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DINGBATS MESSAGE

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CONTENTS

8 .....THE FRONT LINE
A packed Front Line this month as we preview *House of Fun* and *Brett Hull's Hockey*, check out the scene Stateside and generally do news stuff.

16 .....JAPANESE NEWS
The Japanese are back with the latest up-to-date info from the Land of the Rising Sun and the Sinking Yen.

18...ENTER THE SATURN
Sega's new console moves out fo the realms of science fiction and into the world of science fact. We were there to hold its hand.

24 .....MARKO
Domark's potential biggest star, Marko the magic footballer, kicks off our expanded new-look previews section...

28 .....SOUL STAR
...closely followed by Core Design's new shoot-'em-up, *Soulstar*. We can assure you it's going to be a big hit on the Mega-CD!

32 .ANOTHER WORLD II
The sequel to *Another World, Heart of the Alien*, is growling and ready to transport you to a new world. Check out our exclusive preview!

36.....MORTAL KOMBAT
It's finally coming out on the Mega-CD so check out our exclusive first look at how it's going to measure up against the Mega Drive version.

40.....PRO REVIEWS
Sonic 3 skinned, *NBA Jam* nabbed, *Zool* zapped, *Prince of Persia* stabbed, *Mutant League* iced and *Road Rash* blistered – all for you!

50 .....FREE POSTER!
We've a stunning *Dragon* poster for you this month. The game's coming up from Virgin soon, so watch this space!

80 .....MAIL ORDER
Check out our exclusive offers to our readers! This month, you have the chance to get your hands on a fine SegaPro T-Shirt! Gadzooks.

82 .....PRO TIPS
The best Tips section in the UK is back with a new columnist, and loads of free games courtesy of Electronic Arts! Cheers, lads...

88.....PRO TIPS HELP
Jason Johnson, the best Tipster in the Universe (probably) is back to help you with your problems. As for his problems, erm, can anyone help?

90 .....SUBSCRIPTIONS
Subscribe and you get the chance to own a marvellous SegaPro T-Shirt – for free! Rarely does the Earth move in this way. Get those cheques out!

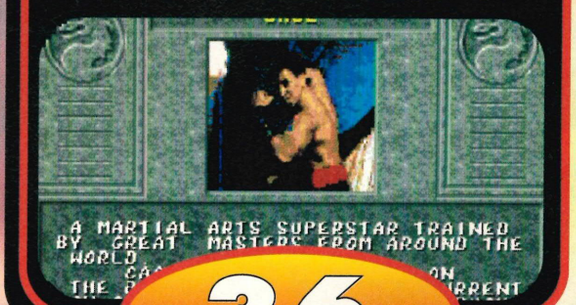
92 .....PROTEST
The last decent bit in the mag before the miserable Next Month page. It's your chance for pathos, tears, and sending us in Pro Art. Sigh.

MARKO



24

MORTAL KOMBAT CD



36

CONTENTS

ZOOL



More ninja frolics hit the Master System and Game Gear in Gremlin's space platform masterpiece, *Zool!* Check it out on pages 48 and 57!

FREE JOYPAD TIDY!





If you don't know what this Joypad Tidy is for, take one joypad (like so)...



...add to this little handy plastic thing, and wrap your cable around it (see far left).

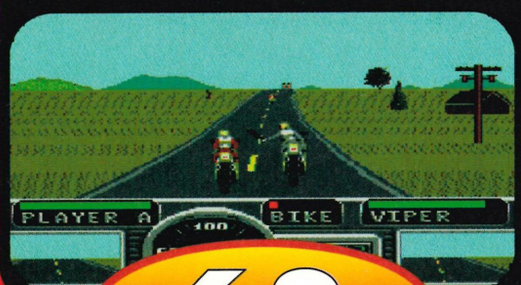


This is a silly alternative way of using the Tidy. Nick, you need chemicals, mate.



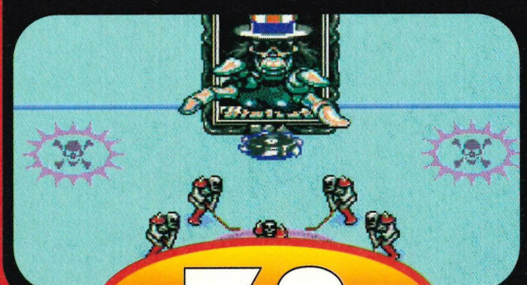
Much fun can be had pretending to be a robot or a 4th degree burns victim.

ROAD RASH



62

MUTANT LEAGUE



72

MORE GAMES THAN ANY OTHER MAG!

MEGA DRIVE

CASTLEVANIA 60
HYPERDUNK 68
MARKO'S MAGIC FOOTBALL 24
MUTANT LEAGUE HOCKEY 72
NBA JAM 44
NBA SHOWDOWN 53
NORMY 64
PGA EUROPEAN TOUR 69
PRINCE OF PERSIA 58
SONIC 3 40
SHUT UP AND JAM 75

GAME GEAR

ASTERIX 56
DESERT SPEEDTRAP 46
WINTER OLYMPICS 70
ZOOL 57

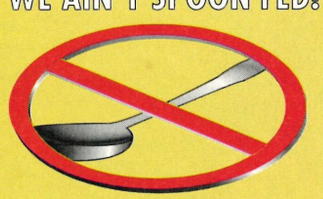
MASTER SYSTEM

DESERT SPEEDTRAP 76
ROAD RASH 62
WINTER OLYMPICS 66
ZOOL 48

MEGA-CD

CHUCK ROCK II 54
CLIFFHANGER 78
DRACULA UNLEASHED 71
HEART OF THE ALIEN 32
MORTAL KOMBAT 36
RACING ACES 74
SOULSTAR 28

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 out the stories wherever we find them and bring them to you first. And that's a fact.

SEGAPRO – the mag in the know.

FRON

LOOK OVER HERE

Before I say anything else, I'd like to make a few introductions. Firstly, we have a new designer on the SegaPro team, James Hicks, ex of SuperPro! Welcome to James who brings his vast experience of Rock and Videogames mags design to us, kicking off with a spamking brand new look for SegaPro!

We've been slaving away hard at the magazine over the past few months and we hope you like the brighter, clearer approach.

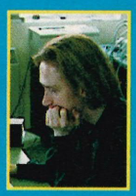
Next month we'll be unveiling a replacement for the Profile, so if you're new to the mag, hop aboard – hope you like what you see! And if you've got any comments or ideas for improving the mag, please drop us a line at the usual address... SP



Nick hates the phone. But in his job he's on it all the time. Or so he says. It's all part of looking busy, although he rarely is.



James however is a phone fanatic, handy since he's just bought a car with it. Which is neat as you usually need money.



Pete has a phone but he has to share it all the time, hence the miserable downtrodden expression in this photo. Poor lad.



Jase has mastered the neat trick of phoning with his Walkman headphones on, although we doubt how well it works.



Mark gets a thrill every time the phone goes (as you can see) although it's usually some cheapskate after a Tip.



As for Colin, we didn't give him a phone at all. Hence Colin is the most well-adjusted member of the team.

ARCADE GAMING

● If you're interested in the latest arcade news, you're lucky because SegaPro just happened to be around at the latest ATEI Arcade Games show in London!

● The latest coin-ops on display at the show included Namco's stunning combination of *Ridge Racer*, *Cyber Sled* and *Air Combat*. All three are well worth checking out. Sega were promoting *Virtua Fighter*, a particular favourite as it drew in gawking crowds from all over the show, and *Virtua Formula* featuring four racing cars fitted with on-board cameras for all to view. Finding either of these machines may involve a trip to London's Trocadero, but with any luck Bournemouth's Sega World will get their act together soon.



On the lighter side, Big Boy Barry from Sky TV's Games World played for the crowds on *Virtual Boxing* and Dexter Fletcher (Games Master) tested his skills at Midway's incredible *NBA Jam*. Overall a fun day out, but a few more surprises would have made it great.



OH NO! MORE DAMNED LEMMINGS!

Lemmings fanatics, beware! The excellent *Lemmings 2* is soon to appear on the Mega Drive, courtesy of Psygnosis. This time the game places you behind the destiny of 12 tribes of Lemmings who have to find pieces of a gold medallion for some reason known only to the game's designers.

Expect the same gameplay but new *Lemmings* characters, from Super Lemming to the Driller and improved gameplay over a legion of new locations. Psygnosis tell us that they're expecting a release in the third quarter of this year, so be prepared because we'll have some exclusive information on this release in the next issue...

SPOT THE SEQUEL

Virgin, recently voted Best Publisher by the games industry, is releasing *Spot Goes To Hollywood*, the long-awaited sequel to *Cool Spot*, later this year. Apparently, the Spot has a new mean image involving a bandana and a nasty armoury of weapons which we guess is pretty necessary for life in Los Angeles. Anyway, look out for some more information on this potential stormer within the next couple of issues...

UNIVERSAL SOLDER

Datel, makers of the rampantly successful Action Replay game busting cartridge return to games hacking territory with their Professional Universal Adaptor, a device which allows people to play import titles on Japanese, American or European Mega Drives. This device is also supposed to work with PAL and NTSC-only games, so if it sounds like the kind of thing you can't do without, give Datel a call on (0782) 744707!



MEGA DRIVE

What is the Mega-CD starved of? Answer: decent racing games. So we're glad to hear that Mindscape are set to release *Mega Race*. The title may sound rather hyped, but looking at the version so far there is much to suggest this really is going to be 'mega' fun. The French company Cryo who programmed *Mega Race* have designed 15 different tracks that give players the feeling of being on a rollercoaster ride. The tracks span out ahead like a snake in a series of loops, ridges and dips that makes spaghetti junction look like a country lane.



Watch out, these tracks won't be easy to come to grips with!



Some very nice rendered graphics have been developed for this new racer.

DRIVE

T LINE

MULTI-TALENTED?

After out exclusive story last issue about the the Sega CD-X console, we can now bring you some further news about it. Due for a UK release later this year, it's going to be called the Multi-Mega. In fact, the new machine is a combination of the Mega Drive and Mega-CD with the QSound surround system. Like the Mega-CD, you'll be able to play your music CDs on it, but unfortunately the machine does nothing that Mega Drives and Mega-CDs cannot already do.



It's compatible with all present Mega Drive and CD releases and is being aimed at the 'yuppie' market who may be put off the image of the Mega Drive as a "kid's" machine. The price reflects this weighing in at what we on SEGAPRO think is a rather hefty £350-£399.

However, this begs the question: If the Mega Drive is a "kid's" machine, then most of the games are "kid's" games too. Platformers and shoot-'em-ups aimed at teenagers are not likely to appeal to (ahem) mature people no matter what the machine looks like so we have to be doubtful if this marketing strategy is going to work. Still, the machine looks nice enough.

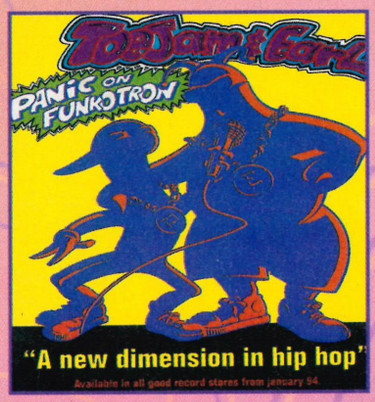


The racing is a combination of driving and shoot-'em-up action. The idea is to use your guns and missiles to blow up other cars. If you think this is a real race however then think again. The idea behind *Mega Race* is that it's a gameshow – excuse me? Yes, you are actually playing this in a studio on a virtual reality machine. All the contestants are rated depending on the reading from a 'thrillometer'. The more the crowd cheers, the higher it reads so you've got to prove you can make first place and cause most of the explosions on the track to become top dog! If you fail then the gameshow host (who will explain the rules during a lengthy into sequence) takes the mick out of you. This is something that's definitely not to be missed!

Mega Race is due for release in May but at present only 30% of the final version has been completed.

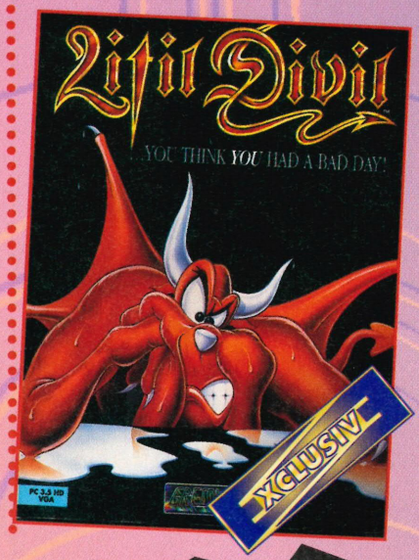
ANOTHER SAD RECORD

Yeah, we like our funky records as much as the next guy but this is a bit much. You see, *ToeJam and Earl: Panic on Funkotron* is being released as a record. Supposedly "a new dimension in hip hop" (which is doubtful), it should be in the shops now. Can't ruddy well wait...



Yeah, get funkeh...

TALKIN'



DIVIL INSIDE

Gremlin Graphics are shortly releasing their hit Amiga and PC title *Litil Divil* onto the Mega Drive. However, the game is not a straight port from the PC and Amiga versions but is a complete re-write for the Mega Drive. It concerns the fate of the main character, Mutt, as you manoeuvre him about after he wakes up in a castle. We'll have an exclusive look at this game in the next issue, so keep 'em peeled!

EXPOSED!

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

Number 2: Saturn
Age: 0
Appearance: Rare
What is it?: Sega's new super console. For the moment.
Technical specs: 32 bit or 64 bit. 68000 processor or RISC processor. Or both. Or possibly neither.
I don't understand: Neither does anybody else. (Check our feature!!)
When can we expect it? Several months before Nintendo bring out their new machine – probably. But eary '95 is the fave date.
Isn't there a word for this?: Several, any of which could get us sued. But the current hot favourite is 'vapourware'.
Which means: A machine rarer than a spare bit of cheese on the edge of a Frenchman's dinner plate.
So Sega are playing this a bit cagey: You bet. But it's not surprising as everyone is jumping on the 'next generation machine' bandwagon and a lot of people could lose out big if they don't get it right.
Like who?: Well, there's 3DO, Jaguar, CD-i, CD32, Nintendo's own vaporous apparition.
Who will win?: Ah, the sixty million dollar question. Well, the Saturn's case looks nice.
I thought you said... I did. Artist's impression (although there are prototypes around now)
Oh, I didn't think you meant that vaporous: Get a grip.
And will I be able to play Mega Drive games on it?: Since when did backwards compatibility worry the games industry? Unlikely.
Most Likely to Say: "See you soon."
Least Likely to Say: "Stuff this, let's pop out and get a 3DO."

NEWS SEGA PRO SCOOP

BRIBE of the MONTH

Things improved slightly on the foreign trip front this month as SegaPro took off to sunny... well, Bracknell actually. Still, it's a start. Next month: Nick reports from Barbados (hopefully).

ACCLAIM

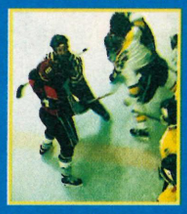


Acclaim wound up for the launch of *NBA Jam* with a bash at Sky TV's Studios. Nick and Jason visited, with Nick foolishly walking from Shepherd's Bush Tube station through bandit country and in totally the wrong direction while Jase sensibly caught a luxurious taxi and charged it to the company.

Acclaim fed us and handed out the drinks us while we watched Ian Wright and David Seaman slam dunk in a mini-exhibition and a load of arty City media types walk around with expensive suntans and aimless expressions on their faces.

Nick is currently spending a lot of time under an ultraviolet lamp and is looking to move to London.

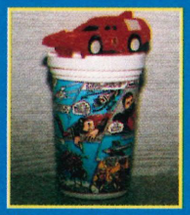
ELECTRONIC ARTS



It was buckle up time as SegaPro zipped off to watch a bit of ice hockey, to help promote the upcoming *Mutant League Hockey*. And a fine trip it was too, mostly composed of free booze, sarnies and throwing chunks of ice at a bunch of 11 year-olds skating around at half time.

And just to show that these ice hockey fights aren't staged, check out this exclusive photo of the Bracknell Bees laying into the Basingstoke Beavers. Jason's just hoping that the videogame version contains as much gore as the real thing but we don't care so long as we get to throw chunks of ice at him as well. EA win this issue's Bribe of the Month!

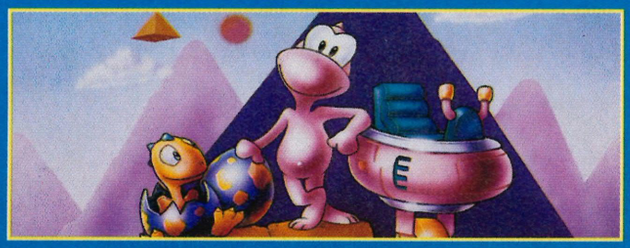
OCEAN



Nick Clarkson and his ever-reliable Ocean credit card whipped Nick (no relation) off to Pizza Hut for a delicious meal which was handy as Nick was starting to run out of dosh in the run-up to pay day. Nick lives to fight another day with his souvenir, a fully-functioning Mysterons Mug from the indestructible Captain Scarlet (and that's just the longevity of the show, folks). Nick has now taken to running around the office making spaceship noises out of the side of his mouth as he launches bombing runs and nightmarish laser assaults against the guys from MegaPower. The guys on SegaPro want to know exactly what WAS in that Pizza...

TENGEN

There's no stopping Tengen as they relentlessly line our pockets with freebies for the third month in a row. This time, we received something a tad more practical than is usual for them, a rather nice calendar promoting their upcoming release, *Pinky*. Mark grabbed the poster muttering something about staff writers never getting any presents so to chill him out we gave him all the Master System reviews to do instead.





Sex on a stick. Or something.

PADDING IT OUT

SpectraVideo – what a bunch. Their Press Releases are always eagerly awaited and luckily, so are their products. This month, we received a colourfully-written note, containing the line: "By the pool her toes were licked tantalisingly by the cool blue water as her bronzed limb dipped lazily from her lounger..."

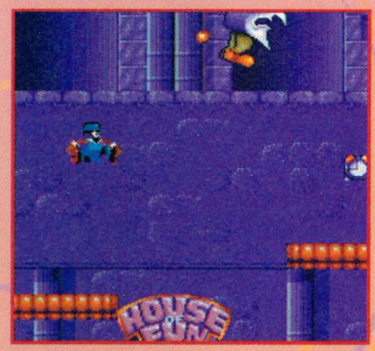
Somehow this links into an announcement about SpectraVideo's six button pad with 8-directional control plus autofire – all for a laughable £12.99.

If this sounds too good to be true, get on the phone and ask for the Logic 3 SpeedPad, on (081) 902 2211 now!

DIRTY LINEN

MEGA DRIVE

Those krrayzee-e-e-eee-e guys from top popsters Madness are eyeing up the Mega Drive with the release of the *Harlequin* clone *Madness*. Developed by Gremlin Graphics, it places you in control of Suggs as he bounds happily around a standard platform environment. The game contains many well-known Madness tracks like 'House of Fun' and plenty of standard platform antics, but we wonder if there's really enough here to justify its release yet. More important, we have to wonder here at SegaPro whether your average platform buyer will even remember who Madness were. Coupling this with only average gameplay and unimaginative puzzles at this stage, we have to doubt that the game is ready for a full release and review yet. Gremlin have pencilled in a release date for June this year, so we'll have to wait and see what happens...





VR IS 2B

At last! At the recent CES show in Las Vegas, Sega finally unveiled detailed plans for Sega VR. It's expected to be available in the third quarter of this year for the bargain price of £200. Sega's American office told us: "Sega is committed to bringing the ultimate VR gameplay experience to consumers at a price point that is affordable."



Sega VR is a full colour, head mounted display with a 360 degree field of vision and stereo headphones. Games being lined up for the new system are *Nuclear Rush*, *Matrix Runner*, *Iron Hammer* and *Outlaw Racing*, with gameplay ranging from interplanetary war to dirt track racing. Can't wait to try it out..

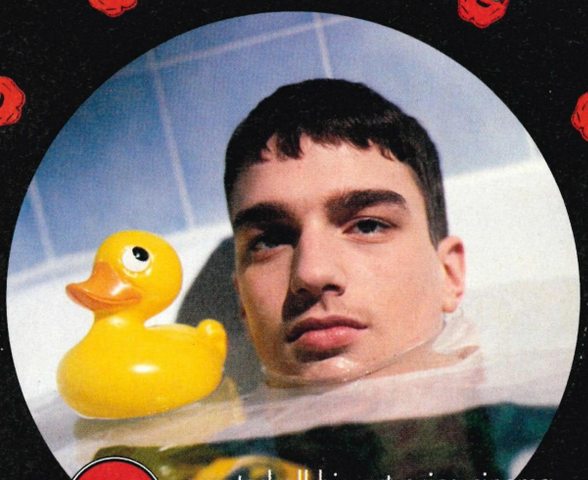
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GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL



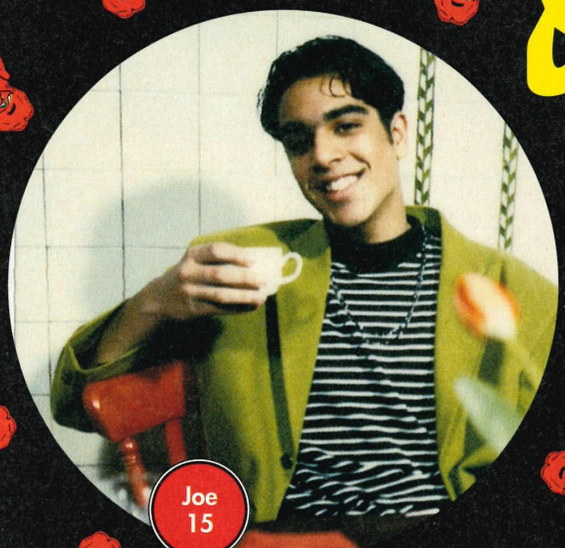
Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.



Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.



Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

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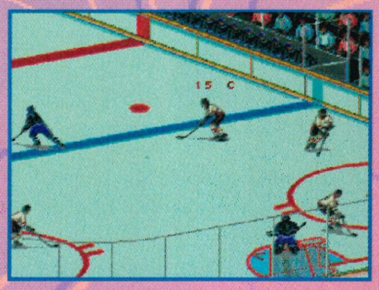
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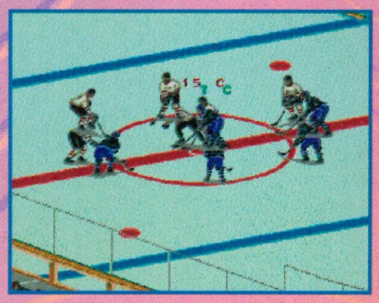
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SEGA PRO/4

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THE INCREDIBLE HULL





Who's Brett Hull? Well, he's one of the greatest goal scorers in NHL history that's who! (scoring 86 goals in just 78 games in 1990-91). He's also one of 600 real *NHLPA Hockey* Players in Accolade's new title *Brett Hull Hockey* . On the ice the game features an assortment of tournaments ranging from a full 84 game season to play-offs, exhibition play and shoot-outs. There's a coach mode too that enables players to alter the team's skating speed, stick handling, strength, defense and aggressiveness etc. The ice rink is viewed from a 30 - 35 degree pitch perspective much like *FIFA* – Accolade claiming this allows you to watch how play develops. We'll have to wait and see how this compares with EA's *NHL Hockey* but it's doubtful this'll outclass it from what we've seen so far.

NEWSFLASH

Strange but true... Right Said Fred are still working! And to prove it, they've teamed up with Sega to record a *Sonic 3* single to tie in with the launch of the game. This worrying development is due to happen in February – more info as we get it.

IN THE PINK

Tengen continue their assault on the Mega Drive market with the release of *Pinky*, mentioned briefly in Bribe of the Month. Pinky is an alien (and a remarkably smug looking one at that too) and he is expected to appear later this year. So watch out for more news as we scrape it together.

CHARTS COMPILED BY GALLUP

ELSPA – European Leisure Software Publishers Association

MEGA DRIVE

1	Aladdin	Sega	£49.99
2	Sensible Soccer	Sony	£39.99
3	Street Fighter II: SCE	Sega	£54.99
4	Sonic Spinball	Sega	£49.99
5	Mortal Kombat	Acclaim	£49.99
6	RoboCop Vs. Terminator	Virgin	£49.99
7	Micro Machines	Codemasters	£34.99
8	Sonic 2	Sega	£39.99
9	Jungle Strike	EA	£44.99
10	F1	Domark	£49.99
11	Mickey and Donald	Sega	£39.99
12	Winter Olympics	US Gold	£49.99
13	PGA Tour Golf 2	EA	£39.99
14	ToeJam and Earl 2	Sega	£49.99
15	Zombies	Konami	£39.99
16	WWF Royal Rumble	Flying Edge	£49.99
17	NHLPA Hockey '93	EA	£39.99
18	Cool Spot	Virgin	£44.99
19	FIFA Soccer	EA	£44.99
20	Taz Mania	Sega	£39.99

MASTER SYSTEM

1	Sonic Chaos	Sega	£29.99
2	Jungle Book	Virgin	£32.99
3	Olympic Gold	US Gold	£34.99
4	Mortal Kombat	Acclaim	£34.99
5	Prince of Persia	Domark	£32.99
6	Winter Olympics	US Gold	£29.99
7	Chess	Sega	£14.99
8	Jurassic Park	Sega	£29.99
9	Super Kick Off	US Gold	£34.99
10	Mickey Mouse	Sega	£29.99

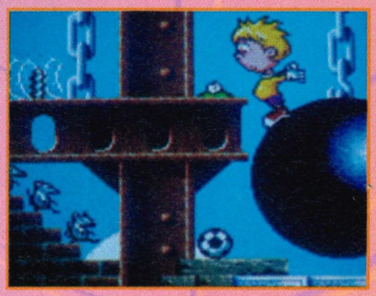
GAME GEAR

1	Sonic Chaos	Sega	£29.99
2	Desert Strike	Domark	£29.99
3	Jungle Book	Virgin	£29.99
4	Sonic 2	Sega	£27.99
5	Batman Returns	Sega	£27.99
6	Ecco	Sega	£29.99
7	Winter Olympics	US Gold	£29.99
8	PGA Tour Golf	Tengen	£29.99
9	Cool Spot	Virgin	£29.99
10	Shinobi 2	Sega	£27.99

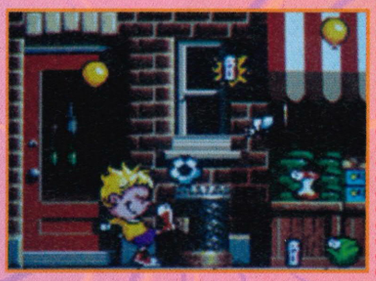
MEGA-CD

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

All the graphical quality will be maintained for the hand-held version.



The animation is marvellous and is well up to standards set by other recent releases.



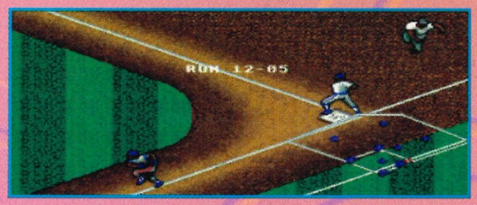
Marko's Magic Football, previewed in-depth in this very issue, is being prepared for release on the Game Gear later this year. It'll contain much of the same gameplay that is making the Mega Drive version look so good, and in the absence of any further info, take a quick squint at some of these neat looking screenshots right here...

MARKING TIME



SPOCK SCHLOCK SHOCK!

Okay, so the headline has nothing to do with this newspiece but it was too good a pun to miss. Anyway, fans of *Star Trek: Deep Space Nine* are in for a treat with the Genesis launch of the game of the series later this year. All the top characters will be making an appearance, from Ben Sisko to Security Officer Odo which is just as well as there will be all sorts of trouble to deal with from the Cardassian hordes. Watch out for a top SegaPro exclusive on this very title within the next couple of months.



The original RBI '93 is about to be superseded by a newer, funkier version.

Some more news from Tengen... *Grind Stormer*, a home version of the arcade shoot-'em-up *V5* is to hit your Mega Drive this summer! Also lined up for a sunny release date is *RBI-Baseball*, one of the better ball-sluggers to hit the scene.

But the really big news is that the sequel to the famous *SWIV*, *Mega SWIV*, is appearing in October. We'll definitely have more on these interesting developments soon.

TOUCHING BASE

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES

TOURNAMENT FIGHTERS







SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

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NEWS SEGA PRO SCOOP

Whispers...

● Mega-CD owners, get those trigger fingers itching because *Tomcat Alley* will be in your gamesplaying gunsights soon! It's a fighting aircraft game with FMV sequences and apparently this is the best looking CD game around at the moment.

● **Mega Drive owners, watch out for *World Heroes*, *Shadowrun* and *Sub-Terrania*, an action, adventure and shoot-'em-up respectively. *Scratch Golf* from Vic Tokai is another one to watch, as is *NHLPA '95* later this year on the CD. And people say 16 bit is dead!**

● Arcade fans, check this out: *Virtua Formula* is apparently revving up to knock *Virtua Racing* off Pole Position this Summer. Can't wait!

● **Master System fans may be wondering what the rest of 1994 has to offer but they needn't fret, because Virgin are looking to release *Battlemanix* in June...**

● *Fatal Fury 2* from Takara is lurking with intent for a quick shuffle onto the Mega Drive soon. The question is: Have Takara left their entry into the crowded beat-'em-up market a bit too late?

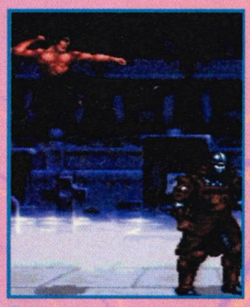
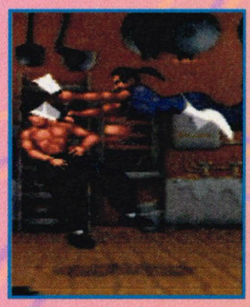
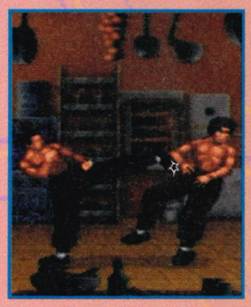
● ***King of the Monsters 2* is due for release from Takara soon. We're sorry but we're b*@gered if we're going to get enthusiastic about this after the appalling *KOTM1*.**

● Watch out for an adaptor for *Sonic 1* and *2* to add extra levels... And there's talk about *Sonic 3* going 24Mbit. Why? Goodness knows.

● **Top computer boffins (as they'd say in the tabloids) Microsoft are teaming up with Sega to develop the operating system for the Saturn. Microsoft are looking to push into the games field more to tie in with their multimedia ambitions and probably the vehicle for this is Windows NT, which has been designed to work with everything from a PC to a video-recorder. More info as we get it...**

● The number of developers from the Saturn has increased by one... Tengen have just announced that they're to put some stuff together for the new machine. Unfortunately, they're being a touch cagey about what they'll actually be doing. More Saturn stuff as it touches down...

● ***Mortal Kombat II* is currently in development for Master System, Game Gear and Mega Drive. Most excitingly of all, it's being lined up for a release on the new Saturn system. Watch out for it!**

● Latest news from Virgin...*Demolition Man* and the Bruce Lee game *Dragon* have slipped until Autumn of this year.

LATEST NEWS!

It's the day before deadline (aaaaaarrrrgggghhhh!) and we've just heard a couple of juicy bits of info you may be interested in... Firstly, we'll have an exclusive preview of Electronic Arts's new release, *Scatter*, in the next issue. Secondly, *Akira* is being released on the Genesis later this year but nobody's quite sure yet if it'll be coming over to the UK. (Come off it, is Nick the only person in the UK who thinks the film *Akira* was a load of poorly-plotted sub-standard sci-fi rubbish? Ah well.) *SeaQuest DSV* is now not slated for a UK release but it should be available on import later in the year.

Also, apparently Namco are not developing anything for the Mega Drive but ARE turning their attention to the ailing Mega-CD and – wait for it – the long-awaited Saturn! More on that another day!

KANEKO BEAT 'EM UP

Kaneko's next arcade machine is to be (yet another) beat-'em-up but the word is that it's a *Mortal Kombat*-inspired number using digitised live action of real fighters. They're also supposed to be working on a racing game that hopes to compete with *Virtua Racing*. There's no word on whether we can expect Sega conversions though.

PRO DATES

MARCH

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

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

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

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

APRIL

MEGA DRIVE
STREETS OF RAGE 3 (Sega)
SUBTERRANIA (Sega)
SPEEDRACER (Accolade)
HYPERDUNK (Konami)
DUNE II (Virgin)
LOST VIKINGS (Virgin)
BUBBA 'N' STIX (Core)
TENNIS ALL-STARS (Codies)
EXCELLENT DIZZY (Codies)
MARKO'S MAGIC FOOTBALL (Domark)
IMPOSSIBLE MISSION (MicroProse)
CHAOS ENGINE (MicroProse)

GAME GEAR
ALADDIN (Sega)

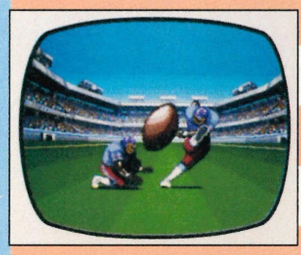
MASTER SYSTEM
ALADDIN (Sega)
STREETS OF RAGE 2 (Sega)
ULTIMATE SOCCER (Sega)

MEGA-CD
TOMCAT ALLEY (Sega)
ANOTHER WORLD II (Virgin)
BUBBA 'N' STIX (Core)
SOULSTAR (Core)

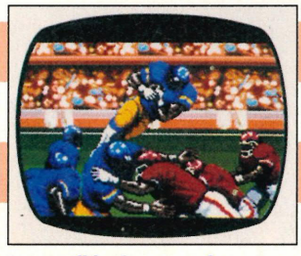
TECMO FEAR

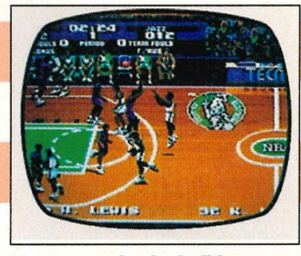
Tecmo, the arcade conversion and sports game specialists from the USA, have a clutch of new releases lined up for release this year. First off comes *Tecmo Super Bowl*, a game about a plateful of fruit that can leap tall buildings in a single bound... no, only joking. Of course, it's American Football-related and gives you all 28 NFL teams and team players. Fans of stats, play-calling and a tournament mode should enjoy this, although it'll be interesting to see how it stacks up against the *Madden* series.

To cash in on the craze of all things basketbally, there's *Tecmo Super NBA Basketball* to look forward to as well. Featuring one or two player choices, time-outs, steals, blocks and penalties and all 27 NBA teams, it looks like the NBA have another licensing success on their hands.

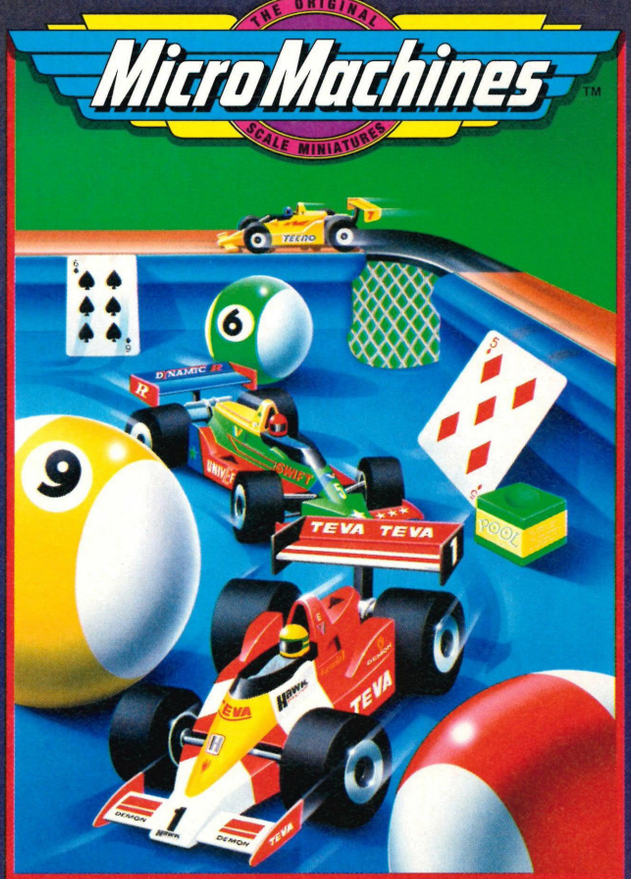

Seven twenty-niner Hut Hut Hut! Gibberish, isn't it?


Shoot dat ring, son. Don't you find it all so... *American*?

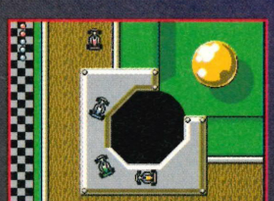

Boys will be boys, as they say. Such violence.


More crazy basketball lunacy from the tall guys.

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"Probably, the most playable game ever seen on the Mega Drive" Games Master - Mega Drive™ – 93%

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NEWS SEGA PRO SCOOP

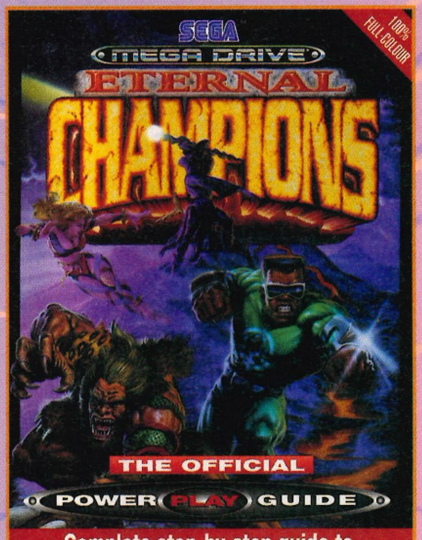
ACCOLADES EVERYWHERE

Accolade are following Electronic Arts's example and are creating their own sports label, Sport Accolade. Accolade tell us: "The new label reflects Accolade's continued commitment to their sports simulation genre and the licencing of key sports figures to aid product design/authenticity." Nothing like a nice corporate mouthful to wash the good news down with, eh?

Anyway, they've got every sportster imaginable, including Charles Barkley, Pelé, Jack Nicklaus and Bret Hull in the bag so far so keep a yellowed eye on future developments!



WIN! WIN! WIN! ETERNAL CHAMPS BOOK!



Complete step-by-step guide to moves and tactics for every character!

Nobody can tell you that we don't look after our kind readers here on SegaPro! If you've been eyeing up that fine beat-'em-up, *Eternal Champions* recently (SegaPro #30, 94%) but think it all looks just a tad too hard for your inexperienced fingers, fret no longer because Virgin have come to your rescue with the excellent *Eternal Champions* players' guide.

Illustrated throughout in full colour, it provides profiles of the characters within the game and full solutions, including special moves and sneaky ways of winning.

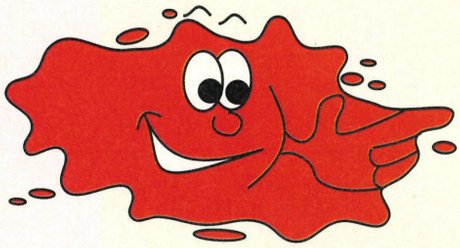
And best of all, we've got an enormous 15 copies of the book to give away to the first people to get their names pulled out of a hat. All you have to do is answer the following unbelievably easy questions:

1) WHAT IS THE NAME OF THE FEMALE CHARACTER IN *ETERNAL CHAMPIONS*?
2) HOW MANY SKILL LEVELS DOES *ETERNAL CHAMPIONS* HAVE?

Answers on the back of a postcard/envelope to: From Here To Eternity Compo, SegaPro, Paragon Publishing, Durham House, Old Christchurch Rd, Bournemouth BH1 1NF.
Entries to arrive by March 24. Good luck!

NOTE TO OUR READERS:

Due to lack of space, we have been unable to print recent competition winners in this issue. However, we'll be printing all winners since issue # 23 in the next issue, so fret no longer!



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Special Reserve
The Games Club

Special Reserve are offering 3 lucky readers the chance to win A TAZMANIAN DEVIL CUDDLY TOY, A TAZ T-SHIRT and the First Name picked will also get a copy of **TAZMANIA**. To stand a chance of winning answer the simple question below and send it on a POSTCARD with your name and address to:

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What do Tazmanian Devils like to eat??



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Please state on your entry on which format you would like Tazmania, should you win.
RULES: Closing date 14th 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.

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WIN!

SONIC 3

+SEGA MEGADRIVE
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WIN!

STREETFIGHTER II turbo



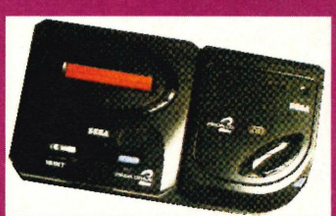
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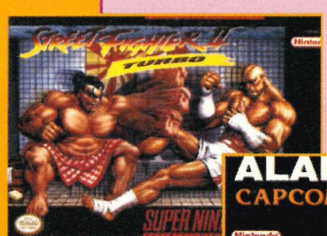
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ParaMar

JAPAN NEWS

THE REINCARNATION OF A STAR



No sooner has *Lunar: The Silver Star* claimed its place in the Pro Yo! Hall of Fame, but news on a follow-up is revealed. To find out more Jason nipped over to Japan to meet up with Miaji, Shigema and Kubooka to discover the secret of their success.

The main aim of the development team behind *Lunar – Eternal Blue*, is to make a game that as you are playing it gives you the enjoyment of a real competitive edge, and that after completion you can sit back and say "wow, that was one heck of a game." Shigema works on the scenario side of the game and is aiming to develop a storyline about ordinary people having their own life with (you guessed it) ordinary people's feelings. A tricky concept to grasp in a world of magic and fantasy you might think, but one that makes the original game so enjoyable to play.

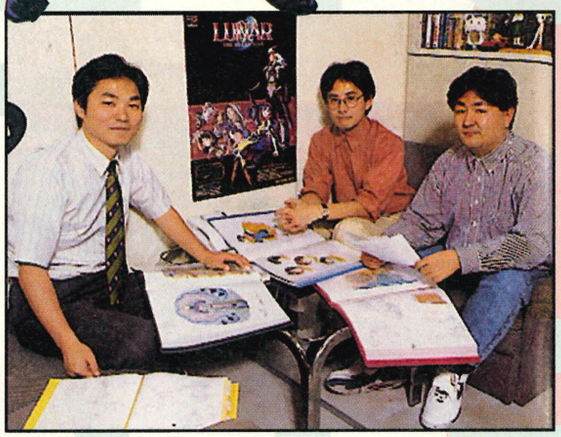


Here's *Lunar Star – Eternal Blue*. The characters are familiar but the fighting certainly looks more intense, a bit more fire and brimstone than last time.

As for the new game itself, it is set in the same world as *Lunar: The Silver Star*, but still manages to bellow a breath of fresh air to newcomers and existing fans alike. Based slightly later in time and in a warmer climate, noticeable changes include deserts and a significant improvement in the quality of graphics; something many people were previously disappointed by.

Kubooka works on character design and is director of animation, so a large part of the game's re-vamped development is down to him. His main comments were that the new game gives characters a slightly more advanced knowledge as they now make shoes etc. and have learned to buy and sell more goods.

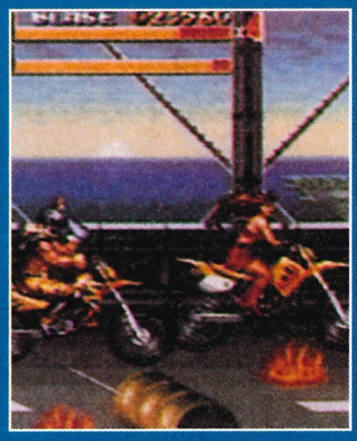
Producer of *Lunar – Eternal Blue* is Miaji and his general viewpoint of their new game is that it will impress everyone with enhanced visuals and improved fighting sequences; something that was somewhat weak in the original. This promises to be the ultimate RPG for the Mega-CD, but with just 30% of the game complete it'll be a long time until it sees the light of day. Until then a few work in progress pictures and early screen shots are all we have to show you.

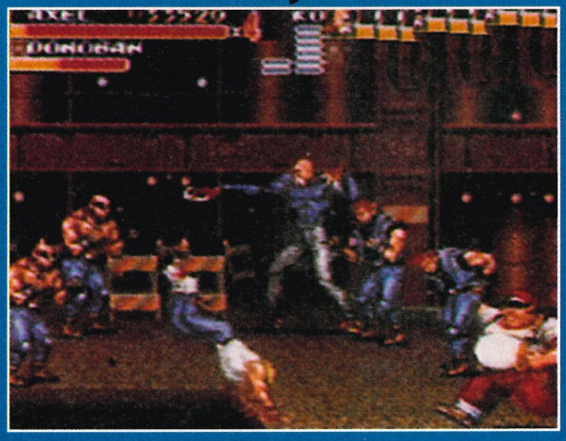


The development team of the new *Lunar* game surrounded by lots of *Lunar* memorabilia.

YOU WANT SOME MORE, PUNK?







Aggressive street fighting is set to capture the nation, again, as *Streets of Rage III* pounds into the daylight. Already established as the best beat-'em-ups ever, the Streets gang is back, and this time they're ready to dazzle you with new and improved special moves. Catch four characters; Axel, Blaze, Sammy and a new recruit, Zan, in next month's SegaPro. This is one 24Mbit all-action cart you're going to be gagging for. Check the latest screen shots for a taster of the action.

PRO DATES

MEGA DRIVE

APRIL
PANORAMA COTTON
F1 – HEAVENLY SYMPHONY
POPPLE MAIL
INDIANA JONES – FATE OF ATLANTIS
REBEL ASSAULT

MEGA CD

MAY
NOSTALGIA II
OUT RUNNERS

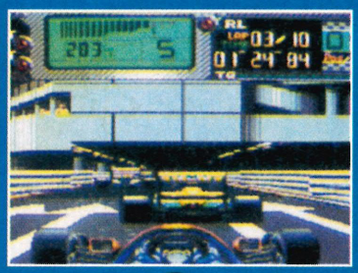
RACIN' SPACES

FORMULA ONE WORLD CHAMPIONSHIP 1993 HEAVENLY SYMPHONY

It's an old proverb that the best things in life are worth waiting for and this could definitely be applied toSega's new racer. This is the game that will make Domark's *F1* look like a day-trip to Scunthorpe and possibly cast a shadow over *Virtua Racing*. The graphics are better than a dirty weekend with Kate Moss and the options are literally flooding off the humdinger of a packed CD. Watch this space!













WING COMMANDER

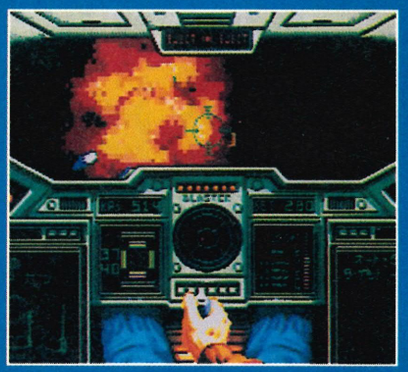
Established on various formats as a leading tactical-cum-blaster flight simulator, the epic *Wing Commander* is finally nearing completion. Surprisingly, Mega-CD owners are being given the flying treatment, rather than a cartridge version, and with 80% complete the Japanese game should be on sale before the end of April. Expect a more in-depth preview just as soon as we get our hands on a working version.











JAP CHARTS

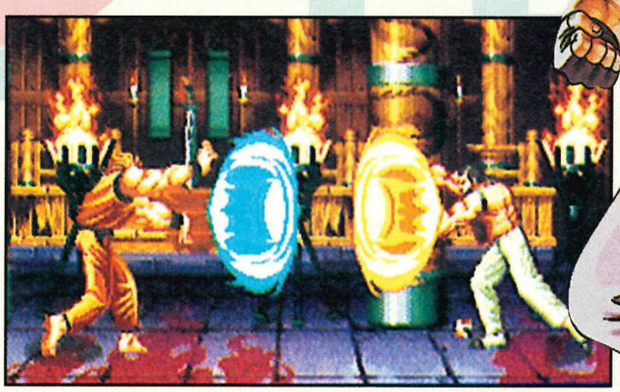
MEGA DRIVE

1	NE	SHINING FORCE II
2	NE	STREET FIGHTER II' PLUS
3	NE	LETHAL ENFORCERS
4	NE	PUYO PUYO
5	3	GUNSTAR HEROES
6	9	VAY
7	7	COLUMNS III
8	NE	SONIC THE HEDGEHOG CD
9	NE	SHINING FORCE GAIDEN II
10	NE	SHINING FORCE – GOD'S INHERITANCE

MEGA CD

DESTINED FOR DESTRUCTION

Behind the scenes of the videogames industry there is fun, scandalous rumour and every so often, failed software. The latest beat-'em-up game, *Art of Fighting* is one such title that you will be able to find on the shelves of software importers, but not as an official release. Sega's explanation for this change of plans is that the market is currently flooded with games of this genre and they believe enough is enough. *Art of Fighting* will not be released at the moment – it'll be held back until a more suitable time.





NIP BITS

● Tengen's latest piece of exciting software is due for release some time in April. *Grind Stormer* is a one-player shoot-'em-up that looks the business, but unless it offers a few major enhancements from its arcade predecessor, it won't pull the carpet from underneath *Thunderforce* enthusiasts and land them with a bump into another really good blaster. Converted from the arcade machine *VV*, *Grind Stormer* will be given a full review in the next couple of months.

● Rumoured to be heading for release on the Saturn, *Outrunners* is likely to appear as a provisional release in May for the Mega Drive. Based on the arcade game *Outrun*, *Outrunners* is itself an arcade coin-op that boasted an eight-player feature. No such luck on the Mega Drive, but a split-screen two-player mode should be a gas.

● Another 3-D golf simulation, *Devil's Course*, is almost finished and is currently waiting to be released into the already dense market for Mega Drive golfing fans. It looks groovy enough, but will it compare to the standard setting *PGA Tour Golf*? I doubt it, but next month we should be able to take a look for ourselves.

● As Sega's new wonder machine steals the limelight from everything and anything else happening in the videogames world, Namco's stunning *Ridge Racer* is still drawing the crowds in the Japanese coin-op centres. Recent reports confirm *Virtua Fighters* and *Ridge Racer* are the most happening machines in any self-respecting arcade.

● *Columns III* is now available, but with the *Puyo Puyo* craze sweeping through Japan like a street cleaner in Tokyo, it's little surprise that it's not shifting off the shelves quite as quickly as its illustrious predecessors. If you're a confirmed *Columns* addict give your local importer a ring to see it they have the game in stock.

FEATURE

SEGA PRO

ENTER THE SATURN

The multibillion pound videogames business is big, and getting even bigger, so it's no surprise that Sega's Saturn is facing intense competition. Philips, Sony and even Matsushita (the world's biggest manufacturer) all have their own consoles on the way! But what of the Saturn itself? Will it contain the firepower needed to annihilate its rivals? Or has Sega's announcement come too late? Pat Kelly, Nick Merritt and Stuart Wynne give you the low-down in this , the UK's first in-depth look at the new Sega wonder-machine...

When Sega announced their new Saturn wonder-machine to the world, there was a fair amount of scepticism from the assembled coterie of games journalists. 3DO and Jaguar had been in development for ages, CD-i was starting to look like a machine that might have a future after all and it was obvious that Nintendo were up to something, even if they hadn't announced details of Project Reality just yet. Could Sega keep up with the pack when everyone else seemed to be sprinting away into the distance?

Well at last we've seen pictures of the real Saturn and we know what's going to be in it, despite Sega's tight-lippedness (they've even signed developers for the new machines to non-disclosure agreements!).

The Saturn is not going to be a CD-only machine as everybody initially thought – it will use ROM cartridges as well (like the Mega Drive). However, Sega are determined not to repeat their mistake with the Mega-CD and did consider using a quadruple speed drive, although in the end they settled on a double speed drive (for cost reasons).

A double speed CD-ROM spins at twice the speed of a normal drive, meaning faster access times (the period it takes to find a certain it of data on the disk) and faster data transfer rates (which means the info can be 'read in' off the disk quicker. To really give things a buzz, the CD drive is to include an Hitachi 32 bit SH1 RISC processor to speed up picture decompression and a 4 Megabyte RAM buffer to hold the current picture read off the CD while the Saturn searches for the next one, eliminating the jerkiness and waiting periods which can afflict some CD units.

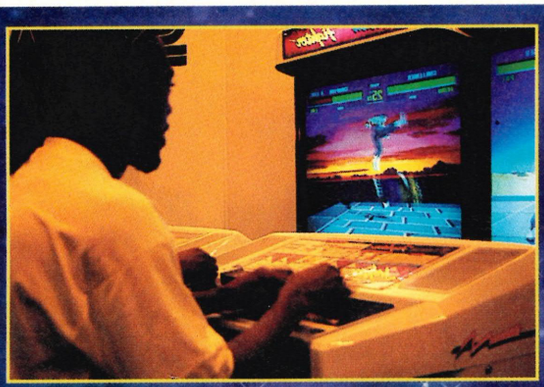
The combined effect of this should allow true FMV-quality images to be displayed on-screen, fixing the main problem with the Mega-CD.

So if the CD is going to be so groovy, why include a cartridge slot as well? The reason is to allow games which don't need vast amounts of space but do need fast processing, like Virtua Racing for example. Cartridges have practically instantaneous access times (remember loading in games off tape in the old days?) and a CD often can't keep up unless all the data is loaded into memory in the first place.

There is talk about the possibility of connecting cartridge slots to external RAM and including MPEG expansion slots too.

All this means nothing if the machine's engine is useless, so Sega are loading in seven processors working together to provide the raw power needed to generate the graphical effects. The heart of the beast consists of two Hitachi SH2 32-bit RISC processors running at 50 million instructions per second (this is something like twice the speed of your average modern desktop computer). However, the SH2 is an unfamiliar design in the West where people are more used to ARM chips (used in the Acorn Archimedes and 3DO) and the 68000 series (used in the Mega Drive). Sound processing will be performed by a modified 68000 chip, the 68EC000 running the PCM sound specification (allowing full 32 channel orchestral or vocal effects for example). But to speed up polygon processing, the Saturn will also include a 24 bit DSP, similar to the one developed for the Virtua series of games.

A 12 Megabyte videoRAM allows the generation of 16.7 million colours, enough for full photographic quality. However, it's unlikely the full 16.7 million colour palette could be utilised in moving images in a game – as shifting that much information around still wouldn't be possible even at the Saturn's specification. It is more likely that a palette of 2048 colours will be used.



SATURN SOFTWHERE?

Make or break, that's the situation developers of the new games machines are about to find themselves in. The most important factor in solving the cryptic puzzle of "how do we make our games machine the best?" is staring them in the eyes, literally. Very few people care what the machine looks like, how many polygons it can simultaneously display on-screen or whether it's 32 or 64-bit – they want to know what games they can play at home before shelling-out vast amounts of cash. Jason Johnson takes a fleeting glance overleaf at what Sega's new generation 32-bit, RISC processor driven machine will have to offer.


FIRST U.K. LOOK
1ST
U.K. LOOK FIRST
SEGA SATURN

ENTER THE SATURN

There has been talk of 'morphing' functions being included in the graphics software and there will be a function to generate half-transparencies, such as reflections on helmets and so on.

The 24 bit DSP will be able to shift 900,000 polygons per second. This level of speed will allow surface effects to be generated in real-time (shading, roughness etc).

The Saturn's specifications look very impressive. However, some people have phoned us worried that the fact that the Saturn is not 64 bit is somehow a disaster, especially since Jaguar and Project Reality both use 64 bit processors. This is a misconception, as the 64 bit processors used haven't been optimised for real-time graphical work (even including the Silicon Graphics chip at the heart of Project Reality) and there is a lot more to how well a chip performs than the amount of data it can shunt around (a 64 bit processor can shunt 64 bits of data around in one 'tick'). For instance, you can



DAYTONA RACING

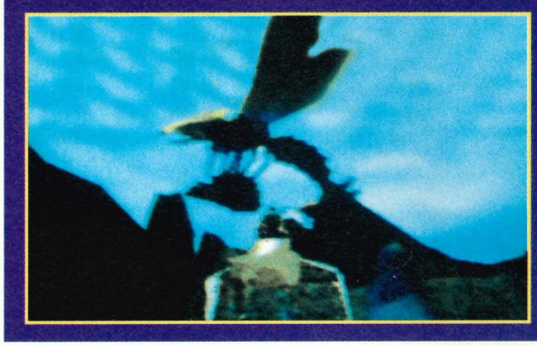
Avid arcade fiends may have played Sega's *Daytona Racing*, and if you were at the recent ATEI you'll have viewed *Daytona Racing 2*, but how about playing it in the comfort of your own armchair? Oh yes, *Daytona Racing* is currently under development for the Saturn and for those disappointed about the omission of *Virtua Racing* from the new super-machine's software list, fear not, this ultra-fast racer will quench your thirst for some real dream machine action.

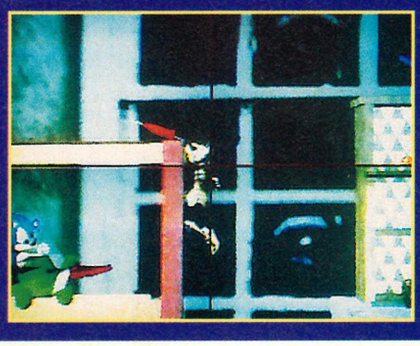
VIRTUA SOCCER

Given the vast popularity of soccer games, it would have been a surprise if the Saturn hadn't had one in development – and there is. However, as yet I haven't had the privilege of playing *Virtua Soccer* (*Saturn Soccer*), but if it's anywhere near as impressive a football game as *Virtua Fighter* is a fighting game, it'll be a sight to behold. Incorporating the Virtua styling (polygon graphics, zooming facilities and so on) this should be the best football game ever.

PICK OF THE REST

Other software titles already staking their claim on the Saturn software list are *Outlanders* and *Record of Lodoss War*, an RPG to relax with after all that arcade action. Add to this a *Sonic the Hedgehog* game (that will possibly be a totally new Sonic experience – see screenshot below) and you're left wondering where Trip Hawkins's 3DO, Atari's Jaguar and Sony's Playstation-X fit in. Maybe they don't! I just can't wait to play *Virtua Fighter* at home – can you?





THE COMPETITION

CD32
£299 Out Now

Commodore's unbelievably ugly new console was launched on the back of some neat Sega knocking: 'To Be This Good Will Take Sega Ages.' Without doubt, the CD32's tech specs give the Mega-CD a good kicking. It's a full blown 32-bit system with a 68EC020 CPU, some smart custom chips, including a 32-bit sprite engine and a 16/32-bit graphics co-processor. It also has a built-in double-speed CD-ROM Drive, 2Mb of internal memory and an optional, £199 FMV cart allowing it to play VideoCD movies. On top of that you've got compatibility with all those A500/A1200 Amiga games, many of which are being rereleased on CD at budget prices.



It all sounds too good to be true... and it is. Commodore are in such a bad financial state their future is anything but assured. As a con-



VIRTUA FIGHTER

Watch out for *Virtua Fighter*, a coin-op machine pushing the magnetic attraction of *Street Fighter II* into a negative state. Who can blame us, this babe not only looks stunning with a 3-D graphic engine of 180,000 polygons a second, it also plays so smoothly it takes you into a state of total submergence and addiction. Expect to see this one-on-one fighting game topping the list for Saturn software, and the sooner the better. I've already spent a week's wages on this £1-a-go mega-game!



BUBBA 'N' STIX





Our goofy hero and his friend - an intelligent alien stick - have crash-landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use Stix in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this multi-directional scrolling puzzle.

MEGA DRIVE

CORE DESIGN LIMITED

Core Design Ltd. Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511

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ENTER THE SATURN

increase the clock speed (so you get more 'ticks' per second), or you can have more than one chip handling the same task.

The Saturn's solution is to use its two 32 bit SH2 CPUs at the same time. This means while one chip is busy doing something, the other will take on the extra work – 'two heads are better than one'.

And of course, most important of all is the price and the level of software support. Project Reality hasn't even got off the ground and we've heard reports that the project is in some disarray at the moment with Nintendo allegedly talking a load of rubbish about the machine to the software development community.

However, Sega are already talking to developers about the Saturn and games planned include *Virtua Soccer*, *Virtua Fighting* (although there are no plans as yet for *Virtua Racing*) and as Sega's next generation of arcade-style machines are supposed to contain the powerful Hitachi SH2 CPU, so don't be at all surprised if a few more arcade conversions come your way within the next year...

SEGAPRO SP

sequence, there's little money to push the machine and in any case the Amiga has only ever been a mass market hit in Europe. Unsurprisingly, serious software support for the Amiga machines is dwindling. Equally important, while CD32 easily outclasses the Mega-CD, it's far from leading edge itself. The CPU is sluggish and CISC-based (Complex Instruction Set Construction) when everyone else is switching to the faster, more flexible RISC (Reduced Instruction Set Construction) chips. In short, to be this good would probably take Sega a weekend. The reality is they're taking their time to be a whole lot better than this rapidly ageing bit of kit.

CD-i
£399-450
Out Now

Like normal CD players, Philips's CD-i is intended as a hardware standard open to anyone to manufacture (for a small licence fee!). Sony have produced a portable CD-i player, Goldstar are making machines for the States and later this year Amstrad CD-i players will appear in the UK.

CD-i is currently a hot format because of the release of a £150 Digital Video cartridge which allows the machine to play VideoCD movies. Costing around £15, VideoCD movies come on two CDs and while picture quality isn't perfect, it is superior to VHS tapes and audio is excellent. This is good news because until recently CD-i seemed doomed. Philips had been so determined to pursue a 'multimedia' image that videogames were virtually ignored. While 'interactive reference books' proliferated, Philips' contempt for games was such that their development system didn't support sprites! This is changing now, but CD-i is still rather long in the tooth. Launched in 1991, CD-i has a 16-bit CPU (a 15MHz 68070 roughly equivalent to the 68000 in the Mega Drive), a single-speed CD-ROM Drive and only 1Mb of built-in RAM. A CD-i2 machine is supposed to be in development, but until and unless it appears the CD-i format has a distinctly limited gamesplaying future.

JAGUAR
£199 Out Now

While Nintendo talk about leaping to 64-bit technology for $250 in 1995, Atari delivered (in very tiny quantities) their own 64-bit console last Xmas for £199 in HMV and Virgin stores. The Jag has a 64-bit RISC Graphics Processor, a 64-bit Object Processor, 64-bit blitter, 32-bit DSP for sound processing and a 16-bit 68000 for general housekeeping tasks. There's 2Mb of internal memory and the whole system is optimised for JPEG compression, capable of squeezing 50Mb of data into a 6Mb cart. It's an awesome system and if either Sega or Nintendo had produced it there'd be no stopping it. Unfortunately, over the years Atari have acquired a terrible reputation with software publishers and are also in dire financial trouble. At launch not one major company had a game ready for it, nor are any expected for many months yet. Almost all of the initial batch of games are by tiny development teams and most are awful. A CD-ROM Drive add-on is promised for Summer, which should make converting over PC CD-ROM games more attractive, but Atari have yet to demonstrate the system.



According to rival companies the Jaguar does have a few technical flaws, a point leant credence by Atari already developing Jaguar II, but weak software support is the critical point here. A couple of great games and the Jaguar could become a very dangerous cat indeed.

3DO
£TBA Out Spring

Like Philips's CD-i, 3DO is a hardware standard intended to be adopted by numerous manufacturers. So far Panasonic, Sanyo, Toshiba and AT&T have announced their support. 3DO itself won't build any, that's not what it's about, but last year it helped mastermind a blitzkrieg of hype surrounding the new machine. The CPU is a 32-bit RISC chip (the ARM60 used in the Archimedes computers), which is supported by twin custom graphics processors and a DSP for stereo sound. It's got 3Mb of internal RAM, a built-in double-speed CD-ROM Drive, and an add-on is planned to allow it to play VideoCD movies. It's a great spec, but Panasonic's 3DO was launched in America for a jaw-dropping $700 and sales have apparently been disappointing. Worse, software support has been dreadful with very few games available. This year should see prices drop and Electronic Arts (a big investor in 3DO) has plenty of releases planned, but the hype is starting to wear thin. Future machines by Sega and Sony have put 3DO's hardware in the shade, and even the £200 Jaguar is widely regarded as more impressive technically. Only with aggressive pricing, lots of high-powered marketing and good software will 3DO stand much chance. But with Matsushita behind it this is exactly what might happen.

PLAY-STATION
£TBA
Out Early 1995

The first Playstation was to be a Sony SNES/CD-ROM combo. But Nintendo got cold feet and killed the idea, a decision it may now be seriously regretting. The new system has no connection whatsoever to the SNES, being a full-blooded 32-bit RISC system with built-in CD-ROM Drive. The spec is broadly similar to the Saturn with lots of custom chips. A coin-op perfect conversion of Namco's stunning Ridge Racer is supposed to be on the way, with both Namco and Konami fully supporting the system. In fact, the companies are even supposed to be producing coin-op machines based on the hardware! At the moment, the Sony machine is supposed to have a slight edge on the Saturn but this may change by the time the machines are released.

PROJECT REALITY
approx £200
Out 1995-96

Nintendo's lack of an in-house technical team on the scale of Sega or Sony has seriously hurt the company. The SNES came out too late and was underpowered, its CPU being more of an 8-bit chip than a 16-bit. After endlessly delaying a SNES CD-ROM unit, the company finally scrapped it and went out of house, contracting Silicon Graphics for a next generation console. Project Reality is based the 64-bit MIPS CPU Silicon Graphics have at the heart of their hugely expensive, hugely successful graphics workstations. SGI machines have been famously used for the movie effects in Jurassic Park and T2, but while there's no doubting SGI's design genius their experience of videogame consoles is distinctly limited.

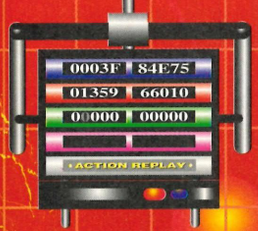
At the moment Project Reality is such a nebulous concept rumours abound of the system being cancelled, just like other co-productions with Sony and Philips. In any case, the console isn't expected until late in 1995, although a coin-op version is supposed to appear toward the end of this year.

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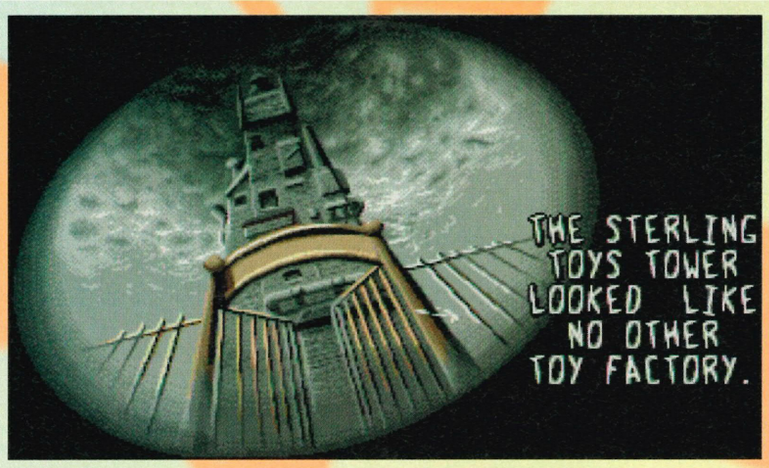
PREVIEW

SEGA PRO

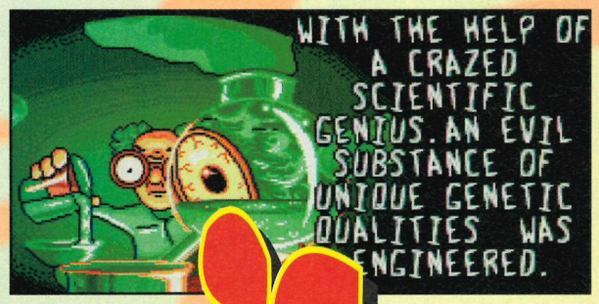
MEGA DRIVE

MARKO'S MAGIC FOOTBALL

Platform adventures are about to take a turn for the better as Domark's flagship character is kicked onto the Mega Drive. *Marko's Magic Football* introduces us to an all-new style of platformer and not a moment too soon. Jason, after reluctantly returning the chopsticks he nicked from a posh Chinese restaurant, settles down for an enjoyable afternoon with Anna and Jo (Domark jet-setters) to chat about football, platform games and the incredible *Marko*.



Unfortunately, nobody gets out of the Sterling Toys factory with their hair still the same colour. But then that's the hazard of being a footballer and having no end of hair styling problems.



Anyone with glasses that thick hasn't a chance against the talented Marko. (Please, don't write in, specs owners!)



Just to prove Marko does have a little street cred in the downtown suburbs.

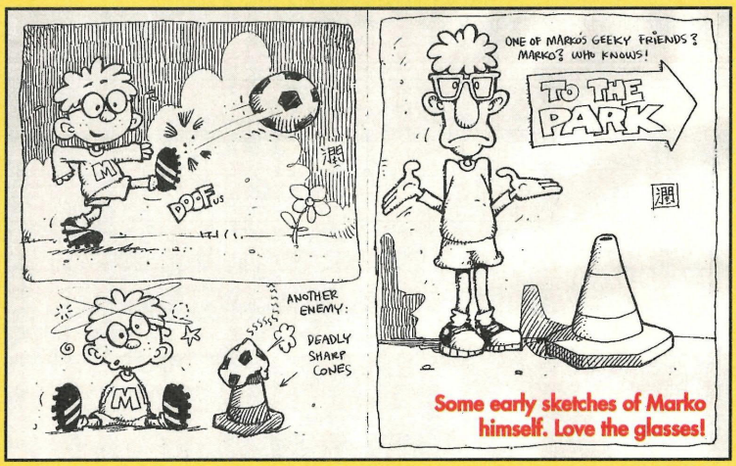
Colonel Brown and an evil scientific genius had created a substance of horrid genetic qualities. If any living creature touched this foul slime, it would immediately begin to transform into a mutant sludge monster... Marko was out on the streets playing football as usual when he accidentally kicked his magic ball into the confines of the toy factory where the villains were at work.

Without a moment's hesitation he began an adventure across town to the Sterling Tower in an attempt to halt the Colonel's evil scheme (maybe this game should have been called 'Batman and the Storming of Willy Wonka's Chocolate Factory'). Take control of Marko and his magic football to battle through 14 busy levels of the slimy variety.

WHAT'S NEW?

Marko's Magic Football is a one-player, side-on view, cutesy graphics platform adventure on a 16Mbit cart. 14 levels take you through suburbia, industry, a canal, a construction site, sewers, woodland, a circus and a toy factory. It's main attraction is the graphics, drawn and animated by Jolyon Meyurs (aka Jo). Portfolio at hand, he chatted about the ideas behind Marko and even revealed his early handiwork to us...

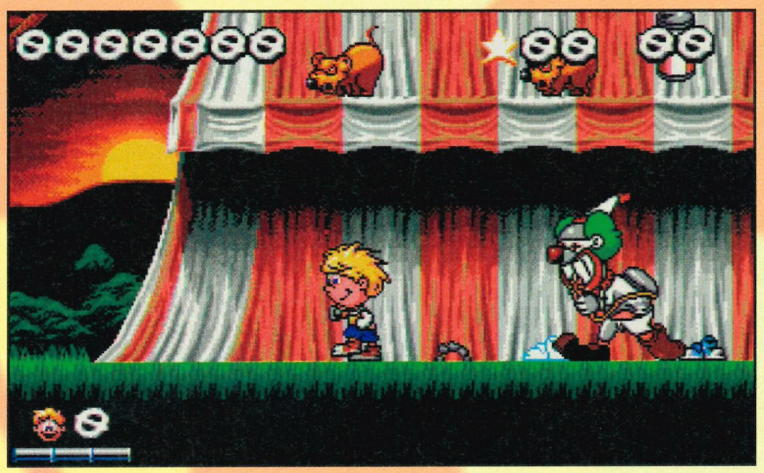
It's all very well showing you finished screenshots, but haven't you ever wondered how the game is originally designed from scratch? Often lesser publications produce a few lousy pictures of sprites, backgrounds etc., but you rarely get to see the hand-drawn artist's impressions. Cast an eye over Jo's original ideas and you can appreciate the massive workload that goes into every game.



Some early sketches of Marko himself. Love the glasses!



Marko will meet a variety of loony passers-by on his travels, including this juggling clown. The question is: will the clown nick Marko's ball and start to juggle with that? The mind boggles.



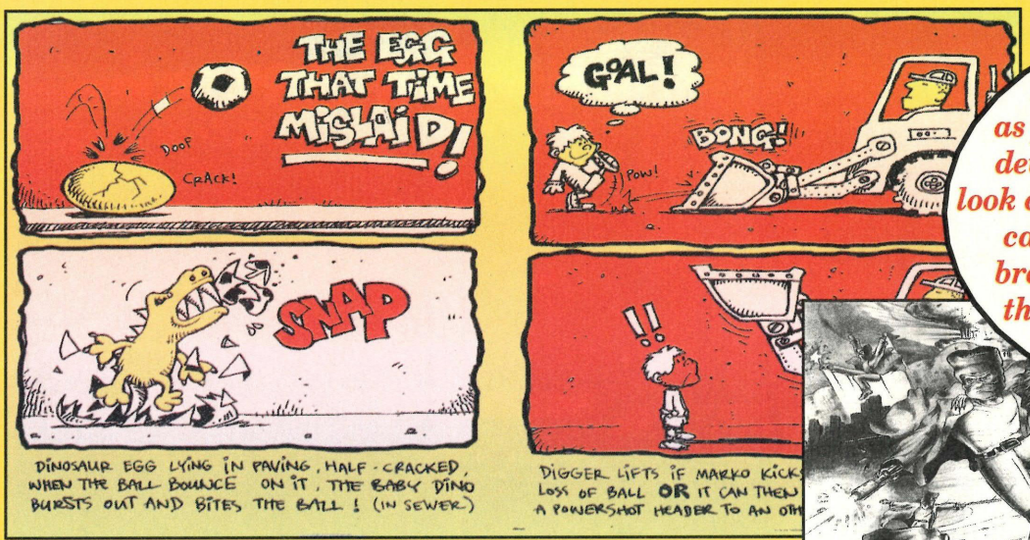
The graphical attention to detail can be noticed with the fine colouring of the circus tent, amongst other things. The animations are also up to the same standard, with the ball particularly well-done when it bounces (wherever it is at the moment!)

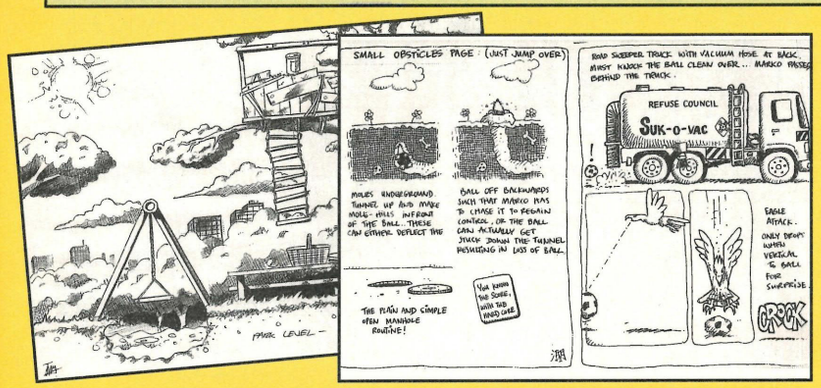


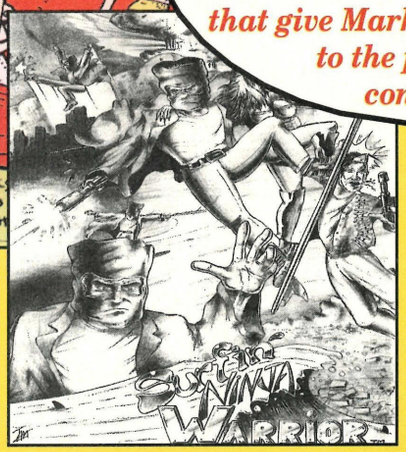
Marko uses his football to get rid of nasties, and nothing else, so we hope you're skillful enough!

So where did the original concept for the game, and of course his name, come from? Domark's Director, Mark Strachan (aka Marko!) actually decided to start work on a football game about 18 months ago.

Rather than use the general approach of a 'football sim' he believed Marko, a platform game character, would be ideal; that's how a star (they hope) was born. And then the hard work began... Check out the screenshots for an idea of what graphical treats to expect soon!







"I tried to give Marko as much animation as possible. When left to his own devices he'll pull-up his shorts – look carefully whilst playing and you can see his hair blowing in the breeze. It's little details like this that give Marko a huge appeal to the person in control."

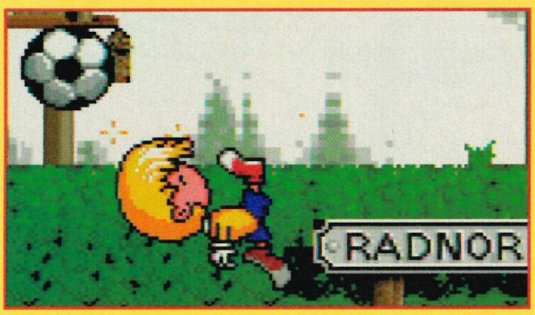


Proudly revealing an early piece of artwork for an idea that popped into his head (probably while downing a Tequila Slammer) Jo had little to say on *Surfin' Ninja Warrior*. After all, what's there to say about a game that never was?

MARKO'S MAGIC FOOTBALL



ACTION MARKO



The most difficult part of the game to program was not the actual animation of Marko, but the ball. As Warren Mills (programmer) explains "myself and Mike Carr have been working on the *Marko* project for about seven months, and I can safely say the most difficult area was the ball's movement. Immensely complicated mathematical equations were needed to make it look real, but I think we've done a fine job."









As you can see, some of the worst places in Britain have been chosen as scenes for the Marko gameplay, including the notorious Moss Side and St Paul's in Bristol. I'm joking, by the way.

FOOTBALLS AREN'T MAGIC ALTHOUGH MANY SAD DELUDED PEOPLE WITH NOTHING BETTER TO DO ON A SATURDAYTHINK IT IS. OR SO MY MUM SAYS.

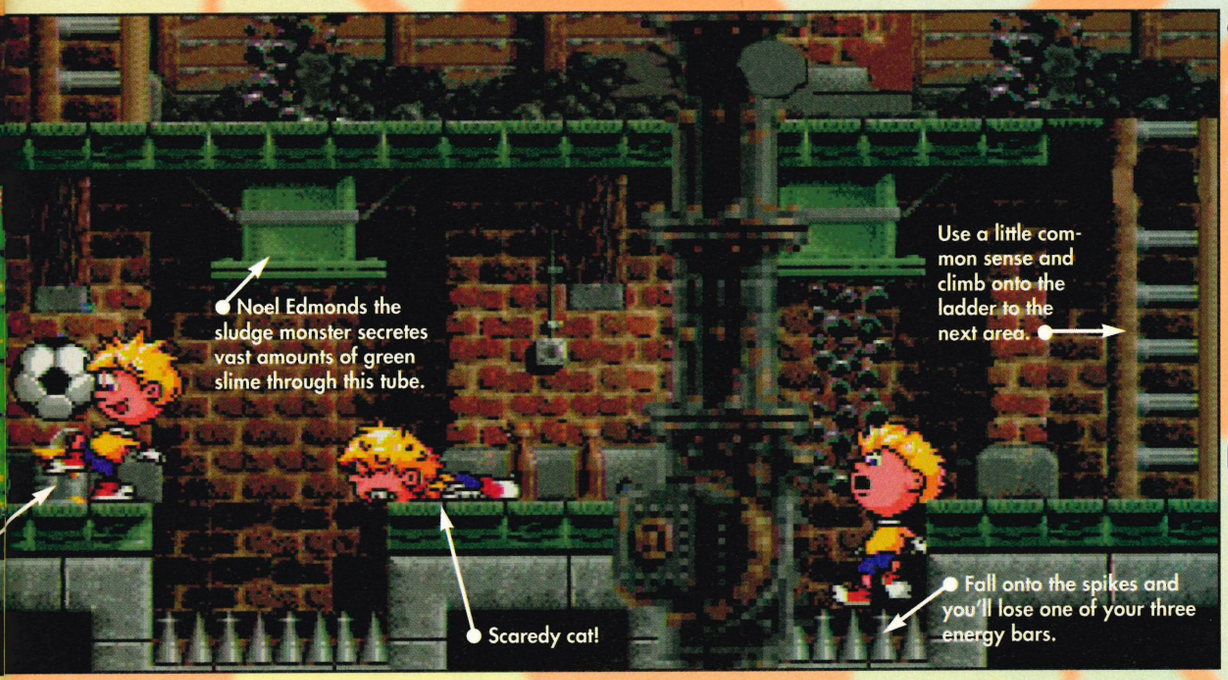
DOMARK
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MARKO'S MAGIC FOOTBALL

COMPLETION

1ST IMPRESSIONS

The main attractions of the game are its bright and superbly animated graphics coupled with a budding hero, the Marko character. Every sprite has been carefully drawn and brought to life – this really is impressive. As far as gameplay goes, let's say when you watch an expert at play it looks easy but take the control pad yourself and it's a little more tricky. Definitely one to watch out for.





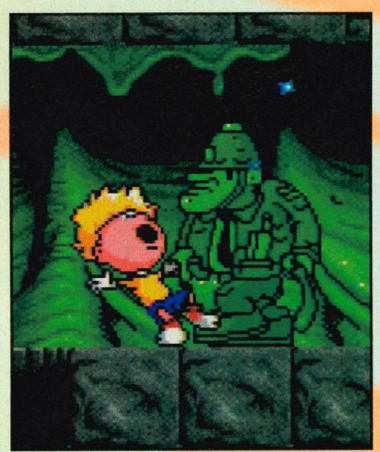
Not only does Marko have a football to kick around to clean up the town, a gun may come in quite useful at times, too. It may have unlimited bullets, but for some confounded reason it never stays in Marko's hands long enough.



It is not a proven fact that Marko is a man of steel, but there are times when this guy looks terrified – and here's one of them. Climbing up chains in the sewers is scary enough!



The most attractive graphic (arrggh, what's happening to me?) is the restart point. Pose for the camera and every time you die you'll return to the last point you were snapped at – another jokey bit conjured up by Jo.

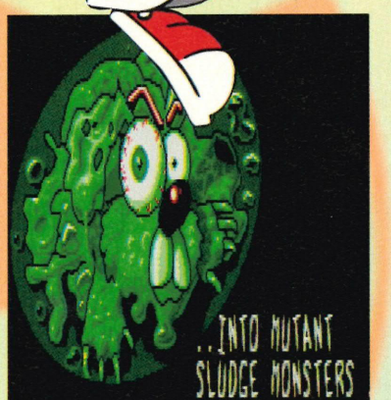


Oh dear, it looks like even the innocent, boyish Marko can't avoid the long arm of the Law. Honest guv, it wasn't me! Well now young man, that name Marko, it's a bit foreign isn't it? Looks like you'll be going down for quite a while, as soon as we invent some charges.

LEGAL ACTION



Not too long ago Marko was almost axed after Krisalis allegedly threatened to sue Domark for copyright infringement. *Soccer Kid* (on the Amiga) was a similar idea but in the end, nothing came of these threats.



The worst can happen to even the nicest person, as these horrible toxic slime monsters finally end it for the footballing boy wonder.



PREVIEW SEGA PRO MEGA CD

FROM THE SOUL

In a nutshell, *Soulstar* is a two-player, three-dimensional, Sci-Fi Fantasy, tactical shoot-'em-up for the Mega-CD. It's fought over 23 exterior zones, 17 interior zones, a whacking 40 missions and three difficulty levels! Each zone will be a 3-D modelled, fully-rendered, texture-mapped terrain, with modelled and rendered architecture, aliens and enemy vehicles. Check the screenshots for further evidence that this is one heck of a game.

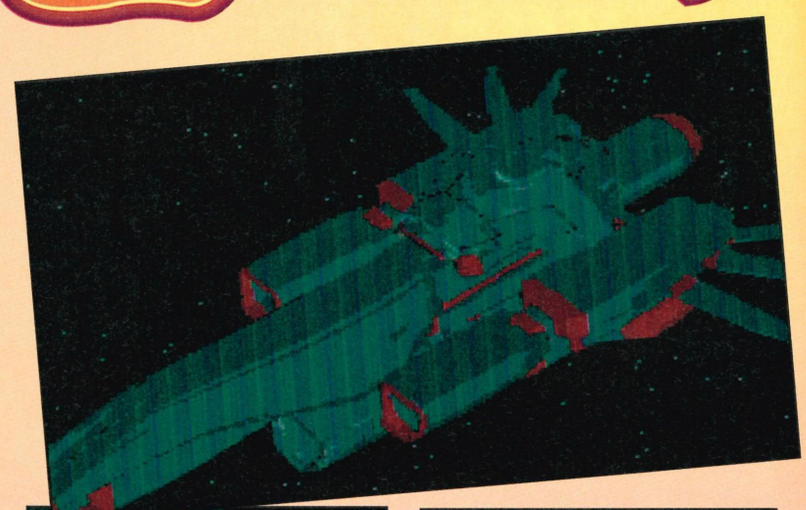
Desperately striving to find the ultimate shoot-'em-up, Jason travels to Derby and visits Core Design to consume vast amounts of beef stir fry and Budweiser, and view their latest zapper, *Soulstar: Malice of the Myrkoids*. Can those pilots from the *Thunderhawk* mission return with another stormin' Norman, or have a new crew decided to take the control stick? Read on for everything you could possibly want to know about the team behind what's already looking like another standard setting game for the Mega-CD.





SOULSTAR

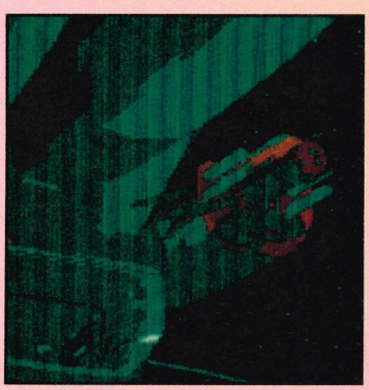
TALES FROM THE SOLAR



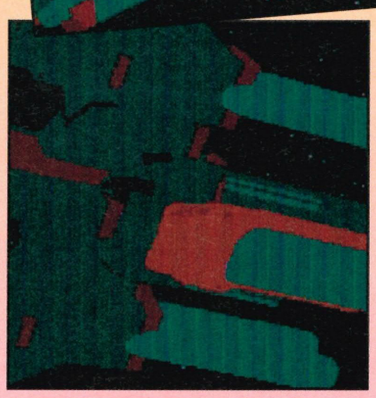
"A thousand lightyears away, across a yawning gulf of space and time, the six planets of the Soulstar system perform a peaceful celestial dance around their youthful suns, unaware of the horror soon to come..."

Well, that's what it says in the manual. You see, the Myrkoids are on a mission to steal mineral deposits and energy sources from the universe, leaving dead planets in their wake. If you've ever read the Greg Bear novels *Forge of God* and *Anvil of the Stars*, you'll have a pretty good idea as to the storyline as the ideas are similar.

The Myrkoids will use these resources to manufacture and power its fleet of powerful attack craft in a quest for supremacy within the galaxy. They can only be stopped in their tracks by you and your trusty ship, the Aggressor.



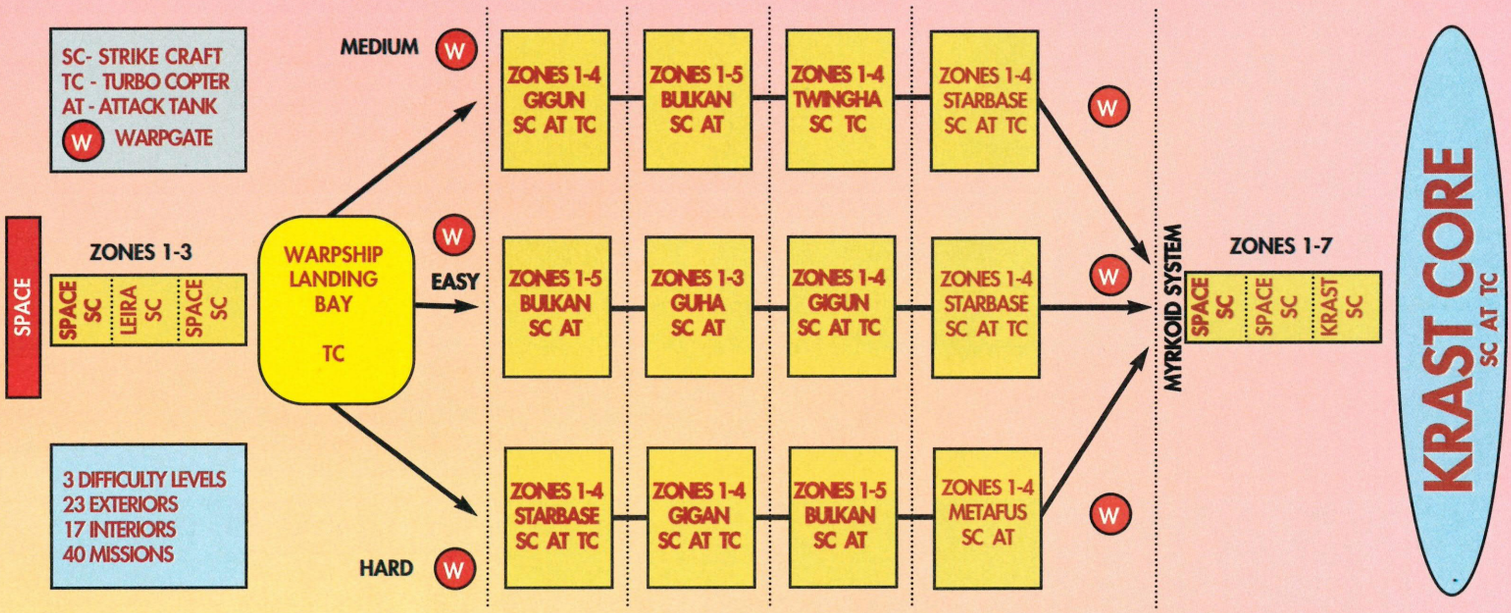






THE FORGE OF GOD TELLS THE STORY OF THE DESTRUCTION OF THE EARTH BY SELF-REPLICATING MACHINES.

SOULSTAR GAME MAP



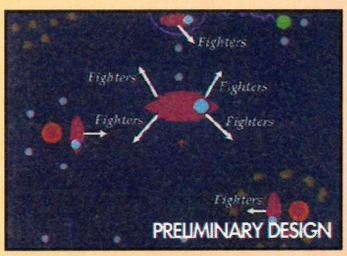
BEHIND THE SCENES

What makes this game so special compared to the likes of *Silpheed*, *Microcosm* and the other failed shoot-'em-up games on the Mega-CD? Is it the graphics, the music or could it possibly be something to do with the gameplay? To find out we probed the people behind the scenes and asked Core what they thought about their latest project...



Nathan McCree is the guy responsible for the music score and his main comment described the need for Core Design to create a movie that was playable. To do this, he states "we needed a game that flowed from start to finish without those annoying 'please wait' breaks, accompanied by long periods of silence!" The Star Wars soundtrack was his main source of inspiration and he even worked closely with the great John Williams (yeah right)!

Core's programmer for *Soulstar* is Mac Avory and after many hours slaving away on this project he was calm enough to comment "The game will take longer than expected to complete." Okay Mac, but what is it that's slowing you down? "This is due mainly to the sheer volume of graphics as I had to develop a new 3-D system, better than the one used in *Thunderhawk*!" It was a good job Roberto Cirillo (graphics) enjoyed himself so much "because of the people I'm working with." His main task was to fit 2-D graphics into a 3-D world and that's not at all easy – let alone being immensely time-consuming. As for project manager Guy Miller, when questioned on his view of working on *Soulstar*, he muttered on about "Time, always time (it's of the essence, y'know)." Obviously under pressure from the powers that be. Finally, loads of thanks to the super Suzie Hamilton for putting up with all my questions and hassling phone calls.





TRAVELLING IN STYLE



At your disposal, this craft is the most destructive of its kind known to man with an ability to morph between three vehicle-types: Sub-light Strike Craft, Attack Tank and bladeless Turbo-copter.





There is also an unnecessarily violent selection of weapons to choose from, accesible from power-ups floating in the middle of the screen.



As an expert pilot, navigator and special weapons operative of a multi-option attack vehicle, the Aggressor, you and a friend are controllers of a crack team of Cryo-Commandoes.

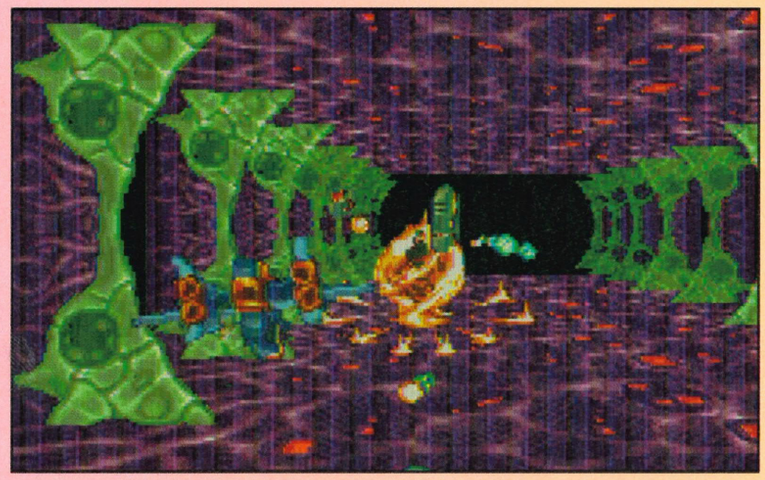
LEVEL ONE



The action starts way out in deep space where the idea is to approach the Myrkoid Warpship (the big mutha causing all the problems) in your powered-up Aggressor.



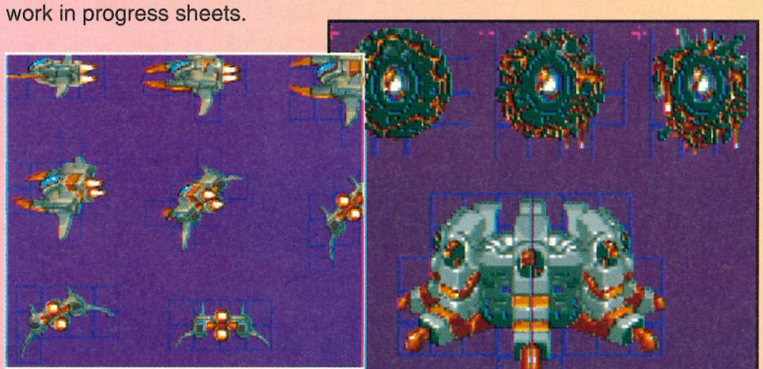
As you fly into the screen, the scene slowly expands towards you in true 3D style, including the large planet in the centre of the screen. Shoot the baddies in true shoot-'em-up style.

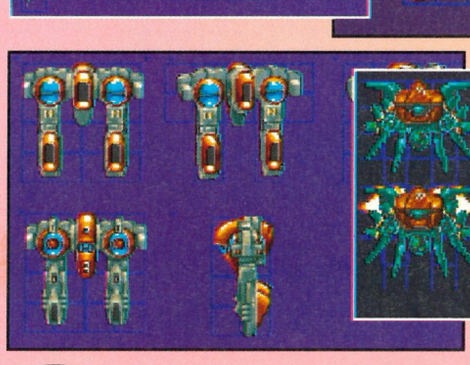




THE STARS

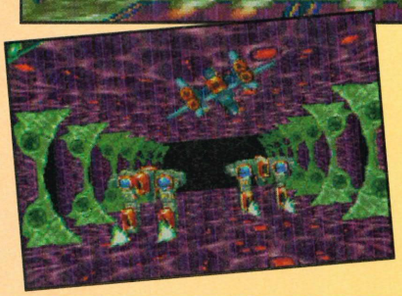
You are given the choice of three Cryo-Commanders, each with personal attributes and a fantasy styling so you can identify with them – very rare in a shoot-'em-up game. Their weapons include a Standard Beam Weapon, Smart Bombs and extra power-ups to collect from the mother ship. On the 'nastier' side of the game, every attacking sprite has been carefully detailed, as you can see from these designer's shots and work in progress sheets.







ANCIENT EGYPTIANS BELIEVED THAT STARS PROTECTED THE SOUL AFTER DEATH.





A sneak view at an inside location with separate mission objectives to be met.

TWO PLAYERS

The two-player option will divide the responsibilities of flying the craft. Player 1 will pilot the craft while player 2 gets to 'share out' available power amongst the three areas to keep an eye on – shields, engines and weapons. Both players also get to choose the character they want to play from the selection at the start of the game.





At a distance this looks like any other rebel base. But it's big!



Watch out for those power-ups – you'll find them vital.



Unlike previous shoot-'em-ups your craft is a pretty reasonable size (about time too). As you fly nearer the mother-ship blast the attacking sprites into oblivion.



A neat bit of sprite scaling flies you towards the mother-ship . Things get complicated from here on, where you can choose to take various routes through the game.



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COMPLETION

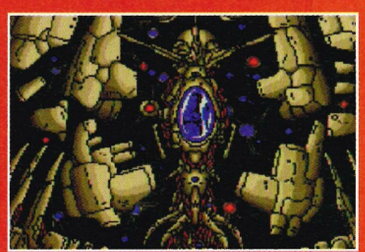
1ST IMPRESSIONS

First impressions are very positive indeed and without a doubt Core Design are on to a winning shoot-'em-up to surpass *Thunderhawk*. SEGAPRO's main problem with this acclaimed helicopter blaster was its sad lack of variety – this isn't the case with *Soulstar*. Intriguing missions, three attack vehicles and a two-player option could help to make this superbly presented piece of software a contender for Mega-CD game of the year.

WHAT COMPETITION?









Ever since the Mega-CD was released we have been crying out for a really fun shoot-'em-up. The closest to this, also by Core Design was *Thunderhawk*, but lacking in gameplay it slipped through the offices faster than Sega's *Silpheed*, another hyped blaster that failed to cut the ice. More recently Psygnosis released *Microcosm*, and although it looked absolutely fantastic (the intro and mid game sequences were especially cool) it too played like a lame dog.

PREVIEW SEGA PRO MEGA CD

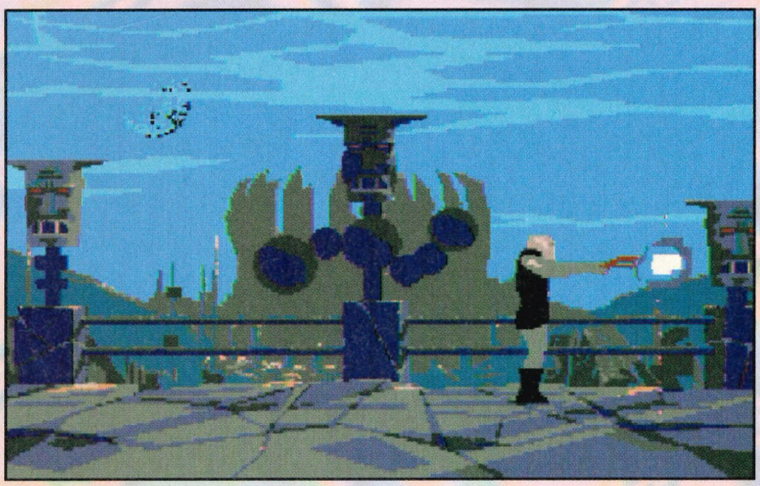
HEART OF THE ALIEN

OUT OF THIS WORLD PART II

Could this be the game that will revolutionise the future of the Mega-CD? The Multi-Mega is planned for an April release and if it, or indeed its sister machine is to survive, quality, well designed games are needed. Could Virgin Interactive Entertainment and Interplay have produced something that could end the growing concern over poor software releases? Jason takes an exclusive look at the follow-up to the critically acclaimed *Another World*.

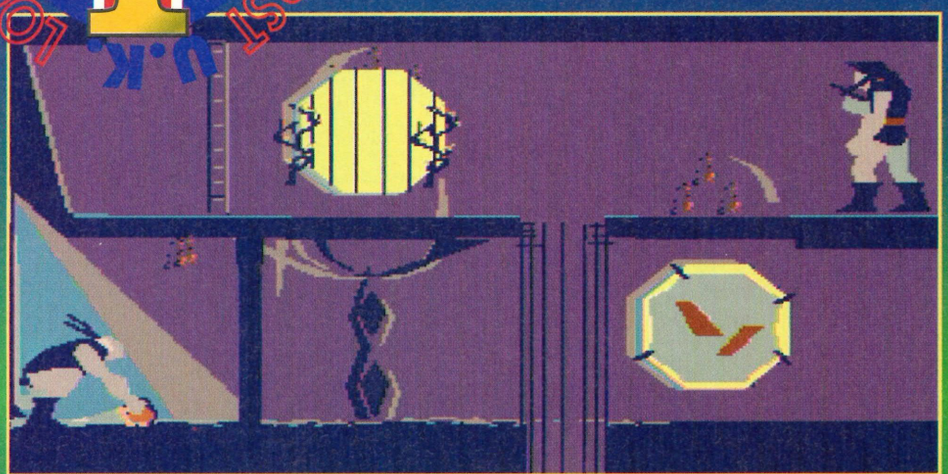
WORD UP

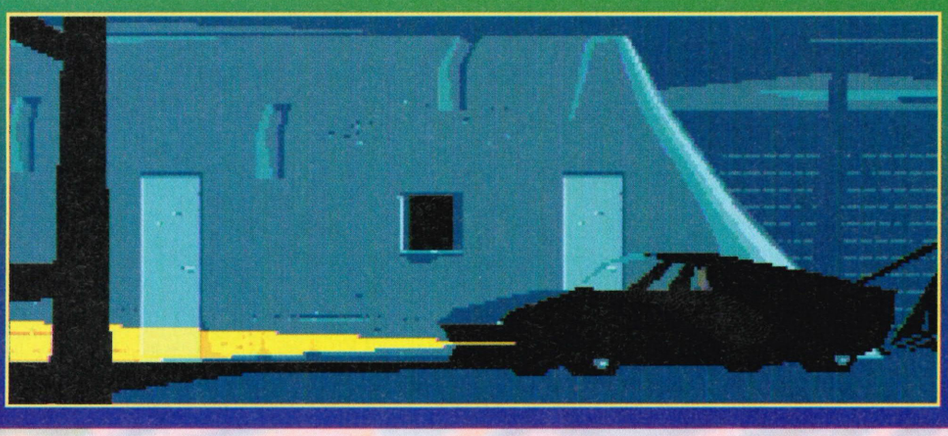
The latest trip into another world is based on similar guidelines as the original cartridge game. It's a puzzle adventure with platform structuring, larger than normal sprites and a fair amount of valiant chivalry. You're in control Buddy who has a mysterious aura about him that is strangely compelling and heart warming. Drawn into the gameplay, taxing puzzles and stunning graphics you can expect to be captivated by the ingenious 'world' design, style and overall playability.



FIRST U.K. LOOK 1ST

ANOTHER WORLD REVISITED



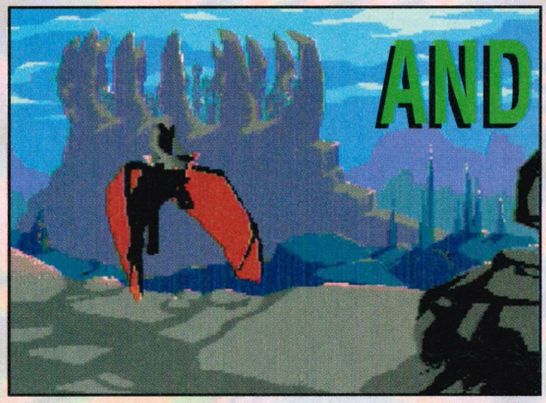


The game that started it all off was the superb *Another World* (AKA *Out of this World*). Its quite unbelievable graphics and fantastic atmosphere made this a world-beater, only outshone by US Gold's later *Flashback*. Filled vector-polygons, jaw-dropping animation and a difficulty level to test even the best platform gamers helped push *Another World* into the limelight where it deservedly received four major industry awards.

As Lester Knight Chaykin you began your journey home as a scientist experimenting with particle acceleration, a highly dangerous process where Lester was aiming to make particles of hydrogen accelerate to the speed of light. All too technical for mere mortals like myself, and the talented hero ran into an unexpected hitch – he was transported to a far off planet, light years from home.

After regaining consciousness your aim is to escape but puzzle-solving and alien bashing stands between you and the exit. Fortunately a traitor to the alien empire, Buddy, comes to your assistance ... And so the adventure really begins. Gripping action from first to last and outrageously impressive rotoscoped animation (filmed sequences of a real person used as a template to create sprite movements from) – previously unseen on the Mega Drive – helped to set a high standard for all other platform adventures to follow.

All that remains to be asked is will the sequel be equally adored? We'll have to wait until the finished product arrives in the office, but from these first impressions things are looking decidedly tasty. Read on for more behind the scenes information of *Heart of the Alien: Another World II*.



AND THEN...

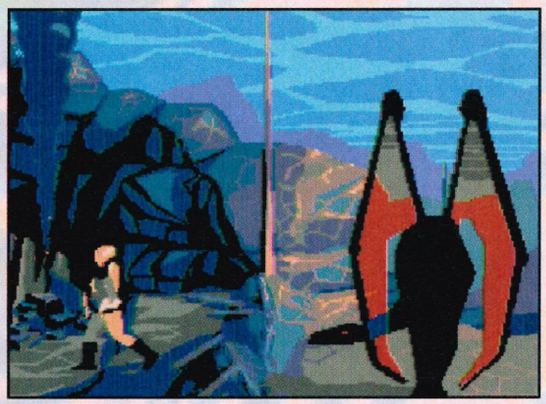


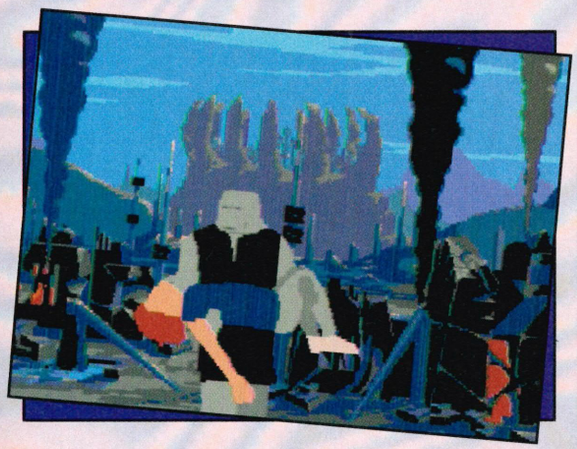
"Buddy's village is in havoc, his fellow villagers have been imprisoned by the ruthless warden, his world ruled by a sinister force...To free his fellow inhabitants and restore peace to his surroundings, the player must overcome a host of new enemies and puzzles armed only with a handy shooting whip, Lester's help and his wits."

To unravel the secrets of Heart of the Alien: Another World II, we called Jeremy Barnes, lead programmer for Interplay USA. He ran through the game and revealed some of the plot including the information that "Lester actually saves Buddy from certain death on several occasions, but eventually bites the dust himself...In an emotional part of the game the warden and Buddy confront each other, Lester causes a distraction only to find himself blown to pieces." The main part of the second section is set within the confines of the prison, but new puzzles and stunning graphics will have you playing to the end.

This is followed by a jovial scene when the captives are released and the prison is burnt to the ground.









ALIEN MUTILATION

Exploding sprites, casually being sucked-up by quicksand or vanishing tricks; more often than not we're offered just one or two of these death sequences. In an attempt to calm your frustration, almost unlimited numbers of these short animations are crammed into the game. Right – we see Buddy literally going to pieces as all the flesh is sucked from his alien bones leaving only a miserable looking skeleton behind. When we viewed the very early *Another World* software just one death sequence was available, but it's a fair guess we can expect many more of them to make their rather unwelcome appearance in the final version.

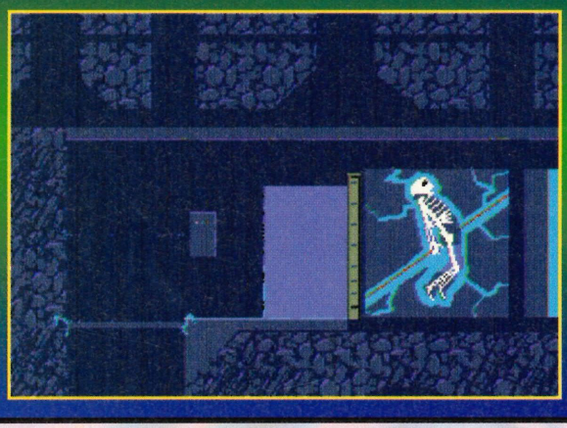






LET THE BATTLE COMMENCE



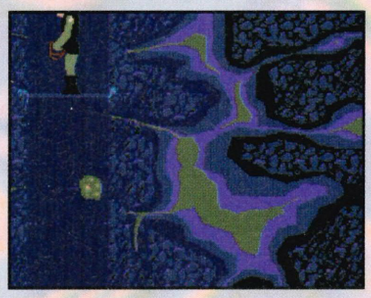


Skip on through *Another World* and an informative introduction (expected to be about two minutes long) lands you with Buddy standing around with a glum look on his face. Walk left and you're mutilated by the beast (a black, overgrown wolf with a taste for alien flesh) so the only way, or so it seems, is right. You will be confronted by the first of many agility tests as slime drops from the ceiling; one drop on your skin and you're dead. Travel up the lift and you will find a prison where only sharp-shooting and thoughtful play will save your skin. Escape from the prison and...well, that's enough for now.

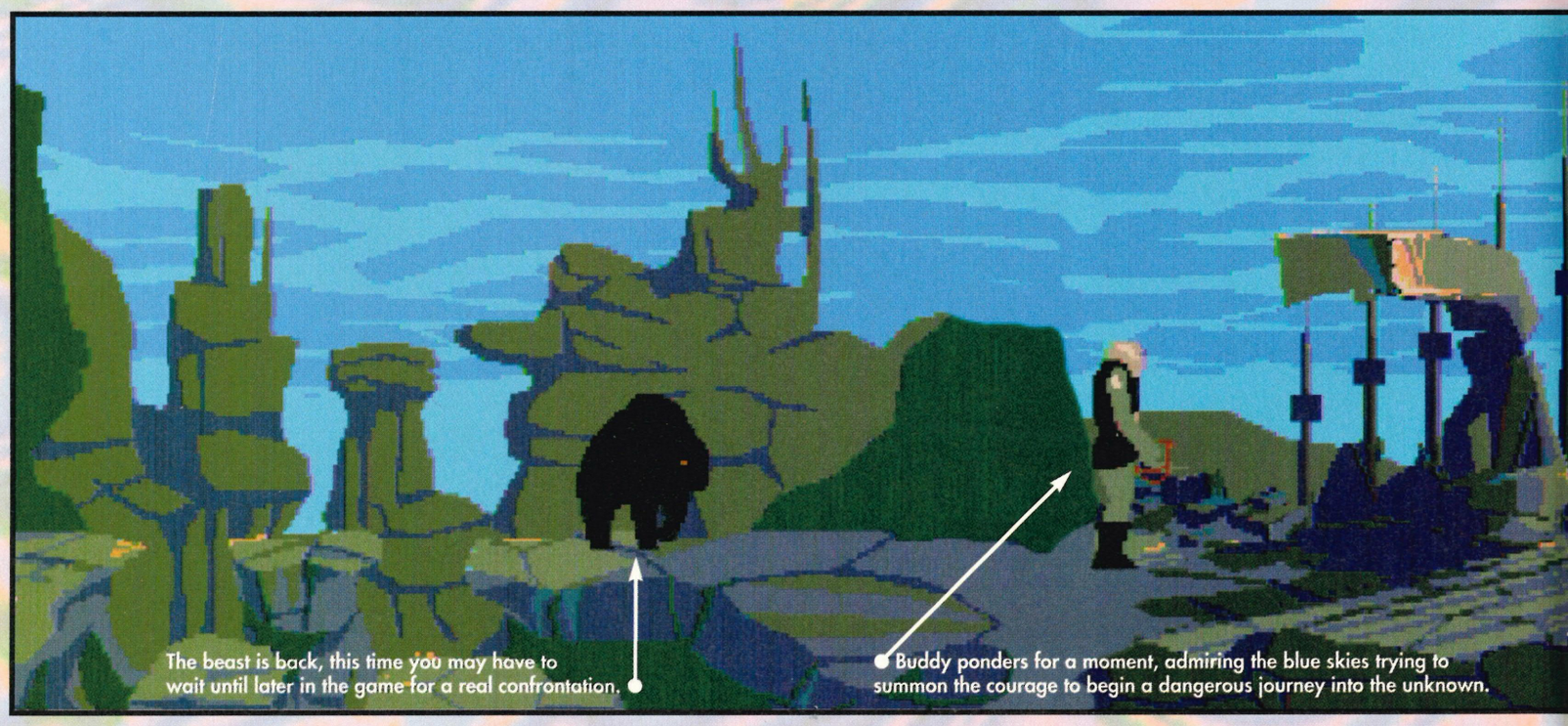


Buddy strides purosefully through the damp looking caverns. The question is; why is he carrying a coat-hangar?





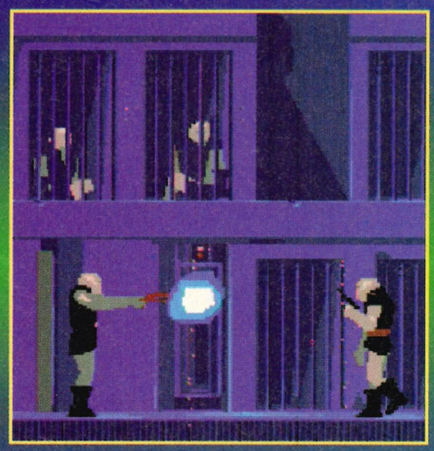




The beast is back, this time you may have to wait until later in the game for a real confrontation.

Buddy ponders for a moment, admiring the blue skies trying to summon the courage to begin a dangerous journey into the unknown.





It's a case of shoot him before he shoots you as you try and get out of jail. There's plenty of action to keep your interest.

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OUT: MAY

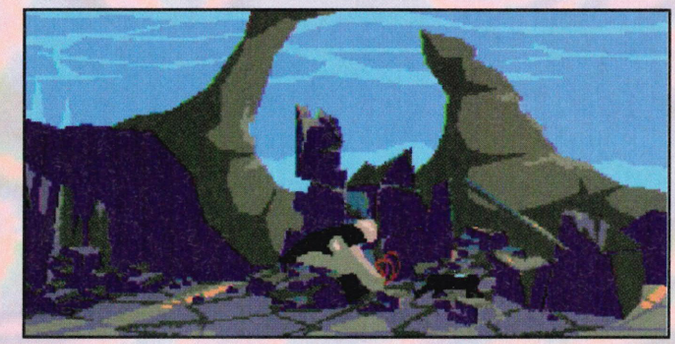
HEART OF THE ALIEN

OUT OF THIS WORLD PART II

COMPLETION

1ST IMPRESSIONS

This is a major new product that will probably captivate the imagination of all Mega-CD owners and also entice a few Buddy fans into purchasing the additional hardware. Bundled with *Another World*, expect *Heart of the Alien* to wow the games world and bring a fresh lease of life to this struggling Mega Drive add-on. One to watch out for this year.





Buddy is usefully equipped with several moves and weapons as well as his shooting whip. His laser is simple to use but effective as well with a quick-fire laser bolt, the ability to create barriers to defend against alien weapons and a devastating blast to smash the strongest defence or door. He may look clumsy but Buddy is the ideal companion to lead you through this dangerous world.

LEG OVER



Here our friendly alien is looking a little bit lost. Much of the game involves exploring each area to suss out how to get round the hazards placed in your path.





He contemplates the next part of his ouest as he attempts to step – Indiana Jones like – into thin air, relying on faith alone...

PREVIEW

SEGA PRO

MEGA CD

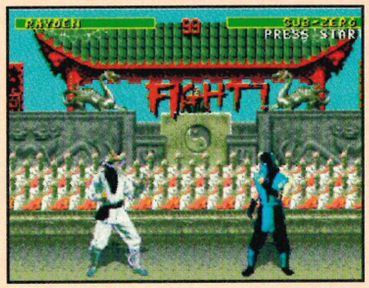
MORTAL

No sooner have we finished compiling a player's guide and tips to *Mortal Kombat* on the Mega Drive, Master System and Game Gear than we're given another gory dose with the Mega-CD version. Developed by Probe Software Limited and published by Acclaim, the best beat-'em-up storms into town, and Jason was first there to capture the likes of Sonya Blade, Goro and Liu Kang in action.

John Tobias and Ed Boon are acclaimed programmers of the original arcade coin-op. The concept of filming real people, digitising their movements and dropping them into a video game – what a blast! – and when converted to play on the Mega Drive games players world-wide went crazy for a taste of the gory action.

Briefly, cast your mind back to the huge amount of coverage SEGAPRO gave the cartridge versions of *Mortal Kombat*. Previews, reviews and a comprehensive tips guide – did we do you proud or what? (so you know which mag to turn to for the most informative guide to *Mortal CD*).

You take control of fighters in the Shao Lin Tournament for martial artists – a gruesome competition if ever there was one. Scandal, treachery and an above average amount of treason have given Shang Tsung the master and his henchman – Goro – plenty to think about. In the words of a not too long lost competitor, let the tournament begin and may the best fighter kick the living daylights out of everyone else...





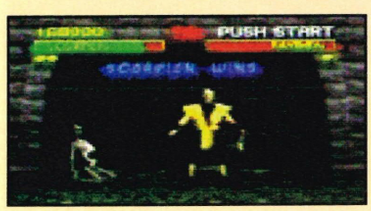


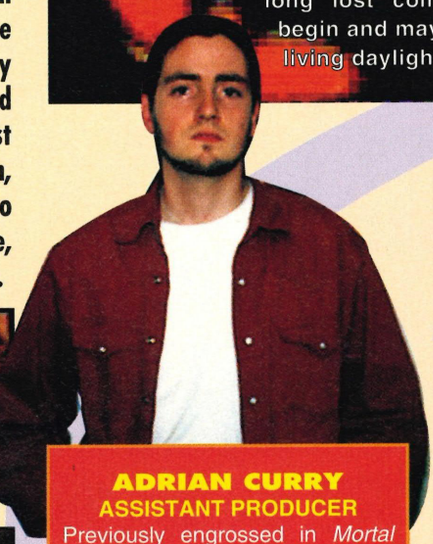






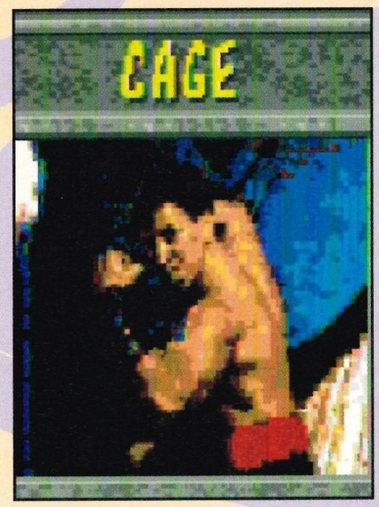


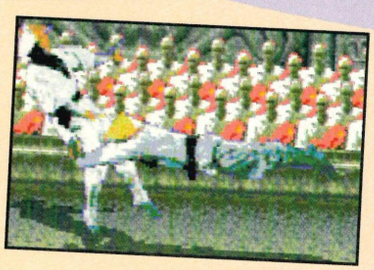


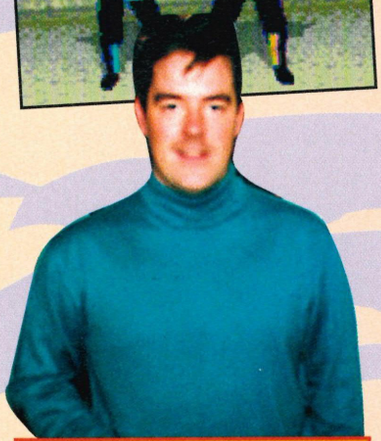


VIDEO FIGHTERS

He may not be the most popular character in the Mortal posse, but Johnny cage is still there, this time featured in a full-motion video sequence at the start of the game. As with the Mega Drive version you're given a quick low-down on the fighter's background history, but now you can watch them in action.







ADRIAN CURRY
ASSISTANT PRODUCER

Previously engrossed in *Mortal Kombat* on Amiga and PC, Adrian is working his team around the clock. Probe have spent just four months on the Mega-CD conversion of *Mortal Kombat* and a tight deadline is fast approaching. To find out exactly what's involved we probed him on what is likely to make this game the greatest beat-'em-up ever.

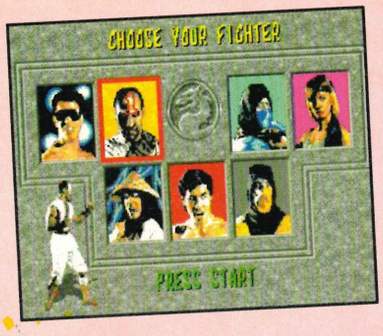
The main improvements are in the graphics, sound and gameplay (surprise!). The graphics have been enhanced by 100%, or in real terms there are twice as many frames of animation. Certain backgrounds have been tidied up with some additional animation and colour, noticeably in Goro's Lair. The sound is CD quality and almost identical to the arcade machine. As for the intro sequence (two minutes of quality advertisement) there's apparently a *Mortal Kombat* audio CD that's available on the Virgin label and this game features track five.

FERGUS McGOVERN
MANAGING DIRECTOR

After spotting the *Mortal Kombat II* machine at Probe's offices it became clear that this is one venture they are considering, but will it be developed just for the standard 16-bit and CD-ROM formats, or is the Saturn in line for the gory treatment? Fergus quickly confirmed that "work has already commenced on *MK II*, and it will be released for Mega Drive, Master System and Game Gear formats."

When questioned about a Saturn version he confirmed "Probe will be developing *Mortal Kombat II* for the Saturn." I begged for more information about Probe's current development secrets, but alas that was all Fergus would reveal.





ACCLAIM
£TBA
OUT: MAR

MORTAL KOMBAT

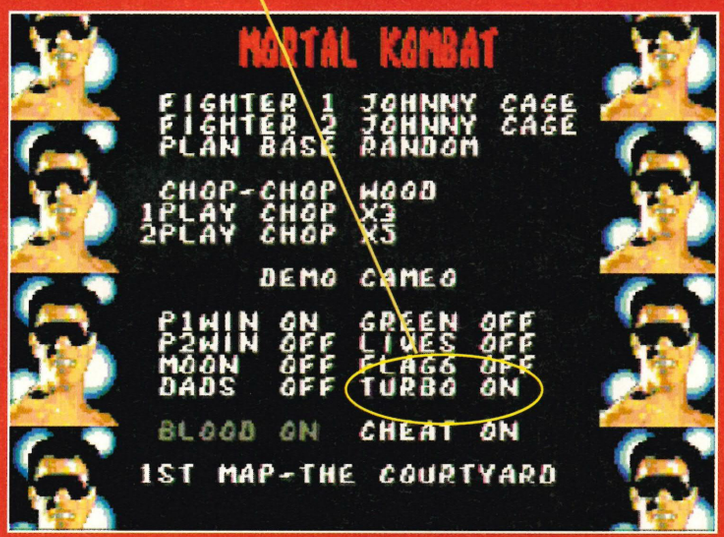
COMPLETION

1st IMPRESSIONS

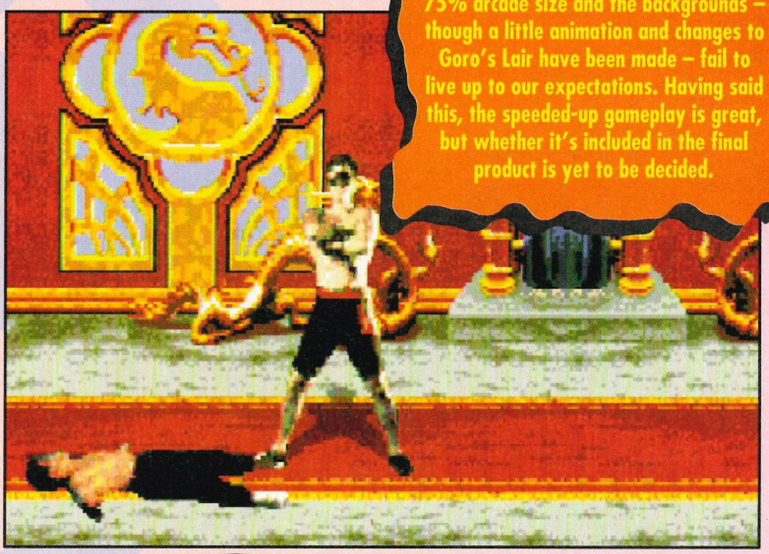
We've all been waiting patiently for a blast on this exciting prospect and being the first magazine to view the game was good, but we couldn't help feeling a little disappointed. The animation has been considerably improved and the sound is arcade perfect, but the graphics are almost the same with no major improvements. The fighters are still 75% arcade size and the backgrounds – though a little animation and changes to Goro's Lair have been made – fail to live up to our expectations. Having said this, the speeded-up gameplay is great, but whether it's included in the final product is yet to be decided.

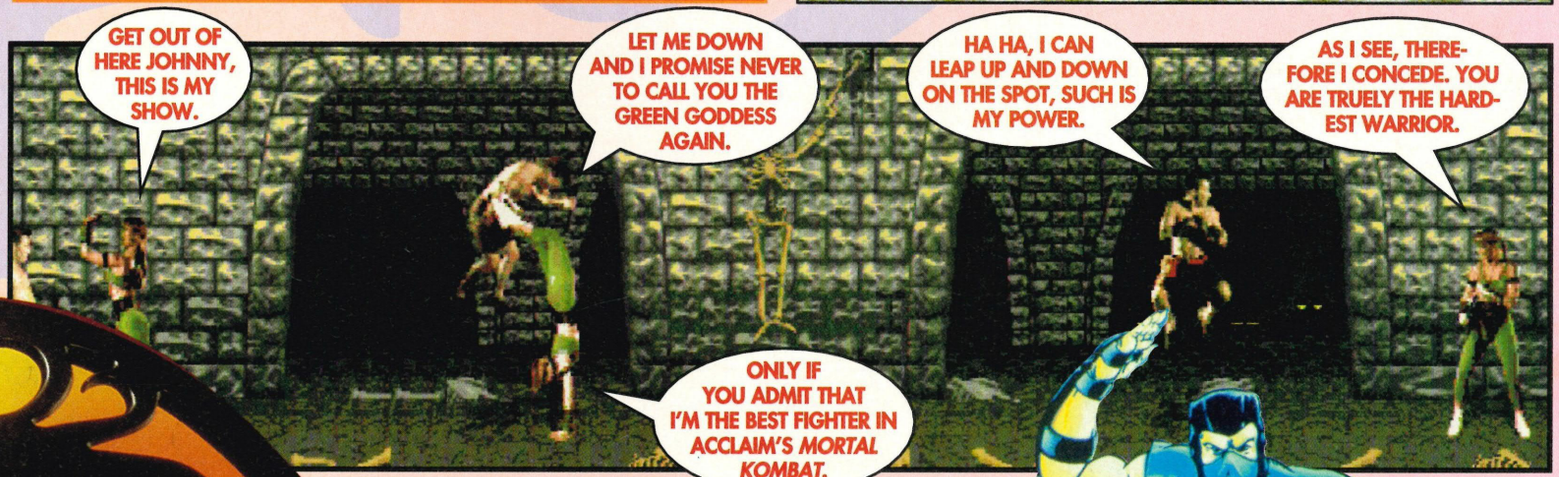
A SPEEDING SCREEN!

What made the Mega Drive version of *Mortal Kombat* so good? The blood and gore is a safe bet, but the hidden cheat screen was a close second. How would you react if I said there's a chance that the new Mega-CD version is to include a flag within the cheat mode that when toggled will speed the game up? Cool or what? Never again can you moan "it's a bit slow" because this is so fast that the screen can't keep up! For this reason it may not be included, but we can only keep our fingers crossed that it will.



STOP PRESS... AT THE TIME OF GOING TO PRINT IT WAS CONFIRMED THAT THE *HYPER SPEED* CHEAT IS TO BE LEFT IN... NOT ONLY THIS, BUT THE GAME WILL ALSO BE SIGNIFICANTLY FASTER IN NORMAL MODE...STOP PRESS





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HERE'S HOW IT WORKS!

INTRO TEXT: Provides a detailed background to the game and its characters.

PROSCORES: A break-down of the strong and weak points of each release.

PROVIEW: Second opinions on the game so that everyone gets a say.

RELEASE INFO: All you need to know to be able to track down and buy your copy.

SEGA PRO REVIEW MEGA DRIVE

Player's energy. Score. Level 2 special weapon. Jewels.

Guardian's energy. Johnny Morris the vampire hunter. Lives remaining. Stage number. Pick-up for points.

Here we are inside the lower section of the leaning tower of Pisa. Wait until you see the outside section.

Dropping down to a lower level will often help you find extra jewels to keep you going that bit longer.

A useful password save takes you back to your previous status, clever idea or not?

He may look a tough cookie but this guardian's a piece of muffin, however nasty he looks.

Do you remember the tale of a Count, so evil and twisted that he cut slithers of flesh from his victims, leaving them to bleed a bloody death? Maybe the name Dracula will nudge a few memory cells, or you would rather forget? Love him or hate him, Draccy is here to stay...but only if you let him escape. It's up to you to venture into the deepest, darkest ruins of Europe and hunt out this Menace to Society (even if he lacks an Uzi).

Countess Elizabeth Bartley has arrived in Transylvania, intent on resurrecting the spirit of Count Dracula. Only the vampire killers – John and Eric – can save the world from disaster by attempting to destroy the Count forever.

Castlevania THE NEW GENERATION

STAGE 1

RUINS OF THE CASTLE DRACULA ROMANIA

This is the landscape ahead you must traverse before meeting Count Dracula.

Outrageously enough *Castlevania* has been snubbed from the Mega Drive for a considerable amount of time. Quite why this is so is uncertain, although it has been suggested that the machine's graphical capabilities are to blame. But advanced programming techniques, a new-ish storyline and a choice of characters are the foundations for a new generation to trek through six levels of European vampire hunting.

So how good are the graphics? From first impressions, nothing is particularly stunning. It's not until you're fully immersed in the inner sanctums of areas like the Leaning Tower of Pisa – stopped in your tracks by endless mid and end-level guardians – that your opinion is jumbled like a deck of cards. Consistency on all the game's strong point, except for the huge number of pick-ups some levels are so empty you're left in the dark about what's happening.

Character sprites look realistic enough – trundling along as you do when in search of vampires, weaponry at the ready. Each weapon has its own characteristics and although small to look at, they surface. Some of the guardians are a totally different kettle of boiling bacon – they're awesome. Big, expertly animated and tough to beat – they could be the best Sega platform foes ever! Hang around for them to rotate and you're in for some superbly programmed visuals (without using anything like Mode 7), with almost perfect sounds to back them up.

From the moment you plug-in your cart to the end of that last life, you're 'taken away' to the distant shores on a vampire killing mission, mostly thanks to the stunning sound FX and music. Every sprite's death sounds ghastly enough to bring a satisfying grin to your face after massacring them – the sinister background music couldn't have been better. Although, unfortunately, there are one or two unwelcome sides to the game.

A somewhat monotonous chore in *Castlevania: The New Generation* involves accumulating stones to power the special weapons. Every time you use a weapon other than at level one, your supply of gems decreases, particularly with level two or three strikes (see 'Vamp Killers' box-out for more on special weapons). Fortunately the atmosphere keeps you coming back for more, but there's little chance you'll play through this game more than a couple of times.

One criticism that must be pointed out is that *Castlevania: The New Generation* is far too easy. It's not until the last two levels that you meet a barrage of hostile enemies and un-welcoming crevasses. Just two skill levels, easy and normal, is by no means enough and a more difficult setting should have been included. Considering the amount of time Konami have spent on this game that's more than a little disappointing.

I must confess to being a particular fan of the *Castlevania* series and although the hardware limitations are as noticeable as a kangaroo in a high street bank, the gameplay will make you forgive and forget. One of the better platformers in store this month with a really harrowing atmosphere, often breath-taking graphics and addictive gameplay. But why couldn't it have been made more difficult? Maybe *Castlevania II* will be the ultimate vampire killer.

Jason Johnson SP

PROTIP
TREAD CAREFULLY AT ALL TIMES AND BEWARE OF NASTIES REARING THEIR UGLY HEAD FROM EVERY CORNER. TRY SMASHING WALLS TO REVEAL UNEXPECTED GOODIES – USUALLY ENERGY POWER-UPS.

Eric, where are you Eric? Try and avoid being caught up in the fire or you may burn your hair off.

VAMP KILLERS

ERIC

Favouring a spear there are different paths this intrepid fighter can take. When he's at weapon level three his magical Thunderbolt Spear fills the screen, almost clearing anything in its path. It reach this impressive status power your spear to the maximum and attack with C and up.

JOHN

The original adventurer swings across gaps with the help of a trusty whip that even stretches mid-flight. A Fiery Water Dragon can be used in desperate times, but only when his weapon is at full strength.

Slash the candles to reveal your treasures.

Collect these gems to power up your special weapon.

A boomerang that's just a tad useful.

Everyone wants money and here's a pot for Eric.

A touch of animal magic is needed here if Johnny is going to climb back up.

A particularly nasty looking guardian is waiting for you. Ugl-eee!

KONAMI
£44.95
OUT: MAR

Castlevania The New Generation

CART SIZE: 8Mbit
PLAYERS: 1
STAGES: 6
SKILL LEVELS: 2
FEATURES: password
CONTACT: Konami (0895) 853000

PROview

NICK 8/10
I liked the look of this even though I'm not a platform fan.

PETE 7/10
Nice graphics in parts but overall gameplay is too repetitive.

MARK 7/10
Yet another platformer with impressive backgrounds but unoriginal gameplay.

PROscore

GRAPHICS 86%
▲ You'd detonate a stick of dynamite in your head with these graphics.
▼ An annoying attribute is that some levels are way too similar at times.

SOUND 88%
▲ Effectively creates a Transylvanian atmosphere with eerie sound and music.
▼ There's little to fault with the sound except maybe a lack of variety.

GAMEPLAY 82%
▲ Easing yourself into this platformer is far simpler than you might expect.
▼ The annoying part of the game is the way your character falls back after a hit.

CHALLENGE 74%
▲ Adding a serious amount of trickery are loads of guardians on each level.
▼ Both levels are far too easy to complete for any platform demons out there.

84%

A stylish platform adventure. Enthralling, with terrific graphics, sound and gameplay. If only it was a bit more difficult.

LEVELS: will be mapped out or special moves explained where possible.

THE REVIEW: The clearest and best reviews. We aren't on an ego trip!

PROTIP BOX: A hint for those tricky playing situations.

PROSCORE: Provides you with a clear buying recommendation.

REVIEW SEGA PRO MEGA DRIVE

SONIC 3





Sonic has access to a variety of shields in this latest version, including the very lovely red fire shield.

When Sega created Sonic the Hedgehog a couple of years ago, they couldn't have known what a monster they'd come up with. *Sonic* and *Sonic 2* both went on to become best-sellers which spurred the release of *Sonic CD*, *Sonic Chaos* and *Sonic Spinball*. Well, now the little blue 'hog is back again in *Sonic 3*, a game Sega admits is not supposed to be the mass-market success *Sonic 2* was. Whether they really mean this is debatable but there's no denying that they've stuck very closely to the *Sonic* formula – Dr Robotnik has somehow escaped at the end of *Sonic 2* onto a floating island kept aloft by Chaos Emeralds. So you can pretty well guess what's going to happen now...

Sonic 3 was developed in America by the Sega Technical Institute and it is clear from the start that a lot of effort has been put into making the game as accessible as possible. Much has been improved from the original versions, with a total of levels three times the usual size, a new character – Knuckles – new gadgets and shields as well as marvellous multi-level parallax scrolling.

Sonic starts off in Angel Island and from there it's onto the usual combination of fast action, grabbing rings and puzzle solving. Each act contains two Robotnik bosses, from floating spaceships to flying saucers and there are, of course, the usual nasties to take care of. In fact, the gameplay is remarkably similar to previous Sonic titles – the differences occur in the types of puzzle to solve, the routes through each level you decide to take and Sonic's new power-ups.

The Angel Island Zone is pretty straightforward but things get a bit trickier in the next one; The Hydrocity Zone. Here, it's a matter of travelling over and under water being careful to pause at bubble points to stock up on your oxygen supply.



USe your shield carefully here and dodge the bombs as this floating spaceship swoops up and down in a worrying attempt to erase Sonic out of gameplaying existence. That darned Dr Robotnik, eh?

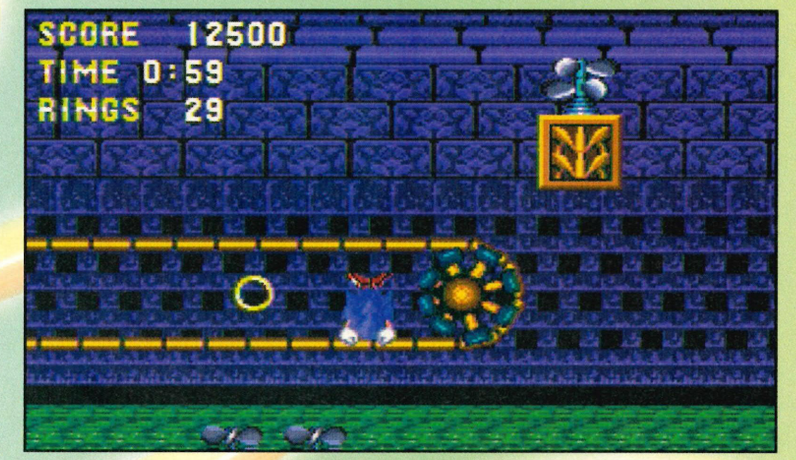


The Bonus levels place you in this Sonic CD-like rotating sphere where you have to collect the blue balls and avoid the red ones. The white ones act as bumpers, very similar to those on a pinball machine.

SONIC IS BETTER-KNOWN THAN MICKEY MOUSE



Oh dear, it looks like the descending ceiling has crushed our favourite Sega characters. Ha ha hahahahah...



Use the fans to manoeuvre Sonic up onto the conveyor belts and collect the rings. This will take a lot of practice to do correctly. Then it's a matter of jumping off the belt at the correct point. Great.

The giant rings give you access to the Special Bonus levels where Chaos Emeralds can be collected.



There are plenty of devices, such as these bouncy things, to catapult Sonic onto higher platforms.



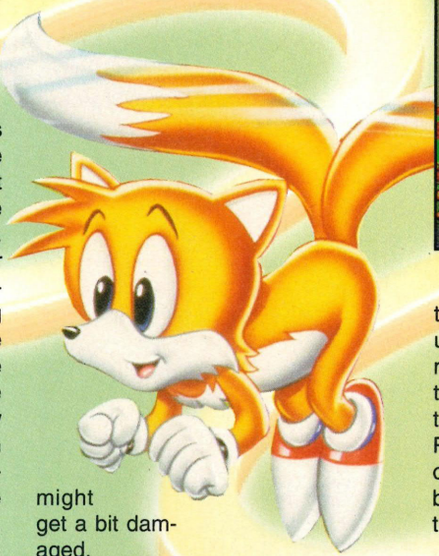
Be careful though as Tails can sometimes nick your air supply – which is unhelpful to say the least. Other delightful features include underwater fans which can blow you into spikes if you're not careful, or onto conveyor belts if you are. From there, continue as normal.

There are certain parts of this level where strong nerves are required. One of them is the lack of oxygen recharging points between two largish section of the level. All you can do is keep your speed up and go for it while the music counts down the few seconds of your life that are left. Time it right and you'll have just a couple of seconds to spare to take a breath – otherwise it's Davy Jones's locker for you.

PROtip
USE TAILS AS OFTEN AS YOU CAN TO ATTACK BOSSES WHILE SONIC KEEPS OUT OF THE WAY AND TO LIFT SONIC OUT OF TROUBLE. THIS WILL HELP SONIC TO CARRY ON GOING THAT BIT FURTHER.

At the end of this level there's another section where strong nerves are required. The ground starts to shake and while your eyes are crossing, the leftmost wall starts to close in – like in the Star Wars garbage compactor scene. There are little valleys you need to get out of, and walls to break down with spin attacks, all while the wall lurches relentlessly towards you like a Jehovah's Witness approaching a front door.

The spin attack comes into its own in the next level, the Marble Garden (called that because of the fine marble pillars to crash through). There are tricky rubber spikes and Easter Island-style stone heads spitting arrows at you (these are fairly easily to avoid). The way to deal with these beasts illustrates the new role Tails has taken in *Sonic 3*. Instead of essentially being along for the ride as he was in *Sonic 2*, Tails is more involved in the action when a second player takes control, which in this case means attacking a certain point on the stone heads (the red eyes) until it is destroyed and the arrows stop. Tails is also handy for beating bosses and using his helicopter flight abilities to grab Sonic and hoist him out of trouble. Basically, use Tails when Sonic might get a bit damaged.



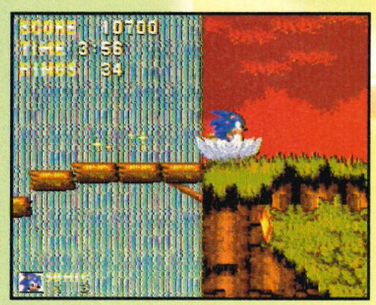
Other methods of transportation, include spinning tops which, when you run on them, take-off into the air and zip about for quite a distance in the direction Sonic is sprinting. Often, certain parts of the game can only be reached via these strange devices.

If Sonic does end up in a bit of trouble and die, there's a new back-up facility to save games. It is the method Sega have chosen to do this which has bumped the price up to a rather expensive £60. Called F-RAM, it's a method of storing data on chips without needing the usual battery back-up. Unfortunately, the technology isn't cheap.

To get to the later levels though, you're going to need to save your position often. Next up is the Carnival Night Zone, an area filled with bizarre graphics and spooky fairground music, as well as huge rotating cylinders to jump to and from. Then it's onto the graphically marvellous IceCap Zone where



Sonic has a wide range of angles to deal with, like running around this post vertically. Dizzy yet?



Sonic splashes about and gets wet rather a lot in this sequel. Watch out for the sinking ground too.



You can't see it but there's a nasty row of spikes off to the right and a large fan off to the left.



Tails can carry Sonic out of harm's way but he does tend to run out of breath, so be careful.

YELLOW BELLY



The game takes up the end of *Sonic 2*. Sonic is turned yellow and is zipping about happily until he accidently crash lands on Angel Island. The trouble is, he runs into Knuckles, an enchidna. Dr. Robotnik has told Knuckles that Sonic is really the bad guy, after all the Chaos Emeralds, so Knuckles, unaware of the truth and in reality a good guy, is out to taunt and get in Sonic's way as much as possible.



The two-player Head-to-Head and Grand Prix modes place you in direct battle over five new courses (distinct from those found in the game). Race your opponent to the finishing line avoiding time penalties.



Hold your D-Pad button down and go for it on these slides! Some sections in the game don't require any intelligence – just blind speed and a few crossed fingers! Just what we like to see.



Sonic races Knuckles and he doesn't seem to be doing too well judging by the score on the right!

Sonic gets to go on icy slides and dodge ice stalactites dropping from the cave roof. Finally, the Launch Base Zone takes you towards your final confrontation with the evil Dr. Robotnik. He's busy repairing his ship so speed is of the essence if you're to make it for the big showdown.

Although much of this may seem pretty familiar, there are neat touches which give the game an added zing. Working the TVs over can often be a good idea, landing you with red shoes for added speed, invincibility power-ups, the bubble shield, fire shields and a neat static shield (which will attract stray rings towards you). There are bonus stages too – collect 50 rings and get to a bonus point to enter a special bonus level. Here, it's just a matter of jumping about, knocking supports away so that a huge gumball machine moves down the screen releasing loads of wonderful power-ups. These can include extra lives, extra rings and so on.



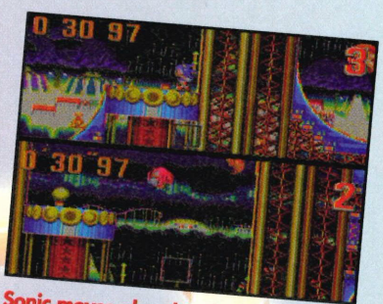
There is another bonus level which takes place in a 3D rotating sphere environment where the aim is to collect blue balls while avoiding the red ones. When successfully completed, there's a Chaos emerald in it for you. The trouble is that each time you do it, it gets harder with shorter time limits and bumpers which if run into send you back the way you came. Nasty. Even later levels have you jumping obstacles!

And if all that isn't enough, there are the two player head-to-head modes too. These range in zones different from those in the main game and are called things like Azure Lake, Balloon Park, Chrome Gadget, Desert Palace and Endless Mine. Watch out for time penalties. There's a similar Grand Prix mode too which takes place over five consecutive levels instead of the single Head-to-head one.

Now, onto the mark. There's no denying that this is a remarkably slick product which is state-of-the-art as far as platform games go. It's been beautifully designed with a clever combination of puzzles and



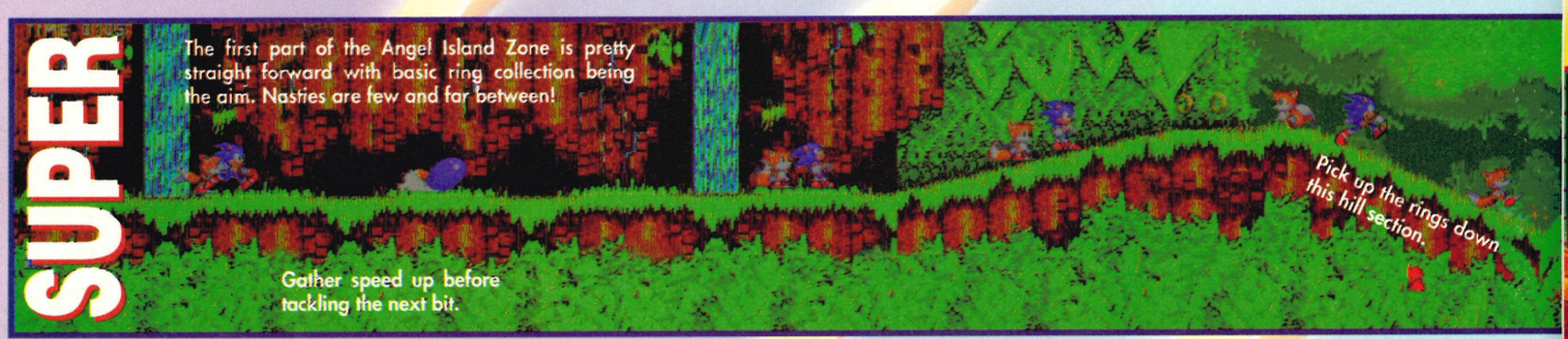
Sonic picks up a very handy bubble shield in this secret room. This will provide him with infinite oxygen in the underwater levels and some protection from falling rocks and nasties. It's no good against spiky badniks though!

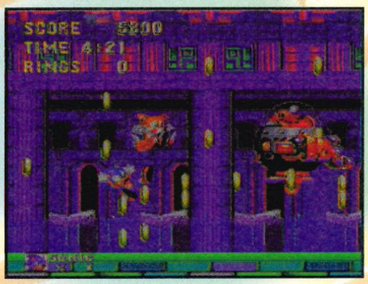


Sonic moves ahead in the Head-to-Head section for once. (This was actually a Sega guy playing as well!)



The TVs contain all the usual goodies as well as bonuses like fire, static and bubble shields.





Oh heck, it's boss time. Luckily they can be defeated pretty easily.



The best strategy here is to stand underneath this and attack it from below. Sneaky and effective!

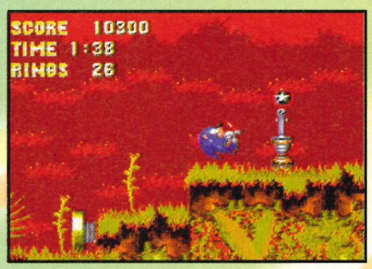


Use the pulleys and handholds to wind yourself up the steep inclines. Then jump for it!





This Head-to-Head takes place in the Endless Mine. And it is endless!

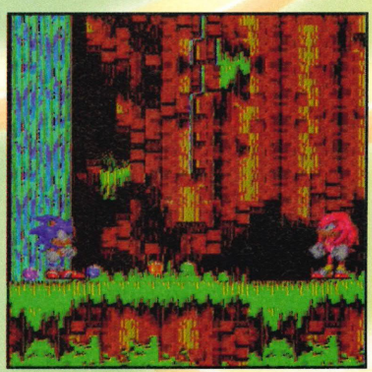


The restart lamposts are invaluable as ever. Sonic gets ready to have a point of return!

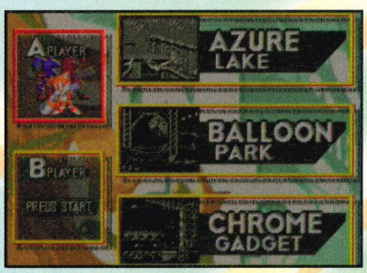
adrenaline-inducing gameplay and on their own this would be enough to credit the game with a 95% score. But we just can't overlook a couple of details any longer. Firstly, the game is just far too easy to complete. We reckon that without too much sweat it is possible for an average player to finish this within a couple of days. A *Sonic* fanatic should just waltz through. And as far as comeback-foranothergoability is concerned, I just don't believe that people are as interested in playing platform games they've completed the next few times around.

Secondly, the price at £60 is ridiculous. F-RAM or no F-RAM, few games are worth that much money and when you couple this with the length of time it'll take to complete it, it's a joke. Put simply, *Sonic 3* just isn't worth the money, and for that reason alone it's not getting the 95% it would deserve if it was the normal £45 or £50, but 87% instead. At the price, *Sonic 3* is just average entertainment and isn't as good as the similarly priced *Street Fighter II: SCE*.

Nick 'Knuckles' Merritt SP



Knuckles squares up to Sonic at the start of the Angel Island Zone. There could be trouble in store!



On the Head-to-Head levels, select the Zone you wish to play in. They're different to the usual ones!



Before you get to certain parts of the game, like these tubes, a helping hand will appear to hold Sonic still while you wind him up for a bit of super-speed. Then he'll be released – watch him fly into the action.



SEGA
£60.00
OUT: NOW



CART SIZE:	16Mbit
PLAYERS:	2
STAGES:	6
SKILL LEVELS:	n/a
FEATURES:	save
CONTACT:	Sega (071) 3733000

Proview

MARK 9/10
I'm a *Sonic* fan and this is undoubtedly the best of the lot. Marvellous!

PETE 8/10
A good platformer, but just a re-mix of previous releases. Slick but no surprises.

JASE 9/10
Apart from the extortionate pricing, this is the best *Sonic* game ever!

Proscore

GRAPHICS 92%
▲ These really show what the MD can do – with no loss of scroll speed.
▲ Sonic is better animated now with a slight facelift over previous versions.

SOUND 91%
▲ Great variety of background music. Also neat spot effects and samples.
▲ You'll wonder how they managed to fit all the effects into a 16 Meg cart!

GAMEPLAY 86%
▲ Plenty of puzzles and different approaches will keep you hooked.
▲ Tails's increased role is a bonus although he can be a bit of a pain.

CHALLENGE 84%
▲ Some parts require a good bit of thought. Trickier than previous *Sonics*.
▼ The big letdown is the difficulty level. You'll still have this whipped in no time.

87%

A real state-of-the-art platformer. But the price is way beyond what just two days of this sort of entertainment is worth.

REVIEW SEGA PRO MEGA DRIVE

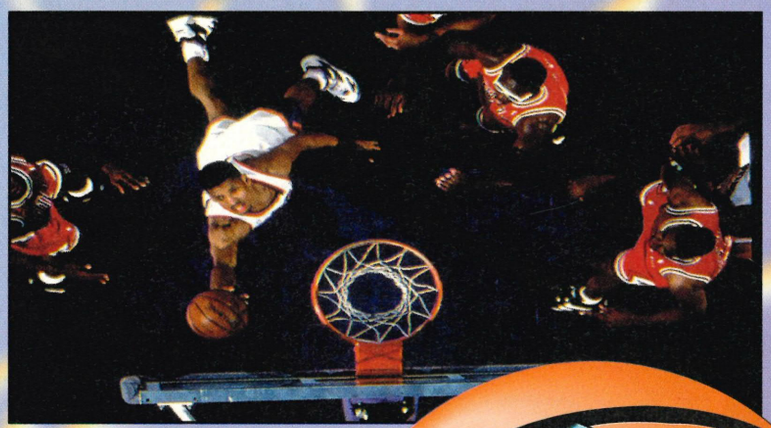
PLAYING WITH FIRE

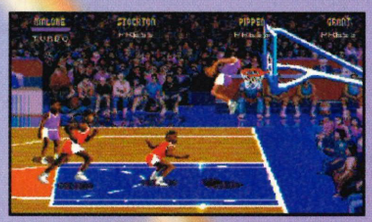
I could show you all of the special slam-dunks in all their glory but that would spoil the fun, so here's a low-down on the stars in *NBA Jam*. You may be a little disappointed to see one or two players missing (Shaquille O'Neal, etc.) but you'll find out these guys are all world class NBA competitors. Probably the Nicks are the easiest team to learn with. Watch for the different strengths and weaknesses (especially on three pointers).



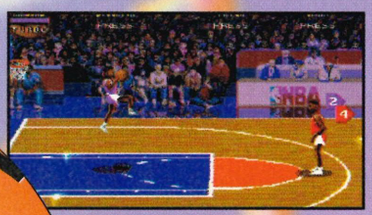
Are we coming on strong or what with the latest sessions of *NBA Jam* basketball causing a world-wide sensation? That's the word on the street as the players perform outrageous slam-dunks, leaping astounding distances to burn the ball through the net. The razzmatazz of NBA slam session basketball arrived in the UK about a year ago. Michael Jordan, ex-star player for the Chicago Bulls, drove the television cameras into a wild frenzy just for a glimpse of the main man in action. Big time basketball is the thing of the moment and Acclaim proudly present a conversion of the incredibly successful NBA Jam arcade machine.

Sit back and enjoy what promises to be the latest, hippest videogame craze.



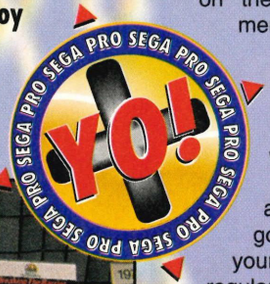


Just another screen shot of how this game should really be played.



Just before the buzzer try a long shot, more often than not the computer players score three points.





Having captivated the American video games market *NBA Jam* is one of the hottest arcade conversions ever seen. Addictive, challenging and visually awesome are words that instantly come to mind after a lengthy bash on the coin-op (not to mention expensive). Could we be in for another big smash from the creators of *Mortal Kombat*? In a word – yes!

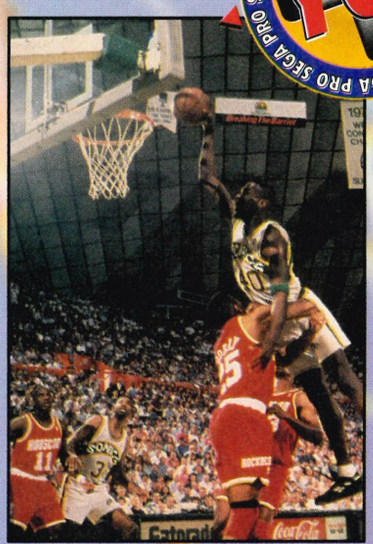
When did you last play a game that was seriously good fun? Something to get your adrenaline pumping, regularly jumping up and down screaming obscenities; you may look real funny from an bystander's point of view, but you're having a good time and that's the top priority of the developers (or at least it ought to be). This is what makes *NBA Jam* such a great piece of software. It's instantly appealing, fun, playable and oozes action.

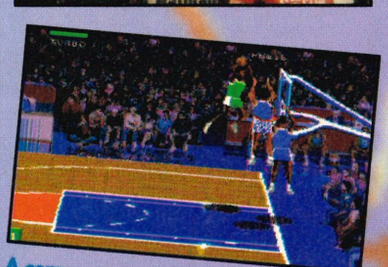
NBA Jam's presentation grabs you immediately as big intro screens relay that all-important message – you're about to have some fun. A half-time FMV display and recognisable NBA players coupled with clear instructions and stats gives a shining example of how a game should look.

A few minor details should have been cleaned up before release; the main one being a more accessible tournament. Glossy presentation has been used everywhere except for the part of the game that keeps your interest level at a peak, for solo players at least. It's a shame too that the password system is so poorly designed – if these details had been better thought-out *NBA Jam* would definitely have been awarded (and deserved) a phenomenally sky-high score.

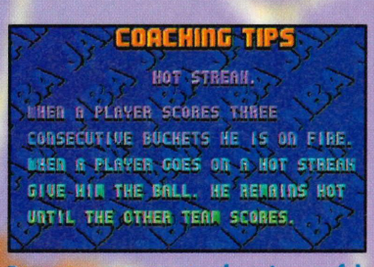
Speech samples and sound FX are of an exceptionally high quality for the Mega Drive as a chirpy American commentary brings the game to life. One qualm is the lack of 'squeaky trainers' but everything else is perfectly recreated. Forceful music blasts from the speakers the moment you power-up, with equally brash graphics to match.

The usual problem with basketball





A common occurrence in *NBA Jam* is hugging the basket waiting to pick up a rebound.



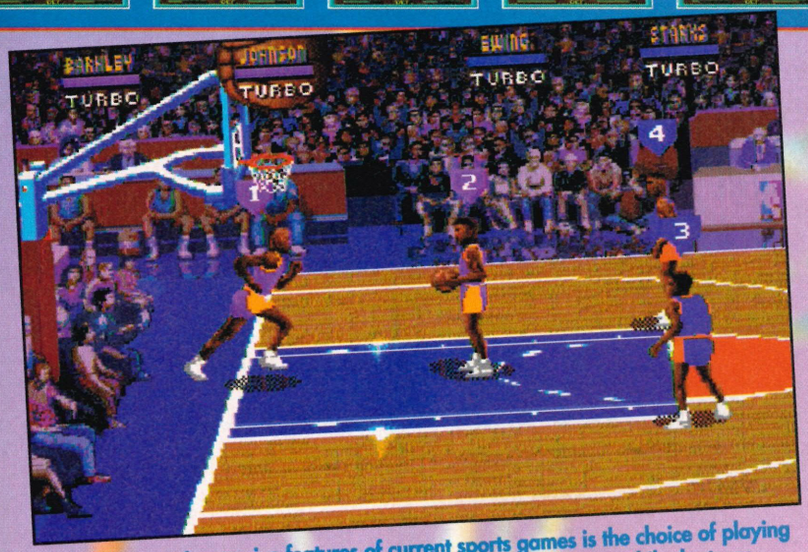
Between every quarter there is a useful coaching tip flashed on screen. They'll explain some good tips and tactics.



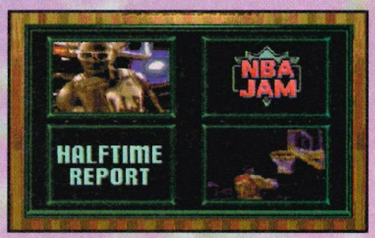
Catch an eyeful of this slam-dunk. How do you catch the flame? Jam home three baskets in a row without the opposing team scoring and the ball glows fiercely. Score a basket and it catches fire, burning the net on its way through.

SHAQUILLE O'NEAL IS HELPING TO DEVELOP HIS OWN BASKETBALL GAME.

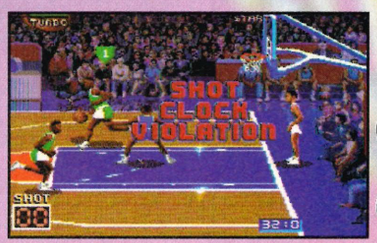




One of the most impressive features of current sports games is the choice of playing alongside three friends. The head to head option is often furious while the team game may not be so instantly appealing, but it's very playable.



A tiny bit of FMV at half-time breaks the action while the lads vanish for a cup of tea.



You've gotta slam it into that ring. Ya catch my drift you rookie players.

sims is the clutter caused as the players' artificial intelligence breaks down. Just four players on-court at any time helps avoid this eye-straining fault; the animation is truly awesome. Animation in the background is non-existent; an area so often lacking in basketball games, but, to be fair, this would have slowed down the game's blistering pace. The two game types let you choose a Head to Head or Team Game and both are sufficiently speedy.

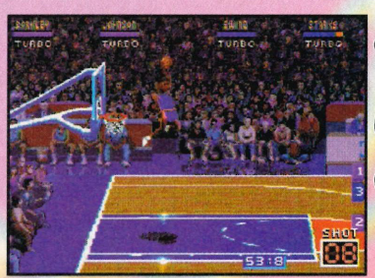
PROTIP

PRESS TURBO BEFORE A SHOT; YOU'LL CATAPULT THROUGH THE AIR, SLAM THE BALL THROUGH THE NET AND SWING ON THE RING – UNLESS YOU'RE "PETE THE POSTMAN" AND GIVE IT AWAY!

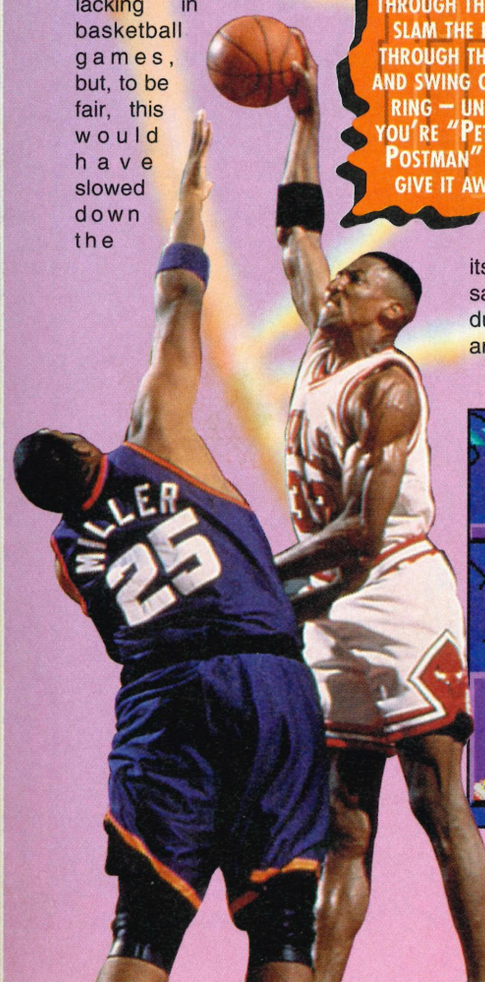
Special moves are rarely given such priority in basketball games and with a strong glamour influence anything goes. Tarzan and Tomahawk dunks and an overwhelming 360° full-facial slam bring previously repetitive gameplay to boiling point. Three consecutive baskets and a player is "on fire", improving his play considerably. Slam a dunk and the ball burns its way through the ring leaving a satisfying smoke trail – special dunks while "on fire" are truly wild and just have to be seen first hand.

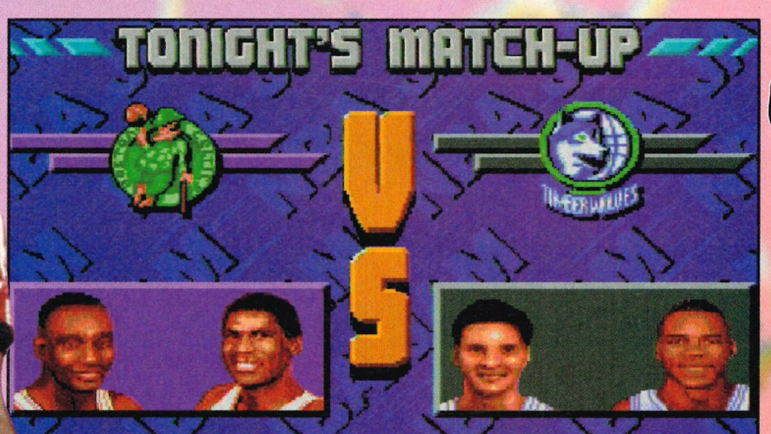
All said and done this is a brilliant game for basketball fans and non-sports addicts alike. Rarely are we treated to anything quite up to this standard. It's so instantly playable and exciting I could rant and rave for another two pages, so there you go – the essential purchase.

Jason "shakalaka" Johnson SP



Run clear away from the field and you're on your own to do a stunning slam-dunk.





Yet another bright intro screen depicting who tonight's star players are. On one player you'll have your pick of which team member you want to control yourself and which'll be the CPU.

ACCLAIM
£49.99
OUT: NOW

NBA JAM™

CART SIZE: 16Mbit
PLAYERS: 4
STAGES: n/a
SKILL LEVELS: 5
FEATURES: password
CONTACT: Acclaim (071) 3445000

PROview

NICK 9/10
A great sim that's only let down by too little one-player variety.

PETE 9/10
Incredibly playable and addictive, especially against a mate.

COLIN 8/10
The smooth action will turn anyone into an avid spectator.

PROscore

GRAPHICS 92%
▲ Stunning animated sequences for each sprite and a barrage detail.
▼ Animation of the crowd when a basket is scored isn't wonderful.

SOUND 90%
▲ Crystal clear sound FX and speech helps create an electric atmosphere.
▼ The digitised speech isn't quite up to the standard of the *NBA Jam* coin-op.

GAMEPLAY 93%
▲ Outrageously simple to pick up with an unbeatable control system.
▼ If anything there could have been more special moves, but that's it.

CHALLENGE 87%
▲ Almost every match is decided in the dying seconds on two-player.
▼ Playing against the computer is easy on whatever level.

91%

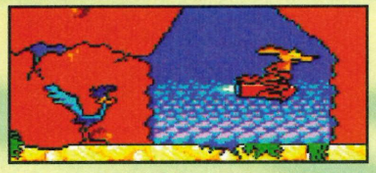
Fun, fun, fun all the way down the line in this almost perfect arcade conversion. Visually appealing and just incredibly playable.

REVIEW

SEGA PRO GAME GEAR

DESERT SPEEDTRAP Road Runner Starring and Wile E. Coyote

A trail of dust races up and down the desert highway leaving the cry of "Meep! meep!" hanging in the air. Is it a bird? definitely. Faster than a speeding rocket? Of course. 'Speedius Tastius' also known as Road Runner is out for a spin but all Wile E Coyote can see is some very, very fast food escaping on two legs. Meanwhile, Road Runner is as usual busy with getting from A to B breaking a sound-barrier or two inbetween and stopping only for the odd bowl of birdseed. But with snapping plants, stinging scorpions and circling vultures the desert isn't exactly the friendliest of places, especially with that darn coyote after you – you'd better think fast!



At the end of the first two levels Wile E zooms across the screen on a rocket trying to knock you over – so you'd better duck!

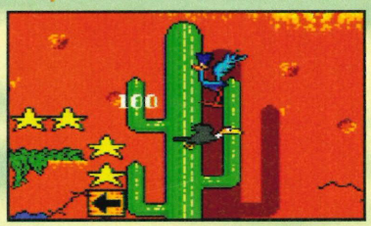


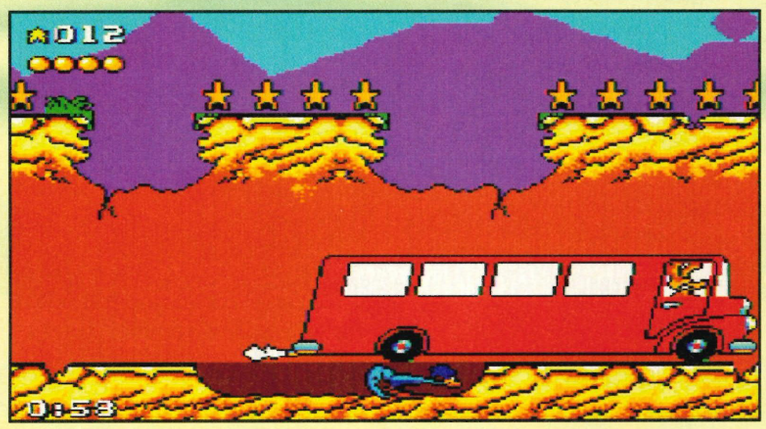
No wonder RR leaps in the air he's just found a scorpion guarding that line of stars on the mine level.

By standing under this contraption RR gets teleported to a bonus room full of stars. These'll give you extra time.

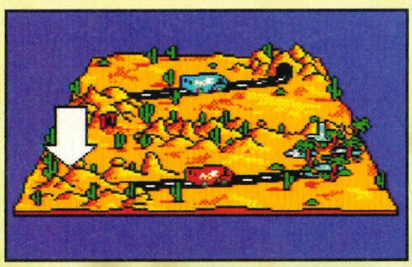


You kill guardians by leaping on top of them like this. Vultures are only worth 100 points – bah!





Road Runner either has to crouch in a ditch to avoid Wile E's bus or bounce over the top. Fortunately, neither is particularly hard to pull off.



What may surprise you about this game is that the main sprites are well animated and manoeuvre smoothly around the landscape. The backgrounds scroll without a flicker (even allowing you to peek a little higher and lower when RR is stationary). The sound is good with a 'Boom!' when you chew on some booby-trapped bird-seed and a choice of 18 different tunes to entertain your ear-drums. So no problem then. Just have to decide whether it should get 98 or 99%...if only life were like that.

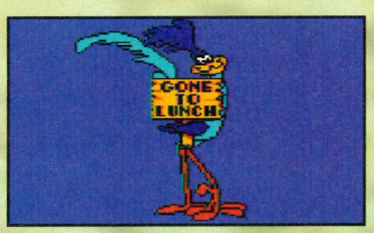
Life is actually where you pick up a game, enjoy playing it for several hours but come to the conclusion that it's fine, even good fun, but is like all the other okay platformers you've played before. I'm being unfair because *Desert Speedtrap* is a bit above average with some detailed graphics, bonus rooms and a few power-ups. The completion sequences are nice too – adding a cartoony feel as Wile E slams into a wall or totters about clutching a bent steering-wheel. But none of these touches really make the gameplay anything but your standard leap and pick-up. Every aspect of this game has been solidly constructed on the platformers of the past but nothing new or exciting has been added.

PROTIP

ON THE BUS LEVEL – WHERE WILE E WILL TRY TO RUN YOU OVER – JUMP ON TOP THE SPEEDING BUS AND YOU'LL REACH HIGHER PLATFORMS AND THE EXIT EASILY.

Okay, so I'm not expecting new game styles to miraculously appear overnight or the GG to suddenly grow more memory and a bigger screen. What I would like to see though is more thought going into how the basic gameplay will keep your interest for a reasonable amount of time. Whether you'll be disappointed by *Desert Speedtrap* depends on what you expect. A well made game with tired gameplay or something a little more original but not quite so slick.

Pete "Meep Meep!" Wilton



ROADRUNNERS ARE A SPECIES OF AMERICAN CUCKOO.

SEGA
£27.95
OUT: NOW

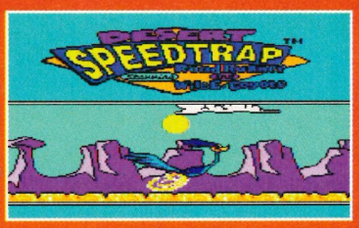


CHART SIZE: 2Mbit
PLAYERS: 1
STAGES: 10
SKILL LEVELS: 3
FEATURES: Continues
CONTACT: Dream Machines (0429) 869459

PROview

NICK 7/10
Graphically good but rather lacking in the gameplay.

MARK 7/10
Starts off fine but later levels just become much too repetitive.

COLIN 7/10
Sadly, RR leaps around a lot in an uncontrollable manner.

PROscore

GRAPHICS 84%
▲ Road Runner is very well animated whether speeding, jumping or ducking.
▼ The backgrounds are not very exciting and Wile E moves as a block.

SOUND 85%
▲ There's a nice variety of happy tunes and the sound FX fit the action fine.
▼ I suppose they're not exactly up to the original cartoon quality (what is?).

GAMEPLAY 70%
▲ Standard jumping. Eat seed to regain energy and collect stars for extra time.
▼ The above throughout with very few variations. Is this really enough?

CHALLENGE 72%
▲ Lots of levels. Some tricky jumps to make and enemies to jump on.
▼ Once you get the hang of bouncing around it's all pretty straightforward.

76%

A game that has few surprises up its sleeve – what you see is what you get. Good-looking, playable but ultimately very predictable.

MEGADRIVE

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REVIEW SEGA PRO MASTER SYSTEM

ZOOL

NINJA OF THE "Nth" DIMENSION

Ever met an interstellar Cosmos Dweller? No? Well, if you ever visit the Nth Dimension you may well do just that. You see Zool is from this dimension that's not a specific place because it's everywhere! He's the sworn protector of creative thought and the defender of positive action. Zool must travel to the very edges of the known universe through five worlds to reach the Nth Dimension. Krool and Mental Block – Zool's enemies – have gathered the evil forces of non-imagination to turn ordinary objects into deadly assassins. It's up to Zool to defeat Krool's legionaries and reach the Nth dimension where he can restore peace and creativity once again.

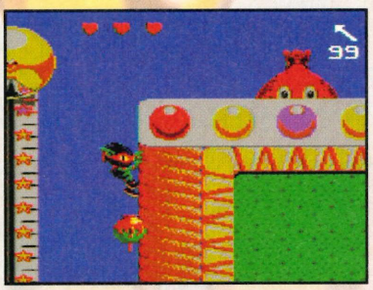
From the Nth dimension? Excuse me but what kind of a name is this for a dimension? Zool with his bug-like body, his green arms and legs and those creepy yellow eyes may not be a pretty sight but he's the reincarnation of the Zool sprite from the MD. He appears on screen with a devilish look, and he moves with aggression as if he really means business.

Zool can climb up walls, pull off a spin attack and even hang over the edge of a platform and start to wobble. This guy is alive – he moves so freely across the five worlds, and controlling him is a dream. It's like playing *James Pond* with incredibly smooth jumping and attacking.

Initially *Zool* is a fun-filled platfomer with many sprites, some neat colourful scenarios and a strong theme to each world. Objectives, however, are hardly original. The first stage (The Sweet World) is split into three parts. Zool collects sweets – needing 99 to find the exit. He then goes on to do much the same thing on the music level – collecting 99 cassettes and records to reach the next stage.

Your usual assortment of invincibility, extra lives, super-jumps and smart-bombs help Zool in his quest – but there's nothing particularly original about all of this. Like many platfomers lasting interest falls down because of the repetitive gaming style. Fun at first – but nothing out of the ordinary.

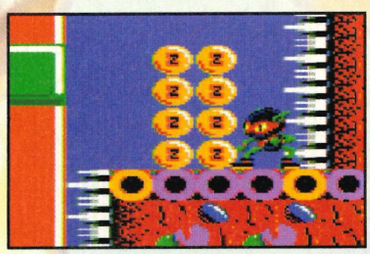
Mark "Bug-eyed" Hill SP



On many occasions Zool needs to climb to reach further parts of the game or find exits out of jumping distance.



Guardians aren't hard to defeat – although this is classed as a separate level it's over in ten seconds!



Finding a cluster of objects is common in Zool. You only need to get 99 on each level to reach the exit.





Here on the fruit world he tries out his deadly spin in preparation for the nasty carrots that pop out the ground and launch a surprise attack.

PROtip

ZOOL HAS A SIMPLE OBJECTIVE – GET 99 OBJECTS AND FIND THE EXIT. TO GO THROUGH THE GAME QUICKLY MAKE SURE YOU ALWAYS SPIN ZOOL AS HE JUMPS SO THAT YOU AVOID HITTING ENEMIES.

SUGAR BEET WAS FIRST GROWN IN EUROPE DURING THE NAPOLEONIC WARS.

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CART SIZE:	4Mbit
PLAYERS:	1
STAGES:	5
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PROview

NICK 7/10
Colourful, but without any particularly exciting gameplay behind the graphics.

PETE 6/10
Yet another average platform release. Now can I play something else?

JASE 7/10
A very plain platformer. The MD version was definitely overrated.

PROscore

GRAPHICS 89%
▲ A superbly designed Zool sprite that moves with real personality.
▼ Poor backgrounds – every level uses an unimaginative blue backdrop.

SOUND 83%
▲ A good variety of different music tracks for each of the worlds.
▼ When Zool loses energy there's no sound effect to indicate he's been hit!

GAMEPLAY 78%
▲ The game is instantly appealing as Zool moves so smoothly.
▼ Not enough variation between five worlds – gameplay remains the same.

CHALLENGE 76%
▲ Zool moves quickly so you'll find it challenging to keep control to start with.
▼ Easy guardians and only five worlds makes the challenge a short one.

78%

A colourful and very smooth platfomer let down by some old gameplay and a weak challenge. Fun at first, don't expect long playability.

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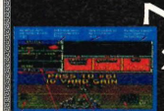
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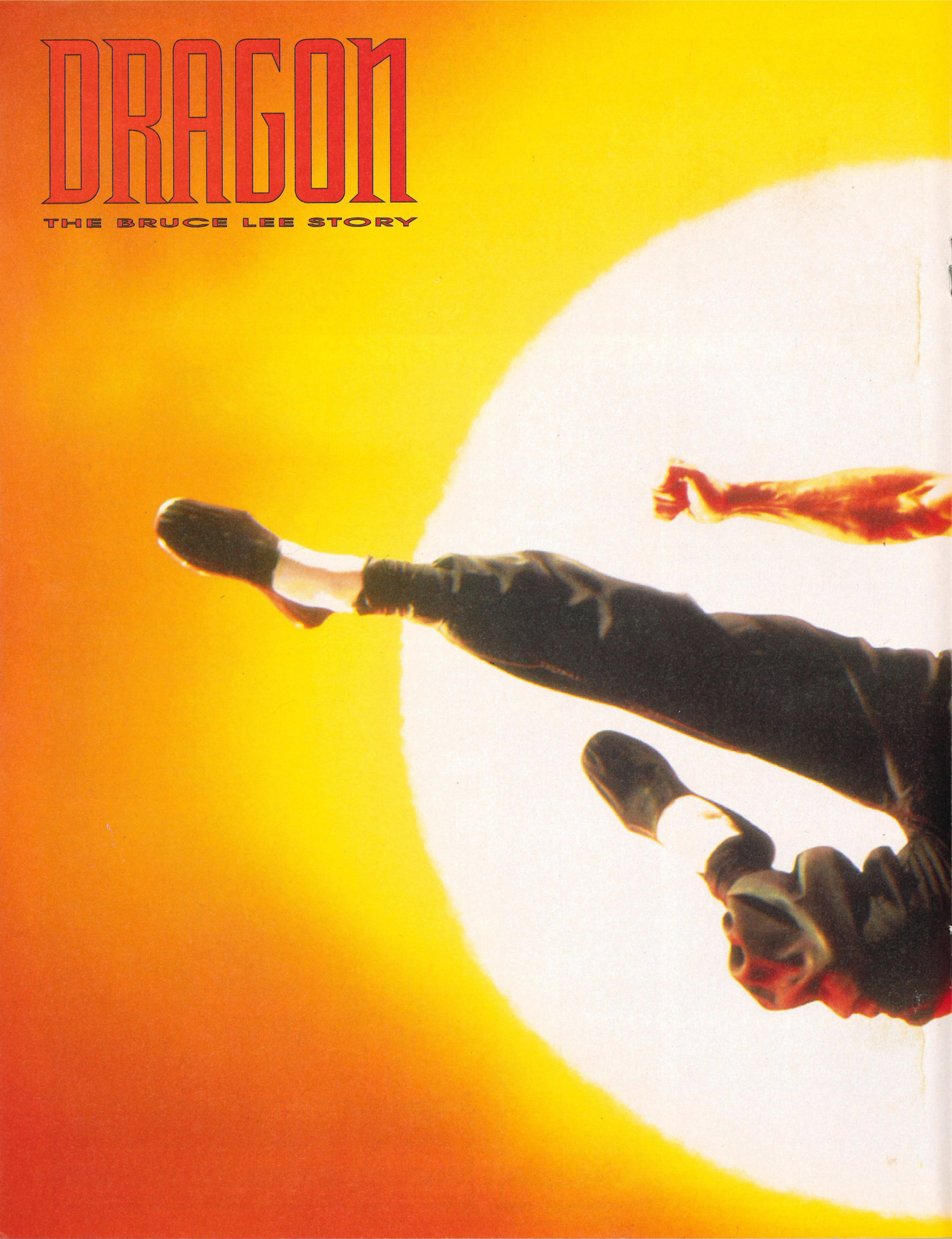
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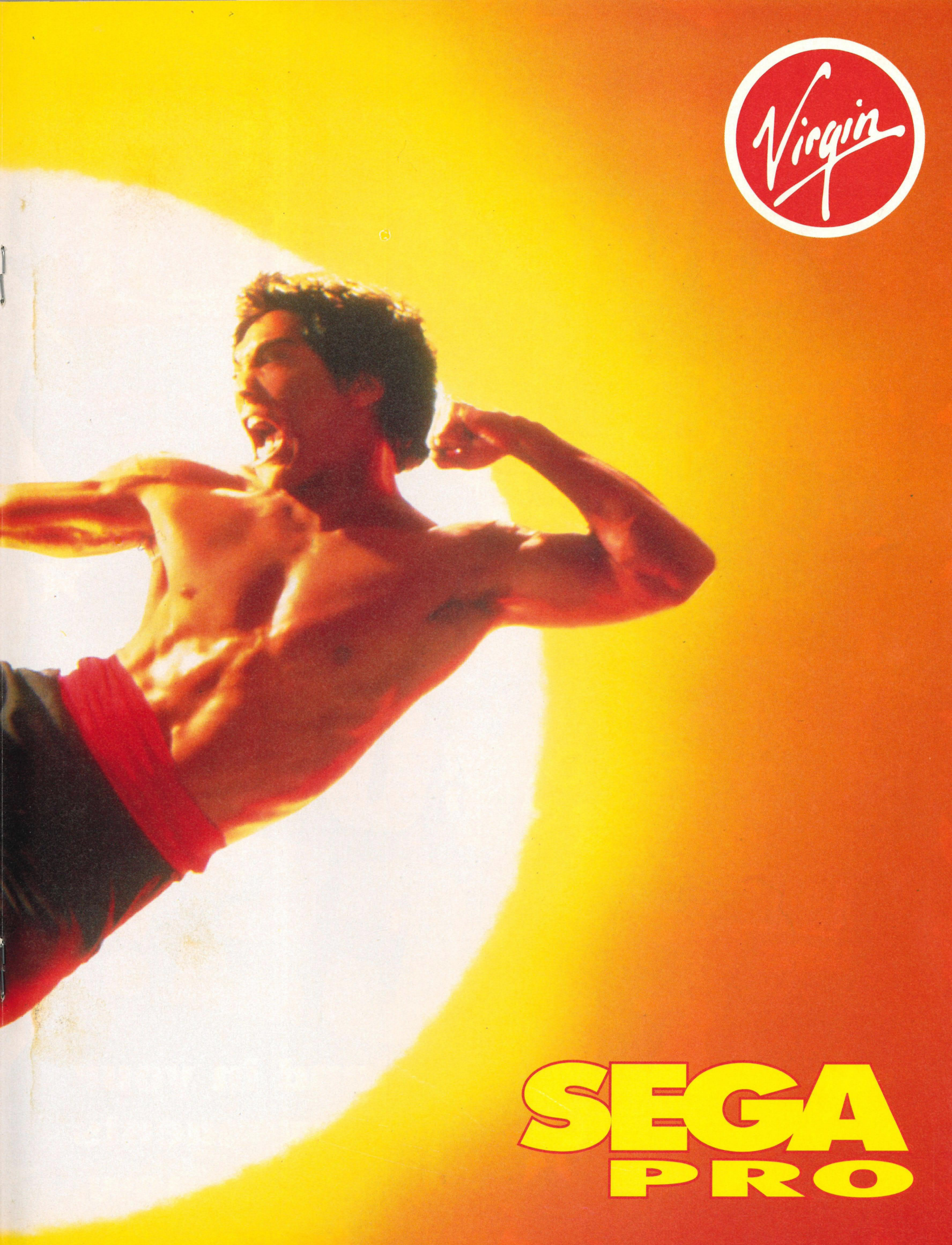
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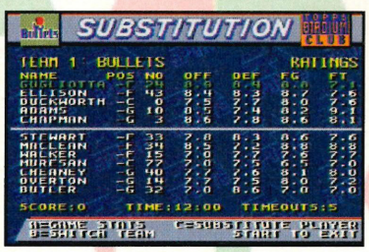
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REVIEW SEGA PRO MEGA DRIVE

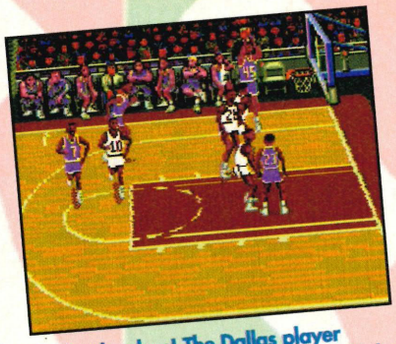
NBA SHOWDOWN 94

Go for the rim-shaking thunder jam, or how about a lay-up, a finger roll or the 360 degree rim-rocker? This is NBA basketball, an action-packed sport with some spectacular moves and intense competition. EA keeps up the NBA craze and brings basketball into their prestigious line-up of sporting titles.

In this Showdown version bodies collide, the refs call fouls and if you don't keep your head up then your opponent will go back door for the slam! NBA Showdown features all 27 basketball teams in America's big league plus all the NBA players, all-star squads and custom teams as well. From arcade mode to simulation, everything's here. So get ready to jaaaaamit-in!



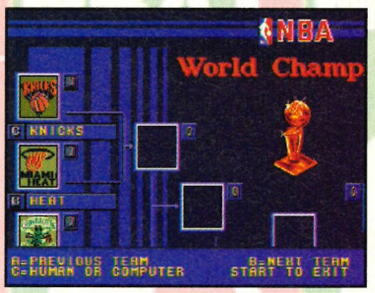
The substitution option offers some strategic play. You can bring on a player with the qualities you need.



Up for the slam! The Dallas player jumps high above the rest for a crucial two-pointer.



A penalty basket – the idea is to match up the moving marker over the centre of the meter for a good shot.



An impressive presentation screen shows your team's progress through the play-offs.

What is it with this NBA craze that's sweeping the software market at the moment? Now EA have released *NBA Showdown* at the same time Acclaim are launching their arcade conversion of the popular *NBA Jam*. Accolade also have their own basketball game (*Barkley – Shut Up and Jam!*) ready for release very soon. It seems competition is really 'heating up' at the moment!

NBA Showdown comes with a very thick instruction manual because there are a lot of options! Each match is played with four-on-four as opposed to two-on-two with the choice of arcade or simulation mode. Arcade means no player can get tired and the matches are guaranteed to be fast and furious all the way. Simulation is for the serious basketball player. A depth and realism is brought into the game with offensive and defensive play-calling, defensive match-ups and substitutions. The custom options allow players to switch various violations on or off from backcourt to lane violations.

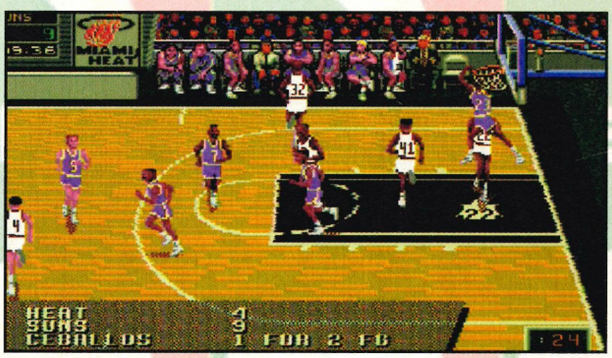
PROtip

PASS AS MUCH AS POSSIBLE TO SPLIT YOUR OPPONENT'S DEFENCE. THE MORE YOU PASS AND FIND PLAYERS UNMARKED, THE MORE LIKELY YOU ARE TO SCORE THOSE VITAL THREE-POINTERS!

Graphically *NBA Showdown* is not as impressive as *NBA Jam*. Although the pitch perspective is comfortable to view, the tiny baskets and suspect sprite collisions don't give you the same flow of adrenaline. *NBA Jam* has better animation, more spectacular poses when baskets are scored and much more excitement in a very playable one to four player mode.

NBA Showdown will appeal to the more serious basketball player because the options cover the full NBA rules. As a simulation this is not bad at all. But the mediocre sprites and rather tame player poses just don't match up to the blistering arcade spectacle you'll find in *NBA Jam*.

Mark "Rim-rocker" Hill SP

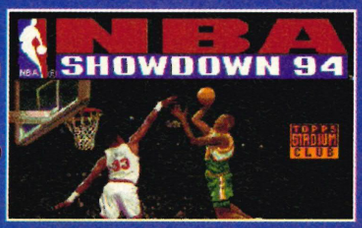


Whilst all the other players look as if they are in an gym class for the very drunk, the 'Suns' number 23 hangs from the basket delivering a 360 degree rim-rocker!



There are 27 NBA teams you can play as. If you use the four-way play tap up to four players can play.

EA
£44.99
OUT: NOW



CART SIZE: 8Mbit
PLAYERS: 4
STAGES: 27
SKILL LEVELS: 1
FEATURES: save
CONTACT: Electronic Arts (0753) 549442

PROview

NICK 8/10
A bit dated but offers more strategy than the arcadey NBA games.

PETE 6/10
Another slam-dunk that doesn't pack much power (yawn).

JASE 7/10
The options are worthwhile but it's still disappointing thrill-wise.

PROscore

GRAPHICS 82%
▲ Players are animated in a way that captures the glamour of NBA basketball.
▼ The jerky sprite collisions spoil an otherwise smooth game of basketball.

SOUND 81%
▲ A superb roar from the crowd when the action picks up. Great sound FX.
▼ It's disappointing there is no sampled speech to pump-up the atmosphere.

GAMEPLAY 79%
▲ Plenty of options with play-calling, simulation or custom arcade mode.
▼ Moves are not pulled of in quite the spectacular fashion seen in *NBA Jam*.

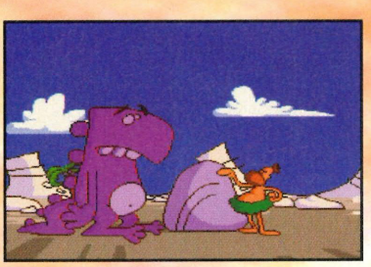
CHALLENGE 88%
▲ The multi-player tap gives four the chance to jam it out together.
▲ Many teams are very hard to beat – there is a lot to learn in this showdown!

80%

A very accurate basketball simulation with plenty of options and a solid challenge. The very playable *NBA Jam* still has the edge though.

BASKETBALL IS THE MOST POPULAR INDOOR SPORT IN THE USA.

REVIEW SEGA PRO MEGA CD







Chuck Junior is the most lively baby around. Like his father he has the guts and determination to go out into the big wide world and bash anything that moves. Living in a flint stone age, Chuck has his trusty club as a weapon – and if anyone steps in his way they're likely to get more than just a sore head.

Now Chuck junior has a problem. His dad has been kidnapped by Brick Jagger and is being held somewhere far from the family home. When Baby Chuck heard the news he was out of his cot in a flash. No sooner had he carved out a club and kissed his mother than he was off. Dad's waiting so it's Baby Chuck to the rescue.

Power-up the CD and enjoy the superb cartoon intro. It's like watching the Flintstones as the CD reels off the story of Baby Chuck in the family home.

Of course the main game never looks quite as glamorous as the introduction because only *Dragon's Lair* falls into the category of a fully interactive cartoon. Even so, the first levels of *Chuck II* are very pretty with some pumpin' rock soundtracks and a very nice selection of background samples including the wildlife in the trees and the shrieks of little birds and rodents on the floor as they are bashed to pieces by club-happy Chuck.

If you've seen or played the MD version this is really the same game with slightly improved graphics and an enhanced series of soundtracks. *Chuck II* uses a common platform structure with a multi-directional scrolling screen that we've seen in many games. Chuck moves from left to right clubbing the hordes of creatures and swinging on ropes, leaping prickly plants and using the friendly animals (tigers, goats, ants etc.) as a way of crossing dangerous places safely.



The lava level can catch Chuck out of he's not careful. the Lava tends to rise and fall so Chuck must keep going without looking back. Here Chuck's having some problems with the space man. Don't cry about it Chuck!

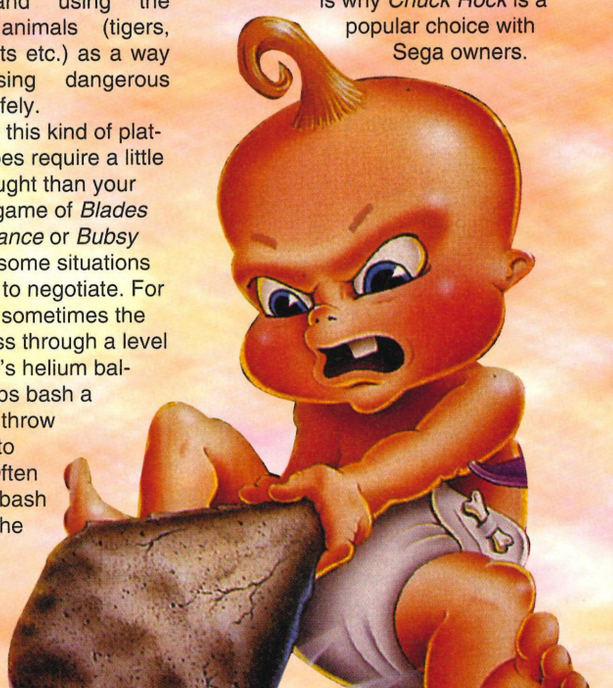
PROtip

USE ANY FRIENDLY ANIMALS YOU SEE TO GET CHUCK THROUGH THE DANGER AREAS. CHUCK SIMPLY NEEDS TO CLIMB ONTO THEIR BACKS – HE WILL SAVE A LOT OF OTHERWISE WASTED ENERGY.

I guess this kind of platformer does require a little more thought than your average game of *Blades of Vengeance* or *Bubsy* because some situations are tricky to negotiate. For instance, sometimes the only way to progress through a level is to steal a dragon's helium balloon to fly or perhaps bash a statue's arm so it'll throw Chuck upwards onto higher platforms. Often Chuck will need to bash a chunk of rock so he can knock it into a bed of spiky plants and use it as a stepping stone. It makes the gameplay more involved and lively which is why *Chuck Rock* is a popular choice with Sega owners.



On the first bonus level Chuck can earn an extra continue by knocking apples off the tree. The creature roaming underneath must eat all the apples before Chucky gets his reward.



Chuck Rock II

Son of Chuck

WOOLY MAMMOTHS SURVIVED UP UNTIL THE TIME OF ANCIENT EGYPT.

CHUCK TOUCHES



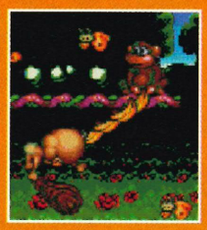
This guy will throw Chuck up to new heights if he's bashed with the club.



Riding the animals is essential for Chuck if he is to preserve his energy.



The water pumps can wash Chuck's foe away if the timing is right.



The rope swings are not always easy to jump onto. Expect to see these throughout many of the levels.



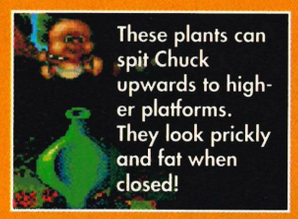
These statues will lift Chuck upwards with their arm if Chuck can bash 'em with his club.



Sometimes Chuck will need to steal a balloon off a dragon and use it as a method of flying.



Chunks of rock such as these can be moved and used as either a stepping stone or a step.



These plants can spit Chuck upwards to higher platforms. They look prickly and fat when closed!



Here the small ant has kindly offered to let Chuck ride on his back to avoid the prickly and deadly plant life below.



To get over this gap Chuck can hit the worm-like creature so it sticks out its neck for Chuck to walk over. Simple!



Give this over-sized prehistoric beast a salvo of bashes over the head – go on!

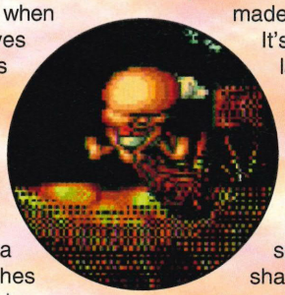


The birds love to settle on these electric wires – but just watch them when they get electrocuted!



For the second bonus level Chuck must take part in a river race. This is the easiest part of the game.

The complete journey takes Chuck through six worlds that include three bonus levels. The differences between levels are quite varied – particularly when Chuck is in the caves because visibility is restricted to only a small circle of light in an otherwise pitch-black screen.



Like the Caves, the Lava level is a challenging one with the lava rising as Chuck dashes across rock pillars in an attempt to stop his feet being burnt. Look out for the fantastic butterfly grove as well where hundreds of tiny butterfly sprites shower the screen to build up an enchanted natural scene. On the dinosaur's back the huge bird that swoops in on Chuck is impressive – watch for the guy who has eaten as well because you're next if you don't finish off this dino in time!

Chuck II keeps you on your toes the whole time – but this is an ageing platformer and I do feel more improvements could have been made over the MD version. It's action-packed stuff but lacking that vital long-term appeal.

I am impressed with the effort that's gone into the sounds and subtle shading on back-grounds and most sprites – it's just a shame there are so few power-ups. The milk-bottles are scattered about to keep baby chuck's fuel up, but there is little else that'll enhance the interest and challenge in this respect.

This is a lively platformer that's fun to play for a while, but if you own a *Chuck Rock* title on another format then don't expect that much of a change in the gameplay.

Mark "Flintstone" Hill SP



In Butterfly Grove Chuck has trouble dealing with the locals who inhabit these glorious woods.



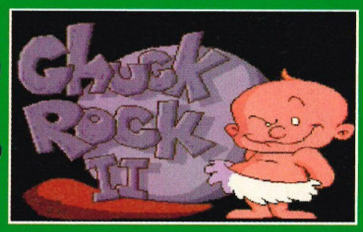
When Chuck is on the Dinosaur's back watch for the large bird arriving in the background.



The third bonus level gives Chuck the chance to make his sculpture. Crack all the unwanted rock away from the statue before time runs out and another valuable extra continue will be yours.



CORE
£44.95
OUT: NOW



CD ACCESS: **medium**
PLAYERS: **1**
STAGES: **6**
SKILL LEVELS: **2**
FEATURES: **continues**
CONTACT: **Dream Machines** (0429) 869459

PROview

NICK 7/10
Too much like the MD version for my liking. Weak after the intro.

PETE 7/10
Window-dressing aside this a very ordinary platformer.

JASE 7/10
I wasn't a fan of the cartridge versions and this is just the same.

PROSCORE

GRAPHICS 87%
▲ The excellent animated cartoon at the start is great fun to watch.
▼ From huge dinos to cute little butterflies the screens are crammed.

SOUND 90%
▲ Whack the volume up as the rockin' CD soundtracks are superb.
▼ Speech samples of screaming creatures and Baby Chuck are great.

GAMEPLAY 80%
▲ Baby Chuck gets himself caught up in plenty of action-packed fun.
▼ A platformer with a few new ideas but little improvement over the MD.

CHALLENGE 84%
▲ Tasks require some thought, so the challenge is pretty tough .
▼ Many of Chuck's foes are too easily defeated – often by just one blow!

80%

An attractive, action-packed release with plenty to do. If only the platform structure was a bit more original.

REVIEW SEGA PRO GAME GEAR

Astérix AND THE SECRET MISSION

The place: Gaul: The time: 50 BC. The Romans have almost crushed all resistance, all that remains is a tiny village and its inhabitants. How can the might of Rome possibly be defeated by this ragged band of desperate druids and worn-out warriors? Well, having Asterix and Obelix on your side would be a start and a magic potion that makes them superhuman can't exactly hurt... but hang on, Obelix has drunk all the potion and Getafix the druid is out of magic herbs! Sounds like it's time for Asterix and Obelix to go on a secret mission to collect some more from high in the tree-tops and deep underground. Of course there'll be a few legions lurking inbetween...

When I first picked up this platformer I found it terribly annoying. The characters are bright and colourful enough, even looking like their comic-strip counterparts. But the way they jumped and moved around seemed really awkward. Some of the jumps are especially hard as in places you can't kill enemies in mid-air (you just hit them and fall – missing the next ledge).

Get further in and there still seems little reward for your efforts; the odd bottle of potion, the all-important herbs and some Romans to bash. Each screen appears too empty of anything to do. The design is also flawed, as when on-board ship at least one tidal wave will hit you wherever you go – you can't escape a soaking!



Kapow! Asterix sends a Roman flying across the ship level – must be that magic potion he drank.

PROtip

TO REACH HIGHER PLATFORMS WITH ASTERIX CONTINUE TO TOGGLE THE JUMP BUTTON AND HE'LL LEAP A LITTLE HIGHER WHILE STILL HANGING IN MID-AIR – WITH THE RIGHT TIMING HE SHOULD MAKE IT.

The shame is that deep down there are some nice touches to *Asterix* ; like- when you fall through some nasty looking spikes but actually end up in a secret room containing a magic herb, or hitch a lift from a passing seagull.

The game does capture the spirit of its cartoon heroes rather better than a similar release – *Desert Speedtrap* – with Obelix waddling along or Asterix punching Romans off-screen energetically. Being able to switch between the two at each stage is a nice idea, as who you are at each stage effects which route you take to your goal.

The unfortunate fact is though, that good as it sounds you have to get through an awful lot of aggravating levels to reach some fun ones (like Asterix leaping with his surfboard to avoid a swarm of flying fish!).

Little things, like the fact that sometimes you've got no idea where to find the exit on a particular level, or that once you've gone off-screen you can return again and again to pick up the same item become irritating. Probably one to avoid unless you're a real platform fanatic.

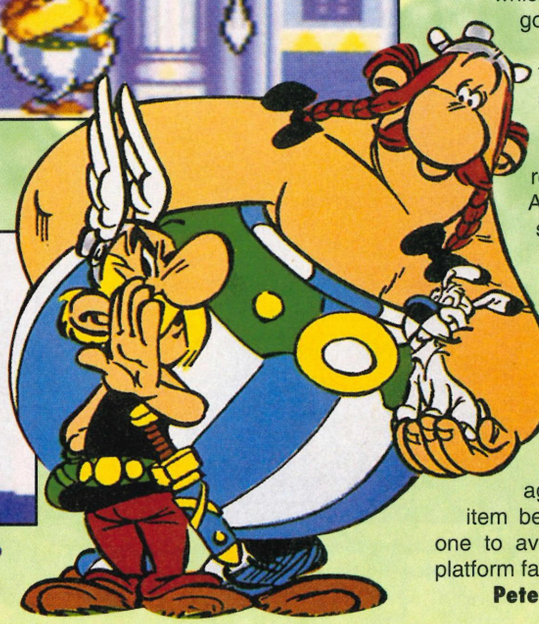
Pete "Semantix" Wilton SP



Meanwhile, in the temple Obelix contemplates probably the world's first bunjee jumper.



Asterix goes surfing! He'll have to leap over a shoal of flying fish before he can reach the galleys.



GAUL WAS AN ANCIENT RERGION COVERING FRANCE, BELGIUM AND WESTERN GERMANY.

SEGA
£27.95
OUT: NOW

Astérix AND THE SECRET MISSION

CART SIZE:	2Mbit
PLAYERS:	1
STAGES:	6
SKILL LEVELS:	n/a
FEATURES:	continues
CONTACT:	Dream Machines (0429) 869459

PROview

NICK 5/10
More of what we've seen so many times before.

MARK 5/10
A weak release compared to some of the classier competition.

JASE 5/10
A below average platformer that's too easy to play through. Avoid.

PROscore

GRAPHICS 61%
▲ The sprites are fine and animated close to cartoon standard.
▼ The scrolling and backgrounds are really poor for a modern game.

SOUND 55%
▲ A cheery tune to help you along on your way through Gaul.
▼ No choice of music and sound FX are extremely tacky.

GAMEPLAY 42%
▲ You get to do a good bit of Roman bashing (hurrah!).
▼ Awkward, frustrating, dull – do I need to say any more?

CHALLENGE 42%
▲ 11 levels should keep you busy leaping and battling through.
▼ In places the tedium will try your patience beyond the limit.

55%

Yet another unoriginal platformer for the GG. For a quality release you'd be better off taking a look at *Ren and Stimpy*.

REVIEW SEGA PRO GAME GEAR

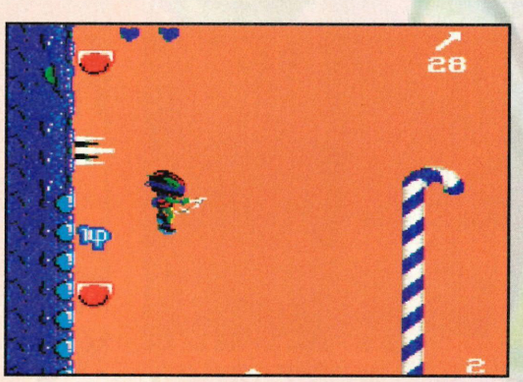
ZOOL

NINJA OF THE "Nth" DIMENSION

As the moral of the story goes, Zool was a once a chef in a New York tavern making the finest Italian dishes in the whole of America. He then became an Olympic downhill skier before getting part-time work at an Albanian massage parlour. Then he was a pig-farmer in Wigan where he got married to a girl called Zooletta...

Today Zool's life has changed. He lives in his own imagination – the Nth dimension. Zooletta did the dirty on him so he decided reality was no longer worth the trouble. The Nth dimension was fine until Krool and Mental Block arrived. Now Zool must try to stop their evil thoughts finding their way into his dreamy world.

Enter yet another run-of-the-mill platformer, *Zool*. The MD version was not a bad title – Zool was a new character much like Sonic with personality and detail. Lets be fair though – how much of a future is there for platformers? Sprites may be detailed even slick and impressive to watch on-screen, but objectives usually comprise of collecting objects, shooting or jumping on enemies and finding (yawn) power-up icons. This is what Zool does through five different worlds and it becomes very tiresome after a while. Collecting the 99 required objects is straightforward enough – they are often in large groups and levels are never structured like a maze so it's not long before the exit is available and you're steaming through the game. It's all just that bit too easy really – no new challenges or objectives.



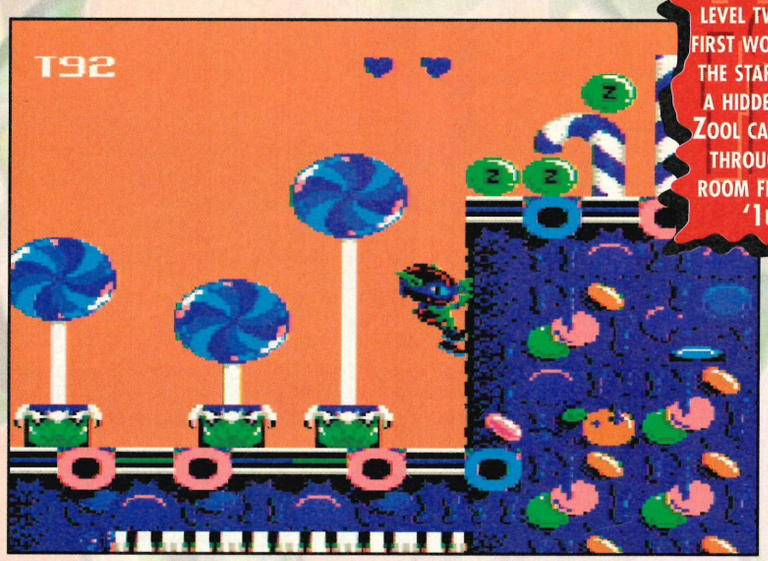
Zool finds a super-jump and an extra life icon in a secret location accessed through a tunnel in the rock.

PROtip
FIND THE FIVE EXTRA LIVES ON LEVEL TWO OF THE FIRST WORLD. NEAR THE START THERE'S A HIDDEN TUNNEL ZOOL CAN JUMP UP THROUGH TO A ROOM FILLED WITH '1UP'S.

On the crystal screen Zool shines like he does on the MS. He moves very smoothly, jumping like *James Pond*, squashing enemies like *Sonic* and climbing vertical edges like *Strider*. His spin-attack looks smart with stylish animation and an aggressive style. What a shame this is it. He can fire a weapon too but other than this he does little else.

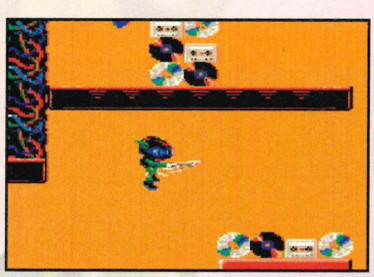
I can't really recommend this to everyone since there are just five worlds and an easy challenge. When you've defeated Krool is it likely that you'll play this again? It's fun to play through once but the old ideas and repetitive gaming makes this taste stale after a while. A fair attempt but definitely not a classic.

Mark "Bug-bite" Hill SP



There are five worlds in total and each is divided into four parts. This is the first world with sweets being the theme. For the MS this is pretty stuff. Unfortunately, later levels are just more of the same.


Down and out! Zool gets trapped in the corner by three enemies – feeling dazed he has to sacrifice a life.


On the music level there are lots and lots of records, CDs and cassettes to be collected. You need 99 to find the exit.


Zool crouches down and ponders over the nasty Mr Carrot who pops up when you least expect it!


GREMLIN
£29.99
OUT: NOW



CART SIZE: 4Mbit
PLAYERS: 1
STAGES: 5
SKILL LEVELS: 1
FEATURES: continues
CONTACT: Gremlin (0742) 753 423

PROview

NICK 7/10
Looks pretty good on the GG but there's still nothing to the gameplay really.

PETE 6/10
All that excellent animation is wasted in a dull and uninventive game.

COLIN 4/10
I certainly enjoy leaping about but I feel it lacks a real purpose.

PROscore

GRAPHICS 85%
▲ An impressive Zool sprite – he's detailed and very easy to control.
▼ The design of the levels is unoriginal – ideas and objectives are repetitive.

SOUND 82%
▲ The tinny little tunes on each of the worlds sound good on the handheld .
▼ No much in the way of sound FX – there are no FX when Zool gets hit.

GAMEPLAY 77%
▲ An easy platfomer to get into since the controls are responsive and smooth.
▼ Not enough variation between five worlds – gameplay remains the same.

CHALLENGE 74%
▲ There are twenty levels to get through before finishing the game.
▼ Far too easy to hold your interest, first day target; the third world.

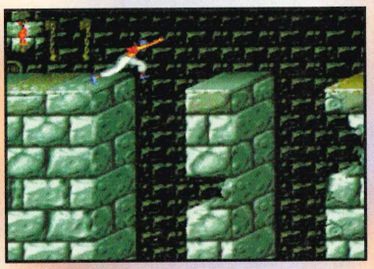
75%

Easy to get into with fluent controls and bright graphics. It's just a shame that the challenge is easy and there's little originality.

CHOCOLATE IS PRODUCED FROM SUDAR AND CACAO BEANS.

PRINCE of PERSIA

Dark, damp and gloomy. A stone coffin with nothing but grey bricks, dim corridors, spiky pits, clashing blades and echoing footsteps. This is the Persian deathtrap – not the sort of place you'd visit on vacation. Now a handsome young Prince has been thrown into the Persian dungeons all because he has taken a fancy to Sultan's daughter. He stands in the centre of a hellish maze . Flickering torches glow without warming him. Beyond the portcullis he can just make out three sharp spikes coming up through the floor. This is a return to the land of beautiful princesses imprisoned in the tower, evil magicians who've sold their hearts to the powers of darkness, and a heroic prince.



The Prince jumps from pillar to pillar to reach the gold slab-switch that'll open a gate seen earlier in the level.



Prince of Persia arrives on the MD like the last runner in the London Marathon because it's been seen on just about every other format imaginable. The Amiga was where this classic title was originally released and since then even the Mega-CD has produced a version – so where the MD version has been all this time remains a mystery.

If you've never played *Prince of Persia* then it's likely you've never tried to slash your wrists or throw your console out the window. Lethal pits, spear-traps, slashing blades, loose stone slabs, collapsing floors – this is what the game is all about. Yes, throughout all 16 levels you're subjected to these hazards and more. The entire game looks the same and plays the same – and as this is a platformer then you'd think ah well, princess in castle, ornate stone walls, iron gates, spiky pits...tell me something new. Well, there is nothing original about the content, but the skilful gameplay puts this in a class of its own.

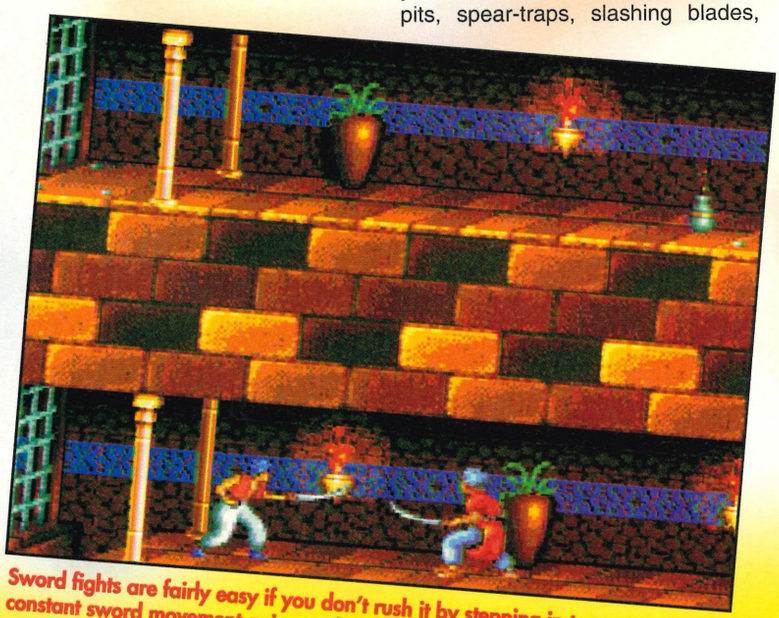
PROtip

IT'S VERY EASY TO TREAT THIS GAME AS AN ARCADE PLATFOMER INITIALLY BUT THINK YOUR MOVES THROUGH. PRACTICE JUMPING, CLIMBING AND SHORT-STEPPING. THIS'LL HELP YOU NOT TO SLIP.

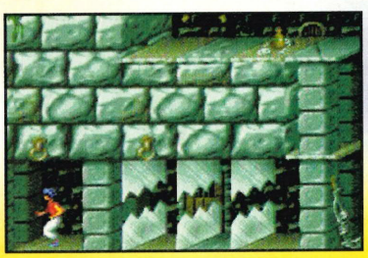
The Prince is able to run, walk, shuffle forward, jump and even hang from his fingertips before pulling himself up onto a ledge. These different movements are used for particular situations that may require a long jump, a short jump, a shuffle through spikes, a step through gnashing blades etc. You get an incredibly realistic feel to the game, something enhanced by neat graphical touches and smooth animation. Particularly impressive is when the Prince flamboyantly draws his sword and skids to a halt rather than just stopping. The animation captures the Prince's struggle through the trials of the dungeon exceptionally well.

Prince of Persia 's only flaw is too little variety in the backgrounds. There are only two different types of dungeon – the damp and gloomy type and the brighter, golden variety. But as the gameplay is so skilful and brain-teasing this is likely to make little difference to the average player.

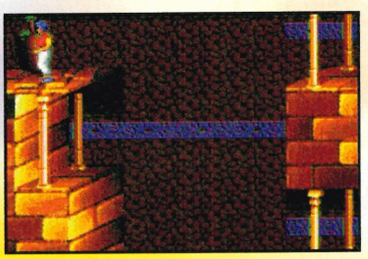
This is a very hard game. Working out how stepping on tile A will open portcullis B may prove to be easy, but later levels offer a more complex dungeon layout.



Sword fights are fairly easy if you don't rush it by stepping in too soon. Keep a constant sword movement going and you'll have this guard no trouble.



Is it really worth getting sliced in three for the sake of a health potion. Why risk having to restart a level?



By jumping and disturbing ceiling slabs the Prince is able to clamber up and find new levels above.

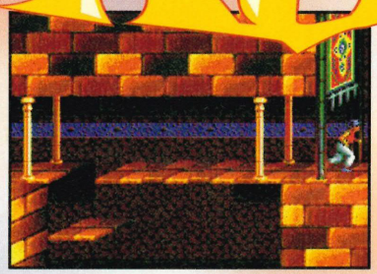


PERSIA IS THE OLD NAME FOR THE HIGH PLATEAU OF IRAN.

PERSIA



As one of the guards starts to wish he'd taken the day off the Prince comes into view just below.



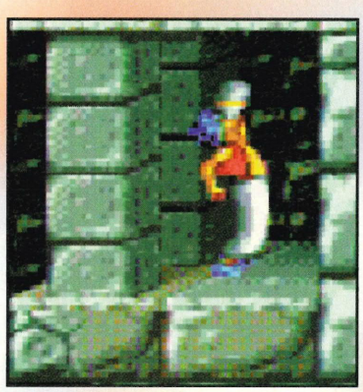
Collapsing floors often run in a sequence to create that 'crumbling bridge' drama. Better be quick!

Finding a way through can only be done by making a hole in the ceiling and climbing up. Later chasms may be just that bit too long, palace guards becoming increasingly difficult to beat in sword fights, collapsing floors appearing in more areas...and so on.

It's very easy to make the mistake of pressing the wrong buttons causing you to jump too far rather than taking a gentle step or jumping too soon when a run-up is needed. This is where frustration sets in. When you die you begin the level again so trial and error is costly.

There's a sword to find on level one (which you'll keep for the entire game), and potions are available to restore units of energy, but other than this there are no other power-ups. *Prince or Persia* is a game of skilful movements and obstacles that need to be carefuly considered. The gameplay is very involved and although this is an old title, the MD version is a good as any. If you're the patient type who likes a change from your typical arcade platformer then this game is for you.

Mark "Prince" Hill SP



Jaffar's happy to leave a drink or two about for the sake of restoring energy. Sneaky – some potions are deadly!



With spikes positioned in awkward places such as these the Prince must carefully tread over them. Who'd build a dungeon like this anyway?

ARABIAN ANIMATION



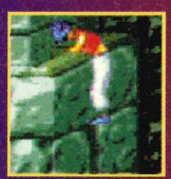
The prince sizes a ledge up above. He coils like a snake about to strike, or something...



What kind of a place is this? Never any bloody stairs to make my life easier.



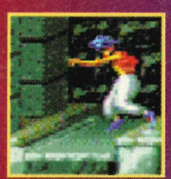
The things I have to go through for that Princess. There's got to be a foothold somewhere.



Made it! I'll pull myself up and over...wish I hadn't had that extra helping of sweetmeats.



Blimey, my poor old back. I'm going to have buy a grappling hook when I'm out next.



Now the floor is giving way. This place is in need of serious repair. I'll complain to Watchdog.



Jumping as the trapdoor gives way is probably better than the alternative, falling.



Oh well, at least it says these blades are out of order so I can get through to the next level.



Whoops! Boy life can really rub you up the wrong way sometimes...



DOMARK
£39.99
OUT: NOW



CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	16
SKILL LEVELS:	1
FEATURES:	password
CONTACT:	Domark (081) 7802222

PROview

NICK 7/10
A treat, but only for the most dedicated platform-lovers.

PETE 8/10
This is one of those you could still be playing at midnight.

JASE 7/10
Apart from the novelty of playing *POP* on the MD it's far too late.

PROscore

GRAPHICS 83%
▲ The superb animation of the Prince gives a realistic feel to the game.
▼ Only two different backgrounds used throughout all 16 levels.

SOUND 86%
▲ The creaking and clattering sounds create a perfect atmosphere.
▼ Music is typically melancholic to suit the dark and gloomy dungeon.

GAMEPLAY 80%
▲ Puzzling routes and skilful controls provide hours of involved gameplay.
▼ Some won't like that gameplay is the same throughout the adventure.

CHALLENGE 93%
▲ Very tough – probably the most challenging platformer ever!
▼ A very disheartening game for the inexperienced player.

83%

You'll either love or hate this. A very challenging platformer that will rattle your brains and make you tear your hair out.

REVIEW

SEGA PRO

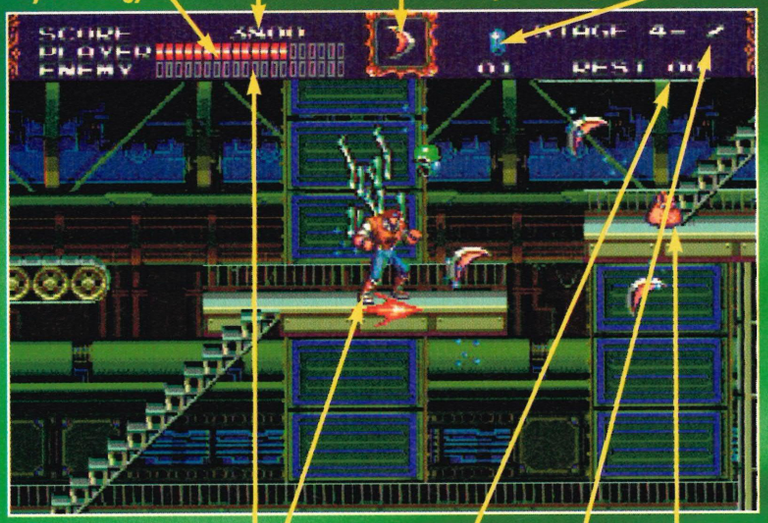
MEGA DRIVE

Castlevania

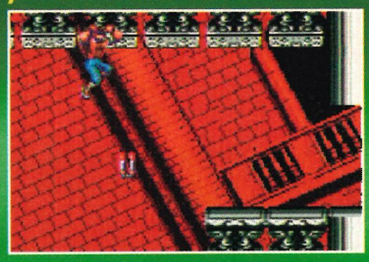
THE NEW GENERATION

Do you remember the tale of a Count, so evil and twisted that he cut slithers of flesh from his victims, leaving them to bleed a bloody death? Maybe the name Dracula will nudge a few memory cells, or you would rather forget? Love him or hate him, Draccy is here to stay...but only if you let him escape. It's up to you to venture into the deepest, darkest ruins of Europe and hunt out this Menace to Society (even if he lacks an Uzi).

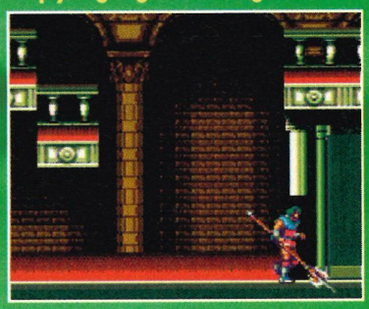
Countess Elizabeth Bartley has arrived in Transylvania, intent on resurrecting the spirit of Count Dracula. Only the vampire killers – John and Eric – can save the world from disaster by attempting to destroy the Count forever.

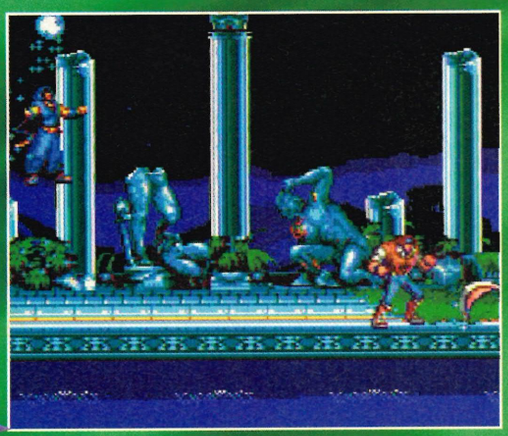


Here we are inside the lower section of the leaning tower of Pisa. Wait until you see the outside section.



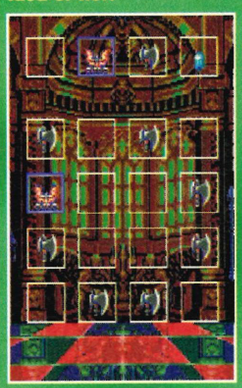
Dropping down to a lower level will often help you find extra jewels to keep you going that bit longer.





He may look a tough cookie but this guardian's a piece of muffin, however nasty he looks.

A useful password save takes you back to your previous status, clever idea or not?









This is the landscape ahead you must traverse before meeting Count Dracula.

Outrageously enough *Castlevania* has been snubbed from the Mega Drive for a considerable amount of time. Quite why this is so is uncertain, although it has been suggested that the machine's graphical capabilities are to blame. But advanced programming techniques, a new-ish storyline and a choice of characters are the foundations for a new generation to trek through six levels of European vampire hunting.

So how good are the graphics? From first impressions nothing is particularly stunning. It's not until you're fully immersed in the inner sanctums of areas like the Leaning Tower of Pisa – stopped in your tracks by endless mid and end-level guardians – that your opinion is jumbled like a deck of cards. Consistency isn't the game's strong point, except for the huge number of pick-ups some levels are so empty you're left in the dark about what's happening.

Character spites look realistic enough, trundling along as you do when in search of vampires, weaponry at the ready. Each weapon has its own characteristics and although small to look at, they suffice. Some of the guardians are a totally different kettle of boiling brew – they're awesome. Big, expertly animated and tough to beat – they could be the best Sega platform foes ever! Hang around for them to rotate and you're in for

THE LEGAND OF DRACULA IS BASED ON THE LIFE OF A REAL COUNT: VLAD THE IMPALER.



Eric, where are you Eric? Try and avoid being caught up in the fire or you may burn your hair off.





VAMP KILLERS



ERIC

Favouring a spear there are different paths this intrepid fighter can take. When he's at weapon level three his magical Thunderbolt Spear fills the screen, almost clearing anything in its path. To reach this impressive status power your spear to the maximum and attack with C and UP.



JOHN

The original adventurer swings across gaps with the help of a trusty whip that even stretches mid-flight. A fiery Water Dragon can be used in desperate times, but only when his weapon is at full strength.





A touch of animal magic is needed here if Johnny is going to climb back up.



A particularly nasty looking guardian is waiting for you. Ugl-eee!

some superbly programmed visuals (without using anything like Mode 7); with almost perfect sounds to back them up.

From the moment you plug-in your cart to the end of that last life, you're 'taken away' to the distant shores on a vampire killing mission, mostly thanks to the stunning sound FX and music. Every sprite's death sounds ghastly enough to bring a satisfying grin to your face after massacring them – the sinister background music couldn't have been better. Although, unfortunately, there are one or two unwelcome sides to the game.

PROtip

TREAD CAREFULLY AT ALL TIMES AND BEWARE OF NASTIES REARING THEIR UGLY HEAD FROM EVERY CORNER. TRY SMASHING WALLS TO REVEAL UNEXPECTED GOODIES – USUALLY ENERGY POWER-UPS.

A somewhat monotonous chore in *Castlevania: The New Generation* involves accumulating stones to power the special weapons. Every time you use a weapon other than at level one, your supply of gems decreases, particularly with level two or three strikes (see 'Vamp Killers' box-out for more on special weapons). Fortunately the atmosphere keeps you coming back for more, but there's little chance you'll play through this game more than a couple of times.

One criticism that must be pointed out is that *Castlevania: The New Generation* is far too easy. It's not until the last two levels that you meet a barrage of hostile enemies and un-welcoming crevasses. Just two skill levels, easy and normal, is by no means enough and a more difficult setting should have been included. Considering the amount of time Konami have spent on this game that's more than a little disappointing.

I must confess to being a particular fan of the *Castlevania* series and although the hardware limitations are as noticeable as a kangaroo in a high street bank, the gameplay will make you forgive and forget. One of the better platformers in store this month with a really harrowing atmosphere, often breath-taking graphics and addictive gameplay. But why couldn't it have been made more difficult? Maybe *Castlevania II* will be the ultimate vampire killer.

Jason Johnson SP

KONAMI
£44.95
OUT: MAR

Castlevania: The New Generation

CART SIZE:	8Mbit
PLAYERS:	1
STAGES:	6
SKILL LEVELS:	2
FEATURES:	password
CONTACT:	Konami (0895) 853000

PROview

NICK 8/10
I liked the look of this even though I'm not a platform fan.

PETE 7/10
Nice graphics in parts but overall gameplay is too repetitive.

MARK 7/10
Yet another platformer with impressive backgrounds but unoriginal gameplay.

PROscore

GRAPHICS 86%
▲ You'll detonate a stick of dynamite in your head with these graphics.
▼ An annoying attribute is that some levels are way too similar at times.

SOUND 88%
▲ Effectively creates a Transylvanian atmosphere with eerie sound and music.
▼ There's little to fault with the sound except maybe a lack of variety.

GAMEPLAY 82%
▲ Easing yourself into this platformer is far simpler than you might expect.
▼ The annoying part of the game is the way your character falls back after a hit.

CHALLENGE 74%
▲ Adding a serious amount of trickery are loads of guardians on each level.
▼ Both levels are far too easy to complete for any platform demons out there.

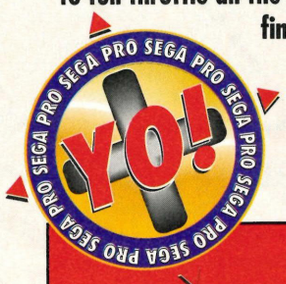
84%

A stylish platform adventure. Enthralling, with terrific graphics, sound and gameplay. If only it was a bit more difficult.

REVIEW SEGA PRO MASTER SYSTEM

ROAD

Slip it into first gear, release the throttle and you're away! Into second and it's time to put some rubber on the tarmac with a skid, then up into third and an attempt to catch the leading pack. Taking the bends nice and gently slip it into fourth for a high jump over the ridge. Now the fight is on! The distant wailing sirens put more venom in your fighting. You pinch a baseball bat from Viper and swing it over to the left to knock one of your rivals off and out of the race. Now that the police bike is on your tail it's time to crank up to full throttle all the way to the finish line... it should be easy riding from here on in!



This is what I like, a real racer where you can cruise down the highway flat out, rolling over the landscape, taking the bends leaning right over and beating away opponents with hands, feet and baseball bats . The MD version was highly acclaimed for its involved gameplay – a beat-'em-up combined with competitive head-to-head racing action – and a realistic, smooth scrolling American highway.

PROtip
STAY IN THE MIDDLE OF THE HIGHWAY WHEN YOU CAN'T SEE VERY FAR AHEAD OVER A RIDGE OR AROUND A TIGHT BEND. THIS WILL ENSURE THAT CARS ON THE LEFT AND RIGHT WON'T HIT YOU!

On the MS there's no split-screen head-to-head action but what we do see in this version is a very good attempt at recreating the rashing scene. Everything is here; five levels, five highways, seven soundtracks and a choice of eight bikes. The password is also available for those who are serious about owning a Diablo one day!



This is the screen where you can dream of the day when you own an Italian Diablo (gasp! slobber!).



Busted! What kind of a rasher gets himself caught by the pigs. You're in trouble now since a fine will set you back in your savings. As for the race – forget it punk, you're finished!

Level one plays like a warm-up since the bike you start with (a Shuriken 400) is what the serious rasher would call a 'joke'. Action is reasonably fast – but then it just gets faster when you earn enough cash to buy bigger bikes with engine sizes spanning into the 1000's. Level five is a real treat, the Kamikaze 750 or the Diablo take you beyond 140 on the dial leaving others in your wake as you bomb along the highway. You get satisfaction from skilfully weaving between the traffic, stealing other rasher's weapons (great fun!) and having a one-on-one scrap with the police!

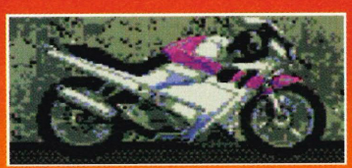
With such involved gameplay you'd think graphics might suffer – but here the sprites have been worked on very well. During fights they don't flicker when you collide with them, and when the punches and kicks are pulled off it looks so real with animation that's basic but effective all the same.

The highways roll under your bike so smoothly, twisting and turning

SUPERBIKES



SHURIKEN 400
60HP
400 LBS
Big on handling but woefully short on power.



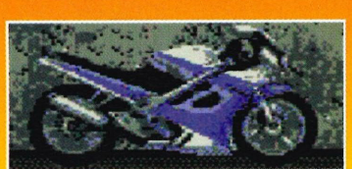
PANDA 600
90 HP
450 LBS
Good all round sports bike but lacks mid-range performance.



BANZAI 750
100 HP
475 LBS
Crisp handling and good power although revs need to be kept up.



KAMIKAZE 750
100 HP
475 LBS
Slower steering but better mid-range power.



SHURIKEN 1000
135 HP
510 LBS
Extremely fast although its size makes steering harder.



FERRUCI 850
110 HP
470 LBS
V-Twin gives great torque and razor-sharp handling.



PANDA 750
120 HO
450 LBS
Big V4 mid-range power and superb handling.



DIABLO 1000
150 HP
450 LBS
Fuel injected horse power and awesome Italian handling.

THE FIRST MOTORBIKE WAS BUILT BY DAIMLER IN 1885.

RASH



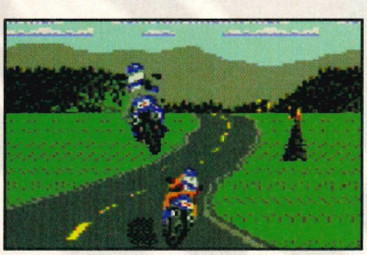
Look what I've managed to find. The other rasher gave it to me – let's just say with maybe a little force. But we had this disagreement I felt he deserved to be thrown off his bike into a ditch – the club was too tempting to miss.

like a small roller-coaster to really make the action something special! Backgrounds roll past prettily and the trees, yellow signposts, cross-roads and ranches finish off some near perfect scenes.

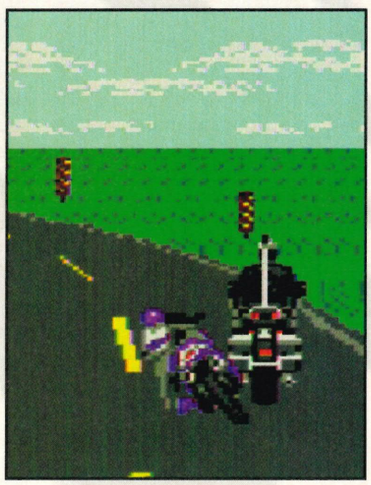
Cars are rather small and soap-box shaped although they still pose a threat as one of the biggest high-way dangers – they're the only dis-appointment, as chunks disappear from them as your racer's sprite overlaps. Still, they certainly know how to knock you flying 100 meters down the road! Oh the pain of walk-ing back down the highway to your bike with the possibility of being run-over as well! At least this sequence is as effective as the MD version and it's all part of the road-racing spirit. Remember that too many crashes will wreck your bike – and that means repair bills increasing and dreams of a Diablo diminishing!

Road Rash is one of the most challenging racers ever for the MS. The racing is so involved with plenty to think about and a real incentive to earn the cash for buying bigger and better wheels. Rashing fans can't afford to miss this one!

Mark "Easy Rider" Hill SP



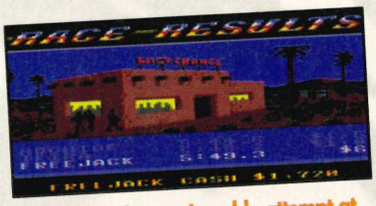
The best rashers use the ridges to jump high in the air and do some spectacular poses. But don't expect points for style!



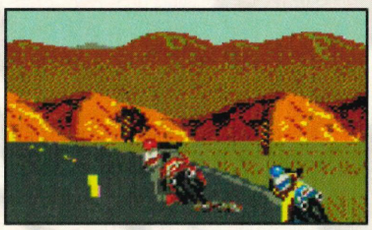
It's one-on-one with Mr PC Inspector himself. Keep up your speed and you'll be okay. If you choose to knock him off then fair play to you – just don't hit the tarmac yourself!



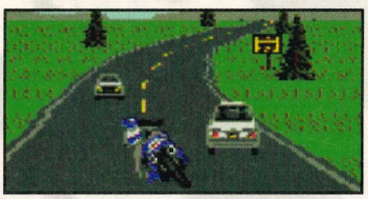
The finish line at last! This journey was about 50 miles, but as levels get harder, highways become longer with sharper bends and more obstacles.



Coming third is a miserable attempt at winning a race. You want to get the first place prize rewards since only these will give you the cash to buy better bikes.



Leaning into the corners is all part of the image, besides which it helps you take them much faster.



This is the bit you hate; two cars often appear on both sides of the road caus-ing you to weave between them. Sometimes this can happen on a blind ridge so you'll only see them at the last second !



US GOLD
£29.99
OUT: NOW



CART SIZE:	4Mbit
PLAYERS:	2
STAGES:	5
SKILL LEVELS:	5
FEATURES:	password
CONTACT:	US GOLD (021) 6253388

PROview

NICK 8/10
I loved the original and this is a pretty good version all things considered.

PETE 7/10
A simple but addictive package, well animated and put together.

JASE 7/10
Not bad but it's a shame it took so long to filter down from the arcades.

PROscore

GRAPHICS 89%
▲ Smooth scrolling highways, effective scaling and detailed sprites.
▼ Poor car sprites – they look more like miniature soap-boxes.

SOUND 84%
▲ Seven speedy tunes accompany the five highways.
▼ Lacking good sound FX although the police siren sounds realistic.

GAMEPLAY 90%
▲ Impressively fast for the MS – partic-ularly when you own an Italian Diablo!
▲ Aggressive rashers, tricky obstacles and police to deal with.

CHALLENGE 91%
▲ The challenge of earning enough cash to buy top bikes is huge!
▲ Even on level one you'll be looking to win every race to grab the cash.

90%

A good conversion of a classic racer onto the MS. Great graphics, an array of bikes to choose from and fast, fun-packed rashing fun!

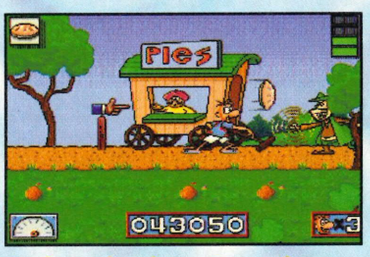
REVIEW

SEGA PRO

MEGA DRIVE

NORMY'S Beach Babe-O-Rama

From the sun-splashed beaches of sunny California welcome Normy – the coolest surfer around. He's got the Bermuda shorts of course, but has he got the wit...or should I say writ? You see Normy is a junior employee working for a legal firm. Very respectable and all that, but as he's the new boy he's got the taxing job of delivering writs to people in six different time zones. Starting in prehistoric times Normy has to go through six historical eras that take him to medieval England, jungles of the Thirties, Transylvania's spooky castles in the Seventies, Planet X, and then – finally – hell. It's probably a small price to pay when you're eager to catch the waves again.



On the medieval stage Normy has a supply of pies he can throw at the knights, jesters and swordsman.



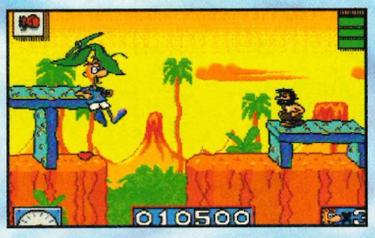
Natives in the jungle don't like shabby high-road Californian surfers time travelling through their stomping ground.



Normy isn't always on foot – here he's able to ride an elephant and later on there's a canoe to pilot down river.

In Medieval England Normy battles with a character alternating between the body of a queen and a dragon.





Sometimes the dinosaur birds can be helpful because they'll lift you over a danger area.

I played *Normy* through and really felt as if there was little that grabbed my attention. On each of the six worlds sprites attacked as if this was an old platformer on the CBM 64 with little animation and no smart attack patterns. The cavemen during the prehistoric stage really started to become a bore as they appeared in numbers – all looking the same and attacking in an angry but zombified fashion. I thought the clues would prove to be a worthy challenge – but even these disappointed me because they were so simple to solve.

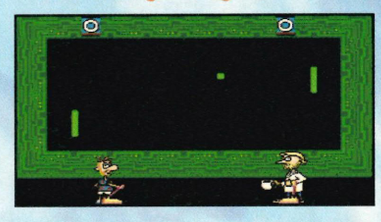
I hoped the surreal humour would lift the appeal with chicken mallets as weapons and pigs that you can use as trampolines. But when the controls are rough you forget the nice backgrounds and cartoon wit. Unresponsive commands are a problem if Normy is standing in a rocky area, and even in the air he acts like a cardboard cut-out – stiff with no character.

Later levels enable you to swing on the vines or travel the elevators

PROTIP

DURING THE PREHISTORIC STAGE YOU'LL NOTICE A FLYING DINOSAUR HOVERING ABOVE. LET HIM PICK YOU UP – HE'LL TAKE YOU TO A LEDGE ABOVE WHERE AN EXTRA LIFE CAN BE FOUND.

A real blast from the past! Yes, it's that famous tennis game, again.



but then this is what any average platformer offers. I did enjoy the mini sub-games of bat and ball and a *Pacman* clone with the professor but apart from this nothing else really changed within the game.

At the end of the day the witty *Normy* is weak in many key areas. The changes in gameplay like the canoeing, riding the elephant and solving clues present a minimal challenge and the repetitive hit-walk, hit-walk concept on the uninspiring sprite attacks just takes me back an age or two. A fair release but nothing that'll spark a new platform era.

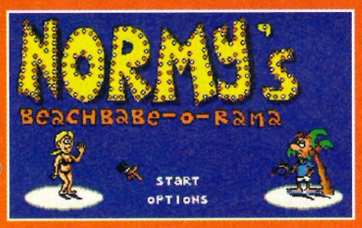
Mark "Norman" Hill SP



See this hammer? I'm going to hit you over the head and kill you with it. I did the same to your best mate back at the last tower... and the guy before that.



EA
£44.99
OUT: NOW



CART SIZE:	16Mbit
PLAYERS:	1
STAGES:	6
SKILL LEVELS:	1
FEATURES:	continues
CONTACT:	Electronic Arts (0753) 549442

PROview

NICK 7/10
Only an average platformer. The animation will make you laugh though.

PETE 5/10
The fact that I found the jump control infuriating spoiled this for me.

JASE 7/10
Very simiolar to *Chuck Rock* despite some appealing graphics.

PROscore

GRAPHICS 83%
▼ The surreal humour gives you a few laughs thanks to detailed graphics.
▼ Sprites disappoint because they attack in unimaginative patterns.

SOUND 78%
▲ A reasonable selection of sound tracks accompany each of the levels.
▼ It's a shame there's no sampled speech because it would fit in.

GAMEPLAY 73%
▲ Normy's high-speed dashing and crawling around is different.
▼ Behind the cartoon graphics and wit this is old-fashioned stuff.

CHALLENGE 75%
▲ You won't finish this quickly because there are lots of sections.
▼ Expect to find most of the clues far too easy to solve.

75%

The jerky screen-scrolling, easy puzzles and unfashionable sprites pull an otherwise smart platformer down to a mediocre level.

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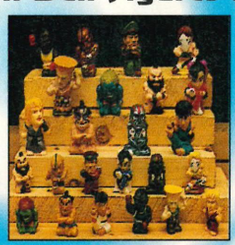
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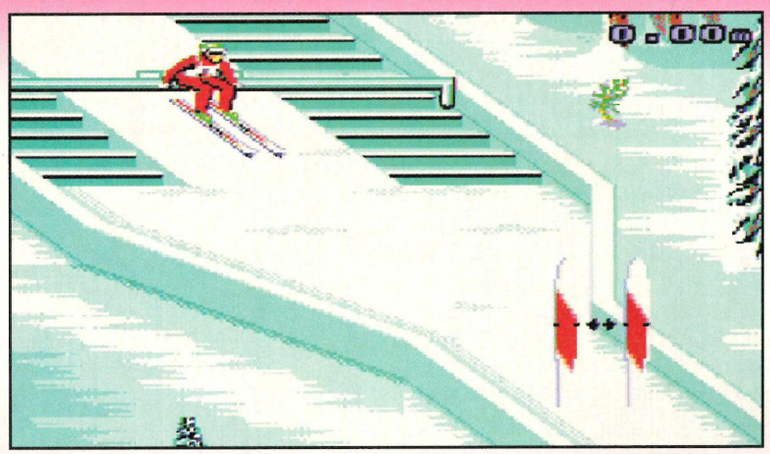
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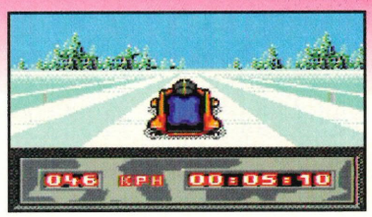
REVIEW SEGA PRO MASTER SYSTEM

win OLYM

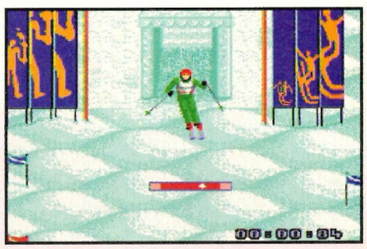
Power down the hillsides in an alpine spectacle where you can weave magic between red and white gates. Are the British competitors winning? you've got to be kidding! The Downhill, Slalom and Super G are events the Swiss, Austrian and Italian competitors have dominated for years. The only challenge we've ever thrown on Skis that sparked any attention was Eddie the Eagle, and even he finished last . So what hope for the future? Torvill and Dean may grab a bit of gold for Britain this year but Lillehammer on the MS appears to have given the ice dancing a miss. Instead, competitors are glued to skis, speed-skates or toboggans and then shoved off the highest of mountains – sounds like fun.



Ready for the off with the goggles on and the adrenaline pumping.



Pick up your speed on the straights because the bends slow you down.



Like a greyhound exiting the trap you start a weird run down a series of snow-mounds.

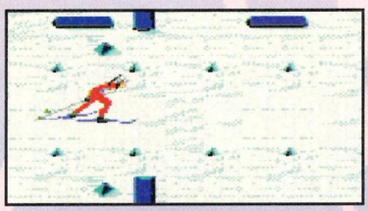
So, US Gold think MS owners will enjoy a touch of Alpine exercise, tapping buttons rapidly to make sprites breeze effortlessly across the snow and ice in an attempt to slice seconds off the record-beating times. Well, you need to love these kind of sports really; avid fans will buy anything you know...

I'm not going to start slagging off the ten events because some of them are very playable – even if the scrolling becomes a wee bit jerky. It's the Downhill, Slalom, Super G and Giant Slalom that really put my skis in a twist because they all play the same with only different gate positioning distinguishing one from another. You see, you can get that rhythm developing as you learn to cut inside the gate posts and weave left and right like the guys on Ski Sunday. It can be very skilful and competitive – but doing it four times over does wear a bit on the old legs (or rather the brain).

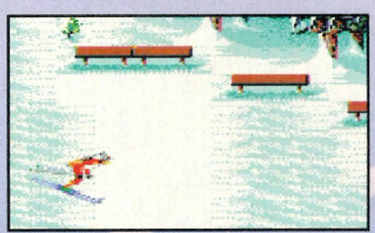
PROtip
CPU OPPONENTS BECOME EASY TO BEAT AFTER A WHILE. AGAINST OTHER PLAYERS, SEE WHO CAN TIME THEIR BUTTON TAPPING AND D-PADDING ANTICS BEST. IT'S A WHOLE LOT MORE FUN!

The Downhill is like it is on the MD. You've got your big icy track running downwards at a very steep angle with little curves that launch the competitor up through the air like an eagle (sorry Eddie). On the ski jump skill comes in the shape of a little meter. You've got to keep the line on the centre marker to keep the speed up, and when you get to the bottom a quick tap on button 1 gives you a boost. Line your skis up in the air (a clever way to introduce real ski-jumping skills), then land with another tap on button 1 before slowing-up with a little turn, goggles off, wave of the hand and a roar from the crowd. I was motivated to keep trying this out until I was a gold medal contender. Biathlon and Moguls had the same effect, I wasn't happy until my button tapping and moves were perfected so that the little sprite would cross the finish with a fairly respectable time.

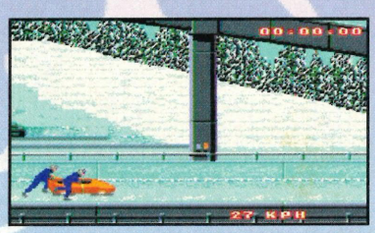
The Luge and Bobsleigh are practically the same and



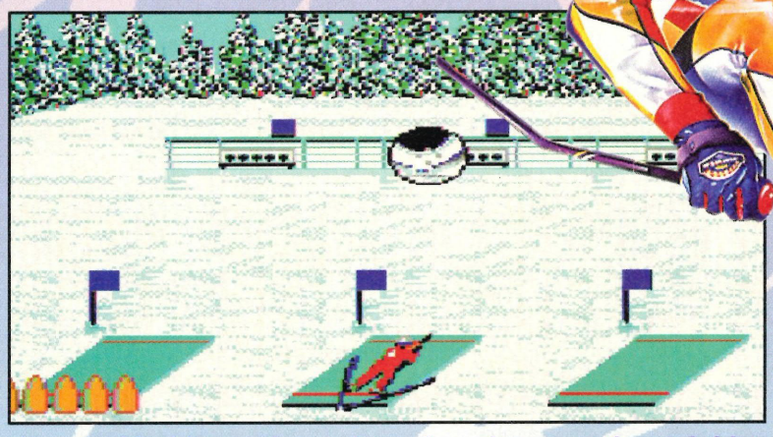
From the starting line it's time for the long and very lonely cross-country slog across the frozen tundra.



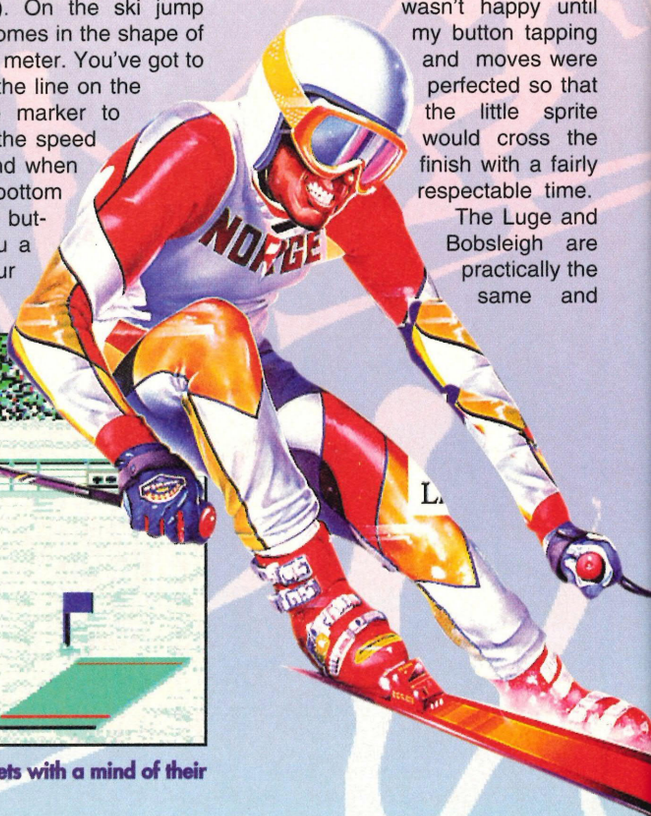
Going down a decent slope gives you more speed and helps to get the old rhythm going.



Tap buttons 1 and 2 alternately to build up speed and get that crucial edge over opposition.



Shooting is difficult because the cross-hairs roll over the targets with a mind of their own. Your control is limited – so keep it tight!



PEOPLE WERE SKIING OVER 5000 YEARS AGO IN NORTHERN EUROPE

t e r
MPICS



Building up speed for the big leap above the alpine forest below.

any other 'games' release of the winter variety has one of these anyway. The 3-D perspective gives you little feeling of speed, and turning into the curves is easy and not exactly stimulating. I find these events time-wasting – on this version you can't even fall off your toboggan. Why miss this out? Even the Speed-Skating is fool-proof. On the MD I could get penalised for skating off the marked track, but here you can't even skate off it, let alone get penalised. Is this just lazy programming or do they find button-tapping an enjoyable pastime?

Winter Olympics is not quite as smooth and smart as the MD version so my advice is to get the crowd in for a bash. There are still times to beat and controls to grasp even if downhill runs are a bit dull and the Luge is an event with little to stimulate the mind. Fans of 'games' releases should enjoy this, just don't expect Lillehammer to come alive in your living room.

Mark "alpine skier" Hill SP

SIMILAR SLOPES

These four events all look and play pretty much the same:



Gates are positioned on this course so the skiers have to keep to the fastest line.



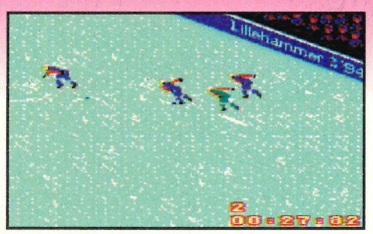
Tight turns are all part of the Giant Slalom ensuring skiers exploit the natural contours.



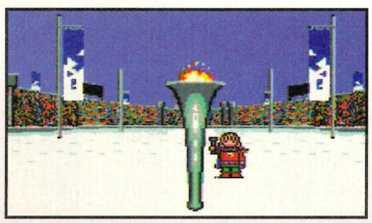
The shortest event with gates placed to make skiers change direction. A very skilful event.



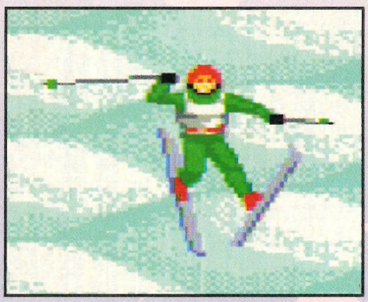
Gates are positioned to slow the skier down, causing them to ski with long sweeping movements..



Keep an inner-line and overtake the CPU opponents with ease. An easy event if ever there was one.



This is the opening ceremony where the old flame is lit. It's a bit dull – where are the fireworks in the sky?





On the event selection screen there are three different control methods you can select to suit your skiing style.



Like the bobsleigh you get no real sense of speed as you turn into the corners half asleep.

US GOLD
£29.99
OUT: NOW

Winter OLYMPICS

CART SIZE:	4Mbit
PLAYERS:	4
STAGES:	10
SKILL LEVELS:	1
FEATURES:	none
CONTACT:	US Gold (021) 625 3388

PROview

NICK 7/10
Pretty much the same as the MD and still not that inspiring.

PETE 6/10
I really don't feel this will keep your interest very long.

JASE 6/10
Unless you're mad about this kind of title you'll soon get bored.

PROSCORE

GRAPHICS 85%
▲ The sprites steal the show as they're all animated to a high level for the MS.
▼ Dull presentation screens and a weak opening ceremony sequence.

SOUND 80%
▲ A pleasant series of tunes play in the background for each event.
▼ Basic sound FX give little indication that these are Winter sports events.

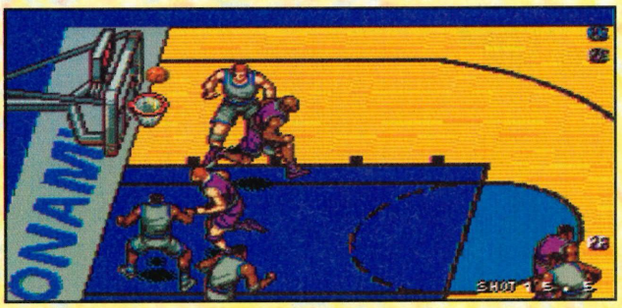
GAMEPLAY 76%
▲ Controls, movements and timing give a few hours of involved gameplay.
▼ The skiing events through gates and markers all look and play the same.

CHALLENGE 84%
▲ Get the crowd in for a sporting challenge with up to four players competing.
▼ There's not enough skill involved in the Luge/Bobsleigh and Speed Skating.

77%

Not a bad *Winter Olympics* for the MS. However, an improvement in the variety of events could have enhanced the overall interest.

REVIEW SEGA PRO MEGA DRIVE



The ball hovers just above the rim. Will it curl in for that simple basket or rebound off causing a fight to make the 'steal'?

KONAMI
£44.99
OUT: NOW

HYPERDUNK

CART SIZE: 8Mbit
PLAYERS: 8
STAGES: n/a
SKILL LEVELS: 1
FEATURES: password
CONTACT: Konami (081) 429 2446

HYPERDUNK



The team match-up screen allows you to judge the abilities of your players and the opposition's.

Up for the slam and jaaammmit in! Basketball, basketball and even more basketball. We've been dunking baskets in our sleep since Acclaim released *NBA Jam* and EA brought out two titles; *Bulls Vs Blazers* and their new *NBA Showdown*, with Virgin set to deliver *Jammit* very soon. Tough competition huh? No doubt Konami will be hoping that their eight-way play option in *Hyperdunk* will catapult it to success as this particular market is really packed at the moment. *Hyperdunk* has all the dunks, slams, jams and rim-rockers you'll find in any other decent basketball game. The question is, how will the play match-up with the best of the rest?

Konami have now joined in the basketball fray with their latest rim-rocker: *Hyperdunk*. Unlike EA's *NBA Showdown*, *Hyperdunk* is very much an arcade game – Konami probably feel the excitement would be absent if the referee was forever blowing his whistle – so here the action is fast, furious and non-stop.

The opening screens are typically Konami with plenty of speech to pump-up the atmosphere and put us in the NBA mood. Options are similar to any other basketball game with exhibition, play-off tournaments and team strategies where players are picked and substitutions made.

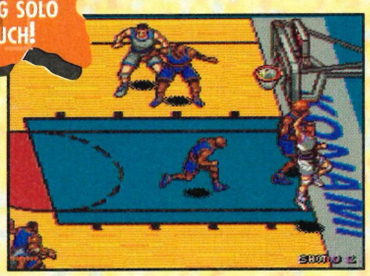
Action on the court is nowhere near as spectacular as *NBA Jam* as the sprites are smaller and the pitch viewed from a higher angle making the player's posey dunks harder to appreciate. The number of ways you can score a basket however is huge as each player can score in 12 different ways.

Realistically, there's no way this is going to be the number one basketball game simply because the gameplay is not as smooth as *NBA Jam*. Sprites are often awkward to control and sometimes look as if they've dived into a rugby scrum.

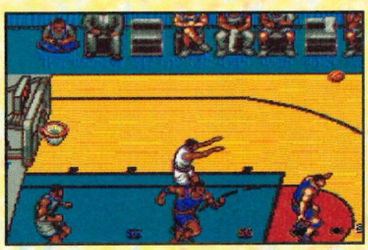
Hyperdunk is not a dead loss by any means though. One of the most appealing factors about this is the eight-player mode. Get two taps, eight joypads and seven other mates around and you're in for a game of basketball that's frantic, tense but very playable (especially with sampled speech and all those different ways of scoring). *NBA Jam* still has the edge when it comes to entertaining but *Hyper-dunk* is a very challenging release that shouldn't be overlooked.

Mark "downtown" Hill SP

PROtip
PASS THE BALL ABOUT AS MUCH AS POSSIBLE TO CUT THROUGH SOME OF THE CPU'S TOUGH DEFENCES. IT'S EASY TO HAVE THE BALL SNATCHED OUT YOUR HANDS IF YOU TRY GOING SOLO TOO MUCH!

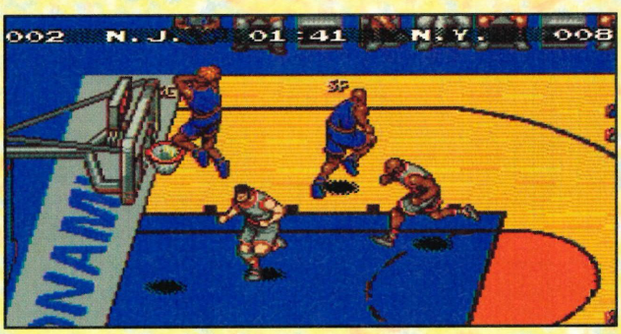


In this match between New York and Washington two players jump for the hanging ball just below the basket.





The play-off tree shows your path to the final and possible glory. Knock'em all dead and go for the trophy!



Get ready for the Monster Jam! New Jersey's A Collins goes for the big dunk in real pro-style. One, two, three – Jammmmit in!

PROview

NICK 8/10
Everything you want from a basket-sim. Not as stylish as *NBA Jam* though.

PETE 7/10
Like *Showdown*, difficult to control at first but worth persevering with.

JASE 7/10
A novel approach to basket-ing with big sprites and fun gameplay.

PROscore

GRAPHICS 78%
▲ There are twelve different poses players can perform when they score.
▼ Suspect sprite collisions – players often collide in a very awkward fashion.

SOUND 90%
▲ There's a good deal of speech during play to really pump up the atmosphere.
▲ The player's feet squeak on the court and the crowd roar is intense.

GAMEPLAY 82%
▲ Plenty of non-stop flowing action as one team tries to out-pass the other.
▼ You don't get any of the same sort of adrenaline rush found in *NBA Jam*.

CHALLENGE 88%
▲ Some of the CPU teams are tough – passing and blocking are crucial factors.
▲ With up to eight players able to play at once competition can be awesome!

83%

A playable game of basketball offering eight the chance to dunk. Not the smoothest graphics you'll see but the action is relentless.

A BASKET SCORED FROM OUTSIDE THE GOAL AREA IS WORTH THREE POINTS.

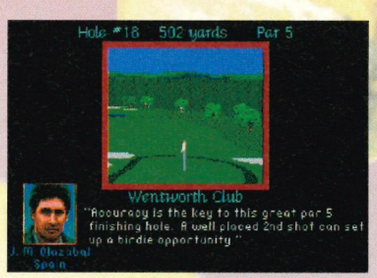
REVIEW SEGA PRO MEGA DRIVE

PGA EUROPEAN TOUR

PGA European Tour is the third PGA release featuring enhanced graphics and two new kinds of tournament – shoot-out and money spinning Match Play. PGA Golf has always been seen in the top 10 in some chart since it's undoubtedly the most successful golf game ever. The game's designers, Lee Actor and Dennis Koble formed Polygames in 1988 and being inveterate golfers themselves they would have a round or two once a week down their local course. No doubt their understanding of the golfing tricks of the trade has enhanced the classic PGA series. Now the realistic qualities of an executive sport take a step onwards with five new courses on the European Tour. Taking the bandwagon of EA Sports sims rolling on....

What could be more relaxing than a game of *PGA* in your front living room. The peace of the fairway, the birds singing in the trees, the stroll over eighteen holes and the joy of success when a perfect stroke has been played. *PGA Tour golf* captures all of this wonderfully well and now EA have decided to capitalise on its success by releasing a *European Tour* version.

I can't help but compare the *PGA* with the *Leaderboard* era during Spectrum and CBM 64 days. The *Leaderboard* series was always expanding with new courses and *PGA* is doing the same. This new version offers extra courses and a change in the competition line-up (focusing on a European theme rather than a change in gameplay).



The hole 'fly-by' sequences are really professional! They make it all look like a quality TV production.

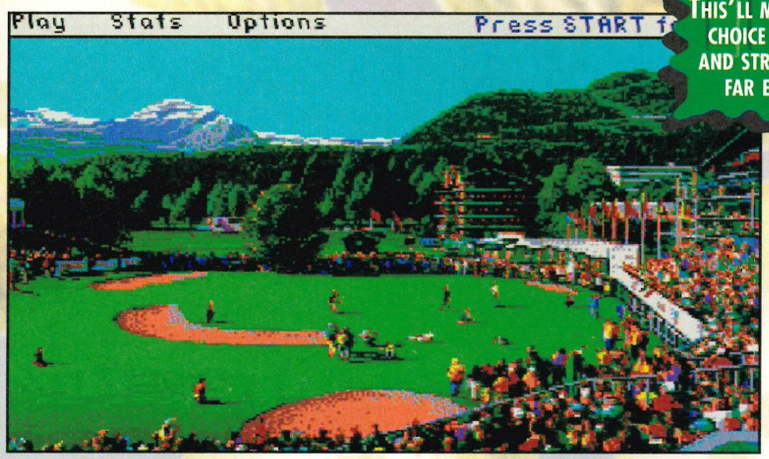
If you buy *European Tour Golf* you can play at the forest of Arden, Wentworth, Valderrama, Le Golf National and Crans-sur-Sierre in Switzerland. The backdrops on each of the courses are superb – typically *PGA* material with so much quality in the graphical presentations and different angles. The new courses are certainly a bit more interesting than their American cousins in *PGA II* and the whole European image offers *PGA* fans a breath of fresh air.

PROtip
USE THE OVERHEAD VIEW ON A HOLE TO MEASURE THE DISTANCE FROM YOUR POSITION TO A SECTION FURTHER UP THE FAIRWAY. THIS'LL MAKE YOUR CHOICE OF CLUB AND STROKE PLAY FAR EASIER.

The new shoot-out and Match Play tournaments are merely small extras offering more money and a different style of competition. From the title screen to the first tee there are many options, delightful tunes, doses of advice, hole previews etc. – It's all here!

If you don't own a *PGA* game then this European version is worth the money. Another classic sports sim from EA that puts the world of professional golf into perspective.

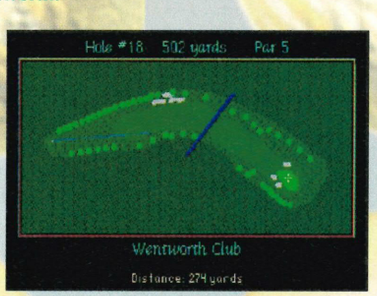
Mark "Chip" Hill SP



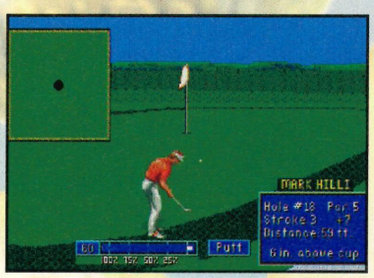
The top quality presentation screens are a hallmark of *PGA* titles. Here we have a lovely sunny view of the 18th hole at Wentworth.



After a good shot the instant replay automatically follows. The white line shows the ball's path in the air.

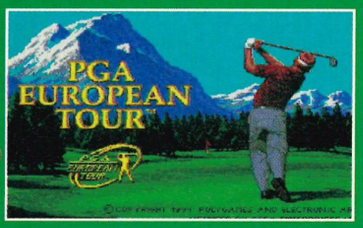


This screen shows you how far it is to the green. You'll have to decide whether to risk it over the trees!



From the fringe of the green this stroke needs to be very precise to sink an eagle putt like this one.

EA
£44.99
OUT: MAR



CART SIZE: 8Mbit
PLAYERS: 4
STAGES: 5
SKILL LEVELS: 1
FEATURES: save
CONTACT: Electronic Arts (0753) 549442

PROview

NICK 8/10
I really enjoyed this but it is very similar to other *PGA* releases.

PETE 8/10
A really excellent golf sim that lets you putt it out with the best.

JASE 7/10
Enjoyable, but I wouldn't buy this just for the extra courses.

PROscore

GRAPHICS 91%
▲ The perfect golfing scenario with superb graphics of each hole.
▲ Presentation screens are backed up by superb static screens.

SOUND 87%
▲ Opening screens and hole previews are accompanied by some fine music.
▲ Golf is quiet until the crowd clap – the applause filters through realistically.

GAMEPLAY 88%
▲ The European tour provides you with five new courses and more money!
▼ Be warned that only the new courses make this different from *PGA II*.

CHALLENGE 92%
▲ There's nothing like a relaxing round with three mates playing a *PGA* game.
▼ Making the cut is never easy; winning an event is even more challenging!

88%

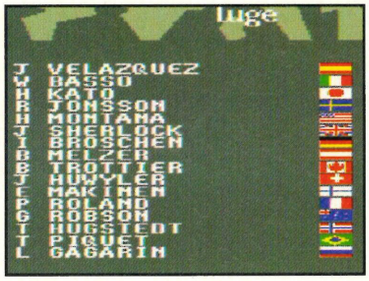
Another superb *PGA* game with five new courses that are the best yet! Superb graphics and gameplay plus real European drama!

THE ROYAL AND ANCIENT GOLF CLUB WAS FOUNDED IN 1754.

REVIEW SEGA PRO GAME GEAR

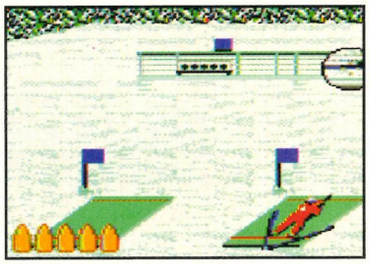
Winter OLYMPICS

How does it feel to be subjected to the G force of the Luge and Bobsleigh? Or how about the pace and skill of a downhill run? If a cross-country run on skis is more your thing then Biathlon is perfect with the added factors of sharp-shooting skill and stamina playing their part. Had any snow this winter? Fed up because you haven't a chance to test out that plastic toboggan you got for Christmas? US Gold come to the rescue with a sports simulation featuring ten of the events on the Olympic calendar in Lillehammer this February. Put on your gloves, get the goggles adjusted and let your snow-shoes do the talking.



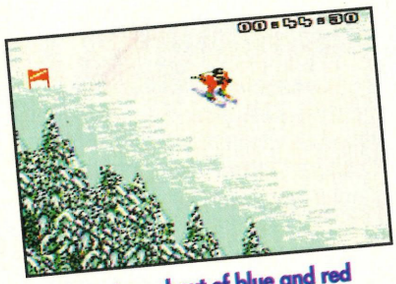
The Luge. Simple really. Fall down the slope on a piece of plastic and see who gets the fastest time.

The Biathlon is a combination of cross-country skiing and shooting. Speed and accuracy are equally important.

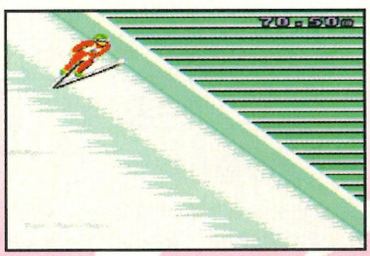




The Moguls event was introduced for the first time in Albertville '92. It's a strange affair where skiers go down a slope made up of small mounds while performing stunts in the air for extra points.



Weaving in and out of blue and red gates is what downhill is about. Keep to the inside line.



Preparing to land is crucial during a jump. You've got to keep the skis straight and press button 1 to land.



Speed Skating is an easy event since all you need to do is bash buttons 1 and 2 alternately

The idea of tapping buttons rapidly as if joypad battering was a sport in itself has been used in many a game like *Winter Olympics*. I got through enough Joysticks in my time playing *Daley Thompson's Decathlon* on the CBM 64. I suppose it's the only way to recreate the stamina of this type of release – although this control method can prove to be too simple as I found out on the Speed-Skating and Biathlon. Skating is easy when all you need to do to win is batter buttons 1 and 2 alternately for five laps to win. In Biathlon the simple idea of moving a spirit level meter left and right to determine your speed requires no real skilful control at all.

The four slope-skiing events; Downhill, Slalom, Giant Slalom and Super G have their good and bad points. I found weaving in and out of the gates very challenging with slick and realistic sprite movements. Sadly, all four ski-slope events look the same – and as there are only ten events in total you almost feel this is a lazy way of programming. Why not include ice-dance and curling? More variety is what this game needs.

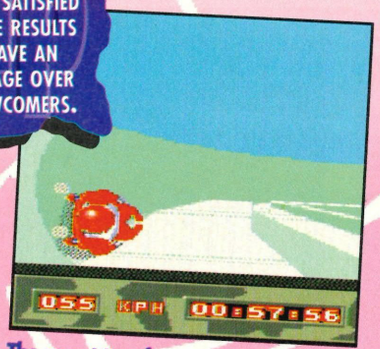
Graphically, the sprites move across the screen like professional skiers, skaters and tobogganists. Gameplay varies depending on the event. The Luge and Tobogganing involve little skill but the downhill events are more playable. At least we get a good mixture of events rather than one repetitive platformer!

If you're a fan of winter sports then this is worth the money. Otherwise, think before you buy, as many of the events play the same and the poor control methods aren't likely to get you involved.

Mark "frost-bite" Hill SP

PROtip

USE THE TRAINING MODE AND PRACTICE EACH EVENT SO THAT WHEN YOU ENTER THE FULL OLYMPICS YOU'LL BE MORE SATISFIED WITH THE RESULTS AND HAVE AN ADVANTAGE OVER ANY NEWCOMERS.



The secret to a fast run down the icy slide is to keep a good line. Try not to ride up the sides on corners.

SKIING FIRST BECAME A SPORT IN THE NINETEENTH CENTURY.

US GOLD
£29.99
OUT: NOW

Winter OLYMPICS

CART SIZE:	4Mbit
PLAYERS:	4
STAGES:	10
SKILL LEVELS:	1
FEATURES:	none
CONTACT:	US Gold (021) 625 3388

PROview

NICK 6/10
An average title that becomes tedious very quickly.

PETE 6/10
A pretty dull sports sim as the events are so similar.

COLIN 8/10
Hmmm, I admit to finding this a smooth offering. Thanks US Gold.

PROscore

GRAPHICS 83%
▲ The sprites move on skates and skis with a realistic style.
▲ Backgrounds are very pretty; looking as good as they did on the MD.

SOUND 78%
▲ Each event has a soundtrack that's suited to the action on screen.
▼ Atmosphere suffers when sound FX are either weak or non-existent.

GAMEPLAY 77%
▲ Initially the incentive to break new records and beat the CPU is huge.
▼ Some events offer little gameplay and too much button-battering.

CHALLENGE 80%
▲ Get the crowd in for a sporting challenge with up to four players competing.
▼ Once CPU opponents are beaten and records broken there's nothing to do.

78%

A fair bash at recreating the Winter Olympics, although many events lack enough depth to test your skill and intelligence.

REVIEW

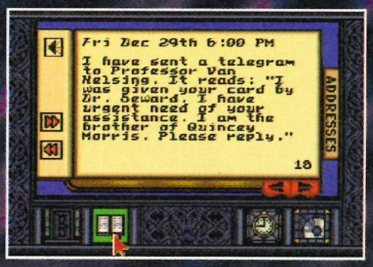
SEGA PRO

MEGA CD

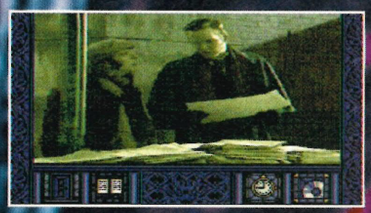


You'll keep coming back to the same scenes as the plot thickens. Here you make a second visit to the book shop and look through more books as clues start to make sense.

DRACULA UNLEASHED



The journal is very important. It is updated with a brief description of any clues and thoughts you've gathered.



The newspaper headlines will tell you a lot about the people and places you need to go and see.

Dracula Unleashed is a detective adventure where you play the role of an American who's arrives in London to uncover the true circumstances behind his brother's mysterious death. The scene is typically Victorian with cobbled streets, carriages, old book stores, taverns and locals that call you 'guv'. Travelling about in a carriage you begin to pick up clues that will lead you to Dracula himself. This is your ultimate aim – to put a stop to the rot. But things are never easy – there's a Dracula curfew where anyone wandering after 10pm is likely to end up dead, and time is ticking away. Can you uncover the mystery and put a stop to this terror?

As Alexander Morris you have five days to pick up clues from other characters and try to piece together the mystery behind the grisly deaths that have been taking place in London, 1899. It's a long slog, yes, but your aim to be in the right place at the right time. You visit a location – nobody's in or a key character may be asleep. Come back later and the FMV turns dramatic with different events. All this is noted down in your journal so picking up clues is not always done from the film-footage – you must keep scanning your own journal entries too!

There are well over 85 minutes of digitised video footage and 143 different scene – so there's plenty to keep players busy! The icon system is very user friendly – there are a few icons for finding out the time, bringing up the inventory screen, exiting or entering a scene, referring to your personal journal etc.

Things get frustrating when you travel to and fro in the carriage and find no-one is available to speak to. Dusk gives way to night, you become impatient and then find your fiancee turning into a vampire and draining your corpse! Dying is all part of trial and error though and as the save option is available at any time you can keep coming back, building up more clues and watching new FMV scenes.

If you're a fan of *Dracula* then playing in this Dracula interactive film will appeal. Otherwise, If you can't appreciate the FMV on the CD that much this can become a tedious slog rather than interactive drama – you either love it or hate it!

Mark "Drained" Hill SP

PROTIP

BE VERY CAREFUL OF THE TIME! DRACULA IS OUT THERE IN THE STREETS SOMEWHERE. IF YOU'RE CAUGHT OUT AND ABOUT AFTER 10PM IT'S LIKELY YOU'LL END UP AS A DRAINED CORPSE.



All the items you find are shown here. You can listen to a description of each item whenever you wish.



Saucy Jack's is your local tavern where all the gossip can be heard. Be there at the right times to hear more news about the mysterious goings on. Beware though, they could bore you to death with some blood-chillingly bad accents!



The police have a parcel that you are expected to deliver to Mr Harker. Don't miss this, it's a key part of the mystery.

'VAMPYRS' WERE ORIGINALLY FRIENDLY SPIRITS WHO HAUNTED THOSE DEAR TO THEM.



SEGA
£49.99
OUT: NOW

DRACULA™ UNLEASHED

CD ACCESS: **medium**
PLAYERS: **1**
STAGES: **n/a**
SKILL LEVELS: **1**
FEATURES: **save**
CONTACT: **Video Games Centre** (0202) 527314

PROview

NICK 7/10
Awright guv, a crackin' adventure an' nah mistake. Terrible script though!

PETE 8/10
An interesting interactive adventure of the chirpy cockney variety. Cor blimey.

COLIN 8/10
The accents are spot on providing ample laughing material.

PROscore

GRAPHICS 87%
▲ The FMV is viewed in a window that's almost as big as the screen itself.
▲ Victorian style paintings are used to illustrate how life was in London then.

SOUND 89%
▲ All the sound is very clear combining well with the FMV.
▲ A lot of clear speech – even the journal and inventory screens are read out.

GAMEPLAY 82%
▲ There are 143 different scenes to watch throughout the entire game.
▼ Not a lot of commands - you need to be in the right place at the right time.

CHALLENGE 87%
▲ Easy to get into with the user-friendly icons and clear audio and visual FX.
▼ Defeating Dracula is not easy – it can be a long slog finishing this!

84%

One of the best FMV games yet for the Mega-CD. Hard to finish but user-friendly controls should keep you playing for some time.

REVIEW

SEGA PRO

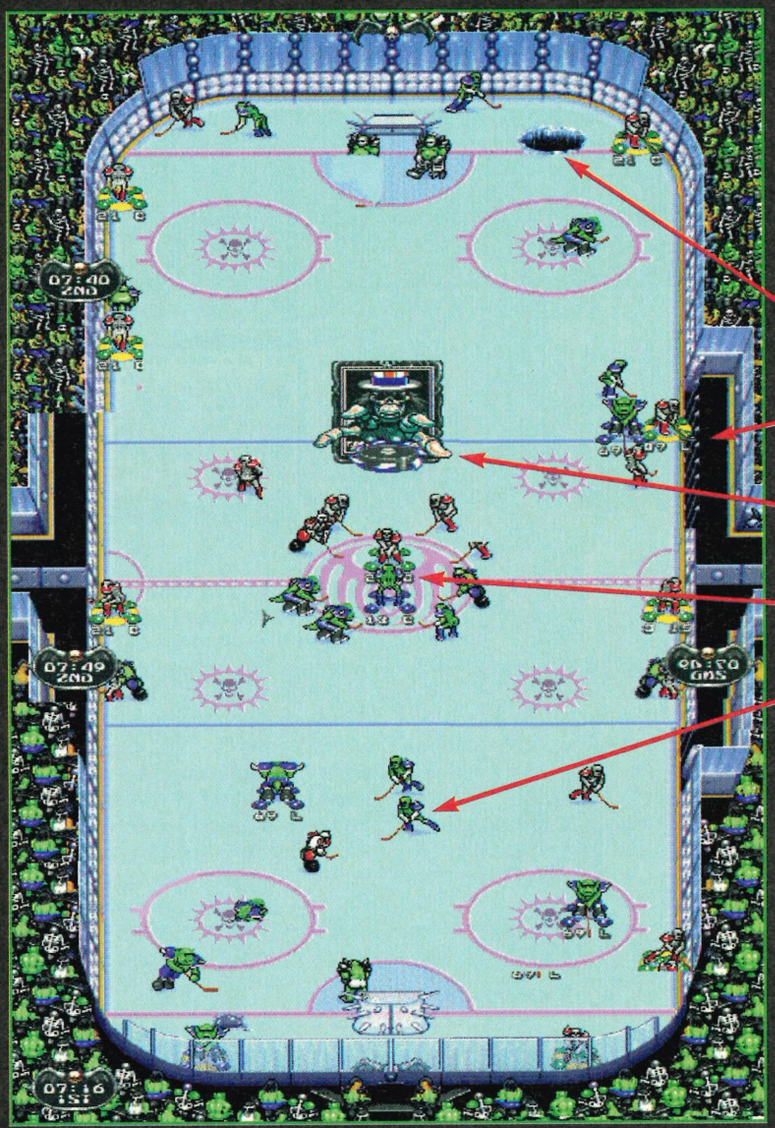
MEGA DRIVE

MUTANT LEAGUE HOCKEY

Welcome to the terror dome, but no-one gets out of here alive! Violently transported into the future where ice hockey takes on a completely new status, the mutants are back. Enter the arena where limb-removing hardcore action and mutated masochists are the norm. This is the gory gentleman's sport of the post-millennium and you have been invited to join in.

Kit yourself out with the latest designer hardware; iron bars, spiked clubs and nail-resistant body armour. Grab a stick and don your skates, relish the roar of the undead and prepare to face off. A thunderbolt of pain rips through you as a studded glove tears several layers of flesh from your cheek bone. Retaliate! Obliterate! Exterminate!





As with most sports games you can test your skills in the tournament playoffs.



- Often placed around the rink, death trap pits are poistioned around the rink at awkward places.
- Foul, maim or kill a member of the opposition and you'll be sent to the sin bin (boo!).
- Meet the organ grinder, a skeleton figure that would look more at home on an Iron Maiden album cover.
- At the start of a new period or after a break in play, a face off settles the argument.
- "Come on then you hairy slimeballs, try and put the puck past me and I'll chew on your ears."

At long last, that magical feeling of jubilation as the puck hits the back of the net.



Having passed relatively quietly through the legions of chain stores and specialist shops, *Mutant League Football* failed to create a strong following of the mutant variety. Returning with their abnormally violent interpretation of un-sportsmanlike conduct, ice hockey is the chosen sport. Prepare yourself for a real battle...and one heck of a laugh.

Shying away from the traditional Electronic Arts styling, their new release – *Mutant League Hockey* – provides an army of animated sprites, garish colours and a dose of outrageous humour. Every screen is doted with an ugly character and accompanying text, grunted by the on-screen animation. I'm sure after looking at the screen shots you'll have a fair idea what to expect.

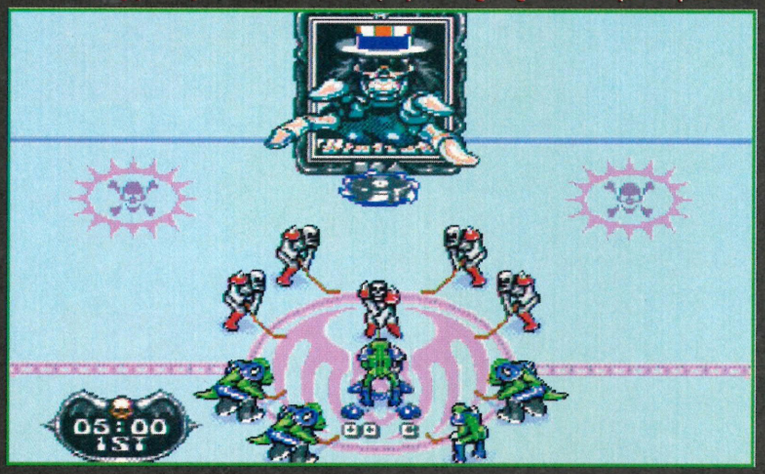
Every one of the 20+ teams has a skill rating (a maximum of six skulls) as well as team stats and animated sequences, each filled with green vomit and mutant chivalry, etc. General rules of play are similar to 'real' ice hockey with the addition of various special plays and violent antics. Bribing the referee, smashing the opposition's goal minder to a pulp and activating an 'exploding puck' all play their part in making the whole show very funny to watch in a sadistic kind of way.

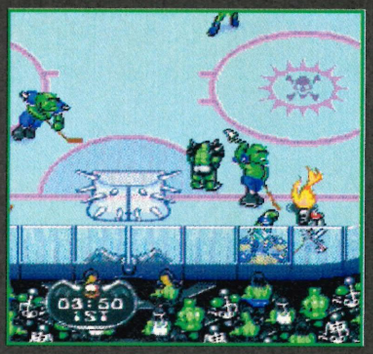
One question in my mind was does this unusually excessive amount of violence distract too much from the gameplay? At first everything runs smoothly as you batter your way through to the goal and activate special plays, but I was soon bored of the repetitive, almost skilless tactics needed to score. As a huge fan of the original ice hockey games (*EA, NHLPA* etc.) the mutant variation may appeal more to action fans than sports sim enthusiasts.

Scoring is unusually easy and beating the living daylights out of an opposing skater is often more fun, but how long can this hold your enthusiasm? Even as a real ice-

THE ICE HOCKEY PUCK IS MADE OUT OF COMPRESSED RUBBER.

After an icing penalty or at the start of a play the organ grinder drops the puck.



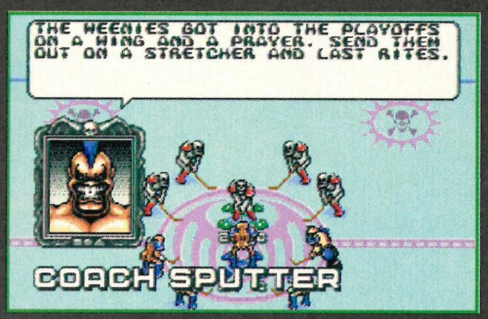


Beware of purposely built obstructions dotted around the rink including sharks, gunge pits and, as shown here, small bonfires are set, just waiting to knock you off balance and make you lose control of the puck.

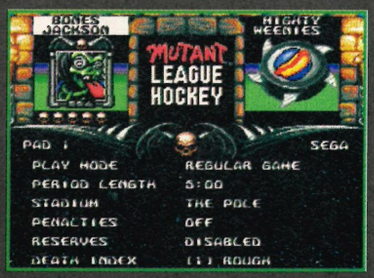


A pink rink, and you call these guys macho, sadistic ice hockey players?

Hit the ice and your coach springs up to give you some helpful advice.







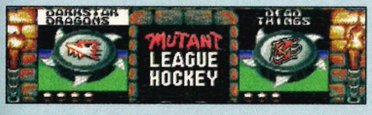


BOX OUT

Choose the team that's most ready to slaughter from this selection. They're all vicious and just downright nasty!















Throw your weight around too much and you're called up to settle your differences like a man.

hockey, and gratuitous violence freak I rapidly found myself losing interest. The incentive of the play-offs and the choice of four difficulty levels goes some way towards keeping your attention, but a slightly different approach than just the standard tournaments could have made a big difference. Building up your teams much more along the lines of *Speedball 2* (collect money for weapons and buying new players) would have made better use of the 16Mbit cart.

One attribute of the game that is particularly impressive, and successfully adds a deadly atmosphere, is the music and sound FX. A grinding organ and painful FX when bashing in a player's head are superb, ideally suited to the mood on the ice. There isn't one aspect of the music or sound that could have been bettered in any way.

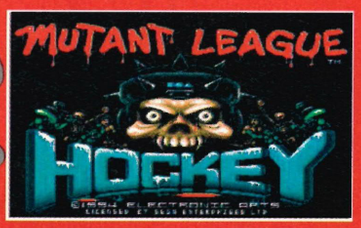
After battling away for much longer than normal I still found it very difficult to come to a conclusion. Yes, it is outrageous and very different from mainstream EA products, but whether the joke violence will appeal over the long-term is questionable. A four-player option adds the excitement of group participation, but if you're a solo player there may not be enough to keep you coming back for more mutation.

Jason "slayer" Johnson SP

PROtip

FROM THE FACE OFF REPEATEDLY PRESS A AND BATTER THE LIVING DAYLIGHTS OUT OF THE OPPOSITION, CONTINUE UNTIL THEY EXPLODE, SKATE TOWARDS THE GOAL AND SMASH THE PUCK INTO THE NET.

EA
£44.99
OUT: MAR



CART SIZE: 16Mbit
PLAYERS: 4
STAGES: n/a
SKILL LEVELS: 4
FEATURES: password
CONTACT: Electronic Arts (0753) 549442

PROview

NICK 7/10
Exciting and very funny but ultimately not enough game to keep you going.

PETE 6/10
I wanted to like this, really, but the game itself gets lost under all the gags.

COLIN 8/10
I don't know chaps, I thought it was quite amusing destroying the opposition.

PROscore

GRAPHICS 85%
▲ Small animated sequences and characters bring the best out of the game.
▼ Scrolling is unfortunately jerky compared to other EA hockey games.

SOUND 87%
▲ A sense of agony and death fills the auditorium when the organ plays.
▲ Grunts and groans, especially from your trainer, are brilliant.

GAMEPLAY 76%
▲ Enjoyable and outrageously violent to give ice hockey sims a new look.
▼ Unlike *FIFA* and *NHLPA* you're not compelled to practice for hours on end.

CHALLENGE 75%
▲ At first getting to grips with fighting and scoring is a tricky skill to learn.
▼ Even on the most difficult setting it is surprisingly easy to defeat most teams.

78%

Explosive action as EA's mutants meet-up for a deadly game of ice hockey. Superb graphics and music, but won't be to everyone's taste.

REVIEW

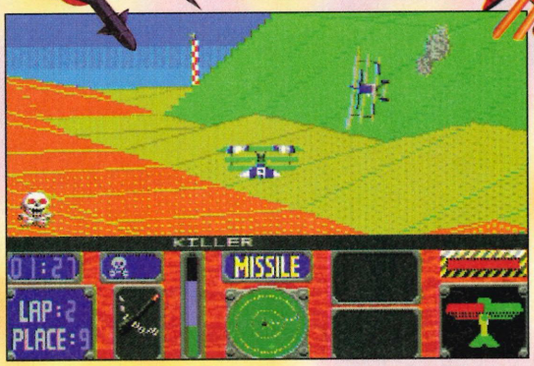
SEGA PRO MEGA CD

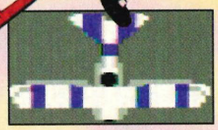
RACING ACES

SEGA
£36.95
OUT: NOW

Diving and twisting through the terrain while banking through pylon towers is what this kind of race is all about. The risks are high because not only is this a race but it's a dog-fight as well! Missiles, cannons and mines light up the sky as shooting down your opponents is all part of the winning strategy.

So, with money very much in mind, the season is set for a race around landscapes that make the Grand Canyon look like Salisbury Plain. The winners will get the cash to buy black market goods. So when the top pilots start to consistently grab supplies of super-juice and upgraded planes, you can't afford to be left in their vapour-trail, can you?

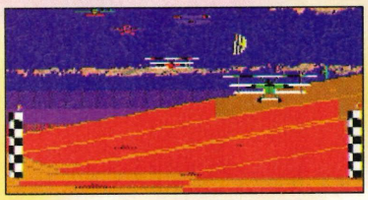




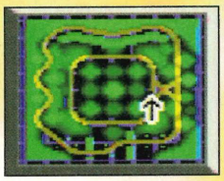
On the Boomerang circuit you find yourself getting into a real dog-fight with the guy in eighth place. You'll need a lot of luck to blow him up with cannon fire – really you need some missiles.

On the machine circuit you'll need to watch the machine guns on the ground that really fire-up the races.

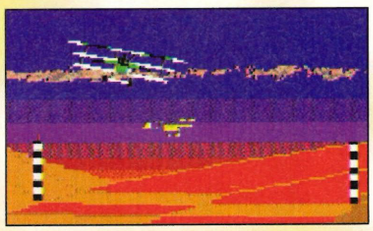




The start of any race is hectic. As a group of planes crowd the skies there could be a nasty accident.



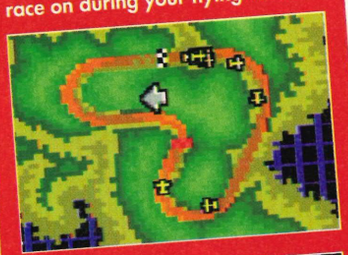
The test track is designed for practice purposes. The inner circuit is for rookies.



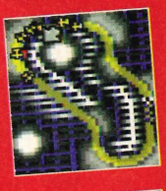
The two gateposts ahead are a guide for the pilots as the circuits are not always easy to follow.

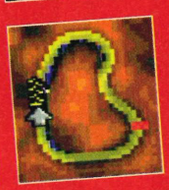
CIRCUITS

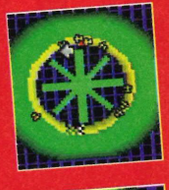
There are 40 different circuits to race on during your flying career.













LINDERCH MADE THE FIRST SOLO FLIGHT ACROSS THE ATLANTIC IN 33.5 HOURS.

Racing Aces is a unique idea for a game; putting the player behind the cockpit of a plane in a race against eight other competitors. The scenarios are typically mountainous with a coloured path and a series of pylons to keep you on the right line.

The challenge is carried over 40 courses that range from the tame to the terrifying. Of course your objective is to make first place whilst nailing as many competing aircraft as possible with cannons and missiles. Unfortunately, because the CD scaling is not the smoothest you'll ever see the landscapes suffer. Visibility is pretty poor and the ground detail is nothing like as good as *Silpheed* – the scenery looks uninspiring to say the least. Dog-fighting with other competitors is also weak – there's just no feeling of speed or drama in combat.

Starting as a rookie pilot the challenge is strong because you can select different aircraft and earn promotions through a season. The cash element holds your interest here a little as Bob's Pro Shop has many upgrades for your aircraft. But at the end of the day racing the circuits is tough and guaranteed to sap the most determined pilot. The power-ups that appear as large spheres in the skies can be colected and include repairs, turbo boosts, weapons, anti-fare missiles and secret weapons. But even with these added extras to think about, the flying is still rather dull.

Racing Aces has potential but when anyone playing has so little feeling of speed or depth playability suffers. A half-hearted attempt – hopefully someone will produce a better game on this theme.

Mark "Airbird" Hill SP

PROTIP

REMEMBER, REDUCE THE NUMBER OF TIMES YOU TURN THE PLANE. IF YOU'RE FLYING STRAIGHT FOR A LENGTH OF TIME IT'LL INCREASE YOUR SPEED AND GIVE YOU A MUCH BETTER CHANCE.

RACING ACES™

CD ACCESS:	Medium
PLAYERS:	1
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	None
CONTACT:	Dream Machines (0429) 869459

PROVIEW

NICK 1 /10
There is only one word I can use to describe this game – ✳◆▲▼❁□✳!

PETE 2 /10
The graphics and gameplay are terrible, as jagged hills appear out of nowhere.

JASE 2 /10
The ideas are there for a top-flight racer, but the execution is appalling.

PROSCORE

GRAPHICS 30%
▼ No impressive intro sequences or presentation screens.
▼ Scaling is jerky and landscapes are uninspiring due to the lack of detail.

SOUND 40%
▲ The sound tracks are reasonable and lift the dull atmosphere a little.
▼ Generally sound effects are poor and don't justify the CD.

GAMEPLAY 30%
▲ The idea of flying in a race around a series of tracks is a novelty at first.
▼ There is no real feeling of movement due to poor scaling effects.

CHALLENGE 55%
▲ There are 40 different courses that'll ensure your career is long.
▼ There's little incentive to see further courses and try other aircraft.

31%

On paper the ideas look good but as you play you'll wonder if the CD's capabilities are being used to the full as playability is poor.

REVIEW

SEGA PRO

MEGA DRIVE

BARKLEY SHUT UP AND JAM!

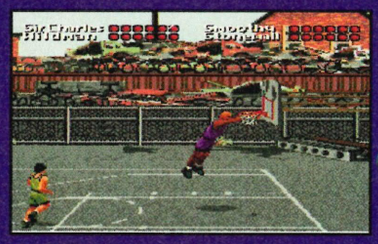
In 1992 it all went right for Sir Charles Barkley. His basketball career lit up after signing on to the Phoenix Suns. The NBA dream came true during the Barcelona Olympics. After the performance he showed on his road to gold-medal glory he became an international star. Today his intimidating, relentless style of play makes him one of the most dominating forces in NBA history.

This year he'll be aiming to achieve a new goal – winning the NBA championship ring. It's unfinished business as far as Barkley is concerned, no doubt he'll play a big part in whether Phoenix succeeds in its ambition. Barkley is ready to slam in the dunk – are you?

"Play or get out!" – this is Barkley's motto. Aggressive it may sound but it's this attitude that makes him one of the greats. Accolade have snapped up his name to sell their product – and in truth they haven't done that bad a job at all.

Barkley: Shut Up and Jam has all the aggression the title suggests. It plays as a two-on-two like *NBA Jam* allowing more room for action rather than wading through a screen crammed with large jerky sprites.

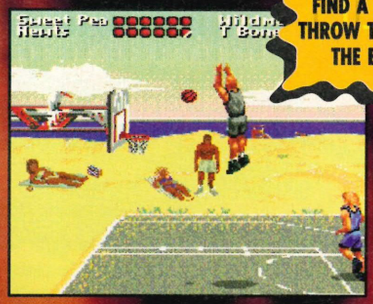
There are 12 players featured in the game – each with their own personalities. If you want to play as Barkley it'll have to be for an exhibition or series match. In a tournament you will face him in the final round – you just need to get there before becoming a victim of his amazing talents!



Barkley shows the rest how a basket should be scored as he hangs from the ring after doing the triple-dunk.

PROtip

FOR THREE-POINTERS RUN OUT OF YOUR HALF ON TURBO (YOU CAN BREAK FROM THE OPPOSITION AS YOU'RE RUNNING FASTER) AND THEN FIND A SPACE TO THROW THE BALL IN THE BASKET.



Life's a beach! Here one of the matches is being played at a seaside location with a few sunbathers watching.

Although this plays much like *NBA Jam* it's just not in the same class when the action is under way and baskets are scored. Animation is okay, it's when players collide the action becomes untidy and rather shabby. Sprites don't move so smoothly and the pitch angles are not as impressive. The turbo moves are all there – you can turn on the power then go for the rim-rockers, tarzan slams, triple-dunks and three-pointers – *NBA Jam* is just better at showing these sequences.

Music is a let down but the street-talking phrases like "Time for some pain" sound good. It's nice to see seven different locations as well. It's just a shame the challenge is so easy – especially the tournament. After winning a few matches you'll be relying on multi-player games to keep the interest alive.

Mark "up for the slam" Hill SP



At the end of a match there's a comprehensive stats screen showing the number of dunks, steals, blocks etc.



Fly high, float towards the basket like you're riding a magic carpet and then shatter the board with a monster jam!

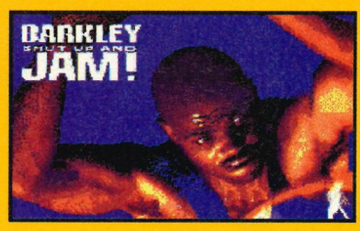




One of the most spectacular ways of scoring a basket; the tarzan-slam. Players leap really high and then twist in the air for that flash looking slam-dunk!

WESLEY SNIPES STARRED IN THE BASKETBALL FILM WHITE MEN CAN'T JUMP.

ACCOLADE
£39.99
OUT: MAR



CART SIZE:	8Mbit
PLAYERS:	4
STAGES:	n/a
SKILL LEVELS:	1
FEATURES:	password
CONTACT:	Accolade (081) 877 0880

PROview

NICK 7/10
Rather sad that it looks and plays like a watered down *NBA Jam*.

PETE 6/10
Lacks style and character. I'd tell Barkley to shut up and buy *NBA Jam*.

JASE 7/10
It gets you out and about the USA although the dunks are disappointing.

PROscore

GRAPHICS 83%
▲ There are seven different basketball backgrounds including a beach scene.
▼ A few minor flaws when the player sprites collide – it looks a little untidy.

SOUND 70%
▲ Sampled speech like "Time for some pain" and " Hurts, don't it?"
▼ The musical taste is a bit off the boil – some of the tunes become tiresome.

GAMEPLAY 78%
▲ Using the turbo option is fun when you want to do the spectacular dunks!
▼ Many matches are easy because scoring a three-pointer is a breeze.

CHALLENGE 71%
▲ Like *NBA Jam* the two-on-two with four-way play is fast and frantic.
▼ The tournament is easy to win from round one to the final against Barkley.

77%

A very playable game of basketball let down by a challenge that's too easy to master. Make sure you have a four-way tap plugged in!

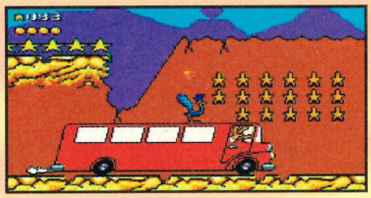
REVIEW SEGA PRO MASTER SYSTEM

DESERT SPEEDTRAP

Starring Road Runner and Wile E. Coyote

For Wile E Coyote there's something missing in his life; a full stomach. You'd think he could survive off the plant life, but he's intent on getting his dinner by chasing it. The fact is that Road Runner comes at the top of Wile's menu. A coyote who prides himself on his brain power, he'll use all kinds of inventions and tricks to try and nab his favourite meal.

Road Runner though, is a free spirit whose idea of living is to speed down the highway making the occasional stop for a meal of bird seed. But you can be sure that if Wile E gets the bird it'll be fried RR for dinner tonight!



On level three Road Runner finds the busy bus service a problem. The buses can outrun even the fastest bird.



Near the end of the game Road Runner gets to the base of a mine and finds himself jumping the wagon trucks in order to reach the exit quickly.



Wile E Coyote appears when you are near the exit post. He'll rocket across the screen in the hope of inflicting damage. Try to duck or jump to avoid him.

The object of *Desert Speedtrap* is very simple. As the Road Runner you must dash through each of the game's ten levels before time runs out while keeping an eye out for Wile as he stalks the around the exit posts. In many ways this is not the Road Runner I used to watch because Wile should be in the picture throughout a level rather than making a brief appearance near the end. Why didn't Sega give this guy more character – he's just as important as Road Runner!

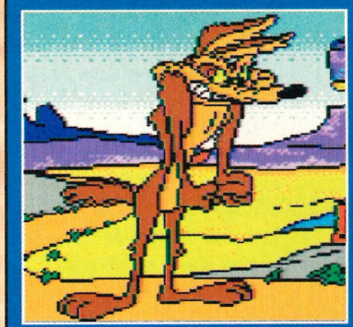
You'd think a game with RR would be super-sonic, but this is the MS so instead we have to settle for a reasonably fast – if a little jerky – platformer. The playability is initially very good as you to race against the clock; playing your heart out until you reach the exit. Of course it would be unfair to expect anyone to finish the first level within a minute so scattered about the desert are lots of stars that'll add time onto the clock. Now the game starts to take shape because RR has a few things to think about before he can complete a level. The stars give him more time and the bird seed will replenish some of the four units that are lost. A unit will be lost every time RR hits a dangerous plant or animal. With switches to flick and transporters to



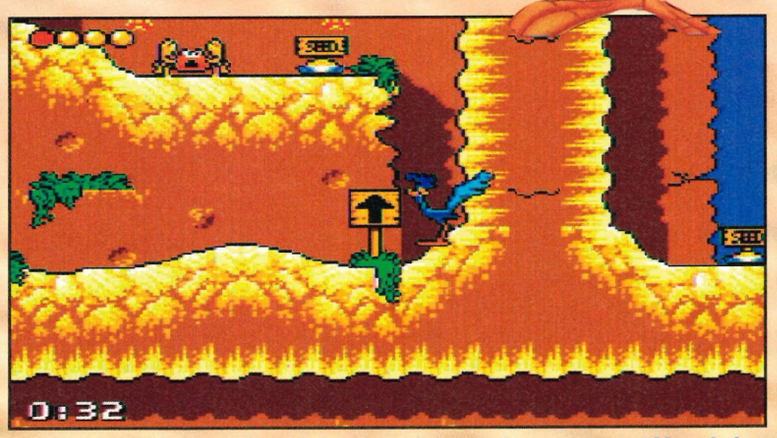
Wile E powers along on one of those patent 'Acme' rockets.

LOONY CARTOONY

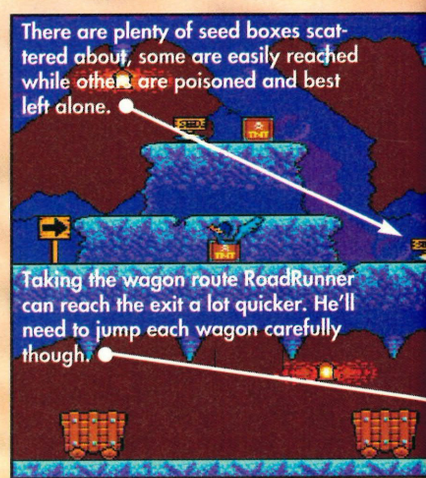
These impressive static screens picture Wile E's expressions as he pursues RR. In the cartoon he always fails to catch him but in the game it could be a different story.





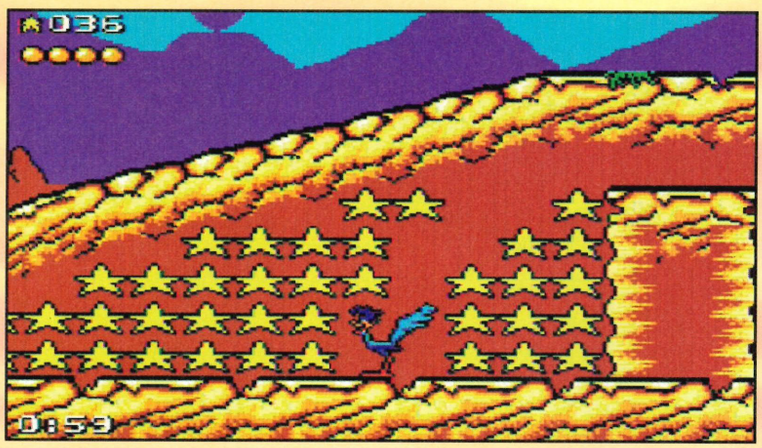


Road Runner looks up at the crab while pondering on his next move. Although the arrow points upwards he can't be too careful.

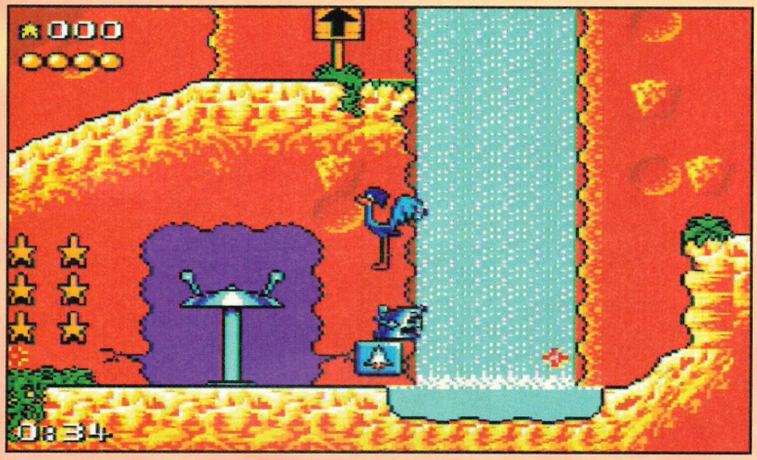


REAL ROADRUNNERS CAN REACH SPEEDS OF UP TO 15 MPH!

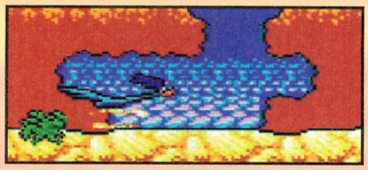




Early on in the level Road Runner uses some common sense and collects a cavern of stars that'll give him about an extra minute of time.



The metal pod will take Road Runner to a secret room of stars. The power-up icon gives him super-speed. Look out for invincibility and extra time icons as well.



If you keep running then you'll be able to gain a top speed that pictures Road Runner dashing like a motorbike through the desert.



This is a chamber of stars accessed via the metal pods. You'll have little time in here so grab the stars quickly.

take RR to bonus rooms full of stars there's a fair bit to do. I was initially glued to the screen because the incentive to finish these hectic levels is huge. It's one of those games you can't put down until you've beaten that darn clock.

Controlling RR takes time to get used to. It's like trying to manoeuvre on roller-skates because movement res-ponses are poor. When RR hits anything he'll stop dead and often get stuck unless you immediately steer the speedy bird clear of any obstacle and get on with the race.

PROtip

COLLECT AS MANY STARS DURING THE EARLY PARTS OF A LEVEL SO YOU DON'T NEED TO WORRY SO MUCH ABOUT THE TIME YOU HAVE REMAINING TO REACH THE EXIT.

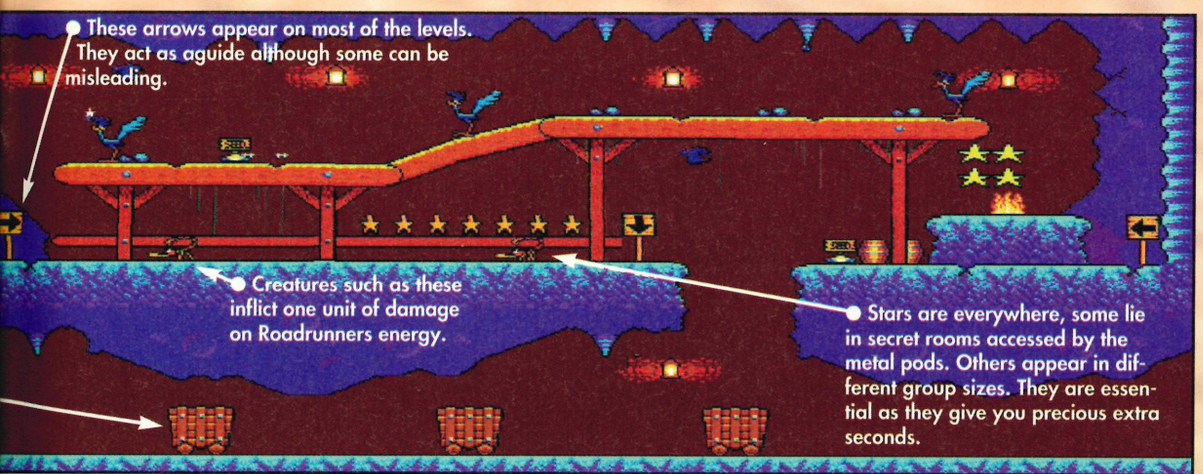
When time is unmercifully ticking down this can lead to frustration and panic – so it's just as well there are plenty of continues available.

The ten levels are, sadly, very similar to play with the extra difficulty only due to increasingly complex platform designs with more ledges, switches and confusing arrows that don't always point the right way. As you become familiar with the routes though life becomes easier. Just don't expect new bonuses or gadgets because you only ever jump from ledge to ledge, eager to grab stars and seed, avoid obstacles (there are far too many of the same ones) and make the exit in time. It's routine stuff after a while with barely any change as you progress through the game.

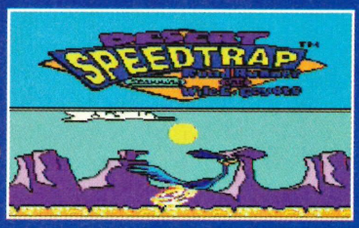
Graphics do shine with typical cartoon backdrops that look great on the MS. RR himself is animated very well and has a variable speed. Sounds are fairly mediocre but at least the theme tune fits in at the start nicely.

Overall, *Desert Speedtrap* is quite fun for a while but as the ten levels are so short and play so much the same it's difficult to find any long-term interest here.

Mark "on the run" Hill SP



SEGA
£27.95
OUT: NOW



CART SIZE: 2Mbit
PLAYERS: 1
STAGES: 10
SKILL LEVELS: 3
FEATURES: continues
CONTACT: Dream Machines (0429) 869459

PROview

NICK 7/10
Look closely and the jerky scrolling and awkard controls let this down.

PETE 7/10
At first impressive, until you realise that nothing is going to change.

JASE 6/10
Far too easy to breeze through. Just not enough challenge for most gamers.

PROscore

GRAPHICS 86%
▼ Typical Road Runner cartoon colours and backdrops perfectly painted.
▼ A lot of obstacles and enemy sprites are the same throughout.

SOUND 80%
▲ The little bleeps from the MS churn out some cheerful Road Runner tunes.
▼ The odd sound effects here and there don't particularly impress.

GAMEPLAY 73%
▲ Being up against the clock means you're kept on your toes!
▼ The slow response on the controls ends up being very frustrating.

CHALLENGE 72%
▲ There are three skill levels available if things become a bit too easy.
▼ Only ten levels and once you've finished it's unlikely you'll play again.

74%

Starts off as a very playable against-the-clock race but this soon becomes repetitive with far too few levels.

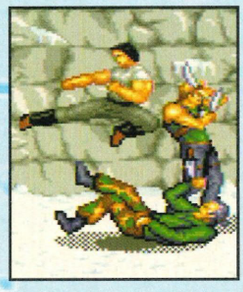
REVIEW

SEGA PRO

MEGA CD

CLIFFHANGER

Ever thought about rock climbing? Sylvester Stallone made it look easy in the blockbuster film Cliffhanger. Now the CD version is out giving players the chance to give their limbs a scraping. From thundering avalanches to icy cliffs and lofty mountains, *Cliffhanger* CD pits you against natural hazards as well as a bunch of evil fugitives. Playing the part of the great movie star, work your way through seven levels of sheer mayhem in a race against time. Take part in hand-to-hand and armed combat, then go for the ride of your life on a snow board down a rocky slope! Find the $100 million in stolen loot, defeat the fugitives. Only then can you return to your friends.



Stallone and the fugitives fight it out on the rock ledge with fists, feet and knives; doing some serious damage.

The first thing that springs to mind about a film-based title is that it will play like a platformer. Thankfully *Cliffhanger* uses two game playing modes as in *Batman Returns*. The hand-to-hand combat sections stick to the left/right scrolling style of gameplay, while the snow-boarding stages switch to a 3-D race view.

There are seven stages to complete – each telling a part of the story from the film. The platform sections play like any standard beat-'em-up with a combination of punches and kicks that'll wipe any opponents face into the snow if timed correctly. The bulldozer move stands out because of its hook and uppercut combinations. Weapons like knives and Uzi machine-guns give you more choice in combat. I'm not that impressed with these stages since this is a CD game with animation that's rather tame – it plays like an aged beat-'em-up on the MD.

The snow-boarding sections must be seen because they're stunning. The speed is the most appealing factor thanks to very smooth scaling as rocks, trees, fallen logs and other alpine bits swish past realistically. Stallone rises high in the air with wicked jumps and turns as avalanches behind try to catch him up.

Levels do vary to some extent. The climbing and descending is rather weak on rock faces but the rope-climbs over chasms are challenging.

I'd purchase *Cliffhanger* for the snow-boarding alone because it's incredibly exciting. Although other stages from finding the suitcases to climbing Bitker Ladder are weak in the hand-to-hand areas, *Cliffhanger* offers a combination of playing styles that'll keep you interested for days.

Mark "Everest" Hill SP

PROtip

ON THE SNOW-BOARDING STAGES TRY TO JUMP IN THE AIR. YOU CAN TURN LEFT OR RIGHT VERY EASILY – ALLOWING YOU TO SEE CLEARLY HOW TO LAND ON A SAFE PART OF THE SNOWY TRACK.



These rock walls with gaps in the middle are hurdles that must be jumped carefully. The snow avalanche is creeping up behind you so speed and concentration are essential.



Jumping gaps is easy if you leap from the very edges. Don't fall as you'll instantly lose a life.



Climbing up a rock face is simple if you follow one direct vertical line upwards. If you are hit by enemy fire while holding button A to gain speed then you'll fall.



A FILM FOOTHOLD

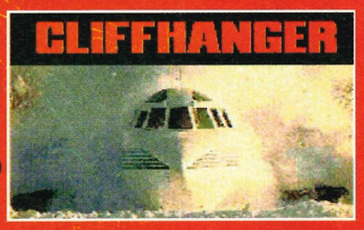
If you haven't seen Cliffhanger in the cinema then you may be interested in the film footage. Sony have thrown in twenty minutes of action from the film. The pictures, although slightly grainy, are still very clear with superb stereo sound to match.



In the Alpine regions you'll need to board through forest tracks dotted with fallen logs, plants and pine trees.

THE STUDY OF ROCKS IS KNOWN AS PETROLOGY.

SONY
£44.95
OUT: NOW



CD ACCESS: Medium
PLAYERS: 1
STAGES: 7
SKILL LEVELS: 1
FEATURES: Continues
CONTACT: Dream Machines (0429) 869459

PROview

NICK 7/10
Enjoyable in parts but doesn't hang together too well.

PETE 6/10
Good graphics but not one I'd spend my precious cash on.

JASE 7/10
Half a great game with lots of promise but fails to deliver.

PROscore

GRAPHICS 83%
▲ The scaling perspective during the snow-boarding stages is stunning.
▼ During hand-to-hand combat the sprites are poorly animated for CD.

SOUND 90%
▲ The sound tracks from the film are perfect for this kind of action.
▲ The rocks swishing past and the howling winds sound realistic.

GAMEPLAY 74%
▲ The snow-boarding rides are smooth, fast and incredibly exciting.
▼ Hand-to-hand combat stages are very disappointing.

CHALLENGE 82%
▲ Snow-boarding is tough but the incentive to beat the avalanches is huge!
▼ Hand-to-hand combat isn't remotely challenging because it's so simple.

77%

Cliffhanger is two games in one. The beat-'em-up action is fairly poor but this is worth a look for the snow-boarding alone.

PRO CLASSIFIEDS

FOR SALE

For Sale *Sonic, Streets of Rage* and *Mega Games 1* for only £30 each or less. Tel: John on (0697) 342108

For Sale Mega Drive games; *Mortal Kombat, Streetfighter 2* and over 25 more. Offers about £400. Send phone number and offers to 383 City Road, Edgbaston, Birmingham, B17 8ID.

For Sale Mega Drive/SNES games; *Sonic 2, Desert Strike, Olympic Gold, Aliens 3, Madden '92, World of Illusion, Speedball, Tazmania, Terminator, Monaco 2, EA Hockey, PGA, Wrestlemania, Super Aleste, Sim City* plus many others £25. Details (0922) 403699.

For Sale *G-Loc* and *Road Rash II*. £25-30 or swap for *Micro Machines* and *Cool Spot*. Phone Mark on (081) 953 6355.

For Sale Game Gear for sale with ten games, adaptor, carry case and Master Gear for £380. Will sell games separately for £15. For more details ring Neil. Tel: (0689) 851924.

For Sale *WWF Steel Cage Challenge* on Game Gear£15. *Super Mario Land 2* on Game Boy £15, *Handy Boy* £15, plus lots of Amiga games. Phone for list on (0732) 864527.

For Sale Mega Drive games; *Flashback* £30, *Moonwalker* £22, *Madden '92* £25, *Mega Games 1* £20, Game Genie boxed with codebook £30 or swap for Action Replay. Tel: (0252) 621421.

For Sale Master System II with 15 games including *Mortal Kombat, Sonic 2, Asterix, Thunder Blade, Xenon 2* with one Sega pad and one joystick I WKK remote-controller £220. Or swap game separately £5-£25. Tel: (081) 577 3167.

For sale Mega-CD and seven games plus *Sonic CD, Thunderhawk,* and *Batman Returns CD*. All for £230. Offers on games as well. Tel: (0629) 733847 after 4:15pm. All in good condition.

For Sale *Warriors of the Eternal Sun* and issues #10-28 of SegaPro. Game = £25, mags = £30. All in good condition. Tel: (0405) 813553. Buyer collects, phone after 6:00pm.

For Sale Mega Drive games; *Streets of Rage 2, Thunder Force 4, Terminator 2, Bio-Hazard, Battle* – £16 each. *EA Hockey, Forgotten Worlds, Golden Axe, Streets of Rage* – £10. *Wonderboy IV* – £12. Boxed with full instructions, 2 control pads – £6 each (only £10 for both). If interested Tel: (0375) 842611.

For Sale Master System II with 10 games and one controller for only £100 or nearest offer. Tel: (071) 3788689 between 4:00 and 9:00pm and ask for Anne. South East area.

For Sale Mega Drive with three joypads. Includes *John Madden '93, Jurassic Park, Ecco* and *Sonic*. Will sell for £200 or nearest offer. Contact Jason on (0240) 421743.

For Sale selected Mega Drive games: *Tiny Toons, Global Gladiators, Super Hang On, Two Crude Dudes, Ecco, Hellfire* and excellent Japanese adaptor. All for £20 or nearest offer. Phone (0222) 483233 and ask for Tom.

For Sale Game Gear games; *Space Harrier* (£12), *Joe Montana* (£15), *Sonic* (£15), *Castle of Illusion* (£14). All games are in excellent condition. If interested please call (0372) 276635.

For Sale Mega Drive games; *California Games* £12, *Lemmings* £22, *John Madden '92* £20. £50 for the lot. Alex Lloyd, 127 Park Avenue, Orpington, Kent. Tel: (0689) 832668 after 6.00pm.

For Sale Mega Drive games; *NHLPA Hockey* £23, *Tazmania* £20, *WWF* £20,*Super Monaco* £15, *Arnold Palmer Golf* £15. Please ring (0634) 666055 after 6pm.

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For Sale Sega and football magazines. Over 70. Will sell for £8 or swap for anyMega Drive game except *Sonic*. Tel: (0233) 627432.

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You wouldn't believe some of the swaps and deals some people try to pull-off. each month. Okay, don't say we didn't warn you...

I will swap my Jap Mega Drive with a 10 games for a UK SNES and a UK Mega Drive. Post to: 1 Jalan, Setiabakti 10, Bukit, Damansara 50490, Malaysia. Find out postage for packaging.

WANTED

Wanted Amiga A1200 with mouse, not bothered about games. Will pay from £120 to £150 now! Brighton area. Please, someone out there, do me a good deed! Tel: (0273) 626141.

Wanted Mega Drive with two games and two controllers. I am willing to pay £50. Tel: (0225) 837710 after 4:00pm. Ask for Leon. Games preferably *Sonic* and *Cool Spot*..

Wanted Game Gear with games and adaptor. Reasonable price considered. Phone after 6:00pm on (0706) 376243.

Wanted instructions for *Quackshot* as I've lost mine. Please ring (0274) 880567. Will pay, ask for Aidan.

Wanted cheap Game Gear games £5-£15. Must live near Wythall or Hollywood. Tel: Rob on (031) 4366170.

PENPALS

13 year old male seeking a 12-14 year old wild and good-looking female. Write to James Hart, 30 Wellesbourne Place, Norris Green, Liverpool, L11 3AR. All letters answered.

Hi! I'm looking for a penpal aged 11-13 who's into Mega Drive and Mega CD stuff. Please send a photo. Write to Damian, 11 Greenway Lane, Buriton, Petersfield, Hants.

I am a 10 year old boy who owns a Master System. I'm looking for a penpal of the same age. Contact Chris Jones, 2 Raby Road, Thornton, Hough, Wirral, Merseyside.

Penpal wanted for 10 year old boy into Sega Mega Drive games. Male if possible: Stuart Garner, 19 James Street Sheerness, Kent, ME12 2QE. Tel: (0795) 661822 – I guarantee a reply.

I am a Mega Drive owner and would like to have a penpal – male or female – age 10-14. Most likely to be Mega drive owner: Michael Lawrie, 21/c Braid Square, Woodside, Glasgow.

13 year old lad wants penpal of same(ish) age – female if poss – who likes computers and stuff like that. Contact John at 16 Craighleigh Grove, Eastham, Wirral, L62 9DJ. Will reply.

Male 25, seeks female penpals 18-30. Interests to include Mega Drive / music. Wierd sense of humour is a must. Reply to Ian Edmeades 118 Daiglen Drive, South Ockendon, Essex.

SWAP

Swap *Shinobi 2, Streets of Rage, David Robinson's Basketball, Road Rash, Sonic, NHLPA '93, Flashback* or *Truxton* for *General Chaos, FIFA Soccer, Sensible Soccer, Tiny Toons, Desert Strike*. Will sell. Tel: (081) 6712753.

I will swap my Mega Drive with *Aladdin* for your Game Gear with game. Contact us on (0424) 882250 – after 6:00pm – and ask for Eddy or Richie.

Swap my *Truxton, Lemmings, Golden Axe* or *Art Alive* for your *Immortal, Dragon's Fury, Devil Crash,* Master System converter and *Sonic* for two of my games. Contact on(0202) 875585.

Swap my *Cool Spot, Art Alive,* and *Arcus Odyssey* for your *Sunset Riders, Shining in the Darkness*. Other games considered. Tel: Andrew on (0637) 851699.

I will swap *Thunder Blade* or *Shooting Gallery* for any good Master System game. Tel: (0277) 233271 and ask for Simon.

Swap *Sonic* for *NHLPA Hockey* or *Aladdin* or *Cool Spot* for the Mega Drive. Please phone Trevor after 3:30pm on (0479) 873146.

I'll swap my *Madden '92* for your *Dungeons and Dragons*. Got to be in good condition. Ring Alex on (0422) 205234.

Yo! Anyone got Master System *Monopoly?* If so phone Kit on (0962) 773452 after 5:00pm on Tue / Thur / Sat / Sun. Will swap or buy. Will pay £10!

CLUBS

Sega All Stars. We have cheats. We answer letters. We know the hottest games on the shelves. Write to Nick1, Mark, Nick2 and Lee, 21 Aster Avenue, Kidderminster, Worcs, DY11 5DU.

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Join the newest penpal club. If you're a keen Game Gear, Master System or Mega Drive enthusiast then send a SAE to 41 Vine Square, Eastbourne, East Sussex.

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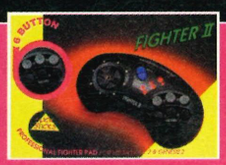
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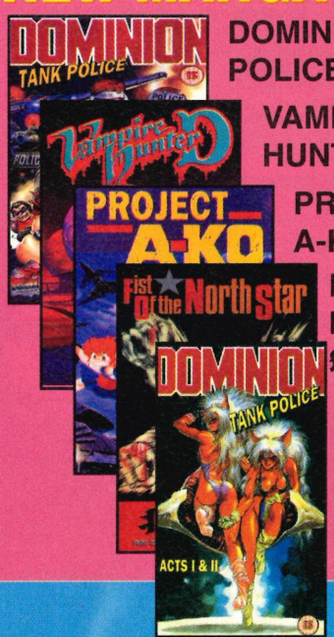


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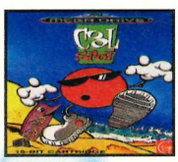
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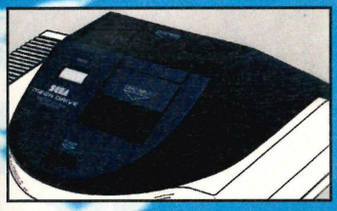
SAVERS

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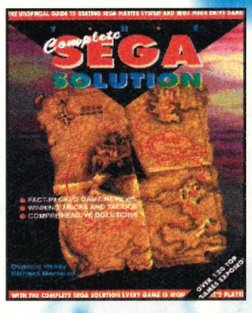
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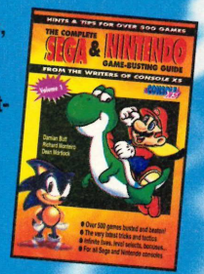


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THIS MONTH...

Mega Drive, Master System, Game Gear and Mega-CD owners – it's time to turn to the biggest, brightest and undeniably most helpful (that's why you're reading this, isn't it?) tips pages. The latest games on the shelves have all been cracked by resident tips expert Jason and any that are left (more than he'd care to admit) have been sent in by our faithful readers. Enough of this, let's get on with it all!

No sooner has ProTips undergone a complete re-vamp to make it the tips section other magazines put their readers in touch with, but we decide to make it even better. Now, Jason's ProTips is sponsored every month by a software company, proudly offering a full five cartridges to the best tipsters.

As a special feature Ed "Pinky" Lomas has decided SegaPro's tips section is the most worthy to feature all his hard cheat-seeking work and we'll be printing his exclusive best tips every month. Pinky's Column will keep you up to date with hints for the latest games and this month Electronic Arts's *James Pond 3* comes under the close scrutiny of the Number One password cracker.

SEND US YOUR PHOTO!

If you would like to see your face within the ProTips section, send us a photograph of yourself and we'll print it alongside your tip. Wackiest photo of the month wins the sponsor's game. On a more serious note, please remember this is a respectable publication and we won't print anything offensive (most of the time anyway)...

SEND YOUR TIPS AND CHEATS TO JASON AT:

ProTips,
SegaPro,
PARAGON PUBLISHING LTD,
DURHAM HOUSE,
124 OLD CHRISTCHURCH ROAD,
BOURNEMOUTH BH1 1NF.

ProTips INDEX

MEGA DRIVE

ACTION REPLAY CODES 85
DRAGON'S REVENGE 84
FIFA INTERNATIONAL SOCCER 83
GAME GENIE CODES 85
JAMES POND 3 84
MIG-29 82
MORTAL KOMBAT 84
PUGGSY 82
ROBOCOP VERSUS TERMINATOR..82
SENSIBLE SOCCER.....84
SHINOBI 3.....84
SPLATTERHOUSE 3 85
STREET FIGHTER 2: SCE 85
TOEJAM AND EARL 2.....85
ZOMBIES ATE MY NEIGHBOURS...84

MEGA CD

SHERLOCK HOLMES.....87
SONIC CD 87

MASTER SYSTEM

ACTION REPLAY.....87
CHUCK ROCK.....87

MEGA CD

ACTION REPLAY.....86
THE DRAGON'S TRAP 86
KRUSTY'S SUPER FUNHOUSE.....86

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THIS MONTH'S TIPS ARE SPONSORED BY ELECTRONIC ARTS AND EA SPORTS

PUGGSY



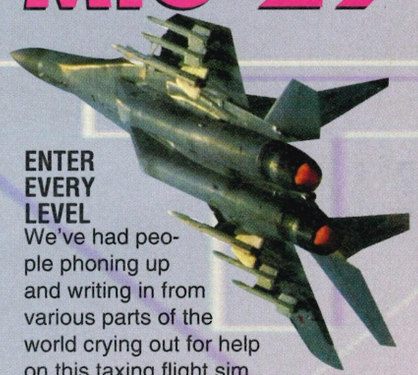
MAGIC PASSWORD

To open every one of the levels and find all the guardians defeated, except for the final conflict, enter:
700 276 007
304 205 663
037 256 576

HIDDEN PLACE

Collect blocks with the letters on to spell "CHEAT" and take them out of the Hidden Place to be awarded infinite lives.

MIG 29



ENTER EVERY LEVEL

We've had people phoning up and writing in from various parts of the world crying out for help on this taxing flight sim. Enter this password and you're given access to any level:
MIZLATHNFDKZWG

Leo Watts, Ascot

ROBOCOP VERSUS TERMINATOR

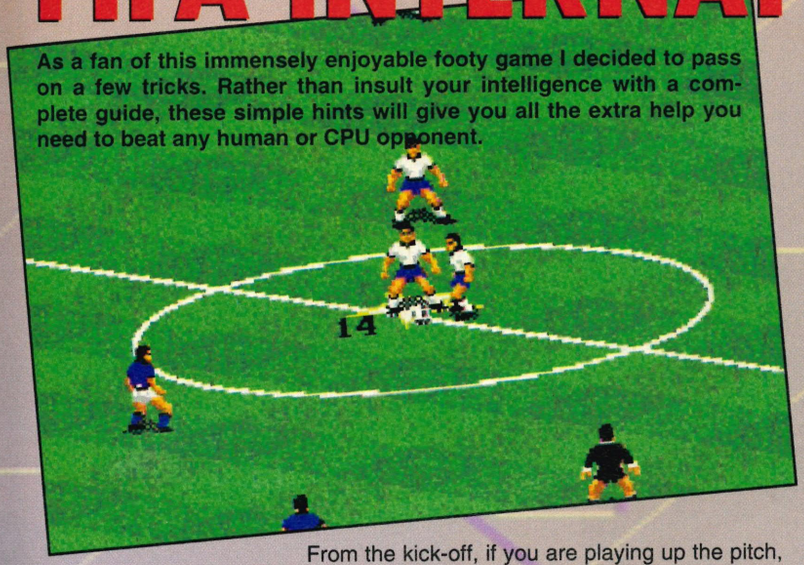
DROP THROUGH PLATFORMS

Pause the game and press A, B, C, B, A and you should hear a sound effect. Unpause the game and push DOWN and jump to fall to a platform below. This cheat is most useful when you have a long way to walk before you reach the platform beneath. Unfortunately, every time you want to jump down you must repeat the button combination.

Bryan Taggart, South Africa

FIFA INTERNATIONAL SOCCER

As a fan of this immensely enjoyable footy game I decided to pass on a few tricks. Rather than insult your intelligence with a complete guide, these simple hints will give you all the extra help you need to beat any human or CPU opponent.



From the kick-off, if you are playing up the pitch, press and hold UP and press B then A, then repeatedly press C. You will chip the ball over the opposition's midfield and run to the ball and shoot past the goal keeper. Obviously there's a large element of luck involved in this strategy, but if you manage to perfect it you should be onto a real winner.

PASSING

The most important part of this game is to pass the ball regularly, and not rely on the C button to blast it up the pitch in the hope that you score. Press and hold A for a normal direct pass, but only use this method when you have the time and space to make a decent job of it. It's so easy to hold down A and boot the ball in a completely useless direction. Believe it or not using B is the most effective way of passing the ball to close players. Every time you want to pass to a player with space between you and him, tap B and the ball will fly to their feet.



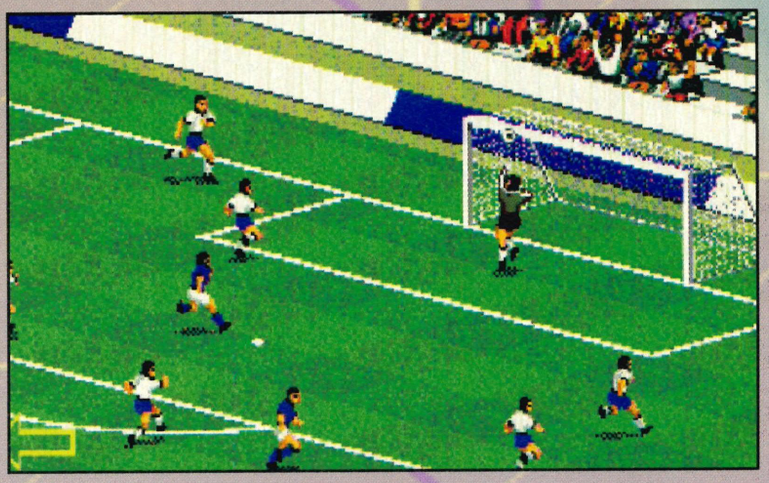
TACKLING

A is used for sliding tackles, but more often than not this will result in a foul, and if you're using Brazil's Salamar you'll probably see the nasty yellow card. For a change use B every time you go in for a tackle and not only will you be shoulder-barging your way through the defence with ease, you'll be creating far more space than ever before. Alternatively tap C to bring a rough edge into your play.



SHOOTING

The most effective method of shooting is to attack from the centre of the field and shoot with C whilst pressing DOWN on the joypad. The ball will fly hard and low, therefore giving the goalie a tougher time than normal. Alternatively, long shots from the diagonals are extremely effective, as I'm sure you have already sussed. Inside the box, don't panic, dribble and shoot into the top corner of the net – always a neat one to watch on the action replay!



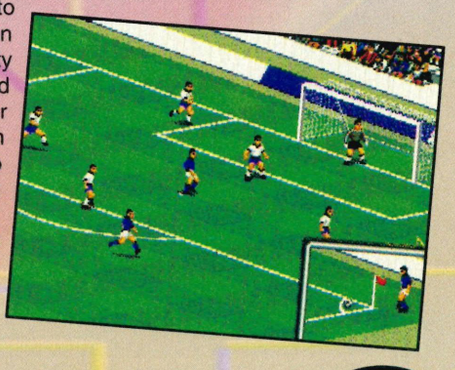
FREE KICKS

Other than pressing A and holding it down to kick the ball to a player in the area there's not a lot that will give you much help. Bending the ball around goal posts (inside of course) is a good angle of attack and holding DOWN when shooting should skim the ball along the ground. It's all a matter of personal preference and trial and error.



CORNERS

So many people call up saying "how do you score from corners?" that this hint just had to be printed. It's easy-peasy when you know how, so from now on you should be able to score from every corner. Position the cursor so that the penalty spot is located in the centre and kick the ball without any after touch. After the ball has been launched into the box, press B to toggle a player and your striker will stand on the penalty spot. If timed correctly the ball will land at his feet. Now keep your cool and dribble to the side, then shoot in the top corner of the net. Goooaaaalll!



MORTAL KOMBAT



HIDDEN TUNES

If you're feeling extremely bored and have nothing better to do than listen to the background music to *Mortal Kombat*, here is a cheat to allow you to play a little ditty that is otherwise hidden: Go to the options screen and select sound FX # 17. Push RIGHT and A at the same time. Repeat this until the sounds stop and wait until you hear some weird sounds that you will not have hear before. Do the same with sound FX # 16 and you will hear a different tune.

Anonymous



SENSIBLE SOCCER

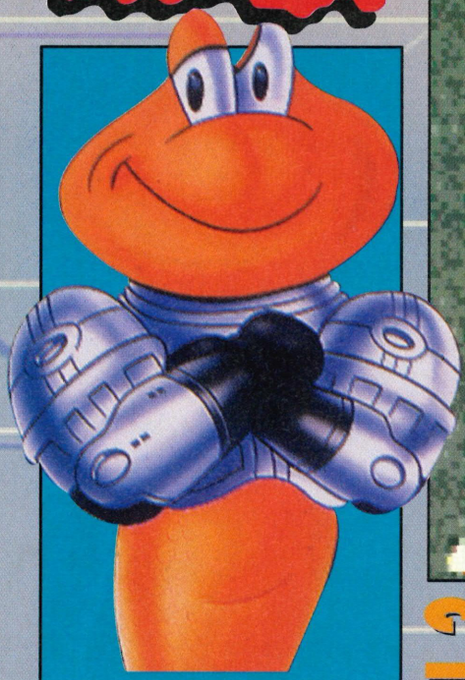
TOURNAMENT CHEATS

To play the European Cup follow these instructions:

1. Put the difficulty level to expert.
2. Go to the club teams.
3. Select the Euro-Cup and the team you want to be.
4. Once the cup draw comes up, go to abort and exit club teams.
5. Change to another skill level.
6. Go back to club teams and pick the cup option. Now you can continue in the Euro-Cup.

Be careful, go back to expert if you want to save – if you try to save without doing this the game will crash.

Alan Grant, West Lothian



JAMES POND 3

This month Pinky battled through the tricky platformer *James Pond 3*, arriving at the conclusion that the remaining levels are far too difficult to find, but sent us a password for 97 complete levels. This password gives you all agents rescued, all cheese mines destroyed, three stiltonium machines destroyed, five treasures collected and six lives with a maximum of five hits on each.

PASSWORD

Blue skull, red moon, red moon, red UFO, green rocket, yellow cake, red star, blue hand, red moon, yellow bottle, red book, green heart, green mushroom, yellow dog, red fish, blue mushroom, red boot, red fish, blue sweet, red pick-axe.

SAVE GAME AND WARP

To save the game at any time go to a boss stage and defeat it. The easiest boss is the Mushbeast. To warp to the final boss, go to the far top-right of the map and play through the Neapolitan Peninsula level. At the end use the spring boots to bounce up high next to the exit to find the secret piece.

PINKY'S COLUMN



SHINOBI 3

Pause the game and simultaneously press A, B and C, and then UP or DOWN to skip a level.

INFINITE SHURIKEN

To give yourself an extra fighting chance, as in *The Revenge of Shinobi*, go to the options screen and enter 00 shuriken. Wait a few seconds and the number will change to an infinity sign. Start the game as normal and you'll have infinite shuriken.

INVINCIBILITY

To become invincible listen to these tunes in sequence: He Runs, Japoesque, Shinobi Walk, Sakara, Getafu. If the cheat is active you will be greeted by a few seconds of silence after selecting Getafu. Now restart the game as normal and with the level select and infinite shuriken cheats active you should be on the way to the final guardian.

Bryan Taggart, South Africa

ZOMBIES ATE MY NEIGHBOURS

PASSWORDS

Enter the following passwords to skip to a later level etc:

ZYZM
CBRK
LCFJ
BMLK
VQBB
QLNK
QNKR
SDHM
BKVR
SDHM
BKVR
BZPM
VNYQ
BNYZ – Extra levels in hard mode
QSDZ – Credits level

G. Taylor, Newbury



DRAGON'S REVENGE



MEGA BALLS

Enter your choice of password to begin a game with loads of lovely extra balls:

10 BALLS – LT9LAKD
15 BALLS – XMH5AQG
20 BALLS – D7Q4ADM
25 BALLS – D8Z4AIY
30 BALLS – D994ANB

BONUS LEVELS – To start a game with various bonus levels complete, just enter the following passwords:

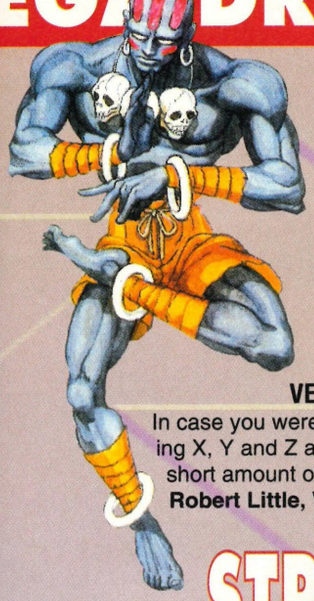
LEVEL 3 – X32KWNE
LEVEL 4 – DKASW8Z
LEVEL 5 – EKI3YVI
LEVEL 6 – FKSB8W2

Thanks to:

G. Taylor, Newbury

EA SPORTS CARTRIDGE WINNER

MEGA DRIVE MEGA



SPLATTERHOUSE 3

LEVEL CODES

Level 2:	REISOR
Level 3:	ETLBUD
Level 4:	TABRAE
Level 5:	RUANTC

Bryan Taggart, South Africa

VEGA'S BACKFLIP

In case you were unaware of Vega's special move, try pressing X, Y and Z and he will do a backflip and be invisible for a short amount of time.

Robert Little, Wickford

STREET FIGHTER

Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

Every month SegaPro's tips section prints the most up to date selection of Action Replay codes available. Not only do we receive codes from Datel, but we're also sent piles of codes from our funky readers. If you find any codes for a new game (old ones are not so welcome) send them in to the ProTips address. Alternatively, if you're stuck on a game you can call the Datel Helpline ✆ (0782) 745992.

ALADDIN
0003406000
Lets you play the UK version on Japanese and US machines.

BOB
FFCB670032
Infinite time.
FFCB730003
Infinite lives.
FFCC070020
Infinite health.

FLASHBACK
0017D44E71
Use with code below to allow you to find cheats with Pro Action Replay.
0018E86000

GAUNTLET IV
01FAA26002
Use this code to allow you to play UK and US version on Japanese, US and UK machines.

JAMES POND III
FFFAA10003
Infinite lives.

ROBOCOP VERSUS TERMINATOR
FFF08C0040
Infinite energy.
FF009C0005
Infinite lives.
FFF0F000FF
Invulnerable.

SENSIBLE SOCCER
018B36601E
Lets you play the UK version on Japanese and US machines.

SONIC SPINBALL
0003226600
Allows you to play UK version on Japanese and UK machines.

STREET FIGHTER II: SCE
0001F00000
Lets you play any version on any machine.
FF96D90003
Start on bonus stage.
FFB9770080
Funny music.
FF80C20001
Player one turns into flame when hit.
FF83420001
Player two turns into flame when hit.

TURRICAN
FF04920003
Infinite lives.

ZOOL
FFED530004
Unlimited energy.
FFEB690010
Unlimited time.

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CHUCK ROCK 2	0891 445942
STREETFIGHTER 2: (INC. TURBO ED.)	0891 445940
SHADOW OF THE BEAST 1,2&3	0891 445943

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TOEJAM AND EARL:PANIC ON FUNKOTRON



PASSWORDS

Enter the relevant password to skip to a later level:

STAGE 3	M-D2EELDQ90W
STAGE 5	PDY6K1-P6V1!
STAGE 7	RWW2ZK6N68!2
STAGE 9	PAAL1XL59072
STAGE11	M-ALKCDM9V-6
STAGE13	NEWLCHU3VV!2
STAGE15	TXXLK!YL9663

Stuart Wenham, Bexley Heath

EA SPORTS CARTRIDGE WINNER

WONDERBOY: THE DRAGON'S TRAP

THE FINAL CHAPTER



Hawk-man: 7JRP LBZ 9A9F XH2

Stock up on potions and fly right, over the big block of stones and go to the shop. Buy whatever you can – at least one key and fly right until you find a hut. Go in and open the chest. Exit, fly right and you'll arrive at the castle from the first level! Go into the first door and take the route you previously took to the dragon and your aptience will be rewarded with a plentiful treasure chest.

Use a magic stone to get back to the start. Go in the door and use the kashmir sword to change into Piranha-man. Fall down the well and swim all the way along until you reach the spring. Leave the water and change back to Hawk-man, fly straight up and then hop or fly to the treasure chest. Open it and use a magic stone to return to the start.

Fly left until you reach the door with a green lock, go in and fly to the ceiling. Buy items from the shop and exit the building the same way as you came in and fly left until you reach the mouse-blocks past the hospital. Fly up and left until you find a door surrounded by destructible blocks. Stand on top of it all and then use the kashmir sword to change into Lion-man. Press button one and you will destroy the blocks and be awarded a key.

Change back into Hawk-man and go through the door and change your sword into the magic sabre and right in the middle of the magical blocks, build a magic block and then use a legend sword to destroy the block. Now, walk into the question mark, open the secret door and go through it. Fly right until you reach a door, go through the door and carry on flying right, the best way to get past the stone-heads is to fly straight through the middle. When you reach a door only go in if you need to be cured. Now, fly straight up through the gap in the ceiling.

Fly up and wait for the enemy to move – then go round and fly right until you see a gap in the ceiling, fly straight up and slightly left, you should find there is a hidden gap above you. Go through this gap and through the hidden gap in the wall on your right. Continue right until you come to a door, don't go in but just destroy the destructible blocks you can see and then use a kashmir sword to change into Mouse-man.

Walk on the wall and along the top until the wall ends and you fall off. Stay as Mouse-man and carry on right until you get to a wall, run underneath it and destroy the block to reveal a spring, now come back out from under the wall and jump up against it, you should find a hidden stairway. Fall into the gap and change into Hawk-man. Fly out and fall down the gap on your right. Now hop left through the wall and on into the next gap.

After you've killed the enemy go in the door and open the treasure chest and then leave, killing the enemy. Go left until you reach a door, enter and remember where the door appears. Now, go back to where you came out in that corridor and press up.

Walk right until you get to the magic door and go through. It's best to change into Mouse-man, run left dodging the fire-balls and then go up and around the corner then fall left. Change into Piranha-man by going through the door. Swim right until you reach a door and go in to change to Hawk-man. Go right until you reach another door with destructible blocks, but don't destroy these and do not go in the door, instead use the kashmir sword to change into Lion-man.

Jump onto the blocks and then jump against the wall. Destroy the blocks in front of you and all around until you fall down. Kill the enemies and then go left, up and around the corner until you fall down. Walk right until you fall off the edge and then left until you fall down the gap. Walk right, killing the enemies until you reach a door. Go in and head left until you fall and then right until you fall. Now drop left, kill the enemies, walk left and keep jumping up until you fall. Walk right until you fall, then right until you see a gap above you in the ceiling.

Fly upwards and go right, fly up and then hop left until you see another gap in the ceiling. Fly up and go right, fly up and then hop left until you see another gap in the ceiling. Fly up and press left and then fly up and right. Hop right as far as you can past the hole and then fly up and left. Now fly up and slightly left and go through a hidden gap in the ceiling. Go right until you come to a door.

Change into Lion-man and then go to the equipment screens and select the ninja blade, master shield and legend armour. Go in the door and you will be faced by VAMPIRE DRAGON. Killing him should be very easy, just wait on the floor until he's standing there and then go up to him and stab him. Keep doing this and after not too long he will die. You will now receive the Salamander cross and return to human form. THE END.

KRUSTY'S SUPER FUNHOUSE

I know this is an old cheat, but **Andrew Holt** from Nottingham sent in a huge tips book and several people have been phoning for help this month, so here you go.

PASSWORDS

LEVEL 2	SELMA
LEVEL 3	SCRATCHY
LEVEL 4	SKINNER
LEVEL 5	GROENING

SPECIAL CHEAT

To open all doors and get infinite lives enter the password TRACY.



EA SPORTS CARTRIDGE WINNER

Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

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.

COOL SPOT
OOD18F2F
Infinite energy.
00D18E03
Infinite lives.

ECCO THE DOLPHIN
00CAC123
Infinite air and energy.

JURASSIC PARK
00CA0003
Infinite energy.
00C02404
Infinite lives.

MORTAL KOMBAT
00C43B09
Infinite time.
00C4204
Level select

STAR WARS
00DAAD02
Infinite lives.

SEGA PRO TIPS

MASTER SYSTEM



LEVEL SELECT

On the title screen press UP, DOWN, DOWN, LEFT, RIGHT and B.

SOUND TEST

On the title screen press DOWN, DOWN, DOWN, LEFT, RIGHT, A. If it has worked you should now be on the sound test screen. From here, enter this code to play the secret special stage: FM 07, PCM 07, DA 07.

Alternatively, enter these codes for some inte ting re

FM 42, PCM 04, DA 21.
FM 46, PCM 12, DA 25.
FM 44, PCM 11, DA 09.
FM 42, PCM 03, DA 11.
FM 40, PCM 12, DA 11.

SONIC 3

THE DA GARDEN

First complete the game with or without the emeralds. Then go to the Time Attack mode and complete all the zones with an overall time under 37" 27" 50. After you've done this, return to the title screen and you should now be able to enter the garden.

A–select music, B–rotate planet, C–zoom in and out.

VISUAL MODE

Complete the game with all the emeralds. Then enter the Time Attack zone and complete all the zones with an overall time under 25" 46" 50. Return to the title screen and now you should have the option to see the visual mode.

Sega Disruptips

CHEATS/TIPS/HELP/CHEATS/TIPS

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0891 318 410..Sonic 3, The New Game review, cheats + help
0891 318 400 .....INFORMATION LINE HELPLINE
0891 318 402 .....GAME GEAR Cheatline
0891 318 403..... DESERT STRIKE & TERMINATOR I & II
0891 318 404 .....STREETS OF RAGE 2 & 1 Cheats & Help
0891 318 405 .....SONIC II & I Cheats & Help
0891 318 406 .....GOLDEN OLDIES
0891 318 407 ...NEW RELEASE LINE Cheats, Hints & Tips
0891 318 408 .....MEGADRIVE CHEATLINE
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EA SPORTS CARTRIDGE WINNER

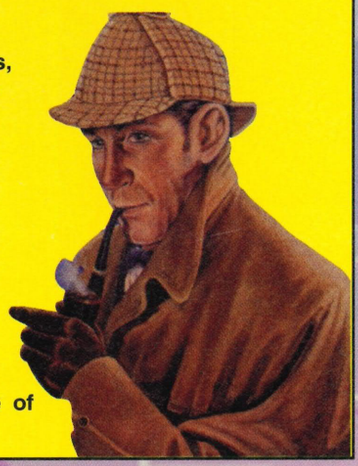
SHERLOCK HOLMES
CONSULTING DETECTIVE VOLUME 2

THE TWO LIONS

Visit the following places: Inspector Lestrade, the central carriage stables, the Raven and Rat, Carrol and Olikia O'Neil. At the trial give the following answers:

1. Thomas O'Neil.
2. C.
3. Barry O'Neil and Stephen Lyons.
4. B.
5. A.
6. Thomas O'Neil
7. B.
8. D.

If you follow these instructions you will equal Sherlock's perfect score of 28 points. Iain Watson, Guildford



Pro ACTION REPLAY

Designed and Manufactured by DATEL ELECTRONICS

Every month we get a few sent in but this month a whole box-full of Action Replay codes have been sent in by Mark Stevens, Camberwell. Well done Mark!

THE NINJA
00CDC002
Infinite lives.

KLAX
00C09F00
Infinite drop meter.

RAINBOW ISLANDS
00C02E03
Infinite lives.

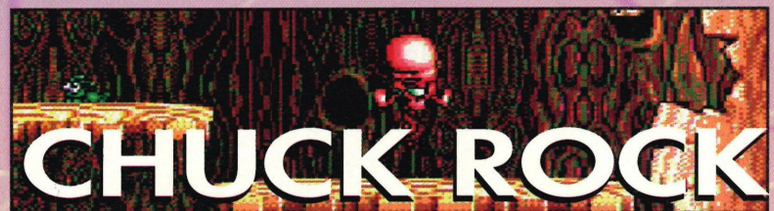
FORGOTTEN WORLDS
00CC8CD8
Infinite energy.

STRIDER
00D48704
Immunity.

SONIC CHAOS
00D29903
Infinite lives.

CHEAT MODE

You will need two joypads plugged in to enter this cheat. It isn't an easy cheat to get working either, but here goes:
Switch on the machine whilst holding the following:
Pad One: DOWN and RIGHT while holding button 1.
Pad Two: DOWN.
Wait for the Sega logo to disappear and the border should flash as the Chuck Rock screen appears. You will now have infinite life.



I was expecting more ProHelp letters this month what with the Christmas blitz, but the mail drop has been unbelievable. More pleas of assistance have dropped through the postbox than there are minutes in the week and unfortunately I just don't have the time, or space to answer every single one. I must say a big thankyou to everyone for putting your trust in my problem solving abilities, but please be patient. Without you ProHelp wouldn't be as popular as it has become, so keep on writing but remember personal replies are out of the question. Cheers, Jason.

PROHELP, SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

INDEX

MEGA DRIVE

ECCO THE DOLPHIN
ETERNAL CHAMPIONS
JUNGLE STRIKE
MORTAL KOMBAT

MEGA CD

SONIC CD

MASTER SYSTEM

AFTERBURNER
THUNDERBLADE
JUNGLE BOOK

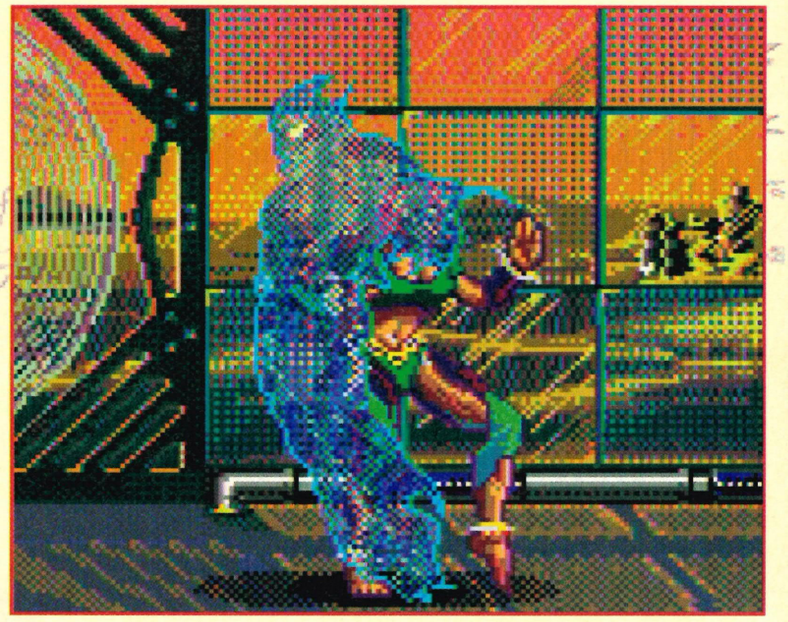
GAME GEAR

MORTAL KOMBAT
THE TERMINATOR

T-SHIRT WINNERS

Q **Peter Johnstone** from Brighouse wrote in to ProHelp and said: "My problem is the lizard man. I know that you must be fighting in the pit and must not lose a single drop of energy then use your fatality move when it is time to finish off 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."

A **Robert French** from Bolton, **Fredrik Lyth** from Sweden, **Christopher Warlow** from Dyfed, **Peter Donelan** from Surrey and **Christian D'Ippolito** from London all wrote in and answered: Sub-Zero's fatality move is Towards, DOWN, Towards, Punch. T-shirts are in the post to you all, but expect a delay as new, even better and more exclusive T's are being printed. Apologies to everyone else who wrote but five shirts was the limit this month and those pulled out of the empty crisp box first were the lucky ones.



Q I bought *Sonic CD* on the 28/12/93. Now I'm wondering if there are any tips or cheats for the game? Also could you please give me your autograph?

David Grandy, Trowbridge

A Yes I do have one or two tricks for *Sonic CD*, but they have been printed in the ProTips section this month. To keep you going here is the level select: On the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B. Unfortunately we can't send personal autographs, but if you subscribe Nick the Editor will send you a personal letter with his very own scribble.



Q I am desperately trying to find the special moves in the magnificent *Eternal Champions* for Xavier. I have found a few, but I'm still unsure as to whether I have them all; there's so many of them.

Steve Campright, Sunderland

A Steve, I can put you out of your misery (though you might want to enter our *Eternal Champions* book compo in the News), the special secret moves are:

XAVIER

DOWN and B	Sliding head strike.
DOWN and C	Spinning leg sweep.
DOWN and Z	Lunging leg sweep followed by double mid-strike.
DOWN and Y	360° Cane Strike.
Jump Towards and Z	Flying, spinning Cane strike.



Q I would like to know if there are any cheat or tips you can give me on the following games for the Master System: *Thunderblade*, *Afterburner*? I would also like to know if there is a tips book I could buy for these and other older games?

William Sneddon

A To recieve infinite continues on *Afterburner* make sure you simultaneously press 1, 2 and UP when you die. You will also be able to attain Invincibility on *Thunderblade* by pressing UP, DOWN, LEFT, RIGHT and button during play. I hope these few quick tips will help you finish the games.

Q **I've got *Jungle Book* for the Game Gear, but I can't kill Kaa, the boggle-eyed snake on level three. I've tried everything I can think of, can you help me please?**

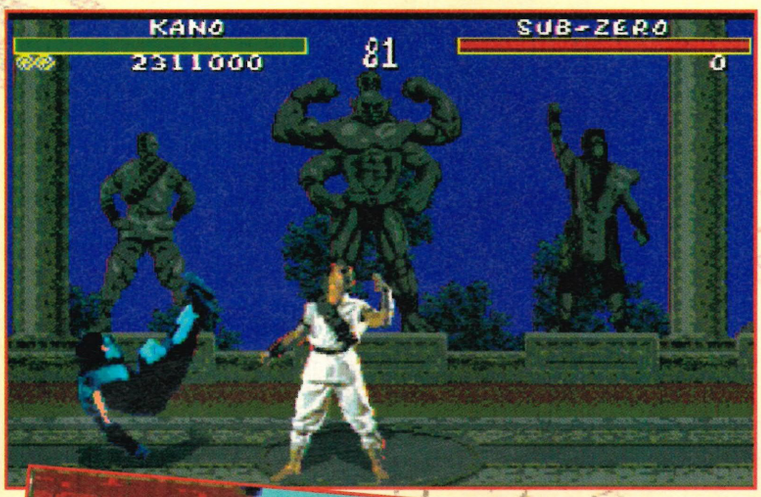
Jayne Webb, Builth Wells

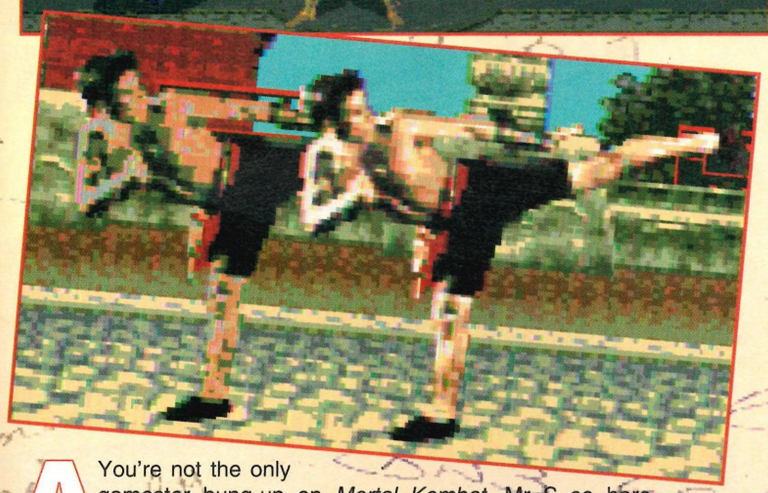
A **To kill Kaa, use the snake-spring in the middle of the screen to jump over his head. Fire bananas as quickly as possible to knock him down and clear the level. If you are still having difficulty with this platforming snake-stomper call the Virgin Tips Line on ✆ 081 964 8242.**

LP!HELP!HELP!HELP!HELP!HELP!HELP!HELP

Q Please help me! Could you please give me some tips on how to get the special moves on the Game Gear version of *Mortal Kombat* as I am tearing my hair out trying unsuccessfully to find them?

S Loveday, Lincoln





A You're not the only gamester hung-up on *Mortal Kombat*, Mr S so here goes for all you troubled people out there. Sorry if you're not Mr S but it was once again a 'pull the letter out of the cardboard box' problem. These are all the special moves for each of the characters featured, but it's up to you to experiment with them!

JOHNNY CAGE	**Aw, To, Low kick. Aw, To, B. Do, 1+2.**
RAYDEN	**Aw, Aw, To. Do, Up. Do, To, 1.**
LIU KANG	**To, To, 2. To, To, 1.**
SCORPION	**Aw, Aw, 2. Do, Aw, 1. Aw, Aw, 1**
SONYA BLADE	**Do, 1+2. To, Aw, 1. Aw, 1.**

Q Please could you help me, I am an owner of a Mega Drive and my brother owns a Game Gear which he got for Christmas. Then he bought *The Terminator* which is driving me and my brother nuts. We cannot get past level one and we are very interested in what we must do and how to find it or if you could tell us any cheats.

Robert French, Bolton

A On the main *Terminator* screen hold down button 2 and press 1. The screen will turn black and you must quickly press LEFT, LEFT, UP, UP, RIGHT, RIGHT, DOWN, DOWN. Two 00's will appear so press left and right to skip a level.

Q You are my last resort! As one of your more mature female readers (I'm 28) and a latecomer to the joys of Sega Mega Drive, I'm finally becoming unstable. I'm stuck in the prehistoric Dark Water Zone of *Ecco the Dolphin*. This has been my favourite game as it involves using a bit of brain power (which I'm OK at!) as opposed to flying on the old 'hand – eye' co-ordination, which I'm not so hot at!

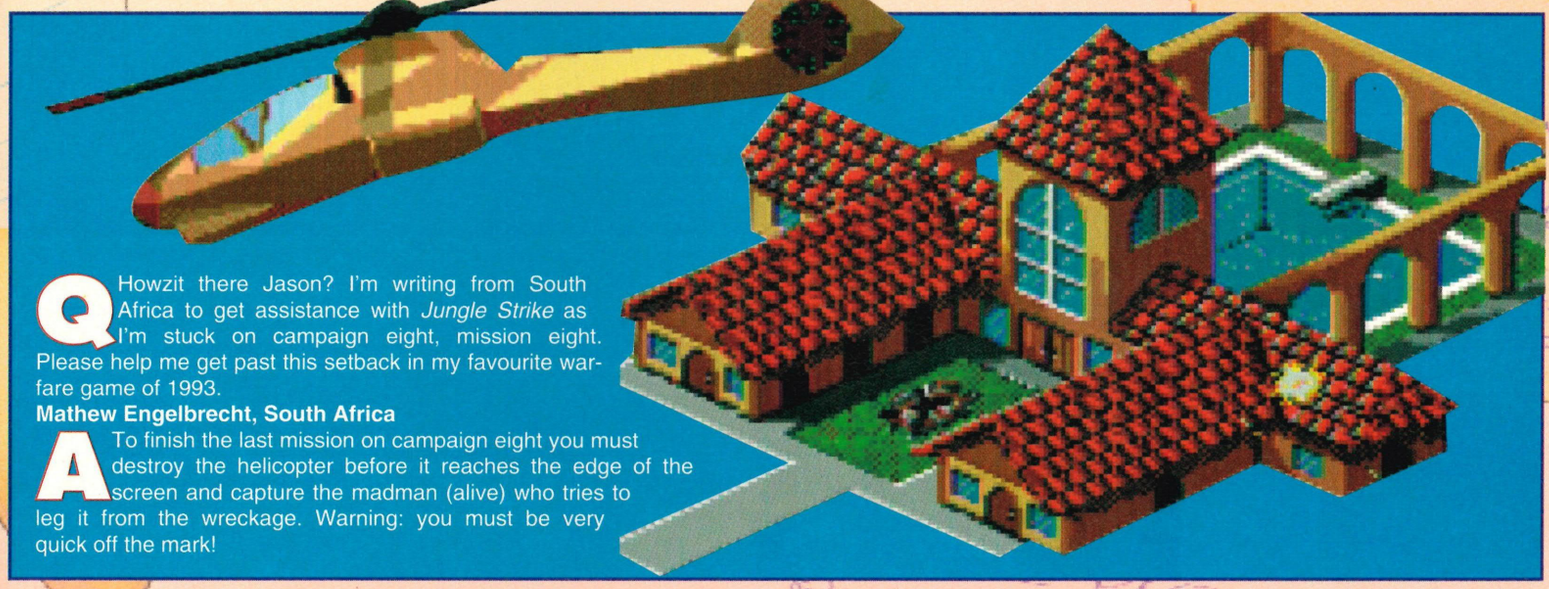
I'm sure I haven't missed anything in any if the levels, but I keep finding the Asterite in the Dark Water level and dying! I think I'm supposed to steal one of its globes, perhaps by attacking the same one twice? but I've been trying for the last two weeks and I don't know if my handset will stand much more floor and wall abuse! Yours desperately.

Jane Jennings, Nuneaton





A After a little deliberation I think this is the answer to your problem: To kill the asterite charge and hit four globes of the same colour. Stay on the left side of the Asterite and move up and down to avoid being hit by its electric beam. You have to hit four globes in a row. For example, if you hit three browns, then hit a green and now you have to hit four greens. Destroy the Asterite to enter the next level. SP



Q Howzit there Jason? I'm writing from South Africa to get assistance with *Jungle Strike* as I'm stuck on campaign eight, mission eight. Please help me get past this setback in my favourite warfare game of 1993.

Mathew Engelbrecht, South Africa

A To finish the last mission on campaign eight you must destroy the helicopter before it reaches the edge of the screen and capture the madman (alive) who tries to leg it from the wreckage. Warning: you must be very quick off the mark!

SUBSCRIBE NO
GET A FREE T-

There's no other way
we want your

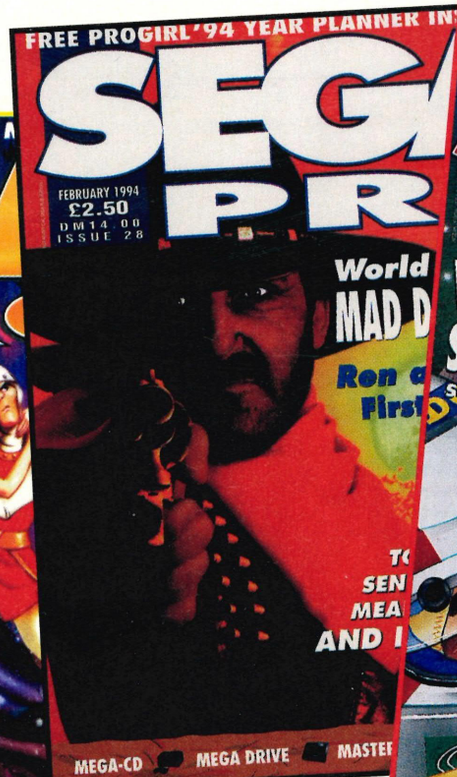














W AND SHIRT!

of putting this – money!

You too could look this handsome in a SegaPro T-Shirt. Or something.





SEGA PRO

Yes, yes, yes! I wanna be in the know... that's why I'm plugging into SegaPro! Please rush me the following:

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LETTERS SEGA PRO PRO TEST

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.

It's Protest here again folks and that can only mean one thing... I don't quite know what it is at the moment though but I'm sure if you read on you'll find out for yourself. This month: Some stuff sent in by readers after our fine selection of prizes. Some people...
Read on for the latest scandal affecting the Sega gamesplaying world!
Send your letters to:
Nick Morritt,
ProTest,
SegaPro
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth, BH1 1NF.



KENNETH HARE

MORE SEX SCANDAL

I would like to complain about the sexist poster/wall planner that was supplied with SegaPro # 28. It was unnecessary and may have offended many of your female readers.
H. Williams, Tunbridge Wells

I would like to complain about the calendar that was free in your February edition of SegaPro. It was horrible and sexist in the way you used her because you would think that only boys play on computers and read your magazine.

Well, they don't so wise up and get a life.
Susan Bush, Wigan

Sorry if we caused any offence but as I said in the last issue, I reject your charges of sexism totally. 'Sexism' is defined as 'discrimination on the basis of sex' which simply is not a definition which applies to our poster. I also don't understand why it is considered sexist for a mag with a 96% male readership to print a fully clothed picture of a woman when it isn't sexist to print (say) a half-naked picture of Marky Mark or East 17 in a magazine like Smash Hits or Just 17. By using our poster as an example of sexism (which I regard as an extremely serious and important issue) you cheapen the whole argument into an exercise in name-calling. So, if I may be so indiscrete, wise up and get a sense of perspective.

SATURNALIA

Please! Please! Please! *(It's OK, you can go to the toilet now – Nick.)* Please print this letter! I have a few questions to ask 'y'.
1) Is the Mega-CD 16 or 32 bit?
2) How much will the long-awaited *Mortal Kombat 2* be?
3) Why do Sega and Nintendo get all the stick from the Press instead of Amiga (sic) and Atari?
4) Will the Saturn be 32 or 64 bit?
5) Will there ever be a sequel to *Jungle Strike*?
6) What is the best game on the Mega Drive?
7) Will the Saturn use carts or CDs?

Daniel Beale, Cheshire
PS Your mag is great and I get it every month!
1) 8 bit by the looks of things. Nah, only joking. It's 16 bit.
2) My crystal ball tells me... Come off it! I've no idea – it's much too early to tell.
3) Erm, you mean Commodore don't you? Anyway they get plenty of very well-deserved stick – just read the Amiga mags if you don't believe me.
PS. Glad to hear it!
4) Check out our feature on the Saturn in this very issue!
5) EA aren't working on anything yet although with the success of the two Strike titles, you might well expect something later this year.
6) Well, we voted FIFA International Soccer as our Game of 1993 so that might be somewhere to start. But if you're not a sports sim fan, how about the ever-present Street Fighter II: SCE?
7) The words at the moment is that the Saturn will use CDs, but check out the feature for further info.

WOOLLY OR WON'T HE?

This Christmas, instead of a woolly jumper I got a TV. Last Christmas I got *Aliens 3* for my Mega Drive. And



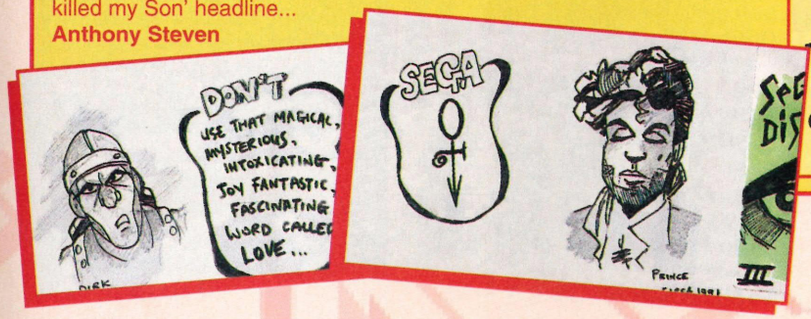
JAMES HARE 11

THE DISRUPTOR

NOTE TO READERS: We get a few letters a month from Anthony Steven from Southend with a regular Sega Disrupts theme. Anthony is clearly a manic Prince fan, because I am too and I recognise all the references he makes on his envelopes. Unfortunately, he hasn't enclosed his address SO GET IT TO US IF YOU WANT A T-SHIRT YOU IDIOT!

Anyway, take a look at just a few of the bits he's sent in over the last couple of months. And well done over noticing the Sun's error with the Nintendo joypads. And this from the paper that printed the 'Nintendo killed my Son' headline...

Anthony Steven





the Christmas before I received a Master System. I wondered why I asked for one when I had a really fab and groovy Spectrum. Then It dawned on me that I'd asked for the worst console that ever existed – even the Atari home console looked good compared to this heap of junk. So later on I sold it and got a Mega Drive. This has much better sound and graphics so now I'm wondering if I should sell my Mega Drive and get a SNES...

...And I'll tell you why – because Sega and EA can't get along and make just one 4-Way Tap. Nintendo did and they make lots of dosh out of it while Sega bicker with every software house about licensing and they're constantly going to court to settle pointless feuds.

I hope you took all that in and I am sure you could change my mind if you sent me a big pile of games and a Mega-CD.

Signed: Fat Geezer down the pub, Age 7



ANTHONY STEVEN

You may be fat, Mr Geezer, but how the heck do you get in a pub aged only 7?

Anyway, can't you decide what to buy? If you want to get a SNES that's up to you but the games are generally more expensive. And you're being a bit unfair on Sega aren't you? Their 'bickerings' as you call them have been to do with licencing and distribution matters (which aren't pointless at all but involve millions of pounds) and are nothing to do with the Multi-Tap devices. In fact, EA have their own to fit in with the EA Sports range of games, no other reason.

By the way, fat chance as far as the Mega-CD is concerned!

PETE BOG

Da-da-di-da-di-da... *(Ed's note: This went on for ever)* ... I think Pete's a cool dude and he would have been a lot better off had he not been turned down for the part of Andy McDonald in Coronation St – instead he had the misfortune of working with you bums who do the voiceovers for the Radion adverts.

Anyway, it's me again, your mate Rory. I was disgusted at the way you described my line drawings of the gang as 'some of the worst we've ever seen'. That's a blatant lie because I know you loved them really. Therefore I would like you to send a personal letter of apology along with my large T-Shirt.

Three things I want you to know:

1) Yorkshiremen aren't sad and there's nowt wrong with a pint of Tetly Bitter either.

2) Dave Perry is ace so why isn't he on the SEGAPRO team?

3) You'll be receiving a brilliant FREE letter from Yours Truly every month. Hurray, whoopee totally SEGAPROtastic don't you think? *(Jeez – Ed.)*

Some software failures:

•*Chuck Rocks* at Johnny Major

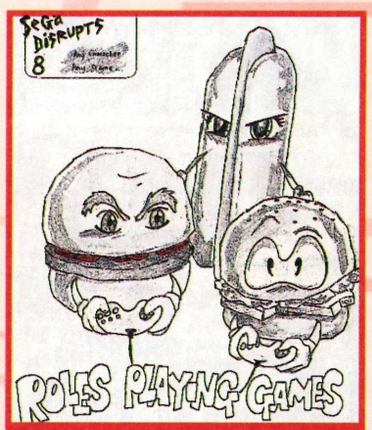
• *Batman Returns* the underwear he stole off my washing line (thanks a bundle mate)

• *Dangerous Seed* (make sure you don't sh*g him girls)

• *Rolling Thunder* _ that's after a hot vindaloo the night before

Anyway, sorry for wasting your time...

Rory McNulty, Huddersfield



ANTHONY STEVEN

God help us all. Pete thanks you for the naked picture you drew of him – us too, by the way – we haven't had such a good laugh for ages, although we think there are possibly healthier things you could be doing with your imagination. As for the line drawings – well we only apologise for mistakes and we certainly weren't wrong over this one. As for for the rest of it...

1) Nope, Yorkshiremen aren't sad. Only you are.

2) See answer to (1)

3) Help.

Software failures: How about NBA Jammy Gits, Dashin' Desperadoes busting for the toilet, NHL Hickey after a night with the Cheerleaders... Ever thought about getting out a bit once in a while?

AUSSIE GIT

Your magazine is so badly designed it makes me cringe. For instance, when you can't fit two words on a



Answering your questions is one of the most important jobs at SEGAPRO as we really do care about our readers' points of view. Ahem. 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 always 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
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

Geoffrey Welch from Northallerton writes in asking what the difference is between the Action Replay cartridge and the CDX and what they do. He also says, "I have heard that *Virtua Racing* will be coming out on the Mega Drive. If it is and if it does have an in-built DSP chip will this make it more expensive and if so how much would it be?"

Well, the difference is simple. The Action Replay is a game cracking device like the Game Genie while the CDX allows people to play any CD on any machine, whether it's American or Japanese. Totally different!

As for *Virtua Racing*, yes it does have a DSP chip (called the SVP or Sega Virtua Processor) which allows *Virtua* to run polygon-based graphics far faster than it ordinarily would have been able to do. Sega are going to be releasing a *Virtua* series of games, with *Virtua Fighting* the next in the pipeline (you can catch it in the arcades now, but it's £1 a go! Expensive business becoming good at games these days).

Sega are talking about a possible price for *Virtua Racing* being in the £70 range (import versions could hit around £100) although there is talk currently about there being a separate *Virtua* add-on cartridge which you could buy as a 'one off', then plug into your Mega Drive allowing you to run all the *Virtua* games.

A.F. Denton from Wolverton is looking for a Mega Drive game based on American Stock-car racing. Nintendo have '*Days of Thunder*' and he's seen '*Bill Elliot's NASCAR Challenge*' for the Amiga and PC, and '*Indy 500*' in PC Power magazine. He wants to know if these games are due for Mega Drive releases and if there

LETTERS SEGA PRO PRO TEST

small line in a paragraph squeezed in between two screenshots you space the words out with massive gaps between the letters.

I expect you'll make some sad prejudiced comment about XXXX or boomerangs or anything thought sterotypically Australian.

PS. Ze bag is out of ze cat zo zend me a T-Shirt.

Ben Harwood, Western Australia

PS. Apologies for the frequent and incorrect usage of envision.

You (non-Aboriginal) guys haven't got enough of culture to be stereotypically anything yet although when you finally do get around to inventing something worthwhile I'll be happy to slag you off about it.

Anyway, you'll notice the mag has a new look. We were going to introduce it a couple of months ago but Christmas deadlines intervened instead. Rest assured that SegaPro cannot be touched on the design front now although we would like to think you buy the mag for our peerless reviews and top-quality writing instead of just looking at all the pretty pictures.

PS You have got to be joking.

PROQUOTES

"Errmmm... Where am I? Who are you? What's in here? How's that done? Is it true?"
The Invisible Man, Southend
Jeez, a philosopher. Why not try existentialism instead.

"...I'd be especially glad if you print my letter so I can find out my problem."
Tom Coombes, Weymouth
Ever thought about visiting a Doctor instead?

"When I was younger I wanted to be an astronaut..."
James Hat, Stanstead
All that rubber underwear do it for you, eh?

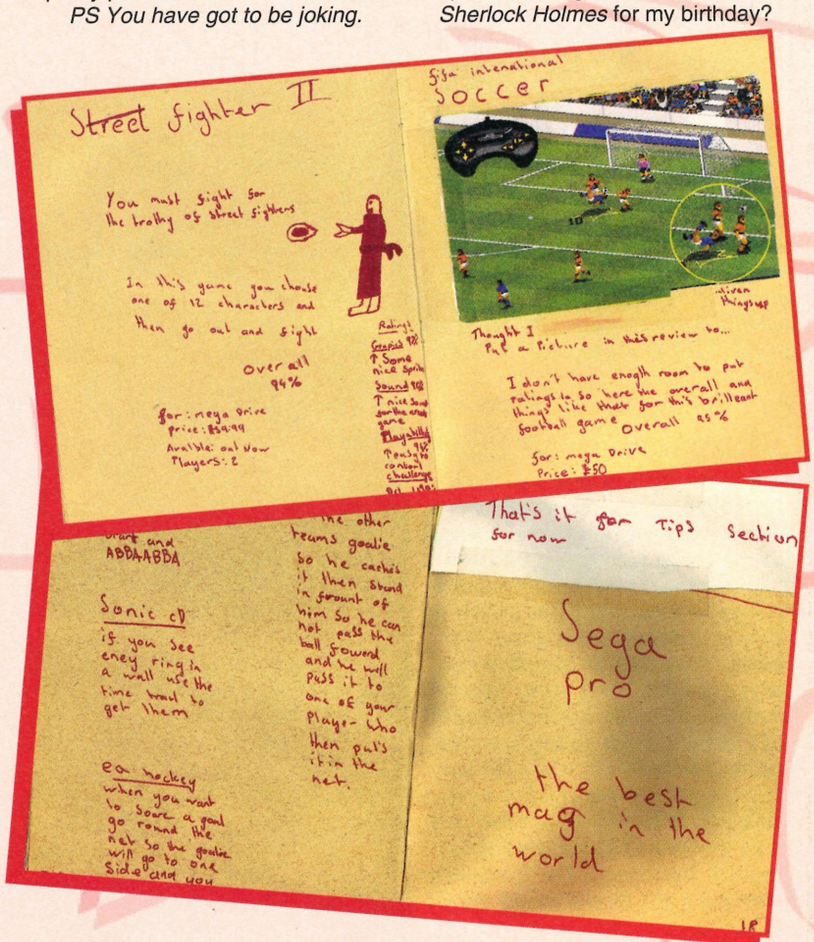
"Don't delay – buy your copy of *FIFA International Soccer* today!"
Signed: that Fat Geezer from down the pub
Buy it? We got it for free!

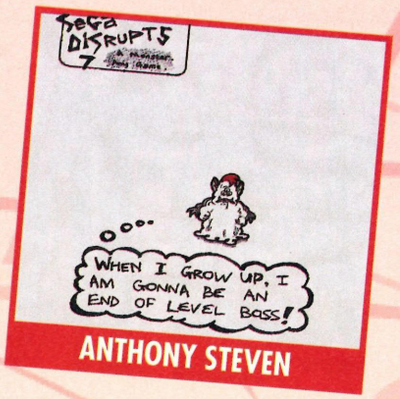
"Regardless, I assure you that things can only get better."
Brad Burton, OTE.
That's a relief.

MAG BLAG

I am sending a book I have made, to you. Please forgive me because I know I have made a few spelling mistakes. I would also like to ask some questions:

1) Should I get *Sonic Spinball* or *Sherlock Holmes* for my birthday?





ANTHONY STEVEN

2) Is *Street Fighter II* or *Aladdin* the best game on the Mega Drive?

Gregory Moss, Lancs

Like the book! Keep sending them in! As for your questions...
1) Sonic Spinball.
2) Street Fighter II for the long-term appeal (but if you prefer top quality platformers then you can't do much better than Aladdin).

WRITE ON

Well, hi again, it's me, Ben the weirdo. Anyway, something is really bugging me. I'll tell you what it is, it's Game Gear owners screaming, "Oh dear you smeg-heads, all the Game Gear reviews are so small and sparse" etc. Don't they realise the Game Gear is a small machine and the games releases are sparse? Grrr! I once owned a Game Gear myself but fortunately I realised I'd probably have a much better time with a Mega Drive.

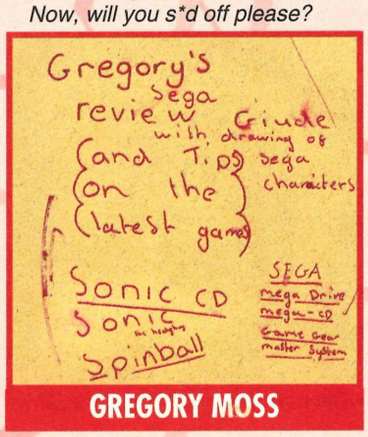
Not that I have anything against Game Gear owners but every letters page I ever see has a comment similar to the above envisioned or printed in this column. I envision that Game Gear owners are going to die out anyway.

Ben Harwood, Western Australia

PS. Apologies for the frequent and incorrect usage of envision.

If only all our correspondents could have your honesty. Actually, the Game Gear owners have a perfectly valid point and we'll soon be taking delivery of a groovy new piece of equipment which will allow us to do two or three pages of Game Gear reviews soon. Actually, Game Gear games still sell well with about 5% of the games sales accounted for by Game Gear games which isn't bad.

*Now, will you s*d off please?*



GREGORY MOSS



are any similar things that might be available in America?

Well, not an easy set of questions there. But we've heard Revell are working on something for the Mega-CD. *Hard Drivin'* from Tengen might also contain much of what you're after.

Someone with no name from Basingstoke in Hampshire writes in complaining that we printed the wrong *Flashback* level codes in a recent issue of SegaPro. Erm, this is perfectly possible I suppose but we do rely on our readers for many of our tips and cheats. Rest assured that we'll find whoever sent in those wrong codes and exterminate him (or her). However, we haven't had complaints from anyone else so I am forced to imagine that it might be you typing them in wrong or something.

However, if someone does have a complete set of *Flashback* level codes, send them in and we'll print them again.

Rafiq Giga from Leicester wants to know what our favourite Master System game is, *if Street Fighter II* is coming out on the MS, how he can get hold of a cheap Mega Drive, if there's going to be a two player *Sonic* game on the Master System and why there aren't as many Master System reviews as other stuff in the mag?

Some kind of a Master System owner then are you Rafiq? Anyway, it's always nice to get some easy questions in... Right, our favourite Master System games are *Desert Strike, Mean Bean Machine* or *Micro Machines*. You won't go far wrong with any of those (my 16 year old brother is also a manic *Mean Bean* fan, just to show I'm not being biased).

We haven't heard of any plans for the release of *Street Fighter II* on the Master System. The secret to buying a cheap Mega Drive is; shop around! Some shops had a price war this Christmas and it was possible to pick one up for as little as £90. Also try the Classified section in SegaPro.

There are no plans for two player *Sonic* games on the Master System and there are no plans for *Sonic 3* on the MS, which is two player to a degree. Finally, there isn't as much MS stuff in the mag as there is for other machines because the games aren't being released. Be sure that we review as much stuff for the MS as we can!

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LETTERS SEGA PRO PRO TEST

Sorry to hear about your troubles John. I can honestly say you've been caught out by some bad luck as I didn't know that Smiths had packed up and left Scotland. I've passed your letter onto SegaPro's Publisher, the inestimable Pat Kelly, for further action.

MONOPOLY MONEY

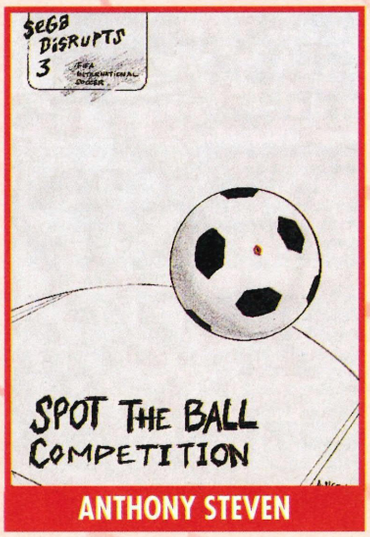
I've been reading a lot recently about the Monopoly and Mergers Commission's investigation of the games market, specifically involving Sega and Nintendo. I mean, yes, prices are much too high and all that, but what can the MMC really do to make any of the companies reduce them? Would they be able to shut Sega down or just tell them off? And do Sega have to listen to them or what?

F. Jones, Littlehampton

Well, you can imagine the excitement caused in the games industry when the MMC dropped THAT little bombshell. Firstly, some history: A year ago the Office of Fair Trading decided to investigate the games industry's practices on licensing, retail distribution and pricing, after 40 complaints against Sega and Nintendo (a huge body of complaints by OFT standards). It was the OFT's decision to refer the case to the MMC, who are to report by October 31st to the Secretary of State for Trade and industry.

However, it isn't often that the MMC makes monopoly-breaking moves and it is more likely that prices will come down due to increasing competition - as there are already signs that people are refusing to part with such large wads of cash with much slower Christmas sales than expected and large stock levels being held by Sega.

And of course, there's a batch of new machines coming up for release this year – 3DO and so on. But I doubt if Sega and Nintendo really have anything to worry about – unfortunately.



ANTHONY STEVEN

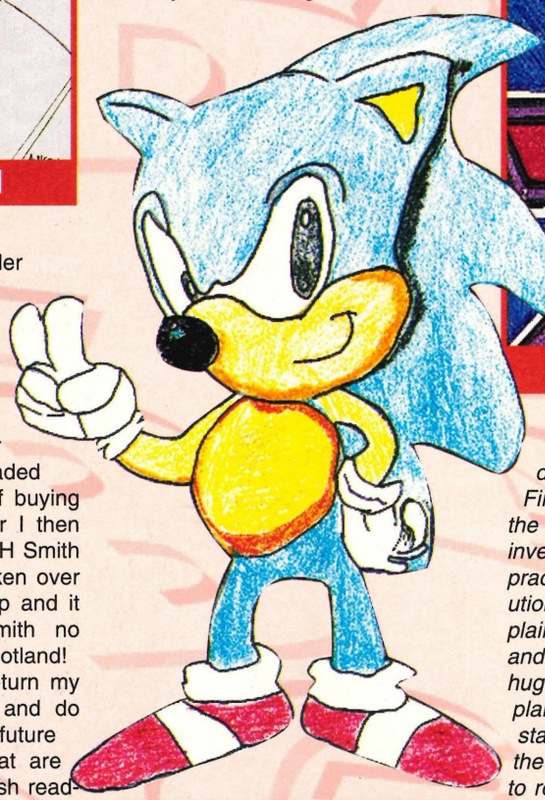
BLACKENED SMITHS

As an avid SegaPro reader and Mega Drive owner I was really pleased to find a discount voucher for WH Smith in the centre pages of the December issue of your mag.

I cut the said voucher from my magazine and headed for Glasgow in the hope of buying *PGA Tour II*. To my horror I then discovered the shop that WH Smith occupied has now been taken over by the John Menzies Group and it now seems that WH Smith no longer have any shops in Scotland!

So with much regret I return my worthless voucher to you and do hope that sometime in the future you can print vouchers that are useable by the many Scottish readers of your excellent mag.

John Fairley, Alva

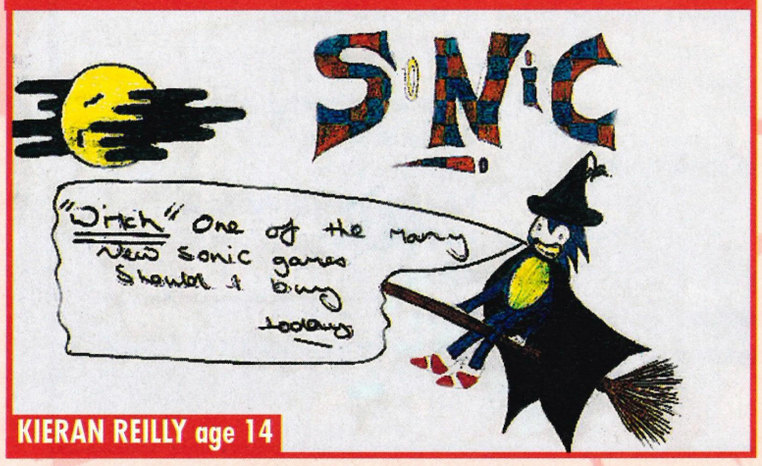


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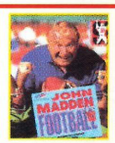
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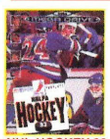

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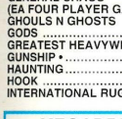
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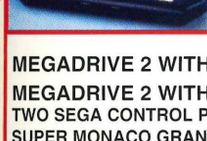
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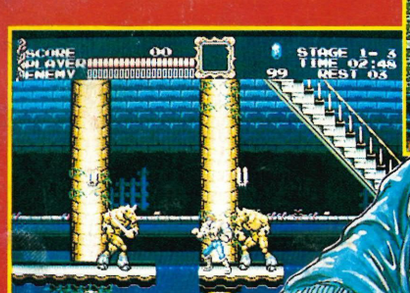
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