – it does not exist!

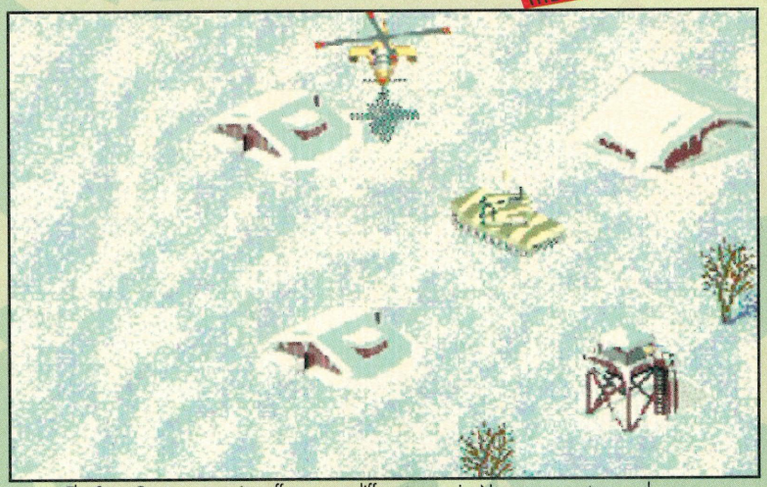
pro REVIEW

JUNGLE STRIKE

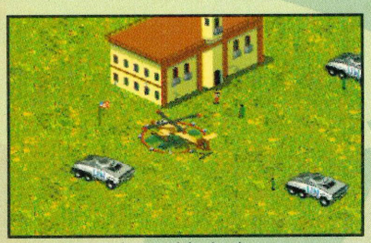
THE SEQUEL TO DESERT STRIKE



Now you've cleared the area and the building is in ruins, it's time to resue some prisoners. Every time you return a rescued person to the landing zone, your armour is increased, proving that kind efforts are always rewarded.



The Snow Fortress campaign offers a very different scenario. No more green trees and tall buildings. You're now battling with a very dangerous tank in the the freezing conditions of a region high up in the mountains.



UN trucks guard this landing zone so you can feel safe dropping off prisoners here.

In your second campaign, you're after the nuclear subs. After rescuing the Navy Seals on the island, you have to get to the XL- 9 Hovercraft! This speedy lady gives you a nifty ride around everglade country. After countless hours in the air, you'll relish the experience of speeding through the network of islands. The hovercraft is equipped with a machine gun, a few light rockets and a particularly useful ability to lay mines! You must capture eight crates of plutonium, rescue the crashed pilot and sink the four nuclear subs. There are loads of gunboats zipping between the tiny islands and the hum of your hover motor sounds realistic and fast!

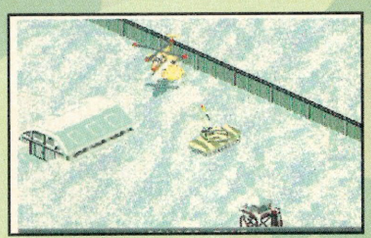
Campaigns three and four offer totally new scenarios. Back in your Commanche, you must go to the training camp – the main communications area. This involves knocking out radar sites and capturing the communications expert.

Campaign four, Jungle Night, can be lots of fun as it takes you to a firework display! All you see is the faint blue outlines of buildings and enemy watchtowers in the dark night air. But the sky lights up when rockets start firing. The enemy have apaches out and their presence is marked with the fizz of guided rockets and the thunder of explosions while the screen flickers with a variable light display.

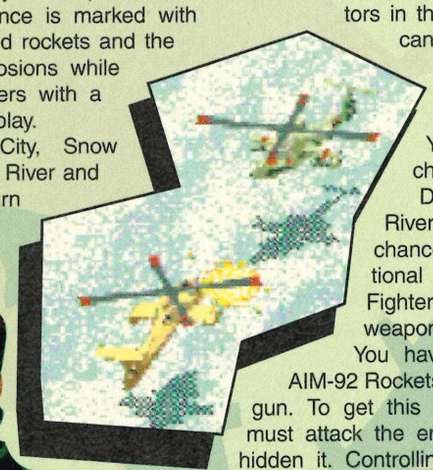
The Pulso City, Snow Fortress, Jungle River and Mountain Return campaigns take you through stunningly detailed and realistic war scenarios. In Pulso City you take to the highways in the assault cycle against the police cars and trucks! The cycle lays land mines, launches light rockets and fires bullets. Picking up the detonators in the armoured car can be done with either the chopper or the cycle. You've got the choice!

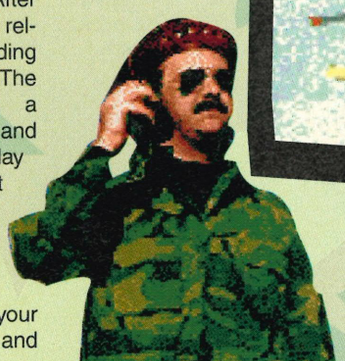
During Jungle River, you get your chance to fly the fictional US Stealth Fighter. Now your weaponry is unlimited! You have Iron Bombs, AIM-92 Rockets and a machine gun. To get this dark eagle you must attack the enemy who have hidden it. Controlling the fighter is difficult and crashing into a stone skeleton pillar in the jungle is terminal.

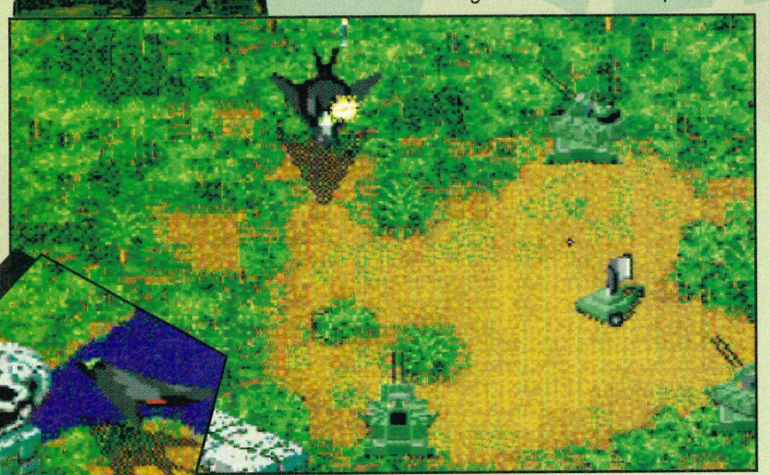
Snow Fortress makes you feel cold just playing it. Wild Bill needs rescuing at the POW camp and an



Once over the electric fence, you find yourself in the danger zone and under severe attack!









The Apache helicopter in Desert Strike is used by the US Army.

I WANT A SECOND OPINION

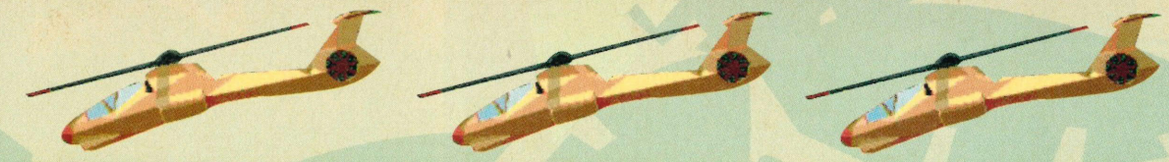
Well, what can I say other than *Jungle Strike* is no more, and no less, than was expected. There are more campaigns and more enemies, making it one hell of a big game.

Although there are more individual missions within each campaign, they take less time and aren't as complex as those in *Desert Strike*. The sound effects provide more atmosphere and the variety in scenery and scenarios enhance the already sound gameplay.

Maybe I'm just picking faults, but I'd have liked to have seen an option where you were given a campaign objective and had to work out what missions to complete, rather than being systematically told what to do next. I suppose real life isn't like that as military sorties are meticulously planned!

***Jungle Strike* is one of the few games that I would actually buy!**

PAT





This campaign takes you into the heart of thge jungle. Here you attempt to take out the control tower whilst taking care of the tanks. Hopefully, the rocket will reach its target! You'll have to keep a sharp eye on that other tank too as its gun is aimed at you!

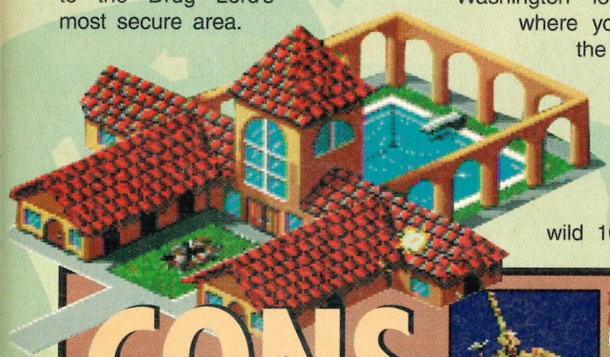
underground fortress must be found! The whole area is covered in snow with camouflaged buildings and command posts, making visibility difficult.

The mountain mission takes you to the Drug Lord's most secure area.

In this, you'll have to check out the contents of the small pyramids and then take out the control towers. This area is deadly and if you survive this then it's back to Washington for the final action where you'll need to escort the president in his chopper and destroy four nuclear trucks. Only then will you complete the game.

Jungle Strike is a wild 16Mbit monster of a game. You don't just see tree jungles, but urban and aquatic ones as well. Your challenge is to be the Jungle king. The Stealth Fighter and Commanche aircraft are fictional, and so is the whole game really. However, this sequel gives you the chance to play a very cleverly structured and flexible war game with plenty of action and thirst for destruction! This has to be one of the best ever games ever on the Mega Drive.

● **Mark 'commando' Hill**



CONS

Mobile Canon
Armour: 400 Power: 200
Don't be fooled by their slow speed and fire rate. These tanks have tough armourand can cause critical damage



M1 Battle Tank
Armour: 200 Power: 60
As quick as a panther and armoured like rhinos, they hit you three ways -- quick, hard and often.



Attack Vans
Armour:100 Power:20
Converging on the Jefferson Memorial. These vans take Hydras to be destroyed



Armoured Car
Armour: 150 Power: 30
These are ideal urban assault vehicles. They have good armour, fire rate and damage ability!



Enemy Helicopter
Armour: 300 Power: 150
These unleash very powerful missiles at you. They won't waste time sending you crashing to the Earth in flames.



HARV Armour
150 Power: 100
Shoot these while they re-load. They have good armour combined with strong, but slow firepower.



MLRS 23mm Cannon
Armour: 250 Power: 25
The MLRS is very quick. Despite the thick armour they can fire rockets with incredible speed and accuracy.



Twin AAA Gun
Armour: 100 Power: 5
The AAA guns have double barrels that fire very rapidly. Be thankful they don't follow you around!



Gatling Gun
Armour: 100 Power: 5
These guns can be deadly, even standing still. Their bullets lack bite, but the firing rate is unbelievably fast.



Tactical Truck
Armour: 100 Power: 30
These machines are full of trigger-happy terrorists. They may have low armour, but don't take them lightly.



ZSU Tank
Armour: 150 Power: 30
These tough-skinned machines are speedy. They can do damage, but their slow fire rate makes up for it.

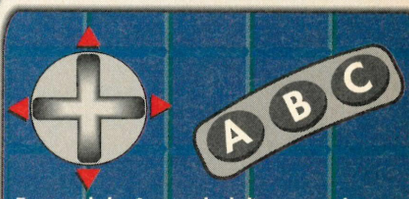


JUNGLE STRIKE

EA ● £44.95 ● OUT JULY

CART SIZE 16Mbit
PLAYERS.....1
STAGES 9
SKILL LEVELS .....n/a
FEATURES.....password
CONTACT

Electronic Arts✆ (0753)549442



To control the Commanche helicopter, push up on the D-Pad to move forward and down to move backwards. Left and right turns your helicopter clockwise, or anti-clockwise. Button A releases a rocket. B fires Hydras and C uses the chain gun.

ACTION

STRATEGY

GRAPHICS 93%

▲ The campaigns offer a wide variety of detailed and realistic scenarios.
▲ Enemy ground troops and vehicles are well drawn and distinctive.

SOUND 92%

▲ The relentless sounds of combat keeps your reactions sharp and the gameplay addictive!
▲ The presentation and special action screens are accompanied by great movie style music.

GAMEPLAY 97%

▲ With four vehicles to use in eight different geographic locations, this is some war game.
▲ With so many different enemies to destroy, you don't have time to get bored!

CHALLENGE 94%

▲ There are nine missions to complete, and a real incentive to get far by discovery.
▲ There are many ways you can approach a mission, making experimenting a lot of fun.

PROSCORE

96%

It's amazing to see how much more there is to *Jungle Strike* in comparison to the already successful *Desert Strike*.

The Stealth fighter was talked about during the Gulf War but whether it actually exists remains a secret.

pro REVIEW



SUPERMAN

Superman was overdue his long awaited re-vamp, and 1993 seems to be the year for the popular hero to get his act together. Ever since we were a star in our father's eyes, Superman has been on the shelves in all the best comic shops. With the sudden death of the character not too long ago, he was presumed scrapped. Then rumours broke that he was to make a comeback, much like Gary Glitter, and it spread like a plague.

You are now about to witness the resurrection of Superman. He may have been a bit ragged in his past life, but now he has returned to give all us Sega gamers another bashing. Mr. Mxyzptik remains his arch enemy, his favourite colours are red, yellow and blue, but does he still listen to 'wanna be in my gang!'?

As you may be aware, we reviewed the Genesis version of *Superman* in SEGAPRO#18. The American game was worth, as we are always honest to our readers, an average 62%. The official version has been released by Virgin and it has been updated to such an extent that nothing short of a new review would do it justice.

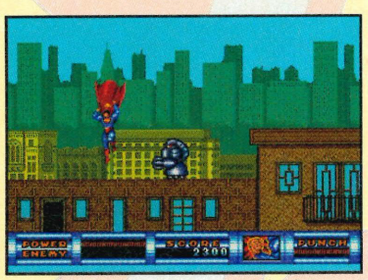
The options screen immediately gives you the opportunity to play a practise game. This wasn't available in the import version and allows you to become accustomed to Superman's kicks, punches and special powers. The punch will break down doors, the heat vision turns rocks and robots into dust and the spin takes you to lower levels within a building.

Several differing styles of gameplay give you a break from the standard platform romp. Horizontal and vertical scrolling battles accompany the energetic super hero. He can punch upwards, perform a downwards flying kick, run faster than ever before and all without breaking sweat.

The Superman sprite is colourful, ideally sized and simple to control. The backgrounds are mainly colourful, but they are fairly primitive in the early levels. Fortunately, this improves as the game progresses. Despite the omission of a Superman theme tune, the background ditty is suiting to the action, as are the spot effects.

It is good to see that Virgin have paid particular attention to UK games' players by upgrading the Genesis version and providing a challenging game that's likely to keep you at it for a while.

● **Jason "learning!" Johnson**



● Superman must have got another hit in because there he goes again, jumping for joy!

● Yipee! After getting another great blow in, our hero can't contain himself any longer and jumps for joy.



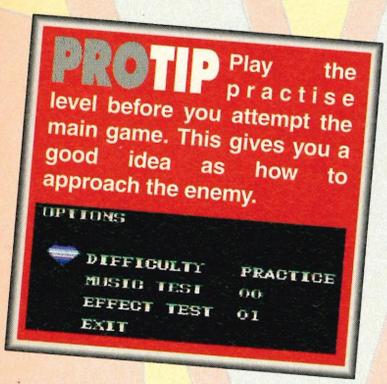
● Hey, behind you! Pantomime season has come and gone, but this guy won't take a telling.





● Superman stands back, while the flower man rains his deadly petals all over the city!

PROTIP Play the practise level before you attempt the main game. This gives you a good idea as how to approach the enemy.

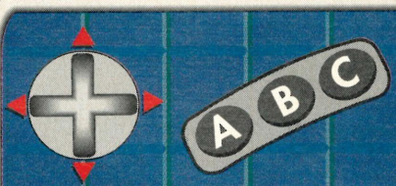




SUPERMAN

VIRGIN ● £39.99 ● OUT JUNE

CART SIZE 4Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....2
FEATURES .....continues
CONTACT
Virgin ✆ 081 960 2255



Use the D-pad to move Superman up, down left and right. Button A activates his special powers, such as spinning through floors, firing lasers and the powerful punch. B is used for normal punches and kicks, while C is used to jump.

ACTION

STRATEGY

GRAPHICS 78%

▲ General presentation is very good, as is the overall animation of the main sprite.
▼ The backgrounds are simple in the first few levels and not particularly enticing.

SOUND 71%

▲ Background music and sound effects are both very good in the guardian battles.
▼ There are noticeable lapses, such as the lack of an awesome Superman intro track.

GAMEPLAY 82%

▲ Easy to control and effective against all enemies, Superman's powers are rock solid.
▼ Some of the levels are too long and may cause severe frustration at times.

CHALLENGE 80%

▲ Oh yes, this game is going to test even the best gamers to their limits.
▼ Probably too difficult for very young players who are into Superman.

PROSCORE

80%

This is a good all-round platform adventure with assorted gameplay, five challenging stages and it's far better than the Sunsoft import version.

Five new Superman characters will appear in DC Comics over the next few months.

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MEGA-CD

THE ADVENTURES OF Willy Beamish



Life isn't fair when you're a kid. Just when you thought school was out for the summer, along comes a sensible teacher who slams you in detention. To top it all, it wasn't your fault (it never is) and your report card has been posted to your parents. What can you do? After seeing your exam results, there's no way they're going to let you go to the Nintari video games championship. What a bummer.

Ah well, that's life I suppose. If your name's Willy Beamish, though, you won't take this news lying down. Why should you when there are all sorts of blags, scrapes and plots designed to get a kid out of trouble? Willy is determined to become the world champion gamesplayer and no-one, especially an adult, is going to stop him.



Willy Beamish is your average kind of anti-hero. He's small, he's not that smart and he's always in trouble. As soon as the intro screens begin, Willy's mischievous character earns himself an end-of-term detention. It's in the schoolroom that the adventure begins and it's immediately apparent that this is a game with a difference. The emphasis is on interactive play with much of the action based around conversation. While this is a fairly novel idea, the time lag between each character's speech is absolutely ridiculous. At times you begin to wonder if the game has actually crashed!

After Willy has spoken to various characters in the detention room, it's up to you to keep him out of trouble. In order for him to take part in the Nintari Championships, he must steer clear of the school principal, the nurse, his mum, sister and many other time-wasting characters.

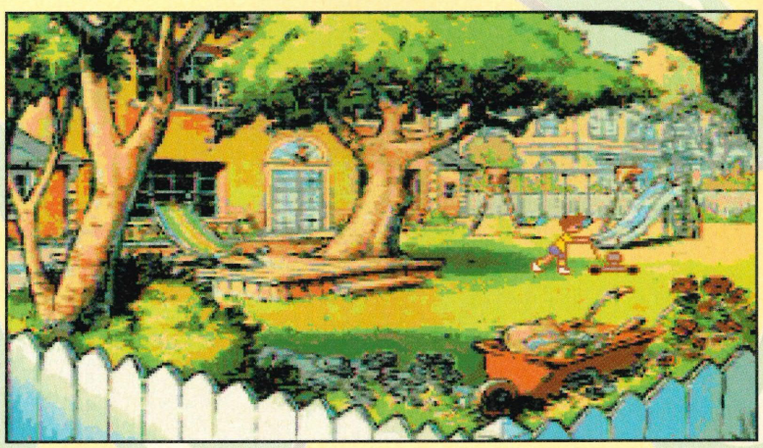
Although Willy is mainly concerned with playing video games, skateboarding and getting into trouble, there are additional storylines too. Local bad boys, Tootsweet, are planning to blow up the city's sewer system and have chosen to employ Willy's dad as their main PR man! Dramarama! It's all down to Willy to end to these dastardly deeds, that is if he can stay out of trouble. There are many points where our hero's plans can go horrifically wrong. Willy can wind up in hospital or even mili-



PROTIP Flattery gets you everywhere! Being cheeky to parents and teachers will only backfire on you at a later stage!



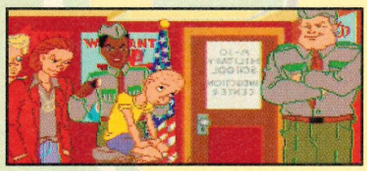
For a nine year old boy, Willy Beamish is incredibly tidy! In the corner of his room is the infamous Nintari system. Willy has to practise for at least five hours a day or he'll be doomed in the Nintari championships. Oh no, what will The Sun say to that?



Stay out of Dad's way, or he'll have you mowing the lawn and walking the dog, as well as every other household chore going. Mind you, though, helping him will get you in his good books and earn you a few quid!

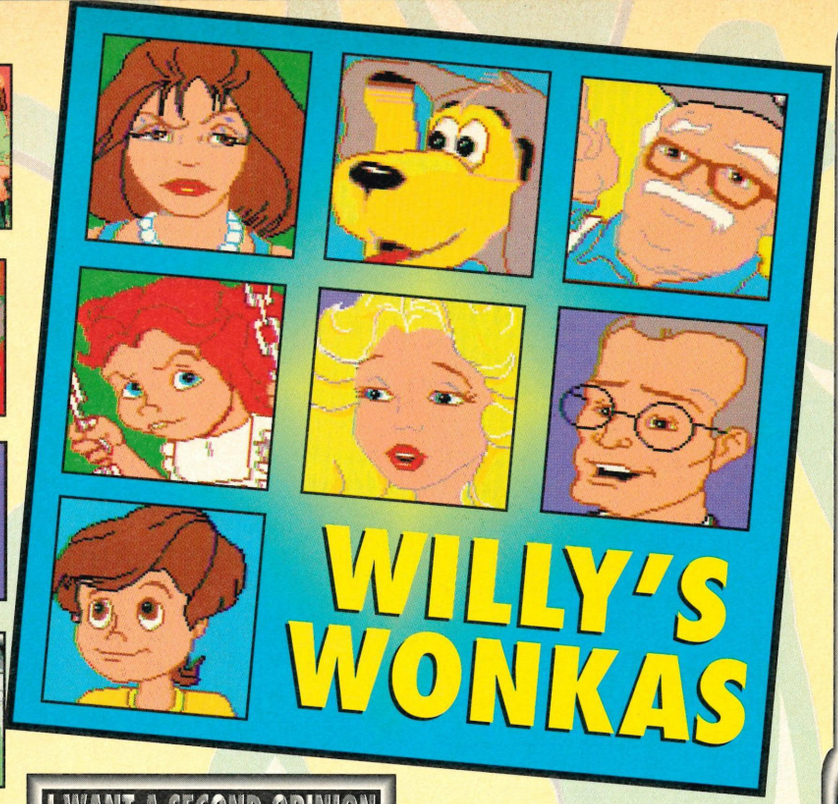
Jeff Tunnell, Willy Beamish's programmer is currently working on the UK version of Rise of the Dragon.











WILLY'S WONKAS

tary school if he is particularly naughty!

Every time Willy gets into a potentially lethal situation, various choices are presented on screen. Depending on your decision, the game's path can change. However, as most decision making is fairly obvious, it's not too difficult to stay out of trouble.

Graphics are presented in a cartoon style, although they are very different from previous CD releases (such as Wolfteam's *Time Gal* or *Road Avenger*).

In this, the cuteness fits in with the adventure's fun theme. There is a huge amount of detail in every part of the story and, at times, this is the only thing that keeps up interest. Each part of the story is presented in the form of still screens, although it's possible for characters and objects to move in each.

Viewing objects in Willy's world simply requires pointing to them (using the cursor) and pressing the B button. You'll then be treated to a description and use for the object. Some objects can even be picked up and placed in Willy's rucksack for use later. Getting used to the menu options and cursor movement is very difficult at first and unfortunately remains tricky even after hours of play.

An easy difficulty setting, coupled with a very slow loading rate and a tricky user interface, completely spoils *Willy Beamish*. The graphics and sound are absolutely superb, but after waiting for what seems like hours for the next screen, interest is soon lost. This is almost like the Seventies version of *Buckaro*. Take the packaging off and the game looks great. Try to play it and boy, are you in for a shock.

● Sam "C+" Hickman

I WANT A SECOND OPINION

The idea of playing a game that looks like a cartoon is great. The stereotype image of this rebellious American schoolkid is well represented by superbly drawn scenery and typically cocky speech. But the downfall is in the gameplay.

Because of the long wait between actions, the whole game becomes more than a trifle boring. It is a great shame that such a brilliant display of graphics is overshadowed by lack of participation. You don't feel that you're involved in the adventure all that much.

***Willy Beamish* is a nice cartoon, but it is frustrating and very slow to play. If only the game was more playable it could have been better.**

MARK



● Nintari's excellent Monster Squad is almost identical to the all-time classic, *Space Invaders*.







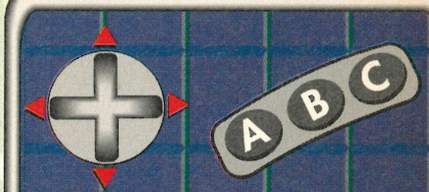
Every background in Willy Beamish was hand-painted.



THE ADVENTURES OF WILLY BEAMISH

SIERRA ● £39.99 ● OUT JULY

CD SPEED ..very slow
PLAYERS.....1
STAGES .....n/a
SKILL LEVELS.....1
FEATURES ...game save
CONTACT
Sierra ✆ (0734) 303322



Press A to hear someone speak, B to carry out an action, such as leaving the room, and C to change icons on the screen. B will also access Willy's inventory. The D-pad moves the cursor around each scene.

ACTION / **STRATEGY**

GRAPHICS 90%
▲ Some breathtaking backgrounds with brilliant use of colour and lots of detail.
▲ Exhaustive variety, brilliant sprite animation and loads of interactive characters.

SOUND 89%
▲ Game music is suitably wacky and manages to change according to the game scene.
▲ Characters voices are very clear and are all different, but, they do drone on at times!

GAMEPLAY 53%
▼ It's initially fairly hard to grasp the control method, although ease does come with time.
▼ Although the concept is brilliant, having to wait so long for screens to load saps interest.

CHALLENGE 50%
▼ The solutions to problems are often far too easy and relevant decisions are fairly obvious.
▼ Matters could have been better if there were more than one skill level.

PROSCORE

55%

Although it looks the business, gameplay is far too slow and boring. This is a shame, as it's one of the most graphically impressive CD releases so far.

pro REVIEW

SUPERMAN

MASTER SYSTEM

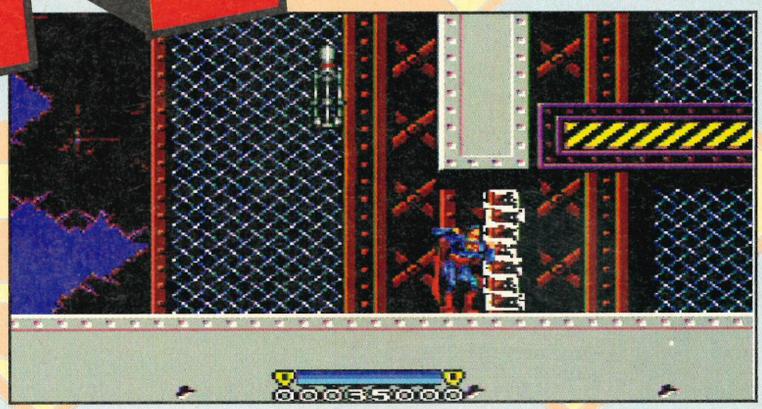
Originally from the planet Krypton, he came to Earth and became the greatest super hero of all time. Disguised as Clark Kent, with thick rimmed glasses and a neat suit, he fitted into the life of a simple human. Outside the office, his life revolved around saving the people on Earth from certain disaster. Known as the man of steel, he was always at hand to save the day and, it seemed, his life was never in danger.

Now Superman must put off all his worldwide appointments. Countless numbers of children have mysteriously disappeared from Metropolis and the underground station operators have gone missing! To top it all, Lois Lane has vanished and Superman's deadliest adversaries are behind the city's turmoil. The man of steel now has to prove he's just that and put a stop to the problem.

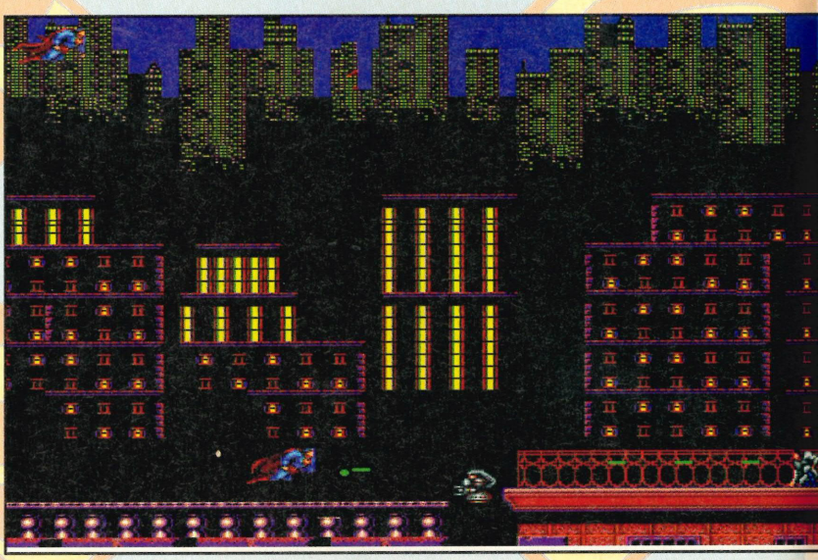
The Superman comic strip was suspended earlier in the year because it was thought the famous super hero had become old hat. Well, he hasn't been completely forgotten because Virgin are set to release this game to coincide with his cartoon reincarnation. In this basic platform, beat'em-up, you fight your way through five different levels, collecting various icons and dealing with a whole array of enemies. You must travel through Metropolis, an underground complex, and a space station, in an attempt to defeat your old enemies and rescue the children.

As you tackle each level, there are occasions where you can either fly, walk, or do both – the first level, Metropolis City, requires both. Some of the enemies fly above the city, waiting to attack, whilst others stay on the ground either fighting you physically, or firing weapons. You can only punch the enemies, but you can collect sonic punch and heat vision

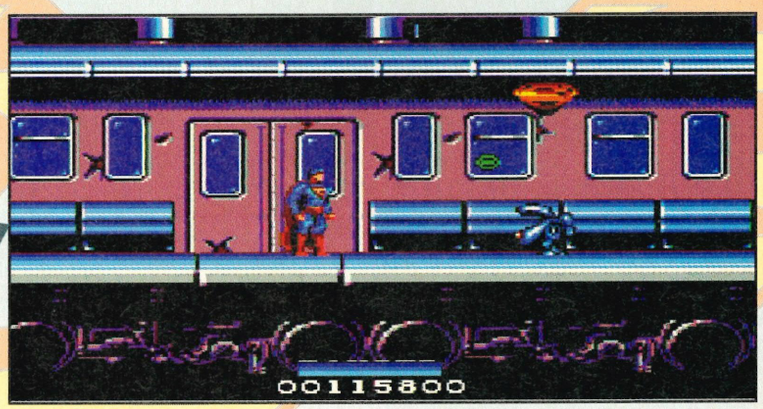
PROTIP During the first level, you can avoid all the bad guys on the ground by flying along the top of the screen.



Down in the underground complex, there won't be much chance to fly! Superman displays his mighty strength by smashing down brick walls that link each chamber. Behind him, one of the many sophisticated robots leaps into attack mode!



Here on the first level, the background is very much suited to the stereotype image of the Superman scenario. Under the stars at dusk, you tackle the rooftop horrors on foot whilst often taking to the sky through the limelight of the city in the background.



After catching up with the underground train, Superman can restore his energy by collecting that rather useful golden power-up icon above. He must be careful, however, as countless enemies fill this subway coffin!

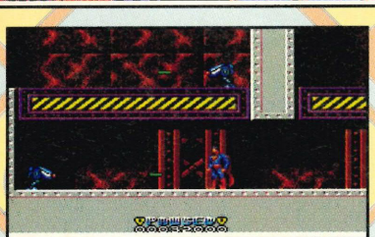


Superman first appeared in a magazine called 'Action' in 1938. Today , the first 'Action' issue has a value of £50,000.



The second section of Metropolis takes you to the top of a building. The screen scrolls upwards, with plenty of action involving targeted rocks and flying enemies. Once at the top, Superman has to deal with the flower man!





It seems that Superman has walked in on the RoboCop film set, with two robots that can't possibly be human.



Standing away from the flower man will result in him firing off a shower of deadly flowers!

icons to enhance your combat ability.

Heat vision enables you to fire heat beams at the enemies when you're airborne, while the sonic punch inflicts more damage to your victims than the standard punch. An energy bar at the bottom of the screen depletes every time you come under attack. Power-ups can be collected to restore your energy, but with only one life per game, you're going to wish there was more of them!

The graphics are extremely impressive, complex and smooth. Superman is well drawn and the animation is of a high standard. It's great fun taking off and flying along the city skyline! The backdrops on Metropolis City are ornately painted and suited to the traditional Superman scenario.

The other four stages offer more variety than the first does. For instance, during the underground section, you must fly as fast as possible in an attempt to catch the train. You have control over your speed, but going too fast usually means missing the important power-ups! These need to be collected as you'll come face-to-face with some of your oldest enemies. Such characters include Brainiac, the master manipulator, and the mysterious Mr Mxyzptlk.

There are quite a variety of baddies, each with their own individual characteristics, but the gameplay is so very similar to platform, beat'em-ups of the past. You have the usual end-of-level guardians to deal with, and unless you collect a heat vision or sonic punch icon to use against them, your only other means of attack is the standard duck and punch method. Having only one life and few continues also makes life difficult! There's nothing special about the sound effects, although there's a sound track to accompany each level.

Despite the tried and tested platform structure, the flying sequences add a change of gameplay and young players who still idolise the super hero, should find interest here.

● Mark "krypto" Hill

I WANT A SECOND OPINION

The scenario and story line are immediately distinguishable from the Mega Drive version and although the graphics aren't as good, obviously, they're impressive for the Master System. The Superman sprite is very detailed and controlling him is simple, but the moves are limited.

As I played the game repeatedly, I found it relatively easy to progress through the first few levels. There were a few noticeable problems, such as sprite slowdown and fiddly controls. This impaired the animation, but not insofar as to spoil my enjoyment of the game.

JASON



Leaping where only heroes dare, the man of steel is about to administer a few lessons of his own!

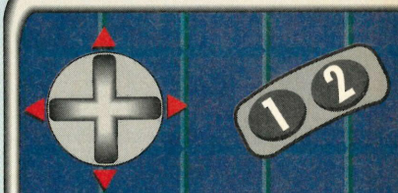


SUPERMAN

VIRGIN ● £32.99 ● OUT JUNE

CART SIZE 4Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....3
FEATURES.....continues
CONTACT

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Whilst flying, use the D-Pad to go in any direction, but keep pushing down. Button 1 is used to jump in the air. Button 2 enables you to punch on the ground, or fire a heat vision during flight. To start flying, jump up, and push up on the D-Pad.

ACTION

STRATEGY

GRAPHICS 81%

▲ Superman himself is well animated and distinctively detailed.
▲ The five different levels offer quite a variety of well drawn backgrounds.

SOUND 59%

▼ The game could have had more of an atmosphere if the sound effects were better.
▼ Where is the Superman theme tune during the game?

GAMEPLAY 76%

▲ The screen scrolls in different directions and there's plenty to explore and the option to fly.
▼ Even on the easy skill level, it's pretty tough, especially as you only have one life!

CHALLENGE 84%

▲ Each stage provides plenty of action for the real platform/ beat'em- up addicts!
▼ The challenge is set too high for the very young games player.

PROSCORE

78%

Despite the fact there have been so many platform games over the years, *Superman* can be fun to play as it provides a great challenge.

During the film Superman II, Superman becomes a human for the love of Lois Lane!

pro REVIEW



Mega-CD gamers are getting a bit of a raw deal at the moment, but things should soon change. Over the summer months new releases are sure to help smiley faces make a come back. *Make My Video* is a fairly big talking point at the moment with future releases from Peter Gabriel and down under stars INXS. Kris Kross made their mark first and now Marky Mark is getting in on the action.

The muscle-bound bad-boy of hip-hop has had chart success with Good Vibrations and I Need Money. His very own *Make My Video* shots on CD are utilised to give full-motion video on-screen. This has only been seen once before, and it's likely to make a few girlies swoon with the trend setting Marky jumping all over the screen.



Make My Video CDs are set to become a Mega-CD craze, with different bands making their appearance month after month. Marky Mark makes his way onto Sega's so called Pirate TV in distinctive MTV style with bold graphics and pumping sound.

Two kids, who deserve an Oscar for their performances, quickly enter the set. They successfully host the proceedings with a strong comical influence. The rest of the characters are a bit sad to say the least!

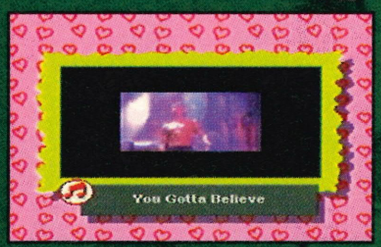
The main object of the game is to make videos for either the boxer, the girls, the boys or the parents. Decide who you want to impress with which song and then the fun begins. You must use the studio to create a video to set requirements want and you're judged after the playback.

There are 30 tools and utilities with which to edit your video. The screen effects are good, but use more than four of them and the display tends to become a blurry haze. The tools are very clever and fun to dabble with as they have superior graphics, sound and very fast CD access. The U-Direct mode helps ease you into the cut-throat business, but after playing each of the tunes the initial attraction wanes.

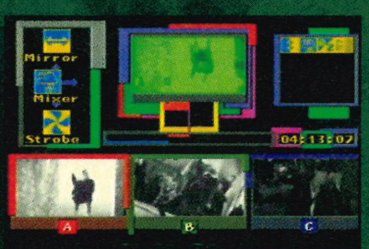
Is it fun or just funny? was the question I found myself pondering over. There is a large element of humour throughout, but it becomes far too boring after the first or second play. *Kris Kross: Make My Video* may not have had the same polished presentation, but, at the time, it offered something new. This doesn't.

● Jason "pyrotechnic" Johnson

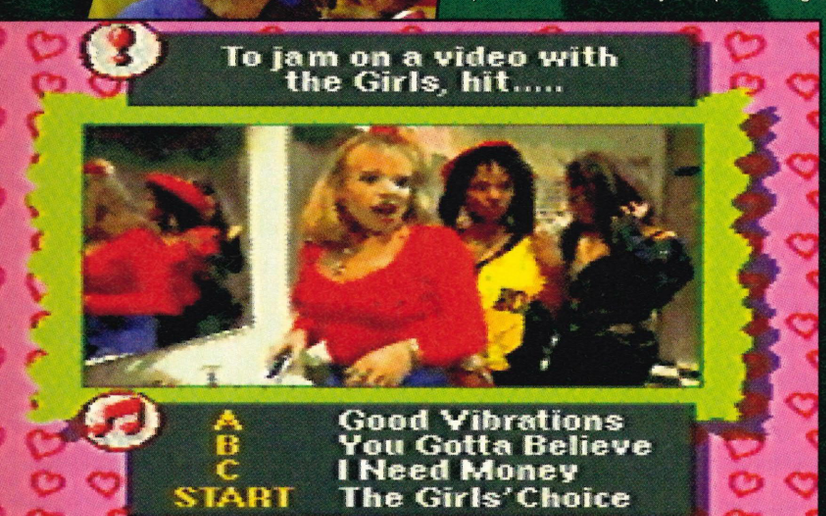
PROTIP Once the tune of your choice has been selected and the intro sequences start, listen to what is said and study the background for hints and advice.



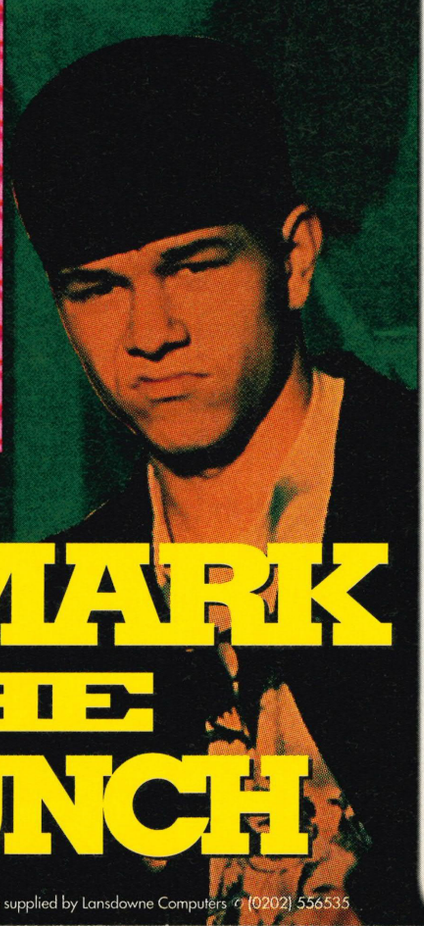
Here's the heart filled tune select screen for You Gotta Believe. Gotta believe what, I ask myself?



The screen in the middle is your effort and the other three are Marky's effort. Spot the difference?



Cor blimey, if you've never been inside a girly powder room, now's your chance for an eyeful. They don't look too happy to see you, do they? Maybe it was because Jase was playing the game at the time!



Marky Mark picture supplied by East West Records. Cheers Gladis!

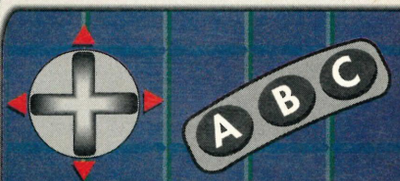
MARKY MARK AND THE FUNKY BUNCH



MARKY MARK AND THE FUNKY BUNCH

SEGA ● £39.99 ● OUT JULY

CD ACCESS .....v. fast
PLAYERS.....1
STAGES 12
SKILL LEVELS .....n/a
FEATURES .....save
CONTACT
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The D-pad is used for scrolling up and down the list of tools. Activating them is also achieved with the D-pad; just press left or right. The three buttons are basically used to change the screens and to flip between the options.

ACTION

STRATEGY

GRAPHICS 79%

▲ Some of the best full-motion video to appear on the Mega-CD to date.
▼ There is a tendency for the video to blur when you use too many tools at once.

SOUND 69%

▲ CD quality backs up the graphics very well to give good overall presentation.
▼ Why spend 40 quid on a CD of Marky Mark when you can buy his latest album for a tenner?

GAMEPLAY 35%

▲ Ummm. The wash and strobe effects are quite good and very easy to control.
▼ Very, very boring with the great acting and initial humour totally wasted.

CHALLENGE 38%

▲ To begin with, it's reasonably challenging and tests your artistic flair.
▼ Once you've pleased each of the characters, there's next to nothing left to do.

PROSCORE

49%

Despite the continuous full-motion video and CD quality sound, this is a very boring game. For diehard Marky Mark fans only!

Game supplied by Lansdowne Computers ✆ (0202) 556535

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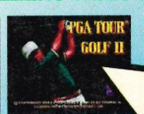
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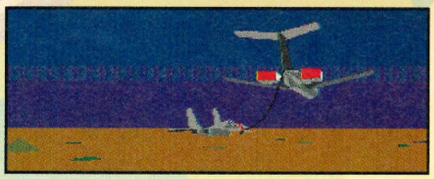
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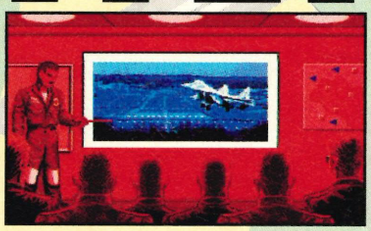
pro REVIEW





MiG-29 FIGHTER PILOT

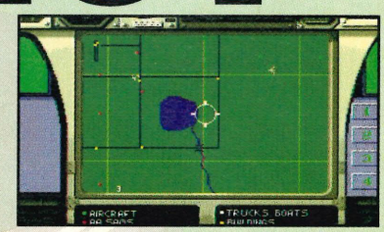




In the briefing room you are treated to some nice photographs of aircraft in action.



This next slide explains what your final objective of the first mission is. It's not this simple however!



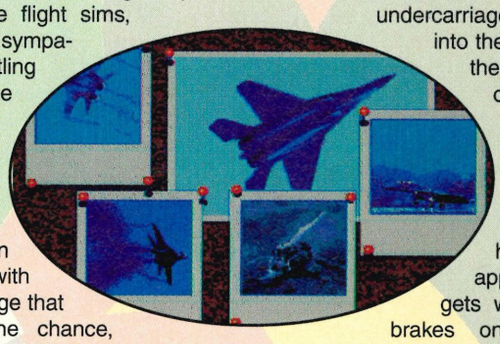
The Map is something every pilot needs, especially when it comes to pinpointing airfields and targets.

MEGA DRIVE

There are a few people in this world who are never satisfied with life unless they have everything. For General Hasouz, commander of Arzaria, having only a quarter of the world's oil production is not enough. He's taken over the oil rich principality of Sauter and now wants to invade Yabal, his neigbouring country. The West is very concerned about this man. The balance of power in the region is in grave danger of being overturned and thousands of lives are at stake.

The Secretary General of the United Nations has come up with a nice little plan that is sure to put a spanner in the works. Airforces from the Soviet States will fly alongside NATO forces in an attempt to liberate Arzaria. All that's needed now is a pilot who can spearhead the operation. Whoever it is gets to fly the finest multi role Russian fighter in the world. Any takers for the MiG 29?

It's about time we saw another flight simulator on the Mega Drive. Electronic Arts came up with *F-29 Interceptor* in its early days and, since then, flight sim fans have been pretty starved of cockpit action. This new release from Domark puts you behind the controls of a Russian MiG 29 Fighter plane. Like all true flight sims, you get no sympathy battling through the five missions. You have to know your cockpit first and then take off with the knowledge that you get one chance, and that's it!



MiG-29 is much like any other flight simulator, but for beginners it takes time to learn the basics of aviation. Before each mission you are briefed on your objectives. This intro is nicely presented with your General giving you your orders. The slides show black and white shots of aircraft in action. Lovely! Then it's time to choose some fancy looking missiles and rockets. AS-8 air-to-surface guided missiles are particularly useful for wiping out General Hasouz's radar sites!

Before launching into combat, it's best to use the training option. While flying in this mode, a diagram of your joypad appears on screen telling you which buttons to press and when. Starting on the runway you must take your airbrakes off, put on the afterburners and remember to lift the undercarriage as you soar into the sky. Once in the air you must concentrate on the targets that have to be destroyed. You'll learn how to approach targets with your airbrakes on and your thrusters down.

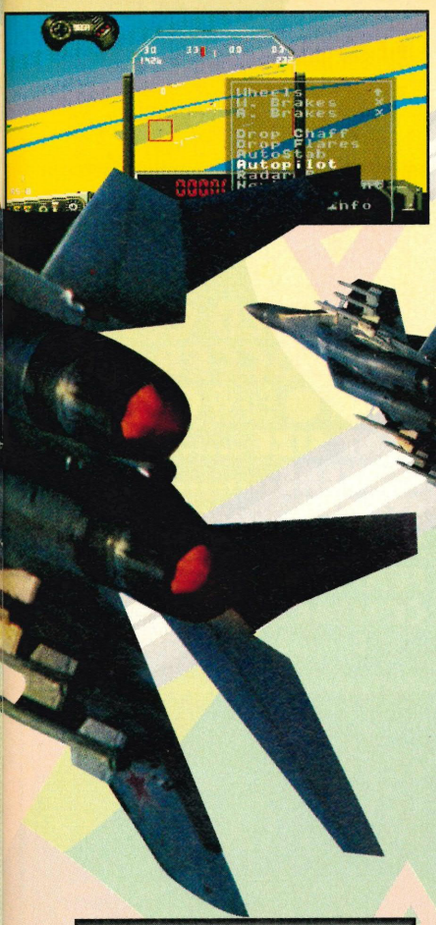
The lock-on system is activated when the air and ground targets are attacked. A square appears over the target and your chances are determined by its colour. If it's white then your guided weapons have a 50% chance of hitting the target. A red square can't be ignored as your chances of a hit are increased to 90%. To protect your aircraft, the display panel warns of enemy attacks giving you time to release chaffs and flares.

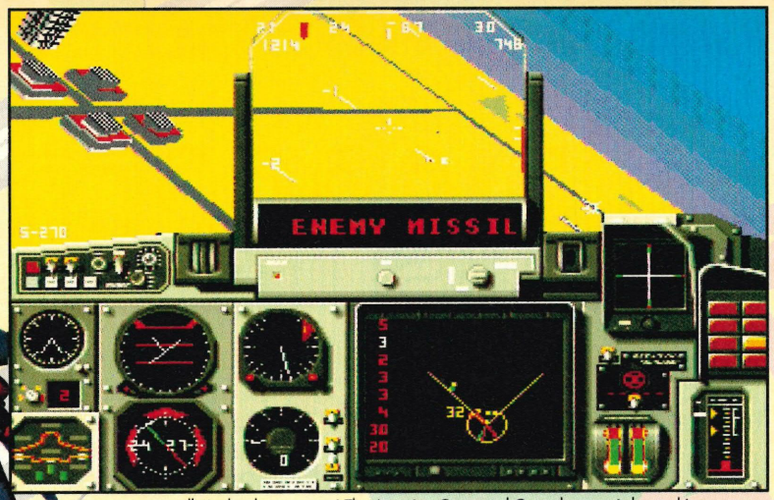
Although the console lacks the controls offered by a computer keyboard, you can quickly select controls with the aid of the drop down menu and joypad buttons. Options include ejecting and autolanding!

One special feature about *MiG 29* is the fact you can view your aircraft from a number of different positions. From the control tower, you get an isometric view of your take off! During combat there's nothing more satisfying than viewing an enemy aircraft blown to pieces, shattering into tiny fragments and hitting the ground! The polygon graphics are clear and detailed, creating realistic and exciting atmosphere.

PROTIP When approaching your first objective, put the airbrakes on and reduce thrust otherwise you wont lock–on to the radar sites that must be destroyed. Your afterburners drink alot of fuel so ease off on them after take–off.

James Jabara became the most successful allied pilot of the Korean war destroying 15 MiG-15s.





Here you are really in the danger zone! The Arzarian Command Control system is located in these buildings and you seem to be too close for comfort. Your final objective for the first mission is very heavily guarded but surely you can't miss from here!

GUN-HO!

Cannon (Gun)

This is great for close range combat with ground targets, otherwise it's left to the big mothers on the wings. They are unguided and have a short range.



AS -8

These go from air to surface over 11km. They are ideal for destroying all kinds of ground targets from runways to tanks. They are powerful, destructive and guided!



S-270

These speedy rockets have a high destructive capability but again are more suited to close range shooting. They are unguided so you have to be accurate when using them.



AA-7

This is the air to air version of the AS-7. These do the job fine when it comes to knocking helicoptors and aircraft out the sky. They have a range of 5km



AS-7

These are guided missiles suitable for wiping out ground targets within 5km. When the lock-on square turns red you have a 90% chance of hitting your target.



AA-8

These are the elite Air-Air 'guided' missiles with a range of 11km. Any speck in the sky is worth a shot at if you have some of these. It's superior to its AA-7 sister.



I WANT A SECOND OPINION

Eagerly awaiting this new and hopefully improved flight sim, *MiG-29* definitely gets the thumbs up from me. The whole game is faster than the classic *F-22 Interceptor* and the missions are more in-depth. An excellent training mode is also included, helping you suss out the controls very quickly.

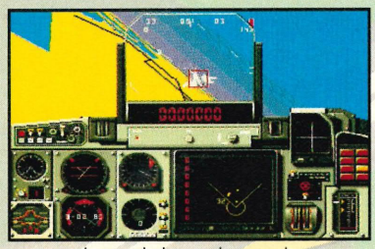
Once you have completed the opening mission and begin to find your way through the controls, there are plenty of facts and figures to study. Enthusiasts of flight sims should find more than enough to keep them occupied. Five missions to complete and loads of baddies, possibly too many, to destroy.

JASON

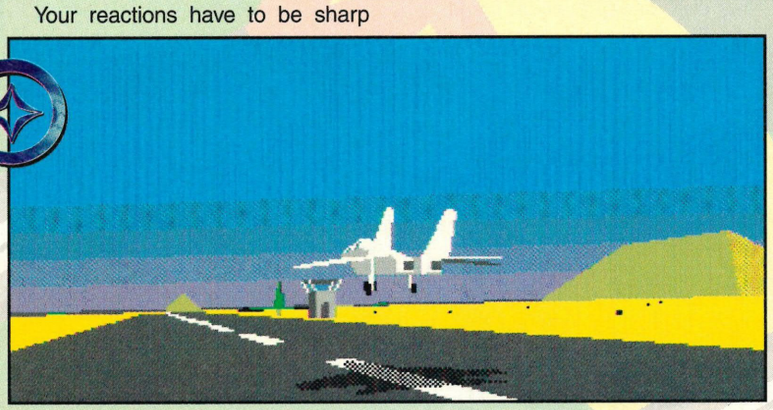
Soundwise, there is an array of explosions and bleeps that you'd expect to hear from a cockpit along with the noise of the aircraft thundering through the skies. The intro screen is accompanied by a good soundtrack and the demo mode is useful for seeing just what you can acheive.

Your reactions have to be sharp and *MiG-29*, not suprisingly, requires much thinking, but the challenge is there waiting. A password is revealed after each mission so you can continue to improve your skills and techniques over further missions, another day. This is flight sim that's certainly worth checking out.

● **Mark 'Maverick' Hill**



● When you lock on and get a red square then your chances of hitting the target are 90%. Bye, bye



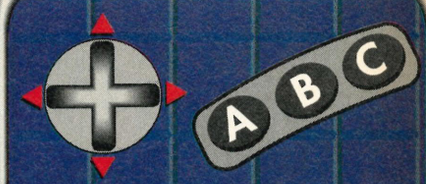
● You have the option of viewing your plane from a number of different angles. Here you get a ground view of your landing with the miles and miles of baking hot desert lying in the background.



MiG 29 FIGHTER PILOT

DOMARK ● £39.99 ● OUT JULY

CART SIZE 8Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....1
FEATURES.....password
CONTACT
Domark✆ (081) 7802222



During a mission button B brings up the weapon select menu and button A releases your rockets and missiles. Button C brings up the options menu. The D-Pad is used to steer the plane. Pushing up with button A increases speed.

ACTION
STRATEGY

GRAPHICS 83%

▲ During flight the graphics are well drawn and you can view these from a number of angles!
▲ Some great photos of aircraft in action on the presentation screens really set the mood.

SOUND 79%

▲ The continual noise of gun fire adds to the excitement and realism of the moment!
▲ Nice sound tracks accompany the presentation screens.

GAMEPLAY 80%

▲ The five missions take you over all the different scenarios.
▼ A lot of patience is required to learn the controls and get into the game!

CHALLENGE 85%

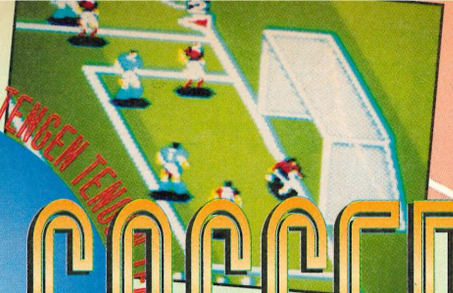
▲ The chance is there to test your skills in piloting one of the world's top aircraft!
▼ The high challenge can become too tough, too quickly for many pilots!

PROSCORE 80%

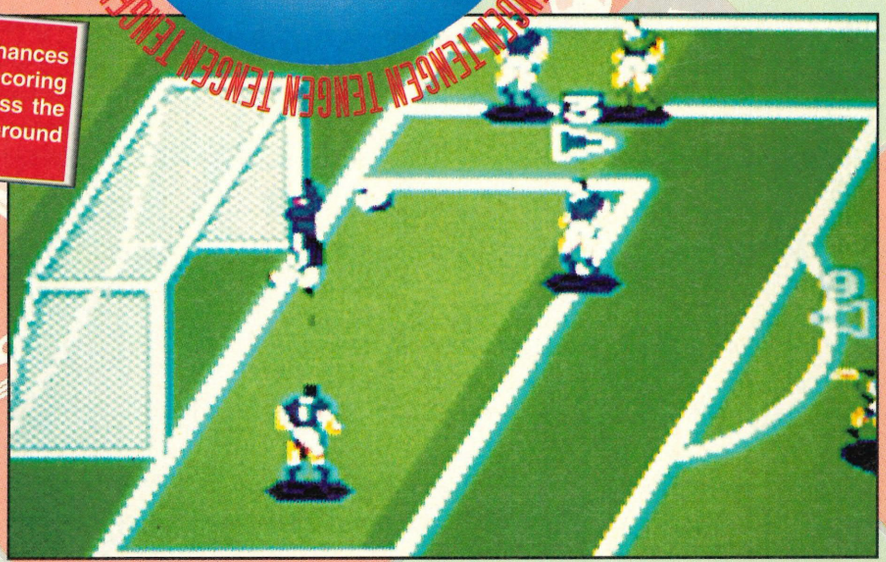
A challenging flight simulator that will sharpen your reactions and put you through a test of skill and is ideal for learning the basics of flight.

The correct parameters for heavier-than-air flight were identified by Sir George Cagely in 1804.

WORLD CUP SOCCER



PROTIP The chances of scoring increase when you cross the ball into the box from around the corner flag.



The Argentinian goalkeeper makes a fine save, diving to his left, and keeping out a screaming drive from the edge of the box. Algeria are having most of the play at present, and could cause an upset against the former World Champions.

GAME GEAR

The World Cup is surely the greatest ever sporting occasion. The passion and love of soccer is felt by millions across the world. Only one month, in four years, are we treated to the sambas of Brazil, and the flair of the Italians. Television audience figures topped record-breaking heights during the Italia '90 World Cup. England's thrilling semi-final with the Germans (when the cruelty of penalties cost them the game), was watched by over 20 million people in the UK alone. City streets throughout the nation were deserted on that thrilling soccer night.

Now, almost without any warning, Tengen have decided to release *World Cup Soccer* to coincide with both the current US Cup and the exciting final qualifying phase of World Cup '94.

If you never liked *Super Kick Off*, you wouldn't have had any choice when it came to choosing a football game. There wasn't any alternative! This is only the second footy release to date. Of course, there will be more now that the companies have realised that these games sell.

Tengen's World Cup Soccer has all the features you'd expect from a soccer arcade game. It is a conversion of *Tecmo World Cup* that has been released on the MS and MD.

There are 24 teams, from around the globe, competing for the honour of being world champions! You can play on your own, or use the gear link for a two-player challenge. After picking your team, you choose your kit colour and assess which 11 players currently have the best attributes.

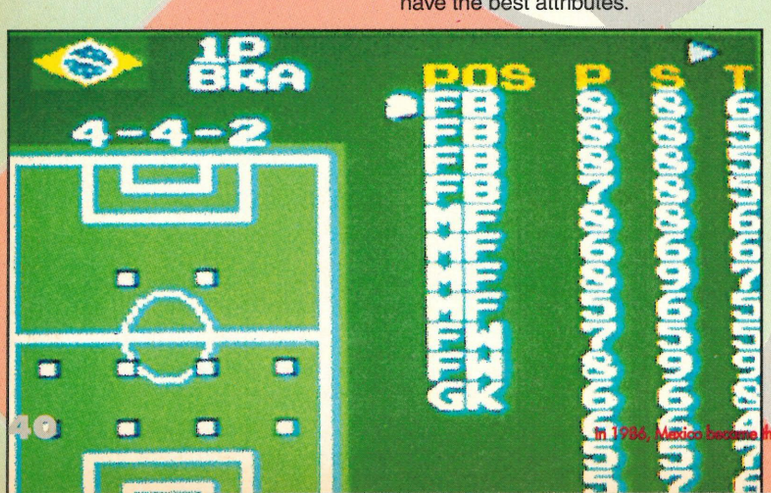
With *World Cup Soccer*, the better you play, the more skill points your team builds up. Playing a manager's role too, you can build up your players' passing, shooting, and tackling techniques! You start with three group games, before competing in the tense knockout stages.

Controls generally follow the common structure of most football games. You control the player nearest the ball, and when kicking, you can play a short pass, a long shot through the air, or a high boot up field. But your skills don't stop there. Even on a small screen, you can head and volley the ball in front of goal and there are penalty shoot outs if the tie results in a draw!

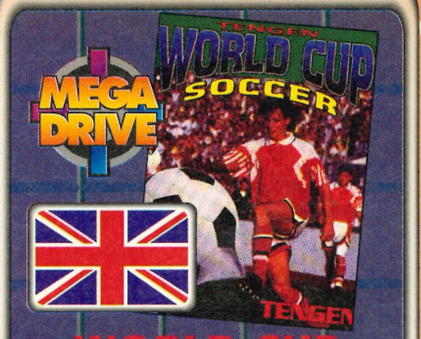
It won't take long to get used to the sideline view on the small screen and the action can be slowed down using the speed select option. The pictures have been superbly drawn to make the action as clear as possible. Players are well animated and perform some spectacular poses during action shots. The music that's on during play can be tiresome after a while, but you can turn it off!

This is a well presented, tidy little game, that brings the World Cup to life on the small crystal screen.

● Mark "fanzine" Hill



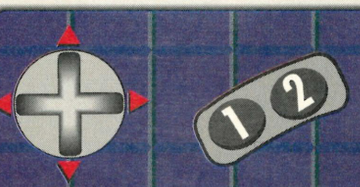
In 1986, Mexico became the first country ever to stage the World Cup finals twice.



WORLD CUP SOCCER

DOMARK ● £27.99 ● OUT JULY

CART SIZE 2Mbit
PLAYERS.....2
STAGES .....n/a
SKILL LEVELS....none
FEATURES .....password
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The D-Pad moves your player in any direction. Push button 1 to strike a low, long ball through the air. Button 2 will play a short pass to another player. Pressing button 1 twice, very quickly, will enable you to kick a high ball upfield.

ACTION

STRATEGY

GRAPHICS 88%

▲ The players are very detailed with smart animation during attempts at goal.
▲ The picture is very sharp giving you a clear view of the action on the pitch.

SOUND 70%

▲ The passionate roar, that accompanies each goal, adds to the all-important atmosphere.
▼ The background music is rather inappropriate for the tournament matches.

GAMEPLAY 86%

▲ The action is fast and exciting, with tactical skills that you can use to develop your game.
▲ There is an incentive to play consistently well as you can build up your skills!

CHALLENGE 87%

▲ There are 24 teams to play, making the game a complete World Cup challenge.
▲ The password option allows you to progress through the tournament over a long period.

PROSCORE

85%

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MEGA DRIVE

When you enter the ring against Muhammad Ali you know you are fighting one of boxing's all-time greats. "Float like a butterfly, sting like a bee, that's the only way you're going to beat me!" was his well-known war song. Now, Ali takes part in his greatest all-time challenge where he has to beat nine deadly rivals to prove that he's still the top fighter.

The inside of the arena is a cauldron of noise and excitement. The photographers are already through their third roll of film, the commentators are ranting excitedly and the referee is standing in the centre of the ring waiting for the boxers to emerge. The crowd chant "Ali, Ali" as the great man appears ready for another titanic battle. Can anyone beat him?



It's a knockout! Franko Bruno, one of the game's most familiar characters, bites the dust to leave Carlos Espinoza firmly in control of the proceedings. Old Carlos has already had 31 punches making their mark and Bruno's only managed two! With the action in its early stages the crowd want more, and rightly so. Get up Bruno, you've only just started mate.



Oooh! A devestating right hook from Tommy Hammer almost knocks Cooper's head off!



A left hand jab fails to make its mark in a fight that's now reached the ninth round and could well go the distance.



Marvin Cooper raises his arms in celebration after a titanic 15 round battle that saw countless knockouts!

I WANT A SECOND OPINION

Muhammad Ali Boxing is like so many games today. It looks great, the programmers have done wonders on the detail, but it's not quite perfect. The graphics are great, the sound enthralling and the boxing action seems to be set just right. However, the nine boxers aren't that difficult to beat once their methods have been sussed.

After a few bouts, you'll wonder just how little skill is required to win. The fights are won by punches landed, rather than points, even in simulation mode! However, you have to know when to punch and when to defend. There is little wrong with the actual action, it's once out of the ring that the game is let down.

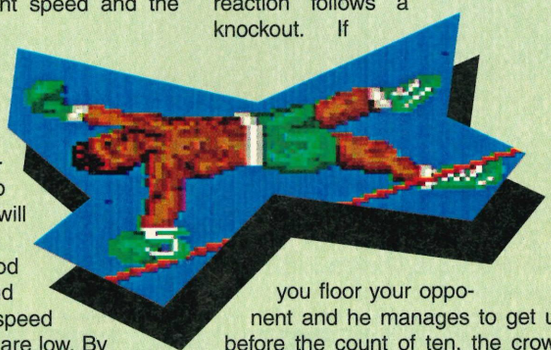
PAT

The first thing to hit you are the presentation screens and sound. Turn your console on and you won't believe your ears. Muhammad Ali appears, playing along to the crowd. "Who is the greatest heavyweight champion of the world?" he cries. The crowd chant "Muhammad Ali, Muhammad Ali!". The speech sounds real, the crowd are constantly cheering and the feeling of watching Fight Night Live is immense.

Starting off, you can choose whether to play an exhibition or tournament match with one or two players. An exhibition match allows you to fight any boxer you choose. In the tournament, you must work your way through the ranks, always fighting the boxer one rank above. Your ultimate goal is to beat the number one man, Muhammad Ali. You can, of course, choose to play Muhammad Ali, but you still start as the tenth rank and the inspired Bart 'Let's Rumble' Rambler is promoted to top rank.

Once in the ring, it's time for action. You can jab, hook, uppercut and punch your opponent. As with many one-on-one fighting games, you have status bars for each player at the top of the screen. One bar shows your current speed and the other represents your strength. The trick is to keep your bars above the halfway mark otherwise one or two nasty punches will have you biting the dust! It's a good idea to defend yourself if your speed and strength bars are low. By ducking and blocking the heavy punches, your strength and speed will slowly build back up.

The animation of the boxers is superb. The sprites are big and move around the rotating ring fairly smoothly. The atmosphere is very special as a lot of effort has gone into creating a realistic crowd. They whistle and cheer the whole time and even jump up and down waving their arms in appreciation of the action. The best crowd reaction follows a knockout. If you floor your opponent and he manages to get up before the count of ten, the crowd start shouting and screaming in anticipation of you finishing the job!

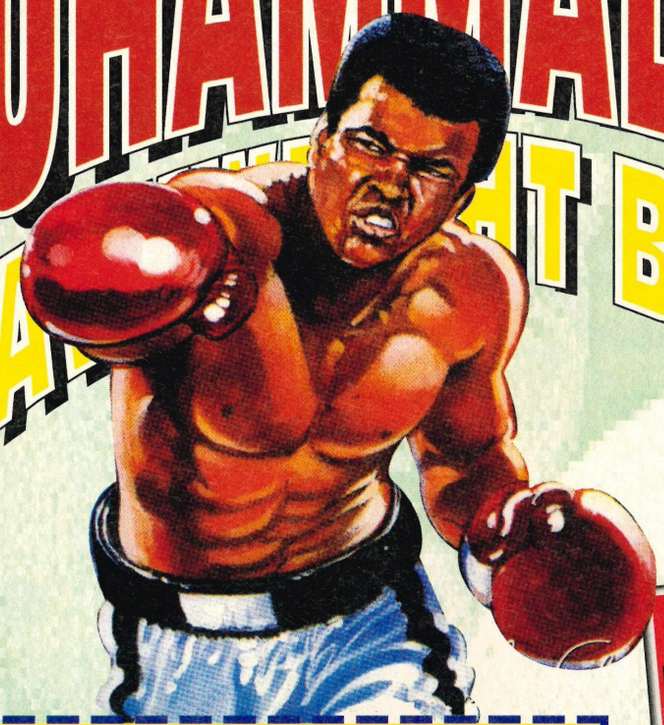


You can choose to control the boxers in arcade or simulation mode. Arcade is easier as you simply



In America, no boxer under 21 can take part in a 10 round contest.

MUHAMMAD ALI HEAVYWEIGHT BOXING

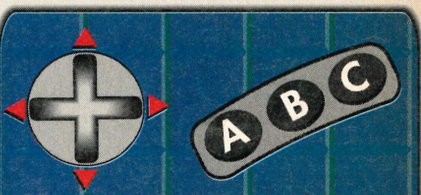




MUHAMMAD ALI
HEAVYWEIGHT BOXING
VIRGIN ● £39.99 ● OUT JULY
CART SIZE 8Mbit
PLAYERS.....2
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SKILL LEVELS .....n/a
FEATURES .....password
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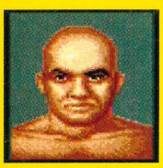
PROTIP If your strength and speed bars are low, holding on to your opponent will enable you to recover.





Pressing up and down on the D-pad rotates the ring. Left and right moves your player closer to, or further from, your opponent. In arcade mode buttons are used for for jab, hard punch or defend while simulation uses a combination of presses.

BOXER SHORTS



10 Bruno Franko: This strong Italian shouldn't be too hard to knock out as he keeps stepping into punches.
Defence: Horizontal push



5 Jack Blake: Jack's unique horizontal block is his main strength and it is difficult not to get into a scrap when fighting him.
Defence: Horizontal block



9 Carlos Espinoza: This fighter from Argentina shows some promise, but his inexperience lets him down.
Defence: Duck and block



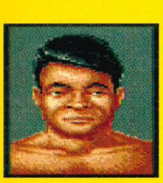
4 Tommy Hammer: Tommy uses the frustrating method of alternatively hammering into opponents then shutting them out.
Defence: Long arm check



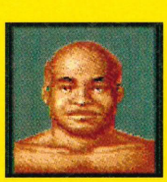
8 Eddie Montague: Eddie learned his trade on the streets of USA. He's very tough, but his wreckless attacks are his main weakness.
Defence: Level-arm vice



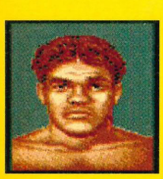
3 Mac Robinson: The most polished fighter, Mac learned his trade from the text book and, as such, he's hard to corner.
Defence: Duck and Sway



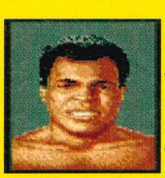
7 Kim Lee: From Vietnam he's quick, sticks to his job well and opponents are never given a moment's rest.
Defence: Arm-distance check



2 Bart Rambler: True to his name, Bart survives with his rambling tactics that wear down his opponents.
Defence: Push away block



6 Marvin Cooper: This Olympic boxer can show you a trick or two, and his relentless pressure offensives can catch fighters out.
Defence: Duck and block



1 Muhammad Ali: The champion floats like a butterfly and stings like a bee and is hard to beat – you believe me!
Defence: Duck and sway

punch, jab and defend. Simulation offers a more strategic control system. You can punch with either arm and learn to block and duck for defence purposes.

The time for each round can be selected on the options screen along with the number of rounds per match. When the boxers return to their corners after each round, you are shown the state of their faces! After the first few rounds, bruises appear around the eyes. Later on, cuts appear around the mouth and cheeks; it gives you great satisfaction to see your opponent in a worse state than you. After 15 rounds you won't be able to recognise yourself or your opponent!

A big letdown is that if no-one achieves a knockout the winner is usually decided on points, but in this, the outcome is solely determined by the number of punches that connect! The fighter who's landed most punches, wins the bout.

Muhammad Ali Boxing is one of the best boxing games released. Despite the limited number of moves, the action is fast and furious with a terrific atmosphere. The graphics and sound work together very well and the presentation is first class.

● Mark "Balboa" Hill



ACTION ▬▬▬▬ STRATEGY

GRAPHICS 92%
▲ The animation and detail of the sprites are nothing short of superb.
▲ It's so nice to hear a large crowd cheering in the background.

SOUND 90%
▲ The fierce punches are accompanied by some totally bone crunching sounds!
▲ Clear speech and realistic crowd noises make the atmosphere something to savour.

GAMEPLAY 81%
▲ The simulation control feature should provide hours of strategic and action packed fun.
▼ It's a shame there are only a few moves you can perform during the bouts.

CHALLENGE 84%
▲ There are ten boxers out there to beat and they all fight differently!
▲ In two-player mode matches become very competitive and can go the distance!

PROSCORE 82%
Despite the limited number of moves, this is the best boxing sim yet. However, once all the fighters are beaten, there's little else to do.

SONIC BOMBER JACKET

WIN!

WIN!

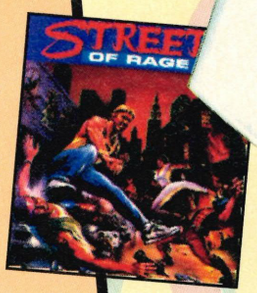
PLAN AHEAD WITH A SEXY

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3) Who is Sonic and Tails' deadliest rival in the blockbuster hedgehog games?

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PLAN AHEAD

A Sega jacket, ten cartridges and ten Sonic 2 mugs up for grabs

Hip games player David White has a fascination for the Mega-CD, but only when he's not busy running Game Plan. Game Plan offers its members a brand new concept in club membership schemes. It concentrates on offering gamers the best prices available and you too can join in the fun.

Catalogues are produced every two months and are jammed with the latest software offerings. Knock-down prices with up to 25% off the normal RRP are available and your only commitment is to buy three carts over the course of one year!

Should you be interested in joining the Game Plan or just finding out more about their special service, give them a call on (0459) 123999. The friendly staff will be more than happy to answer all your questions. Who knows, you may even get some hot game tips from Dave himself.

A cool Sonic the Hedgehog bomber jacket is sure to make you the envy of all your games playing friends. If that's not incentive enough to enter this fab and groovy competition, ten runners-up will receive a cart of their choice from the Game Plan list. A Sonic 2 mug from the official Sega catalogue will be awarded to cartridge winners, too!

PLAN AHEAD

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8-PAGE PULL-OUT GUIDE

STREET FIGHTER II

CHAMPION EDITION

It's almost ready. *Street Fighter II Champion Edition* is due for release in September and we can now bring you the best pictures and most informative low-down on one of the hottest games of the year. Over the next three months, you can collect posters of all the fighters with all their statistics and special moves.

All the information you could ever wish to know is brought to you exclusively by the SegaPro team, and it starts right here!



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FIRST BIG PART OF THREE

STREET FIGHTER II
CHAMPION EDITION

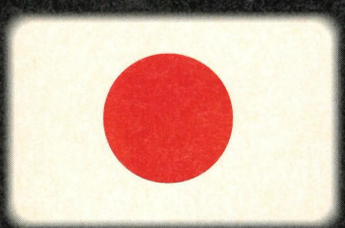
SEGA pro



THE DRAGON

Weighing in at 68Kgs and measuring 1m 75, Ryu is the most agile of all the fighters. Not only is he fast, but he also possesses a fierce Dragon Punch – the most powerful blow in the entire game. He also has the ability to throw fireballs at opponents. These have also been improved from the original version.

Ryu is now capable of an improved Hurricane kick that is absolutely devastating. Basically, he flies horizontally through the air with an outstretched leg. This move has the power to knock an opponent down in one hit. Although some characters are faster in this version, Ryu's speed remains unchanged, but he has been given extra strength.



STATISTICS

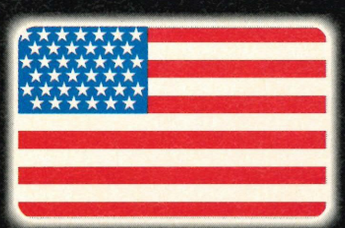
BORN: 1939
HEIGHT: 175cm
WEIGHT: 68Kg
CHEST/ WAIST/ HIPS
112cm/ 81cm/ 85cm
BLOOD TYPE: O

RYU

© CAPCOM

STREET FIGHTER II
CHAMPION EDITION

SEGA pro



STATISTICS

BORN: 1968
HEIGHT: 198cm
WEIGHT: 103Kg
CHEST/ WAIST/ HIPS
120cm/ 89cm/ 100cm
BLOOD TYPE: A

THE FAILED BOXER

Turn Punches give Balrog a fearsome reputation among the street fighting community. Although a failed boxer in his early days, there are still a few tricks this gloved opponent can show you. His "Get up you wimp!" quote is enough to fire anyone's fury, but anger alone doesn't make him a winner. This guy only fights to accomplish the American Dream.

Balrog's newly improved moves include a fiercer Turn Punch. This move is the power house of the boxer. Also, the Dashing Punch and Dashing Uppercut have been improved with treacherous ferocity. Can the Balrog be beaten?

BALROG

© CAPCOM

BONUS STAGES

Each of the four bonus stages has been included and identically recreated for the Mega Drive. There is a pyramid of blocks to smash into, rubble and a luxury car to demolish. Then, the stacked oil drums and falling barrels are set up to test your skills further.

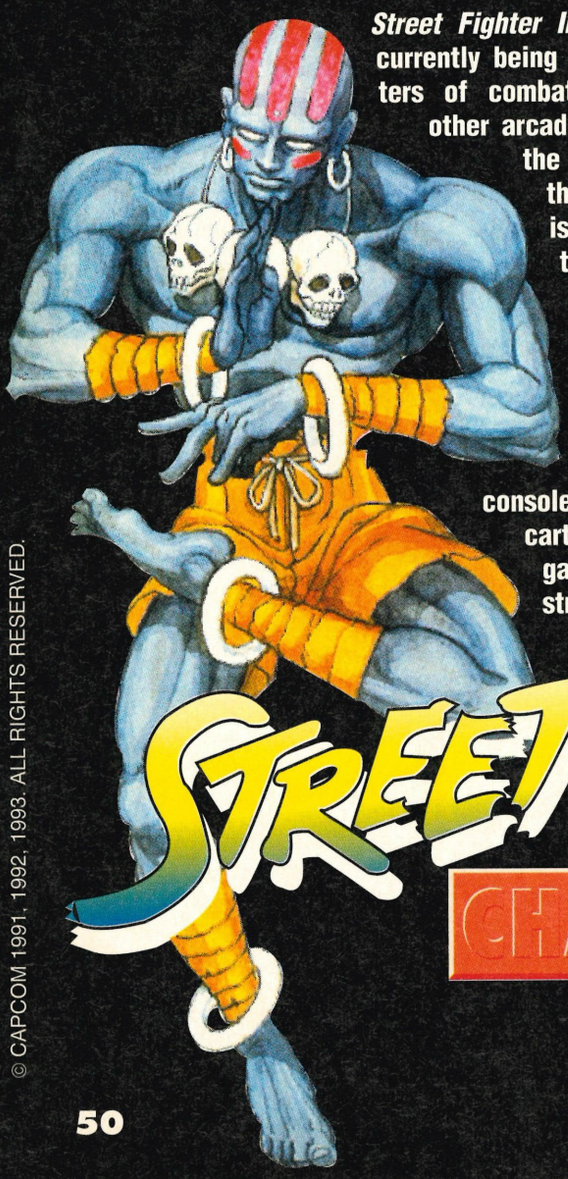
The basic idea of these all-action bonus stages is to demolish the objects as quickly as possible. The quicker you do it, the more bonus points you're awarded. Once the stage is clear, you continue through the game as normal. They give the opportunity to gain more points and offer a useful break from the mainstream fighting action.





Hairstyle conscious Guile does it the awkward way in a vain attempt to reach the heights that other fighters cannot manage. Fair play to the bloke, how's fat Eddy gonna reach him now?





Street Fighter II: Champion Edition **is currently being developed by the masters of combat games, Capcom. No other arcade game gives you quite the same adrenaline rush as this does. The Mega Drive is now in for the royal treatment, and it's about time too!**

Street Fighter II **was released on the SNES last summer and this has long given Nintendo an edge over Sega. As we all know, no other 16-bit games machine offers quite the same playability as the Mega Drive.**

Claims that *Street Fighter II* is the most popular console game ever are not unheard of. After all, millions of carts have been sold world-wide and Sega gamers will soon be able to join in the street fighting craze.

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TASTY MENU





As you can see from these delicious shots, the graphics on the Mega Drive version are very close to those of the arcade. There are 12 fighters to choose from, differing from the SNES *Street Fighter II* as you can now choose to fight with any of the four final bosses too. Another bonus, which was only made possible on the SNES with a cheat, is to fight the same character as your own. Fighting M Bison against M Bison is now possible!





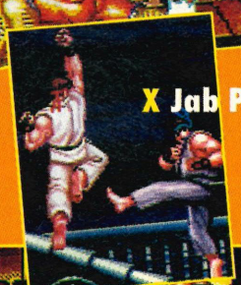


NEWS FLASH

At the time of going to press, there were unconfirmed rumours that the Turbo Edition, and not the Champion Edition, may be released on the Mega Drive.

STREET MOVES









Z Fierce Punch

Y Strong Punch

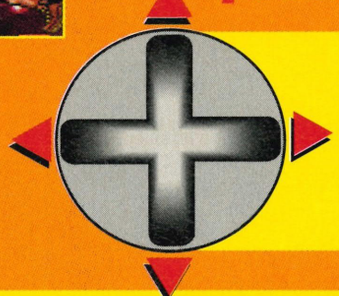
X Jab Punch

C Roundhouse Kick

B Forward Kick

A Short Kick

Each fighter is capable of a stunning 15 different moves. There are the basic six, such as the Short Kick and Jab Punch, accompanied by another nine fierce attacks. Each fighter possesses improved special moves – these moves were the best features about the original game.



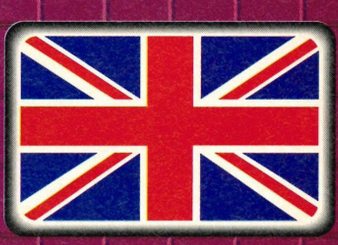
Use the D-Pad to move your character left or right and to jump or duck. Hold the D-Pad left or right for two seconds to activate the charge. The D-Pad is also used in conjunction with the six buttons to activate numerous Special Moves.

MEGA DRIVE

STREET FIGHTER II CHAMPION EDITION

CAPCOM ● £TBA ● OUT SEPT

CART SIZE ...16Mbit
PLAYERS 2
STAGES 12
SKILL LEVELS.....7
FEATURES ....continues
CONTACT
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ACTION
STRATEGY

DONE
TO DO

STREET FIGHTER II
CHAMPION EDITION

SEGA pro

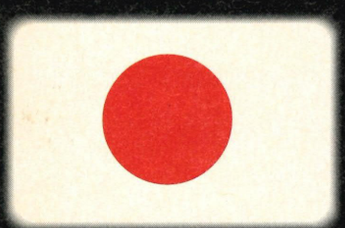


A HEAVYWEIGHT FIGHTER

This fat boy is not to be taken lightly, what with 137Kgs worth of power behind every punch and kick. E.Honda prays on his opponents and then unleashes a power attack. The Hundred Hand Slap is his best move and you're not going to get past that without split second timing.

Having undergone a few improvements, E.Honda is now faster, stronger and defensively better than ever before. As well as the Rubber Arm and bone crushing Bear Hugs, his Sumo Torpedo thunders across the screen with relentless power.

For those who are unaware, the Hundred Hand Slap is E.Honda's effective out-stretched defence. An extension of his arm, it repeatedly bounces up and down to create a deadly barrier against any attacker.



STATISTICS

BORN: 1935
HEIGHT: 185cm
WEIGHT: 137Kg
CHEST/ WAIST/ HIPS
212cm/ 180cm/ 210cm
BLOOD TYPE: A

E.HONDA

© CAPCOM

STREET FIGHTER II
CHAMPION EDITION

SEGA pro



THE PRO FIGHTING BEAST

With his immediately frightening appearance, Blanka is easily the most obnoxious looking fighter and has the power to knock any opponent to the floor with comparative ease. The almighty Ball Attack and the infamous Electricity moves are at his disposal.

The Ball Attack launches Blanka at his opponent in a rolling ball of power half-way across the screen. He also has the power to protect himself from aerial attack by creating a barrier of electricity. This has only been possible when on the ground in previous versions, but now the move can be activated mid-flight.

STATISTICS

BORN: 1966
HEIGHT: 192cm
WEIGHT: 98Kg
CHEST/ WAIST/ HIPS
198cm/ 120cm/ 172cm
BLOOD TYPE: B

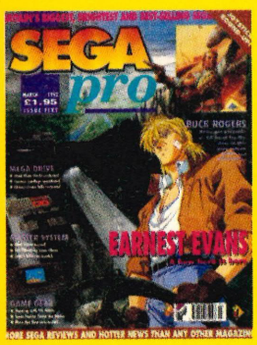
BLANKA

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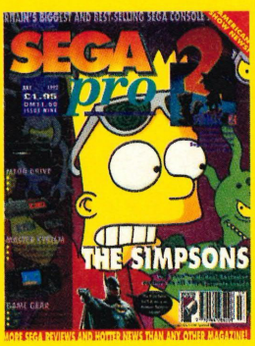
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Fantastic Christmas special featuring an essential 16-page pull-out Sonic 2 guide, a massive Sonic 2 poster and a superb Action Replay code book. Reviews include Crüe Ball (MD), James Bond (MD), Black Hole Assault (CD), T2: The Arcade Game (MD), Pit-Fighter (MS), Batman Returns (GG), Taz-Mania (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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Issue 16 £4.25

Bundled with this exclusive-packed issue is a fantastic video covering all Virgin's forthcoming releases and Datel's mighty Action Replay. Over 25 games are reviewed, including Time Gal (CD), Ecco (MD), Home Alone (MD), Micro Machines (MD), Streets of Rage 2 (MD), Toxic Crusaders (MD), Lemmings (MS), Aline 3 (GG)...



Issue 7 £2.50

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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Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...



Issue 17 £2.50

You'll find an exclusive look at Global Gladiators in this issue together with incredible reviews of After Burner III (CD), Road Blaster FX (CD), Chakan (MD), Mega-lo-Mania (MD), Shinobi III (MD), Teenage Mutant Ninja Turtles (MD), Strider II (MS), Taz-Mania (MS), Shinobi II (GG), Streets of Rage (GG) and many, many more.



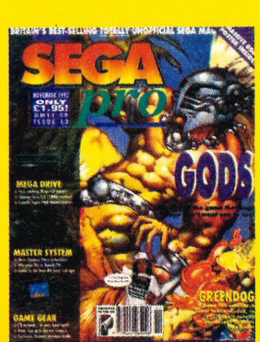
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Issue 18 £3.50

Yee-ha! Snap up the action in this bursting Easter special. Not only do you get a Switchstix with the issue (a device which converts your joypad into a joystick), but 22 scorching reviews. Included in the many reviews are Hook (CD), Sherlock Holmes (CD), Another World (MD), Superman (MD), Tecmo World Cup '93 (MS)...



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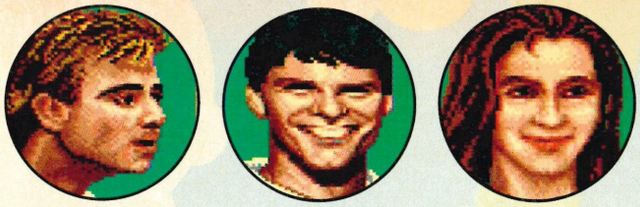
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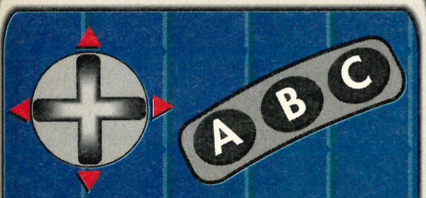




ANDRE AGASSI TENNIS

TECMAGIK ● £39.99 ● OUT JUNE

CART SIZE 4Mbit
PLAYERS.....2
STAGES .....n/a
SKILL LEVELS.....1
FEATURES.....none
CONTACT
Tecmagik ✆ (071) 2432878



Your player is moved around the court using the D-pad while the A, B, and C buttons play either soft, hard or lob shots. If the D-pad and the shot button are pushed simultaneously, you can choose the direction of your shot.

ACTION
STRATEGY

GRAPHICS 82%

▲ The sprites are digitised from real life action which makes the matches seem more realistic.
▲ The referee and ballboys are detailed and the way the crowd move their heads is a nice touch.

SOUND 71%

▲ The sound of the ball being struck is very effective and adds to the excitement.
▼ Atmosphere suffers from a severe lack of cheering from the crowd.

GAMEPLAY 74%

▲ The fast and furious action will appeal to real tennis fans.
▼ Mastering the moves requires a lot of patience and lots more practice!

CHALLENGE 84%

▲ After a skins match, you can spend money on a training programme that enhances your skills.
▲ In two player mode, the game can become very competitive and fun.

PROSCORE 79%

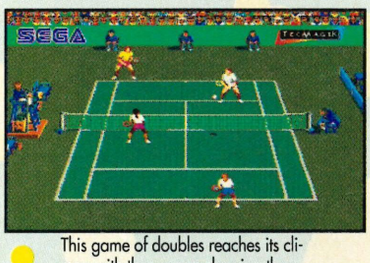
This is the best tennis game we've seen so far on the MD, although there's still room for improvement.

In *Andre Agassi Tennis* you have the option of playing on clay, grass, hard or indoor courts while taking part in a tournament or in the special skins challenge – where each shot doubles the amount of money that is won by the winner of the rally. The options don't stop there; you can play a singles or doubles match and there are eight tennis stars you can choose from including the excellent Agassi. Each star has a different style and their strengths and weaknesses can be viewed, allowing you to choose a player suited to your style of play.

In practice mode, you face the automatic ball server. You can try out all the different shots available to help you perform better in the competitions. The balls are fired at any angle or height you choose and it's up to you to move your player about for that vital backhand, forehand, smash or volley. During a match the shot you play is decided automatically which makes life a little easier! There's a choice of playing a soft ball, a hard ball or a lob and the D-pad is used to angle the ball. This directional control is critical if you want to have any chance of beating these tennis pros!

Andre Agassi Tennis will put you to the test and offers quite a challenge, but for many it will prove too frustrating. The absence of a battery- back-up or password system means there is less of an incentive to play over a long period of time. However, for the real tennis fan, this game is certainly worth checking out.

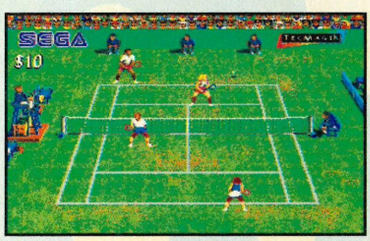
● **Mark "you can not be serious" Hill**



This game of doubles reaches its climax with the women showing the men a shot or two!



The man himself, Andre Agassi, sends the crowd wild as he takes the opening game with old Pepper!



Get a look at the view! This lady is a bit behind as she prepares to serve on this sunny grass court match.



Some matches are played on clay. The bounce is slower yet higher so be prepared to adjust your technique.



Agassi throws the ball in the air and serves a powerful ball into his opponent's half. He rockets to back court anticipating a fierce return. The ball is angled back diagonally, just missing the top of the net. Agassi dives for the return, knocking a deadly topspin shot down the side line. His opponent makes a desperate bid to try and lob the ball back, but fails to make contact. The ball is in and the crowd go wild.

For the last few years, Andre Agassi has become one of the all-time crowd favourites of the tennis world. Unique in the way he dresses for the occasion, he usually has streaks of colour splashed over his whites. The scruffy American is out there for a good reason, however. There are competitions to be won and bucks to be made. The action is fast and furious, every point is crucial and the pressure is on...



PROTIP When you return a serve its best not to move, but wait for the ball to come near you. This way you have more chance of hitting a good return.

Andre AGASSI Tennis

During the 1991 Wimbledon Championships, matches were played on the middle Sunday of the championship fortnight for the first time ever (Gosh!)

GOAL

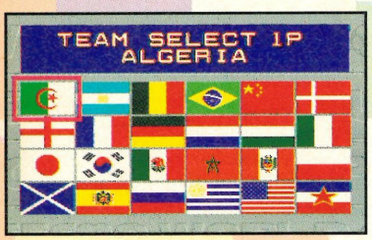
TECMO

WORLD CUP

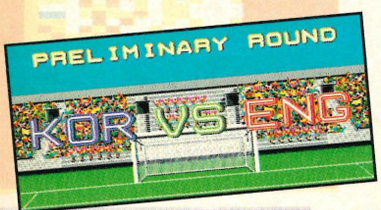
MEGA DRIVE

Originally released as *Tecmo World Cup '92* in Japan last year, this version of football has a total lack of stats, kit design and weather conditions which leaves the game with a true arcade feeling. However, it didn't impress many footy fans then, and is going to need some changes to do so now. With the World Cup qualifiers underway, fever is soaring and so are the number of football releases.

***Tecmo World Cup* is still one of the most popular football games in the arcades. It features teams from around the world and boasts an easy control method. With plenty of matches to play in and a severe lack of good football games on the MD, this could be just the ticket for budding stars.**



A totally crap line-up of teams, half of which have absolutely no chance of winning the World Cup in real life.





Almost every time the ball lands in the middle of the box. Volley or head the ball into the net and you're a winner.

Tecmo World Cup is a relatively easy game to get into, especially if you've played the arcade version. When you pass the ball it either goes straight to the feet of a player, or it could go in the wrong direction completely. It's very unrealistic, but it does make for some frantic moments.

Due to the ease in controls, it is too easy and relatively simple to complete, but it is fun as there are so many teams to play. An element of surprise is added in the later rounds as the underdogs often beat the favourites.

Football simulators thrive on an exciting two-player mode. *Tecmo World Cup* tends to be uneventful and host to possibly the most boring two-player matches ever. This game thrives on the World Cup competition and with the omittance of a head-to-head compo it can soon become boring.

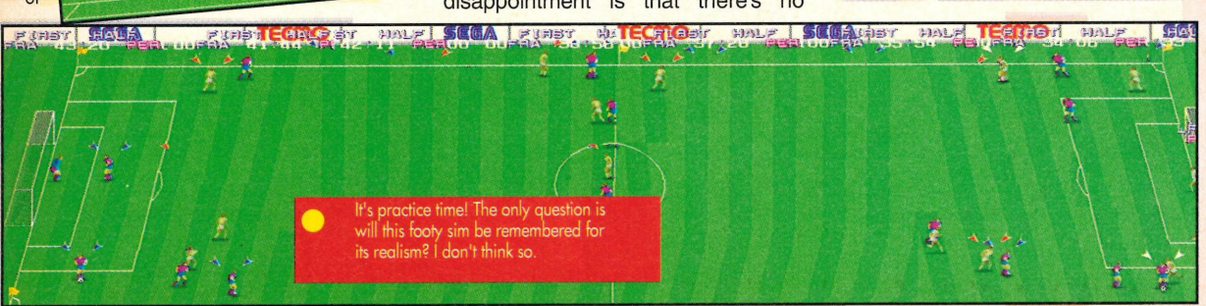
The disorientating view is from a side-on angle and takes a while to get used to. Each of the players is well animated, but they're far from detailed. The only variation is in the team kits that are, mostly, authentically coloured.

Sound effects are limited to grunting kicks and a hap-hazard whistle. A disappointment is that there's no roaring crowd – even when you score –and the annoying tune makes the option of turning the volume off very appealing.

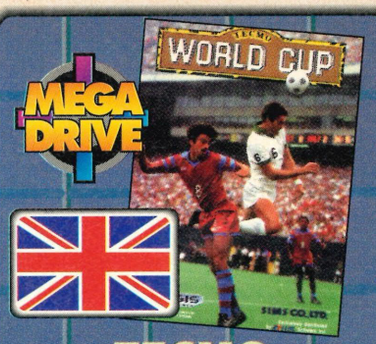
Despite the apparently simple look, *Tecmo World Cup* is instantly addictive and fun once you get used to the correct angles to play, but has very limited long term appeal. The only thing that's likely to keep you playing is perfecting the acrobatic shots inside the area.

● **Jason "county standard!" Johnson**

PROTIP Score from inside the area by shooting diagonally to the top corners or by tricking the goalie by changing shot direction at the last moment.



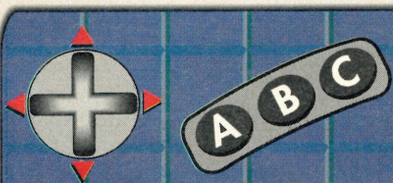
It's practice time! The only question is will this footy sim be remembered for its realism? I don't think so.



TECMO WORLD CUP

TECMO ● £39.99 ● IMPORT

CART SIZE 4Mbit
PLAYERS.....2
STAGES 7
SKILL LEVELS.....5
FEATURES ..tournament
CONTACT importer



The D-Pad moves your player around the screen and to an extent guides the ball direction. All three buttons are used for passing, but only button B shoots. Button B is also used for the high pass, with the others for ground passes.

ACTION

STRATEGY

GRAPHICS 68%

▲ An unusual angle of play gives a different feel than the usual overhead view.
▼ Very little detail to the players and no crowd or referee for added atmosphere.

SOUND 30%

▼ Really dire in-game music that becomes monotonous and dull very quickly.
▼ Literally everything that you hear at a football match has been left out.

GAMEPLAY 60%

▲ It's very user friendly and instantly playable, making the game easy to get into.
▼ Hilarious passing and,shooting and the penalty shoot-out ridicules football.

CHALLENGE 58%

▲ A total of 24 teams, making for a big tournament and plenty of opposition.
▼ The World Cup tournament is way too easy to progress through.

PROSCORE 59%

This isn't an accurate simulation of football and you'll have to look elsewhere if you're after stat-filled charts and player build-up options.

Cart supplied by Console Plus (0532) 500445

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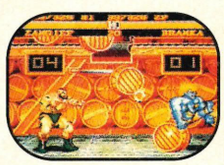
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pro REVIEW

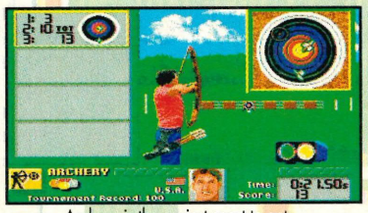
If you're one of those couch-potato types who loves sport, but can't be bothered with the effort, Accolade may have just the game for you.

After releasing the rather average *Winter Challenge* many moons ago, it seemed as though multi-sport carts were not the company's strength. However, not to be put off by teething troubles, Accolade were already hard at work on *Summer Challenge*. Everyone knows that sport is much more fun when the sun is shining, so 100% effort has been ploughed into this release.

If you don't fancy cycling, then maybe the hurdles are for you. If not, don't worry, there are eight events to choose in all. That's not the best part, either. Get all your friends round for a tournament and discover just who is the champion couch potato!



Getting the hang of Frosby Flopping is fairly difficult, but it's just a matter of timing!



Archery is the easiest sport to get used to and it's also one of the most fun and challenging events!



Ride a cock horse to Banbury Cross...this horse jumping is a bit of a breeze. However, any hooray Henries will soon change their mind when it comes to attempting a jump! Unless you jump in exactly the right place, the horse will throw you to the floor!

PROTIP When throwing the javelin, don't take your finger off the C button until the last minute. If you take it off too early, it won't go far.



Sports sims have had a long and detailed history on the Mega Drive. However, there haven't been many multi-sports sims. A well-timed release ensured that *Olympic Gold* received maximum exposure last year, although its game content was a little short of the mark. *Summer Challenge* sets out to engross the player, whichever sport they may enjoy.

There are eight events in all that collectively manage to incorporate the many sides of summer sport. Each human competitor takes control of one of the ten athletes while computer opponents are automatically selected to fill the remaining places.

Once the preliminaries are out of the way, you can choose which event you want to compete in. The beauty, and possibly the downfall, of *Summer Challenge* is that you compete in events that you want to, when you want to, and if you aren't strong in any particular sport, you don't need to play it. The practice mode is available for budding athletes who aren't quite up to scratch.

Once an event has been selected, you're treated to the tournament's opening ceremony. After that, it's straight in at the deep end (literally if you choose kayaking).



The display is fairly small with the rest of the screen taken up with game stats, times and an overview of the specific tracks. Athletes are viewed from behind and differ according to the competitor. Although small, the graphics are detailed enough to provide a realistic feel.

The sprite is wonderfully animated, but the event scenery is generally very bare and unexciting. Thankfully, this doesn't make much difference to the play. The animation on *Summer Challenge* is very fast and smooth and gives it a slight advantage over graphics in sims such as *Olympic Gold* and *Winter Challenge*.

Controlling the sprites is fairly difficult at first, but it's just a matter of getting used to the different timing needed for each event.

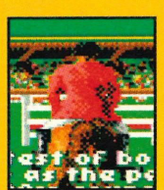
There may be many different events to choose from, but after each sport has been played for a while, gameplay becomes extremely shallow as there isn't much to each event. However, it becomes more exciting when you're playing with a few friends! You can

THE MAIN EVENT

ARCHERY
Robin Hood-esque sport where the aim is to shoot the arrow into the centre of the target. It's, by far, the easiest event to get the hang of.



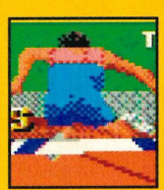
EQUESTRIAN
Stupid name, but brilliant fun. Be careful to time your jumps. Otherwise the horse will throw you to the ground in an instant.



KAYAKING
Guide the kayak through the obstacles without hitting or missing any of them. The trick to this event is to take it slowly.



400m HURDLES
This will take some getting used to, but it's very addictive once mastered. All you have to do is hammer the B button and press C to jump.



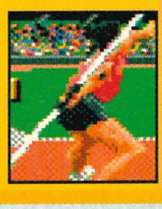
POLE VAULT
Yet another really tricky event. You have to place the spring of the pole just at the right time or you will soon find yourself flat on your face.



HIGH JUMP
Perfect that Frosby Flop by releasing the C button at the right moment. Make sure you get a good run up, too.



JAVELIN
The secret to a good throw is getting your arm angle just right. Throw the javelin too high and you'll achieve a grand throw of about one metre.



CYCLING
Pity this isn't a head-to-head mode. Never mind, it's still fairly fast. Try to keep away from the edges and pummel the B button until your fingers fall off.



Real athletes were video taped by the game's artists to achieve animation.

SUMMER CHALLENGE







Oi! Get back here you impatient so-and-so. Here I am, spending all this time creating an atmosphere and you go and spoil it all. I dunno, these sports stars, think they can come here and create untold havoc!



Kayaking is one of the easiest sports to control, but it's one of the hardest to acheive a good time in. Using the sharp turn buttons will help you go faster in those crucial moments. Stay away from the edges too, otherwise you'll capsize!

I WANT A SECOND OPINION

This is an instantly appealing game, mainly because of the fun, sporty scenario and bright opening ceremonies, etc. It also brings back those long lost memories of *Daley Thomson's Supertest* on the old Spectrum. *Olympic Gold* was reasonably good, but Accolade have taken the destroy-the-button pounding idea one step further. Unfortunately, once the initial excitement of competing against fictional (!) athletes in the tournament has passed, you soon reach the boredom barrier. It doesn't take long until you're beating the champs with little or no effort, leaving nothing to do except gain the best times. Although it is a reasonable attempt, the gameplay is too dated for my liking.

JASON

build up stats tables for each player and winning the prestigious gold medal becomes a life or death situation! Thankfully, there are awards ceremonies at the end of each event which furthers the game's addictiveness.

Summer Challenge is brilliant to look at, but the lack of challenge is apparent as soon as you start playing. It plays much smoother than *Olympic Gold*, the graphics are realistic, and gameplay is slightly addictive when playing with friends. It's a decent multi-sports sim, but it is by no means the perfect summer challenge that it first appears.

● **Sam "Flo Jo" Hickman**

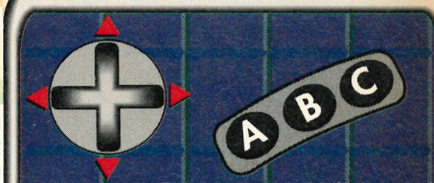
Linford Christie won a gold medal in the 100m sprint during the 1992 Olympics.



SUMMER CHALLENGE

ACCOLADE ● £34.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....10
STAGES 8
SKILL LEVELS.....3
FEATURES.....password
CONTACT
Accolade ✆ (081) 8770880



Press B repeatedly to accelerate and hold down C to initiate moves, such as jumping and throwing. Take your finger off the C button to activate a move. The direction pad moves the sprite around the screen and sets the parameters of events, such as the bar height on the pole vault.

ACTION STRATEGY

GRAPHICS 88%
▲ Sprites are very realistic, beautifully animated and change according to the player.
▼ The rest of the scenery is fairly bare, but thankfully it's not too important.

SOUND 87%
▲ Good use of sound samples, such as the realistic starter guns and the athlete's voice.
▲ The crowd noises are brilliant, although they tend to clap too often!

GAMEPLAY 57%
▲ The eight top challenges provide plenty of variety.
▼ A little too shallow in one-player mode as there isn't a competitive edge.

CHALLENGE 67%
▲ You're always trying to improve your personal best or win a medal.
▼ Each of the events are too short and lack any sort of long term addictiveness.

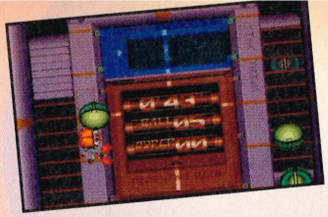
PROSCORE

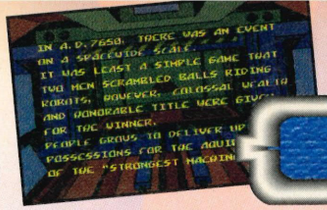
60%

It looks good and is very appealing initially, but after a while its lack of depth lets it down. However, it's not bad when played with friends.

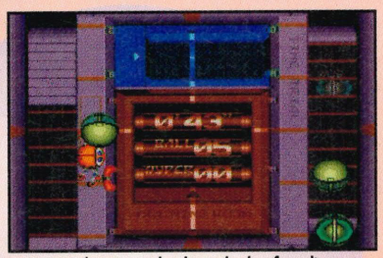
BALL JACKS







The year is 7650 AD and it's time, once again, for the annual Ball Jacks World Championship. Never has there been such a prestigious event as this in the galaxy. Spectators and competitors come from all known areas of the universe to witness and take part in the great occasion. The venue, as always, will be the historic Grand Arena where many memories will be remembered for the great title winners of the past.



Take your technological robot for a little practise session before the match!

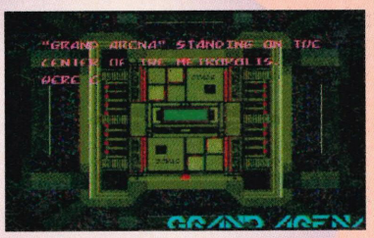
Ball Jacks is a typically futuristic game that can be played with one or two players. The scene is set in an arena and you must play head to head against either the computer, or a human opponent. Each player starts with two spheres that roll along a conveyer belt at each end of the playing area. There is a track which runs parallel to each belt that you use to move your robot up and down. The idea is to grab and steal spheres from your opponent's conveyer belt using detachable pinchers!

The graphics are of a decent quality; the robots are nicely drawn and the backgrounds atmospheric, although there is a lack of variety between stages. This is very much like *Speedball* in that it's a futuristic ball-type game where you must steal, smash and grab your way to victory.

However, that's where all similarities end. It's a shame the playing arena is so small – the screen doesn't scroll – and later stages offer no real variety.

Fast, explosive noises accompany the action and work well, but gameplay is limited and interest will be lost after a few hours.

● **Mark "The Destroyer" Hill**



The famous grand arena will soon be filled to capacity for the next match.

MEGA DRIVE

BALL JACKS
SEGA ● £34.95 ● OUT JUNE

GRAPHICS 75%
SOUND 72%
GAMEPLAY 55%
CHALLENGE 63%

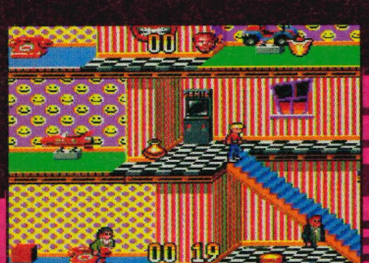
PROSCORE
58%

The limited gameplay becomes apparent very quickly, which is not surprising considering the cartridge only has 2Mbits capacity.

HOME ALONE



It's not often, as a kid, you have your parents' house to yourself for the holidays. For one, it's illegal to leave kids on their own, but for some reason or another, you've been left to fend for yourself. Now Marv and Harry, two crooks out to rob the neighbourhood, have appeared on the scene, and you can't call the cops as nobody will believe you. You can now only do one thing; get them yourself!



It can be great fun being alone if you are left in a house like this!

Based on the blockbuster movie, you must become the kid-hero by stopping two crooks who are out to rob the neighbourhood. Your objective is to pick up a number of items scattered around neighbours' houses and deposit them in a safe. You must pick up the items before the lights go out in each house, otherwise you'll lose one of three lives. If the crooks get away with the loot, or manage to catch you, you'll also lose a life.

You'll encounter a wide range of houses on your travels. You need to bounce on items, such as armchairs and giant telephones, to go up a floor or bounce over a crook! Some houses have moving platforms that take you from level to level. Graphically, each house is accurately drawn, with a variety of different objects, and one or two colourful scenarios. There are many impressive static screens between levels, but when you're caught by a crook, the sprites just freeze. This is a shame because an animated sequence would have been effective. The tune is based on the theme of the film and there are different sound tracks between houses.

Overall, *Home Alone* can be fun to play, but the very short time you have during each level and the few objects you need to collect, put a grey cloud over the colourful, bright levels. The fact is, you barely get time to appreciate the contents of each house and, as such, this is probably suited to the younger age group.

● **Mark "On-edge" Hill**



MASTER SYSTEM

HOME ALONE
SEGA ● £29.95 ● OUT NOW

GRAPHICS 76%
SOUND 69%
GAMEPLAY 64%
CHALLENGE 62%

PROSCORE
63%

***Home Alone* is fun for a while, but the structure and gameplay have been seen many times before and hardly make the game very original.**

Kids who are left Home Alone can phone Childline on (0800) 1111. All calls are free.

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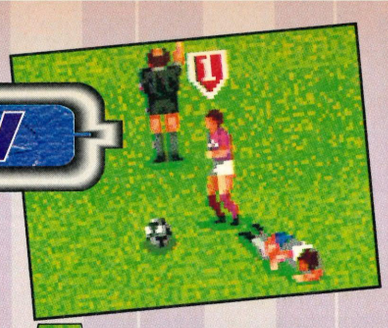
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Not only is the J League awaiting your talents, the Sega Cup '93 can entertain up to eight teams.



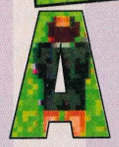
Wow, what an awesome formation select screen. Three dimensional madness at its best.

Gary Lineker, England's ambassador of the world's most popular outdoor sport, is one of several European players now competing in the ever-growing Japanese football league. *J League Pro Striker Soccer* is officially endorsed by a Japanese television programme. All the real stars and players have been included. There's even Lineker and a few other recognisable faces.

Despite the huge popularity of football video games, *Super Kick-Off* is the only one of any significance on the Mega Drive. Although a huge favourite on the Amiga, it failed to impress us significantly at the SEGAPRO offices.

With the release dates of soccer games such as Sony's *Sensible Soccer* and Virgin's *Goal*, creeping closer, a Japanese release is going to find the going tough.





After a selection of photo stills and team logos, the options screen appears. As expected, there's Japanese text running riot! This is going to be a problem for everyone without oriental translation skills. The players' ratings are the main problem as, apart from height and weight, the statistics can't be understood. However, the general control method becomes clear after only a few experimental selections.



Putting the text problems to one side, your first decision is which type of game to play. There is the usual single game, where you can either play against the team of your choice, or you can enter into the Sega Cup, with four or eight competing sides, or there's the J League, where your team plays against the other nine in a battle for the ultimate title. The ever-useful save facility is included, but the games are so exciting you're likely to play until the end of the season without a break!

After choosing which of the ten teams you want to play, a three dimensional screen appears giving you the choice of six different play formations. Before and during each game, you can select/substitute your player from detailed selection screens. The Japanese text poses problems, so be prepared for a few experimental choices.

Controlling your players is awkward to begin with and skills take a while to master. Once you have scored a couple of goals, the fun really begins as you can experiment with the player controls.

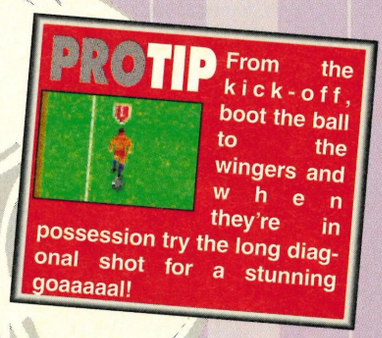
Each of the sprites, although faceless, is detailed and agile. Over-head kicks, powerful volleys and diving headers are performed depending on the attacking player's position to the ball when the shot button is pressed. Sliding tackles and curving shots at goal add to create the electrifying excitement.

Pro Striker is the first game to use the Sega Tap, a revolutionary device that allows up to four players to compete on-screen at any one time. Three can also play simultaneously, so odd players aren't forced to watch two-player games. This is where the game flourishes with its sheer excitement and amusement.

As well as the clever pitch view and accurate rules, there is yet another element that gives the game added authenticity. The beating of the drums and droning horns blast through the cheers and boos from the crowd add atmosphere, but become too repetitive.



Yes, there's nothing like scoring on a hot Saturday afternoon! The whites are struck down in panic hanging their heads in shame, but the yellows are dancing a jig and would be more at home raving in a field with a 20K rig and flower strobes.



Should this game ever come out officially, it could take the top spot for football sim ratings. As it is, the gameplay is tremendous fun and there are loads of options and competitions, but there are annoying flaws such as the Japanese text and a few bugs that crash the game instantly.

● **Jason "USA '94" Johnson**

J.LEAGUE

PRO STRIKER

REAL SPORTS SOCCER GAME

SEGATAP

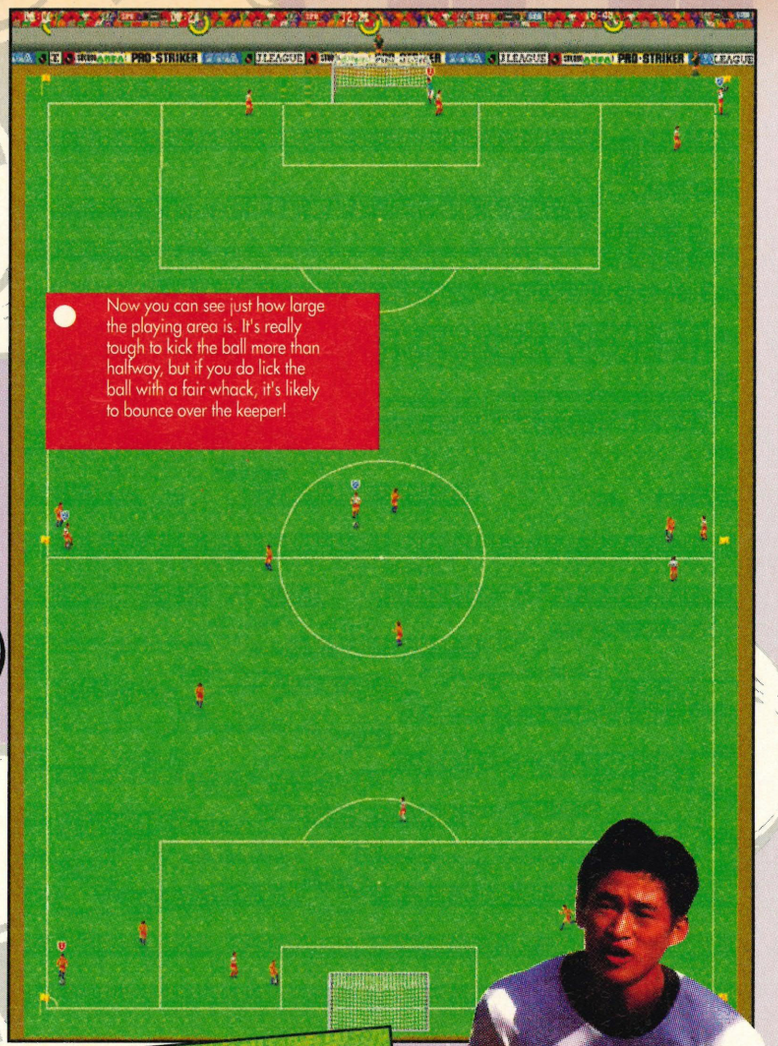
Gary Lineker plays for Nagoya Grampus Eight and recently scored his first goal against Lazio.

I WANT A SECOND OPINION

The plethora of extra animated touches, such as players on both sides raising their hands to claim a throw-in and the referee reaching for the disciplinary cards, add humour to a very polished game. The Japanese text will disappoint stat freaks, but if you just want an all-action game of soccer, you should have no troubles understanding the options.

Pro Striker is a great game, but what makes it extra-special is its four-player simultaneous play mode. Okay, this uses the Sega Tap, which costs extra, but how can you put a price on your favourite footy game.

PAT



Now you can see just how large the playing area is. It's really tough to kick the ball more than halfway, but if you do lick the ball with a fair whack, it's likely to bounce over the keeper!



Is the goalie on the ground in fits of laughter, pain or has he just saved the ball?



Now this is where the game really comes into its own – the four-player mode. If you look carefully there are four numbered players on the pitch and four of the SEGAPRO team controlling them!



Five minutes into the match and the goalie has had to make a daunting save from Jeff United!



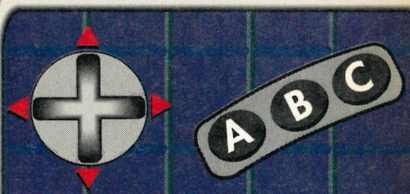




J LEAGUE PRO STRIKER SOCCER

SEGA ● £39.99 ● IMPORT

CART SIZE 8Mbit
PLAYERS.....4
STAGES .....n/a
SKILL LEVELS.....4
FEATURES .....save
CONTACT import



Buttons A and B are used to pass and shoot the ball. A controls the short passes and B the long while C is used to toggle between the players. The D-pad is used to move around the screen and direct the after-touch and penalties.

ACTION

STRATEGY

GRAPHICS 90%

▲ Smooth animation and scrolling make this game fun to play or watch.
▲ Photo shots of each of the players with everything very well presented.

SOUND 87%

▲ Beating drums with boos and cheers from the crowd are just a few of the samples.
▲ Although the majority of speech is in Japanese the ref knows a little English.

GAMEPLAY 91%

▲ Electrifying four-player action with the Sega Tap is just the best fun ever!
▼ In the first couple of games it can be frustrating to control the players.

CHALLENGE 86%

▲ A tournament for the Sega Cup, league and single games give you plenty to practice for.
▼ The tournament is limited and you'll eventually thrive on the multi-player games.

PROSCORE

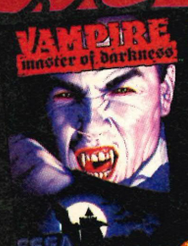
90%

Football simulations don't come much better than this, especially with the inclusion of the four-player Sega Tap.

Cart supplied by Console Plus on (0532) 500445.

VAMPIRE MASTER OF DARKNESS

pro REVIEW



Victorian London is the victim of a gruesome murderer. Every time the full moon swings its way round to the capital city, people are found tortured and drained of their blood. Dr Ferdinand Social knows who is responsible, but needs the help of Miss Arkham to solve the mystery. She's been kidnapped, so Social must roam the streets of London in search of Miss Arkham and the Master of Darkness.

The gothic atmosphere hits you as soon as the Gear is switched on, and a lengthy intro takes you through the background to Dracula. As Dr Social, you must rid the Victorian back streets of ghouls, werewolves and poltergeists to ultimately destroy the evil Count Dracula.



Ma-Ti hosts the show with a difference, so choose your character and go for it!

The gameplay is essentially platform based, but this contains much more promise than your average platformer. As well as being action-packed with loads of monsters, there are many different rooms to explore and hundreds of pick-ups to find. Smash the skulls that are littered around each level and you'll be awarded with a new weapon. Each time a weapon is picked up it replaces the current weapon. However, if care isn't taken, a good weapon may be replaced by a basic sword!

There are three stages to each level and at the end of each a level guardian must be defeated. Although killing them isn't very difficult, it's a lengthy process and you have to be totally powered up before the fight. This is a brilliant adventure.

● Sam "Vampira" Hickman



Breaking open each skull you see provides you with much-needed bonuses!

GAME GEAR

VAMPIRE MASTER OF DARKNESS

SEGA ● £29.99 ● OUT JUNE

GRAPHICS 85%

SOUND 80%

GAMEPLAY 85%

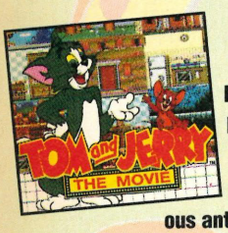
CHALLENGE 80%

PROSCORE 85%

***Vampire Master of Darkness* is entertaining and addictive, the graphics provide a creepy atmosphere and the sound is remarkable.**

TOM and JERRY THE MOVIE





Poor old Tom has been the butt of the nation's jokes for decades. His hilarious antics have kids rolling around in laughter, but for Tom, the time has finally come to say no more. He's never been more determined to catch that minx of a mouse, Jerry, and he'll go to any lengths to do it. Intending to restore his street cred, Tom sets off on a quest to destroy Jerry once and for all!



When Jerry scampers off into the distance, he activates all kinds of traps for Tom to fall into!

There are no difficulty levels or options to choose in *Tom and Jerry*, just a small intro screen, then it's straight to the game. As Tom, you must chase Jerry through each scene (there are six in all) and capture him before the level ends. If you manage to succeed, you'll be able to participate in a bonus level to gain extra lives.



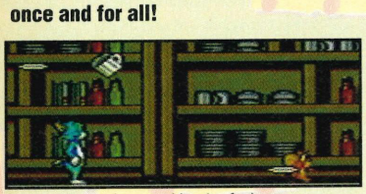
The main characters are fairly large on screen and combined with some great graphics, *Tom and Jerry* is brilliant fun! Controlling Tom is really effortless, although it may take a little time to get used to his lumbering pace!

Although catching Jerry is easy in the first couple of levels, it soon gets tougher. Before long you'll be totally addicted to this simple, but challenging release.

It's almost the same as the MS version, except that levels are linked by a map and there's a bonus screen to complete if you manage to catch Jerry. Each screen differs according to the level and the variety provides more content!

Tom and Jerry is a great light-hearted release! With brilliant graphics, funky music and a mean challenge, you'd be a fool to miss this one.

● Sam " Squeak" Hickman



Cups, plates and loads of other paraphernalia fall onto Tom as he chases the frisky little Tom!

GAME GEAR

TOM AND JERRY

SEGA ● £27.99 ● OUT JUNE

GRAPHICS 90%

SOUND 80%

GAMEPLAY 78%

CHALLENGE 74%

PROSCORE 80%

Tom and Jerry is a very good release, with colourful graphics, funky sound and the gameplay suits the cartoon, with lots of mouse chasing.

Vampire Master of Darkness was supplied by Lansdowne Computer Centre © (0202) 556535

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NBA BULLS VERSUS BLAZERS AND THE NBA PLAYOFFS

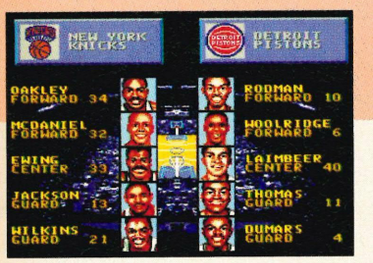


Despite furious action around the basket, two players from the yellow team have decided that their coach deserves a bashing. Besides, what does he do except watch them do all the hard work and bring in the dollars? These Americans really know the score!

Electronic Arts appear to be updating their sports simulations at quite a rate. We have *NHLPA Hockey '93*, *John Madden Football '93*, *PGA TOUR Golf II* and now *Bulls Versus Blazers*. There is only one other basketball game standing in the way, *David Robinson's Supreme Court Basketball*, a stunning game that combines excellent graphics, sound FX and gameplay. Hopefully, EA have at long last released the game to beat it.

Created by EA's top basketball fanatics, including the 13-year industry veteran John Novak, *Bulls Versus Blazers* is the sequel to *Bulls Versus Lakers*. The stats orientated original was quite a success, but could have been better. With a new and improved lengthy stats summary, we could be in for the basketball game of the future.

PROTIP Try and find the player with the best Marquee shot in your team, then put him in at the front.



The New York Knicks take on the talented Detroit Pistons for another end to end battle.



The Instant Replay gives you the chance to see that magic moment again and again and again and...

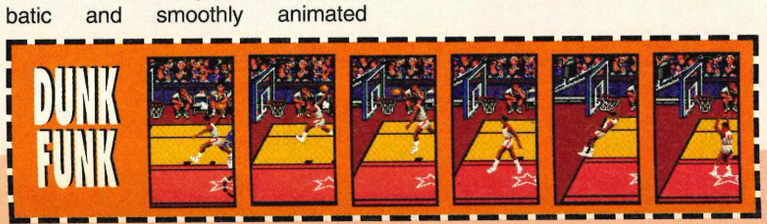
On first impressions it was noticed that the court is very similar to that in *Bulls Versus Lakers*, but it has the addition of a splash more colour and detail. The crowd are well drawn and provide the howls and cheers to provide huge amounts of atmosphere. Add the stylish and accurately depicted players to this and you have an awesome game at hand.

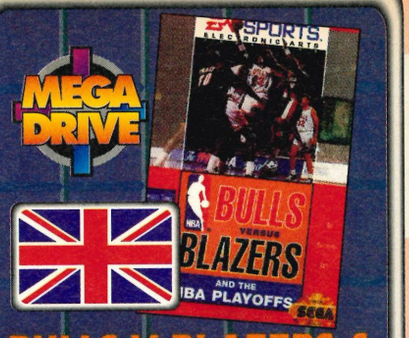
The sound of loud squeaky trainers and a constant hum of enthusiasm from the crowd is further enhanced by the ref's speech. Every time you score a three-pointer, or let the clock run down too far before shooting, you're reminded or congratulated. Then there's the mid-game music and blasting horn sound at the end of a game.

From the 16 teams of ten players, 34 can be used to perform the acrobatic and smoothly animated Marquee shots. These shots can't be attempted by all players and include slam-dunks and the like, each relevant to each individual player's speciality in real life. Controlling the effectiveness of these shots is relatively simple and the overall gameplay is very good. At the end of a game you feel like going to watch the All-Stars in action, or at least give the New York Knicks another thrashing in the playoff tournament!

Bulls Versus Blazers is very easy to get into and its main strength lies in its instant appeal, mainly because of the American glamour it recreates. Once the games begin to flow smoothly and you start clocking up a few three-pointers, you're hooked. It's an accurate simulation of an increasingly exciting spectator sport and is also the best basketball game to appear yet.

● **Jason "shoot it!" Johnson**

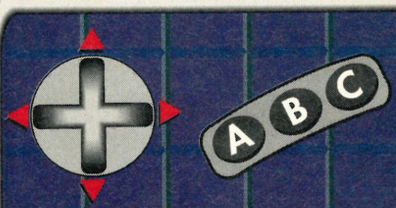




BULLS V BLAZERS & THE NBA PLAYOFFS

EA ● £39.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....2
STAGES 10
SKILL LEVELS.....3
FEATURES .....password
CONTACT
Electronic Arts✆ (0753)549442



The D-Pad moves your player around the screen. Buttons A and C are used for shooting and defending and the B button toggles between players. A is also the button to use for those important Marquee shots.

ACTION — **STRATEGY**

GRAPHICS 87%

▲ Superb animation and wickedly large sprites give a truly authentic feel.
▼ The perspective is very good, but it won't be to everyone's liking.

SOUND 88%

▲ Squeaky trainers, cheering supporters, slammin' dunks and a talking ref.
▲ Far more realistic sound effects than Dave Robinson could ever hope for.

GAMEPLAY 91%

▲ Simplistic controls make this game relatively easy to get into, but very tough to get out of!
▲ An awesome range of shots, dunks and slams give you total control.

CHALLENGE 91%

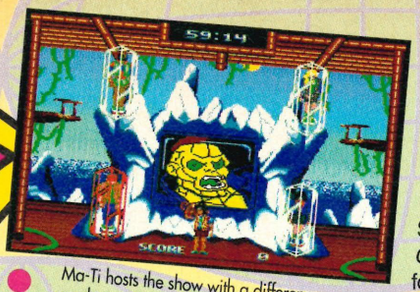
▲ Full tournament and a custom team builder gives you plenty to do.
▼ Constantly using the front players' Marquee shots can become boring.

PROSCORE 89%

The most realistic basketball sim to appear on the Mega Drive so far. It's very fast, addictive and superbly simulated with lots of options.

Thanks to Console Plus (0532) 500445 for supplying the game!

CAPTAIN PLANET AND THE PLANETEERS



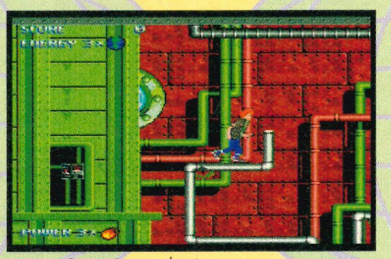
Ma-Ti hosts the show with a difference, so choose your character and go for it!



Captain Planet originates from the wonderful world of Marvel Comics. The super-hero has his personal gang of groupies, the Planeteers who are out to save the Earth with an ecological message. Several Marvel releases have hit the streets in the past few months, X-Men being one of the best. Maybe Captain Planet has one or two tricks up his sleeve.

The general idea of *Captain Planet and the Planeteers* is to complete each of the four missions using the heroic Planeteers, eventually meeting up at the final battleground, Hope Island. Captain Planet then makes a disappointingly short guest appearance, assisting you against the final guardian, Zarm.

This is generally a platform adventure, but there are a few variations that add more life to the gameplay.



Burst pipes and poisonous gases spray into the atmosphere. Marvellous stuff!

Similar to *Chakan*, there are four missions that have to be completed before you meet up with the captain for the finale. Four Planeteers take part in their own mission that will take them to the final battle and you can choose the order you wish to play each of the heroes. Your guide to the game is the fifth Planeteer, Ma-Ti, who lets you know just what you'll encounter in the missions ahead.

Each of the characters is well animated and the attention to detail is apparent, but far from impressive. Although the parallax scrolling is smooth, the backgrounds are generally dull and lifeless. There are some nice effects such as multiple power-ups and weaponry.

Despite the repetition, it can become extremely frustrating and boring, *Captain Planet* is fairly addictive. Although it's easy, it's unlikely that you'll complete it after your first few plays.

● **Jason "the human pig" Johnson**

MEGA DRIVE

CAPTAIN PLANET AND THE PLANETEERS

TAITO ● £39.99 ● OUT NOW

GRAPHICS 57%

SOUND 49%

GAMEPLAY 62%

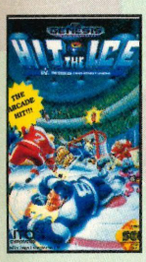
CHALLENGE 60%

PROSCORE 59%

A dull and repetitive platform adventure that is slightly enhanced by a Captain Planet star appearance, but that's only at the end of the game.

Cart supplied by Lansdowne Computers (0202) 556535

HIT THE ICE



The all-action ice hockey beat-'em-up, *Hit the Ice*, was an arcade classic about two years ago. Now it's here with the same gruesome over-sized sprites and furious gameplay. Unfortunately, it doesn't look as if the puck has been hit with quite the same ferocity.



Believe it or not, this is the unbelievable Super Shot in effect. Dizzy doings, eh?



Six warriors enter the arena and prepare to face each other on the ice.

Hit the Ice can be played against the computer in a single game or league tournament. A two-player option is included so you and a colleague can play as team-mates or against each other. The options screen allows you to change your skill level and toggle the obstacles, such as beer bottles and octopuses, that appear on the ice.

Each of the eight teams has three players comprising a goalie, a forward and a winger. The controls are very simple and the only feature is the players' super shots. However, there are only two of these available. Players have their own attributes and you'll have to choose the team that suits your style of play.

The graphics are very true to the arcade with the same pitch perspective and over-emphasised main sprites that are huge and clearly detailed. The rip-roaring sound is still there too, but the gameplay lets the conversion down. It's played at a far slower rate than the original, the players are clumsy and awkward to direct and the sprites tend to collide far too often.

Even with the league and a momentarily funny two-player option, *Hit the Ice* is a big disappointment.

● **Jason "Skater" Johnson**



Carts supplied by Console Plus © (0532) 500445.

MEGA DRIVE

HIT THE ICE

TAITO ● £39.99 ● OUT NOW

GRAPHICS 68%

SOUND 58%

GAMEPLAY 26%

CHALLENGE 45%

PROSCORE 42%

This game had the potential to be fantastic. Unfortunately, the licence has been wasted with this conversion to the Mega Drive.

THE PROFILE

SegaPro is Britian's first Sega magazine to comprehensively cover both official and import games. Our experience and knowledge is crammed into each game review. We know more about Sega games than anyone else and that is reflected in the quantity and quality of the information we provide each and every month.

Definitive? Well, we think so. You won't find a more extensive guide in any other magazine. Every month, we'll update the listings, with all new entries highlighted. Many game ratings will change to reflect long-term interest and dating – most games become less impressive as technology develops and newer games become available. Each game rating is what we think now, not what we thought when the game was first released.

Regular readers will be aware that ProPick has been replaced. We now print our Top 100 Sega games every month and all ProYo! games (scoring 90% and over) will be highlighted in red throughout the file.

pro CHARTS Not only one, but three charts from the big game retailers Virgin Mega Stores, HMV and Our Price on Mega Drive, Master System, Game Gear and, when it is in full swing, Mega-CD.

MOVES If you are particularly hot on a game. Videotape your favourite sequence and send it in. It could be a super move on *Streets of Rage II*, a super goal in Super Kick Off or a touchdown in *Madden's Football*. A SegaPro T-shirt is up for grabs for any moves published!

pro SCORES Send in your high scores for any game that you think you've mastered. Every month we'll print a list of games that we want high scores for. An overall winner, as judged by the Pros, will receive a SegaPro T-shirt!

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THE PRO

With well over 650 Sega game reviews coverin System and Game Gear, plus charts and oodles of ProMoves, there's only one place to look if you wa

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA D

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated, but still fun. 64%

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 78%

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. 76%

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. 62%

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 66%

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. 77%

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 80%

ALEX KIDD IN ENCHANTED CASTLE
SEGA £29.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 62%

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. 77%

ALIEN STORM
SEGA £34.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. 74%

ALISIA DRAGOON
SEGA £39.95
Alisia Dragoon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. 82%

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... 48%

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. 73%

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 72%

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles. 92%

AQUATIC GAMES
ELECTRONIC ARTS £39.99
James Pond, the fishy star, stars in a series of classy, but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. 82%

ARCH RIVALS
FLYING EDGE £34.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 76%

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels.There's a much needed password save. 89%

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 72%

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. 81%

ARROW FLASH
SEGA £34.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? 29%

ART ALIVE
SEGA £29.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. 39%

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. 42%

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. 37%

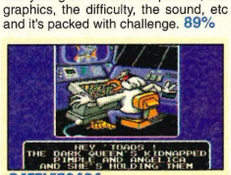
ATOMIC RUNNER
SEGA £39.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. 59%

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 75%

BACK TO THE FUTURE III
IMPORT
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! 28%

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really gruesome tough nuts to kill. 75%

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. 89%



BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 39%

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. 82%

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 43%

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together! Large sprites and detailed backdrops show just how a Batman licence should be produced. 84%

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 72%

BATTLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 78%

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenost gifted of players. If you want a great looking and sounding shooter, then this is your man! 85%

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 20%

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 57%

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. 68%

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. 51%

BLOCK-OUT
ELECTRONIC ARTS £34.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. 76%

BONANZA BROS
SEGA £34.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. 58%

BUCK RODGERS
ELECTRONIC ARTS £49.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big challenge. 86%

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it is a shallow beat-'em-up with few opponents and limited moves. 56%

BULLS VS LAKERS
ELECTRONIC ARTS £39.95
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. 78%

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em -up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. 28%

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. 65%

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. 33%

CALIFORNIA GAMES
SEGA £39.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 65%

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 37%

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. 93%

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 70%

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. 76%

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 75%

CHIKI CHIKI BOYS
SEGA £34.99
This is *Mega Twins* and it's far too cute and far too easy. Younger players should find a challenge hidden within, but this platform adventure offers very little. 44%

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 81%

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. 86%

COOL SPOT
VIRGIN £39.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 93%

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. 84%

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 90%

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. 82%

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the classy *Dragon's*

FILE

the Mega-CD, Mega Drive, Master
xtras such as ProTips, ProScores and
t to be totally in the know.

RIVE ▼ MEGA DRIVE ▼ MEGA D

Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuk! 72%

CURSE
IMPORT
It's a sad day when something as appalling as this is released. Its only purchase value is the novelty of having the worst ever shoot-'em-up. 0%

CYBERBALL
SEGA £34.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 56%



CYBORG JUSTICE
SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 68%

DANGEROUS SEED
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. 86%

DARIUS II
IMPORT
12 levels can be attacked in any order means that there are a variety of possible endings. That alone should tickle the fancy of any shoot-'em-up player. 83%

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. 52%

DARWIN 4081
IMPORT
Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. 83%

DAVE ROBINSON'S SUPREME COURT
SEGA £39.99
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. 86%

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 71%

DEATH DUEL
RAZORSOFT £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. 62%

DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. 81%

DESERT STRIKE
ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 93%

DEVILISH
IMPORT
Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. 85%

DICK TRACY
SEGA £34.99
Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. 71%

DINOLAND
IMPORT
Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. 43%

DJ BOY
IMPORT
While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. 59%

DOUBLE DRAGON
BALLISTIC £29.99
A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. 72%

DOUBLE DRAGON II
IMPORT
Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. 29%

DOUBLE DRAGON 3
FLYING EDGE £39.99
Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless, street fighting. 35%

DRAGON'S FURY
DOMARK £39.99
Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. 85%

DUNGEONS AND DRAGONS
IMPORT
Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited challenge make this a must. 84%

DYNAMITE DUKE
SEGA £34.99
The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 73%

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 72%

EA HOCKEY
ELECTRONIC ARTS £39.99
Was, in its day, one of the most accurate sport conversions ever. However, the release of the much improved *NHLPA Hockey* puts it down a few points. 90%

ECCO
SEGA £39.99
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics and very original. 94%

ELEMENTAL MASTER
IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. 81%

EL VIENTO
IMPORT
This game not only looks great, it also plays like a dream. The animation and statics encourage you to venture further, even though it is tough. 88%

ESWAT
SEGA £34.99
This conversion of ESWAT is accurate. The parallax, multi-directional scrolling gives the impression of a huge game. Very challenging and addictive. 84%

EUROPEAN CLUB SOCCER
VIRGIN £39.99
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. 88%

EVANDER HOLYFIELD'S BOXING
SEGA £39.99
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! 87%

EXILE
IMPORT
A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. 83%

EX-MUTANTS
SEGA £34.99
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 69%

F-1 CIRCUS
IMPORT
Addictive and playable, *F-1 Circus* is one of the best arcade driving sims yet. With plenty of courses worldwide, it's great fun. 84%

F-1 GRAND PRIX
IMPORT
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. 89%

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. Dated, but is also the only flight sim. 87%

THE FAERY TALE ADVENTURE
ELECTRONIC ARTS £39.99
One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. 81%

FANTASIA
SEGA £39.99
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 81%

FATAL FURY
SEGA £44.99
A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will falter, unless you play it on the hardest difficulty setting. 84%

FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? 48%

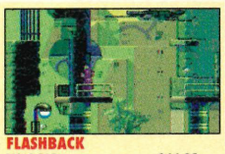
FATAL LABYRINTH
IMPORT
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 68%

FATAL REWIND
ELECTRONIC ARTS £39.99
Originally titled *The Killing Game Show*, this makes excellent use of the the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. 88%

FATMAN
IMPORT
This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 64%

FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99
Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. 38%

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 30%



FLASHBACK
US GOLD £44.99
If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. 94%

FINAL BLOW
IMPORT
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 42%

pro TIPS
CHEATS TRICKS CODES

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

Send your tips and cheats to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

The best tips win the sender a free cart or a SegaPro T-shirt. Full game solutions can win you up to three free carts!!!





SHINING IN THE DARKNESS
MEGA DRIVE
HOW TO DEFEAT DARK SOL

When you reach Dark Sol's lair, fight against him with any magical weapons you have. You'll be able to restore your energy with the heal ring. Dark Sol will die, but he'll come back to life. Make sure your energy is full and that the group is at experience level 60, then attack him again. Select Milo and yourself as the attackers, and use Milo's healing powers to treat the rest of the group. As long as you keep this up for a while, Dark Sol will die.

Iain Oakley, Doncaster



KRUSTY'S FUN HOUSE
MASTER SYSTEM
LEVEL CODES

Not only do we have all the level codes, but also a code that will open all the doors! Simply enter HPKEITH on the password screen and away you go! Here are the level codes:

Level 2	BARNEY
Level 3	MARTIN
Level 4	SQUISHY
Level 5	ELFMAN



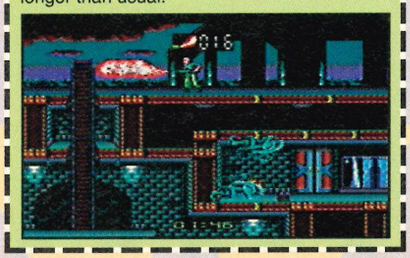
KRUSTY'S FUN HOUSE
GAME GEAR
LEVEL CODES

Never let it be said that we forget our Game Gear readers! If any of you have this brilliant game, then try out these level codes. You can also enter TRACY to open all the doors.

Level 2	SELMA
Level 3	SCRATCHY
Level 4	SKINNER
Level 5	GROENING

ALIEN 3
MASTER SYSTEM
SUPER FLAME THROWER

You'll only be able to use this cheat if you have a joypad with a rapid fire option. First turn the rapid fire option on. When you use the flame thrower, tap button one very quickly. Now sit back and watch how far the flame goes! The flames will also last much longer than usual.



THUNDERFORCE IV
MEGA DRIVE
GAIN WEAPONS CHEAT

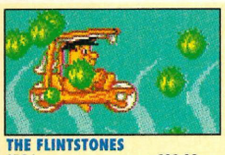
This cheat will give you every weapon except for the shield. Start playing as usual, then press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP and B. Now press UP for full weapons, DOWN to eliminate the weapons, RIGHT for a claw and LEFT to eliminate the claw. Press START to return to the game.

Wong Toi Kin, India

FIRE MUSTANG
IMPORT
Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. 55%

FIRE SHARK
SEGA £34.99
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 75%

FLICKY
SEGA £29.99
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 37%



THE FLINTSTONES
SEGA £39.99
Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. 79%

FORGOTTEN WORLDS
SEGA £34.99
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 72%

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 80%

GADGET TWINS
IMAGITEC £37.00
Superb graphics and wonderful cartoon FX make this a top title. Hilarious fun to play and totally cute. A scrolling action packer where your hammer takes pride of place. 90%

GAIARES
IMPORT
Yet another coin-op conversion. *Gaiares*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happydespite its lack of originality. 84%

GAIN GROUND
SEGA £34.99
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 88%

GALAXY FORCE II
SEGA £39.95
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. 20%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99
A poor attempt that should have been put to sleep the moment the programmers finished. 54%

GHOSTBUSTERS
SEGA £34.99
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

GHOULS 'N' GHOSTS
SEGA £44.99
A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! 90%

GLOBAL GLADIATORS
VIRGIN £39.99
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 90%

GODS
IMPORT
Testing platform adventure fun at its best. Stunning graphics with authentic and powerful backgrounds and, as yet, not officially released. Only available from Japan and the States, but is worth seeing. 92%

GOLDEN AXE
SEGA £34.99
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 72%

GOLDEN AXE II
SEGA £39.99
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. 75%

GRANADA X
SEGA £29.99
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 83%

GRANDSLAM TENNIS
SEGA £39.99
Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

GREENDOG
SEGA £39.99
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 80%

GREY LANCER
IMPORT
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. 85%

GYNOUG
SEGA £34.99
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 79%

HARDBALL
IMPORT
An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. 38%

HARDBALL III
ACCOLADE £39.99
Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 86%

HARD DRIVIN'
TENGEN £39.99
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. 86%

HEAVY NOVA
IMPORT
Robots giving each other what for in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better types in this genre. 49%

HEAVY UNIT
IMPORT
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 78%

HELLFIRE
IMPORT
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 69%

HERZOG ZWEI
SEGA £34.99
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 76%

HOME ALONE
SEGA £39.99
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 54%

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 86%

IMMORTAL (THE)
ELECTRONIC ARTS £44.99
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. 83%

INDIANA JONES: LAST CRUSADE
US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 76%

INSPECTOR X
IMPORT
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. 90%

ISHIDO: THE WAY OF THE STONES
IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. 64%

JAMES BOND - THE DUEL
DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. 80%

JAMES POND
ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. 70%

JAMES POND II
ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* – one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. 90%

JENNIFER CAPRIATI TENNIS
IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 59%

JEWEL MASTER
SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 61%

JOE MONTANA FOOTBALL
SEGA £34.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 57%

JOE MONTANA II
SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative. The side-on view is not as good as *John Maddens*. 75%

JOE MONTANA III
SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden 93*. Nice try, all the same. 84%

JOHN MADDEN FOOTBALL
ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. 84%

JOHN MADDEN FOOTBALL 92
ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate to the real thing, you only need to use a limited array of passes (not rushes!) to get anywhere. 92%

JOHN MADDEN FOOTBALL 93
ELECTRONIC ARTS £39.99
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden 92*. 92%

JORDAN VS BIRD
ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. 78%

JUNCTION
IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. 81%

KABUKI SOLDIER
IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mite easy for old hands. 73%

KA-GE-KI
IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads romp about in an effort to beat each other up. Need we say more? 36%

KID CHAMELEON
SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. 82%

KING COLOSSUS
SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! 43%



KING OF THE MONSTERS
SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. 57%

KING'S BOUNTY
IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With much to explore it is bound to appeal to many RPG gamers. 66%

KING SALMON
IMPORT
Fishing simulator with Japanese text throughout. Detailed graphics help make it fun to play and ultimately very competitive. 85%

KLAX
DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. 80%

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. 75%

LAND STALKER
IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. 84%

LAKERS VS CELTICS
ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. 80%

LAST BATTLE
SEGA £34.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. 58%

THE LEGEND OF GALAHAD
ELECTRONIC ARTS £39.99
Nothing more than an average platform game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. 64%

LEMMINGS
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. 90%

LHX ATTACK CHOPPER
ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. 70%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. 89%

M1 ABRAMS BATTLE TANK
SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 80%

MAGICAL MR TALUROOT
IMPORT
An import platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. 36%

MARBLE MADNESS
ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. 82%

MARIO LEMIEUX HOCKEY
SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves. 73%

MARVEL LAND
IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. 73%

MASTER OF MONSTERS
IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. 28%

MASTER OF WEAPON
IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 72%

MEGA LO MANIA
VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 92%

MEGAPANEL
IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an addictive game. 83%

MEGA TRAX
IMPORT
This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. 59%

MERCS
SEGA £39.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. 75%

MICRO MACHINES
CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. 90%

MIDNIGHT MADNESS
IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. 47%

MIGHT & MAGIC
ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine. 83%

MIKE DITKA FOOTBALL
BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 82%

MONOPOLY
IMPORT
A fairly good representation of the board game with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? 74%

MONSTER HUNTER
IMPORT
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. 50%

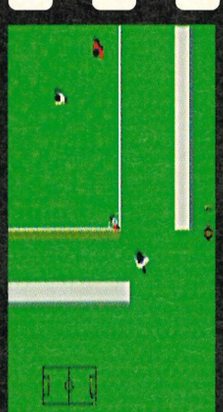
MOONWALKER
SEGA £34.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 84%

MS PACMAN
IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. 28%

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden'* too deep, then try this. 72%

PRO MOVES

On the ProMoves filmstrip this month, we take to the football field with an action sequence from the popular *Super Kick Off*. England are having all the pressure in this second half, but are still looking to double their slender lead. Can anything come of this next attack?



1 It's England with the corner. The crowd raise their voices in anticipation of a second England goal.



2 Gascoigne strikes a hard, low ball between two defenders. It's a superb ball fizzing towards the goal mouth.



3 Suddenly the ball is loose in the six yard area. The defenders are left ball watching. Surely someone must clear it?

MYSTIC DEFENDER
SEGA £34.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. 69%

NEW ZEALAND STORY
IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. 86%

NBA ALL STAR CHALLENGE
IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. 70%

NHLPA HOCKEY
ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 94%

NINJA BURAI
IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. 79%

OLYMPIC GOLD
US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. 81%

ONSLAUGHT
IMPORT
An excellent medieval platform beat-'em-up that comes recommended – if you can find a copy. Be prepared for one of the best platformers available today. 89%

OUTLANDER
IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone! 62%

OUT RUN
SEGA £39.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 80%

OUTRUN 2019
SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. 84%

PAC-MANIA
DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. 82%

PAPERBOY
DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. 80%

PAPERBOY 2
DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else. 63%

PGA TOUR GOLF
ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. 88%

PGA TOUR GOLF II
ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes, but more courses. 90%

PHANTASY SOLDIER 3
IMPORT
As the majority won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 88%

PHANTASY STAR II
SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 72%

PHANTASY STAR III
SEGA £49.99
Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak. 78%

PHELIOS
SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. 60%

PIGSKIN FOOTBRAWL
IMPORT
Based loosely on the rules of American football, except it's 200 times more violent! Brilliant fun, which works surprisingly well in two-player mode. 75%

PIT-FIGHTER
DOMARK £49.99
Improved digitised graphics, gut wrenching sound and the appeal of battering opponents to death. How could this fail to be a winner? 89%

POPULOUS
ELECTRONIC ARTS £39.99
One of the most over-rated games ever. This certainly isn't an action game, yet the strategy isn't clever enough to keep mental players enthralled for long. 65%

POWERBALL
IMPORT
The graphics are very simple in the sport that is a cross between wrestling, martial arts and soccer. The original idea is innovative, but poorly executed. 74%

POWERMONGER
ELECTRONIC ARTS £39.99
A massive land-conquering mission has to be undertaken. Unfortunately, the graphics and sound let it down and long-lasting appeal is seriously affected. 72%

PREDATOR 2
FLYING EDGE £34.99
Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. 80%

PRO QUARTERBACK
IMPORT
A playable enough game, but it's too unoriginal. Ardent sports fans will enjoy it, but bemoan the lack of a tournament option. 70%

QUACKSHOT
SEGA £39.99
You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. One of THE best games for the Mega Drive. Add it to your collection. 94%

QUAD CHALLENGE
IMPORT
Four-wheeler buggies racing round an indistinguishable race track. The sprites are as poor as the track, so this game is a total failure and very un-playable. 26%

RAIDEN TRAD
IMPORT
More shoot-'em-up fare from the Far East. The graphics are okay, but there's nothing – not even a two-player mode! It's far too easy too. 44%

RAINBOW ISLANDS
IMPORT
With two games in one – an accurate coin-op conversion and a super-charged toughie for pros – this is one platform game you'll be playing for ages. Cute graphics and sound plus very addictive gameplay. 92%

RAMBO III
SEGA £29.99
Shooting the gun-toting inhabitants of a forest always seems to have a strange attraction. But the action becomes very repetitive and the collision detection poor. 76%

RASTAN SAGA 2
IMPORT
Take control of your gallant hero and guide him through a maze of dangly platforms. Reasonable graphics, but poor gameplay. 61%

RBI 3 BASEBALL
IMPORT
The baseball simulation without a difference. Screens full of statistics and an incredibly difficult batting motion. Don't expect anything out of the ordinary. 72%

RBI 4 BASEBALL
IMPORT
A tough simulation where hitting the ball is the main obstacle. Perfect this and you'll discover the outfield is all too bland. 78%

THE REVENGE OF SHINOBI
SEGA £34.99
Still considered to be the best game of the oriental beat-'em-up, magic-'em-up genre. The graphics are big and beautiful with some excellent backdrops. Another essential purchase for every Sega owner. 90%

RINGSIDE ANGEL
IMPORT
The appallingly sluggish gameplay ruins this women's wrestling game. Even the graphics haven't been exploited. 60%

RINGS OF POWER
ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. 79%

RISKY WOODS
ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. 72%

ROAD BLASTERS
IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. 39%

ROAD RASH
ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. 90%

ROAD RASH II
ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive and the fantastic addition of a two-player mode should keep everyone happy. 92%

ROLLING THUNDER 2
SEGA £39.99
Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts. Jap machines only. 89%

RUNARK
IMPORT
Save the wildlife in this Indy-style

MEGA-LO-MANIA
MEGA DRIVE
LEVEL CODES ● GENERAL TIPS

Here are all the codes you'll ever need to become the ultimate mega-lo-maniac! Don't forget, codes vary depending on your stance and health, etc.

Level 2	GXADZXFIWME
Level 3	ECBDRZLIWMA
Level 4	CHBDVZLXXSM
Level 5	SYZCHWLDRTQ
Level 6	QESCFXEXHUI
Level 7	DWCCHIVECHC
Level 8	JSVADMMBQHY
Level 9	IHWAHKDUHNG
Level 10	KLFDZFMWMW

Simon Robson, Maidstone



GENERAL TIPS

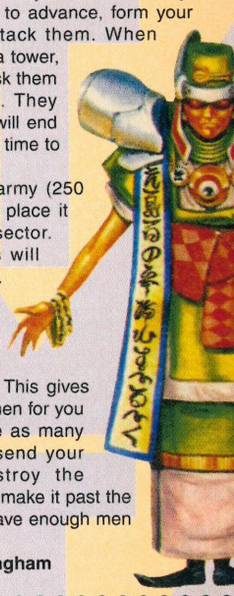
● If you find that the sector on an island is already occupied, don't worry! Simply enter the code again and select another island. Once you've conquered this island, return to the original sector and it will be clear.

● While building missiles, keep an eye on surrounding enemies and only build one at a time. If they start to advance, nuke 'em!

● You only need to animate one epoch and the seventh is the easiest. When you've built five spaceships, destroy all the sectors that have advanced. Leave one sector alone and surround it with your spaceships. Now go back to your own sector and start multiplying! Keep an eye on the enemy, though. If they start to advance, form your spaceships and attack them. When they're down to just a tower, stop attacking and ask them to form an alliance. They will agree, the fight will end and you'll have more time to populate your tower.

After this, form an army (250 men maximum) and place it in a neighbouring sector. Both of the towers will now multiply to 500. All you have to do now is form two separate armies and place them in your 2001AD tower. This gives a maximum of 999 men for you to animate. Animate as many as possible, then send your spaceship to destroy the enemy sector. If you make it past the ninth epoch, you'll have enough men to win the game!

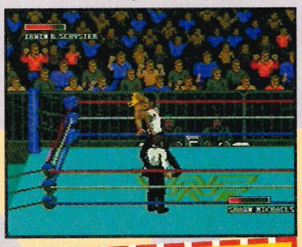
Paul Newton, Nottingham



SUPER WRESTLEMANIA
MEGA DRIVE
OPPONENT DEFEATING CHEAT

While playing, exit out of the ring (your opponent will follow you). Now make your way back into the ring and wait until your opponent is between the ropes. Hold RIGHT and DOWN while pressing A and B. Your opponent will start to back off, but you'll land on top of him! All you have to do now is repeat the process until your enemy has no energy left! This will work on any wrestler at any level.

Adrian Holliday, Cumbria



SOL-FEACE
MEGA-CD
LEVEL SELECT ● LEVEL SKIP ● SLOW MOTION

These cheats have been printed before, but since there are so many new Mega-CD owners, we thought we'd print them again!

LEVEL SELECT
On the title screen, press A, B, C, A, B, C, B, C, B, and A. If you've done this correctly, you'll hear a sound effect. Press START and go to the options screen. You will now be able to select a starting point and a difficulty level.

LEVEL SKIP
You can only use the level skip if you enter the level select code first. After doing this, press A, B, and C together to skip any level.

SLOW MOTION
To enable this cheat, you must have an auto fire joypad. Again, enter the level select first. For slow motion, pause the game and hold down the fire button (for autofire). Now, return to the game and you'll be playing in slow motion.

Steven McGuinnity, Inverness





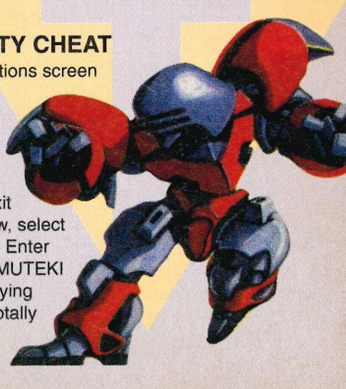
T2: THE ARCADE GAME
MEGA DRIVE
CONSTANT HEAT FOR YOUR GUN

Provided you have a rapid fire controller, you'll find that you can blast away to your heart's delight if the switch is activated. The gun won't overheat and you'll have infinite gun power.



BLACK HOLE ASSAULT
MEGA-CD
INVINCIBILITY CHEAT

Wait until the options screen appears and choose the name entry option. Enter your name as MUTEKI and exit the screen. Now, select operation BHA. Enter your name as MUTEKI again, start playing and you'll be totally invincible.



adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. 58%

SAINT SWORD
IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. 64%

SD VALIS
IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. 35%

SHADOW BLASTERS
IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. 46%

SHADOW DANCER
SEGA £39.99
The addition of a dog to do your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. 83%

SHADOW OF THE BEAST
ELECTRONIC ARTS £44.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. 68%



SHINING FORCE
Sega £44.99
The best RPG ever to be released on the Mega Drive. Fantastic graphics combined with brain-teasingly difficult puzzles. Even the combat scenes are fun to play. It's due to be released officially and is fully re-reviewed in last issue. 93%

SHADOW OF THE BEAST II
ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. 78%

SHINING IN THE DARKNESS
SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 88%

SHINOBI III
SEGA £34.99
Use mystical powers to conquer over the strength of darkness. Tremendous platform adventure with loads of pick-ups and plenty of ninja magic. 89%

SHOVE IT
IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. 30%

SIDE POCKET
SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. 64%

SLIME WORLD
IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. 64%

SOKOBHAN
IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. 59%

SOL-FEACE
IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. 56%

SONIC THE HEDGEHOG
SEGA £34.99
Sega's supersonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed, but it has to be experienced. 90%

SONIC THE HEDGEHOG 2
SEGA £39.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! 94%

SPACE HARRIER II
SEGA £34.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. 62%

SPACE INVADERS '90
IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. 79%

SPEEDBALL II
VIRGIN £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but play it! 92%

SPIDER-MAN
SEGA £39.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 85%

SPLATTERHOUSE 2
NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 89%

SPORTS TALK BASEBALL
SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. 84%

STAR CRUISER
IMPORT
Very impressive, but completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

STARFLIGHT
ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 82%

STEEL EMPIRE
ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 60%

STEEL TALONS
DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. 62%

STORMLORD
IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 77%

STREET SMART
SEGA £34.99
This beat-'em-up's gameplay is limited due to the small array of martial arts moves. It's also very easy to complete the game on your first go. 70%

STREETS OF RAGE
SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penultimately lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. 90%

STREETS OF RAGE II
SEGA £44.99
An absolutely fantastic beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish. 96%

STRIDER
SEGA £44.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. 87%

SUNSET RIDERS
KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored! 87%

SUPERMAN
VIRGIN £39.99
Fiddley controls make this hard to play and its high difficulty pushes frustration levels to the limit. A bit of a disappointment all round. 62%

SUPER AIRWOLF
IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 73%

SUPER BATTLETANK
IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. 44%

SUPER FANTASY ZONE
SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for a few hours, but after that your eyes may become weary. 71%

SUPER HANG-ON
SEGA £34.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. 82%

SUPER HIGH IMPACT
IMPORT
A total of 18 teams should give American football fans something to find of interest. Good animation, but a lack of challenge due to the omission of a league. 73%

SUPER HQ
IMPORT
It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. 52%

SUPER HYDLIDE
SEGA £30
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. 49%

SUPER KICK OFF
US GOLD £39.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 83%

SUPER LEAGUE BASEBALL
SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled.One of the decent attempts at the sport. 82%

SUPER MILITARY
IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. 80%

SUPER MONACO GP
SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. 85%

SUPER MONACO GRAND PRIX II
SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. 41%

SUPER OFF ROAD
BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 88%

SUPER REAL BASKETBALL
SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 82%

SUPER SMASH TV
ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 85%

SUPER THUNDER BLADE
SEGA £34.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 73%

SUPER VOLLEYBALL
IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. 84%

SUPER WRESTLEMANIA
FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 84%

SWORD OF SODAN
ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

SWORD OF VERMILION
SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 81%

TAILSPIN
SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. This doesn't improve the situation enough to make it fun. 61%

TASK FORCE HARRIER EX
IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. 65%

TATSUJIN
IMPORT
Average verically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. 46%

TAZ MANIA
SEGA £39.95
Ambient backdrops and a totally tasteful main character. A real adventure into the Taz Manian wilderness which should keep you compelled for months. 90%

TEAM USA BASKETBALL
ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. 70%

TECHNOCOP
IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. 29%

TECMO WORLD CUP '92
IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. 70%

TEENAGE MUTANT NINJA TURTLES
KONAMI £39.99
A superb beat-'em-up in the *SOR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 86%

TEL TEL BASEBALL
IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. 60%

THE TERMINATOR
VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. 89%

TERMINATOR 2: THE ARCADE GAME
ARENA £39.99
A fantastic game which allows the use of either joypads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. 92%

TEST DRIVE 2: THE DUEL
BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. 86%

THUNDER FORCE II
SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some super backdrops. 81%

THUNDER FORCE III
SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. 89%

THUNDER FORCE IV
SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. 92%

THUNDERFOX
IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. 33%

THUNDER PRO WRESTLING
IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. 57%

TIGER HELI
IMPORT
Previously exciting helicopter game. Unfortunately, this has seriously dated and can no longer be recommended to young or old. 28%

TINY TOON ADVENTURES
KONAMI £39.99
A wonderful adventure that borrows a lot of elements from the Warner Bros. cartoons. Fast, furious and completely mad! 90%

TOEJAM & EARL
SEGA £34.99
Destined to become a cult classic. Cartoon-style graphics and some of the best sampled sound you will ever hear. Can get tedious, though. 88%

TOKI
SEGA £34.99
Lots of different pieces of music and arcade-quality graphics make this an ace platform game and an accurate conversion, but is too easy. 85%

TORA! TORA! TORA!
IMPORT
Also known as *Fire Shark*, this is an extremely average shoot-'em-up which has very little to offer to those looking for something a bit different. 75%

TOXIC CRUSADERS
IMPORT
Oh dear! Save the world from the threat of toxic poisoning. Take control of Toxie and help him in this dire scrolling arcade adventure. 38%

TRAMPOLINE TERROR
IMPORT
Despite the title, this has nothing to do with trampolines and there's even less terror involved. Speccy games are better than this. 20%

TRAYSIA
IMPORT
An American RPG that offers very little. Unacceptable graphics and lacking gameplay. Leave it! 17%

TROUBLE SHOOTER
IMPORT
Forgotten Worlds updated! Everything is extremely colourful and makes for a very good looking game. Not enough power-ups, though. 78%

TRUXTON
SEGA £34.99
Know as *Tatsujin* in Japan, this was a real hit when it was released. Although a normal, but easy vertical shoot-'em-up, it's immense fun. 84%

TURBO OUT RUN
SEGA £39.99
The first *Out Run* was brilliant in its time, but the old formula is looking very dated. Driving is very boring, requiring little skill or thought. 52%

TURRICAN
BALLISTIC £34.99
A challenging conversion of a game that plays well. The innovative shooting technique adds a new twist into this above average platform shoot-'em-up. 86%

TWIN COBRA
SEGA £34.99
Control your helicopter through dreary battle zones in this basic scrolling shoot-'em-up that has nothing special to offer the MD player. 50%

TWIN HAWK
SEGA £34.99
Another average shoot-'em-up that is criminally easy to complete. Usual fun initially, but it doesn't last. 59%

TWINKLE TALE
IMPORT
A psychedelic Japanese shoot-'em-up that offers great value for money. Superb intro music and a compelling storyline. Very intense and particularly challenging. 83%

TWO CRUDE DUDES
SEGA £34.99
The eponymous stars are excellent muscle men who relish the thought of going on the rampage – and so will you! This is tough. 89%

ULTIMATE TIGER
IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. 80%

ULTIMATE QIX
IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. 55%

UNDEADLINE
IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. 85%

UNIVERSAL SOLDIER
ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. 89%

VALIS
IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. 65%

VALIS III
IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. 78%

VAPOR TRAIL
IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-takingly fast gameplay, you soon find nothing challenging in the game. 57%

VARIS SD
IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gamesplayer. 58%

VERYTEX
IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. 80%

WANI WANI WORLD
IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. 85%

WARDNER
IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. 25%

WARDNER SPECIAL
IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. 48%

WARSONG
IMPORT
You'll need quite a lot of patience to fully appreciate this wargame – if you can take time to study the manual and fully see the game beneath it. One for armchair generals. 80%

WHEEL OF FORTUNE
IMPORT
If luxurious apartments and condominiums are your desire, don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. 43%

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed edutainment game. The upper-class villains are too easy to

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capture, so it's boring for the experienced adventurer. Kids won't be fooled. 59%

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous outing. 80%

WHIP RUSH
SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too. 85%

WINTER CHALLENGE
BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. 78%

WONDER BOY III
SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only. 79%

WONDER BOY IV
SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be considered an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. 82%

WONDER BOY V
SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 75%

WORLD CLASS LEADERBOARD
US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. 77%

WORLD CUP ITALIA 90
SEGA £29.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. 80%

WORLD OF ILLUSION
SEGA £39.99
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 89%

WRESTLE WAR
SEGA £34.99
Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 74%

XDR
IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzldy-Ray*. 54%

XENON II
VIRGIN £39.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. 86%

X-MEN
SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 78%

Y's 3: WANDERERS FROM Y'S
IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. 78%

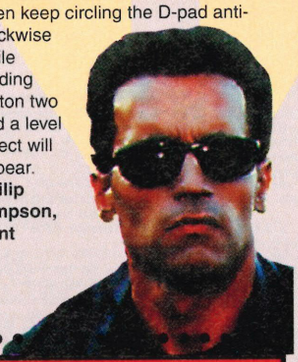
ZANY GOLF
ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is out of this world. A great party game and a very polished product. 86%

ZERO WING
SEGA £39.95
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. 77%

ZOOM
SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. 48%

You won't find a more comprehensive and accurate Sega guide anywhere. Why? Because when it comes to games, the Pros know where it's at.
Tune in next month for more top information.

THE TERMINATOR
GAME GEAR
LEVEL SELECT
Wait until the demo screen shows. Then keep circling the D-pad anti-clockwise while holding button two and a level select will appear.
Philip Simpson, Kent



BIO-HAZARD BATTLE
MEGA DRIVE
LEVEL SELECT
Wait until the Sega logo appears and then hold down the C button. Keep it held down and press UP, diagonal UP-RIGHT, diagonal DOWN-RIGHT, diagonal DOWN-LEFT, LEFT, diagonal UP-LEFT and UP. After entering this, press START and the level select will appear.

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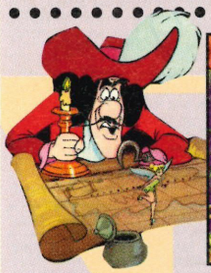
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HOOK
MEGA-CD
99 LIVES
Although this cheat will eventually give you 99 lives, it's a lengthy process. Advance to level five (Rocky Caves) and fall down the first pit. At the bottom, walk to the right and sink underneath the rocks. You'll discover a 3-up underneath the leaf. Die and repeat the process until you have enough lives to complete the game.



KRIS KROSS: MAKE MY VIDEO
MEGA-CD
SEPARATE PROGRAMMER'S SCREEN
Go to the caller screen and press A, B, C and then RIGHT. A separate screen will appear, showing an audio session being taped. If you want more information, press START while the session is being played. The screen will scroll down and present even more footage.

The Pros' TOP 50

1	Streets Of Rage II
2	Sonic The Hedgehog 2
3	Ecco
4	NHLPA Hockey
5	Flashback
6	Desert Strike
7	Quackshot
8	Castle Of Illusion
9	Cool Spot
10	Shining Force
11	John Madden's Football '92/'93
12	T2: The Arcade Game
13	Road Rash II
14	Gods
15	Mega lo Mania
16	Thunderforce IV
17	Speedball 2
18	Rainbow Islands
19	Another World
20	PGA Tour Golf II
21	Tiny Toon Adventures
22	Lemmings
23	Revenge Of Shinobi
24	Micro Machines
25	Global Gladiators
26	Sonic The Hedgehog
27	Streets Of Rage
28	James Pond II
29	Taz-Mania
30	Corporation
31	Road Rash
32	Inspector X
33	Ghouls'n'Ghosts
34	EA Hockey
35	Pit-Fighter
36	Universal Soldier
37	Gadget Twins
38	Thunderforce III
39	The Terminator
40	Two Crude Dudes
41	Rolling Thunder 2
42	Bart vs The Space Mutants
43	Lotus Turbo Challenge
44	World Of Illusion
45	Onslaught
46	F1 Grand Prix
47	Shinobi III
48	Splatterhouse 2
49	Arcus Oddesey
50	PGA Tour Golf

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Bournemouth BH1 1NF.

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1	Global Gladiators
2	Tiny Toon Adventures
3	Another World
4	PGA Tour Golf 2
5	Ecco the Dolphin
6	Road Rash II
7	Streets of Rage II
8	Sonic the Hedgehog 2
9	Mega-lo-Mania
10	Lemmings

Virgin GAMES

1	PGA Tour Golf 2
2	Road Rash II
3	European Club Soccer
4	Streets of Rage II
5	Lemmings
6	Super Wrestlemania
7	Mega-lo-Mania
8	Hardball III
9	Sonic the Hedgehog 2
10	Desert Strike

HMV

1	PGA Tour Golf 2
2	Tiny Toon Adventures
3	TMNT
4	Sonic the Hedgehog 2
5	Lemmings
6	Mega-lo-Mania
7	Streets of Rage II
8	Revenge of Shinobi
9	Cyborg Justice
10	Grand Slam Tennis

pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SegaPro. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SegaPro. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to ProScores, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

GAME GEAR

COLUMNS
42,925 Darren Walker, Smethwick
47,837 Luca Rosignvolo, Italy
14,208 Robert Rixson, Gwent

DONALD DUCK
899,200 Karen Rae, Cumbernauld
516,400 Matthew Williamson, Telford
385,100 John Marshall, Co Durham
330,000 Jonathan Owen, Crewe

G-LOC
258,440 Steve Kinder, Stoke-on-Trent
169,500 Sean Parris, Surrey

JOE MONTANA FOOTBALL
127-0 (pro) Mat Williamson, Telford
127-7 (easy) Andrew Ship, Newbury
99-0 (pro) Robin Westblom, Chislehurst

NINJA GAIDEN
65,800 Jack Johnson, London
26,800 Nicholas Turner, Leeds

SONIC THE HEDGEHOG 2
629,700 Nicholas Hambridge, Woodstock



SONIC THE HEDGEHOG
55 Min 14 Sec
Philip Usher, Merseyside



STREETS OF RAGE
430,000 Karl Benat, Whitchurch
414,00 Jonathan Owen, Crewe
144,200 Bob Porter, Bribane



WOODY POP
118,960
Trevor Cockburn

MASTER SYSTEM

ALIEN 3
602,805 Johnathan Place, London

ASTERIX
710,560 Paul Denney, Durham
6111,100 Matthew Sinton, Cleveland
834,900 Ross Gibbens, London

CALIFORNIA GAMES
22,500(Half pipe) Richard Murland, Coventry
11250 (Half pipe) Leon Renn, Nuneaton

G-LOC
190,900 Matthew Sadler, Surrey

GOLDEN AXE
158 Kevin Fell, Croydon

NINJA GAIDEN
35,312,580 Richard James, Cardigan

OLYMPIC GOLD
Pole Vault
5.90 Johnathan Place, Tyne and Wear
5.80 Wayne Hibbs, Bournemouth
Swimming
1.44.44 Wayne Hibbs, Bournemouth

SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
214,750 James Smith, Knutsford

SONIC THE HEDGEHOG 2
618,900 Johnathan Place
642,100 Chris O'Byrne



SUPER KICK OFF
134-3
Tony Carrington

MEGA DRIVE

ALIEN 3
6,125,120 Mick Mercer, London
6,020,70 0 Carl Souley, Cleveland
3,567,402 Robert Edge, Eltham

CRUE BALL
359,439,00 Neil Lover, Poole

DESERT STRIKE
3,402,300 Paul Hartwell, Pottersbury
2,800,200 Simon Nicholls, Reading

EA HOCKEY
77-4 Jonathon Pugh, Fife
99-0 Ross Killen, Dublin

GOLDEN AXE
379.0 John Smith
357.1 Andrew/Stephen Pryke, Peterborough
315.0 Paul Wheatley Nottingham

JOHN MADDEN '93
326-3 Andy Duncombe, Winchester

KID CHAMELEON
1093,391 Craig Stewart, Aberdeen
899,70 Colin Mackintosh, Leeds

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
242,500 Anthony Smith, S Wales
1,356,000 Paul Shipman, Cannock

SHADOW DANCER
723,800 Derek Brockhouse, Lancs

SONIC THE HEDGEHOG
789,402 Adam Passanisi, Australia

SONIC THE HEDGEHOG 2
750,400 Christopher Francis, Hants
363,700 Adam Brundell

SHINING IN THE DARKNESS
2,357,732 Spike, St Albans

STREETS OF RAGE 2
999,990 Chris Flowers,Gillingham
541,540 Sally Wilkinson, Surrey

THE TERMINATOR
150,126 Martin Bleach, Petherton
137,300 Paul Smelt
108,870 Jonathon Epworth, Humberside
87,990 Neil Brockhurst, Bolton

TERMINATOR 2
8,012,950 Mark Penfold, London
5,682,350 Paul Cox, Kent

TOEJAM AND EARL
1056 David Voss, Leeds
976 Lee Gray, Satchet
670 Colin Newman. Runcorn

TWO CRUDE DUDES
298,650 Chris Flowers, Gillingham
226,020 Lee Turner, Burnley
178,010 Richard Gasson, Gillingham

WANI WANI WORLD
463,800 Richard Salmon, Newbridge
429,700 Damien Giles, North Lancing

HI-SCORE CHALLENGE

We want all your hi-scores, but every month we'll print a list of games that are new-ish. If you send in your hi-scores for them we can compare them with those from other readers.

MEGA DRIVE	MASTER SYSTEM	GAME GEAR
Jungle Strike	Wonderboy in MW	Talespin
PGA Tour Golf 2	Krusty's Fun House	Krusty's Fun House
Sunset Riders	Rainbow Islands	Crash Dummies
Tiny Toon Adventures	Crash Dummies	Global Gladiators

THE PROFILE

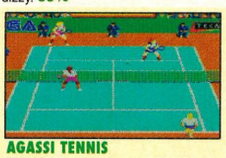
MASTER SY

ACE OF ACES
SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics, but in-game graphics are pretty dreadful. 55%

ACTION FIGHTER
SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content, though. 51%

AERIAL ASSAULT
SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. 69%

AFTER BURNER
SEGA £29.99
Speed and frenetic action of the simple arcade machine still here. It contains all the coin-op features, even the flying flip which will send you well dizzy. 85%



AGASSI TENNIS
TECMAGIK £32.99
The king of bleached hair and hairy stomachs, takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 84%

ALEX KIDD IN HI-TECH WORLD
SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 54%

ALEX KIDD IN MIRACLE WORLD
SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. 90%

ALEX KIDD IN SHINOBI WORLD
SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player, though. 85%

ALEX KIDD AND THE LOST STARS
SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. 79%

ALF
TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! 16%

ALIEN 3
ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. 90%

ALIEN STORM
SEGA £29.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended. 87%

ALIEN SYNDROME
SEGA £29.99
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. 85%

ALTERED BEAST
SEGA £29.99
Appalling conversion of a popular coin-op. It's a beat-'em-up, but is severely flawed due to the flickery sprites and jerky scrolling. 50%

AMERICAN BASEBALL
SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. 83%

AMERICAN PRO FOOTBALL
SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 79%

ARCH RIVALS
FLYING EDGE £32.99
Basketball with attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. 83%

ARCADE SMASH HITS
VIRGIN £29.99
Centipede, Break-Out and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. 82%

ASSAULT CITY
SEGA £29.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 83%

ASTERIX
SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. 94%

ASTRO WARRIOR
SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think different. Pick up the power-ups, learn the attack strategy and Bob's your uncle. 67%

AZTEC ADVENTURE
SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. 70%

BACK TO THE FUTURE II
IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. 24%

BACK TO THE FUTURE III
FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 79%

BANK PANIC
SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 71%

BART VS THE SPACE MUTANTS
FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 93%

BASKETBALL NIGHTMARE
SEGA £29.99
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 88%

BATMAN RETURNS
SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 53%

BATTLE OUT RUN
SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 67%

BLACK BELT
SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. 41%

BLADE EAGLE 3-D
SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels, but punishes on the last. 77%

BOMBER RAID
SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally, but certainly tests patience and quickly becomes exceedingly boring. 33%

BONANZA BROS
SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the loot on ten frantic stages. 90%

BUBBLE BOBBLE
SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 86%

CALIFORNIA GAMES
SEGA £29.99
Six events – skateboard, footbag, surfing, BMX, half-pipe and frisbee – means long-lasting challenge and enhanced playability. 83%

CAPTAIN SILVER
SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. 82%

CASINO GAMES
SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. 44%

CASTLE OF ILLUSION
SEGA £29.99
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 94%

CHAMPIONS OF EUROPE
TECMAGIK £34.99
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and great gameplay. 92%

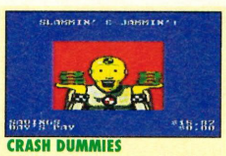
CHASE HQ
SEGA £29.99
What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the druggies' car and if you mess up it takes ages to relocate them again. 72%

CHOPLIFTER
SEGA £24.99
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 85%

CHUCK ROCK
VIRGIN £29.99
A hilariousNeanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 84%

CLOUD MASTER
SEGA £29.99
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS
SEGA £24.99
Possibly the best Sega machine implementation of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially when plaing in two-player versus mode. 91%



CRASH DUMMIES
ACCLAIM £32.99
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 52%

CYBER SHINOBI
SEGA £29.99
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 68%

CYBORG HUNTER
SEGA £24.99
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 62%

DANAN: THE JUNGLE FIGHTER
SEGA £29.99
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 72%

DEAD ANGLE
SEGA £29.99
A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 51%

DICK TRACY
SEGA £29.99
Blurred graphics, jerky animation and is totally unplayable. One of the worst film tie-ins ever. 21%

DOUBLE DRAGON
SEGA £29.99
This is a very accurate conversion suffering only from being a bit too easy for a game with only a few levels and similar gameplay. 70%

DOUBLE HAWK
SEGA £29.99
Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 70%

DRAGON CRYSTAL
SEGA £29.99
This seems lost and vacant in the abyss of a TV screen. Even so, there's enough challenge in there to keep RPG fans happy for months. 82%

DYNAMITE DUKE
SEGA £29.99
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 72%

DYNAMITE DUX
SEGA £29.99
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 86%

ENDURO RACER
SEGA £9.99
Nothing like the arcade as you view your bike from above and race over an obstacle course. Plays surprisingly well, but there's a serious lack of a two-player mode. 68%

ESWAT
SEGA £29.99
A decent conversion of Sega's popular coin-op. You play a cop trying to gain promotion to the ESWAT branch. Enjoyable and challenging. 71%

F-16 FIGHTER
SEGA £17.99
Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 63%

FANTASY ZONE
SEGA £12.99
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sun-glasses! A piece of history that can't be ignored. 91%

FANTASY ZONE 2
SEGA £24.99
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 90%

FANTASY ZONE 3
SEGA £24.99
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II
TITUS £29.99
Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. The best attempt at a car chaser yet. 84%

THE FLINTSTONES
GRANDSLAM £29.99
The quality of programming is evident, except everything is very simple to execute and soon bores you. For the young and inexperienced only. 70%

FORGOTTEN WORLDS
SEGA £29.99
With an abundance of shoot-'em-ups available, they have to be good to sell. This is far too easy and the controls are useless. Try anything else. 32%

GAIN GROUND
SEGA £29.99
You and a friend have to choose from a band of warriors and attack a number of progressively difficult strongholds. Good teamplay and very addictive. 82%

GALAXY FORCE
SEGA £29.99
This coin-op game is excellent fun. Some hideous enemy sprites, but it only makes you more determined to blow them to bits. A great shoot-'em-up conversion. 86%

GANGSTER TOWN
SEGA £24.99
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun, but like most gun games, becomes boring. 65%

GAUNTLET
SEGA £29.99
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING
ACCLAIM £29.99
Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. The gameplay is okay, but there's nothing new or original. 69%

GHOSTBUSTERS
SEGA £29.99
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 50%

GHOST HOUSE
SEGA £17.99
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

GHOULS 'N' GHOSTS
SEGA £29.99
A great medieval romp through the undergrowth and onto gigantic guardians. It may not have all the special effects, but it plays like a dream. Buy it. 90%

GLOBAL DEFENSE
SEGA £12.99
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 75%

GLOBAL GLADIATORS
VIRGIN £32.99
It may look like one of the best MS games around, but the control method is a complete let down and is frustrating after about five minutes. 64%

G-LOC
SEGA £29.99
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. **83%**

GOLDEN AXE
SEGA £29.99
A respectable attempt at portraying a favourite hack-'em-up. It suffers from one limitation; you only get the choice to control one player, not three. **85%**

GOLDEN AXE WARRIOR
SEGA £32.99
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. **67%**

GOLFAMANIA
SEGA £32.99
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's packed with playability and fun. **82%**

GOLVELLIUS
SEGA £29.99
The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. **77%**

GREAT BASEBALL
SEGA £24.99
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are fairly decent and it's still playable. For sports fans only. **75%**

GREAT BASKETBALL
SEGA £24.99
Die-hard fans of the sport will be more at home here. The two-player mode makes the game a real challenge, but the computer oppos are easy. **78%**

GREAT FOOTBALL
SEGA £24.99
There is no reason to buy this game with the likes of *Joe Montana Football* already out. This is a crinkly attempt that doesn't contain any credible atmosphere. **60%**

GREAT GOLF
SEGA £24.99
There is no reason to buy this game with the likes of *Leaderboard* already out. This is a crinkly attempt that doesn't contain any atmosphere. **63%**

GREAT ICE HOCKEY
SEGA £29.99
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. **50%**

GREAT VOLLEYBALL
SEGA £24.99
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. **55%**

HANG-ON
SEGA £9.99
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant, but excellent value for those on a budget. **78%**

HEAVYWEIGHT CHAMP
SEGA £24.99
Also known as *George Foreman's KO Boxing*, this does well in that the opposition put up a good fight. Much better on the Game Gear. **69%**

HEROES OF THE LANCE
US GOLD £34.99
This is very slow and monotonous. Plenty of characters to play with, but even with the combat scenes boring, there's not much hope. **68%**

IMPOSSIBLE MISSION
US GOLD £29.99
An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. **90%**

INDIANA JONES 3
US GOLD £34.99
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. **80%**

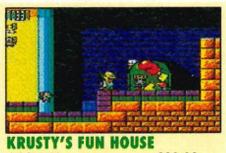
JAMES BOND
DOMARK £32.99
Not many sultry temptresses to be found here, but there are some excellent graphics and nice music. Let down ever so slightly by it's shallow gameplay. **78%**

JOE MONTANA FOOTBALL
SEGA £29.99
If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. **78%**

JUNGLE FIGHTER
SEGA £29.99
Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. **58%**

KENSEIDEN
SEGA £29.99
While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up. **64%**

KLAX
TENGEN £29.99
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. **73%**



KRUSTY'S FUN HOUSE
ACCLAIM £32.99
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps maned by The Simpson family. **84%**

KUNG FU KID
SEGA £24.99
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. **60%**

LASER GHOST
SEGA £29.99
One of the better Phaser games, this can also by played just as effectively with the joypad. There are great statics and backgrounds. **84%**

LAND OF ILLUSION
SEGA £29.99
A brilliant sequel to *Castle of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! **92%**

LEMMINGS
SEGA £27.99
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics which go along with the game's simplicity. **89%**

LINE OF FIRE
SEGA £29.99
Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. More mindless, but enjoyable entertainment. **82%**

LORD OF THE SWORD
SEGA £29.99
This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but simple. **80%**

THE LUCKY DIME CAPER
SEGA £24.99
Donald's first excursion onto MS is amongst the best games around. The graphics are superb. Best of all, it's mega-tough, addictive and is excellent value. **94%**

MARBLE MADNESS
VIRGIN £29.99
Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. **88%**

MARKSMAN SHOOTING
SEGA £29.99
One of a limited amount of software released for the Light Phaser. Simple and fun to play, but *Safari Hunt* is far better. **43%**

MASTER OF DARKNESS
SEGA £29.99
As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platform game that should keep fans happy for quite a while. **80%**

MAZE HUNTER 3-D
SEGA £19.99
Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. **72%**

MERCS
SEGA £32.99
This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. **73%**

MIRACLE WARRIORS
SEGA £32.99
This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. **82%**

MISSILE DEFENCE 3-D
SEGA £19.99
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. **46%**

MONOPOLY
SEGA £29.99
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. It's accurate, but what's the point? **79%**

MOONWALKER
SEGA £29.99
Luckily, the game is much better than the film, with attractive graphics and decent sound. **85%**

MS PACMAN
TENGEN £29.99
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but all too dated and it shows. **72%**

MY HERO
SEGA £17.99
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. If you're the school bully type, you'll love it. **64%**

NEW ZEALAND STORY
TECMAGIK £34.99
It's fantastic! Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness you could wish for, but it's very hard. **88%**

THE NINJA
SEGA £9.99
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics, though. **75%**

NINJA GAIDEN
SEGA £32.99
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. Spot-on difficulty level makes it ideal for young or old. **90%**

OLYMPIC GOLD
US GOLD £34.99
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. **80%**

OPERATION WOLF
TAITO £29.99
The old Phaser gun should have come into its own, but the light detection isn't too hot. Neat backdrops, although the flickery scrolling is annoying. **73%**

OUT RUN
SEGA £29.99
There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 3-D specs version available at the same price. **73%**

OUT RUN 3-D
SEGA £29.99
Keeps to the original formula of *Out Run*, but it is in 3-D! This has to be the best 3-D game available on the MS to date, which isn't saying much. **83%**

OUT RUN EUROPA
US GOLD £29.99
This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. Refreshingly good racing fun. **90%**

PAC-MANIA
TECMAGIK £34.99
An excellent interpretation, but £35 for such an old concept is asking a bit much. If you don't mind splashing out, you won't be disappointed. **88%**

PAPERBOY
TENGEN £29.99
Emulates the brilliant coin-op, but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills well into the morning run. **81%**

PARLOUR GAMES
SEGA £17.99
Compilations of games on cart should always be treated with trepidation. An average simulation of pub games, such as eight-ball etc, all simply designed. **50%**

PENGUIN LAND
SEGA £29.99
The penguins are particularly well-drawn, but the backgrounds very simply constructed. Controlling the penguin is great fun and there's a nice feel to the game. **77%**

PHANTASY STAR
SEGA £39.99
It may be a stonking 40 quid, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery back-up, which is lucky because you'll be coming back to this over and over. **94%**

PIT-FIGHTER
DOMARK £29.99
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. **75%**

POPULOUS
TECMAGIK £34.99
A game that you'll either love or hate. This is very accurate to the original, but about TEN times as big. If you're a fan, you'll love this mind-bender. **88%**

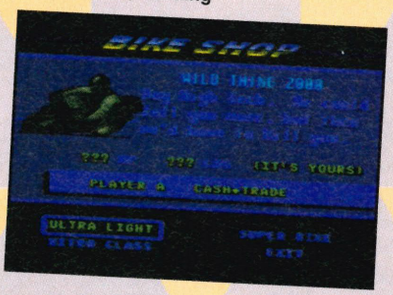
POSEIDON WARS 3-D
SEGA £19.99
Worth a look if you have the glasses. You have to clear waters teaming with enemy boats etc. Very simple stuff and not worth bothering about really. **34%**

POWER STRIKE
SEGA £24.99
An excellent environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A great blaster. **89%**

STREETS OF RAGE II
MEGA DRIVE
CHARACTER SELECT
Wait until the title screen appears, then hold B and RIGHT on joypad one and A and LEFT on the second joypad. Keep the buttons held and wait until the first options screen appears. Now let the buttons go. Choose the two-player mode and you will both be able to choose the same character. There is a slight problem, though, as the characters are identical and you may have some problems distinguishing who's controlling who!
Ed Lomas, Rochester



ROAD RASH II
MEGA DRIVE
WILD THING CODE
If you fancy using the Wild Thing bike against fellow rashers, enter 009N 1V00 into the password screen.
Jon Ranwell, Reading



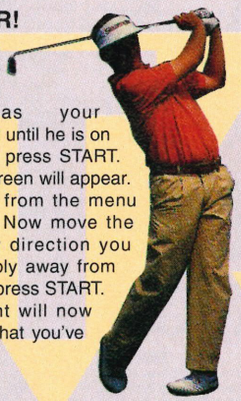


SONIC THE HEDGEHOG 2
MASTER SYSTEM/GAME GEAR
LEVEL TIME BONUSES
Completing a level of Sonic 2 in a certain time will give you a huge points bonus, but what times do you need and how many points do you get? Thanks to an ingenious reader, every time bonus has been recorded for your use!

29 Seconds	50,000 points
28 Seconds	60,000 points
27 Seconds	70,000 points
26 Seconds	80,000 points
25 Seconds	90,000 points
24 Seconds	100,000 points
23 Seconds	150,000 points
22 Seconds	200,000 points
21 Seconds	250,000 points
20 Seconds	300,000 points
19 Seconds	300,000 points
18 Seconds	300,000 points
17 Seconds	300,000 points

Michael Hardy, Witney
According to Michael, any act is impossible to complete in under 17 seconds. What do you reckon? If you think you can do it faster, we want to hear from you!

PGA TOUR GOLF II
MEGA DRIVE
CHEAT THE COMPUTER!
Select a Skins challenge, and choose the computer as your opponent. Wait until he is on the green and press START. The options screen will appear. Select Green from the menu and press A. Now move the cursor in any direction you want (preferably away from the hole!) and press START. Your opponent will now take the shot that you've set up!
John Ritchie, Midlothian





JOHN MADDEN '93
MEGA DRIVE
EXTRA POINTS
For an easy three points, select field play and kick the ball off the pitch. You'll discover that your team has scored a successful field goal!
Jon Ranwell, Reading

Do you have any cheats? Would you like the cahnce to see your name in print? Send in your tips'n'tricks and remember if your cheat is original then you'll stand more chance of winning a wonderful prize so, no copying!

PROLINE
Updated every Friday, the ProLine gives the latest tips on Mega Drive, Mega-CD, Master System and Game Gear.
0891 224727
(Calls are charged at 36p/minute cheap rate and 48p/minute at all other times. Please get permission from the person paying the phone bill before calling.)

PRO WRESTLING
SEGA £24.99
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 56%

PREDATOR 2
ARENA £32.99
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 46%

PRINCE OF PERSIA
DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. 94%

PSYCHIC WORLD
SEGA £29.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. 48%

PSYCHO FOX
SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to *Sonic*. 88%

PUTT 'N PUTTER GOLF
SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 86%

QUARTET
SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. 25%

RAINBOW ISLANDS
SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful



RENEGADE
SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 47%

and fun throughout, but doesn't quite come up to scratch as it's too easy. 79%

RAMBO III
SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction only lasts for weeks. 77%

RAMPAGE
SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. 85%

RAMPART
TENGEN £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 81%

RASTAN SAGA
SEGA £29.99
Hac'n'slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. 88%

RC GRAND PRIX
SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? 59%

RESCUE MISSION
SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's spot on. Got a Phaser? Got a tenner? Get this! 90%

ROCKY
SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. 32%

R-TYPE
SEGA £29.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! 94%

RUNNING BATTLE
SEGA £29.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 44%

SAFARI HUNT
SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. 63%

SAGAIA
SEGA £32.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But the game is far too easy for almost any player. 43%

SPECIAL CRIMINAL INVESTIGATION
SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. 54%

SCRAMBLE SPIRITS
SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. 44%

SECRET COMMAND
SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. 85%

SEGA CHESS
SEGA £34.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 83%

SHADOW DANCER
SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. 69%

SHADOW OF THE BEAST
TECMAGIK £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! 90%

SHANGHAI
SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 85%

SHINOBI
SEGA £29.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. 79%

SHOOTING GALLERY
SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. 70%

SHOOTING GAMES
SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. 72%

SLAP SHOT
SEGA £29.99
Like its MD counterpart, *EA Hockey, Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. 76%

SONIC THE HEDGEHOG
SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. 92%

SONIC THE HEDGEHOG 2
SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. 95%

SPACE GUN
SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. 56%

SPACE HARRIER
SEGA £29.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. 84%

SPEEDBALL 2
VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 89%

SPELLCASTER
SEGA £29.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. 90%

SPIDER-MAN
SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 80%

SPORTS PAD FOOTBALL
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim , but the control pad may prove impossible to find. 64%

SPY VS SPY
SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. 90%

STRIDER
SEGA £29.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 79%

STRIDER II
US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 75%

STREETS OF RAGE
SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 89%

SUBMARINE ATTACK
SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type* . 68%

SUMMER GAMES
SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. 40%

SUPER KICK OFF
US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen. 80%

SUPER MONACO GP
SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. 68%

SUPER MONACO GP II
SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. 21%

SUPER REAL BASKETBALL
SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 85%

SUPER SMASH TV
ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. 65%

SUPER SPACE INVADERS
DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. 82%

SUPER TENNIS
SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

TAZ-MANIA
SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 81%

TECMO WORLD CUP '93
SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. 69%

TEDDY BOY
SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. 70%

TENNIS ACE
SEGA £29.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. 83%

THE TERMINATOR
SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy It's just about as tough as the man himself and won't be completed in a hurry. 90%

THUNDER BLADE
SEGA £29.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 65%

TIME SOLDIERS
SEGA £29.99
The coin-op was based was a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. 36%

TOM AND JERRY
SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. 74%

TRANSBOT
SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. 26%

TRAP SHOOTING
SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. 45%

TRIVIAL PURSUIT
DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 81%

ULTIMA IV
SEGA £39.99
If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. 92%

VIGILANTE
SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. 77%

WANTED
SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! 78%

WIMBLEDON
SEGA £34.99
Centre court has never been so good on the MS. Realistic graphics and superb animationis made even better by super-fast play. This is a tennis sim of the highest standard. 90%

WONDER BOY
SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 81%

WONDER BOY IN MONSTERLAND
SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. 89%

WONDER BOY IN MONSTERWORLD
SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 90%

WONDER BOY III: DRAGON'S TRAP
SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! 93%

WOODY POP
SEGA £19.99
This may be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. 47%

WORLD CLASS LEADER BOARD
US GOLD £29.99
A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 83%

WORLD CUP ITALIA 90
SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. 77%

WORLD GAMES
SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. 65%

WORLD GRAND PRIX
SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. 70%

WORLD SOCCER
SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. 63%

XENON II
VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. 85%

Y'S: THE VANISHED OMENS
SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima, Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 84%

ZAXXON 3-D
SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. 42%



WWF: STEEL CAGE CHALLENGE
ACCLAIM £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. 79%

ZILLION
SEGA £24.99
The Norsa forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. 67%

ZILLION II
SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. 67%

That's about it for the MS this month. Listed above are most of the games that you'll find in the shops. Shop around and good luck!

pro CHARTS

Can anything knock Sonic off the number one spot? If you think so, then send your version of the charts to us at SegaPro now!

OUR PRICE music GAME ZONE

1 Lemmings
2 Sonic the Hedgehog 2
3 Taz-Mania
4 Alien 3
5 The Terminator
6 Prince of Persia
7 Batman Returns
8 Predator 2
9 The Simpsons
10 Ninja Gaiden

Virgin GAMES

1 Lemmings
2 Sonic the Hedgehog 2
3 Speedball 2
4 Transbot
5 Taz-Mania
6 Ninja
7 WC Leaderboard
8 Land of Illusion
9 Rainbow Islands
10 Asterix

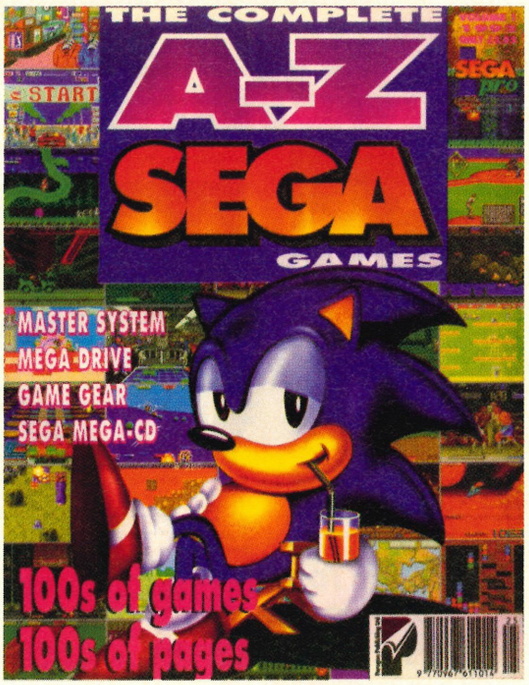
HMV

1 Land Of Illusion
2 Sonic the Hedgehog 2
3 Strider 2
4 Batman Returns
5 Rainbow Islands
6 Taz-Mania
7 Lemmings
8 Ninja
9 Transbot
10 Speedball 2

The Pros' TOP 30

1 Sonic The Hedgehog 2
2 Asterix
3 The Lucky Dime Caper
4 Prince Of Persia
5 Castle Of Illusion
6 R-Type
7 Phantasy Star
8 Bart vs The Space Mutants
9 Wonderboy III: Dragon's Trap
10 Land Of Illusion
11 Champions Of Europe
12 Ultima IV
13 Sonic The Hedgehog
14 Columns
15 Fantasy Zone
16 Ninja Gaiden
17 Alex Kidd in Miracle World
18 Outrun Europa
19 Streets Of Rage
20 Wonderboy in Monster World
21 SpellCaster
22 Rescue Mission
23 The Terminator
24 Impossible Mission
25 Wimbledon
26 Alien 3
27 Shadow Of the Beast
28 Ghouls'n'Ghosts
29 Fantasy Zone 2
30 Bonanza Bros

The Ultimate Games Bible For Sega Players!



The essential guide to all Sega games is out now! With over 220 pages, 150 reviews and 5,000 screen shots, it's the most comprehensive read you'll find!

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Card number_____/_____/_____/_____

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pro CHARTS

If you're wondering which game is best for you, then check out the charts below!

The Pros' TOP 20

1	Sonic The Hedgehog 2
2	Castle Of Illusion
3	The Lucky Dime Caper
4	Prince Of Persia
5	Super Kick Off
6	Spider-man
7	Bart vs The Space Mutants
8	GG Aleste
9	Columns
10	Sonic The Hedgehog
11	The Terminator
12	Rastan Saga
13	Shinobi II
14	Super Off Road Racer
15	Chakan: Forever Man
16	Streets Of Rage
17	Popils
18	Alien 3
19	Lemmings
20	Halley Wars

OUR PRICE GAME ZONE

1	Global Gladiators
2	Lemmings
3	Sonic the Hedgehog 2
4	Super Kick Off
5	Alien 3
6	Taz-Mania
7	Chakan
8	Bart v Space Mutants
9	The Terminator
10	Chuck Rock

Virgin GAMES

1	Sonic the Hedgehog 2
2	Prince of Persia
3	Streets of Rage
4	Lemmings
5	The Simpsons
6	The Terminator
7	Out Run Europa
8	Super Off Road
9	Shinobi II
10	Predator 2

HMV

1	Sonic the Hedgehog 2
2	Super Kick Off
3	Lemmings
4	Super Space Invaders
5	Taz-Mania
6	Streets of Rage
7	Super off Road
8	Chakan
9	Prince of Persia
10	Ariel: Little Mermaid

THE PROFILE GAME GEAR

AERIAL ASSAULT
SEGA £25.00
Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. 42%

ALIEN 3
ARENA £27.99
All action platform game with superb graphics and atmospheric tunes. *Alien*^{3} offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 88%

ALIEN SYNDROME
SIMS CO IMPORT
The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. 83%

ARIEL: THE LITTLE MERMAID
SEGA £24.99
Ariel may look the business, but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. 71%

AX-BATTLER
SEGA IMPORT
One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. 56%

BART VS THE SPACE MUTANTS
FLYING EDGE £29.99
Move over Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with super graphics, great sound and wicked gameplay. 92%

BATMAN RETURNS
SEGA £24.99
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 65%

BATTER UP
SEGA £24.99
The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 76%

THE BERLIN WALL
KANEKO IMPORT
Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 88%

BUSTER BALL
RIVERHILL IMPORT
Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 70%

CASTLE OF ILLUSION
SEGA £24.99
Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 94%

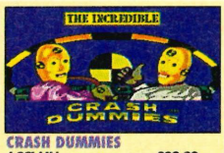
CHAKAN: THE FOREVER MAN
SEGA £24.99
Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 90%

CHASE HQ
TAITO IMPORT
Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupedous gameplay are fast and inviting. Pity this lacks content and is far too easy. 74%

THE CHESSMASTER
SEGA £27.99
Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 83%

CHUCK ROCK
SEGA £25.00
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamesplayer. Challenging levels throughout and totally addictive. 87%

COLUMNS
SEGA £19.99
Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. 92%



CRASH DUMMIES
ACCLAIM £29.99
All that's here is a small compendium of very short and addictive stages that may interest the very young, but at this price, I doubt it! 49%

CRYSTAL WARRIORS
SEGA £29.99
Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times, but very impressive overall. 79%

DEVILISH
SEGA £24.99
Far from original, but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!). 37%

DRAGON CRYSTAL
SEGA £24.99
A very big game for such a small machine and well worth the attention of all RPG buffs. It's packed with loads of pick-ups and plenty of people to talk to. 80%

EVANDER HOLYFIELD BOXING
SEGA £24.99
Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 84%

FACTORY PANIC
SEGA £24.99
Gorby is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, but make this one tough and enjoyable game. 86%

FANTASY ZONE
SEGA £19.99
Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 86%

FROGGER
SEGA £19.99
Frogger 's attraction is to see your friend get run over on his first couple of goes. After you are familiarised with the timing, it becomes very repetitive and simplistic. 75%

G-LOC
SEGA £24.99
G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

GALAGA '91
NAMCOT IMPORT
A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. 63%

GEORGE FOREMAN'S BOXING
ARENA £24.99
This sad boxing sim (also known as *Heavyweight Champ)* becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 56%



GLOBAL GLADIATORS
VIRGIN £27.99
The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

GG ALESTE
COMPILE IMPORT
Halley Wars pails into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. 92%

GRIFFIN
IMPORT
A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. 86%

HALLEY WARS
SEGA £24.99
The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 88%

HEAVYWEIGHT CHAMP
SEGA IMPORT
This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. 56%

THE HUMANS
GAMETEK IMPORT
This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. 75%

INDIANA JONES 3
SEGA £24.99
Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. 78%

JOE MONTANA FOOTBALL
SEGA £24.99
Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 85%

KINETIC CONNECTION
SEGA £24.99
Overly difficult puzzle game in which you have to rearrange the pieces of a jigsaw.It's fun for a while, but it ultimately drives you insane. 72%

KLAX
DOMARK £27.99
Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85%



KRUSTY'S FUN HOUSE
ACCLAIM £29.99
A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything at all once you've completed it. 77%

LEMMINGS
SEGA £27.99
Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. 88%

THE LUCKY DIME CAPER
SEGA £24.99
Cartoon capers with this favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 93%

MAPPY
IMPORT
Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. 50%

MARBLE MADNESS
DOMARK £24.99
The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. 79%

THE PROFILE

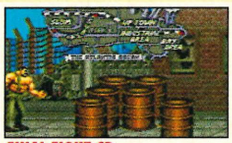
AFTER BURNER III
CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music, though. 55%

BLACK HOLE ASSAULT
SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to upkeep interest. 65%

CHUCK ROCK
SONY IMPORT
Not much different from the Mega Drive version. Similar graphics, but nicer intro sequence and better sound. Still playable but doesn't us tthe machine's capabilities. 82%

ROBO ALESTE
COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. 60%

EARNEST EVANS
WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. 75%



FINAL FIGHT CD
SEGA £39.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 95%

FUNKY HORROR BAND
SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. 33%

HEAVY NOVA
MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games, but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. 54%

HOOK
SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. 89%



JAGUAR XJ220
SEGA £39.99
Thie first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. 72%

KRIS KROSS MAKE MY VIDEO
SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. 89%

NIGHT TRAP
SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. 87%

PRINCE OF PERSIA
SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platformadventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. 65%

ROAD AVENGER
SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 81%

SHERLOCK HOLMES
SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve, but user-friendly interface and complex clues prolong life. 91%

SOL FEACE
SEGA free with Mega-CD
The original blast-'em on the Mega-CD, and a great one at that. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! 74%



SEWER SHARK
SEGA £39.99
The grainy graphics provide the feel of a futuristic adventure. The atmosphere and story are great, but the gameplay is too shallow. 75%

SUPER LEAGUE CD
SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. 49%

TIME GAL
WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! 80%

THUNDER STORM FX
WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. 84%



WOLFCHILD
SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild, you mutate between man and wolf. Nothing special. 70%

WONDER DOG
SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. 82%

There is sure to be plenty of new releases on CD. Next month, there will be loads of the latest CD games reviewed. Watch this space for all the releases when they happen.

MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD ▲ MEGA CD

MONSTER WORLD II
SEGA IMPORT
A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 84%

NINJA GAIDEN
SEGA £24.99
Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 84%

OLYMPIC GOLD
US GOLD £27.99
Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 79%

OUT RUN
SEGA £24.99
The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. 77%

OUT RUN EUROPA
SEGA £19.99
The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. 64%

PAC-MAN
SEGA £24.99
What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 66%

PAPERBOY
DOMARK £24.99
Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 79%

PENGO
SEGA £19.99
This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 79%

POP BREAKER
IMPORT
Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. 68%

POPILS
DOMARK £24.99
Puzzle fans everywhere should own a copy of *Popils*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. 89%

PRINCE OF PERSIA
DOMARK £27.99
One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 93%

PREDATOR 2
ACCLAIM £29.99
Avoid this if you possibly can as it is complete shovel-ware from the MS version, which wasn't too inspiring itself. Very disappointing. 38%

PSYCHIC WORLD
SEGA £24.99
Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. 12%

PUTT AND PUTTER
SEGA £25.99
When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. 85%

RASTAN SAGA
SEGA £24.99
Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. 91%

SHINOBI
SEGA £24.99
Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 84%

SHINOBI II
SEGA £27.99
Totally addictive gameplay with different routes to explore everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. 90%

SKWEEK
SEGA IMPORT
Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SLIDER
SEGA £24.99
Also known as *Skweek*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. 82%

SOLITAIRE POKER
SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. 70%

SONIC THE HEDGEHOG
SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 91%

SONIC THE HEDGEHOG 2
SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. 95%

SPACE HARRIER
SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a shambolic affair. Oh dear. 71%

SPIDER-MAN
FLYING EDGE £24.99
Forget the Master System, Flying Edge have based this little beauty on the Mega Drive version. It's not only packed with cartoon story statics, but also some enthralling gameplay over five massive stages. 92%

SPIDER-MAN 2
ACCLAIM £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%

STREETS OF RAGE
SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 89%

SUPER GOLF
SIGMA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 86%

SUPER KICK OFF
SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! 93%

SUPER MONACO GP
SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55%

SUPER MONACO GP II
SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, Ayrton. 71%

SUPER OFF ROAD RACER
VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. 90%

SUPER SMASH TV
FLYING EDGE £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58%

TAZ-MANIA
SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. 84%



TALESPIN
SEGA £24.99
Disney games are reknowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. 35%

THE TERMINATOR
VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. 91%

VIKING CHILD (THE)
GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 84%

WAGON LAND
NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly frog fires. 66%

WIMBLEDON
SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. 48%

WONDER BOY
SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. 84%

WONDER BOY: DRAGON'S TRAP
SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right, but unoriginal. 75%

WOODY POP
SEGA £19.99
Break-Out games are two-a-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. 87%



WWF: STEEL CAGE CHALLENGE
ACCLAIM £29.99
The Gear is used to its full potential with this excellent take-off of the sport. The best wrestling game yet, but obviously it won't appeal to everyone. 84%

WORLD CLASS LEADERBOARD
SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. 80%

The biggest ever Sega game catalogue will return next month, packed with more info than ever before. With more Protips and more ProMoves, can you afford to miss it?

CHEATS / TIPS / CHEATS

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0891 318 407.....NEW RELEASE/CHEATS (SEGA MEGADRIVE)
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GAME GENIE CODES

If you have a brilliant Game Genie code that you want the whole world to know about, send it in! We want to hear about all the weird and wonderful things you can do with your Game Genie, especially if the cheat is for a new game. Send your codes to: ProTips, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

ECCO THE DOLPHIN
AKRTJA64 Almost infinite air
AL2A JA7L
ALZA JA5Y
AAVT NAFC Protection form almost everything, including the octopus.
HAVT NAFC Octopus is fatal
HCBT LAEW School of fish completely restores energy
SW2A KGPJ
HC2A JAFL Jellyfish and other enemies restore energy instead of taking it away
SW2A KGPJ
TC2A JGFL
E42A JAFN Jellyfish and other enemies restore air instead of taking it away

JOHN MADDEN '93
RH9T 860T Master Code – must be entered
HWLT CABE Each quarter lasts one minute
CCLT C6BE Each quarter lasts 60 minutes
GDKT BE1A Touchdown worth 1 point
GDKT BA1A Touchdown worth 9 points
BDKA BE40 Extra point worth 8 points
AHKA BE5G Field goal worth 1 point
BDKA BE5G Field goal worth 8 points

ROLO TO THE RESCUE
DJ8A ADYE Invincibility, infinite lives and a full map
To activate this cheat, make sure the switch is down. Now enter the code and press START. When Rolo and his friends walk on screen, move the switch to the UP position. Now press START again and the screen will turn black. Finally, press A on the joypad, turn the Game Genie switch off and press START. The cheat will now work.

ACTION REPLAY PRO CODES

We're back this month with more Action Replay Codes than ever! As well as the usual Mega Drive codes, we have loads of Master System codes too! If you've recently busted a game with the help of the Pro Action Replay, we want to know your codes.
We don't mind what game it's for, but we'd prefer if you sent codes for recent games. If you need an incentive, there are T-shirts and carts up for grabs, as well as having your name printed in SegaPro. If you have codes to send, the address is: SegaPro, Paragon Publishing,124 Old Christchurch Road, Bournemouth, BH1 1NF.
The SegaPro tips line is also open for tips donation between 4.00-5.30 every day. You can phone us on (0202) 299900.

MASTER SYSTEM

ASTERIX
00C0 9D03 Infinite lives
00C0 9A03 Invincibility
BART VS THE SPACE MUTANTS
00C0 1003 Infinite lives
00C3 AF09 Infinite time
00C3 E9BE Infinite paint
CASTLE OF ILLUSION
00C0 BD03 Infinite energy
00C0 C803 Infinite lives
00DC 0005 Infinite time!
G-LOC
00CB 2C38 Infinite time
00CC 0E28 Infinite missiles
00CC 0D07 Infinite armour
INDIANA JONES & THE LAST CRUSADE
00C9 8706 Infinite lives
00C9 7305 Infinite whips
00CB B907 Infinite time
NEW ZEALAND STORY
00DD EC03 Infinite lives
00DE 1504 Invisibility
PAPERBOY
00D5 0E03 Infinite lives
00D5 0F0A Infinite papers
SHINOBI
00C0 7A02 Infinite lives
00C0 6C06 Infinite energy
SPEEDBALL 2
00DA 0B14 Infinite money
TAZ-MANIA
00C1 0005 Infinite lives
THE FLINTSTONES
00C9 A504 Infinite sand timer
00C9 F20F Infinite paint
00C9 A203 Infinite lives
THE TERMINATOR
00CC 163C Infinite energy

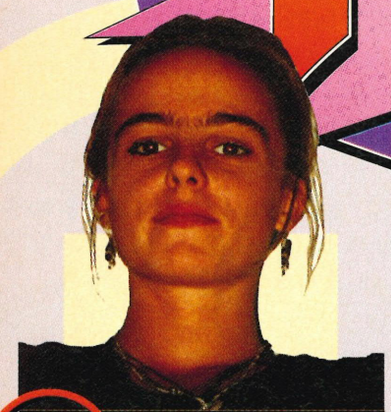
MEGA DRIVE

CYBERBALL
0095D 49999 Player starts with $999900, change the last four digits for a different value
0095E A9999 Player 1 in a two-player game starts with $999900
0095F 09999 Player 2 in a two-player game starts with $999900
FLASHBACK
FFD3D 70005 Infinite shields
IMMORTAL
FF109 A0002 On most levels this provides you with infinite continues
FF0B7 20003 Infinite amount of fireballs
FF10A 8000C This prevents you from losing energy during fights
INDIANA JONES & THE LAST CRUSADE
FF7F5 B0008 Infinite lives. Switch the Action Replay cartridge off at the end of each level before entering a new one.
FF7F5 90020 Infinite energy. Switch the Action Replay cartridge off at the end of each level before entering a new one.
ROLO TO THE RESCUE
FFC51 E0004 Infinite continues
SUPER WRESTLE MANIA
NOTE: To start the game, you must have the Action Replay cart switch in the middle.
FFB8F A0120 Infinite energy for the first wrestler for player one
FFB8F E0120 Infinite energy for the first wrestler for player two
TEENAGE MUTANT NINJA TURTLES: THE HYPERSTONE HEIST
FFC03 90004 Infinite lives for player one
FFC03 B0004 Infinite lives for player two
FFC05 90050 Infinite energy for player one
FFC05 B0050 Infinite energy for player two
TINY TOONS
FFFB0 B0003 Infinite energy
FFFB0 90002 Infinite lives
FFFB0 F0032 Gives one special helper each time you pick up a carrot (one carrot = 50 carrots). Switch the Action Replay off at the end of level and back on at the beginning of the next.
FFFB1 10009 Pick up one special helper for infinite helpers

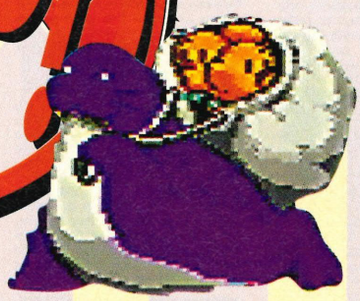
IMPORT BUSTERS

If you've been dying to play all of those import games that are protected by PAL lock-out, then read on! With the help of an Action Replay or Pro Action Replay cart, most of the games can be busted!
BACK TO THE FUTURE III (Genesis version)
00031 A6002 Works on European PAL Mega Drive
FLASHBACK (Genesis version)
0018E 86000
00245 26038 Works on European PAL Mega Drive
GODS (Genesis version)
00038 24E71 Works on European PAL Mega Drive
SPEEDBALL 2 (Genesis version)
00030 A4E71 Works on European PAL Mega Drive
TINY TOON ADVENTURES (Genesis version)
00033 C6020
015EB 24E71 Works on European Mega Drive
X MEN (Genesis version)
00000 60210 Must be entered
0001F 04500 Works on European Mega Drive
0001F 04A00 Works on Japanese machines

pro TIPS HELP!







HELP! No game is too tough for the Pros to bust, so if you have a problem, drop them a line! If you're stuck on a game, whether it's on the Mega Drive, Mega-CD, Master System or Game Gear, let the Pros solve your problem.

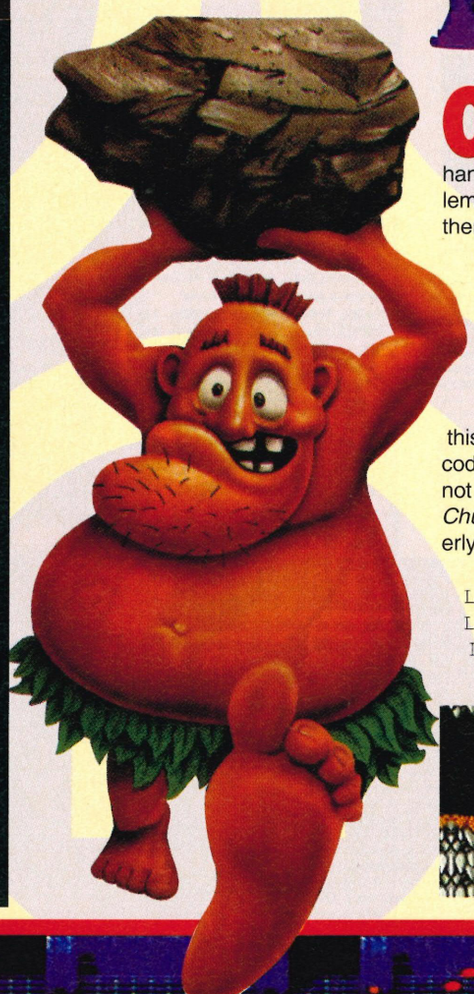
Send your enquiries to: ProHelp, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF. You can also fax us on (0202) 299955. Remember, we can't enter into any personal correspondence, so please don't send SAEs with your problems.

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CHUCK ROCK



Q *Chuck Rock* on the Game Gear is driving me completely mad! I've only just bought my hand held and I'm having a few problems getting past the second level. Is there anything you can do to help me, or am I just doomed to be a terrible gamesplayer?

Terry Cheung, Haywards Heath

A Apart from suggesting that you practice, there's not a lot we can do to help with this one. There are some level codes (as printed below), but you're not going to have much fun with *Chuck Rock* unless you play it properly.

Level 2	7G09M
Level 3	NN6E3
Level 4	84AKC



Q I've recently completed *Sonic the Hedgehog 2* on the Mega Drive and I thought it was really simple. There is one level I can't get to, though – the Hidden Palace Zone. Does this level actually exist and how can I get to it?

Steven Sibbald, Cheshire

I bought *Sonic the Hedgehog 2* for the Mega Drive a few weeks ago and noticed on a TV programme that you can move objects around. How was this done? Could you tell me how to do it?

Jamie Milburn, Southampton

A The Hidden Palace Zone does exist, but only as an unfinished level. You can't play it and can only access it with the help of a Pro Action Replay cartridge. Even then there's nothing to see except for the title screen and roughly one second's worth of the level. Still, if you're that determined to see it, enter these codes using your Pro Action Replay cartridge.

FFEE100008
FFFE110000

To move objects around the screen and to change Sonic into a different character, enter the level select (19, 65, 09,17). Then, enter 1, 9, 9, 2, 1, 1, 2, and 4 on the level select sound test screen. Choose your starting level and hold down A while pressing START.

If the cheat has worked, you will see letters and numbers where your score used to be. Press B to change Sonic into a different character, A to scroll through the sprite choices and C to place them on the screen.





Q *New Zealand Story* on the Mega Drive is one of the hardest games I've ever played! Even the first level is tough and I'm beginning to become severely fed up. Is there an invincibility cheat or a level select? If there aren't any cheats, could you give me some general playing hints?

John Collins, Hereford

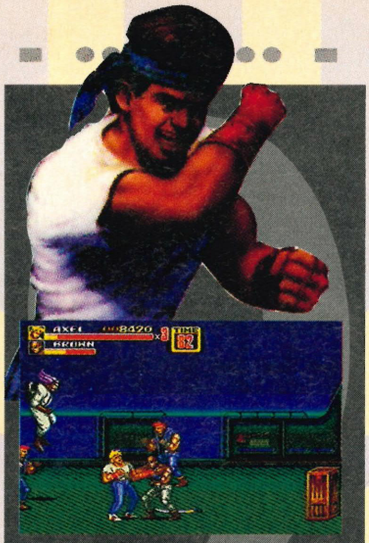
A Unfortunately there is no level select for this toughie! There is a cheat for some extra lives, though.

While the demo screens are running, rotate the D-pad either way four or five times. Begin the first level and get as far into the game as you can. Just when you are about to die, the life counter will miraculously show nine extra credits!

The only other tips I've been able to find concern the first three bosses. To defeat the first boss, fly into him on the hover pad. Avoid the acid drops he fires and shoot very quickly.

To destroy the second boss, find the laser hidden in the level. Once you have this, defeating him should be easy.

You'll need the laser again for the third boss, but this time fire at the balloon directly above him.



Q About a month ago, I bought *Streets of Rage II* on the Mega Drive. I am starting to find it very boring and was wondering if there is a level select or a graphics editor?

Robert Green, London

A There's no graphics selector cheat for *SOR II*, but there is a level select. The cheat also allows you to play two extra difficulty levels.

Go to the options screen and hold A and B on joypad 2. Press START on joypad 1 and an extended options screen will now appear. Access the difficulty select for mania and easy levels. Scroll down for a level select. If you need extra lives, access that option and select up to nine extra lives.



Q I'm having trouble with *World of Illusion* on the Mega Drive. I can reach level five, but then become stuck as none of the doors will open. I've tried everything I can think of, but nothing seems to work.

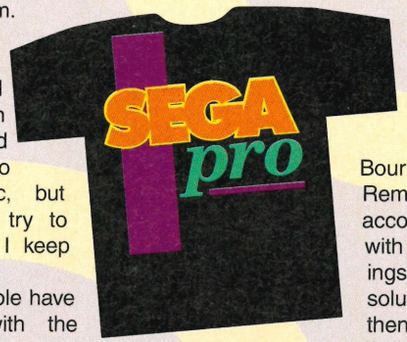
Louise, Devon

A Level five is probably the most difficult level in the entire game. To open the doors, stand in front of them and press UP. I know it sounds simple, but unless you are in exactly the right place, the door will not open. It doesn't matter which door you choose to open first, all the sub-levels have to be completed before you can progress to the next stage. Most of these sub-levels are fairly short and after they're completed, there's only one level left!

NOW IT'S YOUR TURN!

Daniel Oxley of Woodlesford asks: I'm stuck on *Phantasy Star* for the Master System. I can't find the Laconian armour and the Laconian Axe. I need these items to defeat Lassic, but every time I try to collect them, I keep getting killed.

Lots of people have written in with the same problem as Daniel, so there must be someone out there who knows the answer! If you can help a fellow reader, write in to: ProHelp, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF. Remember to accompany your solution with any relevant drawings or maps. If your solution gets printed, then hey presto! You've won yourself some SegaPro goodies!



SWAMPTON!

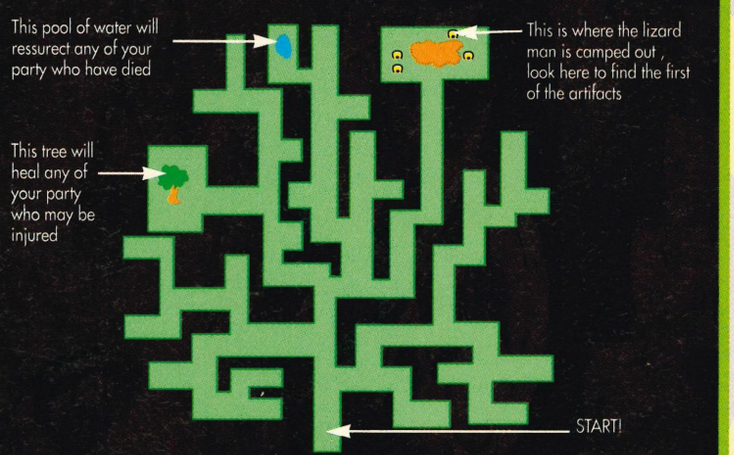
In SegaPro #20, N Rodriguez appealed to SegaPro readers for help on *Dungeons and Dragons*. The question posed was: How does the cleric use the ability to turn undead?

Well, thanks to some hardened SegaPro gamesplayers, N's problem has been solved! Many people wrote in with the solution, but **Wesley Yeoman's** answer was by far the best.

The undead spell will only work on undead monsters. These are beings such as zombies, ghouls, skeletons, vampires and the likes. The spell will also kill great numbers of the undead if they are grouped together.

As for the rest of the adventure, check out the map for the Swamplands. No map is given at this stage, so it should be a great help to anyone stuck on this level.

Wesley also advises that you should talk to everyone (you never know who will help you) and search the secret walls in caves and dungeons. There is often hidden treasure in them! Upgrade your weapons whenever possible and always remember to draw maps of your route.





Q Yuk! I'm stuck on level five of *Predator 2* on the Master System. I can complete some of the level, but always end up getting shot at the last minute. Can you give me any helpful tips and the level codes for this stage?

S Farmer, Tyne and Wear

A Here we go! This game can be pretty tricky in places, but with the help of these level codes, you should get through it with no trouble at all.

Level 2	SPOCGURD
Level 3	ROTADERP
Level 4	SEGATSOH
Level 5	NAGIRRAH
Level 6	LAICIFFO

Don't collect the energy pick-ups on level five until you need to, otherwise you could be left at the end of the level with no energy. Level five is also much longer than other levels, so be careful not to waste any of your weapons.


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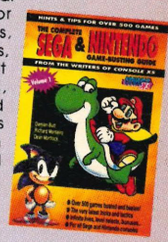
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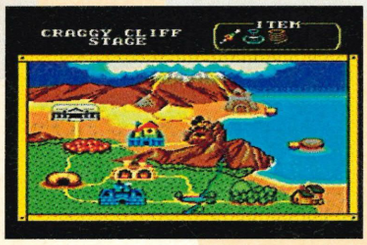
pro TIPS

LAND OF ILLUSION

MASTER SYSTEM

Last month, the going was much easier, but these final levels of *Land Of Illusion* proved to be tougher than Jason Johnson would admit. But he finally did it to show the world the hidden secrets of Mickey's magical quest.

PART TWO





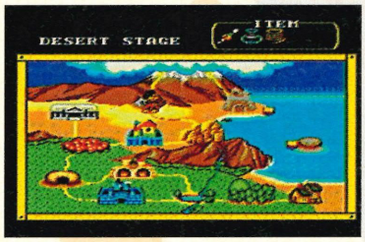
★ If you want to climb the cliffs, collect the rope before entering the Craggy Cliff stage.

CRAGGY CLIFF

At the end of the Palace Ruins you were given a Magic Rope. This gives Mickey the power to climb cliffs. At the first cliff face, climb up and jump onto the bird, then jump to a ledge on the far left. There is a Bonus Star to collect, but if you kill the bird you must exit the level and re-enter it before the bird reappears.

Drop down and continue up the cliffs, using the rope. To avoid the boulders, you need to smash the blocks to either make them fall over the edge or trap them. Continue until you reach the top and exit the section to the right.Use the guiding lanterns so the pathway becomes clearer enabling you to see the spikes. It's a good idea to shrink Mickey as you're less likely to be squashed. Run across one section at a time and continue this process until the end. If you are squashed, you will die and return to the start of the level. At the end of the path, you will exit to the next section.

Aim to reach the top of the pit by climbing the sides and avoiding the birds. Take time to watch the movement of the birds and climb past them when it's safe to do so. At the top, as you emerge into daylight, quickly walk left and you'll see the exit. However, you can't get out that easily. Use the bird to jump onto the far platform and collect the key. Jump down to the far right and climb out.



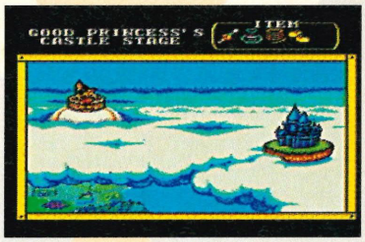
DESERT

The large pyramid that appears before you is the key to this stage. Walk to the far side of it and at the bottom you can pick up and smash the two blocks. Walk into the pyramid as far as you can go. Jump up and use the block to the right and kill the baddy above. Now shrink, allowing Mickey to enter a secret passage leading to the inside of the pyramid.

Jump over the arrowed block and pull it up to make the blocks change pattern. Go to the far left to find two exits. The one to the right is smaller and will take you back out of the pyramid and allow you to collect a bonus treasure. The other exit leads into the crab guardian's room.



★ Duck below anything that's spiky and looks like it could give you more than a slight headache!



GOOD PRINCESSES

Start off by going right, then use the door at the bottom. Go right again and use the baddies to jump over the other nasties that attack you. When you enter the second section of this level, you will see that you must climb. However, there is a short rope above you and there's no apparent means of reaching it.

A nasty will fly past, so jump on this and use the hip-attack to reach the rope. You must now head for the top, so use the blocks provided. On the lowest level, you must pick-up the blocks to make a two-tiered platform whilst avoiding the spiked nasty. Carry the third block to the platform above.

On the second and third platforms you need to use the blocks in a similar way. Mickey can then reach the higher platform and finally enter the chamber. Be careful to avoid the spiked nasties as they can knock your energy down very quickly. You are able to use the blocks as a barrier against them, but try not to spend



★ Extra lives are tough to find, but use your initiative and jump onto protruding blocks to be rewarded.

ACTION REPLAY CODES

In case you missed the Pro Action Replay codes from the last issue, here they are again!

00CC 9F03
00C0 9902

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GUARDIANS

These are the three guardians that are waiting for you in the second half of *Mickey 2: Land of Illusion.*



★Snake

To kill the eggy, smelly snake you have to jump repeatedly on top of its head. Firstly, you must avoid the slippery slimer until it hatches. To make it hatch, you'll have to trick it into smashing itself against the wall. To do this, stand next to the wall and when the egg rolls towards you, jump over it so that it cracks open. You may need to do this two or three times, but once the shell has cracked, the snake appears and you can jump on its head. Repeat this process until it dies and you're victorious.

★Crab



A tough little crusty! You can only hit it with the M-pot and knock the energy down after the bubbles have disappeared. If you try to hit it before this, the pot will just bounce off. Make sure that you keep an eye on Mickey's air level. Try to surface after every attack. Drop down and pick up the M-pot, duck under the bubbles and move out of the crab's range until the bubbles disappear. Then throw the M-pot and you will register a hit. Repeat this until the guardian dies.

★Phantom



The final and trickiest guardian to kill is the Phantom. However, once you have destroyed her, the spell is broken and Mickey and his beloved Minnie can escape. Follow these guidelines, but the toughest thing about the battle is avoiding the Phantom and its fireballs etc.

Firstly, wait for the Phantom to stop moving and close in. It can be hit with a hip-attack when it stops flashing, but this has to be achieved very quickly. You will know when the Phantom is hit as it will cripple over in agony.

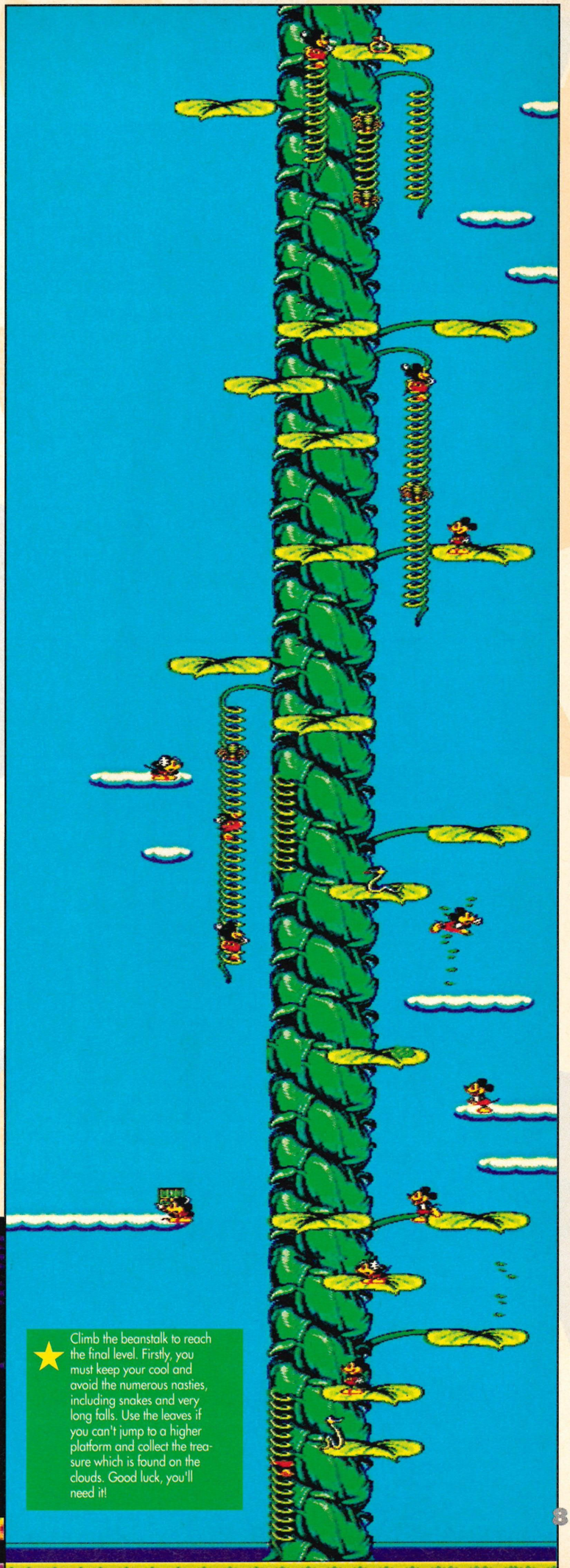
When the Phantom stops spinning and firing missiles at you, it will jump to the ceiling and fire blocks that rain down. One of the blocks will stay on the ground while the others disintegrate upon impact. Pick this block up and throw it at the Phantom when it stops flashing to gain yet another hit.

The final part of the fight is the toughest, as you may expect. Wait for the Phantom to stand still and use the hip-attack. Avoid the lightning and jump clear. Repeat this until the Phantom explodes and the spell has been lifted.

too much time on this section.

In the chamber, you must climb the walls using the Magic Rope. Avoid the nasties as you progress, else you'll fall to the ground and have to start all over again. At the top, jump to the far left, with the assistance of the nasty, to land on the other platform. The exit appears and you can progress to the Sand Castle stage.





★ Climb the beanstalk to reach the final level. Firstly, you must keep your cool and avoid the numerous nasties, including snakes and very long falls. Use the leaves if you can't jump to a higher platform and collect the treasure which is found on the clouds. Good luck, you'll need it!

pro TIPS

LAND OF ILLUSION

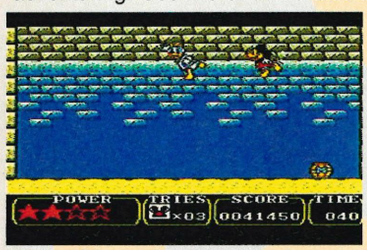


SAND CASTLE

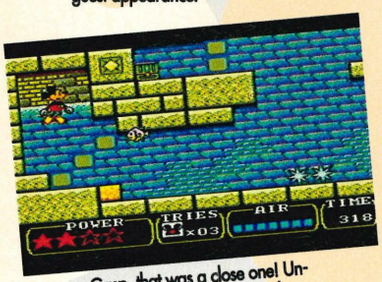
Walk to the right and avoid the nasties that appear from literally everywhere. Jump up using the blocks, but beware as they will begin to disintegrate as you land on them. Jump to the top left and left again to find a treasure box. Run back right and jump across the gap to continue. Fall down the sand gaps and run left at the bottom, avoiding or killing the nasties as you go. Exit through the door at the end.

The second section of the Sand Castle involves some underwater adventuring. Use the arrowed blocks to clear a path and aim at the gaps to get some air. Go to the far left, then return to the starting section and go up. Try to swim as fast as possible to keep the air supply at a reasonable level. Exit the water at the top and avoid the spikes as you go left. Jump up the side, using the sand blocks, and go right. There is an exit to the section at the end.

The exit will lead you to the battle against the snake guardian. Defeat this slippery character and you will be awarded the Magic Beans. These must be planted in the Island Stage to grow the beanstalk. This leads to the final Phantom's Castle, but there's plenty to do first!



Kill the guardian and a pleasantly surprised Donald Duck will make a guest appearance.



Gasp, that was a close one! Unlock the secret chamber and you too can grab a few breaths of air.



ISLAND

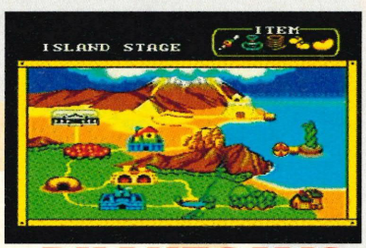
Now that you have the Magic Beans, you can plant them. When you walk into the Island stage, go into the pit and push the D-pad down when you can go no further. You will exit the stage and re-appear at the map to watch the beanstalk grow.

All you have to do is climb the beanstalk. When doing this, avoid the nasties and keep clear of the gaps. Falling down, though rarely dangerous, wastes time. This can prove to be the biggest problem and you're likely to run out of time when you first play this level – often just as you reach the top.



An apparently content Mickey now has to plant the Magic Beans in the Desert to make the beanstalk grow.

It is advisable to collect the bonus items along the way. Use the rustling leaves to carry Mickey across large gaps and climb the ropes wherever possible. You should be able to reach the top without losing much in the way of lives. Once at the top, use the key as usual to exit and enter the final stage, The Phantom's Castle. Good luck.



PHANTOM'S CASTLE

Although it's the final level, there's a long, long way to go yet! The general idea is to escape from the first main room by exiting through one of the doors. Go through the middle door. If you try any of the others, you could be in for a real shock.

Step onto the moving log and let it carry you along, jumping over the obstacles as they appear and using the hip-attack where needed. You will arrive at an exit that you can easily reach by using the appearing blocks.

Kill the spider and pull the arrow up. Avoid the ball and chain to collect the key. Jump over the pit using the heads as platforms and go through the door. Avoid the ball and chain, and jump over the spikes. Avoid the flame and pass through the door.





Thunder and lightening is all that prevent Mickey from beating the wicked Phantom.

SPECIAL ITEMS

Star

Collect a star and your maximum energy potential will be increased by one. This means that the slices of cake that you find should be put to use more often.

Key

Find the key and a door will appear on-screen. Exit through this door to finish the level. They are often hidden within flowers or animals, so if the way is blocked search around and you'll probably find a way out

Magic Potion

Collect the Magic Potion at the end of the Flooded Lake stage





and Mickey will be able to magically shrink and grow at the push of a button. This is particularly useful during the Tiny Cavern stage.

Flute

Rescue Goofy and you're rewarded with a Flute. Use this to re-enter previous stages and freely move about the land. If you decide to use it, be careful. Re-entering previous stages could prove costly and unnecessary.

Rope

Use the rope to climb steep cliff-faces etc. This special item is found at the end of the Hidden Palace stage (!) and allows you to continue into the Craggy Cliff stage.

Cloud Shoes

These size nine wonders give Mickey the power to walk in the clouds.

Magic Beans

As the myth goes, plant the Magic Beans and a beanstalk will grow.



That's it! The final jewel in the game and what a battle it was too. Mickey 3, where are you?

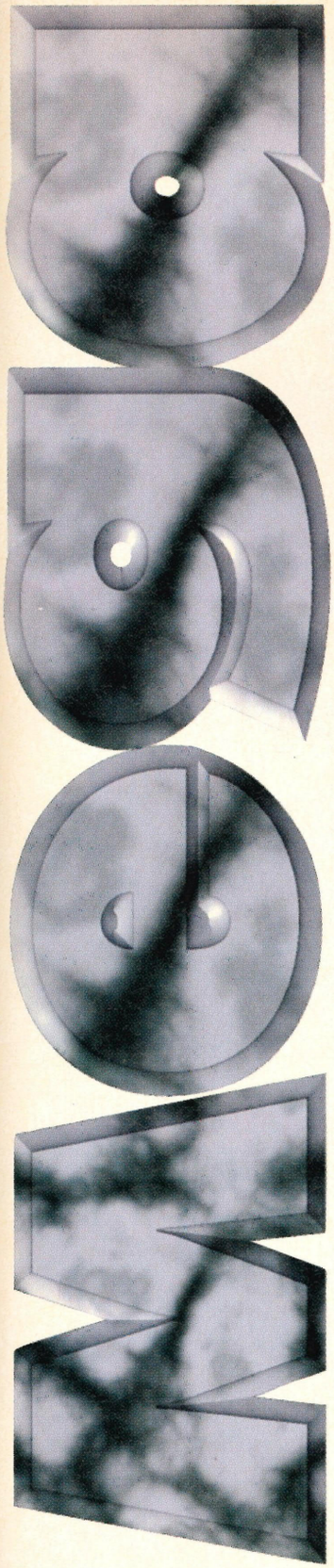
In this room your main objective is to release the lock that is hidden on the top of the platform. To do this, shrink and walk through the passage when it's clear. Jump up to the left and release the lock. Drop down and use the passageway to exit the room.

Collect the key, avoid the ball and chain, then jump over the spikes. The pit will turn into water, so drop down and swim to the bottom right. Open the door, but don't go through it. Instead, go left and push the arrowed block up, then go back to the door and climb the blocks to exit the level.

Kill the nasty at the door before passing through it. Run to the far right, allowing the nasty to chase you, and kill it at the end. Go through the door and push the clamp down. Walk left to exit the room and continue to the end. Walk through the bottom door and fall into the water.

Swim carefully through the water and avoid the spikes. Enter the door at the bottom to face the final guardian. Defeat the Phantom and Mickey and Minnie will be free to escape and live happily ever after.

THE END

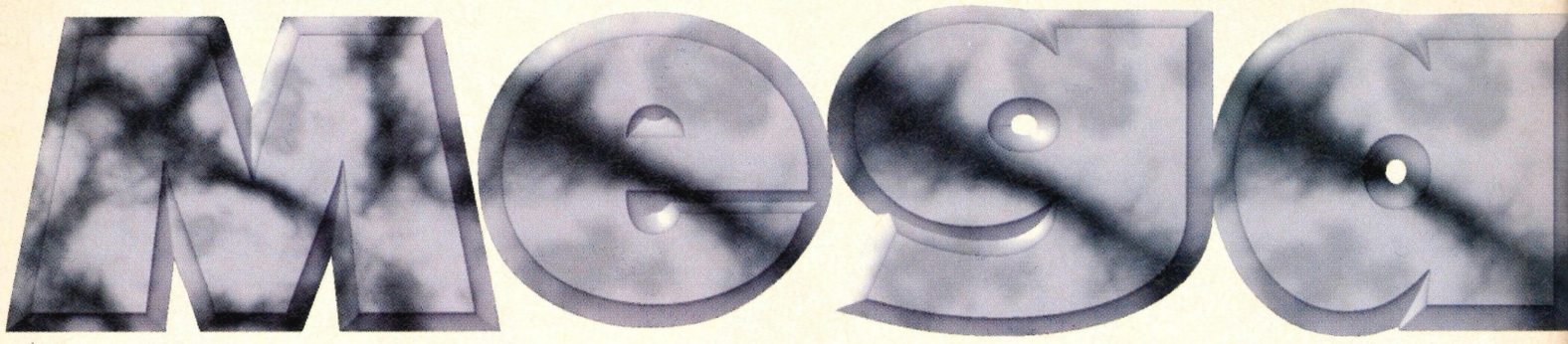


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PREMIER ISSUE

July 29

In case of difficulty in obtaining your copy, contact Paragon Publishing on (0202) 299900 straight away.



Here's your chance to win the incredible new slimline Sega Mega Drive 2 and Mega-CD 2!

Sega's new-style Mega Drive and Mega-CD (simply called Mega Drive 2 and Mega-CD 2 respectively) have landed. You can be the envy of your friends and be first on the block to own the combined system. Not only can you play all Mega Drive cartridges, but the wealth of fabulous CD games. It's an astounding package and it could be yours simply by dialing 0891 224739 and answering the three multiple choice questions posed. Jot down your answers on the coupon on this page (or a photocopy of it) and send it to the address provided.

MEGA DRIVE 2 & MEGA-CD 2 COMPO FORM

Of course I want to win Sega's stunning new Mega Drive 2 and Mega-CD 2. My answers are:

QUESTION 1	QUESTION 2	QUESTION 3
A ☐	A ☐	A ☐
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C ☐	C ☐	C ☐

Name.....

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Dial 0891 224739 to get the questions to this exclusive SegaPro competition. Tick the appropriate boxes on this coupon and send it (or a photocopy) to SegaPro, Mega 2 Compo, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must be in by July 31st. Please note, the winner's name will be published in a future issue of SegaPro

Calls cost 36p a minute cheap rate and 48p at all other times. Please get permission from the person who pays the phone bill before calling.

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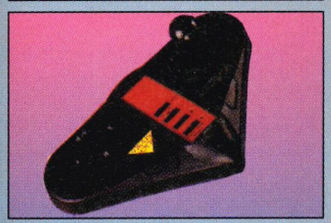
SAVERS

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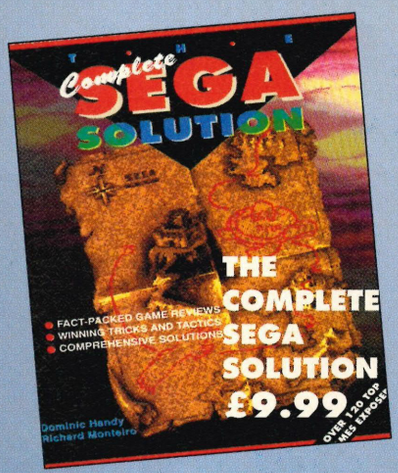
PRO ACTION REPLAY CARTS

The ultimate intelligent hacking devices for your consoles. Will find cheats for you automatically.



FOR THE MASTER SYSTEM £35.99

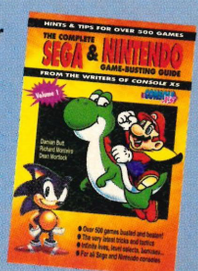
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A comprehensive collection of tricks, tactics and playing solutions for over 120 Master System and Mega Drive games. Each game is also reviewed and rated to help you decide whether it is worth adding to your collection.

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pro test

CONTACT

Gee. We get an Everest of mail every day that a large part of our time is spent sorting it into correct bundles.

Send all submissions to the proper department (see below) to:

SegaPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

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 returned, 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.



GAME GEAR BLUES
Although I'm impressed by the design quality of my Game Gear, I feel very disappointed with the standard of its accessories. I've bought two power adaptors and they have both been faulty. After the first broke, I took it back to the shop, but couldn't get my money back. The shop said I had been misusing the adaptor, but since I'd only had it for two months, how could this happen?

Anyway, I put the incident down to bad luck and decided to buy another. The same thing happened again. As you can imagine, I'm now very frustrated and don't know what to do. Is it the shop's responsibility to replace the product, or is it up to Sega?
Martin Phillips, Gwent

It seems that you've been the victim of shop assistant bullies! By law, if you've unknowingly bought a faulty product from a shop, it's up to the retailer to replace it. Have you tried getting one of your parents to go to the shop? Shop assistants are more likely to listen to an older person's complaints. However, if this doesn't work, ask to see the manager. Alternatively, if the adaptor is an official Sega product, write to their customer services department. They should sort out the problem there and then. The address is:

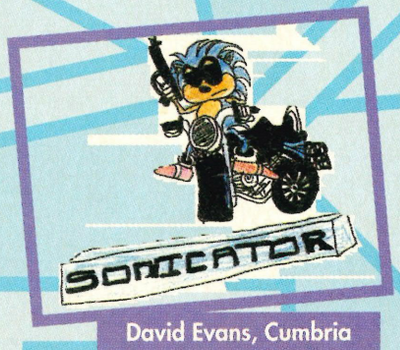
Consumer Services, Sega UK, 247 Cromwell Road, London SW5 9GA.

If the adaptor isn't an official Sega product, write to the manufacturers. The address should be on the adaptor's packaging.

I WANT A MEGA DRIVE
I was wondering if you could send me a Mega Drive or a Mega-CD. I'm 12 years old and am saving up for either of the machines. I've never had a computer at all and some of my friends think that it is funny. What can I do?
Mark, Kent

Keep saving! Unfortunately we can't send out consoles, as we don't have the money! This may seem hard to believe, but it's hard enough for the Pros to get hold of a machine! If you saw some of the fights over consoles between SegaPro and our sister magazines, you'd see the problem!

What you could do is enter one of our competitions. We regularly give away Mega-CDs or Mega Drives, and the competition questions are usually simple to answer! If you're still unlucky, maybe you could buy a second-hand console.



David Evans, Cumbria

MARIO IS MURDER!
I feel compelled to write in on behalf of everyone who has a Mega Drive and a SNES. After reading your ProTest section I was dismayed at some of the sad pictures that were printed. Most of them featured Sonic dismembering certain Nintendo characters. People who have such a low IQ should not be allowed to live in the community.

It's not only me that thinks this, most of my friends agree too. Each machine has its good and bad points and I enjoy playing both.

I would like to appeal to those oh-so-sad piles of excrement to start acting their age. Send some decent artwork in or else!
Julian Speight, Bath

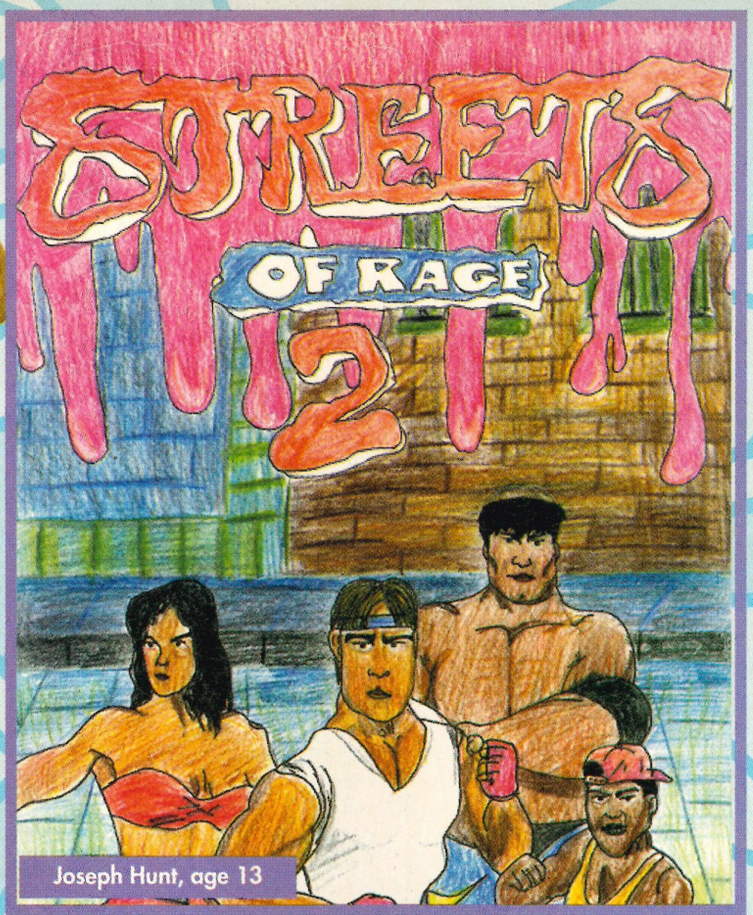
At last! An angry reader! Let me tell you, we too are pretty sickened by some of the artwork we receive! Most of the pictures sent in are far too violent for us to print. We have to go through the mailbag and sort psychopath from true artist. Believe me, it's a tough job! However, if our readers want maimed Marios adorning the pages of SegaPro, that's what they get! If they don't, they should send in artistic examples of what they do want.

PRODUCT PLACEMENT
I've recently noticed that many games could make use of advertising. Sega manage to get their logo everywhere, so why can't other companies do the same? I don't think they should blatantly advertise their goods, but subtle product placement would be brilliant. This would also make games more realistic. The





Debra Milligan, Cumbria



Joseph Hunt, age 13

money that companies pay could go toward the cost of game development. In turn, this may mean that prices of games could come down. Do you know if projects like this will happen, because it could only improve the quality of games.

George Panis, Lewes

While advertising may work in small quantities, huge advertising campaigns could have an adverse effect on the games industry. If companies paid large amounts of money to games developers, they may have too much power over game content. This could lead to poorer quality releases. Advertising is already being used in some games. Take Global Gladiators. This title uses the McDonald's logo throughout each level and Ronald McDonald pops up now and again too. The Aquatic Games were sponsored by Penguin biscuits and 7-Up endorsed Cool Spot in the States. As games are becoming more realistic, it's likely that advertising will be used more and more. However, just because more money goes into a game's development, it doesn't mean that the finished product will be any cheaper. It just gives the developers an even bigger profit!

BAD LANGUAGE OFFENDS

Your magazine is definitely the best! I have bought every other Sega mag available, but I'll only buy yours from now on. Why? Well, every other magazine uses bad language except yours. I know that swearing happens all the time, but I don't think that printing offensive language is funny or necessary.

Thomas Goodhead

P.S. Is it worth buying Fatal Fury, or should I wait for *Street Fighter II* to be released?

We have always held the same opinion where offensive language is concerned. It's lazy, unnecessary and totally sloppy. Although swearing is commonplace on the streets today, there's no reason why magazine journalists should use it in their arti-



Paul Marsh, Kent



Anthony Perrgman, Age 11



If you can't work out the weird and wonderful world of consoles, then write to the Pros! We can sort out any console problem that you're having and even if we can't we know someone who can!

If you have any queries or questions, write to the Pros at:

Problems and Procures, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth BH1 1NF.

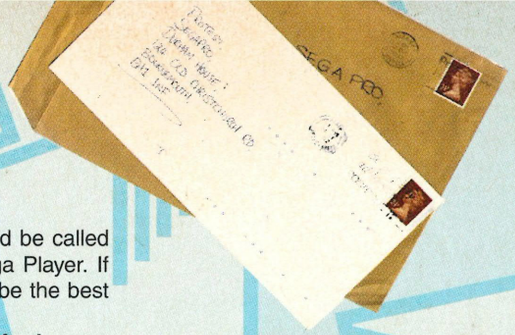
Now that the Mega-CD has been released, we've been snowed under with letters concerning the compatibility of the machine. **Kevin Fowler of Manchester** wants to know if he can buy a UK Mega-CD and use it with his Japanese Mega Drive. Officially, a Japanese Mega Drive will not work with a UK Mega-CD. However, there are ways to get around this problem. You could get your Mega Drive converted in a shop, but this could prove to be expensive.

If you don't feel like spending lots of cash for the conversion, you could try the CDX. This is made by the same people who made the Action Replay. Although it's not 100% guaranteed to work, it will get around compatibility problems in the majority of cases. It was primarily designed to allow US and JAP CDs to work with UK setups, but the guys at Datel have found it can also be used to overcome machine compatibility problems. Be warned, though, not all import CDs will work with initial versions.

Neil Scamaker of Berkshire is having trouble with Lemmings on the Mega Drive. Every time he chooses a two-player game, the sprites flash badly and sometimes disappear. Well Neil, it seems as if your game has a bug. When we reviewed Lemmings in SegaPro #14 we didn't encounter any such problems. All we can suggest is that you take the cartridge back to the shop and swap it for another. If it still doesn't work, there must be something wrong with your Mega Drive. In that case, we suggest that you take it to a shop and get them to have a look at it.

Peter Clark of Farnborough wants to know about country codes. He wants to know when they will be put into carts and which companies will be using them. Unfortunately, country lock-out codes are already being used and many companies are enforcing the policy. At the moment, only a few games have them, but the insertion of the codes is definitely on the increase. There is no way of cracking the codes, or knowing which games they will go into. However, Datel have just launched the Universal Adaptor which should solve the problems of country





cles. It only shows a poor command of the English language.

Fatal Fury is a good game, but we can't compare it to SFII because it isn't on release yet. Although there have been many rumours that SF II will be released in June, it may not surface until Christmas! If this is the case, Fatal Fury will keep you occupied until that time!

ROCK TILL YOU DROP

In reply to Warren Atkinson's letter in SegaPro #19, I would also like to see more gamesplayers who are rockers. Simon Christopher may like Nirvana, but he doesn't review games, so what about the rest of the SegaPro team? Surely they can't like Rave music as much as they say!

When I heard that Guns'n'Roses may be doing a *Make My Video*, I was pleased. Are any more heavy metal groups thinking about doing the same? Please could you feature some of these bands in your mag?

Colin Grigor, East Lothian

Sorry to disappoint you Colin, but Simon is just a crusty old hippie! He may look like a rocker, but underneath that matted exterior is a Hawkwind fan waiting to get out! There are no rockers in the rest of the SegaPro team either!

Guns'n'Roses are planning to produce a Make My Video CD later this year, but at the moment they are the only heavy metal band to do so.

MEGA DRIVE V SNES

I recently read the Bubsy article in SegaPro #19 where you asked John Skeel about his console preference. He said that the Mega Drive allowed more speed, more special effects and smoother animation than the SNES. He also said that the SNES could use more colours. Why can't Sega take the good points from both machines and incorporate them into a new machine? It could be called something like the Mega Player. If Sega did this, it would be the best console ever made.

Lawrence Groves, Oxford

What do you think the Mega-CD is? It's the best console available at the moment and it completely blows away the SNES. What you have to remember, is every time someone produces a new console, other developers will take the best parts from it and adapt it into their own machine.

If Sega tried to copy the SNES's better graphics, it would slow the machine down and make games harder to program. Programmers prefer the Mega Drive as it is because it allows them to program for speed, not prettiness, and that's why Sega games are more playable! Anyway, we know which console we prefer!

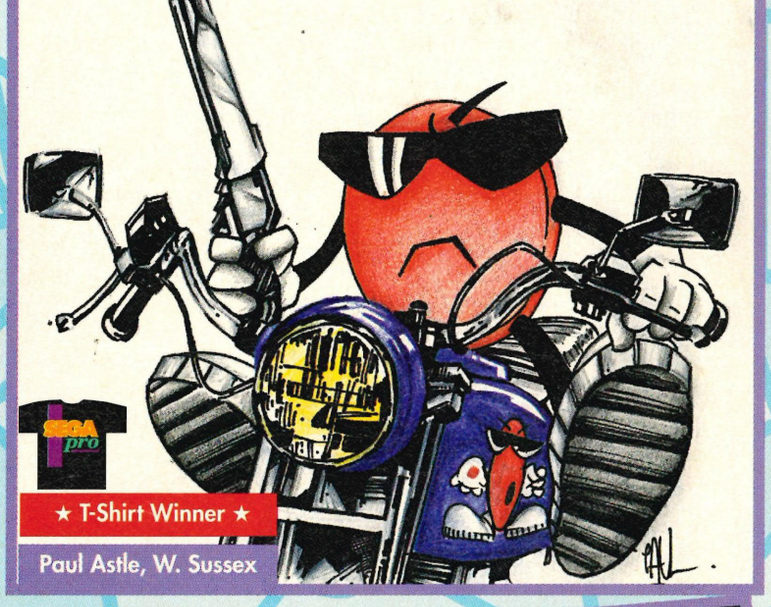
SIMPLY THE BEST?

I am absolutely disgusted! After shelling out £2.25 for the June issue of SegaPro, I was dismayed to read the Simply the Best article. This raved on about the price of SegaPro, saying that it was staying at £1.95. What's going on? In recent months the price of my favourite mag has fluctuated between £1.95 and £3.75. When is this going to stop? You also include "free" gifts that aren't free at all and most of the time they're useless. Please get your act together and give the readers what they want.

Russell Yeomans, Shetland

Oops! We were wondering if anyone would spot our deliberate mistake. The magazine was initially to be sold at £1.95, but due to a mix up with the powers that be, it was changed at the last minute to £2.25. We didn't see the price increase until after the magazine was printed, hence the contradictory article in ProNews. Unfortunately, SegaPro will now stay at £2.25, but we should have more pages in future. We tried to keep the price down, but with rising costs it was just impossible.

As for gifts, most of our readers find them very useful as long as they are good. We try to aim the giveaways at the majority of our readers, but obviously, not everyone will be satisfied. You say that you're disappointed with the gifts, but you don't say what you'd like to see instead. Write to us with your ideas for a gift and we'll take them into consideration. Be sensible, though, we'd all like a Mega-CD!





lock-out coded carts. The device simply plugs between the UK Mega Drive and the offending import cart. There is no messing around – the cart works automatically.

Alan Beger of Gwent is having problems obtaining import games. He wants to know which is the best shop to get an import title from and how much more he should pay for a new release. There's no fixed price for an import game, but it's obviously going to be more expensive than an official UK title. The usual mark up (after the standard £39.99 for a Mega Drive title) is between £5-£10, but some games cost even more than that. Even if your local importer doesn't have the game you want, they will usually be able to order it for you. If you still can't buy the game you want, try phoning up the importers that supply games to SegaPro. You can find their numbers on the review pages of imported games.

Sonia Pilton of Sheffield wants some information about the Mega Drive 2. She enquires if existing games and hardware will be compatible with the new machine. The answer to that is yes! All games will play on the Mega Drive 2, except of course games with the notorious country coding chip. Hardware should also be compatible but there's no guarantee that machines from different countries will work with the Mega Drive 2. Anyway, the Mega Drive 2 is only just being released in Japan so you'll have to wait a while before you can buy it over here.

Stephen Burns from the Isle Of Wight wonders if there is something he can buy so he can play English games on his Genesis. Wake up Stephen, haven't you heard of the Action Replay? Get one today and all your problems will be solved!

Philip Nel of South Africa asks if we can set up special competition lines overseas. He has often phoned the lines from South Africa and each competition entry has cost him over £10. Sorry Philip, but setting up phone lines in every country SegaPro is sold in would be far too expensive! It would also be too difficult to gather the entries. We suggest that you stick to competition entries by post!

Finally, **D Smith of Manchester** asks if there is anywhere that she can buy boxes for games. After a burglary, many of her son's game boxes were stolen. He's now left with loads of games, but no boxes or instructions. After trying to contact most of the leading software houses, she is still left high and dry! You could try to buy the boxes from a local software shop. Although it isn't normal practice to sell the boxes, many shops are starting to sell them. Failing that, try writing to the software houses again. If you keep persisting, they will reply. They just need a bit of coaxing!

That's all there's time for this month! Don't forget. If you have a problem, write to the Pros! We'll do our best to get you sorted!

For the very latest hint, tips and complete playing solutions for all the top Game Boy, NES and Super NES games, plug into Super XS.

No other magazine regularly gives you over 160 pages crammed with full game maps, solutions and exclusive game busters.

Super XS is the only magazine aimed at gamesplaying winners. It provides you with the techniques and tactics necessary to win at all major games.

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Bundled with the latest issue of SuperPro is a 32-page guide to Super Mario World – every map and every cheat is included. The latest 164-page edition of Super XS features a complete A-Z of game busters. Both magazines are on newsagents' shelves now. But they sell out fast, so reserve copies immediately. In case of difficulty obtaining copies phone Paragon Publishing on 0202 299900.

Every month SuperPro reviews more Super NES games than any other magazine.

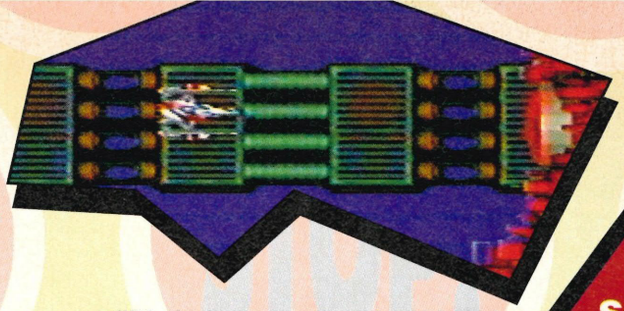
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GAME OVER



GAME OVER SCREENS

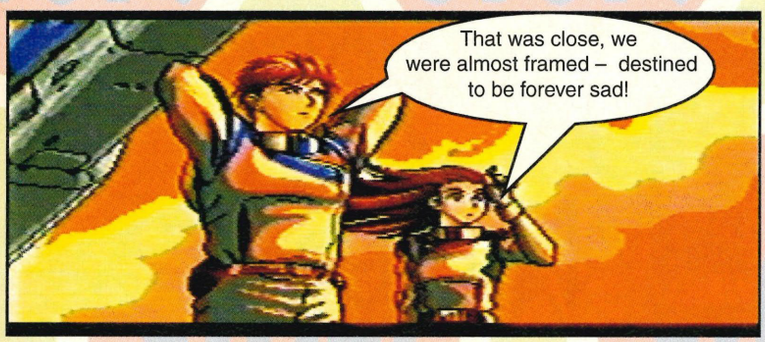
MEGA DRIVE

With the human creation of a biological circuit and perfection of a master system, The Gatefold Computer, a mighty battle commences. Dr Edwin Feace, who was the brains behind the whole set-up, is in trouble. His creation has gone totally out of control and only a few will survive the onslaught. Sol-Feace is the space craft of the future and it needs a pilot.

THE BIG GAMES BUSTED EVERY MONTH

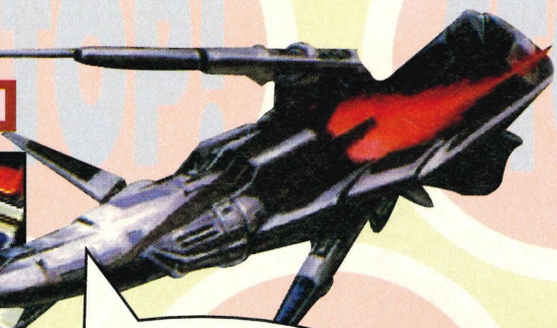


Sol-Feace's onboard computer doesn't look too healthy at the moment. It's rapidly losing energy and there's no way of stopping it from activating the Beadle device...



Wow, look at that babe, the sky is golden brown and we have saved the world from total destruction. Aren't we brilliant.



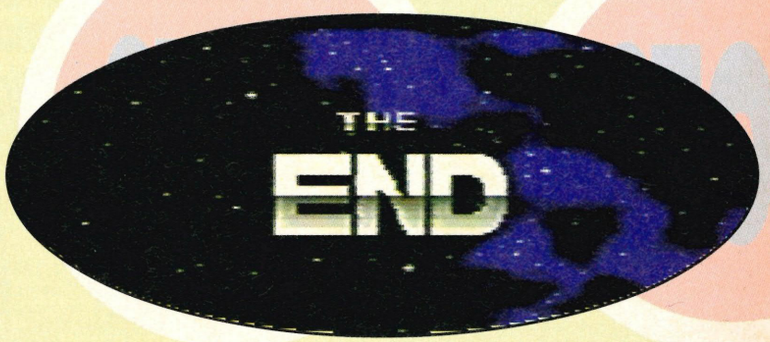


Bandits at 12 o' clock, Jonty! Chuffa! Charlie, let's give them a taste of British steel, what ho! and all that.

SOL FEACE



Phew, that was a close one! I don't know, you save the world and some monsterous piece of inter-galactic junk tries to ram you out of the sky.



That's all folks, so keep an eye out for the further adventures of Dr Feace and his many crazy and totally half-wit fighting crew and on-board computers.

CONGRATULATIONS!

This month's Game Over was sent in by **Martin Monaghan of Ryde**, over on the sunny Isle of Wight. We can see you Martin, or at least we can see the lighthouse, but please, please give us a call and tell us which cart you would like. Well done!

If you're a proud games player and have completed a recently released game and you think it's suitable for our Game Over page, send it in to: Game Over, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

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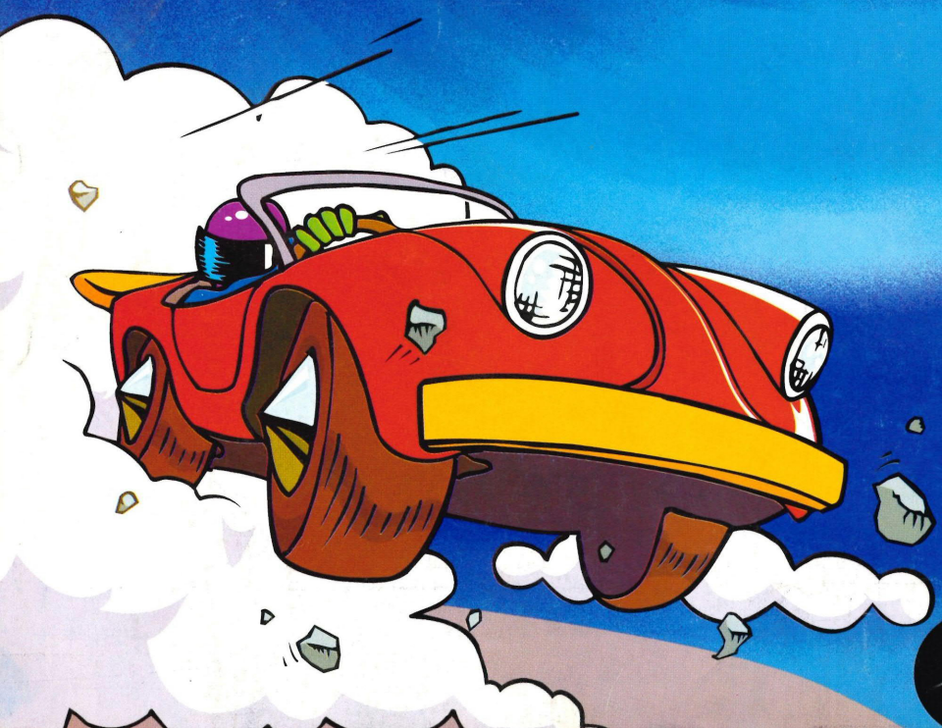
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