NBA JAM ● GROUND ZERO TEXAS ● JURASSIC CD

SONIC 3 POSTER INSIDE!

SEGA PRO

MARCH 1994
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ISSUE 29

NOT AN OFFICIAL SEGA PUBLICATION

VIRTUA RACING

SONIC 3

Sega take pole position

ALSO INSIDE:
ETERNAL CHAMPIONS
WINTER OLYMPICS
LUNAR STAR
NHL HOCKEY CD
MICRO MACHINES MS
REN AND STIMPY GG
CASTLEVANIA

Mean Bean Machine

MS and GG: First UK reviews

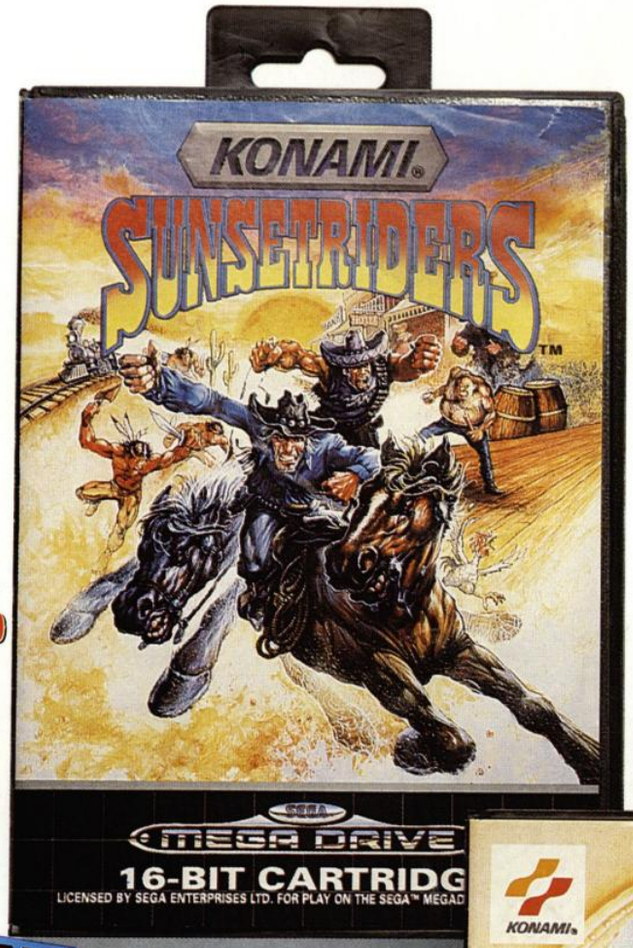
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MEGA-CD MEGA DRIVE MASTER SYSTEM GAME GEAR

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SUNSETRIDERS

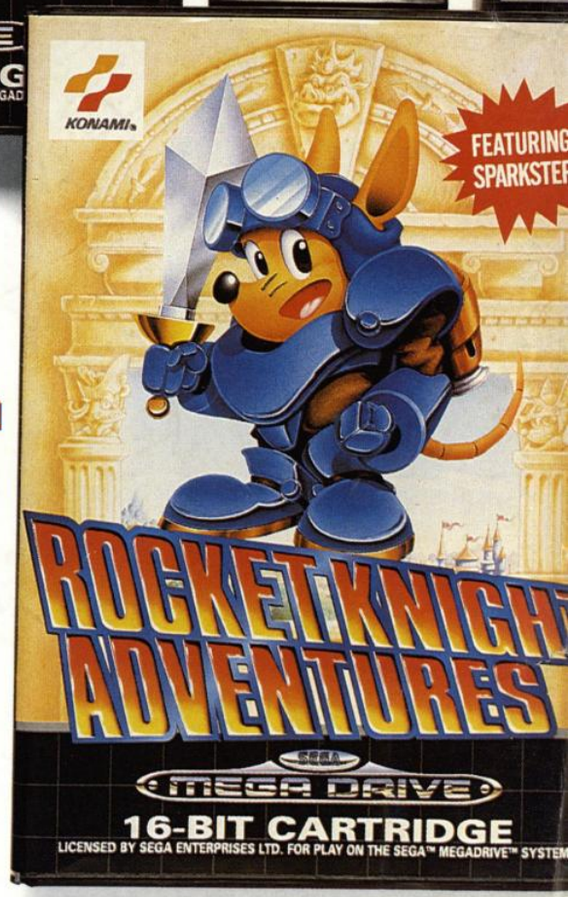
It has obviously had a lot of attention paid to every aspect of its production... it's superb.
MEGATECH 87%
Very impressive SEGA PRO 87%



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A top class product with attention to detail second to none. Amazing. MEGA ACTION 94%

RKA is possibly the best game on the Mega Drive ever. GAMESMASTER 92%



SEGA
MEGA DRIVE

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Good clean amphibious fun. SEGA PRO 87%

Turtles really is a visually stunning game

MEGA TECH 87%



TINY TOON Adventures Buster's Hidden Treasure™

One of the best plat-formers ever. Megatech 95%

a fast paced platform game that is similar to Sonic, but....better fun.

Mega Drive Advanced Gaming 93%

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SEGA PRO

MARCH 1994

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Video Games Centre ✆ (0202) 527 314

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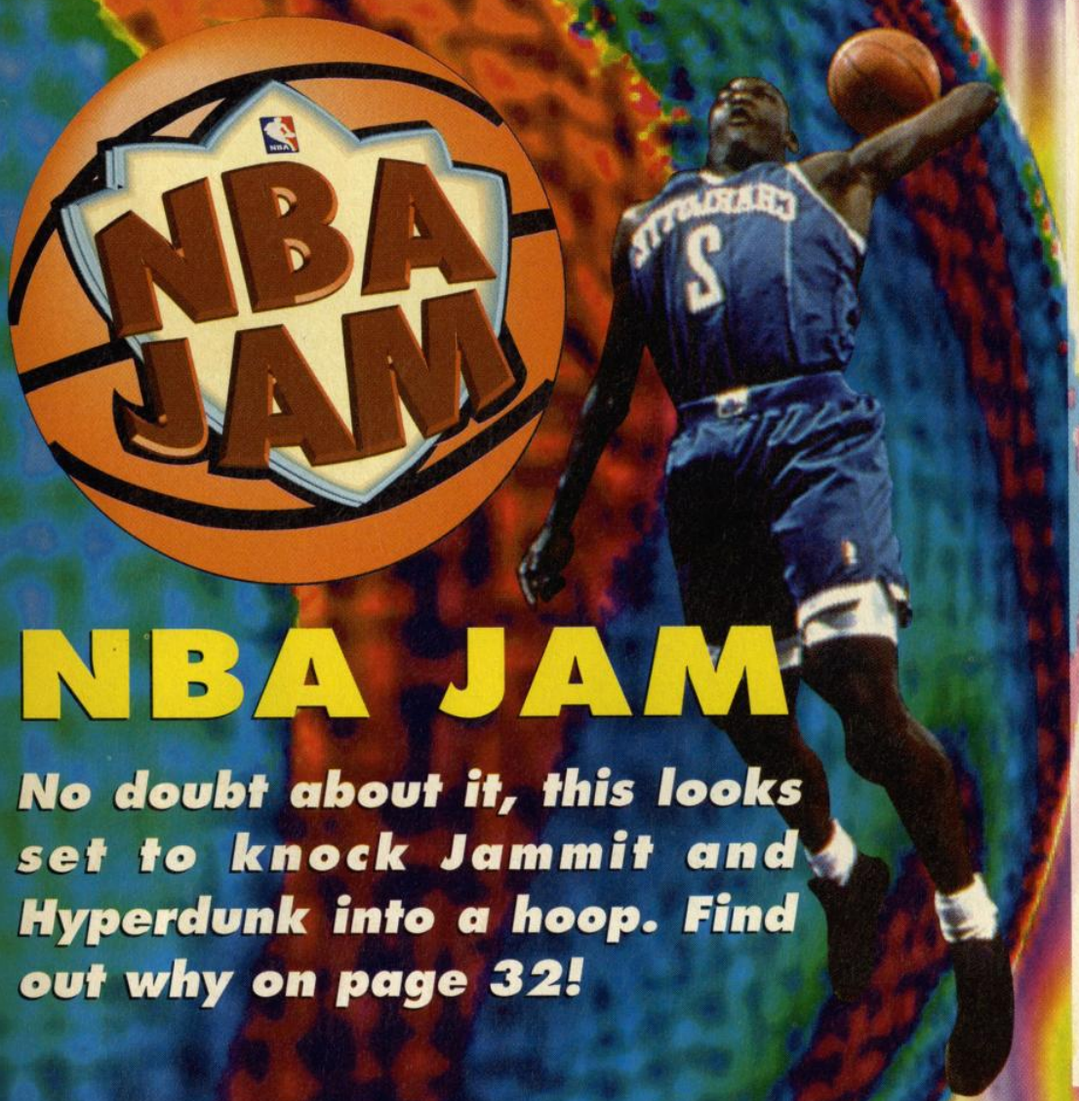


SONIC 3



VIRTUA RACING

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NBA JAM

No doubt about it, this looks set to knock Jammit and Hyperdunk into a hoop. Find out why on page 32!

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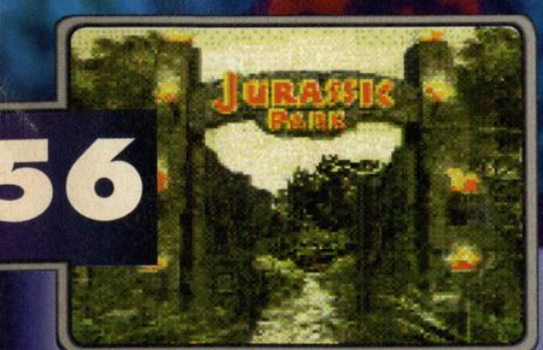
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JURASSIC CD



MEAN BEAN MS

WE AIN'T SPOON FED!



Some mags are happy to sit back lazily and lap up everything Sega throws at them. Some mags are happy just to print stuff only Sega wants you to see. Some mags are happy to ignore all the latest info from home and abroad because Sega tells them to. Well, not SEGAPRO! We guarantee to dig the stories wherever we find them and bring them to you first. And that's a fact.

SEGAPRO – the mag in the know.

SEGA

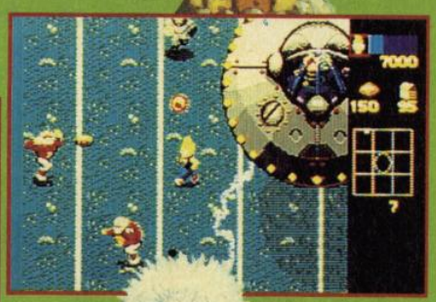
MEGA DRIVE

55 monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and it looks like it's up to you.

ZOM







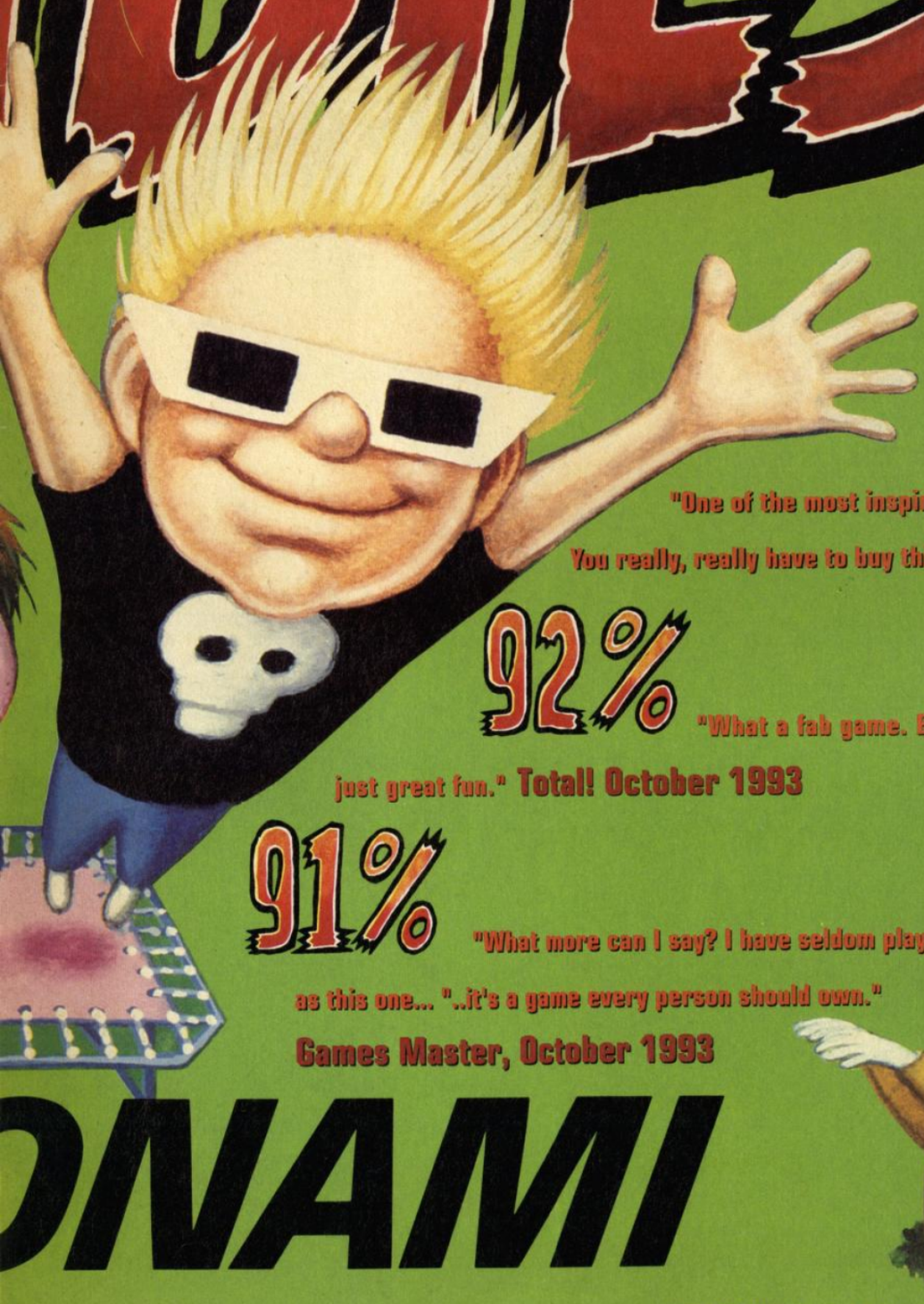




KO

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

BIES





94%

"One of the most inspiring new releases in years. You really, really have to buy this." **NMS, October 1993**



92%

"What a fab game. Big, beautiful and just great fun." **Total! October 1993**



91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993





ONAMI

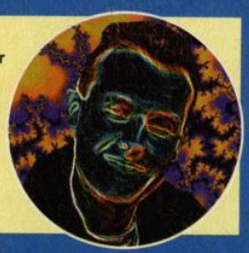
KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

CDX MARKS THE SPOT

The CES in Las Vegas is the industry's big bash where all the top people get together and talk about games. The most recent one has just ended and the surprising thing was the lack of new stuff coming out on Sega's systems in the near future. Before everyone panics, there are good explanations for this, the main one being the next CES in Chicago in several months. Most people would rather wait until then to announce new product details.

So it's interesting to see Sega launching their new CDX portable console, which is CD-based and is compatible with current Mega Drive and Mega-CD games. It's being touted as an intermediate step towards Sega's anticipated Saturn system, so the fact that it's CD-based should tell us what to expect. Sega need to take a look at the Mega-CD. It hasn't shifted anything like the number of units expected and is looking decidedly weak next to the non-CD Jaguars of this world. So will CDX mark the spot when Sega gets a grip on the CD revolution? We'll soon know...

Nick



NICK MERRITT

I'm all in favour of reincarnation as I'm sure I was Ghengis Khan or Napoleon in a previous life, which would look much better on my CV than eight 'O' levels. The trouble with the whole deal seems to be that about nine million people were Cleopatras in a previous life unfortunately, which must be very confusing at family reunions (imagine having to buy all those bottles of asses milk at Christmas). Mind you, if that was the case, I'd be all for being Mark Anthony.



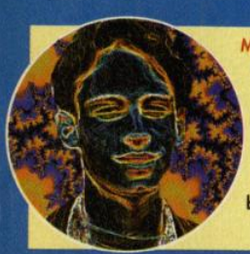
PETE WILTON

At first reincarnation looks like a pretty smart idea. I mean, if you were having a bad day you could laugh about that time during the French revolution when you sliced off a few aristocrat's heads or get all nostalgic about invading Poland in the spring. Trouble is there are so many idiots in history. You could've been JFK saying "No, no, they love me in Dallas really" or Robert Maxwell just popping up on deck for a breath of fresh air. Worse still, you could come back as a breakfast TV newsreader. Now there's a thought...

JASON JOHNSON

When were you last asked about reincarnation? Last year? Never? Me neither, so God give me a few ideas. Aha, was I Jesus Christ the most famous person in the world? No way, I can't even grow a proper beard! Was I Julius Caesar or Genghis Khan? Naa, that macho crap's too egotistical for me. I give up! I have no idea who I was in my previous life and I don't really care. Leave me alone to get on with my review, drink coffee and think up a decent question for next month's newsy blurb bit.





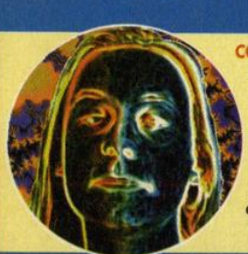
MARK HILL

I've often thought about reincarnation and felt that it can't really be true. Every one of us on this earth is programmed to behave in a certain way – and so I believe everyone's life is planned out. Maybe we don't realise it, we're probably too busy to notice, but events that happen are probably meant to happen. (You're fired then! – Ed.) It's what makes the world go round. Once I'm dead then that's it – I can't imagine being re-programmed genetically to come back in any other form.

SI CHRISTOPHER

Simon did not wish to be interviewed for this piece which suggests that he has something to hide. "No I don't!" he said when we suggested he might have secret fantasies about having once been a druid or a Fifties matinee idol, "I don't even think I'm Gary Glitter when I'm dancing at the office party" (well there was no need to get personal). "No," he said, I'd just like to come back as that nice bloke who everbody buys a pint for." I don't know, some people just live with their head in the clouds.





COLIN NIGHTINGALE

I have a feeling I must have been a Nordic Viking. High on intoxicating ale me and my beserk chums would raise peaceful villages to the ground and plunder innocent peasents in our wake. On the other hand I would more probably have been a scurvy ridden beggar who lead a dull existence and then caught the plague. When I shuffle off this mortal coil I want to come back as some simple organism, a jellyfish perhaps or perhaps a dung beetle, where the aims in life are simple, eat, breed and die.



FRO

LIF

JAMMIN' GITS

Some news from Virgin... Since the recent visit to our shores of the Atlanta Hawks and Shaka O'Neal (Nick, our resident basketball loon, was there) basketball's profile has never been higher in this country. To cash in on this new popularity Virgin are releasing *Jammit* onto the Mega Drive as an 8Mbit cart. It's not set on a court like other basketball games (most notably *NBA Jam* from Acclaim), but instead the action takes place on a street with loads of street talk – ie characters are lumbered with names like 'Chill', 'Judge' and 'Slade'.

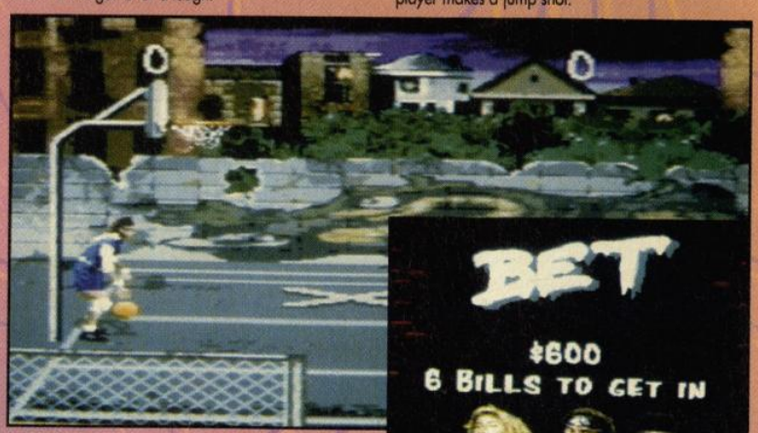
The usual basketball moves are there, as is an option to turn the foul detector off, and the screen apparently zooms in on players as they jump for slam dunks and so on. Anyway, check out these screenshots in the meantime and get those saliva cells watering in anticipation.



●Get ready to shoot the hoop – your opponents aren't in this game for a laugh.



●The screen zooms in towards the basket when a player makes a jump shot.



●In true hip hop style, this games takes place amongst the wreckage of urban degeneration.

●Betting is rampantly encouraged to add to the spice between players.

NT



TRIPPER RIPPER

More news from the Manga front... The latest tale inspired by the creator of *Ranma 1/2*, Motosuke Takahashi, has just hit the streets in the UK. Called *Rumik World: Fire Tripper*, it's 'a fascinating tale of time travel, terror and tragedy' according to Manga.

It all revolves around the adventures of 17 year old Suzuko, a victim of a massive gas explosion in Tokyo which flings her back in time by 500 years into the middle of a load of bandits. A gallant warrior rescues her and so begins Suzuko's time-twisting adventures. This should be in the shops now so look out for it priced £8.99.



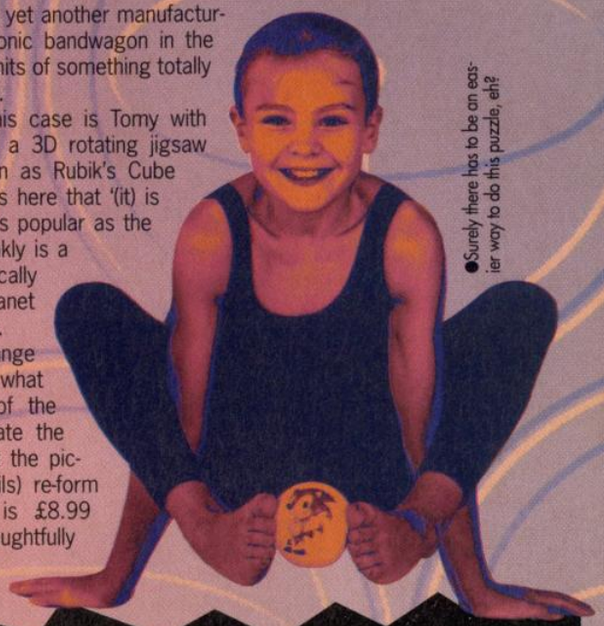
●Looks like someone still remembers the David and Goliath biblical routine.

LOAD OF BALLS

Would you believe it, but yet another manufacturer is jumping on the Sonic bandwagon in the hope of flogging a few units of something totally unrelated to videogames.

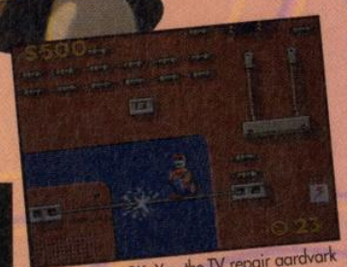
The guilty party in this case is Tomy with their Sonic Puzzle Ball, a 3D rotating jigsaw puzzle in the same vein as Rubik's Cube (remember that?). It says here that '(it) is destined to become... as popular as the Rubik's Cube' which frankly is a bit unlikely since practically everyone on the planet bought one of the things.

And if by some strange mishap you don't know what a Cube is, the idea of the Sonic puzzle is to rotate the messed up ball so that the pictures (of Sonic and Tails) re-form perfectly. The puzzle is £8.99 while the solution (thoughtfully provided by Tomy just in case) costs £1.99.



●Surely there has to be an easier way to do this puzzle, eh?

CODIES UPDATE...



●SMAARTVARK: Yes, the TV repair aardvark is tooling up for his new adventure on the Mega Drive in the Autumn. Weird.



●WORLD CUP SOCCER '94: A *Sensi Soccer*-type overhead view affair can be expected for Mega Drive owners in June.

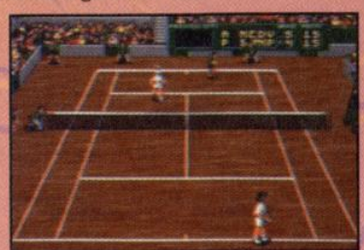


●PSYCHO PINBALL: Pinball goes interplanetary on the Mega Drive in the Autumn of '94.

Those wonderful guys at Codemasters (okay, we'll say anything for a free bottle of wine) have sent us a few screenshots to go with the stories we broke last month about their 1994 releases. We won't say much more about them except that *Smaartvark* really is a pretty sad name for a game. Ah well.



●DROP ZONE: Archer Maclean's arcade classic burns up the GG and MS in '94.



●TENNIS ALL-STARS: Steffi Graf is just one of the big names to appear on the Mega Drive in April.

EXPOSED!

A new feature each month where we take a look behind the videogames scene...

Number 1: Sega
Age: 43
Appearance: Small friendly American company run by teenage games experts.
Reality: Enormous multinational Japanese corporation run by 50 year old accountants .
Job: European market leader in video games. Making money. Buying huge quantities of telephone answering machines.
Eh? Try phoning their marketing department.
So they're difficult to get hold of: To Get Through Takes Ages.
Track record: Inventors of Sonic, the Master System, Game Gear, Mega Drive, Mega CD.
Mega-CD – That's no good isn't it? Unfortunately, yes. Compared to other CD systems, it's a bit of a disappointment.
What are they doing about it? A redesign (the Mega CD2) and a new machine (the 32 bit/64 bit Saturn, depending on who you believe).
And? An advertising campaign which melts your brains so Sega can scoop them back into your head.
How have they become so successful? Strict quality control (there are guidelines even to how the GAME PAUSED sentence should appear on screen). High Research & Development spending. Excellent marketing.
Can this continue? There are some signs that people are becoming less willing to pay the current high cartridge prices, although Nintendo are the ones who should be really worried.
Oh dear: You said it.
Not to be confused with: Nintendo, sage and onion, Sagat, Las Vegas.
Most Likely to Say: "I'm sorry I'm not at my desk at the moment but if you leave your name and number I'll get back to you as soon as I can."
Least Likely to Say: "That Mario's a good game."

BRIBE OF THE MONTH

Sadly a severe lack of free tickets to sunny countries turning up in the post this month. Still, we managed to consume several tons of food thoughtfully provided by companies desperate for the SEGAPRO seal of quality on their sad products... or whatever.

Anyway, this month we take a look at some of the stranger attempts to sway our finely honed integrities – and folks, this humiliation is going to continue until we get something decent, green and folding. We think you know what we're trying to say...



CODEMASTERS

It's simply not true that the videogames business is mostly composed of boozy individuals whose blood pressure is mainly kept up by the weight of alcohol being forced down their throats. And to help scotch (whoops) these vile rumours Codemasters have kindly sent us a rather nice bottle of red wine. So glasses raised to the fine Richard Eddy for Mark's night in a police cell after playing *Micro Machines* on the Master System. The Codies easily win this issue's Bribe of the Month!

TENGEN



To promote their *Dragon's Revenge* pinball game, Tengen have kindly sent us a couple of pinballs in a black cardboard box. We await the flippers, lights, counters and bells over subsequent weeks. (Seems a pretty slow way of sending us a pinball table mind you). We're still working on a use for them, although Jason's suggestion of gluing them to Pete's ears and attacking him with a croquet mallet is something to work on...

INTERPLAY

Not so much of a bribe as a mystery this one, especially since Interplay essentially publish absolutely nothing for the Mega Drive. When this photo turned up with the cryptic message 'Guess who this festive ferret is???!!!' attached to it, Nick initially thought his luck was in before deciding it was some crazed nympho sex stalker with a scary line in demonic handwriting and submachine guns.



Still, SEGAPRO isn't composed of star investigative reporters for nothing (or at all, actually) and we soon found out that the mystery person was in fact Alison Goddard at Interplay whose mates thought it would be dead funny to embarrass her by sending her photo in without telling her. How could we fail to oblige such a warm gesture, eh?

MICROPROSE

A kindhearted Emma Garratt at MicroProse took pity on Nick's feeble attempts to blag some free clothes on the bit under his photo two issues ago and promptly chucked this attractive jacket in the post. Unfortunately, Dave Perry from MEGA POWER also got one so Nick is busy sharpening his anti-jacket razor blazes with the intention of being the only style warrior in the Paragon offices. We think he's going to need more help than that though.





●Sad gits who find plastering everything with pictures of Sonic fills a gap in their otherwise empty lives will enjoy this new product.

BIG HELMET

Surely this Sonic merchandising thing is getting a bit out of hand. Next on the licencing production line is a set of bicycle helmets of all things, attractively decorated with pictures of the pre-squashed blue thing.

Produced by Oxford Helmets, it meets stringent safety standards and has a free 12 month warranty. So if you fancy really having Sonic on your brain, check these out from £24.50.

SKILL AND HOTPHONES



●Left to right: Kiss DJ Fat Freddie M, Steve, Kiss DJ Steve Jackson.

Kiss FM, the London-based commercial dance radio station recently tied up with Sega for a Pirate DJ competition (something to do with their wretched and increasingly tiring adverts, we guess). After spending all day scratching, mixing and dodging Home Office radio snatch squads, the winner was finally declared as Steve Facey from kickin' Sutton in Surrey. Congrats Steve! Londoners lucky to pick Kiss up were able to hear Steve's skills on the 26th.

GIGGS WILL FLY

It's amazing how many people suddenly came out as Manchester United supporters after they won the Championship last season. Of course, we on SEGAPRO (well, the Editor anyway) have always known quality when we see it so it's nice to see Ryan Giggs stepping forward from the protective embrace of Alex Ferguson into the limelight.

In this case, it means a new football title, *Ryan Giggs's Champions* for the Mega Drive, being released by Acclaim sometime around the beginning of April. We're hoping to tie up an interview with the man himself (some hope, but we'll keep at it) so be prepared for something big...

FOR JUDGE DREDD

2000AD fans will be squirming with excitement when they hear about Acclaim's latest licence acquisition, *Judge Dredd*. Yep, the cartoon character with the cartoon conscience (heavily drawn in simple colours) is hitting the big screen with the game following after September 1994. We don't have a great deal of news on what's exactly going to happen in the game, but keep your eyes peeled for info as we get it...



8 BIT GOLF JUST GOT REAL

PGA TOUR GOLF NOW ON GAME GEAR & MASTER SYSTEM



The world's greatest golf sim *is about to hit the screens of Master System and Game Gear.*

At last you can pit your golfing skills against the best in the sport and battle across four real PGA courses to make the cut in four top ranking tournaments.

Play solo or any combo up to a fourball – but remember to perfect that swing on the driving range. Then, when you're finding the sweet spot every shot, it's sweaty palm time as you step on to the tee for a championship round you'll never forget.

You can almost feel the cold steel of clubs in your hands as PGA Tour Golf recreates the touch of golf like no other on an 8-bit system. There's rough lies, cross winds, hooks and slices, thumping drives, delicate chips, bunkers and water hazards, plus undulating greens to make even the deadliest putter sick.

Then there's the buzz of competing against the sport's living legends in a hothouse atmosphere where the thrill of winning is eclipsed only by the thrill of pocketing a cool £2 million.

PGA Tour Golf from Tengen. Shoot down to your store and pop one in your trolley today.

90% – SEGA PRO (MS)

88% – MEAN MACHINES (MS)

85% – SEGA PRO (GG)

79% – SEGA MASTER FORCE (MS)

TENGEN

TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK, NORTHAMPTON NN3 1AP. TEL: (0604) 790785

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NEWS

SEGA CDX HAS ARRIVED!

Sega of America have finally launched a portable games system which can run the full catalogue of Mega Drive and Mega-CD games – as well as your music CDs. Called the CDX, it's being touted as a half-way house between the current Sega line-up and the launch of the Saturn. We'll be running a full feature on this intriguing new machine next issue, so be ready...

CHIPS ARE DOWN



Some news just in... Britain is still not a high-tech society, says a new report (this is a surprise?). 1000 people were questioned about computers and the results revealed that 19% thought they had made business more complicated (with the dreaded excuse 'computer error' raising hackles), 42% saw them as a threat to jobs, 30% said they would never buy a computer themselves, 20% said the demands of children are a major influence in buying a computer, 68% said that children spend too long playing computer games while 38% said they were concerned about computer pornography (hope they don't mean ProGirl!). Nice to see the researchers only bothered to talk to the adults about it then...

(Source: Key Note Publications).

SEE YOU JIMMY

Jimmy White's Whirlwind Snooker is soon to arrive on the Mega Drive, courtesy of Virgin. If you haven't seen this before on other systems, rest assured, it is the BEST snooker game in the known Universe with any view angle you care to choose and trick shot and practice modes. Basically the guy who programmed the original, Archer Maclean, now owns a really nice house and drives a Porsche because it is so good. More news to follow as we get it.

WHIZZ KID

Remember *Chuck Rock*? The poor guy got upstaged by his son in the cunningly-named Son of Chuck which must have irritated him immensely. Oh stuff it, why do we bother? He's not a real character – does anybody care? (Sorry, just got back from Christmas.) Anyway, Chuck Senior is back in Chuck Racing from Core Design, for the Mega-CD. We're told that it'll be similar to Mario Kart, feature the cartoony graphics we've come to expect from the Chuck Rock family and we'll be bringing you new info on it in the next issue!



●The heavy load of fatherhood!

TENGEN-ERATION GAME

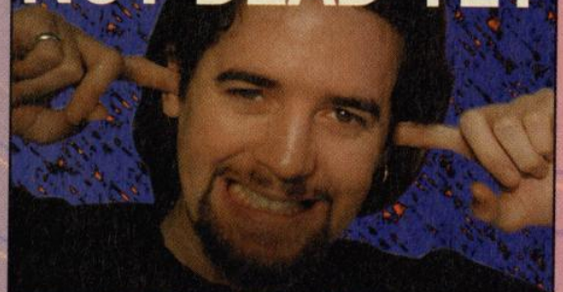
Just to prove that not all software companies are big greedy bloated monsters who never offer certain people free trips to Hawaii, Tengen are teaming up with Shelter, the charity for the homeless, for the 'Dragon's Revenge Mall Challenge'. Taking place in shopping malls all over the country, people will be invited to pit their wits against one another with the points accumulated being converted into pounds for donation to charity. The winner, apart from receiving the grateful thanks of legions of homeless, will also walk away with loads of Tengen goodies, from games, to T-shirts, stickers, posters and loads of other stuff. Keep your eyes scrubbed for February 14th!



●Flip out and generate loads of money for the homeless this February.

●A punter hearing yesterday the delightful news that Karaoke is soon to invade the Mega-CD.

NOT DEAD YET



Apparently, it's not just Essex pubs that are keeping the Karaoke spirit flying – the subhuman groans and whines of tanked-up would-be Gloria Gaynors and crooners of 'You've Got That Loving Feeling' will be pleased to hear that Arbiter Group are releasing Karaoke CDs for the Mega-CD! There are 2000 of them which will display lyrics and play the song, and songs range from ABBA, Elvis and 60's hits, to rap. Get those spandex trousers on, because it could be a long yodelling 1994!

Write to: Arbiter Group PLC, Wilberforce Rd, London NW9.

TELSTAR ARE GAME



Telstar's Fun and Games budget pack flew straight into the charts last month upon its release and to celebrate this occasion, Telstar are releasing an additional two games into the wilds, the *Lemmings/Flintstones* and *Another World/Speedball* double packs. Priced at £39.99, expect to see these available in the first quarter of this year.



●There won't be any shouts of 'Oh no!' at the Telstar offices in '94.

ELSPA PENGUIN CHARTS

MEGA DRIVE

1	FIFA International Soccer	EA	£44.99
2	Aladdin	Sega	£49.99
3	Sonic Spinball	Sega	£44.99
4	Street Fighter II: SCE	Sega	£59.99
5	Sensible Soccer	Sony	£39.99
6	Mortal Kombat	Acclaim	£49.99
7	Sonic 2	Sega	£39.99
8	Jungle Strike	EA	£44.99
9	F1	Domark	£49.99
10	Micro Machines	Codemasters	£34.99
11	RoboCop vs Terminator	Virgin	£49.99
12	WWF Royal Rumble	Flying Edge	£49.99
13	Ecco	Sega	£39.99
14	PGA Golf 2	EA	£39.99
15	Jurassic Park	Sega	£49.99
16	Lemmings	Sega	£39.99
17	Mickey and Donald	Sega	£39.99
18	Flashback	US Gold	£44.99
19	Cool Spot	Virgin	£44.99
20	Winter Olympics	US Gold	£44.99

MASTER SYSTEM

1	Sonic Chaos	Sega	£29.99
2	Jungle Book	Virgin	£32.99
3	Mortal Kombat	Acclaim	£34.99
4	Jurassic Park	Sega	£29.99
5	Olympic Gold	US Gold	£34.99
6	Lemmings	Sega	£29.99
7	Winter Olympics	US Gold	£29.99
8	F1	Domark	£29.99
9	Super Kick Off	US Gold	£34.99
10	Taz Mania	Sega	£29.99

GAME GEAR

1	Sonic Chaos	Sega	£29.99
2	Jungle Book	Virgin	£29.99
3	Mortal Kombat	Acclaim	£34.99
4	Ecco	Sega	£29.99
5	Cool Spot	Virgin	£29.99
6	Sonic 2	Sega	£27.99
7	Mickey Mouse 2	Sega	£29.99
8	Jurassic Park	Sega	£29.99
9	Talespin/Donald Duck	Telstar	£29.99
10	Solitaire Poker	Sega	£14.99

MEGA-CD

1	Sonic CD	Sega	£44.99
2	Thunderhawk	Core	£44.99
3	Lethal Enforcers	Konami	£54.99
4	Night Trap	Sega	£49.99
5	Silpheed	Sega	£49.99
6	Sewer Shark	Sony	£44.99
7	Final Fight	Sega	£44.99
8	Ecco	Sega	£34.99
9	Batman Returns	Sega	£49.99
10	Sherlock Holmes	Sega	£44.99

NEWS . . . Latest from Core Design...Watch out for the release of *Battlecorps* for the Mega-CD in April and *Skeleton Crew* for the Mega Drive in May. We don't know much about these two titles at the moment, but we'll have full previews next month! **. . . FLASH**

NEWS

whispers...

●*Mortal Kombat CD* is being prepared for a March or April release from Acclaim, with *Mortal Kombat II* being pencilled in for an appearance around September. Watch out for an exclusive preview next issue!

●Another WWF title is in the works from Acclaim – expect it to appear late 1994.

●Bart is back with another *Itchy and Scratchy* title for the Mega Drive, from Acclaim. Watch out for it sometime this year.

●Gallup, suppliers of our games charts, and Penguin Biscuits have decided to part company in 1994. The reasons aren't clear but we've heard that Gallup didn't feel Penguin were handing enough choccy biccies around or something... Anyway, there'll be more news on the new sponsors as we hear it...

●It's still not too late to get into Mail Order, as is proved by the new Mail Order company Everglade. Based in Inverness (that's in Scotland for the geographically illiterate), its slogan is, "Buy with confidence from Everglade." Nothing like a snappy one-liner to get those tears of laughter flowing. You can reach them for all your Sega needs on: (0463) 240168.



●Codemasters are currently working on a Game Genie for the Mega-CD. More info as we get it...

●*Aladdin* has just won Virgin a prestigious Japanese prize for its animation and development. Virgin said: "This award is especially gratifying... We were extremely proud of the work that we did with Walt Disney on Aladdin." PS. If you haven't caught the film – see it NOW!

●Data East hit the Mega Drive with *High Seas Havoc*, a platformer (groan) whose main star is a parrot pirate. Rescue Esmerelda and hot-foot it through 13 levels, beating off the bad guys. We'll have a review soon!

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MEGA CD 2 + 7 GAMES 239.99

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MICKEY & DONALD	15.99
NHL PA '93 ICE HOCKEY	17.99
ROAD RASH 2	15.99
SPEEDBALL 2	18.99

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Special Reserve are offering 10 lucky readers the chance to win ANY GAME OF YOUR CHOICE* from their latest catalogue!

All you have to do is answer the simple question below and send it on a POSTCARD with your name and addressand the game* you would like if you win to:

Special Reserve Sega Pro Comp 5, PO Box 847, Harlow, CM21 9PH.

What is the name of Ariel's fishy friend in The Little Mermaid?

RULES: Closing date 11th March 1994. 1 Entry per person. You will be sent club details from Special Reserve if you enter this competition with **no obligation** to join or buy. Entry to this competition will be your acceptance of these rules. *Any game up to the value of £39.99 at Special Reserve Prices.

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PRO DATES

FEBRUARY

MEGA DRIVE
PEBBLE BEACH GOLF..... (Sega)
SONIC 3 .....(Sega)
MEAN BEAN MACHINE .....(Sega)
CASTLEVANIA .....(Konami)

GAME GEAR
MEAN BEAN MACHINE .....(Sega)
FIRE AND ICE .....(Virgin)
ROAD RASH ..... (US Gold)

MASTER SYSTEM
STREETS OF RAGE 2.....(Sega)
MEAN BEAN MACHINE.....(Sega)
FIRE AND ICE .....(VIRGIN)
ZOOL .....(Gremlin)

MEGA-CD
JURASSIC PARK ..... (Sega)
PRIZE FIGHTER .....(Sega)
DRACULA UNLEASHED ..... (Sega)
DOUBLE SWITCH .....(Sega)
TERMINATOR .....(Virgin)
SPIDERMAN VS KINGPIN .....(Sega)

MARCH

MEGA DRIVE
ART OF FIGHTING..... (Sega)
REN AND STIMPY..... (Sega)
STAR TREK – NEXT GENERATION ... (Sega)
BODY COUNT..... (Sega)
PRINCE OF PERSIA.....(Domark)
LOST VIKINGS.....(Virgin)

GAME GEAR
ALADDIN.....(Sega)
REN AND STIMPY.....(Sega)
BATTLETOADS.....(Sega)
SUPER CAESAR'S PALACE ...(Virgin)

MASTER SYSTEM
BUGGY RUN.....(Sega)
ECCO .....(Sega)
MASTERS OF COMBAT .....(Sega)
ULTIMATE SOCCER.....(Sega)
ROAD RASH .....(US Gold)

MEGA-CD
MYSTERY MANSION .....(Sega)
DRAGON'S LAIR .....(Sega)



●Puzzling platform fun abounds in Electronic Arts's latest release.



●There is a variety of different landscapes and themes to grapple with. Joy!

NORMAL NORMY

Electronic Arts have a busy 1994 schedule ahead of them, starting with *Normy*, as unlikely a name for a videogame as you could imagine. It's a platformer with puzzle elements set in environments varying from California surfer communities, to Transylvania and Stone-Age areas. Weird. Anyway, there's plenty of room for variety with a huge six worlds and 28 levels. In case this sounds a bit tricky, take comfort in the fact that you've access to a stack of extra weapons like spears, hammers, a bat and ball and extra health (not a weapon but nice anyway).

Musically, *Normy* hits the spot with drums and bongos setting the pace and there are nice touches of surreal humour like spitting trees – don't ask us!

Anyway, look out for *Normy* on the Mega Drive this March for a mere £44.99.



●It's haunted castle time as Normy tangles with ghosts and trapdoors.



●If Inca idols are your thing, be prepared to meet rather a lot of them...

WHAT THE BLAZES

Some early news on one of Virgin's 1994 potential blockbusters... *Dinoblazers*. Currently under development in their American offices, it's a story about a team of roller-blading dinosaurs, strangely enough. As is usual for games involving dinosaurs, there's plenty of aggro to be dealt with, especially since the game is set in New York. The word is that the animation is really good so that's something to look forward to anyway.

Look out for it this summer!

MONEY FOR OLD COKE

Some people will do anything for a pile of old rubbish, but in this case it's brought Alan Clark, 9, of Western Park his first Mega Drive computer game. Alan spent two months recycling 4,500 aluminium tins for the princely sum of £37.13. Anyone can get a group together and start one of these recycling schemes – the telephone number is (0533) 856675.



●A pile of soft drink cans yesterday looking so ecstatic that they're to be mashed, melted and fried to allow someone to buy *Robocop 3*.

ROCKING ON

"Git down to the funky beat..." er, no. "Everybody walk the dinosaur..." um, perhaps not. "Soo-pah pah Troo-pah pah, lights are going to find me..." Definitely no way. Well, certainly as not as this new title from Virgin is concerned.

Rock 'n' Roll Racing is the name of the game and it features tracks like George Thorogood's 'Bad to the Bone', Henry Mancini's 'Peter Gunn' and Steppenwolf's 'Born to be Wild'. (*Ed's note: Henry 'Pink Panther' Mancini? Real rocker he is.*) Those tracks were recorded before most of us were even a bulge in our fathers' trousers and they've been bunged into the game on the feeble pretext that loud music has something to do with fast cars.

Anyway, the idea is to drive one of six vehicles equipped with bizarre weaponry like Locust Jump Sets and Rogue Missiles (what's that, missiles with a wandering eye and designer stubble?). As you progress through the game, upgrade your car and weaponry , slaughter alien opponents and listen to the commentary by famed racing commentator Larry 'Supermouth' Huffman. An American, probably.

There are two player head-to-head options, enhanced graphics and lots of extras, so watch out for this on your Mega Drive some time around July.

MERCHANDISE MAYHEM!

With the vast popularity of videogames, it was inevitable that a huge load of merchandise would descend and bury us all. We've had Sonic watches, ties, cartoons, posters... and so on. So in this spirit here are a few other ideas for Sonic merchandise that haven't yet appeared:

- Sonic toilet paper (Makes the job faster)
- Sonic nuclear missiles (He hasn't taken Russia over yet)
- Sonic toenail clippers (Why not?)
- Sonic video nasties (Sonic eats Dr Robotnik with fava beans and a fine chianti)
- Sonic face moisturiser (Have *you* seen him age in the last couple of years?)
- Sonic deodorant (Running around like that is sweaty work)
- Sonic friends (They take off at the first hint of trouble leaving you with all the aggro)

Any ideas, just write 'em down and drop them to us at the usual address. The best wins a game of your choice (won't be hard re-reading that lot!)

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

TENGEN

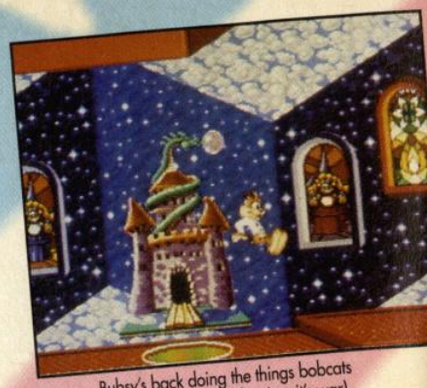
TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK, NORTHAMPTON NN3 1AP. TEL: (0604) 790785

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NEWS FROM THE USA

Las Vegas Consumer Electronics Show 1994 – the place to be if you want red-hot news on what's what in the video games market. Forget the huge gambling debts, long flights and fatty foods there's no place like it on earth. The giants of console software and hardware display their wares (well, some of them) for all to see at this rampant Spring bash. Jason Johnson steps down from his Tiger Moth to exclusively report on anything new for the year ahead.

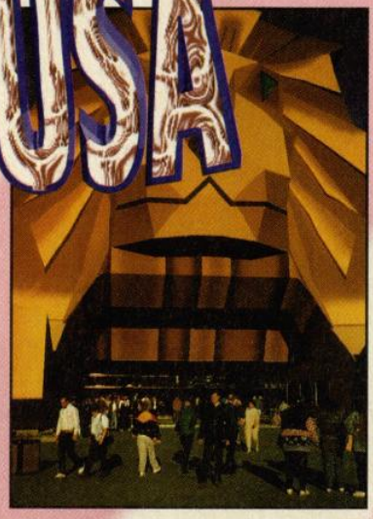


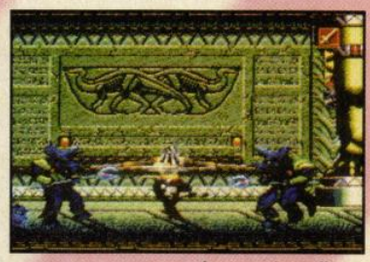


Bubsy's back doing the things bobcats love to do; *Bubsy 2* (this time it's war).

ACCOLADE

Remove the wool from your eyes, it's time for Bubsy's return in the aptly named *Bubsy 2*. Fresh ideas include *Fireteam Rogue*, an adventure with a violent twist, and the ultra-slick *Juggernauts: The New Breed*. Competition for *Rise of the Robots* or what! Expect new, exciting ideas from Accolade to be some of the most interesting this year.





Here to put out your fire or maybe snuff you out; *Fireteam Rogue*.



It's a fact: Industry analysts project a 54% share of the video game market during 1994. A new portable machine the Genesis CDX plays Sega Mega Drive and Mega-CD games. Priced around £300 expect this new kit to find its way into the UK very soon.

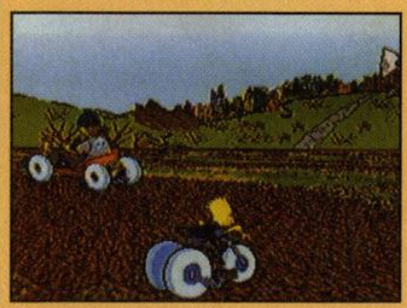
The Sega Saturn is also on its way with *Virtua Fighters* heading its software release schedule. The Mega-CD will become a major concern with titles like *Tomcat Alley* jetting in (hyped as the best aircraft game ever). As with all other CES stories we'll go into more detail on these crucial facts next month.







Sega's CDX. They claim that this'll play music CDs game CDs and carts.



ACCLAIM

Itchy & Scratchy and *The Simpsons: Virtual Bart* are sure to keep Matt Groening fans coming back for more, while pitch fever returns with *MLBPA Grand Slam Baseball*. Stick the boot in with *Champions World Class Soccer* this Summer and drive your own Big Foot trucks in *Ushra Monster Truck Wars*. Finally, the hottest license of 1994, *Mortal Kombat* on the Mega-CD, will also be bought to you by the probing masters. Jammin' stuff for the year ahead.



"Ref did you see that!" a blatant foul in Acclaim's new footy release.



JVC



Just around the corner JVC are storming in with *Rise of the Robots* and *Star Wars: Rebel Assault*. Enough (Nuff!) said. *Heimdall*, the follow-up to *The Secret of Monkey Island* on the Mega-CD can be expected some time this Summer. On the hardware front a WonderMega clone (that obscure Japanese cart/CD machine) is being developed for the European market.



Two of the 'bots size each other up in JVC's *Rise of the Robots*.

PLAYMATES

It's doubtful that you know much about this toy company at present, but mark my words, they're a name to watch. These guys intend to publish a Star Trek game for the Mega Drive this Autumn; not a day too soon for many of us. *ExoSquad* may sound ominously tacky but from all accounts it's one hell of a mean TV programme blasted into an adventurous shooter.

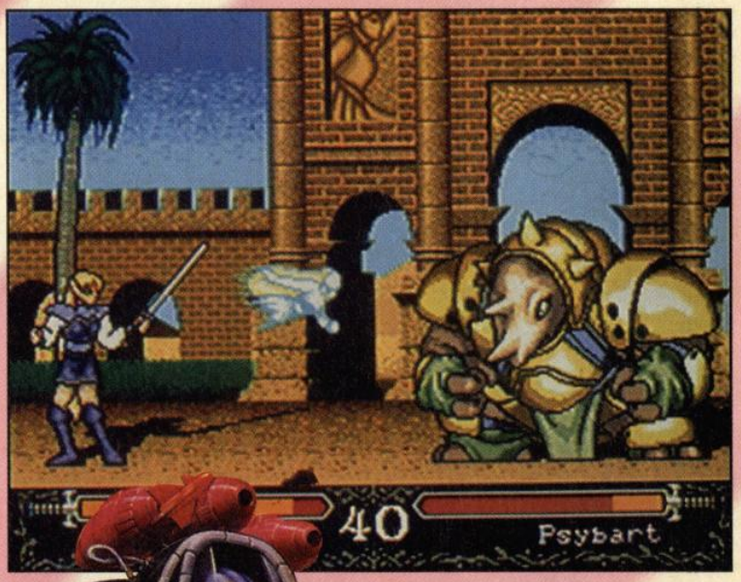




More robotic goings on in a new shoot-'em-up; *ExoSquad*.

VIRGIN

Animation masters Virgin will bring another Disney tale to the screens of your Mega Drive with Disney's The Lion King. This is the second team-up between the entertainment giants and aims to go one better than *Aladdin* (if that's possible). The PC golfer *Links* will swing onto the Mega-CD and an eight-player option is good news for golf fans. Developed by Papyrus Publishing (*Indy Car Racer*, PC) this is a guaranteed winner.



Some serious weaponry on offer Extreme's new title *Battle Fantasy*.



Tengen have had enough of pinballs and are going for the basket in *College Hoops*.



TENGEN

Pinball masters of '93 are lining up with *Grindstormer*, a blistering arcade shoot-'em-up, and comic madness in *Interplanetary Lizards of the Texas Plains. Dick Vitale's "Awesome Baby" College Hoops* will be bouncing in for a sure thing slam dunk. With any luck we'll be seeing the Core Design and Domark associations produce several exciting products. Let's hope these US titles reach the UK in time for the Summer.

AND THE REST...

Great games to watch for this year include Technos's *Popeye*, Takara's *King of the Monsters 2*, Extreme's *Battle Fantasy* and Sunsoft's *Bubble & Squeak*. Sega Channel, the home interactive cable channel, may be a while off for us UK citizens, but HeartBeat which lets you play *NHLPA Hockey* while riding an exercise bike is an interesting proposition that'll probably be in a gym near you soon.

HAVE A NICE DAY...

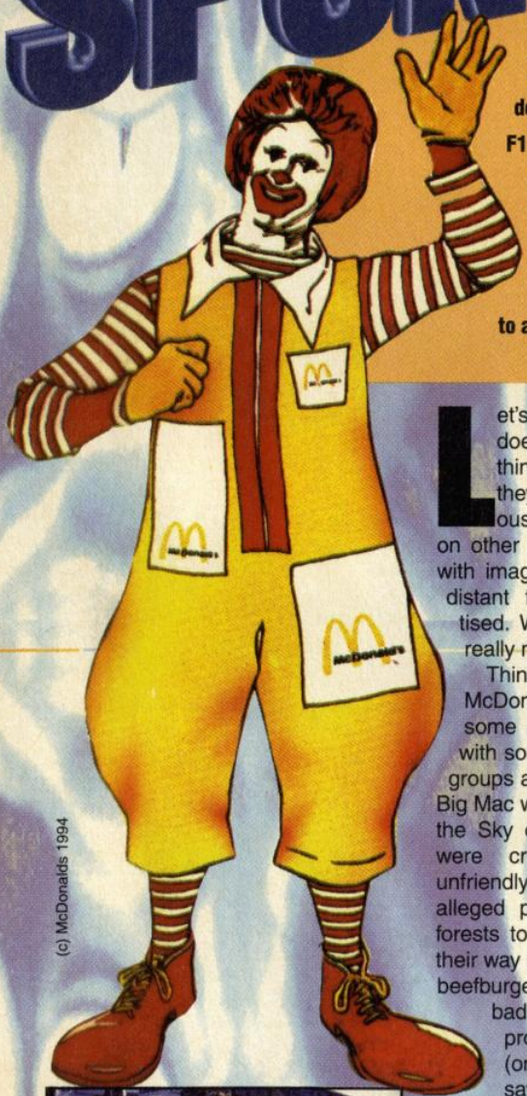
So with Sega poised to whitewash the world games market the Las Vegas CES has bought one or two unexpected surprises; games, peripherals and even new consoles. The CDX must have been the best kept secret in the industry ever and Sega's expected domination must be good news for us all. Watch out next month and the months ahead for updated information on everything reported here and much, much more. After all, the 'we ain't spoon fed' Pro's are the ones in the know. Have a nice year.

FEATURE

and now a word from our SPONSOR



Why do people advertise in games? Why does Sega give the Williams F1 team loads of money? Why did Sega drop Jimmy for Pirate TV? Does anyone really care? Paddy Clarke reveals all this and more to a shocked world...



(c) McDonalds 1994



Let's face it, how sophisticated does the advertising world think gamesplayers are? Often they hit us with the most obvious and scurrilous stuff, then on other occasions we get prodded with images that appear to be very distant from what's being advertised. Why do they do it? Does it really make a difference?

Think back several years. McDonald's were experiencing some problems with their image with some environmental pressure groups alleging that the Land of the Big Mac was leaving a gaping hole in the Sky over the North Pole. They were criticised for their CFC-unfriendly packaging and their alleged policy of slaying the rainforests to let their moo-moos graze their way into McDonald's 100% pure beefburgers. The result of all this bad press led to McDonald's producing a wad of leaflets (on recycled paper of course) saying the whole thing was nonsense. And if you wipe away the mayonnaise from the Big Mac carton, the CFC-Free logo is clear to see.

This is the standard approach to bad publicity, but now there's a new weapon in the promotional arsenal. McDonald's have latched onto the video game as a means of promoting themselves outside their restaurants as environmentally-friendly... *Global Gladiators*, that's right!

If you remember, the idea of the game was to collect golden arches and save the world from environmental catastrophe. Virgin, the game's publishers, got sponsorship money, McDonald's reinforced their environmental credentials. The game scored 93% in SEGAPRO 17 so the gamesplayer had no complaints either.

In fact the whole experiment worked out rather well for McDonald's, leading to *McDonald's Treasure-land* where Ronald McDonald himself had to be guided around. So there was no question of who the sponsor was.

With some others the distinction isn't so obvious. *Robocod* had Penguin Biscuits behind them but it wasn't an integral part of the game. *Premier Manager* on the Amiga had all the advertising hoardings on the sidelines promoting Amiga magazines (although that was just a nice gesture on the part of the developers Realms of Fantasy as none of the Amiga mags paid for the publicity). But the most famous example is *Zool* and its association with Chupa Chups lollipops. The list of mainstream sponsors of video games grows by the day. There is no

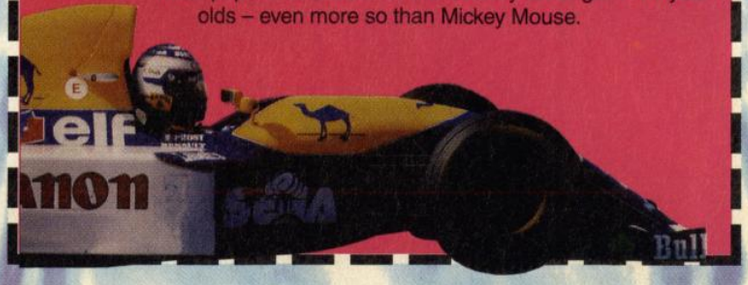


SEGA SPONSORSHIP

Sega have linked up with the Williams Formula One team, renting space on the drivers' helmets and splashing it across the side panels of the actual car.

If you have seen the Sega bus on its travels or been to a computer show recently you will be aware of how proud they are to have sponsored the winning Prostian car. But why do they do it? There are several reasons: Firstly, F1 is identified with high technology, skill and daring. Also, many people who play video games will be F1 fans. Sega is a company which does best in Europe, and F1 is heavily European. Finally, Williams is the best team, and all in all, these themes tie in very neatly with Sega's image of itself, which it would like other people to believe too. And it was yet another area where you couldn't help but see Sega's name plastered everywhere in 1993.

This approach, although expensive, recently paid off with the publication of the latest 'Q' ratings in the USA, which showed Sonic was the most popular character in the country amongst 7-14 year olds – even more so than Mickey Mouse.





escape for the gameplayer from the advertiser.

It benefits the advertiser because whatever it is they're trying to push hits the gamer smack between the eyes. He can't flick over to another channel, fast forward the video or turn the newspaper page over so as he guides his sprite across the screen he can't fail to notice the sponsor. Just wait until everyone is playing CD games with full motion video...

Speaking of video images, there is another side to the advertisers' 'head butt' style of grabbing attention. Sega decided at the beginning of 1993 to change their advertising strategy. Jimmy (remember him?) was not lively enough for the dangerous image Sega wanted to portray. This was true enough – Jimmy with his coiffured locks looked as dangerous as a loaded kipper, and the image of Jimmy pitched in a game battle against a standard alien thingy looked dated (which kind of made you wonder why Commodore was still using this approach to advertise CD32 this Christmas).

Jimmy was rightfully retired with a medal pinned to his chest with the inscription 'nice try son' on it. Sega had already taken the market leadership but little was accredited to the advertising campaign. The along came the company WCRS with Pirate TV. Philip Ley, Sega's Marketing Director explained at the time: "We needed to be one step ahead and leapfrog them (Nintendo and Commodore) with something completely different. People are so ad literate that it takes a lot to get them to take notice."

You can just imagine the scene: Fifty stories up, overlooking the cityscape, pony-tailed ad executives squeak in the leather chairs. The oldest pony-tail speaks first: "Sega to me says fun, youth, technology, danger etc etc." Then the fiesty young pony-tail pipes up: "I know, why don't we interrupt the ad break with an ad that looks like it is interrupting the television programme. Then an overweight barber-type will compere a load of inexplicable images which will be tenuously linked to the product. We mention the name Sega once or twice and return to the programme."

The older pony-tail speaks: "And just in case anyone actually gets it, we'll pretend we are launching a catfood and a washing-up liquid and spend millions promoting these."

Everyone cries "brilliant!" and they leave the office to 'do' lunch, not forgetting to send a bill to Sega first for £2 million.

Well, even if you don't quite understand the point of the Pirate TV ad, most in the advertising business agree that it has worked. The corporate slogan for Sega is after all "Creativity is life". The ad looks creative and gives you the feeling that even if you understand just a part of it you are 'in' on the joke. Those that don't get it are probably parents and this helps the 'in on the joke' aspect.

It asks a lot of the viewers to understand all the flashing images and it takes for granted that they will know what is being said. In fact, part of the reason the adverts move so quickly was to get the target age group to stop channel-hopping for long enough. And the message remains that if the viewer thinks they can understand part of the advert they are part of the scene and want to be associated with Sega. As Philip Ley admitted: "As with all Sega advertising, it is important we talk to a youth audience. We have to be careful to make sure that parents don't endorse it too heavily. It is a case of being one of us rather than one of them."

It has taken many years for mainstream advertisers to realise the potential of the computer market in promoting their products. T.G.I., which stands for the Target Group Index, released a Junior edition which quantifies how 5-19 year olds spend their money. The findings only go to emphasize the increasing popularity of games.

The influence of companies on games is here to stay. As Sega devises ever-crazier adverts to sell increasing numbers of games, you can be sure that companies will try harder to promote themselves within these games.

They have finally realised the potential of their product being on your screen for hours. Things will become even more cutthroat in the future as budgets from games developers start to rely more heavily on sponsorship (as many movies do) and higher quality graphics become available.

Maybe CD-ROMs could be more trouble than they're worth!

SUBLIMINAL MASSAGE

Back in the 1950s drive-in movie fans in America were treated to crafty advertisers who would flicker a single frame picture of a coke or popcorn during the film. The image would be too short for anyone to consciously realise that they'd seen it but it would register on their subconscious and off they would trot to satisfy their sudden thirst or hunger.

That type of promotion is called subliminal advertising and it's now luckily outlawed. But who is watching over our games to make sure we are not being subjected to mind-influencing capers. Well, the answer is a number of boards and associations, the most important is the Advertising Standards Authority (ASA). We asked them what the rules were regarding advertising in games – they told us they "had no fixed guidelines on the advertising within games". They claim that as in-game advertising is so new that they are keeping a wary eye on the many forms it could possibly take.

So for example, what is there to stop a game having a five minute advertising break within the game which the player must sit through for the game to continue? And how can we avoid this with Full Motion Video CD games? The self-regulating Advertising Association claim that they have not had anyone try this particularly delightful option yet.

"...(We) have no fixed guidelines on the advertising within games."
– The Advertising Standards Authority

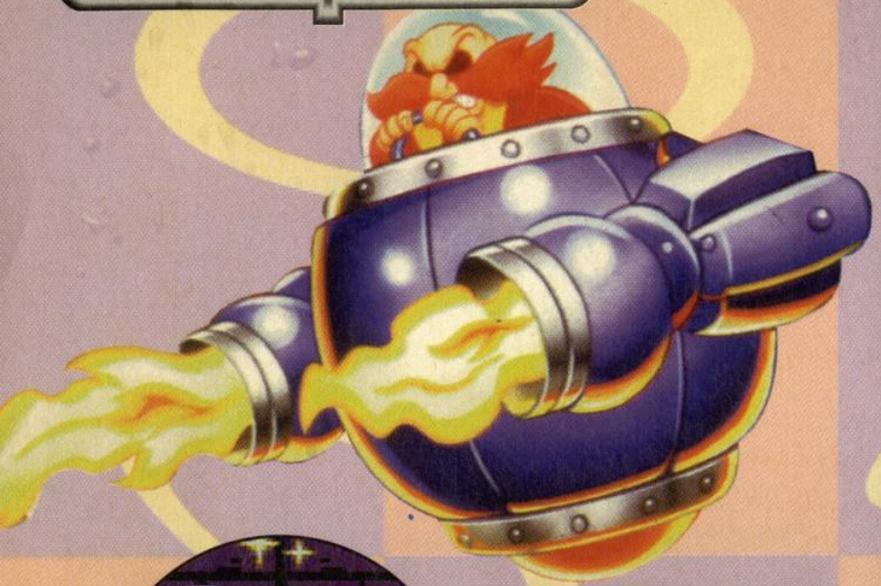
SOME SPONSORED GAMES

Superfrog .....(Lucozade – Amiga game)
Zool .....(Chupa Chups)
NBA Jam .....(NBA Basketball League)
Global Gladiators .....(McDonald's)
McDonald's Treasureland .....(McDonald's)
Cool Spot ..... (7-Up)
Fido Dido .....(7-Up)
Olympic Gold .....(Coca Cola)

... and a near miss:

FIFA International Soccer was apparently going to be sponsored by FIFA, Coca Cola and Pepsi Cola! Hardly surprising that *FIFA* was the only one left really!

PREVIEW





These pillars provide Sonic with a tricky bit of manoeuvring as he has to jump onto more than one (off to the right hand side of the screen). Use the rotation to add to your speed then get ready to jump!





The restart lamp posts are still there in case you lose your life – something that'll happen sooner or later.



Push the blue wheel and steps will appear in the slope allowing Sonic to climb the hill. This is just one of the many neat hidden tricks and gadgets contained within this sequel – you can be sure someone spent a lot of time on this!

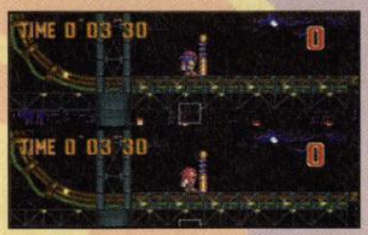
What more can be said about Sonic, eh? Not a lot, it would seem. Sega's ruthless promotion of their flagship character has meant him appearing in everything from games to posters, cartoons, ties, books and stilton cheese (probably). Anyway, Sega know a nice little earner when they see it so please welcome the next instalment of the Sonic experience... *Sonic 3*! Our Editor and all-round SegaPro person Nick Merritt travels to Sega to get the low-down.



Sonic goes underwater! Travelling around in bubbles is highly recommended. Get self-propelled!

'Marketing' is a nice word but let's face it, it's a sad concept. So much of it involves rehashing a tired idea, tying up as many promotional deals as there are people to wave greasy £5 notes around, and visiting the bank a few months later while the manager smiles toothily and peels the cash off you into his profit-related pay dispenser.

So it's easy to be cynical about it... and I certainly was about *Sonic 3*. Honestly, how much more could Sega squeeze out of an idea that seemed to have peaked with *Sonic 2*? *Sonic CD*, *Mean Bean Machine* and the *Sonic Chaos* titles; they were okay – but hardly up to the standards we'd come to expect from the super-fast little blue hog!





So I was wearing my favourite pained look when *Sonic 3* came up on the monitor... when I realised I was wrong. Believe me, *Sonic 3* is easily the best Sonic game yet.

How, you might think, has Dr



Sonic hangs about in the Hydrocity Zone trying to get those tricky rings in the middle.



The all-new Special Zone, rather like the one in Sonic CD. Collect the blue balls, avoid the red.



The head-to-head mode provides a bit of light relief from all this Sonic business. In this one, I'm about to kick seven bales of hay out of Knuckles for making me drop all my rings at the start of the game.



When you've cleaned up everything in the Special Zone, you get a nice fat juicy Chaos Emerald to take home.



For those handy bonuses, move the levers at the bottom which allows the container to fall in steps, releasing the pool balls inside. Then when the bubble appears, grab it! (You've got to be quick in this game.)



Sit in the middle of this spinning disk and move around the screen collecting rings.



The restart lamp posts are still there in case you lose your life – something that'll happen sooner or later.



KNUCKLES SANDWICH

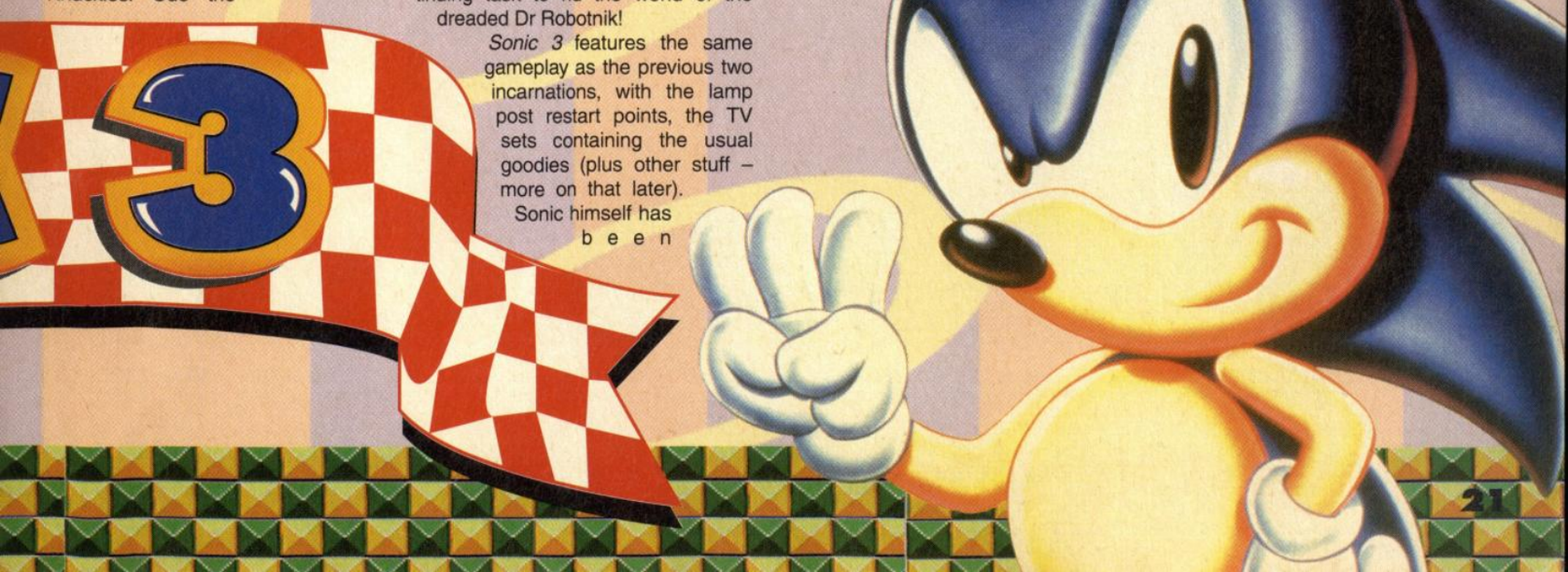
Knuckles is the latest character to enter the Sonic world – clearly Sega are running out of merchandising angles for Sonic and Tails! The idea is that he's a good guy really who's been duped by Dr Robotnik into thinking Sonic is in fact a baddie. You only see Knuckles at the end of each act – you have no direct control over him except in the head-to-head game. So a big hand please for the strangest new anteater-type animal ever to grace a Sonic title – Knuckles!



Robotnik managed to escape the kicking Sonic gave him at the end of *Sonic 2*? Well, he managed to wrestle his damaged Death Egg spaceship onto a strange island floating in the sky – kept afloat by Chaos Emeralds. Well, a discovery like that is obviously something that will interest the good Doc!

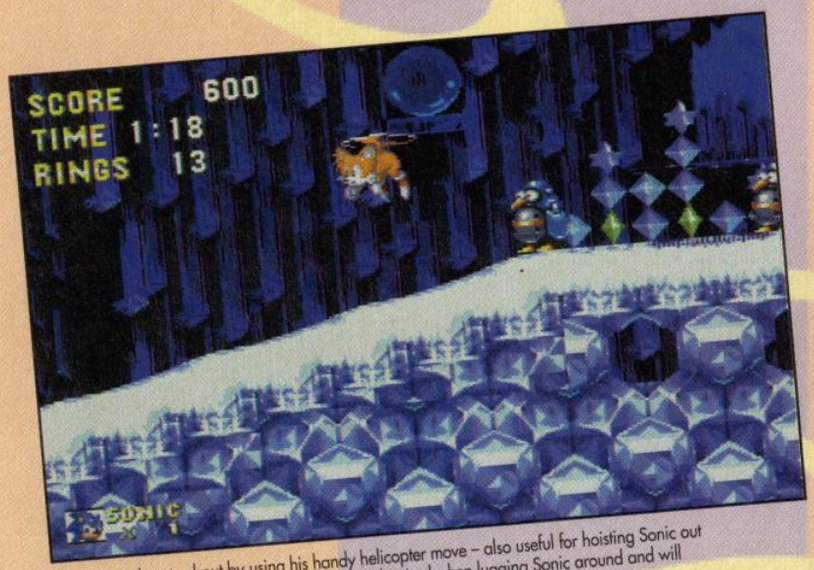
The game opens with Sonic still turned yellow from becoming invincible in *Sonic 2*, until he accidently flies into a nasty pink looking anteater-like animal, a new character called Knuckles. Cue the dropping of all his rings and your continuing task to rid the world of the dreaded Dr Robotnik!

Sonic 3 features the same gameplay as the previous two incarnations, with the lamp post restart points, the TV sets containing the usual goodies (plus other stuff – more on that later). Sonic himself has been





Knuckles looking entirely too pleased with himself for some reason. Well, let's just hope I can manoeuvre him into a position where he gets himself landed with a time penalty. Some hope mind you.



Tails gets about by using his handy helicopter move – also useful for hoisting Sonic out of trouble. Trouble is he tends to get a bit tired when lugging Sonic around and will sink back down to the ground after a while.



Watch out for arrows spat at you by nasties such as this stone head. There's a strong chance Tails might be going home early if he doesn't follow Sonic's example and get out of the way – fast!

(continued...)

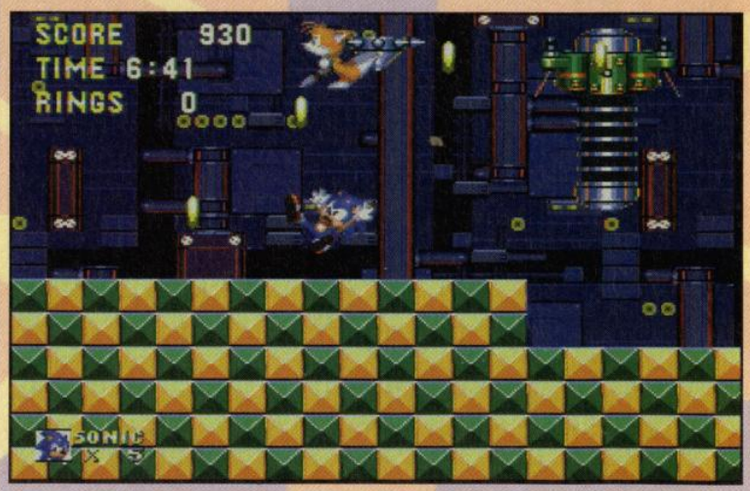
slightly shinier look while Tails can now lift Sonic into the air for short periods with his helicopter tail spinning (until he runs out of breath).

Sonic also has access to a set of shields – fire, wind and electric. The electric one is the most useful as its magnetic properties draw rings towards Sonic. However, all provide a degree of protection from the machinations of the creature Robotnik and can be obtained from the TV sets.

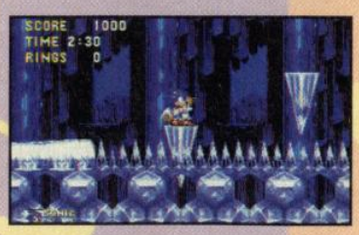
In total there are six zones, each with two acts. But don't despair because each level is enormous with a couple of exit points. Also, there's no one way to progress through the zones and the little touches and puzzles should keep you occupied for a decent length of time. However, we have heard that committed Sonic players might be able to complete the game quite quickly, so the main gripe about the Sonic games hasn't been addressed by Sega.



The special stages still lurk within the game where upon collecting one of the giant rotating rings (see screenshots) you get switched into a *Sonic CD*-like world of scrolling landscapes and different coloured balls. The idea here is to collect all the blue balls whilst avoiding the red ones and the obstacles. There are rings to grab too which will gladden the hearts of those with nothing better to do than practice collecting awesome amounts of the things. Bonus stages abound too (after collecting 50 rings) where leaping



Whoops, killed! The idea is to destroy this contraption before it removes the floor underneath you. This can be done repeatedly bouncing against the Mothership part of the device until it blows up.



This graphically-stunning level has many hazards, including falling ice stalactites.



Use these huge flywheels to gather speed and launch yourself upwards, but watch out for the spikes!

SONIC 3 PREVIEW



Each of the Zones has its counterpart in the head-to-head option. If my memory serves me correctly, this is part of the Carnival Night Zone. But what's best of all is that Knuckles doesn't look too happy with the way things are progressing!



In the underwater sections, you'll spend a large proportion of your time being blown back and forth by propellors while hanging around in bubbles. What a life, eh? Here, you have to get to the end of the passage with the aid of this big screw.

about, flicking levers and releasing bubbles gives you extra lives.

On the gameplay front, there's no shortage of little touches and things to do, ranging from huge rotating wheels and pillars (which have to be judged correctly if you're to jump around them properly), to bubbles which will carry you around in the underwater levels, stalactites which drop from the ceiling in the ice caves, dissolving floors, ropes to swing from, underwater propellers which buffet Sonic around like a wig in a whirlwind, conveyor belts and... well, need I say more?!

Musically, this is the best of the lot, with the Carnival Night Zone particularly standing out. Playing away in the background is a version of the well-known circus tune (you know, da da dadle ladle la da da da. Erm.) but flattened out and creepified. Other levels have their own tunes and you start to wander after a few minutes how the heck Sega fitted all of this game into a mere 16Meg cartridge!

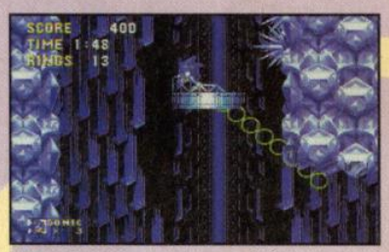
For people who prefer two-player games, there's the addition of a head-to-head option (similar to that in *Sonic 2*) where the idea is to race the other player (Sonic, Knuckles or Tails) to a finishing line, collecting rings. However, there are time penalties for dodgy play. All in all, *Sonic 3* is shaping up to be a worthy successor to the trend-setting *Sonic 2*. There's no violence, plenty of speed and puzzles and Sega haven't needed to rely on dubious gimmicks to make this a decent title. If you get the gameplay right, you'll come up with a good game and *Sonic 3* is an excellent testament to this.

Unfortunately, at the moment it seems that *Sonic 3* is going to be released on the Mega Drive only although there are vague plans for Master System and Game Gear versions. But congrats to Sega anyway!





Phew, if you're into psychedelia you'll love the Carnival Night Zone with its kooky graphics and mad music.



Sonic uses this swinging platform to launch himself onto the higher platforms.



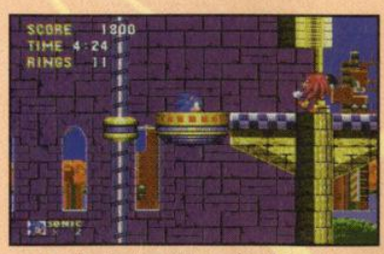
Oh dear, it looks like Sonic isn't doing too well at the moment. Good, that's what I say.



You can make this disc fly by running on it, causing it to spin. Very handy for ring collecting. But don't forget to keep running!



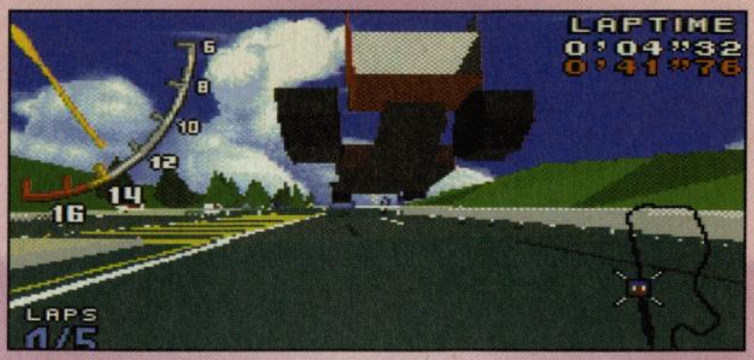
Sonic gets some speed up, always a good idea for the little blue hedgehog. (For a hedgehog he sure does seem to spend rather a lot of time in the air.)



Sonic gets ready to confront his new enemy Knuckles. Will they both learn to be friends? Nah!

PREVIEW

When Sega's arcade version of *Virtua Racing* was released, it wowed everyone with its ultra-smooth polygon graphics, selection of cockpit views and the option of playing against up to seven other people. People used to arcade games like *Outrun* and *Turbo Outrun* should have expected a decent racing game from Sega but *Virtua Racing* took the racing sim into new territory, says Nick...



Whoops! As with the arcade version, there are plenty of spectacular crashes to enjoy. Trouble is, it's very hard deliberately trying to get this effect (although it's darned easy when you're 2cm from the finishing line).

Virtua Racing

Rumours about the Mega Drive conversion have been circulating for some time, with some sceptics expressing doubt as to how the relatively puny Mega Drive could handle *Virtua*'s 3D polygonal graphics. Well, Sega have got around this problem in rather a sneaky way – more on that later.

Virtua Racing has been developed for the Mega Drive by the same Japan-based people who did the arcade version. You'd therefore expect it to match the arcade one closely – but even we were surprised at how closely it does. All the options are there (although the multiplayer split screen bit hasn't been implemented yet), as are the courses and course features, including the racing line drawn on the track. There's also a strange 'feature' which can be accessed using a cheat, and that's the curious ability to up-end the entire track and drive around it in the reverse direction! Sega Europe only found out about this themselves by mistake so we can't be sure if it will appear in the final version!

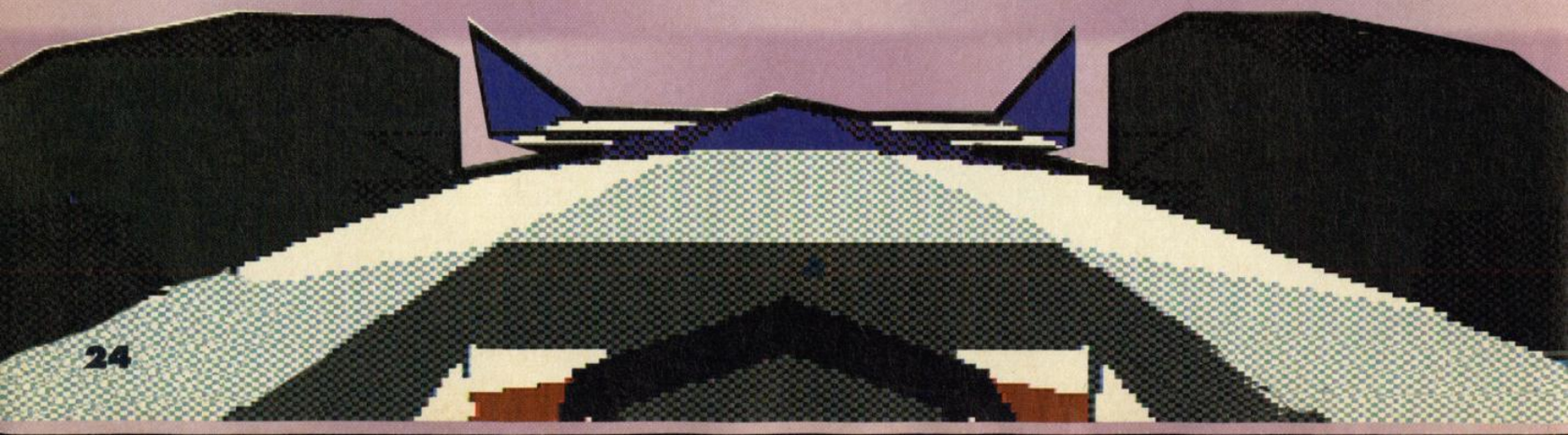
Essentially then, as you'd expect, the idea is to battle it out over several courses against other CPU or human drivers. Zip over bridges, through hills and past grandstands, all with the aim of trying to secure a good position on the track. Everything has been beautifully drawn in 3D, in much the same way as say *Silpheed* or *Starfox*. The big difference here is that it's all been done in real time, meaning you can actually interact with the backgrounds (not something that can be said of *Silpheed* for example).

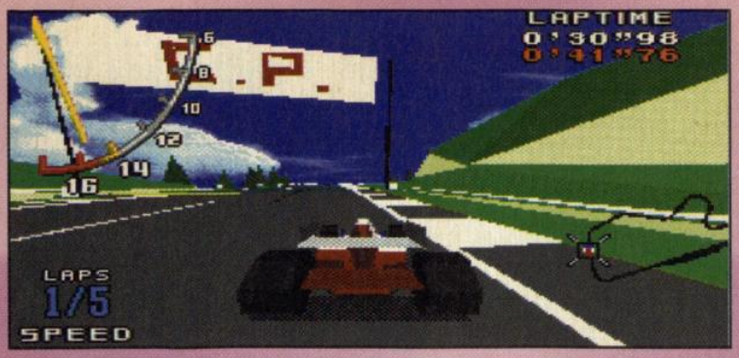
But the really stunning thing is the speed and smoothness of the graphics. Even the best SNES or Mega-CD polygonal games have a slightly jerky quality about them, caused by the difficulty of calculating the new position of each polygon on screen each time it moves (you see, even the Mega Drive gets a bit wheezy when it has to get involved in serious mathematics!). But *Virtua* has no jerks at all, which must be a first for home-based videogames.

It was this problem that caused Nintendo to release the Super FX chip (designed by Jez San of *Starglider* fame on the ST) for *Starfox*, and Sega have taken a similar approach with its SVP digital signal processor chip. Essentially, this

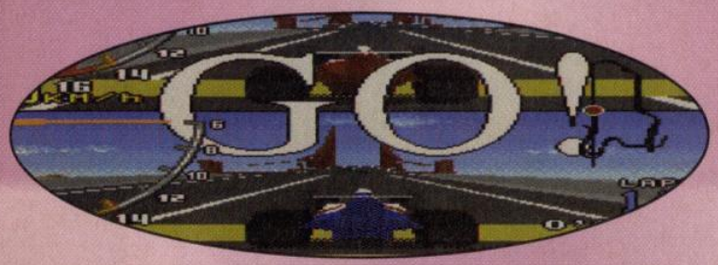


The suspension bridge provides one of the nicest pieces of scenery in the game as you whizz under the steel straps holding you from certain death. Be careful though, you don't want a dip in the ocean...





I'm approaching the finishing line, confident that I'm miles ahead of the opposition... or something. Okay, so I'm trailing in thirteenth place. Still, who cares, it's only a game, etc.

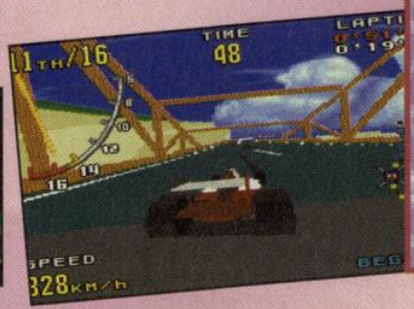


processor sits in the *Virtua* cartridge and handles all the calculations involving the drawing of the polygons on-screen – see the box elsewhere on this page for more information.

Unfortunately, like *Street Fighter II: SCE*, *Virtua Racing* requires a six button joypad controller although you'll be able to manage perfectly well with a three button one. If you do go for the six buttons, X, Y, Z and C cycle you though the cockpit, overhead and 'back of car' views as in the arcade version (all views are here) while A is the brake and B the accelerator. The three button pad allows you the same options with C cycling you through the views.

All in all, *Virtua Racing* is looking like it's going to be the smash hit of 1994. You can forget about buying any other racing game this year because *Virtua* has it all. The only possible problem might be over the pricing as the SVP might add a few pounds to the total, but the word is that Sega are considering making the SVP a 'one off' add-on which you'll be able to plug other *Virtua* games in to (when they appear). In the meantime, get those wallets ready because you will definitely want a copy of this!

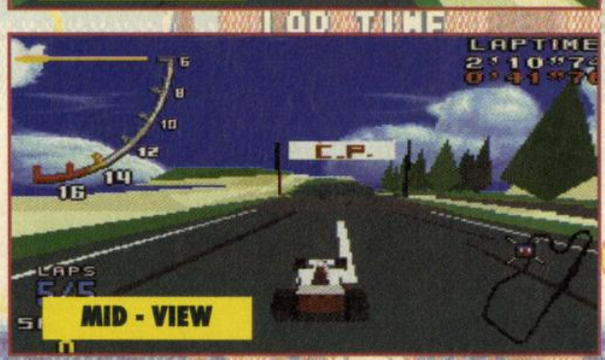


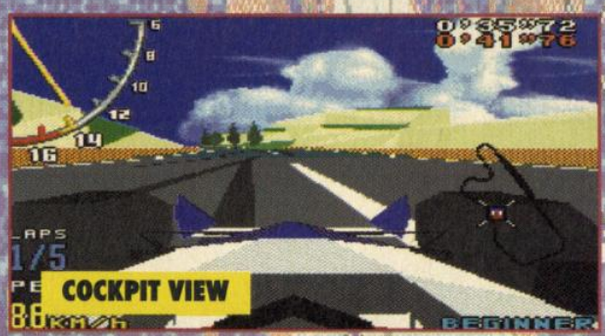


The polygon-based graphics extend to all aspects of the scenery, like these walls.

WHAT A VIEW!!







Just like the arcade game, *Virtua Racing* provides plenty of different cockpit views to look at. Here are three of them...

PRETTY POLYGONS

We know that you all know about polygons already, but there might be a few of you not too sure what it's all about. Basically, a polygon is any shape with more than two sides, like a triangle, a cube, or a rectangle. When creating 3D graphics, it's possible to draw an image as a collection of triangles which makes it easier to animate them. If you use enough of them and fill them in in different colours, you won't be able to tell the difference. If you've seen 3D wire frame images, you can see the triangles without the 'filling in' colour. Most computer graphics you see on-screen now use this approach, including *Virtua Racing*.

The trouble with using polygons is that when they're calculated a lot of trigonometry is needed – like sines, co-sines and so on. And anyone who has had to grapple with trigonometry in maths will know that you tend to get a lot of decimal numbers involved.

CPUs like the Mega Drive's don't really like decimal numbers (or 'floating point' as they're called), and although they just about manage them, they don't do it very quickly. Hence the SVP which has been specially designed to deal with calculating the polygons – by speeding up the floating point calculations (amongst other things).

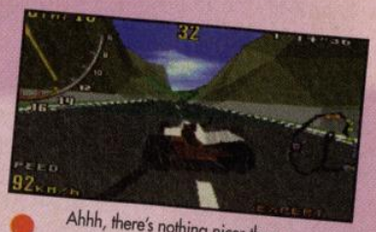
Virtua Racing



Sixteenth? What sort of a game is this anyway? Just shows I'm going to have to do a little more practice than this next time. Ah well, one day I'll be F1 World Champ! Well, in my dreams anyway.

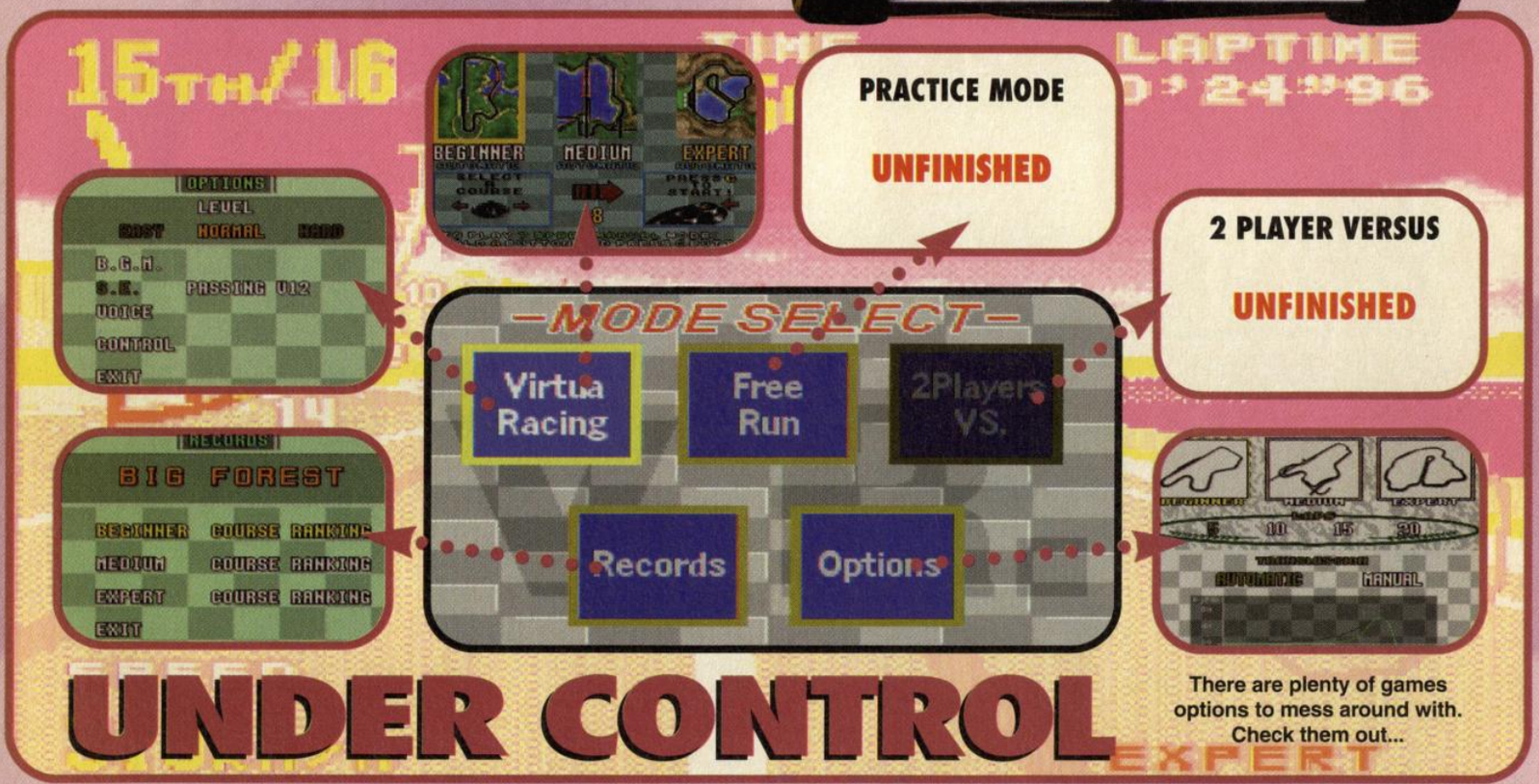


I'm revving my engine on the grid, admiring the other cars. It's probably the last I'll see of them!



Ahhh, there's nothing nicer than motoring through the hills on a nice quiet day like this.





There are plenty of games options to mess around with. Check them out...



After a quick tyre change, brushing my teeth and a squirt of deodorant (they don't tell you the other important things that need sorting in the pits) I'm refreshed and ready for battle.



The aim is to rush about the track trying to extend your time, because it's the only way you have a chance of winning! Once you've had your time extended, it's time to get down to some serious car jockying.

QJ Controllers

Leaders of the Pack....

Looks to Kill....

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PROGRAM PAD

- 30 pre-programmed special moves, including a secret code!
- 6 memory spaces to program your own combinations
- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
- Independent autofire control
- Slow motion
- See-thru casing.

SNES VERSION
SV 337
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SEGA VERSION
SV 437
£39.99 inc. VAT.



NEW PROGRAMMABLE



PROGRAM STICK

- 30 pre-programmed special moves, including a secret code!
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- Mirror function doubles number of pre-programmed moves
- LCD control panel to display action sequences
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- Variable slow motion
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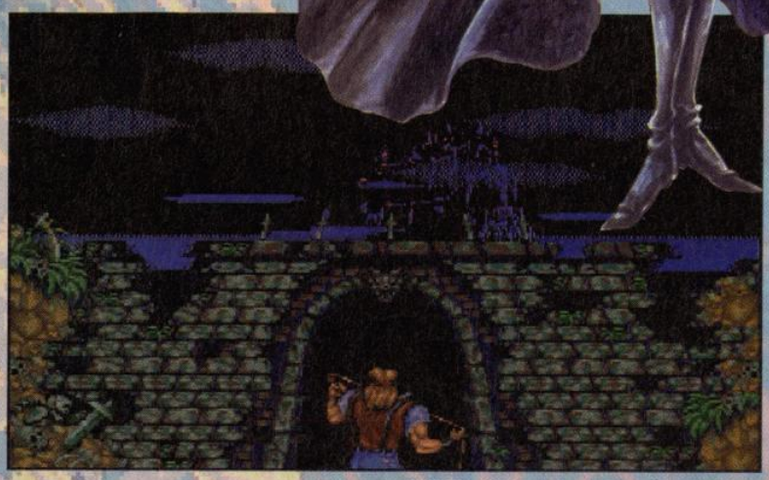
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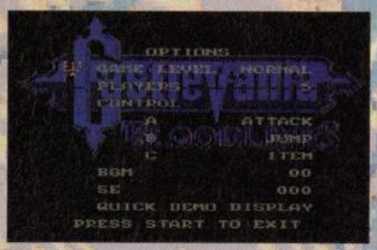
Castl



Johnny Morris enters the forbidden underworld where demons and vampires dance in the moonlit sky, taking young virgins and pouring their sweet tasting blood on an early morning bowl of Crunchy Nut cornflakes.



Complete a level and you're rewarded. "What with?" Johnny says. "A crystal ball worth 1000 points and an extra life?" No, fool, the world's first ever-lasting gobstopper and a free ticket to see Take That. "Aaarrrgggh! I wanted some real animal magic."



Three difficulty levels and a maximum of five lives should see you stumped for some time.



Here's a riveting shot of the password screen, just in case you haven't seen one before.

If you dare to cross Vlad Swenshe, Lord of Valahia, you may lose your ears, nose or genitals; depending on how vindictive he feels at the time. If that sounds scary, how would you like to take this guy on over five levels of deadly platform adventuring in Konami's latest conquest, *Castlevania: The New Generation.* Previously released under similar titles on the Super Nintendo and PC Engine, the Mega Drive version is on its way, at long last. Jason Johnson leads the onslaught to find out whether the Prince of Darkness is still as challenging as he used to be.

SKYWARD BOUND

Castlevania: The New Generation closely resembles *Castlevania IV* on the Super Nintendo, and then some. Hardware limitations have played a major part in the game's presenta-



This is it Eric, no turning back and definitely no wandering off to look for as yet un-televised species of animals for Johnny. Run right, smash the flaming torches and collect the power-ups. Your quest begins after entering the castle on the right where ghouls, creepy crawlies and monsters will try to maim or kill you. Eric? you're going the wrong way!







PREVIEW

evania

EW GENERATION

tion (stunning mode 7 helped *Castlevania IV* dig its own plot up there with the star platformers), but as we all know outstanding graphics make for half a game – it has to be exciting to play.

BLOOD INTENTIONS

Unlike the old SNES version, *Castlevania: The New Generation* features an unexpectedly large amount of gore. It would appear this is the order of the day for MD owners what with *Mortal Kombat* and *Splatterhouse 3*. But does this enhance the game sufficiently to warrant probable certification, and no doubt biased press? I have to say yes, so long as there's a good game

(continued...)

THREE'S A CROWD

As descendants of the infamous vampire hunting family, the Belmonts, Johnny and Eric are trained killers. Possessing individual skills in the art of vampire hunting, both guys are adequately trained in this dangerous mission to save the human race. The only shame is that a two-player option isn't avialable.

Johnny Morris

The one and only original vamp-stomper, Johnny uses his trusty Vampire Killer (whip) to swipe through the bad guys. Feared by even the hardest foes Johnny's rarely harmed in normal combat, but Count Dracula is another barrel of beer altogether. Collect power-ups to strengthen the Vampire Killer into an invincible Drac-hunting weapon.



Eric Lecarde

A new member to the team for console versions is Eric Lecarde. Instead of a whip Eric uses his trusty Alcarde Spear. He pokes his way through each level, stabbing away at the onslaught of weird nasties in a quest to wipe out the Count. Born in 1892, Eric is a bit older than Johnny, but whether he's a wiser choice to play has yet to be judged.



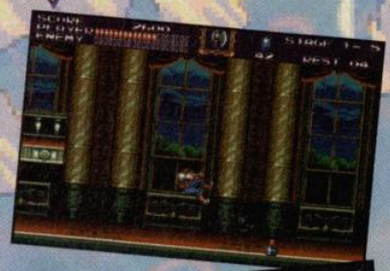


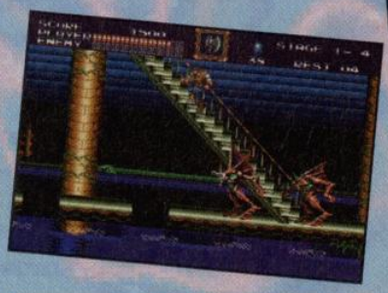
Castlevania
THE NEW GENERATION





Reach stage 2-5 and a little more initiative is required if you're intent on reaching the next section.







Special weapons can be collected at regular times throughout the game, and used in a situation like this.



Johnny's energy bar isn't looking too healthy, and that nasty creature on the right is not in the friendliest frame of mind. Throw a special weapon and use that whip without being hit by falling glass or burned by the gruesome ghoul to wipe out this mid-level guardian.



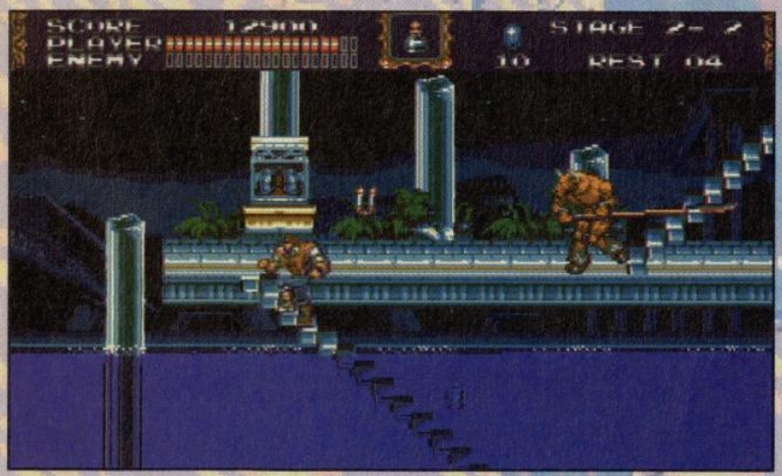
See the guy in the top left, well he appears and disappears from left to right. Kill him before you drown.

(continued..)

underneath and from first impressions Konami are on to a sure thing.

ANYTHING TO ADD?

Apart from the obvious excitement *Castlevania* provides, this is definitely for the more serious games players. Without the attraction of cutesy characters it'll undoubtedly need an amount of hype and glossy attraction to appeal to the mainstream public.



A useful tip: when walking up one of many sets of steps in *Castlevania*, do not poke your head up unless the way ahead is clear. More often than not one of these brutish nasties will be waiting to pounce and they can knock your energy down considerably.

Having said this hopefully the attraction of fighting the forces of the evil Count D will be enough to lure all platform fans to the tempting battle.

PLAY SCHOOL

Castlevania is a real learning process as you battle through the levels until you're given another password. More often than not it's the daring leaps that catch you out, sending you back to the start of the stage. Fortunately, each of the levels are split into about 10 stages and when you die you're sent back to the last one you started. Continue, and it's back to the start of the level – this can really wind you up!

Having played a pre-release version I can definitely say this is one of the most challenging platform games available on the Mega Drive. Even completing the SNES game is insufficient training for this test of nerves and reactions. Limited continues, lives and passwords make for one tough platformer.

Unfortunately, the presentation of this version is considerably weaker than both the aged SNES and newer PC Engine version. Where it does lead, however, is in gameplay and challenge – it's stunningly easy to pick up but unbelievably tough to put down again. Expect this to be the cream of the silver tops in platform games.

SEGAPRO MARCH

Castlevania is planned for release this March priced £44.99. Developed in Japan it was expected to reach the shelves before last Christmas, but various improvements were needed. Konami are finally releasing this Mega Drive version of probably their best platform adventure to date. Catch next month's SegaPro for a full review.

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PREVIEW



Deliver the facial or how about a 390 degree rim-rocker and an in-your-face Tarzan slam. Shatter the glass for some real class, then knock 'em into the stands and explode into flames! This is NBA Jam – the toughest two-on-two competition around. Play as a team or go head-to-head. Try out the tag mode as well for good measure because NBA Jam is the most anticipated basketball release yet; Mark Hill whets his appetite...

With Veteran stars like Malone and Parish joining the fray this is a battle of the very best jam professionals. All the hard-hitting hardwood and incredible dunks have been carried over from the arcade.

Probably the most appealing factor about NBA jam is the multitude of different scoring styles you can perform. On the court you must choose to control one of the two players on your side. The CPU controls your team-mate. When the action begins there's a turbo option that allows you player to run faster and make a slam-dunk really spectacular. Depending on the position and dunk-ability rating of a player determines just what kind of an ultra-jam your player will perform.

As each match is two-on-two, scoring is frequent. The easiest dunk comes about from a direct run through your opponents defence and then a simple jump and dunk without turbo. When the turbo bar is high (holding down button B as you run) then a fast run in and a jump will be followed by either a 360 degree rimrocker, a tarzan slam or an incredible ultra-jam were the cameras flicker from the crowd as your player leaps high in the air to crash down onto the rim for a certain dunk. It's great to watch and the animation is incredible. You can even shatter the glass for a really classy pose!

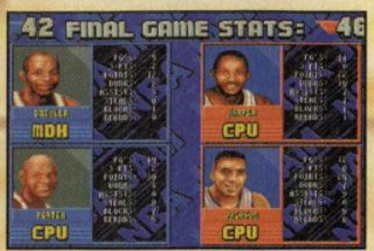
Playing a match is very smooth and fast. Strategically, if you can pass the ball with short swift interchanges and find your team-mate unmarked from outside the two-point zone then your chances of making a three-pointer are increased. The better team at the end of the day will be the one with the brains, patience and concentration. Defensive play is as important as attacking play so crucial blocks, high jumps and elbowing is important for making a 'steal' and



This is the hall of fame where one day you may just slide in along with the initials of the very best.



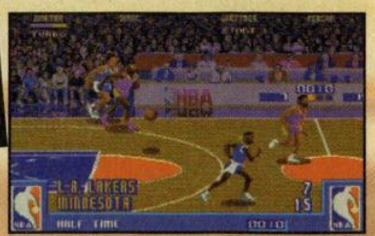
At half time we are treated to some video footage from a real NBA match.



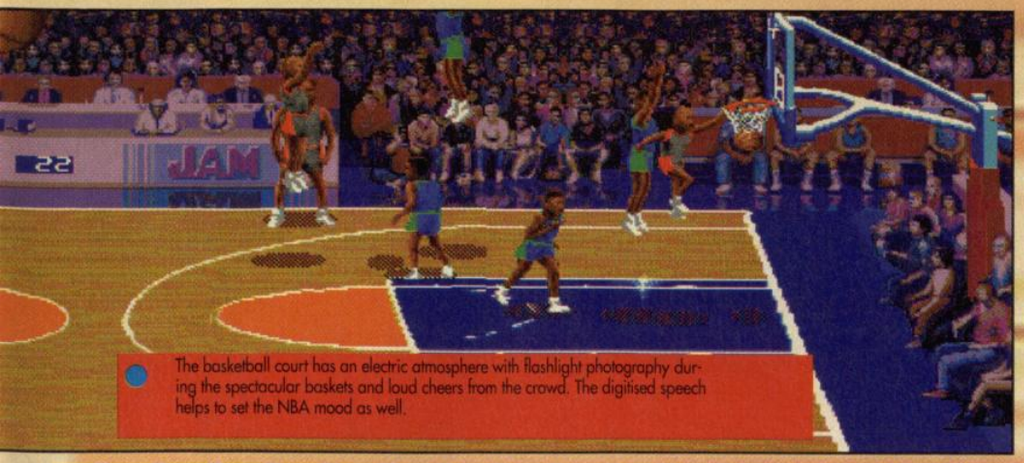
The all-important match stats give players a look at the number of three-pointers, dunks, steals, etc.



There are 27 teams in the NBA championship and your aim is to defeat all of them. The password storage facility will keep your records intact. You don't need to play as one team throughout a season either.



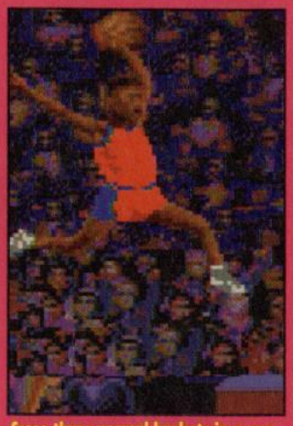
Half time; the Lakers are struggling against experienced Minnesota. Could it go into overtime?



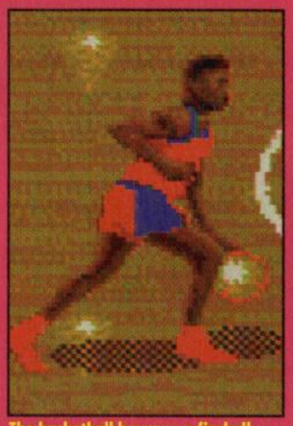
The basketball court has an electric atmosphere with flashlight photography during the spectacular baskets and loud cheers from the crowd. The digitised speech helps to set the NBA mood as well.



HOT ROCKS



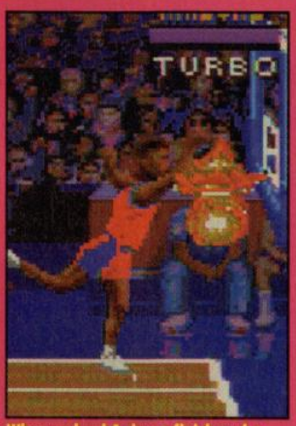
Score three normal baskets in a row and you're 'heating up'.



The basketball becomes a fireball – it's certainly not too hot to handle!



Up for the slam-dunk as basketball goes superhuman with turbo on full.



Whoooooha! A classy finish and a sure way for rocketing into the lead.

gaining the advantage.

If a player scores three baskets in a row then he's on fire. During this period he has ultimate turbo where the ball glows. In this situation the ball is likely to make the basket from any distance. So this is where the opponent can really be nailed!

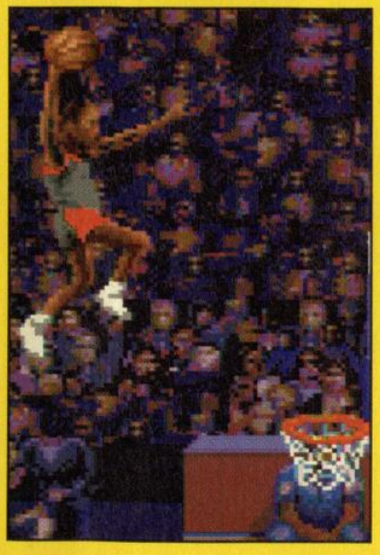
It's great stuff – especially with the digitised speech that tells you stuff like 'at the buzzer' when you make a last-ditch attempt to score before the break and 'my, he's on fire!' when the advantage is with you to make a spectacular basket.

NBA Jam looks great fun and very competitive – especially with the four-player tap. Everything is so fast, fluent and spectacular that this could just be the best basketball release yet on the MD. By the looks of things it won't be the last though.

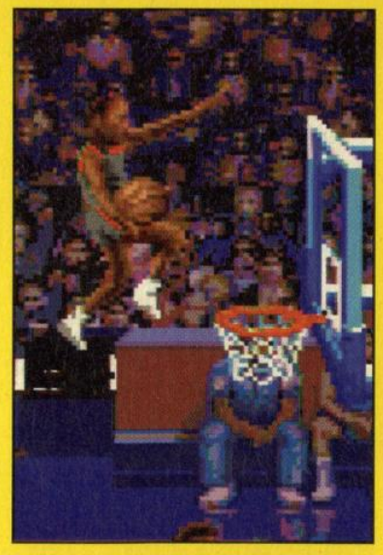
COACHING TIPS

SCORE CONTROL.

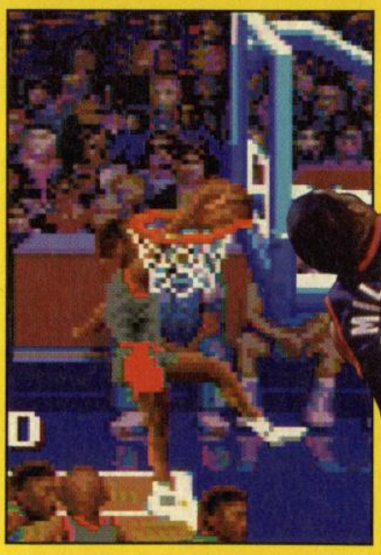
CAUSE A TEAMMATE CONTROLLED BY THE CPU TO SHOOT OR PASS BY PRESSING YOUR OWN SHOOT OR PASS BUTTONS. PASS TO YOUR DRONE WHEN HE IS UNDER THE HOOP FOR A QUICK DUNK.



Winding up for the dunk.

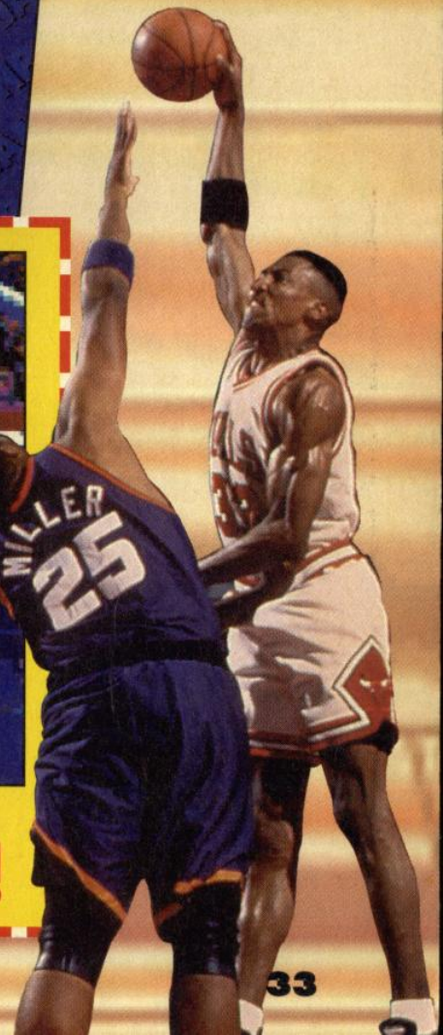


Here we go, one, two, three...



...slam-dunk, jammmm-it in!

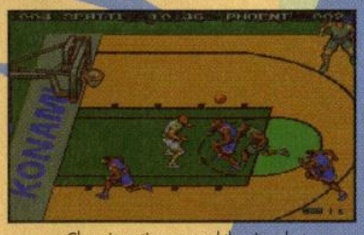
THAT'S THE WAY TO DO IT!



PREVIEW

HYPER DUNK

It's all or nothing here, pal, and only the toughest survive, ya catch my drift? Seen it all before – I don't think so. This is top basketball action: it's non-stop end to end stuff and definitely not for sissies. The cream of North America's slammers have given Konami the inspiration to release the fastest bouncy ball game ever. Jason dunks and dives around some hard-court action.



Close-in action around the ring, but at last there's next to no sprite clutter – nice one Konami.

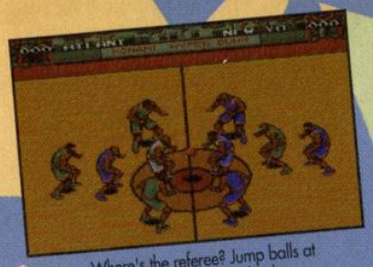
Instantly playable; devilishly addictive; what more can I say? Within minutes of plugging in this cartridge you're slamming the ball and swinging on the ring after a Tomahawk slam dunk or one of the many special shots. An adequate twelve moves are available to each player, but if that's not enough how about the option to play either an exhibition match or enter the playoff tournament?

BIG ACTION

Have you ever played a basketball game with eight players? No? me neither – at least, not on the Mega Drive – and Sega's Tap allows you and seven friends to play against each other. Konami appear to have thought about everything and with a blisteringly fast arcade style gameplay nothing has been left to chance.



Leave any space and he'll just blast that ball into the ring, probably followed by a little swinging session to showoff to the crowd. The action in *Hyper Dunk* is non-stop and with 12 moves to each character it just has to be a slammin' success.

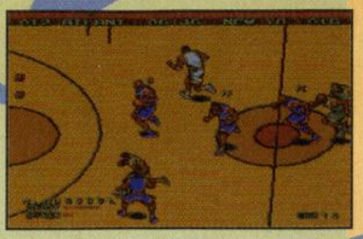


Where's the referee? Jump balls at the start open the show for the tough battle ahead.



Having big sprites avoids the usual 'clutter' of players so you're always aware of a team-mates' position. This allows for easier passing and with arcade style playability fouls are rare. If you've played a basketball simulation like *Bulls Versus Blazers* or *David Robinson's Supreme Court*, you'll be all too accustomed to the referee blowing his whistle. Konami clearly saw this as a hindrance to an exciting game, whether it's realistic or not, and with *Hyper Dunk* it's much more difficult to be penalised, thus allowing smoother gameplay.

Presentation is of typical Konami styling with a wild intro and title screen, easy-to-read options and detailed player select screens. Each player is separately rated, displayed through the use of a colour bar and separate stats. There may not be so much included, but the basics are all this game warrants.



The race to the basket is on, but I doubt anyone's can catch this guy. A shoulder barge could be useful.



Choose away on the team select screen from a choice of 16 North American teams.



Pause the game and you're given the choice to take a breather through a Time Out.

JUDGEMENT DAY

After a limited amount of play on a 'not quite finished' version, *Hyper Dunk* is most definitely one of the better arcade sports games on the Mega Drive. It's fast, playable and exciting; especially with the amazing eight-player option. Watch out for a full review of this March release, only in next month's SEGAPRO.



If you're happy with the team chosen now's the time to check what each player is really made of. Five players on court and six in reserve should be more than enough to see you through to the final showdown.

REVIEW INDEX

MD CD MS GG

MEGA DRIVE

71 ..... BARNEY

Take part in a game of hide and seek with the huggable Barney. Should this sort of thing be allowed on the Mega Drive...we investigate.

61 ..... DASHIN' DESPERADOES

Meet Jenny, a cowgirl who knows what she wants and will send her boyfriends out to get it: Jewels and drinks are just some of her demands in this split-screen platformer

36 ..... ETERNAL CHAMPIONS

Another beat-'em-up hits the scene but it'll have to be stylish and fast to top the competition. We trade punches with Sega's new fighters in town.

76 ..... SKITCHIN

Grab a skateboard and hitch a ride on the bumpers of passing cars while avoiding the cops and smashing the competition.

40 ..... WINTER OLYMPICS

Coinciding with the Lillehammer games the Winter Olympics take place on the MD. With ten chilling events – it's downhill (almost) all the way.

MASTER SYSTEM

64 ..... DINOBASHER

Enter prehistory where Dino meets man. Cast a spell while using a hefty club to bash the trash and bounce through islands of platform action.

68 ..... MEAN BEAN MACHINE

Guide the mean beans to defeat Robotnik's mad cronies in a head-to-head with a touch of *Tetris*. Is this cutesy fun or a game to tease the mind?

74 ..... MICRO MACHINES

Turn your house into a racing zone that uses rulers as bridges and binders as ramps . Clock up some laps against tough competition.

GAME GEAR

70 ..... DINOBASHER

The Dinos are roaming and Bignose is out to club 'em. Check out Codemaster's latest platformer that continues the Dino craze of 's93.

53 ..... FIRE AND ICE

Another snowy title sees a very cold Cool Coyote battle against an evil sun-worshipper across seven worlds of slippery platforms.

58 ..... MEAN BEAN MACHINE

Guide the mean beans down the screen and combine colours to make runs. A *Tetris* clone that's possibly a handheld classic – check it out.

49 ..... REN AND STIMPY

Join the manic dog and the cat in this Game Gear conversion of the huge Mega Drive title we reviewed last month. Full of shaven yaks and stuff.

MEGA CD

62 ..... BILL WALSH COLLEGE FOOTBALL

Keep in touch with the American football scene by playing a season with America's top college teams, not forgetting a certain top coach...Yes, he's here to advise you on sport and college life.

72 ..... DOUBLE SWITCH

Popstar Debbie Harry makes a guest appearance in this Night Trap clone. We test out its FMV moves and spring traps galore.

42 ..... DRACULA

Seen on all other Sega formats, the Count of Transylvania now makes his CD appearance. Whether film clips enhance the gameplay is another matter.

38 ..... GROUND ZERO, TEXAS

Head for the hills, the aliens have landed in Texas! Protect innocent civilians, watch the backs of federal agents and blast the bad guys in wonderful FMV.

56 ..... JURASSIC PARK

Return to The Park to recover the scientific experiment of the decade; live dinosaur eggs! But, of course better watch out for those nasty velociraptors...

46 ..... LUNAR STAR

A compelling RPG fantasy adventure where the ultimate challenge is to become a dragon master. Japanese anime cartoon action at its most enchanting.

66 ..... NHL HOCKEY

The most famous MD hockey titles makes its CD debut with the promise of classic real-life match footage. Hit the ice for a full NHL season.

52 ..... PRIZEFIGHTER

The F word rears its troubled head again (FMV that is) in a fight game where you have to face real punches from a video boxers determined to punch your lights out

44 ..... RAGE IN THE CAGE

Take part in a one-on-one or go for a free-for-all brawl in a wrestling match with stamina. Stay in the ring and you're missing the fun – this is WWF stuff.

54 ..... STELLAR FIRE

A rotating and scaling shoot-'em-up of the polygon kind. We see whether this is the release to put a spark into the – so far – disappointing range of CD blaster.

MEGA DRIVE

ETERNAL CHAMPION

I am a collective spiritual force known only as the Eternal Champion, the keeper of this vast fighting complex. My purpose is to maintain a balance between good and evil, hope and despair, light and darkness.

The only hope for man now lies with one of nine warriors who have each been taken from a time period spanning earth's past, present and distant future. As the energy force of all the great martial-arts masters I can give just one of these great warriors the chance to live. But first they must fight each other – then the remaining warrior will fight me. If I am defeated the fighter who beats me will be given eternal life...

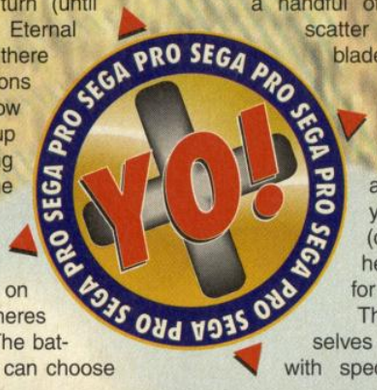
Since *Street Fighter II* we have seen many similar beat-'em-ups like *TMHT's Tournament Fighters*, *Mortal Kombat* and *Fatal Fury*. Now that *Eternal Champions* has arrived we were hoping to see some new features – something that expands on what's becoming a repetitive style of gaming.

Eternal Champions does not disappoint. As well as the standard tournament mode where you fight each opponent in turn (until you reach the Eternal Champion himself) there are an array of options available that allow players to build up their own fighting styles. There's the training mode where your kicks and punches are tried and tested on mobile dexterity spheres and a holo-trainer. The battle room where you can choose a handful of components – scatter grenades, flying blade-saws and seismic charges – just to test your awareness of things going on around you as you are fighting (clever because it helps you prepare for the contest).

The fighters themselves are each gifted with special moves and



The control panel is related to the battle room. Here intelligent weaponry will test your reactions to the limit.



THE ETERNAL ENTERTAINERS

BLADE
1 POWER DRAIN
Blade's Power Drain is similar to Midknight's Life Drain although here the range is longer. Not quite so much energy is zapped from his opponent though.
2 TRACKING BLADE
A rocket controlled blade homes in Blade's victim then digs into the unfortunate fighter's flesh. A stunning weapon if used correctly.



RAX
1 FORCE FIELD
Rax has the ability to charge himself up to become invincible for a short period of time – allowing him to move through an opponent and do some damage.
2 JET KNEE SMASH
It's useful having afterburners mounted on your feet as Rax demonstrates here. He can then drive his opponents backwards with a deadly knee jab.



SHADOW
1 SHADOW MODE
Shadow can melt into her namesake allowing her to become invincible for about five seconds. This can only be used once during a round.
2 TWIRLING FAN ATTACK
This starts with one of those three deadly kick rolls and ends with a blow from her razor ninja fan. Her most effective and damaging attack.



JETTA MAXX
1 FLYING CHOKE HOLD
Jetta uses her radio-controlled bracelets here to hang her opponent by the throat from long distances.
2 PHASE
When she uses Phase Mode the molecules in her body to move twice as fast – devastating!



TRIDENT
1 LIQUID MODE
By turning into a liquid wave Trident is able to become invincible and sweep through his opponent with ease.
2 PLASMA BOLT
By launching a highly charged bolt of energy on his foes Trident can slow his opponent down whilst protecting himself.



MIDKNIGHT
1 LIFE DRAIN
If Midknight is close enough he can unleash a bolt of energy at his opponent that can take away 20% of their energy.
2 MIST ATTACK
Midknight can turn himself into a deadly invincible gaseous mist that'll stun any opponent.



LARCEN TYLER
1 CEILING DROP
Larcen can use his hand and foot climbing spikes to crawl across the top of the screen and then dart down like a missile on his opponent from above.
2 CEILING SWING
Larcen can also swing from the top of the screen on a rope and kick his opponents into oblivion. It Looks great and works wonders!



XAVIER
1 DRAGON TRAP
Due to Xavier's clever witchcraft he can use his magic staff to snare an opponent which enables him to draw near and attack with ease.
2 IDENTITY CHANGE
Xavier can also change into another character for a few seconds to confuse his opponent and sneakily make use of another fighter's powers.



SLASH
1 CLUB SWING
Slash's club swing, use full strength to have a huge impact!
2 EARTH RUMBLE
By leaping high and then slamming his club to the ground Slash causes a quake that knocks down anyone.
3 SPINAL CRUSH
The spinal crush is a real bone-cruncher that'll drain the victim's energy like nobody's business.



WORLDBEATERS

MORTAL KOMBAT

With *Mortal Kombat* there are fewer fighters but the arcade conversion onto the MD is superb. The digitised sprites move very impressively and the death moves are spectacular to watch. Compared to *Eternal Champions* the length of a fight in *Mortal Kombat* is perhaps a little shorter but the contest is nevertheless very challenging with mirror-match and endurance stages (two opponents must be beaten in one fight) plus the final show-down.

Eternal Champions gets the edge because of its extended options that include the trainer mode. The challenge is also a lot harder and a player is made to work hard for success and learn the moves very closely. This is the key to the game. You won't sail through this contest like you can in *MK*. The CPU fighters make you work – they force you to block a lot more and give you less room to attack.

STREET FIGHTER II

Despite the training and battle room modes that *Street Fighter II* doesn't have, the gameplay itself is super-smooth and very fast. The trouble with *Eternal Champions* is the sprite animation appears to be more jerky. In *SF II* moves can be pulled off more fluently and they feel more bone-crunching as you play. The speed of the Turbo Edition is a factor that sends playability shooting through the roof with fights becoming intense and competitive in two-player mode.

The maindifference between *SF II* and *Eternal Champions* is the number of fighters. There are three more in *SF II* thus giving the players more special moves to try out. Tournaments are also longer. The challenge can be very easy or near impossible. There are eight skill levels on *SF II* where as *Eternal Champions* only has three. So all in all *SF II* is still the ultimate!



In the training room Jetta tests out her acrobatic leg kicks on the steel sphere that adjusts to various heights.



Larcen is a mobile guy who lets his rope tricks do the talking. He can even swing from the top of the screen.

like *SF II*, they each have a personal technique that's easy to pick-up. I found Jetta a great fighter to use because she's small, acrobatic and very fast. Not only does her speed look spectacular on the MD, her fighting style involves a wicked selection of combinations that can trick many opponents. In comparison to Jetta, a fighter like Slash is big, heavy and not so easy to control. You'd be better off avoiding close contact because he doesn't beat around the bush when his club is in full swing. Your spine will be crushed if you get too close, and even if you are standing at a distance he can smash his club on the ground causing an earthquake that'll drop you to the floor!

The fights themselves last as long as a *SF II* bout. The energy bars along the top remain, and special moves prove to be the most effective way of draining your opponents energy. Combinations are very effective but you'll need to learn the techniques to outsmart any opponent.

Gameplay is exciting at first – especially when the special moves are pulled off. Sadly, the animation is a little jerky in places but then this is the probably the price we pay for using large sprites. Controls can become less responsive – leading to frustrating bouts where opponents trap you in a corner. It's really just a case of getting to grips with the moves and learning how to time your attacking and blocking at the critical moments.



Trident unleashes his rotor arm on the retreating Xavier. If Xavier can block well enough here then he always has his Dragon's Trap up his sleeve if the need arises. Personally, I'd keep a gun up my sleeve but there you are...

Eternal Champions really is a beat-'em-up crammed with extras you'll relish. Not quite as smooth and bone-crunching as *SF II*, it does offer a new approach to martial arts gaming with some spectacular moves and an involved set of options and tournament set-ups.

● **Mark "The Creator" Hill**



1 Rax lifts Shadow up above his head and prepares to make his next move.
2 He then throws the helpless girl down towards the ground in one powerful move.
3 Ouch! Shadow bites the dust as Rax finishes off the job.

PROTIP Don't go straight into the contest, win your first match through sheer luck and then you'll wonder why you never win another. Use the training mode and battle rooms to sharpen your reactions and perfect your own personal combos.



ETERNAL CHAMPIONS

SEGA ● £59.99 ● OUT NOW

CART SIZE 16Mbit
PLAYERS.....2
STAGES 8
SKILL LEVELS.....3
FEATURES .....training
CONTACT
Sega ✆ (071) 373 3000

PROVIEW

SIMON 9/10
A very tough game indeed, and a rival of the of top beat-em-up, Streetfighter II.

JASE 9/10
Very impressive with excellent combinations and great practice modes.

NICK 8/10
Another beat-'em-up. Yawn. This is good but *SF II* wins it for me, easily.

ACTION — **STRATEGY**

GRAPHICS 92%

▲ Large detailed sprites that each have their own individual personality.
▼ Animation is a little jerky in comparison to the super-smooth *SF II*.

SOUND 85%

▲ Sound effects are superb in places – especially during a special move.
▼ Music is not bad but then who needs it when the sound FX shine.

GAMEPLAY 94%

▲ Get yourself into the training and battle rooms to perfect your martial-arts techniques.
▲ The potential to build up a series of combos and fight with personal styles is huge!

CHALLENGE 95%

▲ The contest is tough – you'll need to practice really hard before becoming successful.
▲ Making full use of the excellent training modes is a challenge in itself.

PROSCORE

94%

A solid and constructive beat-'em-up that really tests tactics, skills and reactions. The training modes are quite superb and presentation is first class.





GROUND ZERO TEXAS

At 07:00 hours you're flown in to meet Lt Harlan T Reece; a ninth division field agent with the attitude of a charging bull. The helicopter touches down. Reece races over to meet you, hastily leading you towards a waiting jeep where Pike – a wisecracking federal agent – sits at the wheel.

As you speed into the wilderness Reece shouts top secret details in your direction. Listen carefully, you're potential dog food out there and he'll only tell you once.

Aliens have landed in the frontier township of El Cadron. Your job is to defend the locals and destroy this menace. The catch is that the aliens have disguised themselves as humans and you better not blow-away any innocent civilians...or else!

Ground Zero, Texas is a game that literally puts you in the thick of the action. You view the world through four Battlecams. These weapons cum cameras are your eyes and ears in the town of El Cadron, a place crawling with hostile aliens (to give them their proper name; Reticulans). Of course, your ultimate goal is to exterminate these suckers, but in the mean time you must protect both your Battlecams and the four federal agents (see 'The Agents' box-out) who are also attempting to infiltrate the enemy. This is where it gets interesting.

Your Battlecams are placed at four strategic points across town (see 'A View to a Kill' box-out) and an agent is assigned to each area, assisting you wherever possible. Play switches between FMV footage – in which the agents give you some background, their life story or serious abuse – and *Lethal Enforcers* style shoot-'em-up. On the shoot-'em-up sections, because the Reticulans can kill the townsfolk and take on

PROTIP Use the shield to protect the Battlecam you're using before you move on to the next location. This way it's less likely to get damaged while you're elsewhere.





Bad luck, you need all three digits to break the code and progress into the next alien zone.





The local boozer, and a very popular one at that. A gorgeous barmaid, high-stakes poker and bottomless beer barrels gives it a somewhat desirable undertone. This is where everyone parties.



Plaza Square celebrates the Day of the Dead festival which means the early hours are still rocking and the late spirits are constantly rising, pouring and throwing themselves at the pavement.



An average town centre with one or two dodgy store managers where anything goes, as long as it's at a profit. A pawnbroker, to help you out when the Cantina has milked your last dollar and an arcade.



A room with a view of the surrounding tourist attractions. Gringo cowboys park themselves around this building, but no-one has sussed out why. The seedier side of town.

THE AGENTS

Everything about this game is directed towards teamwork. Federal agents patrol the four camera views, so look after them. Lose contact and a tough time is waiting – you don't wanna annoy Reece! Agents are often taken hostage by infiltrators, so you must be quick, sharp and accurate. Another detail to remember is that agents repair your cameras and generally help you as much as they can. Reece and his team are the best back-up there is.



Breen (Christopher Bradley)
Another Rookie agent with a taste for excitement, and barwomen, this ladies' man patrols the Cantina. Where else?



DiSalvo (Leslie Harter)
Second in command and tough as nails, this babe knows the score. She's your agent at the Hotel Window.



Matthews (Ricky Aiello)
Not only a loyal and hard worker, he'll help your in your task on Main Street whenever possible.



Pike (Scott Lawrence)
A wisecracking agent, and a bit of a rookie, so watch his back. This is your Plaza Square agent.



Reece (Steve Eastin)
The main turkey. A tough guy that's never impressed unless you produce the goods; big time.







human form, you won't know who the aliens are until they pull a gun on you. If you shoot an innocent bystander or agent Reece extrerminates you. Game over.

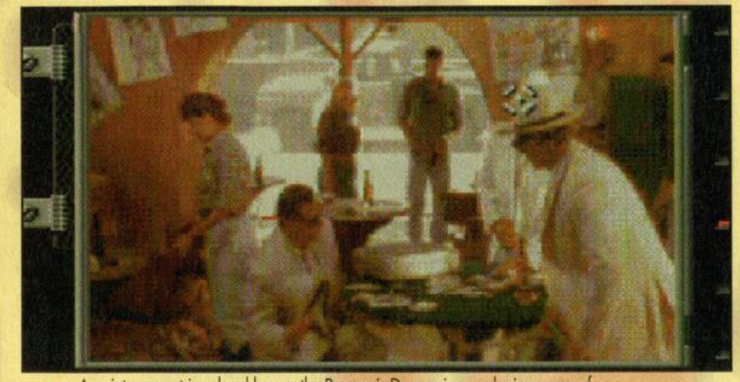
At first you may be disappointed that the 'realtime' gameplay is just shooting the bad guys – although this is well done as they creep towards you rather than pop up from nowhere, but what sets this game apart is its atmosphere. Digital Pictures have really tried to make you identify with the four main characters; assisting federal agents. Unlike *Mad Dog MaCree* (where your only real contact is the old prospector) the agents have definite personalities and strengths. Rather than just giving you background they become an integral part of your battleplan. To succeed you have to keep them alive as, alone, you cannot fight off the alien hoards. This takes *Ground Zero, Texas* much closer than any other Mega-CD release to that holy grail; the interactive movie.

As the game progresses, if you forget to 'shield' (incorporate the protective casing around) your Battlecams or constantly check on whether agents elsewhere are in trouble your Battlecams will be disabled and eventually destroyed. This creates a nail-biting tension as you anxiously flick between viewpoints trying to see where the aliens are going to strike next.

Then, just when you think you've got everything under control and have wiped out an assault on one area – aargh! – one of the displays flash red to tell you a different Battlecam has been heavily damaged.

Ground Zero, Texas is a game with action, atmosphere and real characters. Playing it is like waking up and finding yourself in a cross between a classic Sixties B-movie and a modern sci-fi action film – and it's all in colour! This game deserves to become a bit of a cult in its own right.

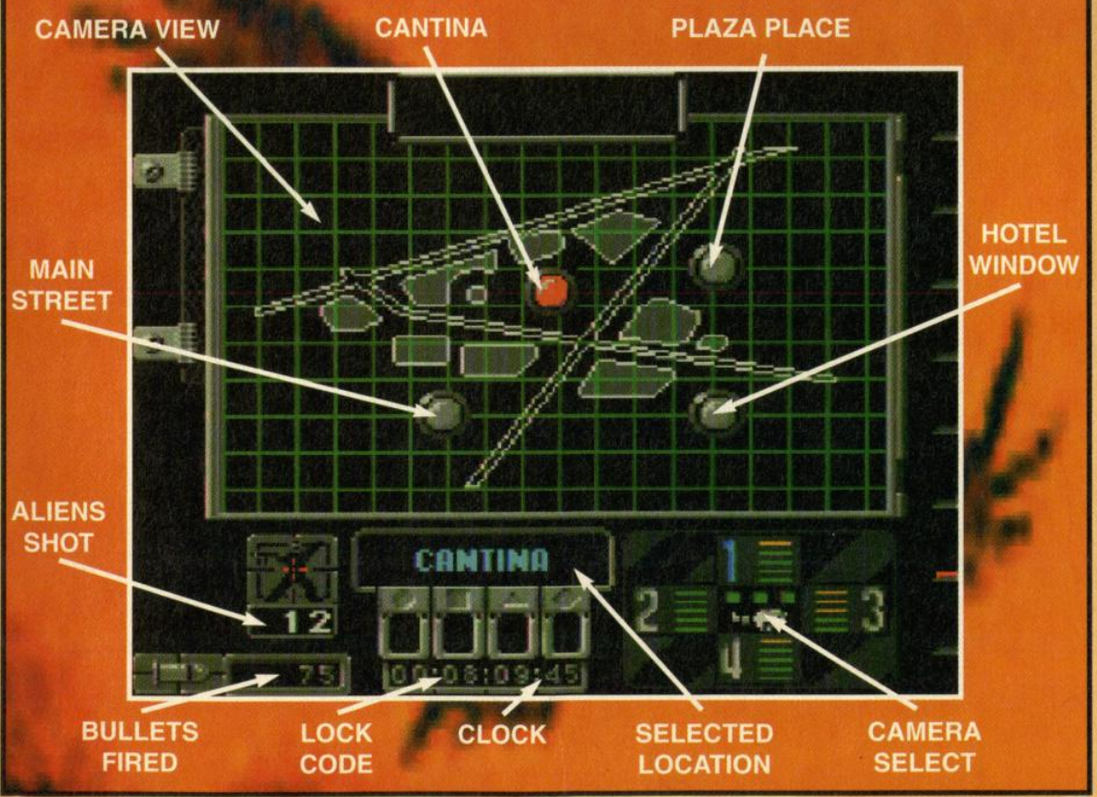
● **Jason "blasted" Johnson**



A quiet moment in a local bar as the Reservoir Dogs enjoy a relaxing game of poker. Don't be fooled, any moment now one of the suits will pull a gun and only quick thinking and an accurate shot will keep you in the game.

THE PLAYING SCREEN

To help you understand the playing screen take a peek at the annotated diagram! As you can see the camera select map is currently displayed, but switch to another view and the FMV bursts into life. Study the display panel, tune into the action and search for that Lock Code (you'll have to wait until next month's official review to find out what this accesses).



MEGA CD

GROUND ZERO TEXAS

GROUND ZERO TEXAS

SONY IMAGESOFT ● £59.99 ● OUT NOW

CD ACCESS...medium
PLAYERS.....1
STAGES 4
SKILL LEVELS.....1
FEATURES .....ram save
CONTACT
VGC ✆ (0202) 527314

PROVIEW

NICK 8/10
A good game – easily the best of the *Lethal Enforcers/Mad Dog* bunch.

PETE 9/10
Put in FMV, real characters, a bit of strategy and you've got a great game.

MARK 8/10
Excellent strategic play combined with quality video makes this a must buy.

ACTION

STRATEGY

GRAPHICS 91%

▲ Immediately jaw-dropping visuals make the whole presentation something to admire.
▼ The same backlog of characters is disappointing in the early shooting scenes.

SOUND 88%

▲ Fantastic quality sound that goes one better than most previous film soundtracks.
▼ The soundtrack to the shooting scenes can become a rather dull.

GAMEPLAY 87%

▲ Definitely one step better than the previous *Night Trap* genre.
▼ The idea of swapping around four varied viewpoints is a little on the repetitive side.

CHALLENGE 89%

▲ Later levels are tough and there's enough to keep the most hardened gamers playing.
▼ Clear the shooting scenes with little effort and the game may be too simple.

PROSCORE 89%

A compelling journey into hostile territory that upstages *Lethal Enforcers* and *Mad Dog* by zions. A blast of a game that'll keep you playing to the end.

Ground Zero, Texas was kindly supplied to us by Video Games Centre ✆ (0202) 527314 – they already have American NTSC versions available at £59.99.

MEGA DRIVE

Lillehammer, a small town situated 100 miles north of Oslo in Norway, has invited the World to join them for the XVII Olympic Winter Games this January. The games were last held in Norway 42 years ago, and it was 70 years ago when the first ever games took place in the ski resort of Chamonix.

So, the world's top athletes have arrived in Lillehammer to compete in ten events that will test the nerve, skill and courage of the leading winter sportsman. As the flame is lit and the fireworks crack a large crowd gather in bright woollen clothing making a colourful spectacle against the thick white snowy peaks. Hit the ice in a winter feast where it's go for gold!



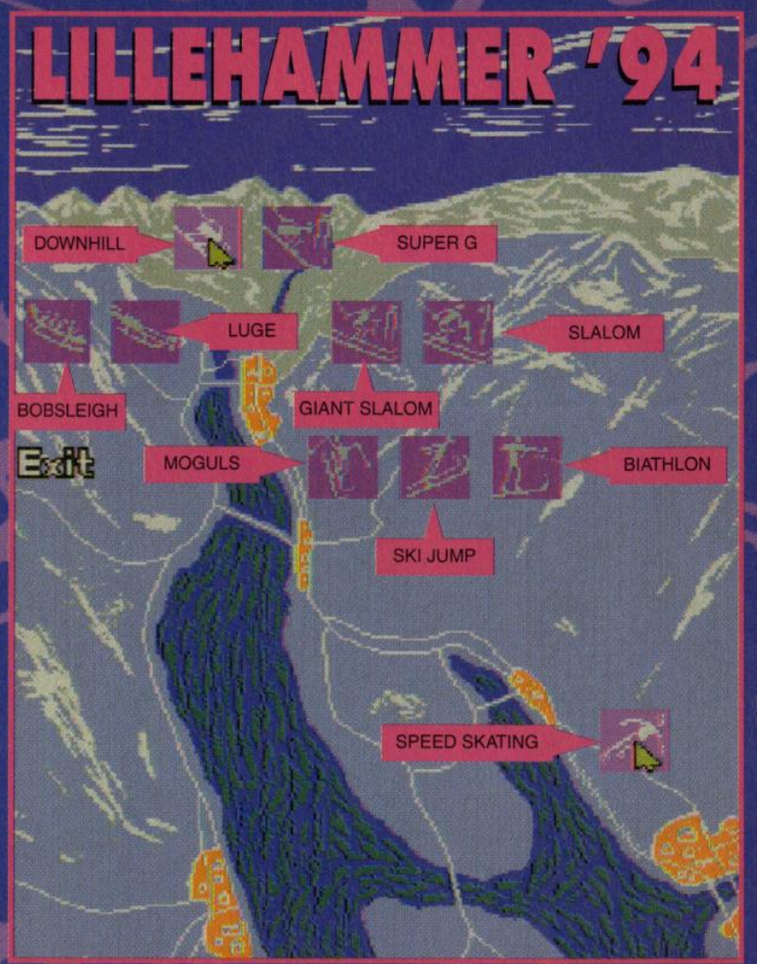
The opening ceremony, the lighting of the Olympic torch – how nice it is to stick to tradition.



Here's a presenation screen showing the worldwide locations of all the past Winter Olympics.



From the options screen you can choose to practice each event, view past records and start the contest.





Winter OLYMPICS

Games like these have proved to be very popular in the past. The CBM 64 used to produce some great titles; *Summer Games*, *Winter Games* and the classic *World Games*. Now US Gold have come up with a winter package to coincide with the games in Lillehammer this year.

There are ten events in *Winter Olympics* although many of them put you on skis and play very much the same. For skiing you have the Downhill, the Super G, the Slalom and the Giant Slalom. Initially, the only visual difference between these events is the shape of the flags. But, as a professional skier would tell you, the events differ in slope length, gradient and style which meant I needed to adapt a different set of skills to win each of these events.

The freestyle event called Moguls (introduced for the first time during the Albertville games in 1992) offers a change from normal skiing as you must zig-zag down a steep slope made up of snow mounds. Then, on skis again (but not downhill) there's the endurance test of a Biathlon. A combination of cross-country skiing and shooting this is long and fairly boring with barely any graphical variety in the backgrounds.

The Luge and Bobsleigh events are practically identical and really can be classed as one. I didn't feel as though I was subjected to a force of 4G – despite the 3-D perspective. It's a case of following the best line down to gain the fastest time possible – and that's all you really do.

Ski Jumping is perhaps the most popular of the events because of it's speed and control method – you'll find you have a lot to think about which makes this event very playable. You are given points on distance and style. Getting the indicator on-line to get as fast a take-off as possible requires skill, then in the air skis needed to be straight so the style is crisp. A good landing is crucial – if you tumble you are automatically disqualified!

Playability varies from event to event although I found the skiing events were a great deal of fun. Sweeping down the various slopes and skilfully cutting through the red and blue gates is fast and exciting – much like the real thing. Controlling you skier left and right in a rotational fashion takes time to get used to. I often saw a corner at the last minute and ended up in the trees! Much of the art comes in anticipating the tight

THE EVENTS

1 DOWNHILL
The Downhill is a very steep and demanding course. Designed primarily for speed, the gates on the slope are positioned so you'll keep to the fastest line. Controls are tough and your reactions will need to be sharp – especially on the tight corners. Don't miss any gates otherwise you will be disqualified.

2 SUPER G
Shorter than the Downhill, the Super G has a natural sequence of long and medium turns on the course. Gates are positioned to slow skiers down, creating more sweeping lines across the mountainside. Although the course is shorter the time it'll take you to reach the bottom is in fact longer due to your zig-zag path. The winner is decided after just a single run.

3 GIANT SLALOM
The long, medium and tight turns are positioned in a natural sequence and gates are also carefully placed so skiers can exploit the natural contours of the slope. The winner of this event isdecided after two rounds so a player's rank is calculated against his/her overall time.

4 SLALOM
This is the shortest of the alpine skiing events. Gates are positioned to make the skiers frequently change direction. Making every one of the red and blue gates is by no means easy – you'll need to get into a good rhythm so that you are always in control from the starting hut to the finishing post. After two runs the winner here is decided by the fastest aggregate time.

5 FREESTYLE – MOGULS
This is the newest event on the calendar and probably the strangest too. Skiing down a steep 250m slope evenly covered with bumps of hard snow allows the skiers to zigzag downwards in a controlled left and right movements. Keeping a steady rhythm is the key to speeding up, and when speed is sufficient you can perform a single or double stunt – a small stylish leap!

6 BOBSLEIGH
After bashing buttons A and B alternately to get a good start, the run itself is simple if you stick to the best line. Displaced ice will come up from the back of your Bobsleigh if the line is wrong. To get the best times you must be consistent in taking the corners with a good line and a cool head.

7 LUGE
Much like the Bobsleigh except that the Luge is run in a light one-man toboggan. Controls are just the same although this time the winner is decided over two runs. But you'll find, if you crash on the first run, you don't get a chance at the second.

8 SKI JUMPING
The ideal jump is executed with strength, grace and courage. As you push-off down a very steep slope the key to speed is to line-up an arrow over the centre line of the indicator. The more accurate you are the faster you go. In the air you'll need to straighten your skies as the overall winner of this will have points for both distance and style. And as time is short landing must be precise – otherwise you'll tumble past the crowd and get disqualified.

9 BIATHLON
Skiing and rifle-shooting is an endurance test. During the cross-country a pointer is moved left and right inside a bar above the skier. To keep up speed the pointer must not touch the ends as this will loose the rhythm and make you slow down.

For shooting you must hit five targets with five shots from a lying and standing position.This is more difficult than it sounds as your telescopic gun-sight drifts about. For every target missed a one minute penalty is added to your time.

10 SPEED SKATING
Using buttons A and B this is a button thrashing event that tests your skills in ice-skating and endurance. Of course the first to finish grabs the gold medal, and any competitor going off the track will be penalised.



corners and learning to cut into them at a certain angle while keeping up a good speed.

Overall, this type of game is popular because it offers so many events rolled into one. However, once records are broken and computer opponents fail to provide any further challenge then Okay, this may lose appeal – but in saying that, most of the events are difficult and even on the easiest level you are still likely to be shown up the CPU's competitors!

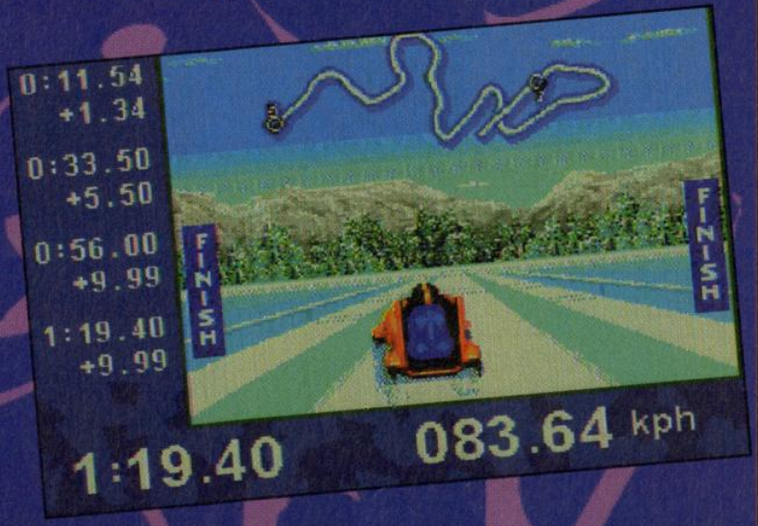
● Mark "Snow-bound" Hill



● The Biathlon is a combination of shooting and cross-county skiing – the longest event in the games.



● It's Eddie the Eagle, no, hang-on, it's me. Yes, I'm competing in the Ski Jump for Britain so here I go.



PROTIP Do not enter the full Olympic challenge until you have used the training option. This will give you quick access to an event of your choice that you can keep playing until you've got it right.



WINTER OLYMPICS

US GOLD ● £39.99 ● OUT NOW

CART SIZE 16Mbit
PLAYERS.....4
STAGES 10
SKILL LEVELS.....3
FEATURES .....save
CONTACT
US Gold ✆ (021) 625 3388

PROVIEW

NICK 7/10
I'm not into this type of game, but it's all well presented and thought-out.

PETE 7/10
If you like multi-sports sims this will be right up your ski-slope.

JASE 6/10
Great fun as a large group game, but otherwise it is very lacking.

ACTION / **STRATEGY**

GRAPHICS 87%

▲ Some wonderful snow scenes matched with smooth scrolling and action.
▲ Plenty of impressive presentation screens that promote this year's Winter Olympics.

SOUND 82%

▲ The opening music builds up that Olympic atmosphere effectively.
▼ The is no cheer from the crowds whenever you perform to a high standard

GAMEPLAY 84%

▲ Each of the ten events involves some skilful contol, timing and movement.
▼ Some of the events are very similar to one another – an easy way out really.

CHALLENGE 89%

▲ It's very challenging to master the skiing events as these can prove to be tough.
▲ Four players can thrash it out to get the best times and go for gold!

PROSCORE 87%

A solid sports simulation that's an improvement over *Winter Challenge*. Ten graphically smooth and impressive events provide a challenging contest.

Dracula

PROTIP Kick away bats and vampires with high kicks. Kick the spiders and rodents along the floor with a sweep 'floor' kick. At head height duck any animal or object, and at chest height punch the suckers away.

MEGA-CD

With the passions of a prince and the grace of a wild animal he stalks his victims in the blackness of the night. He feeds on the living, thirsting for their blood and always eager to enchant the unwary.

Dracula is the Prince of Darkness who has cast a hypnotic spell over your mistress, Mina Murray. It's up to you to seek him out and drive a stake through his evil heart. Remember the Count can disguise himself as anything from a shadow on the wall to a baying wolf. Beware, while Dracula is abroad nobody is safe in their beds...

The sad thing about *Dracula* CD is the amount of memory seemingly used up on producing smart backgrounds. They look good when they scale and rotate as Harker turns a corner or enters the next screen, but all the fancy art leaves gameplay as weak as Harker's freshly drained corpse.

As you guide the heroic Harker sprite through Castle Dracula, Hillingham Estate and Carfax abbey the game scrolls in one direction from left to right and that's it! Harker can never jump onto an old chest a stone coffin or a ladder etc. He just moves along the floors and grounds of the castle beating away swarms of nasty bats and rodents, skeletons with clubs and shields, zombies, ghosts etc. The animation is really neat but gameplay becomes very repetitive. With the exception of a ride on horseback on level six, the same sprites attack in the same manner against similar stonewall or graveyard backdrops.

Controlling Harker is quite complex at first. He does have a wicked combination of kick and punch moves that deal with bats, spiders etc. attacking on the ground, the air or above the head. But the whole game becomes tiresome and contains no real change in gameplay. Sure, Harker may find an extra life, a continue or the invincibility garlic, but this makes little difference. If we exclude backgrounds then *Dracula* effectively has one level.

The brilliantly brooding organ music and the howling gales instantly put you in the vampire mood, but as I found, later levels are too much of the same thing to keep your blood on the boil. Not bad, but there's too much missing.

● Mark "Gothic" Hill



On level five you can see how the backgrounds barely change with the same misty grey stone walls.



On level six Harker rides on horseback and has a weapon. This 3-D entry through a cave is impressive.



This is just one of the many different bodies Dracula can use to disguise himself. Here Harker must prevent the Count from grabbing him around the neck. If he can keep his distance and attack with swing kicks at intervals then Dracula will die.



Harker's high kick is best used on guys such as these because it's strong, fast and it means he'll not have to get so close. Here Harker is fighting one of the armoured guards that patrol the castle chambers.



At the beginning of level one Harker reaches a pit where a slimy monster lives.



This presentation screen at the beginning of each level has sampled speech telling the story.

MEGA CD Licensed by Sega Enterprises, Ltd.

Dracula

DRACULA

SONY ● £44.95 ● OUT NOW

CD ACCESS...medium
PLAYERS.....1
STAGES 7
SKILL LEVELS.....1
FEATURES.....continues
CONTACT
D Machines ✆ (0429) 869459

PROVIEW

NICK 5/10
Basically a glorified scrolling beat-'em-up with FMV.

PETE 5/10
Some of the animation is life-like but it's all too predictable.

JASE 4/10
A shining example of early Mega-CD releases – very poor in all respects.

ACTION

STRATEGY

GRAPHICS 84%

▲ The pieces of digitised video footage from the film fit in well between levels.
▼ Harker's sprite is a little disappointing despite his handful of moves.

SOUND 87%

▲ The howling winds and deep gothic organ tunes are just two examples of the excellent music.
▼ Gives out some very weak sound effects when Harker engages in combat.

GAMEPLAY 74%

▲ Initially fighting off the rodents, bats and zombies is challenging and skilful.
▼ After level one expect nothing new in the gameplay – every level plays the same.

CHALLENGE 81%

▲ Some of the levels can get very tricky when many bats, ghosts and zombies smother Harker.
▼ There is not enough depth and variety in Harker's overall objectives.

PROSCORE

76%

If we forget the excellent music, film footage and backgrounds, *Dracula* is a repetitive game that fails to offer new routes for Harker to follow.

Play the game to be granted three wishes in...

ALADDIN'S CAVE!

...to win your Instant Prize!

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SEGA MEGA CD
+ game of your choice
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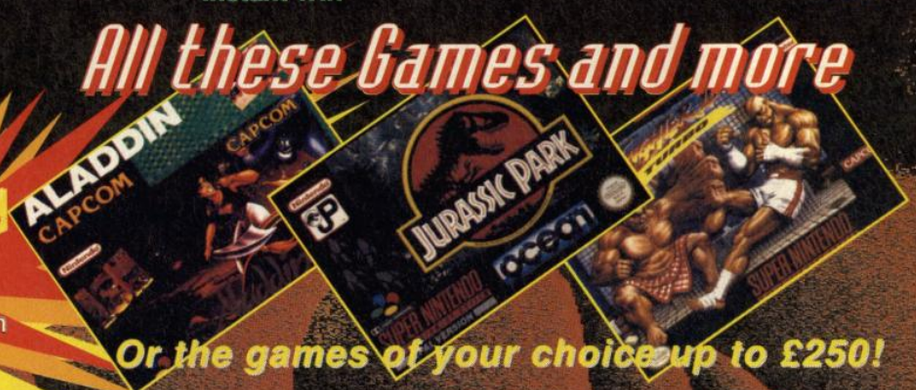
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EuroMar

MEGA-CD

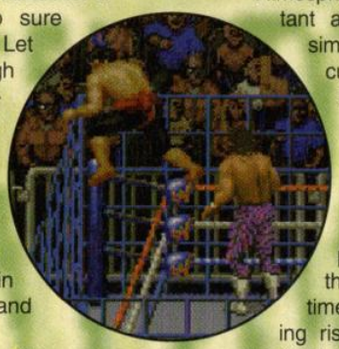
RAGE IN THE Cage

Body-slamming their way onto Sega's Mega-CD, the WWF crew are in the ring with all the muscle of an action packed simulation. Feel the tension, hear the crowd, be a part of the biggest display of showmanship the world has ever known. The ultimate display of brawn and brashness puts you in a 'better than ringside' seat.

A steel cage surrounds this monstrous creation where the first wrestler to escape wins. Two men enter, one man leaves. The battle of the giants is about to commence as World Wide Wrestling comes to town. The superstars: The Undertaker, Macho Man Randy Savage, Mr. Perfect; they're all crammed into the ideal follow-up to the raging Mega

How would full-motion video clips of the star wrestlers in action, a complete rundown of 20 WWF fighters' statistics and the chance to take your favourite into the ring for a tournament? Good? Excellent? Far out, I can't believe my dream has come true? If WWF is your favourite means of entertainment *Rage In The Cage* on the Mega-CD is for you, no doubt about it.

So what if you're not a particular fan of these wrestling stars? Don't worry, the entertainment value is well above average and makes for a great buy. Not too sure about this opinion? Let me guide you through what makes this particular wrestling game the best to date...



Previous WWF games have been far from perfect, especially lacking in long-term interest and challenge. Finally this weakness has been overcome with 9 difficulty settings and a 19 stage tournament. Not only this but an exhibition, brawl and cage match is in the offering. Ah yes, great, but do you really feel as though you're there?

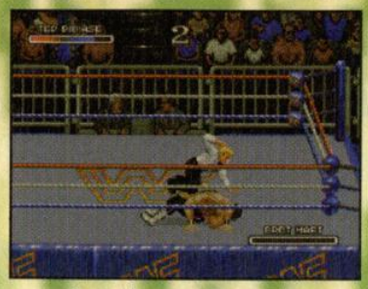
Atmosphere is the all-important attribute of a sports simulation, no-one executing this better than Electronic Arts. *Rage In The Cage* features realistic, thumping sound FX of fighters running around the ring and punches landing on their opponents. At times the crowd's cheering rises, especially when the fight is taken outside the ring. One criticism is that when the referee is speaking the crowd is silent and rarely look enthralled to be in the stadium.

As well as tidy intro screens and an array of WWF related graphical paraphernalia, the stadium (unfortunately it's just the one) really does look good. Decked out with WWF flagging, an extremely active referee and authentic ringside attractions the Mega-CD hasn't been used totally effectively, but at least it's a good looking, exciting and playable game.

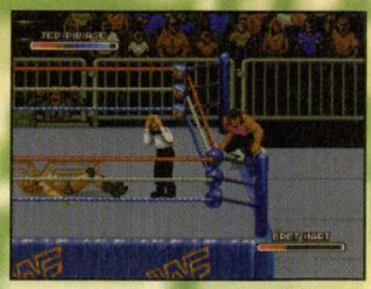
Control of your fighter is surprisingly simple; rebounding off the ropes is far easier than ever before. Moves for each fighter include the atomic drop, suplex and flying elbow, not to mention the addition of a special move. Illegal choices are the eye gouge and choke, but you rarely find yourself at the end of abuse from the referee – who you can lay a punch or two on! It's a shame there's so much repetitive button pushing which is necessary during the struggle to gain control.

Viewing this game from a WWF fan's viewpoint it could be described as 'awesome, dude' and 'really rubbish, not' . As I'm not a wrestling fan I fail to see the immense attraction of leotard clad males staging a fixed fight. I must add, being drawn into playing a WWF game for absolutely ages was a 240V shock, but it's so well presented and playable. I guess it takes allsorts, and for anyone totally Bertie about this form of entertainment it's a 100% must buy.

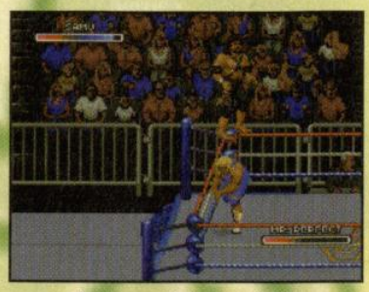
● **Jason "plug in" Johnson**



You can slam your opponent to the floor and then attempt to hold him down to win the fight.



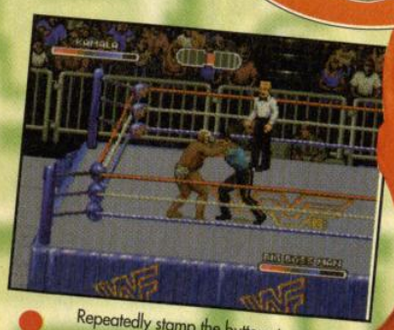
If you're quick enough, slap the ref around the face and he may run off crying.



There's no point climbing out of the ring this guy will jump on your head wherever you are.



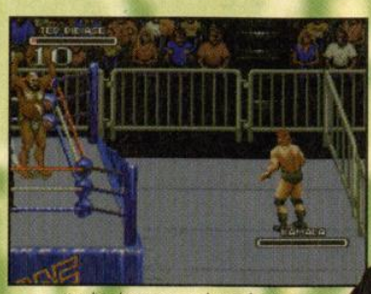
Time to celebrate after you've nailed your opponent to the canvas. That's how to get to the top.



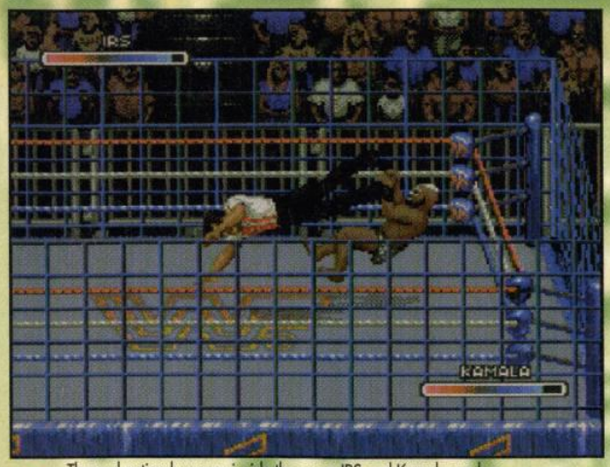
Repeatedly stamp the buttons to move the control indicator in your favour.



Throwing the Big-Boss Man against the ropes could be dangerous for Mr. Perfect



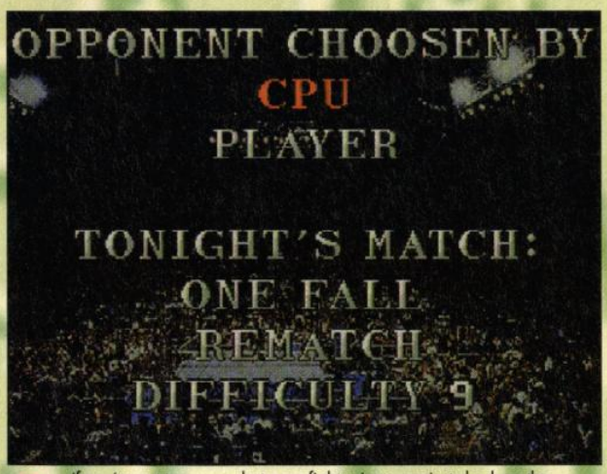
I'm the champion and you don't even deserve to be in the ring with me.



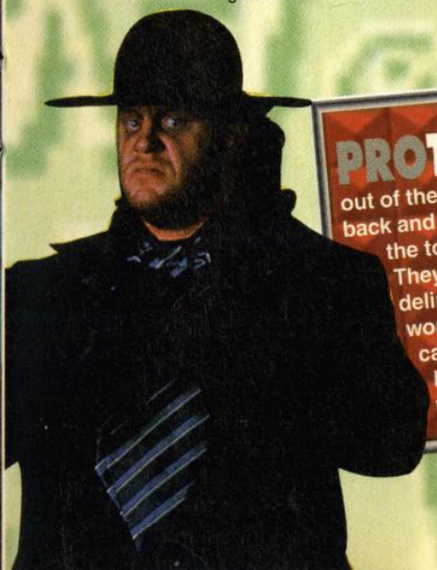
The real action happens inside the cage. IRS and Kamala are having a tough time as a double KO leaves them both out for the count.



A nasty dropmove coming up in which someone's going to get a serious headache. It's a good job they haven't included a blood mode really.



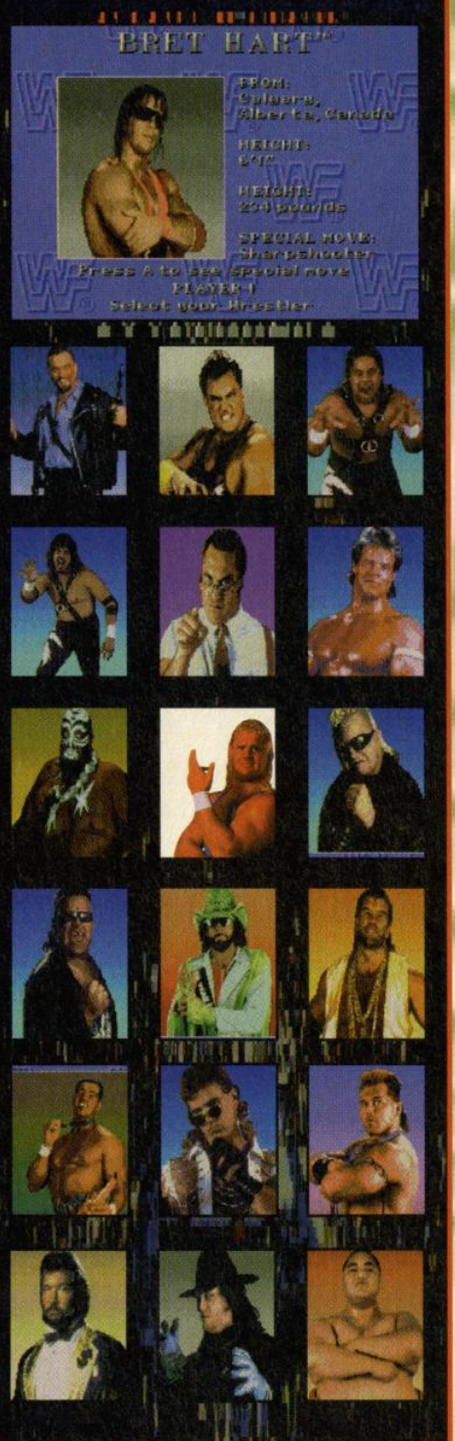
If you're not too sure what your fighter is up against check on the pre-match special moves screen. You can even see this move enacted in glorious FMV.



PROTIP Throw your opponent out of the ring, let them crawl back and jump on them from the top of the ropes. They should be totally delirious by now (who wouldn't be?) and you can kick a further ten bells out of your weakening opponent.

SLAMMIN' AND JAMMIN'

Check out your favourite WWF All Star with this picture guide. From this screen you can switch to a separate FMV showing of your hero in action, and that must make WWF worth buying.



© WWF Wrestlemania © RAGE IN THE CAGE

MEGA CD

RAGE IN THE Cage

WWF RAGE IN THE CAGE

ACCLAIM ● £49.99 ● OUT JAN

CD ACCESS...medium
PLAYERS.....2
STAGES 19
SKILL LEVELS.....10
FEATURES ..tournament
CONTACT
Acclaim ✆ 071 344 5000

PROVIEW

NICK.....7/10
Not my favourite sport, still it's all captured pretty accurately.

PETE.....8/10
Good wrestling action all wrapped up in some fancy packaging.

MARK.....8/10
Entertaining but not that much different from the cart.

ACTION
STRATEGY

GRAPHICS 81%

▲ Entertainment USA style with bold, bright colours and super-sized sprites.
▼ Hardly uses a new angle on Mega-CD technology except for a little FMV.

SOUND 83%

▲ Bundles of speech and every character's theme music has been included.
▼ A more active crowd with boos and hisses would have been so much better.

GAMEPLAY 80%

▲ Plenty of moves, special moves and more than enough contestants.
▼ Too much influence on repeatedly pressing buttons than games playing skill.

CHALLENGE 80%

▲ Nine difficulty levels will keep the most avid WWF fan glued to their screen.
▼ Completing the tournament without a password or continues is too much.

PROSCORE

81%

A fantastically entertaining piece of WWF games playing that will appeal to fans and anyone who enjoys a good beat-'em-up.





MEGA-CD

A spectacular world of adventure and magic awaits those who dare to re-live the memory of Dyne, Dragonmaster extraordinaire. Our young hero, Alex, must make a fantastic journey through the land of Luna in search of the Black Dragon. His mission will be long and hazardous, but a faithful companion – Luna – will be constantly at his side.

Alex's quest begins beneath the shadow of Dyne's memorial. Friends will provide assistance, but only a true Dragonmaster will conquer the forces of Evil. You must travel through mountain ranges, across dangerous waters and meet villagers, dragons,woodcutters and other adventurers. Remember, it's only through talking to these people that you'll learn how to complete your quest...



"Oh what a glorious day. Can't you just smell that healthy sewage floating over the river?" said Luna in a semi-tranced state. These anime girls really know how to express themselves, don't they.





Don't you just want to taste my blackberry and cheese potato pie? It's made with all the goodness of the fields and forests on Lunar. I was contemplating selling it to raise money and help solve the national debt problem, what do you think I should do with it?



Welcome to the deep, dark underground passages where a friendly dragon awaits your presence.



Alex barges in on his old buddy Ramus and they decide to make a million before the night's out.



Wander into a shrine, pay your respects and your health will be boosted back to normal.







Sometimes Nall can be a waste of air space, you know what I mean! As if I can't see the bridge is useless.

Over a year ago this superlative fantasy role-playing game was released in Japan. Game Arts (*Silpheed* and many more) were responsible for leading a large number of games players into long, sleepless nights of adventuring turmoil. Working Designs (California, USA) took on the huge task of converting this epic and now it is finally complete. It's time for Mega-CD owners to enter the fantasy zone.

As Alex, you aim to become a Dragonmaster by following in the footsteps of Dyne – your life long hero. To accompany you is: Nall, a catlike creature, who although a bit of a smart arse is pretty wise. Luna, an orphan your parents adopted (and someone you have grown up to fancy the pants off of). Ramus, best friend and prospective 'loads of money' regal. Nash and Mia; magicians. Kyle, self-centred warrior and Jessica; women's rights activist.

Your adventure begins in Alex's hometown, Burg, but you will travel to Saith, Meribia and numerous caves and underground locations. As with many RPG games the most important aspect is conversation. You talk to everyone as this is the only way you will progress. Chatting often leads to clues, orders and pleas for help. Help someone and you will be rewarded – often with items or money – allowing you to progress.

Each character has a large inventory in which they carry items collected or



LUNAR
THE SILVER STAR

A particularly tricky part of the quest to become a Dragonmaster awaits Alex when he asks for a little help. Better luck next time, Dragonmaster. Ha, ha, ha.

"It has taken almost six hours to find this stupid palace and all that fat geezer can say is 'you're not doing very well, are you?' Stuff you pal, we're off to find ourselves some real excitement within the confines of a very busy public house. Oh the turmoil of playing RPG games."

Alex pauses for thought then approaches this regal chappy with a plea for help. As you can see from his reply, Alex is out of luck. Play along with this guy's humour and you could find yourself stuck in this town for ages. Then again, isn't it great to find a tough game.

YA SAID YA WANTED AN ADVENTURE, AND HERE'S ONE FOR YA!

Talk to the guard and he'll probably reply with a wisecrack about the weather. Don't let this put you off – he may offer invaluable advice on where to go next after talking to the boss. Then again, he may send you off on a wild goose chase; that's how the cookie crumbles.

bought. Weapons range from daggers to slings, with protective gear including Carapace armour and bracelets. Energy replenishment and all-important magic spells are also carried at all times. Each character's status and possessions are clearly displayed as icons and easily accessed, unlike so many previous menu-driven RPGs.

Nall, although an accomplice in your adventure, is more like a guardian angel (if that's the correct term for this bad attitude feline) who watches over you and gives advice about whether you should enter combat. Alternatively, his inventory consists of a RAM save and load which is extremely effective and

ROLL UP! ROLL UP!

Buy your weapons here and lead on into the unknown with a decent piece of kit in the inventory.



The young lass on the dance floor is heartily singing away, much to Alex's annoyance.



Protect yourself against the forces of evil with a strong piece of body armour.



REVIEW



Finding keys is one of the simplest problem solving exercises in RPGs, but some adventurers never learn.







PROTIP Before you even consider trying to repair the bridge wonder around your home town of Burg and learn from its inhabitants. Find Luna and Ramus and gain a few health points by winning early battles.

reliant (which is more than can be said for his information).

As you travel between towns you will almost certainly run into trouble, where mutant inhabitants attack in gangs. Depending on your weapon and health ratings you must decide whether to stand your ground and fight. Win, and you are awarded silver with which you buy items, and health. Should you decide to indulge in a little head bashing an automated sequence begins. Hit points are awarded and deducted accordingly. Though cleverly thought-out, the action sequences can be too frequent, thus interrupting the run of play and causing immense annoyance.

Should your character – you fight with each current member of the group alternately – lose a significant amount of health there are numerous means of revitalising their weary bodies. Travelling around the countryside is unavoidably coupled with danger and the only way to survive is by seeking them out. You will encounter underground passages, dragon's lairs and even a lighthouse during your journey and there is danger around every corner, so be prepared for more than the usual amount of jousting.

Visually, *Lunar: The Silver Star* is initially far from outstanding (taking into account its high-tech silver disc format) but an amazing amount of detail is sufficient to leave you gobsmacked. Anime style intros and midgame sequences, a vast playing area and silky smooth scrolling put this game in a class of its own. Forget *Landstalker* and *Shining Force*, this is not only cutesy (be honest, it's not that detestable) but it draws you in and keeps your interest level rocketing onto the Richter scale.

If a superb storyline and graphics don't have you raiding the bank to buy this game, how about something a little more challenging than normal. You can literally spend days trying to figure out where to go and how to solve a current puzzle. If any game is likely to send the SegaPro tips line interrupting my day more than Sonic 'the blinking' Hedgehog on the Master System, this is the one. Nuff said!

Overall presentation of *Lunar: The Silver Star* is superb with soothing music accompanying your every step and a concise manual to reach for in times of need. Clear, spelling mistake free text boxes avoid the need for annoyingly accentuated speech, but there are one or two unwelcome songs along the line – especially from Luna.

It is extremely rare that we are treated to a game that is so involving, addictive and pleasurable to play. This is a masterpiece in programming and anyone owning a Mega-CD simply must to buy it. If you're a true RPG fan, buying the unpopular machine may finally prove a worthwhile investment, and with a rapidly decreasing price tag this may be less of a traumatic experience than you think. All that can be said is that if you want the best in RPG adventuring, *Lunar* is the game to buy.

● Jason "Thunder Thumper" Johnson



I certainly am, my dear, would you like to join us and make this a merry quest?



Zooming in on Alex's home town, Burg, the quest begins as a tuneful intro ceases to annoy you. To the right is a green, spacious site where the river flows and Luna sings her merry songs. If only the words were more meaningful.



LUNAR: THE SILVER STAR

SEGA ● £44.95 ● OUT NOW

CD ACCESS .....fast
PLAYERS.....1
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....save
CONTACT
D.Machines © (0429) 869459

PROVIEW

NICK 9/10
The sprites may be small but this adventure is huge!

PETE..... 9/10
A very superior RPG designed with incredible attention to detail.

MARK..... 9/10
An enchanting adventure bursting with clever ideas and imaginative gameplay.

ACTION / **STRATEGY**

GRAPHICS 90%

▲ Among many things the attention to detail is absolutely brilliant.
▼ May be a tad disappointing at first as it fails to utilise many of the M-CD's capabilities.

SOUND 89%

▲ Moody music and a sufficient amount of sound FX accompany the player.
▼ After a while the smoothness of the music can become a little agitating.

GAMEPLAY 91%

▲ Even for inexperienced RPG players this inventory system is a doddle to use.
▼ The fight sequences are too regular and prove infuriating until the tougher battles begin.

CHALLENGE 96%

▲ The sheer size and intensity will keep you on tenterhooks for weeks, if not months.
▲ It's so addictive you may find yourself constantly playing until you finish it!

PROSCORE 93%

Undeniably the most comprehensive RPG on the Mega-CD and a software masterpiece. For me, this is the best game this genre I've ever played.



The Great Shaven Yak, the symbol of Ren's favourite holiday, has forgotten his hooves. Without the hooves Yak will never return for another Yak Shaving Day. It's now been left to the two Nickelodeon TV characters with their extremely disgusting habits such as ear-picking, tooth-picking and assorted scratching to find Yak and return his beloved footwear.

Ren and Stimpy must travel through five weird and wonderful lands in order to find them. Yeechhh! Ren has a toothbrush as his favourite weapon and as for Stimpy, if it's not his bad breath then it's his rather revolting habit of spitting slimy hairballs that's sure to help him on his way. So, C'mon, man! We gotta find that Yak!



In the Stinking Dry Desert Stimpy must avoid the deadly cacti whilst dealing with vicious vultures.



The Stinking Wet Bayou level. Prepare for quicksand, deadly snakes and mosquitoes.

Quest For The Shaven Yak

Starring

Ren & Stimpy



On the MD Ren and Stimpy was a blinding game. The graphics were of a very high quality and the two-player mode where the two characters could use one another as weapons was incredibly playable. Sadly the GG version turns a very original title into yet another straight-forward platformer.

There are five scenarios Ren and Stimpy must travel through and much like your average platfomer the gameplay remains pretty much the same throughout. You can choose to play as either character but there is no two-player gear-link so this is never going to play like the MD version. Ren and Stimpy don't ever help one another out; they just each have a special attribute. Ren can perform a super jump to reach high platforms and Stimpy can crash through logs leading to hidden bonus rooms using his triple thump-jump. Oh, and by the way, you can only switch between characters whenever you loose a life rather than choosing whenever.

The power-ups have crazy names such as Gritty Kitty, Shaving Scum and Walking Crock-O-Stimpy. These give you the usual array of extra lives, replenished energy and bonus points etc. Yes, it's nothing new. Even the weapons with names like toast, soap and happy helmets just give you the normal assortment of guided missile attacks, killer bubbles or invincibility seen in a thousand games before.

Certainly this is worth playing a few times but at the end of the day there is nothing original to write home about.

● **Mark "Yak Yak" Hill**



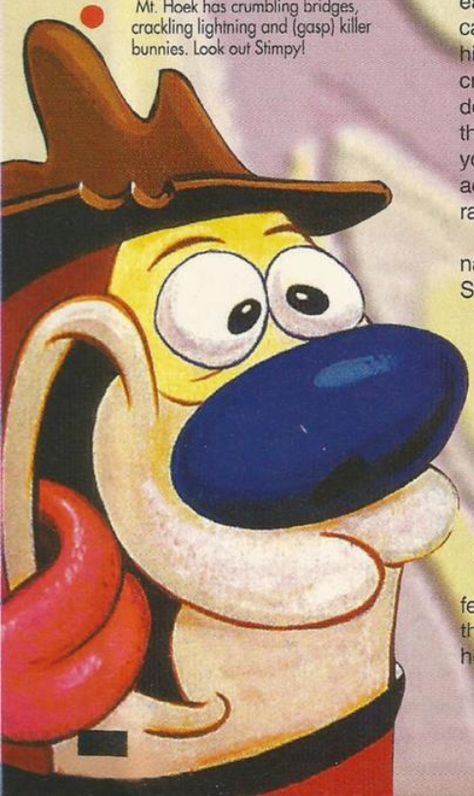
Mt. Hoek has crumbling bridges, crackling lightning and (gasp) killer bunnies. Look out Stimpy!



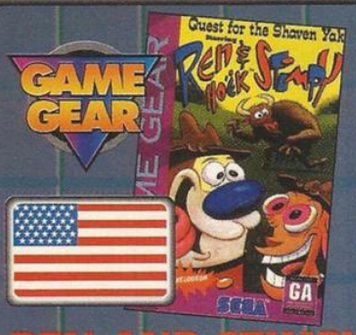
Ren comes face to face with an unfriendly looking goat. He should've picked up that toast.



The Great Frozen North is a level plagued with razor sharp icicles and menacing penguins.



PROTIP You can get away with jumping many of the enemies to avoid their tricky attack patterns. This will preserve your energy supply and give you more of a chance against the tough end-of-level enemies.



REN AND STIMPY
QUEST FOR THE SHAVEN YAK

SEGA ● £29.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS.....1
STAGES 5
SKILL LEVELS.....1
FEATURES.....continues
CONTACT
VGC ✆ (0202) 527314

PROVIEW

NICK 5/10
Unoriginal and uninteresting except for some snippets of good animation.

PETE 6/10
A predictable platformer only saved by a few funny bits.

JASE 5/10
Yet another boring platform game with a day's lifespan.

ACTION — **STRATEGY**

GRAPHICS 86%

▲ The Ren and Stimpy sprites look lively and move well on the small screen

▲ Backgrounds are bright and colourful just as they should be for a cartoony game.

SOUND 79%

▲ The little tunes that play on each stage suit the Ren and Stimpy image.

▼ Sound effects are weak, especially when you fire a weapon or get hit by an enemy.

GAMEPLAY 69%

▲ You can switch characters because each has a useful move for certain situations.

▼ This is yet another unoriginal platformer that's weak on new ideas.

CHALLENGE 67%

▲ Many of the enemies are tricky to defeat – especially those at the end of each stage.

▼ After finishing the game there is little incentive to play through again.

PROSCORE

68%

A very straightforward platformer with only the character switch being a novel option. Not up to the standard of the MD version.


SEGA
PRO


SONIC 3

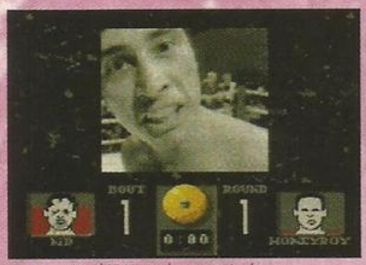
PRIZE FIGHTER

Blood, guts and a stench of sweat fill the ring as The Kid lies on the canvas, dazed and delirious. The referee counts down; seven, eight, nine... "Get up wimp, I wanna hurt you some more" shouts Honeyboy. The Kid lunges at the rope and hauls himself up off the canvas to face another round. This is the stuff champions are made of.

Partially blinded and semi-conscious The Kid sways on the spot. Honeyboy sees his chance and takes it. Thwack! He punishes his opponent with a blood wrenching right hook and... misses! The Kid ducks, first left, then right, eventually facing Honeyboy who he attacks with body blows. Blood gushes from the other boxer's nose and Honeyboy collapses to the ring. The fight is over. The Kid wins!



Fail to impress and taunts fly around the arena. Nasty when your brain is tomato soup.



"Punk!" Honeyboy gets in there with some verbal abuse after handing out a pounding.

Classical music graces shadow boxers, punching away as the intro credits roll away. And then the mob launches its attack: The crowd hustle you, shouting obscenities as you're walking towards the ring. Press, bystanders, and to finish it off a dorky kid tells you you're his hero and not to let him down.

The first all-video boxing game is both dramatic and atmospheric, definitely not for the weak willed. You're in the ring against a real fighter throwing punches towards you. *Prize Fighter* is the first boxing game ever to feature FMV, and although displayed in a small playing screen, it is extremely realistic. Punch an opponent and the camera instantly switches to a close-up shot of the fighter. Pity everything is in black and white – blood hunters will be disappointed.

You fight three fierce opponents; Honeyboy Hernandez, Mega Joe Falco and T. Rex Hawkins. Defeat them using a combination of hooks, uppercuts and jabs to reach the ultimate battle against awesome Nuke "The Duke' Johnson. Be warned, he floats like a Stealth bomber and stings like a cruise missile.

Win, and you are awarded power points to improve stamina and power. A training mode uses indicators to tell you when and where to punch – without this you'll probably be more stuffed than most turkeys.



These are your pals. They'll clean you up and throw in the towel when you're getting slaughtered.



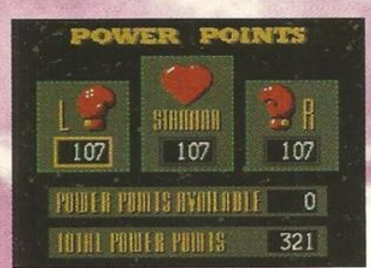
A simple rule: punch when his guard is down and block when he's just about to belt you in the head.

After a dry period of Mega-CD games it's exciting to see something more creative than your average shoot-'em-up, etc. However, it's not perfect, especially the small video screen and limited fighters, but it is a step forward (unlike other recent Mega-CD releases). I would happily recommend this to any boxing fan, but it doesn't contain enough to keep most games players in the ring.

● Jason "nuke" Johnson



"Of course I'm not alright, I've just had ten Big Ben knockers belted out of me!"



Win a fight and expect to be rewarded with some useful power points, as shown above.

PROTIP Try fighting Honeyboy without the training mode and you're going to be punished. Learn the fighter's moves with this useful option and playing will be much easier.

MEGA CD

Prize Fighter

PRIZE FIGHTER

EA ● £44.99 ● OUT NOV

CD ACCESS...medium
PLAYERS.....1
STAGES 4
SKILL LEVELS.....1
FEATURES .....save
CONTACT
D Machines ✆ (0429) 869459

PROVIEW

NICK 7/10
This does what it does well, but it's too limited to interest me.

PETE 8/10
The most realistic boxing sim I've seen with bags of moody FMV.

MARK 8/10
The video footage used brings out the realities of boxing.

ACTION

STRATEGY

GRAPHICS 86%

▲ All-video graphics really DO put you in the ring for the first time ever.
▼ A large, colour viewing screen would have made for a much better game.

SOUND 87%

▲ Classic intro music to set the atmosphere and it's a real riot in that ring.
▲ Most of the speech is crystal clear and adds tremendous atmosphere.

GAMEPLAY 77%

▲ Exciting and realistic; you have nearly all the control you could ever need.
▼ You still can't move around the ring – this is a major disappointment.

CHALLENGE 79%

▲ Expect to be have to play this game for quite a while before beating Nuke Johnson.
▼ Using the training mode is too easy and you should have the game finished within a day.

PROSCORE

81%

Very exciting, realistic and a must-buy for boxing fans. Unfortunately, if you don't enjoy boxing games this will not convert you, but overall it's a fun fight.

REVIEW

FIRE & ICE

GAME GEAR

Suten, the most evil being in the galaxy, has somehow escaped from a maximum security prison where he was held for two thousand years. Now, after twelve light years of travelling, Suten has reached the small planet he had been planning to take over.

What Mr Suten does not know is that his opponent, Glemm, has picked up his trail. You see these characters represent the elemental forces of fire and ice. As Suten recharges from the rays of the sun, Glemm hires Cool Coyote to track him down. It seems that CC is the only one who can recapture Suten and recover the balance between the elements. But as you'll have guessed Suten won't cool off without a fight...



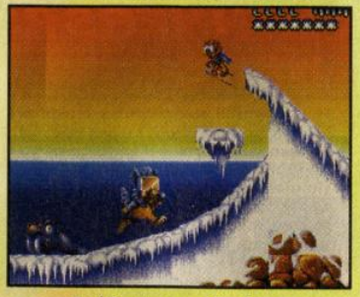
Hey it's Cool Coyote in a really cool world. Let's get this straight, when I say cool I mean cold. there is nothing particularly cool about the cold polar region that makes up level one – or the game for that matter.

As this Coyote your objectives are simple. To complete a level there are six elements of a key that must be found and pieced together. Now these key pieces are not that difficult to find as they live in the ice blocks scattered around the place. Ice blocks also hold bonuses that enable our courageous Coyote to pick up snow bombs, super snowballs, frost breath and sonic barks that freeze everything on-screen. I think you get the picture. A typical platformer with your usually array of smart-bomb weapons and common power-ups.

Graphically I'm impressed with the large sprites and spectacular backdrops for the GG. Even the Sound FX sparkles and enhances the icy theme. Only the control method and repetitive gaming spoils an otherwise pretty game. The icy platforms are very slippery and Coyote can easily slip into an enemy like a penguin and lose a life making your task harder.

The challenge may be tricky but progress becomes boring. Throughout each level freezing enemies and running into them to kill them is all you ever really do. I like to see a game that's challenging and worthwhile to play through time and time again; sadly this is not one of them. Backgrounds change significantly with the scenarios but the structure and gameplay remains pretty much the same throughout. Worth a quick bash but lasting interest is very much in doubt.

● **Mark "Chilled" Hill**



Cool Coyote runs up the slippery slope, watch out, a guardian may be coming down!



Jump up to grab those rings and climb further along to reach platforms lurking below.

PROTIP When Cool Coyote travels down a slippery slope make sure you put on the breaks near the bottom. You must approach with caution as the ice is slippery and any kind of contact with enemies like innocent penguins will instantly set you back a life.



This door to the next level will only open once you've collected all the pieces of the key.



Delve deeper into the snowy caverns and you'll find...all the exact same nasties.

(Amiga screenshots have been used).



FIRE AND ICE

VIRGIN ● £27.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS.....1
STAGES 7
SKILL LEVELS.....3
FEATURES .....continues
CONTACT

VIRGIN ✆ (081) 960 2255

PROVIEW

NICK..... 6/10
Looks very pretty but this is yet another dull and lifeless platform game.

PETE 6/10
At first I rather enjoyed this game. But with nothing new it soon got tedious.

JASE 5/10
Nothing wrong with the graphics but gameplay is really very weak.

ACTION
STRATEGY

GRAPHICS 86%

▲ Large detailed sprites, pretty backgrounds and smart power-up icons.
▼ Some fairly jerky scrolling is evident during parts of the game.

SOUND 81%

▲ There's a good range of sound FX that do well to enhance the fire and ice theme.
▼ The tinny music tends to drone on and can become very tiresome.

GAMEPLAY 65%

▲ There are plenty of sprites throughout the levels to keep you on your toes.
▼ Ideas are rather weak in many areas due to the repetitive and unoriginal structure.

CHALLENGE 71%

▲ Just one slip down a hole or contact with an enemy sprite and you'll lose a life.
▼ There is not enough change in the gameplay to enhance the rather boring challenge.

PROSCORE 66%

Graphically this is a very pretty release with smart FX and large sprites. Don't be fooled though because this is really just another standard platformer.

REVIEW

STELLAR-FIRE

The Draxon, a cybernetically linked race, seek to consume the sentient life of the galaxy by incorporating it into their own system. They have already conquered over ten-thousand worlds and now it's Earth's turn to come under alien attack.

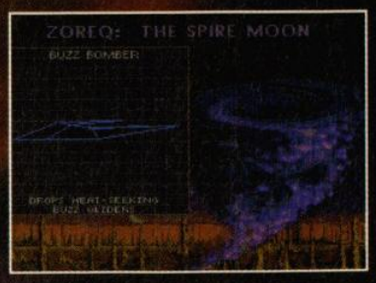
Can the Draxon be stopped – If they've conquered so many worlds, what chance does Earth stand of survival? The Earth's fleets have already been wiped out. Now it has been left to elite pilots who must make a last-ditch attempt to save the planet. The homeland of the Draxon is Arctura and you have been chosen to attack and destroy this base. You are alone now – and the future of humanity depends on your success.



This is what the level one guardian looks like once you've smashed its crystal shell. They're big 'n' easy here.



Just beyond the enemy a moon crystal comes into view with a laser improvement polygon icon next to it.



On the spiral moon the buzz bomber will be one of your main concerns – not.

Flicking through the instruction manual I was not at all surprised to see a long introduction telling the story of the Draxon and their invasions. Nice story – shame it's just part of the hype. I never expect anything special from a Mega-CD these days as so much trash has arrived in our office since the machine came out.

After loading up *Stellar-Fire* I was greeted with a reasonable introduction sequence showing a series of space fleets above earth. At least Dynamix have not gone over the top on an intro, because the game itself is as playable as a guitar without strings – despite polygon-based graphics used in a 360 degree perspective view.

The idea of *Stellar-fire* is to pilot a Raven aircraft through the Draxon's home world whilst destroying all five moons within. Beginning on the outer-most moon of the Arcturan star system you must use your radar to pinpoint enemies, power-ups and – most importantly – moon crystals. Once all the crystals have been found on each level (a very dull yet simple task), you can go on to fight the guardian of that moon and kick his ass to proton dust.

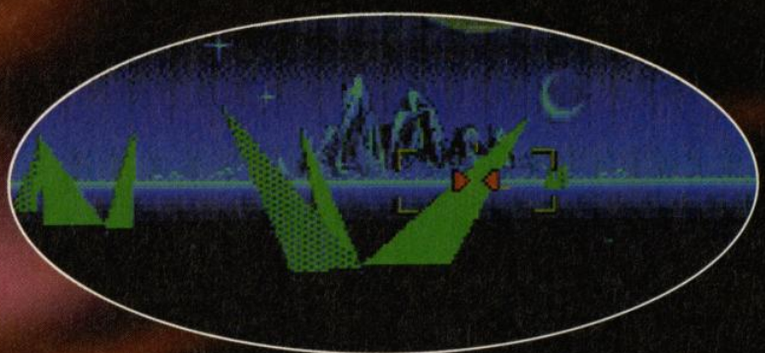
After five minutes of playing I began to wonder why I was even bothering. The 'Raven' craft is hardly the sleekest, fastest craft I've ever piloted. The very poor collisions with enemies gave me no feeling that I was actually in an aircraft at all.

Enemies tend to attack in any pattern and I was often hit simply because I never saw them coming. Various shapes regularly darted across my nose or rammed into me from behind despite my efforts in avoiding the onslaught. Then I realised I could not gain height. Even *Thunderhawk* allowed a change of altitude – and this was its only real flaw!

The CD scaling, seemingly used in many shoot-'em-ups today (*Silpheed*, *Thunderhawk*, *Microcosm* etc.) is becoming tiresome to read about in games that are rubbish. The scaling polygons look fairly good in comparison to other games of this type, but the structure and movement of all the sprites is shabby and weak. Even unleashing my

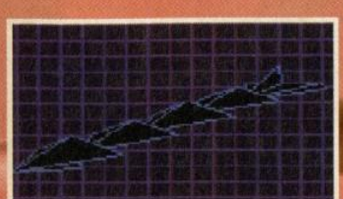


You'll only be able to shatter this huge crystal once all the small moon crystals are found. No short-cuts!





See that cluster of insignificant specks in the background? Well, that's a guardian, no, really it is!



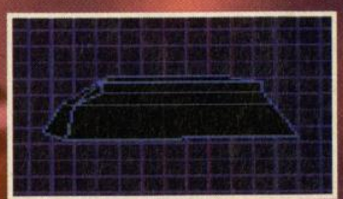
CENTIPEDE
Don't fear the centipede. They have light armour and only seem to attack when they are provoked.



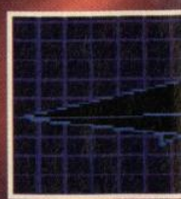
CYBERDACTYL
Prehistoric technology in the making! Although their armour is light you'll need to watch their fast spiral attacks.



MINER
A slow heavy vehicle that attacks by ramming you from any direction.



ROCK BLASTER
These big metal structures have some really tough armour. Look out for their double cannon bursts!



ROCK S
A very tough one aggressive and shooting e



cannons, lasers and smart-bombs created no stunning action sequences (this is supposedly advanced CD technology).

Following the white indicator on the radar to find these moon-crystals is simple yet any strategic dog-fighting with the aircraft seemed an impossible task, (surely the point of this type of game) it's more a case of blast until you're past. It's all very untidy to watch and play, and with poor sound effects as well, the atmosphere is about as stale as a piece of bread left for two years in a student bread-bin.



This is what the damage repair power-up looks like. They are large, easy to collect and appear on the radar as a yellow dot. At least something about this game seems to work properly.

Later levels improve to a very small degree (there are five in all). You get to fly through slightly different scenarios but the same meaningless obstacles seen on level one (like windowless buildings and tall steel sculptures), crop up again and again. Difficulty only increases in the sense that more specific weapons must be found and used on certain types of enemies.

Never have I known such a lack of incentive to play a shoot-'em-up like this one. I could name fifty shoot-'em-ups on the CBM64 or Spectrum that are more fun to play than this.

● Mark "Raven" Hill

PROTIP When you're attacking the guardians, keep a good distance between them whilst making sure you are within attacking range. As you fire a weapon, turn away every now and then to avoid anything they throw at you.



Before meeting the guardian, collect moon crystals by using the white indicator that circles your radar.



Here you approach a radar with caution because the area is sure to be infested with mutant futuristic alien technology (sigh). But then that's what you have to expect when you're Saviour of the Galaxy.



This guardian may look tough, but you can attack this one just as you did the rest. Nice polygon – but that's all.



PER
that's highly
l attack by
nning.



SLATEWING
This is a special supply ship that poses little threat.



SPORE PLANT
Strange looking plants that must be approached with caution.



VOORON WALKER
These are usually found in groups although their light armour means they're not very dangerous.







STELLAR-FIRE

SIERRA ● £49.99 ● OUT NOW

CD ACCESS ...medium
PLAYERS.....1
STAGES 5
SKILL LEVELS.....3
FEATURES .....continues
CONTACT
VGC ✆ (0202) 527 314

PROVIEW

PETE 2/10
The graphics may look solid but the detail and gameplay are transparently naff.

COLIN..... 3/10
I was completly non-plussed by this tedious release. Apalling.

SIMON 6/10
I feel 19% is a little harsh; this game has great looks, sound and offers a challenge.

ACTION

STRATEGY

GRAPHICS 59%

▲ Some of the polygon graphics look quite neat and flash by at great speeds.
▼ Most of the landscapes are dull, lifeless and lack detail on the ground.

SOUND 62%

▲ The pumping music is not bad and does a little bit to lift the atmosphere.
▼ For the CD sound effects are dull – especially the terrible thud when you're hit.

GAMEPLAY 17%

▼ There are no realistic or exciting combat sequences anywhere in this game.
▼ You can't even change your altitude making strategic attacks almost impossible.

CHALLENGE 13%

▼ There is barely any originality in the ideas so there's no incentive to progress.
▼ How could anyone want to play through all five levels again once they've finished this?

PROSCORE

19%

One of the poorest CD shoot-'em-ups ever to appear. The whole design of the game is weak, and playability is just appalling. Lucky to score 19%.

The story so far... You have crash landed your helicopter on Isla Debular, almost right outside the gates to the infamous 'zoo', Jurassic Park. Previously the most spectacular of human creations, the park is now in tatters. A tropical storm ripped through the dinosaur show ground destroying fences, bridges and roads. Most frightening of all, the prehistoric beasts are on the loose.

Continuing the previous adventures of Jurassic Park: The Movie, the island has been left to rot in the aftermath. Dinosaurs are again ruling the earth, but it won't be for long and only you can save the seven remaining species from extinction. Your mission will be long, dangerous and exhausting, but since you're the only person available, well, let's just say you're the perfect volunteer.





Walk further into the jungle and you will come across various means of transportation. The jeep is just one such vehicle, and inside is a can of gas to fill up the dinghy's engine, taking you even deeper into the realms of Jurassic Park.



The main entrance to Jurassic Park. Glorious rotation and scaling is used to bring the motion to life.

JURA



Throughout your trek speeded up scaled sequences are used to simulate motion.



Finding the bolt croppers is of ultimate importance if you want to find what's hidden in this box.

Performing reasonably well on other Sega formats, Jurassic Park's video game license has blasted the box-office phenomenon's intake of green bills even further through the roof. 'Oh no, not another dinosaur game!' I hear you cry. Now wait a minute, three months ago dinosaurs ruled the consumer and movie-goer's market, and now you're telling me the fad is extinct. Come on, sit back and enjoy another revival of Jurassic Park, it may be the last.

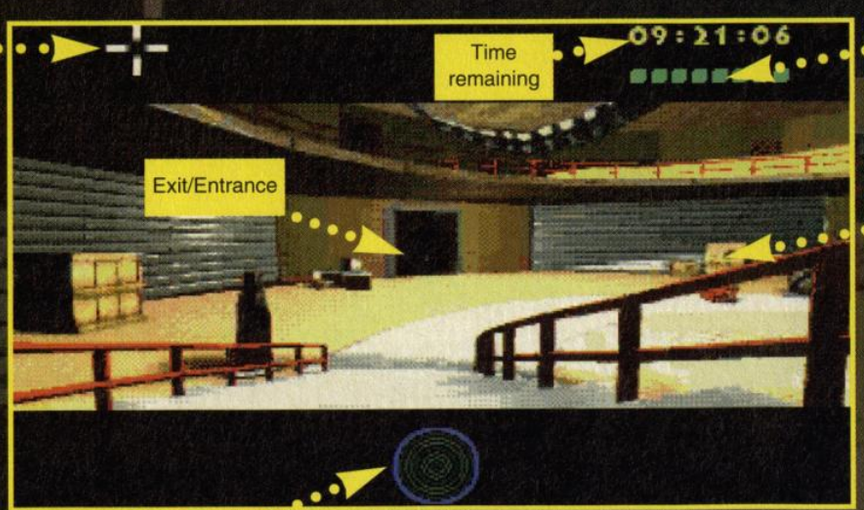
Strangely enough an all too commonplace intro spectacular is missing and you're left staring at the JP logo. At the least a few minutes of original film footage (after all the game continues from the original story) should have been squeezed in, but no, it's straight into the action.



Beautiful landscapes grace the screen as you stand aimlessly looking for something to do.

Your mission is to collect at least one egg from each of the seven species and store them in an incubator, located at the Visitor's Centre. You have twelve hours to complete your task and escape from

THE VISITOR'S CENTRE





It doesn't look too good at the moment, but in no time at all you'll have enough for a good fry up.



At first this is one of the most useless pieces of info in the Visitor's Centre, but later it may save your life.



Use the video telephone to check on your status and hear a few soothing words from your assistant.



ASSIC PARK







Dr. Robert T. Bakker will take you through the finer points on each of the dinosaurs.



the island. Collecting tools and weapons, solving puzzles and dealing with dinosaurs will keep you busy enough, let alone running around like a headless chicken trying to find the eggs

You may be under the impression that there is a somewhat limited amount of gameplay to be had; collecting eggs and shooting dinosaurs is hardly the most rivetting of plots. Contrary to this, the island is deceptively large as you journey into the jungle, swamplands, volcanoes and highlands. Progressing through each area takes time and seeing new landscapes unfold before your eyes is a real treat. The graphics are breathtaking and original, using Talking Heads style film sequences as you race along roads or through the jungle.

With the advent of QSound the quality of background music and in-game sound FX has been given a massive boost. *Jurassic Park* is exceptionally good with an endless supply of animal sounds and accompanying soundtracks perfectly matched to every screen. An ample amount of funky tunes later in the adventure should quench everyone's thirst for tension building audio.

An educational side is added with resident palaeontologist Dr. Robert T. Bakker offering field guide information. A concise description of all seven dinosaurs serves as both an informative guide and assistance to your quest. You may have to find the CD to operate one or more of the doctor's ROM displays, but it's well worthwhile. Further FMV can be found in the Visitor's Centre control room as you collect messages from your attractive assistant, advising you on the state of play.



As a big fan of the Mega Drive version (sad, but true) this Mega-CD release is totally different and it's not a direct rip-off. I am sure many gamers will fall for the lush backgrounds and fantastic QSound, but the gameplay, though initially fresh and exciting, could fail to hold your attention for a prolonged amount of time. What the heck, take a walk into the dangerous aftermath of Jurassic Park and become a real wild thing.

● Jason "raptor-ite" Johnson

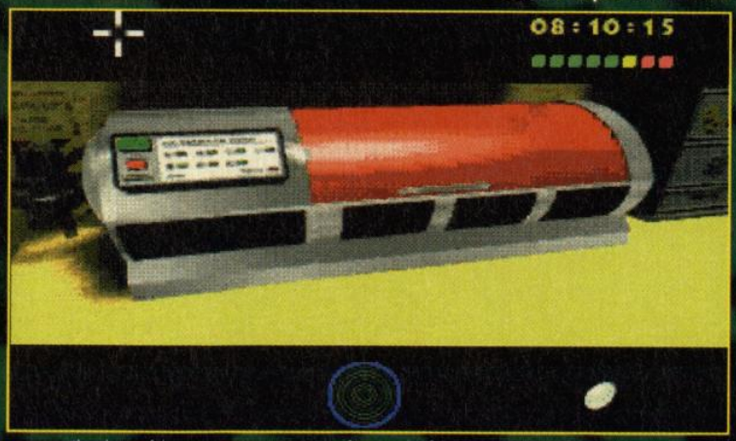


Collecting items along the way is all important and this is where they're stored. Keep tags on what you own.



The starting point where some idiot (you) crashed the helicopter, landing you on this creepy island.

PROTIP Before collecting any dinosaur eggs accustom yourself to the island and search out items and weapons. The Visitor's Centre is a hive of activity, you just have to find the action and take any advice given to you.



The object of the game is to save one egg from each of the seven species of dinosaur roaming the island. Storing them at a decent temperature is all-important and this is the place you do just that.



JURASSIC PARK

SEGA ● £54.99 ● OUT NOW

CD ACCESS	fast
PLAYERS	1
STAGES	n/a
SKILL LEVELS	1
FEATURES	save
CONTACT	VGC ✆ (0202) 527314

PROVIEW

NICK 8/10
I enjoyed the strategic bits. The graphics (especially the dinos) are excellent.

PETE 8/10
Looks good and I found plenty of atmosphere if not quite enough action.

MARK 8/10
Nice that it's different from the MD. I liked the jungle scenes.

ACTION / **STRATEGY**

GRAPHICS 90%

▲ Fantastic attention to detail and an excellent combination of various graphic styles.
▼ More animation in the backgrounds would have been an extra plus to the game.

SOUND 87%

▲ QSound at its finest. Crank the volume up, turn the lights down and you're there.
▼ There's not a sniff of original film score music in the intro or during the game.

GAMEPLAY 84%

▲ Successfully combines a puzzle element and relentless barrage of dinosaurs warmongering.
▼ Constantly trekking backwards and forwards is unforgivingly annoying at times.

CHALLENGE 86%

▲ Finding an egg for each species may sound easy, but I warn you it's not.
▼ Most of the puzzles are too easy and finding all the items is no problem.

PROSCORE 87%

Visually stunning use of colour and detail with a few extra-impressive features. An innovative style makes this release a taste of things to come.

REVIEW

Dr Robotnik is up to his old tricks again. Sonic may be out of the fray now, but this power-mad character has continued to make other people's life hell with his latest creation – the Mean Bean Machine.

The mad robot-master has created different coloured beans that must be rotated and placed in certain positions. For the next challenger Robotnik has put forward his eight toughest opponents. Split into two screens the battle is on to survive in the Mean Bean Machine.



If you've got the brains and quick-thinking to out-think Robotnik's experts then it's likely you'll be seeing the Mean Beans dropping in your sleep by the end of the day!



A the beginning of the game Robotnik and his mad cronies give an account of proceedings.



Exercise mode: Practice all the combinations so you can get used to building up a series of 'runs'.



The teaching mode is presented in the form of a book with lesson numbers. Simpe stuff!

The reason *Mean Bean Machine* can be called a *Tetris* Clone is because it's as simple and addictive as the original *Tetris* ever was. Instead of block shapes, one or two players must guide a series of mean beans (coloured blobs) down a vertical screen, rotating them as they do so to fit them into sets of four. The beans vary in colours and travel down the screen in pairs. The idea is to rotate the pairs so different colours are placed in such a way that sooner or later a domino effect will occur. When four beans of a certain colour are put together into four, they will clear so that other beans drop – hopefully setting off another string of four and so on.

Sounds confusing? Well it is to start with. Thankfully, there is a trainer option to help you out. This will tell you how to get the fours together and how to double or treble a 'run' so booby beans will drop into your opponents board.



The simplistic fun is undoubtedly highly entertaining. Two-player mode is very competitive, and against the computer there are eight different CPU opponents to beat. Graphics are fairly basic but gameplay come into its own because your success derives from brain power. Strategic placing of the mean beans is fun to get to grips with, then to put into practice

For the handheld this is the perfect challenge. I spent hours trying to out do my opponents, and on two-player mode I found the mental addiction very satisfying. If you liked *Tetris* you'll love this glorified version.

● Mark "Jelly Baby" Hill

PROTIP Make use of the exercise options as these are very helpful in showing you exactly what you must do to achieve the best results.



If you look closely you'll see a run being set up with green and purple beans. When four purple ones connect the highest green will fall, connect with the other three green and cause a dummy bean avalanche into the opponents slot.





MEAN BEAN MACHINE

SEGA ● £27.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS.....1
STAGES 12
SKILL LEVELS.....3
FEATURES .....gear link
CONTACT
Sega ✆ (071) 373 3000

PROVIEW

NICK 9/10
A brilliant conversion. Very playable for strategic thinkers everywhere.

PETE 9/10
I could play this game for ages. In fact, I already have.

JASE 9/10
This is a really great puzzler. Brilliant. What more can I say?

ACTION
STRATEGY

GRAPHICS 81%

▲ The bold, bright, and colourful cartoon presentation screens really set the mood.
▼ Graphical quality is really insignificant in a game that thrives on playability.

SOUND 82%

▲ Some great little tunes play along with the mean-bean fun.
▼ There could have been a wider variety – or even a choice – of different music pieces.

GAMEPLAY 90%

▲ You'll be rotating coloured beans all day and all night until you're an expert!
▲ Blocking your opponents progress with dummy beans is half the fun of the game!

CHALLENGE 89%

▲ Twelve CPU opponents await your challenge – and some can be very tough to beat.
▲ Don't dismiss the two-player option because here things really get competitive.

PROSCORE 89%

If you want a simple yet highly addictive game for the handheld then *Mean Bean Machine* is perfect. No Game Gear owner should be without a copy.

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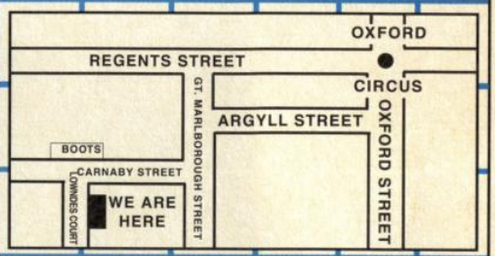
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REVIEW



At the start of a two player game each character selects a world and you'll race across one of the chosen levels. There are six worlds and you'll encounter various nasties including sharks, porcupines and cars.

It's a sad day when two life-long buddies fall out over a girl. Will and Rick are two such guys who have fallen under the spell of a demanding damsel. Jenny, an all out cowgirl with a long list of lover's demands, is the girl caught in the middle of the action. Revelling in the joys of giving orders to test the disgruntled cowboys, she sits back and waits as they risk life and limb in a race around the world.

Previous releases of this style are few and far between, Psygnosis' *Wiz 'n' Liz* being the most obvious simile with *Bonanza Bros.* coming a close second. Data East risk a continuous split-screen effect in an attempt to give speed freaks the chance to show their worth.

PROTIP Practice on easy level and memorise the positions of hazards and bonus items, then progress through the various worlds. Now you are ready to take on the difficult level, if you haven't already lost interest.



An electric moment where another nasty launches an attack on a vulnerable cowboy.



Jump on a trolley and you're carried along the track to put space between you and your opponent.

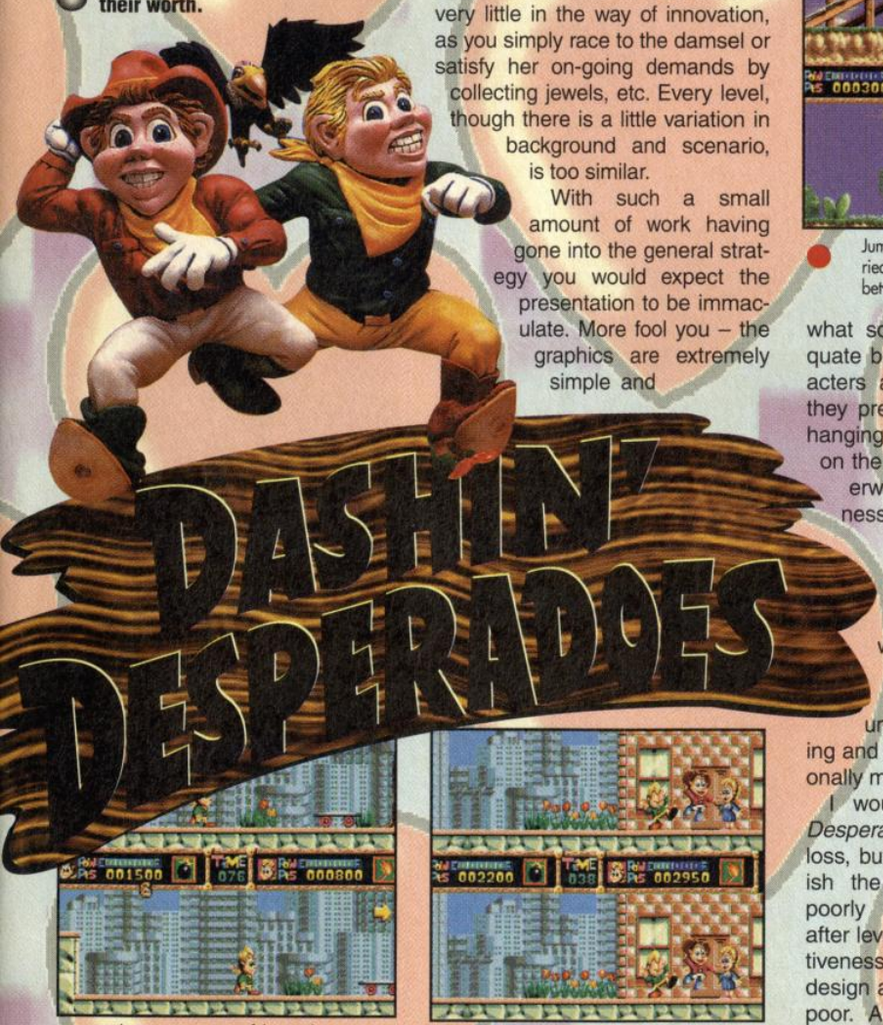
Three difficulty levels should be enough to keep any keen platform wizard on their toes, but not this time. Unlike *Wiz 'n' Liz* there is very little in the way of innovation, as you simply race to the damsel or satisfy her on-going demands by collecting jewels, etc. Every level, though there is a little variation in background and scenario, is too similar.

With such a small amount of work having gone into the general strategy you would expect the presentation to be immaculate. More fool you – the graphics are extremely simple and what sound there is proves adequate but nothing more. The characters are amusing, at times, as they precariously lean over a cliff-hanging or jump for joy at a peck on the cheek from Jenny, but otherwise it's too much of a muchness.

Controlling your cowboy is awkward and unimaginative. True, there are deadly swamps and various weapons to hinder your opponent's progress, but isn't that old news? An unwelcome attribute is jumping and being unable to move diagonally mid-air – very suspect.

I would hate to put *Dashin' Desperadoes* down as a complete loss, but I cannot see who will relish the chance of racing along poorly structured platforms level after level. There's too much repetitiveness to the game and the basic design and gameplay is annoyingly poor. An overpriced cartridge for the saddest of games players.

● **Jason "funny bunny" Johnson**



That's strange, one of the cowboys has taken a break and decided to vanish from the screen.

If you're the fastest cowboy in the West you are rewarded with a smacker from Jenny.



DASHIN' DESPERADOES

DATA EAST ● £39.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....2
STAGES 6
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
VGC ✆ (0202) 527314

PROVIEW

NICK 5/10
Very poor. I didn't see anything to keep me playing this for long.

PETE 6/10
Some nice features – like the trolley ride – but not worth the price-tag.

MARK 6/10
The controls can be a real pain and the graphics are old-fashioned.

ACTION — **STRATEGY**

GRAPHICS 57%
▲ Cute characters and an assortment of background graphics and settings.
▼ Some of the layered graphics are extremely plain and old fashioned.

SOUND 55%
▲ A jolly introductory tune and ample sound FX to whistle away to.
▼ Very plain and uninteresting music at times that sounds very dated.

GAMEPLAY 64%
▲ The two player mode can be great fun and quite addictive.
▼ Controlling your cowboy, especially jumping, can be extremely frustrating at times.

CHALLENGE 65%
▲ Long levels, split-stages and three difficulty levels should be testing enough.
▼ Find the better weapons and you're laughing all the way to Jenny's arms.

PROSCORE

59%

Even a days playawaying at this *Wiz 'n' Liz* style racer is too much. On single player mode the split screen stays put. Not an essential purchase.

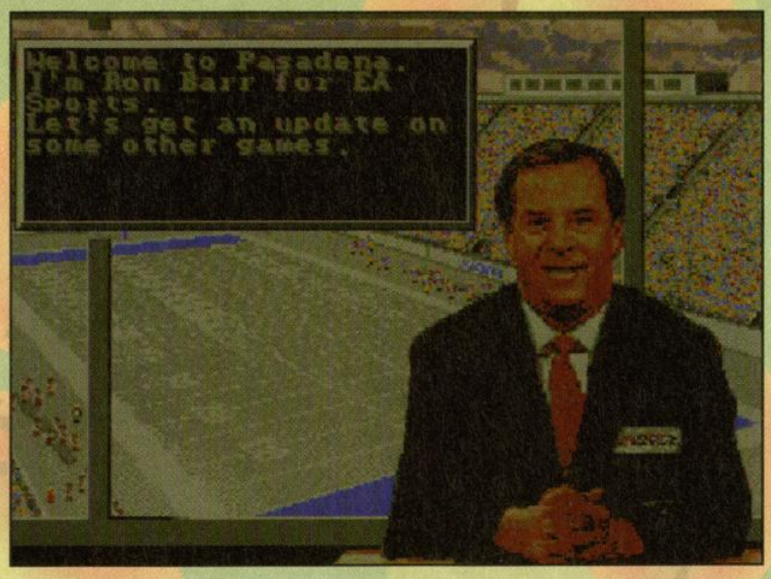
MEGA-CD

BILL W

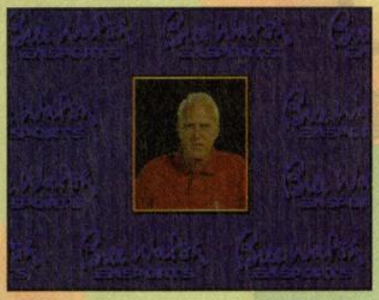
COLL FOOT

A quarterback studies the field in search of a winning play. He sees the opportunity as two team-mates split from the pack, racing up field. He pauses, thinks, throws. The pigskin spirals through the air. The receiver sees the ball, grabs it and dives over the line to score.

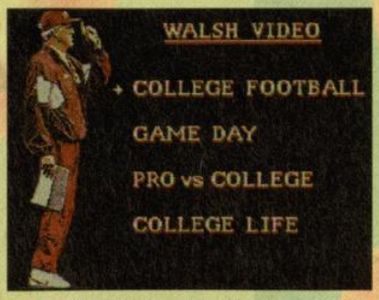
Young talent from the best college football teams is lining up for Electronic Arts to feature them in this College Football title. Bill Walsh, head coach and all-round mister nice guy, not only cares how well you play on the field, but off it too. With the addition of a pet talk video and a few other surprises, EA Sports' Mega Drive yankie footy sim hits the Mega-CD.



"Hello, you may not recognise me but I appear in every EA Sports game as a commentator. My name is Ron Barr, pleased to meet you, again." Answers on a postcard please to how we can all get immortalised in pixel form like dear old Ron.



Catch the latest news and reviews from the man himself. He'll even advide you about life.



Choose to hear Mr Walsh on a variety of interesting topics. Okay, so I'mfibbing.



Better get rid of that ball before you are sacked. Choices, choices, who to throw to...

Currently selling in a video game store near you is the Mega Drive version of this alternative American football simulation. Recently becoming immensely popular, college football currently attracts crowds way in excess of some English league football matches – now we're talking BIG! Feel the extra razzmatazz as Bill Walsh is booted all the way onto the Mega-CD...

Entertaining presentation is a big bonus with the majority of EA Sports titles and this, their first Mega-CD title, glitters with everything exciting and fun. Impeccable sideline attractions are almost identical to the cartridge version, but one attribute boosted past Pluto is the sound.



Roaring crowds, realistic crunching noises as players collide and, of course, an atmosphere creating entourage of brass bands. Turn the volume as loud as you dare and; that's it, the perfect pre-game setting.

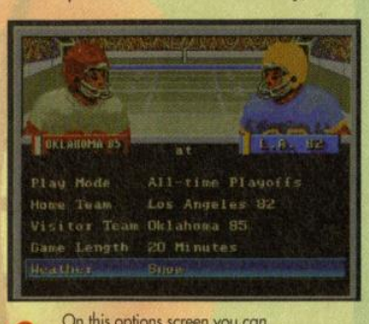
An almighty 48 teams (top 24 from '92 and top 24 since '78) each offer 35 rated players: beat that! A massive 68 college plays and a 16 team national championship playoff. The list is endless, but the biggest one-up on the cartridge version is a Bill Walsh talk-through video where the man himself features in glamorous FMV. Okay, so it's not riveting stuff, but imagine you're a huge fan of this guy and he's talking to you. Umm, maybe...

Toss a coin and choose ends, etc. Receive, run up the field and wambam! what do I do now? Rows of plays appear before your eyes. No problemo, the playing cards are so easy to use you'll be Shot Gun'ing, Cross Pass'ing and Hail'ing Mary in no time. Select your play to return onto the field and the action becomes unbearably exciting. Windows appear at the top of the screen to give you easy passing and punts, etc.

PROTIP The most basic of tips must be to step back on an offensive play before throwing the ball to a team mate. If your defensive row are strong enough you may find a useful gap for your quarterback to run through.

Defence is on a similar par to offence, but with fewer options. Everything is clearly defined and newcomers to EA's American football games will have few problems. Alternatively, old hands may find the whole set-up all too familiar. Electronic Arts previously stressed the fact *Bill Walsh College Football* on the Mega-CD is for newcomers, we can but expect owners of the cartridge version to decline this purchase – more fool them!

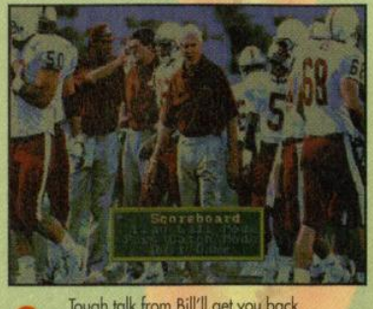
Continuing a comparison between the two versions, graphically this new game is extremely polished (as you would expect). Understandably the general styling is practically the



On this options screen you can decide who you're going to play, where and for how long.



Everyone looks around for the ball. Fortunately in motion it's rather easier to see.



Tough talk from Bill'll get you back on the grid-iron in no time. Don't even think about quitting.

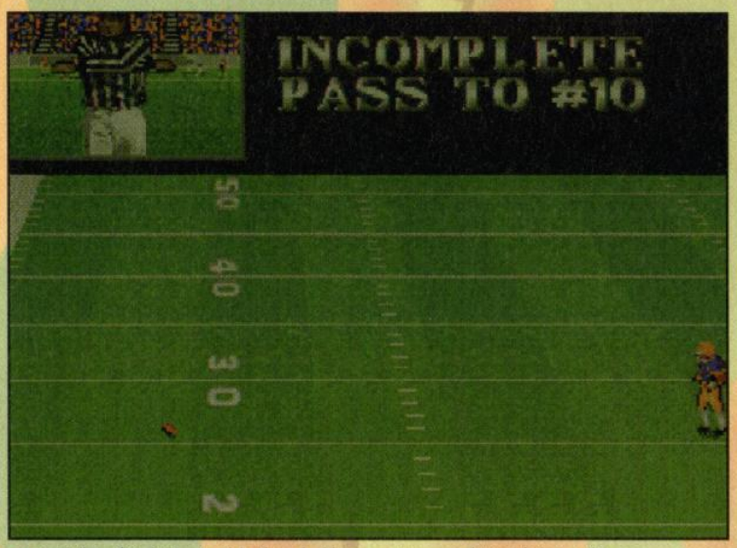
WALSH
LEGE
BALL



same, with large main sprites and totally smooth scrolling both up and down the field. Easy to read statistic and option screens, and a lively winner's celebration polish everything off nicely.

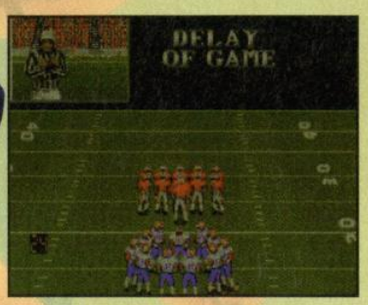
If you own a Mega-CD *Bill Walsh College Football* is a must-buy with atmosphere and playability leading the way. Alternatively, if you're already playing the cartridge version and enjoy what you see you may be tempted. Whatever you do there are few American football games of this calibre available today.

● **Jason "hut, hut, hut" Johnson**



Tell me if I'm being stupid, but how the blazes was I supposed to catch that one? As sometimes happens you'll find you've thrown to a reciever who hasn't even got out of the locker-room yet.

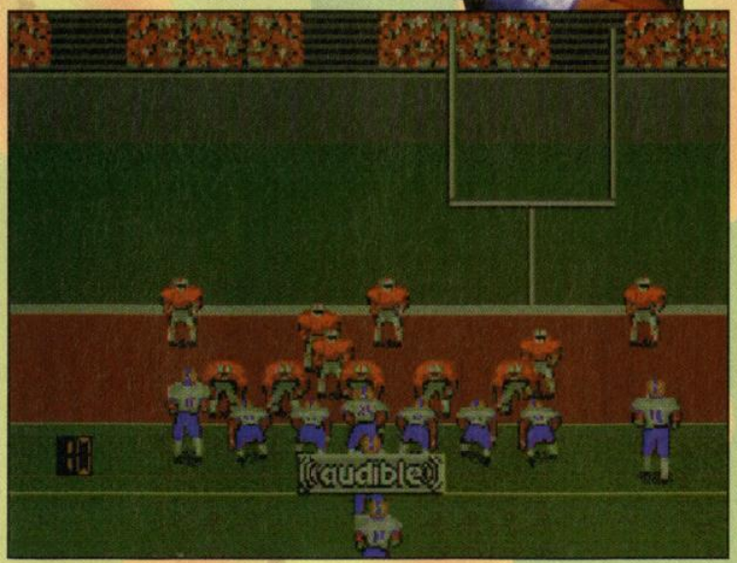




Take a break from the action, have a chin-wag and discuss tactics, but don't take too long. Whoops!



The complicated end of any American football sim; the playbook. You'll soon get to grips with this one.



This is the big one so choose your tactics carefully. If you call an audible, as in many other American football releases, you can re-arrange the play and confuse your opponent into making a false start.



The top 16 teams are here for the final playoffs. But Auburn 83? perhaps they're good at haircuts..



BILL WALSH COLLEGE FOOTBALL

EA ● £44.95 ● OUT NOW

CD ACCESS.....fast
PLAYERS.....4
STAGES.....n/a
SKILL LEVELS.....1
FEATURES ..tournament
CONTACT
D Machines ✆ (0429) 869459

PROVIEW

NICK 8/10
A solid sports sim with great sound and smooth gameplay.

PETE 8/10
The impressive thing is that you can quickly pick up, play and enjoy this.

MARK 7/10
This is a great footy sim but really it's no different from the cart version.

ACTION

STRATEGY

GRAPHICS 80%

▲ Wonderfully smooth scrolling and clearly presented players.
▼ This may be well polished but there's room for improvement and innovation.

SOUND 90%

▲ Live bands to keep the most discerning listener's volume at full wack.
▼ Speech samples from Ron Barr would have been a neat extra (I think!).

GAMEPLAY 90%

▲ Playability to surpass any other American football game on the Mega-CD.
▼ More weather variations, etc. would have been good, but other than that just great.

CHALLENGE 88%

▲ Unlike so many other American football games the CPU offers a reasonable test.
▼ A league table could have added even more long term interest to the game.

PROSCORE

88%

The best sports sim currently on the Mega-CD and thoroughly enjoyable. Very playable, outrageously exciting and the sound is brilliant.

MASTER SYSTEM

DINOBASHER

Starring Bignose the Caveman

Bignose the Caveman is a cheeky chappy who goes about his business with a club in one hand and a handful of rocks in the other. He lives in a prehistoric time where the houses are made of stone and the local wildlife comes in the varied shapes of deadly dinosaurs and huge Pterodactyls.

Yes, Bignose is the Dinobasher – he's already proved that man existed in the Dinosaur age and now he's out to bash the lot of 'em (well, somebody's got to!). There are four islands where these prehistoric beasts still lurk, and old Bignose is out to conquer them all for the good of humanity, or at least a bit of piece and quiet before lunch...



The guardian looks impressive but is easily defeated. Dinosaurs like this one crop up quite a lot.



This Guardian appears time and again on an identical screen that only differs in background colour.



There are four islands in all. This is Paradise Island and it's not really that much different to any of the others.



A few more prehistoric baddies and bones to go into the bank account. Yawn, in the woods again.



This is just one example of the tried and tested platform structure seen in so many games. You've got to dodge the leaping fish.

Jurassic Park revitalised the interest in dinosaurs with a block-busting film that sent the whole country dino-mad. Now Codemasters have been sucked into the craze by releasing *Dinobasher*.

The main man, Bignose, is a caveman whose sole aim is to whack anything prehistoric over the head with his trusty club. He can also grab a handful of rocks and collect a number of different spells for his own personal use throughout the game.

To buy the special spells he can collect bones scattered through the levels and take them to the shop (a very rock-type house much like the ones you see in the Flintstones). Spells vary from invincibility to extra lives and floating spells. Bignose can also cause the screen to shake for a minute or so just to be really 'smart' and cause havoc for the victims that happen to be on the same screen.

Playing through the first level I was treated to some incredibly smooth play with Bignose himself moving fluently without any flickers or jerky manoeuvres. Colours are bright and cheerful and background scrolls freely without hesitation.

Within the game there are rocks scattered about that Bignose can hit with his club to reveal a hidden surprise. Sometimes it could be invincibility or a floating spell and just occasionally it may be a nasty surprise. I bashed one of the rocks on the first island and found the left and right controls switched. Clever – but confusing, as it's so easy to push right on the D-Pad to make a jump over a pit only to find that old Bignose is hastily retreating left and possibly into more danger.

The clever ideas stop here though. Each level is so similar it's untrue. Although Bignose meets some weird creatures like spiky slugs, sabre-tooth tigers and an assortment of deadly dinosaurs – they appear on every island in the same attack patterns. Even the so-called guardians crop up time and time again.

It's sad really when programmers split a game into levels with the only real contrast being a change in the colour of the backgrounds. I found I went through the same old caves (the caves are particularly dull), empty of sprites and lacking in involved gameplay. The old platform ideas also started to haunt me with stepping stones, moving 'bar' platforms and row after row of tree branches to jump along.

The challenge is a tough one. There are many tricky stretches of water to cross using turtles as step-



Here on Chaos Island Bignose is in the thick of things during a stroll through the woods.



The float spell is especially useful for skipping over all of the tricky platform obstacles below.

PROTIP When you go to the shop make sure you buy the invincibility spell. You can use this by bringing up your inventory menu during the game. The spell is very helpful for killing the unimpressive yet tricky guardians throughout the game.



If you don't find a secret entrance to the shop you'll still be able to find this normal entrance as this screen crops up once on each Island. Here Bignose can enter one of three huts to purchase a range of spells.

ping stones, and many of the enemies – particularly the birds – tend to swoop down and kill you off when you least expect it. The trouble with the challenge is that there is little incentive to see further islands like Terror and Chaos Island because, I can assure you, there's nothing new to see or do.

Codemasters, usually so good in producing original and addictive games, have let this one slip through the quality net. Not only is this release set in the stone age, it belongs in the stone age. This is prehistoric boredom.

● **Mark "Captain Caveman" Hill**



On the final Island I'm not really that impressed by the empty screens and repetitive platform ideas. Here old Bignose meets a swooping Pterodactyl – one of many throughout the game.

PREHISTORIC POWER-UPS



The great thing for Bignose is that he can keep up to three spells in his pocket until the time is right to use one. Push button one and two together whilst pushing down on the D-Pad and you'll be able to access the inventory selection screen listing your spells.

Use your bones as money to purchase these goodies. The Dinos won't forgive you but you'll have an easier time – especially with the floating and invincibility spells (who said cavemen weren't wizards in disguise?).

As for the other spells, well you have your quake spell that acts as a smart bomb. (The whole screen shakes and any baddie on it will get killed in the process.) The slow spell simply causes any nifty creatures (particularly birds) to slow down giving you the chance to bash 'em until they are no more.

You can work the light spell out for yourself as this game lacks a decent kind of challenge anyway.

MASTER SYSTEM

DINOBASHER

Starring Bignose the Caveman

DINO BASHER

CODEMASTERS ● £29.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS.....2
STAGES 4
SKILL LEVELS.....1
FEATURES.....continues
CONTACT

Codemasters ✆ (0926) 814132

PROVIEW

NICK ..... /10
This lacks the addictiveness and cheerfulness of so many Codies games. Pity.

PETE ..... /10
What at first looks okay, if a bit basic, quickly becomes dull.

JASE ..... /10
I'd look elsewhere if you were planning on a decent Master System platformer.

ACTION

STRATEGY

GRAPHICS 81%

▲ Bright colours, smooth background scrolling and well detailed sprites.
▼ All four islands only differ in colours as sprites and obstacles are the same throughout.

SOUND 83%

▲ Initially, the bright and cheerful tunes set-up a lively atmosphere.
▼ Many of the sound FX don't really impress and could have been improved.

GAMEPLAY 55%

▲ There are a fair few spells and bonuses you can purchase from the shop.
▼ Every level is almost exactly the same making gameplay repetitive and very dull.

CHALLENGE 59%

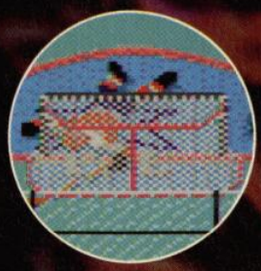
▲ Many of the baddies and obstacles can be tricky – you'll not finish this for a while.
▼ There are no new challenges on later islands as they are all practically the same.

PROSCORE

57%

Despite some really smooth and colourful graphics the later levels all look the same and play the same, with the exception of a change in background colours.

REVIEW



NHL '94 HOCKEY

Adrenaline rushes through Cicarelli's body as he approaches Washington's goal mouth, poised to take this nail-biting match into extra time against his old club. Everyone in the packed stadium is on their feet, fighting for the chance to see an ice hockey master bring their team back into the game. He fires the puck with an incredibly powerful slapshot towards the top corner and...

Moments like this are common in the tough world of professional ice hockey. The best players in Canada and America compete for the National Hockey League title and lock in combat every year, aiming for their ultimate goal, The Stanley Cup. From humble beginnings in the icy regions of Canada ice hockey has grown into a hugely popular sport. Now you can control the action for yourself.





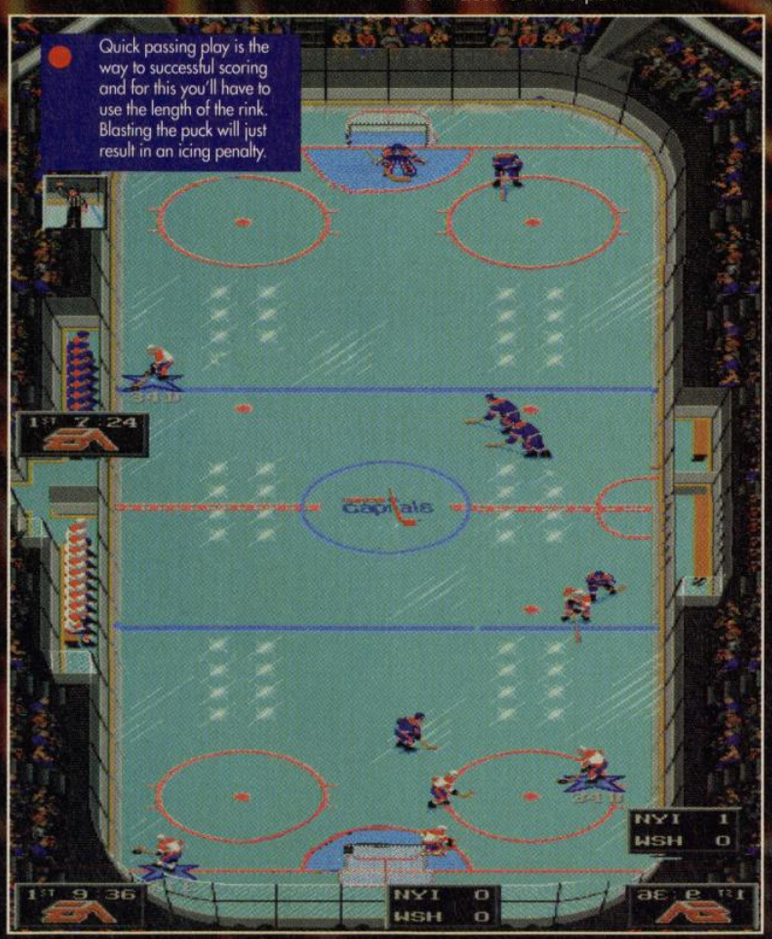


Electronic Arts' *EA Hockey*, *NHLPA '93* and most recently, *NHL '94* have given Mega Drive owners the chance to thrill to one of the most exhilarating sports in the world. Anticipating the ultimate ice hockey thriller finally Mega-CD owners can boot-in to the latest conversion from the masters of the puck.

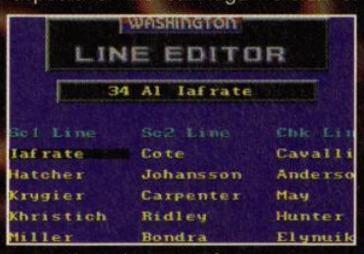
Excerpts of Full-Motion Video are used amongst the options screens – watch each team in action with five personal live-action clips – but in general very little has been added. After viewing a preview version we were hoping for a little more innovation but it was not to be.

One of the most disappointing aspects of the cartridge version of *NHL '94* was the sound effects, or should I say the lack of them. This time around the sun shines a little brighter with constant crowd noises and the organ player earning his pay cheque. There are one or two unusual sound FX – like when the puck hits the wall – but overall they're spot on.

So how about the graphics?



Quick passing play is the way to successful scoring and for this you'll have to use the length of the rink. Blasting the puck will just result in an icing penalty.



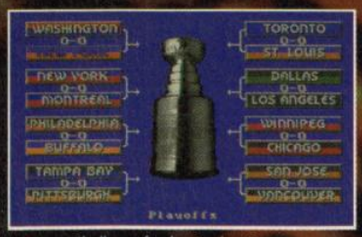
Change the positions of your team's star players with this simple team select screen.



At the end of a match the winning team dance around on the ice, celebrating their victory.



Cause a problem on the ice and you're in for a face off. Slap sticks until the referee throws the puck into the middle and pass off to a handy team mate. A common occurrence that's almost as annoying as icing, but it makes you play better.



Challenge for the Stanley Cup in NHL's playoffs between North and South.



Choose your favourite team, but before that why not look at their personal stats?



Check out the stats on the opposition to see if you're in with a fighting chance.

Additions to the original include a full-screen FMV live-action intro, the chance to view each team in action and a slightly improved playing area. There's little more than cosmetic enhancements and this is disappointing, but why change something that's already so good?

One example of a successful redesign comes when you look at the 3DO version of *FIFA International Soccer* – it's completely different. The Mega-CD's capabilities may be somewhat limited, but an effort at producing a completely new product would have been more worthwhile. On this point I feel Mega-CD owners will be somewhat annoyed, but with a forty quid price tag you may disagree.

Using the same game engine as the cartridge version was a surprise. I wasn't too impressed with the changes to *NHLPA '93* with it's differing scoring tactics and faster play. It appears Electronic Arts are presuming you haven't played their previous ice hockey games, so if this is the case you're in for a treat.



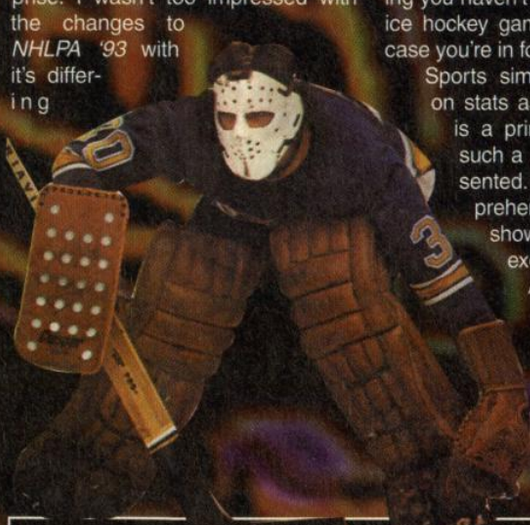
Various fouls include offside, icing and rough play. Select your preferred options and away you go. At the moment the goalie's holding onto the puck but he'll soon chuck it out to launch another attack.

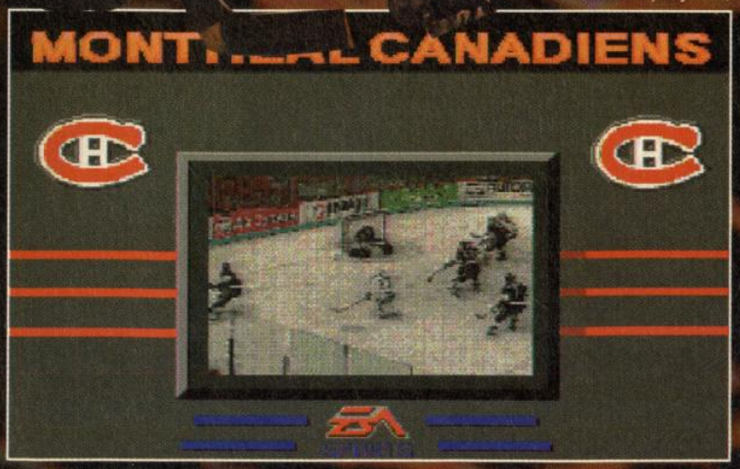
Sports simulations often thrive on stats and options; *NHL '94* is a prime example of how such a game should be presented. Every team is comprehensively recorded; showing everything except their shoe size. Action replays, four-player face-offs and highlights from other league games, it's all there for you to choose from.

Regular season, NHL playoffs, and exhibition matches can be chosen to give solo players plenty to do. Using the EA 4-Way Play a maximum of four players can participate at once, but this often causes frustrating arguments until everyone is accustomed to the controls. If all this isn't enough how about watching a demo match to study the top players' tricks andtactics.

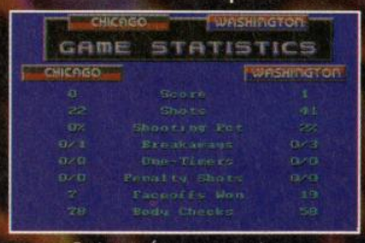
You would be a fool not to consider buying *NHL '94* if you're a Mega-CD owner without the cart version – a relentless barrage of action packed gameplay awaits all who part with their cash. Otherwise there's nothing to attract even the most avid ice hockey fan into buying a CD unit. More of a bargain buy than a ground breaker from the masters of the sports sim.

● Jason "mutha pucker" Johnson





Watch the Montreal Canadians or any other team in action with a clip of live action FMV. The footage is full screen instead of the 'window' screen of games like *Prizefighter* and *Ground Zero, Texas* causing it to be a little (but not much) more grainy.



During or after a game you're given the option to view even more playing stats.

PROTIP Barge into the goal tender with one player and follow this up with another slap to put the puck into the back of the net. It's not very fair but then this game is war!

MEGA CD

NHL HOCKEY '94

NHL '94

EA ● £39.99 ● OUT NOW

CD ACCESS ...medium
PLAYERS.....4
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....save
CONTACT
Electronic Arts ✆ (0753)549442

PROVIEW

NICK 8/10
Shame more couldn't have been done with the FMV. Otherwise up to the EA standard.

PETE..... 8/10
Full of action with lots of the fouling that makes ice hockey good to watch.

MARK..... 8/10
NHL is a great sports sim but I'd stick to the cart which is practically the same.

ACTION — **STRATEGY**

GRAPHICS 78%

▲ Full-screen FMV intro and a few additions to an already stunning visual outlook.
▼ Very little has been changed from the original cartridge version.

SOUND 70%

▲ The resident organ master constantly plays a variety of suitable tunes.
▼ Approach the goal mouth and hear the crowd roar with excitement; this is what we want!

GAMEPLAY 91%

▲ Total control over every player gives this sports sim the upper hand.
▼ A simple scoring method can be found to make one-player games a doddle.

CHALLENGE 86%

▲ Newcomers to the hockey league will find the going tough, probably for months to come.
▼ If you're a past master of NHL games this may still be too easy on one player mode.

PROSCORE 82%

A cracking ice hockey sim providing the bare necessities of console games playing. Priceless, but only if you're missing either of the other NHLPA games.

REVIEW

YO! SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO SEGA PRO

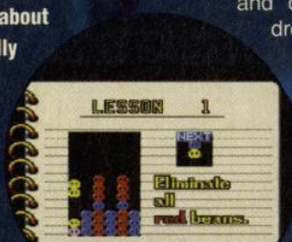
Dr Robotnik's Mean Bean Machine



I'm getting a bit clogged (that's me on the left). Still that chain of four greens should get me out of trouble.

Those fun-loving blobby, bean things are back. The evil Robotnik has decided that they're much too cheery to live so he's going to stuff them into his latest invention, the mean bean machine. The beans are obviously not very happy about this, especially as (once inside) they are being used as living counters in a fiendish puzzle game of the Doc's own devising – they may not be as cute as a damsel tied to a railway-line but they still need your help!

To set them free you must defeat his twelve champions in a brain-twisting puzzler of speed, nerve and double-think. Each henchman has his own strategy – so to be successful you must develop your own bean-liberating style.



This is the kind of game that you pick up for ten minutes and end up playing for hours. The intro sequence is nothing special. The graphics are low-key and very simple. The gameplay involves merely rotating a pair of beans with one button and then moving left, right and down with the D-pad to drop them into place on your board. Sound simple? anything but.

For one thing, to beat your CPU or human opponent you have to manoeuvre your beans so that when you connect four (and they vanish leaving your board a bit clearer) another four come into contact. If you do this 'double' a load of dummy beans will clog up your opponent's board – doing a treble is even better of course! As the game continues the beans will fall faster and the incentive to both clear your own board and block your opponent's increases. To win you must stay alive – that means not letting your pile of beans reach the top of your board so that they overflow in a technicolour avalanche.

Compared to the Mega Drive version, on the MS *Mean Bean* has a slightly smaller playing area (your board) and the beans themselves aren't as well animated and so have slightly less character. The sequences introducing each henchman have also been cut. But, in the end, none of this reduces your enjoyment of the game.

Mean Bean Machine is the kind of game that can do without fancy intros and packaging because the game itself is so incredibly addictive. The real play is all done in your head as you frantically decide where's the best place to drop your beans so that you can rain dummy beans down on your opponent. The silliest, smartest puzzle game I've ever played. Brilliant.

● Pete "beanie" Wilton

PROTIP Its almost impossible to win the game by simply attempting to keep your board clear. You have to attack your opponent by setting up doubles and trebles to snow them under.



● On exercise mode you'll be broken in gently. The little yellow guy will show you what to do.



● Here Robotnik is hatching his evil scheme to capture all the beans and feed them to his machine. Pictured with him are just two of the villains who'll you'll have to play against to free those beans.



● Spot the odd one out from this selection of Robotnik's henchmen. That's right, one of them's a carrot! Seriously though, you start with the guy top left and work your way round clockwise – the monkey is your first real challenge.



MEAN BEAN MACHINE

SEGA ● £29.99 ● OUT NOW

CART SIZE 2Mbit
PLAYERS.....2
STAGES 12
SKILL LEVELS.....3
FEATURES.....continues
CONTACT
Sega ✆ (071) 373 3000

PROVIEW

NICK.....8/10
A superior puzzler with a lot going for it, including a good two player option.

JASE.....9/10
As on the MD this is a brilliantly addictive game that really makes you think!

MARK.....9/10
Quite simply the best puzzle game you'll find on the MS.

ACTION
STRATEGY

GRAPHICS 80%

▲ The cartoony start screens are effective. Everything is colourful and bright.
▼ Animation of the beans is pretty limited compared to on the MD.

SOUND 85%

▲ The tunes are cheerful enough to draw you into the bean-twirling action.
▼ You could say there's not much variety in the tunes or bleeping sound FX.

GAMEPLAY 92%

▲ This game is really fun! Once you start playing you won't want to stop!
▼ I suppose not everyone likes twiddling beans and strategic thinking.

CHALLENGE 91%

▲ CPU opponents are surprisingly tough. It'll take you a while to get past the monkey.
▼ If you're not in the right mood your beans will go all over the place!

PROSCORE 90%

The best puzzler around. This converts well onto the MS and loses none of its appeal. You'll be playing this in a trance for hours – if not weeks!

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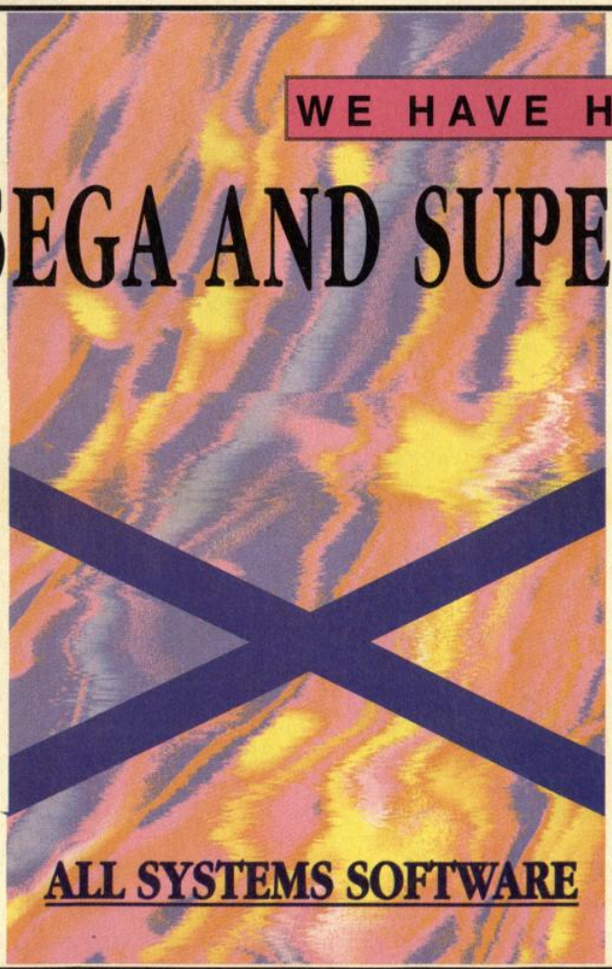
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REVIEW



DINOBASHER
Starring Bignose the Caveman

Bignose the caveman has got a big problem: He's hungry and he can't wait several million years for fast food. So he does what any of us would do – picks up his club and goes hunting. Okay, so the kind of walking-around snack he encounters is more likely to fit into Jurassic Park than a chicken nugget box, but at least it's fresh!

His quest will take him across baking deserts, into slimy caverns and through steaming jungles. Luckily, being a resourceful neanderthal, Bignose can collect rocks and bones along the way; rocks to fight off the nasties and bones to trade with the natives for handy spells and prehistoric power-ups. But, we ask, has Bignose missed out on Dinomania?



Bignose out in search of rocks to hurl at the odd nasty. Why they're hanging in mid-air is anyone's guess.



Probably the best shop on Paradise Island. Buy the double club, double and faster stone to improve your firepower.



PROTIP Buy the double stone and faster stone power-ups, it'll make your job of bashing dinos that much easier – It'll soften up even the biggest guardians!

I must admit that when I started playing this it felt like wading neck-deep through a tar pit. The gameplay consists of wandering in one direction whilst picking up bones and belting the various dinosaur sprites with your club (close-up) and stones (thrown from further away). Although the sprites were large and moved quickly across the screen the actions – like the way Bignose strikes with his club – seemed slow and clumsy.

The backgrounds were colourful enough but lack detail, being drawn in a very simple cartoon style. There seemed too little to do and attacking the guardians was either very easy or very frustrating.

What saves you from total despair are the power-ups that you can buy at the handy caveman store. These come in two varieties; spells, which can give you invincibilty, flight or kill-off everything (but only work once) and power-ups which give your club greater power, allow you to throw stones faster etc. (that are yours for keeps).

Unfortunately this sort of thing is hardly new and once you've tried all the shops (they each sell different things) you still won't be very impressed. This is because the clubbing, throwing and jumping gameplay I've described doesn't change. It just goes on and on – even when you reach later levels – with very little surprising to wake you up. You'll get some enjoyment from bashing rocks that can give you bonus bones, power-ups or something nasty (like taking away all your throwing rocks!) but these are too few and scattered across the playing area.

The strange thing is that *Dinobasher* has more features than most platformers and yet still comes across as unappealing.

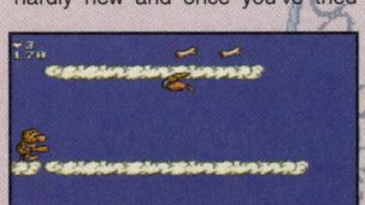
● **Pete "Leopard-Skin" Wilton**



Bash the right rock for invincibility – Bignose goes white and the guardian runs right through him!



This dino is making things a bit hot for Bignose. Jump out of the way and pelt it with stones.



Hop between the clouds – they drift towards the left making this particularly tricky.



Wasp and dead dino guardians combine, but even with both this isn't that difficult or exciting.



DINOBASHER
CODEMASTERS ● £27.99 ● OUT NOW
CART SIZE 2Mbit
PLAYERS.....2
STAGES 4
SKILL LEVELS.....1
FEATURES.....continues
CONTACT
Codemasters ✆ (0926) 814132

PROVIEW

MARK 5/10
Why produce a game where every level is almost exactly the same?

COLIN 3/10
Wack dinosaurs on the head, a must for extremely bored people.

NICK 5/10
An average game, so an average score. Not like Codemasters at all.

ACTION
STRATEGY

GRAPHICS 70%
▲ The backgrounds are colourful and the sprites large and pretty fast.
▼ The sprite animation is limited and on later levels only the colours change.

SOUND 55%
▲ Nice that the tune changes to let you know you've reached a guardian.
▼ Overall the sounds get very repetitive especially the 'hit' and 'pick-up' FX.

GAMEPLAY 45%
▲ To start with the power-ups seem to promise something extra to the game.
▼ The format doesn't change – the repetition will probably send you to sleep!

CHALLENGE 60%
▲ You'll find this game surprisingly difficult to get through – especially some guardians.
▼ This just becomes frustrating and with the gameplay you won't bother.

PROSCORE
50%

This game looks old and tired even with extra speed and power-ups. Nothing to get excited about and even less to keep your interest.

REVIEW

Barney's HIDE & SEEK GAME

Seven, eight, nine... I'm coming to find you! Do you remember all those sun drenched days in the woods with a gang of mates and a jam-sandwich-filled lunch box? No? If you missed out on this most educating childhood experience now's your chance to play hide and seek with the huggable, loveable Barney.

Quoted as being "super-dee-duper" you may be very intrigued to know what is so marvellous about a dumb mauve reptile that you just has to be 'it'. For a start, he's ecologically conscious, everything he does is friendly and he really does love you. Will anyone ever take Mega Drive games players seriously again? Nintendo fans will enjoy laughing at this release.



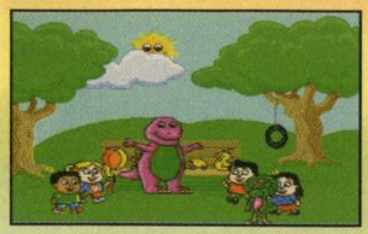
Is this really all good clean family fun or is it time to call in your friendly social worker?.

I must admit to finding this review extremely difficult to write. The big question in my mind is 'does *Barney's Hide & Seek Game* do what it sets out to?' (presumably, entice very young children around the ages of four and five to play on a Mega Drive). A group of programmers in America believe so, but will the parents of these 'in serious potty training' infants think so too?

Barney's Hide & Seek claims to challenge you at three levels: moving left or right, jumping upwards and floating on a balloon. A favourite attraction must be the activate button. Press A, B or C when near an object and it will spring into life. Everything from hearts to fireworks dance in the air and will raise a smile. Find a friend and Barney hugs the detected pal and tells them how much he loves you – got the idea yet?



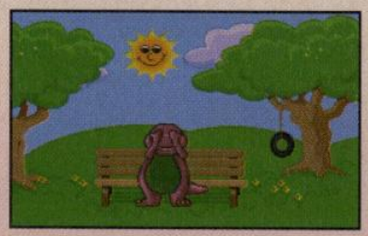
Good old Barney never loses his jaw breaking grin, even if you fail to find any items or friends.



Barney and his pals. This is before they disappear into the woods, waiting for him to find them...



He may not have found any friends, but at least he's found an armful of hearts.



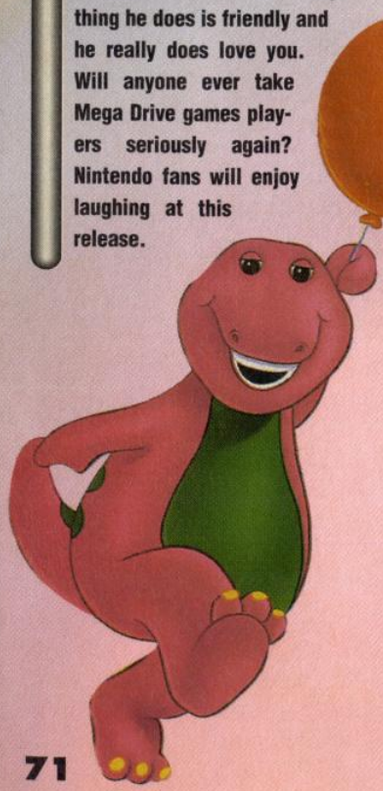
Put your hands over your eyes and count to ten, you can count up to ten can't you?

PROTIP To finish the game in record time – approximately five minutes – walk to the far right whilst avoiding telling anyone you love them.

Brightly coloured graphics and clearly defined sprites include Barney's friends, musical instruments, sea creatures and animals. The whole game is simply designed and both background and foreground colours blend together to give an appealing look. Everything looks how you would imagine a four year old's game to look, but there's just so little content there's no way it warrants the high price tag, let alone being made for the Mega Drive rather than the Master System.

There are four levels to the game, each brightly coloured to cheer anyone up after stubbing a toe or hammering a nail through their index finger. Challenge is virtually non-existent and the game is clearly aimed at a very low age group. How low is difficult to determine, but anyone younger than five may be intrigued by Barney's exploits. At £40 a go this must be the most expensive game of hide and seek ever. It's up to you to decide whether the expense could possibly be worthwhile.

● **Jason "short straw" Johnson**



MEGA DRIVE

Barney's Hide & Seek Game

BARNEY'S HIDE & SEEK GAME

SEGA ● £39.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....1
STAGES 4
SKILL LEVELS.....1
FEATURES .....n/a
CONTACT
D Machines ✆ (0429) 869459

PROVIEW

NICK 1/10
Education is fine but computer games are about entertainment. Very sad.

PETE 1/10
If I was a four year old I'd be insulted by this kind of rubbish.

MARK 1/10
I'd rather buy a ZX81 or a C5 than have to play this game again.

ACTION ——— STRATEGY

GRAPHICS 26%

▲ Bright, eye-catching colours with large sprites that are easily distinguishable.
▼ The minimal variation between levels will fail to keep a young child's interest.

SOUND 27%

▲ Over 100 words and 200 familiar phrases spoken like a real Play School presenter.
▼ Some familiar repetition and a lack of variation in voice tones is very boring.

GAMEPLAY 12%

▲ Develops co-ordination between what is happening on-screen and the joypad.
▼ Every time you press a button Barney sends you a sloppy kiss. Yuck!

CHALLENGE 3%

▲ Finding all of the items and friends on every level may take a while.
▼ The bottom line is that there is no challenge to all but the youngest of children.

PROSCORE

10%

A game of hide and seek with a cutesy reptile to show you around four sunny levels. I don't consider the Mega Drive suitable for children under five.

REVIEW

DOUBLE SWITCH

Your adventure begins with Eddie, an eccentric locked in the basement of his beloved mansion with hoards of anti-Eddies scouring the building, looking for innocent victims. Once a grand Egyptian-style home, years of decline have led to its decay. Years later and the burglar-proof vaults are once again open for public viewing. Hidden treasures lie within the now converted apartment block.

Night Trap **is selling extremely well, whether it's due to scandalous publicity about fun loving girls, or the fact that it's a half decent game. Digital Pictures, Inc. are back with their latest TruVideo production to relive the 'gotcha sucker' syndrome. Save innocent inhabitants from capture and uncover the mystery of the statue of Isix.**



Surely it's not that painful, after all you're sliding down into a padded cell where you're put in a straight jacket and fed nothing but Cadbury's cream eggs and Stella Artois Dry. Paradise if you ask me.

PROTIP Keep one eye on the basement and make sure you don't lose electrical power to the house. If you do, Eddie calls it a day – the sarcastic, annoying, arrogant, ungrateful little git.

Your main objective is to release Eddie from the basement by finding the lock code numbers. The general idea of the game is to follow the story by flipping from room to room, gathering information and trapping unwelcome visitors. It's practically the same idea as *Night Trap* and fans of the original will be in their element with superior quality FMV and a stronger storyline.

The main characters are Eddie, lead player and designer of the hair-brain security system; Elizabeth, (alias Deborah Harry, Blondie – a pop star of the eighties) general manager of the Edward Arms; Alex, young journo but a touch on the bimbo side; Laura and Phoebe, recent high school graduates ; Jeff, the pop star and lead singer of resident band, Scream and Brutus, the gangland mobster.

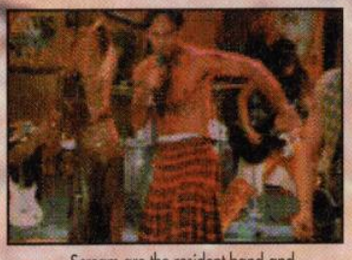
In comparison with other TruVideo games this is their finest piece of software to date. A large amount of work has been put into the characters' scripts and although you may still find it difficult to relate to the characters, (Sony Imagesoft's *Ground Zero, Texas* is the much better at getting you to do this) the complete set-up is varied and interesting.

One area that often calls for improvement in these games is the control method where you switch between cameras and fire traps. In *Double Switch* you have two traps in each room (surprise!) and an overload circuit to watch for. With more rooms and a faster pace to the game you often scream in frustration with accidental firings and accessing the wrong room. *Night Trap* fans, rush out and buy a copy now, but as for the rest of us *Ground Zero, Texas* is definitely the better buy.

● **Jason "oh Debbie" Johnson**



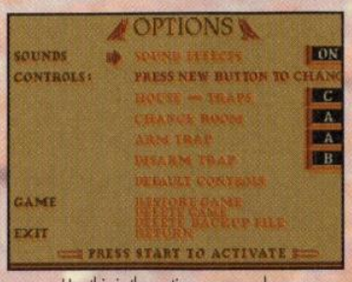
What more do I have to say than here's the darling Debbie strutting her stuff. What a gal.



Scream are the resident band and every time you visit the top floor you're blasted with...screams!



The star. To be honest, he wound me up so much I can't criticise his acting.



Urr, this is the options screen where you can change the settings and all that sort of thing.



DOUBLE SWITCH

SEGA ● £44.95 ● OUT NOW

CD ACCESS...medium
PLAYERS.....1
STAGES .....n/a
SKILL LEVELS.....1
FEATURES .....save
CONTACT
D Machines ✆ (0429) 869459

PROVIEW

NICK 7/10
Well designed but lacking atmosphere and tension it ends up being dull.

PETE..... 6/10
Characters in this game are incredibly annoying. I wanted them to die horribly.

MARK 7/10
Not bad of its sort but lacks something in the gameplay department.

ACTION
STRATEGY

GRAPHICS 82%
▲ Another feat of pixel perfect Full-Motion Video and a well designed film set.
▼ Everything is very cheaply produced unlike other games of it's genre.

SOUND 67%
▲ Even playing an import version through the CDX is surprisingly good quality.
▼ Apart from the characters' voices and a haunting intro tune there's very little.

GAMEPLAY 68%
▲ If catching crims at work and being the hero of the day this is for you, otherwise...
▼ ... It may be all too much switching this and that to catch the bad guys.

CHALLENGE 73%
▲ Following the action with so much happening is a major task for anyone.
▼ It's a memory tester, so after a short period of time you can fly through the game.

PROSCORE
74%

If you fancy yourself as a private investigator and you've jumped on the bandwagon of *Night Trap* style games, this has lots of fresh ideas to grab you.

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MASTER SYSTEM

Why race on a normal circuit when you can race in your own home building tracks around the house for your toy cars? Maybe at the breakfast table you race toy cars from the sand-pit around the cutlery, bowls and cereals.

So how about a race with miniature toy cars on all those home-made circuits – the ones you make do when your parents don't give you a Scalextric set? One could be in the sand-pit, another on the pool table and one could even be set-up in the garage. Obstacles would be milk puddles, nuts and bolts, ruler bridges, playing cards – who needs a proper circuit when there are fun ones lying all around the house!





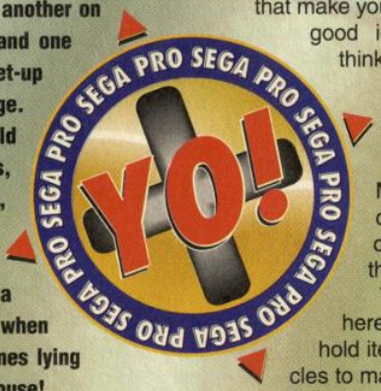
Your first race is just a warm-up. One lap of this water circuit and finish first or second to qualify.



This ring binder is great as a ramp. Fly over a nasty drop before landing safely back on the table.

At last Master System owners can enter a miniature world that proved to be very popular on the Mega Drive. On this MS version there are a total of 27 different circuits and you can race with nine different types of vehicle.

The design of each circuit is eye-catching and clever. Codemasters seem to produce the kind of games that make you say 'now there's a good idea, why didn't I think of that'. Well just be glad someone has thought of this as *Micro Machines* on the MS is a very good conversion of the original release on the MD.



The circuits are all here with those household items used as obstacles to make races both a lot of fun and quite unique. On the breakfast table you'll be weaving between the milk puddles and running over cereal boxes. Other circuits include ring-binders used as wicked jumps and rulers that are perfect material for awkward narrow bridges. The pool table is a splendid course. The run around the outside, then a twisty race between the pool balls and an underground route between two of the pockets.

I was very impressed with the graphics for all the courses. All the items are given maximum detail. The colours are bright and scrolling is smooth and fast as it should be for a racer like this.

Players can enter a challenge competition where you compete against three other CPU opponents with the aim of making the first two placings to progress to the next track. The other option is the head-to-head where either you and a friend or you against one other CPU opponent battle it out for glory.

One of the cheekiest strategies in a head-to-head – especially against the CPU – is to ram your opponent into an obstacle so you can make a fast getaway. As there is no split-screen your car will stop if it runs too far ahead, but the good news is that your opponent will be penalised. You can try and ram the CPU into a nut or bolt for example and repeatedly do this until the CPU uses up all its penalty points and loses the race. Try it!

The variety of tracks and vehicles helps to keep the interest here throughout all the circuits. Different themes for each circuit combined with nine different vehicles on offer



Splendid bit of advertising. I wonder how much a certain cereal company paid Codemasters to use this name!



The first track is spread over the breakfast table so typical hazards include puddles of milk and coffee.



There are a number of different competitors you can choose to race with and against.



If you get three wins in a row then you are eligible to enter the bonus stage. Good luck!

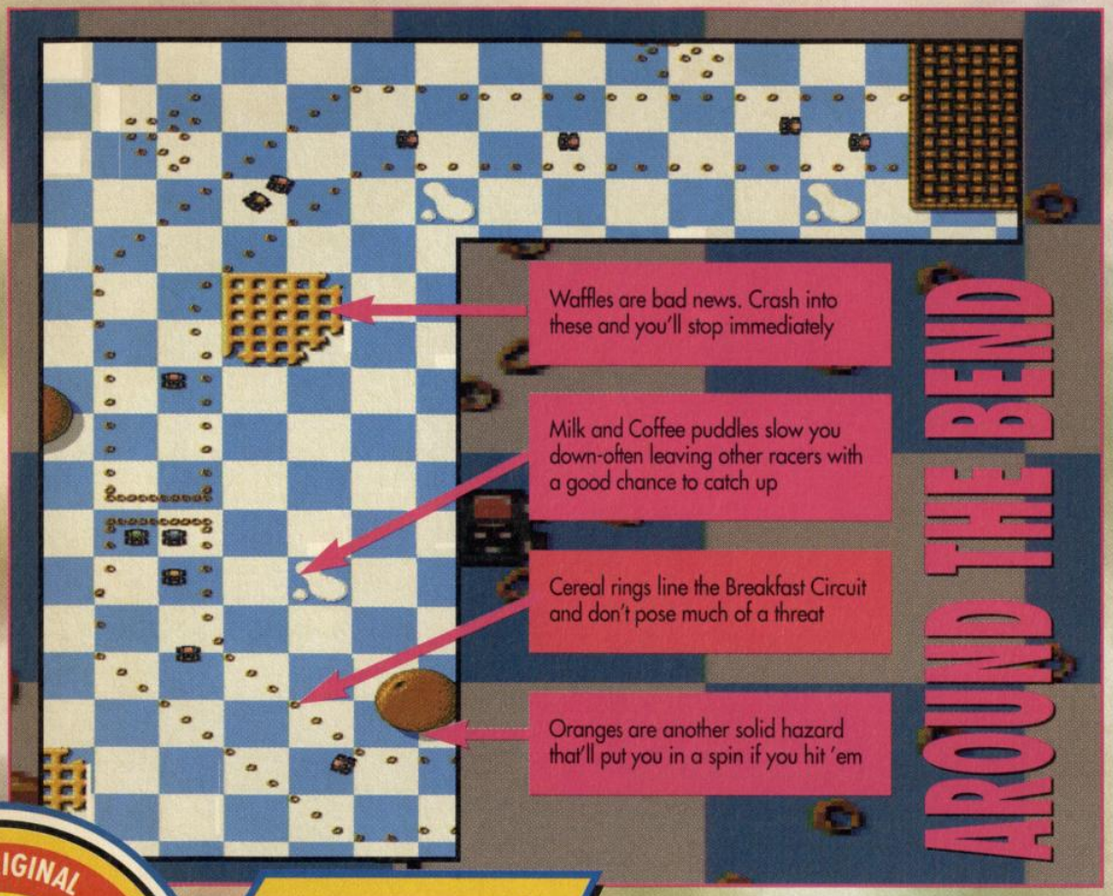


After completing a track, the Micro Machine used will be displayed on the collection shelf unit.

PROTIP On a head-to-head with the CPU try and pick your favourite ramming spots (such as bridges, nails etc.). You will find that repeatedly penalising the CPU as you power through is easy although it hardly makes a real race of it!



In the warrior machines you'll be put to the test on a work-top circuit. Nuts and bolts can put you at a complete stop whilst glue puddles slow you right down. A real DIY circuit if you like!



ORIGINAL

Micro Machines

MINIATURES



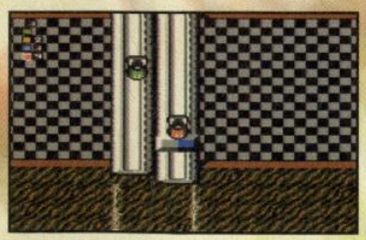
make every race a new and wacky experience. Learning the tracks is the key to success because cutting corners is the easiest and way of passing the leaders.

Micro Machines is the best racer on the MS of its kind. Similar releases like *Buggy Run* and *Off Road Racer* are close in playability but they just don't offer enough on the tracks to out-manoeuvre this game.

Simple touches often make a game playable and this is what makes *Micro Machines* so special.

● **Mark "Speedster" Hill**

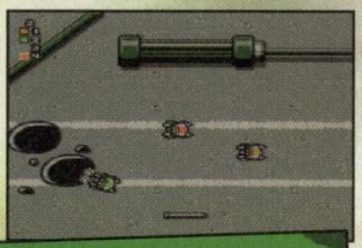
● Remember that only first or second place will do to progress to the next round. So no slip-ups!

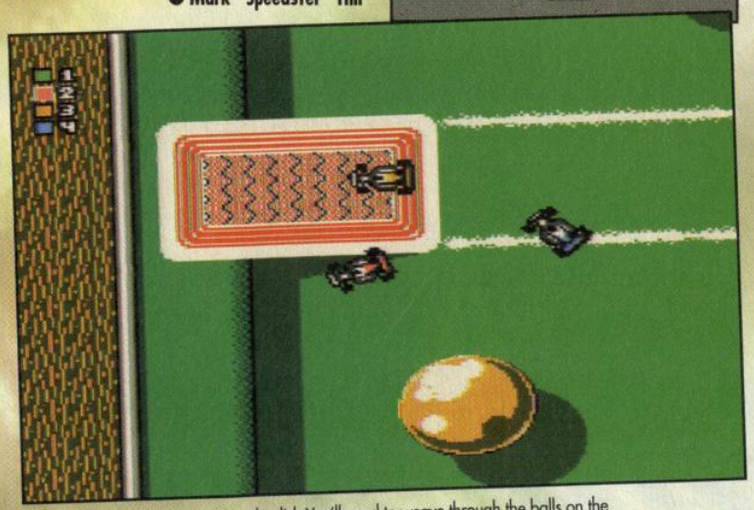


● Rulers are the ideal material for making a bridge. They tend to be narrow you can use this to your advantage.



● The four cars tear away for a race on the stationery circuit where erasers are just part of the problem.





● The pool table circuit is splendid. You'll need to weave through the balls on the green baize, then bomb around the wooden outskirts before entering a pocket that connects with another to form a tunnel. Great fun!

MASTER SYSTEM



MICRO MACHINES

CODEMASTERS ● £29.99 ● OUT NOW

CART SIZE 4Mbit
PLAYERS.....2
STAGES 27
SKILL LEVELS.....1
FEATURES .....versus
CONTACT
Codemasters © (0926) 814132

PROVIEW

NICK 9/10
Excellent Master System conversion. A credit to the programmers.

PETE 9/10
The funniest, fastest racing game I've played. The circuits look great on the MS.

JASE 9/10
Do not settle for second best; buy this romper stomper of a racer now!

ACTION — **STRATEGY**

GRAPHICS 93%

▲ Each track is littered with bright and colourful objects commonly used in the home.
▲ The vehicle sprites move very smoothly and collide without flickering.

SOUND 86%

▲ A good use of audio FX for the sounds of engines and skids.
▼ The music is not particulaly inspiring and could really have been improved.

GAMEPLAY 89%

▲ Lots of skill and fun in cutting corners, racing to the front and avoiding obstacles.
▲ There are nine different vehicles and nine different circuits for players to try out.

CHALLENGE 90%

▲ The circuits get increasingly difficult – particularly the sand-pit races!
▲ There's an added challenge of getting extra lives in the bonus rounds.

PROSCORE 90%

A polished racing game that's easy to get into and addictive right from the start. Superb graphics, clever designs and fast, fun-packed action.

Skitchin

Hey man, got the pads? got the wheels? Can yer skate like the boys. Are you a rasher or a trasher...Lets see yer skates man. Custom-made or straight from the shop? It's a craze man. It's like BMX where kids become really radical and turn a pavement stroll into a stunt spectacle. So what are we talkin' about man?

We're talkin' skitchin man, that's what. You've gotta know how to grab lifts from the guys behind the wheel to become wonna-the boyz man. There ain't no rules – rules are for wimps. Skitchin picks out the men from the boys. Give your limbs a good scraping and hit the tarmac. If you crash you're trash, if you win you're in the cash. Simple...

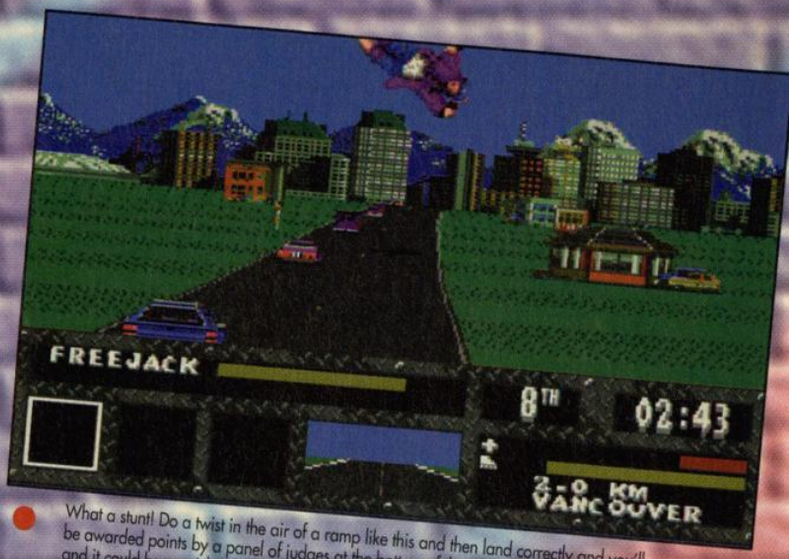
The boys from EA are back in town. At least this is what it seems after playing *Skitchin* for the first time. If you remember the opening minutes of Back to the Future where Michael J Fox hitches rides on the back of cars on his skateboard then you're already half-way to knowing a few home truths about this game.

The scenario is very much like the classic *Road Rash* where instead of powering along the highways on a bike you're on ozone-friendly rollerskates. The feeling of speed inches below your feet is something that's a little rough when the skitchers take to the road but there's no doubt that the two-player and eight players competitions combined with the tricks and fights on skates are essentially the backbone behind the playability of this *Rash* clone.

As a skater racing with the rest of the field against the likes of Viper and Rabid (typical rasher names) your chief aim is to be the fastest and the toughest. Gaming speed is similar as this is where the skitchin comes in. You must stray into the middle of the highway (being very wary of cars from either side behind you in your mirror) and grab onto one of the many cars and vans whizzing past you. You may not be alone either. The other skaters can join you so the fight is on! Like *Road Rash* each skater has a bar and it's up to you to knock the skaters off before they drain your energy indicator. Fights are great – especially hanging behind a bumper! You can sling-shot off vehicles when you've won a fight to gain speed for the ramps because the jump tricks are going to reward you with cash.

Optional weapons can be picked up in the road of grabbed from other skaters; they include your usual array of baseball bats, whips and chains so there's no love lost in this race!

In comparison to *Road Rash*,

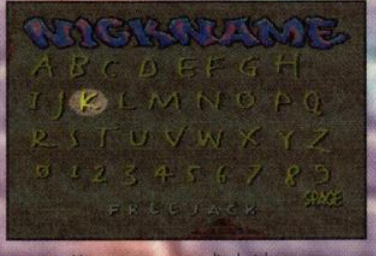


What a stunt! Do a twist in the air of a ramp like this and then land correctly and you'll be awarded points by a panel of judges at the bottom of the screen. Land incorrectly and it could be a quick ride to the local nick.





A real knockout! You and another of the skaters go head-over-heels as one of the cars makes an impact.



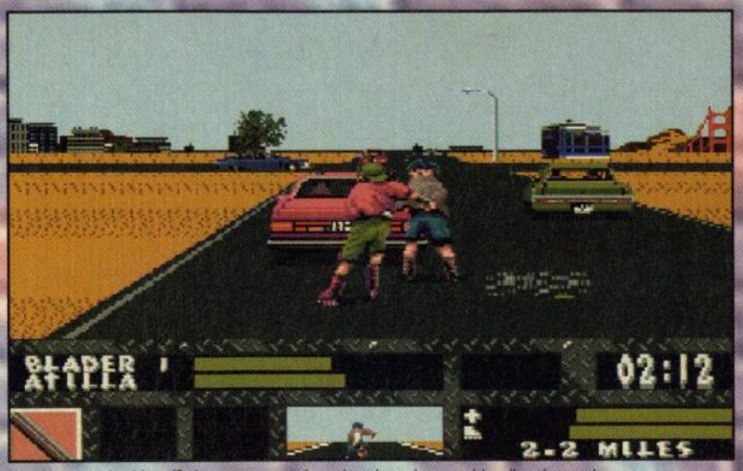
You can put your radical nicknames in here to keep in touch with the likes of 'Rabid' and 'Viper'.



The shop is vital to your overall success because as you progress you'll need to upgrade your equipment to stay with the rest of the pack. Would you buy a pair of used rollerblades from this character? they just fell off the back of a van.



The stats screen at the end of a race will you how you got your cash (trick bonuses and skitchin).



A right old scuffle between you and another skater here could well end up with an accident. Have a weapon at hand if you're gonna fight in the middle of the road. What do you mean you've never watched Mad Max!

Skitchin is not quite so smooth on the highway scrolling front – but then this race is more involved. The fights happen in the road or on vehicles, the ramp jumps are there to think about because extra money is essential for upgrades, and if you feel confident then skitchin on the back of a police car is possible – you'll get decent cash rewards for this too!

Highways start in Vancouver, then go on through Denver, San Diego, Seattle and so on across America. Backgrounds change and roads become more hazardous – but all-in-all gameplay changes very little so you may find a lack of variety in further pursuits if you are-someone who likes lots of diferent levels and sub-games.

The combination of beat-'em-up and racing action is great fun to start with nevertheless. The sprite animation is of a high standard and movements are easy to pull off (although jump tricks are tricky to muster). The rock sound tracks are excellent too and really pump up the atmosphere.

The thrill of hitching lifts while beating off increasingly aggressive competitors sets up a challenging, fun-packed roller-ride. The incentive to gain cash and buy new pads, skates and gloves only takes the interest and challenge to an even higher level. If *Skitchin* sounds like your kind of thing then I'd say this is worthy of a look at least.

● Mark "Radical" Hill



Here you have managed to find three weapons which you can select to use when you choose.



Choose your favourite sound track here. It's all important this bit for really pumping up the atmosphere.



From this control diagram you should get an idea of what the game involves with trick jumps, fights and skitchin. It's important to time your moves correctly otherwise you won't be able to grab a free ride.



Skitchin is easy. Hold button A and move the D-Pad left or right depending on the car's position.

PROTIP Always skate in the middle of the highway so cars from behind will pass either side of you rather than sending you head-over-heels onto the roadside. You can't keep your eyes off the road for a second because some cars whiz past – hooters sounding.





SKITCHIN

EA ● £45.99 ● OUT NOW

CART SIZE 8Mbit
PLAYERS.....8
STAGES 6
SKILL LEVELS.....3
FEATURES.....password
CONTACT
Electronic Arts ✆ (0753)549442

PROVIEW

NICK 8/10
Worth buying for the maggot-brained music alone, this is well neat (Man).

PETE.....7/10
At first this looks good and plays well, but then the gameplay gets a bit too repetitive.

JASE.....8/10
Immediately playable and exciting much along the lines of *Road Rash II*.

ACTION
STRATEGY

GRAPHICS 86%

▲ The skaters move smoothly and are graced with effective animation and detail.
▼ The highway scrolling perspective is a little jerky – it's not as smooth as *Road Rash* was.

SOUND 90%

▲ The pumping rock music is simply brilliant and really lifts the atmosphere as you skate.
▼ There could have been more sound effects although the music does compensate for this.

GAMEPLAY 83%

▲ The combination of beat-'em-up and racing offers a lot of involved gameplay.
▼ Later highways tend to play the same despite the increasing number of road hazards.

CHALLENGE 87%

▲ In two-player mode the skate-scraps are even more of a challenge.
▲ There are plenty of tricks to perform, cop cars to tag onto and weapons to steal!

PROSCORE 84%

An action-packed racer that will suit radical people down to the ground. At first the fun is endless, just beware that later highways offer little variety.

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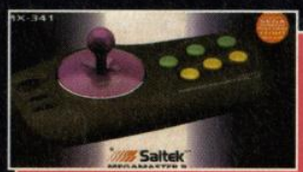
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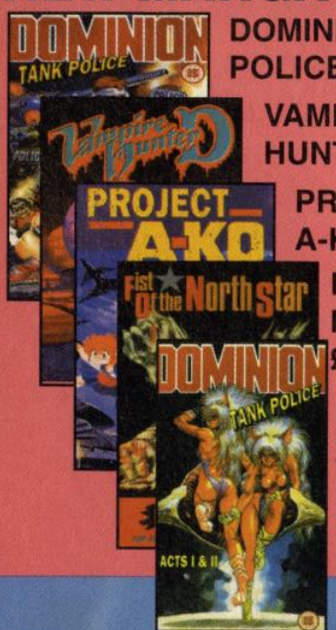


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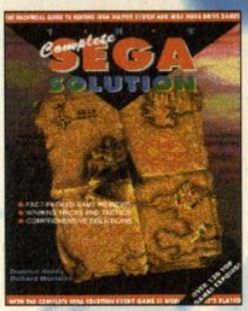
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PRO TIPS

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Welcome, once again, to the only off the wall tips pages, where the latest games are busted wider than the Mersey tunnel. Mega Drive, Master System, Game Gear and Mega-CD owners, this is your lifesaver. Jason Johnson delves into the postbag, and finds a few hints of his own, to orange squeeze into the best tips section ever.

Send your hints, tips, advice and codes to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

IT'S A WINNER!

Jason's new tips section now has even more SegaPro goodies up for grabs. The reader that sends in the best tip for their specific format will win a cartridge or CD of their choice. All other tips will be put into a free prize draw, the winner receiving a bundle of SegaPro goodies!

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STANDARD CHEATS

Enter the button combination DOWN, Z, UP, X, A, Y, B, C with controller one, on the Capcom screen to only do special moves. Press the sequence when the skyscraper disappears and Champion Edition will have a five star speed rating. Enter the sequence with controller two and during Elimination and Match Play fights both players can choose the same character. If you do not have a six-button joypad press DOWN, C, UP, A, A, B, B, C.

Quinn Peters, Ed Lomas, Sean Vincett

SAD CHEAT

Plug in both control pads and start a one player game, press START on controller two and let one player lose every fight. Change the fighter until all the faces on the select screen are greyed out and continue until you're up against M. Bison where you will be playing against the CPU. Effectively, you will have skipped all except the last fighter and with the difficulty level set at hardest you can watch the end of the game. A special mention goes out to **David Biron** from **Essex** for sussing this out.



FIFA INTERNATIONAL SOCCER

PASSWORDS

To completely change the CPU's team go to the control set-up before the game starts and change the configuration so that controller two is controlling your opponent. Exit the screen and change the computer's team using controller two: Put their worst player in goal, etc. Go back to the control set-up and using controller two, return it to the original position of CPU control. The game will now be far easier to play.

Alternatively, take any password and re-arrange the figures in any order. You will be surprised by something very different

The finals

Here are a few passwords to take you to the final playoffs using various top class teams:

Argentina VS Germany Z2NWC7PP
Brazil VS Argentina W45WH9J*
EA Sports VS Germany 0RYCW7PV
Germany VS Israel 0BVWW9PS
Holland VS Uruguay 1J8BY8DW
Italy VS Wales 0WKW38CM



ROBOCOP VS TERMINATOR



WEAPON SELECT

To access a weapon select pause the game and press: B, A, C, C, C, A, B, A, C, C, C, A, B. If the cheat has worked you will hear several rounds of machine gun fire. Unpause and press A, B, C and UP or DOWN to change T's current gun.

X–MEN

CHARACTER PROFILES

Wolverine

Poor vertical jumps. Horizontal (!) jumps are only good when claws are extended. This is the best character for attack purposes and he is very useful against end of level bosses. His healing factor can be used to cheat. Use Wolverine until he's nearly dead then leave him in a safe spot. Go away for five minutes or so and when you return he will be completely healed. An effective, but longwinded method.

Nightcrawler

Poor vertical jumps, but excellent horizontal leaps. A useful technique for improving jumps is to leap as far as possible then, whilst mid-air, teleport the rest of the distance. One of the most useful characters and a good general purpose creeper.

Gambit

Good vertical jumps, but very poor horizontally. Mutant power is useless and this is an all-round weak character.

Cyclops

Excellent vertical jumps, but poor horizontal leaps. Laser beams can be aimed, enabling you to kill enemies above or below.

Alex Froley, Surrey



SPEEDBALL 2

MONEYBAGS

When playing in the league save all of your money for the first few games. When a player worth £1000 or more is available, buy him. During the game give the ball to one of the high value players and throw it twice around the multiplier, then go money grabbing, ignoring anything else. In the second half use the same players to win the match.

At the end of the game you should have oodles of cash that you can use to buy the best players. In no time at all the whole team can go money grabbing using the method explained above and promotion will be a doddle. This tip works best against Raw, Messiahs, Revolver Desire and Baroque.

Iain Watson, Guildford





PGA TOUR GOLF 2

LOW SCORECARD

To achieve an unbelievably low scorecard select a practice round and go to a hole (preferably with a water trap) and take about 20 strokes, unless it's a water hole where you should swing 10-15. Press START and select shot and go to take a mulligan. Repeat until you cannot take any more. Now, look at your strokes and it should show a negative number. So, for example, take three shots and your scorecard registers as 1.



RETAKE A SHOT

To retake a shot in a tournament, press start when you're on the tee area and go to options and select save. If you hit a bad shot you can go back into the options and restore your previous status. Believe it or not this works on any part of the course.

Gareth Thompson, Grantown-on-Spey

ROAD RASH 2

ANOTHER WILD THING

On the title screen press UP, A, C and START. Wait for a few seconds and you will hear a voice shout Yeah! and you will now own the Wild Thing, a megafast motorbike that takes you through each level in record time.

Matthew Sedgeman, Camborne



MORTAL KOMBAT

LIU KANG'S FLYING KICK

It appears that I missed out Liu's special move in the *MK* guide, so for anyone who still hasn't found it press towards, towards, C. Cheers to **Daniel Beale** from **Sandwich,** for pointing this out.



CHAKAN: THE FOREVER MAN

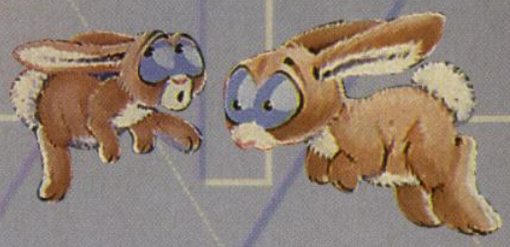
SECRET LEVEL

Complete the game on Deadly or Mental settings with all weapons and alchemies and you will warp to another level.

Jonathan Nickson, Newcastle-upon-Tyne







WIZ 'N' LIZ

SPELLS

Everything you ever wanted to know about this fun wabbit game has been brought to you by **David Harrison, Gillingham** and **Ed Lomas, Rochester**.

Apple – Apple .....Free bonus letter
Apple – Strawberry.....Opens exit door
Apple Banana.....Opens shop
Apple – Orange .....Fruit randomiser
Apple – Carrot .....5,000 points
Apple – Potato .....Friendship spell
Apple – Cabbage.....Time doubler
Apple – Mango.....75 stars
Apple – Lemon.....100,000 points
Apple – Onion .....Magic Ruby
Apple – Pear.....Me and my shadow!
Apple – Cherry .....150 stars
Apple – Avocado .....Toggle Grassland door
Apple – Mushroom .....Fruit returner spell

Strawberry – Strawberry ..10 seconds extra time
Strawberry – Banana.....Magic Diamond
Strawberry – Orange.....Splat those Dudes!
Strawberry – Carrot .....Point doubler
Strawberry – Potato.....Wed Wabbits
Strawberry – Cabbage .....Gween Wabbits
Strawberry – Mango .....Wheelspin
Strawberry – Lemon.....Trip-a-tron
Strawberry – Onion .....Stormy weather!
Strawberry – Pear.....What's that Pong!
Strawberry – Cherry.....Star doubler
Strawberry – Avocado.....Double bonus round
Strawberry – MushroomOne point and 60 seconds

Banana– Banana.....Oh no! It's Lemmings!
Banana – Orange.....Absolutely nothing!
Banana – Carrot.....50 stars
Banana – Potato.....Open hint shop
Banana – Cabbage .....Sale spell
Banana – Mango.....Toggle Templeland door
Banana – Lemon.....Turns fruit into time
Banana – Onion .....Catch!
Banana – Pear.....Turns fruit into points
Banana – Cherry.....Tortoise
Banana – Avocado .....45 seconds extra time
Banana – Mushroom .....Slow timer

Orange – Orange .....One point
Orange – Carrot.....Blue Wabbits
Orange – Potato.....Snakes Alive!
Orange – Cabbage .....Confucius
Orange – Mango .....Random extra time
Orange – Lemon .....Chance
Orange – Onion.....30 seconds extra time
Orange – Pear .....40 seconds extra time
Orange – Cherry.....Toggle Lunarland door
Orange – Avocado .....10,000 points
Orange – Mushroom .....Tube Skiing

Carrot – Carrot.....Sound Test
Carrot – Potato .....20 seconds extra time
Carrot – Cabbage .....Diddley squat
Carrot – Mango.....A bunch of bananas!
Carrot – Lemon .....80 stars
Carrot – Onion .....Fruit preserver spell
Carrot – Pear.....Wabbit Invaders
Carrot – Cherry .....One star and 100,000 points
Carrot – Avocado.....Five stars
Carrot – Mushroom .....Turns fruit into stars

Potato – Potato.....Toggle Treeland door
Potato – Cabbage .....Game over?
Potato – Mango .....Magic Emerald
Potato – Lemon .....Guesser
Potato – Onion.....Not a sausage!
Potato – Pear .....Gold Rush
Potato – Cherry .....Toggle Mineland door
Potato – Avocado.....Toggle Snowland door
Potato – Mushroom.....250 stars

Cabbage – Cabbage.....Letter Basher
Cabbage – Mango .....25,000 points
Cabbage – Lemon.....No invisible letters
Cabbage – Onion .....Five seconds extra time
Cabbage – Pear .....Toggle Deadland door
Cabbage – Cherry.....Shadow lands
Cabbage – Avocado.....50,000 points
Cabbage – Mushroom .....Wabbitoids

Mango – Mango .....Double time icons
Mango – Lemon .....Random extra stars
Mango – Onion.....Toggle Desertland door
Mango – Pear.....100 stars
Mango – Cherry .....One second extra time

Mango – Avocado .....Ha ha!
Mango – Mushroom.....250,000 points

Lemon – Lemon .....Swap bonus letters
Lemon – Onion.....Random extra points
Lemon – Pear .....Double stars
Lemon – Cherry.....Disassembly clue
Lemon – Avocado .....One star
Lemon – Mushroom..One second and 300 stars

Onion – Onion .....No dying wabbits
Onion – Pear .....Magic mushrooms!
Onion – Cherry.....20,000 points
Onion – Avocado.....125 stars
Onion – Mushroom .....Cheeseburger!

Pear – Pear .....Finder
Pear – Cherry.....175 stars
Pear – Avocado.....200 stars
Pear – Mushroom.....50 seconds extra time

Cherry – Cherry.....Bounce
Cherry – Avocado.....Fruit increaser spell
Cherry – Mushroom.....Skip-a-level spell

Avocado – Avocado.....All bonus letters given
Avocado – Mushroom .....Extra life

Mushroom – Mushroom .....Magic Sapphire

PASSWORD

Enter the password MGTP GLLS to jump to the final level.

SUPER BONUS

Collect the Magic Stone, Ruby, Diamond and Emerald and you get to play the super bonus round for mega-points.





KRUSTY'S SUPER FUN HOUSE

INFINITE LIVES

Work your way through the levels until you have nine lives. You will now be able to lose a life as many times as you need to finish the game.

After activated this cheat you may find that you are able to walk into bonus rooms and repeatedly collect bonus points.

Master Thrift, Basingstoke

THE FLINTSTONES

INFINITE LIVES

Select five lives for player one and press A, B, C and start then press the D-pad clockwise

LEVEL SELECT

Hold C on the options screen and press LEFT, RIGHT, DOWN, LEFT, RIGHT, UP, UP, DOWN, LEFT, RIGHT and DOWN. Press C and START to skip a level.



DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

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DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME,WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

DIAL 0891 445 768

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For full competition rules send s.a.e. Calls cost 36p a min at 'cheap rate' and 48p a min at all other times. Please get permission if you dont pay the bill. Max. call charge £3.60. Send S.A.E. for competition rules.

PRO ACTION REPLAY CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter cheat codes, it lets you find them yourself. If you have any Action Replay codes send them to:

ProTips, SegaPro, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF.

BATMAN RETURNS
FFFE320007
Infinite lives.
FFFE34000A
Infinite batarangs.
FFFE350003
Infinite bombs.
FFFE360002
Infinite bat attacks.
FFFE370002
Infinite rope guns.
FFFFE380002
Infinite smart batarangs.
Dave Murphy, Basildon

ALIEN 3
FF08670059
Infinite time.
FF08670059
Infinite missiles.

SUPER MONACO GRAND PRIX
FF92FA0000
Infinite time.

CYBORG JUSTICE
FFB0220004
Infinite lives player one.
FFAF5A0004
Infinite lives player two.
Dave Murphy, Basildon

BATTLETOADS
FFE0460005
Infinite lives.
FFE0070017
Infinite energy.
FFDF020000
Lose energy from a single hit.

FANTASTIC DIZZY
FF81130000
All stars collected.

SHINING FORCE
FFA1B600XX
Allows you to change the characters. Turn Action Replay on when entering a battle and off when finished. Replace XX with 0-29.

MORTAL KOMBAT
FFAAFF000A
Stops timer in bonus round.

CHAKAN
FFC0D0000C
Invulnerable.

FLINTSTONES
FF01550004
Infinite energy.

SONIC SPINBALL
FF5790003
Infinite lives.

SUNSET RIDERS
FFB0990003
Unlimited energy.

SUPER HANG-ON
FF06570000
Can't fall off bike.

PUGGSY
FF08660003
Infinite lives.

GAME GENIE CODES

Every month, Game Genie codes are updated and sent to us at SegaPro. This month Ed Lomas from Rochester sent in a few helpful, and a few not so helpful *SF2: SCE* codes. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline ✆ (084) 323088. More game busters next month, but if you discover any codes in the meantime send them to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

JUNGLE STRIKE
98GA G6BT
Start with 3,839 lives.
BGGA GAYY
See the end of game sequence.

MICRO MACHINES
AANA AEDY
Makes really odd noises.
REXT A6YR
Only shows who is in first place.
REXT G6YR
Distorted Codemasters screen.

STREET FIGHTER II: SCE
Enter these codes with the Game Genie switched off, press start and wait for the Sega screen to appear, then turn it on. As an extra hint, this works with all codes that have no master code.
GLGT AAGC
Odd colours on the character select screen and weird flame colours.
4GGT AAV4
Rapid fire pad. Hold start when playing for slow-motion with a regular pad.
ACMT BAET
Drums only for the background.
CEBT AAEY
Black background.
AABT AAEA
Extra bright coloured background.
CEJT AAEY
Throws are fatal.
CEJT AAEC
Throws do no damage.
AACT AAE8
No fireballs for you or the computer.
AAGA AAE0
Turns off all special moves.
GLGT AAAC
No punches.
AADA AAN0
All of the characters look like Ryu on the character select screen, the writing is weird and when you smash the background crates, etc. the screen goes strange.
AADA AAD6
Shorter time to wait before a fight commences.

WONDERBOY: THE DRAGON'S TRAP

NEARLY THERE
Lion-man: V78B N9F CRXE R40
Stock up on potions, walk right and stand on the bridge. Press 1 to destroy a block, fall down and go left to find another bridge. Fall down again and walk right, destroy all of the blocks and open the treasure chest, walk back until you reach a door. Go through the door and destroy the block of air. Walk into the question mark and then into the door. Buy what you can and leave.

Jump over the first two wells and fall into the third. Break the blocks and fall, then go left. When you reach the first area where you can take a top or bottom route, break the block and go up. On the next two choices go down. When you reach the lava wear the dragon mail. On the next top or bottom route take the top one and walk until you reach the first blue background top or bottom route, take the bottom, then top. Continue left until you reach the door.

Go in and walk right until you reach a doorway behind some destructible blocks. Destroy the blocks, go through the door and walk right until you reach another doorway. Go through and walk right, dodging the moving blocks, until you reach another doorway and head left to another door. Go in and head right to another door, then left and finally right.

Go to the equipment screens and select the ninja blade, master shield and hades armour, then re-enter the door. Daimyo Dragon is waiting for you. To kill him, dodge the balls he fires and jump up to jab his head. Repeat several times and he will die. Outside the Japanese Castle as Hawk-Man, fly upwards until you reach a door. Go in and take what you can from the treasure chest and buy as much as possible from the shop. Now use a magic stone to return to the start. Next month, I promise, the final chapter.

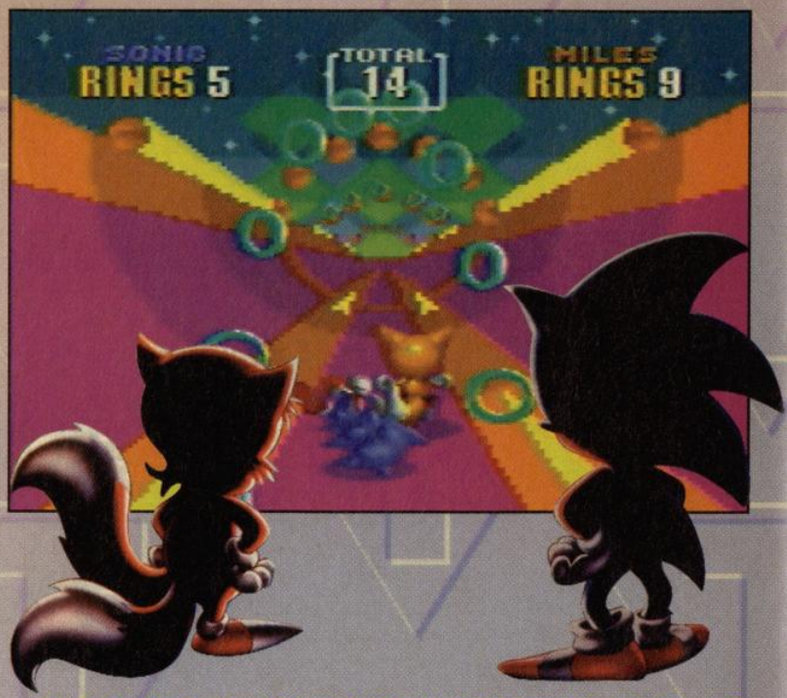




WONDERBOY (JAP)

LEVEL SELECT

When the title screen appears press START. To skip a level press UP, or to drop a level press DOWN. The area number will vary from 1 to 9.
Steven Douglas, Portadown



SONIC THE HEDGEHOG 2

EXTRA RINGS

At the end of each level there is a way to always receive 10 extra rings as a bonus. This can be achieved like this: The last digit of the number of rings when finishing a level must be zero. That is, the numbers 0, 10, 20, 30, 40, 50, 60, 70, 80 and 90 will give you the extra. So, if you are finishing a level with 90 rings and can only find another three, don't bother collecting them. This way you will eventually have 100 rings and the extra life.
Alexander Pallaris, Athens, Greece



PRO ACTION REPLAY CODES

Every month, Action Replay codes are updated and sent to us at SEGAPRO. If you are stuck on a particular game and the relevant code has not been listed, phone the Action Replay help line ✆ (0782) 745992. More game busters next month, but if you discover any codes in the meantime send them to: ProTips, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

HALLEY WARS
00C0 4C03
Infinite lives.

TERMINATOR 2
00DD 0F04
Infinite lives.

SHINOBI II – THE SILENT FURY
00C0 4102
Infinite magic.

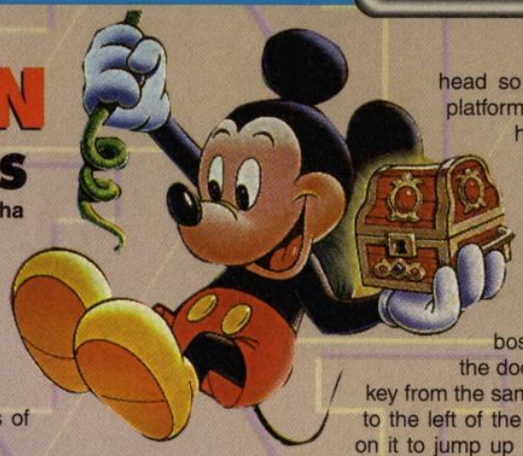
TAZMANIA
00C7 0A08
Infinite energy.
00C0 0205
Infinite lives.

MORTAL KOMBAT
00C4 8848
Infinite energy.
00C4 0B07
Infinite continues.

LAND OF ILLUSION

VARIOUS HINTS AND TIPS

A special mention goes to both **Ed Lomas**, **Rochester** and **Tanisha Wilson** from **Clapham**. They have been battling away on the Game Gear version of *Land of Illusion* and sent in their tips to help anyone looking for extra bonuses and stars. Just for being such expert games players they've both won an exclusive SEGAPRO t-shirt.



FIND ALL 14 STARS

Finish the game with all 14 stars and you will be treated to a bonus of 100,000 points and a different end of game storyboard.

Forest

Go into the second door up the big tree and use the rope to climb the wall on the right, the star is at the top.

Lake

After completing the Blacksmith's Castle, re-enter the Lake and go to the long underwater passage which previously had a strong current. Swim up the second air passage above the chest to find the star.

Blacksmith's Castle

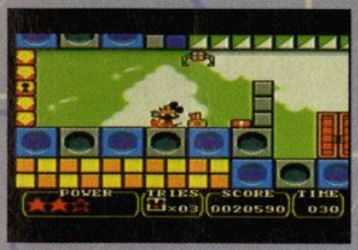
When you see the star, use the spring to jump over the wall and collect it.

Castle Ruins

Go through the level and you can see it up a wall by a restart point and a ladder going down. Use the rope to climb it.

Tiny Cavern

On the second stage, climb up the wall to the left of the exit with the rope and it is in the top right.





Flower Field

When you come to the rose bushes with the thorns underneath, jump up the two roses. When you are on the taller one a butterfly will come across from the right. Transform into Mini Mickey and hip-attack its head. Instead of killing it you will just bounce up and down on it. Position yourself so that you keep bouncing in it all the way along to the left until you reach the tallest flower with the star.

Toy Factory

Go into the first door after the giant keyboard and go through the room to the right. The star is at the end.

Palace Ruins

After you have gone past the two rocks that explode after you hit them, climb the first ladder and then the wall on the right of that room. The star is at the top.

Craggy Cliff

Climb up the first cliff and jump off to the left and hip-attack off the bird's head so that you land on the small platform in the air. The star is up here. It is a bit tricky to bounce off the bird, so expect a few problems.

Desert

When inside the pyramid, collect the gold key as usual and open up the barrier blocking the door to the boss. Instead of going through the door, go back up and collect the key from the same place as before and take it to the left of the door. Put it down and stand on it to jump up onto the protruding rock and walk through the wall to a secret room with the star. Use the rope to climb out again.





Princess' Castle

Go through the level as usual until you get to the choice of two doors. Go through the one on the right and play through this room where the star can be found at the end.

Sand Castle

On the Water Level, play through as usual until you get out of the water and have to jump on the sand platforms. Use the rope to climb up the wall on the left and go on the top lot of platforms to reach the star.

Island

Go up the beanstalk and at the top, go past the door. Drop just off the left of the cloud and immediately hold right, to fall onto the small cloud with the star. Jump back up using the two smaller clouds above.

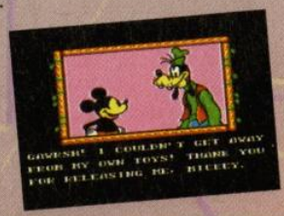
Phantom's Castle

When you get the choice of three doors choose the one on the right and the star is at the end waiting to be collected.

TOYLAND BONUSES

On the Toyland level, after killing the boss, the game brings you back to the Toyland entrance. Instead of allowing it to be bricked up, quickly re-enter the door and redo the stage without collecting the green gem on the piano scene. When you reach the long ladder that brings you to the boss you will find yourself back at the entrance door of the same stage.

If you keep on re-entering the door and playing the game (avoiding the green gem) you will gain extra lives. Finally, when you have had enough, collect the green gem and you will finish the stage with all the lives you just collected.



WINNERS



T-SHIRT

THE SECRET OF MONKEY ISLAND COMPLETION GUIDE – PART TWO



Having beaten Carla the sword master... Look at the t-shirt and walk over the bridge onto the path, and when you see the map return to the fork. Once in the forest, look at the map for directions to the treasure and follow them until you arrive at a clearing. Walk right and use the shovel at X. You will find yet another t-shirt, look at it and walk left.

Go to the store in the village, but don't actually enter it. Instead walk left to the Governor's mansion. Use the yellow petal on the hunk of meat and give it with the condiment to the poodles, then open the door and walk inside. Walk through the door on the right of the front door and win the fight to gain several items. Leave the mansion and go to the jail where you must talk to the prisoner, then go back outside.

Open the door to the shop and walk in. Ask the shopkeeper for a fresh breath mint and he'll generously give you a whole tube of the darn things. Leave the shop and go back to the jail and give the mints to the jail bird. Ask for a file and read what he has to say. Give him the gopher repellent and he'll give you a cake.

Return to the Governor's mansion, and once inside, open the cake for a surprise. Walk to the gaping hole and the fight will continue, but you'll come out with an idol. Give the sheriff an explanation and the Governor will get rid of him. Talk to the Governor and open the door for her as she leaves. As you are doing this the sheriff will cause a ruckus, eventually throwing you off the dock for a soaking.

Pick up the idol and you will also find a sword. Climb back onto the dock and you will learn of the Governor's kidnapping. Ask the sheriff about it and he'll give you a note from LeChuck. Look at the note, leave your present location and walk to the bar. Pick up all of the mugs and walk to the curtain. Pick up the remaining ones and talk to the cook; ask him where to buy a ship, then walk into the kitchen door.



Quickly use one of your mugs on the barrel to fill it with grog and head for the jail. Spend too long on this section and the grog will melt through the mug (don't ask me why) so use the melting mug on an empty one to prevent losing the deadly liquid. When you reach the jail use the grog to melt the lock and the prisoner will run away.

Leave the jail and go back to the lookout and enter the map screen. Go to the shore at the top-right and use the rubber chicken to swing across the waterway. Walk into the house and Meathook will test your skills. Open the small door and tickle the murderous winged devil. The evil Meathook will now join your crew.

Watch this space for the conclusion to part one.

DRACULA



LEVEL SELECT

On the BEWARE screen enter ALUCARD and the border should go white to signify the cheat has worked. On the start screen press:

A + START for level two.

A + B + START for level five.

A + B + C + START for level seven.

99 LIVES

Whilst playing press START, A and START for 99 lives.





LEVEL SELECT

With both control pads plugged in, press UP, DOWN, DOWN, LEFT, RIGHT and B on joypad for at the title screen for a level select.

LEVEL CONSTRUCTOR KIT

Enter UP, DOWN, DOWN, LEFT, RIGHT and B on control pad two and watch the cartoon intro. When the demo screens appear press START on pad two and the score, rings and time will change. Go back to the title screen and repeat the level select cheat, this time on pad one. Choose a level and press A, B, C and START. Press B and you will turn into a graphic. Press A to swap the current icon and use C to place one on the screen. Press B to return to Sonic and A to jump.

Andrew Gray, Oxted

SONIC CD

MORTAL KOMBAT



BLOOD MODE RE-CAP

It would appear that several readers are still having problems activating the blood mode cheat on the gory beat-'em-up, *Mortal Kombat*. Two variations include holding down buttons one and two and rotating the D-pad whilst on the Ethical Code screen.

Alternatively, enter 2, 1, 2, DOWN, UP and the screen will go red – signalling that the blood mode has been activated.



COSMIC SPACEHEAD

T-SHIRT WINNER

PASSWORDS

Enter one of the following passwords to skip to a desired level:

BKPETEREEEWILLIAMS9X.....CAPE CARNIVAL
C3ZETERADEWILLIAMSX.....PASSPORT CONTROL
CVC3TEEALDWILOIYMST4 .....DODGEY CITY
SSCLJEE6WWWILS8VM76Q .....CAVES
SSHF4EE6WW8ILSW8M7TW .....NO MANS CAUSEWAY
DGHF4FE6WWLILRW8MMI9 .....STAFF ROOM
DGHFCFEWWWLWLRW8IM6H .....KITCHEN
DGHFFFE6WWLJLRWFIDOL .....SPACE STATION

Johnathan Nickson, Newcastle-upon-Tyne

GAUNTLET

EXTRA CONTINUES

After losing all of your lives as player one, plug your control pad into port two and continue with a bundle of credits.



PRO ACTION REPLAY CODES

Every month SEGAPRO brings you the latest update on Action Replay codes for the Master System. If there is a code you really need phone the Action Replay helpline ✆ (0782) 745992. Johnathan Nickson from Newcastle upon Tyne sent in several useful codes, including one to turn Sonic topsy-turvy! If you find your own codes send them in to ProTips and you may win one of many prizes available every month. Write to:
ProTips, SEGAPRO Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF

ASTERIX
00C08B01
Bombs from start.
00C09F50
Bonus stage after every level.

SONIC THE HEDGEHOG 2
00D52876
Sonic runs on his head!
00D50213
Glider from the start.
00D2B9FF
Infinite time, score 999,000 every act.

INDIANA JONES AND THE LAST CRUSADE
00C9C130
Infinite energy.
00C98706
Infinite lives.
00C97305
Infinite whip.
00CBB907
Infinite time.

DINO BASHER
Infinite lives.
00CD 5803

LEMMINGS

LEVEL SELECT

Many readers are expressing some problems with activating a level select for *Lemmings*, so here we go, again: When the Lemming pulling the cart appears on-screen, press one and two on joypad one while rotating the D-pad. Go to the main screen and select your choice of game. Choose the new level box and then press LEFT or RIGHT to jump to the chosen area.

PRO TIPS HELP!

CHEATS TRICKS CODES

HELP! **Is it a level select you're after or would a few passwords do the trick? Is that RPG getting you down or is arcade action without extra lives just too much? Well, square-eyed Jason is here to help you out and solve all your problems, just like the magic genie in Aladdin, but without the excess flab! If you're in need of a personal magic lamp write to: ProHelp, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.**

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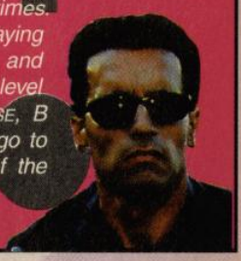
Mega Drive
MIG-29
MORTAL KOMBAT
T2: THE ARCADE GAME

Master System
GOLDEN AXE
PHANTASY STAR

Game Gear
FANTASTIC DIZZY
LAND OF ILLUSION
STAR WARS

Q After recently buying *Terminator 2: The Arcade Game* for my Mega Drive, I find myself unable to pass beyond mission 1, phase 3 – 'Trip to Skynet." Can you please help me to complete this stage. I am shooting the aerial HK's and endoskeletons with little effect, what am I doing wrong? Can you please also tell me any other tips or cheats there may be for later on in the game.
N. Williams, Oxon.

A *How about a level skip to help you through the whole game? To skip a level press START on the title screen and then UP, DOWN, LEFT, RIGHT three times. Begin playing the game and to skip a level press PAUSE, B and C to go to the end of the level.*



Q Please can you help me on *Olympic Gold* for the Mega Drive. On the pole vault, are there any cheats to make it easier? I've read the booklet many times, and to my despair I still can't do it.
Matthew Wilkin, Cornwall.

A *We are having a few problems, aren't we Matt. Repeatedly press buttons A and B as quickly as possible to run towards the jump. After your pole locks into the box press and hold UP to soar through the sky.*





Q Please save me from pulling every hair out of my head. I own Mortal Kombat on the Mega Drive and I know the blood cheats, I know how to access the cheats screen and I have completed the game with every fighter. My problem is the Lizard Man. I know you must be fighting in the pit and must not lose a single drop of energy then use your fatality move when it's time to finish your opponent, but I just can't work out the fatality moves for any fighter. Please, please, please give me Sub-Zero's fatality move so I can start sleeping at night and get my life back to normal.
Peter Johnstone, Brighouse.

If you can answer to this tricky problem poser, write to ProHelp and you could be the winner of an exclusive SegaPro t-shirt.



Q I need some serious help on *Star Wars* for the Game Gear. I can't seem to find the Land Speeder, but I can still get to the Death Star. Please can you help because I really want to use the land-speeder. Thanks.
Michael Lawton, Wokingham.

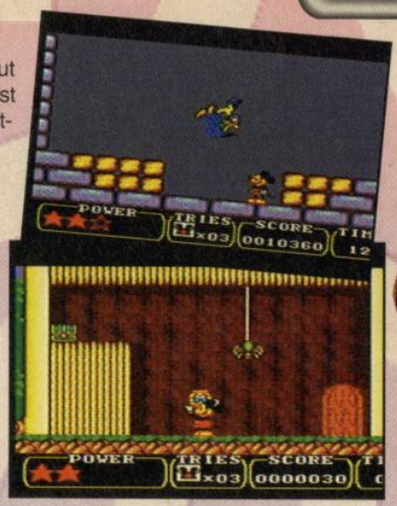
A *I am a little bemused as to where you are having problems and the difficulty with the Land Speeder is a mystery. After level one you are automatically given the cruiser to zap around the landscape searching for hidden caves and their treasures. If you are still unsure of what is happening give US Gold a call on (021) 6253388.*

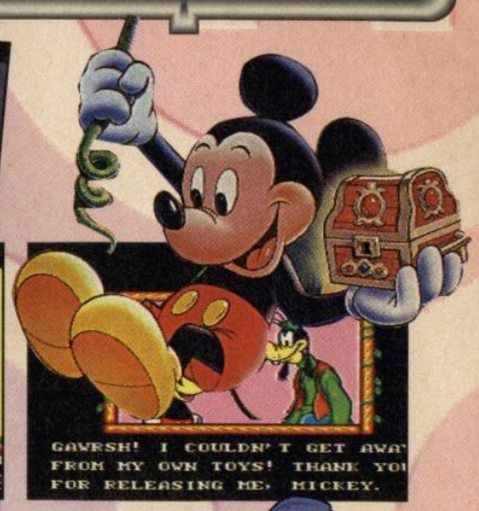


HELP

Q I reached the Phantom's Castle in *Land of Illusion* on the Game Gear, but can't reach the end. I go through the middle door and complete the first stage and get halfway through the next, but each time I land on a platform with nowhere to go. Help before I do something nasty.
Tracey Warren, Yatton.

A *The awkward end section is best approached in this way: Go through the middle door, walk to the far right and exit. In this new room you must release the lock hidden on the top of the platform. Shrink and walk through the passage, jump to the left and release the lock. Use the passageway to exit. Collect the key and jump into the water, swimming to the bottom right of the screen.Open the door, but don't go through it, instead walk left and pull up the arrowed block, go back to the door and exit the level. Run to the far right and kill the nasty. Go through the door and push the clamp down. Walk left and exit, then through the bottom door, falling onto the water. Avoid the spikes as you swim through and enter the door at the bottom to come face to face with the final guardian. But getting the rest of the way is up to you...*





WIN SOME ESSENTIAL KIT

Help solve someone's problem and you could be on the way to winning a SEGAPRO t-shirt. Andrew Back is in dire need of some assistance and wrote asking: Can you help me on *Golden Axe* for the Master System? I can't find the Labyrinths that have the two blue crystals. Would you please point me in the right direction. Also, on *Phantasy Star* I can't find the hovercraft, so where is it? If you're the person who can solve his problems send your answer in to SEGAPRO.



Q I'm not a very good games player, but I do have a Game Gear and I'm stuck on *Fantastic Dizzy*. Can you please help me? High in the tree tops above Denzil's cool pad and home there are other platforms. I've been everywhere in the tree tops trying to find a way up to them. I'd be very grateful if you could help me.
Nicholas Shammas, Portsmouth.

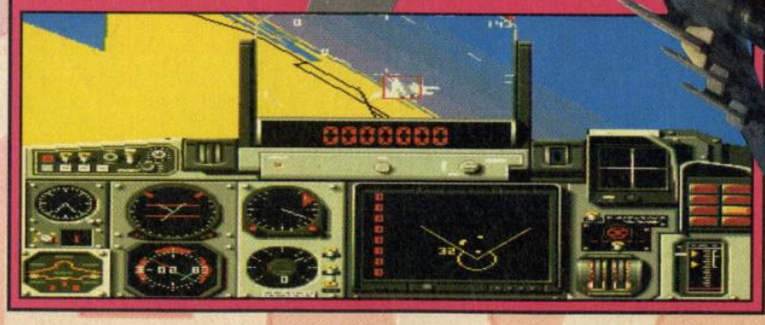




A *It would take absolutely ages to guide you through each path to the other houses of Dylan, Grandpa, Dora and Dozy. Instead, heed this wise advice and keep looking a little more carefully for places to jump up. Often a platform is hidden and you must look for the lifts and ledges. If after further adventures you are still stuck, Codemasters would be more than happy to help with a specific problem. You can call them on ✆ (0926) 814132.*

Q Please help me. I would like to know if there is a Pro Action Replay code cheat for fuel consumption in the Mig-29 flight sim. I can't get the hang of it as I'm always running low on fuel before getting to the next way point.
Abd. Rahman Sakdon, Choa Chu Kong Central.

A At the present time there are no Action Replay codes for Mig-29, but if you were to call the Datel helpline on ✆ 0782 745992 you may be in luck. Alternatively, write to: Datel Electronics, Govan Road, Fenton Industrial Estate, Fenton, Stoke on Trent ST4 2RS, England. Sorry, but at the time of writing this article we had nothing, but Datel promised there would be something within a couple of weeks.





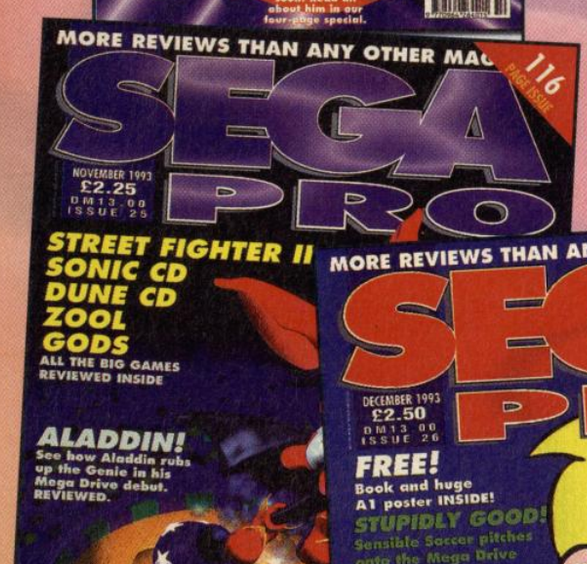
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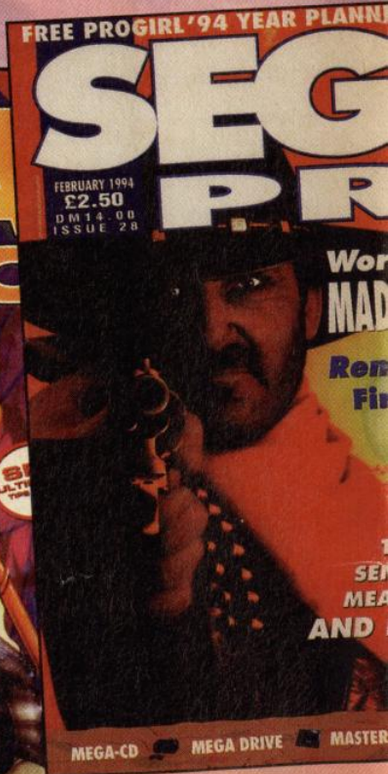












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PROTEST

• CONTACT

We get an Everest of mail every day so much so that a large part of our time is spent sorting it into the correct bundles.

Send all submissions to the proper department (see below) at:

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, some poor guy needing help with their console and probably just about 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!

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 wins a SEGAPRO T-shirt!

PROTIPS

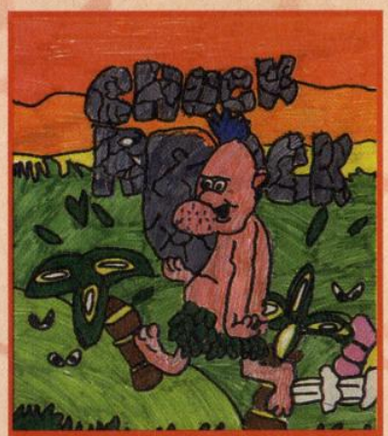
There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So get sending!

PROHELP

Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem.

PROSCORES

No prizes here but you get your high score branded around the country.



Kenneth Hare, age 9

Another issue, another Protest. And you must all know what that means – yep, loads of letters from people who always somehow seem to write their names illegibly. So a quick safety tip: Use block capitals! (Glad I finally got that one off my chest). Anyway, this month a bit of controversy over our fine Pro Girl poster and some stuff about video games. Great. (PS Please remember to say what machine you possess in your letter).

Send your letters to:
Nick Merritt,
Protest,
SEGAPRO
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

POSTER POSER

I am a regular reader of SEGAPRO because of your no-nonsense approach to reviews which I find more trustworthy that the twaddle most other mags seem to enjoy producing. I was therefore rather disappointed to notice your Pro Girl calendar in the February issue. What was the point of this sexist item? Do you really want to encourage young lads to regard women as sex objects? And how can you justify the inclusion of this in a videogames magazine for goodness sake?

I for one wasn't sorry to see the Pro Girl go several months ago as it just hammered home the point that few girls have much interest in this market – or will until magazines like yours adopt a more responsible attitude. I hope this was a one-off and won't happen again.

N. Mitchell, St. John's Wood

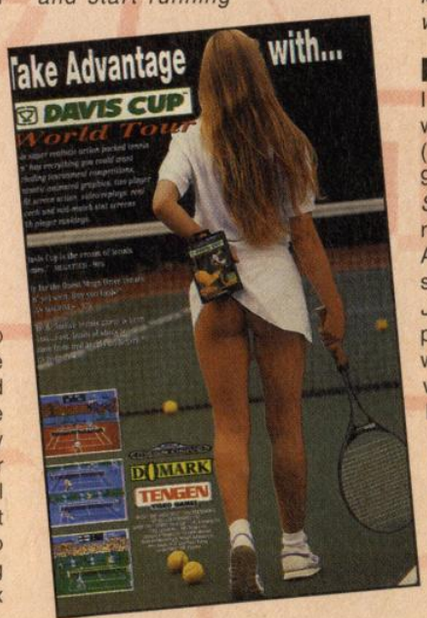
Bit tough on us aren't you? And I don't see why the adoption of the Pro Girl calendar should have anything to do with the trustworthiness of our reviews. Unless you think that somehow we'll suddenly lose our minds like Adam did when Eve went into the fruit and veg business.

Anyway, as for the sexist stuff – rubbish! A piccy of an attractive woman didn't make any of us here on the mag suddenly develop a stoop and start running around in small circles making grunting noises.

As for justifying it – I don't have to justify anything. This piccy was certainly no worse than the advert for Domark's Davis Cup Tennis (see left). And the calendar had a use as well!



Garly Walker , age12



PAGE PROBLEMS

I am here to complain. Chris Cook wrote about Game Gear reviews (issue 27) with *Cool Spot* getting 95%, *Jungle Book* 93% and *Desert Strike* 88% – yet they all got short reviews!

Also, one more thing – in the tips section, all the pages are wrong, eg *Jurassic Park* on 66 when it was on page 68, and many other pages were wrong. Please print this and tell me what you are doing about it.

Liam Stanbury, Taunton

No excuses – you are completely right. We've dropped the short reviews and any page numbering problems from now on will mean someone getting flayed alive. SEGAPRO is evolving at the



moment and those little problems will no longer appear. You have my promise on that. Hope this answers your questions!

PS Liked the poem, but our new Total Quality policy prevents me from printing it (ha!).

FAILED AGAIN

I have conjured up a few Software Failures for your new monthly section. So here they are:

Battle Toast – *Battletoads*

Bubble and Squeak – *Bubba 'n' Stix*

Chuck Snot – *Chuck Rock*

★ T-shirt winner ★



Garly Walker , age12

Spatula – *Dracula*

June – *Dune*

Global Saddam Haters – *Global Gladiators*

Sonic the Roadhog – *Sonic the Hedgehog*

Stool – *Zool*

Jonathan Harland, Leeds

Not bad, not bad at all. How about Quiffhanger, Eternal Chumps , Stellar Dire, Chunderchalk... ad nauseum. A T-shirt is on its way!

WRITE ON

Me and my mate have been reading your mag ever since it started. However, my mate has had a tragic accident. It was one frosty Sunday morning when I knocked on my mate's door with a copy of SEGAPRO tucked under my arm.

half awake, he opened the door.

"What's that you've got?" he yawned, leaning against the door arch.

"Oh, you mean this," I said, pulling it out and shoving it in his face.

"SEGAPRO?" he gasped. "I must go and get a copy now!"

"Well," I told him, "this is the last one."

He looked at me as if he suspected I was lying. Then he bent down to take something out of the cabinet by his feet. He produced a baseball bat with several dents and a bent nail in the top. "Give me the mag you punk!" He snarled, raising it above his head.

"Sure!" I replied, rolling the mag up. "Here, have it!"

With the power only a quality magazine can deliver, I clouted him around the head. The bat dropped from his hands and landed heavily on his foot. This put him off-guard long enough for me to give him a strong right hook, knocking him unconscious.

The doctor says he has a mental condition *(now that I **can** believe – Nick)* which can only be cured by playing *Final Fight* for an hour each day. Please, find it in your heart to send me this game which I shall gratefully pass onto him. Thank you kind sir.

Tim Clare, Daryl Barrett-Cross, Avon

PS Your mag is the greatest in the world. We love it!

PPS We're counting on your infinite generosity. Thank you once again.

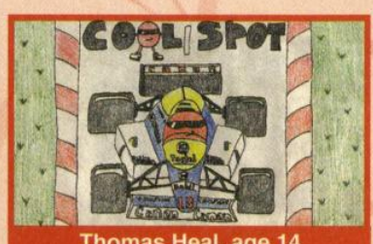
You creeps. Anyway, I've taken pity on you, not because of your story, or because of your clear lack of lying ability, but because you sent this in months ago and I've only just found it under my desk. PS I want a sick note from your Doctor before I can release this dangerously addictive game into the community. Oh, stuff it, it's on its way. Congrats on the imaginative blag!

ON THE STREET

In your review of *Street Fighter II* you said that this version was better than the SNES version. Well, in fact the SNES version runs faster, has better music and speech and has the added extra of you not needing to pay £20 or so for a six button joypad. The SNES version is a lot better than the rubbishy Mega Drive version any day.

Scott Sharman, Suffolk

A review is a personal opinion. I can understand if you're one of the poor people who think better graphics and



Thomas Heal, age 14



Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. Well, Jason does.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPRO
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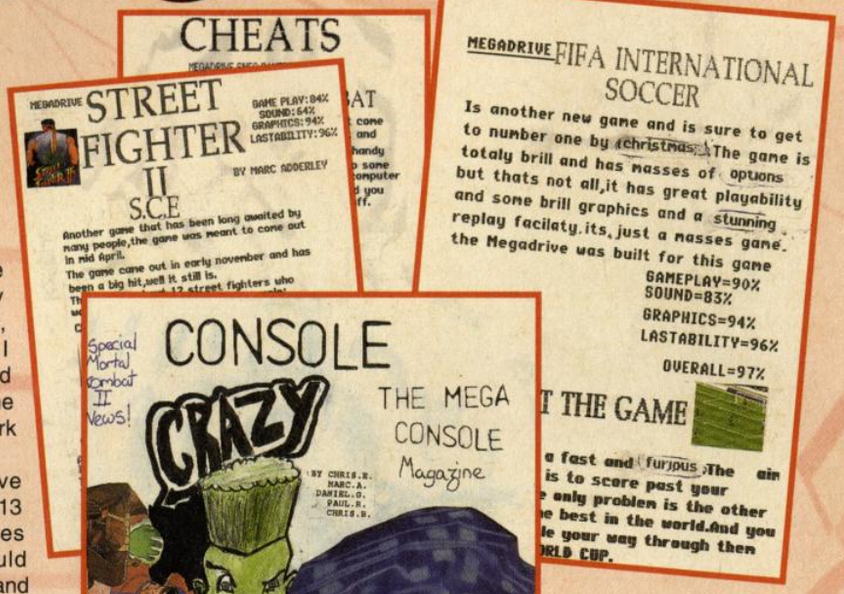
Charlie Ritson of Bradford is a Japanese anime fan and a Mega-CD owner and is after a copy of *Ranma 1/2*. He tells us, "Please, please review it and tell me where I can get a copy." Well, bad luck Charlie as it's only available on Japanese import at this time (even then you'll probably have to order it from Japan). Unless you're a fluent reader of Japanese I wouldn't rush to get a copy either as it's a text and graphics adventure!

David Cheeseman from Dorchester writes to us saying the following: "Piracy is a good idea as it will make cartridges easier to purchase and much cheaper too." Yes, nice one David, of course it will. The trouble is that it's illegal and besides, why shouldn't companies get paid for the work they produce? Piracy is just stealing. And no, you can't have a T-shirt. Wouldn't want loads of cheap copies appearing everywhere. (Okay, *cheaper* copies then.)

Marc Harrison from Cramlington has had an idea for a game based on the *Alien* film and wants to know if he could get it developed and who might do it. Well, software companies are always on the lookout for new ideas – if you have an idea, this is how to go about sending it in: Firstly, take a copy of your idea, get it date stamped (maybe post it to yourself) and lock it up somewhere safe. You have now copyrighted your plans (no guarantee of safety, but a start). Then send it to the Head of Project Development at any software developer. Often the developer's name will be on the game box (the software publisher should tell you the address if you phone). Oh, and don't send a platform game to Bullfrog, for example – many developers specialise on certain machines and within certain game genres. Good luck.

Timothy Sheeran from Burgess Hill in Sussex writes in asking us if we would tell him if there is a secret zone in *Sonic 2* found by using the sound select. He asks us to fax him the solution waiting five seconds after the ansaphone tone when his machine switches to the incoming fax

PROTEST!



sound makes a better game, but then that's probably why people listen to our opinion instead of yours.

RIVALS

I spoke to you about the magazine we produce at my school for the Mega Drive, SNES and GameBoy, so I thought it would be a good idea to send you a copy. The magazine is all our own work and we enjoy doing it.

It's the first issue we've done and it took us about 13 hours to do, which includes putting it together. it would probably take about three and a half weeks for the full magazine but with Christmas concerts at our school the SNES reviewers have been a bit tied up. but I'm sure you can get an idea from the few reviews inside.

Chris E., Marc A., Daniel G., Paul R., Chris B., Uttoxeter

Hope you don't mind us printing a few pages so people can get an idea of what it looks like. You don't say how you do the mag – do you photocopy it and sell it to people or is it pinned up somewhere? Anyway, I'm impressed with anyone who puts a mag together at school – it's hard work and you get very little thanks for the effort! (I know, I did zillions of them too). And if you fancy a career in magazines, you're already on the right track. Keep it up!

One word of advice – try to talk more about why the game is fun to play (or not) rather than just saying that it's good or bad. Oh, and anyone else who does something similar, send in a copy and we'll decide which school games mag is the best in the UK.

The winner gets their mag published in SegaPro sometime in the future and the Editor and Deputy get a trip to SegaPro to see how it's really done!

QUESTIONS QUESTIONS

I have several things to say:

1. I know many people have said this before me but I'll say it again – What a mag! I have collected all the issues from 14 onwards now and I love it!
2. I am now wondering whether to buy *Sonic CD, Ecco CD, Sewer Shark*. Which would you recommend?
3. And I was wondering, is there a level select for *Sonic 1* on the MS?

Richard Allsopp, Warwickshire

Cheers for the letter, Richard. Fan mail is always gratefully accepted!



PROQUOTES

Once again here is a selection of the best, worst and most bizarre comments of the month!

"...Sonic was having a drink when he looked up at Mario and saw he was picking his nose and eating it."
Richard Allsopp, Bedworth
What else do you expect from an Italian plumber?

"...I respond to ((DC VIDEO GAMES)) advertisement in issue 26."
Khalid Baluchi, Bahrain
Erm, thanks Khalid!

"I am bored to crap with my Game Gear games so do you want to swap?"
Chris Harrison, Jersey
At least you don't mess around.

"...I shall spread the word of your magazine amongst far-off galaxies and universes."
Marc Harrison, Cramligton
So long as you mention us to the pink elephants as well.

"Over The Edge is all set to change the way games mags are looked upon."
Brad Burton, Macclesfield
Only some of them, Brad, only some of them...



mode. Well, sorry but no. We don't provide personal solutions (sounds like Claire ruddy Rainer). But we can tell you here: It's an unfinished level, very unexciting and it has no bearing on the gameplay whatsoever.

Damian Mugridge from Petersfield writes in with the following complaint: "In issue 28 February 1994 there was a mix-up in the Contents. There was a game called *Mean Bean Machine* listed. When I turned to the page it was on, it wasn't there, instead there was a game called *Puyo Puyo*. This game wasn't on the contents list.

I searched all through the mag to find *Mean Bean Machine* and it wasn't in the mag at all. In Protest, there was a complaint about the pages being mixed up and you said it wouldn't happen again. All the other mags can put the pages in the right order and get the Contents right so why can't you?"

Well, this would be a reasonable complaint if it was true, but this time it isn't us at fault. If you turn to the *Puyo Puyo* review, you'll a notice a box at the top saying that *Puyo Puyo* is in fact the Japanese version of *Mean Bean Machine*. We were being unnecessarily accurate if you like, but we weren't wrong!

David Watson from Barnsley also writes in, wanting to know a couple of things: Firstly, will *Virtua Racing* be faster than *F1* which he thinks is a bit slow in the computer-controlled cars department, as well as the car being like 'a hedgehog covered in vaseline' to handle. You leave your vaseline fantasies out of this Dave, okay? Anyway, fear not, *Virtua Racing* will definitely dump all over *F1*. I've played it, I can guarantee it. Check out the preview this issue for more details. David also wants to know why shops can't sell carts at the same prices as Mail Order companies. The answer is that shops have higher overheads than Mail Order people (ie cost of rent, wages, other bills) due to the fact that they occupy large amounts of space in prime high street positions.

David Wilson from Warminster would like to know if we believe in UFOs or not. Well, about as much as I believe in the tooth fairy or that Pro-Vitamins really lead to healthier-looking hair. Come on, who'd bother with Earth when there are far more interesting places to go, eh?

James Parker from Sutton has just bought a Mega Drive and is wondering if the new Sega Saturn will be compatible with it. Frankly, it isn't likely and besides, how often has anyone in the home computer industry bothered to make their machines work together? Dream on, pal.

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M.K. of Chelmsford, Essex;

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C.B.of Nottingham

"Your soccer game has already cost me one night's sleep trying to figure out the best formation to play, but I guess that's really a compliment on how exciting the game is" -
I.W. of Arclic,Cheshire.

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PROTEST!

And thanks for the photo (sadly we can't print short stories with the amount of dissection and bodily fluid yours contained). Anyway, the vote in the office is for Ecco CD. And for a Sonic 1 level select, Jason's not sure if there is one I'm afraid.

MAXIMUM SECURITY

How ya doin'? I've made this effort on security devices for the mercenary reason that I'd like to win (if I win) *Shining Force* or *Batman CD*. If I don't win, what the hell, I tried!

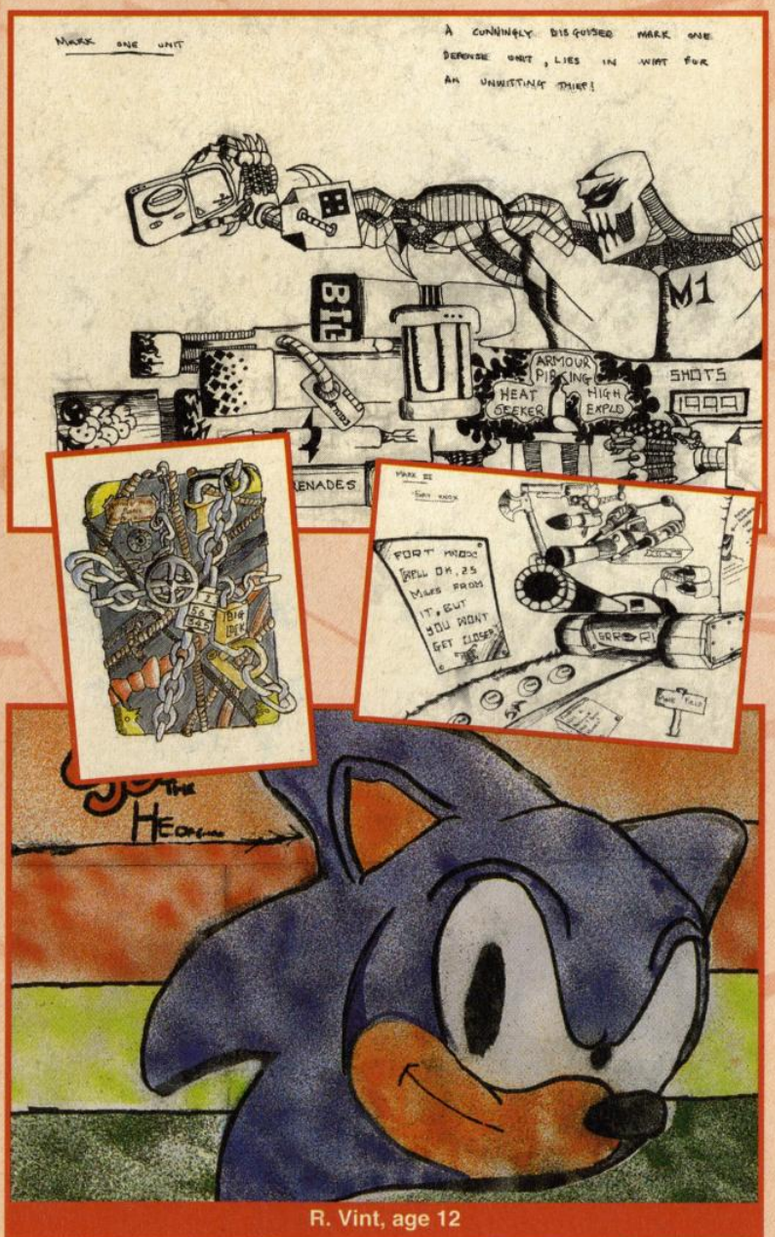
Jester, Wimbledon

Phew. I expect Saddam Hussein will be in touch himself before long. We'll give it another month and then declare a winner!

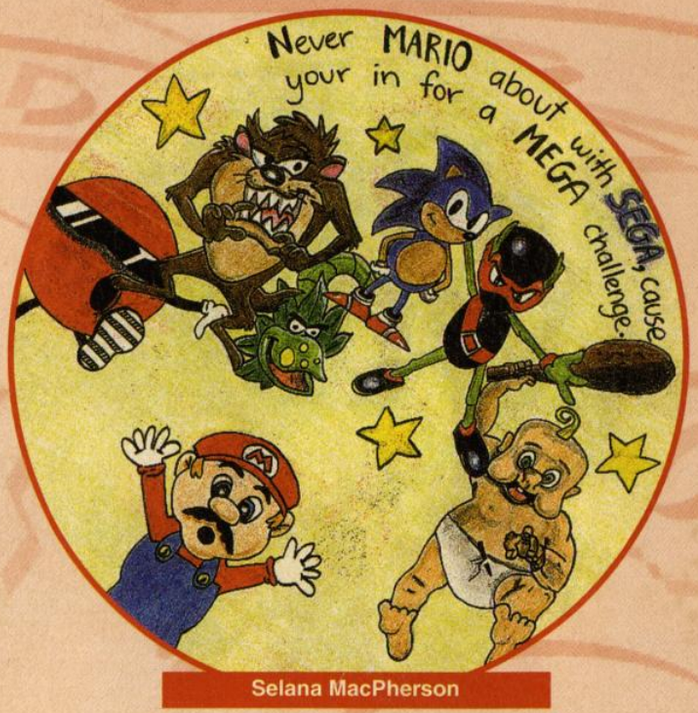
SAME GAME

I totally agree with Mark Hill's comment at the end of the *Hook* review. There are far too many similar games being released at higher and higher prices.

I have even recently dusted off my old Spectrum 128K and bought some old Spectrum games that I missed the first time around. The graphics hardly compare to today's but the gameplay is much more varied and challenging. I keep imagining games with their depth and the graphics of the Mega Drive. Games like *Desert Strike, Mega Lo Mania* and *Landstalker* are leading the way but there is a long way to go.



R. Vint, age 12



Selana MacPherson

Sega rely too much on arcade-style games when they should be producing more innovative games for home entertainment. They need to concentrate on quality not quantity or they will lose out to the likes of the A1200 and CD32.

Roger Judd, Tyne and Wear

The trouble is the high development costs of games these days meaning companies are less likely to risk pushing the boat out on a great idea that may flop badly. So conservatism is the order of the day. (It was rumoured that when DMA Design went to Psygnosis with the first Lemmings, Psygnosis weren't initially interested!). Hence the ever-growing deluge of platformers which are dead easy and cheap to knock out and will always be steady sellers. However, the Mega Drive is pretty basic technology really containing little that the Atari ST didn't and there are limitations to how far you can go with such equipment. This is one of the reasons why everyone is jumping onto the 3DO etc. bandwagons.

But yes, I'd agree with you. You can trace practically every type of game you like back to the 8-bit arcade/home computer days (Star Raiders/Timegate – 3D shoot'em-ups, Miner 2049er/Manic Miner – platform games, Defender/Scramble – shoot'em-ups, Ant Attack/Knightlore – Isometric 3D and so on.) I doubt very much whether we'll ever see those great days again – this business is becoming too big for talented amateurs to have a crack at it and the machines just aren't open enough to program on. It's sad, especially when you consider how many of the ground-breaking games were invented in this country and how few UK publishers there are now compared to the likes of EA, Acclaim, Sega and Nintendo.

BUZZ OFF

I currently have a problem with my MegaDrive2 and Mega-CD2, concerning the sound, both through my TV and Hi-Fi. I am getting this continuous 'buzzing' sound when playing cart games, CD games or audio CDs.

I bought the units from Currys and have subsequently had three new units all with this buzzing sound.

Anyway, I hope you can help me and I thank you in advance for your help in this matter.

Neil Slamaker, Bracknell



Neel Saini, age 12

We haven't heard any other problems, so the only thing we can think of is the way you have connected your TV, Mega Drive, Mega-CD and amp together. You might have a feedback problem so the easiest thing to do is to phone us and fax or post us a diagram of how you've connected everything together and we'll take it from there.

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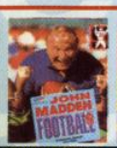
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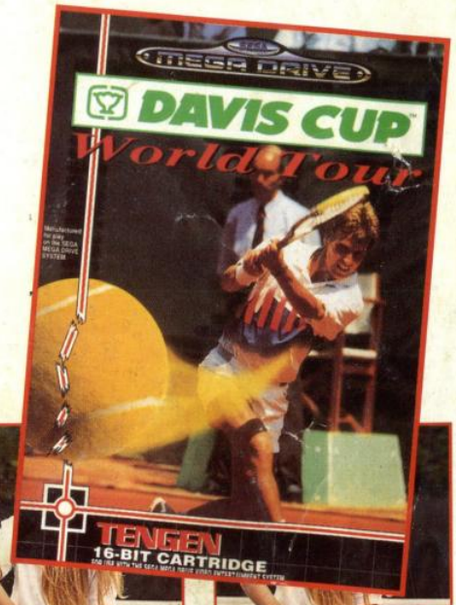
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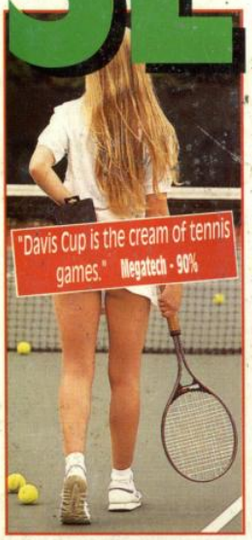
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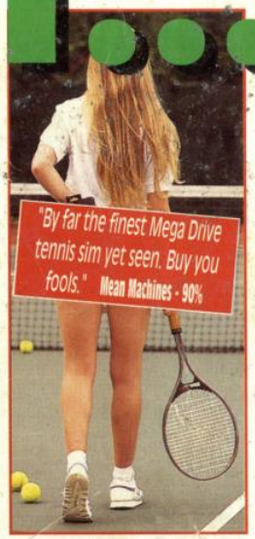
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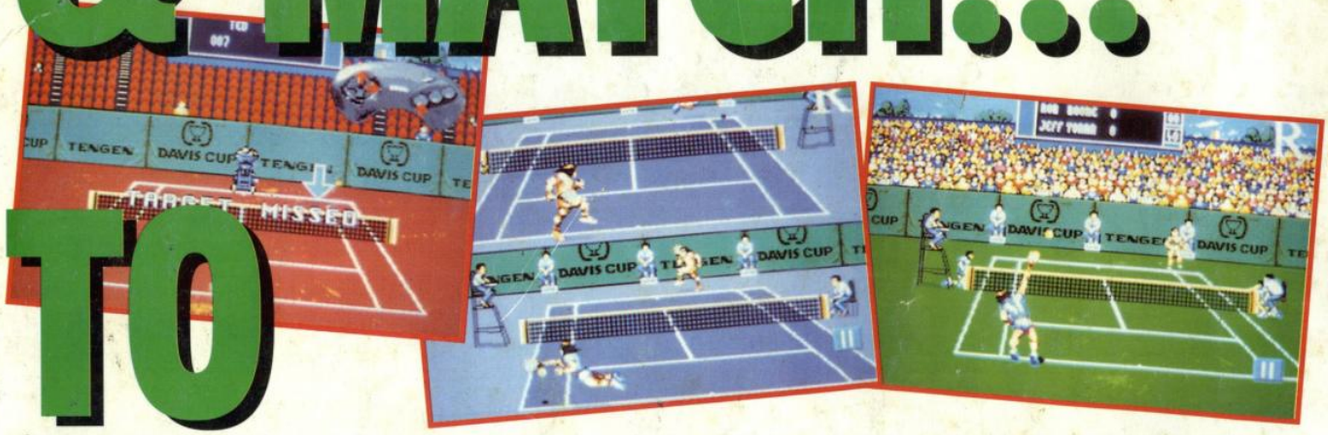

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